

The Dark Jungle: Hard sci-fi xeno-fiction setting about the wonders of space exploration from the point of view of alien space monkeys.

What do I mean from Hard sci-fi, basically no FTL or reactionless drives, Artificial Gravity, stuff like that, if it isn't [Atomic Rockets](#) approved then it's a no go probably

What do I mean By Xeno-fictions, it's a setting without humans, borderlining on furry fiction, though I feel basing Aliens on earth animals is a little different, but that's why the setting is called the Dark Jungle(It's a reference to the Dark Forest Theory).

SEMIANS: The setting's main protagonist are the Semians, a bipedal monkey-like species who enthusiastically explore their home star system and its interstellar neighbors, discovering strange new worlds, as well as alien life both advanced and primitive.

They stand in for humans, sharing many similarities to us, including morphological(They're much shorter than humans though, five feet is really tall for them), to the point that we would find them attractive.

Simians follow a macgyver/tim taylor philosophy to science, engineering, even art and philosophy; despite this, they have a (mostly) functioning world government(Sortition Democracy) and economy(Co-ops) based around communism and socialism that highly encourages creativity and scientific progress.

Their spaceships and off world bases look like any real life design you'd see in a Nasa blueprint, though they like to use bamboo to save on mass, mostly for their craft's interiors (This is a real concept, look it up); and on their homeworld they highly favor using wood in their architecture, even the skyscrapers being built from mostly wood, Semian technology is very solar/nasa punk.

This doesn't mean Simians are the most environmentally friendly species, they understand the importance of maintaining a stable and healthy ecology, but sometimes a mountain needs to be stripped of its resources or a nuclear powered rocket crashes into a jungle and that's just the cost of progress; what can you do?(They always make sure to clean up after themselves at least).

Simian society is very carefree, having few inhibitions about much of anything, possessing few taboos, but they can organize and achieve great things once they get the mind for it,(Like quickly going from launching their first simianauts to building interstellar torchships for instance).

The majority of Simian space activity is conducted by a single national agency(name WIP) though there are several independent co-ops that work alongside them. The agency was founded after the Simians last great war that led to the current global order, the government not putting much interest in space while they focused on how to peacefully deal with the largest remaining holdout on the minor continent.

That all changed when the holdout launched a satellite into l.a.o, kicking off a space race between the world government and the final remaining independent nation; eventually the holdout collapsed and joined the global union, but by then semian kind was very enthusiastically exploring their moon and nearby asteroids, along with preparing expeditions to neighboring planets.

Homestar: A main sequence yellow dwarf, it is orbited by over a dozen dwarf planets, four terrestrial planets, two Ice Giants, two asteroid belts, One Gas Giant, and one super terrestrial.

Burning Reef: a belt of metal heavy asteroids that orbit very close to Homestar, its scorching light heating up the mountainous rocks to almost molten temperatures.

EbonRock: Shepherding the Burning reef is EbonRock, a small but dense rocky planet pitch black in color, possessing no atmosphere, one side of the planet constantly faces HomeStar, covered with pockmarked craters filled with molten metal that is unable to cool due to the incredible heat; while EbonRock's dark side has considerable amounts of frozen ice on its surface.

ArborHome: The Semian homeworld, 70% of its surface is covered by water, one supercontinent(with large interior seas) and one minor continent makes up the majority of land, both have diverse biomes; a single massive moon orbits ArborHome, over 1/6th the mass of its main body.

Redune: Third the size of ArborHome, Redune possesses a thick hydrocarbon atmosphere that gives it a crimson color from space, and a great southern ocean of methane, the north dominated by rocky mountains jutting out from great red deserts of wax like sand. Two small icy moons -bigman and littleman- orbit Redune, just large enough to undergo hydrostatic equilibrium(Their spherical)

StarShoals: Past the orbit of Redune orbits a great belt of asteroids and a few dwarf planets, the largest two are Snowball and ShatteredCore.

PearlMother: A gas giant, PearlMother is the system's largest and most massive planet, a great sphere of white clouds, orbited by a great ring of ice and over a dozen moons.

SapphireTwins: Two small ice giants orbiting about each other, both deep blue in color, orbited by many icy moons.

Darkend: the farthest planet from HomeStar, not much is known about this world, other than it is an icy super terrestrial, possibly the core of a gas giant stripped of its atmosphere.

CAPRINAE: Also known as the Exiled, the Caprinae are an ancient alien race that look like a anthropomorphic cross between goats and deer, standing on cloven hooves, possessing intricate antlers; they have have four long floppy ears, fur colored various shades of blue, along

with fluffy manes that are much larger on females (Who are also considered some of the most beautiful and graceful beings in known space); their two eyes have star shaped pupils that glow, hinting to them not being completely natural beings.



kinda like this

Caprinae technology is very advance, having a complete control of molecular structures thanks to nanotechnology, it almost appears that they are wielding magic when constructing something; their starships and structure are made of seamless curving metals, as if they were grown, primordial black-holes power their technology.

Wandering from star to star, Caprinae live a nomadic lifestyle, traveling in mighty herd vessels propelled by photon drives, learning about the universe around them in order to help the greater species thrive; nowhere near as rambunctious or laid back as the Simians, Caprinae still enjoy reveling and finding new ways to be entertained on their long voyages, their just more refined about it.

Ecological preservation is very important to the Caprinae, going to great pains to not harm any flora or fauna when on a life baring world, going so far as to only build stone structures on planetary surfaces, some of which also serve as navigational markers for any other herds that may come by.

Why Caprinae call themselves the exiles is unknown, such information being one of their most deeply held secrets.

Ophid: Serpentine/naga like aliens, their biology dictated by the environment of the planet they evolved on, an arid superterrestrial with nearly three times the gravity of ArborHome.

Small and snake-like in appearance, Ophid 'stand' no taller than four feet on a tail that is two thirds of their entire body's length, dragging out behind them to distribute mass; despite having scales and laying eggs Ophid are not reptiles, their women possessing breasts for nursing young(Ophid women also outnumber men ten to one).

'Dolphin' like fins sprout from the Ophid's hips, believed to once be hind legs, they are now mostly vestigial, serving only to balance Ophids while standing or slithering on their tails.

Ophid technology is more advanced than in many respects to the Simian's, especially in the fields of cybernetics, despite this, they have barely explored space beyond their world's moons, its heavy gravity necessitating the use of nuclear explosives to be escaped(fallout is kept to a minimum by launching from the planets magnetic poles, which are very powerful).

For over a century, the Ophids have been split in a cold war between two factions, a northern matriarchal theocracy led by high priestesses, and a southern patriarchal society controlled by several mega-corporations; the great scorching desert wrapped about their world's equator separates the two factions, keeping ground combat to a minimum, but leaving high orbit and the moons a fierce warzone.

There is also a third faction of Ophids that rebel against both societies, operating out of ruins scattered across the great desert's edge.

FireDancers: the twin orange giant stars spin closely about each other, their combined mass making the Orphid solar system quite massive, possessing two very expansive asteroid belts, hundreds of dwarf planets, one hot gas giant, one superterrestrial, and one ice giant.

Maxima: Possessing no moons or rings, Maxima is an absolutely enormous gas giant, orbiting close to the FireDancers, its atmosphere glowing red hot, slowly being stripped away over eons.

ScorchedWastes: a sprawling field of metal rich asteroids and hundreds of dwarf planets, so thick that there would be actual risk to fly through them at too great a speed.

Den: Homeworld of the Orphids, nearly twice the size of Arborhome and almost three times the gravity, Den has very little equatorial inclination, its poles tropical environments separated by a great desert that has only expanded due to global warming; ten moons orbit in a complex dance about Den, each one a captured dwarf planet rich in resources.

IceWastes: over twice the size of the ScorchedWastes, the IceWastes consists of a sprawl of icy asteroids and frozen dwarf planets that reaches to the oort cloud and the last planet within the FireDancers system.

Minima: a tiny Ice giant not much bigger than Den, Minima's eccentric orbit takes it out deep into the oort cloud, three iceball moons dancing close to it.