

- **Please be aware this stuff changes frequently, this is just my idea document, and I haven't finalized the list of mods yet either. I do have a test pack together already though.**

<https://github.com/BBoldt/Chronometry>

Chronometry

By BBoldt

A time travel based challenge pack. This pack will be heavily focused on adventure and technology. I plan to utilize Hardcore Questing Mode and Custom NPCs quite a bit.

You are a time agent being sent to various time periods to study and experiment. You do this from a safe location which is outside the normal effects of time and space. You can visit the Zones as many times as you want, the only catch is your items can't go through the time portals. Each zone will have it's own technology and challenges to overcome.

TimeZones

364 million B.C.E. - Carboniferous

Dimension: Erebus

- Erebus
- Botania
- Witchery
- Custom NPCs

For this zone, the focus will be mainly on magic. Progressing through both Botania and Witchery, while also exploring the Erebus.

1505 - Medieval

Dimension: Custom; Vanilla-esque OR Twilight Forest

- Mine & Blade - Battlegear
- Custom NPCs
- Cogs of the machine
- Growthcraft

This zone will be primarily focused on RPG-like quests. You will also do some experimentation and farming with mechanical energy.

1899 - Steampunk

Dimension: Atum

- Atum
- Flaxbeard's Steam Power
- Railcraft

1988 - Dinosaur Theme Park

Dimension: Custom; Island

- Project: Red
- NedoComputers
- Computronics
- Fossils and Archaeology
- IC2

In this zone the player will be responsible for filling a theme park with extinct creatures. The island is full of fossils, and you must study DNA sequencing techniques. There will be heavy

usage of Project: Red and NedoComputers to create and maintain enclosures for the creatures.
Also a primitive energy grid to keep the electric fences going.

2058 - Moon Base

Dimension: Moon

- Galacticraft (moon)
- IC2
- Nuclear Control
- Early Gregtech
- Early Applied Energistics

Here the player will be sent to a semi-abandoned Russian moonbase. Running out of air will become a serious threat at this stage. The player will need to reconstruct the nuclear reactor that was powering this base in the past.

2320 - Martian Colony

Dimension: Mars, Asteroid

- Galacticraft (mars, asteroids)
- Steve's Factory Manager
- Gregtech
- Applied Energistics
- Open Computers
- Computronics