

Introduction

Planet Moonshine, an anomalous planet with plenty of slimes. Not any normal flavored slimes, plenty of variety! Though, before we get into that, we gotta introduce you to your tools, pioneer. Your job is to explore and bring back slimes for research and other purposes, as an employee of the Helios Pioneer Program. You should start off with the necessary tools which were needed for your start. Your main tool should be your **vacpack**, being able to suck up slimes, fruits, and many other things! Thanks to our nanite-compression technology, you'll be able to hold much more than if you were to carry it with your hands, and don't worry! If you can't hold enough you can always upgrade your **vacpack**. Your second most important tool is your **AR augmentation**, used to view what your vacpack is holding and to access various guides made from previous pioneers. Keep in mind some of these slimes have... strange effects. You might need to upgrade your exo-skelton if you plan on moving after you get fattened up and/or inflated. You'll be given a small base made of tents and some packable tech we were able to fit on your shuttle. After you research and prove what these slimes can be used for you'll be rewarded generously. Remember, be brave pioneer!

Locations

We have managed to scout out many primary locations, and can give you the gists of what they are.

Great planes: A grassy, green, and flowery area where a lot of honey slimes are located, they're mostly there to search for nectar though. We've sent you here as it's probably the best place for you to start, but there's somewhat a lack of resources and you won't mind that many deposits. We'd recommend exploring once you feel confident that everything is running well. You'll also be unable to find food, though thankfully we packed rations and some seeds that should be able to grow in the new climate. **Rainforests:** These are the areas that contain the most plantlife, and some anomalous resources. We'd recommend this be the first place you pioneer into. There are flower slimes but none of the pitcher slimes. Allowing for this to be a much easier start on your journey, there's more resources, even an anonymous one (but there isn't that many deposits) which we have called **Tricite**.

Mountains: We'd recommend getting that grappling hook upgrade for your exo-skeleton before you enter, being that the mountain zones of this planet are quite rocky, and we'd recommend having something to grab onto. As you explore this zone, you might encounter these areas we call "Gardens," which are hidden areas within the various rocky mountains.

Various slimes we know

Disclaimer: Keep in mind this planet has recently been discovered, but thanks to other pioneers we are able to update your **slimedex** as you encounter them. If you discover anything new, you shall be rewarded for your discovery and even be able to suggest a name.

Food slimes

- **Bunny slimes:** slimes that have ears like a bunny, having a mini food item at the top of them usually referring to their flavor and a matching color to go with it; And are often described as energetic. These slimes are most commonly found in the Mountain gardens, but can be seen foraging for food. But beware, they do love stuffing those who threaten them. So be aware and sneak around them if given the option. Don't eat them whole though. It's been noted that people normally turn into a larger, fluffier version of bunny slimes. Being that they now have turned into what is described as an Alpha Eastern slime, as some have described their experience "it was quite fun simplifying life down, taking care of your driplet, and possibly discovering new stuff thanks to the immunities that are given. Sadly, this is only reversible through complex generic therapy, but many have shown the ability to control themselves and their slimes, being able to function as a pioneer still. These new citizens are welcomed onto society as they returned, usually referred to as "Hunbuns" thanks to most people that are able to control them notably being sweet and caring. Wild Alpha slime behavior isn't anything too threatening, just don't get on their bad side otherwise expect their driplet to tackle you, and possibly make you into a new alpha.
- **Honey slimes:** Often being sweet, and a somewhat general slime. Being a good source of food, they tend to be your first way of making profits. We'd recommend you capture some of these and put them in your first coral. Be warned, some of them like to stuff you, but those ones usually only are in their local hives, as we've observed that's how they defend them. You should be fine outside of it. (Comes in pink, normal honey, and cherry.)
- **Honey slime queens:** This variant of the honey slime is so different that we had to make a different category. They're known to be quite ruthless, even keeping some as a personal blob of sorts. We've noticed that the bigger their hive is the smarter they are, like if they were some sort of genuine hive mind. They are also known to like apple slimes as food, it is possible to tame them but very hard, and requires a lot of apple slimes. (comes in the same kinds as the honey slimes, but they tend to be much bigger and are actually able to shift into different forms depending on what is needed.)
- **Fruity slimes:** These slimes usually mimic fruit (although they do a bad job at it.) and tend to try to absorb their prey and use them as a host, usually this

shouldn't be an issue if you have our vacpack, which will allow you to suck it directly out of your maw if you need to. (These slimes come in granny smith apple, green apples, peaches, oranges, banana, and pears.)

- Luni slimes, much harder to get out and live in caves. Often tend to glow when they spot someone who they can use you to reproduce. Worse/better than Apple slimes due to them actually being able to control the person's feelings, for example making them much hungrier, even possibly making them stuff themselves and even want to be stuffed.
- **Blueberry slimes:** Thanks to these slimes being intelligent, they tend to want to play with their food. We'd recommend looking out for them, as they tend to hide in bushes. Normally you'd suffer from a mild bloat if they get to you too much, though don't let them attach onto your face, they tend to inflate those who get too close, and you'd need to request support. (Often looks like a blue jelly, with no seeds, seeds suck.)
- **Flower slimes:** Known for their ability to produce a sweet, potent nectar. Often hunted for by honey slimes, so they're quite rare. Though once you find them, plenty are willing to pay for their delicious nectar. Many have remarked it as whatever flavor fruit they like, it seems to be different with each person. (Comes in campanula, rose, white rose, all the tulip colors, and rainbow dragon flower, rainbow dragon flower being barely alive and under conservation efforts.)
- **Pitcher slimes:** These are the more aggressive, and way too similar looking to the flower slimes. They tend to hide their real bodies under the ground, and tend to fill those up with nectar. Many have believed that this is some sort of method to make the prey more juicier, but so far the trap plant slimes seem to be able to act like normal plants, and would most likely use it as a way to deter honey slimes. (Comes in same variants as flower slimes)
- **Cake slimes:** These slimes are unnaturally large, and have been observed to trick people into eating their compressed nutrient fillings. Do not fall for their sweet giggles, they will absorb you and stuff you senseless. (comes in chocolate, carrot, vanilla, cherry, mint chocolate chip, and oreo.)
- **Soda slimes:** These slimes were discovered when he was exploring Moonshine. These slimes have a tendency to latch onto the mouths of warm mammals, and fill them up with their extra carbonated innards. Your body will become blobby, but you become light and gassy as well. You'll belch a lot!~ Comes in eight flavors, green apple, orange, cream soda, root beer, vanilla, coke, strawberry and cherry. Also useful for playing bumper fatties with~

Functional/resource slimes

As we've discussed before with the food slimes, those tend to be much rarer (With the exception of honey slimes, kinda like bees tbh.) we're more so for these, as they should bring up new possibilities when it comes to production.

- **Rad slimes:** These slimes usually are considered to be a safer alternative to actual uranium, since instead of giving you cancer it just fattens you up. We'd recommend having some sort of hazard suit before handling them, or even attempting to generate power with a reactor. (Comes in uranium green, plutonium pink, and thorium blue, in levels of strength.)
- **Glow slimes:** These slimes are quite bright, but only really come out at night. I know it might be funny if you eat them and get a glowy belly but they're much better used as an energy efficient alternative to regular LEDs.
- **Water slimes:** Despite these slimes usually being made mostly out of water, they're a good coolant as it doesn't freeze or turn into gas. Oddly, it stays the same temperature, and it's safe to drink. Should go through your body like all other water. (Tends to mimic the water color of the area you found them in, as in some are bog, pond, ocean, or fountain.)
- **Red panda slimes:** Usually cute, fluffy slimes that tend to be kept as pets. Not much else, but they are known to feed their owners a bit, and treat them like a pet. They look like the Red Pandas from **Earth**.
- **Gem slimes:** Usually just considered to be a good alternative to ruby/emerald/sapphire mining. They tend to shoot their gems off sometimes if scared, but when they're calm you should be able to harvest some of their gems. These gems have been compared to normal, non-anomalous rubies and there is virtually no difference. (Comes in ruby, emerald, and sapphire.)
- **Fusion slimes:** These slimes are an amazing source of power, essentially being a red dwarf star you're able to hold. We've managed to find a way to harness their energy, and are a quite good alternative to building a dyson sphere. These are quite rare though. (Usually a light blue, and there's no variations sadly.)
- **Erchius slimes:** Named after the common resource used to make FTL drives do their thing, Keep in mind these ones are quite... strange. They can mimic the abilities of all other slimes, though as long as you keep them fed and happy you should be good.

Minerals and ores

We kindly would like to ask for you to scan and let us know where resource deposits are. As said in the pioneer contract, you are able to take control of the resources as you please. Though you should be able to share profits, in exchange we shall give you credits towards researching blueprints and getting upgrades. Keep in mind that we only have limited information thanks to our planetary scanning and recon satellite breaking down for no reason, falling to the surface. What we know is:

- **Tricite:** Often used in electronics thanks to its unique properties, being able to be used in batteries as an alloy, or as a wiring/conductor. Refinement is recommended, and research is greatly appreciated. (Often is blue with sparks when charged, but is black like obsidian when not.)
- **Durasteel:** This resource has been found on this planet, it's stronger than titanium, yet as light as aluminum. Getting access to this would give you plenty of credits, as we shall generously pay you for this metal. (Often looks like dirty iron when in ore, but once refined should give you a dark, deep blue/grey ingot.)
- **Hellfire:** Often quite unstable, and can be used in nuclear reactors. But you better have a good coolant, as it's extremely radioactive. Keep in mind that it's only found in volcanoes, and the augment we gave you will not let you anywhere near it without proper protection. You will die, and will need a clone. (Often is a reddish-orange, being bright without proper protection.)
- **Kirite:** Often processed into valuable alloys such as sealants, reinforcements, and industrial level glue. Keep in mind that this is pretty common, but useless on its own. (Usually looks grey, kinda muddy when wet.)
- **Plenty other materials can be found too!** Such as iron, titanium, steel, gold, silver, copper, cobalt, lithium, and lead.

Organics and life

Despite what you might think, slimes aren't the only form of life. That's why we've given you an assistant drone to help defend you. It should be able to lift you out of sticky situations, and you can even upgrade it. More info in the "tech" section after this one.

- Most general plant life is nothing to worry about, but we will list some things to look out for. (often is described as tropical, rainforest, or winter)
- **Beowulfs:** Canine, feral but often smart creatures. They have opposable thumbs (that are squishy beans,) long thick fur that slimes aren't able to grab onto, and omnivorous teeth to chew at many things, including you! Often hunting alone, mostly seen at night scouting for food and berries. They have patterns that can come in many colors, and normally have a base color of white. They're quite large though, at 8ft long and 4ft tall (including the tail.) They are often misjudged due to how lanky they are. Quite flexible, often as flexible as ferrets from Earth. Their head has big, oval-like ears that are able to pick up sounds from pretty far away. Though it is possible to tame them, it's just that it's really rare to see. **Only found in the darkforests**
- **Swelltree:** These trees often are tall, redwood-esque trees that have a purple wood, they produce a nectar that causes those that drink it to swell up with

blubber, being immensely calorie dense. Though it is quite good when used in small amounts, and can be used by many other species. **Found in rainforests and darkforests.**

- **Blimp Berries:** Often are blue bushes with thick, tasty and round berries, these berries have been known to be quite toxic, as in they'll cause a bunch of bloating in your stomach and cause you to inflate. Do not get pricked by their thorns either, it's the same poison. Though they have been known to be a good antivenom for a lot of poisons out there once purified and extracted.

Found strictly in the mount "gardens"

- **Honey peaches:** These peaches are often quite delicious, and grow on a small (but durable) tree in packs of 50 when grown right. Studies have shown that the flavor is quite addicting, though there are no negative side effects. (Unless you count possible weight gain from eating too many, and they look like red peaches.) **The only kind of tree that is known to be in the great planes, and is kinda your standard food, not found in the mountain "gardens"**
- **Lard pears:** Their thorns, if not watched out for, can cause weight gain. But under those spikes, you find quite a tasty fruit. It's buttery, and kinda potato in flavor. It's a baked potato in one, as someone has called it. **Found in darkforests and mountain "gardens"**
- **Cocoa beets:** Chocolate vegetables containing a liquid chocolate esque substance, can be used as a replacement for cocoa as it's not found on this planet. It's calorie dense though, about 2 pounds in 1 Cocoa beets. **Found in beaches and mountain "gardens"**
- **Plumpkins:** If eaten without proper processing, can lead to some bloating, even leaving the eater lighter due to the gas being made in the stomach, allowing for some creative platforming. **Only found in the mountain "Gardens"**
- **Sugarbane:** The end all to weight gain, so fucking calorie dense that it'll make you obese in a matter of seconds. Once you eat one do not leave your camp, and if you're out in the wilds, ask your drone to help. **Strictly found in darkforests.**
- **List of Earth plants:** Carrots, apples, strawberries, blueberries, wheat, sugarcane, eggplants, potatoes, dragonfruit, grapes, oranges, pineapples, papayas, and many spices.

Tech/upgrades

You obviously read the introduction, but I'll introduce the main piece of tech. This should provide some future hints to tech you can unlock through researching and discovery, or even through using those credits.

- **Vacpack:** Your standard tool for this planet, as it should help you carry plenty of things, and you probably won't be able to hold slimes with your bare hands.

You start with 5 active slots, and 8 inactive slots. You can upgrade the amount of slots, and how many each of those can hold through upgrades and research. Your backpack part of your exo-skeleton should be able to carry much more, and be upgraded with more slots. But your vacgun will only be able to have five, but still be upgraded to hold more per slot. Your vacgun is made for easy access to materials, and to be used as some sort of gun as well if necessary. That's why it has been optimized in such a way that would allow quick, easy fire.

- **Helios Pioneer AR augment:** This should contain almost every bit of info you need, allowing you to connect back to your base, communicate with us, and allow for the purchasing of orbital deliveries remotely. Keep in mind that all of these go through your camp, as the chip itself isn't powerful enough, despite it being not only on your neck, but down and throughout your back. You should be able to upgrade your exoskeleton though for longer distance communication with your base, but for now you'll have to settle with repeaters. (It's a set of chips connected throughout your back, and allows you to use the exosuit thanks to additional processing power.)
- **Helios Pioneer exo-skeleton:** This should allow easy travel throughout the planet's harsh atmosphere, equipped with a jetpack, life support, slow, but nearly infinite energy production thanks to our latest RTG tech, and an all-purpose generator in case you need some more energy. Keep in mind you might have to upgrade it to handle weight gain, but it will automatically start burning your fat. You can tell it not to, if you wanted to pass the delivery time or processing of other machines through hibernation. (It looks like a pair of robotic legs attached to your back with a backpack, some thrusters on the feet to help you jump, and a life support bubble (that's invisible most of the time) around you. There's also a tube connecting it to your vacgun making it the vacpack. It also has a set of antennae on the top, with a neck brace around to help project the life support bubble. There's also movement thrusters on the backpack that are more so useful when you're a balloon, but can help you control yourself when using the main thrusters.)
- **Helios assistant drone:** Used as a means of defending yourself, constructing buildings, and scanning resources. It'd usually attach to your backpack to charge when needed, or inactive. But it has 3 modes: Battle, Scan, and Build. Battle is more focused on defending yourself, and will activate once your exo-skeleton detects danger, which it is very good at. Scan is the default, while you're exploring you can choose to focus on an item and scan it, or do a larger scan that's less precise, but should let you find deposits. Build is where you build up your base, it's only active in areas that you have dedicated for building, and homespace. It will adapt to your surroundings, and it's made to hopefully

be a second mind while we're unable to connect to you.

- **Main lab:** This is where you do your research, as you build it up more and more you should be getting bonus points (due to there being more data for us to process.) towards unlocking future blueprints, keep in mind that you start out with a basic station as we really couldn't fit anything more in the shuttle you used to get on the planet. (it starts out as a tent, then you build onto it as it turns into a hut, then a small building, then a server tower.) As you can see that you can place these mostly anywhere thanks to your drone being multiple purpose, though you'll probably need to upgrade it in order for it to be useful when building those large structures and upgraded buildings. The main lab should connect all of the other sub-bases you make all around the world, and therefore will probably be one of the only places you make into a skyscraper.
- **Multi-purpose production tent:** This is more so to help you get started with refining and crafting resources, it ain't specialized but it can craft everything you have the blueprints for, and can be used to upgrade tech. (stays as a tent, but you're eventually able to recycle it.)
- **Living area:** Used to pass time, have a good time while you're on a new planet and communicate with family and friends while you're there. You can even invite a friend of yours if it's big enough! (It starts out as a camping tent, eventually becoming a larger one, then a house, then a mansion that you can decorate with various pieces and things you collected along the way.)
- **Storage facilities:** Used to store the things you produce for a rainy day, or you're just waiting for the price of something to go up. (starts out as a bunch of crates, then an open roof facility where you store things, then it goes to full warehouse.)

Sports/Recreation

Bumper Fatties: A game where two people with the soda slime float around and bump into each other. It is arena based, like a platform fighter. Your goal is to knock your opponent into the slime pit underneath where they will fall down and become immobile in the slime pits, and if you're that unlucky opponent, well... enjoy your fate, you'll be stuffed by some cake slimes that'll be more than eager to stuff you senseless and silly~ Keep in mind that you'll become a personal blob too. You'll be however, automatically paying to the winner some previously betted resources and points. If this is not what kind of fate you want.