

Timeless Classic

Timeless Classic is a fanmade expansion (fancier way to say update/dlc) concept that adds more levels to the game via gamemode

Those levels being referred to as...

Interlude stages!

To access these stages you simply enable the "Interlude" Gamemode in the Host select.

new ~~not-so~~ secret stages that take place between the 4 main stages,

These new stages also give an additional upgrade chance!

(Excluding RoAW)

Each interlude has 10 enemies (20 in swarm), those being randomly chosen from the stages that are before and after the new stage, but

with a new boss!

(Excluding RoAW)

Stage order (W/ Interlude Mode)

Peacock Peaks

Overture

Bridging Barrier

Interlude

Downcast Days

Intermezzo

Weather Waypoint

Greatest High

Mirai Mirror
Lake

Ruins of Another World
The End

Light Beneath Closed Eyes
Epilogue

[Lore for the Interludes](#)

All new bosses for each level!

[Renegade](#)

[Cave King](#)

[World Eater](#)

Unlockable Characters!



[Scourge](#)

A gentle giant forced to fight back.

unlock requirement: Beat the game on interlude (seconds difficulty,
minutes on mobile)



[Captive](#)

The beast with hunger only rivaled by its anger.

Unlock Hint:

Interlude,
[Step by step](#),
Shackles Break,
Guiding voice (on hours or higher)



[Bygones](#)

Unlock hint: Strength in numbers
unlock: Beat the game using both Interlude and Scramblefoe

[Tempos](#)

Potential new Achievements!

Crossing that Bridge — Defeat Renegade in Bridging Barrier

Why cave here? — Defeat Cave King in Weather Wavepoint

Two Planets Approach The Roche Limit — Defeat World Eater in
Ruins of Another World

Forever liberated — you unlocked Forever!

Broken like their shackles — I think you overdid it a little...
(Obtained by killing Forever in Light Beneath Closed Eyes)