

*Before Byron was sent to The City, there was The Casts...*

The Nine Year Sleep (9YS) is a slight shift for CoSaS. It was tackled as a solo-project by the original author of a mission which had been cut from the campaign rather early in the project's history. After several months of work it was decided to reincorporate it back into the storyline as Mission 3. It provides a radical departure from the world of Dante and The City, and a more complete introduction to Byron, who is the player character for this mission, and his homeland of Immacul.

(From <http://cosas.ttlg.com/9ys/>)

**Use of the content of CoSaS: The Nine Year Sleep (brushwork, objects, textures, etc.) is permitted, with acknowledgment of the source.**

**Credits/Acknowledgments:**

* Mission Design almost entirely by Digital Nightfall, with additional content by Mokkis, Yametha, and The Immortal Thief. Special thanks go to Sliptip and DrK for design consultation and textures.

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