**Setting:**

You are a caveman in the early ages of mankind, the game is set in the fictional world named by the player. Magic and other abnormalities are also present, there is much to explore and many things to do.

**Plot:**

The game begins with you in your cave when all of a sudden a giant black rectangular shaped object crashes into the ground outside. You cautiously walk up to the object and touch it. The object shatters and the fragments disappear, where the object stood now stands a woman. The woman speaks in caveman (barely distinguishable English, with few words). You follow her instructions to pick up a ***“sharp rock”*** and start bashing a small tree and picking up the branches that break off. After you collect some branches she then tells you to pick up yet a ***“flat rock”***. With the twigs you craft a ***“pile of sticks”*** and with the rocks you craft ***“clapping rocks”*** you then use these to create a spark and ignite the fire. Following this you enter Evolution Tier 1, you are no longer a simple caveman. Later when you are evolved enough, the woman will explain that she is a relic from a superior civilisation who wish to accelerate evolution, since you were the first to touch the relic, your species has been chosen for this honour. She will tell you what to do in order to evolve to the next tier and provide hints, her name is ***“Mon Lith” or “Lith”*** for short(a play on the word Monolith from the film space odyssey).

**Bosses:**

There will be various bosses in different stages of the game, defeating these powerful foes will earn/unlock you powerful weapons, armour and various other useful materials (some of which may help you to evolve to the next era)

* Greek mythology style bosses in the early era of game play
  + Hades
    - craft screech owl statue (made from gold)
    - must be summoned in the underworld
    - drops the helm of darkness
    - attacks using his dog Cerberus
  + Poseidon
    - craft horse and dolphin statue (made from gold)
    - must be summoned in the ocean
    - drops powerful trident weapon and manipulate water spell
    - attacks with waves, whirlpools and his trident
  + Medusa
    - craft stone snake statue (requires snake eyes and stone)
    - must be summoned in the stone layer
    - drops cast stone spell which has a chance to turn the enemy to stone
    - attacks by spawning snakes, eyes shoot beams which turn you to stone temporarily
  + Zeus
    - craft eagle and bull statues (made from gold)
    - must be summoned in the cloud layer
    - drops cast lighting spell
  + Ares
    - craft vulture, snake, alligator, dog and boar statues
    - must be summoned on land
    - drops full armour set plus a weapon
  + Apollo
    - craft deer, swan, hawk, raven and fox statues
    - must be summoned in the jungle
    - drops a powerful bow and summon pet raven spell
* Others
  + Satan
  + Splice (a mutated beast with many different animal traits)
  + Godzilla
  + Faerie (evil messed up fairy)
  + King Croc
  + Zombie Prince
  + Zombie Princess
  + Possessed Skull
  + Dire Wolf
  + The Seven Deadly Sins (Pride, Gluttony, Greed, Passion, Sloth, Wrath, Envy)
  + Bigfoot (Snow)
  + Loch Ness (“Nessy”)
  + Kraken (Water)
  + Leviathan
  + Cyclops
  + Titan
  + Grim Reaper
  + Dragon
  + Loki
  + Mothership
  + Swamp thing (Jungle) (Collect Rot bits from Undeadlands, to summon)
  + Odin/Thor

**Standard Enemies**

* Drop Bear (Standard)
* Snake (Standard, tameable with snake flute)
* Wolf (Standard, tameable)
* Dog (Standard, tameable)
* Bunyip (Water?)
* Shark (Water)
* Fish (Water)
* Piranha
* Vampire (Night)
* Mermaid (Water)
* Siren (Water)(Mystic)
* Cherub (Mystic) (Air)
* Golem (Underground)
* Wasp/Bee (Standard) (Air)
* Vulture (Desert, Air)
* Minotaur (Mystic)
* Centaur (Mystic)
* Echidna (Standard)
* Dryad (Mystic) (Forest)
* Banshee (Undead)
* Troll
* Dwarf
* Elf
* Giant
* Valkyrie
* Zombie (Undead)
* Ghost (Undead, weak to silver or better)
* Ghoul (Undead)
* Mummy (Undead)
* Skeleton (Undead)
* Baby Dragon (Air)
* Atlantean (Water)
* Octopus (Water)
* Eagle (Air, Rare)
* Bull (Ground, Rare)
* Bat

**Evolution Items/Actions:**

These special items enable to progress to the next level of evolution, when you evolve there is no going back. Evolving grants you access to new crafting options, new materials and new, more challenging enemies. Some evolution tiers can be skipped entirely if you discover the right things.

* Fire
* Creating basic home
* Creating weapons
* Creating Tools
* Taming animals
* Defeating difficult Bosses
* Recruiting others to live in your camp
* Discovering particular items/materials
* Discovering new biomes
* Creating a car (you must construct roads between homes to fast travel)
* Creating a spaceship

**Biomes/Planets/Areas of Interest**

* Standard
* Jungle
* Forest
* Hell
* Atlantis
* Ocean
* Volcanic
* Valhalla
* Mystical