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WIP
Version

LEFT AT THE RED DWARF STAR
BY SAMI-COLLARD AND SUSANNAH PULHAM
- ANOTHER KNATURALLI KNUETTI CHAPTER :



LEFT AT THE RED DWARF STAR

This book is available in PDF and ePub formats. It is written in Pages for optimal viewing on an iPad split screen. The authors themselves completed the book's artwork and editing. The illustrations are by Brian Injury Art **B'Art**, adding a personal touch that hopefully enriches the reading experience.

'Madness is to see the world as it is and not as it should be.'
- Miguel de Cervantes: Don Quixote.



www.Knaturalli Knutti.com

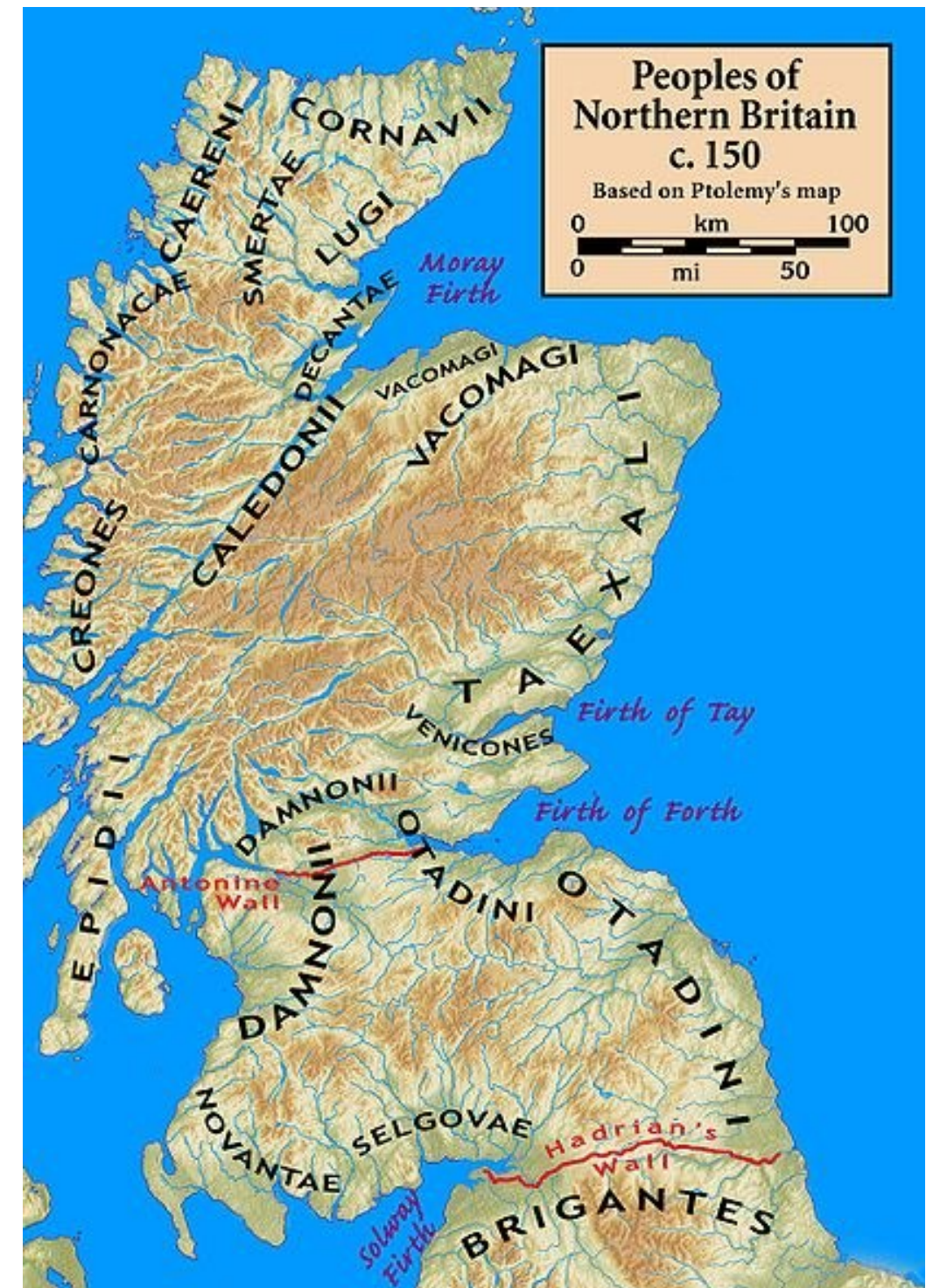
PROLOGUE

Caledonia is a wild and mysterious place filled with old pine and fir trees. The mountains there are tall and pointy, and in winter, they get covered in lots of snow and ice. Long ago, tribes like the Caledonians and Picts lived there, protecting their traditions in the foggy, magical landscape. The land is tough and dangerous, with rocky hills and marshy areas.

In 79 AD, Roman soldiers came to the northern part of Britain to fight the tribes in the Grampian mountains. This fight lasted four years and ended with the Battle of Mons Graupius in 83 AD. The Romans wanted to take the tribes' winter food supplies, but the tribes fought back using sneaky tactics and their knowledge of the land.

The tribes usually lived in round houses near a big hill fort, but they were eventually beaten by the Romans' strong fighting skills and clever plans.

At the same time, a group of space travellers from a place called Gleise 12B arrives on Earth in Caledonia, adding a new and exciting story to this ancient land.



THE BEGINNING

In the year 3009, Eoin is working hard to crack a secret message from the important Commander Maxwell Armstrong. Commander Skoobie is with him, feeling both worried and determined, and she tells him how important it is to solve the mystery. She asks him to find any clues that might help them understand the truth.

Eoin listens closely to the radio and whispers, "I hear it... a tiny signal just barely there."

The message is a complicated record from a spaceship, with exact times, sensor details, and official messages.

It was hidden well in the digital libraries, so no one could find it easily.

Eoin explains, "It's hidden behind many layers of strong protection, each one harder than the last. The code changes automatically to keep it safe, so someone really wants to keep this information secret. The encryption is super tricky to break."



Broken down angel – Mission Log: Operation Time Stream

Log Entry 001 – Pre-Launch (Gliese 12B Spaceport)

Date: Stellar Cycle 4582.17

Pilot: Maxwell Armstrong, Age 23

Preparation for our first time-travel mission is complete. The refurbished 'broken down angel' spacecraft has been fuelled with quantum plasma, and the Time-Stream Module is stable at 98% efficiency. Dr Lyra Quanta and Professor Orion Vale are checking the temporal calibrations. Our planet's pollution levels are rising faster than expected—if we don't find answers soon, Gliese 12B might not survive the next century. I've dreamed of this moment for years. My hands are steady on the cockpit controls, though my stomach keeps reminding me I haven't eaten since dawn.

Engines engaged. The sky over Gliese 12B glows pale red as we leave the atmosphere. Clouds tinged with chemical haze swirl below. I can already see the purple oceans shrinking into ribbons. Dr Quanta gives a thumbs-up—module is holding steady. Professor Vale mutters something about "temporal harmonics" and tightens his harness. Next stop: the edge of our star system, where it's safe to attempt the first jump.

We have reached the jump coordinates. Systems are nominal. The Time-Stream Module is spinning up, filling the cabin with a soft blue light. Holographic projections show a swirling vortex of Earth's time-streams. Zone 25 is glowing brighter than any other point in the timeline. Professor Vale says this means "temporal instability," which apparently is exactly what we need to test the software. I say it looks like a sparkly whirlpool. Dr Quanta laughed. Countdown initiated. My heart is racing faster than the ship's engines. 5... 4... 3... 2... 1... The stars around us bend and stretch. For a second, I see a thousand versions of our ship, all flickering through different moments. My fingers tighten on the controls. Then, everything snaps to black.

THE LAST TRANSCRIPT CONT..

..... They set the time machine to 83 AD, which seemed like a good time because it wasn't too industrial. But suddenly, there was a big explosion that messed up the ship, and they had to make an emergency landing. The co-pilot, Bruno, got thrown out of the ship and landed somewhere near the Gulf of Mexico, heading towards the Amazon rainforest. The rest of the ship crash-landed in a thick forest in Scotland.

Even though Maxwell and five others were hurt, they worked hard to figure out what went wrong. Sadly, the two scientists didn't survive the explosion. The ship's control showed they almost made it to September 79 AD, but Bruno's pod said it was 1970 AD. It was a big mystery!



A WEEKEND CAMPING TRIP

Commander Leannos Kos told Skoobie and Eoin to wait outside while the Leadership Council had a big argument inside. After about twenty minutes, she came back with a new mission for them. They had to secretly put together a special team to investigate something strange about 'this Earth' as soon as possible. This mission was unofficial and not approved by the Council.

For the next two days, Skoobie and Eoin set up camp away from the main area. They thought about their situation, picked some team members, and enjoyed tasty campfire meals. Even though Empire spies were secretly watching them, they stayed calm.

Eoin, who is always happy and friendly, played a banned pirate radio station. This brought a small, lively crowd together, and the night was filled with music and laughter. But this was more than just fun. Eoin was smart and watched the crowd closely, making a list of the eight people they needed for their mission. He did all this while dancing to a fun song.

In the middle of the music and fun, which the Svenie Tagais love, Eoin was really involved. He smiled brightly, enjoying the happiness of the night. He loved the campsite weekend – a perfect mix of fun and secret plans, full of excitement and hidden goals.



3009 AD Skoobie and Eoin are to investigate this Earth.



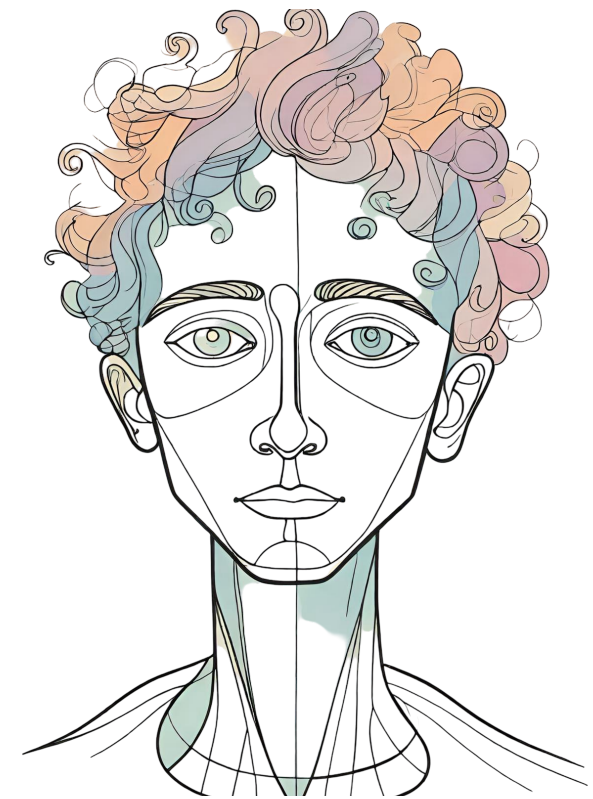
GLIESE 12B

Maxwell Armstrong was a super talented pilot from a planet called Gliese 12B, which was really far away—40 light-years! He and his team were on a mission to test a cool new time travel software. They wanted to explore a place on Earth called Zone 25 and see if their time machine worked. There were two scientists on board who were building a special time-travel module. This module could connect different times and find any strange things happening. Their main goal was to visit Earth because their own planet was having big pollution problems.

EARTH BECKONS

In the mysterious world of Gliese 12B, there's a group of brave rebels called the Svenie Tagais. They fight against war and the big, scary Empire using smart tricks and staying hidden. One of these rebels is Eoin, a young engineer who dreams of making the world a better place. He invents cool things like solar-powered gadgets and eco-friendly drones to help fix their planet. His friend Skoobie is a super smart mathematician who helps them plan their fight against a big disaster.

Scientists say that Gliese 12B might be in trouble and could be destroyed in just three generations because of greed and corruption. But this fearless team has a daring plan to escape. They pretend to be part of a military exercise led by a mysterious group called the 'Executive Leadership Council'. Their mission is to find out the secrets of Earth and what Maxwell Armstrong is supposed to do in the year 2999 AD.



Eoin

3009 AD time travel flight to Earth 83 AD

LEFT AT THE RED DWARF STAR

The crew gathered closely around a flickering campfire, their faces cast in a warm glow by the dancing shadows that flickered and leapt across the ground. They drew strength from each other as they summoned their courage for the journey ahead. Eoin cast a concerned glance at Skoobie, who sat apart from the group, her brow furrowed in deep contemplation as she confronted her inner fears. The oppressive darkness that stretched beyond the comforting circle of fire seemed less intimidating than the storm of emotions raging within her mind, where her imagination wove an intricate tapestry of both exhilarating excitement and gnawing dread.

As the first light of dawn crept over the horizon, their spaceship began to stir to life with a low, resonant hum that vibrated through the hull. The cockpit buzzed with a palpable energy, charged with anticipation, as the engines roared to life, ready to propel them into their next adventure. The thrusters erupted with a thunderous boom, shaking the sleek, aerodynamic craft as it hurtled away from Gliese 12B—a world that had once been a vibrant paradise, teeming with beautiful lakes that shimmered under the suns' glow, luminescent plants that cast an ethereal light, and sparkling

waters that danced beneath the radiant embrace of two suns.

The soft blue light of the navigation system flickered like a steadfast lighthouse in the vast, inky darkness of space, offering a glimmer of hope and direction. With bright green eyes that shone with determination, Eoin peered intently through the window, scanning the endless expanse for any sign of other ships. Skoobie, the seasoned pilot with years of experience, broke the comfortable silence with a confident and authoritative command: "Turn left at the red dwarf star!" Her calm, assured voice dispelled the tension that had settled over the cabin, instilling a sense of trust and security. With resolute determination, Eoin executed the precise course adjustments, feeling a surge of excitement—a testament to his rigorous training and the thrill of the unknown that lay ahead.

As the hyperdrive engaged, the spaceship shuddered with a deafening roar that reverberated through the vessel, and cheers of relief and exhilaration erupted within the cabin as stars streaked past in a dizzying blur, painting the darkness with streaks of light.

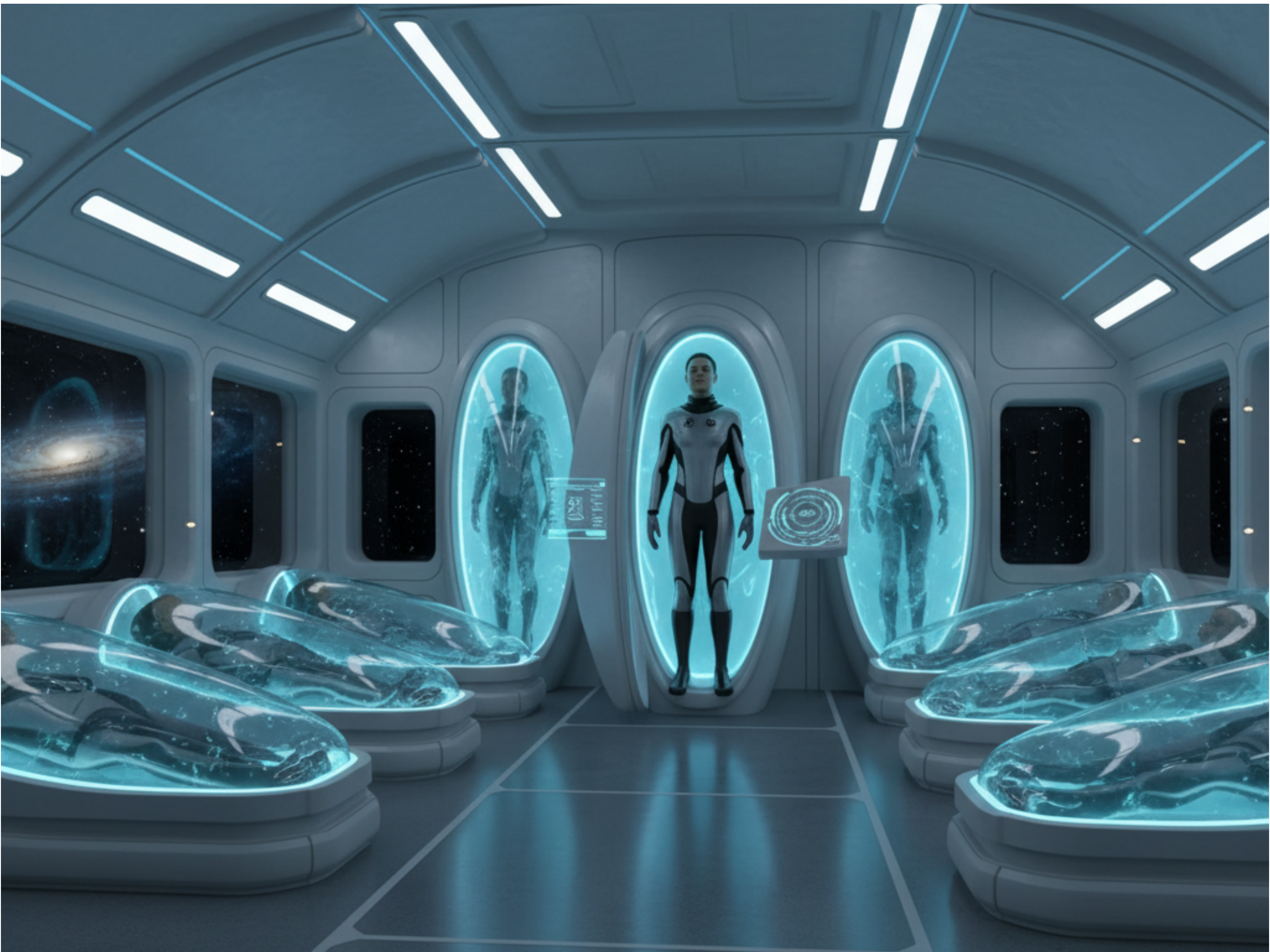


A LONG SLEEP

The crew was ready for an amazing adventure, thanks to Maxwell Armstrong's cool digital map. They were going to travel from the far future, 3009 AD, all the way back to 83 AD. Their goal was to find Maxwell Armstrong and his team of seven explorers. This was their toughest mission yet, but they were super excited about the chance to discover new things.

As their spaceship zoomed into the dark, endless space, they knew they were about to start a big five-year journey to Earth. Before they left, everyone said heartfelt goodbyes and hugged each other tightly. Then, they climbed into special sleep pods that would keep them safe and healthy during the long trip. These pods were really advanced and even helped keep their muscles strong by gently moving them every fifteen minutes.

Skoobie and Eoin, feeling very responsible, turned on the autopilot to take care of the ship while everyone slept. After one last look at their friends, they got into their own sleep pods, ready to travel through time.



The ship's systems made a soft, musical hum, like a gentle lullaby, as it slowly woke up from a five-year nap. During this time, the whole crew had been in a deep sleep without dreams. A week before they woke up, the ship's machines quietly got ready for their return, making sure the air was just right and the temperature was perfect. When the crew opened their eyes, they felt a bit confused at first, but it quickly went away, and they were fully awake and aware. Looking out, they were amazed by the sight of Earth's big continents and sparkling oceans, glowing in the warm, golden light of the setting sun. This view made them feel really excited.

They watched the clouds float over rolling hills covered with bright wildflowers, their petals glowing softly in the warm evening light. But the most amazing view was from their spot two hundred meters above Earth, as they flew gracefully between the tall mountains. The majestic Grampian mountains stood tall, their rugged peaks watching over a mix of colourful landscapes, with earthy browns and lush greens.

Excitement filled the air as they thought about the wonders they had left behind, their minds buzzing with dreams of new discoveries.

Skoobie, the ship's experienced pilot, carefully entered the final coordinates for their landing on Rannoch Moor. Their destination was a world mostly untouched by time, set in the year 83 AD, where they were ready for an exciting new adventure. These coordinates had been found by Eoin, hidden deep in the Space Archives, showing his endless search for knowledge.



A BUMPY LANDING

The spaceship was running smoothly as the crew kept an eye on the engines, life support, and navigation screens. Suddenly, a bright red light filled the control panel, making everything look spooky. Alarms went off, and warning lights flashed, showing there was a problem with the landing gear. Pilot Skoobie stayed calm and used her training to start the emergency procedures for a crash landing.

The ship shook and groaned as it fell into the rough highland area. It made loud, grinding noises and bumpy impacts that shook the whole ship. The crew felt confused and lost, trying to figure out where they were. The ship finally stopped about twenty metres from the shore in a peaceful bay of Loch Rannoch. Surrounded by tall green trees and impressive snowy mountains, the view was stunningly calm.

A strange silence filled the air, making the crew even more nervous. Their hearts raced with a mix of

fear and relief. Even though they were scared, they knew they had to be brave. Skoobie and Eoin looked at each other, thinking that maybe something outside or sabotage caused the problem. They quickly checked the ship and found that the damage wasn't too bad.



REPAIRING THE SHIP

Eoin leaned against the cold metal wall of the cockpit, feeling a bit better even though there was a wild storm outside. Rain pounded hard on the strong window, showing its strength. Calmly, he watched the crew take care of a small cut on his forehead with antiseptic wipes.

Feeling strong and determined, he looked at the damaged hull of the 'Broken Down Angel' more closely. Its once smooth surface was now covered in dents and burnt spots from the rough

landing, silent reminders of their recent adventure. For the next four hours, they worked hard under emergency lights fixing the broken plasma tubes and making the weak parts stronger. Luckily, the damage wasn't too bad.

As the sun set, painting the Tagais ship and the burnt landscape with a warm golden glow, the crew decided to hide the ship. With the repairs done, it was ready to fly again.



‘MOTHBALL’ THE SHIP

Eoin carefully checked the ship’s air and temperature settings to make sure everything was just right. The crew was whispering quietly, feeling nervous as they waited for Skoobies to give them orders. She watched Eoin work, thinking about what to do next.

They were worried about Maxwell Armstrong and his team. Were they okay? Where were they hiding? The uncertainty felt like a heavy cloud over them.

Eoin spoke up in a calm but firm voice, “We’re ready to shut down the ship. Make sure all important things like equipment, communication devices, power cells, and supplies are taken off. We might not come back for a while. Get ready to leave.”



REST BECKONS

Everything was super quiet, so quiet that even the loud wind stopped for a moment, like it knew something important was happening. The Tagais stood silently, watching the ship move smoothly into the loch. They were saying goodbye in their minds, knowing the ship would soon disappear seventy-five metres underwater. It was deep enough to hide from anyone but not too deep for a good Tagais swimmer to reach.

Eoin spoke softly, "See you later," and then turned away. One by one, the crew followed him, feeling a mix of hope and determination. As they left, they left footprints in the cold, gravelly shore, showing they had been there.

The cold air touched their skin, making them feel a bit better as they took off their helmets. The smells of earth, moss, and fresh water surrounded them, making them feel more connected to the moment. Eoin looked at a nearby forest where the trees seemed to whisper secrets, reminding them they needed food, warmth, and rest to get stronger.

Eoin gathered everyone and talked about his plan for the next day, saying they would discuss it more in the morning. He reminded the crew about their survival training and spoke confidently about Commander Skoobie's amazing skills. "She's the best we have; we're in safe hands," he said, making everyone feel calm and sure. They walked along the beach until they found a good spot to enter Rannoch Wood. As they got closer to the clearing, they noticed a stream that sparkled in the sunlight, its clear water a welcome sight.



AN UNNOTICED ARRIVAL

As the golden sun set behind the mountains, the sky turned a bright orange. Eight Tagais figures came out from their meeting in the trees. They put on their cool digital robes and held shiny objects that sparkled in the last sunlight. Quietly, they walked into the nearby woods, still talking to each other in their minds. They kept looking over their shoulders, feeling a bit nervous. They blended into the trees perfectly, making the evening feel even more mysterious. They thought no one had seen them.



BLACK WOOD OF RANNOCH.

YR 83



BLACK WOOD OF RANNOCH.

Eight brave Tagais went on an exciting adventure into the mysterious Black Wood of Rannoch, a forest full of ancient secrets whispered by its tall trees. Their goal was to find a hidden sanctuary, a secret place kept away from the world. They walked a kilometre in total darkness, sometimes tripping over hidden roots and branches, but they always got back up and kept going. Finally, they reached a clearing filled with a magical, glowing light. A sparkling pool sat next to a gentle stream, creating a peaceful and calm scene.

Skoobie stepped forward confidently. "This will do for now. Let's set up camp. I'll take care of security; don't light a fire until I say it's okay." An hour later, the group collected dry wood and dug three holes in the ground. They started a fire in the middle hole, with the other two placed to help the fire burn well. This way, only a little smoke would rise into the night sky, keeping them hidden.

As it got cooler, the warm glow of the fire comforted the Tagais by the stream. They shared stories and enjoyed the warmth, feeling happy to be together. They found a deep pool, perfect for a cool swim. Meanwhile, Skoobie needed to set up their tent and think about the night ahead.

As the sun set, they jumped into the glowing water, washing away the day's tiredness as the cold water hugged them. Eoin loved the icy dip, feeling a strong connection with the wild beauty of Caledonia.



A small group of nervous and confused Roman soldiers from the ninth legion held on tightly to a rocky cliff, looking down at the scary scene below. They wore shiny bronze armour that sparkled in the dim light, and their helmets had fancy crests and bright feathers that waved in the wind. They carried short swords called gladius, which were sharp and ready, and oval shields with the legion's symbol, showing their pride and teamwork. Even though they looked strong and ready, they felt scared and exposed, with their armour showing dents from a tough battle they had just fought. But their minds were on something else—the amazing sight of the Tagais craft flying through the sky before landing smoothly.

Suddenly, a loud and scary sound broke the quiet. The sharp blast of Celtic battle horns filled the air, warning them that the Caledoni Lugi and Cornavi warriors were coming. Tall, fierce fighters appeared from the shadows, looking powerful and scary. They wore bright tartan kilts that moved with them, and they carried long spears with barbs and bows ready to shoot.

The Roman soldiers felt tense and worried as they ran into the nearby thick woods, looking for safety among the tall trees. The forest was dark and tangled, with twisted branches and thick bushes hiding unknown dangers. Ready for the big battle ahead, and feeling tired with no help in sight, they prepared themselves for what was coming.



SETTING UP CAMP.

The Tagais crew woke up early in the morning, ready to start their day with some important tasks. Even though it was really cold, they moved quickly and skilfully, showing how dedicated they were. Sometimes, they laughed nervously, which helped them feel warmer and closer as a team.

They carefully collected fresh firewood, picking thick, dry logs from the trees to make a strong fire. As the fire started, smoke rose up and mixed with the grey sky. This not only helped them see but also kept away the annoying midges. They also organised their supplies neatly. They used waterproof containers for food, padded cases for delicate instruments, and sturdy bags for tools. They made sure everything was easy to reach, including a first-aid kit for emergencies.

Next, they chose a safe spot near the pool, thinking about how people could get there and making sure it was secure. They decided to leave some of their supplies behind, just in case other explorers or lost people needed help in the future.

After finishing these tasks, they looked for a nearby place to store their things permanently. Meanwhile, Eoin used his portable scanner to find any signals and keep an eye on Skoobie, who had gone off to explore the area.

A SEARCH FOR SUPPLIES.

Eoin stood there, completely amazed, as the early morning light showed off a beautiful mix of colours in the Highlands. These bright colours stood out against the dark slopes of the hill. All around him, he heard a mix of sounds and smelled wonderful scents, making him feel like he had just discovered something new. The lively landscape was so different from his home, which made him think a lot. This place, full of life, was called Gliese 12B—a rough, forgotten land left behind by time and its people.

Eoin was fascinated by the moors and mountains, with huge rocky outcrops that looked like giant tombs. They reminded him of a wild, untamed wilderness that made his spirit soar. He had never seen anything so empty, wild, and lonely before—it was an experience that stretched his imagination to its limits.

With gentle care, Eoin enjoyed his 'scrannos'—a special travel bread from Tagais. It was warm, honey-glazed, and had a flaky crust, made from Maxwell's old recipe. Memories came rushing back: warm meals with loved ones and moments of connection he wished he could have again. He thought about Skoobie, whose steady leadership and calming presence had helped him through many tough times.

Eoin turned on a small digital beacon on his wrist. As he looked around, he was happy to find a possible Tagais stash nearby. It was hidden near a glowing, fancy berry tree, just three kilometres away through thick bushes. With new determination, Eoin looked forward to exploring the next day, hoping it would bring comfort and food. He silently wished Maxwell remembered the Tagais food rule for explorers.



Scrannos 83 AD

Skoobie quietly came out of the dark, mossy woods, her eyes shining with pride and excitement. Even though she was hurt and a bit grumpy, her friends welcomed her warmly, trying not to make a big deal out of it. Zack leaned in to ask about the cut on her face, but she brushed it off, looking around for Eoin.

When she went back to the Loch where the sunken ship was, Eoin wasn't there. Where could he be?

Hours later, she found him high up in the mountains, 500 metres above sea level. Eoin was enjoying the moonlight, the cool mountain air messing up his hair, a sign that winter and the changing seasons were coming in this new place. He shivered a bit and pulled his light cloak closer, grabbing a Scrannos energy biscuit and a Tagais wildflower tonic.

As he looked at the night scene – butterflies fluttering and leaves almost dancing in the breeze while he played a soft Tagais folk tune on his wooden flute – Eoin was amazed by the peaceful beauty around him.

Skoobie watched him with a big smile, suddenly realising how much she liked him.

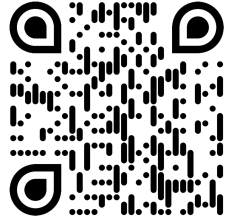


THE ROMAN EMPIRE

Rome was a super powerful place with lots of cool inventions, culture, and a strong army. By 83 AD, the Roman Empire was huge, with over 60 million people living in it, which was about 20% of the world's population back then. The city of Rome itself was bustling with more than a million people. On the other hand, Britain was mostly its own thing, with rich and different tribes that had stuff Rome wanted.

Roman emperors liked to throw big parties and give out free bread to keep people happy, but they also asked for resources and soldiers. Even though it seemed fancy, there was always a lot of political drama going on, making things pretty complicated. The Roman Empire was like a never-ending, hungry beast that always wanted more.





Knaturali
Knutti

ABOUT THE AUTHORS

Sami-Collard and Susannah Pulham had big bumps on their heads that made things hard for them. Some people might feel worried about them, thinking they are different, but that's not true. A healthy brain helps us do things easily, but when it's hurt, it can be tricky.

A doctor told them to try new things to help their brains get better. They haven't healed completely, but they've done a lot of good work. They like a story called "Don Quixote," which says it's okay to dream big.

They met at a poetry group and decided to make a book together. One was a teacher, and the other was a builder. They became good friends and helped each other feel better. They wrote a fun book for kids with big letters and pictures. After their injuries, it was hard to remember words and simple things. But they want to help others too. They plan to give most of the money from their book to help people with brain injuries.

Their home website, branded as knaturali-knutti 🤪, can be found at <https://www.knaturali-knutti.com>.

Both believe that education is a lifelong journey.

All mistakes are their own. 🤪 After all, they're two brain injury victims sharing a story.



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