THE SPACE JUNKER SERIES

Welcome to 2185. A broken world. An unlikely crew. A future worth fighting for.



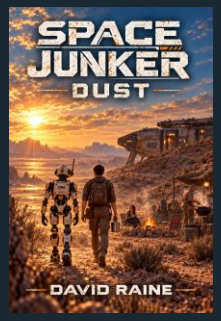


01 / BOOK ONE

SPACE JUNKER

RELEASED

OCT 2, 2026



02 / BOOK TWO

SPACE JUNKER

DUST

SCHEDULED

DEC 2, 2026



03 / BOOK THREE

SPACE JUNKER

NUMUN

SCHEDULED

FEB 2, 2027

SPACE JUNKER WORLD

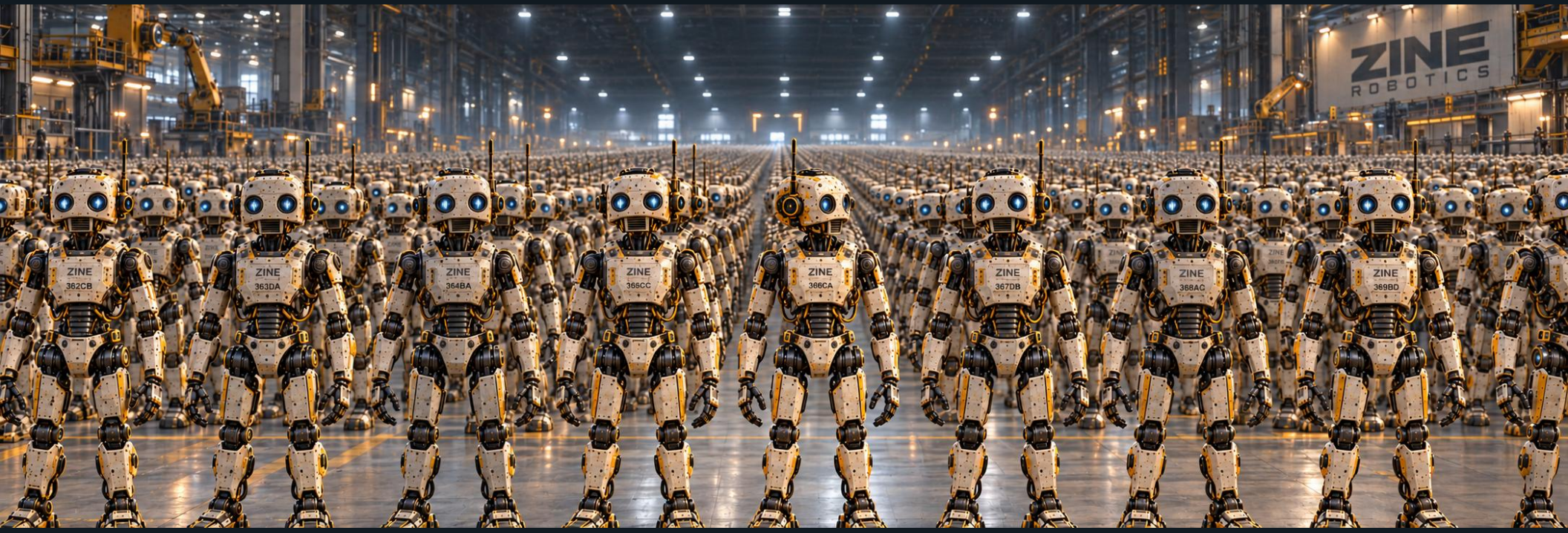
Growing by the minute!

Read the stories. Meet the machines. Fly the missions. Find your way in.

EXPLORE THE WORLD

space-junker.com

Bob



He began on a factory floor in Canada. ZINE called him 366CA. Much later, a little boy called him Bob.

Built for combat, Bob became something his manufacturers never put in the specifications: family. He is capable, stubborn, occasionally inconvenient, and very difficult to leave behind. His parts can be replaced. The people who matter to him cannot.

That is why the Space Junker world grows around Bob. His life can span generations. A child he protects can grow old beside him. A passing encounter can become a promise he carries for a hundred years. Every repair keeps him moving, but every relationship changes where he might go next.

For now, there is Kyte, a dying farm, and a buried spacecraft. Beyond them lies a changing Earth and a universe Bob has barely begun to explore. Hundreds of adventures. Perhaps thousands. Some might change the course of a civilization.

An unlikely inheritance



Beneath an Illinois farm, Kyte Jacobs and an aging robot named Bob uncover a spacecraft that was supposed to stay buried. For Kyte, it is a connection to the father he lost. For Bob, it is a past he has carried in silence. Getting it back into the air will bring that past crashing into their lives.

Follow them across a vastly different America, where water determines who prospers, forgotten technology still has owners, and a corporate secret could change the future of a dying world. Their ship is worn out. Their companions have problems of their own. And the people who buried the truth have good reasons to keep it buried.

Space Junker begins here, with one discovery that opens an entire world. The lives they cross, the places they reach, and the consequences of their choices will unfold across a growing series of interconnected adventures. Some stories begin generations before Kyte. Others may follow Bob far beyond Earth, long after the people he loves have become memories.

Take the Controls





LAND 402 — Think you can fly this thing? Take the controls and earn your place aboard the Junker. Collect cargo, pick up passengers, and maneuver through obstacles before bringing your ship home. Every landing takes a steady hand.

Every burst of thrust costs fuel. And getting there is only half the mission. Changing gravity, unexpected hazards, and an occasional unwelcome visitor keep things interesting. Your landing precision, time, and fuel use determine your score. Chase a better run, challenge the leaderboard, and see how you measure up against the other pilots. With new missions added weekly, there is always another reason to climb back into the cockpit.

Prefer a simpler challenge? Try the classic arcade version and find out how long your landing skills hold up. Bob makes this sort of thing look easier.



More lives. More stories.











Every encounter opens another story. A coffee-serving robot finds a lost bunny and decides to return it. A bus attendant tries to get through his Dallas route with a little time left to read. A familiar noodle delivery takes an unexpected turn. Somewhere aboard a battered spacecraft, someone mentions a place they would rather forget.

In the Space Junker world, even a passing encounter can become a new adventure. The person waiting at a transport stop has somewhere to go. The machine left behind has a history. Behind an ordinary transaction might be a friendship, a terrible idea, or the beginning of something that reaches far beyond either person involved.

Our free, continuing stories follow those lives wherever they lead. Some cross paths with Bob and the crew. Others take us into neighborhoods, workplaces, and distant corners of the world the main books have yet to visit. There is hardship here, but also humor, kindness, and people finding wonderfully inconvenient reasons to care.

David Raine



“I’m building Space Junker as a world we can keep exploring together, through books, continuing stories, artwork, audio, and games. There is plenty left to discover. I’m looking forward to finding out where Bob takes us.”

https://www.linkedin.com/in/raine0001/

Building things. Finding stories.

David’s background is in technology, application development, robotics, and artificial intelligence. He has spent much of his life figuring out how systems work, why they fail, and what we might persuade them to do next. That curiosity eventually found its way into Space Junker.

David is also the creator of MIM, an ongoing effort to build an independent self learning intelligence that can explore, learn from experience, and become a more capable collaborator.

Working on MIM means spending a great deal of time considering how a machine understands a request, carries experience forward, and interacts with the people around it. Progress often comes with unexpected results and a fair amount of back-and-forth. Those questions have a home in Bob.

The technology in Space Junker comes from that same interest in how things actually function. Machines wear out. Repairs involve compromises. An impressive spacecraft can still be a considerable pain to fly. But the people—and machines—living with those problems give him reasons to keep writing.

Our Sponsors

NUMUN BIOLOGICAL SYSTEMS
CULTIVATING A STRONGER TOMORROW

[NUMUN / numunbio.com]

A multibillion-dollar biotechnology company developing resilient crops for a changing planet. In 2185, NUMUN's advances in seed genetics and water-efficient agriculture help keep communities fed—and give struggling farmers another chance at tomorrow.

MIM ROBOTS LLC

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Space Junker grows with the support of MIM Robotics, David Raine's work in robotics, artificial intelligence, and application development. That work helps fund the books and the expanding world around them, while inspiring questions at the heart of Bob's story: how machines learn, adapt, and become part of our lives.

ZINE ROBOTICS
MOBILITY. UTILITY.
A TOUGHER TOMORROW.

[ZINE Robotics / zinerobotics.com]

From the automated coffee maker in your kitchen to industrial machines built for demanding work, ZINE keeps the world moving. Its engineering has served generations. One particularly enduring example is unit 366CA—better known as Bob.

2185. ZINE and NUMUN are part of our world - and proud sponsors of Space Junker.

Cover, logos & banner



Approved Space Junker Book 1 Cover







Approved emblems





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Keep exploring Space Junker

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