

Waste where the
is Artildon's
Frostest island

river that flows
through Pröklow
River Takoladar

Mountain name: Pico de...

1. Ränell city -
2. Bolesprok castle -
3. Hildin city -
4. Königsburg castle -
5. Mungu castle -
6. Perleth village -
7. Darlin village -
8. Debranos city -
9. Frensoth village -
10. Szrabi city -
11. Sanaon city -
12. Künn village -
13. Hemburg village -
14. Zornin village -
15. Prödel city -
16. Balordana castle -
17. Grödel village -
18. Blöder village -
19. Tanager castle -
20. Férhild farm -
21. Polymnir city Pröklow -
22. Pöthle city -
23. Eszaki tringon village -
24. Dölet-tringon village -
25. Harsok city -
26. Szartun village -



27. Dokällich village -
28. Arildon city -
29. Spitzberg city village -
30. Dams Döwmanth village -
31. Tanchonyer city -
32. chageltar village -
33. Järil village -
34. Karlten castle -
35. Kachrendan castle -
36. Arökin village -
37. Schefarni farm -
38. Grädeltrop city -
39. Zäknel farm -
40. Bakranon farm -
41. Siden Aussicht brynnakt -
42. Feinlich city - castle -
43. Wäntzsch village -
44. Hölperth village -
45. Gök village -
46. Torkbrynn village -
47. brynnakt village -
48. brynnakt village -
49. brynnakt village -
50. Gräköberg castle - 54. Frensoth village -

42. Arorden
44. Ederelot-Pröklow
46. Gantorzon
48. Pröklow
50. Pröklow
52. Pröklow
54. Pröklow
56. Pröklow
58. Pröklow
60. Pröklow
62. Pröklow
64. Pröklow
65. Pröklow

A New Land



2019



A new land – Ostroco



Degd Oktogyariech Fondosznerek

Дегдъ Октогуарих Фондöszпетрекк



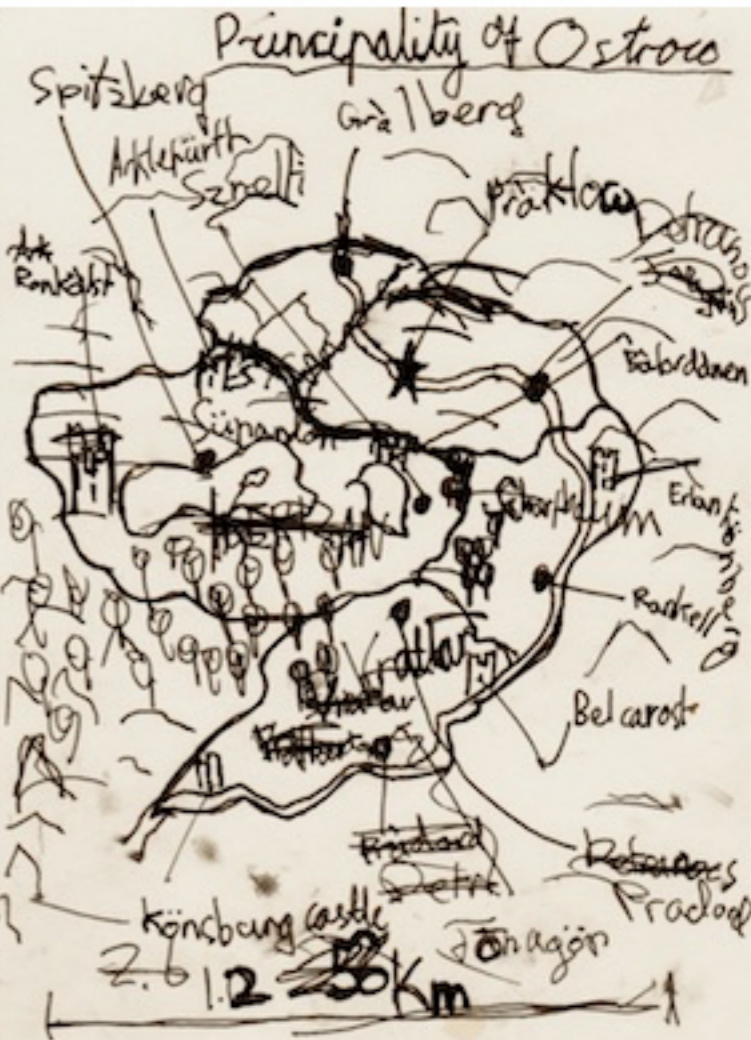
Project Synopsis

Ostroco is a fictional, eco-friendly country which I invented, which is roughly as big as Liechtenstein founded in 897AD. I first came up with the idea of an environmentally friendly country when reading *The Lord of the Rings* by JRR Tolkien- I was inspired to design a country which would show how 'The Shire', the region of the hobbits, could look in real life. So about 1/5 of Ostroco is based on this. The most important characteristics of Ostroco are the following- it is a highly green country; it is exclusively powered by renewable energy sources, such as wind energy and solar energy, there are trains, trams and bicycles as modes of transport (cars are forbidden), all of the food comes from organic farming, plastic is also banned and every *Ostrokian* uses their household waste to make compost heaps. It is ruled by a monarch, King Árpád II, whose castle is situated five kilometers out of the capital, Polivingki. Ostroco has its own language (a mixture of Hungarian and German), currency and numerical system.

The Founding of Ostroco

The founding of Ostroco was done through a unification of two little principalities, who were situated next to each other, and were separated by the river Takolodar that ran through them. At the time, Ostroco housed many little states such as these – may they be principalities, duchies or earldoms – and so pirates had quite an influence over this little states, as they could gather mercenaries and easily invade lands. It so is that before the unification of the two little states, there was the Crown Prince from Ostrogamia – one of the little principalities – who had married the Princess of Tralorszovia, and they had a son. Yet, whilst the baby was at the coast, a group of pirates kidnapped him and took him over to their little island off the cost of Ostroco, Szartlorszen. The two principalities made an alliance against their common enemies, and being now brothers in arms, they made a campaign in which they invaded the island and took back the baby. The baby would soon become the Prince of the two Principalities, and so Ostroco was founded, with the new Prince being Kondor I.

Ostroco flags



Timeline of Ostroco

997	Founder Ostroco
1006	Take Gyattin conquered
1038	Kondor II throne
1043	Tribes in mountains under Ostroco
1052	Kindot Netherlands conquered and area placed
1060	St Kondor crown
1063	Cathedrals built
1082	St Kondor dies
1085	revert in East
1091	Other part found
1097	Battle of Kondors III wins
998	Kondor, First King of Ostroco
1037	Kondor I died
1041	Conquers like Transylvania
1048	Schauf became conquered and source of big river & forest
1059	Big forests in present Prussia
1060	Kondor II dies
1060	Tribes with big forests in Ostroco
1065	Cathedral of Praklow (first of name) is commencing to being built
1082	Kondor III crown
1095	Handudis founded
1096	Invasion through like Transylvania

Timeline of Ostroco

1098	Defeated numbers
1101	Flat built and parts are built
1110	Kondor IV crown
1116	Kondor IV integrates school and universities by monk
1117	War between the Vikings
1129	Kondor III dies
1137	War between the Vikings
1153	Vikings invade quarter of Ostroco, F. d. l. e. t. i.
1156	Rakobich invade and cause trouble
1160	Kondor IV dies of disease and wife die let lots of people want throne as Kondor IV does not have son
1167	Vikings invade and they are neighbors in the west
1167	King of Kondor IV and Rakobich take over Praklow and get Ostroco back





King Aröchin II is the reigning monarch of Ostroco

Monarchs of Ostroco

Prince Kondor (I) 997-1036 (The good-looking) (was king: 39y)
 Prince Kbran (I) 1036-1069 (33y)
 Prince Czornad (I) 1069-1103 (34y)
 Prince Kondor (II) 1103-1143 (40y)
 St Kondor (I) 1143-1209 (66y)
 King Oswarsz (I) 1209-1240 (31y)
 King Czornad (II) 1240-1274 (34y)
 King Kondor (III) 1274-1289 (15y)
 King St Frödörich (I) 1289-1322 (33y)
 King Dachörzan (I) 1322-1343 (21y) (youngest monarch to be crowned at 6 years old)
 King Czornad (III) 1343-1347 (4y)
 King Fräglauzak (I) 1357-1368 (11y)
 King Arszelbert (I) 1368-1404 (36y)
 King Kondor (IV) 1404-1435 (31y)
 King Alexöndrich (I) 1435-1453 (18y)
 King Kondor (V) 1453-1455 (2y)
 Queen Vlatersca (wife of Kondor (V)) 1455-1488 (33y)
 King Dachörzan (II) 1488-1516 (28y)
 King Gnetloronitah (I) 1516-1527 (murdred) (11y)
 King Kondor (VI) 1527-1540 (13y)
 King Kondor (VII) 1540-1564 (24y)
 King Oswarsz (II) 1564-1578 (14y)
 King Kondor (VIII) 1578-1612 (34y)
 King Aröchin (I) 1612-1666 (54y)
 King Oswarsz (III) 1666-1699 (33y)
 King Paul (I) 1699-1733 (34y)
 King Alexöndrich (II) 1733-1768 (35y)
 King Ockür (I) 1768-1776 (8y)

An Appraisal of Paul Ostroverhy's Work

The creation of the fictional country of Ostroco has been an independent creative project of Paul's for over a year. The scope of this project is so vast that the result is a holistic and detailed account of Ostroco, covering: military and monarchic history, cuisine, sports, environmentally friendly design, architecture, music, language, numerics, heraldry, vexillology, topography, and cartography. From the design of the buttons of the uniforms of the royal guard, to the most elaborate urban planning of some of the port cities, there is no doubt that this project has an abundance of breadth and depth.

Paul has completed this project entirely independently in his spare time without prompt, demonstrating his naturally creative spirit and capacity for independent learning. His world-building has been clearly inspired by the works of J.R.R. Tolkien, Ostroco including a hobbit settlement as a nod to one of Paul's favourite authors.

Paul has produced over 250 sketches, plans, and drawings in preparation for this project and adopted a methodology used by designers and architects to enable him to perfect his sketches by drawing and redrawing the same sketch until he was happy with the result (Paul also used this technique without the benefit of layout paper). His progression from multiple pencil drawings to a final ink piece shows an elaborate use of the sketching methodology which consists of going from the general aspects of the object to particular detail. His masterpiece is a geographical hand-drawn map of Ostroco complete with 64 cities and towns.

Paul has developed of a comprehensive history of Ostroco (dating from 997-present day), including specific histories for each of the regions' wars and border changes, being used to explain the specific cultural characteristics of each region. Each region and city also has its own coat of arms and flag, for which Paul spent a lot of time researching and designing.

In undertaking this project, Paul has developed and honed his research skills, making use of the internet and books. His research has led him to come up with detailed designs of military uniforms for every era of Ostroco (with historical accuracy as to military dress in Europe at the time). His topographical research of European nations has assisted Paul in his vision for Ostroco, the various details being inspired by detailed historical investigations. His vexillological research has also led him to the mature conclusion that cartography is inescapably subjective - as the design of many maps contains some kind of hidden political agenda, even if not immediately obvious.

The Ostrocovian language is a mix Hungarian and German and his fascination of the Hungarian language led to him creating the names of the cities. Ostroco also has its own numerical system, being based on 12 digits which Paul also designed.

An environmentalist at heart, Paul has given particular attention to the ecology and sustainability of Ostroco; there are no cars, the houses are eco-friendly, and the country is 100% nutella free because of the harmful effect of palm oil farming on the environment.

Paul has also created a number of inventions for Ostroco, many of which are attributed to Stephanord de Sziavotliok, Ostroco's answer to da Vinci. These range from military vehicles to musical instruments.

Paul's self-motivated dedication to this vast project is exemplary of his academic rigour and creative expressiveness. The meticulousness with which Paul has fleshed out the detail of this project is most admirable, and his commitment to research has even led him to attempt cooking the traditional cuisine of Ostroco! It is clear that Paul's imagination knows no bounds and that he has the self-discipline and creative ability to realize his imagination in an detailed and expressive fashion.