

DINODRIFTERS

INSTRUCTION MANUAL

AND

LOREBOOK

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The World

The events of Dinodrifters take place in the year 7698 (5A 1651 by Cymreen's reckoning), during a new golden age of humanity. The Kingdom of Cymreen is the most prosperous of the nations in the Brythonic Isles, having rediscovered electricity, industry and advanced agriculture.

In their quest for advancement and knowledge, the heir apparent, Jacob Aberfaw, finds the Timegate system at the bottom of the sea south of Cymreen and brings it back online. The Timegate is a magnificent machine that allows individuals, known as Drifters, to travel to the past and then return to their point of departure.

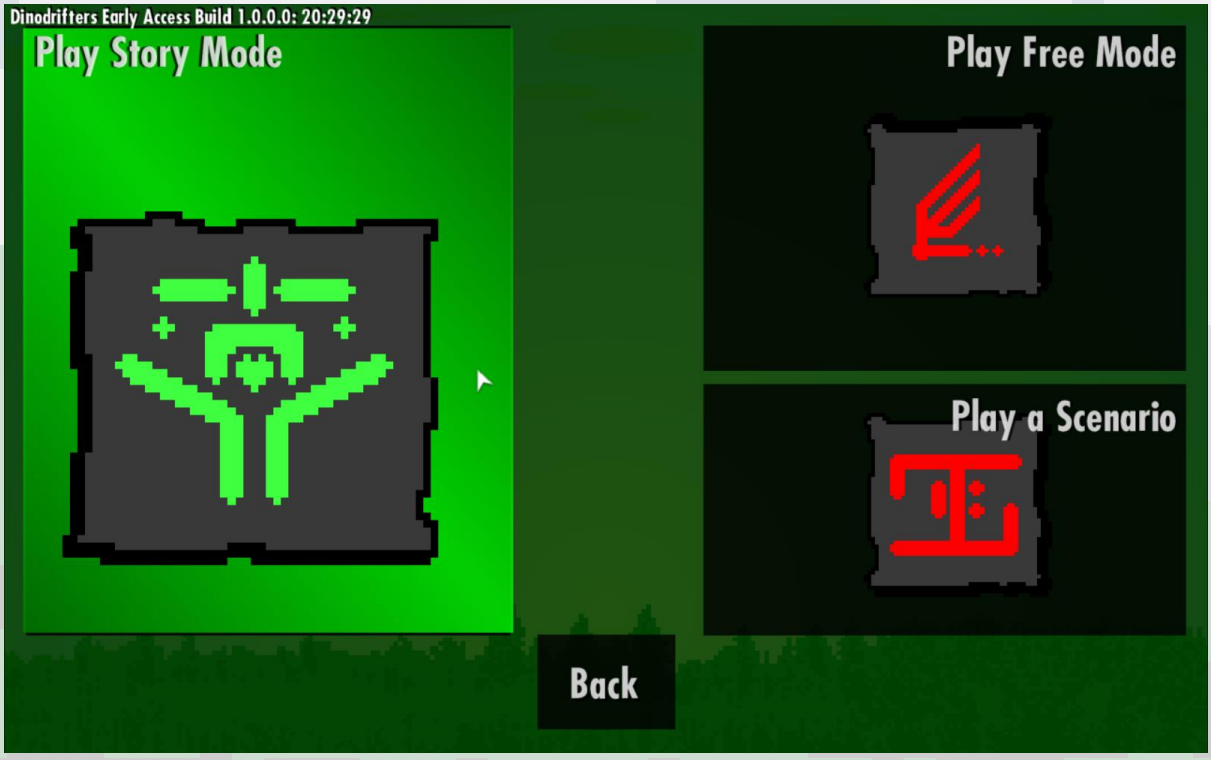
Drifters, the few individuals can safely use the Timegate, have the exceedingly rare genetic code that the Gatebuilders used to protect their machines. Only they could travel through the gate, until now.

Prince Jacob's squad of Drifters, the Dinodrifters, use this technology to travel back in time to further knowledge on the ecosystems of the past. Run from Blackhill Reserve (built around a Commonwealth-era castle), the Dinodrifters are the rangers in time protecting the present by studying the past!

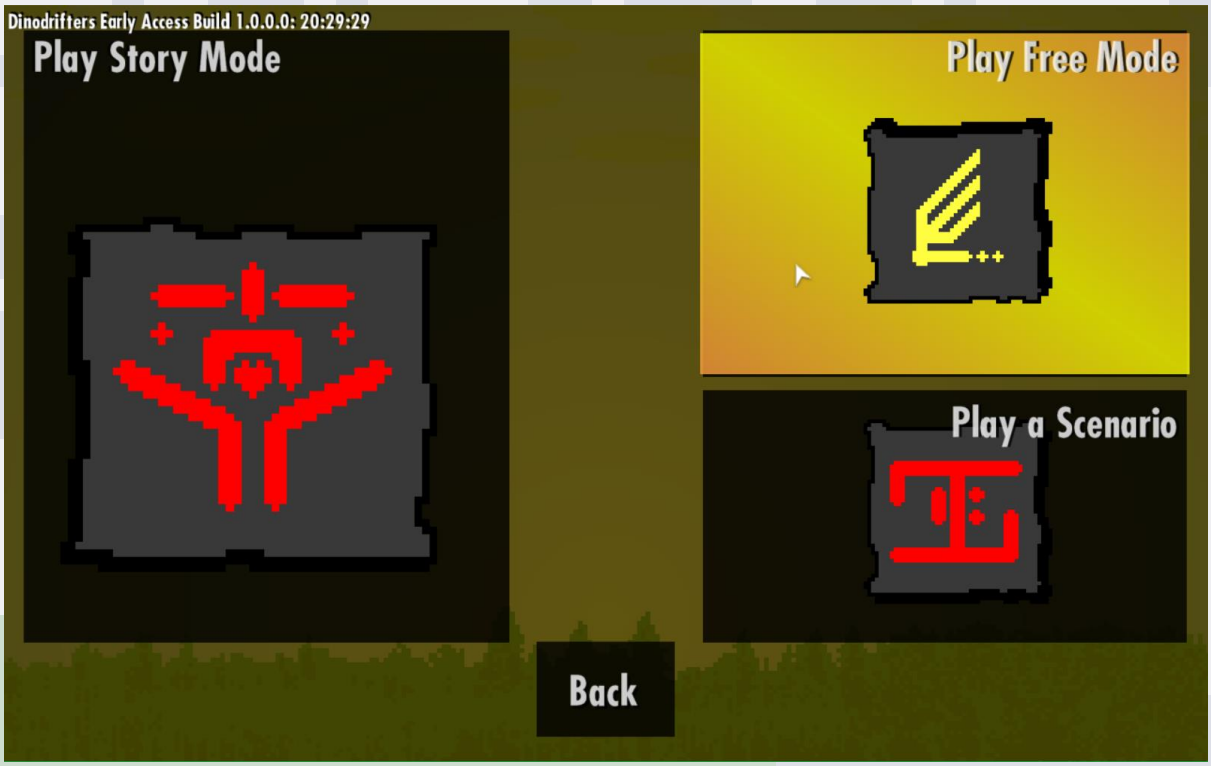
Gameplay

DINODRIFTERS is a survival-based RPG focusing on exploring and conquering the myriad of harsh landscapes in Earth's past.

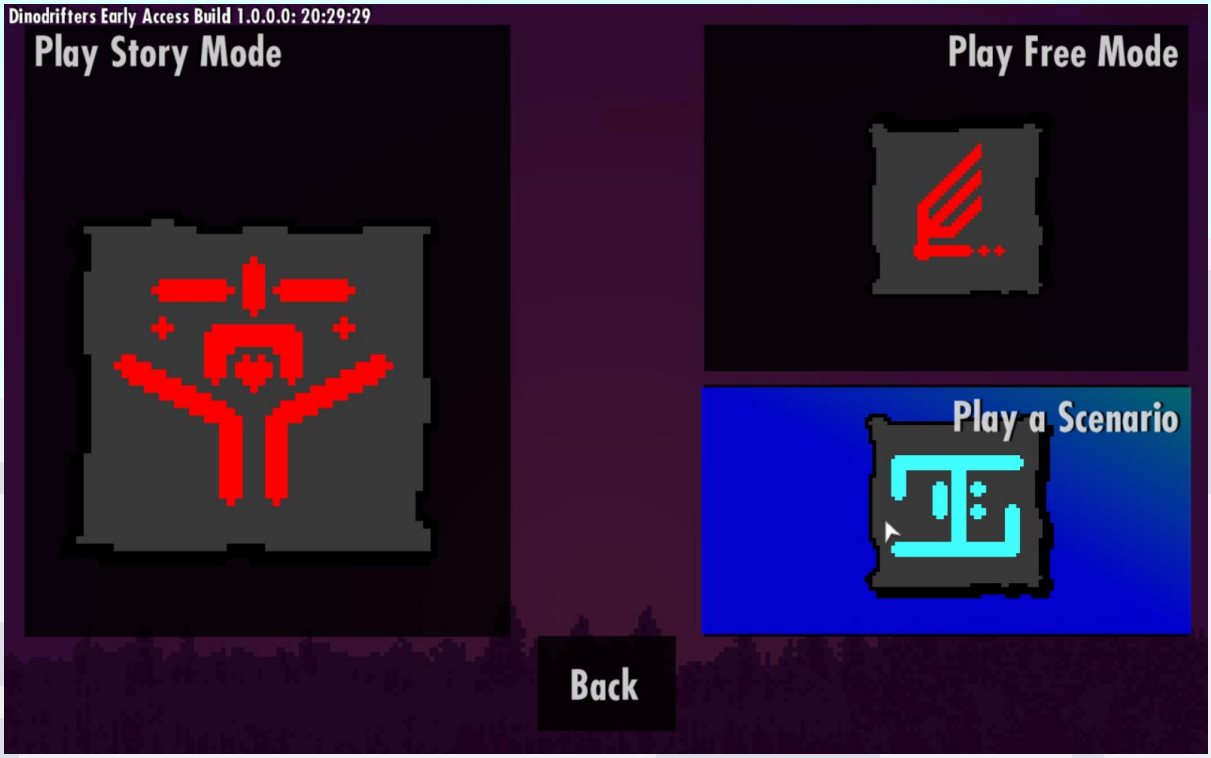
In Story Mode, the player creates a human avatar and becomes one of the Dinodrifters – a team of rangers who travel through the Timegate to study the animals of the past. Using Drift Gear, the player can shapeshift to adapt themselves to their challenges – be it into an armoured human form for versatility or another species entirely for their senses and bodily traits. They are rangers in time – the Dinodrifters



In Free Mode, the player assumes the role of an animal surviving in the harsh and unforgiving Mesozoic landscape. The objective is to eat, drink and survive all the way to adulthood from humble beginnings, dodging predators and hunting prey, ultimately to continue your progeny by finding a mate. Players can be a carnivore, herbivore and everything inbetween, with each species having different stats, lifestyles, behaviours and relationships with other animals. Do you have what it takes to survive?

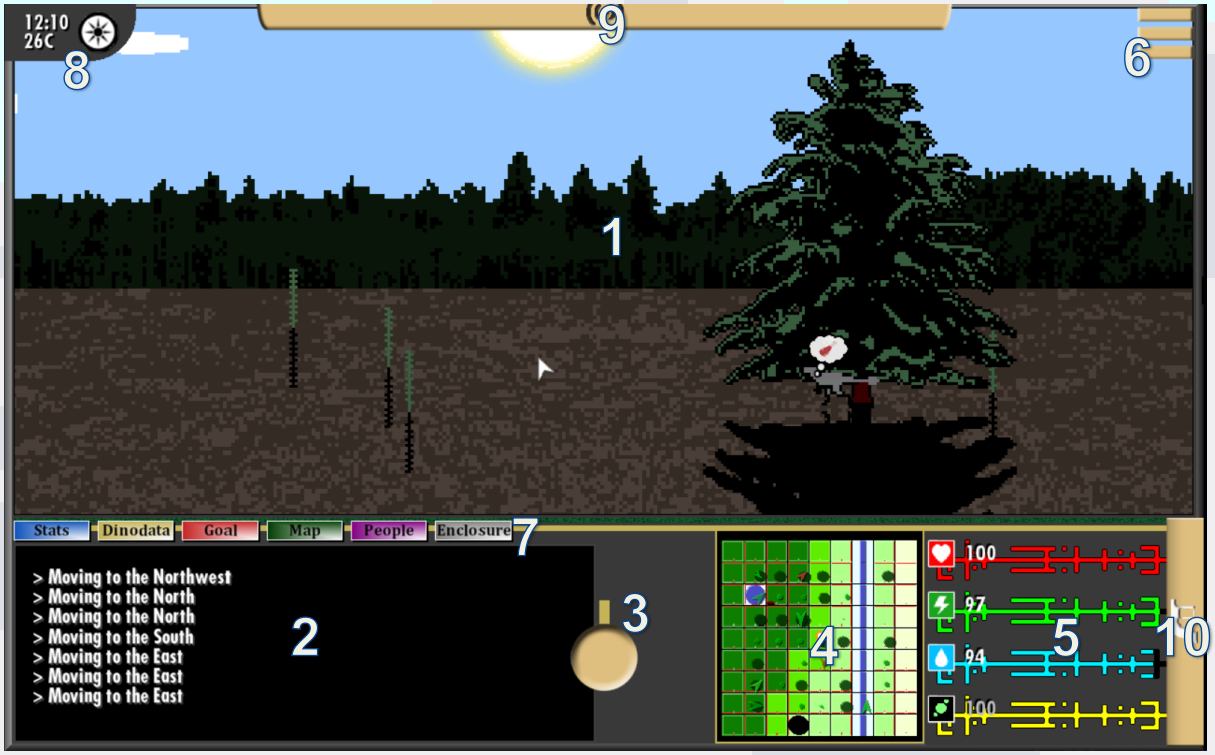


In Play a Scenario, the player plays a special version of Free Mode with unique events, goals and pre-set character sets.



Layout, UI and Input

DINODRIFTERS **is entirely played with mouse input, save for keyboard utilisation during the various name and number input screens.**



1. Main viewer (environment, dinosaurs, animals etc)
2. Text screen (actions and motions)
3. Movement wheel (click or press numpad to move via compass controls ie. N, NW, SE etc)
4. Minimap (press to expand – shows area to around a kilometre around player)
5. Stats (mass, stamina etc)

6. Menu button (press to expand – back to title screen, volume, text speed, colours etc)
7. Advanced Menu system (buttons and when clicked display more comprehensive data on their topic)
8. Clock (details the time, temperature and weather type)
9. Communicator (when clicked, drops the comm system down – can be used to call other human characters)
10. Inventory (when clicked, reveals the items on-hand)

Almost every object can be clicked on, which will give you a series of commands you can run.



When clicked, you will get information if applicable and a list of available commands.



Don't be shy, if in doubt, click!

Examples of commands include:

1. Hunt/Destroy – attack the target
2. Smell – mark the target so you can track them across the map
3. Call – call out to the target to get their attention
4. Fact File – bring up a fact file page on the animal/plant/object

Statistics

The player and every animal has Health, Hydration and Stamina.



Health is the status of growth and remaining biomass. It is depleted by taking injuries by either enemies or the environment and increased by eating food (meat for carnivores, plants for herbivores and both for omnivores) or using certain items.



Hydration is the status of biological hydration. It is depleted over time. It can be increased through eating (some foods have more water than others) or by drinking or using items.



Stamina is the status of overall physique. It is depleted by hunting, fleeing from predators and performing other strenuous acts like building nests, socialising and mating. It is increased by resting or using items.

During Story Mode, two highly important stats exist dependent on the form the player takes. These are Charge and Control.



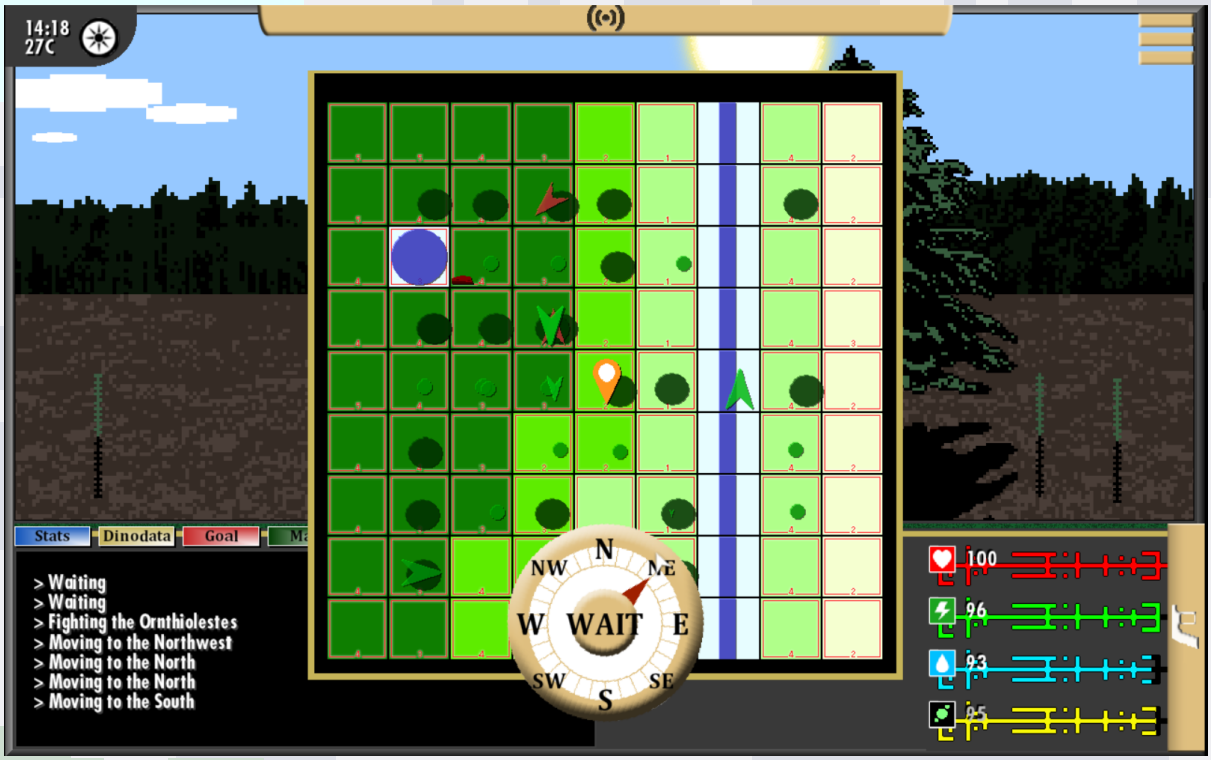
Charge is an indicator of the remaining Drifter energy the player has at their disposal. Using Drifter Gear exhausts Charge and it is replenished by travelling back to Blackhill Preserve or slowly, over time. It only applies when in Human Form.



Control is the status of the player's mind over the animal. When in Dinosaur Form, a Drifter's mind fights for control of the beast they inhabit. The more needy the animal, the harder it is to control. When control is high, the Drifter may lose control of their dinosaur bodies for a time. Control can be lowered by satisfying their body's needs, like eating, drinking and resting. It only applies when in Dinosaur Form.

Geography

The maps of *DINODRIFTERS* are based on the paleogeography of a prehistoric locale with components of flora, fauna and geology mixed in procedurally.



The player moves from square to square via a compass, with their sense of smell acting as a long-range identifier of water, food and other dinosaurs. Other dinosaurs move around the map with their own agendas, some mattering to the player, some not.

Weather

The land is ruled by the climate and weather. There is a vast array of weather conditions the player can encounter and can change day by day. Weather judges how hot or cold, wet or dry, calm or stormy and clear or cloudy the environment is, affecting plant vitality, water source health and various statistics relating to animal health.

Common weather states include:



Clear is a weather state of clear skies, perfect visibility and gentle winds.

[Mildly warm, mildly moist, calm and clear]



Cloudy is a weather state of cloudy skies, okay visibility and light winds.

[Mildly cool, mildly moist, breezy and cloudy]



Rainy is a weather state of cloudy skies, okay visibility, light winds and precipitation.

[Mildly cool, wet, breezy and cloudy]



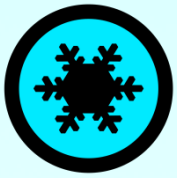
Rainstorm is a weather state of black skies, poor visibility, strong winds and torrential rainfall.

[Cold, soaking wet, windy and heavily cloudy]



Thunderstorm is a weather state of black skies, poor visibility, devastating winds and lightning strikes.

[Cold, dry to soaking wet, very windy and heavily cloudy]



Snow is a weather state of open to cloudy skies, bad visibility, light winds and snowfall.

[Very cold, very dry, breezy and open to cloudy]

Rarer weather states include:



Blizzard/Snowstorm is a weather state of dark skies, terrible visibility, strong winds and heavy snowfall.

[Freezing, very dry, windy and heavily cloudy]



Heatwave is a weather state of open skies, great visibility, no winds and high temperatures.

[Hot, dry, windless and clear]



Firestorm is a weather state of open to cloudy skies, bad visibility, strong winds and spreading fire.

[Burning hot, very dry, windy and open to cloudy]



Duststorm is a weather state of cloudy skies, bad visibility, strong winds and shrouded in dust.

[Warm, dry, windy and cloudy]



Misty is a weather state of cloudy skies, terrible visibility and no winds.

[Cold, very wet, windless and cloudy]

Combat

Every creature has Fierceness.

This value judges a creature's potential for killing the player, be it for hunting, self-defence or territorial combat.



Low fierceness, equals a creature of less than or equivalent strength and hostility to the player. They will not attack the player and the player has a guaranteed chance of defeating them in combat



Medium fierceness, equals a creature of equivalent or greater strength and hostility to the player. They may attack the player under certain circumstances and both sides have a good chance at winning, with a high chance of receiving wounds from the fight.



High fierceness, equals a creature of greater strength and hostility to the player. They are brutal and the player has no chance of winning against such a foe – carnivorous examples may chase the player in a hunt. Avoid at all costs!



In combat, the opponent will continuously attack you or if they're fast and don't want to fight, they will flee.

The options are:

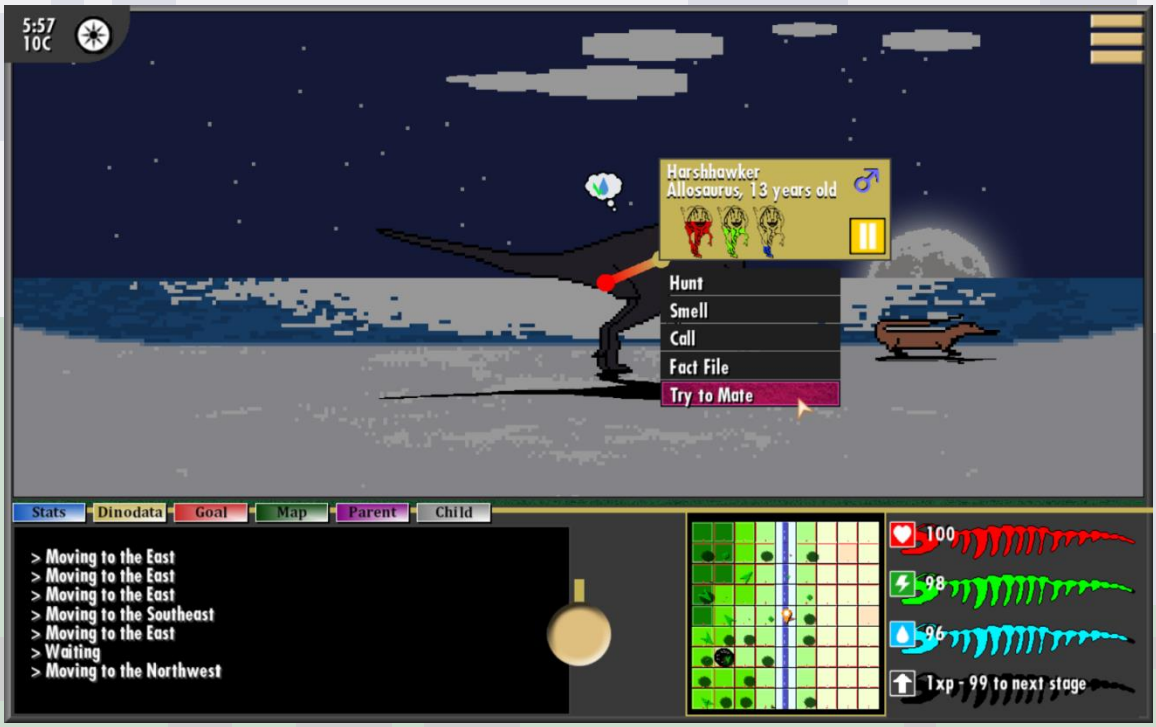
1. Attack – perform a low-power but fast attack
2. Strike – perform a high-power but slow attack
3. Cards [only in Story Mode] – use one of up to five stored Drift Cards. Some, like the Time Drift Cards, cannot do anything in combat.
4. Run Away – try to flee from the fight.

In addition, in Story Mode, you may have a buddy who will help you by attacking the opponent alongside you.

Mating

Once an animal reaches sexual maturity, they can mate. All adult animals have a timer that judges when they will try to mate, though this is soft and if no mate can be found, they will stop and try later.

Players can mate at any time after reaching adulthood with another of the same species but opposite sex. Males can mate with as many receptive females as they like, but female players, once pregnant, will not have that option.



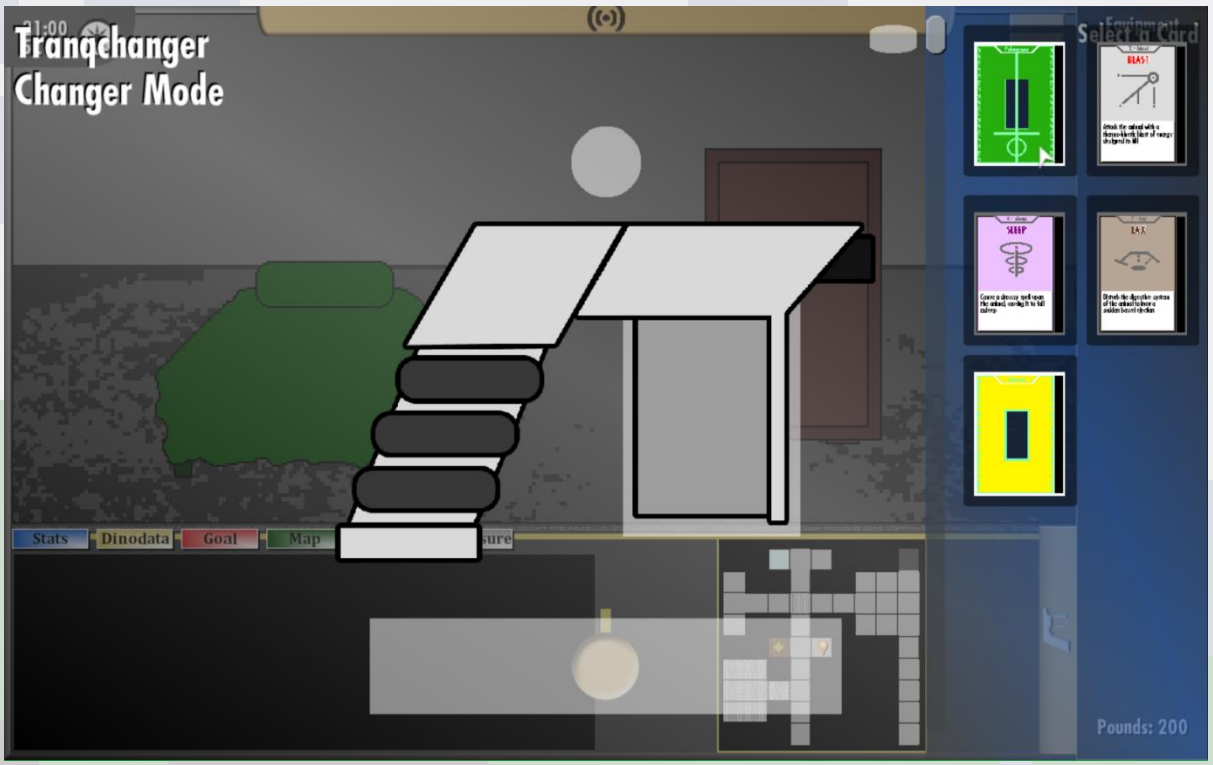


The females carry the young and can care for them for a certain amount of time after birth. Pregnancies gestate over time until birth. During that time, the mother will not mate again.

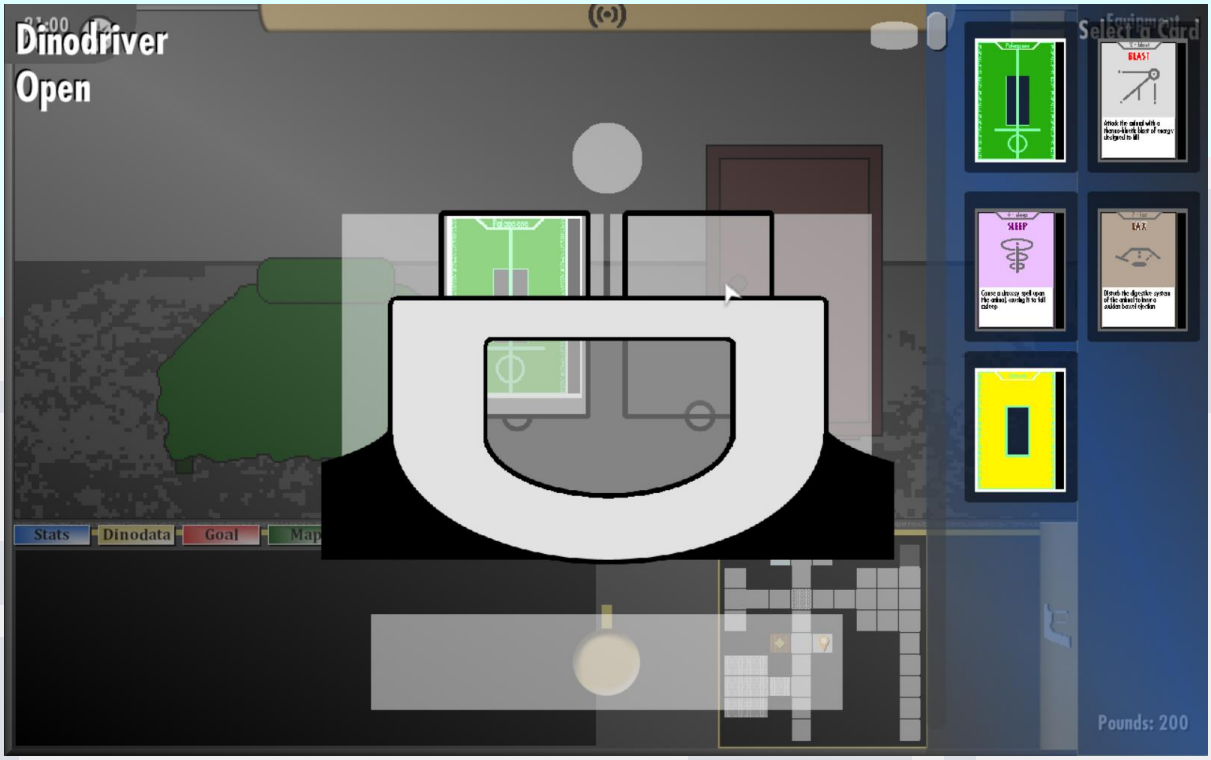


Drifting and Transformation

The Drift is a universal force that binds all life in the world. One can use this force to enhance themselves, and those that do so to become something else entirely, are called Drifters. The Dinodrifters are Drifters that use the Drift to protect them as they travel through the Timegate through the materialisation of their suits. They command the Drift though their Tranqchangers and the usage of specific Drift Cards, which come in Time, Technique and Transform varieties.



Later on the Dinodrifters gain the power to transform into prehistoric animals, once they gain their first Transform Drift Cards, expanding their interaction with animals of the past.



All usage of the Drift requires the expenditure of a resource known as Charge. Charge is restored over time or by returning to the present.

Control

When the player uses a Transform Drift Card to change, they become an animal. This changes the body, including the brain, from that of a human to that of the chosen card. The Drifter system saves the personality and brainwaves of the user and transplants them over the newly form animal brain. While this allows the player to control their new body like their old one, this is a very strenuous continuous process; the more the animal mind fights, the less control the player has over their body.

Thus, to placate the animal mind, the player must eat, remain hydrated and altogether satisfy the animal's needs. The more need there is, the less control the player has. Consequences include turns where the animal mind overwrites the player's commands. The worse it gets, the more turns are surrendered to the animal mind and at worst, the animal completely takes over.

Events

Many strange and unexpected events can occur throughout an animal's life. These events can alter terrain, provide buffs or even food or water on the map. These vary in rarity between areas, terrain and climate; from positive to negative and everywhere in between. These can be game-changing and alter the outlook of a game for good or ill. These are exclusive to Free Mode.



Scenarios

There are various scenarios, pre-set games of Free Mode, which can be played.



***THE BALLAD OF BIG AL**: Play a male Allosaurus from childhood to young adulthood in the Morrison Formation. Several unique events to tie in with what happened during Big Al's life and his injuries. Direct remake of the old Big Al Game.*

***NEW BLOOD**: Play as a Coelophysis, one of a massive number of new dinosaurs taking the Ghost Ranch Formation by storm.*

***TIME OF THE TITANS**: Play as Dippy the Diplodocus in the Morrison Formation as you grow from hatchling to adulthood in a realm of predators and prey, where the bigger you are, the less likely you are to fall.*

***CRUEL SEA**: Play as Moe the Opthalmosaurus in the Oxford Clays during the reign of the terrible giant Liopleurodon, Kronos. Bigger and more terrible, this predator is almost invincible. Features unique events to mirror the television episode of a certain show it is based off.*

***GIANT OF THE SKIES**: Play as a Quetzalcoatlus you travel the jungles of the past.*

***SPIRITS OF THE ICE FOREST**: Play as Leaellyn the Leaellynasaura in Dinosaur Cove as you try to survive the polar winter nursing your clutch of eggs.*

***DEATH OF A DYNASTY**: Play as Sue, the reigning monarch of the Hell Creek Formation, as they live through the last years of the reign of the dinosaurs to the climatic end of the K-Pg extinction event.*

***THE GIANT CLAW**: Play a Velociraptor in the Flaming Cliffs and hunt for Protoceratops, all whilst avoiding the mega threats of the Gobi, like Giantoraptor and Therizinosaurus.*

***LAND OF COLOSII**: Play as the largest predatory dinosaur of all time, Giganotosaurus, in the Huincul Formation, as you survive the clash of the largest predator and largest prey.*

***NEW DAWN**: Play a Leptecidium in the Geisel Formation as you attempt to survive the giant birds of the forest.*

***LAND OF GIANTS**: Play a male Indicothere in the Irdin Manha Formation and survive from birth to adulthood.*

***SABRE TOOTH**: Play a male Smiledon in the Acre Formation, as you try to find a mate amid the rival packs.*

***MAMMOTH JOURNEY**: Play a baby Mammoth as you grow up during the ice age in the Snowdonia Formation.*

***WATER DWELLERS**: Play as a Haikouichthys in the Chengjing, grow up become a Cephalaphis in Dragon Vale, then become an Hynerpeton.*

***REPTILE'S BEGINNINGS**: Play a Petrolacesaurus in Clackmannan then a Dimetrodon in Bromacker and finally a Inostrancevia in Sololniki.*

***CLASH OF TITANS**: Play a Diictodon in Sololniki then a Lystrosaurus in Moon Valley.*

Regions from Prehistory

Morrison Formation - Wyoming, Late Jurassic - 153 Mya

Based on: A recreation of the ecosystem of what is now the Morrison Formation, Wyoming, United States

Description: An arid landscape, separated by a river. On the west bank, a mighty forest stretches from hill to hill, whereas on the east bank lies a dune-filled desert and a salt pan.

Named Animals

Theropods – *Allosaurus, Torvosaurus, Ceratosaurus, Marshosaurus, Strokesosaurus, Ornitholestes, Tanycolagreus*

Sauropods – *Diplodocus, Camarasaurus, Brontosaurus, Apatosaurus, Barosaurus, Supersaurus, Brachiosaurus, Suuwassea, Haplocanthosaurus, Dyslocosaurus, Galeamopus, Kaatedocus, Cathetosaurus*

Ornithopods – *Camptosaurus, Dryosaurus, Othnielosaurus, Uteodon*

Heterodontosaurids – *Fruitadens*

Ankylosaurids – *Gargoyleosaurus, Mymoorapelta*

Stegosaurids – *Stegosaurus, Hesperosaurus, Alcovasaurus*

Pterosaurs – *Mesadactylus, Harpactognathus*

Crurotarsans – *Amphicotylus, Hallopus, Fruitachampsa, Hoplosuchus*

Lizards and Snakes – *Dorsetisaurus, Diablophis*

Sphenodonts – *Eilenodon*

Choristodera – *Ctenigenys*

Turtles – *Glyptops*

Amphibians – *Rhadinosteus, Iridotriton*

Fish – *Ceratodus, Morrolepis, Leptolepis, Hulettia*

Mammals – *Triconolestes, Docodon, Glirodon, Dryolestes, Tinodon*

Plants

Conifers, Ginkgos, Cycads, Tree ferns, Horsetails

Hell Creek Formation - Montana, Late Cretaceous - 66 Mya

Based on: **A recreation of the ecosystem of what is now the Hell Creek Formation, Montana, United States**

Description: **Volcanic landscape with rich plant life. The north is ash-covered and barren, mostly devoid of life with the south sheltered from the worst of the volcanism.**

Named Animals

Theropods – *Tyrannosaurus*

Ankylosaurids – *Ankylosaurus, Denversaurus, Edmontonia*

Pterosaurs – *Quetzalcoatlus*

Pachycephalosaurids – *Pachycephalosaurus, Sphaerotholus*

Ceratopsians – *Triceratops, Torosaurus, Leptoceratops*

Hadrosaurids – *Edmontosaurus, Thescelosaurus*

Ornithomimids – *Struthiomimus, Ornithomimus*

Oviraptorsaurids – *Leptorhynchos, Anzu Wyliei*

Dromaeosaurids – *Acheroraptor, Dakotaraptor*

Crurotarsans – *Borealosuchus, Brachychampsa, Thoracosaurus*

Lizards and Snakes – *Boid, Palaeosaniwa, Obamadon*

Choristodera – *Champsosaurus*

Turtles – *Adocus, Trionyx*

Mammals – *Didelphodon, Alphadon, Purgatorius*

Birds – *Aviasaurus, Brodavis, Potamornis*

Plants

Conifers, Cycads, Tree ferns, Horsetails, Redwood Trees, Palm Trees, Laurels, Angiosperms

The Flaming Cliffs – Mongolia, Late Cretaceous - 80 Mya

Based on: **A recreation of the ecosystem of what is now the Flaming Cliffs, a series of formations in Mongolia**

Description: **A vast desert with oasis' of green inbetween rolling dunes.**

Named Animals

Theropods – *Tarbosaurus, Velociraptor, Saurornithoides, Archaeornithoides, Kol, Shuvuuia, Alectrosaurus, Therizinosaurus, Achillobator*

Ankylosaurids – *Pinacosaurus*

Pterosaurs – *Quetzalcoatlus*

Ceratopsians – *Protoceratops, Udanceratops*

Hadrosaurids – *Plesiohadros, Gobihadros*

Ornithomimids – *Aepyornithomimus*

Oviraptorsaurids – *Oviraptor, Gigantoraptor, Citipati, Khaan*

Dromaeosaurids – *Halszkaraptor, Mahakala*

Troodontids – *Almas, Byronosaurus, Gobivenator, Saurornithoides, Tsaagan*

Crurotarsans – *Gobiosuchus, Shamosuchus, Zaraasuchus, Zosuchus*

Lizards and Snakes – *Alolosaurus, Anchaurosaurus, Estesia, Gobiderma, Mimeosaurus, Pleurodontagama, Priscagama, Saichangurvel, Telmasaurus, Xihaina*

Mammals – *Bulgannbaatar, Deltatheridium, Deltatheroides, Hyotheridium, Kannalestes, Kamptobaatar, Kryptobaatar, Zalambdalestes*

Birds – *Apsaravis, Gobipteryx*

Plants

Conifers, Cycads, Horsetails

Ghost Ranch Formation - Arizona, Late Triassic - 200 Mya

Based on: A recreation of the ecosystem of what is now the Chinle Formation, of which Ghost Ranch is part of, Arizona, United States

Description: Dry semi-desert with dotted columns of rock with veins of wetness and vegetation around a central lake.

Named Animals

Aetosaurs – *Adamanasuchus, Desmatosuchus, Rioarribasuchus, Paratypothorax, Scutarx, Stenomyti, Typothorax, Calyptosuchus*

Crurotarsans – *Hesperosuchus*

Phytosaurs – *Leptosuchus, Smilosuchus, Paleorhinus, Machaeroprosopus, Pravusuchus, Protome, Redondasaurus*

Paracrocodylomorphs – *Shuvosaurus, Effigia, Poposaurus, Postosuchus, Saurosuchus, Vivaron*

Theropods – *Camposaurus, Chindesaurus, Coelophysis, Daemonosaurus, Gojirasaurus, Tawa Hallae*

Prosauropods - *Plateosaurus*

Drepanosaurs – *Avicranium, Dolabrosaurus, Drepanosaurus*

Proterochampsia – *Doswellia*

Tanystropheidae – *Tanytrachelos*

Allokotosaurs – *Trilophosaurus*

Archosauriformes – *Vancleavea*

Dicynodonts – Placerias

Turtles – *Chinlechelys*

Procolophonidae – *Colognathus*

Sphereodont – *Whitakersaurus*

Temnospondyli – *Koskinonodon, Chinlestegophis*

Fish – *Acrodus, Lonchidion, Xenacanthus, Chinlea, Arganodus, Australosomus, Hemicalypterus, Cionichthys, Lasalichthys, Lophionotus, Synorichthys, Tanaocrossus*

Plants

Conifers, Cycads, Horsetails

Yixian Formation - Liaoning, Early Cretaceous – 120 Mya

Based on: A recreation of the ecosystem of what is now the Yixian Formation, China

Description: A dense jungle with a great biodiversity.

Named Animals

Theropods – *Beipiaosaurus, Dilong paradoxus, Huaxiagnathus, Jianchangosaurus, Protarchaeopteryx, Raptorex, Scansoriopteryx, Sinocalliopteryx, Sinosauropteryx, Yutyrannus*

Sauropods – *Dongbeititan, Euhelopus, Liaoningotitan*

Ankylosaurids – *Liaoningosaurus, Psittacosaurus*

Pterosaurs – *Beipiaopterus, Boreopterus, Cathayopterus, Elanodactylus, Eosipterus, Feilongus, Gegepterus, Gladocephaloideus, Haopterus, Moganopterus, Ningchengopterus, Pterofiltrus, Zhenyuanopterus*

Ceratopsians – *Liaoceratops*

Hadrosaurids – *Bolong, Jeholosaurus, Jinzhousaurus*

Ornithomimids – *Hexing, Shenzhousaurus*

Oviraptorsaurids – *Caudipteryx, Incisivosaurus, Ningyuansaurus, Similicaudipteryx, Xingtianosaurus*

Dromaeosaurids – *Changyuraptor, Graciliraptor, Sinornithosaurus, Tianyuraptor, Zhenyuanlong, Zhongjianosaurus, Microraptor*

Troodontids – *Daliansaurus, Jianianhualong, Liaoningvenator, Mei long, Sinovenator, Sinusonasus, Jinfengopteryx*

Fish – *Lycoptera, Mesomyzon, Peipiaosteus, Protopsephurus, Sinamia, Yanosteus, Peipiaosteus*

Amphibians – *Callobatrachus, Laccotriton, Liaobatrachus, Mesophryne, Sinerpeton*

Lizards and Snakes – *Dalinghosaurus, Liushusaurus, Xianglong, Yabeinosaurus*

Choristodera – *Hyphalosaurus, Monjurosuchus*

Turtles – *Manchurochelys, Ordosemys*

Mammals – *Acristatherium, Akidolestes, Chaoyangodens, Eomaia, Gobiconodon, Jeholodens, Juchilestes, Maotherium, Meemannodon, Repenomamus, Sinobaatar, Sinodelphys, Yanoconodon, Zhangheotherium*

Birds – *Archaeorhynchus, Changchengornis, Confuciusornis, Dalingheornis, Eoenantiornis, Eogranivora, Confuciusornis, Jixiangornis, Hongshanornis, Jibeinia, Liaoningornis, Liaoxiornis, Longicrusavis, Longirostravis, Protopteryx, Shanweiniao, Vescornis, Yixianosaurus, Zhongornis, Cruralispennia, Shenqiornis*

Plants

Conifers, Cycads, Ginkgos, Tree ferns, Horsetails, Angiosperms, Yews, Eudicots

The Oxford Clays - England, Middle Jurassic - 160 Mya

Based on: A recreation of the ecosystem of what is now the Oxford Clays, England

Description: Islands of little in a vast ocean.

Named Animals

Theropods – ***Eustreptospondylus, Metriacanthosaurus***

Sauropods – ***Cetiosauriscus***

Ornithopods – ***Callovosaurus***

Ankylosaurids – ***Sarcolestes***

Stegosaurids – ***Lexovisaurus, Loricatosaurus***

Pterosaurs – ***Rhamphorhynchus***

Plesiosaurs – ***Liopleurodon, Cryptoclidus, Marmornectes, Muraenosaurus, Pachycostasaurus, Peloneustes, Picrocleidus, Simolestes, Tricleidus***

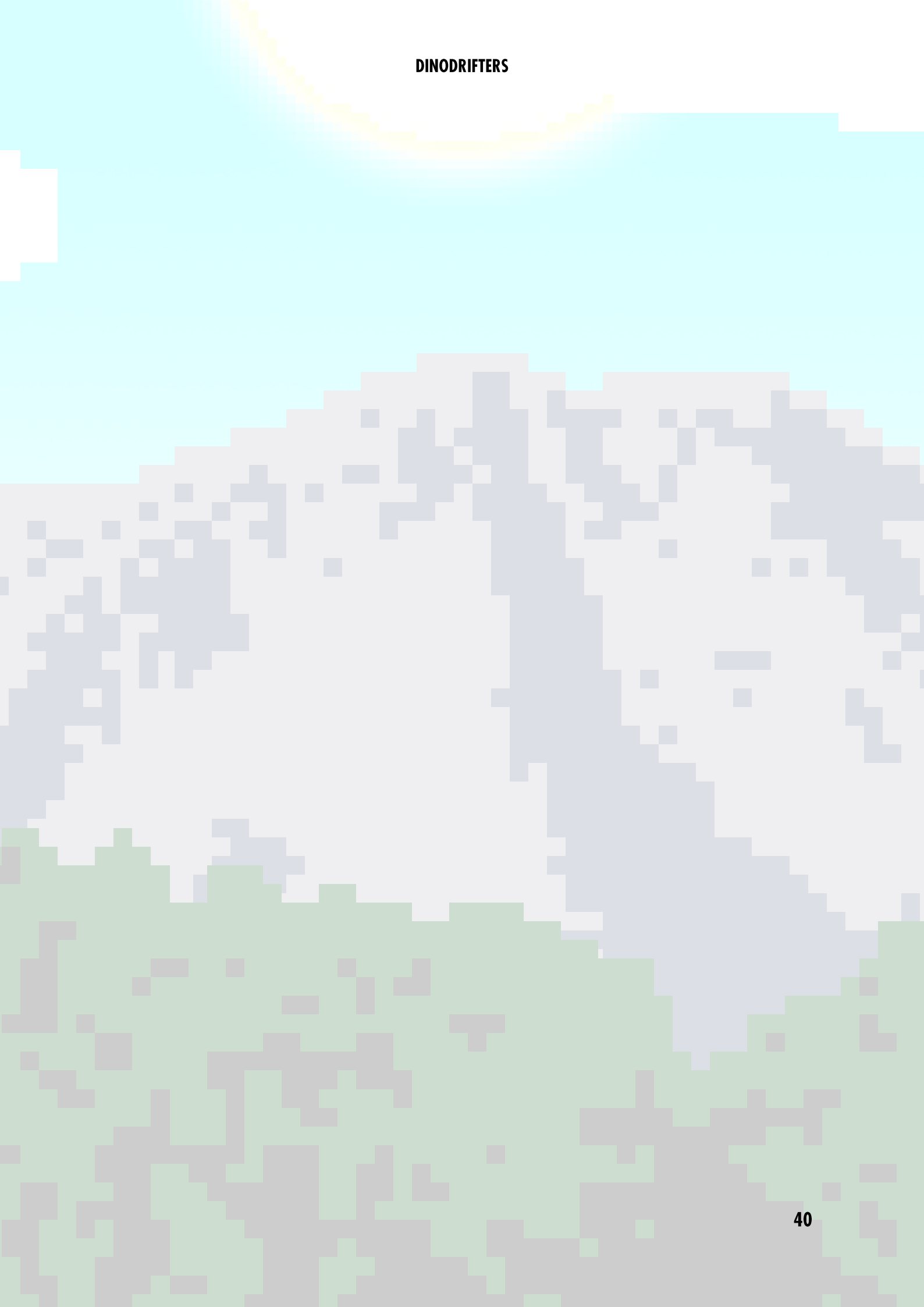
Thalattosuchians – ***Gracilineustes, Lemmysuchus, Metriorhynchus, Steneosaurus, Suchodus, Tyrannoneustes***

Ichthyosaurs - ***Ophthalmosaurus***

Fish – ***Leedsichthys, Hybodus, Leptolepis***

Plants

Conifers, Cycads, Tree ferns, Horsetails



Dinosaur Cove – Antarctica, Late Cretaceous – 106 Mya

Based on: A recreation of the ecosystem of what is now Dinosaur Cove, Australia, which was at the time linked with Antarctica

Description: Frozen waterways, snow and ice with frigid forests, lined with ice and mountains.

Named Animals

Theropods – *Timimus, Australovenator*

Sauropods – *Austrosaurus, Wintonotitan*

Ornithopods – *Atlascopcosaurus, Leaellynasaura, Muttaburrasaurus, Diluvicursor, Qantassaurus*

Ankylosaurids – *Kunbarrasaurus*

Amphibians – *Koolasuchus*

Mammals – *Steropodon*

Plants

Conifers, Cycads, Tree ferns, Horsetails

Huincul Formation - Argentina, Middle Cretaceous – 95 Mya

Based on: A recreation of the ecosystem of what is now the Huincul Formation, Argentina

Description: Dry and arid with islands of green inbetween.

Named Animals

Theropods – *Giganotosaurus, Mapusaurus, Taurovenator, Gualicho, Aoniraptor, Skorpiovenator, Ilokelesia, Buitreraptor, Alnashetri, Ekrixinatosaurus, Bicentenaria*

Sauropods – *Argentinosaurus, Choconsaurus, Cathartesaura, Limaysaurus, Quetecsaurus, Nopcsaspondylus, Rayososaurus, Andesaurus*

Ornithopods – *Anabisetia*

Lizards and Snakes – *Najash*

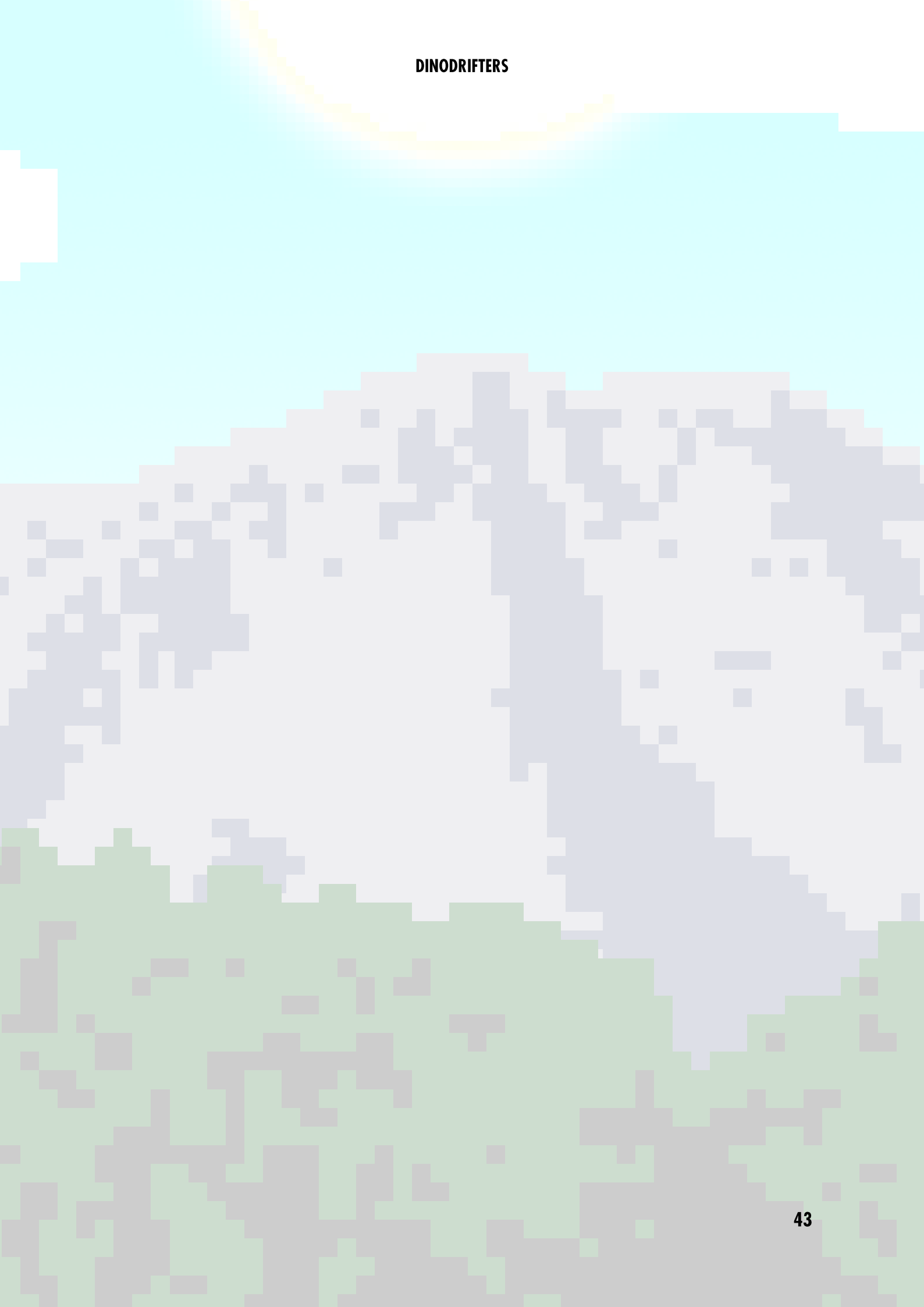
Sphenodonts – *Priosphenodon*

Fish – *Ceratodus*

Mammals – *Cronopio*

Plants

Conifers, Ginkgos, Cycads, Tree ferns, Horsetails



Bahariya Formation – Egypt, Middle Cretaceous - 100 Mya

Based on: A recreation of the ecosystem of what is now the Bahariya Formation, Egypt

Description: Shoreline and delta floodplains across a sandy desert.

Named Animals

Theropods – *Spinosaurus, Carcharodontosaurus, Bahariasaurus, Sigilmassasaurus*

Sauropods – *Paralititan, Aegyptosaurus*

Crocodilians – *Aegyptosuchus, Hamadasuchus, Libycosuchus, Stomatosuchus*

Lizards and Snakes – *Simoliophys*

Turtles - *Apertotemporalis*

Fish – *Asteracanthus, Cretolamna, Onchopristis, Gymnura, Ptychotrygon, Rhinoptera, Schizorhiza, Squalicorax, Scapanorhynchus, Squatina, Bawitius, Creatodus, Coelodus, Enchodus, Lepidotes, Mawsonia, Saurodon, Stromerichthys*

Plants

Conifers, Cycads, Tree ferns, Water ferns, Horsetails

Tendaguru Formation - Tanzania, Late Jurassic - 150 Mya

Based on: **A recreation of the ecosystem of what is now the Tendaguru Formation, Tanzania**

Description: **A deep forest with open spaces peppered with lakes and ponds.**

Named Animals

Theropods – *Elaphrosaurus, Ostafrikasaurus, Veterupristisaurus*

Sauropods – *Australodocus, Dicraeosaurus, Giraffatitan, Janenschia, Tendaguria, Tornieria, Wamweracaudia*

Ornithopods - *Dysalotosaurus*

Stegosaurids – *Kentrosaurus*

Pterosaurs – *Tendaguripterus, Pterodactylus*

Mammals – *Allostaffia, Brancatherulum, Tendagurodon, Tendagurutherium*

Plants

Conifers, Cycads, Tree ferns, Water ferns, Horsetails

Moon Valley - Argentina, Late Triassic - 230 Mya

Based on: A recreation of the ecosystem of what is now the Ischigualasto Provincial Park, Argentina

Description: Arid desert and forests with a volcano in the centre, surrounded by mountains.

Named Animals

Theropods – *Herrerasaurus, Sanjuansaurus, Eodromaeus, Eoraptor*

Prosauropods – *Chromogisaurus, Panphagia*

Aetosaurs – *Aetosauroides, Hyperodapedon, Ignotosaurus,*

Dinosauriformes – *Pisanosaurus*

Paracrocodilians – *Saurosuchus, Sillosuchus*

Proterochampsia – *Proterochampsa, Pseudochampsa*

Archosauriformes – *Trialestes, Venaticosuchus*

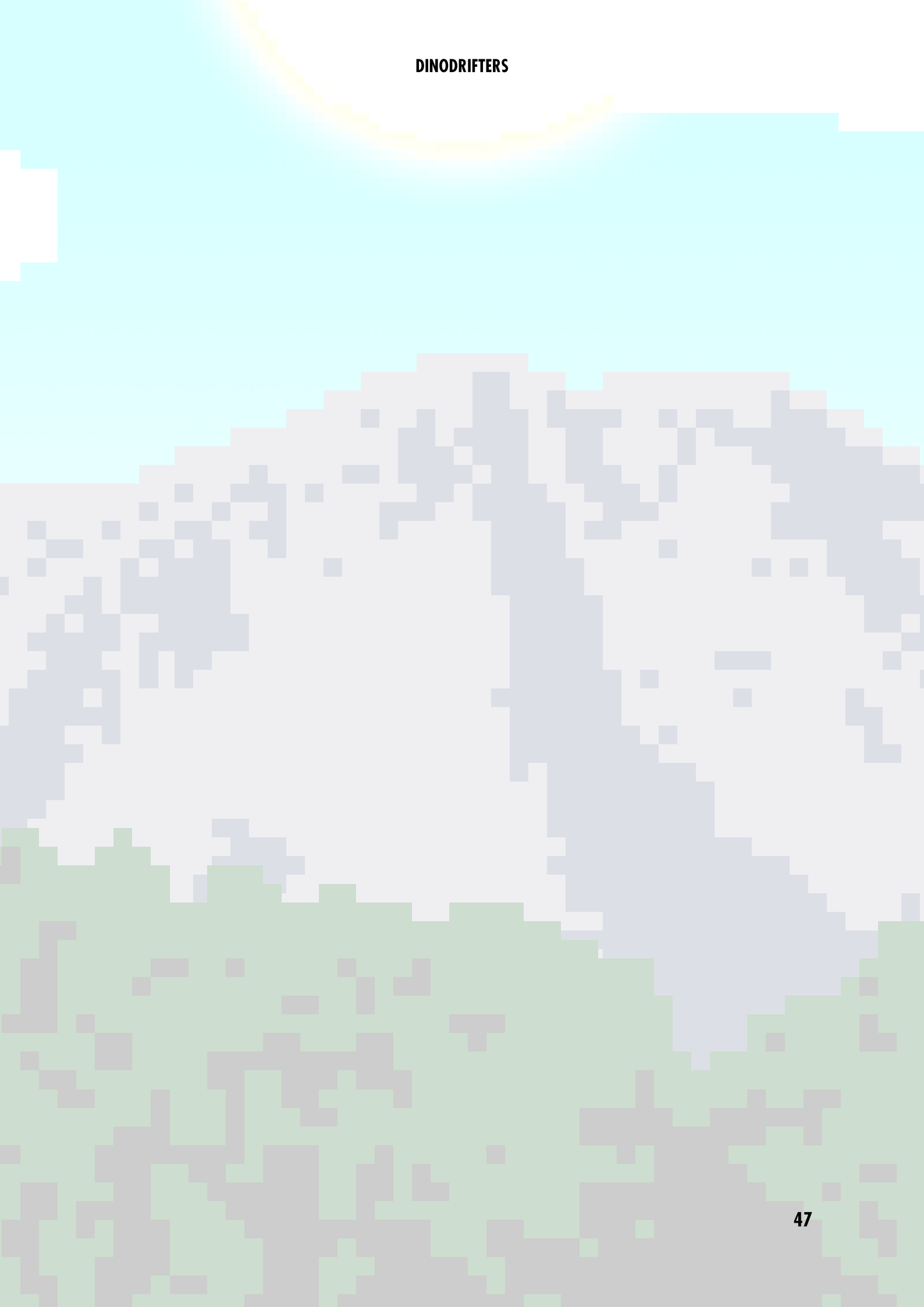
Temnospondyli - *Pelorocephalus, Promastodonsaurus*

Dicynodonts – *Ischigualastia, Jachaleria*

Cynodonts – *Chiniquodon, Diegocanis, Ecteninion, Exaeretodon, Probainognathus*

Plants

Conifers, Cycads, Tree ferns, Water ferns, Horsetails



Sololniki Formation - Siberia, Late Permian - 254 Mya

Based on: A recreation of the ecosystem of what is now Sololniki, Russia

Description: A cruel desert with little water and scorching temperatures.

Named Animals

Gorgonopsid – *Inostrancevia*

Parareptilia – *Scutosaurus, Pareiasaurus, Procolophon*

Temnospondyli - *Rhinesuchus*

Dicynodonts – *Diictodon, Endothiodon, Cistecephalus*

Plants

Conifers

Bromacker Formation - Germany, Early Permian - 280 Mya

Based on: A recreation of the ecosystem around what is now the Bromacker Quarry, Germany

Description: Arid desert on the eastern side with a river and forest on the west.

Named Animals

Sphenacodonts – *Dimetrodon, Sphenacodon*

Edaphosaurids – *Edaphosaurus*

Temnospondyli - *Platyhystrix, Cacops, Eryops*

Plants

Scale Trees, Ferns, Clubmosses, Lycopods, Horsetails

Clackmannan Formation – Scotland, Late Carboniferous - 300 Mya

Based on: A recreation of the ecosystem of what is now the Clackmannan Group, Scotland

Description: A super-swamp with high oxygen and water content.

Named Animals

Bugs – ***Arthropleura, Meganeura***

Sea Scorpions - ***Megarachne***

Other Reptiles – ***Petrolacosaurus, Anthracosaurus***

Plants

Scale Trees, Ferns, Clubmosses, Lycopods, Horsetails

Red Hill Formation – Pennsylvania, Middle Devonian - 360 Mya

Based on: A recreation of the ecosystem of what is now the Red Hill Site, Pennsylvania, United States

Description: One large island surrounded by ocean.

Named Animals

Stegocephalia – *Hynerpeton, Ichthyostega*

Fish – *Hyneria, Stethacanthus, Dunkleosteus, Bothriolepis, Onychodus, Cladoselache, Cheirolepis, Titanichthys*

Plants

Scale Trees, Ferns, Clubmosses, Lycopods, Horsetails

Dragon Vale Formation - Wales, Middle Silurian - 418 Mya

Based on: A recreation of the ecosystem of what is now Wales, based on various fossil sites

Description: An enclosed bay with sandy shores.

Named Animals

Sea Scorpions – *Pterygotus, Adelophthalmus, Eurypterus*

Fish – *Cephalaspis*

Bugs – *Brontoscorpio*

Molluscs – *Pristeroceras*

Plants

Horsetails, Mosses

Czalena Formation - Minnesota, Middle Ordovician - 450 Mya

Based on: A recreation of the ecosystem of what is now Minnesota, United States, based on several fossil sites

Description: An ocean dotted with many small islands.

Named Animals

Sea Scorpions – ***Megalograptus, Echinognathus***

Fish – ***Astraspis***

Molluscs – ***Orthoceras***

Arthopods – ***Isotelus***

Plants

Mosses

Chengjing Formation - China, Late Cambrian - 530 Mya

Based on: A recreation of the ecosystem of what is now the Chengjiang Formation, China

Description: An peninsula surrounded by ocean.

Named Animals

Radiodonts – ***Anomalocaris, Aegirocassis, Opabinia, Kerygmachela***

Fish – ***Haikouichthys***

Plants

N/A

Geisel Formation - Germany, Early Paleogene - 49 Mya

Based on: **A recreation of the ecosystem of what is now the Geisel valley, Germany**

Description: **A dense forest on the shore of a lake.**

Named Animals

Mammals – *Leptictidium, Ambulocetus, Propalaeotherium, Godinotia, Eurotamandua, Creodonta*

Birds – *Gastornis*

Crocodiles – *Kentisuchus*

Plants

Conifers, Trees, Cycads, Tree ferns, Water ferns, Horsetails, Grass, Flowers

Irdin Manha Formation - Mongolia, Middle Paleogene - 23 Mya

Based on: A recreation of the ecosystem of what is now the Irdin Manha Formation, Mongolia

Description: Arid grasslands surrounded by a desert with a lake in the middle.

Named Animals

Mammals – *Paraceratherium, Hyaenodon, Entelodon, Chalicotherium, Cynodictis*

Plants

Conifers, Trees, Palm Trees, Angiosperms, Grass

Acre Formation - Brazil, Late Paleogene - 3 Mya

Based on: A recreation of the ecosystem of what is now the Acre Conglomerate, Brazil

Description: Lush grasslands with a river cutting across the landscape.

Named Animals

Mammals – ***Smilodon, Macrauchenia, Megatherium, Doedicurus, Toxodon, Hippidion, Glyptodon, Cuvieronius, Stegomastodon***

Birds – ***Titanis***

Plants

Trees, Palm Trees, Tree ferns, Water ferns, Angiosperms, Horsetails, Grass

Snowdonia - Wales, Middle Quaternary – 0.2 Mya

Based on: A recreation of the ecosystem of what is now Wales, based on various fossil sites

Description: Frozen forests, grasslands, lakes and mountains, covered with snow and glaciers.

Named Animals

Mammals – *Woolly mammoth, Megaloceros, Woolly rhinoceros, Panthera spelaea (cave lion), Saiga antelope, Wolf, European bison, Ursus spelaeus (cave bear)*

Plants

Trees, Angiosperms, Grass

Appendices

Appendix A: Maps

Maps of Brython and Eireann, their regional lines and Cymreen herself.




ALBA
MANN
EIREANN
BRYTHON
CYMREEN


Lion Isle/
Ynys Llew
Clwyd Bay/
Bae Clwyd
Gwynedd
Greater Orme/
Gogarth Mawr
Steelshire/
Penrhyndur
Blackhill/
Bryndu
Powys
Ceredigion
Mercia/
Mersia
Tinland/
Tirtun
Deheubarth
Glywysing
Gwent
Glamorgan/
Morgannwg

Appendix B: Timeline

The dominant dating system in the world is the Aeon system, whereby years are separated into five time eons, which start and stop at periods of massive change.

The Aeons:

First [before 2283]: All events before the Great Catastrophe. Modern-day world with advanced tech, in later years, ecological damage causes massive disasters across the globe, until the Great Catastrophe.

Second [2283-2898]: Following the Great Catastrophe but before the Roar of Kaise eruption. Humans remerge, primitive and tribal, with no advanced civilisation. Technology is relearned as agriculture and construction spreads.

Third [2898-5166]: Following the Roar of Kaise eruption and ends with the Illuman Explosion in the east Mediterranean. A massive empire with extremely advanced technology rules from shore to shore, spreading Drift-based magic and culture.

Fourth [5166-6048]: Following the Illuman Explosion but before the Great Death wiped out most of Europe's population. The world is divided into several medieval centralised nation-states, still trying to command what the Illuman Empire once held.

Fifth [6048 to the present]: Following the Great Death up to the events of the present day in 7698. Slow recovery, with nation-states devolving into warring duchies and kingdoms. In the present, the world is currently like the 1980s in tech but with a mixture of older advanced retrofitted.

[NOTE: This timeline is cut-down from the master timeline used during production for brevity and clarity. If you have any specific question, contact the creator of this work.]

Pre-Apocalypse Era (First Aeon)

[1A 2014] – Harris Hawksworth and Tamiya Kouta marry.

[1A 2018] – Rose Hawksworth is born.

[1A 2035] – Dr. Rose Hawksworth invents the first powered, programmable nanorobots through biological programming.

[1A 2037] – The nanotech revolution spreads over the world, changing society forever.

[1A 2039] – Sarah Fox is born.

[1A 2040] – Forrest Fox and Angus Jones marry.

[1A 2045] – CAESO is founded by consortium of national governments, corporations and extremely wealthy individuals.

[1A 2052] – The old United Kingdom and Republic of Ireland are incorporated into the European Federation.

[1A 2058] – The events of *Onto_Genesis: The Girl Who Became a Tiger* take place.

[1A 2059] – LifeArks begin to be built across Europe in response to the asteroid Desdemona's discovery and course for earth.

[1A 2059] – The events of *Onto_Genesis the Game* take place.

[1A 2060-2066] – The events of the to-be-released *Ontomorphs* take place.

[1A 2067] – Asteroid 17994 Desdemona is redirected away from a collision course with the earth by a global space mission, saving the world from impact.

[1A 2068] – Global worldwide temperatures are 2.5 degrees above pre-industrial levels.

[1A 2070] – The Planetary Space Agency (PlaSA) is founded.

[1A 2077] – The Pawland incident occurs when a group of reject nanorobotic experiments, known as Ontomorphs, from a tribe in South America are discovered. The scope of nanotech's influence over humanity is brought to light.

[1A 2079] – Pawland and the Ontomorphs are destroyed. Only a few survive.

[1A 2088] – PlaSA successfully sends the first people to Mars.

[1A 2089] – The United Nations and the NATO are disbanded and replaced with the Global Defence Organisation – a global military alliance.

[1A 2092] – A group of Ontomorphs wage a guerrilla war against CAESO, destroying their facilities all over the world.

[1A 2100] – CAESO's last headquarters are destroyed by the last surviving Ontomorphs. After this point, Ontomorph activity goes silent.

[1A 2116] – Due to the rise in global temperatures, the Arabian Peninsula and most of North Africa are classified as unfit for human habitation. Mass emigration occurs.

[1A 2119] – The first Moon colony is established on the Sea of Tranquillity.

[1A 2134] – A freak algae bloom caused by eutrophication devastates ocean life through hypoxia. From this point, fishing in the oceans becomes increasingly difficult, leading to food shortages.

[1A 2150] – The first Mars colony is established on Olympus Mons on Mars.

[1A 2158] – The United States of America reorganises Puerto Rico as its 51st state.

[1A 2167] – By this point, most formally desert regions become 'super-deserts' – areas with record-breaking low precipitation levels and blindingly fast expansion rates.

[1A 2189] – The lunar colony is destroyed by a rogue meteorite.

[1A 2200] – A mass exodus of Arabians and North Africans triggers the War of the Long Road between Turkey and the fleeing refugees. Aided by an international coalition, survivors settled in Cyprus, Israel and Europe.

[1A 2205] – With most of the population evacuated, parts of the abandoned Middle East are claimed by Europe, Africa and Israel.

[1A 2223] – The European Federation reorganises into the United European States. The countries of the old United Kingdom are separated into Wales, Scotland and England. Northern Ireland becomes part of a completed Ireland.

[1A 2248] – The United European States and the Commonwealth of Independent States indirectly wage proxy wars in Belarus and Ukraine for control of pro-European regions.

[1A 2253] – The United European States annexes most of Ukraine and parts of western Belarus.

[1A 2257] – The United European States begin to build a massive series of underground chambers in their northern territory, with the hope of building a huge self-sufficient fallout shelter.

[1A 2260] – The Commonwealth of Independent States is disbanded. The Russian Federation, Belarus and far-eastern Ukraine

become the New Union State whilst the steppe nations in Central Asia become the Altaic Federation.

[1A 2263] – The Crimson War erupts in Turkey, dividing the country into two; a democratic pro-European west and an authoritarian neo-Ottoman east.

[1A 2268] – Western Turkey is annexed by the United European States and Eastern Turkey becomes the Turkish State of Anatolia.

[1A 2270] – The People's Republic of China invades Taiwan and various islands in the South China Sea and incorporates them into the state.

[1A 2273] – The United States of Europe and the New Union State engage in the Battle of the Ports, an open conflict for control of the Black Sea.

[1A 2274] – Crimea is restored into the Ukrainian Republic.

[1A 2275] – The United States of America invades and occupies several northern Columbian islands, beginning the Great American War.

[1A 2275] – Argentina and Chile erupt into war. Mexico blockades the Gulf. Columbia invades and takes control of the Panama canal. Guatemala annexes Belize. Brazil invades French Guyana.

[1A 2276] – Israel banishes the Palestinian government and takes full control of the Palestinian territories.

[1A 2276] – Kalingrad Oblast becomes independent of Russia, becoming the Sambian Republic and allies itself with the United European States.

[1A 2277] – The United States of America and Brazil form the Sunshine Concordat, promising non-interference from conquests.

[1A 2277] – The United States of America invades Mexico. Brazil invades Venezuela.

[1A 2277] – The United European States invade North Africa.

[1A 2278] – The New Union State formally declares war on the United European States.

[1A 2278] – Chile is annexed into Argentina. Brazil consolidates control of the Amazon basin. Belize and Panama are liberated and become territories of the United States of America.

[1A 2278] – Israel reforms into the Israel-Palestinian Federal Republic, with Palestine becoming a semi-autonomous republic within, against the protest of the banished government.

[1A 2279] – The New Union State detonates a thermonuclear device on pro-European Ukraine.

[1A 2279] – The United States of America, Brazil and China denounce the New Union State, leading to their condemnation from the Global Defence Organisation.

[1A 2280] – A series of nuclear detonations occur in Belarus and Russia, leading to the destruction of St. Petersburg.

[1A 2280] – The New Union State capitulates. Belarus and Ukraine's territories are annexed into the United European States. The Russian Federation is reformed into the Republic of Russia.

[1A 2281] – Pro-Union State forces in East Russia refuse to surrender and take control of lands in the Russian Far East east of Lake Baikal. The Eastasian Federation is declared.

[1A 2281] – The United States of America and the United European States unite into the Pan-Atlantic Alliance.

[1A 2282] – China invades the Eastasian Federation and takes control of all lands south of Sakhalin.

[1A 2282] – The Pan-Atlantic Alliance declares war on China.

[1A 2283] – The Pan-Atlantic Alliance evacuates several million into the underground chamber in northern Europe.

[1A 2283] – In the ruins of Orion, Hawksworth creates the Chrysanthemum – a device to transform the world using an eruption of nanites. Sarah Fox interrupts the process and the bond of the newly created nanites give her administrative powers over the nanite swarm, later known as the Drift.

Great Catastrophe Era (Second Aeon)

[2283] (2A 1) – An ecological catastrophe, originating from the ruins of the Orion facility, spreads over the globe in less than six hours. A storm of nanites that deconstruct living matter bring on a winter that lasts for decades. Civilisation collapses. All of humanity's population is deconstructed in less than a single day. This is henceforth called the Great Catastrophe.

[2383] (2A 101) – The global winter fades away, leaving the world covered with inert nanites called silverdust.

[2388] (2A 106) – Around this time, Biall is created by Lowarn.

[2393] (2A 111) – The global sea level rises to 20 metres above modern levels.

[2433] (2A 151) – The silverdust is assimilated into remerging plants, bringing about biological changes both small and large. Various plant species like silvergrass, shinefruit and metaltree emerge to thrive in the new environment at this time.

[2493] (2A 211) – The global sea level rises to above 40 metres above modern levels.

[2513] (2A 231) – The remerging animal species of the world, including begin to rapidly change to fit their environments makes to their bodies assimilating silverdust into their bodies as silver blood vessels.

Increased strength, intelligence, stamina and other such physical changes begin to manifest.

[2593] (2A 311) – The global sea level rises to 60 metres above modern levels.

[2648] (2A 366) – A new human species, homo supertres, a species most like homo sapiens but taller, with more muscle mass and higher intelligence emerges.

[2693] (2A 411) – The global sea level rises to 80 metres above modern levels.

[2698] (2A 416) - Homo fortis, a human species with supreme strength, emerges from northern Europe. This species evolved to better hunt whales and large fish from the frigid northern waters.

[2698] (2A 416) – Early varieties of homo ecferus, species of human with animal-like traits emerge in South America, Africa and South Asia. These humans have become wilder to better suit their dangerous and predatory environments.

[2698] (2A 416) - Homo aquatis, a human with webbed limbs, flippers and massive lungs evolves in southern Europe to take advantage of the warm and increasingly rich waters.

Agrarian Era (Second Aeon)

[2898] (2A 616) – At this point, the earliest known permanent settlements form in Europe. They belonged to homo aquatis.

[2998] (2A 716) – Homo faeus, alongside the Fairies, evolve in the deep forests of western Europe. They reside here and prevent others from taking their home for thousands of years to come.

[3098] (2A 816) – Homo tutis, a small human species evolved from the homo sapiens saved in the underground chambers built in Europe, evolve. Their small size helps them save space and live off less food.

[3198] (2A 916) – Primitive agricultural practices are used by homo supertres to cultivate wheat and fruits. This allowed settlements to grow and allow for individuals to specialise in their professions. Early civilisation forms in various places independently.

[3498] (2A 1216) – The Old Civilisation of Cant – a widespread collection of towns reaches its maximum territorial spread here, making it the largest civilisation known from this time.

[3531] (2A 1249) – A massive eruption known as the Roar of Kaise occurs that causes a worldwide volcanic winter and an extinction event.

[3597] (2A 1315) – The Second Aeon ends.

Post-Kaise Era (Third Aeon)

[3598] (3A 1) – By this point, the volcanic winter runs its course. Around 10% of life falls to the cold.

[3698] (3A 101) – Homo supertres civilisation spreads like wildfire across temperate regions of Europe. These early species of human begin to interact on a large scale.

[3798] (3A 201) – In the underground chambers in northern Europe, homo tutis civilisation expands to every corner of space, reaching a population of tens of millions.

[3848] (3A 251) – The Dragons appear underground and take control over the homo tutis and underground chambers, forming the Dominion of Dragons, an oligarchy run by various royal families of Dragons.

[3873] (3A 276) – The Sea Children evolve in the Atlantic Ocean and live in travelling tribes.

[3898] (3A 301) – Homo aquatis found the city of Mariniva between two underwater mountains in Italia, becoming the largest settlement on earth for a time.

[3948] (3A 351) – The Norj people in northern Europe (homo fortis) begin to travel to southern shores and found several colonies.

[3998] (3A 401) – Illuman civilisation spreads from Mariniva over the Italian Archipelago and surrounding coastal regions.

[3998] (3A 401) – Castol civilisation (homo supertres and aquatis) emerges from the Iberian peninsula.

[4048] (3A 451) – The Dominion of Dragons expands with the aid of the Dragons themselves, digging and excavating rock from the walls to make space.

[4098] (3A 501) – The Illuman Empire spreads over the Mediterranean islands, subjugating many different peoples and humans under one banner.

First Illuman Era (Third Aeon)

[4118] (3A 521) – The Norj found the Diarchy of Scandinavia, ruled by brother and sister and gain control of most of northern Europe.

[4198] (3A 601) – In central Europe, lands between the Illuman and Norj states are organised into the Free Tribal Alliance – a military organisation for mutual protection from the growing Empires.

[4248] (3A 651) – The Norj colony in the poisoned east Inglia splits off from the Diarchy and becomes the Inglian Empire, beginning a series of wars with neighbouring tribes and villages to spread westwards.

[4298] (3A 701) – The Illuman Empire and the Rahbaran Republic wage war over control of North Africa.

[4348] (3A 751) – Coastal north Africa is conquered by the Illuman Empire, driving the natives away or forcing conversion to the Mareni faith.

[4398] (3A 801) – The Tribal Alliance and Illumans fight over control of lake Geneva. The Norj aid the Tribes.

[4428] (3A 831) – Illuman Empire is victorious against the Tribal-Norj coalition.

[4448] (3A 851) – The Inglian Empire conquers most of Inglia, southern Alba and Cymreen. They allow native peoples to migrate between their lands.

[4458] (3A 861) – The Illuman Empire secures control of Iberia and Balkala.

[4458] (3A 861) – The Norj Diarchy falls into civil war with two sides; the Caps, led the brother and for territorial expansion and the Helms, led by the sister and seeking a defensive pact with the Tribal Alliance.

[4473] (3A 876) – The Norj civil war ends with the Caps beating the Helms. The Helms are banished and the Diarchy becomes a Monarchy.

[4498] (3A 901) – The Norj Empire conquers Pomerania and coastal areas of continental Europe.

[4498] (3A 901) – The Helms, led by the deposed sister of the Norj emperor, take control of Lion Isle and declare independence.

[4548] (3A 951) – The Tribal Alliance is destroyed with the Illuman Empire capturing their elected High King. Lands east of the Carpathian mountains are captured by the Illumans.

[4598] (3A 1001) – The Inglian Empire conquers Alba.

[4618] (3A 1021) – The Norj Empire collapses with the death of their ruling dynasty. Several smaller Kingdoms emerge: Norj in the west,

Mai-Fin in the east and the Jiran Empire in the captured Tribal region of the south.

[4638] (3A 1041) – A series of harsh winters caused by a minor ice age spread famine across the globe.

[4648] (3A 1051) – The Illuman Empire is divided into a superior (northwest) and inferior (southeast) courts.

[4668] (3A 1071) – The Inglian Empire falls under internal pressures into many smaller duchies and states.

[4678] (3A 1081) – Lion Isle conquers northern Cymreen.

[4688] (3A 1091) – The western Illuman Empire loses Iberia to the rebelling Castoli people. The east loses north Africa and what remains of the Levent.

[4698] (3A 1111) – The eastern Illuman Empire completely collapses.

[4698] (3A 1111) – The Shining Egyptian Kingdom emerges from the chaos of the fall of east Illuma.

[4698] (3A 1111) – The Hellan Federation takes control of Greece and Anatolia.

[4708] (3A 1121) – The Western Illuman Empire is divided into the Illuman Theocracy in Italia, the Gallanti Republic in southern France and the alps and various smaller states in Balkala.

Second Illuman Era (Third Aeon)

[4718] (3A 1131) – The Illuman Theocracy banishes all non-homo aquatis from the Italian Archipelago, declaring them impure in their scared waters.

[4748] (3A 1161) – A group of banished Illumans land in Cymreen and take up residence in what would become Tinland.

[4798] (3A 1211) – Egypt conquers north Africa and the Levent and found a new religion empathising a worship of the sun and their gods.

[4898] (3A 1311) – The Illuman Theocracy begins a holy war to reconquer territory in Balkala.

[4918] (3A 1331) – The Castol people in Iberia found the Kingdom of the Twin Winds. Quickly they unite the surrounding territory under their banner.

[4938] (3A 1351) – The Jimans found the United Republic, bringing together formally Illuman-conquered tribes into a federal oligarchy for mutual defence.

[4948] (3A 1351) – The Illuman Theocracy and the King of the Twin Winds wage a holy war for control of the Mediterranean.

[4958] (3A 1361) – The Illuman Theocracy loses and surrenders control of northern Italia to Castol forces.

[4998] (3A 1401) – A massive migrating tribe of peoples called the Lomans lands in Balkala.

[4998] (3A 1401) – The Lion Isle matriarchy retreats and surrenders control of Cymreen to the native peoples.

[5048] (3A 1451) – The Illumans begin evicting the natives of Balkala, whom rebels and unite into the Free Peoples of the Coast, warring for their lives.

[5053] (3A 1456) – The Lomans join the fight against Illuma.

[5068] (3A 1471) – A joint Balkal-Loman force strikes into Italia and destroys Marinva, the holy city and capital of the Illumans.

[5073] (3A 1476) – The Balkal people begin a genocide against homo aquatis. The Illuman Theocracy is destroyed and a vast flotilla of survivors flee across the sea.

[5078] (3A 1481) – The homo aquatis flotilla tries to settle the island of Mallta but are defeated by the natives.

[5088] (3A 1491) – The Kingdom of the Twin Winds moves north of the Bask Mountains, capturing territory west of the alps.

[5098] (3A 1501) – The Illuman flotilla travels the ocean, living in their fleet and off the ocean bounty.

[5128] (3A 1531) – The homo aquatis population in Europe is wiped out, save for the flotilla, which is hunted across the seas.

[5138] (3A 1541) – In central Europe, the Bia Order is formed. This school of martial arts discovers the Drift – the link between silverdust and one's own abilities. They train super-soldiers using this technique for the Republic government.

[5148] (3A 1551) – The United Republic and the Norj Kingdom wage war for control of Pomerania. Using the earliest known users of the Drift, they earn great victories with ease.

[5158] (3A 1561) – The Norj cede their last territory in continental Europe to the Jimans.

[5163] (3A 1566) – The Time Cards and Chrysanthemum are recovered, containing all data known on each time period, storing the biological data for all life as well as time co-ordinates.

[5165] (3A 1568) – The Illuman people build the first incarnation of the Timegate on-board their flotilla.

[5165] (3A 1568) – The Third Aeon ends

Drakonic Era (Fourth Aeon)

[5166] (4A 1) – In an attempt to destroy their enemies in the past by sending explosive devices through their Timegate, the Illuman flotilla is destroyed by a premature detonation southeast of Hellas, destroying a lot of the land nearby in the process. A few ships not in the area survive and flee, but most of the flotilla is wiped out.

[5198] (4A 32) – The United Republic expands over central Europe, incorporating most of the lands north of the alps.

[5218] (4A 52) – The Kingdom of the Twin Winds and Balkal wage war for control of Italia.

[5258] (4A 92) – The Hellan Federation invades Balkal and pushes north.

[5263] (4A 97) – A massive horde invades Europe from the east on winged beasts. Led by a dragon-like species of homo ecferus called draconis. Calling themselves the Diamond Horde, they rapidly move west into United Republic and Hellen Federation.

[5268] (4A 102) – Mai-Fin fends off the Diamond Horde with their weapons of ice.

[5278] (4A 112) – The Kingdom of the Twin Winds and Balkal declare peace with no clear victor.

[5288] (4A 122) – The Diamond Horde cuts through Balkal and punches through to Hellas, beginning a violent pillage and looting of the area.

[5293] (4A 127) – The Illumans settle several islands of Hellas with the Diamond Horde's blessing and swear fealty to their serpentine saviours.

[5298] (4A 132) – The Hellan Federation falls and is subjugated into the Diamond Horde. The Illumans are trusted with control of the region.

[5299] (4A 133) – The United Republic and Balkal form the Free Compact to fight against the Horde.

[5311] (4A 145) – The Emperor of the Diamond Horde is killed in battle against the United Republic.

[5313] (4A 147) – Without the Emperor to guide them, the Horde falls from within. Republic forces liberate eastern Europe and a Hellan Republic is declared.

[5314] (4A 148) – The islands the Illumans colonised declare independence. Now calling themselves the Yamians, they adopt a reclusive lifestyle of prayer and reflection.

[5318] (4A 152) – The United Republic reforms into the United Federation and a democratically elected system of government.

Federation Era (Fourth Aeon)

[5328] (4A 162) – The Knights of the Drift are founded by the United Federation. A military order to expand democracy across Europe and protect the innocent.

[5348] (4A 182) – The Twin Winds invade Balkala's Italia. Receiving a plea for aid, the United Federation invades Iberia.

[5358] (4A 192) – Iberia is annexed by the United Federation.

[5360] (4A 194) – Balkal and Italia are admitted into the United Federation.

[5363] (4A 197) – After discovering a cache of pre-apocalypse information, the United Federation begins to hunt in its territory for technological artefacts.

[5363] (4A 197) – The government of the United Federation creates states out of the territories it acquired.

[5398] (4A 232) – By this point, the United Federation has reached a 1850s level of technology.

[5413] (4A 247) – The United Federation discovers the location of a LifeArk – a pre-war depository of technology and people – in Hellas. The Hellan Republic is demanded to join the Federation.

[5418] (4A 252) – The Hellan Republic is invaded by the United Federation. The LifeArk, found to be empty of pre-war survivors but full of technology, is looted and stripped bare.

[5438] (4A 272) – An independence revolt is stopped in Iberia with a show of force. In the aftermath, the Bia Order disbands over the violent ways in which the Drift is used by the government.

[5448] (4A 282) – By this point, the United Federation has reached a 1900s level of technology. Electricity is rediscovered.

[5458] (4A 292) – The Bia Order settles in Alba, for from the reach of the Federation.

[5468] (4A 302) – The United Federation take control of the northern ocean islands from the Norj. They do not object.

[5478] (4A 312) – By this point, the United Federation has reached a 1950s level of technology.

[5508] (4A 342) – Utilising pre-apocalypse assets, the United Federation builds and launches several military satellites into orbit.

[5528] (4A 362) – A newly discovered Lifeark is located in Inglia. Swiftly, Inglia is annexed into the United Federation. Said Lifeark is found to be full of people untouched by silverdust and the apocalypse. All assets and technology are taken.

[5538] (4A 372) – The Inglian Lifeark residents are used to discover the changes between sapiens and supertres. Their fate is unknown.

[5548] (4A 382) – By this point, the United Federation has reached a 2000s level of technology, including computers.

[5598] (4A 432) – By this point, the United Federation has reached a higher level of technology than pre-apocalypse civilisation.

[5697] (4A 531) – The Federation learns of a Master Lifeark, said to contain more material than all of those discovered to date. Its location is in Cymreen, right next to Inglia.

[5698] (4A 532) – The United Federation invades Cymreen.

Old Drifter Era (Fourth Aeon)

[5699] (4A 533) – A project between the Bia Order, the warriors of Lion Isle and the Cymreeni Illumans results in the training of the *Drifters*, a team of extremely skilled Drift-users to defend Cymreen.

[5699] (4A 533) – The Drifter Liberation League, a coalition opposing Federation rule in Brython is established in Lion Isle, from the descendants of the Norį Helm faction, the Bia Order, the Illuman exclave in the south and finally, an alliance of Cymreeni tribes and Inglian resistance fighters.

[5700] (4A 534) – At this point, eastern Cymreen is fully under Federation rule.

[5701] (4A 535) – The Drifters and the Knights of the Drift clash in the Battle of the Straits, resulting in a sound Drifter victory and a stalemate along the eastern front.

[5703] (4A 537) – A massive armada intending to strike the western coastline of Cymreen is intercepted by the Drifters and sunk. The Drifters save the crew and hold them safe.

[5704] (4A 538) – The Drifter Liberation League move into Inglia and start to clear Brython of Federal military forces.

[5704] (4A 538) – Various villages and local Inglian governments defect to the League. Some overthrow their Federal overseers themselves to join the fight.

[5705] (4A 539) – In a shocking move, the Drifters attack the capital of the Federation and steal all their collected technological data.

[5708] (4A 542) – Inglia is liberated.

[5709] (4A 543) – The Federal navy blockades the islands.

[5713] (4A 547) – The United Federation threatens the League and associated governments with nuclear strikes.

[5715] (4A 549) – The Drifters attack the missile silo of the Federation but are expected. Several of the Drifters die in the ensuing fight. The nuclear weapons of the Federation are neutralised.

[5716] (4A 550) – Following the League's example, multiple rebel groups spring up on the continent; Iberia, Hellas, Italia – even Jimani itself in the heart of the Federation.

[5738] (4A 572) – At this point, the United Federation collapses under internal strife, releasing several countries from its chafing rule.

[5739] (4A 573) – In a spiteful move, the Federal government unleashes all of its arsenal (non-nuclear) on Cymreen and to a lesser extent, Inglia, leaving the land's infrastructure desolate. The Drifters are believed to have died in the chaos.

[5743] (4A 577) – With the help of their League's allies, the peoples of Cymreen and Anglia rebuild their homes.

[5748] (4A 582) – The Drifter Liberation League is disbanded.

Republic Era (Fourth Aeon)

[5758] (4A 592) – The Commonwealth of Prydain Fawr is founded, uniting the various settlements and cities of Cymreen, Inglia and outlying islands of the old League.

[5878] (4A 712) – The Republic of Cymru becomes independent from the Commonwealth of Prydain Fawr.

[5918] (4A 752) – The Commonwealth of Prydain Fawr finally collapses under internal strife, splitting into several newly created smaller countries.

[6047] (4A 881) – The Fourth Aeon ends.

Post-Pandemic Era (Fifth Aeon)

[6048] (5A 1) – The Great Death, a contagious disease, is first sighted in the City of Brumming, Inglia. Over the next 50 years, the population of Brython and Eireann is reduced by as much as 90%, wiping out whole villages, cultures and countries. This is the Great Dying. Both Inglia and Cymreen's governments are destroyed.

[6051] (5A 4) – The Dragons appear in Cymreen – wise, powerful beings and protect some of the humans from the Great Death.

[6098] (5A 51) – The worldwide disease known as the Great Death fades away, its deeds done. Only one in every ten humans have been left alive. Inglia was hit hard and many islands are now uninhabited. The origin of this plague is unknown.

[6121] (5A 74) – The Drokraki, an order of Dragons, is established by once known as Bakeza. They seek to guide the surviving humans that live back to prosperity from their mountain homes and protect them from evil. They consist of 5 members.

[6198] (5A 151) – The residents of Lion Isle form a Matriarchy.

[6298] (5A 251) – The wizards of Tinland disappear into their mountains, cloaking them within a thick mist.

[6398] (5A 351) – By this point the population of Cymreen has recovered to pre-Dying levels. Inglia remains underpopulated.

Commonwealth Era (Fifth Aeon)

[6448] (5A 401) – On Eireann, the many chiefs of the many plains unite under an elected High Chief, forming the predecessor to the modern state of Eireann.

[6598] (5A 551) – In the north, the Norj colonise northern Alba, resulting in a long conflict with the native Albanese.

[6648] (5A 601) – The Albanese break free of Norj control and form various independent chiefdoms.

[6798] (5A 751) – Eireann revolts and forms the Republic of Eireann.

Duchy of Gwynedd Era (Fifth Aeon)

[6800] (5A 753) – Trywelyn the Knowledgeable reveals himself to the people of what would become Gwynedd.

[6828] (5A 781) – Steelshire is formed by migrating peoples from Inglia east of Gogarth Mawr.

[6831] (5A 784) – The Steel Empire is founded in Steelshire in northeast Cymreen and rapidly subjugates all the lands east of the Clwyd.

[6843] (5A 796) – Huw I 'the Great' unites the peoples west of the Clwyd and founds the Principality of Gwynedd.

[6850] (5A 803) – Gwynedd defends itself from Steelshire in the Gwynedd-Steel War.

[6851] (5A 804) – Steelshire is defeated in the Battle of the Black Hill in the northwest of Powys, securing Gwynedd's position in north Cymreen.

[6870] (5A 823) – Rhys I ascends the throne of Gwynedd.

[6901] (5A 854) – Huw II ascends the throne of Gwynedd.

[6965] (5A 918) – Huw III ascends the throne of Gwynedd.

[7006] (5A 959) – Huw IV ascends the throne of Gwynedd.

[7034] (5A 987) – Morgan I 'the Menace' ascends the throne of Gwynedd.

[7096] (5A 1049) – Aaron I 'the Young' ascends the throne of Gwynedd.

[7107] (5A 1060) – Morgan II 'the Magnificent' ascends the throne of Gwynedd.

[7120] (5A 1073) – The Cymreeni Unification begins with the union of Powys into Gwynedd.

[7122] (5A 1075) – The Kingdom of Cymreen is founded after the end of the Cymreeni Unification – a period of relatively peaceful territorial acquisition climaxing with the conquest of Mercia.

Kingdom of Cymreen Era (Fifth Aeon)

[7146] (5A 1099) – Jacob I 'the Negotiator' ascends the throne of Cymreen.

[7147] (5A 1100) – The emergence of Tinland, a small mountain country in the southwest of Cymreen, causes the Crisis of the Wizards – a cold conflict between the two states.

[7155] (5A 1108) – Tinland is incorporated into Cymreen as a fully autonomous entity within the kingdom.

[7156] (5A 1109) – The modern provinces of Cymreen are formulated, replacing the ancient boundaries.

[7197] (5A 1140) – Gwynedd I 'the Lionheart' ascends the throne of Cymreen.

[7213] (5A 1156) – The Matriarchy of Lion Isle is vassalised into a crown dependency of Cymreen after Queen Gwynedd I saves the reigning Matriarch's life by participating in the War of the Women.

[7231] (5A 1184) – Aaron II ascends the throne of Cymreen.

[7296] (5A 1249) – James I ascends the throne of Cymreen.

[7308] (5A 1261) – James II ascends the throne of Cymreen.

[7357] (5A 1310) – Gwynedd II ascends the throne of Cymreen.

[7387] (5A 1340) – Gwynfryn I ascends the throne of Cymreen.

[7443] (5A 1396) – Aelwen I ascends the throne of Cymreen.

[7477] (5A 1430) – Michael I ascends the throne of Cymreen.

[7524] (5A 1477) – Rachel I ascends the throne of Cymreen.

[7568] (5A 1521) – Six-Hour War between Cymreen and Brummingsport

[7598] (5A 1551) – James III ascends the throne of Cymreen.

[7613] (5A 1556) – Jacob II ascends the throne of Cymreen.

[7648] (5A 1601) – Mac Donnis (Drifter Horn) is born.

[7651] (5A 1604) – Jacob Aberfaw (Prince of Cymreen) is born.

[7661] (5A 1614) – Susan Warburten (Drifter Red) is born.

[7663] (5A 1616) – Gabriel Ferro (Drifter Blue) is born.

[7670] (5A 1623) – Morgan III ascends the throne of Cymreen.

[7673] (5A 1626) – Aelwen Priddy (Drifter Yellow) is born.

[7688] (5A 1641) – The Chrysanthemum and the Time Drift Cards are rediscovered off the southern coast of Cymreen by Prince Jacob.

[7696] (5A 1649) – The Timegate is recreated by Gabriel Ferro and Prince Jacob of Cymreen.

[7697] (5A 1650) – The Tranqchangers are created.

[7698] (5A 1651) – The events of *DINODRIFTERS* take place.

Appendix C: Character Bios

Drifter Red – Susan Leanne Warburten –

Security officer of the Blackhill Preserve and Timegate Operations. She is a Blonde Inglan from the Big Island. A confident, diligent soldier, trained in survival and endurance.

Age: 37
Sex: Female
Gender: Female
Date of Birth: 06/10/7651
Place of Birth: Brummingsport, Inglia

Drifter Blue – Gabriel Ferro –

Head engineer of the Blackhill Reserve and expert on the operation of the Timegate. He is an Alban man of the Ferro clan (of very distant African-Brazilian ancestry). A master in physics and mechanical sciences who develops new tech for the preserve and is the resident expert of the Timegate.

Age: 35
Sex: Male
Gender: Male
Date of Birth: 22/04/7653
Place of Birth: Aran, Alba

Drifter Yellow – Aelwen "Priddy" ap Rhyds -

Chief palaeontologist of the Blackhill Preserve. Aelwen is a shy young Cymreeni woman who loves working with animals. She's incredibly introverted but her expertise on animal behaviour and habits is unparalleled.

Age: 25
Sex: Female
Gender: Female
Date of Birth: 13/03/7673
Place of Birth: Unknown

Drifter Violet – ??? -

A concluded renegade who stalks the Dinodrifters. Can travel through time seemingly independently of the Timegate and possesses the Dinodriver – a unique form of Drifter tech that the Dinodrifters lack.

Age: 266 mentally [5680 chronologically]
Sex: Female
Gender: Female
Date of Birth: 12/12/2018
Place of Birth: London, England

Prince Jacob Aberfaw of Cymreen -

The leader of the Blackhill Preserve and Timegate Operations. Prince Jacob is the next-in-line to the throne of Cymreen. He is a philanthropist and uses his influence to help the poor and build a better future, especially when it comes to technology. He funds the Dinodrifters and has final say in their operation.

Age: 47
Sex: Male
Gender: Male
Date of Birth: 05/12/7657
Place of Birth: Cymreen

