

INTO THE STARS



Manual

Epilepsy warning

Please read this caution before you or your child play a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

General troubleshooting

If you're experiencing any problems with the game (distorted graphics, cut-off sound, game crashing on start-up etc.) make sure your video drivers and DirectX are up-to-date.

- Download your video drivers only from official manufacturer website or another trusted website.
- Download the latest DirectX version from official Microsoft website.

If the above steps did not help, you can always contact our customer service either through the contact form on our official game website or by directly sending an E-mail to support@iceberg-games.com. We'll answer every E-mail as soon as possible. When contacting us by E-mail, please include the following:

- A short description of the problem
- Game log generated on game crash
- DxDiag report file

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Introduction

Are you ready to take a trip *Into the Stars*? We've been under attack for 10 years now. Every 6 months the Skorn arrive, set on destroying our planet, and now few of us remain to defend what's left. The massive Ark ships we've built in hopes of escaping them have all gone, save one. You are the Captain of our final vessel, the Ark 13, and must guide a hand-picked, but inexperienced crew on a journey fraught with intrigue and danger. The fate of the Endurance Coalition is uncertain and you could well be our last hope. Your chair waits, Captain!

Pro-Tip: *Into the Stars* has a Hint System. In many areas of the game, you can click the "?" button for a complete breakdown of critical information!

Difficulty Settings

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 Pursuit 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.



EXPLORER

Perfect for those who enjoy a leisurely cruise through space, this difficulty has no Threat Level increase for time spent in each Sector. Increased resource opportunities can be found in the world and the amount of Skorn Patrols is reduced. Combat will only be experienced when a Skorn Patrol is triggered.

NORMAL

This is the intended experience for the game. Your journey will be tracked by the Skorn, and the Threat Level will increase as you linger in each sector. Resource opportunities are reduced somewhat and Skorn Patrols are increased. If Skorn Patrols signal the Fleet before you destroy them, your Threat Level will increase. A bonus is afforded to your Total Score when completing the game in this mode.

PURSUIT

If you really want a challenge, this mode is sure to push any Captain to their limits. You'll see Threat Levels increase at a furious clip, encouraging you to keep moving towards Titus Nova. Skorn Patrols are everywhere and your resource opportunities are reduced even further. But if you make it, a large bonus is afforded to your Total Score when completing the game in this mode.

Outfitting your Ship

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 will take practice.

CAPTAIN BACKGROUND

Choosing a background to match your desired style of play is key! Do you want focus on Combat and defeating the Skorn or would you prefer to focus on collecting as many resources as possible? Each of them presents different opportunities depending on how you plan to approach the journey to Titus Nova.

MILITARY OFFICER

A veteran of many battles and widely considered a military genius, your keen understanding of military tactics gives your crew an additional +5 Eng stat at mission start.

SCAVENGER

A life of junk metal scrapping and management experience gives you an advantage when it comes to resource management. This gives you a +50 carry back bonus in resource gathering opportunities.

CIVIL ENGINEER

One of the top minds in the architectural world before the Skorn attack, your background in Civil Engineering allows you to construct Civilian Buildings 25% faster than normal.

SURVIVALIST

Years spent avoiding capture behind enemy lines has made survival in hostile environments your specialty. This gives your crew a bonus to all % success rates.



MODULE SELECTION

How you choose to outfit your ship will dramatically impact your needs throughout the journey. Taking a balanced loadout is wise, but Captains willing to push the envelope can focus on powerful weapons and shields or maximizing speed and resources. Each of the modules have unique resource and capacity requirements, so having the best of everything simply isn't possible, but who knows what alien technology found along the way could offer...

Pro-Tip: The default selections for each Module make for a solid starting loadout. Give them a shot and see how you fare before fine tuning!

RESOURCE SELECTION

The resource requirements for your Module Selections are displayed at the bottom of the screen and should be used as a guide when loading up your ship with resources. You'll want to balance things out for the journey, but regardless of what you select there simply won't be enough on board to get you to Titus Nova.

Pro-Tip: Modules that burn resources on a "Per Use" basis like Probes require far fewer resources to operate over a long haul. Consider reducing their allocation and save up for more important ones like Engines and Life Support!

CREW SELECTION

Perhaps the most critical component to having a successful journey is the selection of your crew. As the last ship to leave for Titus Nova, your options are rather limited... These aren't the best and brightest that the Coalition has produced, but they're competent enough to get the job done and will learn much along the way. Once selected during Ship Loadout, the Crew is yours for the remainder of the journey. They can easily be killed or injured, so it's up to you as Captain to ensure their safety. The possibility to replace them through Shuttle missions exists but should not be counted on.

Try to balance out the skillset of the crewmembers you select while looking for redundancy. You never know if one of them will be busy with another task or even killed in the line of duty! There are 6 statistical categories that define each crew member. Each category holds value for different areas of gameplay. Their respective values are dynamically generated to ensure a different experience with each play session:

- **Engineering** (Battle Station, Ship Events)
- **Toughness** (% Influence on Damage Resistance)
- **Medical** (Shuttle Missions, Battle Station, Ship Events)
- **Pilot** (Shuttle Missions, Mining Rig, Probe)
- **Command** (Shuttle Missions, Battle Station, Ship Events)
- **Mining** (Mining Rig)

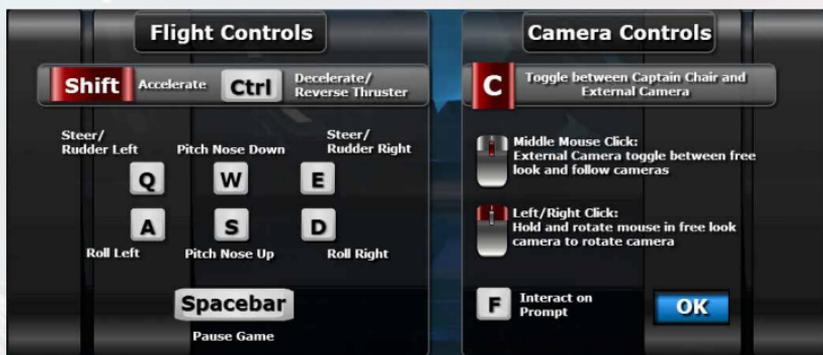


Navigation

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. The best Captains will utilize the different Map options on the bridge to guide their path and avoid obstacles!

CONTROLS

The controls portrayed here can also be found in the Options menu during gameplay. Moving frequently between internal/external cameras is highly recommended, as this will give perspective as you travel through space.



SETTING A WAYPOINT

Setting a course is helpful when navigating in space, and players can create a Waypoint in both 2D (World Map) and 3D (World Space) by going to the Map Screen (2).

- Only one Waypoint can be active at any given time
- A Waypoint is cleared by pressing the same button on the Map Screen (2)

SECTOR THREAT

While playing in **Normal** or **Pursuit** difficulty, the Skorn are tracking your position. The longer you linger in any particular Sector will increase the likelihood of ambushes from ships in the Skorn fleet. Because Sector Threats are persistent, your path to Titus Nova should be carefully considered, as travel options become increasingly limited over time.

There are four unique Threat Levels for each Sector in the star system. Each reflects the likelihood of being attacked by Skorn Ambushes, though Patrols are a constant throughout.

UNKNOWN

This is a Sector yet to be visited by the player and thus the status is unknown. Displayed as a Gray/Empty Sector on the Map.

LOW

The Skorn are beginning to track your presence and will occasionally ambush your ship. Displayed as a Yellow Tile on the Map.

MEDIUM

You've spent too much time in this Sector and will commonly encounter ambushes, potentially by multiple and more challenging craft. Displayed as an Orange Tile on the Map.

HIGH

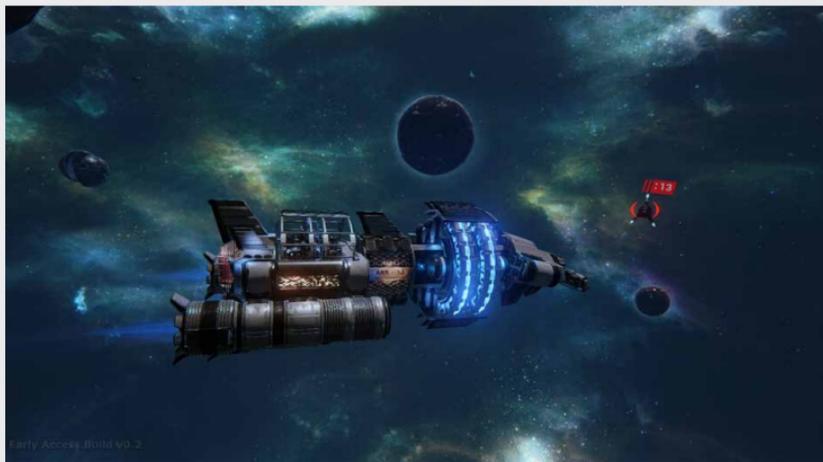
The Skorn have locked onto your position and you'll frequently encounter ambushes by multiple of the most powerful foes. Displayed as a Red Tile on the Map.

Pro-Tip: Sector Threat levels can be decreased by destroying Skorn Patrols or the Fleet in Combat. (Not Applicable in Pursuit Difficulty)

PATROLS

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.

There are two types of Patrols with varied functionality. **Light Patrols** will jump into Hyperspace after signaling the fleet, only increasing the Threat Level a single time. **Heavy Patrols** however are not threatened by your presence, and will continue to signal the fleet and increase the Threat Level until destroyed or Red Alert is reached.



Early Access Build v0.2

SURVIVAL

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.

Pro-Tip: *Avoid Asteroids and Mine Fields as they deal serious damage to your ship on impact!*

Space Exploration

The depths of space were always a mystery to mankind. We had only begun to search for habitable worlds when the Skorn attacked, forcing our hand. Titus Nova appears to be the only suitable candidate, and we must go further and faster than ever before if we intend to reach her. But many stops for resources will be required along the way, and we expect to run into a number of planets and alien races that will serve that purpose.

ALIEN RACES

Several alien races call the star system surrounding Titus Nova home. Evading the Skorn and properly handling relations with the others will be critical to reaching your destination. They each come from unique backgrounds and have particular quirks, so learn them well and adapt accordingly to each encounter.



SKORN

The Skorn are a hive mind race. No one knows where they came from. Their home seems to be aboard a massive ship that is always on the move. They travel from star system to star system, systematically exterminating the native species. Their tactics are clear and predictable, but their strength is unmatched so far. Once they set their sight on our home world, we knew it was time to look for an escape, or else it would be the end of humanity...



GLUBDON

The Glubdon were a once mighty and proud trading empire. Their trade routes spread throughout the galaxies. They got complacent, however, and now hoard the wealth and supplies they gained over the centuries. While still trading, they have become lazy and their existence is defined by their luxurious lifestyles. They see humans as a nuisance, but their extreme curiosity is curious in itself...



MENKHET

The Menkhet are a prideful race who rely on raiding and taking species for their slave empire. They believe themselves to be superior to all other species. Utilizing their technology, their ships act as ambushers, tricking others into thinking they are simple traders. They ambush the unsuspecting ships, enslaving the inhabitants and sending them off to their home planet to be auctioned off. Their empire is built on the sweat and blood of many species. They see humans as weak, to be crushed and enslaved under their heels.



THUROKK

A clever and intelligent species, the Thurokk hail from a distant galaxy. Their lack of visible emotion makes them seem cold and calculated, and this would be a correct assessment. They rely heavily on technology and ritual. Every 20 years they make a pilgrimage to their home region, meditating and planning the future of their species. Their constant expansion of colonies has led to a vast empire, rich in trade. They are bewildered by stubborn human behavior. Our unwillingness to give into the Skorn seems irrational to them.

PLANET INTERACTION

Unlike the system we used to call home, the one surrounding Titus Nova is filled with planets to explore. In order to get the resources necessary for your journey, it's recommended that you visit them early and often! There are three methods of Planet Interaction, each with their own costs, risks and rewards:

SHUTTLE MISSIONS

These are your means of exploring a planet's surface in search of Discoveries. Deployed through the Interact screen, the Shuttle requires a Pilot, Commander and Medical Officer to function. The risk/reward with the Shuttle Mission comes into play on the planet's surface, where the player must select between different areas to explore.

Once deployed, the player is presented with three possible locations on the surface to explore. One must be selected to proceed, but you can choose to abort the mission if you don't like the odds of success. If you move forward, a number of different outcomes are possible, dependent on the choice you make thereafter. Each of these choices comes with a unique outcomes based on the skill of your Commander.

Potential Discoveries include **Crew Members, Civilians, Modules, Repair Parts, and Enhancements.**

MINING RIG

The best means of gathering Resources, the Mining Rig is deployed through the Interact screen and requires a Pilot and Rig Operator to function. It takes more time to deploy and gather resources, but you have control over what you gather and can take more back to your ship.

The associated Mining Mini-Game is exclusive to Rig deployment and allows you to gather the resources you need most (availability varies per planet). When launched, you are presented with a display of Resources that travel towards a Drill Bit. The movement of this Bit is player controlled, and side-side movement is determined by the Mining Skill of the Rig Operator. The most resources are available on the first deployment of the Mining Rig to a planet, but this comes with increased risk to the Drill Bit.

Pro-Tip: Lightly colored Red blocks do damage to the drill, while the Honeycombed Red blocks will destroy it instantly. Avoid both for a successful Mining mission!



MINING PROBE

When you've got to get resources quickly, the Mining Probe is the only way to go. Deployed through the Interact screen, it requires a Pilot (Remote) to function. It is a quicker and cheaper method of resource collection as no mini-game is required and it uses less resources.

WEATHER CONDITIONS

Each planet has a unique climate, and interacting with them presents increased risk to your crew as conditions worsen. You'll be presented with a Weather Report before deciding to send a Shuttle Team, Mining Rig or Mining Probe to the surface. If you choose to proceed in hazardous conditions, it's possible that the associated crew could be injured on descent or the Probe could be lost.

Conditions:

- **Clear** – Low Risk
- **Fair** – Medium Risk
- **Stormy** – High Risk

Pro-Tip: *Objects of Interest have no associated Weather and can be easily explored by pilots with low Plt skill.*

TRADING

Finding a Trade ship at critical moments can mean the difference between life and death for the human race. Thurokk and Glubdon ships are scattered throughout the system and can be called upon for your trading needs. Each of them have particular desires, so the price required for what you desire could be quite high. Glubdon in particular are known for dealing in human flesh, but you're too proud to give into their needs, right Captain?

Pro-Tip: *Beware of Menkhet pirates using Glubdon or Thurokk trade ships as cover. If approached, they'll attack the Ark if you fail to give in to their demands!*

OBJECTS OF INTEREST

Beyond planets and trade ships, there are a number of Objects in the world that can be explored in pursuit of the resources you desire. Some of them like Derelict Ships present risks, while others provide great reward with no risk at all.

DERELICT SHIPS

Remnants of Skorn encounters with previous Ark ships are now spread throughout the galaxy. Though crippled and seemingly lifeless, certain dangers await any Captain bold enough to explore their cavernous interiors. Potential Discoveries include Crew Members, Civilians, Modules, Repair Parts, and Enhancements.

GAS CLOUDS

Pockets of gaseous resources can now be found tucked into asteroids, fractured moons and rock formations. They often provide significant resources but can only be mined a single time. Potential Resources include Hydrogen, Nitrogen and CO2.

STORAGE CONTAINERS

Menkhet pirates make use of Storage Containers to hide their coveted loot, and you'll need to explore quite a bit to find their riches. Be warned however, as they often patrol these locations or surround them with mines. Potential Discoveries include Resources, Modules, Repair Parts, and Enhancements.



CREW REPLACEMENTS

These act as replacements for fallen members of your crew. If you succeed in a difficult Shuttle Mission and have an open Crew Slot you could be rewarded with a Crew Replacement. You will receive a one-time prompt that allows you confirm to the potential Crew Replacement. If you confirm, the Replacement will be instantly added to your Crew. If you decline, the Replacement will be discarded.

MODULE REPLACEMENTS

These act as a 1-1 replacement of an existing Module on your ship, but generally come with increased performance or reduced / varied Resource Costs. You will receive a one-time prompt that allows you to compare your existing Module with the Replacement option. If you confirm, the Replacement will be instantly applied. If you decline, the Replacement will be discarded and your existing Module will remain.

Pro-Tip: You can find Survivors from previous Ark missions stranded on Planets and Derelict Ships. Any that you successfully rescue will be added to your Civilian total and can improve your Total Score.

Ship Management

Outrunning the Skorn won't be the only challenge you face on this journey. Careful management of your ship will be essential to reaching Titus Nova and maintaining your Civilian population.

MANAGEMENT MODE (PAUSE)

With a simple press of the (Spacebar), the game is instantly put into Management Mode, allowing you to freely manage your ship without burning resources or taking damage from enemies. This is especially useful during Combat, when it can be used to perform critical Maintenance of your ship or to assess the tactical situation. Though using Management Mode essentially halts the passage of time, it does allow you to freely manipulate your ship's systems.

RESOURCES

The lifeblood of your ship, you'll need to keep a close eye on your Resource supply, which can be monitored by pressing (3) at any time. From here, you'll get a clear understanding of which Resources your Modules are using and how much Storage Space you have remaining.

Pro-Tip: Resources can also be purged at any time. If you feel like you need to make adjustments, go to their management screen (3) and press (Purge) to shoot them out the airlock!

CREW TASKS

Crew Tasks are events that take place on the ship that must be remedied before causing damage to the ship, resources or civilians on board. Incidents are handled in the Crew screen by assigning a crew member to deal with them as they arise.



There are three types of Incidents the player must contend with, and by assigning a crew member with a high skill level in that area they are easily remedied over time.

- **Command** – Impacted by Command Skill
- **Engineering** – Impacted by Engineering Skill
- **Medical** – Impacted by Medical Skill

MAINTENANCE

Your ship will likely take a beating on your journey, and routine Maintenance of the Modules onboard will be required to keep things running smoothly. The two means of Maintenance at your disposal are Repair Parts and Enhancements.

REPAIR PARTS

These are used to repair the Modules on your ship – If a Module is broken, Parts must be used to restore its abilities. There are 3 Part types that repair various thresholds of your Modules: 25%, 50% and 100%.

ENHANCEMENTS

There are 2 Enhancement Colors and 3 Enhancement Types that can be found in the world. Enhancements can be placed on any Module (Except Cargo Bay) to increase the performance of that particular Module. Each enhancement color is focused on performance, while each type impacts the duration of use.

CIVILIAN CITY

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.

RATIONS

The **Rations** you dole out fluctuate between Low, Normal and High and affect the other components as well as the **Growth Rate** of your population. Children born on the Ark-13 help to balance out all the lives you've lost along the way, Captain! Upping the **Rations** to High can be a quick fix for morale issues while you wait for Buildings to be completed.

WELL-BEING

Each of the aforementioned components feeds into three states of Civilian well-being: **Happy, Unhappy and Angry**, indicated by the smiley face on the Management screen. The more upset your population becomes, the more events will spawn on your ship. **Crew Tasks** are tied into **Health, Happiness and Order**, so you'll want to quickly clear them up before their associated percentages plummet and you're left with an **Angry** mob.

BUILDINGS

The best way to keep your population **Happy** is to construct additional Buildings in the Civilian City. When added, these buildings feed directly into Civilian well-being. There are a number of options here, each with unique costs/benefits, so tinkering with the city layout will likely be necessary during your voyage. With well-being percentages on the rise, your **City Level** will increase in kind, unlocking upgrades for each structure that boost their abilities and bring joy to your population.



Status Overview

- **Construction Progress** bar shows the state of each building project.
- **Resource Rationing** has a large, direct impact on the population. Weigh your **Chaos Scale** against your available resources to determine Rationing rates.
- **Civilian State** tracks the wellbeing of your population. Low percentages lead them to becoming **Unhappy** or **Angry**, increasing the frequency of incidents that occur on the ship.
- **City Level Progress** increases as buildings are completed and by keeping **Civilian State** aspects above 70%.

Building Overview

- **Completed Structures** are fully operational, can be upgraded and have an impact on **Civilian State**.
- When selected, **Empty Pads** open a new window displaying the Structures available for construction.
- **Empty Pads** can also be selected by clicking in the **Construction Progress** bar.

INTO THE STARS

Combat

The **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.

BATTLE STATIONS

When a combat encounter begins, players are prompted to place crew members in four distinct Battle Stations. The respective **Statistics** of the Crew Members placed in these positions impact their performance. Crew Members and the Modules for each Battle Station can be damaged during combat, so vigilance is critical.

- **Lasers** – Utilizes Engineering Skill
- **Torpedoes** – Utilizes Engineering Skill
- **Med/Evade** – Utilizes Medical Skill
- **Shields** – Utilizes Command Skill

FREQUENCIES

When weapon and shield Frequencies are matched, the deflector shield blocks incoming shots. So, if the Skorn are throwing attacks your way you'll need to take notice of their weapon's associated frequency and match your shield Frequency as a shot is delivered. Conversely, if you want to penetrate their shields you'll need to choose a different frequency (Red, Yellow or Blue) for your weapons to do so.

- Skorn shield frequencies randomly change over time (Ship dependent)
- Skorn shields are more advanced and stay up as long as their Shield Target Point is active

ENEMY MODULES

In combat, vessels have certain target points that you can focus your weapons on to be more effective. The ship Hull is selected by default, but taking out enemy Weapons or Shields present different advantages. Shields and Weapons are repaired over time, so you must take advantage while they are down to be successful.

- **Hull** – Default target that holds no special qualities
- **Shield** – Blocks shots matching that respective frequency and reduces damage for all others
- **Weapon** – Fires either a Torpedo or Laser



Frequency Overview

- Match your Shield Frequency Selection to Enemy Weapon Frequency and activate "Deflect" to block enemy fire.
- Change your Weapon Frequency Selection to a different frequency than what Enemy Shield Frequency currently is to penetrate through Enemy Shields.
- If your Weapon Frequency matches Enemy Shield Frequency when you fire, your shot will be deflected.

Evade Overview

- Press Evade to dodge all enemy shots for a short duration.

Module Overview

- Select Enemy Module Targeting by clicking name of module to target.
- Disable Enemy Shields by reducing Enemy Shield Module to 0 health.
- Disable Enemy Weapons by reducing Enemy Weapon Module to 0 health.
- Enemy Hull is their overall health. Heavy damage can be dealt once their shield module is down.

TACTICS

While selecting the proper Frequency and firing your weapons at the right time play a role in successful Combat encounters, using Evade and your Deflector Shield are essential to keeping casualties and damage on the ship to a minimum. The Evade function uses a large burst of air to guide your ship out of the range of enemy attacks and should generally be used when multiple enemies are firing at once. The Deflector Shield is your only means of blocking enemy attacks, and should generally be used against the heaviest enemy weapon firing at the time, or to block multiple shots of the same frequency.

Pro-Tip: You can alter the **Frequency** of enemy attacks by successfully hitting their **Weapon Module**.

Saved Games

A limited, "Roguelike" save system is provided to help break up the journey. Because the game is focused around repeated play sessions, only one Saved Game is allowed at a time and using it forces a return to the Main Menu. Starting a New Game or being killed wipes out your existing Saved Game. This propels the dynamic nature of the game, ensuring that your experience is fresh with every play session.

Scoring

A successful journey to Titus Nova goes well beyond simply reaching your destination. To achieve a high score, you must maximize the number of Resources, Civilians and Crew Members left on your ship when you reach your new home.

Scoring Factors: Civilians Remaining, Crew Alive, Hyrdogen in Storage, CO2 in Storage, Bio-Matter in Storage, Nitrogen in Storage, Magnesium in Storage, Enemies Killed, Planets Explored

Credits and Acknowledgments

This game is dedicated to everyone who believed in our small team and supported us along the way. We dared to dream and you helped us to soar!

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