

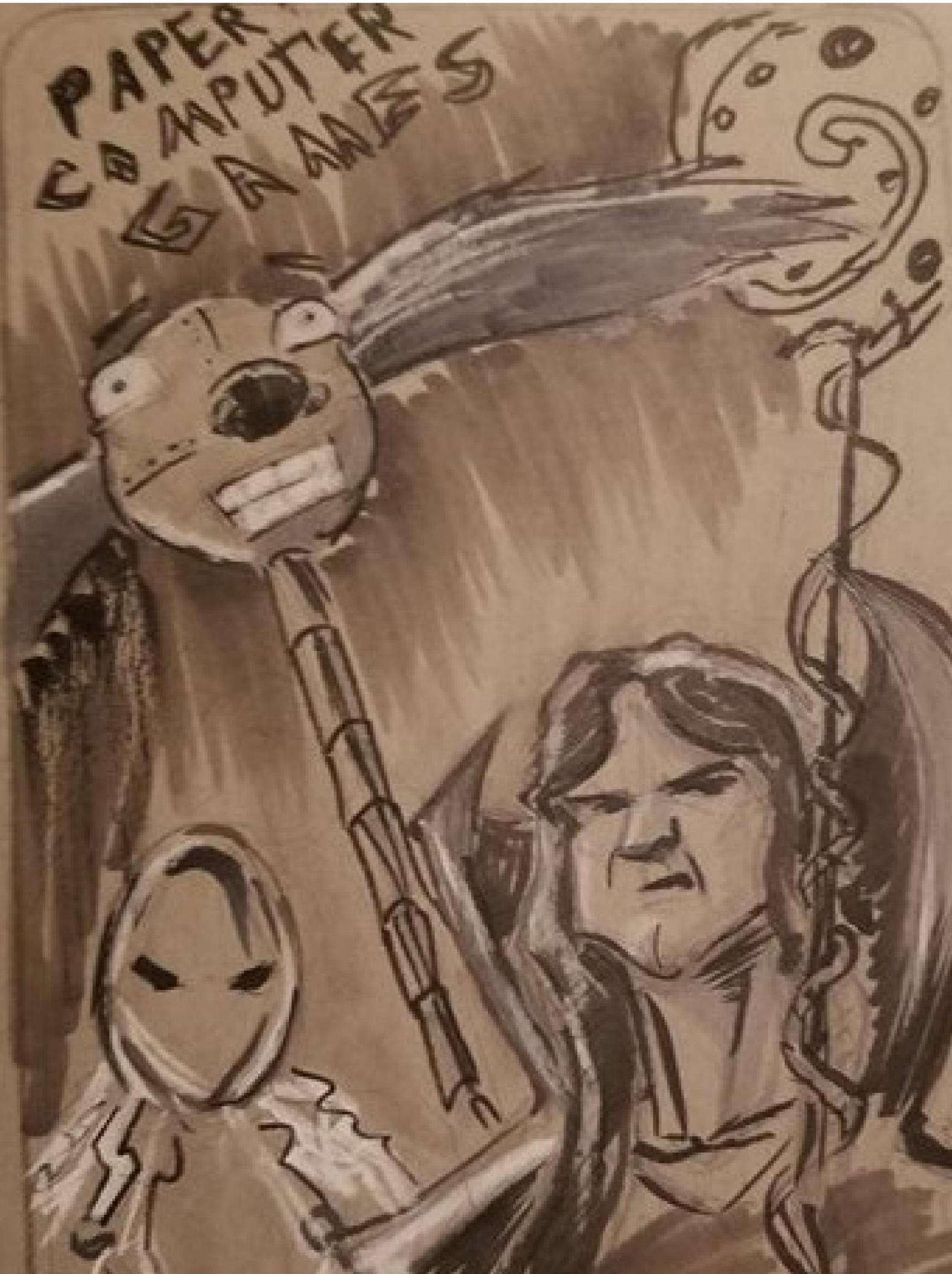


Paper Computer Games

The Official Chronology

2022 Edition

PAPER
COMPUTER
GAMES



The Paper Computer Games universe is unlike any other fictional world out there. Anyone, at any time, can create their own stories and add onto the larger narrative, and their additions are always considered canon. It's a story that's shared, and added to, by all its fans.

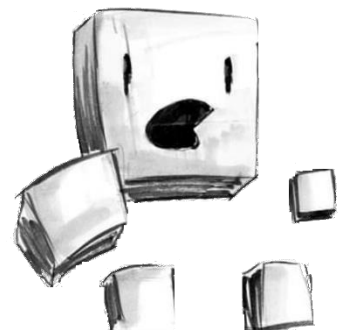
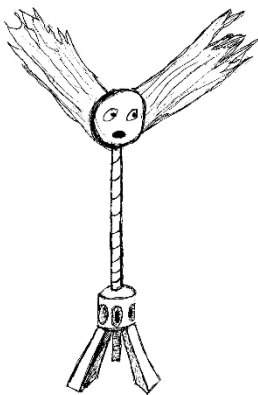
For that reason, it's always growing. Someone is always adding some new story, filling in the gaps in between two other games. Someone is always starting some new PCG, which they may give up on, but which someone else picks up and makes sequels to. Someone is always creating their own new characters, whether they appear in PCGs, comics, short stories, or Paper Games.

Already a stunning array of lore, mythos, and story have been created! PCGs are an epic saga with adventures going from the beginning of time into the far future! But I feel like it's easy to lose sight of this big picture and only see the individual game you're playing right now.

That's why I made this book! I wanted to lay out the larger structure so we can all look at it and appreciate its vastness and its complexity, see just how many places it goes and hopefully, show all the places yet to be filled in. Maybe one of you will read this and find places to build upon, inspiration for your own games!

And hey, maybe when the next edition of this book comes out, stories you've created will be in it! Thanks for reading folks, enjoy!

-Xaq 3/22/2022



A Note on Calendars

Here in the real world, we use the Gregorian calendar, meaning that a man landed on the Moon in 1969, Chris created Paper Computer games in the early 1990s and the year is now 2022 as of this writing.

Earth in the PCG Universe is mostly the same as ours – with a lot of weird differences – and so they do use the same calendar. However, the PCG Universe is way bigger than just one planet. Other planets, like Shairek, have their own dating systems.

To make it easy to recount events from worlds all across this universe, we wanted to use a calendar that's standard to all these worlds. So, in this book, events will be listed in the Crodin Reign calendar, developed by Magic Paper Productions.

In-Universe, this calendar is used as a sort of standard calendar across many worlds, even those that also have their own individual calendars. It's based on events in the history of planet Shri – the rise of the Crodin Empire – but it also lines up nicely with the Gregorian calendar, making it easy to convert from one to another.

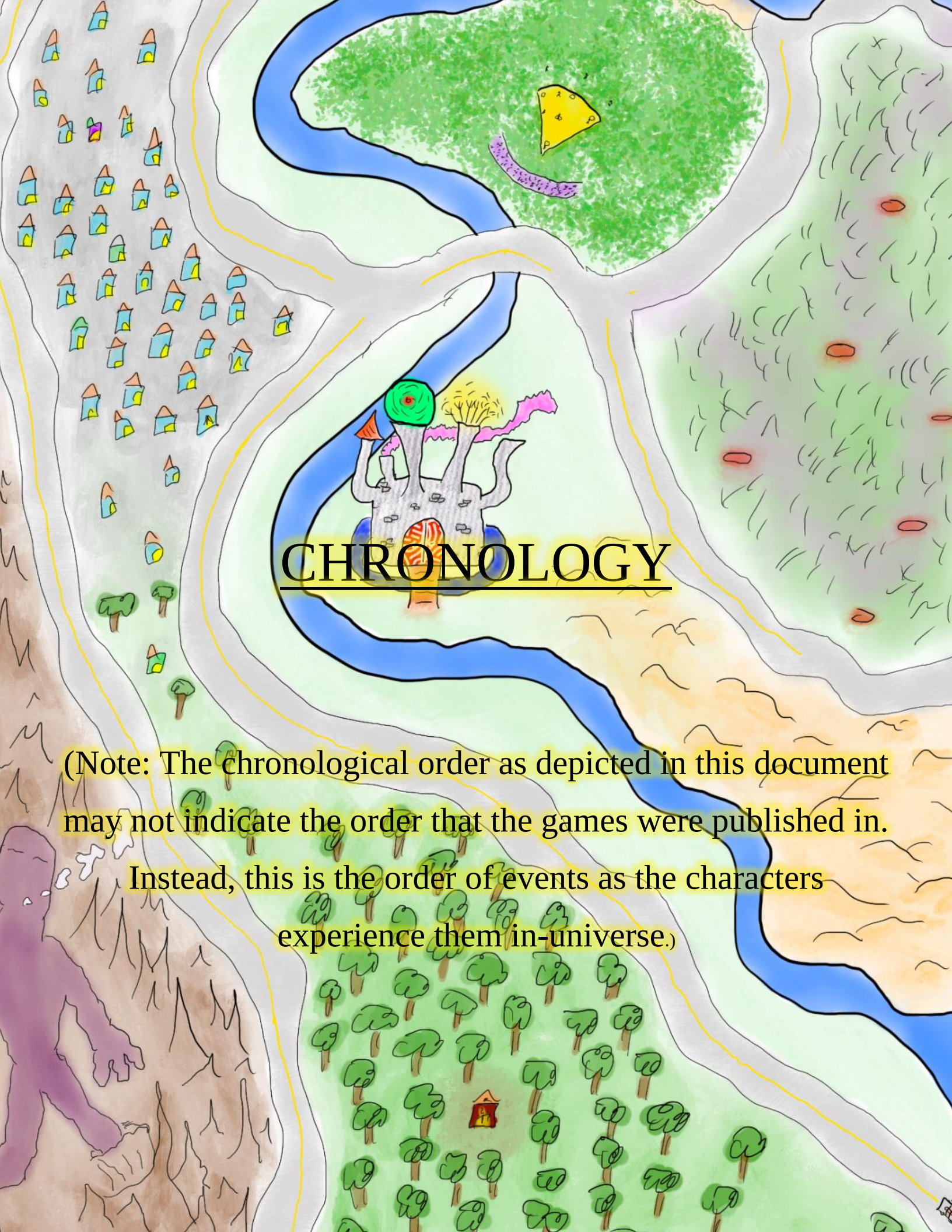
Here's how it works: The calendar is divided into two main eras – BCR (Before Crodin Reign) and ACR (After Crodin Reign).

Like BC or BCE in the Gregorian calendar, BCR is essentially the number of years before year zero – which in this case is the year that the Crodin overthrew King Ginkus and gained control of Shri. So for example 20 BCR is 20 years before the Crodin rose to power.

ACR, meanwhile, is years after their rise. So for example 30 ACR would be thirty years after they rose to power. That rise occurred about 1000 years ago, roughly around 1000 AD on the Gregorian calendar.

Years in ACR are basically the same as years in AD, but minus 1000. So for example, 2022 AD = 1022 ACR. We landed on the moon in 1969 AD, which is 969 ACR, and so on.

Enjoy!



CHRONOLOGY

(Note: The chronological order as depicted in this document may not indicate the order that the games were published in.

Instead, this is the order of events as the characters experience them in-universe.)

A Really Long Time Ago

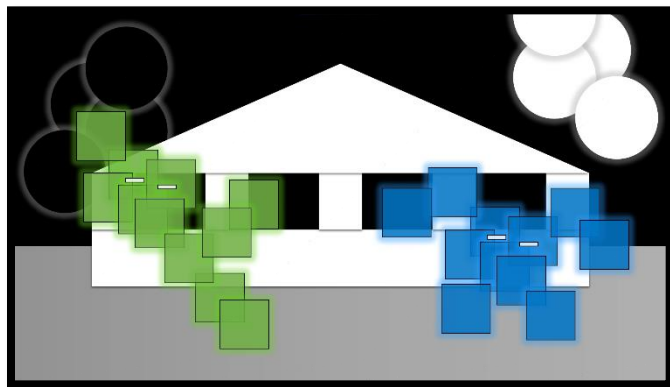


ANTEMPUS

The Antempus Universe existed before Time itself; it is therefore outside of time, and thus not part of the timeline. However, events in this reality led to the creation of the Multiverse, including the PCG Universe itself.

Year N/A - “The Uzé Model”, story by Compech Dev.

In the Antempus Universe, a powerful being known as **Krokenow** met with **Mythar**, and they brought together the Rock of Brightness and the Rock of Screams, to create the PCG Universe. This was done as their own Antempus Universe was shrinking; this new world might escape that problem. Mythar introduced evil into the new universe, so Krokenow was forced to banish him.



Year N/A – “The Krokenow Theory”, story by Compech Dev.

This story chronicles a different version of the same events as “The Uzé Model”; according to Compech Dev, it’s been “proven false”, so the Uzé Model is more likely to be the true version.

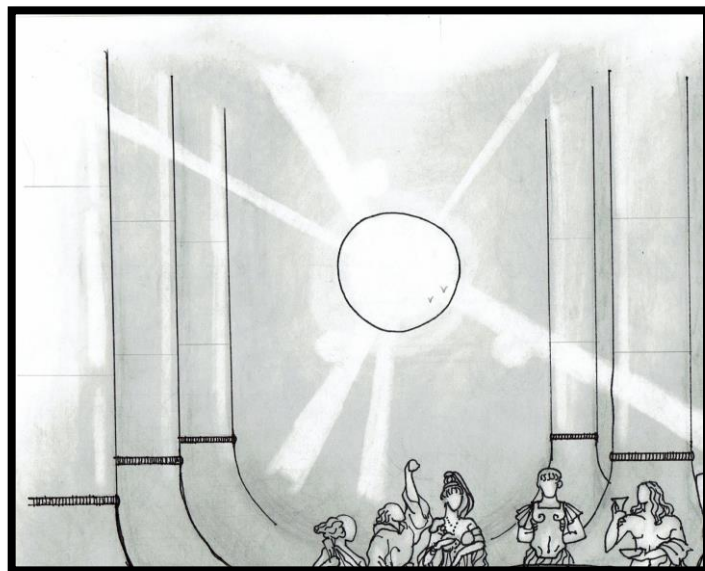
BEGINNING OF TIME

Year Unknown – The Appearance of Diz

Following events in the alternate universe known as Soluna, the city known as Diz was blasted out of that universe and into the PCG Universe. It’s unclear how much of the original city survived; it may have been little more than foundations. The city would later be rebuilt, and renamed Babel.

Year Unknown - “Epitaph of Sin”, a short story in *Soul Symphony* by Pierre

Castitas, a woman near the beginning of time, was expelled from a garden where she existed with her lover, Adam. She wandered the desert for many years, until she came upon a city known as Babel. There, she teaches the people her talent in sculpture and carves many statues for the city. She also introduces medicine. Soon, she becomes one of the Councilors of Babel. She develops friendships to some of the other Councilors.



But soon things turn sour when Azaphel, another Councilor and her love interest, goes missing. A strange illness sweeps the city. And everyone gives into their sins. Ultimately, overcome with resentment, Castitas uses her power to convert the entire population of Babel into Umbrians, herself included. She becomes Lust, and the Councilors become the Seven Sins. A new Umbrian, Adam, is formed from elements of Adam, her first love, as well as Azaphel, the Councilor.

Year Unknown - “Genesis”, Part 1 of *Soul Symphony*.

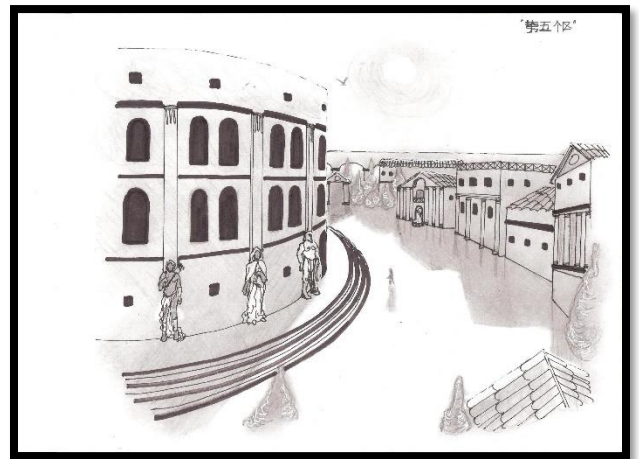
Near the beginning of time, after God created the world, Man (Adam) was cast down into the darkness while God rested. He finds himself in a strange palace, which appears to be deep underground. He explores the palace, finding strange statues and plaques giving strange riddles, and many symbolisms having to do with Christianity, Greek mythology, and the Zodiac.



Year Unknown - “Exile”, Part 2 of *Soul Symphony*

Escaping the tower seen in *Genesis*, Adam is now free to explore the city of Babel which was abandoned long ago. Or was it? Strange, shadowy beings – Umbrians – still remain, perhaps remnants of the city’s inhabitants.

Adam visits each of the Umbrians in turn, the former Councilors of the city, and reminds them of the duties they held in life. Finally, he confronts Lust, who’s responsible for the state of Babel. After he defeats her, he’s sent out of the universe by Pride, now the only remaining Umbrian councilor.



Year Unknown – Creation of the Vat

An immortal being known as Despond, who lived alongside the Seven Sins, gave the idea for a piece of technology known as The Vat to an inventor. The Vat grants immortality, and it allowed the inventor – Mister Dux – to avoid aging.

- The Vat is revealed to have been created in the time of Babel and the Seven Sins, in *Chronicles Addendum* articles on the PCG Wiki.

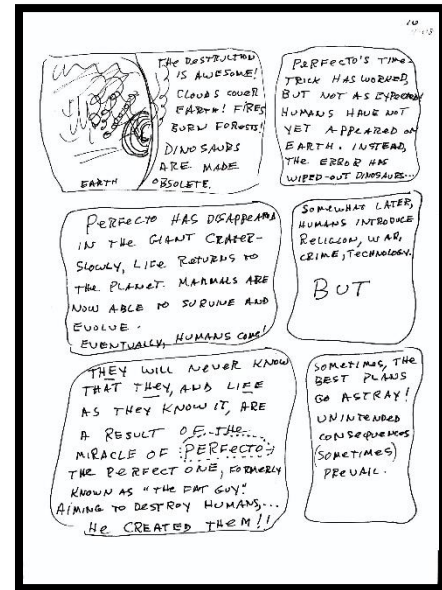
Year Unknown - “Revelation”, Part 3 of *Soul Symphony*

Adam is sent back to Soluna by Modestus after his adventure in Babel. In Soluna, a man named "Audame d'Savant" wakes up in the crater of Diz.

MILLIONS OF YEARS AGO

Approx. **66,000,000 BCR** - "The Perfect One – Volume 2, Issue 10", comic by Bernie

The Perfect One schemes to go back in time and destroy humanity before they arose. He instead arrives at the end of the dinosaurs' reign and slams into the planet, becoming the asteroid that wiped them out - and thus leading to the rise of humanity.



THOUSANDS OF YEARS AGO



920 BCR – "War of the Bucket" by Cold Brooding Werewolf

A King is forced to start a war when an important figure insults the Holy Bucket, a holy artifact treasured by the kingdom. Ultimately the war is won, after many struggles!

- Game takes place in 80 AD, according to the author, which provides the date used.

Approx. 100-50 BCR – Zor'L'Ti Cooperation Era

Nation-states on planet **Shri** unite to create the Zor'L'Ti Cooperation Citadel following a series of attacks on the planet by The Great. A man named Ganakos is instrumental in bringing them together. They create living statues called the Constructs, as well as a race of miniature people known as the Zigori, named after Ganakos' young daughter who died in an attack by the Great.

Approx. 100-50 BCR – End of the Zor'L'Ti Cooperation Era

A few years after its creation, the Citadel is abandoned when civil war breaks out between the [Zigori](#) and the normal-sized population of the citadel. (*Squids in Forests: "Fried Calamari"*)

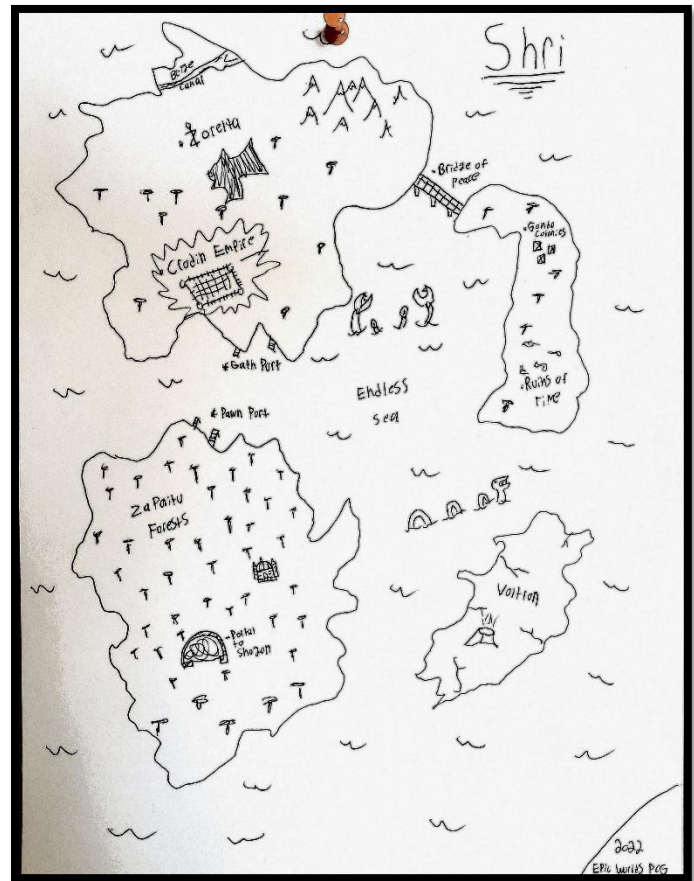
Less than 50 BCR – War of Shri

On Shri, there's a massive war between continents. Ginkus becomes king during this war, and a bridge is built between Ginkus' nation of Zorelta and the opposing nation. This bridge is called the Bridge of Peace.

Less than 50 BCR – The Sphere Children

Ginkus participates in experiments with a new technology involving strange metallic spheres. These experiments lead to the creation of 200 sentient creatures made up of the spheres, known as Sphere Children; Among them is Balzak Globotron.

The other scientists on the project arm the [Crodin](#) rebels with the Sphere technology, enabling them to defeat the [Zorelta](#) in war.



0 BCR - "The Last of the Zorelta", #1 in *Ginkus' Odyssey*

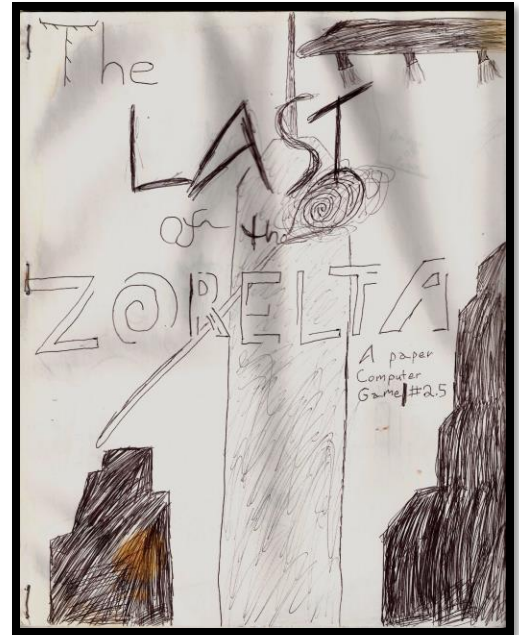
A thousand years ago on the planet **Shri**, **Ginkus**, the king of the **Zorelta**, is overthrown by the **Croдин** rebellion. He's imprisoned, but soon escapes, along with Zoovac, a time-traveling mechanical clown on a stick from the future. Ginkus returns to his capital building and uses his staff to seal it in a stasis field for 1000 years.

Notes of Import:

- The skinny guy becomes the Fat Guy! This may be the origin of the Fat Guy.



- Zoovac has time-traveled from the future to be in this era. He hasn't been built yet for this time and won't be for around a thousand years.
- Fall of the Zorelta; rise of the Croдин Empire on planet Shri.



0-1000 ACR – Zoovac remains on Shri

Zoovac remains with the Croдин for the next thousand years, becoming their greatest asset. He strengthens their regime & helps them form "The Alliance".

HUNDREDS OF YEARS AGO

Approx. 400s ACR – "Witch-Hunt" by Xaq.

A mysterious character goes to check on the barn in the southwest corner of the map. Where his adventures will take him remains to be seen.

- *This adventure will feature the Farmer, before his meeting with Xaq.*





Approx. 400s ACR – (Unknown Series 1 game)

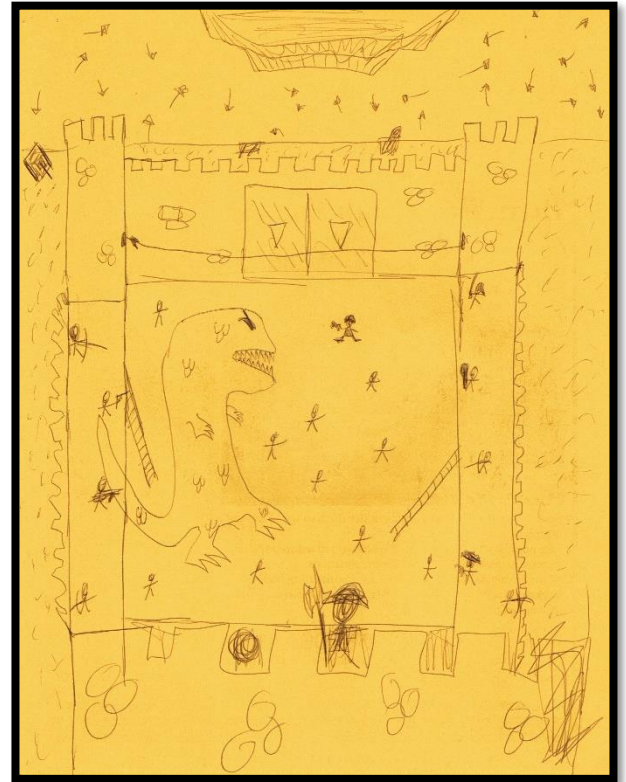
The Farmer, minding his own business and trying to maintain his farm, gets tangled up in the evil affairs of certain villainous characters. It's right around then that he meets [Xaq](#), who has travelled back through time. Xaq rescues the Farmer, and after they escape, Xaq brings the Farmer back to the 990s.

Year Unknown - "Till Time do us part", #1 of Chris' second series

[Xaq](#) is pulled back in time, and encounters a gigantic battle taking place at a medieval castle. The causes of the fight are unknown, but it includes dinosaurs, an Alien flying saucer, medieval combatants, and other from various different time-scapes.

Xaq becomes caught in the crossfire and has to struggle to survive, but finally makes it by stowing away aboard the Alien ship. There, he crawls through the ventilation shaft, and sees a strange alien creature activating a glowing crystal.

The crystal's effects are unknown, but Xaq is returned to the present time at this point, either by the crystal or by other, unknown forces.



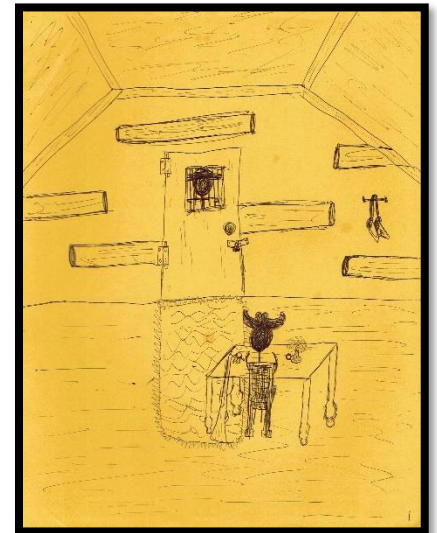
Approx. 800s BCR - "Pride and Death-ju-jice", #15 of Xaq's series

A woman is asked by her good friend, Mr. Darcy, to find his wife, Lizzy, who has been kidnapped. She goes looking for Lizzy, and the trail leads down the town well. She goes looking for Lizzy, and the trail leads down the town well.

Approx. Late 800s ACR

In a small Midwestern American town, a criminal named Ned Norwegian is detained by the local sheriff. After unsuccessfully attempting to talk his way out of the situation, Mr. Norwegian escapes, setting fire to the Sheriff's office. Xaq's consciousness, time traveling from the future, briefly inhabits Norwegian's mind during these events. ("The Fabric of Reality")

- *These events are told on a single screen from The Fabric of Reality. The screen was originally going to be a full PCG about Ned in a wild west setting, but that game was scrapped so its only screen made it into The Fabric of Reality instead.*



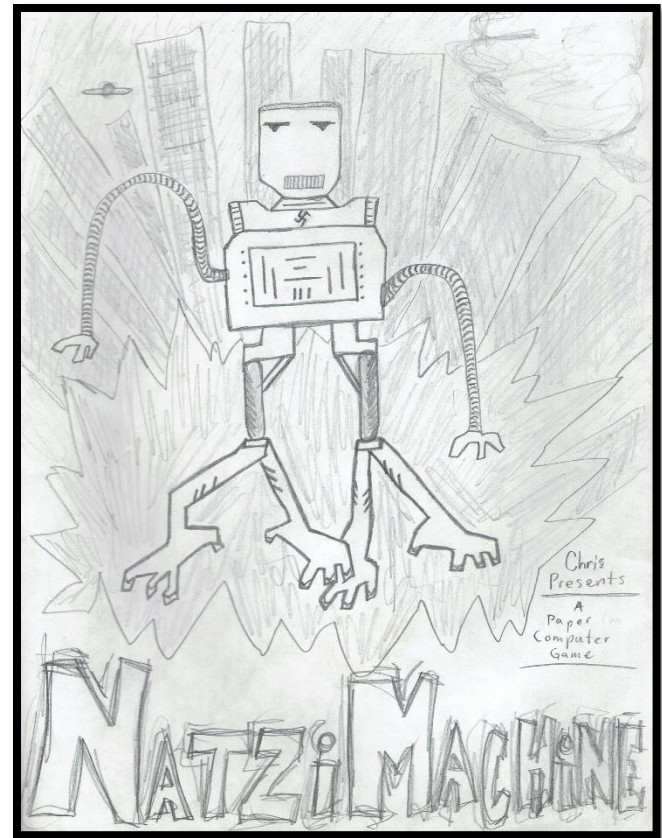
940s ACR – “The Nazi Machine” by Chris

Xaq, originally from the future, is pulled into this time from an alternate dimension. He finds himself in a small, midwestern town. While exploring it, he's kidnapped by the U.S. army, who believe that he's a deceased agent of theirs.

General Scott threatens him by demonstrating that Xaq's grandmother has a chip implanted in her brain, which will kill her if Xaq doesn't cooperate and do another mission for the army. Xaq stands his ground and convinces the general to remove the chip.

Working with James, a British agent, Xaq goes to Russia where he infiltrates Borishnikov's mansion and learns about a deal to acquire a Nazi Machine. Xaq foils the deal.

- The Nazi Machine's design was a predecessor to that of Zoovac.



Approx. 940s ACR – The Company is Founded

A mysterious figure known only as “The Shadow” creates a malevolent company known only as “The Company”.

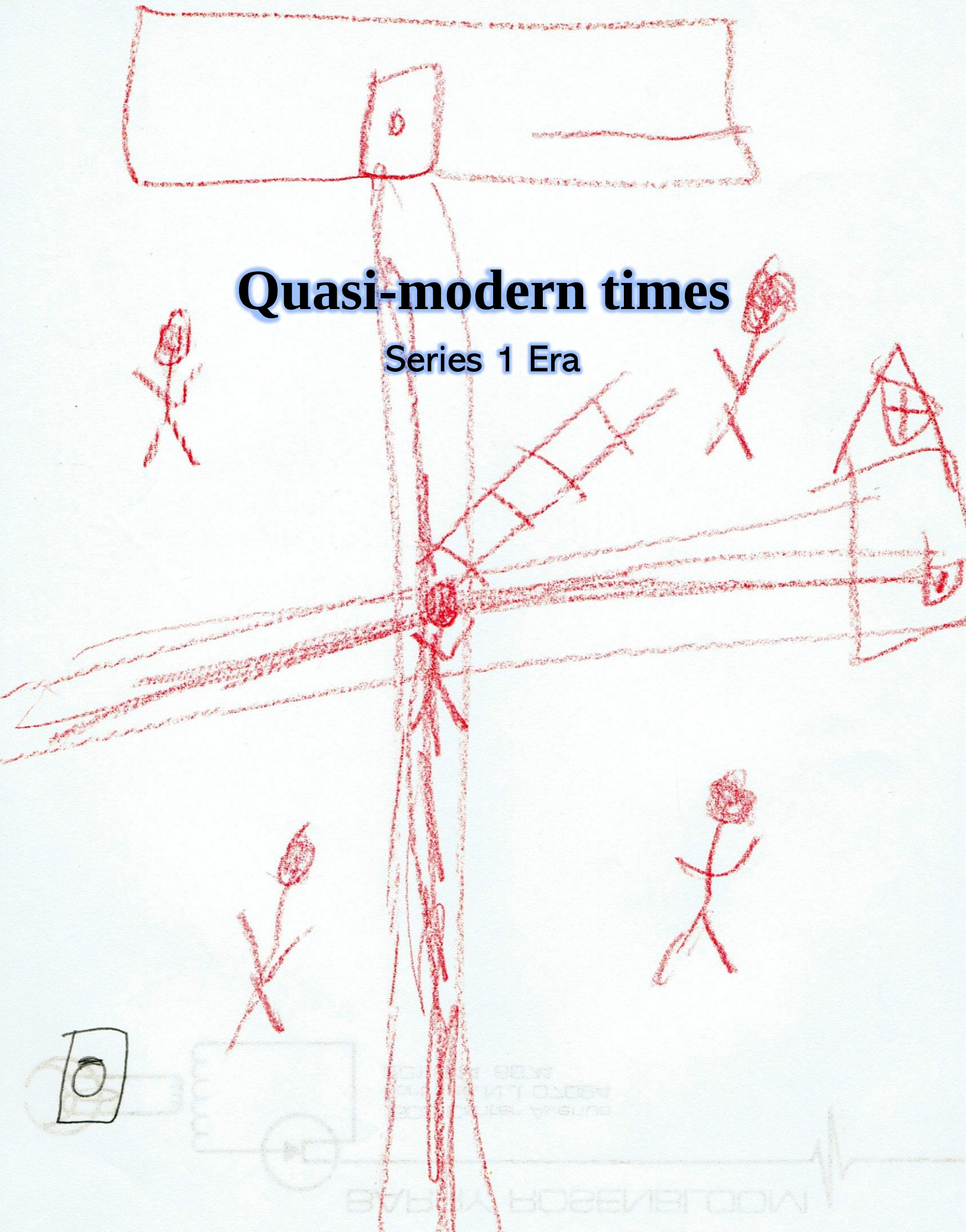
962-967 ACR – The Discovery of Earlex

John Jupiter Sr, a rich inventor, funded the construction of a rocketship on Earth. He passed the designs onto his son, John Jupiter Jr., who launched with his wife Marie and went all the way to a moon of Mars, Earlex. There, the two landed and discovered they were able to breathe! They began work on a city, which would take 30 years to complete and would ultimately be known as Earlex City.

- These events are told in *Chronicles Addendum* articles on the PCG Wiki, connected to the *Steve Series*.

Quasi-modern times

Series 1 Era



SERIES 1 ERA

Note: Many of the games set in this era are lost to history, so details are few and far between. We've reconstructed what we could.

Approx. 989-990 ACR – The Great Internet War

A war waged over the control of the new Internet, between the Company and U.B.P.E.

- These events are told in *Chronicles Addendum* articles on the PCG Wiki, by Xaq.

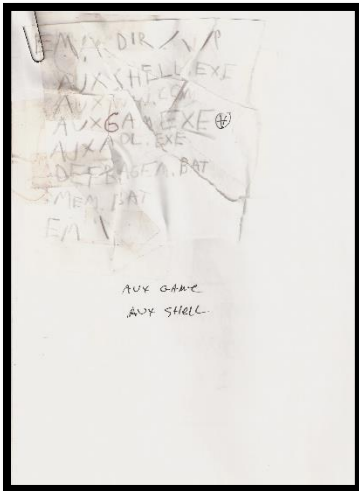
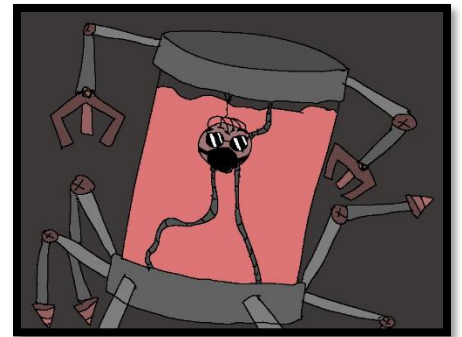


Approx. 989-990 ACR – Construction of Zoovac

The Company begins working on an AI machine called **Zoovac**, to help them hack into places. A body is constructed while an AI is programmed by Dave, a company employee. That first AI doesn't work out, but is kept around to train its successor AI. This original AI is known as Proto-Zoovac 0.0.

Approx. 989-990 ACR – Founding of the Network

Mister Dux, a very ancient and ageless being, worked with the Company during the development of Zoovac. He created a branch of the Company, known as the Network, to spy on members of the Town Line.



Approx. 989-990 ACR – “Aux Game”, by Xaq.

An internet user with the username “Honcho” finds his computer has crashed. He has to use the auxiliary, or “aux”, versions of his programs to get back onto the internet and repair his PC! He's helped by “DGAME”, a mysterious person who sends him clues by email.

Approx. 990 ACR – “Anthology” (Zoovac section), story by Xaq
Zoovac's developers report on their progress. They expect him to be ready soon.

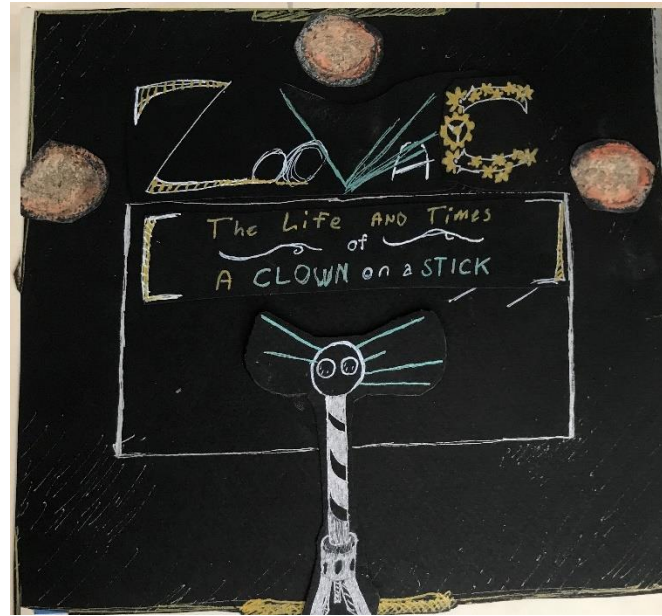
Approx. 990-993 ACR - "Zoovac: The Life and Times of a Clown on a Stick", by Xaq.

Zoovac, having recently been built, is brought online for the first time at a facility run by The Company. He's installed with an Obedience Circuit, which makes him follow their directives, though he has a conscience and doesn't want to.

He carries out missions for the Company, especially in Company Town, following orders from **Moustache Man**, a Company boss. During his time there, he learns that a shadowy being named **Lily** is manipulating the Company for her own ends – to use Zoovac to take control of humanity.

Zoovac does take control of the inhabitants of a small town, and tries to take control of Xaq, a kid there, but Xaq escapes and ultimately rescues Zoovac. Zoovac defeats Lily, shattering her mask.

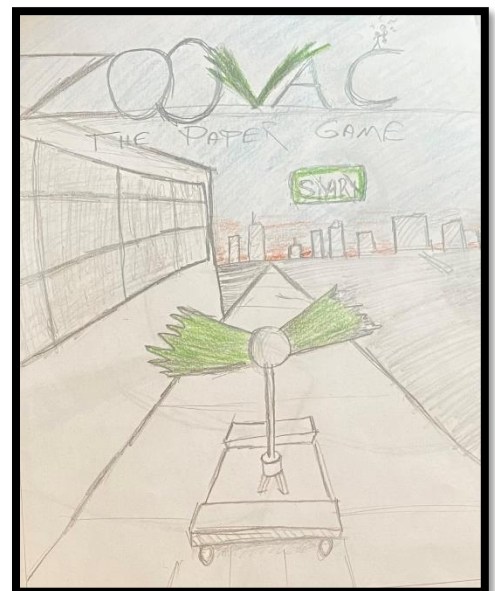
- "Lily" is the same being as Lust from *Exile*, having existed since close to the beginning of time.
- This is the chronological first appearance of The Rich Kid!
- The beginning of the game takes place before the first PCG, but overlaps with it by the end.
- Chronological first appearance of Zoovac, since he's built in this game (predecessors aside)!
- End of the Great Internet War.
- Honcho from *Aux Game* returns, and Zoovac fights alongside him in the Internet War, in a subquest.



Approx. 990 ACR - "Zoovac: The Paper Game", by Xaq

Zoovac, while still working for the Company, experiences a power outage. Someone has attacked the facility where he lives, and Zoovac must stop the strange robots that are attacking! But first, he must find a way to move without arms or movable legs!

- This game takes place during "*Zoovac: The Life and Times of a Clown on a Stick*", while Zoovac was still working for the Company.



Approx. 991 ACR – The Nanoprobes

The Network, working with the Company, seeds the people of the Town Line with nanoprobes, preparing them to be controlled by Zoovac.

- This is after we see Zoovac stealing those nanoprobes from Germany in *Zoovac: The Life and Times of a Clown on a Stick*.
- These events are told in *Chronicles Addendum* articles on the PCG Wiki, related to *Orbit 907*, by Eldritch Theater.

991 ACR - "Paper computer game", #1 in *Series 1* by Chris

Xaq, a normal kid, visiting his friend Chris, discovers that everything is wrong and Chris' family is trying to kill him.

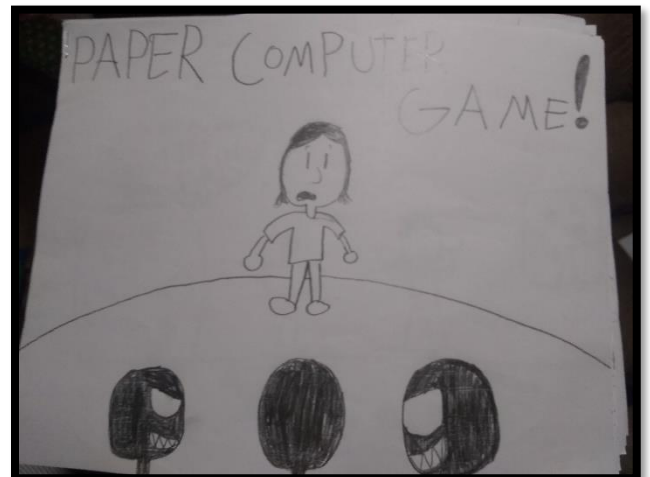
He must escape, and he does so by stealing Chris' father's boat. After stealing a boat from Chris' dad, he finds his way to a castle, and taking it into the sewers. There, he fights for his life against other people gone crazy, before he finds Colette, who has been kidnapped. He rescues her, and they escape into the Sewers!

Unbeknownst to Xaq, it is the start of a series of adventures which would become his life's work.

991 ACR - "Paper Computer Game!", (Remake) by Cheesy Pizza

This game is a retelling of the same events as Paper Computer Game by Chris. It does add some original content to some parts of the game.

- While inside the castle, Xaq encounters a giant Skeleton Boss!
- At the entrance to the Sewers, Xaq faces a complicated puzzle!



991 ACR - "The Sewers", #2

Xaq's adventure continues in the sewers, where his friends help him get past all the traps and enemies there. Xaq also meets Laura, Chris' sister, who had also escaped and hidden there. She joins his party.



Approx. 991 ACR - “Rich Kid Game” (actual title lost), *Series 1*

Xaq fights against the 'Rich Kid' for the first of many times. He had to navigate the Rich Kid's town and finally his house in order to defeat him.

Approx. 991 ACR - “Karate Game” (actual title lost), *Series 1*

Xaq takes a Karate class, which is grueling, but does teach him a lot of Karate which helps him on his adventures.

Approx. 992 ACR - “Ari & Colette’s Haunted House” (actual title lost), *Series 1*

Collette and Ari's house randomly turns into some sort of haunted house thing, and they explore it...

Approx. 992 ACR

Xaq discovers **the Company**, an evil organization who was responsible for many of the events seen in Xaq's previous adventures! Xaq frequently fights them.

Approx. 992 ACR - “Star Wars: A New Hope” #? (actual title lost), *Series 1*

Xaq somehow finds himself a long time ago, in a galaxy far, far away (actually, he was transported into an alternate universe – the Star Wars universe) along with his friends who take the roles of various people from this world. Colette, as Princess Leia, complains through the whole adventure of how much she hates Star Wars.

Approx. 992 ACR - “Chris and the Portal Tree” (actual title lost), by Xaq

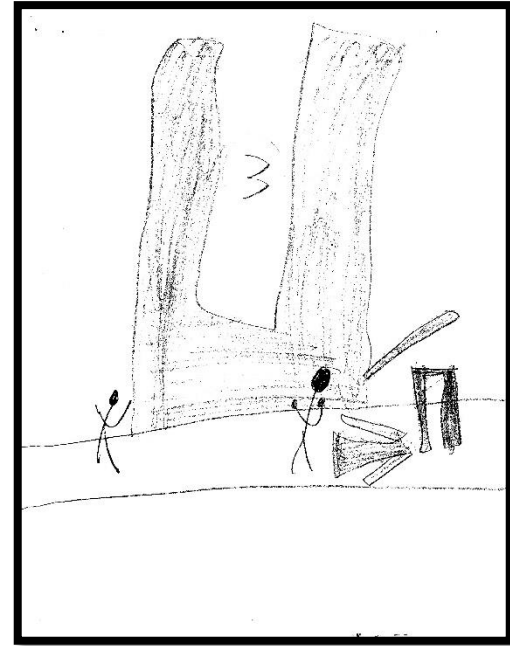
Chris wanders into a strange field under a beautiful tree filled with portals. He must choose which portal is the best one. This leads him into a strange adventure which he just manages to live through.

- First appearance of the Portal Tree!

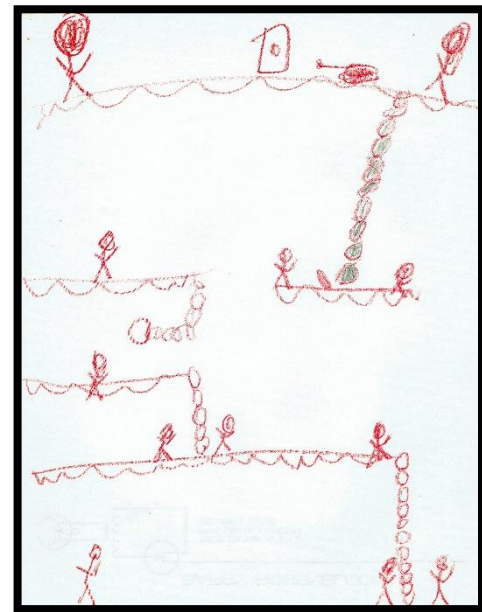
Approx. 992 ACR

Factor X, a new branch of The Company, begins moving into Earlex, a moon of Mars, which is colonized by inventor John Jupiter Jr. They begin taking over cities there.

- These events are told in *Chronicles Addendum* articles on the PCG Wiki, connected to the *Steve Series*.



Xaq learns Karate.





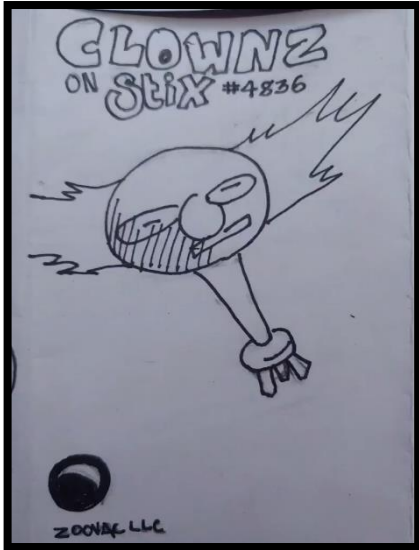
Approx. 993 ACR

- The Fat Guy meets and obstructs Xaq for the first of many, many times.

lost), *Series 1*

Xaq rescues Zoovac, a robotic Clown on a Stick, from a laboratory of the Company, and after that Zoovac became an ally and was often the one who would brief Xaq on his missions.

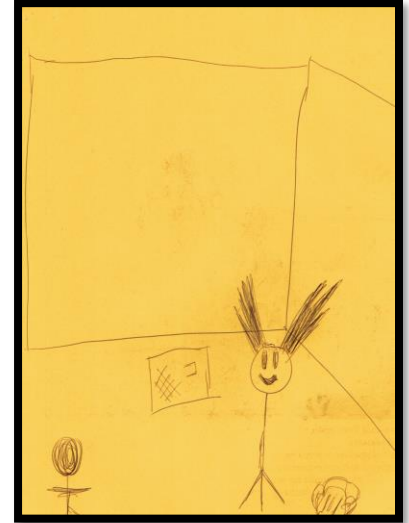
- *First appearance of Zoovac! (His first chronological appearance in the timeline, however, was in Zoovac: The Life and Times of a Clown on a Stick).*



Approx. 993 ACR - "Clownz on Stix", comic by Yak Games

Zoovac, on the run with Xaq, has trouble dealing with human emotions, and how they conflict with his own Clown on a Stick reasoning. A rare introspective moment for Zoovac.

- The exact timeline placement for this game is unclear; it may be when Xaq and Zoovac were first on the run, after Xaq rescued Zoovac. Placement subject to change.



Approx. 996 ACR - "Atlantis Quest" (actual title lost), *Series 1*

Xaq, on intel from Zoovac, voyages through the Sewers once more, this time to find the entrance to the long-lost city of Atlantis, before the Company can.

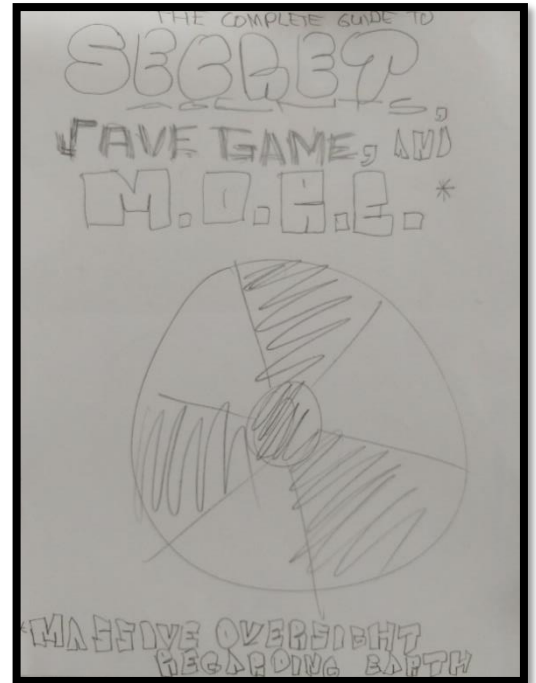
Approx. 996 ACR - "Housesitting" by Yak Games

A man named Jay Eplen, living on a different planet, was asked to protect his hometown from the Infected. He did so, before discovering a plot against him and stopping it.

Approx. 996 ACR - “The Complete Guide to Secret Agents, Save Game, and M.O.R.E.” by Yak Games

Jay Eplen, now on Earth, investigates an organization called M.O.R.E. which turns out to be a branch of the Company. He discovers weird cyborg-like people guarding the facility, but ultimately overcomes them and escapes with files from inside – helped by a Tutorial Bot.

- This game takes place in the 90s, according to Yak, which places it around the time of Xaq’s childhood adventures.
- Files found in the game indicate the Company thinks of Xaq as a major threat at the time of this game.
- Since this game is set well before Tutorial Bot was invented, Yak suggested time travel might be involved in his appearance here.



Approx. 997 ACR - “Anniversary Issue” #76, *Series 1*

Xaq embarks on an epic adventure! President John F. Kennedy has been kidnapped, and Xaq has to save him! Ultimately Xaq successfully saves his life.

Approx. 997-1000 ACR - Continuing Adventure

Xaq does a lot of things, in fact, traveling back in time, through space, etc. etc. etc. His adventures continue as the years go on, becoming too innumerable to count.

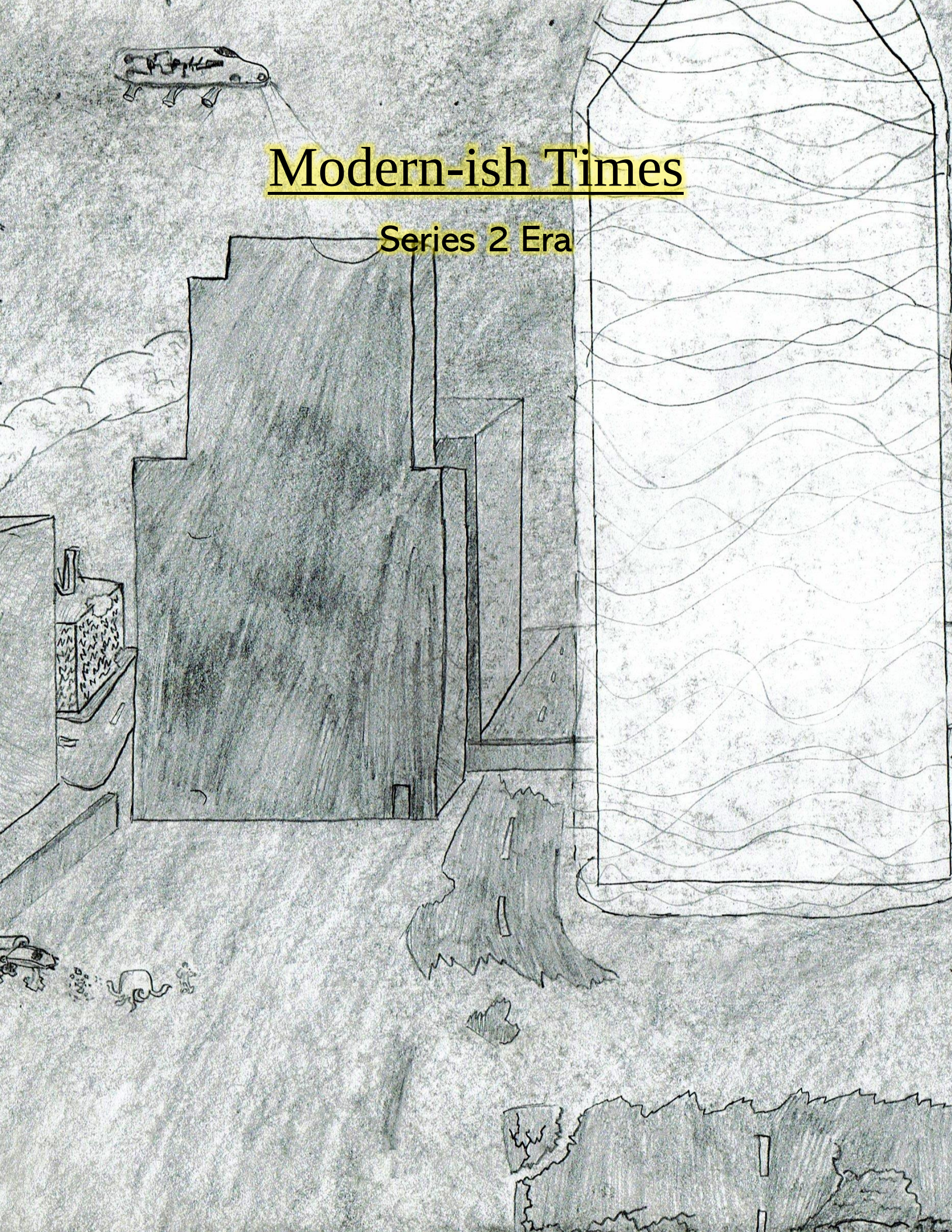
Approx. 998 ACR - The Fall of Earlex

Factor X, a branch of the Company under Minister Spade, seizes complete control of Earlex, a moon of Mars.

- These events are told in *Chronicles Addendum* articles on the PCG Wiki, connected to the *Steve Series*.

Modern-ish Times

Series 2 Era



SERIES 2 ERA

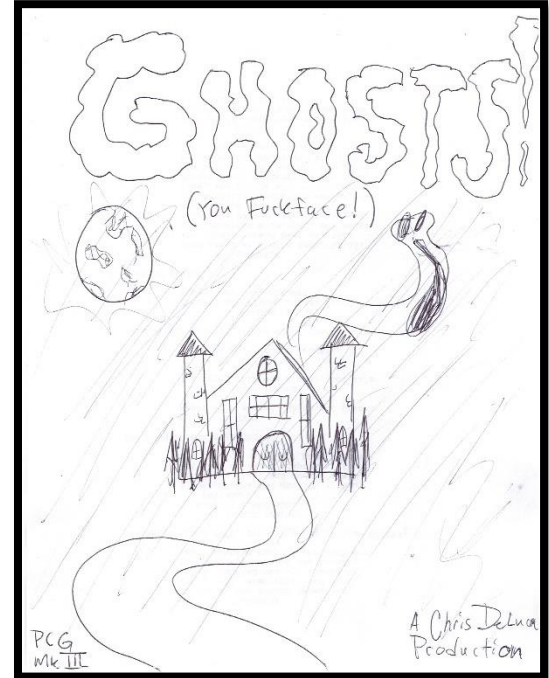
1001 ACR - "Ghosts!" by Chris

The ghost of Baron **Mortimer von Fogwhistle III** returns to his mansion after a Halloween haunting, only to discover that a family of humans has moved into his mansion! Under the Ghost Rules, Fogwhistle will lose control of the mansion if he can't get them out of the house within 30 days!

As he tries to scare them away, however, Fogwhistle begins to discover a deeper mystery within his mansion. Mysterious green bubbles appear. The father of the Parker Family, Stan, is hiding secrets, including a closet full of identical keys. And so much more.

Fogwhistle does eventually scare the family out of the house, and perform an exorcism on Cypress Parker, the kid of the family. However, he meets his end (again) soon thereafter.

- First appearance of the Green Bubbles!
- Introduction of the Ghost Rules.
- Timeline placement is assumed based on Cypress' apparent age in this game, which sets it a couple years before *Don't Get Pantsed*, where she's around 12 and which is set in 1003 ACR.

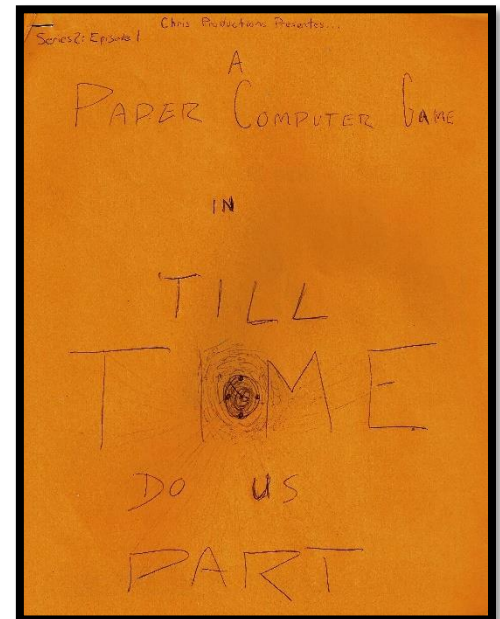


1003 ACR - "Till Time do us Part", #1 in *Series 2*

Xaq travels back in time and gets involved in a conflict involving combatants from various temporal locales. *The full description of this episode appears at the top of this timeline, as that is when the majority of the episode technically takes place.*

1003 ACR - "Relics of the Sea", #2 in *Series 2*

After escaping the alien spaceship, Xaq is returned to his own time. He then is told by Zoovac to get clues from a Nazi base on an alien relic.



Xaq invades the base, defeats a whole bunch of Nazis, and tries hard to take over the base and succeeds in taking the main floor, after many trials and tribulations. He then goes into the basement and discovers an army of Nazis. Xaq tries to kill them all by stealing a truck, but it doesn't work, so Xaq ends up stowing away on a submarine which is on the truck.

After defeating all the nazis on the sub, he finds the whole thing attacked by a giant crab. Donning his scuba gear, Xaq fights the crab and gets the jewel. And Xaq is still determined to get the Nazi base!!!

- The giant crab is Pinchzoid Crabicus in his first appearance; an ordinary crab who's been mutated by the Relic at the bottom of the sea.
 - He wouldn't get that name until later stories, however.



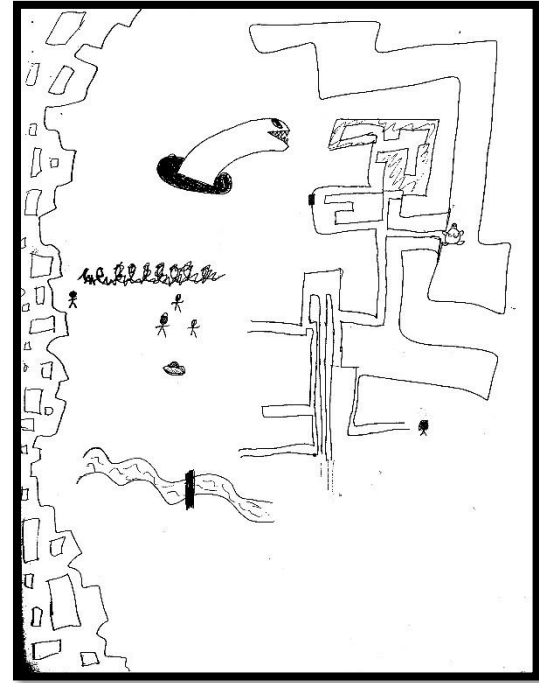
1003 ACR - "The Fabric of Reality" #2.5 in Chris' second series

Xaq, escaping from the clutches of the evil crab thing which was trying to obstruct him from taking over the Neo-nazi base, (Grr) paddles along on his inflatable raft which he pulled from his handy-dandy bag o' stuff.

All of a sudden, black stuff begins eating reality! Xaq gets stuck in a strange maze screen, trying to reach a screaming Colette before reality collapses behind him. Once he gets to her, he finds himself in a different reality... He's now in a plane, trying to save a parachuting Ari from the clutches of a giant, random Nazi. After he saves Ari, he's transported into a different reality again.

Now he's a different person, someone named Ned Norwegian, a criminal locked in a cell in the sheriff's office, and he tries reasoning with the sheriff, but to no avail. Apparently, Zoovac exists in this time as an evil criminal, and the fat guy is there too, although Xaq doesn't encounter them. He escapes, to be pulled into an even newer reality...

- It would later be revealed in *Ginkus' Gift* that the strange reality-bending adventures Xaq had in *Fabric of Reality* are because the Universe was tearing itself apart, due to Xaq and others having traveled in time too much.
- The Universe would come back together, but in the process multiple other realities were born from shards of the original reality. **This is the event that created the PCG Multiverse.**
- The other universes in the Multiverse, though they were created from this event, were created such that they'd "always existed". Their creation rippled back through time, so that each Universe has a history as rich as that of the PCG Universe.

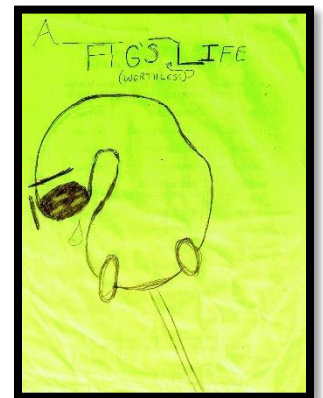


Reality pulling itself apart.

1003 ACR - "A Fig's (Worthless) Life" by Xaq

A [Fig](#) is knocked off his stick by the Universe tearing itself apart. He goes on an adventure to try to get back on his stick, since Figs don't deserve freedom.

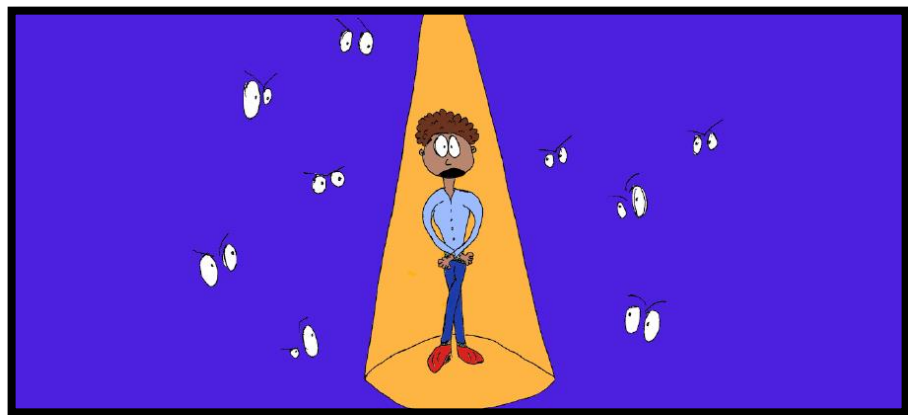
- *Details TBA when the game comes out*
- This Begins at the end of "Relics of the Sea" and takes place during "The Fabric of Reality".



1003 ACR – "Don't Get Pantsed!", a Choose-Your-Pwn-Adventure short story by Chris.

Manny Alvarez, a 12-year-old, has to go to camp – but has to make it through camp without being pantsed, or his life is over! He makes a series of choices, trying desperately to avoid humiliation. And, sort of succeeds.

- According to the story itself, this story takes place in the year 2003 AD, which is equivalent to 1003 ACR.



- Cypress Parker is mentioned, being at the same camp as Manny, which establishes her to be about 12 in 1003, meaning *Ghosts!* Likely takes place before that year or around the same time.

Alton appears as a kid. This is intended to be the same Alton from *Balzak Globotron*, which takes place only one year later and has him as an adult, and living on a different planet. The reason for this is unclear.

1003 ACR - “Ginkus’ Gift”, a computer entry into *Series 2*

Xaq finds himself in a strange world following the events in ‘*the Fabric of Reality*’. He is carrying a strange orb, and people in this world say that’s the ‘Mark of Ginkus’ and that Xaq is the hero, destined to save the land. Xaq meets up with the Farmer, who has a farm in this world.

Finally, he finds Zoovac, who explains what’s happening. Apparently, due to many previous time-traveling adventures, the universe had to repair itself by rebuilding itself from scratch. It is revealed that in each parallel universe, every person and entity exists in one way or another, but only time-travelers can maintain knowledge Of their equivalents in other worlds. All others will usually live vastly different lives, while maintaining some similar characteristic to their alternate selves. Zoovac and Xaq Contact Ginkus, who has been captured by the evil alliance (or company), and informs them that the globe Xaq carries is the top of Ginkus’ staff.

Xaq must go to the Dark Pyramid to get the rest of the staff.

He goes there, and explores it. He is attacked by a number of Crypt Fiends, but he kills them. An ancient creature blocks his way who has never known any existence other than guarding the path. Xaq convinces him to get out of the way by showing him the outside world. Xaq then encounters the Fat Guy

Once again, but this time he unleashes the Fat Guy’s mother, thus scaring away the fat guy. Xaq also brings with him Scooby, and Scooby’s new friend, an orangutan-like thing Who worships Scooby as a god. Using the Ginkus sphere, Xaq casts spells, thus defeating More enemies. He deciphers a riddle in a library, and then gets to the top of the pyramid, Finding the staff. The staff gives him a surge of power, and he flies over the desert towards an army which is advancing towards the town. TO BE CONTINUED!!!

- After this adventure, Xaq’s teleported into the past, and takes part in *The Nazi Machine*. That game takes place in the 940s ACR, so that’s where those events are chronicled.



Approx. 1003 ACR - "Xaq to the Future" by Keith & Kurt

Xaq finds himself pulled through a strange portal, and then finds himself in a Mario costume. He rescues a strange fly named Razin (Full name Spitzenfreizen) from a dinosaur, who begins following him and helping him. Xaq is attacked by members of a strange primate species called 'Ape-balls'. He gets by them, only to be confronted with the Fat Guy, yet again, except this time, he's forced to enter the Fat Guy's horrible insides, where he messes with giant white blood cells, another Ape-Ball, and a strange control panel.

- Presumably takes place sometime during the Universe's restructuring, seen throughout "The Fabric of Reality", "Ginkus' Gift", and "The Nazi Machine".
- First appearance of the Ape-Balls.



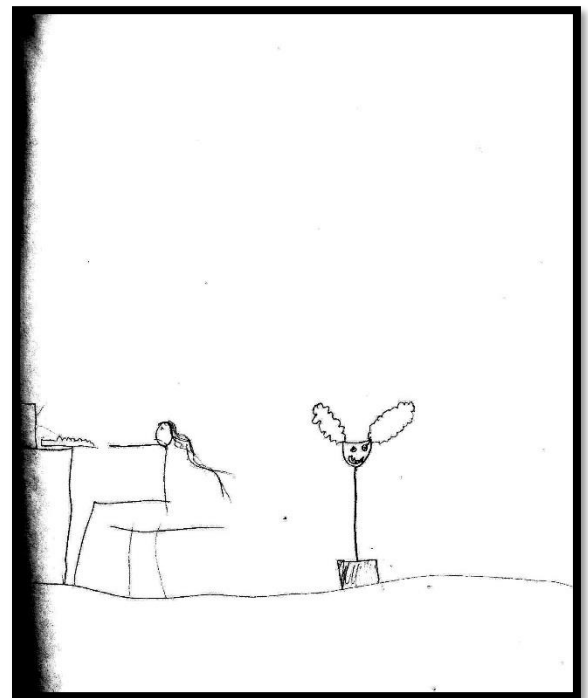
1003 ACR - "Demo Game" #1 in *Demo Game Series*

A man finds himself in a hostile complex, filled with traps and enemies. He must use everything at his disposal to escape alive.

- Timeline placement assumed based on publication date.

Approx. 1004 ACR - "The EVIL league of EVIL-ness!!!", #1 in the *Pierre Series*

While Xaq's doing all this time-travel nonsense, **Pierre** is recruited by Zoovac to get this guy Rorric, who (although Pom doesn't know this) is a representative of the Company which Xaq's been fighting all along. She tries to kill him, but only manages to escape with Ari, Colette and Zoovac through the sewers.

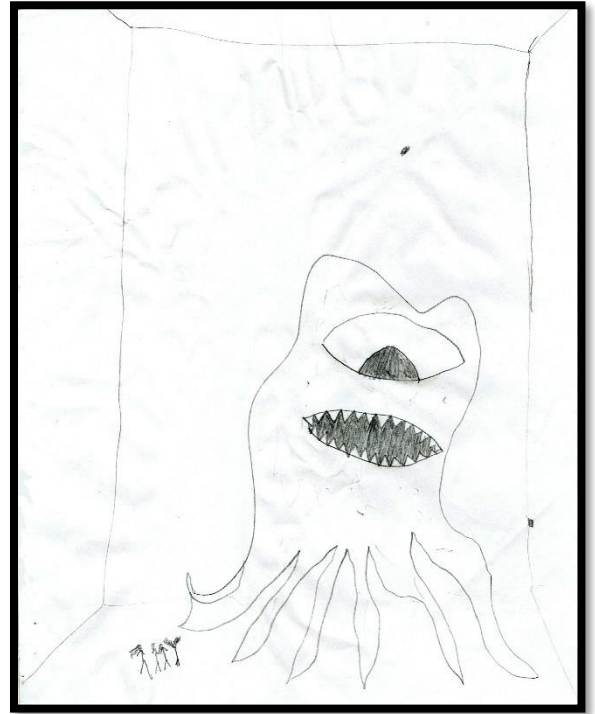


Zoovac approaches Pierre to recruit her.

Approx. 1004 ACR - "The ALIEN abduction", #2 in the *Pierre Series*

Pierre, after escaping the H.O.R., (House Of Rorric) is abducted by aliens. These aliens, although she doesn't know it, are working for the same Alliance that Rorric was (The Company is part of an interstellar Alliance which includes many aliens). She kills the giant alien leader by tricking him into squishing himself with a giant sledgehammer. She then escapes from the alien ship, on a smaller ship, and crashlands on a nearby planet – the planet Shri.

- At the end of this game, Pierre puts Zoovac in an item box, which sends him back in time by 1000 years to the planet Shri. His story continues in *The Last of the Zorelta*.



Approx. 1004 ACR - "The Evil Echidnas of Elfland", a stand-alone adventure by Kurt Elfman.

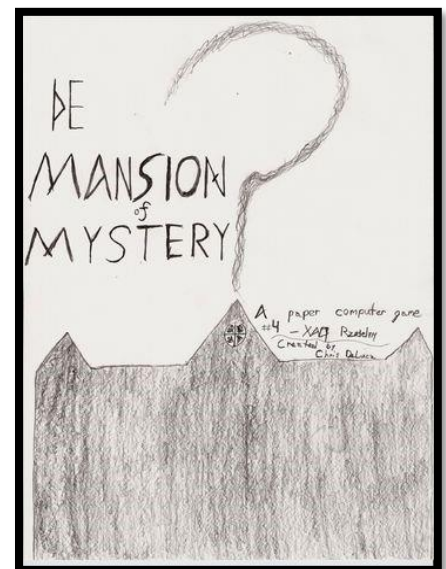
Some random dude or dudette, who is the star of this particular adventure, finds himself in an odd situation with a bunch of funky critters called Echidnas. He/she goes through some weird area with a mirror, and knocks out an invisible echidna.

Approx. 1004 ACR - "The Invisible Menace", remake of *Evil Echidnas* by Kurt Elfman.

Hat Kid and his Friend and Dog are taking a walk down a normal suburban street, when they see a group of Echidnas attacking a house. They attempt to interfere, but end up falling underground to fight the Invisible Echidna. Whether these events are the same as what occurred in 'The Evil Echidnas of Elfland' is unclear, but they certainly take place during the same disaster.

Approx. 1004 ACR - "The Mansion of Mystery", #1 in *Charles Mystery Stories*

As Pierre crash-lands on a faraway world, something else happens back on Earth. A detective named **Charles** is invited to his uncle's mansion, and after hassling with airline security, he arrives there only to find that his uncle has been murdered! Quickly, he investigates the crime, meeting several suspects- Alexander, a psychotic butler with an evil grin who's been planning to kill off Charles' uncle Geoffrey for ages. The Fat Guy, an evil guy from the "The EVIL league of EVIL-ness". Xandria, a vallygirl member of an organization called U.B.P.E, and Xanderia, her sister. After exploring the mansion, Charles solves the mystery, and the police arrest the guilty individual.



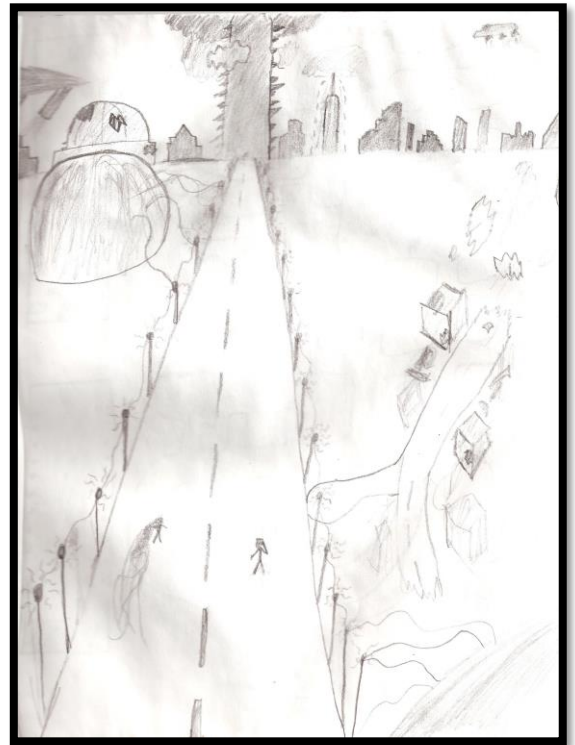
1004 ACR - "When Evil Flows in Freeness", #4 in Xaq's series

A girl who doesn't remember who she is wakes up in a strange house. Going through a strange set of trials and tribulations, she falls from room to room, meeting the fat guy as well as a squid. Finally, she falls to the bottom floor, where she encounters Kron Yahumto- a Japanese guy who hates Anime. She folds him up and stuffs him into a blender. (For the record, he was actually attacking her with a giant sword, she's not some sort of evil murderer... OR IS SHE?!?!?) She falls once more, landing in the laundry basket... TO BE CONTINUED!!!

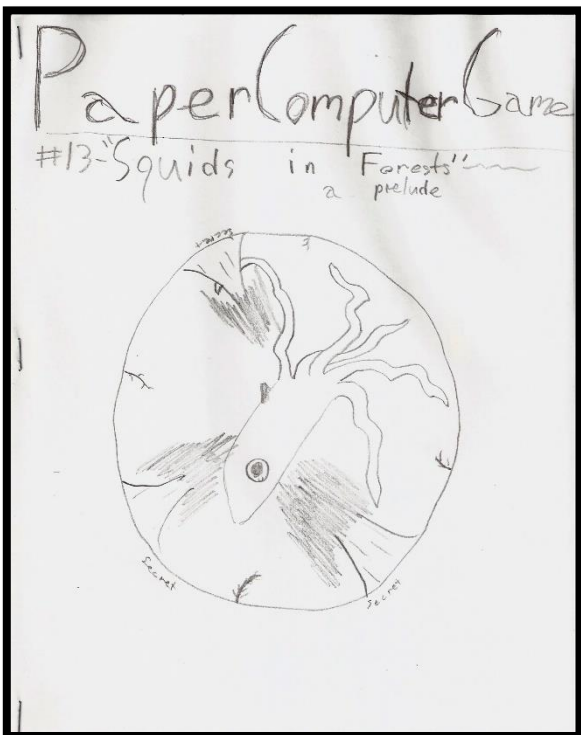
1004 ACR - "The Ancient Secret Under Shri", a prelude to *Squids in Forests*

Ari is the star of this adventure. He and Pierre have crashlanded on the ancient world of Shri. They begin to explore the world, and they travel along a huge main road leading to an ominous, spike-covered dark building. Ari explores the old, decrepit road, leading to a building in a similar condition. He falls through an ancient trap, which lands him in a maze deep underground. Here, he meets Cassie from "When Evil Flows in Freeness", as well as this guy who's an imprisoned Shri freedom fighter.

Together, the three of them find an ancient hologram chamber. When they activate it, it shows the story of Shri, which is the ancient secret under it. The Shri freedom fighter disappears through a door, leaving Ari and the girl to escape another way, which they do.



Ari and Pierre explore Shri.



1004 ACR - "Squids in Forests", #1 of *Squids in Forests*

Continuing the story of Ari and Cassie, which was last seen in 'The Ancient Secret Under Shri', we find our heroes in the middle of a strange forest. Exploring it, they find a restaurant in the trees, and an ancient stone structure. Before entering the stone building, they manage to scare an animal out of its hole and take its stash of jewels and alcohol. They then enter the building, and find a room mysteriously devoted to Ari—it has photos of him, files on his history, and a dead squid. He then goes through another door, and... To Be Continued!!!

1004 ACR - “Further Sylvan Squidisms”, #2 of *Squids in Forests*

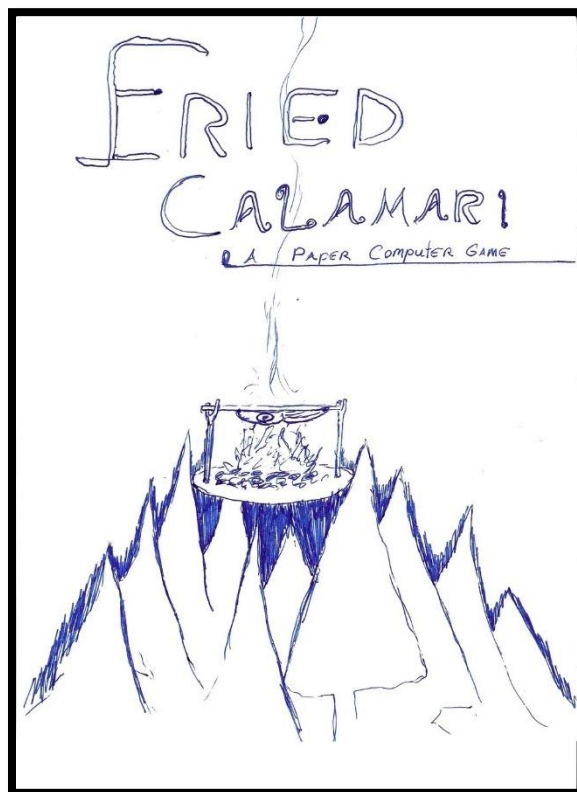
Ari and Cassie find that the door they went through at the end of ‘Squids in Forests’ leads to a shaft going up, but Ari must climb on the limbs of people trapped in the wall to get to the top. Then he begins exploring a world of little people on the top of the building and also inside a crashed airship.

1004 ACR - “Preview for PCG #24”, a minigame in *Squids in Forests* series

Directly after the events of Further Sylvan Squidisms, Ari has a strange prophetic dream about the challenges to come. Although he doesn't know whether the warnings in his dream are true, they fill him with a sense of dread...

1004 ACR - “Fried Calamari”, #3 in *Squids in Forests* series

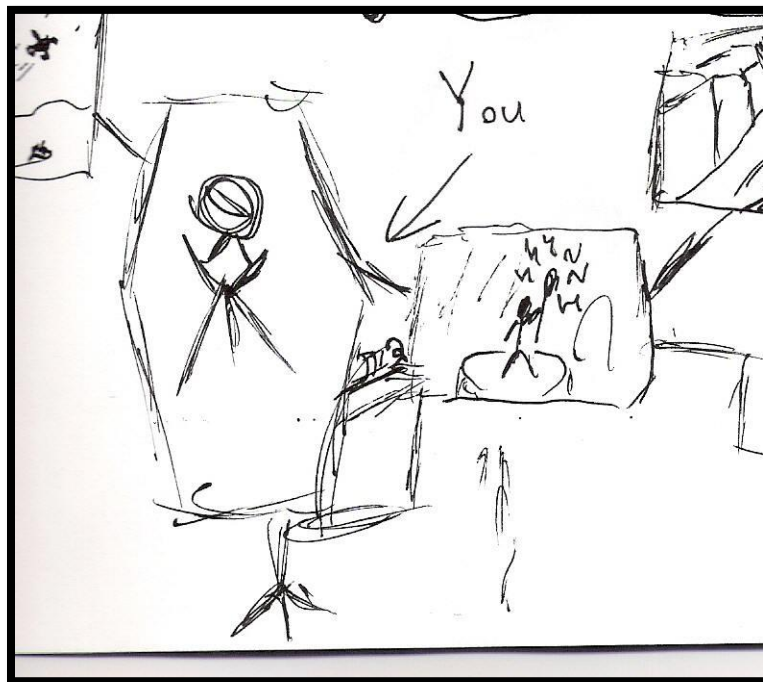
[Ari](#) and [Cassie](#) continue their exploration of [Shri](#)'s great forest, but unfortunately things take a turn for the worst. A mysterious stalker has appeared and begun tracking our heroes, undermining their efforts and attempting to kill them.



Approx. 1004 ACR - “Into the Heart of the World” #1 in the *Mole Men Series*

While Ari and Cassie find their way through Shri (Pierre is currently unaccounted for), and while Xaq is consumed along with the Fabric of Reality, a new character embarks on a quest of his own. His name is Yppit, and no one is really sure what he looks like. He sits in his large chair, always facing away from anyone who might wish to see him. Ever since he was created in a laboratory, he's wanted to journey to the center of the earth.

Now, his digging machine is finally close to completion. He steals the necessary jewel to complete it and then begins digging. He digs right through a monster and then finds himself in Mole City, at the center of the earth. He becomes mayor for a brief term, before destroying Mole City and escaping. He is then attacked by the Snow People, but he destroys them.

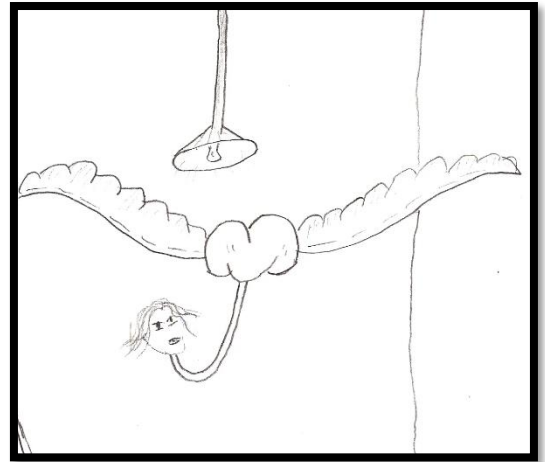


Yppit, in his headquarters.

1004 ACR - "Revenge of the Mole Men", #2 in the *Mole Men* series by Xaq

We return to the story of Yppit, the strange man in a chair from *'Into the Heart of the World'*. He has been arrested by his planet's police forces, and finds himself being Questioned by a strange being known only as 'the Inquisitor'. She interrogates him, but He eventually escapes, and is attacked by a zombie Mole Man.

A letter on the zombie says that there was an organization called 'Surface Corporation', created to protect the mole men, but when the mole city was destroyed, the Surface Corporation's test subjects Were released, and the zombie mole was bitten by one, thus becoming a zombie. Yppit took the body with him, and escaped from the building. He was pursued by an army of mole men, but escaped, only to be attacked by a giant mole man. He convinced The giant mole that it was the zombie mole who had destroyed mole city, and thus he was allowed to leave and the giant ate the zombie mole as punishment.



1004 ACR - 'Balzak Globotron', # 16 in Xaq's series

The story of Balzak Globotron, a man made of metallic spheres, begins as he is found on a space station by a man named Alton. He has no memory of his life before that point, so he begins to try and figure out who and what he is.

He teams up with the crew of a starship, the *Taburnackle*, to explore the Mez'Dora Corridor of space and learn about his origins. Together they begin building up a fleet as they explore space.

- Ginkus is awakened from his 1000 year sleep.
- Zoovac's time among the Crodin comes to an end.
- Ari's and Pierre's stories continue into this game from *Squids in Forests* and *Pierre Series*.
- Yppit's story from the *Mole Men Series* continues into this game.
- First chronological appearance of Malphoid!

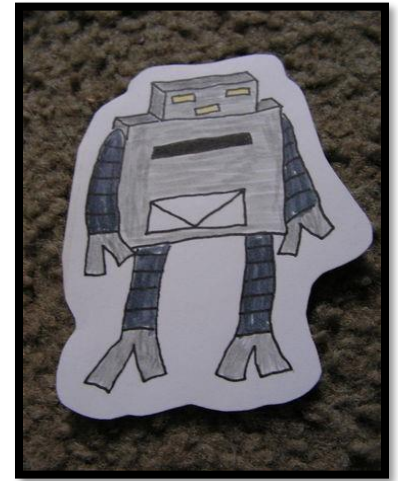


Approx. 1004 ACR - “Malphoid the Mailbox Bot”, by Kurt Elfman

On **Zoniat**, a distant planet, the highway system is a tangled mess, and it's near to impossible for anyone to get their mail! To make matters worse, nearly everyone's mailbox is guarded by something, be it ape-balls, lasers, or evil gnomes—any normal mailman would give up and despair! But one being is built specifically to meet this task head-on, and he is Malphoid, the postal service's robotic mailman!

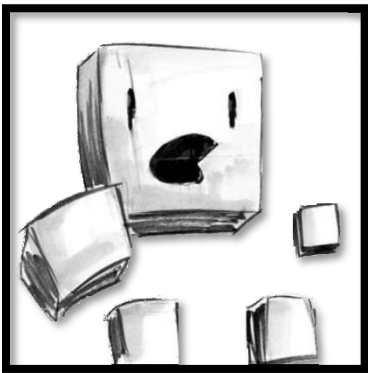
Traveling to several zones, he heroically delivers mail to those who need it. Unfortunately, Malphoid must deliver mail to five zones within 20 hours, or he'll be fired by his boss, Newman from 'Seinfeld'. Malphoid finally rescues his fellow mailbox bot from a cage, and together they work desperately to deliver the last few letters, but unfortunately, they don't make it and both of them get fired. However, they carry out their mission to deliver their five letters anyway.

- First appearance of Malphoid!
- Takes place an unspecified number of years after the final episode of the TV series *Seinfeld*.



1004 ACR – “Malphoid: Fired!”, by Kurt Elfman

Malphoid has been fired by Newman for failing to deliver the mail fast enough, and Malphoid's looking for another job. He finally is able to get one with U.P.S.- Doing much the same thing he did before. However, Lester did not follow Malphoid to his new job, and is now Malphoid's chief competitor- Still working for Newman.



Approx. 1004 ACR

Tutorial Bot is created from a powerful ancient device, unearthed after a final battle between Malphoid and Newman, on planet Zoniat.

1005 ACR – “City of Dreams”, a game by Xaq about dreams and cities and pudding.

A man who can only be described as 'the Dreamer' finds himself in what can only be described as 'a Nightmare'. He realizes that he's in a surreal world, filled with paradoxical enemies and impossible happenings.

Everything is nightmarish, from the vicious store-fronts who attempt to eat him to the giant, evil version of himself who attempts to eat him. As the Dreamer explores the dream world, he finds that even inanimate objects are out to kill him, and he ventures to find out what's going on.

1005 ACR - "Xaq- Chapter 1", the first, and to date only, PCG by Ari.

Returning to his normal world and situation after so many weird dimensional adventures, [Xaq](#) is once again contacted by [Zoovac](#), who sends him to deal with a new plot of the Company. It turns out that Wal-Mart is a branch of the Company, and Xaq must infiltrate a Wal-Mart tower. When he's driving towards the building, however, a sniper shoots his car, blowing it up. He uses his car mirror to blind the sniper, allowing passage into the building. He begins exploring the interior, but we don't yet know what he finds beyond the first floor. ([Xaq](#))



1007 ACR - "Demo Game 2", A mini-adventure sequel to Demo Game by Xaq.

The same man as in the previous installment has once again been captured, and is now locked in a room with a laser gun watching him. Once again, he must escape.

1007 ACR - "Demo Game 3", the third mini-adventure installment to the *Demo Game series*.

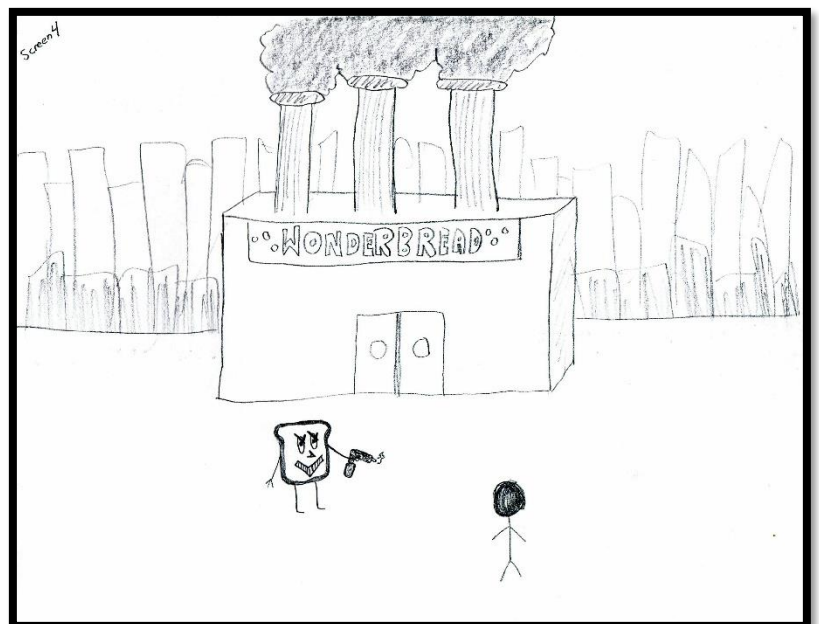
That same man gets trapped in a room with more traps and spikes this time, and once more must escape.

1007 ACR - "Bread Game", a mini-adventure in *Series 2*.

[Xaq](#) must investigate a strange series of criminal activities being performed by large bread factories. As it turns out, they are producing evil, sentient Wonder Bread creatures!! Xaq also learns more about the nature of Guys and The Company.

1007 ACR - "Nothing Guy", The first game cronicling the story of Nothing Guy, by Sandy.

A person(?) finds himself in an infinite void, confronted by the visage of Nothing Guy. He finds a way to escape, and finds himself on an asteroid.



1007 ACR - "The Inexplicable Mountain", another minigame to *Series 2*.

Xaq and Zoovac must investigate the appearance of a series of mountains, which have suddenly popped into existence all over the country in many unlikely locations. Xaq's investigations lead him to the Rent-a-Mountain corporation. As he confronts the CEO, he's interrupted by agents working for a higher order, who apprehend the man.

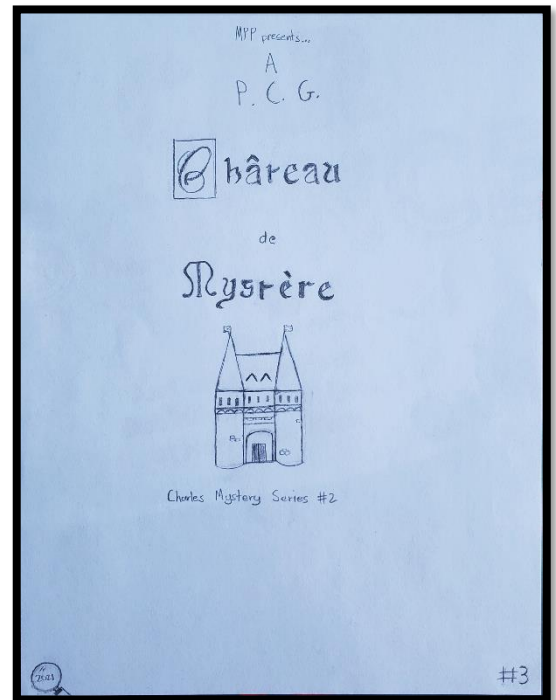
1008 ACR – The Invasion of Earlex

An alien species called the Xorglin invade Earlex, the moon of Mars. Factor X defends the moon, thus being considered heroes and gaining acceptance as leaders of Earlex.

1009 ACR - "Château de Mystère", #3 in *Charles Mystery Stories*, by MPP.

Charles travels to France to celebrate his Great Aunt's 70th birthday. Upon arrival, he discovers his aunt was murdered and he must solve the mystery.

- This is the third *Charles Mystery* produced, but it takes place shortly after the first game.

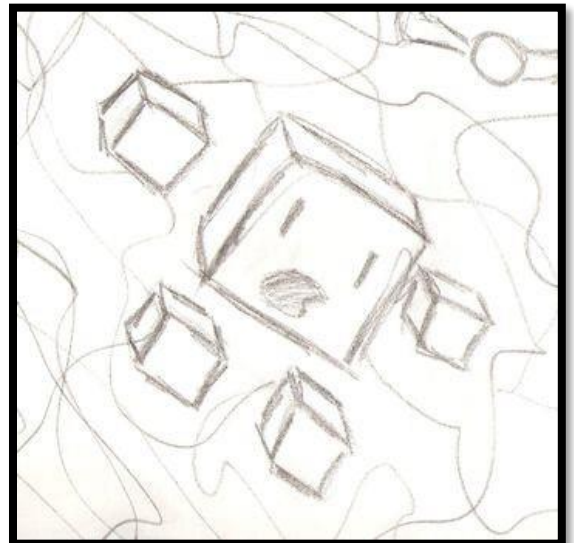


1013 ACR - "Space-Balls", #1 in *Space-Balls* by Kurt Elfman.

A few years after the events of "Xaq to the Future", the Ape-Balls have developed an advanced, space-age society completely devoted to killing Xaq. The Space Balls (As they have come to be called) have captured the protagonist of this adventure, who has no memories and finds himself in a cell with handcuffs on.

He quickly finds and rescues a robot named Tutorial Bot, who, as his name suggests, gives tutorials. The protagonist escapes, and begins slowly picking off the Ape-Balls in the vicinity with the help of Tutorial Bot. They try to rescue a dinosaur (named Dino) who was also imprisoned by the Ape-Balls, but fail. Space-balls chase them off the ship (they escape using an escape pod). Aboard the pod awaited Kill Bot, a deadly robot with a gun who would follow the orders of whoever knew his activation code.

Fortunately, the Unknown prisoner was able to guess at it, and Kill Bot joined the two of them. The life pod landed on a strange planet, which was swarming with strange, deadly creatures. The trio barely survived the assault, and matters were worsened when they met Woob-Wüb, the unluckiest creature in the galaxy, who they tried to save from the predators. This was a nearly impossible





task. However, the four of them made it to another Space-ball life pod. There, they befriended Cleaning Bot, a maintenance robot who helped them activate certain key systems on the pod. One of these systems blew up the ship, which sent everyone flying across the landscape. Woob-wüb landed in the Mountain Zone, and the rest followed him. However, they landed in a different section of the mountains. Here, they encountered a bird which was a defense mechanism for the Space-Balls.

After struggling with the bird, they freed it, and it killed Bill, a version of the Fat Guy who they encountered there. Since their path was now open, they proceeded. More perils awaited them as they crossed to the next mountain with the help of the Bird. On the other side, Dino waited. He had survived the destruction of the Space-ball ship (possibly even

caused it) and had now evolved. He was mid-way to turning into a dragon. The Unknown prisoner tried to reason with him, pointing out that he had tried to save Dino-- but the proto-dragon would have none of it. He attacked, forcing the Unknown protagonist to send him off the edge, theoretically to his doom. Filled with regret, the party proceeded.

They found a sealed-off bunker, in which a strange Collector had imprisoned Malphoid, as well as Conan O' Brian, Lester, and Garfoid, Malphoid's father. The Collector was able to take control of Kill Bot from the protagonist and use him to hold the protagonist hostage. He quizzed him to make sure he wasn't working for the Space-Balls. When he had received satisfactory answers, he allowed the Protagonist to buy stuff at his shop. The parts he bought allowed the Protagonist to build a new robot, who was named SP-347 v2.0. The party was fired through a cannon to the next mountain. It was then that it was revealed by the professor that the planet they were on was, in fact, The Fat Guy!!!!

- The timeline placement for this game comes from statements by the creator, who said the game takes place about ten years after the events of *Xaq to the Future*.



1013 ACR - "*Dino's Quest*", a paralell adventure to Space-Balls and Tutorial Bot's Past, by Kurt Elfman.

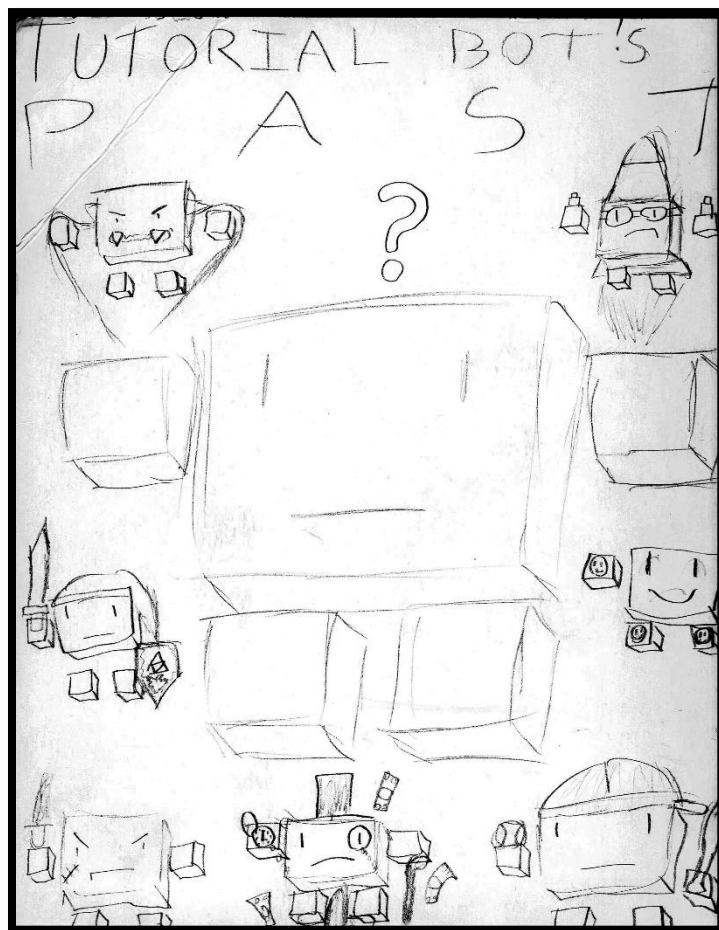
[Dino](#), the strange [Dinosaur](#) who clashed with the [Unknown Prisoner](#) in Space-Balls, now has his side of the story told at last. Captured by Space-Balls, Dino must use everything in his arsenal to escape! Worse still, he gets tangled up with one professor [Zhomp Qlu](#), and the [vicious creatures he's created](#).

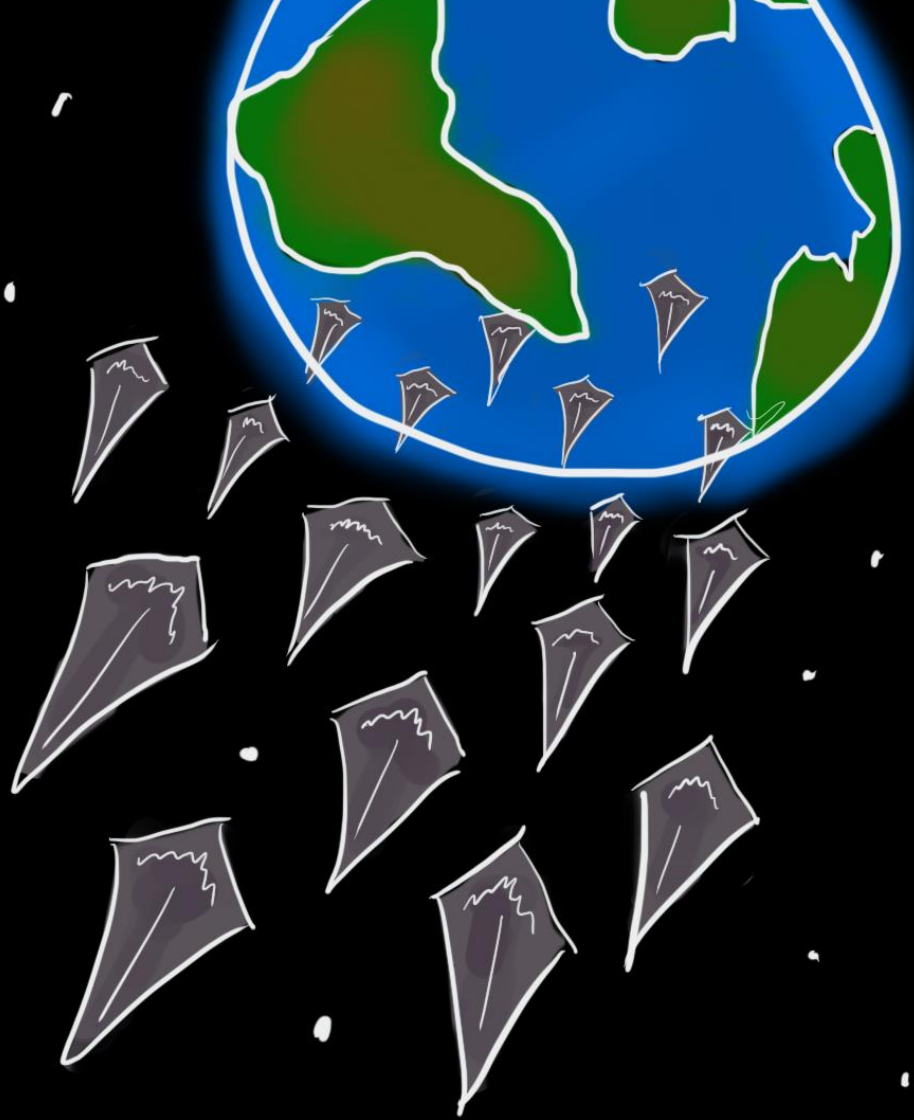
1013 ACR - "*Tutorial Bot's Past*", the sequel to Space-Balls by Kurt Elfman.

Landing on the next mountain, the Unknown Prisoner continues his journey, still trying to rescue Woob-wüb. Along with all of his familiar sidekicks, the Prisoner is joined by SP-340 v.2.0, a new robot of his own creation made from a tin can, four yo-yos, a pair of scissors, and a flashlight. A number of computer chips begin to turn up, each of which restores some of Tutorial Bot's memories.

Tutorial Bot now remembers his origin-- he was created on Zoniat, where his father-- another robot from the Box Zone-- ran a baseball shop. Here, he played baseball often with other kids, but soon headed for the Gnome Zone to retrieve a lost baseball. There, he encountered Boris Leprechaun and Shinobi, among other gnomes. He moved on to another zone, which contained a dungeon from the Legend of Zelda. Tutorial Bot donned Link's hat, sword and shield and rose to the challenge.

By the end of the game, it becomes clear that these memories are false. Tutorial Bot was created out of an ancient device by Newman, after he defeated Malphoid.





Present Day

PCG Mk. III Era



MK. III ERA

1018 ACR - "What Conspiracy?" by Chris

The game stars Adam Bermealeowitz, a writer for the Cryptozoology newspaper *You Saw That, Right?*. The story starts when he arrives in the small Appalachian town of Gumbucket. Bermealeowitz is hoping to solve the mystery of the Gulthwip, a cryptozoological creature.

1018 ACR - "Ghosts 2" by Chris

Garpuloid 7, from the planet Xoophadoof, crashlands on Earth and dies. He becomes a ghost, but must still complete his mission as a ghost. And his mission was to anally probe entities living on a farm! Garpuloid completes his mission, and is rewarded by flying off into the afterlife.

1019 ACR - "Putz-a-Tony Phil" by Chris

Xaq, being a massive skeptic, expresses his disdain for magic one day, and is overheard by The Wizard Sluiceface, a wizard so powerful he's grown beyond the need for a body. (He's now just a head with a hat on). Sluiceface turns Xaq into a groundhog as punishment, and Xaq goes through multiple trials to return to his human form! He ultimately succeeds, though.

1019 ACR – Chris' Roundabout Stream (Multiple one-page PCGs)

On Mars, some brothers had to escape. They faced vicious creatures like a space lobster and lots of weird things happened. A moon with a face, Gron-Fresnell, looked concerned above them.



**1019 ACR – Xaq's Roundabout Stream
(Multiple one-page PCGs)**

Gron-Fresnell, a moon of Mars, saw two ships fighting. He wanted to save both, so he used his Moonbeam Telekinesis to do so, hiding one ship in his mouth. That ship managed to distract the other ship, searching for it, by breaking off a piece of Gron-Fresnell which became Roclus. Roclus then attacks Klork Glumthwith, and interstellar Dwapfox.



**1019 ACR -
“The Legend of Gron-Fresnell”, #1 in *Steve Series* by
Magic Paper Productions**

Steve, an ordinary human person, is kidnapped along with a shrunken Gron-Fresnell, one of Mars' moons. They team up and escape, only to find their way to Outpost X, a station in the atmosphere of Earlex, another moon of Mars. There, they encounter Minister Spade, who's engineered this whole thing!

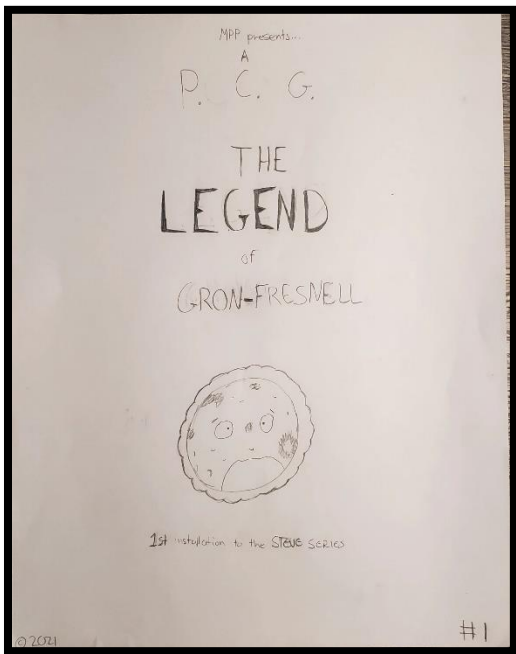
- This game is intended to tie into *Xaq's Roundabout Stream*, explaining why Gron-Fresnell was shrunken and captured.

**1019 ACR – Xaq's Roundabout Stream (Multiple one-
page PCGs) – “Second Game” by Angry KP**

A shrunken Gron-Fresnell escapes captivity, defeating two guards in the process.

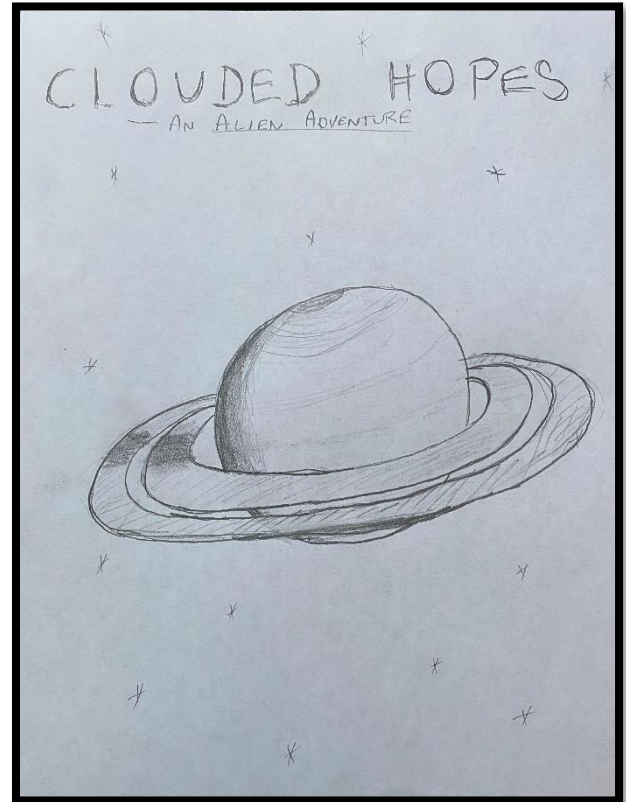
1019 ACR - “Alien Trek”, #2 in *Steve Series* by Magic Paper Productions

After his adventure with Gron-Fresnell, Steve crash-lands on the planet Thraxin, proceeding to have further adventures!



1019 ACR - “Clouded Hopes”, #1 in *Clouded Hopes* series by Xaq.

Lopsy, a Cloudian from the planet Saturn, visits the Rings of Saturn only to discover that an alien ship has appeared! The ship captures him and Roughly, a Ring Cloudian, and takes them back to its home planet, PSO J318.5-22. Lopsy discovers that the aliens from that world have been capturing Cloudians and using them as slave labor! He rescues the slaves and escapes on a ship.



1020 ACR - “A Scarf’s Tale” by Chris



Scarfy McScarfson, a scarf and part of the Winter Weather Gang, a gang of cold weather clothing, is in hibernation because it's the dead of summer. The gang has no

power during the summer. However, Scarfy goes on a mission to rescue his friend, Ear Muff Buff, who's been kidnapped!

Having to make his way to the beach, Scarfy discovers that Ear Muff Buff has been experimented

on by The Fat Guy and his subordinates, working for The Company. Scarfy rescues him, but undergoes a transformation of his own, becoming partially a living being, no longer fully scarf...

1020 ACR - “Space Sells” by Chris

Donna Sluiceweasel is the host in a QVC style infomercial, called *Space Sells*, that broadcasts out of a space station in the Zoniat System. She has to sell ridiculous and contradictory items – modifying them as she does – in order to keep her job. She ultimately succeeds.



- Harold Farzikan III appears, who's the grandson of the ghost Farzikan who appears in “Ghosts!”



- According to Chris, this game takes place in the present day of the PCG Universe.

1020 ACR - “MORE” by Xaq

Evey, a college student, is confronted by Mr. More, a mysterious villain. She's transported back and forth in time to flashbacks from her life, and teams up with Aljoe the Alien and Pollencio the Chimera, both of whom she meets in flashbacks. Finally, she defeats Mr. More.

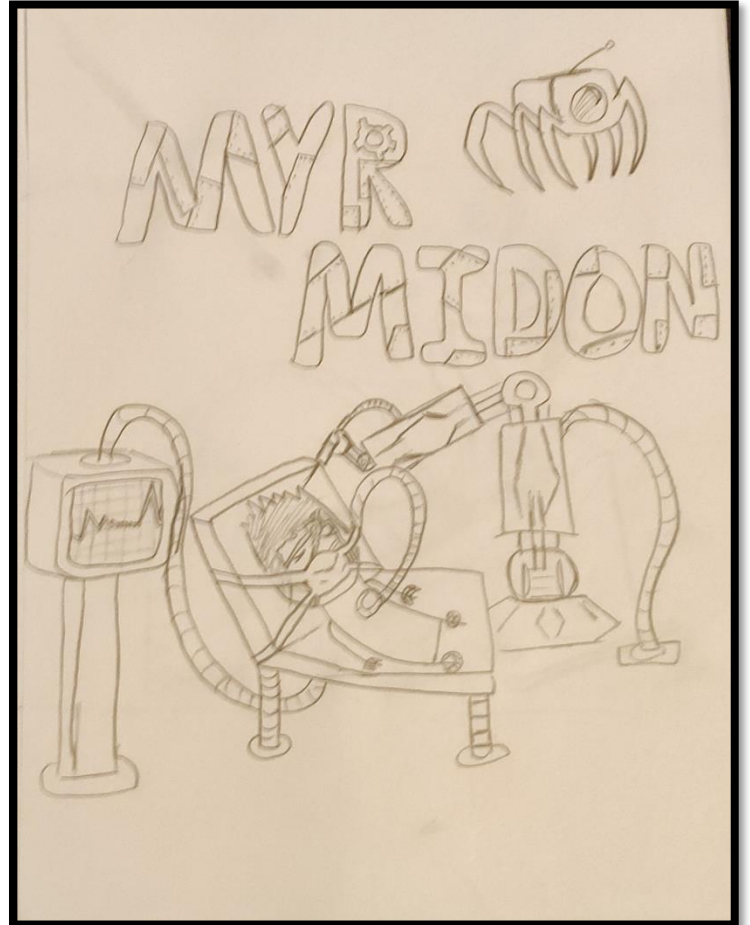
1020 ACR - “Tenebrous” by AnStaree

A boy named Bobby confronts a series of Storm Spirits and defeats them, one after another.

1020 ACR - “Myrmidon” by AnStaree

After defeating the Storm Spirits, Bobby is captured by a race of creatures known as Dorgons. He escapes, in the process befriendng Boulder, the Dorgon who was guarding him. However, Boulder is captured as a traitor. Bobby attempts to rescue him but is forced to confront Medveten, a powerful shapeshifting crystal. He defeats him and rescues Boulder, and then is teleported to a world in another galaxy – Yasölaga, the Planet of the Floating Isles.

#JusticeForBoulder



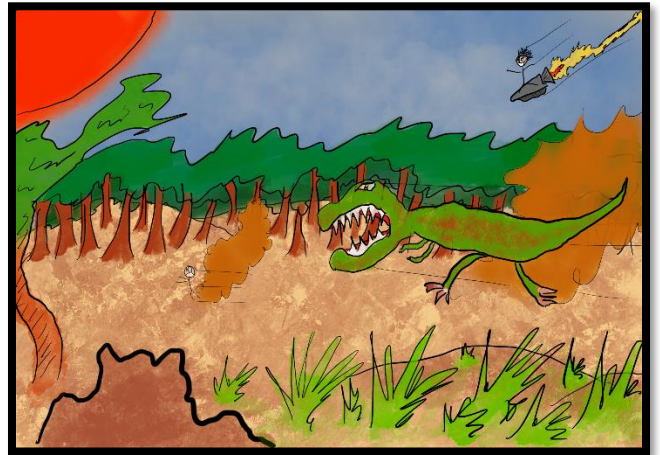
1021-1022 ACR - "PCG Anniversary Special II" by Chris

Xaq wakes up on the starship *Taburnackle*, without any of the ship's crew there. Soon he's contacted by Zoovac, who sends him on a mission to rescue JFK, who's being chased by a dinosaur on an alien world. Xaq transports JFK inside the Sand Anitizer device, and then returns to Earth. He battles some attacking Crodin spacecraft in Earth orbit, before crashing down.

As Xaq has many successive adventures, meeting many old friends and enemies as well as many he hasn't met yet, he begins to realize that something is wrong with reality. Strange portals are appearing, people are being transported to times and places they don't belong, and weird green bubbles are showing up everywhere. All this as The Shadow, who created the Company, begins his master plan to take over the world!

It remains to be seen how this world-shaking adventure will play out...

- James appears, for the first time since *The Nazi Machine*, having been transported from the 940s ACR.



1022 ACR - "Boo!" by Magic Paper Productions

1022 ACR - "Collision!" by Magic Paper Productions

The Wizard Sluiceface has some sort of an adventure, which culminates in a massive event known as the Collision.

1021 ACR – “Tutorial Bot and the Puzzle” animation by Salman the Fish PCG

Tutorial Bot helps a hero trying to solve a puzzle by giving him a tutorial on how to solve it. Through his incredible teaching skills, Tutorial Bot enables him to quickly solve a difficult puzzle.

- Timeline placement assumed by publication date.



1022 ACR – “Zigori empire” by Epic Worlds PCG

A Crodin officer who is a new recruit of the newest Crodin recruits, is given a mission is to find the Zigori and research them. He then runs into a Construct and have to go across a wild chase through the forests and ocean of Shri to return home

1022 ACR – “The Factory” by Epic Worlds PCG

Someone builds a robot companion at the "factory" and explores the Factory through an elevator; there are many different rooms to that must be explored, to see who the Factory actually is.

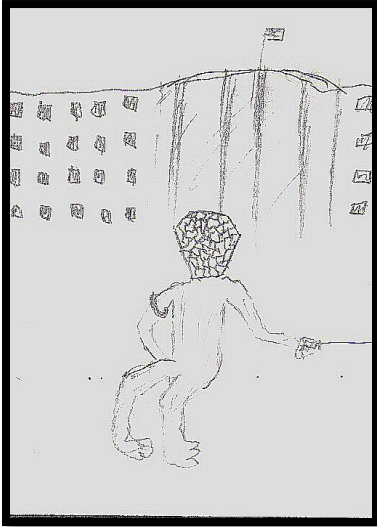
The Future

Various Future Eras



ALIEN INVASION WAR

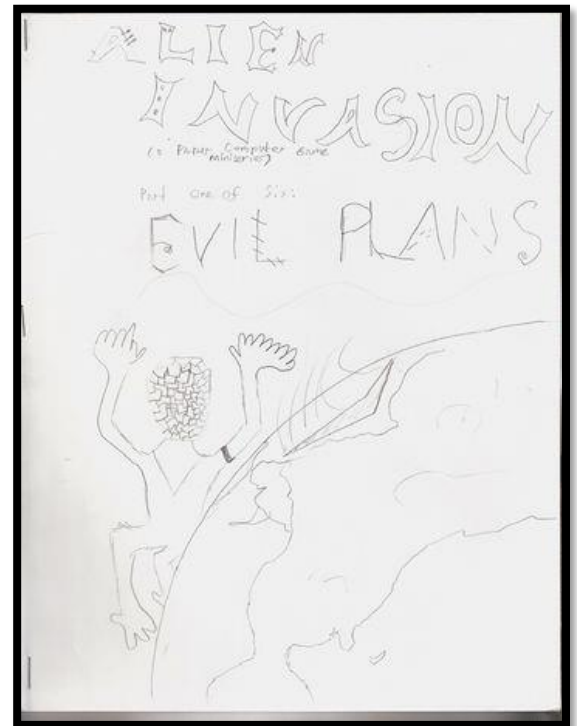
Approx. 1026 ACR - "Alien Invasion!!! (Part Zero- Prologue)" A stand-alone adventure by Xaq



The innocent world of Earth has become the target of a hostile enemy race! As the alien fleet gathers in preparation to invade, an advance scout is sent to ascertain the Humans' defensive capabilities, as well as to give them a chance to surrender. This is his story. He breaks into an earth building, containing humans. The humans are vaporized, (Even the mutated human) and he proceeds- only to find himself confronted by the Fat Guy, which is a very difficult Human to defeat. After getting past the Fat Guy and other humans, our hero takes over a human flight vessel and takes it to the White House, wherein he vaporizes the President of the United States. Where his story goes from there, only time can tell... (Alien Advance Scout)

Approx. 1026 ACR - "Alien Invasion!!! (Part One- Evil Plans)" Part one of a miniseries by Xaq The alien fleet's advance scout's story continues, as he is knocked unconscious after Vaporizing the president, and he's rescued by a human girl, who's a UFO fanatic. She Wears a miniature flying saucer on her head. He wakes up in her house, but the FBI knock on her door. Luckily, she has a secret tunnel built into her kitchen for just this occasion! She leads the Advance Scout through a tunnel, but upon emerging, the two are confronted by enemy tanks.

The Advance Scout blows up one of the tanks and takes over the other, driving it to an air force base, where he steals a secret stealth bomber and blows up New York City, as well as many towns in New Jersey, including Union City, Englewood, and Edison. With the cities of humanity burning below them, the Advance Scout and the UFO girl fly off into the sunset.



Approx. 1026 ACR - "Alien Invasion!!! (Part Two- The World's Reaction)" Part two of a miniseries by Xaq

A man named John D. Whitmore is a bartender. He sees on TV the recent destruction of much of NJ and NYC chalked up to a partnership between Osama Bin Laden and the Rich Kid.

As John heads home for the night, a shadowy figure in an alley claims to know who truly made the attacks, and beckons for John to follow. He does. Following the Character down a strange tunnel leads him to a control room, where he finds out that the guy is in fact, Zoovac!

Zoovac hires Mr. Whitmore as one of his agents. On the instructions of Zoovac, Mr. Whitmore takes over the Xanderia missile base, (formerly run by Xanderia from the Mansion of Mystery) and fires all of its missiles into an alien ship in orbit, which then crashes. John is then overwhelmed by the missile base's Security forces. To be continued, yet again.

Approx. 1028 ACR - End of the Alien Invasion War

Zoovac plays an important role in defeating the aliens invading the Earth, and as such, once they're defeated, he's elected the new leader of the united Earth government. This government arose since all old governments fell during the Alien Invasion.

- This event was intended to take place in the planned third, fourth and fifth PCGs in the *Alien Invasion!* Series, which were never made.
- The final outcome – Zoovac elected world leader – was revealed in a drawing in one of Xaq's sketchbooks. (That's the drawing to the right).



REIGN OF ZOOVAC

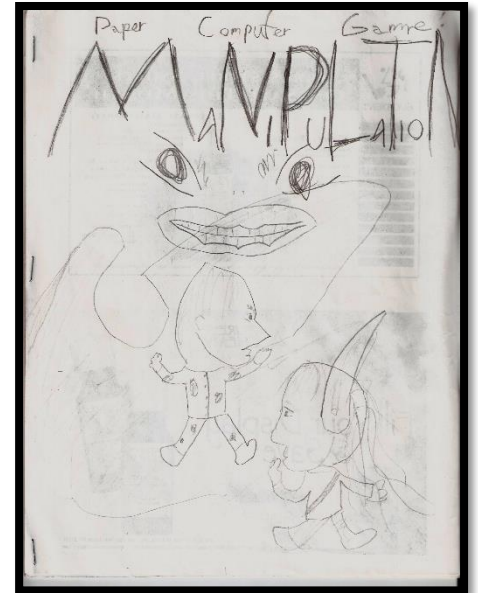
Approx. 1029 ACR - “MaNiPuLaTioN”, a new addition to Xaq’s series

Kundabar the Elf and Doomsday the soldier (Training in Zoovac’s Marine Corps),

Get sucked into a strange portal. It turns out they were chosen by the strange giant,

Floating head Elgador, to be his agents. They are tested, pitted against each other and Finally must cooperate to protect Elgador from enemies- However, when it turns out That Elgador is truly the evil one, these two warriors must cooperate to defeat him.

- Date is inferred since Doomsday’s training in Zoovac’s Marine Corps, thus establishing it’s after Zoovac becomes president.
- Charles reappears. His last chronological appearance was in *Chateau de Mystere*, which is set about 20 years earlier (assuming the date for this game is correct).

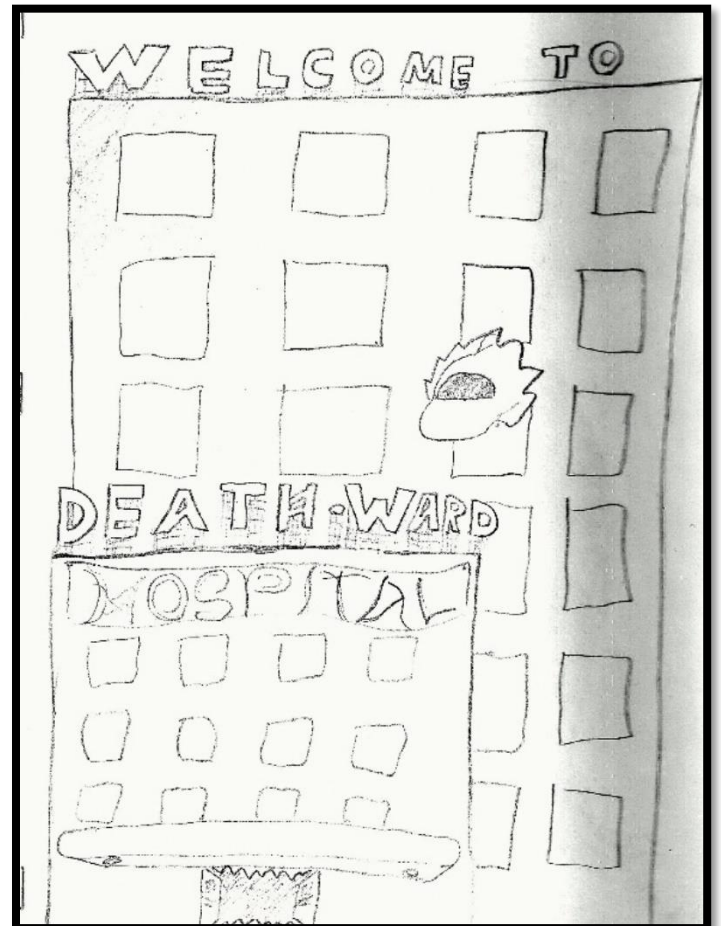


Approx. 1029 ACR – “Welcome to Death Ward Hospital”, #2 in *Charles Mystery Stories*

It has been some time since Charles was seemingly killed by Kundabar and Doomsday in ‘MaNiPuLaTioN’. Fortunately, paramedics were able to get to the detective on time, and resuscitated him. He wakes up in the hospital, having no memory of his life, including the Mansion of Mystery case and the rest of his adventures.

He befriends a Spanish speaking Pen, and meets (but doesn’t remember) various acquaintances of his, including Alexander and Xandria. Working together, they escape the strange hospital and its resident Morlocks, Ape-balls, and mad scientists. The guilty party behind everything, Charles finds out, is Kundabar, who has returned in ghost form and hired Pinchzoid Crabicus!

Charles solves the mystery, and it remains to be seen what will happen next!



Approx. 1030 ACR – “New Waters”, Part One of *Worlds Collide* by Yak Games

Xaq arrives on an island called Lynoire, during Zoovac's presidency. He begins exploring and encounters the Yak People. It remains to be seen what happens during this adventure.

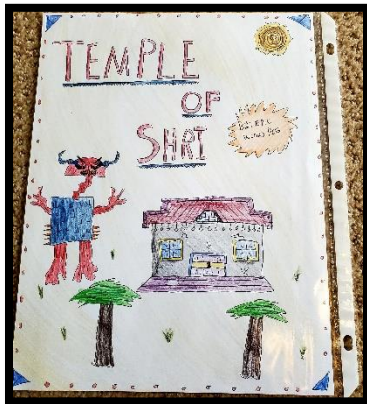
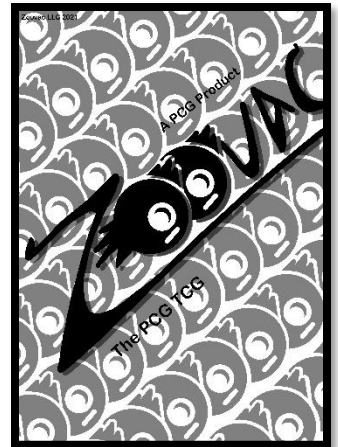
Approx. 1030 ACR – “Zoovac Mobile” a minigame in *Worlds Collide* by Yak Games

Zoovac has created a mobile game about himself, which is actually him (perhaps) working out his own psychological issues. This game can be played by Pierre and Ari on their cell phones.

Approx. 1030 ACR – “Zoovac: The TCG” a TCG in *Worlds Collide* by Yak Games

Zoovac has created a Trading Card Game about himself, in which every card is an alternate version of himself. This game is released in-universe, and people use it to resolve their differences.

- The in-universe status of the game is revealed in *New Waters*, where the game is played frequently.



1042 ACR – “Temple of Shri” by Epic Worlds PCG

On the planet Shri, a Zorelta man infiltrates the evil Crodin forests, because the Crodin have started to take control of the whole world. He defeated some Crodin outposts and then found a temple that holds a new Shri boss and much more.

- Takes place 20 years after the events of *Zigori Empire*, according to the author.

FALL OF ZOOVAC

Approx. 1044 ACR – “WAWAD Logs”, a collection of short stories by JC Toons

A number of survivors looks for places to hide from an entity that is hunting them down, known as MASK. These survivors include Xaq, the Fat Guy, and many more.

Approx. 1044 ACR – “Zoovac and the Mask”, a PCG by JC Toons

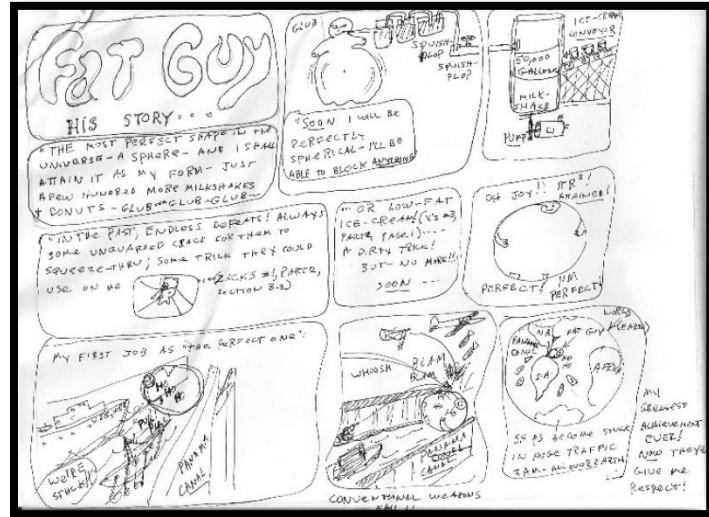
Zoovac, fully evil, hunts the remaining survivors! It remains to be seen what happens in this adventure!

RISE OF THE PERFECT ONE

Approx. 1045 ACR – “The Perfect One – Volume 1”, a comic series by Bernie.

The Fat Guy becomes 'The Perfect One', by becoming so fat that he becomes entirely spherical. His first use of his new increased fatness is to block off Panama Canal.

The Perfect One is attacked by the governments of the world and takes the opportunity to increase his perfect-ness by gaining more weight. Being stuck in the Panama Canal, he accomplishes this by eating the weapons and missiles fired at him. Finally, the military tries one last, desperate plan- they pump helium into the Perfect One. It works, and he flies off into space. This causes him to become a planetary body roughly the size of the moon. He then attempts to eat the moon, but finds himself falling towards the sun.



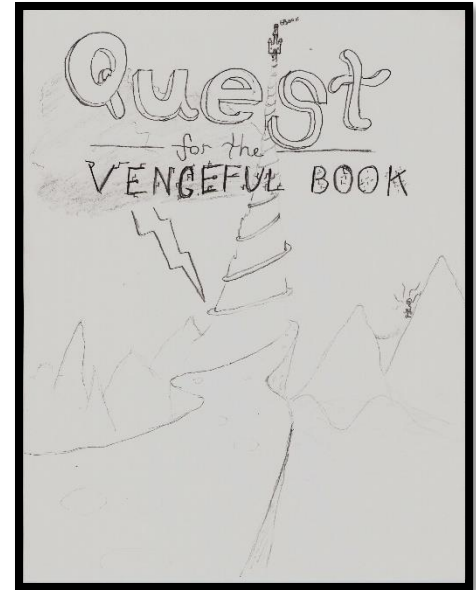
He's barely able to divert his course and survive, but the struggle is far from over. They create plans to stop him, which break him into smaller pieces, becoming clones and making the threat even worse. Then the scientists devise a plan to use gravity to unite him again, which makes him more powerful, becoming Perfecto – The Perfect One!

Ultimately, he briefly conquers the Earth – until the scientists create a female Perfect One to distract him! He falls in love but it's a trap – and his rule is ended!

Approx. 1045 ACR – “Quest for the Vengeful Book”, a PCG by Xaq.

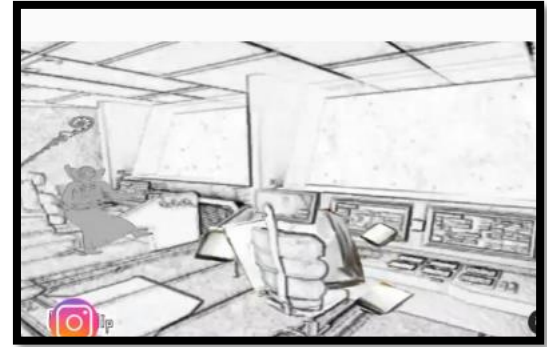
A secret organization named T.H.O.M.A.S. sends Agent Mugstra to find a book. She begins looking in a Barnes and Noble, but the place isn't what it seems! Deadly creatures reside within. Ultimately she confronts the boss – John Doe – and defeats him, receiving the book she was looking for.

- The Fat Guy appears in this story, taking a break from being The Perfect One; he's returned to normal size temporarily.



Approx. 1045 ACR – “The Return of the Perfect One”, an animation by Via.

During one of the Perfect One's attacks on Earth, some allies come to help! Ginkus and Matak Rho' Shivej shrink due to Ginkus' power so that they can travel on Tutorial Bot. The three of them appear aboard the Taburnackle, where they grow back to normal size and quickly man the stations so that they can fight back against The Perfect One, who's attacking Earth. They successfully blast him away from the Earth, using Taburnackle's lasers.



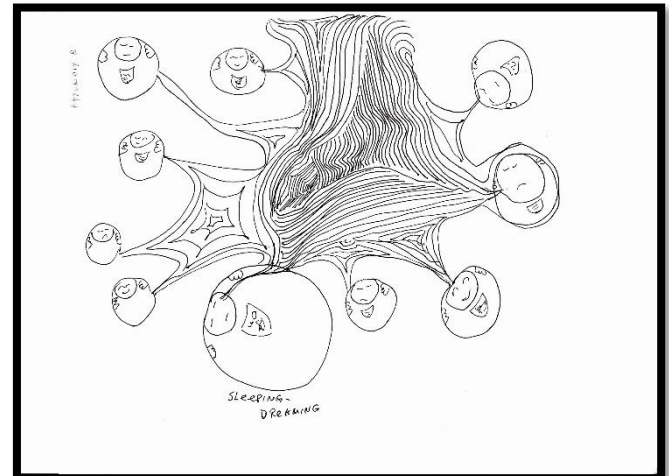
Approx. 1046 ACR – “The Smiley One”, by Seirei Deus.

On planet Saturn, Cloudius, a Cloudian, discovers a version of Zoovac inside a building. There, he finds a portal to an alternate universe called the StupidVerse, a nonsensical universe which then merges with the PCG Universe in a destructive event!

- Timeline placement is estimated based on the appearance of The Perfect One.

Approx. 1047 ACR – “The Perfect One – Volume 2”, a comic series by Bernie.

The Perfect One awakens and returns for revenge! The Scientists of Earth try to stop him, but he's too fast! He goes back in time, in an attempt to destroy humanity before they were born! Instead he accidentally becomes the Chixulub Impactor, the asteroid that destroyed the Dinosaurs.



HUMANITY REBORN

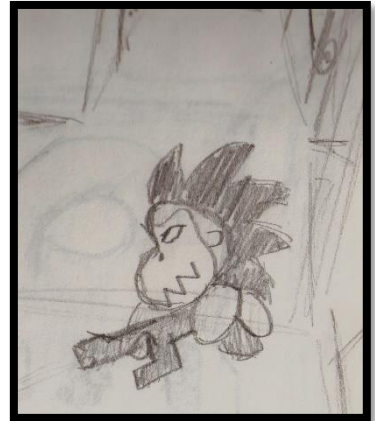
Approx. 1200-1260 ACR – Rebirth of Humanity.

At some point, humanity was “reborn”, an event during which it forgot many of its past struggles. The full meaning of this is unclear.

1222 ACR – Outbreak of the Space-Balls & Creation of the Facility

Following an event known as the “Outbreak of the Space-Balls”, a Vibranium-based facility known as The Facility was developed as a defense against them. However, Acid Balls’ acid is corrosive enough to melt Vibranium. The facility is populated by many Tutorial Bots.

- This event was revealed in the short story *Seed of Reality*.
- The year 2222 for this event was stated in the story, though it’s not clear what calendar it’s referring to. Here, we’ve assumed it’s 2222 AD, which would set the event in 1222 ACR, though it’s equally possible the year refers to 2222 ACR.
 - It’s worth noting, though, that the author of that story wasn’t aware of the ACR Calendar, since it hadn’t been created yet when the story was written.



Approx. 1230 ACR – “Seed of Reality”, a crossover short story between *Pokémon Stop* and *Pokémon Tales* by Dioga Beta

Gash Ketchum, Ian, and their allies arrive at this facility, having traveled accidentally from an alternate universe (The Pokémon Universe), just in time for an attack by the Space-Balls, including an Acid-Ball. The attack begins after they’re briefed on the facility by a Tutorial Bot. Luckily, they’re able to escape just in time.

- Date is guesstimated; it could be any time after 1222, the creation of the Facility.

Approx. 1260 ACR – “The Perfect One – Volume 3”, a comic series by Bernie.

In the far future, humankind has long since forgotten the struggle against The Perfect One! Meanwhile, over eons, TPO has pulled himself together from the pieces left behind by the last struggle! He returns to Earth and does battle with all the superheroes Earth can muster, including the Justice League, the Starship Enterprise, and Ginkus himself!

- The year is presumed based on the appearance of the Enterprise.

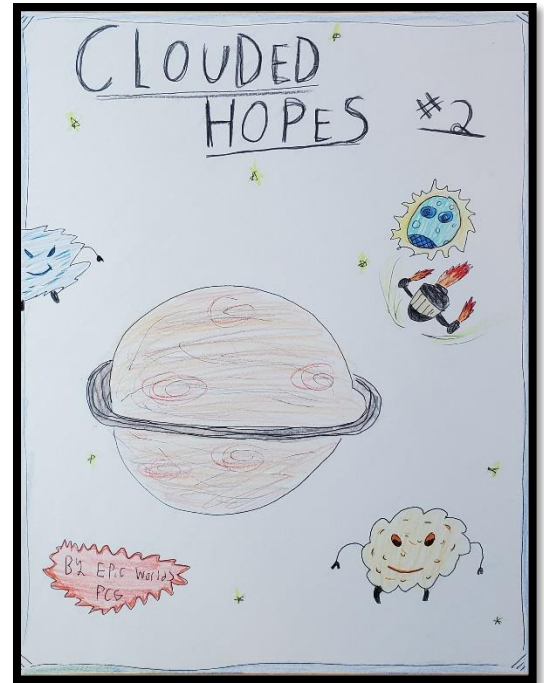


ILLUMINATI ERA

Approx. 2019 ACR – “Clouded Hopes 2”, #2 in *Clouded Hopes* by Epic Worlds PCG.

By this time, the inhabitants of planet PSO J318.5-22 have established a colony on planet Kepler 138d. A ship from Saturn arrives at this planet to explore, and a landing party of Cloudians explores and discovers the strange genetic experiments that the aliens are doing! Then they escape. Gron-Fresnell comes to help the Cloudians, and utterly destroys the planet, an uncharacteristically violent act for the usually peaceful moon.

- The game is set “far in the future” after the first *Clouded Hopes*, with Epic explaining that the aliens had been building the colony for a thousand years.



Approx. 2200 ACR – “The Perfect One – Volume 4”, a comic series by Bernie.

In the far future, the Illuminati, the “leaders” and “Guardians of Humanity”, worry that humanity has lost its spirit! They hatch a plot to restore some excitement...

- Date is completely unclear, except that it takes place after “eons of successful management” by the Illuminati.

CORRUPT TESTAMENT

3210 ACR – Departure of Humankind

Humanity is forced to leave the Earth after the effects of global warming become so bad that people literally melt from the heat.

- This event is told in *Chronicles Addendum* articles from the PCG Wiki, connected to the *Obake* series.

0 PC – Settling on Urth

The survivors from Earth resettled on a planet called Urth, and began a new calendar – PC, for Praesent Colonus – the following year.

- This is a year after they left Earth, in 3210 ACR.
- This event is told in *Chronicles Addendum* articles from the PCG Wiki, connected to the *Obake* series.

Approx. 77 PC – “Obake”, a comic series by Blox.

Taro, a teenage human, recruits a team – including Dog Man, the last survivor of doomed planet Xpolozion who has incredible powers, Robosamurai, and Faerie, and embarks on a series of adventures.



...And That's Just The Beginning!
So Many More Stories To Come

APPENDIX A: Characters, Etc

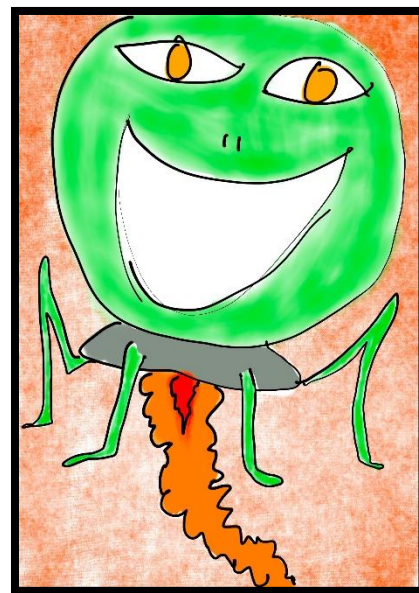
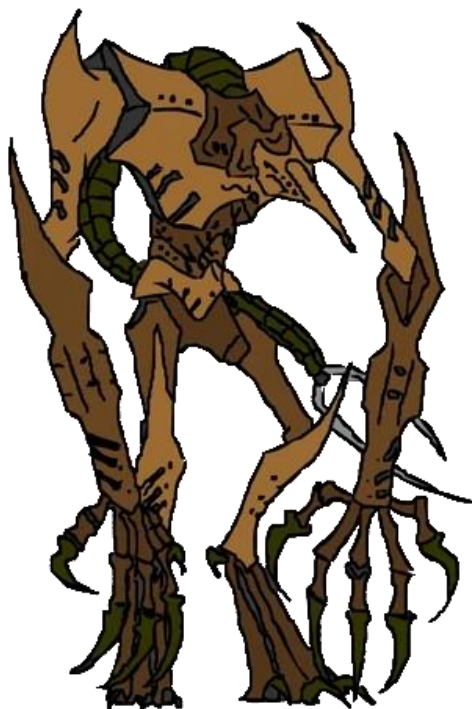
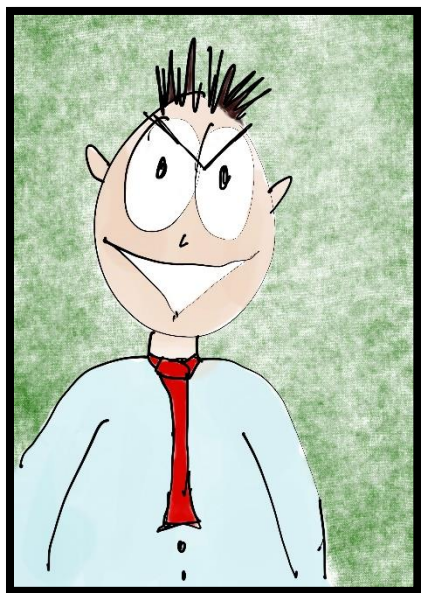
Appendix A has grown too large to be printed in this book.

Earlier editions of this book included Appendix A, which was basically a mini-encyclopedia of the characters in the PCG Universe. The idea was that, as you're reading through the Chronology, it may be hard to follow the adventures of individual characters as they move from one story to the next. So, I created bios of individual characters, to follow their adventures. Almost like mini-chronologies focused around each character!

As I continued working on the project, that mini-encyclopedia grew and grew, eventually consuming the majority of the work put into this book. Ultimately it grew too large to be included in the book and needed its own home – and so it became the PCG Wiki, a massive encyclopedia which is still growing today. More and more people have added to the wiki, and as of this writing, it has over 1890 articles!

Pretty good for an Appendix in the back of a book!

If you'd like to see Appendix A in all its glory, you can read all its articles at: PCG.FANDOM.COM (letters bold so they're easy to see, but it's really lowercase). You can even contribute to it and make it grow even larger!



APPENDIX B: Other Worlds & Stories I Left Out

In preparing the latest edition of this book, I made the difficult decision to mostly leave out PCGs and stories taking place in other universes.

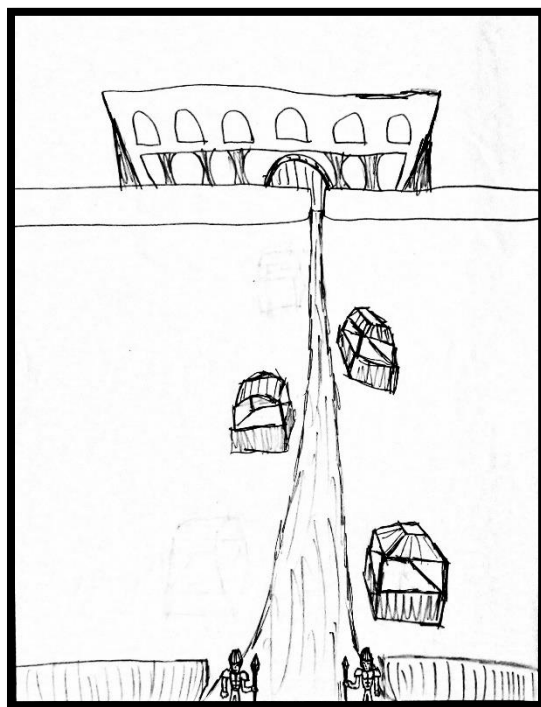
These games are absolutely part of the PCG story and canon; I chose to exclude them for a few reasons:

1. It would've been a ton of work to include all of them
2. It's difficult enough to sort out the timeline of one universe; other universes add more difficulty in sorting it all out. Especially since their timelines might not sync up with ours – the same events might happen in a different order, for example.

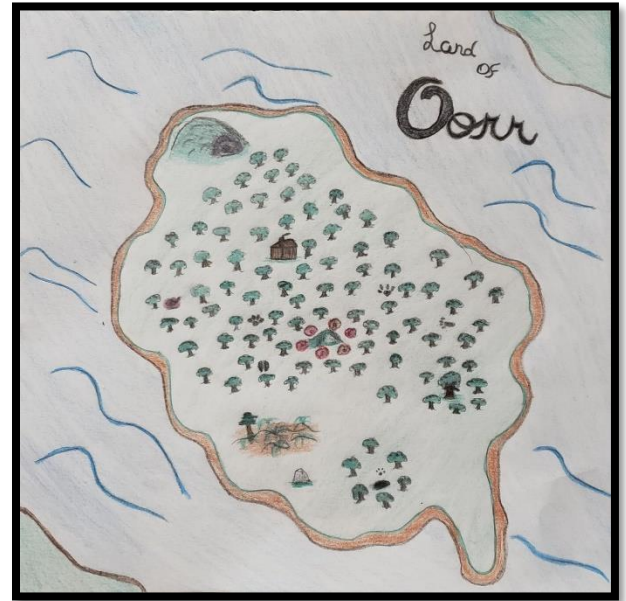
These worlds deserve their own book, and I'm considering a follow-up book on the Chronologies of other Universes. It might be the case that in future editions of this book, I include certain select events from other universes, and then only the ones that are crossovers with the PCG Universe, or impact the PCG Universe in some major way.

For now, I just wanted to acknowledge some of the amazing stories taking place in other worlds that couldn't be included in this book:

- All the *Techno Zombies* games, as well as *Project Z*, taking place in the Infected Universe, by various creators
- Many PCGs, as well as the *Epic Wars TCG*, set on the different planets in the Shogon Universe
- *Orbit 907*, and many other adventures that take place in the Eldritch Theater Universe



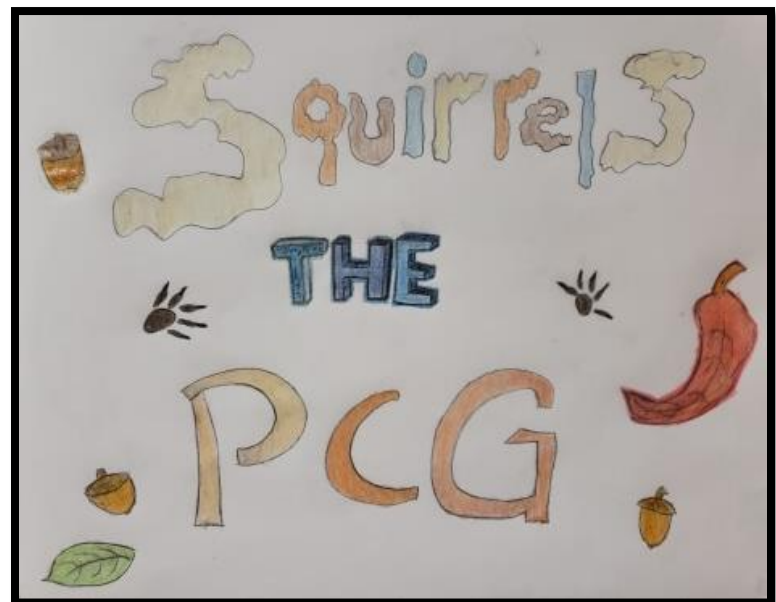
- *The Dark Magician's Castle* series by Salman the Fish PCG, taking place in an unknown fantasy universe
- *The Ogre & the Princess* series by Via, taking place in the Hazelnut Kingdom
- *AREENA BATTLEZ* by Salman the Fish PCG, taking place in an unknown universe
- *Pokémon Stop* saga by Xaq and others, taking place in the Pokémon universe
- *Mercado* by Xaq and its various expansions by others, taking place in Mercado
- ...And many, many more!



Additionally, there are many PCGs that were left out of the book because they have no clear connection to the PCG Universe, so they *may* take place in the PCG Universe but if so, it hasn't been established yet. Once again, I made this choice to save lots and lots of work, and to be able to get this book out. Some of these may make their way into future editions of this book. Here are some examples:

- *Cows: The PCG* by Via
- *Squirrels: The PCG* by Via
- *Agent Peanut* (one-page PCG) by Salman the Fish PCG
- *Evolution Game* by Xaq
- *The Plan* by Xaq
- *Tell Me Where I'm Going* podcast by Chris

Finally, there are many PCGs and stories that I left out that *do* take place in the PCG Universe and absolutely deserve to be included in this Chronology. I just overlooked them, or didn't get around to them.



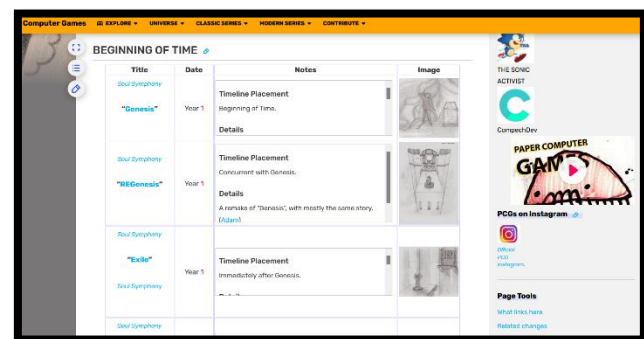
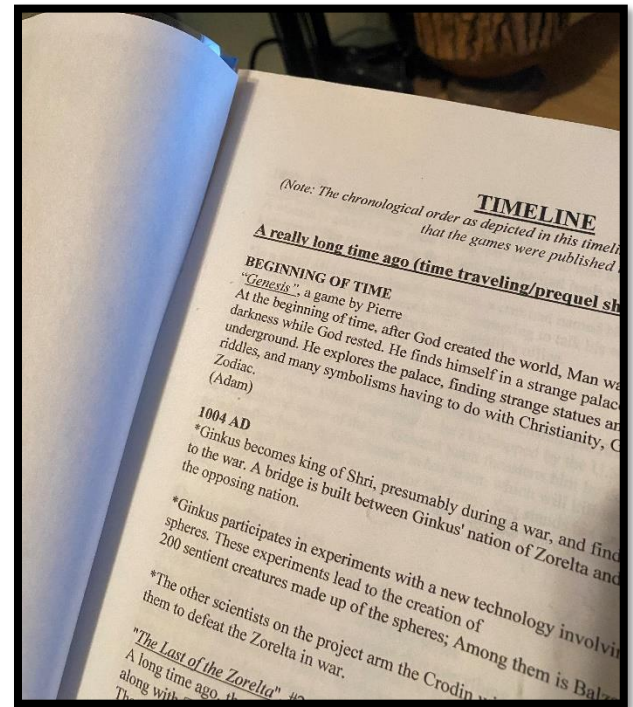
If you think your PCG belongs in the Chronology but don't see it, don't worry! Let me know, and I'll be sure to include it in the next edition of the book.

APPENDIX C: The History of This Book

Ever since I played the first Paper Computer Game, I've wanted to keep track of how they fit together. I was always asking questions about how Chris' various games link together (and I still am today!)

It was during my the PCG revival in my teenage years, the *Series 2* era, that I had the idea for the document that would become this book. I then wrote up the first edition. It's been through multiple editions since then:

- 1st Edition: basically a MS Word document, called the “**PCG Timeline**” which I printed out and brought to the Teen Center to show my friends. It included my games and Chris’ games, as well as some of theirs. This edition didn’t have any appendix and was very simple.
- 2nd Edition: After I showed my friends the first edition, they pointed out things I’d missed and I updated the document, adding in things from the new PCGs we’d played. I also added in Appendix A, the mini-encyclopedia.
- 3rd Edition – **PCG Wiki Timeline**: The entirety of the timeline was uploaded to the PCG Wiki, in the section called “Timeline”. I put a lot of work into updating it, making it the most up-to-date version up until this current release. However, most visitors to the wiki didn’t even know it was there and it’s almost never been edited, even as the wiki overall continues to grow.



- 4th Edition – **PCG Timeline & Encyclopedia**: On a livestream, I told the story of the original document. Someone asked if they could get a copy of it. I pointed them to the wiki version, but they weren't interested. So, I took the 2nd edition and made some minor changes to correct out-of-date information. I also added art by artist Matt Pace as the cover image. (That image is still at the beginning of this book, though it's no longer the cover). The result

didn't have all the information from the 3rd Edition, but I made it available for free on the PCG Shop, for that fan.

- Current Edition – **PCG Chronology, 2022 Edition:** This time, it got a major overhaul & was finally released as a physical book, which can be ordered on the PCG Shop. I started with the 4th Edition document, added in most of what it was missing from the 3rd edition (the wiki timeline), rearranged it significantly for greater accuracy, added the calendar system by Magic Paper Productions, and vastly expanded the book, adding the “Present Day” and “The Future” sections, as well as all the appendices.

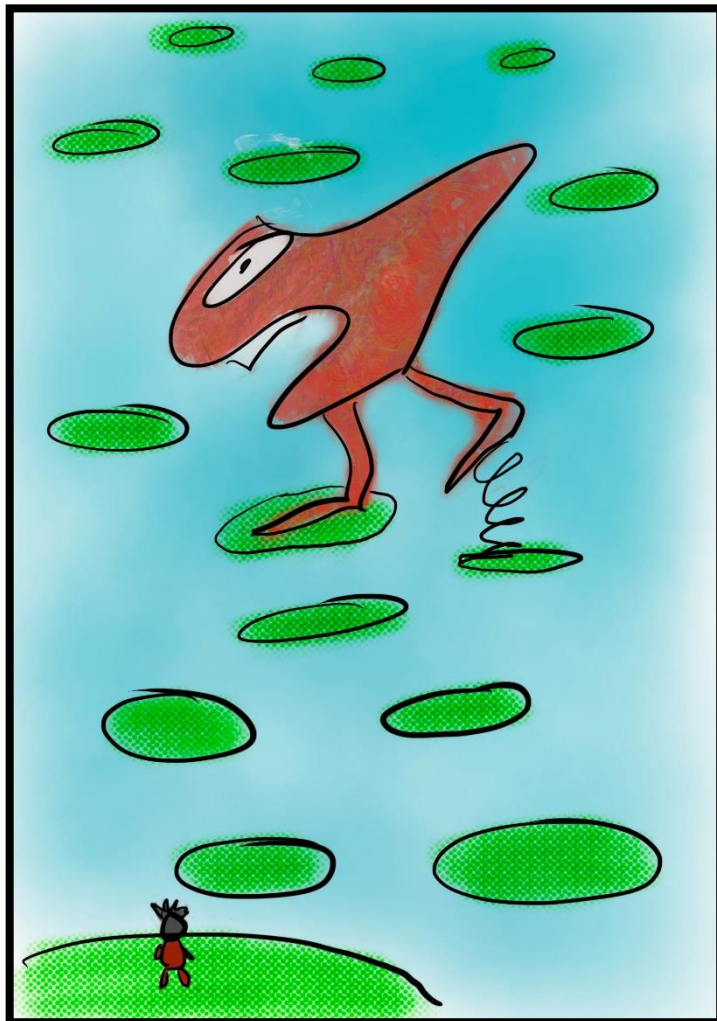
Hopefully this won't be the last edition, and this book will continue to grow!



Appendix D: IDEAS FOR FUTURE GAMES

Feel free to use any of these ideas to make a PCG around! They could help flesh out the timeline! If anyone makes one of these, I'll remove that suggestion from this page in future editions and replace it with a new one!

- An adventure starring Bob and Razin.
- A parallel universe story in which everything is as it is in the real world, due to someone going into the past and changing history somehow. Xaq, Ari, and everyone are living normal lives. The Fat Guy is Barry's new boyfriend, and Zoovac is an experimental prototype for an advanced computer hacking device, while Ginkus is the prince of a third-world country. The timeline must be restored.
- A sequel to *Mansion of Mystery*, in which Charles must navigate a city to solve his mystery.
- A game exploring the life of the Fat Guy, and how the Evil Organization mistreats him.
- A game showing what happened to the Farmer since the time he was taken from the past and now.
- A game delving deeper into the history of Babel.
- A game taking place on Shri, but before the reign of Ginkus. Perhaps when the planet was divided into small nation-states. Ganakos was alive then...



APPENDIX E: Acknowledgements

Special thanks to everyone who helped in the preparation of this book, by answering my questions about their PCGs or sending me artwork to use, or just working out the timeline placements of things. Magic Paper Productions, Epic Worlds PCG, JC Toons, SalmanTheFish PCG and (I guess) Chris, and probably others I'm forgetting (so sorry if I am, but thank you!!)

Thanks to everyone who read any previous edition of this book, and especially to those who pointed out things it was missing. Keith & Kurt come to mind.

There'd be no book if it weren't for the tremendous amount of lore that's filled this universe up, from so many different creators. So, thank you to anyone who's contributed to the PCG Universe in any way, big or small, whether you made a massive 100 page epic PCG or just a one-page quick adventure about Zoovac and then gave up. It all counts! It all adds up.



And, a *very hesitant* thank you to Chris. Now, bear in mind, Chris sucks, massively so, so it pains me to say this, but! Let's face it folks, the guy created the PCG Universe. If not for his enthusiasm, his humor, his boundless imagination in creating characters like Zoovac, the Fat Guy, Fogwhistle, and so many others, his talent at bringing those characters to life, or the hours he spent playing PCGs with me week after week, there would be no PCG Universe to speak of.

Chris, thanks for putting up with me all these years, thanks for still playing PCGs with me, and for tolerating my habit of making books chronicling a game series you made when we were kids.

Thanks for reading, folks!
PCG ya later!!!

