

Millennium Solar System



Greetings, I am Metamorphosis, Sage of the Ages. As guardian of the Royal Archives and our sacred *Magnum Opus*, I have been asked by numerous visitors, including Earthlings, to compile a journal of various Millennium maps, illustrations, and paintings, what you commonly call an atlas.

Before I show you the maps of Millennium, a planet located within the Andromeda Galaxy, I shall explain important information regarding our planet's solar system and the direct connection between your planet, Earth, and our planet, Millennium.

Twin Stars: Helios and Sol

Millennium's binary star system, Helios and Sol—twin stars—burn far out along one of the spiral arms of the Andromeda Galaxy, a flat, galactic disk bulging with billions of stars. The Milky Way Galaxy, Andromeda's neighboring star cluster, also a flat disk of stars, has two spiral arms emerging from its center. The sun, your planet Earth's daystar, burns far out along one of the spiral arms of the Milky Way.

Like your sun, Helios and Sol have been classified as type G2V stars—yellow dwarfs. Unlike the brightest red giants, thousands of times larger than average stars, or white

dwarfs, stars that have burned out, G2V stars rate average in their size and luminosity. However, they often provide the solar energy source for planets supporting life forms.

Our twin stars, identical in size, burn at opposite ends of Planet Millennium's solar system, 186,000,000 miles apart. The nuclear furnaces of Helios and Sol, like your sun, have burned halfway through their solar life spans.

Seven Planets

The HelioSolar System consists of seven planets: Iridium, Osmium, Krypton, Millennium, Argon, Radium, and Xenon.

Three planets orbit the star Helios; they are Iridium, Osmium, and Krypton.

Three planets orbit the star Sol; they are Argon, Radium, and Xenon. One planet, Millennium, orbits both stars in an elliptical pattern.

Because of their distance to either of the twin stars, Millennium's six neighboring planets experience extreme surface temperatures, making them uninhabitable. Only Millennium, in her elliptical orbit around the twin stars, maintains the correct solar distance—temperature—to sustain a life-supporting atmosphere, hydrosphere, and biosphere.

At her farthest points of orbit, Millennium



Planet Millennium Elliptical Solar Path



measures equal distance—93,000,000 miles—from both Helios and Sol.

Traveling at 134,000 miles per hour, Millennium’s elliptical orbit around Helios and Sol forms an imaginary infinity symbol—∞—two elliptical loops connected at the middle.

The annual revolution around both daystars takes 360 daynights, equaling one Millennium year. Her journey around Helios, known as the Helios Path, takes six months—180 daynights, to complete. Millennium’s journey around Sol, the Sol Path, also takes six months to complete.

Every six months, at the convergence point of the two galactic ellipses, Millennium’s escape velocity—her high rate of planetary speed—thrusts her into the opposite daystar’s gravitational pull.

Red Sky—Black Sky

For the past one thousand and one years, the Millennium skies change color: from blue—to red—to blue—to black, every six hours. Millenniumians have not always lived

under skies that change color four times a daynight. Prior to the cataclysmic collision with the Extractor Asteroid in the Year of the Dragon, 1 A.E., the planet’s atmosphere had been blue during the day and black during the evenings, but never red.

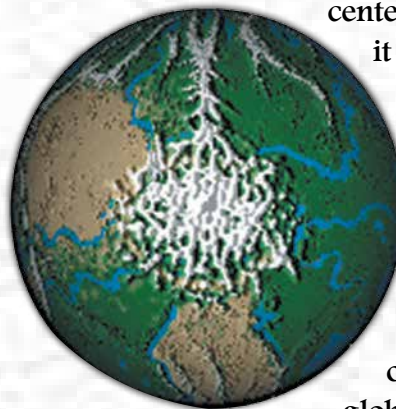
When the Extractor Asteroid struck the center of Millennium,

it created a colossal impact crater in her surface—the Discordia Crater.

Upon impact, the asteroid from the Dark Star, the Star of Evil, caused a global chain reaction

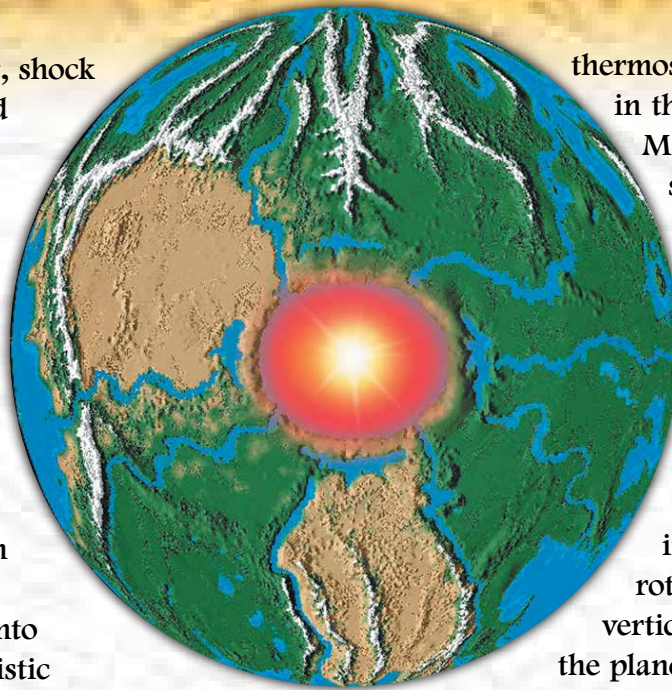
of unimaginable magnitude.

As the colossal Extractor Asteroid—Extractoroid—crashed into Millennium’s surface, its kinetic energy transferred to the ground as a gigantic shock wave. The sonic wave moved outward and downward, compressing the planet’s porous rock strata.



At the point of impact, shock metamorphism caused the mantle rock to radically fracture and vaporize. The initial compression wave, followed by a rarefaction wave, rebounded violently in the opposite direction. The resulting catastrophic waves ejected a billion tons of hot rock and subterranean debris into the atmosphere—ballistic trajectories. Due to the porosity of Millennium’s mantle, the majority of the shattered debris became magnetic space dust the size of small rocks and sand-like particles.

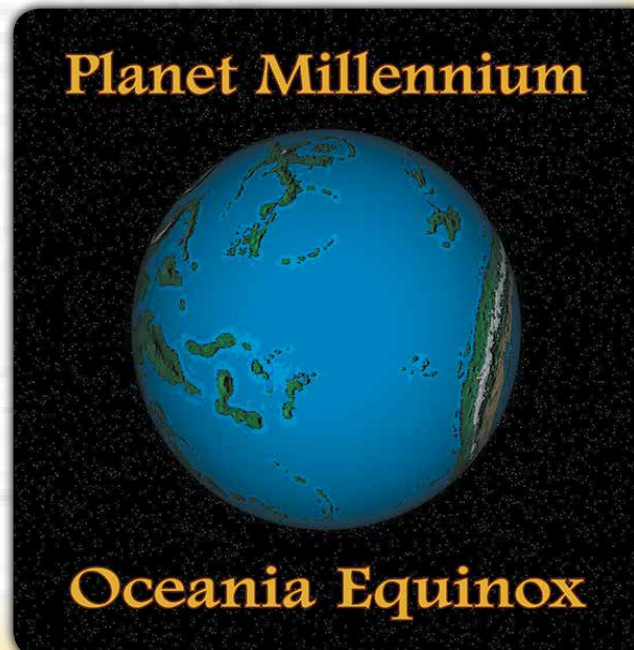
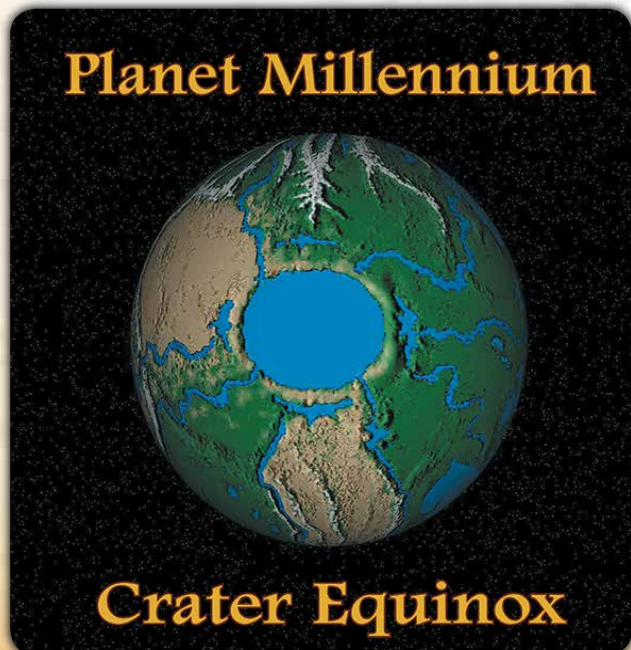
Forming a monstrous mushroom cloud, the space dust ascended fifty miles into Millennium’s blue skies at the speed of sound. The mushroom cloud rocketed through the atmosphere’s lower layers—the troposphere, stratosphere, and rose through the



thermosphere, finally settling in the magnetosphere, Millennium’s protective shield against the ceaseless bombardment of solar winds. Below the ever-expanding cloud, a crippled planet wobbled in space. The Extractoroid’s impact interrupted the rotation of Millennium’s vertical axis by disrupting the planet’s magnetic field.

Prior to the collision, the stabilizing magnetic field of Millennium had been dipolar, similar to a bar magnet, with two magnetic poles at the planet’s north and south axis points.

After the collision the wounded planet’s bar magnet drifted around and reversed direction, a normal occurrence once every 100,000 years. The magnetic space-dust cloud above Millennium’s atmosphere formed



Planet Millennium



Eastern Equinox

two cosmic rings—one red ring and one black ring. This phenomenon resulted in a radical magnetic drift that encompassed the globe. The two sky rings, one comprised of positive-charged (+) red space dust and the other made of negative-charged (-) black space dust, formed two gyroscopic rings orbiting in clockwise directions, but at perpendicular angles to each other.

The smaller red ring orbited inside the larger black ring. The gyroscopic force of the two space-dust rings orbiting the planet at 800 miles per hour became so powerful that, by the time the magnetic poles reversed and corrected themselves, the rotation of the gyroscopic rings slowed the planet's axial rotation by fifty percent, from 1600 mph to 800 mph. Millennium continued to slowly rotate in a counter-clockwise direction.

Once the new gyro-planet's angular momentum stabilized, Millennium continued to travel her normal elliptical revolution through the binary HelioSolar system.

Each daynight, the red ring crosses underneath the black ring, creating the Red Sky-Black Sky Convergence. The crossing creates an "X", the symbol of the Extractors.

Red Sky—Black Sky.

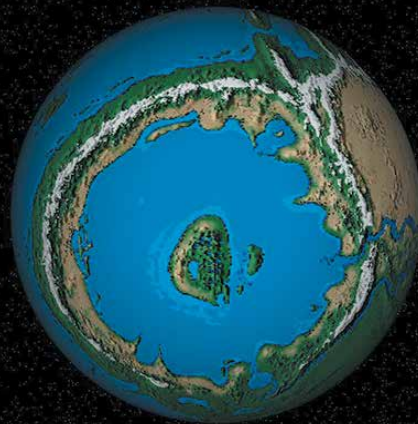
Six Millennium Moons

Six moons orbit Millennium, providing the planet with angular momentum, stabilization, as she travels through the binary solar system.

The six moons, orbiting at different latitudes, are named Luna, Selene, Hina, Armas, Chandra, and Metzeli. The moon orbit paths around Millennium take a total of thirty (30) daynights. Selene's revolution takes 18.66 daynights and Luna, the largest moon, takes 30.00 daynights, or one month, to revolve around the mother planet. The Millennium months have been calculated on Luna's thirty daynight revolution of the planet.

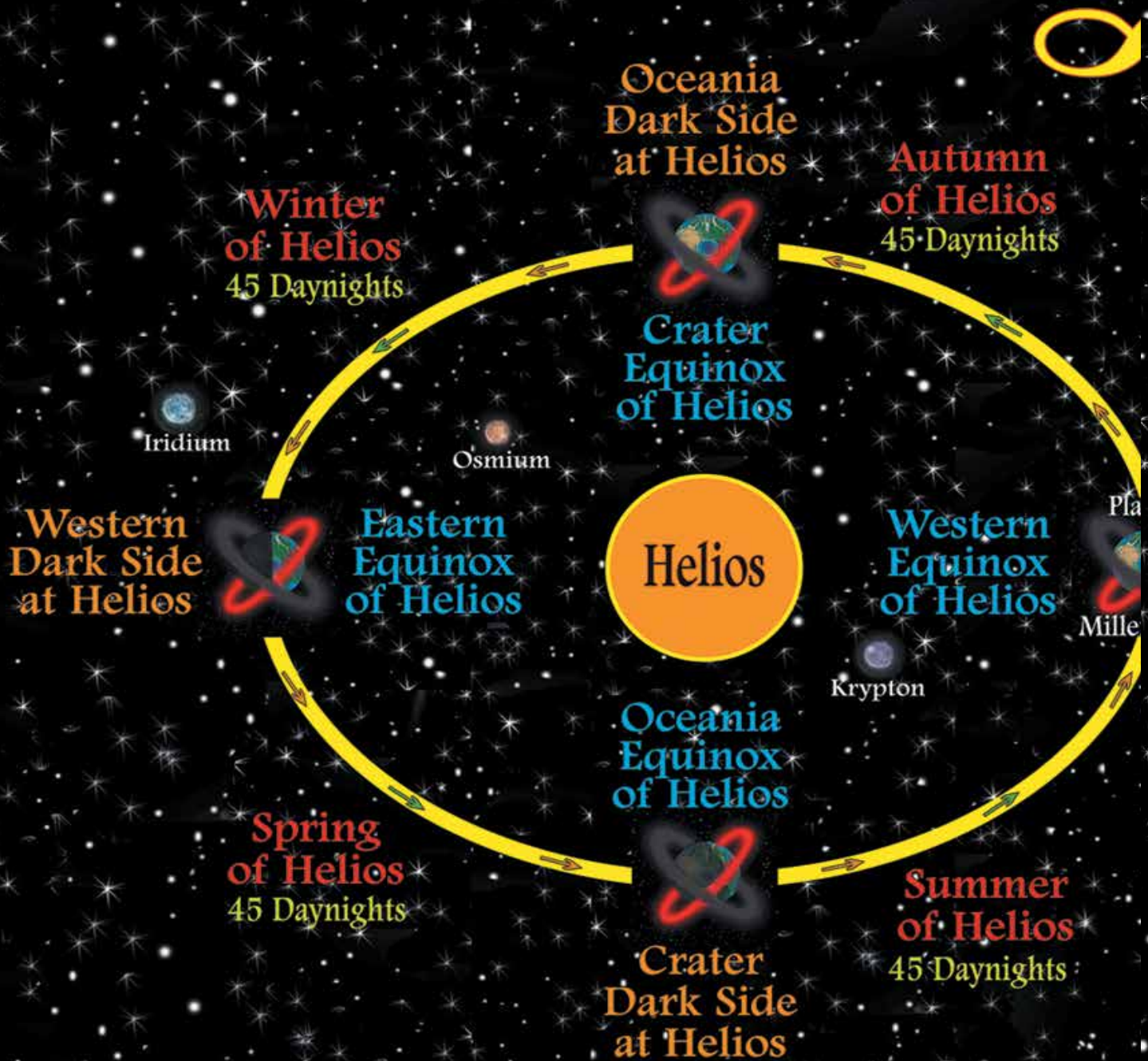
With two daystars and six moons of various sizes, Millennians enjoy spectacular moon-lit skies, including frequent solar and lunar eclipses. Total eclipses and partial eclipses, both solar and lunar, occur a minimum of three times per month, thirty-six times per year, on average. Binary eclipses, when Helios and Sol eclipse each other, occur twice each year, during the Eastern Equinox of Helios and the Western Equinox of Sol.

Planet Millennium



Western Equinox

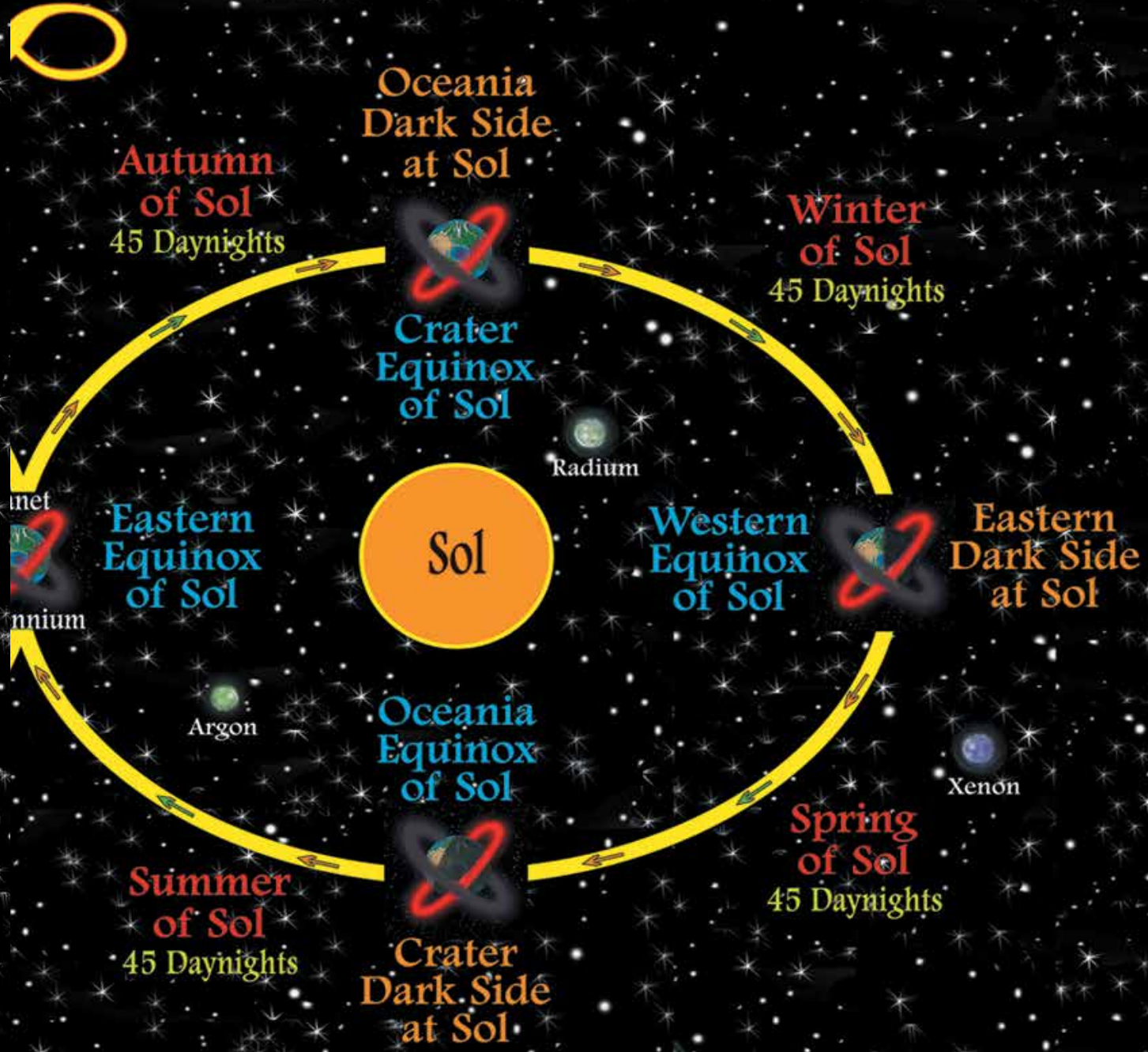
Planet Millennium



Path of Helios
180 Daynights

Eight S
Determined by

Elliptical Solar Path



Seasons
Eight Equinoxes

Path of Sol
180 Daynights

Millennium Calendar

One Millennium year consists of twelve Millennium months, each month having thirty daynights:

1. Month of Aries
 - Begins and ends in the Autumn of Sol.
2. Month of Taurus:
 - Begins in the Autumn of Sol; ends in the Winter of Sol.
3. Month of Gemini
 - Begins and ends in the Winter of Sol.
4. Month of Cancer
 - Begins and ends in the Spring of Sol.
5. Month of Leo
 - Begins in the Spring of Sol; ends in the Summer of Sol.
6. Month of Virgo
 - Begins and ends in the Summer of Sol.
7. Month of Libra
 - Begins and ends in the Autumn of Helios.
8. Month of Scorpio
 - Begins in the Autumn of Helios; ends in the Winter of Helios.
9. Month of Sagittarius
 - Begins and ends in the Winter of Helios.
10. Month of Capricorn
 - Begins and ends in the Spring of Helios.
11. Month of Aquarius
 - Begins in the Spring of Helios; ends in the Summer of Helios.
12. Month of Pisces
 - Begins and ends in the Summer of Helios.

The months have been calculated according to the moon's lunar cycles, thirty daynights in duration, occurring twelve times per year. Millenniums observe each one of the thirty daynights within the month separately. They do not observe weeks. Therefore, "daynights of the week" do not exist. The 30 daynights have specific names.

For example, the first day in the Month of Aries may be called the "1st of Aries", or "Aries, Daynight of the Dragon".

30 Daynights = 1 Month

- Daynight 01: Daynight of the Dragon.
Daynight 02: Daynight of the Ram.
Daynight 03: Daynight of the Buffalo.
Daynight 04: Daynight of the Snake.
Daynight 05: Daynight of the Monkey.
Daynight 06: Daynight of the Lion.
Daynight 07: Daynight of the Goat.
Daynight 08: Daynight of the Crab.
Daynight 09: Daynight of the Crocodile.
Daynight 10: Daynight of the Dog.
Daynight 11: Daynight of the Bear.
Daynight 12: Daynight of the Butterfly.
Daynight 13: Daynight of the Bat.
Daynight 14: Daynight of the Spider.
Daynight 15: Daynight of the Wolf.
Daynight 16: Daynight of the Scorpion.
Daynight 17: Daynight of the Boar.
Daynight 18: Daynight of the Jaguar.
Daynight 19: Daynight of the Raven.
Daynight 20: Daynight of the Rat.
Daynight 21: Daynight of the Tiger.
Daynight 22: Daynight of the Frog.
Daynight 23: Daynight of the Rabbit.
Daynight 24: Daynight of the Shark.
Daynight 25: Daynight of the Beaver.
Daynight 26: Daynight of the Octopus.
Daynight 27: Daynight of the Horse.
Daynight 28: Daynight of the Rooster.
Daynight 29: Daynight of the Moose.
Daynight 30: Daynight of the Elephant.

Millennium Calendar

Aries ∞ Taurus ∞ Gemini ∞ Cancer ∞ Leo ∞ Virgo ∞ Libra
Scorpio ∞ Sagittarius ∞ Capricorn ∞ Aquarius ∞ Pisces

01 Daynight of the Dragon	02 Daynight of the Ram	03 Daynight of the Buffalo	04 Daynight of the Snake	05 Daynight of the Monkey
06 Daynight of the Lion	07 Daynight of the Goat	08 Daynight of the Crab	09 Daynight of the Crocodile	10 Daynight of the Dog
11 Daynight of the Bear	12 Daynight of the Butterfly	13 Daynight of the Bat	14 Daynight of the Spider	15 Daynight of the Wolf
16 Daynight of the Scorpion	17 Daynight of the Boar	18 Daynight of the Jaguar	19 Daynight of the Raven	20 Daynight of the Rat
21 Daynight of the Tiger	22 Daynight of the Frog	23 Daynight of the Rabbit	24 Daynight of the Shark	25 Daynight of the Beaver
26 Daynight of the Octopus	27 Daynight of the Horse	28 Daynight of the Rooster	29 Daynight of the Moose	30 Daynight of the Elephant



Twelve Year Cycle

Based on lunar years, the animals that hide in one's heart depict the twelve-year Millennium cycle. Beginning with the year 1 A.E. (After Extractors), the names of each year have been designated as:

- Year of the Dragon
- Year of the Snake
- Year of the Horse
- Year of the Goat
- Year of the Monkey
- Year of the Rooster
- Year of the Dog
- Year of the Pig
- Year of the Rat
- Year of the Buffalo
- Year of the Tiger
- Year of the Rabbit

Eight Millennium Seasons

Millennians experience eight seasons during their annual elliptical path around Helios and Sol. The four seasons of Helios last 180 daynights and the four seasons of Sol last 180 daynights, totaling 360 daynights—one year. Each of the eight seasons: spring-summer-autumn-winter, lasts forty-five daynights in duration.

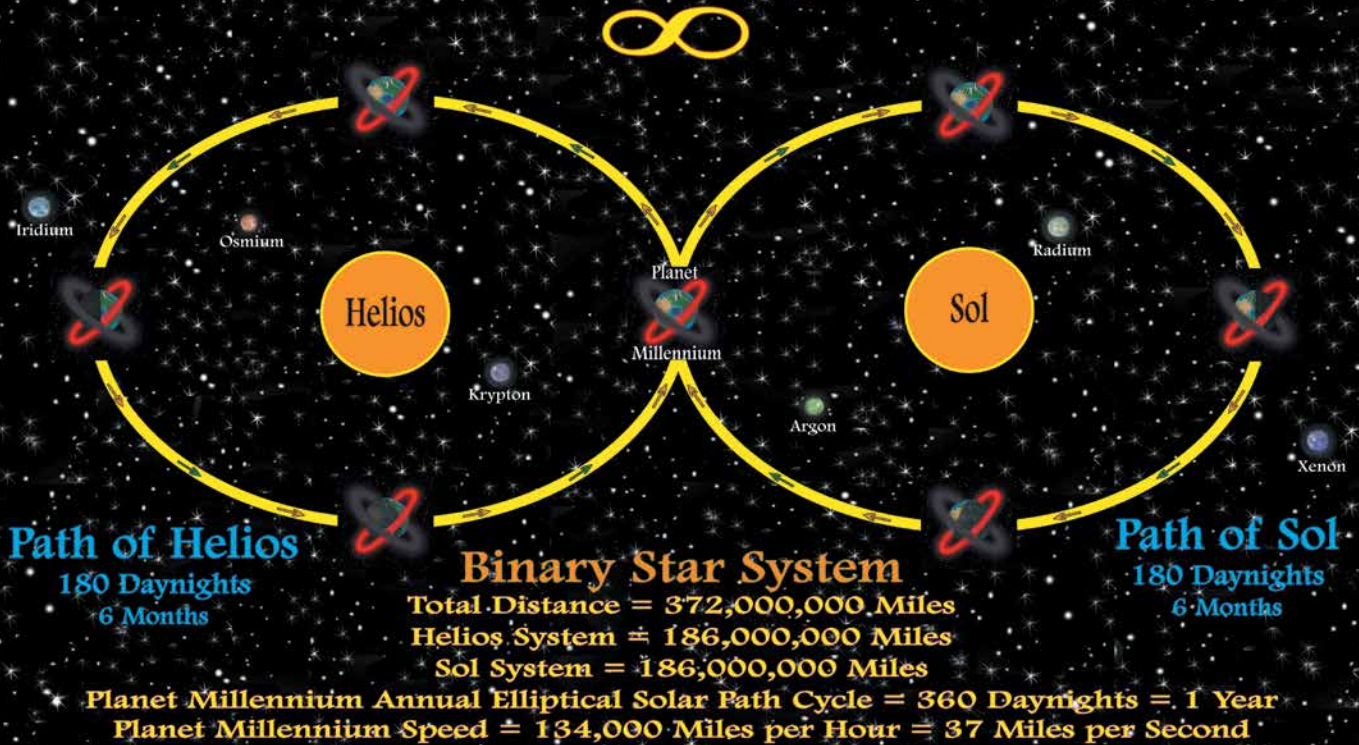
Although the black sky and red sky rings influence Millennium weather, climate, and seasonal changes, two other phenomenon, equinoxes and dark sides, determine the duration of the eight seasons.

The eight equinoxes, direct solar light, and the six dark sides, no solar light, occur simultaneously on opposite sides of Millennium as the gyro-planet travels her elliptical paths around Helios and Sol. During the year, eight equinoxes—total solar light—occur as four equinoxes in the Path of Helios and four equinoxes in the Path of Sol.

Planet Millennium 12 Months



Planet Millennium Elliptical Solar Path



Eastern Equinox at Helios and Sol: 180° light
 Western Equinox at Helios and Sol: 180° light
 Crater Equinox at Helios and Sol: 200° light*
 Oceania Equinox at Helios and Sol: 200° light*
 *extra 20° solar light due to opposite star

Between each of the eight equinox events, the eight seasons last forty-five daynights in duration.

Spring of Sol to the Summer of Sol
 Autumn of Sol to the Winter of Sol
 Spring of Helios to the Summer of Helios
 Autumn of Helios to the Winter of Helios

Helios and Sol radiate 360° of solar light onto the majority of Millennium's surface during her elliptical solar path. During the

180° to 200° equinoxes, and the 360° central convergence, only the black sky ring creates darkness as it encircles the planet. The red sky ring encircling the Millennium creates a crimson darkness. During the year, six (6) dark sides—total darkness events—occur. Three (3) dark sides occur in the Path of Helios and three dark sides occur in the Path of Sol:

Eastern Dark Side at Sol: 180° darkness
 Western Dark Side at Helios: 180° darkness
 Crater Dark Sides at Helios and Sol: 160° darkness
 Oceania Dark Sides at Helios and Sol: 160° darkness

The two darkest winters occur when Millennium completes her most distant orbits at the opposite ends of the binary solar system. No dark side occurs when Millennium travels through the central convergence; she basks in 360° of solar light.

Daynights

One daynight—twenty-four hours—occurs during one rotation of the planet and by the complete 360° orbit of the red and black cosmic rings. The beginning of each daynight occurs at the “convergence”, when the red and black sky rings cross directly over the central Discordia Crater.

Daynights average six hours of blue sky, six hours of red sky, six hours of blue sky, and six hours of black sky, depending on global location—latitude and longitude.

During Planet Millennium’s revolution around Helios and Sol, forty-five planetary rotations and crater convergences occur between the eight equinox events.

Although inaccurate, Millennians often use weary wheel clocks and watches to tell time. Invented by Professor Dogma, the weary wheel must be calibrated periodically due to the ever-expanding universe.

Weary Wheel

Our Millennium clock, known as a weary wheel, has an hour hand, a minute hand, and a red second hand.

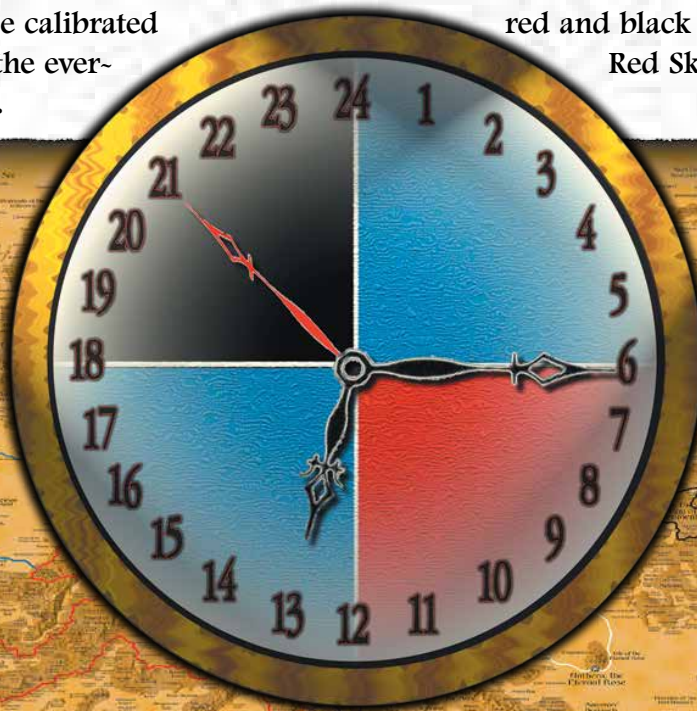
The faceplate looks like, what you Earthlings call, a military clock.

Displaying the numerals 1 to 24, the faceplate has four equal quadrants: two blue, one black, and one red.

The upper-right blue quadrant displays the numerals 1 to 6 o’clock; the lower-right red quadrant displays the numerals 6 to 12 o’clock; the lower-left blue quadrant displays the numerals 12 to 18 o’clock; the upper-left black quadrant displays the numerals 18 to 24 o’clock.

The quadrant colors: red, blue, and black, coincide with the rising and falling of the red and black cosmic rings.

Red Sky—Black Sky.



MILLENNIUM

1 Inch = 600 Miles



Galactic Entry Point