

RMH Investigation Report

Team Number: 3

Team Lead: Phosphyte

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Date: 29/08/2021

Myth Information

Myth Name: [Bart Montgomery](#)

Place Hunted: [REJECTION](#)

Findings

Character Information

Basic Information

Activity: Active

Join date: 7/7/2018

Place visits: 94k+

Role: Myth

Groups: [Mental Assistance Department](#), [Roblox's Myths](#), [Myths With Potential](#),

[Mythsman: Myth Investigation Service](#), [Anomaly Representatives Program](#), [Bureau of Myths](#)

Bart Montgomery was one of the three doctors that founded the Mental Assistance Department. After meeting with Ipiprix and inviting his former student, Graves to work alongside him, they had begun to work around the clock on creating a way to Cure humanity, Immortality.

Biography

Bart Montgomery was one of the three doctors that founded the Mental Assistance Department, which was its public name, the REAL name of M.A.D is the 'Mortality Advancement Division,' as the doctors behind the project would be working on making humanity immortal. Bart had met with Ipiprix shortly after Ipiprix had finished with his medical degree and started his research towards Immortality, and Graves was one of Bart's students at a grad school, in a Biology class. Bart sent out an invitation to Graves to assist him and Ipiprix in searching for the last Nephilim, Immortius. And thus the three set to work, researching and making many attempts at trying to make their cure for mankind, with none of them working. One notable cure that Bart had worked on creating was Cure #43, the Stoneman Potion. This potion would calcify a subject's tissues, giving them a stony exterior, which provides great protection for a subject, as well as greatly extending their lifespan, however, when the calcification would spread to the brain, most would suffer from brain death. Only someone with an incredibly strong mind could make full use of the Stoneman potion, and those who are just barely able to handle it are capable of moving through stone without consequence.

Before starting his work with Ipiprix however, Bart had a son he named Cecil, Cecil Montgomery, he was born on August 8th, 1998. Bart's wife died in childbirth, and despite the pain and sadness of having to lose her, having his son around was what made all of the pain worth going through, a piece of her that was saved, in a way.

Things took a turn for the worse at the Mental Assistance Department the day that Ipiprix, or the person who once was Ipiprix, returned to the department. He exclaimed to Bart and Graves about the discovery of a species with the potential to make humanity immortal, Mind Walkers. Ipiprix had the doctors use the Mind Walkers in a series of experiments with many human test subjects, tossing those that ended up deceased into a pit below the department named 'Blasted Heath.' One of these experiments which Bart was made in charge of was the use of Cure #49, Liquid Happiness on one true_faces, Cure #49 being the extracted and pure happy memories inside one's mind, by using the Mind Walkers and spilled into containers for storage and further experimentation. While Bart was experimenting, giving True Cure #49 from another, and having True's Cure #49 extracted from his mind, he saw how inhumane using the Mind Walkers was for their goals and could not continue with the experiments. He declared Cure #49 a failure and pleaded for it to be discontinued, but Ipiprix, who the player will later learn contained a Mind Walker parasite within him, would simply not have any disagreements, and shot Bart Montgomery dead within his own office, and before he could die, he took away his happy memories and sealed his

corpse within a safe in Ipiprix's office, making a statement that Bart had simply gone on vacation to Australia.

The player will return Bart's happiest memories to his spirit, within the game which represents his own joyless mind, R E J E C T I O N, and Bart's spirit will be seen after the Good Ending of Jalcrl Nwm reunited with his son and able to pass on, or comforting the still living Cecil in the True Ending from the beyond.

History

Bart_Montgomery joined on July 7th, 2018. His place, R E J E C T I O N, was created on July 11th, 2018. When it initially released, the game featured a hidden teleport on the words 'Stop Him' which lead players to a room with one of the original memory cubes inside it, a blue cube with the number four written on its sides, as well as a map of the maze beneath the department and Mind Walker imagery throughout the room, such as a needle piercing the ground through the roof of the room and three red eyes lining the top of the room on a black background. Alongside this, the player would be able to click on seven paintings hidden around the map to create bridges to climb on and read more information about staying away from the Mind Walkers. R E J E C T I O N after the remaster has removed the teleport from the text, but has kept the painting finding mechanic, the map itself looks very similar but everything is much cleaner and more polished.

Appearance

Bart Montgomery has dark grey skin, indicating that he has lost his happiest memories, as well as [Brooding Black Hair](#). He wears a [Black Suit](#) and [Black Suit Pants](#), and dons a [blank expression](#) on his face.

Personality and Traits

While Bart Montgomery comes off as cold and emotionless sometimes during research, he actually deeply cares for the thoughts and feelings of others, and will refuse to go to extreme lengths for finding Immortality, if they are simply too painful for him to watch. A part of this care must stem from the fact that he is a father figure to Cecil and has lost his wife as well. Bart is also highly intelligent, as the other two doctors he works with are as well. Once a professor of biology, he has begun dabbling with making

modifications to the human body with his research at the Mortality Advancement Division, and some of this culminates in his work with Cure #43, a potion which, as mentioned before, calcifies human tissues.

Groups

Mental Assistance Department

Bart Montgomery is one of the two Doctor's at the Mental Assistance Department. Bart and Graves work with the Head Doctor, Ipiprix, to research and develop a way for humanity to become immortal.

Relationships

Cecil Montgomery

Cecil Montgomery is Cecil's only son, he was born on August 8th 1998. Bart would take care of Cecil after his wife's passing up until his own death, but Bart's ties to Cecil did not end when he died. To Cecil's luck, after infiltrating the Mortality Advancement Division and discovering the truth of his father's sudden disappearance, when cornered by the Mind Walkers, Cecil found the Cure that his father specifically had made, Cure #43, the Stoneman Potion. He consumed the potion and managed to escape and set up a resistance team to later defeat the Mind Walkers, and as he sits and thinks of the bittersweet victory he endured at Jalcrl Nwm, his father's spirit is with him, proud of him and all he went through. Alternatively if Cecil is to die at Jalcrl, they will get to meet again in the afterlife, reunited.

Ipiprix

Bart had met Ipiprix sometime around the start of his mission to finding immortality, and he had discovered that they shared interests in similar sciences, and a common wish to make sure that nobody would have to die again. They would work together, developing and researching potential cures until the day that Ipiprix came back from the Mountains of Madness, as after this date, and a disagreement Bart had with the experimentation of a new Cure #49 with the subject True Faces, Bart was shot and killed by the Mind Walker infested Ipiprix.

Enrique Graves

Bart had first met Graves at a grad school, he was Graves' Professor in a biology course, one of his brightest students. 5 years later, Bart would send Graves a letter asking for his assistance in searching for an immortal being in a desert, with hopes of that bringing humanity itself closer to immortality (as at this time, Bart had began working with Ipiprix), citing Graves' skills at solving obscure puzzles and riddles. Graves would arrive to his aid (All of this can be found in [this](#) document, released by the MAD Official Twitter account on May 30th, 2021), and from this point forward Graves had worked with Bart and Ipiprix in creating cures for humanity, up until Bart's death.

Immortius

Each of the doctors knows Immortius very little, but after learning of his existence within a desert, they sought him out hoping that they could use his immortality as a guide for gaining it for humanity as well. They had extracted some of his blood and tore out his eyeball for experiments, but all their experiments lead to nothing, anyone the blood was injected into would spontaneously combust.

true_faces

Bart only knew True as he was instructed to experiment on him using the Mind Walkers by Ipiprix, so he did. Bart tested giving True Cure #49 to consume, which did little one day, made him unnaturally happy the next, then crashed and became incredibly depressed the day after that. He then had True's happy memories extracted through the use of a Mind Walker, and he painfully watched as True's mental state decayed in front of his eyes. He had enough of this experimentation, Bart declared Cure #49 a failure and that it should be discontinued.

Mind Walkers

After Ipiprix returned from the Mountains of Madness, he had encouraged Bart and Graves to begin working with the Mind Walkers in experiments, so they started, extracting the happy memories and memories in general from human subjects to learn the capabilities of the creatures and how they could benefit the Mortality Advancement Division with their goal, immortality. After Bart had used the Mind Walkers to experiment with true_faces, he had realized just how gruesome and inhumane the process was and wanted it to be discontinued, which the Mind Walkers could not have, as they had infiltrated the Mortality Advancement Division using

Ipiprix as their parasitic host, in hopes of being able to test their abilities to their limits and expand their legions at the same time, so when Bart disagreed with Ipiprix on their continued research using Cure #49, Ipiprix shot Bart in his office, then had his happy memories drained just before he could perish, and Ipiprix then had him stuffed into a safe.

Trivia

- When Ipiprix sent the claim out that Bart was simply 'On vacation in Australia,' this was not a random choice of vacation destination, as inside of the safe in Ipiprix's office, Bart's corpse is sitting next to the flag of Australia.
 - This also has a double meaning to it, as when talking about Australia, some call it 'down under' in reference to its location on the globe.

Theories

- **Bart had protected his son from the afterlife from being harmed or killed in some situations.**
 - It was incredibly lucky for Cecil to stumble upon Cure #43 after being cornered by the Mind Walkers within the Mortality Advancement Division, the Stoneman Potion that was developed by his father.
 - Alongside this, it is known that only those with an incredibly strong mind could survive the potions effects, and although Cecil fits this bill, he was able to remain in his stoneman state up until after his final battle with the Mind Walkers, regardless of how strong one's mind is, surely they would have faltered after being under the potions effects for that long, much sooner.

References

[A video of R E J E C T I O N before its remaster.](#) (Rover Myths)

[MAD Myth Official Twitter.](#)

[A document detailing the connection between Bart, Graves and Ipiprix.](#)

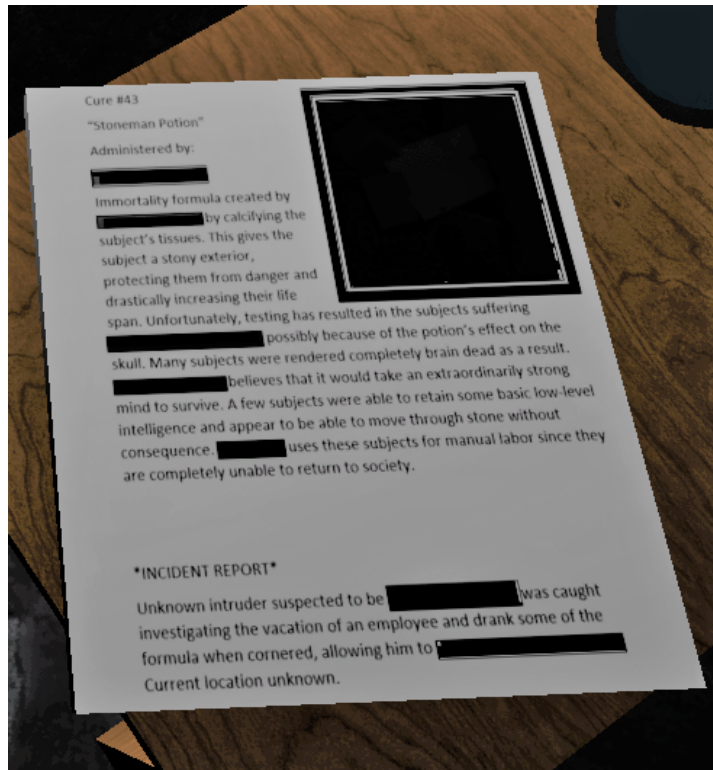
Gallery



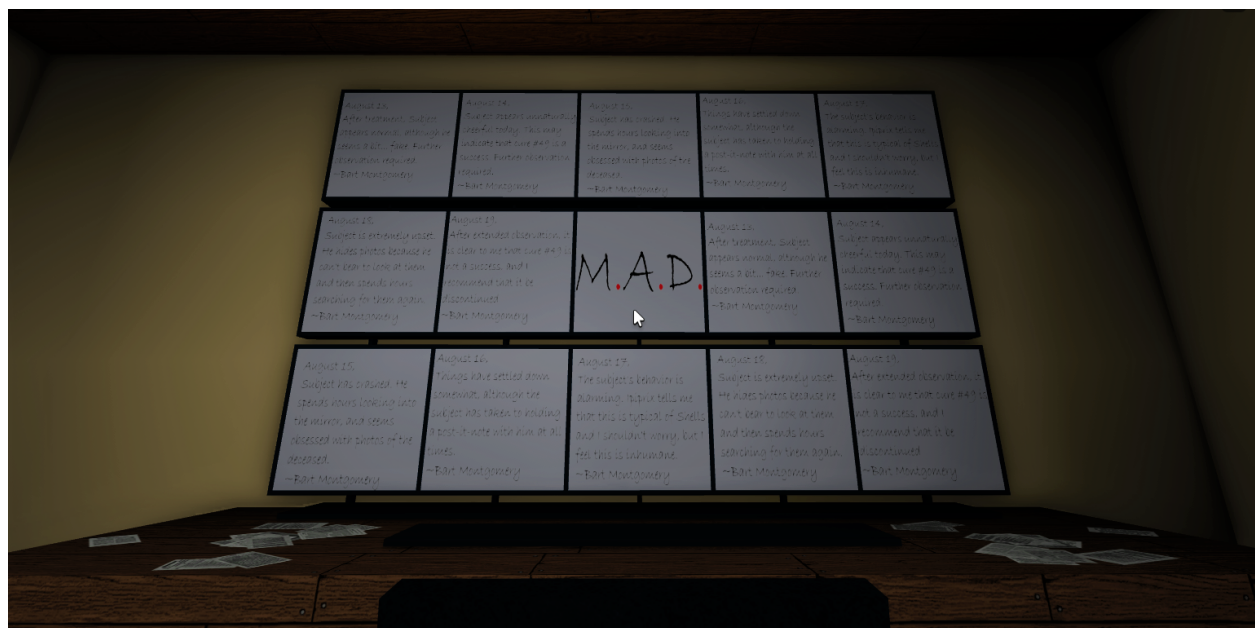
Bart having his photo taken of his newborn son in his hands, tears in his eyes as his wife had died in childbirth.



Bart, Graves and Ipiprix together in the desert after taking out the last Nephilim's eye. This can be seen within A L L.



The classification document for the Stoneman Potion, created by Bart Montgomery.



Bart Montgomery's logs from the days he spent experimenting on True in You Look Happy.



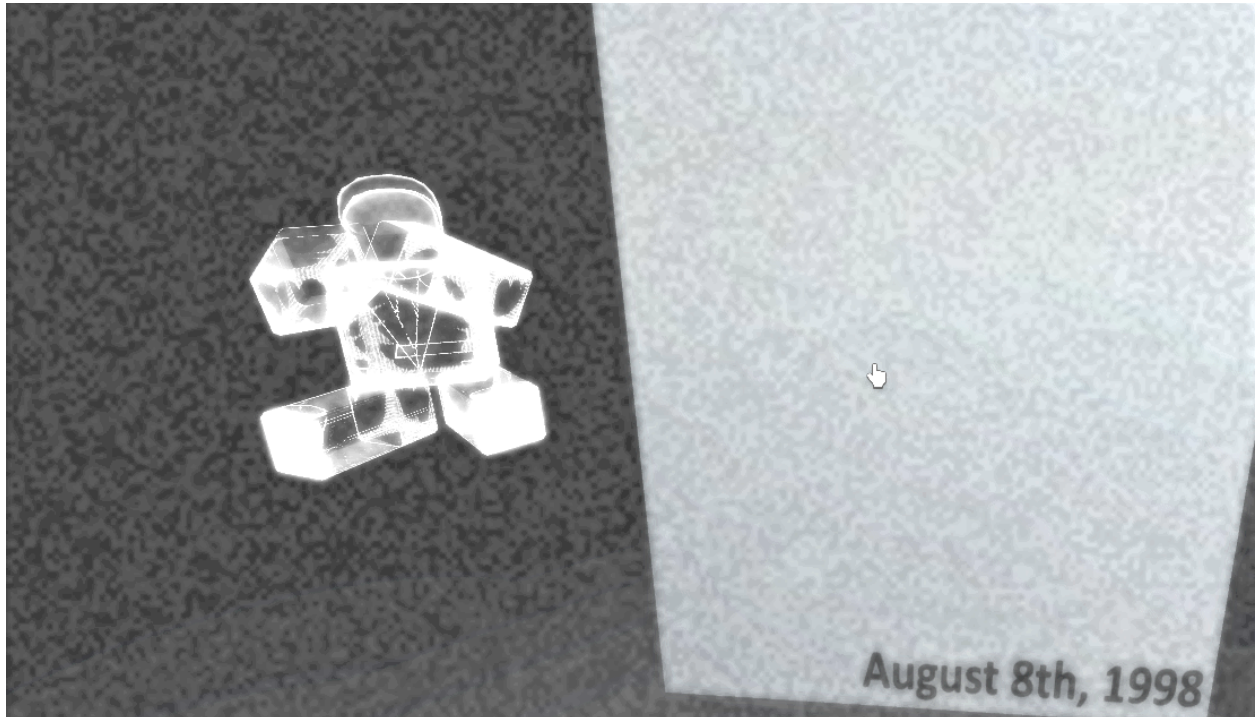
The bloody mess of a scene left behind after Ipiprix shot Bart within his own office.



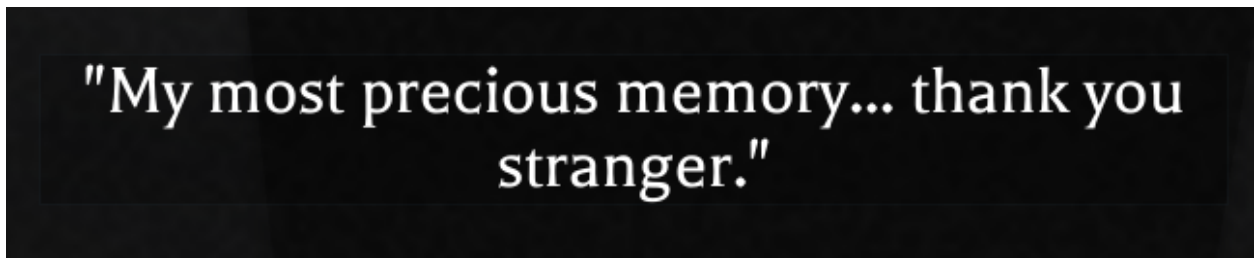
Bart Montgomery's corpse stuffed within Ipiprix's safe, sitting next to a flag of Australia and holding the key to the Operating room.



The Doctor posters for Bart and Graves, Bart is crossed out as he is now dead.



The spirit of Bart Montgomery found within R E J E C T I O N.



"My most precious memory... thank you stranger."

How Bart responds if the player hands him the photograph right away.

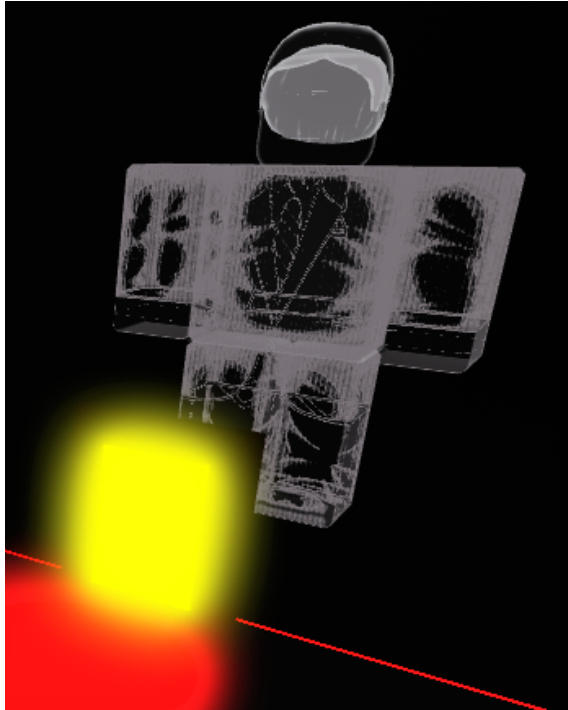


"Please, no! I must NOT FORGET!"

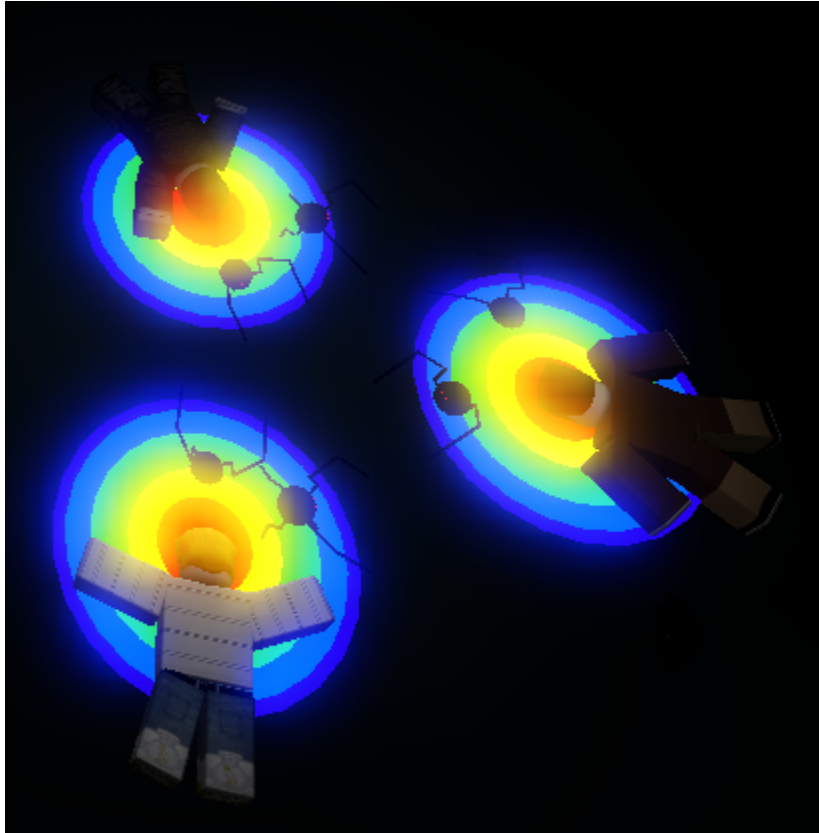
How Bart reacts if the player interacts with him without the photograph in hand.

"It's... so beautiful, thank you stranger."

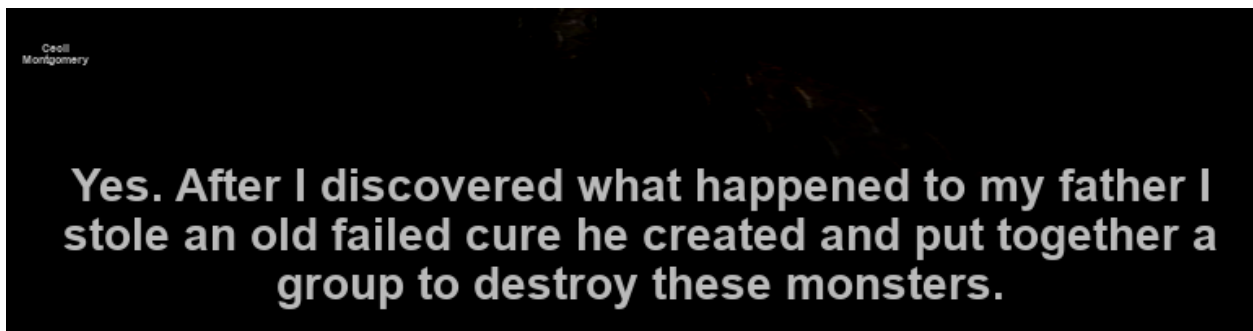
How Bart will react to the player if they hesitated in handing him the photograph.



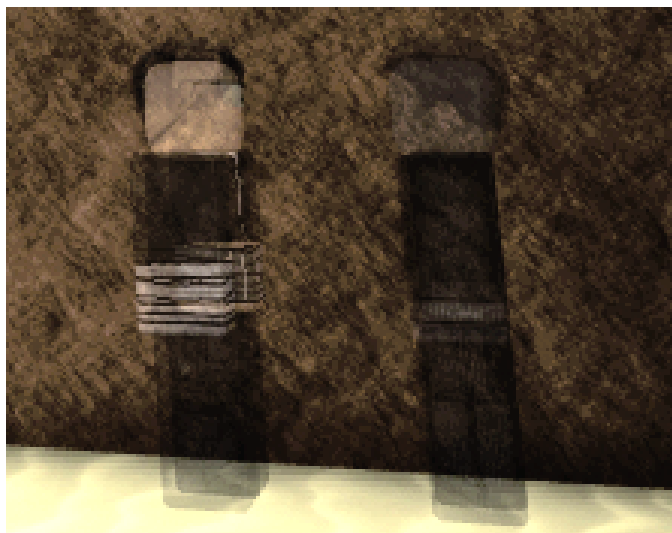
A portal that leads to Bart Montgomery's happy memories within A L L.



Bart Montgomery, True_Faces and Enrique Graves having their happy memories feasted on by young Mind Walkers within A L L.



Cecil speaking to the player for the first time in Jalcrl Nwm, and telling them about the cure he used when within the Mortality Advancement Division, the Stoneman Potion, created by his own father.



Cecil and Bart Montgomery reuniting in the afterlife in the Good Ending of Jalcr1 Nwm.



The spirit of Bart patting his son on the back after a long journey, in the True Ending of Jalcr1 Nwm.

Part 2: Game Information

Basic Information

Place Visits: 91.4K+

Favorites: 1,812

Like to Dislike Ratio: 539:88

Max Players: 10

Creation Date: 7/11/2018

Last Updated: 6/18/2021

R E J E C T I O N is one of four places the player will visit while trying to piece together what happened at the Mental Assistance Department. It consists of a grey and dreary landscape, which is blurry and has specks of color floating occasionally around it. There are houses, trees, paintings which emit cries of a baby, and stone pillars which the player must eventually climb up to progress.

Overview

An official part of the Mental Assistance Department myth, **R E J E C T I O N** showcases what the mind of one affected by the Mind Walkers is like, with Bart having his happy memories stolen from him (Cure #49, the stoneman potion), his mindspace becoming grey and dreary. After his death, his spirit would remain, longing to remember his most important memory, the birth of his son. The player, having consumed the sample of Bart's Cure #49 to end up within this space, will be able to return this memory to him. After collecting six paintings scattered around the map (by clicking on them) and climbing up stone pillars, they will retrieve the one memory Bart holds so dear.

Walkthrough

[Note: **R E J E C T I O N** is normally accessed through the maze in Mental Assistance Department- in fact, this is recommended as it provides extra insight into Bart's story. However, the standalone game can be accessed through [Bart Montgomery's page](#)—for this reason, only the game itself will be recorded rather than the route leading up to it. Additionally, due to the fact that the spawn point is different each time, the fountain will be used as a landmark for direction (North is facing the area of pillars).]

The player spawns in a dreary, monochrome world containing trees, pillars, and a few houses as well as 6 paintings scattered throughout the map. It is highly recommended

that the player has their sound on to easier locate the triggers for progress (these being the paintings) which emit the sound of a crying baby. Possible locations of these include: Atop trees, inside/on top of houses, on the floor near the stone pillars, and on top of a lone stone pillar. The locations will be different for each player, though one picture frame will remain in the same place constantly: starting from the fountain and facing the area of pillars, the player will continue straight. After arriving in this area, the picture frame can be seen to the left near the shortest pillar.

Clicking a painting will make the painting disappear and the player will hear a noise indicating that a painting has been picked up. It should be kept in mind that progress is local, another player will not only have paintings in different locations, but the paintings they click will have no bearing on anyone else's progress.

Each time a painting is picked up, a pillar will be expanded with a walkway. When all six paintings are found, a mysterious sound effect will play and the player will be able to reach the top of the stone pillars. Continuing north from the fountain, the entrance is to the left on the smallest pillar. Climbing up to the second pillar, the player will find a message in red stating "THE EYES ARE NOT THE ANSWER." While ascending the walkways, the player will see a large Mind Walker needle protruding from the ceiling of the area. When the player reaches the top pillar, a photograph of Bart holding his newborn child can be found. Stepping on it teleports the player to a lone room with the spirit of Bart Montgomery in the corner, crying as he tries to remember his own son. When holding the photo in first-person, the date "August 8th, 1998" can be seen at the bottom right corner. After giving the photo to Bart, a dark hallway will open. Continuing straight through this hallway, the player will arrive at the end in which three red dots glow on the ceiling, the needle of a Mind Walker is punctured into the ground, and a yellow cube sits in the corner. Touching it will give the player a badge and pop up the following dialogue:

You have found a Memory Cube:

Collect all 4 cubes to understand everything, and to put an end to this madness.

"Doctor Bart's final thought was of that unforgettable moment, and you now know where he left his map and flashlight."

The player will then teleport back to Mental Assistance Department, and if they return to the maze underneath the Department, they will have gained a flashlight and an accurate map of the maze.

History

R E J E C T I O N was created on July 11th, 2018, about two weeks after Mental Assistance Department was created. Before the remaster, **R E J E C T I O N** looked only slightly different. The way a player accessed **R E J E C T I O N** was also changed, instead of it being in the maze, the player would have to click on a photo of Bart Montgomery behind the reception desk inside the Department. The latest update of **R E J E C T I O N** took place on June 18th, 2021.

Trivia

- If the player interacts with Bart's ghost first then hands him the painting, the dialogue response will be different.
- After finding all the paintings, one may search for a secret that is hidden inside of **R E J E C T I O N**, a secret which is commonly shared with some of the other M.A.D. related games.
- After picking up the sixth painting, a Mind Walker needle will shoot out from the sky and aim towards the top of the stone pillars. It will not show up before the final painting is obtained.

Theories

- **Drinking someone's Cure #49 does not necessarily affect a person the way it affected true_faces in You Look Happy.**
 - The way that You Look Happy showcased the effects of someone consuming another's Cure #49 was true_faces being inexplicably happy and living in his own mental paradise one day, but then having extreme withdrawal symptoms the day after the Cure wore out, the complete opposite of the initial effect, or perhaps it was an even stronger downside.
 - However, when the player drinks Bart Montgomery's sample of Cure #49, they are transported to the dreary world that is **R E J E C T I O N**. And thus, each sample of Cure #49 may have a different effect on a consumer.

References

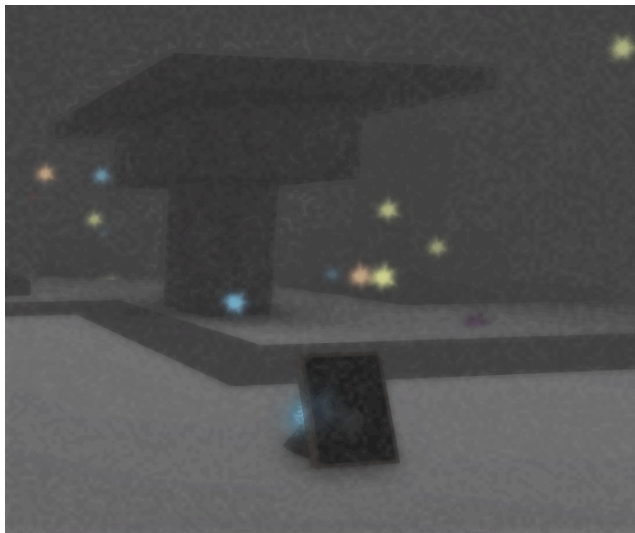
[**R E J E C T I O N** game](#)

[REJECTION](#) video by Rover Myths

Gallery



The fountain in the center of the world



One of six paintings to be retrieved, this painting will always be here in each instance.



Text behind one of the cabins/houses. 'Stop Him.' Referring to Head Doctor Ipiprix.



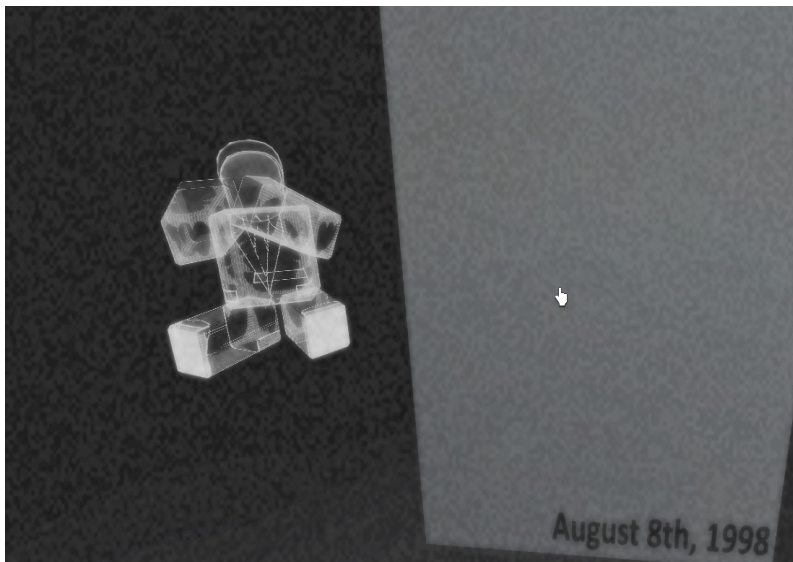
The text seen scrawled on top of one of the stone pillars.



The Mind Walker needle shooting down from the sky as read in Trivia.



The photograph/lost memory of Bart's newborn son.



The date behind the painting along with Bart Montgomery's spirit in the corner.

The only memory Doctor Bart never wants to lose.

1

Old Picture

The photo's tooltip.

"My most precious memory... thank you stranger."

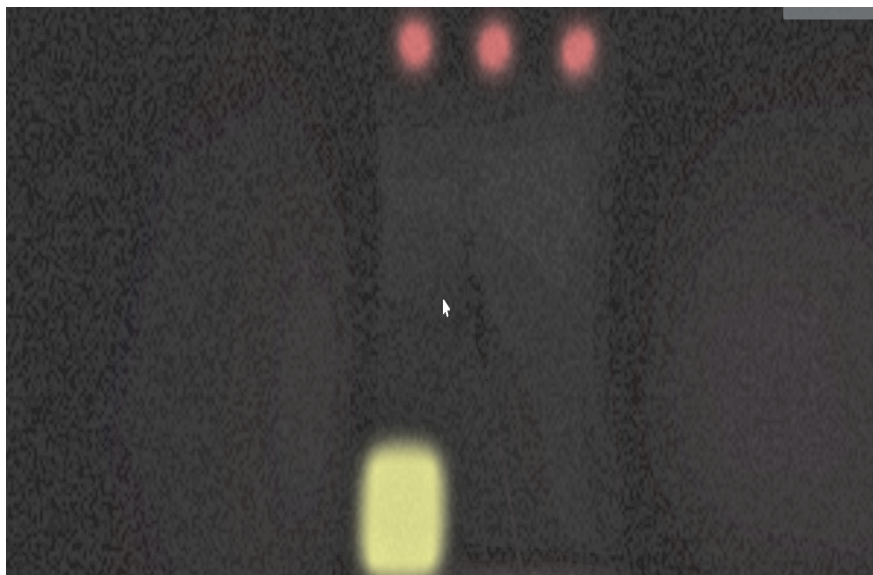
The dialogue you will receive by giving Bart the painting immediately.

"Please, no! I must NOT FORGET!"

The dialogue you will receive by interacting with Bart without the painting in hand.

"It's... so beautiful, thank you stranger."

The dialogue you will receive by hesitating when handing Bart the painting.



The memory cube at the end of the dark corridor, with three red eyes and a Mind Walker needle protruding from the wall.