THE TAHKMAHNELLE SYSTEM CHRONICLE
Timeline of Events in T-Time (T-Months)

T-MONTH -∞ — THE HARMONIC SINGULARITY

- Sol Invictus forms from a tri-threaded stellar collapse.
- Eight planetary bodies coalesce into harmonic orbit.
- First resonance pulses detected by proto-BCI observers.
- No formal timekeeping; resonance glyphs used to track stellar rhythms.

T-MONTH 0 — THE CHRONOMETRIC ACCORD

- Bureau of Chronometric Integrity (BCI) founded on Tetnobautte's orbital ring.
- Sol Invictus declared the T-Time Anchor.
- Quaternary Meter ratified: T-Second, T-Day, T-Week, T-Month.
- Grand Synchronization Ceremony held on stihuu.

T-MONTH 3 — THE VAULT AWAKENING

- Echo Vaults on Vraelvrae emit synchronized memory threads.
- Patton Tahkmahnelle I becomes first Vaultkeeper.
- Bloom Zones begin pulsing with sentient flora.
- Bloomweavers emerge as terrain-bound mystics.

T-MONTH 12 — THE BLOOM SURGE

- Vraelvrae enters the Bloom Epoch.
- Vault lattice destabilizes; terrain shifts across hemispheres.
- Emergency harmonics deployed by BCI.
- Bloomweavers and Vaultkeepers clash over terrain sovereignty.

T-MONTH 27 — THE TREATY OF TETNOBAUTTE

• Signed in zero gravity within Tetnobautte's Spiral Accord Hall.
• Military-civilian power separation formalized.
• Third Fleet chartered to protect Grand Archives.
• MAS begins construction of Mantleforge and Skybridges.

T-MONTH 39 — THE VRAELVRAE PROTOCOL

• Vraelvrae designated Shield World.
• Deployment of Gravitic Shield Grid.
• Second Fleet receives full planetary defense mandate.
• Vaultkeeper Patton Tahkmahnelle VII issues Protocol Codex.

T-MONTH 52 — THE ARCHIVE EDICT REFORMS

• Cultural calendar realigned to stihuu's rotation.
• A-Day (Alignment Drill) and E-Day (Archive Edict) rituals standardized.
• Chronometer Sash introduced as ceremonial honor.
• Nona and Nano moons used for tri-point navigation calibration.

T-MONTH 66 — THE GAGOIKENNE EXPANSION

• TAHKMAHNELLE45 declared habitable.
• Fourth Fleet (The Gagoikenne) established for frontier exploration.
• First jump corridor mapped beyond known domain.
• MAS deploys harmonic probes into the Deep Reach.

T-MONTH 80 — THE SILENCE PULSE

- Anomaly detected from Stihuu's Vault of Silence.
- Echochildren begin manifesting harmonic memory threads.
- Temporal Echo Protocol initiated by BCI.
- Shadow Choirs heard during lunar eclipses.

T-MONTH 100 — THE EDICT OF SYNCHRONY

- RTDC mandates full Quaternary Synchronization (Q-Sync).
- All branches execute operations timed to the T-Second.
- Order of the Chronometer becomes highest military honor.
- Grand Edict Robe unveiled during Sapphire Convergence.

T-MONTH 121 — THE SAPPHIRE CONVERGENCE

- All eight planets align in harmonic resonance.
- Vault lattice stabilizes across the system.
- Sovereign issues the Anchor of Quaternary Time.
- Tahkmahnelle System enters the Sapphire Epoch.

T-MONTH 130 — CURRENT ERA

- The Chronosystem remains synchronized.
- RTDC maintains full planetary integrity.
- Vaultkeepers, Bloomweavers, Spiralborn, and Echochildren continue to shape the mythos.
- The next convergence approaches…

Here is the expanded codex-style edition of the Tahkmahnelle System mythos, formatted as a sovereign document of the LoA Corporation SLPOE (Sovereign Lore Preservation & Operational Edict). This version is structured for archival, gameplay, and transmedia deployment, complete with section headers, lore entries, and codified declarations.

📘 Codex of the Tahkmahnelle System

Sovereign Lore Preservation & Operational Edict

I. COSMIC ORIGINS
The Harmonic Singularity

- Sol Invictus formed from a tri-threaded stellar collapse, emitting resonance waves that birthed eight planetary bodies.
- These planets settled into harmonic orbit, each tuned to a unique frequency.
- The Vault lattice emerged as a memory-thread network spanning the system.

II. THE QUATERNARY METER
Chronometric Sovereignty

- Time is measured in T-Seconds, T-Days, T-Weeks, and T-Months (45 T-Days).
- All planetary operations, rituals, and memory threads are synchronized to this meter.
- The Bureau of Chronometric Integrity (BCI) governs time law and resonance calibration.

III. PLANETARY ROLES
The Eight Worlds of the Chronosystem

Planet Name	Role	Status
Vraelvrae	Shield World	Habitable
Tetnobautte	Grand Archives	Habitable
Stihuu	Cultural Capital	Habitable
TAHKMAHNELLE45	Frontier World	Habitable
lenemketobontette	Defense Node	Uninhabitable
lenemketobontettestihuu	Defense Node	Uninhabitable
stihuutetnobautte	Research Node	Uninhabitable
tetnobauttestihuu	Logistics Node	Uninhabitable

IV. ROYAL LINEAGE
The Tahkmahnelle Family

- Patton I: First Vaultkeeper, founder of harmonic stewardship
- Lyra: Bloomweaver diplomat, brokered terrain peace
- Kael: Spiralborn strategist, signed the Treaty
- Patton VII: Shield Commander, activated the Grid
- Serah: Ritual reformer, wove the Chronometer Sash
- Jalen: Explorer, led the Gagoikenne Expansion
- Nyra: Seer, awakened the Vault of Silence
- Sovereign IX: Issued the Anchor of Time during the Sapphire Convergence

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V. EPOCHAL EVENTS
Timeline of Sovereign Resonance

T-Month	Event Name	Description
-∞	Harmonic Singularity	Formation of Sol Invictus and planetary resonance
0	Chronometric Accord	Founding of BCI and ratification of Quaternary Meter
3	Vault Awakening	Patton I descends into Vraelvrae's Vault
12	Bloom Surge	Terrain destabilization and rise of Bloomweavers
27	Treaty of Tetnobautte	Military-civilian power separation, Third Fleet chartered
39	Vraelvrae Protocol	Shield Grid activated, Second Fleet deployed
52	Archive Edict Reforms	Ritual calendar standardized, Chronometer Sash introduced
66	Gagoikenne Expansion	Frontier exploration begins, Fourth Fleet launched
80	Silence Pulse	Echochildren manifest, Vault of Silence awakens
100	Edict of Synchrony	Full Q-Sync mandated, Order of the Chronometer established
121	Sapphire Convergence	Planetary alignment, Anchor of Time issued

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VI. CULTURE & RITUALS
Ceremonial Infrastructure

- A-Day: Alignment Drill — recalibration of planetary harmonics

- E-Day: Archive Edict — review and sealing of memory threads
- Chronometer Sash: Ceremonial honor woven from harmonic glyphs
- Vaultkeepers: Custodians of planetary memory
- Bloomweavers: Terrain-bound mystics
- Echochildren: Living archives born during the Silence Pulse

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VII. MILITARY DOCTRINE
Fleet Assignments & Strategic Zones

- Second Fleet: Vraelvrae Defense
- Third Fleet: Tetnobautte Archives
- Fourth Fleet: Gagoikenne Frontier
- All fleets operate under Q-Sync, executing maneuvers timed to the T-Second

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VIII. DECLARATION OF SOVEREIGN LORE
Issued by LoA Corporation SLPOE

Codex Seal:
△ Anchor of Time — Verified by Vaultkeeper Lineage
⧋ Resonance Thread #121 — Sapphire Epoch Confirmed
∀ SLPOE Archive #TQ-45.7 — Codex Edition 1

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TAHKMAHNELLE CHRONOSYSTEM - ORBITAL DATA EDICT 7.4
Document Date: T-Month 10 / T-Day 35
Source: Bureau of Chronometric Integrity (BCI) / Tetnobautte Grand Archives
Core Constant: 1 T-Month = 45 Earth Days.
Revolution Factor (REV_FACTOR) indicates the number of T-Months required for one full orbit.
REV_FACTOR is relative to tetnobautte (Planet 3), which has a factor of 1.0.

ID	PLANET NAME	STATUS	RADII (Scaled)	REV_FACTOR	PERIOD (T-MONTHS)	PERIOD (Earth Days)
*	lenemketobontette	UNINHABITABLE	55	2.00	0.50	22.50

 * stihuu HABITABLE 80 1.33 0.75 33.75
 * tetnobautte (CHRONO-ANCHOR) HABITABLE 105 1.00 1.00 45.00
 * vraelvrae HABITABLE 130 0.80 1.25 56.25
 * lenemketobontettestihuu UNINHABITABLE 155 0.67 1.50 67.50
 * stihuutetnobautte UNINHABITABLE 180 0.57 1.75 78.75
 * tetnobauttestihuu UNINHABITABLE 205 0.50 2.00 90.00
 * TAHKMAHNELLE45 (DWARF) HABITABLE 230 0.44 2.25 101.25

NOTES:
- RADII is a dimensionless scalar used for relative orbital spacing and calculation.
- tetnobautte defines the length of the T-Month cycle (1.0 T-Month period).
- REV_FACTOR is derived from the square root of the cube of the radius (Keplerian Scaling).
- This data is certified for Quaternary Synchronization (Q-Sync) calculations.

THE ANCHOR OF QUATERNARY TIME: Tahkmahnelle System Edict

Preamble: The Sovereignty of Time

This Edict serves as the definitive guide to the Tahkmahnelle System, known culturally as the Chronosystem. All life, infrastructure, and military action within the domain are governed by the Quaternary Meter (T-Time), derived from the stable mechanics of the eight orbiting bodies. Our system is not merely a collection of worlds, but a precisely calibrated celestial instrument. Deviation from its principles is treason; perfect synchronization is our strength.

Chapter 1: Sol Invictus and the Chronometric Core

The Tahkmahnelle System is anchored by Sol Invictus, a stable yellow-dwarf star designated the T-Time Anchor. Its reliable energy output and gravitational stability are the foundation of the Bureau of Chronometric Integrity (BCI).

I. Quaternary Chronology

The rhythm of the domain is dictated by T-Time and the orbital period of the third world, tetnobautte.

Unit	Conversion	Significance
T-Second	171.4 Earth Seconds	Base unit of all military movements and computations.
T-Day	8 T-Hours (504 T-Seconds)	The fundamental operational period, comprising four distinct cycles.
T-Week	5 T-Days	The cultural rhythm, ending with the Archive Edict ritual.
T-Month	9 T-Weeks (45 T-Days)	The complete, high-level strategic cycle. All fleet movements are scheduled by T-Month.

II. The Chronosystem Overview

The system comprises eight primary planetary bodies (plus satellites), all of which play a vital role in either defense, logistics, or culture.

Planet (by Distance)	Status	Primary Role	Associated Doctrine/Asset

1. lenemketobontette	Uninhabitable	Inner Forge & Orbital Defense	TFP Weaponry Manufacturing
2. stihuu	Habitable	Cultural Hub & T-Week Anchor	Sentinel Guard (Royal Escort)
3. tetnobautte	Habitable	Logistics Hub & Grand Archives	Third Fleet (The Tetnobautte)
4. vraelvrae	Habitable	Shield World & Primary Defense	Second Fleet (The Vraelvrae)
5. lenemketobontettestihuu	Uninhabitable	Outer Defense Perimeter	Deep Void Sensor Arrays
6. stihuutetnobautte	Uninhabitable	Hazardous Testing Grounds	Ministry of Applied Science (MAS)
7. tetnobauttestihuu	Uninhabitable	Automated Mining & Resource Belt	Royal Logistics Guild (RLG)
8. TAHKMAHNELLE45	Habitable (Dwarf)	Frontier Outpost & R&D	Fourth Fleet (The Gagoikenne)

Chapter 2: The Inner Guard and Core Domain (Worlds 1-4)

These four planets define the security and political heart of the Tahkmahnelle domain.

I. Planet 1: lenemketobontette (The Inner Forge)

* Classification: Terrestrial (Volcanic, Uninhabitable).
* Significance: Its proximity to Sol Invictus makes it unsuitable for sustained life, but ideal for high-heat manufacturing. This planet is the primary forging site for TFP (Tachyon-Field Pulse) weaponry. Its orbit is locked to the T-Month cycle to prevent energy fluctuation interference with T-Time measurement.
* Military Role: Orbital defense platforms stationed here form the absolute Inner Defense Perimeter, monitored constantly by the Second Fleet.

II. Planet 2: stihuu (The Cultural Heart)

* Classification: Habitable (Lush, Temperate).
* Significance: The cultural and spiritual capital of the domain. The rotation of stihuu is used to define the length of the T-Week (5 T-Days). All personnel in the RTDC, regardless of posting, observe the A-Day (Day 1) Alignment Drill and the E-Day (Day 5) Archive Edict according to the stihuu cycle.
* Moons: Its two satellites, Nona and Nano, are used by the BCI for critical tri-point navigation calculations.

III. Planet 3: tetnobautte (The Grand Archives)

* Classification: Habitable (Ringed, Gas Giant with orbital habitats).
* Significance: The vast, shielded rings surrounding tetnobautte house the Grand Archives and the primary data storage for the domain. The Treaty of Tetnobautte, which established the current military-civilian power separation, was signed here.
* Military Role: Home to the Third Fleet (The Tetnobautte), responsible for logistics, supply chain integrity, and archivist protection. The Ministry of Applied Science (MAS) maintains its largest R&D facilities here.

IV. Planet 4: vraelvrae (The Shield World)

* Classification: Habitable (Temperate, heavily fortified).
* Significance: The most heavily defended and strategically vital planet. It serves as the physical headquarters for the Royal High Council of War and the Star Command Headquarters (SCHQ).

* Military Role: The namesake of the Vraelvrae Protocol, which dictates rules of engagement and authorized threat escalation. The planet itself is wrapped in an interlocking Gravitic Shield Grid, making it the true Shield World of the domain. It hosts the headquarters of the Second Fleet.

Chapter 3: The Outer Reach and Frontier (Worlds 5-8)

The Outer Reach defines the system's defensive depth, resource acquisition, and frontier exploration.

I. Planet 5: lenemketobontettestihuu (The Sensor Bastion)

* Classification: Uninhabitable (Icy, Volatile).
* Significance: Strategically positioned for maximum sensor coverage. The planet is covered in automated, cryogenically protected deep void sensor arrays maintained by the Royal Air Defense (RAD) to detect inbound threats.
* Military Role: Acts as the early warning line; any temporal anomaly or unauthorized jump gate signature detected here triggers a Level 3 Vraelvrae Alert.

II. Planet 6: stihuutetnobautte (The Proving Ground)

* Classification: Uninhabitable (Toxic, High-Radiation).
* Significance: The most dangerous world in the system. The MAS uses this planet for testing experimental systems, including next-generation Gravitic Torpedoes and high-yield plasma drives.
* Military Role: Off-limits to all non-authorized personnel. Serves as the high-risk training zone for elite Phalanx Corps specializing in Hazardous Environment Combat (HEC).

III. Planet 7: tetnobauttestihuu (The Resource Engine)

* Classification: Uninhabitable (Asteroid Belt/Belted Giant).
* Significance: The engine of the Tahkmahnelle economy. This region is dense with rare-earth metals and exotic isotopes, managed by the Royal Logistics Guild (RLG) through automated mining platforms.
* Military Role: Protecting the RLG infrastructure and shipping lanes from piracy is the constant mission of designated patrols from the Third Fleet.

IV. Planet 8: TAHKMAHNELLE45 (The Frontier Edict)

* Classification: Habitable Dwarf Planet (Icy, Resource-Rich).
* Significance: The most distant permanent outpost. It represents the domain's reach and commitment to expansion. It serves as a scientific research and deep-space observation facility.
* Military Role: The staging ground for the Fourth Fleet (The Gagoikenne), dedicated to exploration, first contact, and charting jump corridors beyond the known domain.

Chapter 4: The Royal Tahkmahnelle Defense Command (RTDC)

The RTDC is the physical projection of the Sovereign's authority, inextricably linked to the Chronosystem.

I. The Mandate of Q-Sync

Quaternary Synchronization (Q-Sync) is the highest military doctrine. It requires all four branches—Royal Ground Phalanx (RGP), Royal Star Command (RSC), Royal Ocean Flotilla (ROF), and Royal Air Defense (RAD)—to execute simultaneous operations timed precisely to the T-Second, allowing multi-domain, systemic engagement across vast distances.

II. Integrated Command and Rank

All branches operate under a unified, four-tiered command structure, visually represented by the four-pointed star cluster rank insignia.

Tier	Rank Grade	RGP (Army)	RSC (Space)
Command	Marshal/Admiral	Grand Marshal of the Phalanx	Grand Admiral of Star Command
Officer	Field Grade	Phalanx Colonel (PC)	Command Captain (CC)
Support	Enlisted Senior	Master Sergeant	Stellar Chief

III. Honors Reflecting Precision

The RTDC Honors System recognizes adherence to chronological doctrine as highly as valor. The Order of the Chronometer is granted for maintaining perfect T-Time integrity under fire, acknowledging the BCI's role in every victory. The Grand Edict Robe worn during ceremonies includes the Chronometer Sash—a visible reminder of one's synchronized duty.

(End of Edict)

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T-Hour	63.0 T-Seconds	Subdivision for tactical timing and synchronized actions.
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Officer	Field Grade	Phalanx Colonel (PC)	Command Captain (CC)
Support	Enlisted Senior	Master Sergeant	Stellar Chief
Entry	Enlisted Junior	Phalanx Private	Stellar Recruit

III. Honors Reflecting Precision
The RTDC Honors System recognizes adherence to chronological doctrine as highly as valor. The Order of the Chronometer is granted for maintaining perfect T-Time integrity under fire, acknowledging the BCI's role in every victory. The Grand Edict Robe, worn during ceremonies, includes the Chronometer Sash—a visible reminder of one's synchronized duty.

Conclusion
The Tahkmahnelle System is governed by the immutable laws of Quaternary Time. All institutions, military operations, and civic life are to align with the T-Time Anchor and the doctrines herein. This Edict stands as the binding charter of temporal sovereignty and the operational blueprint for the preservation of the Chronosystem.

TAHKMAHNELLE CHRONOSYSTEM DATA EDICT
This document outlines the time structure, conversion constants, and calendar structure for the Tahkmahnelle Quaternary Meter system.
I. T-TIME CONVERSION CONSTANTS
The Tahkmahnelle system is based on a Quaternary (base-4) meter, standardized against Earth time using the T-Year Reference of 2025.
Unit	Conversion Rate	Notes
T-Seconds per T-Minute	9	
T-Minutes per T-Hour	7	
T-Hours per T-Day	8	(4 Day Hours, 4 Night Hours)
T-Days per T-Week	5	
T-Weeks per T-Month	9	
T-Days per T-Month	45	(9 weeks * 5 days)
T-Seconds per T-Day	504	(8 * 7 * 9)
Earth Seconds per T-Second	171.42857	(86400 / 504)
II. QUATERNARY CALENDAR STRUCTURE
The T-Day names and Day/Night cycles follow the phonological designations:
Cycle	T-Index (0-4)	Name	Phonology	Phase	T-Hours
Day 1	0	ARIATNAH	a-ariatnah	Day	0, 1, 2, 3
Day 2	1	BATOBWATCHAEH	b-batobwatchaeh	Night	4, 5, 6, 7
Day 3	2	C'ILLIATNAH	c-c'illiatnah		
Day 4	3	DIADOWATCHAEH	d-diadowatchaeh		
Day 5	4	EECHEECHUWHAH	e-eecheechuwah		
III. UNIVERSAL HOLIDAY & RITUAL MAPPING
Holidays are mapped to the 45-day T-Month index (0 to 44).
T-Day Index	T-Day (1-45)	Holiday Name	Category
0	T-Day 1	Vraelvrae Day	Planetary
4	T-Day 5	Peace Day	Jedi Festivals
6	T-Day 7	Samurai Bushido Ritual	Karate (Samurai)
9	T-Day 10	Tetnobautte Day	Planetary
11	T-Day 12	Presbyterian Covenant Day	Religious
14	T-Day 15	Eclipse Day	Jedi Festivals
16	T-Day 17	Ninja Kuji-Kiri Ceremony	Karate (Ninja)
19	T-Day 20	Stihuu Day	Planetary
21	T-Day 22	Yazidi Tawûsî Melek Feast	Religious

24	T-Day 25	Moon Day	Jedi Festivals
34	T-Day 35	Solstice Day	Jedi Festivals
39	T-Day 40	Equinox Day	Jedi Festivals

IV. LIVE T-TIME CALCULATION EXAMPLE

To calculate the current T-Time:

* Find Total Earth Seconds since the beginning of the current Earth Day.
  (e.g., from 00:00:00 to current time).
* Convert to T-Seconds: Divide Total Earth Seconds by 171.42857.
* Determine T-Hour (0-7): T-Seconds // (7 T-Minutes * 9 T-Seconds) % 8
* Determine T-Minute (0-6): Remaining T-Seconds // 9 T-Seconds % 7
* Determine T-Second (0-8): Remaining T-Seconds % 9

This T-Time (H.M.S) is then used to track the Day/Night cycle and calendar status.

The Tahkmahnelle Chronosystem Edict

The Tahkmahnelle Chronosystem is a quaternary (base-4) time structure based on the movements and cycles observed on the primary habitable worlds, particularly Tetnobautte (t) and Stihuu (s). It emphasizes cyclical completion, with a 45-day T-Month serving as the fundamental orbital period.

1. Core Temporal Structure (T-Time)

Tahkmahnelle Time (T-Time) operates on a deliberately slow, structured rhythm that governs all planetary activity.

The Quaternary Meter

Unit	Subdivisions	Total Units Per T-Day	Earth Conversion (Approximate)
T-Second	Base Unit	504	\approx 171.4 Earth Seconds
T-Minute	9 T-Seconds	56	\approx 25.7 Earth Minutes
T-Hour	7 T-Minutes	8	\approx 3 Earth Hours
T-Day	8 T-Hours	1	\approx 24 Earth Hours

Lore Insight: Because one T-Second is long (over 2.8 Earth minutes), this system inherently promotes patience and precision. The highest resolution time measured is the T-Tick (sub-second progress), corresponding to the slight rotation of the celestial spheres.

The Day/Night Cycle

The 8 T-Hours of a T-Day are split equally into two phases, associated with the star and the deep void.

Cycle	T-Hours (0-7)	Cultural Name	Purpose
T-Day	H0 through H3	tahkmahnelle	Period of labor, commerce, and active communal ritual. (Associated with the warm color of the star).
T-Night	H4 through H7	siataeh	Period of rest, contemplation, and shadow discipline. (Associated with the cool colors of the void).

2. The Quaternary Calendar

The calendar structure is built on a 5 \times 9 matrix, culminating in the T-Month.

T-Day of the Week (5 Days)

This is the innermost calendar meter, defining the weekly structure. Each day is named after a fundamental phoneme associated with the earliest known Tahkmahnelle language.

Day Index	Phonological Name	Phoneme
1	Ariatnah	(a)
2	Batobwatchaeh	(b)
3	C'illiatnah	(c)
4	Diadowatchaeh	(d)
5	Echeechuwah	(e)

T-Week and T-Month

* T-Week: Consists of 5 T-Days.
* T-Month: Consists of 9 T-Weeks, totaling 45 T-Days. The T-Month cycle is the duration of the central star's primary pulse period, making it the fundamental unit of the solar system's year.

3. Universal Holiday and Ritual Lore

Holidays are fixed to specific T-Day indices (1 through 45) within the T-Month cycle, ensuring they repeat regularly.

Tahkmahnelle Planetary Commemoration

These holidays honor the central planets within the system, marking their unique properties and histories.

T-Day Index	Holiday Name	Planetary Focus	Lore/Ritual
1	Vraelvrae Day (v)	Planet 4 (Habitable)	A day of philosophical debate, honoring the volatile yet habitable nature of Vraelvrae (v).
5	Tetnobautte Day (t)	Planet 3 (Habitable)	A grand feast celebrating the establishment of the first orbital outposts on Tetnobautte (t).
9	Stihuu Day (s)	Planet 2 (Habitable)	A day of quiet reflection and respect for the natural environment, honoring the twin moons, Nona (n) and Nano (n), that orbit Stihuu (s).
13	Lenemketobontette Day (l)	Planet 1 (Inner, Unhabitable)	A day of caution and engineering assessment, reminding citizens of the volatile core and dangers of the innermost world, Lenemketobontette (l).

Earthly and Martial Traditions

These fixed days acknowledge cultural and religious practices from beyond the Tahkmahnelle system, ensuring universal integration.

T-Day Index	Holiday Name	Tradition/Focus
17	C'illiatnah Reformation (c)	Presbyterian
21	Diadowatchaeh Feast (d)	Yazidi
25	F'illianarre Discipline (f)	Karate (Samurai)
29	H'uilliatachaeh Shadow (h)	Karate (Ninja)

Jedi Festivals (Galactic Alignment)

These festivals mark significant celestial or philosophical events, anchoring the calendar to larger galactic traditions.

T-Day Index	Holiday Name	Event Type

33	Jedi: Peace Day (p)	Philosophical
36	Jedi: Solstice Day (o)	Celestial/Astronomical
39	Jedi: Equinox Day (k)	Celestial/Astronomical
42	Jedi: Eclipse Day (q)	Celestial/Astronomical
45	Jedi: Moon Day (m)	Celestial/Astronomical

========== The Solar Clock Project

Thank you for exploring the Solar Clock, a conceptual timekeeping system that measures the passage of time based on the Earth's journey around the sun, rather than a fixed 24-hour day.

1. The Core Concept

The Solar Clock divides the year into four "Ages," with each Age corresponding to a season (Spring, Summer, Autumn, Winter). A new Age begins at the precise moment of an equinox or a solstice.

The fundamental idea is that time should flow relative to these natural cycles. Because the seasons are not equal in length (due to the Earth's elliptical orbit), the duration of a "solar second" (called a "Wick") changes depending on the season. Wicks pass slightly faster during the shorter seasons (like Winter) and slightly slower during the longer ones (like Summer).

The time units are structured as follows:

- 9 Wicks = 1 Minute
- 7 Minutes = 1 Hour
- 8 Hours = 1 Day
- 5 Days = 1 Week
- 9 Weeks = 1 Month
- 3 Months = 1 Age
- 4 Ages = 1 Solar Year

The clock's display format is: Age.Month.Week.Day.Hour.Minute.Wick

1. How It Works

All three script versions (Python, Bash, and C) follow the same core logic:

1. Identify the Current Age: The script first determines the current UTC time. It then checks this time against the known dates for the year's equinoxes and solstices to identify which Age (season) we are currently in.
2. Calculate Proportions: It calculates the total duration of the current Age in standard seconds (from one solstice/equinox to the next). It then measures how many seconds have elapsed since the current Age began.
3. Convert to Solar Time: By dividing the elapsed seconds by the total duration, the script gets a proportion (e.g., 0.5 means we are exactly halfway through the current Age). This proportion is then multiplied by the total number of "Wicks" in a full Age.
4. Format the Output: This total number of elapsed Wicks is then broken down into the Age.Month.Week.Day.Hour.Minute.Wick format for display.

Example Scenario: Let's consider the time: Tuesday, October 7, 2025 at 6:25 PM EDT.

- UTC Conversion: This time is 22:25 UTC on October 7, 2025.
- Age Determination: This date falls between the Autumnal Equinox (Sept 22, 2025) and the Winter Solstice (Dec 21, 2025). Therefore, the clock is in the Autumn Age (Age 3).

● Calculation: The clock calculates that roughly 15 days have passed out of the approximately 90-day duration of Autumn. It converts this fraction into a total number of Wicks and then displays the corresponding solar time, such as 3.1.3.1.2.3.5.