Prologue:

Teddy: Arggg, we are struck hard!

Dnim: It’s time to get out, use the space shift.

\*Use space shift, end prologue\*

Level 1-1: Wandering

\*At the beginning of level\*

Teddy: Phew… We managed to escape, any idea where we are right now?

Dnim: No clue, but we should still be near their territory, I can sense the ominous presence.

Teddy: I see, let’s check the status of our ship if it’s still working.

Dnim: Let’s see, blue ship status bar, red rage bar and white powerup on the top left; weapon icons below that; statistics on the top right and dialogue box at the bottom. Great, everything is still fine!

Teddy: Wait… why do we need a dialogue box for, can we just talk?

Dnim: I guess somebody is too lazy to do voice recording. Anyhoo, let’s search for more intel about this place.

Teddy: Blue Data fragments? They should be dropped by the enemies in the surrounding area, no?

Dnim: Yes, you learned fast.

\*Start level 1-1\*

\*Level info:

Objective: gets 600 data fragments  
Enemies: Formation: Unmmaned scout

asteroid, unmmaned scout

\*

Level 1-2: First step into the light

Dnim: So, from the intel, we are somewhere within Sector 5x03, hmmmm…

Teddy: So, we are still within the enemy’s territory, that thing shouldn’t be far.

Dnim: You think we still go for the answer? It might be dangerous though.

Teddy: After coming this far, giving up is not an option. Let’s keep going.

Dnim: Alright, first, we need to find more intel to know where to go next.

\*Start level 1-2\*

\*Level info:

Objective: gets 1000 data fragments  
Enemies: No formation, asteroid (less than 1-1), unmmaned scout (more than level 1-1)

\*

Level 1-3: Where are we?

Dnim: We are getting closer into enemy territory, everything can happen here.

Teddy: Ahead! Looks like enemies are more aware of our presence. I don’t think they will tolerate us here…

Dnim: What do you expect? Kids with candies or puppies?

Teddy: ¯\\_(ツ)\_/¯

\*Start level 1-3\*

\*Level info:

Objective: gets 2000 data fragments  
Enemies: Formation: Unmanned Scout

Introduction of Ram ships

Less asteroid

\*

Level 1-4: Getting close.

Dnim: I feel the presence again, we need to be careful.

Teddy: Tsk…

Dnim: …

\*Start level 1-4\*

\*Level info:

Objective: gets 3000 data fragments  
Enemies: Formation: Unmanned Scouts + Ram ship. Ram ship straight line

Introduction of Gunner

Less asteroid

\*

Dnim: Here it comes!

Level 1-5: Facing the first Devil

Teddy: WHAT IS THAT!

Dnim: While you were fighting the enemy, I analyze the data fragments. That guy is the Blood Moon, one of the five Devils of the land.

Teddy: Blood Moon huh… (Why blood though?)

Dnim: No clue, we will see.

\*Level info:

Objective: gets 2000 data fragments  
Enemies: No formation

Blood Moon-boss

Asteroid

\*

Teddy: Wow… that was…

Dnim: I remember somebody tsked me earlier…

Teddy: Okay, okay… my bad…

Dnim: Anyhow, looks like the enemies are clear now, let’s stop and check our ship for damage. With these much data fragment, I think we can upgrade our ship with some fancy stuff.

\*Go into inventory check\*