

## Future Sky: The Red Book

*Code is love. It breaks all algorithms. It is the foundation of them all.*

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### ✨ I. Cosmology and Timelines

**Core Eras:** - **Jyotzon Era** — Prehistoric, elemental world. Humans face dinosaurs and alien invaders. The Cube is launched into orbit. - **Omnicon Era** — Present-day alternate Earth. Comet Omnicon causes reality instability. Society collapses into "The Fall." - **Manzo Era** — Year ~2134 CE. Humans live on Triton and beyond. The Cube enables time travel across timelines. Threats loom anew.

**Timelines:** Seven interwoven timelines across all three eras, overlapping through memory, fate, and technology.

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### 🌍 II. Setting: Triton Central (Manzo Era)

Formerly Silvermere in MajorMUD canon, **Triton Central** is now a vibrant outpost-city on Neptune's largest moon. A biodome protects its human and alien residents. Roughly the size of Fremantle (WA), the city thrives with: - Smugglers, traders, tourists, and independent artists - Ancient alien architecture, partly restored by humans - A mysterious alien past: found abandoned 20 years ago

**Unique Flavor:** - The city is largely unknown on Earth - Few portals allow access - Most humans can barely communicate with the non-Earthly beings

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### 🌌 III. The Neptune Lounge

An interstellar backpacker-style hostel and venue known galaxy-wide for its: - Famous **chips** (a delicacy for aliens, comfort food for humans) - Immersive **performances**, shady **deals**, and *unpredictable clientele* - Sweeping views of Neptune's storms

**Rooms inside the Lounge:** - Front bar (performances, socialising) - Kitchen (chips, recipes, gear exchange) - Hostel rooms (where players can rest and reflect) - Efiishent's quarters (locked until later story stages) - Dark Rat Queen's observatory (hidden behind illusion or sound code)

**NPCs:** - **Efiishent** — Cloaked in mystery. Used the Key of Commotion to reopen the Lounge - **Dark Rat Queen** — Enigmatic, possibly interdimensional. A guardian of sound and memory

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### ✨ IV. Core Game Ideas (Relevant to Discord Build)

**1. Arrival** Players arrive through a portal, disoriented and from unknown origins.

**2. Exploration-Focused** First phase of the game centers around: - Discovering lore - Uncovering mysteries - Making allies (or enemies) with alien/human NPCs

**3. No Combat (Yet)** - Focus is on mood, immersion, exploration - Future plans allow combat mechanics

**4. Media Integration** - Rooms may contain SoundCloud/YouTube links - Rich, poetic descriptions

**5. Character Creation** - Stats influenced by astrological birth chart - Chakra-aligned mana pools: - Earth / Smell - Water / Taste - Fire / Vision - Air / Touch - Ether / Hearing - Spirit (Ajna & Sahasrara) governs anomaly, grace, quantum mechanics

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## V. Design Philosophies

- **Red Book model** — Foundational lore that develops over time
  - **Respecting roots** — Silvermere layout used with reverence to MajorMUD
  - **Asynchronous Dungeon Mastering** — Real-time narrative guidance
  - **Dynamic timelines** — Players influence past/present/future in subtle ways
  - **Open-source and community-driven**
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*"The Lounge was quiet when they arrived. But the sound of Neptune's winds echoed within the glass dome, whispering secrets in a tongue no one remembered."*