



GAMEPLAY QUICK GUIDE

This document is intended to provide both high-level gameplay details as well as a few tips for the core experience. A successful journey to Titus Nova will likely require a baseline understanding of the below categories, so please give them a quick read before setting out Into the Stars!

CONTROLS



DIFFICULTY

There are three Difficulty Levels to fit varying styles of play. With **Explorer**, you are free to navigate the world at your own pace, whereas with **Hard** you'll face a constant threat meant to keep you moving. Content in the world is also tied to these selections for a fresh experience with each choice.

Tips:

- Choosing Explorer is a great way to immerse yourself in the game's core systems
- Pursuit should be reserved for veteran players and those seeking a true challenge





CUSTOMIZE

Each choice you make during assembly will ultimately impact your journey. Will you focus on **Combat** or take the more passive route and load up on **Mining** modules? Do you select a balanced crew or choose one that best supports your favorite activities? Once your journey begins, you'll discover a number of **Enhancements** for your ship, but finding the right combination is never easy...

Tips:

- Select the resources that best meet the needs of the modules you've installed on your ship.
 - Resource counts on board can be maximized by shared requirements across modules
- Resource availability varies per planet – Update your module choices to match the desired route
 - Multiple play sessions will reveal each planet's resource combination



Balanced Resource Requirements

- There are 4 Captain Bios to choose from, each with a unique gameplay benefit
- Play with each to see which best fits your style of play / approach
 - Scientist (+5 Eng) is very useful for combat and ship events
 - Military Officer (+5 Tgh) great for combat and planet exploration
 - Businessman (Trade Discount) perfect if you rely on alien traders
 - Survivalist (% Success Bonus) works for those who like risky exploration

EXPLORE

The massive world of *Into the Stars* is yours to explore, but no approach to your new home of Titus Nova is free from peril. Each of the 90 sectors in this system present unique opportunities along with challenges, and only you can find the path to success. Along the way you'll discover countless **Planets** to investigate, **Obstacles** to avoid and **Aliens** both **Hostile** and **Friendly**. Not all interactions will be of your own choosing, but using sound judgement with each is critical to your survival.

Tips:

- Resource gathering is advised at every opportunity
 - Quickly get what you can from planets before moving on to avoid the Skorn
 - Not every planet will have what you need, so focus on critical resources

INTO THE STARS

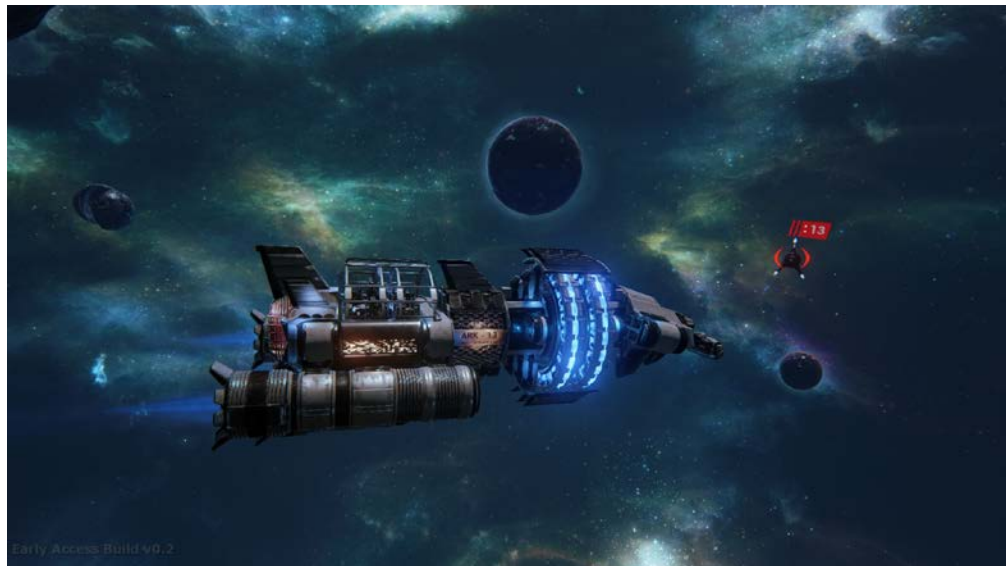
- Shuttle and Mining Rig missions will put your Crew in danger, but they can be quite rewarding
 - The lower the % of Success the greater the potential reward
 - Crew injury and death is a possibility, so choose wisely
 - Parts/Enhancements/Crew Members/Module Replacements found on Shuttle Missions
- The 10,000 Civilians on board consume a lot of resources
 - As they perish, consumption rates for Life Support / Protein Sequencer will reduce
 - Civilian population impacts your Final Score – They're not totally expendable
- Crew are needed for all Interactions, but they're not available if On Task / in Sick Bay
 - They can be pulled from these assignments in the Crew Screen even while in combat
 - Wise to keep Crew in reserve for Combat / Interactions
- Blue Enhancements can reduce the resource cost for your Modules
 - Apply them when you're running low to stretch your resource availability

EVASIVE

Skorn Patrols are scattered throughout this system in search of Ark ships. If you come within their range, Patrol ships will signal the Skorn fleet to alert them of your presence. If you fail to destroy them or leave the area in time, the **Threat Level** will increase and the likelihood of an ambush will jump.

Tips:

- Light Patrols will jump into Hyperspace after signaling the fleet, only increasing the Threat Level a single time
- Heavy Patrols are not threatened by your presence, and will continue to signal the fleet and increase the Threat Level until Red Alert is reached





FIGHT

Skorn won't be satisfied with the destruction of your home planet and will be tracking your movements. Avoiding combat is in your best interest, so it's advised you keep moving and resist the urge to linger in any one sector for too long. You should also steer clear of **Patrols** and approach **Traders** with caution as the hostile **Menkhet** often conceal themselves by using friendly vessels. If you do come into contact, use the **frequencies** of your **Battle Stations** to block enemy shots and ensure yours penetrate their shields.

Tips:

- Use Management Mode (Pause Game) to gather yourself and examine your ship's status
 - Check on Module HP / Ship Hull HP in Engineering Screen
 - Determine if Enhancements are still active
 - Apply Repair Parts to prolong / recover from Combat
- **Understanding Frequencies is CRITICAL for combat (See Below)**
- **Target enemy Modules to facilitate engagements and reduce damage taken (See Below)**



- Use Red Enhancements on Combat Systems to reduce charge time
- Pause Game and Enhancement usage should increase with number of Enemies faced
 - Attempt to block multiple shots at once by timing your Deflect



MANAGE

The 10,000 Civilians you have aboard live in an incomplete city wrought with issues. In order to keep them in line, you'll need to manage their **Health, Happiness** and **Order** ratings. Constructing useful buildings and managing events on the ship will take you most of the way, but monitoring their **Rations** will also play into their well-being.

Tips:

- You can quickly boost all ratings by increasing rations
- The more upset your Civilian population becomes to more events will spawn on the ship
- Buildings can be upgraded as your City Level increases



SURVIVE

Countless difficulties await you on this journey, and as Captain you must do everything in your power to protect the crew and civilians of the **Ark 13**. By properly managing your resources, maintaining your modules and handling events on the ship you'll be well on your way. But a truly successful voyage to **Titus Nova** will require you to make difficult choices, and whether you're mining for resources or searching for vital repair parts your crew will always be at risk.

Tips:

- Keep Moving – The Skorn are on your tail!
 - The more damage you take, the longer you'll spend attempting to recover
 - You can manage your ship in flight and should do so to keep Threat Levels low
- Pause Game is your friend – Use it at any time to take stock of your situation
- Use the time after combat to lick your wounds
 - After each engagement, floor your engines and head towards your next destination
 - Defeating enemies will reduce the Threat Level in your current sector
 - This is a great time to fix up your ship and Crew
- Don't be discouraged – Success comes in many forms
 - Whether you limp into Titus Nova with a couple Crew Members or make it there mostly intact, you'll be a hero for all of humanity