

FOUNDING OF XARNADU AND THE GENESIS OF METAXAR



METAXAR

SIRIUS

Definitions

Ages of Night	A cosmic evolutionary period in MetaXar that occurred approximately 400,000 years after the Great Sirius Rift, whereby the MetaXar universe was in darkness mostly, began to cool and was structureless.
Envoy	The premier emissary representing the Grand Metarik.
Exerevnitis	The Xarcadian-crewed ship that discovered the Nexus. Translates as “explorer” from ancient Greek.
Gameworld Forgers	The entities in MetaXar who create the game worlds.
Gamezins	The entities in MetaXar who play in the game worlds created by the Gameworld Forgers.
Grand Metarik	The mysterious entity and ruler of vast swathes of MetaXar who believes in the gamification of all things.
Great Sirius Rift	The creation event of the MetaXar universe that occurred 18.5 billion years ago.
Great Seeding	The period taking place shortly after the formation of the United Hegemony whereby the polity was making a big push to expand their colonization into other galaxies.
Holaud	A hologram audiobook in the shape of a handheld sphere presented by the Envoy to the Thane of Games.
Kardashev Type II	A civilization which is capable of harnessing the energy of a star.
Nexus	An ancient alien relic of unknown origin. Houses the Gates and Librarium.
Librarium	Vast archive containing immeasurable quantities of records related to the Multiverse.
Nexus Gateway or Gates	Structures within the Nexus that create portals to different universes. They are also known as "Gates."

Pre-Hegemony	The period of time that preceded the formation of the United Hegemony whereby humans were divided into competing cosmic empires.
Quantum Disentanglement Dispersion	Micro wormhole generation enabling feasible real-time communication faster than light. Transmission is instantaneous even at vast distances.
Meta Manualus	A Holaud composed by the Grand Metarik given to new MetaXar entrants that describes the genesis of MetaXar as well as the rules and laws of the vast cosmic territory he controls.
Metarik Universe	The term came into usage by the United Hegemony after the discovery of the Librarium and what the United Hegemony scientists call the MetaXar universe.
MetaXar	The name of the universe that the Xarcadian ship, the Xarnadu, enters via a Nexus Gateway where the first country called Xarnadu is established on the planet, Voxelverna.
MetX	The primary currency used in the MetaXar universe.
Node	The name of the portals that the Grand Metarik has deployed at various locations around MetaXar, facilitating the intake of Gamezins and Gameworld Forgers.
Scramble for Worlds	A devastating galactic conflict lasting for millennia that was resolved through the Sector Accords.
Sector Accords	The series of peace accords and treaties that occurred after the ceasefire of the Scramble for Worlds war which resulted in organizing the known universe into sectors and formation of the United Hegemony.
Seed Ships	Massive Colony Ships that would take decades or even centuries to reach their destination. Housed passengers and crew would typically span generations.
Sol	The United Hegemony's name for Earth's Sun.
Spiral Drive	Up until the discovery of the Nexus, the most advanced faster-than-light drive possessed by the United Hegemony. Encapsulates the ship in an enclosed field of negative matter coalesced by an electromagnetic field.

Super-Luminal Drive	Term used for achieving faster-than-light speed travel.
Swirling Time	A cosmic evolutionary period in the MetaXar universe that occurred approximately 150,400,000 years after the Great Sirius Rift, whereby the first stars began to form later, leading to the subsequent formation of planets and galaxies.
Thane of Games	The Xarnaduan in charge of overseeing the intake of Gamezins and Gameworld Forgers into Xarnadu.
Eighteenth Renaissance	The eighteenth major event in human history whereby there was a rediscovery of past knowledge that occurred after the Scramble for Worlds long-lasting war.
Terrans	The term used by the United Hegemony to describe humans originating from ancient Earth.
United Hegemony	The galactic Terran government comprising different human factions formed after the Sector Accords.
Verdale	The first known planet to harbor life in MetaXar and where silicate-based entities came into being.
Voxelverna	The first planet to be settled by the Xarcadians in MetaXar.
Xarcadia	The home planet of the Xarcadians.
Xarcadians	A faction of the United Hegemony.
Xarnadu	The first country of Voxelverna, named after the Xarcadian ship to first enter a Nexus Gateway, called the Xarnadu.
Xarnaduan	The citizens of the country Xarnadu, mostly originated from Xarcadia.

Contents

1. The Founding of the United Hegemony	6
2. Interlude...	7
3. Discovery of the Nexus	8
4. The Gateways	9
5. The Archives	10
6. The Great Diaspora	11
7. The Genesis of MetaXar	14

1. The Founding of the United Hegemony

As Terrans began to colonize their surrounding star system, humanity became divided into numerous factions radically different from one another.

By the late 22nd century, it was agreed this was the golden age of space exploration. As humans began to explore beyond Sol into neighboring star systems, new discoveries were being achieved at a near breakneck pace. The successful deployment of fusion energy resulted in faster interstellar travel. Quantum Disentanglement Dispersion allowed ease of communications across vast light-year distances.

Centuries later, humans stagnated due to what would become known as the Scramble for Worlds. This millennia-long war involved various factions competing for viable planet candidates after terraforming technology became commonplace.

This devastating conflict only came to an end after the Sector Accords.

The Eighteenth Renaissance ushered in a new wave of scientific innovation and invention. Humans soon approached the Kardashev Type II civilization designation.

In wake of the accords, it was proposed by all major factions that a centralized form of government would be required to manage humanity's galactic colonization. The Xarcadians, being the most influential of the major factions, wholly supported this proposal. Hence, in the year 17,022 Terran Old Calendar, the United Hegemony government was formed, and the United Hegemony timeline began (1 UH).

2. Interlude...

Log Entry 012 ---corrupted---08

Unusual activity detected at Core. Investigation team has been sent to observe. Awaiting analysis--

Log Entry 013 ---corrupted---07

Investigation team has still not reported in. Gateways designated 50 to 98 have begun to destabilize-- Rupture in conduits number 2, 5, and 8 have now been confirmed--

Log Entry 014 ---corrupted---06

Sealant deactivation command has failed. Immediate evacuation is imminent--

3. Discovery of the Nexus

In 572 UH, it was established that the United Hegemony vessel Exerevnitis was the first to encounter the mysterious structure, which would later be designated as the Nexus. The ship was crewed by Xarcadians from the planet Xarcadia, who were arguably the most influential faction pre-Hegemony and one of the major players in cementing the Sector Accords.

The Exerevnitis conducted first-contact by proxy examination, utilizing deep sensor scans.

Unfortunately, such measures yielded disappointing results. Scientists theorized it might be due to the Nexus's structure not entirely existing in what is typically classified as standard space.

Such a postulation may explain why the Nexus could only be detected visually within close range.

After extensive deliberation, it was finally decided that an away-team would physically investigate the relic-led by the ship's captain himself...

As suspected, the structure is partially out-of-phase with surrounding real space. This included communications outside of the Nexus.

This problem would later be resolved by employing mini-wormholes bridging both the interior of the Nexus with a point connected in real space. Recovering from the initial shock of being separated, the expedition achieved several very important discoveries:

- The Gateways.
- The Archives.
- The Nexus itself.

4. The Gateways

The United Hegemony had been struggling to develop an effective Super-Luminal Drive for over two centuries since the first Great Seeding - in regards to the first wave of galactic colonial expansion.

Now attempting to traverse the furthest reaches and towards the fringe of the galaxy, scientists realized even the vaunted Spiral Drive - harnessing negative matter in a charged-electron magnetic stream to achieve 0.99% of lightspeed - would prove unfeasible for prolonged voyages encompassing more than 1,000 light-years.

Great galactic Seed Ships had once been entertained; these would be massive colony vessels in which generation after generation of human passengers would roam through its metallic halls - until it became their descendants' turn to carry forth the vision of their predecessors. This cycle would continue for centuries more before a destination had made itself tangible. As such, the concept was scrapped not only for that reason, but also because it had brought about numerous other practicality and security-related issues.

The discovery of the Nexus Gateway system provided an immediate solution to the United Hegemony's looming dilemma.

Incredible as it seemed, travel was instantaneous; as soon as an individual stepped through the gleaming portal, they arrived at their destination even before leaving.

Unsurprisingly, scientists were utterly fascinated by this exotic method of travel.

Further examination revealed the technology was deceptively complex despite an apparently-simple design; as massive amounts of energy were required to power the Gateway for even one nano-second of travel. Further examination revealed the harnessing of a powerful fuel source designated as zero-point energy, related to Einstein-Rossen singularity constructs, otherwise colloquially known as Black Holes.

Besides learning how to re-activate and operate the Gateways, United Hegemony scientists were fixated on attempting to reverse-engineer and replicate the technology for use on their ships and planets. Obviously, the gains would be a paradigm shift for mankind's space-based endeavors.

5. The Archives

Just as important (and many would argue perhaps more so) was the discovery of what scientists presumed were the equivalent of libraries found throughout the Nexus.

By accessing what appeared to be terminals, a user would be presented with reams of on-screen picto-characters. Philologists were utterly fascinated that these pictographs were similar to civilizations employing a hieroglyphic language such as the ancient Egyptians. Due to such reference, translation was swift.

Scholars then proceeded to wade through the massive information stored within. Subjects ranged from generalized topics such as Cosmology within Universe #13 to more esoteric topics, including A Guide to Flora Within Sector Matross Universe #26.

Perhaps more astounding is that technicians were so far only able to recover less than one percent of the total data stored within the library, yet the information already available would take decades to decipher and analyze even with the assistance of specialized AI.

Furthermore, scientists discovered another optional feature associated with the Librarium. A fully-immersive virtual reality program could be interacted with in order to increase information processing speed further. However, an interaction of that magnitude came at a cost. The human brain had not been able to withstand a vast amount of information being processed in sudden bursts. And as a result, it had left the first testers in a comatose state after only a few sessions.

Therefore, highly-altered specialists were required; essentially cyborgs with extensive cyber-prosthetic implantation in the neo-cortex. Such specialists were able to handle the immense informational bursts. These VR sessions were useful in cramming vast content-intensive subjects such as history and science. Undoubtedly, such exposure certainly led to a better understanding of the Gateways.

6. The Great Diaspora

Such discoveries led to an incredible reinvigoration of space exploration and colonization. Due to the advanced technology of the Nexus and the Gateways, the United Hegemony was now capable of traversing the rest of their galaxy and exploring entirely new universes in the blink of an eye.

Expansion from the Nexus should be dictated by successive waves of colonization. This can be related to technological development and can be a useful reference point.

For now, the focus is on the First Wave.

This includes the Xarcadian colony ship Xarnadu as it is the first to establish an inter-dimensional colony designated Xarnadu. The Xarcadians, being the first United Hegemony faction to discover the Nexus, were granted this privilege of being the first humans to enter a Nexus Gateway.

Scholars chose this particular universe (later designated as the Metarik universe¹) as a starting point due to the number of logs salvaged from the Archives.

In 578 UH, after a long voyage, the Xarnadu, the first colony ship to explore the first gateway of the Nexus, landed on an attractive super-Earth class planet orbiting a binary star system. Further investigation revealed the planet was rich in natural resources, more than adequate for the fledgling colony's needs, and offering lucrative opportunities.

The colonists chose the central equatorial sector as an ideal location for their first settlement (which grew exponentially due to their advanced technology). In honor of their venerable colony ship, the pioneers named their settlement Xarnadu and thus was founded in 579 UH. Hence the new native time unit would be 1 XS (Xarnadu Standard). After putting it to a citizen vote, the planet was named Voxelverna, denoting the mysterious cloud shapes resembling voxels in the planet's upper atmosphere as well as the beautiful caves rich in various resources scattered around Xarnadu.

In 15 XS, the colonists encountered a curious alien visitor. A large green pod-shaped vehicle silently landed within the Xarnaduan settlement. That the five individuals emerging were peculiar would be a gross understatement. Two resemble humans yet were pixelated. One looked robotic in nature. The final two appeared to be reminiscent of cartoonish anthropomorphic animals.

The Xarnadu captain ("Captain"), now the head of government of Xarnadu, immediately responded by extending a hand of peace to the elegant robot, who politely reciprocated. Clad in a flowing lavender-hued cloak with golden inlay, the robot's white-lined metallic body was complemented by eyes and a mouth the color of amethyst. Simply addressed as the Envoy, the diplomatic parlay began.

¹ Further elaboration is included in the Xarnadu Colony section (The Formation of Xarnadu: Colony Prime).

The Envoy spoke perfect English, which was a pleasant surprise. The Captain arranged the meeting within the Xarnadu ship - now more resembling a skyscraper - having become the country's nerve center and place of government.

Seated at a dark-wooden, circular meeting table in the grand hall of the once ship Xarnadu, the Xarnaduan government and the alien visitors faced each other with the Envoy announcing their proposal:

Greetings Xarnaduans,

We represent the Grand Metarik, the all-seeing supermind of this universe, MetaXar. Our master intends to place various Nodes or what you would call portals throughout MetaXar to access other dimensions and universes explored thus far. The objective is to increase the number of Gameworld Forgers, those who create the game worlds and to attract the Gamezins, those who play the games of the Gameworld Forgers. This planet you have named Voxelverna is the latest planet for us to open our Nodes to facilitate the intake of both groups.

Accordingly, my master has a proposal: To pursue what is known as "the gamification of all things." The objective is to get involved in as many games as possible and collect the universal MetX. This competition will please my master and hopefully reveal to you the mysteries of the Nexus.

Dare you explore the unknown and risk danger to uncover great rewards? The Grand Metarik cordially implores you to participate in this endeavor. This would benefit you 12 as well, for revealing the mysteries of the Nexus would indeed produce a positive outcome of immeasurable dimensions.

Farewell.

The Xarnaduan colony realized the opportunity presented. Though wary of the Grand Metarik entity's true intentions, the intriguing potential discoveries were far too tantalizing to ignore. The gamification of Xarnadu appealed greatly to the citizens who actually were all passionate gamers themselves. Thus, the citizens opted to participate in the Grand Metarik's competition to hopefully reveal more of the mysterious Nexus and of the intriguing cosmic riddle of the metaverse. It was then agreed that one XS from now, a Node would be installed in the outer limits of Xarnadu.

In addition to the Xarnaduans, the diverse number of Gameworld Forgers and the Gamezins now coming into the Voxelverna Nodes agreed to empower the Captain with greater responsibilities and bestowed upon him the title of Thane of Games.

The Captain's executive crew were promoted to positions within the newly-established joint administration. Henceforth, the Thane's administration would oversee the Metaverse Competition in Xarnadu and prepare the Gameworld Forgers and Gamezins for their adventures. The Thane believed this was the best approach for all Xarnaduans to profitably pursue the competition bequeathed upon them by the Grand Metarik.

Now one XS later in 16 XS in Xarnadu, the first beings from other realms began to enter through the Node, and it was time for the game to begin...

7. The Genesis of MetaXar

Before the Envoy left Voxelverna, he presented a gift to the Thane of Games. The present in question was called a Holaud, a hand-sized emerald-hued sphere that projected an immersive hologram upon interaction. The Envoy explained this particular data was titled the Meta Manualus. It was a complete history of MetaXar, which included rules and laws of the vast swathes of territory in MetaXar under the control of the Grand Metarik.

The Thane decided to procure a second opinion. He contacted the Nexus to verify this information in reference. This way, any discrepancies would be noted. Furthermore, there were a wealth of scholars far more suited to this line of research.

While awaiting the Nexus response, the Thane returned to his quarters and decided to view the Holaud himself.

Upon activation, the Thane was unsurprised that the Envoy narrated the feature:

According to the Grand Metarik:

18.5 billion years ago, MetaXar, the name of our metaverse came into existence with an explosion of the brightest imaginable light. Our advanced telescopic Sirius technology has been able to view just the outer reaches of the Great Sirius Rift as it became known, the brightest of light shining through the eons to us, this tree branch-shaped opening in the dark void which appeared from nothingness.

In the seconds after the Great Sirius Rift, boiling and searing heat take over from shining light. Moving onwards to 400,000 years later, still a hot cauldron, a dark structureless universe pervades during the Ages of Night. Swirling Time occurs 150 million years later, where now matter started to coalesce into the first galaxies and stars.

Not long after the Swirling Time, Verdale, a molten planet was the first planet to bring forward life to see an early bright giant of a star. This planet did not create carbon-based lifeforms but silicate-based, which could morph into many shapes and sizes. They shaped the earliest regions of this metaverse for billions of years.

The Thane was pleased to receive the Nexus response later that day.

Unsurprisingly, the scholars were fascinated by the detailed history of this particular universe.

Out of curiosity, the Thane asked if there was any reference in the Nexus Librarium regarding this Grand Metarik entity.

The results were not as straightforward as he anticipated. There was apparently a galaxy-spanning empire that existed mega annums ago. It seemed to reach its zenith approximately after 50,000 Terran years. Despite such domination, the empire suddenly disappeared.

It was uncertain if this was due to an intentional decision or the cause of war...

Or perhaps another calamity.

Another detail piqued the Thane's interest:

The possible species - or at least the origin-of what the Grand Metarik is...
Or at least was...

The species who ruled the empire were a silicon-based lifeform, considered amongst the rarest within the Multiverse.

This convoluted answer only raised more questions for the Thane:

Was the Grand Metarik the sole survivor of this species?

Did he himself destroy his civilization?

Or...

Perhaps a more terrifying scenario...

Did a new kid come on the block...

A bigger, stronger kid who totally wiped out the currently-ruling empire?

That particular scenario certainly made the Thane ill at ease. The Thane realized that Xarnadu required more information integral to their survival.

The Thane would continue diplomatic relations with the Grand Metarik (as well as his emissary, The Envoy) but at the same time garner more information from the Nexus lost archives.