

Prithvi Dhinagar - 1000 CE: The Rise of the Cirrini (Story Bible)

A journey to the past with Arjuna Cirrini who is on the path to save the future



[Short Summaries](#)

[Three-Act Synopsis](#)

[Characters](#)

[Setting](#)

[Factions/Dynasties](#)

[Tone & Theme](#)

[Narrative Features](#)

[Lore & History](#)

Short Summaries - 1000 CE: The Rise of the Cirrini

One-Sentence Summary:

Arjuna Cirrini, the chief scientist of UCEP, unlocks the secrets of the Ancient Cirrini Dynasty with the help of flashes/visions and is on a quest to locate Cirrini artifacts which is the key to solving the water problems in the current day Maldives.

Three-Sentence Summary:

In the Action-Adventure game 1000 CE: The Rise of the Cirrini the player takes the role of Arjuna Cirrini, a Chief Scientist at UCEP, who embarks on a quest because of flashes/visions that he gets due to the family's bracelet, he delves into the secrets of the Cirrini dynasty to find two artifacts that hold the key to solving the water problems in the Maldives. Arjuna needs to keep the artifacts safe from Vikramaditya Padai, who only wants them for himself, driven by greed and a thirst for power.

Five-Sentence Summary:

Set in the present-day Maldives and ancient South India, in the action-adventure game 1000 CE: The Rise of the Cirrini the player plays Arjuna Cirrini, a Chief Scientist at UCEP, who unravels the mysteries of his family's heritage and embarks on a quest to unlock the secrets of the Cirrini dynasty. Triggered by a mysterious bracelet passed down through generations, Arjuna experiences flashes/visions to the golden era of the Cirrinis, where he witnesses the secrets of the ancient artifacts, and quests for knowledge. Arjuna must locate two ancient artifacts the Surya Kundalam and Raja Vellai which is the key to solving the water problems in the Maldives. He also needs to keep the artifacts safe from Vikramaditya Padai, an archaeologist who only wants them for himself, driven by greed and a thirst for power. he must harness the wisdom of the past to bring hope and renewal to the island nation Maldives. The renewal of the island nation Maldives is in the hands of Arjuna Cirrini, who must harness the information from the past to protect the present and the future.

Three-Act Synopsis - 1000 CE: The Rise of the Cirrini

Act 1

1000 CE: The Rise of the Cirrini begins with a gorgeous view of a scientific facility near a beach in the present-day Maldives. Inside is our hero UCEP's (United Countries Environment Program) Chief Scientist, [Arjuna Cirrini](#), who is working to address a major problem plaguing the Maldives for a few years now, the lack of water.

Being a small island nation, the Maldives has always faced environmental issues. This persistent environmental problem has not only posed immediate challenges to the island's ecosystem but has also fuelled political turmoil.

As he returns home from the facility, worried and unsure what to do, he receives a surprise visit from his father, who calms him and gives him a bracelet passed down through generations. He also emphasizes the importance of the bracelet and advises him to keep it safe and sound.

In the night, when Arjuna wears the bracelet, he experiences brief flashes/visions that take him back to the Cirrini Dynasty's golden age, the 1000 Common Era (1000 CE).

Puzzled and intrigued by these visions, Arjuna suspects that the bracelet is the cause for his visions. He begins investigating about his family's history and the background of the Cirrini. He discovers some fascinating information regarding the bracelet and the Cirrini artifacts.

Arjuna with a newfound understanding of his family's past and the significance of the bracelet is eager to learn more about the mysteries surrounding the artifacts.

With the help of the visions that he gets because of the bracelet, he gets to learn a lot of stuff including that there are three important Cirrini artifacts: [Surya Kundalam](#) (Sun Amulet), [Raja Vellai](#) (King's Sword), and [Agni Kankanam](#) (Fire Bracelet) which is the one that he is wearing.

Each artifact has its own importance, and he discovers that they were used as a key to unlock dams built in the past by the Cirrini people. They had built it that way to defend themselves during conflicts and to preserve water for personal use.



Act 2

Maldives, which was under Cirrini Rule at the time, had several dams constructed. Unfortunately, it has been closed for centuries since people have lost touch with their culture and forgotten about the [Cirrini dynasty](#). They just closed it, and the place was left abandoned. He learns that these dams were closed rather than destroyed as all the dams were interlinked to each other, so if destroyed would entirely pollute the water and aggravate the situation for the people.

Arjuna wanted to do further research, so he asked the government to help him fund the research so he could travel to the mainland to identify and solve the problems associated.

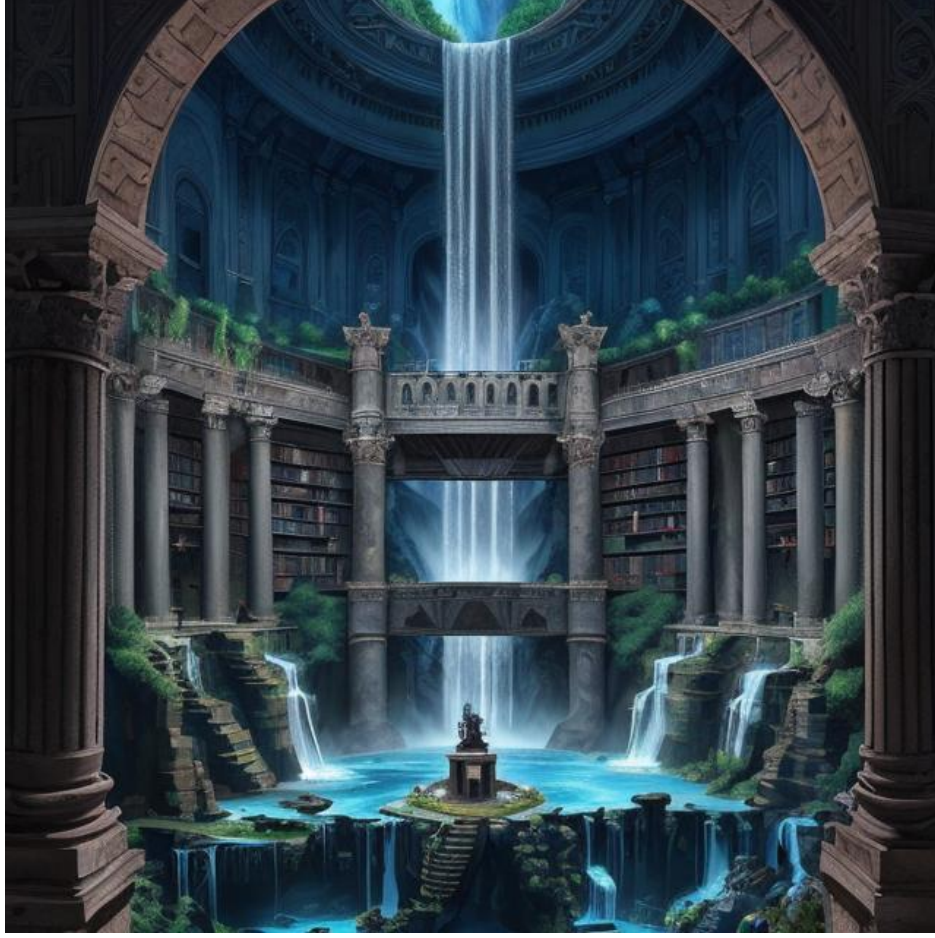
A historian named [Vikramaditya Padai](#), who has been seeking the Cirrini artifacts for many years, learns about Arjuna and his motivation and decides to go after him to obtain the artifacts for his own gain. Arjuna successfully receives funding for research and begins his voyage to Tamil Nadu on the mainland.

After reaching the ancient land of the Cirrinis, present-day Tamil Nadu, with the support of a friend Isha Kumar, a female historian researching the Cirrinis in Tamil Nadu who gives Arjuna a piece of a torn ancient blueprint of the dams that she found while researching the ruins of Cirrini Architecture. The blueprint gives them a clue about the dam. Arjuna begins his quest to find the artifact and the sword. Their first task is to visit the Kanai Dam, the first dam built by the Cirrinis, to understand its intricate network and to find the Surya Kundalam. With Isha's help and the blueprint piece that they had, they discovered that the key to opening the dam is the Amrita Kulam, a pit of water located inside the dam. They look for the Amrita Kulam for a couple of days and then find the Amrita Kulam right in front of them beside it they also find the Surya Kundalam but they figure that it can be gathered only if they solve the puzzle, where they need to align the sunlight exactly to fall on the Surya Kundalam. They complete the puzzle and grab the Surya Kundalam.

At the **Amrita Kulam**, Arjuna finds a text written in Tamil,

“சூரிய குண்டலம் மற்றும் அக்னி கங்கணம் தண்ணீர் குழியைத் திறக்கும் திறவுகோல் “

indicating that the **Surya Kundalam** and **Agni Kankanam** are the keys to unlocking the water pit.



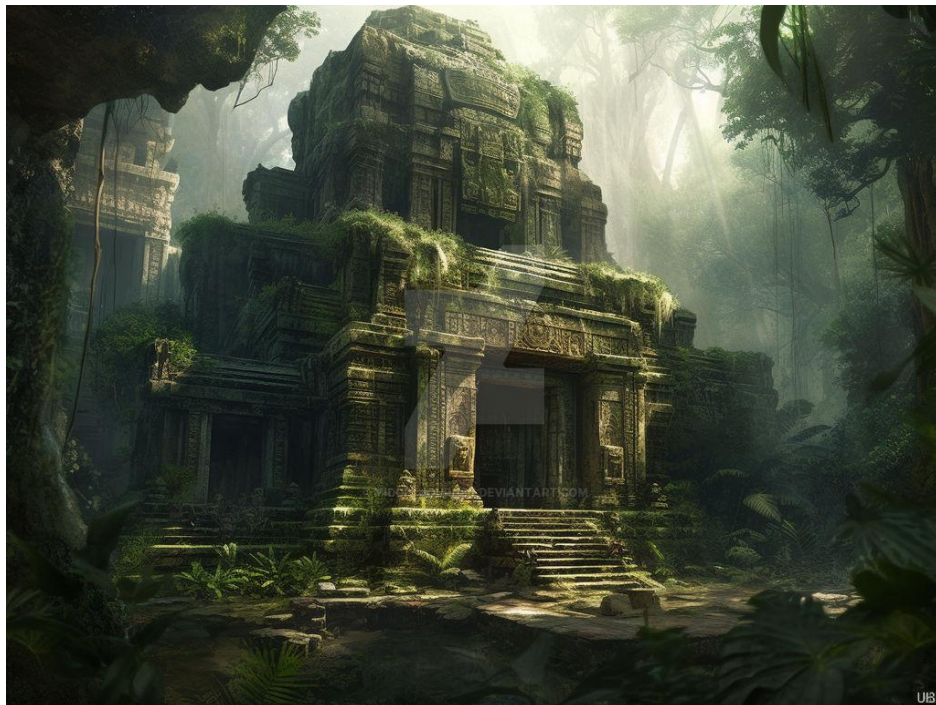
Act 3

Identifying the artifact, Arjuna and Isha place them on top of the pit, causing it to open and reveal an armored compartment inside. They realize that the **Raja Vellai** must be placed within this compartment to activate the water flow as there was an imprint of a sword inside the compartment which looked exactly like the **Raja Vellai**

Their next destination is the **Parakh Temple**, where they believe the **Raja Vellai** is kept. However, upon arrival, they learn from locals that a man named Vikramaditya who is an expert Treasure hunter has stolen the the sword by solving the Rock puzzle intending to sell it to a museum. Determined to retrieve the sword, Arjuna finds and confronts Vikramaditya and engages in a fierce battle to reclaim the sword.

After successfully defeating him, he also finds another remaining piece of the blueprint from Vikramaditya's bag that had the images and signs of the main dam built in Maldives. Even then the blueprint was incomplete, as there was a small piece missing. Arjuna retrieves the sword and the blueprint and returns to Maldives to reopen the dams. However, upon reaching the main dam, he discovers that the Amrita Kulam is missing, leaving him disheartened. Looking and searching around the dam he finds the remaining bit of the blueprint. When all the three pieces are combined he gets to know that the Amrita kulam in this particular dam is submerged underwater and must be accessed from below to activate the dam.

Descending into the water he finds the **Amrita Kulam**, he follows the necessary steps and places the artifacts and the sword as required. As a result, the dam begins to activate, and water flows through the canals of Maldives once again, bringing hope and renewal to the island.



Characters - 1000 CE: The Rise of the Cirrini

Arjuna Cirrini



Age: 27

Occupation: Chief Scientist at UCEP (United Countries Environment Program)

Background: Born in 1997 in Malé, Maldives, Arjuna is of the Cirrini Descent. He knows very little about his heritage but he stumbles upon his family's history when his father gives him an Ancient Bracelet that gives him flashes/dreams that take him to the golden era of the Cirrini Dynasty.

Arjuna always had a deep fascination for science and a passion for solving problems from a young age. As he pursued his education, he became more aware of the pressing environmental issues threatening the planet and the Maldives, fueling his determination to make a difference.

After completing his studies, Arjuna wanted to start his career dedicated to environmental research and conservation, eventually rising to the position of Chief Scientist at UCEP (United Countries Environment Program), where he leads efforts to address global environmental challenges in Maldives.

Goals/Motivations: Motivated by his love of nature and the environment, Arjuna's main goal is to address the water problem in the Maldives.

He is motivated by a deep sense of responsibility to make a positive impact on the world and identify solutions to problems through his research

Vikramaditya Padai



Age: 29

Occupation: Historian and a treasure hunter. Often operates independently, funding his expeditions by selling his discoveries to museums or private collectors. He is a descendant of the Padai Dynasty, enemies of the Cirrini Dynasty.

Background: Born in 1995 in Malé, Maldives, Vikramaditya Padai was born into a family with a long lineage of historians. From a young age he was fascinated by ancient artifacts and items.

Driven solely by his thirst for wealth and by his own desires, Vikramaditya took multiple expeditions across the Indian subcontinent, looking for relics and artifacts. His relentless pursuit for treasures earned him a reputation of being a skilled and cunning archaeologist.

He is capable to resort to ruthless tactics such as theft and even violence to obtain artifacts he is interested on.

Goals/Motivation: Vikramaditya Padai's primary goal is to collect as much wealth and power by obtaining rare and valuable artifacts. Another goal is to travel around the world looking for rare ancient equipments and items.

Isha Kumar



Age: 30

Occupation: Respected Archaeologist specialized in ancient civilizations. Has extensive knowledge of historical texts and artifacts.

Background: Born in 1994 in Vellore, Tamil Nadu, India. Isha Kumar comes from a middle class family with limited resources. Her curiosity and skill for history propelled her to the top ranks despite facing financial troubles.

She earned scholarships to pursue her education, focused solely on ancient texts, languages and civilizations.

Goals/Motivation: She is motivated from her passion for history and determination to succeed in her field. She wants to prove that one's background doesn't determine their potential or their career.

Her main goal is to learn a lot about ancient civilizations and know more about the history and its importance in the current world.

Setting - 1000 CE: The Rise of the Cirrini



UCEP Research Facility

Appearance	A modern facility built with proper architecture with large glass windows to have a great view of the sea from inside the facility.
Tone	Urgency and Determination
Themes	Environmental, Research
Lore	<p>The research facility was built and established by UCEP (United Countries Environment Program) in collaboration with the government and research committee of the Maldives to address the current problems in the Maldives and the world.</p> <p>Over the years, the facility has evolved into a hub for environmental research that attracts researchers and scientists from all over the world.</p> <p>The Research facility also has a library containing artifacts and books from ancient civilizations around the world, being there is a heaven for historians to learn and gain knowledge about history.</p>



Kanai Dam (Tamil Nadu)

Appearance	A massive stone structure surrounded by plants and vegetation, with carvings of ancient symbols and text of the Cirrini.
Tone	Wonder, Creativity, and Exploration
Themes	Engineering, Art, Isolation
Lore	<p>The Kanai dam is the first built dam by the Cirrini dynasty, which was designed to save rainwater and channel them to nourish the surrounding lands.</p> <p>The dam was overseen and built by one of the most successful leaders Chitran II. It also has secret tunnels and chambers that have a direct route to the king's palace as a safety net when there is war. Chitran II himself wanted to be buried in the depths of the dam and a few say that there are also a lot of treasures inside the chambers that cannot be accessed now by the people.</p>



Parakh Temple

Appearance	An ancient temple with a strong base and elaborate sculptures close to a hill inside a forest.
Tone	Sacred, Majestic, Peace
Themes	Legacy, Spiritual, Conservation
Lore	<p>The Parakh temple was built by the Cirrini dynasty as a monument to their devotion to the gods, they say that every stone and sculptures were crafted with a lot of care hence it took them 20 years to build it.</p> <p>It also holds the artifact Raja Vellai, which has been preserved inside a chamber for centuries.</p> <p>The temple is considered as one of the architectural exemplars that showcases the true form of Cirrini kind of architecture and is a representative of the ideology of the Cirrini dynasty and the Tamil civilization</p>



Chinayar Dam (Maldives)

Appearance	A stone structure surrounded by forest with coconut trees and a canal starting off from the dam.
Tone	Hope, Resilience, Desperation
Themes	Survival, Renewal, Abandoned
Lore	<p>The Chinayar dam was the first one built in the Maldives when the Cirrini took control over the place. this dam was considered as a symbol of hope for the people but unfortunate that it was closed due to conflict and political turmoil.</p> <p>It was not demolished as it was connected to multiple dams and it would affect the waterbodies if destroyed and it was not used again as no one knew how to activate it.</p> <p>The surroundings of the dam carved with text and art depicting the struggles and triumphs of the the Cirrini.</p>

Factions/Dynasties - 1000 CE: The Rise of the Cirrin

Cirrini Dynasty

The Cirrini dynasty was a powerful empire that ruled over the southern part of India and a few countries in Southeast Asia. They had a stronghold of southern India from 900 CE - 1300 CE, after which the Padai dynasty took over.

They were known for their knowledge of architecture and trade. They had strong trade routes with most of the powerful empires back then including the Roman Empire. They mastered the art of engineering and text, being one of the greatest builders of temples, dams, and sculptures.

Goals: The primary goal for the Cirrini was to expand their empire in which they were successful and also ensure the prosperity of their people.

They also wanted to maintain the balance of nature and help the people with the construction of dams and irrigation systems, which helped regulate water flow and supported agricultural activities.

Legacy: The Cirrini dynasty left behind a rich cultural heritage and legacy, that includes monumental structures that are still active in the current day and the development of skilled agricultural practices. With time, these practices were left behind by the people and they forgot all of the rich history that their ancestors had.

Descendents (in the game 1000 CE: The Rise of the Cirrini): Arjuna Cirrini, Isha Kumar

Padai Dynasty

The Padai dynasty was also a powerful empire that clashed with the Cirrini dynasty for control over southern India and Maldives during 1000 CE. They were known for their military strategies and their ambition to rule and expand. Their stronghold was the current-day Maharashtra

Goals: The primary goal of the Padai dynasty was to expand their dominance over neighboring territories. They always engaged in conflicts with the Cirrini to capture their territories but were unsuccessful till 1300 CE.

Legacy: Padai dynasty is marked by a history of conflict with the Cirrini during 1000 CE, they were known for their victory over the Cirrini in the 1300 CE but their rule was short run by the Mughals but over time, some of the people who belong to the Padai dynasty were great historians and archaeologists who took over the field.

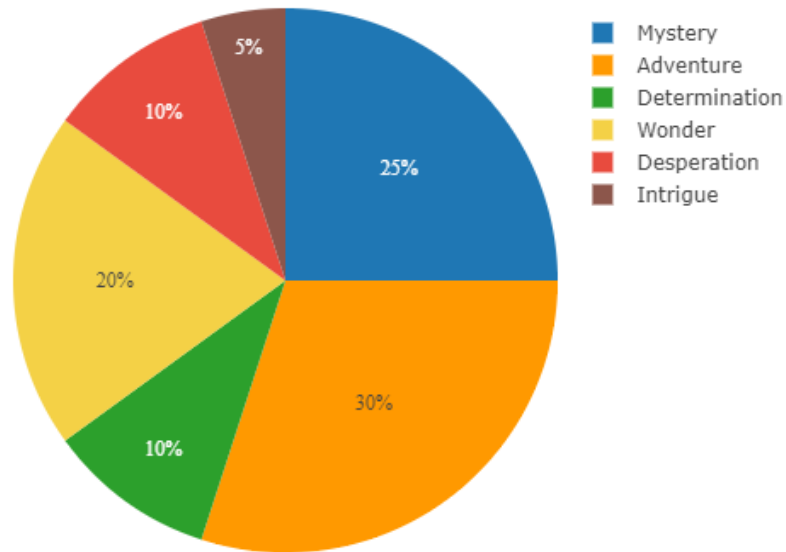
Descendents (in the game 1000 CE: The Rise of the Cirrini): Vikramaditya Padai



The Royal Flag and Emblem of the Cirrini

Tone & Theme - 1000 CE: The Rise of the Cirrini

Tone of 1000 CE: The Rise of the Cirrini



Mystery: Players uncover hidden secrets of an ancient civilization and get to know more about its history.

Adventure: Players go through an adventurous journey across multiple landscapes of the Indian Subcontinent facing different challenges.

Determination: Striving for a solution to a problem, players overcome obstacles, and puzzles and are determined to solve the problem.

Wonder: Experience moments of wonder while exploring the ancient temples, dams, and ruins to unlock the mysteries of the golden era of Cirrini.

Desperation: With a lot of challenges ahead, players must be desperate to get a solution for the problem as soon as possible because a lot of lives are at stake.

Intrigue: Players encounter rivalry from a different faction vying for control of the artifacts.



Setting Theme: Combined Realms of Ancient (Common Era) and Current Tamil Nadu and the Maldives. Adventure Archaeology

The flashes/dreams happen in 1000 CE during Cirrini dynasty's era in the Tamil Nadu, Most of the gameplay will be in the current day Tamil Nadu and Maldives in Ancient Cirrini Sites (Dams, Temples etc)

Narrative Features - 1000 CE: The Rise of the Cirrini

1. Artifacts

Surya Kundalam (Sun Amulet)



An ancient Cirrini artifact represents the sun's power and its importance for the waterbodies to survive. It possesses the ability to channel sunlight and use its energy. This artifact was passed through generations of the Cirrini and was preserved in the first dam to ever be built by the Cirrini the Kanai Dam.

Significance: It is considered a symbol of prosperity by the Cirrini people

Gameplay Puzzle: To access the artifact there are multiple puzzle mechanisms implemented by the Cirrini to access it, to protect it from going into the wrong hands.

The Sunlight Alignment Puzzle must be solved to access the artifact in the dam. Players must manipulate mirrors placed to redirect the beam of sunlight onto symbols and markings on the dam when aligned simultaneously opens the chamber where the Surya Kundalam exists.

Raja Vellai (King's Sword)



Forged by a talented blacksmith in the year 930 CE for the king. It represents the strength and sovereignty of the Cirrini kings and over time it is considered an integral part of their history and legacy. The sword is preserved inside the inner chamber of the Parakh temple surrounded by mystical flames.

Significance: It is considered a symbol of strength and sovereignty of the Cirrini kings

Gameplay Puzzle: To retrieve the sword that is surrounded by mystical flames, players move the rocks placed inside the chamber and match them with the symbol.

In the **Rock Match Puzzle**, Each rock has a symbol and it must be matched with the symbol on the floor. When all the rocks are matched with their respective symbols the ceiling opens up and splashes water that engulfs the flame.

Agni Kankanam (Fire Bracelet)



The Agni Kankanam was a fire bracelet given to a great warrior by the Cirrini King, who is the ancestor of Arjuna Cirrini. It was passed through generations and currently Arjuna Cirrini holds the bracelet. The people believe that the one who wears the agni kankanam is the protector of the Cirrini Dynasty.

Significance: It represents the symbol of harmony and protection.

There is no puzzle to access the the bracelet, it is just passed through the family and is protected by the family who holds it, the one who wears the bracelet gets the flashes of the past, using which they can balance the present and the future.

2. Amrita Kulam (Pit of Nectar)



A sacred pit of water which played an integral part of the Cirrini dam mechanism. Amrita kulam also has a small chamber inside that can be accessed using the artifacts.

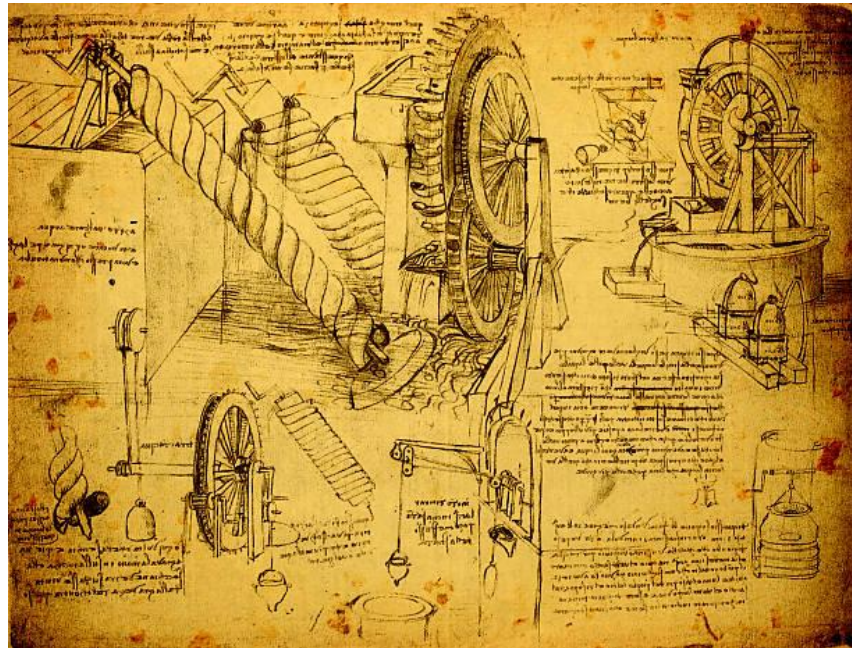
The chamber has an imprint of a sword that looks exactly like the **Raja Vellai** which is kept in the **Parakh Temple** and must be placed inside to activate the dam. It was made such that only the king who holds the sword can activate it.

The location of the Amrita Kulam can be accessed only with the help of the **blueprint pieces** that Arjuna Cirrini holds.

Significance: It represents the symbol of life and rejuvenation. It acts as a gateway to activation of the Cirrini dams.

There are no puzzles and the location of the amrita kulam can be accessed with the help of the blueprint pieces that Arjuna holds.

3. Cirrini Dam Blueprint



This is the blueprint for the construction of the Cirrini dams created by main engineer who built the Cirrini dams. Over time, the blueprint was torn apart and now there are multiple pieces that need to be combined in order to know exact blueprint of the dams.

- **Blueprint Pieces to be collected to know the location of the Amrita Kulam**

There are three blueprint pieces scattered throughout the story that must be gathered to gain information about the Amrita Kulam. To gather each piece a particular story quest or search quest must be completed.

History & Lore - 1000 CE: The Rise of the Cirrini

Timeline of the Cirrini History



920 CE - Construction of the Kanai Dam by the Cirrini, the first of its kind.

925 CE - Construction of the Amrita Kulam inside the Kanai Dam

930 CE - Forging and creation of the artifacts (Agni Kankanam, Raja Vellai, Surya Kundalam), using the artifacts the Amrita Kulam and the Kanai Dam were activated.

1000 CE - Conflict of the Maldives, Cirrini Dynasty defeated the Maldo Dynasty and took control of the Maldives.

1100 CE - Construction of the Chinayar Dam in Maldives

1300 CE - Victory of the Padai over the Cirrini. Decline of the Cirrini Dynasty

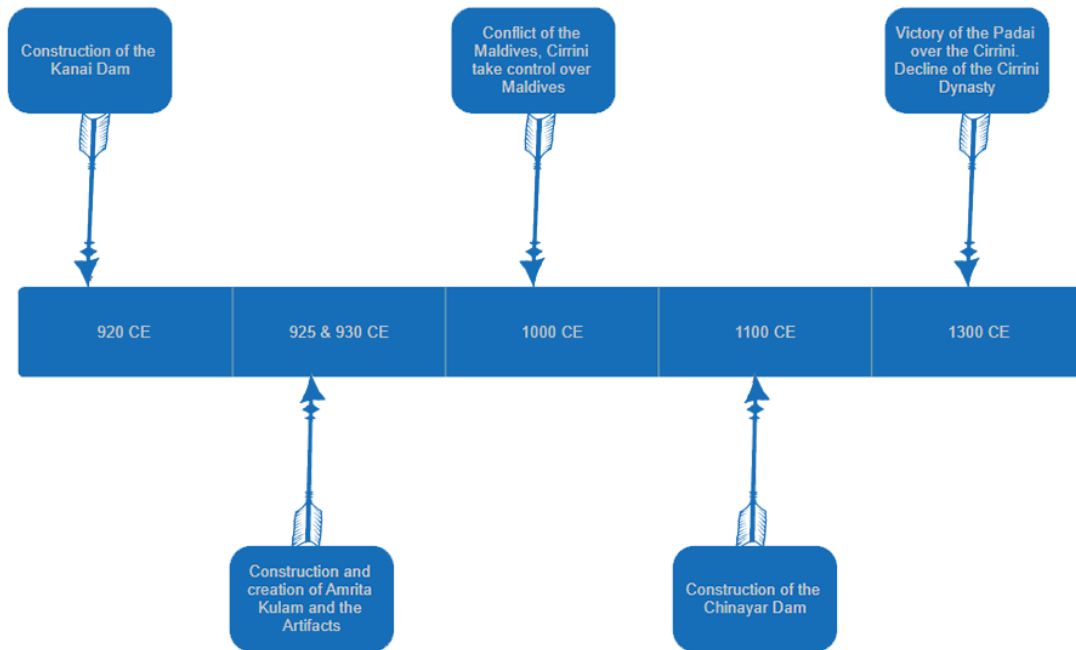
1750 CE - Rise of Archaeological Exploration

1800 CE - Exploration of Cirrini Ruins and Rediscovery of Cirrini Artifacts

1910 CE - Establishment of UCEP (United Countries Environment Program)

2000 CE - Shortage of water and drought in Maldives, which got worse

2024 CE - Arjuna Cirrini's Quest



The Rise & Decline of the Cirrini Dynasty