Space Game Story:

Consumerism – in space! Experience the joys of retail therapy AND of fighting for the allocation of native resources that have inter-galactic market demand. Contrary to popular opinion, you don’t need the backing of an ENTIRE empire to defeat an “enemy” to obtain their planet’s resource to increase your personal wealth through trade.

You are a space traveler/explorer that start your journey in a random planet where you encounter yourself fighting a space monster. The monster drops an item which the traveler can collect and exchange it with a merchandise located in the planet. Then the traveler gets the chance to pick between two planets with depending on the luck of the player the difficult of the fight will increase. In each planet the traveler visits it will encounter a boss monster which will have to be defeated, and a new items will be collected upon defeating a monster, and each planet will have a merchandise where the new item plus previews item will be needed to be exchanged for a different item. The fights won’t be easy, and the traveler could die, and the game will restart form the beginning.