

Voices Of The Void Iceberg

Created by: Olibogyo33

(u/Majestic_Guest4552)

The order of entries in this doc isn't important, but could be followed for consistency

Layer 1: Alpha Root Base

- Voices Of The Void- The premise of the game itself and surface level things about it (Satellites, entities, signals and events)
- MrDrNose- Main dev, about him, his games and his channel
- Alpha Root Base- Locations of the base
- Wiki-Old:Fandom New:Wiki.gg
- Itch.io Page
- Game Modes- All game modes except Solar (it will be in a lower layer)
- Arirals- Only basic level information about them
- Streamers/Youtubers- Mentioning a couple of them (actual examples in layer 2)
- Kerfur
- Signal Gathering- Core component of the game, for new players it could be really hard to understand, immediately giving up on the game
- Signal Simulator- How it influenced VotV
- Scientists- Could be about all of them except Dr.Dee and Dr.Kel
- Source Engine- VotV paying homage to source games with the physics, sfx and visuals (These are not permanent, just placeholders)
- Plushes (content creators)- The plushies and who they are referencing
- ASO- Their role in the game/lore
- Dr.Kel- Main protagonist, his background
- Meta Paranoia- One of the main mechanics of the game, the changes throughout different versions

- Dunkeltaler Forest- Where the game's set in, essentially the foundation of it
- Community- About all the community stuff (fanart, discord, memes, modding)

Layer 2: The Basement

- Update Change Logs- Funny nonsensical change logs (Itch.io)
- Vargskelethor Joel
- The Gray Edition-This specific build of the game was made to troll Vargskelethor Joel
- Monique Sanctifier- Mainly talking about her VotV videos
- Funny/Interesting bugs- Could refer to a lot of well-known bugs
- Fred21- Meme Guy
- Fake brands/Companies- What they do, what they are referencing
- Pre 0.9.0 versions- The "legacy" versions of the game (old base/terrain, change history)
- Wildlife- Fishes(fishing), roaches, deer's, wasps/bees
- Monika CinnyRoll
- The Librarian
- Maxwell/Dingus (and other cats)- How to find them, their special functions
- Achievements/Advancements- Talking about some of them (hard, atv, time/place based), the rewards for getting them
- Customizability- Tv, Radio, Models, etc.
- The Funny Setting- Unlock various console commands and other stuff
- Farming- All the basic gist of it, the removed seeds (soda can, ariral egg)
- Spazmatic Banana
- Crafting mechanic
- Save File Exploit- You can switch your story mode file to a sandbox one, get what you want, then switch it back to story mode
- The Backrooms-No clipping into it, no escape

Layer 3: The Hole

- Ariral Reputation- Different rep levels, how they affect the game
- Forbiddens- Mentioning a couple of them (e.g. The Walker, The Fridge, The Looker)
- Argemia pluses- All their types (the main ones, nuclear, ritual, gold) and how to obtain them
- Dr.Dee- His backstory, how he is important to the lore/story
- 3AM events- The actual events themselves (the removed 3AM staircase event)
- Dreams- How they work
- Seasonal Events- Pre/Post 0.8.0 Halloween, Christmas event, April fools (excluding the 0.9 ultra-Halloween)
- Stolas (Company)- How they fit in the story
- Hole Signal
- Mannequins
- Transformers- The characteristics of each of them
- Buried Signals- Both the signal buried near the alpha hideout bunker and the buried drive box
- Hallucinations- Insomniac and food hallucinations
- Moving Trees
- PhotographyPlus-A very popular and well put together mod
- References to other media-VotV has numerous references to video games, tv shows, movies and different kinds of things
- Mailbox- Carrying things between saves
- ATM Machines- Solidifying your points, use for the vending machines/mailbox
- Gay Baby Jail-How to access it

Layer 4: Alpha Bunker Hideout

- Abandoned Kerfur- Conditions to summon it, rewards, special
- Furfur
- Kerfur-Omega- The requirements of building kerfur-omega (documents binder in alpha bunker, joints, safe in the lake) and the different skins
- Occult ties- Stolas, demons, Ars Goetia, living machines

- Bad Sun- When it happens (the 24th of every month), what happens
- Solar Mode
- Easter eggs around the map-Talking about some of the interesting/funny tidbits throughout the forest (e.g. The Kilo satellite being held up by a stick or tr_3's venthole obstructed by rocks so players wouldn't break the Grays transformer event)
- The Evil Signal- The event tied to it, how to get rid of it
- SCP-432- Getting the tiles (locations), the small event
- Tamalan Signals
- The "Lemon Strategy"- Farming lemons as your main source of income
- The Hole
- Rufus/Thiccfus
- Hidden Sigils- Their location and what they represent
- Ultra Halloween- Why is it unique compared to the rest, reward
- "Death won't stop work."-This references the skeleton chair event
- The Lake-What can you find there, events related to the lake (except the Skerfuro event)
- Buried Treasure-The different rewards for digging, metal detector and its upgrade

Layer 5: Abandoned Shed

- The Rozitals- Their lore (what we know of), how they affect the game, the rozital ship event
- Obelisk event- Which day it happens, Rozital based
- Ariral signals
- The Unknown Device (Gravity Gun)- The Signal that triggers it, small upgrade(microwave)
- Abandoned Shed/Animal skull- Where to find it, red bush, shovel, the thingy(weed), axe, The event tied to the animal skull
- Infinite Pillars- Where to locate it
- Killer Wisps- Smaller antagonists in the mid to late section of the game

- Erie plush- Only getting her (The rest concerning Erie is in other entries)
- "Press Shift to Run"
- The Pyramid
- Tanneul- Removed entity
- EMF locations
- Events based on real life encounters/incidents (salt heart, ufo encounters)
- Pa082b_0014-This version of the game is "The Cursed One", because of a bug that was constantly spawning the corpse models, making the game unplayable. The version was shortly removed from the itch.io page
- Mystery Pipe- The questionable pipe located on the side of the hill, leading to tr_1
- Red Sky-Basic things about the event, the secret console command (madness.combat)

Layer 6: The Cave

- Tutorial Secrets- The locations, Jolly reference
- Wisps- About all the other wisps (e.g. black,white,cyan,purple)
- The Cave- Could be about all the cave stuff except the Tumor/flesh caves
- William The Protector
- Restricted area/Abandoned Hut- What can be found there, where the hut is located (changed in 0.9)
- The Village- Replaces the hut, the different buildings, importance of Stolas and special interactions when it rains (also the orbital strike in the specific timeframe)
- Toilet Dimension- How to access it
- Lambert plush- Getting the runes, the ritual, the benefits
- Special crafts- Cooler, Pipe bomb, Sticky bomb
- Changed/Removed Signals- There's only one removed signal yet (DEATH_FILE_OF_DEATH_DONT_PLAY!!!!!!1)
- Maxwell Server
- #1Operation Canary

- Funny Signal- Good luck spending 30 in game days getting this signal

Layer 7: The Bottom Of The Lake

- Skerfuro/Bloody Elevator (Putting these 2 in one entry because they relate to each other)- All the Skerfuro appearances, the mystery of the elevator in the bunker
- The Grays- Their biology, tech and part in the lore
- Firetank/Shrimpcooker- The final boss of the game (as of 0.8.2)
- Live Erie- Devil/Angel version, how to summon her
- Corolla Jumpscare- How to encounter it, license plate uncensored
- Red Skeleton/Grimblo- run
- Dead Bodies- The numerous corpses sprinkled throughout the map
- Keljoy Minigame- Parkour course, location on the map
- The Puddle/Goop Dimension- Encountering the Puddle, the pillars, false door in the dimension
- Interloper/Chime Guy- Mainly about the chimey event and summoning the Interloper
- The Tumor/Flesh Caves- How it fits into the overarching plot
- Foxtrot Depths
- Hidden Crypt

Layer 8: 1000 Miles Below Thy Forest

- Gm_Construct- The hidden radio locations, false Kel, getting kicked out (The special event will have its own entry)
- The eight great figures event- Activating the event (water bottle, body bags, skulls), the candles around the main map could be mentioned (possible connection)
- Zulu Satellite
- Places out of bounds
- The Head
- #2“The depths theory”™
- The Thing (angry Erie)- Summoning and killing it, the rewards

- The Carlos Incident-Super scary pls don't look up very horror no please ultra graphic do not research

Explanations:

#1: This translates back to the real world, operation canary being an actual thing where miners sent canaries into mines to check for any signs of carbon monoxide (if the canary didn't come back, it meant the cave was not safe for humans). Dr. Kel being one of these "human canaries" used by ASO to check for the safety of Dunkeltaler forest, being an expandable guinea pig.

#2: [With the recent lore drops it's not really a theory anymore but stay with me]: It pretty much looks like that the more you go below the ground in Dunkeltaler forest, the scarier and more demonic things you find. For example: AB Kerfur emerges from the ground, The Tumor is in the depths of the cave, the basement shows a high EMF reading, the mysterious elevator that goes way below the forest, the lake mouth. This alludes to something nefarious being under the forest, or that this piece of land has been cursed by some demonic force (thus it makes sense why it attracts extraterrestrial life to itself).