

Metamon  
Monsters from a mental world

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# Part I

## Story

### 1 Pre-Story

Whenever humans thought about something a part of a mental world is built. This world exists since humans began to think about problems in the real world. At its beginning the mental world had a lot of mystery holes. However, thanks to science the holes are filled and the mental world became a rational paradise.

Metamons are monsters living in the mental world. They evolve like the humans from little thoughts. They have no idea about the real world.

However, the humans began to stop thinking about reasons and abstract issues. Only a few scientists (a small proportion of humanity) still use abstract constructions in thoughts. The mental world slowly collapsed and a lot of riddles, ambiguity and uncertainty emerged. All solutions are forgotten. The natural disaster will destroy the mental world and let stupidity and ignorance win.

The ignorance of humanity created the evil Ignarumon. It creates questions and riddles and is happy about the fact that no one can solve it. Thus, with this power it can subject all Metamons, because the Metamons don't know how to solve these riddles (problems) in the mental world. Ignarumon can create problems without maybe solving it later (it's only one way).

The 42-year-old Professor of Mathematics Prof. Sugaku crosses the street in deep thought and is run over by a car. While his body is killed, the soul transfers to the mental world, because the accident happened in deep thought. He solved many problems and riddles in the mental world. The Metamons crowned him to be the king of them. He fought against Ignarumon but failed. Alone he had no chance.

In the mental world he meets six Metamons that dream from kids of the real world. Prof. Sugaku made it possible with a paradox to move the souls of the kids to the mental world. The bodies of the kids fall into coma.

## 2 Main-Story

The series consists of the episodes described below. Each episode has a duration of 20 minutes.

### 2.1 01

**Title** Number Tendril (Zahlenranke)

**Plot** Six kids go comatose. One of them is Keif who meets Natumon in the Mental world and fight with him against Clavimon.

**Summary** Six kids go at the same time comatose. The doctors say that they are sleeping but can not make out what the reason for the comatose is.

Keif is one of these kids. He awakes in a dense jungle and meets Natumon. Natumon explains that he dreamed about Keif and that the Metamaster found a way to transfere them to this world called Mental. The Metamaster is far away and has to prepare for fight against the evil Ignarumon. Natumon doesn't know his fighting ability and follows Keif deep in the jungle. The jungle has many plants with numbers on them. Clavimon attacks them. Natumon wants to protect Keif, but Clavimon hits him with his tendrils. Keif learns that Clavimon is like the number line. Natumon has to cut the tendrils where the number matches with Natumons attack. Keif learns this fact and Natumon gains the ability. With Keifs solution and Natumons fighting ability they beat Clavimon. They come to a mountain with a stone door showing a carved O. They wonder what this means.

### 2.2 02

**Title** Big O

**Plot** Keif rescues Tias and with united force they open a stone door.

**Summary** Keif and Natumon hear a male scream. They follow the voice and found Tias caught in another Clavimons tendril. Additionally, Integamon is on his side and trapped. Keif instructs Natumon to cut the tendrils on the right positions to rescue Tias. All four run back to the stone door. They want to hide there but the door still don't open. Keif instructs Natumon to hit the door but nothing happens. Tias understands and instructs Integamon but still nothing happens. Keif and Tias rest, exchange events and think about it. Both come up with the idea that the carved O is actually a big zero. They instruct their Metamons to hit the stone door with the same numbers. The two numbers (positive and negative) neutralize to zero and the door opens. They enter the cave and the door closes immediately. A boy who has a blank stare and holding a torch in his hand stands in front of them.

### 2.3 03

**Title** Decimal point

**Plot** The group is attacked by Pointmons in the cave.

**Summary** The boy introduces himself as Dans. He went in the cave and the door closed. Together they search for an exit. In the cave is a room with a waterfall formed to the number three. Dans suggests that Natumon should add 1 and 2 to 3 and hit with the sum the waterfall. In doing so the water stops and a passage appears. They follow the passage. Decimon runs towards the group and tries to defeat Pointmon by shooting at it with its pistol but with no effect. Pointmon has a digit on each wing and a decimal point in the middle of the body. Dans understands and instructs Natumon to hit two digit while Decimon shoot with its Decinator pistol the decimal point. Decimon and Dans got friends. More Pointmon attack the group and Integamon has to help, too. Finally, they come the another room with warm water. The Pointmons become more and more. The group wants to close the door which has a -42.24 on it. With united force and in particular with Decimon's Decinator. After the door is closed they turn around and see thermal water pools. Suddenly, a nude girl break surface and screams seeing the boys.

## Part II

# Index

### 3 World

Metamons lives in a world called Mental.

## 4 Characters

Type	FstName	SecName	Age	Character	Size	Gender	Eye Col.	Hair Col.	Hair	Head	Body	Legs	Foot	Underwear
Main	Keif	Noogdar	17	brave but boastful	-	male	green	brown	spike with styling gel	-	-	-	-	boxer shorts
Main	Tias	Ridkin	16	considered but conserv.	-	male	blue	Quiff	-	-	-	-	-	fit boxer shorts
Main	Dans	Clasmos	15	timid but clever	-	male	brown	reddish	long hair	-	-	-	-	underpants
Main	Juny	Dekimia	17	cheeky, enforcing but soft	-	female	green	light blonde	shag	-	-	-	-	string
Main	Nel	Blanos	15	sweet but shy	-	female	brown	more blue	french pigtail	-	-	-	-	pants
Main	Osera	Enastur	16	egocentric but powerful	-	female	dark green	black	hime cut	-	-	-	-	slip
Mentor	Asak	Sugaku	42	considered, wise but powerless	-	male	dark brown	brown white	beard & normal	-	-	-	-	-

Table 1: Characters

## 5 Metamons



Name	Name Origin	Metaworrior	Appearance	Ability	Type
Natumon	Naturalis, Natürlich, Natürliche Zahlen	Keif	Male red saurian	Beats with positive numbers (starting from 1)	Main
Integamon	Integer, ganze Zahlen	Tias	Male Fighting Turtle	Beats exclusively with negative numbers (starting from -1)	Main
Decimon	Decimal number	Dans	Male cat with weapon (pistol) called Decinator	Creates decimal points between numbers	Main
Fracmon	fraction (Latin fractus, "broken")	Juny	Female ladybird with sword (called fracta-blade, consists of ruler and set square)	Creates fraction lines, can <i>break</i> numbers	Main
Mulammon	Multiplication	Nel	Female fox ninja with throwing star	Throwing star is multiplication	Main
Divimon	Division	Osera	Female mermaid with rod which has on both ends bubbles	The bubbles form a colon (division)	Main
Clavimon	clavicula (lat. Ranke)	-	green tendril as number line	Hits with many tendrils, can build a matrix wall with tendrils	Evil
Pointmon	decimal point	-	Bat with a number on each wing and body has a decimal point	Form a decimal number e.g. '1.3'	Evil
Ignarumon	Ignorance	-	Always laughing evil clown with question marks	Creates riddles to protect himself	Evil

Table 2: Metamons

## Part III

# Off-Topic

## 6 Resources

1. <http://www.rinkworks.com/namegen/>
2. [https://de.wikipedia.org/wiki/Liste\\_von\\_Frisuren](https://de.wikipedia.org/wiki/Liste_von_Frisuren)
3. <http://de.pons.com/%C3%BCbersetzung/latein-deutsch>