

Year A.D.	Before/After Landing[1]	Zharus	Terra/Other	Technology
-999997650	-1000000000	Gondwana Forms		
2048	-302		Post-Oil "Dark Age" begins[2]	
2152	-198		Post-Oil "Dark Age" ends	First Wave of survey probes .3 c
2200	-150			Third Wave of survey probes. .5c
2225	-125		First slower-than-light generation ships dispatched to nearby stars (Proxima, Centauri, etc.) First year of the Diaspora calendar some Colonies use.	Quantum computers reach maturity.
2270	-80			Technology improvements make cold sleep feasible. STL speeds increase sharply.
2278	-72	Zharus discovered.		Total Body Simulation replaces using live rats for experiments.
2294	-56	Probe transmission reaches Proxima. Followup probes sent at .8c.		
2298	-52		Survey probe transmission reaches Earth.	
2305	-45	Zharus Diaspora and Steader Colonization purchase rights. Colonization Fleet construction begins.		
2315	-35	STL Fleet leaves Sol System with a full ten million colonists in coldsleep—the largest such fleet at that time. Several more even larger fleets follow at 5-year intervals based on more complete information from followup probe.		
2350	0	Landing		
2365	15	Last group of original Colonists finally awakened. But there are more arriving every five years as Earth is desperate to get the population to sustainable levels.		Antigravity lifter technology mature enough for commercial use perfected on Centauri. Lifters use a native mineral quickly called "cavorite". However, unlike its qubitite counterpart on Zharus, this mineral is easily created artificially on a commercial scale.
2392	42	First space elevator becomes operational on Zharus about 50 years ahead of schedule.		
2400	50	Antigravity lifter technology mature enough for commercial use reaches Zharus. This makes the Space Elevator only useful for shipping bulk materials like space-mined ores.		First FTL demonstration flights.
2420	70	Last formal "Wave" of colonists to Zharus. Planet population is just over one billion. Dr. Roberto Martinez begins study of the Dry Ocean—from a distance.		First practical barely-FTL colony ships launched. Speeds at 1.2c.
2422	72	First expansion out of Laurasia of independent city-states on Gondwana's Coastal Ring. Nextus founded.		
2430	80	Several exploratory expeditions into the Dry Ocean fail, sometimes tragically, due to equipment failure caused by qubitite contamination. Most polities declare Dry Ocean exploration off limits.		FTL speeds jump to 5.3c
	80		Wednesday Landing Tragedy sparks invention of hardlight. Since Zharus is closest, they send a distress torpedo at an amazing 14c.	
2431	81	Zharus sends assistance to Wednesday in wake of Wednesday Landing Tragedy.		Technology exchange between Wednesday and Zharus. FTL ekes to 5.7c.

2435	85	Zharusian IDE factories retool for other products and external IDE importation ceases.	Terrans continue using IDEs in brushfire wars on Earth and nearer colonies.	
2437	87	Dr. Roberto Martinez establishes research outpost that forms the kernel of Uplift.		
2450	100	Nanites are able to live outside of isolation tanks. Uplift adds its second dome emitter in what will be Bifrost Park.	Earth has first true "cyborgs".	FTL at 10.5 c. Message probes dispatched to ships in flight showing how to upgrade their engines.
2458	108	<b>"Aloha"</b>		
2459	109	Aloha founded on Gondwana. (Officially named in 110)		
2460	110			
2462	112	Sarium batteries appear on market.		
2462	112	Qubitite Rush begins		
2462	112	Clint Brubeck stakes claim to huge qubitite deposit, founds Brubeck Mining.		
2465	115	Downgraded surplus military drop shuttles sold as first "Suborbital" vehicles.	Cybernetics (a la Ghost in the Shell: SAC) become common on Earth.	
2465	115	Sturmhaven labs field-test first AIDE units. Nextus labs create smaller IDEs using sarium battery technology.		
2468	118	Nextus-Sturmhaven War begins	Rufus born in Deseret.	
2469	119		Ryan Stonegate born in New Boston, Earth.	
2470	120		Conditions on Earth vary from "Glass Half Full" to "Crapsack" to "Crapsaccharine".	
2471	121	Nextus, Sturmhaven, and Nuevo San Antonio military RIDE programs commence		First RI created in Nextus lab
2471	121	<b>"Integration #13: Kaylee &amp; Anny"</b>		First known Integration takes place.
2472	122	Combination of sarium batteries and technological refinements make hardlight fully practical for use in portable vehicles such as RIDEs.	Final World War (Unification War)	FTL at 19c
2473	123	Nextus-Sturmhaven War ends		
2474	124	RIDEs for civilian applications enter mass production.		
2479	129	<b>"Splashdown"</b>		
2480	130	Integration first becomes public knowledge		
2480	130	First Integrated enclave founded		
2481	131	<b>"Astra-Naught"</b>		
2481	131	Alohan Space Elevator touches down. (Opens for use in 132)		
2482	132	Prospector tourism starts, first in Uplift and then in other Polities. Prospectors with useless claims rent RIDEs to tourists to give them a feel of prospecting in the Dry Ocean. More expensive services offer guides and ships to do "real" prospecting.		
2482	132	AlphaWolf escapes (or is released by) Nextus military, begins organizing home for emancipated RIDEs out in the desert.		
2483	133	Gondwanan Federated Marshal Service founded		
2484	134	<b>"The Lady of the Tiger"</b>		
2484	134	<b>"Cave of Wonders"</b>		

2490	140	Brubeck Mining builds first permanent qubitite mining platform to make extensive use of hardlight shielding to protect against qubitite contamination, effectively changing the entire system of qubitite mining in the Dry Ocean.[3]		
2490	140	<b>"Sum of Their Parts"</b>		
2495	145		Earth develops compact tokamak technology to enable reduced-size IDE units.	
2498	148		UE Senate debates applying terraforming to Earth itself. Vast cities lay empty, but are being recycled to fill the needs of the still-shrinking population.	
2499	149	Ryan and Rufus arrive aboard the starliner Spruce Goose		FTL at 25c
2500	150		Study paper on crossriding presented at Terran psychology conference.	
2501	151	Rufus purchases Yvonne and enthusiastically becomes Rufia. Ryan purchases, fixes Kaylee.		
2506	156	<b>"Deserted"</b>		
2506	156	<b>"Merging Traffic"/"R&amp;R: Rochelle &amp; Rufia"</b>		
2506	156	<b>"FreeRIDers"/"Integration"</b>		
2506	156	<b>"Barely Fused, Slightly Foxed"/"Longer Fused, More Foxed"</b>		Antimatter-based energy production perfected on Earth but restricted to military applications. The reactors are huge and only usable on very large ships or planetside. Power is beamed to ships/mecha that need it.
2506	156	<b>"Turnover"</b>		
2506	156	<b>"Inspector Hollins" stories</b>		
2510	160		Earth population has dropped to 4 billion. End of the Diaspora as the planet clamps down, realizing their pop is now too low. Planet is on the way to becoming like East Germany, trying to keep people in. Total population of the Colonies is now greater than the origin world's.[4]	
2525	175		<i>In the year 2525, if man is still alive If woman can survive, they may find[5]</i>	

1. In actuality, the Zharusian year is 249 hours longer than the Terran year, meaning that the correspondence should slip by one year about every thirty or so. We're assuming magic orbit fairies to keep the timelines matching at this point.
2. Just like our own "dark ages" it wasn't, really.
3. Prior to this, most mining done by RIDEs using disposable equipment for larger-scale work.
4. If Zharus had 2 billion on Laurasia alone (implying probably 3-4 billion system wide given its reliance on space industry), the other colonies combined would have long surpassed 4 billion.
5. I couldn't resist. :)