**Project**  
***Code Name: Space Hunt***

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## How far to paradise?

Setting: Interstellar war has broken out in a region of space known as the Mercedes Belt, an arm of the galaxy which is strangely blocked off from the rest of the galaxy by a mysterious void. Strange bionic lifeforms known as The Voidmeld have taken over much of the region and pushed us back to the very edges of our territory. We have recently captured a Voidmeld Core, a type of technology that allows the physical shape of matter to change. Utilizing this core which we have installed on one of our scout craft, you must break through the enemy defenses and reclaim our territory.

## Level 1: Asteroid Zone

Home to the small outer rim mining outpost Asteroid City. Surrounded by a dense field of asteroids, this small outpost unwittingly becomes host to the last remnants of the 12th Royal Dragoon Corps. The colony has rapidly mustered a defensive line as the Corps digs their heels in deep for the last line of defense. Behind the line, remaining researchers have unlocked the secret of the Voidmeld Core and hastily equipped a small scout craft with it.

Enemies Encountered:

-tiny fliers

-machine turrets

-med heavies

-Voidmeld Destroyer boss (radar ability)

## Level 2: Nebula Zone

A region of extremely turbulent space thunderstorms. Featuring strong solar winds, plasma lightning storms, and nebular tornados. Until recently The Voidmeld have had trouble navigating the storms, but something has changed that and allowed them to cut through. At the heart of the storm is a Voidmeld ship that is harvesting power from the storms.

Enemies Encountered:

-tiny fliers

-Zig zaggers

-med heavies

-Voidmeld Lightning harvester boss (Chain lightning ability)

## Level 3: Deep Space Zone

An expanse of space between the Nebular zone and the planetary systems. Previously home to trade routes, there are many abandoned, but still functional guidance beacons that once led far reaching expeditions to and from some of the more remote regions of the Mercedes Belt. As you voyage through this once populated stellar highway, you feel as if you are being watched by something.

Enemies Encountered:

-tiny fliers

-delay shots

-zig zaggers

-med heavies

-Voidmeld Cloaker boss (Stealth flash ability)

## Level 4: Living Planet Zone

An unexplained curiosity; this planet was discovered nearly a century ago and our scientists are still no closer to explaining its origin. While our studies have shown that it has lain dormant for many millennia the appearance of the Voidmeld seems to have changed things. Beware of possible immune reactions as you approach.

Enemies Encountered:

-tiny fliers

-med heavies

-big heavies

-zig zaggers

-delay shots

-terrain emplacements, both organic and Voidmeld

-Organic Voidmeld fusion boss (Laser eye ability)

## Level 5: Destroyed Planet/Industrial Zone

Our fallen capital: an expanse of cracked and destroyed planets as far as the eye can see. The Voidmeld has localized as a new planet-sized mass comprised of the technological sum of all of the planets combined plus any useable resources, located beyond the graveyard. Avenge our kingdom and drive out these usurpers.

Enemies Encountered:

-tiny fliers

-med heavies

-big heavies

-zig zaggers

-delay shots

-terrain emplacements

-kamikaze fliers

-Voidmeld Planet boss (Gaia sword ability)

## Level 6: Archive Zone

An ancient artificial planet-sized computer. Automatically digitizes anything that enters its orbit, which has made it rather difficult for the Voidmeld to absorb it. However recent reports have indicated gravitational shifts on the archive’s surface, suggesting that the Voidmeld may have found a weakness from within the digital world.

Enemies Encountered:

-tiny fliers

-med heavies

-big heavies

-zig zaggers

-delay shots

-terrain emplacements

-kamikaze fliers

-data thief (mimic)

-Data Destroyer mid boss

-Voidmeld Copier boss (Clone ability)

## Level 7: Solar Zone

In a last ditch effort, the remaining Voidmeld forms flock to RJ-221, an extremely volatile red giant on the verge of collapse. The Mega-Voidmeld Can be seen blocking out the light from the star in the form of a giant hand, steadily draining the star itself. You must utilize everything you have learned in order to purge the Voidmeld once and for all

Enemies Encountered

-tiny fliers

-Heavy gun trains

-Homing rocket ships

-kamikaze fliers

-Voidmeld Lightning Discourager mid boss

-Voidmeld Planet mid boss

-Mega-Voidmeld Core boss (Absorb ability)

## Level 8: Black Hole Zone

As the Mega-Voidmeld Core collapses a chain reaction causes RJ-221 to collapse in on itself and become a black hole. You attempt to escape but are drawn in along with the damaged Mega-Voidmeld. As you are swept through the vortex, the damaged core begins to reform, somehow exhibiting a primal rage as it struggles for survival.

Enemies Encountered

-Awakened-Voidmeld Core boss [phase 1]

-Enlightened-Voidmeld Core boss [phase 2]

-Final-Voidmeld Core boss [phase 3]

## Epilogue:

Somewhere out in the vastness of space, two enormous ships emerge from a white hole.