



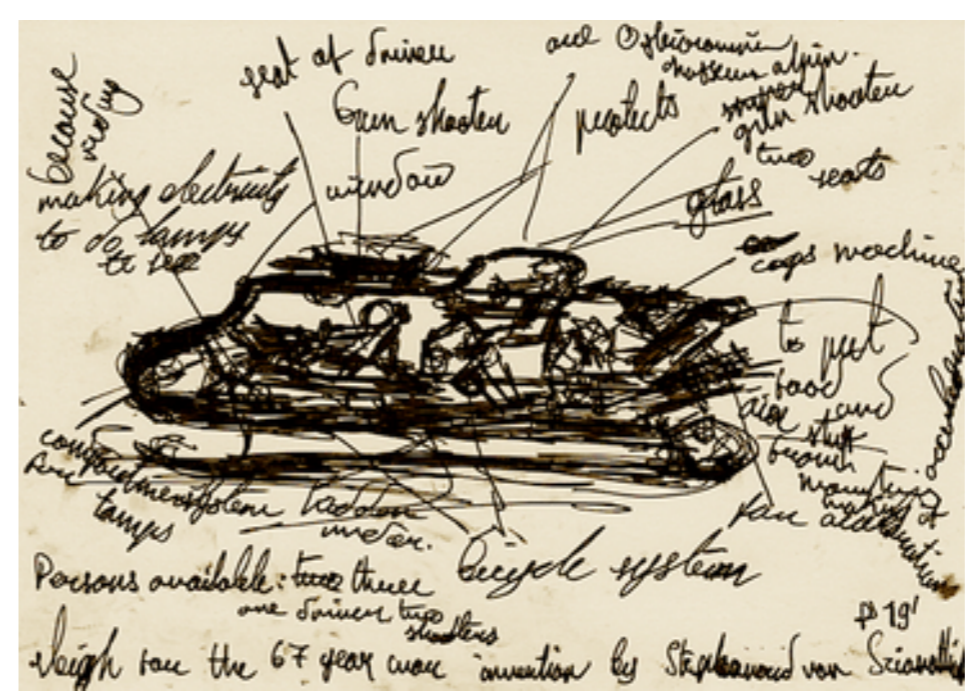
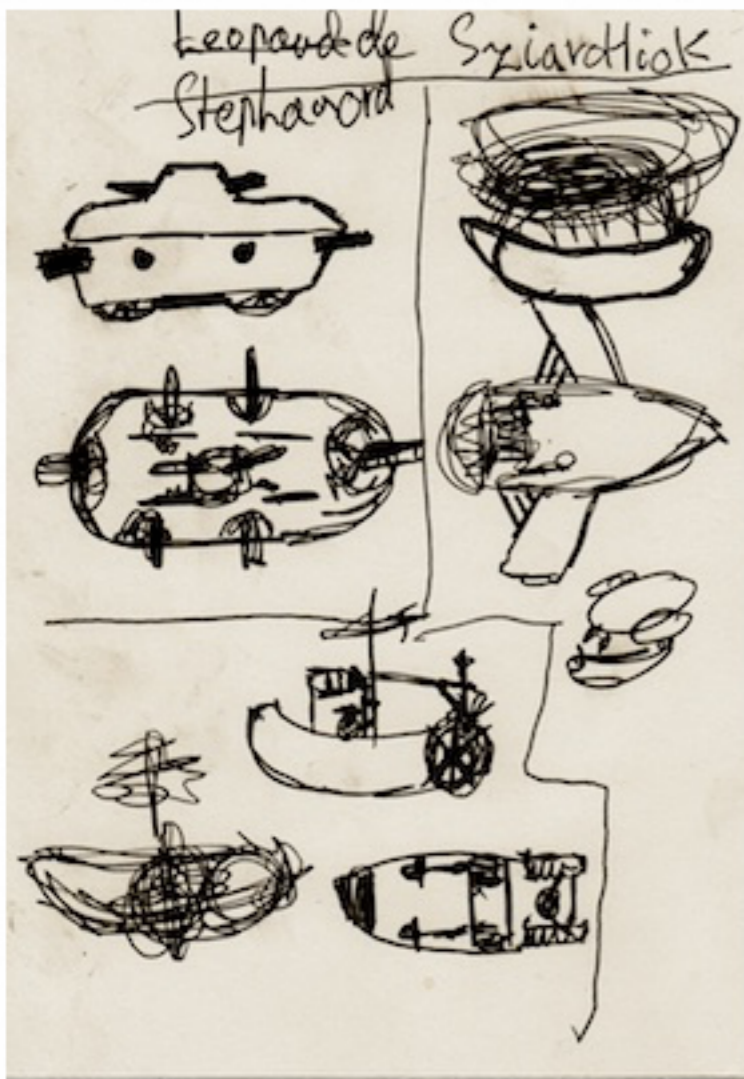
© 20th Schubert's Poplar



© 20th Schubert's Pines & Devil Plant



© 20th Schubert's Pine

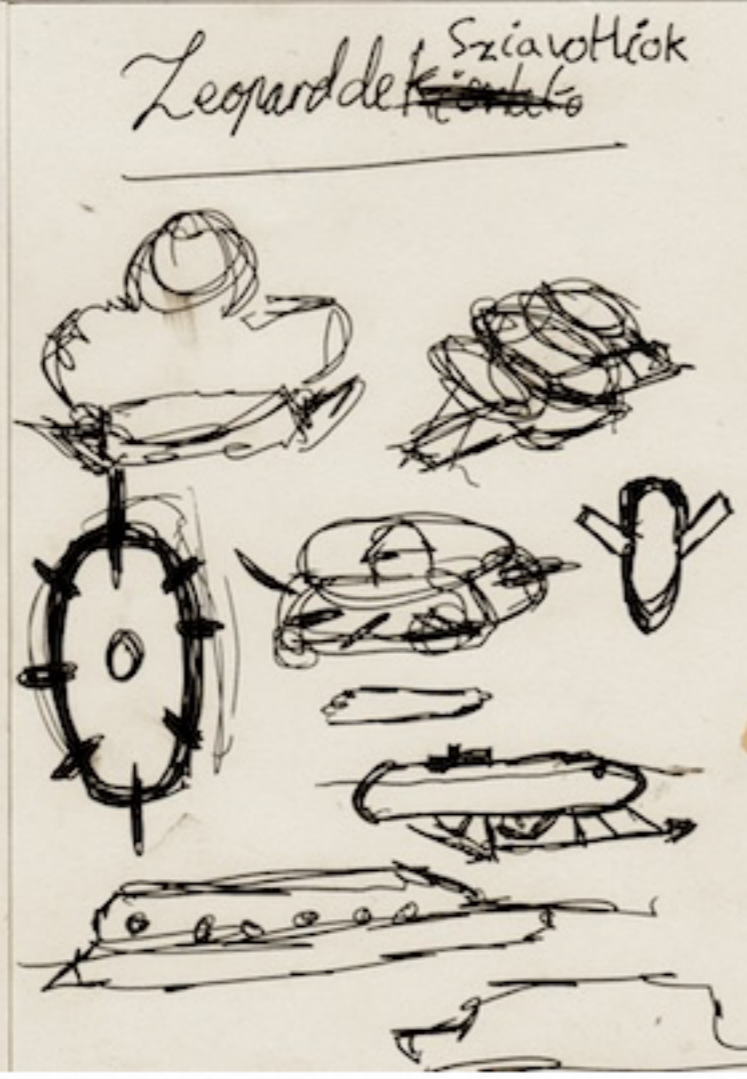


Unczigortichink Inventions

Stephanord de Sziavotliok was one of the most prominent inventors in Ostrokian history, He created many inventions mostly for military purposes, though most of the military inventions were concerned with ships, as it was due to his inventions of the Ostrokian-style ships with all of the defensive weaponry, physics, mathematics and ways to power the ship that Ostroco had been able to explore the unknown lands over yonder. He also invented

a special sleigh that could be used in the mountains for extreme angles nearing 90 degrees, and also special rails in the mountains which went from the mines of the Dwarves high up in the mountains down to the valley below. He also made many architectural wonders, further intensified Ostroco's fortification and urban planning – even creating his own fortified town situated in high altitude in the middle of the Ostrokian taiga. He even attempted to create a submarine, which succeeded, though the submarine could not go down into the ocean, but had to stay just about three metres below water. It was in a long, pencil-like form with a strong beak at the end, to pierce enemies' ships.

Oktogortunzic Orszajik Musical Instruments



Ostrokian instruments are very bizarre and unique and are used for many purposes aside from playing music alone. There is the Ostrokian war horn, which is very long whose sound is very deep, majestic and often associated with war: the troops marching along, chanting, against the enemies, the cries bellow in the distance, giants are to be seen, goblins, trolls, wild boars of poisonous teeth, yet here the Ostrokian phalanx advances, with the horn being heard echoing. There are a lot of varieties, which can make one as big as three metres to a very small horn, and some are made from horns of sacred animals. Their form can be that of a curly goat's, or from a long elephant-like form. The making of these horns is very regulated in the country, and it is forbidden to make one, as it has to be a special druid who does the whole procession to make it "alive".

There is also the Ostrokian bouzouki, which resembles a cittern or an Irish bouzouki and is more in strings like a guitar, and looks like one of those Renaissance instruments. Its form is that of an Irish bouzouki. There is also the Ostrokian harp, which has a more melodious, calmful and beautiful sound that resonates in the air than the others. It is often used by the spirits and nymphs to allure strangers, and druids also play it. It is considered sacred and is a very important instrument in Ostrokian culture. You have a string which you put around you to support the harp/lyre and then you softly play them to enchant the people and nature around you.

Finally, the famous Ostrokian tambourine-drum is one of the most famous musical instruments of all. It is very big and is put on the front of your body, and with one hand clapping on one side of it, the other clapping a big stick and banging it on the other side of the drum. It is also used for long marching and for military purposes, but it is also very widely used throughout folklore culture, being always the beat of the music amongst the music of the dancing.

There is also the National Orchestra, which has a lot more instruments aside from these ones, and Orchestra Opera buildings are very commonly found amongst large towns and the few cities that are in Ostroco, with the most grandiose building being situated in Praklow, the capital.

Ostroco Numbers

Handwritten symbols and numbers, including a sequence 1 2 3 4 5 6 7 8 9 10 and a list of symbols.

Ostroco numbers

Handwritten symbols and numbers, including a sequence 1 2 3 4 5 6 7 8 and a list of symbols.

Ostroco numerical numbers

Handwritten symbols and numbers, including a list of symbols and a note: "number of 1-9 and 10, 20, 30, 40, 50, 60, 70, 80, 90 and their multiples are with zeros".

Uczuklurneike
Funczichotok

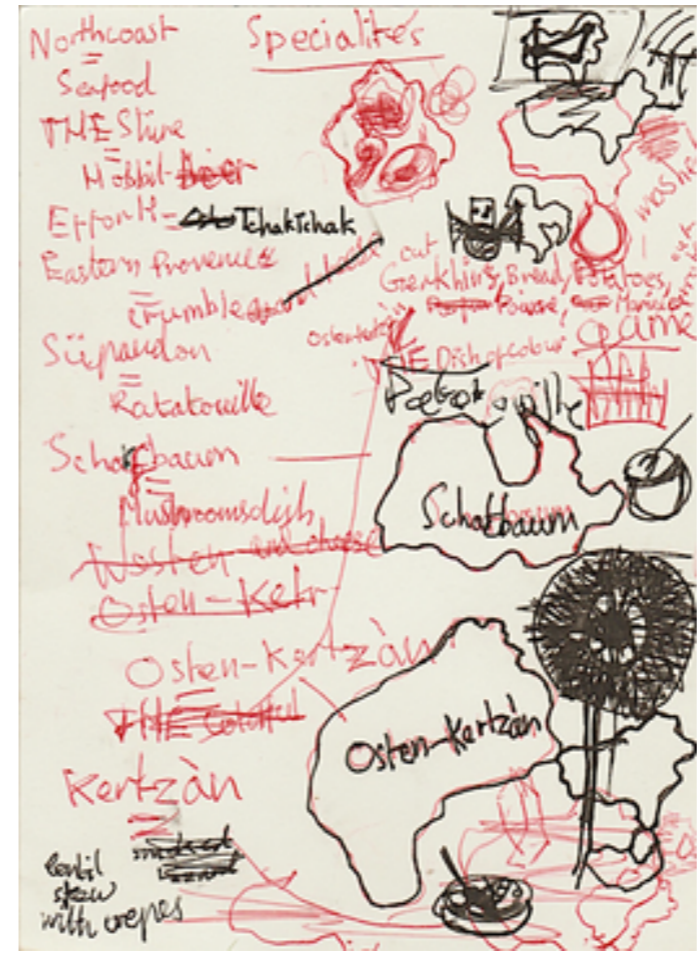
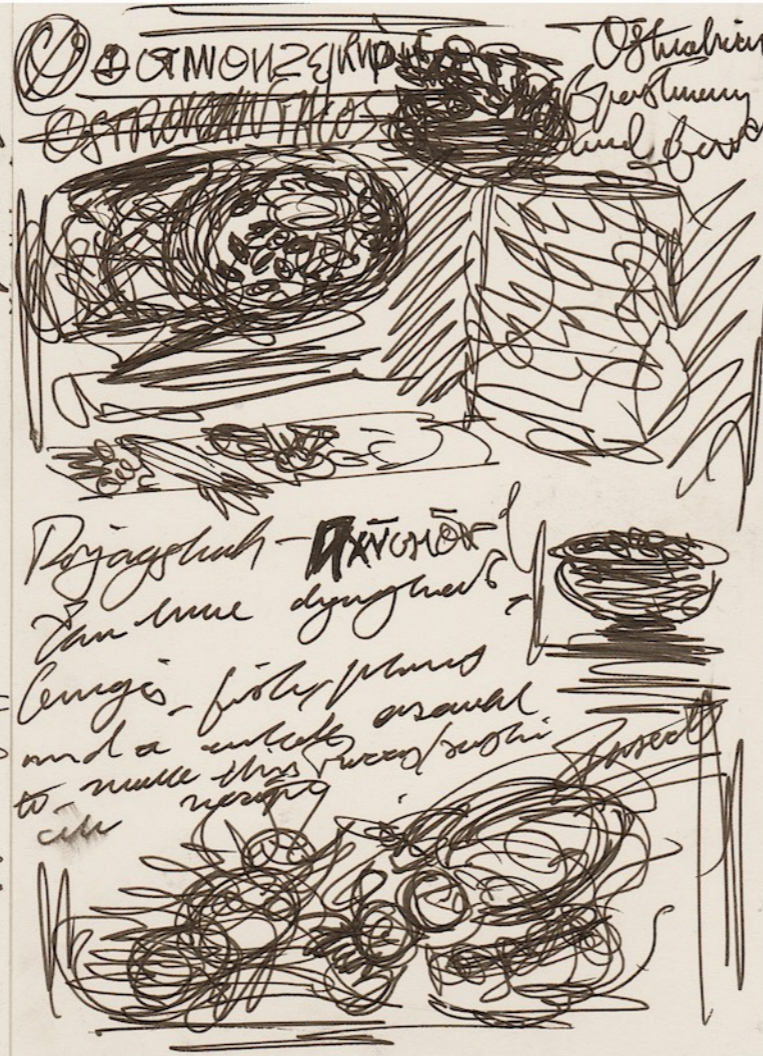
Handwritten symbols and numbers, including a list of symbols and a note: "Paul Ostrowy".

Ostroco numerical system

Handwritten symbols and numbers, including a list of symbols and a note: "1=... 2=... 3=... 4=... 5=... 6=... 7=... 8=... 9=... 10=... 11=... 12=... 13=... 14=... 15=... 16=... 17=... 18=... 19=... 20=... 30=... 40=... 50=... 60=... 70=... 80=... 90=... 100=... 200=... 300=... 400=... 500=... 600=... 700=... 800=... 900=... 1000=...".

Numerical systems

The numerical system of Ostroco is quite unique in itself and is absolutely different to the one we know. They count by eights, meaning that whilst we count by 10, 20, 30, 40 etc... they count by 8, 16, 24, 32 etc... The pronunciations of those letters are pronounced in such a way that the numbers from one to eight are pronounced in one way, and then from eight to 16 in another, and so on. This means that the value a hundred is not that important, whereas 64 is (8 x 8): they count in 64, 128, 192, 256, etc... and so it goes to infinity. Ostroco has its own letters and in a way does have a zero, invented by a mysterious monk living far away in the West. They put this alternative-looking zero in eight, as we would with tens, though there isn't the letter for eight anymore. Mathematics in Ostroco is a huge deal to the Intelligentsia, Religious bodies and other University persons, so it is widely known and used amongst the Professors, though most of people in Ostroco doesn't really use it, and the Arts and subjects such as hunting in the wild and surviving is more important in the basic education of Ostroco – the Kingdom does not have a very good education system, and most people at the age of fourteen go off to do apprenticeship in a very specific thing with a so-called master in that field.



Gunczortraika czurnak Upszsagotk Gastronomy and Food

Ostroco boasts one of the most exquisite cuisines that history has ever tasted before! It is highly exotic food and is highly refined. Ostrokian people are very proud of their heritage relating to gastronomy, more than their victorious wars, and dedicate a lot of time to eating, cooking, tasting and taking out trips related to food. In Ostroco, there are a lot of food shops – and other shops in general – that are highly specialised. There some dedicated only to roasted meat, another for raw meat, one for djugshok – a form of bean that is the distant cousins of Rice which replaces bread, pasta and rice combined – cheese-shops, fish-shops, Ostrokian spirits, sparkling water shops – highly popular, there are the waters from the Southern Mountains, some from the Eastern plains, one for the natural lakes in the south-east, another by the coast and so on – fungus, edible flowers and bizarre forest vegetables and fruits from the Forests and many more.

As Ostrokian people do not eat a lot of meat – as you have to hunt it and bring it home – it is only eaten on special ceremonies attended by the druids. This being said, Ostrokian people eat a lot of vegetables, fruits, plants and fungus, and a famous dish that is served typically to celebrate the coming of the Nature and Life – that is Spring – which consists of a fruit found in the middle of those taiga forests. It is of an oval shape and is five and a half times as big as a watermelon, has a hard skin around it which has a lot of flowers on it, and on top of it are large leaves grouped together – like in pine apples, though much bigger – that go up and then droops down unto the plant itself. There is a beautiful flower on it, which has a very rare nectar on it. You roast it underneath, and then, similar to popcorn, it bursts open and there a round shell of an orange colour – the heart of the thing – flies upwards. It is a bit smaller than a watermelon, and you cut it open with a special knife, pour a special alcohol sauce in the inside of the big fruit and there is a divine, sumptuous food with seeds, nectar, and the fruit being alive there is a slight touch of meatiness – because the plant had been alive, but alive that it has a heart and can sway from side to side and is even carnivore, eating animals and also creates photosynthesis. Generally, it can be served for at least a month.

Otherwise, most food is djugshok – that bean-like rice – with sauces, Ostroco has enormous amounts of sauces for everything there even being a whole shop for it, with bizarre fruits and vegetables that are triple the size of today's perception of a vegetable, some fish sometimes and sparkling water and spirits. There are a lot of other dishes such as some exotic vegetables as seen above yet a lot more smaller served with djugshok, fish and sometimes even little seeds, fungus and other things wrapped around a leaf. So, its form is like a tacos or a sushi though as big as an apple. There are also many soups; dishes with insects roasted alive like in the Amazons served with some extremely strange plants, and many other things and also a lot is served with this kind of sauerkraut – that can be of white, purple or orange colour – that are commonly mixed with leaves, djugshok and those kind of sushi-like melons.

Handwritten symbols and letters, including Greek characters like alpha, beta, gamma, and various Latin letters.

Paul Paul Paul
Paul B a e a a
Handwritten letters and symbols, including 'a', 'e', 'l', 'r', 'z', 't', 'f', 'c', 's', 'p', 'g', 't', 'b', 'v', 'w', 'x', 'y', 'z', 'f', 'v', 'a', 'e', 'r', 't', 'e'.

Handwritten text in a complex script, possibly a mix of Cyrillic and Latin characters, with some words like 'Herszog' and 'Prinz' visible.

Handwritten text and a sketch of a castle or fortification. The text includes 'Dobruca has a bridge like a princess castle' and 'Kerogyan - Astorian castle'. There are various symbols and letters scattered around the drawing.

Ostroco Alphabet
A grid of handwritten letters in the Ostroco alphabet, showing various characters and their forms.

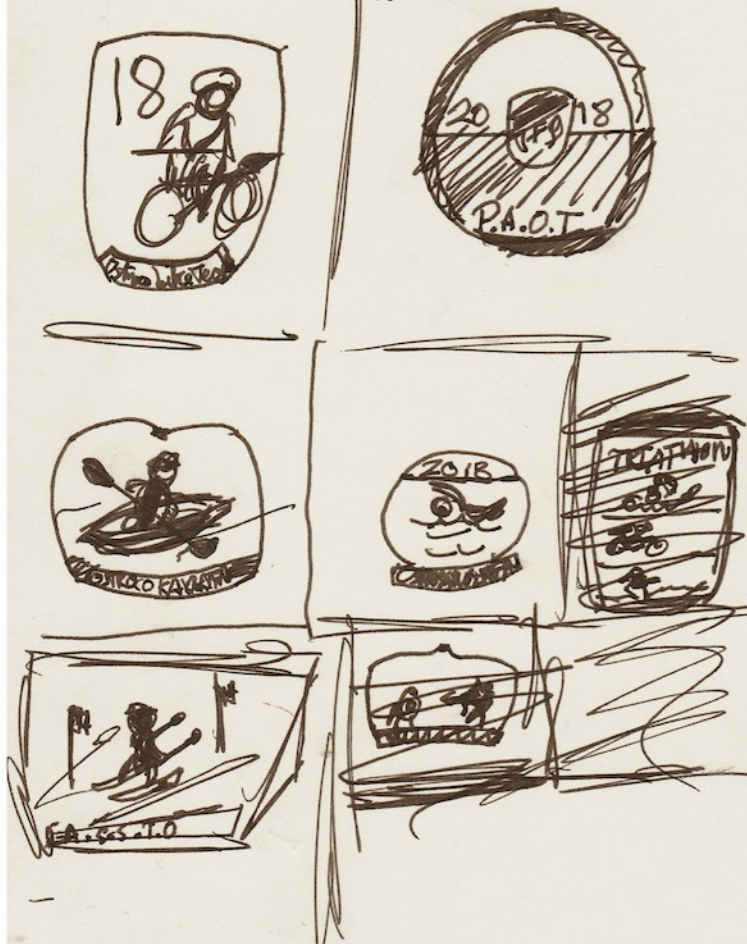
Handwritten text in a complex script, possibly a mix of Cyrillic and Latin characters, with some words like 'Herszog' and 'Prinz' visible.

Oktogyariche vunczilpra anvihaza

Ostroco's Alphabet

Ostroco's writing system is based on an alphabet. It is quite different from our latin alphabet, yet it is still slightly influenced by the Cyrillic and Greek alphabet and has some of its own letters. Nearly every sound in Ostroco has a letter of its own, unlike in English – th, ch, ph, etc... – and in the Ostrocoian alphabet there are many accents that can be placed over letters. The alphabet itself rather looks similar to ours, for they are also simple strokes like a semi-circle, a vertical line, a diagonal line, a dot, a circle, and so on, yet they are structured in such a way that they are different yet there is a slight resemblance. Some letters looks like ours, yet can sound totally different in Ostrocoian. Any how, the Ostrocoian alphabet is not widely used in the Kingdom as an everyday thing, though it is more for official documents and books: such things like writing on food package, adverts and whatever else there might be does not exist in Ostroco. Moreover, not everybody in the Kingdom knows how to read or write, so the alphabet is in reality just used amongst the intelligentsia, if we might call them like that.

Logos of Ostroco sports team



Sports in Ostroco

Tennis, football, horse, fencing, sailing, ~~riding~~ bike, Basketball, bloc climbing, free climbing, climbing, swimming, running, Athletic walk, hiking, badminton, volleyball, boxing, anball, swimming, anball, Dance, Yoga, kayaking, Parapara, base jump, and gymnastics, skydiving, javelin, ski, winter sports, Archers.

Most Popular and good ^{javelin}

Tennis, horse, ski, sailing, bike, climbing, running, Dance, kayaking, archers, hiking, fencing, football, Javelin, rowing, anball, triathlon, winter triathlon, shooting (carbine), water polo, wind surfing, surfing.

Sports in ostroco
Tennis, football, ~~rowing~~ fencing, sailing, bike, climbing, swimming, running, Athletic walk, hiking, Badminton, volleyball, boxing, anball, Dance, kayaking, gymnastics, Javelin, ski, winter sports, Archery, rowing, triathlon, winter triathlon, shooting (carbine), water polo, surfing, wind surfing, sprinting.

Spitzberg FC



Kuncztunlich czuruk Durunczyk Sports and Games

Ostroco's sports are very peculiar and very bizarre. The sports are not like the sports today, in the sense that they resemble more to the way the Greeks played it, with wooden sticks or with pitches of sand, barely any stadium and the games not being a business with money, and with players winning the glory of having won than actual money.

There is the walking, climbing, running and swimming (Ostrokian got their own swimming style) which are the basics of sports. Ostrokian people also have a high fighting spirit, henceforth why the sport of riding Gwynsarans and their cousins the goat-like, fierce animals is highly practiced. There is the throwing of the spear-javelin, archery, sword combat, a more ruthless and violent way of boxing, faun kick fighting, centaur jousting and wrestling.

Spitzberg F.C

Gulaczik LEIPZIG
Cech GK Arsenal
Dubravka GK Newcastle
Magyar DC Greuther Futh
Madnussom DC Bristol City
Tomkins DC Crystal Palace
Alaba DB Bayern
Trippier DD Tottenham
Duffy DC Brighton
De Bruyne MC Man City
Dragovic MC Arsenal
Locatelli MC AC MILAN
Gungor MDC Greuther Futh
Chalanga MG AC MILAN
Ramsey MD Arsenal
Shaqiri MD Stoke City
Lewandowski BU Bayern
Kane BU Tottenham
Lange BU Southampton
Immobile BU Aston Villa
Bobby Reid Bristol City BU

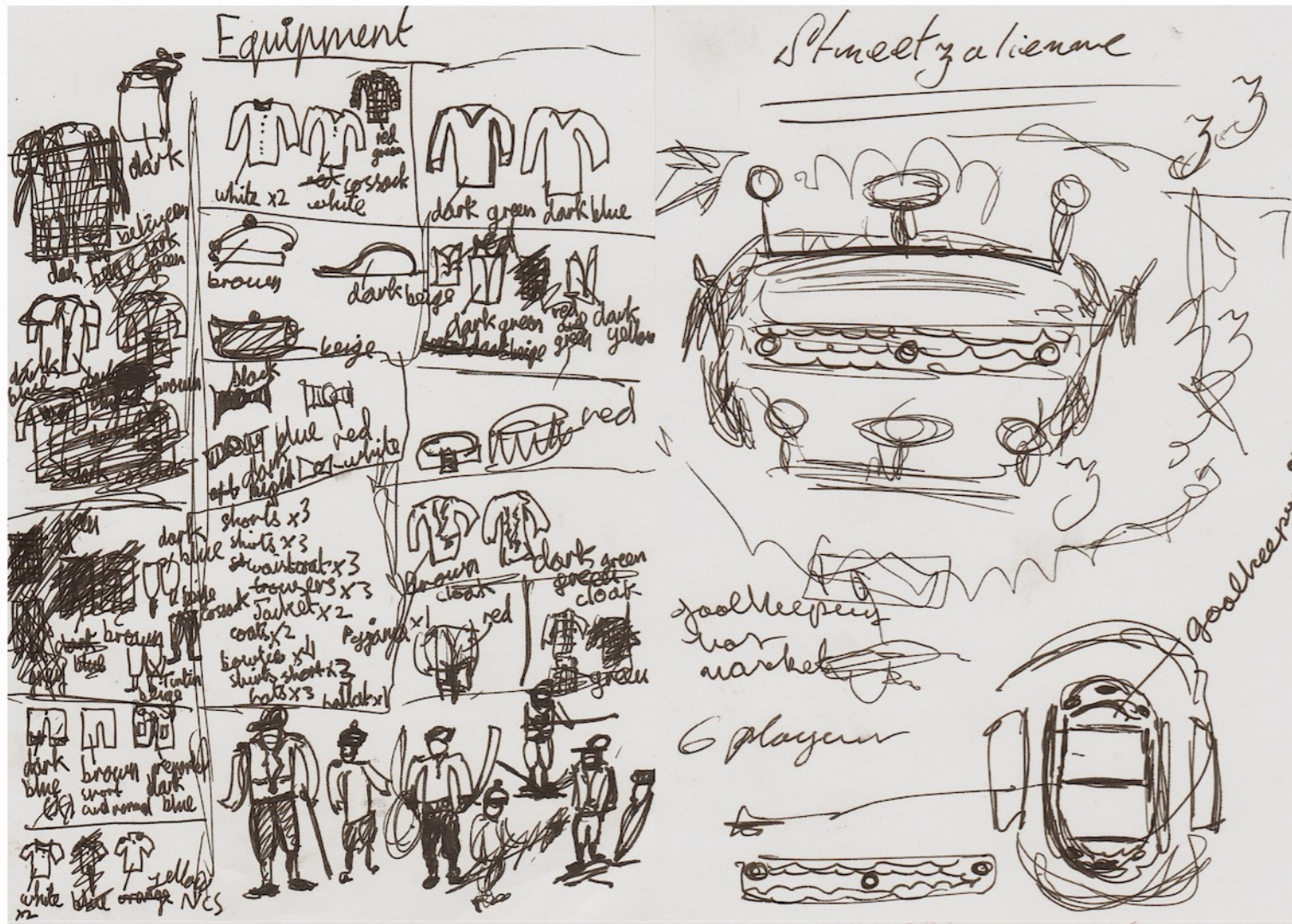
Logos of Ostroco sports team



Those sports are parts of the Warrior Games practiced every five years in Ostroco and are an event that makes people from all parts of the country to come together: those games are only practiced inside the Kingdom, and the teams are the different provinces. Amongst Ostrokian culture, an alternative game of chess is extremely important through out the people and is a symbol of yourself.

The most popular sports are Running, Swimming, Gwynsaran riding, Jungjunguda – a game with a bat and a ball – and Fighting, yet the most popular of all – which is the most practiced throughout the kingdom – is Dzingcu.

It is played on a pitch of sand with two goal posts 12 metres apart and 8 metres high that are placed on either sides of the pitch (pitch is 60 metres wide and 90 metres long). There are 12 players on each side, no goalkeepers and the object of the game is to score more points than the opponent team in about 60-70 minutes. The game starts by the ball being put in the middle of the pitch, and there a scrum takes place with a lot of wrestling, and the team who pushes back the other team long enough to get the ball on their side starts. In the game, you can not do any biting or kicking on a player, yet you can put him down with your hands – a rugby tackle but slightly less tense, as only two players can join in the fight over the ball once the other player is tackled.



Ostroco's sports are very peculiar and bizarre. They are sports that we could recognise today, yet be baffled as it is still has that thread of similarity, yet so different at the same time are different.

For example, sports such as swimming (though in Ostroco there is a type of swimming style more popular than crawl, butterfly and breaststroke), running and climbing are highly practiced in the Kingdom. There is also the riding of Gwynsarans and their cousins the goat-like animals; wrestling, combat fighting similar to boxing but with more force and ruthlessness, throwing of the javelin (though in Ostroco they use spears), discus throwing, athletics – though with Ostrokan sport's instruments. There is an alternative of chess, it being an extremely important culture amongst Ostrokanians. There is also sword combat, archery, centaur jousting, faun kick-fighting, hunting of extremely rare, unattainable animals and carnivorous plants situated in the middle of the taigas and mountains.

There is also canoeing in rushing streams up in the mountains, a bat game called Jungjunguda which is as popular as baseball and cricket which involves a bat and a ball (and fighting, though unofficial).

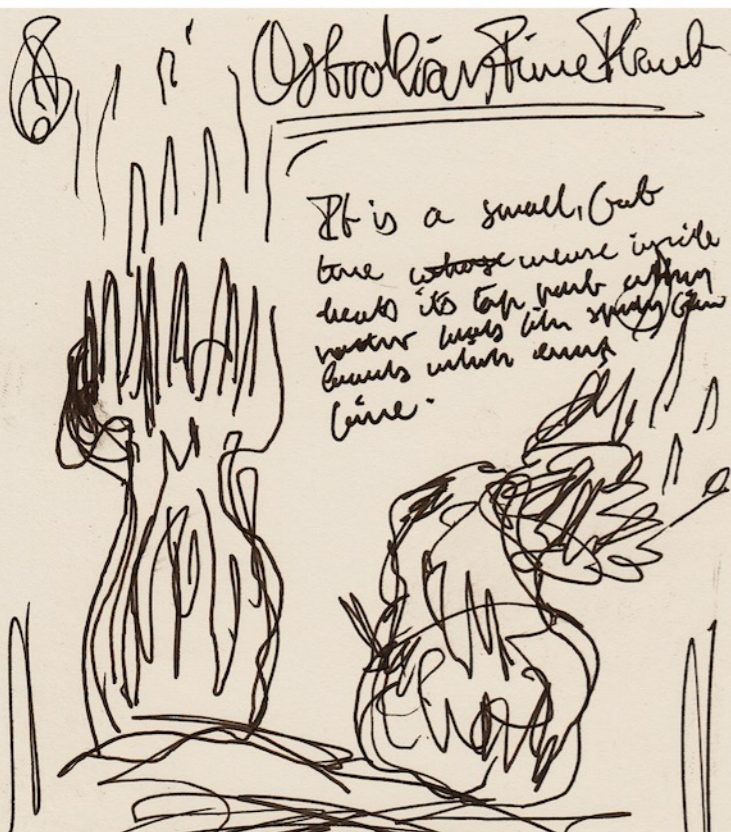
All those sports are different to ours in the sense that they are all very basic, with everything being wooden if there is anything wooden such as a spear or a javelin, and all of it being rather like sports were in the time of the Greeks, with little or no business in all of it, with people winning the glory of having won instead of money.

The most popular of all sports, however, apart from the Running, Swimming, Gwynsaran riding, Jungjunguda and fighting (they are the most popular) is the Dszingczu. It is a massive thing in Ostroco, and it is extremely practiced all over the country and a little bit in the nearby ones (every kingdoms over there has its own unique games). It has two teams, of 12 players and involves a ball which is played on a large sand pitch. The pitch is 80-90 metres long, like a football pitch and is 60 metres wide. There is a line to represent the half of the pitch, and on each end there are two long wooden posts standing 12 metres apart and is 8 metres high. The game is 60 to 70 minutes long, and there is a half time during the 30th-35th minute.

So, hands and foot are allowed in the game and with the ball – which is rather similar to a rugby ball – the team needs to score through the two goalposts (it does not have a net) by either with a hand placing it through the goals past the goal line or by kicking it between the two goal posts. This is worth one point. Generally, a team scores five points in a whole match, yet scoring around fifteen would be extremely rare (like 8-0 in football).

In short, there is a pitch with two large goal posts of 12 metres apart, and with you and your 11 fellow players you need to score through that by either placing the ball with your hand over the goal line or by kicking through it. In a game, you can do forward and backward passes, like in football, and no tugging of the shirt, biting or boxing (may it be with your hands or your feet) are allowed. Yet, you can get a player and put him down unto the floor and wrestle with people, though never kick or bite them with any part of your body. It can be quite violent yet it is regulated with a referee that is not in many cases quite as strict as the ones you see in rugby or football.

The game begins with both teams placing the ball in the middle of the pitch and then there is a wrestling scrum. When one team pushes the other back enough to get the ball to their side, the match begin. Such, is Dszingczu, an alternative sport of rugby though on sand and with more wrestling, as it actually is that when one gets the ball it is basically just an opponent player starting to wrestle you and get you down. The game moves more, unlike in rugby where there are a lot of pauses, and so in a sense it is like football – there is more running and passing than just people getting other people down and it being extremely rare if one advances twenty metres.



Ostroco Pine Herb

It is a small, but
 tree whose wood inside
 looks like top part with
 water looks like spiky
 buds which erupt
 time.

Becomes heated under
 chemical pressure.

@ 28/08/20

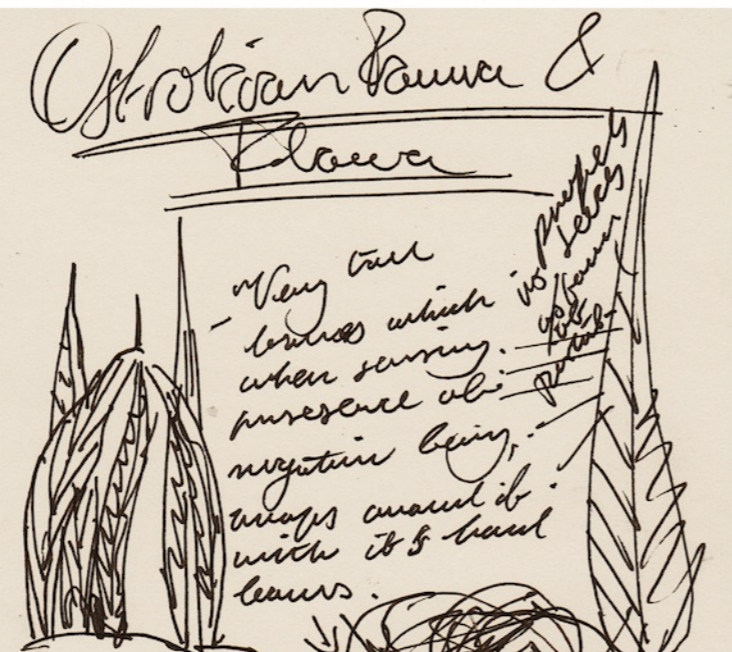
THE TOCZUGOOSE



The Toczugoose
 A small young
 only hunted
 and used as
 bait at the
 eastern bank.

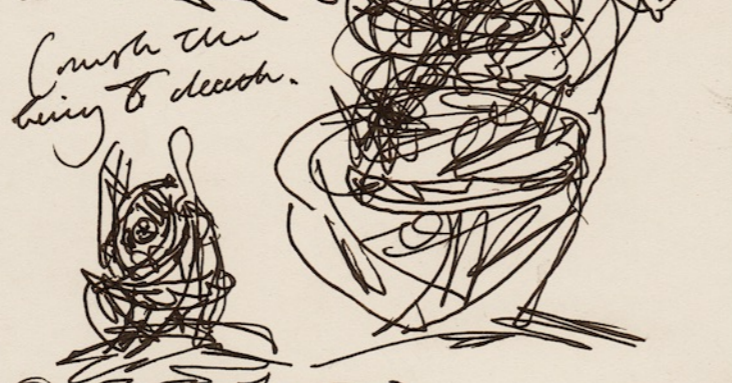
Plus this
 is quite
 but only
 has a
 name
 in it.
 position
 energy.
 common

@ 28/08/20



Ostroco Pine & Flower

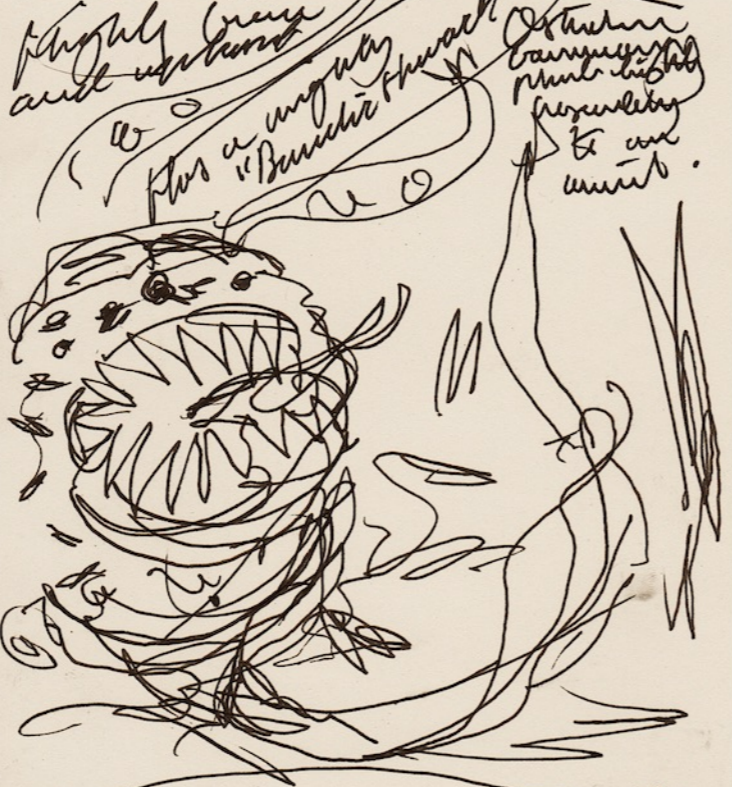
Very tall
 - leaves which
 when sunny.
 presence of
 negative being,
 wraps around it
 with its hand
 leaves.



Crush the
 being to death.

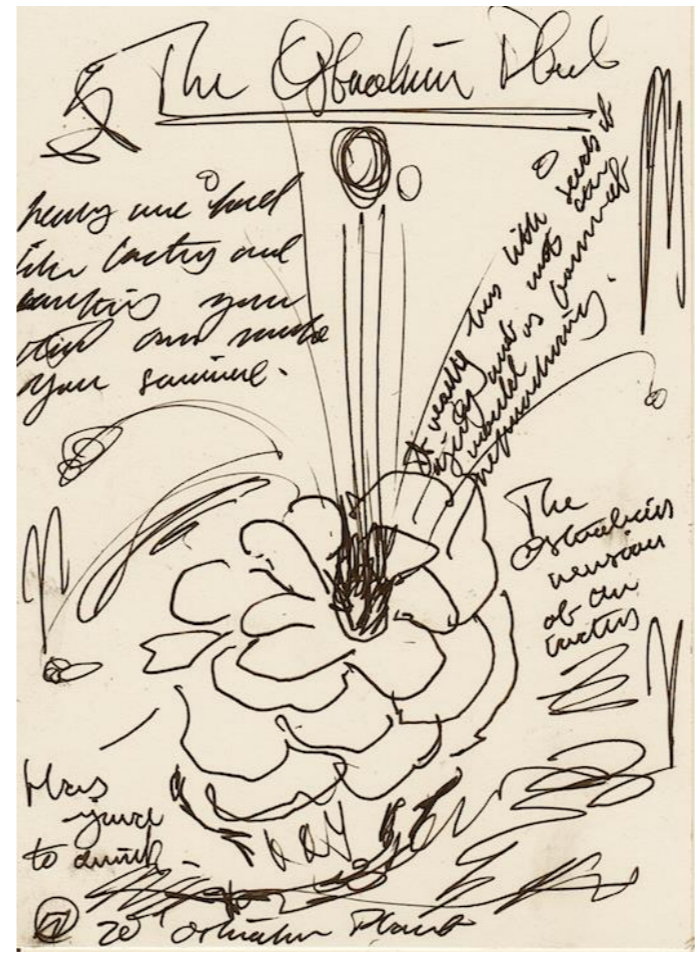
@ 28/08/20

The Glimpheshnuck



Highly
 and
 has a
 "Bancie" Thruach
 Ostroco
 plants
 property
 to and
 used.

Gubbles up
 @ 28/08/20



The Ostroco Herb

Heavy and hard
 like lactic acid
 contains you
 deep and needs
 your survival.

It really has
 with seeds it
 is in the
 in
 The
 nervous
 of the
 center

Has
 your
 to death

@ 28/08/20

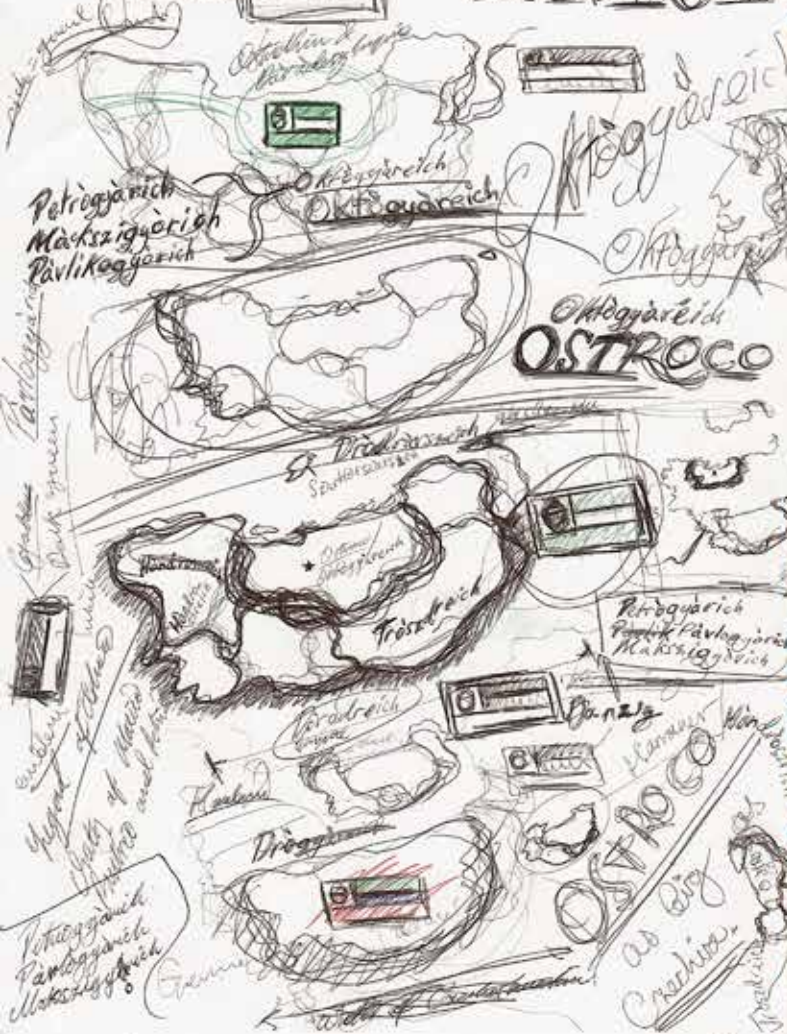
**Poszovarish
 czurnak Tofogarish**

Fauna and Flora

The Fauna & Flora of Ostroco live on an entirely different survival method. For example, one learns in science that a plant feeds itself from photosynthesis, yet in Ostroco, that is not the case. Most of the plants, which by the way lives in the complete wilderness, survive by absorbing energies from nature and the spirits. But beware! They can be positive energies, yet some plants can turn evil if they absorb negative energies. Most of the negative plants become carnivorous, for they become less and less dependent on the energy surrounding them. Instead, they eat animals as a form of feeding. But there is an interesting case. Some plants can eat negative people, yet spare the positive ones!

As Ostroco's geography is pretty mountainous, most of the regions have a lot of hills and valleys with the southeast rising to the state of Alpine mountains. This means that Ostroco has a lot of forest. In fact, Ostroco is half covered by forests. In the Southeast, where the mountains dwell, it takes the form of the taiga, yet otherwise the forests are pretty deep and contain a lot of bizarre plants. Tall trees have spirits and can talk, there are elves and all sorts of people in those endless vegetation, plants can eat people, and in short – the forests are a whole world full of fairies and spirits, twinkling lights, plants and most importantly – magic!

OKTÓGYÁREICH



- 1 Rankell
- 2 Bekarost
- 3 Wiclen
- 4 Koinburg
- 5 Minagh
- 6 Petlich
- 7 Darlin
- 8 Debaros
- 9 Frenzelt
- 10 Szelti city
- 11 Fozogon
- 12 Kinn
- 13 Hemborg
- 14 Zortan
- 15 Pdadord
- 16 Balendanan
- 17 Giralberg
- 18 Baladest
- 19 Strandpromenade
- 20 Feaditott
- 21 Polivinki
- 22 Torkin
- 23 Eszakkebringle
- 24 Delcebringle
- 25 Port Harbodie
- 26 Szarthen
- 27 Dekalich
- 28 Arfadon
- 29 Spitzberg
- 30 Dornakmedi
- 31 Tenger Tenuhonyvar

- 32 Chegubar
 - 33 Janl
 - 34 Karlen
 - 35 Kefranlon
 - 36 Archim
 - 37 Scheurn
 - 38 Kerlan - Graditleron
 - 39 Zakell Zaknell
 - 40 Bakranin
 - 41 Suden Aussichtspunkt
 - 42 Ferdlich
 - 43 Volkangkeit
 - 44 Underhill
 - 45 Crick Willow
 - 46 Toakborough
 - 47 Bywater
 - 48 Drei-Aussichtspunkt
 - 49 Toronyvar
 - 50 castle Erdakonberg
 - 51 Rankkast
 - 52 Arkefejst
- capitals of Regions
- Effort: Debaros
- Scharfbaum: Ferdlich
- The Shore: Underhill
- Nyugat kateda: Rankell
- Separdon: Kerlanberg Graditleron
- Kerzian: Pdadord
- Eastern Fenene: Tenuhonyvar
- Eszaki Tenger Park: Polivinki
- * = capital of country
- 16 cities
11 castles
5 farms

What is Ostroco? ~~and~~

How Ostroco works?

The complex concept of Ostroco

The Borszagyaroff (like the Russian thing)

The complete History of Ostroco

The Golden Age of Ostroco

The Beginning

Myths & Legends of the Ostroco

5 more to historical novels, Exploring the...

Series: Ostrocoian System

Ostrocoian (Law); Ostrocoian Education; Ostrocoian (Literature)

Ostrocoian military; Ostrocoian Government;

7 of Elementary Rules of Ostroco

How to be an Ostrocoian

The Timeline of OSTROCO

Volume I: Foundation of Ostroco - Talabator, and deal with garden things etc... myths - 1000-ids.

Volume II: The small imperial and territorial resources, whilst private war, creating and whatnot many land.

Volume III: The 67 war, and conquest - like ginn, etc... Threat from emperors - Panna lands. Ostroco give islands, Minkif, Petrazel, lots of animals and extend area 1st and 2nd conquest like

Volume IV: Camp d'Etat was. Ostroco Debaros work. clash as vikings wanted to patrol, the church like take advantage and give land. Great war between and an agent neolatourist (allied with church) against vikings take charge of land. Gante neolatourist

Volume V: Counter-revolution. War against church. Ostroco allies with other (but no more church), loses and Magan-Cutin - like treaty signed, smaller land of power and church of Ostroco serves satellite state. Rebellion and finally Ostroco allies with other states against church (after victory of the part) and gives and church-like. Gante neolatourist (Paradise).

Volume VI: Ostroco becomes maritime power and discovers new land and uses as little colonies. Age de Toronyvar - War in sea with other Ostroco ship in other land.