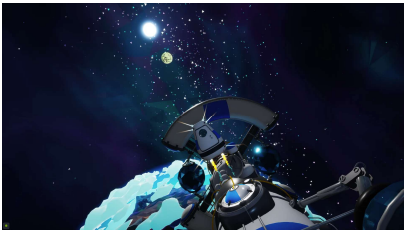




## 0. Start the Game



Without some hints the start is like a maze. What to do first or next? You land on Silva with your shuttle, leave it and your home will unpack with a landing platform also. Every new start lands you on a random planet. You don't know weather its easy or heavy. So save it.



Enter the shelter and you save, if you want to restart exact the same planet. To save you can return to your home or press **[Esc]**. Then rename your saved game (first click on rename, then confirm). Next step is to duplicate the game and give it a new name. Best make first a number and then the content name to know the rank of the saved game.

Best help for starting is

[https://www.reddit.com/r/Astroneer/comments/e46cfo/guide\\_from\\_start\\_to\\_finish/](https://www.reddit.com/r/Astroneer/comments/e46cfo/guide_from_start_to_finish/)

Later I recommend the page <https://astroneer.fandom.com/wiki/????>

<https://astroneer.fandom.com/wiki/Special:AllPages?from=%22Misplaced%22+Cargo>

<https://astroneer.fandom.com/de/wiki/Planeten>

<https://astroneer.fandom.com/de/wiki/Portal-Maschine>

[https://astroneer.fandom.com/wiki/Resources?file=Resource\\_Tree.png](https://astroneer.fandom.com/wiki/Resources?file=Resource_Tree.png)

The saved games are in C:\Users\[username]\AppData\Local\Astro\Saved

As I played with a keyboard it took a while until I adjusted it the right way.

- To end the game use the **[Tab]** and not, as I found in another text the Taskmanager.
- In a fight you can use several special attacks with **[E]** **[R]** **[F]**. Better way is to switch them to the right hand, perhaps to Numlock keys and switch the fighting to Auto. You have enough to do with reacting to the appearing special hits and controlling the party members.
- In the guide the say, you can change the mode of fighting with **[Ctrl]**, but you have to be in a fight, press **[Esc]** and then you can change the mode.
- With **[Tab]** you can also skip the skits.

## 0.2 Fighting

I put the fighting on Auto and the difficulty to Very Simple (only possible, if you play with the deluxe Edition). You will have enough to do with releasing the Boost Attacks and the earned points are the same.

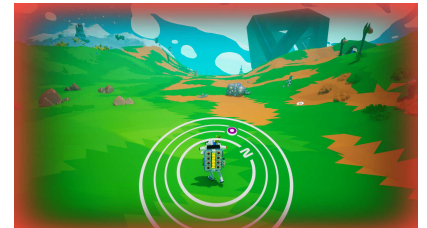
## 0.3 Skills

On the Skill Panel **[B]** you can learn new skills for the party. Some emblems appear by story progress, some must be activated by special actions. If an unknown emblem appears on the panel, you can

## 0.4 What is a Good Landing Place



Look around weather there is Resin and Compound in the surrounding. Both is the first resource you will need. Next criteria are the form of the land: are there a lot of craters? How fare is the next Teleporter (red point on the compass



**[R]**). As you have nothing in your backpack, you can run until your oxygen is null, you will respawn at the shelter. You see the amount of oxygen on the blue bar of your backpack. If you are uncertain, save and compare it with the next restart.

# 1. First Steps on Silva



## A. Planet Fall

You landed on Sylva and with this you completed your first task. Next step: go to your mission log at the landing platform and receive your first items, a small printer and an oxygen generator.



## B. Astroneer's Basics

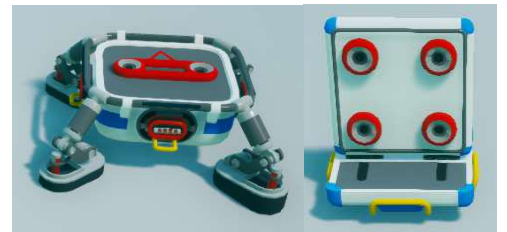
Unpack **[F]** and install the generator in the Shelter and connect the printer with a cable to the home. You finished the next job and you can call for the next items. You will get a bunch of connectors and some bytes (coins).

## C. Breath Spacing

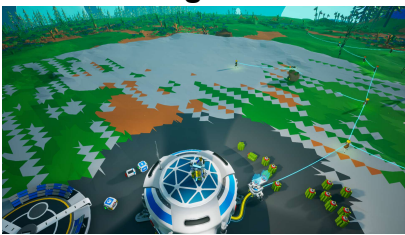
Next job is to connect the first line with the home. Go away from the home until the oxyline disappear and press **[T]**. The new line is a little bit longer than the connection to you. You can run and at the moment it disappears, press **[T]** and the next connector is in place. Missed it? Go back, take the tether and move it a little bit back. Get the next item, a small container to be connected to your vac. Here in you store soil, witch you can use to flatten the surrounding or build bridges.

## D. Resourcing

Next you have to find **Resin** and **Compound**, to find near your landing zone (hopefully!). You get two small platforms and medium storage. The third reward is only the activating of the Oxygenerator, not very useful. Connect the platform and the small printer with the shelter and print another small canister.



## E. Landfilling



Fill a container on you vac **[Ctrl]** with soil while gathering Resin and Compound. You get some bytes and can now flatten the surrounding of your shelter to get a platform for your camp. How I got the way to the top of the shelter? You can also build bridges with the vac.

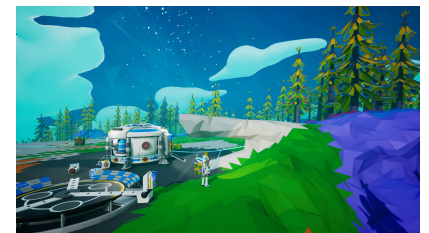
## F. Printing Up

Use the small printer to make a Medium Printer. Therefore you need two Compound in your backpack or select the printer first and put two Compound on it. The Control Panel is not easy to access, then press **[F]** and start the printing. Connect a small platform with the small printer and put the medium printer on it. You can lock the platform and orientate the printer to the front.

## G. For Science! – Take a Byte



You need some different resources (Zinc and Ceramic) for Re-Tooling. And you need bytes to research the items. Best way to get bytes is a **Research Chamber**. The printing will be very slow, you need more energy. But don't print a generator, you will find enough generators during your journey. Look for research item and put it on the chamber. During the waiting time we go out in the fields. If you found enough items you can finish **Take a Byte**.



## 2. Out in the Field



Take some compound with you, not all, for tethers. You want to take some items back to the camp and your backpack can only hold 10 items (with some tricks up to 13, but you have to leave some other items behind). Examine every scarp and junk you find, often interesting items are **in** the object. Scan the objects with **[F]** to get the bytes. The pyramids can be opened with the item shown on it. Now you have not much, but remember where you can get more bytes (most pyramids give only bytes). If you find a hole, go into it. But as a newbie in the underground save first! That means return to the main menu, duplicate the current game and load the new one. Then you have really saved the

status. With the vac and pressing **[Ctrl]** you can build pathes, if you have enough soil in your small containers. At all I would wait with digging until you have enough light for working down under. Just look for some items around and hope to find dynamite and on the way back home research items. You can carry them, that's faster then the blue transport line.

### A. Powerful Problems – Battery Backup

Next jobs is printing a **Small Generator** (or two) to get a **Small Battery**. Connect it to the camp and wait until it is full to switch **Power Extenders** and **Splitter** free.



### B. Smelteringly Hot

Next is the printing of a **Smelting Furnace**. You have to unlock this item from the menu for the medium printer **[Q]**, first row. Put it on a large platform and go back to your hole to gather **Laterite** for **Aluminium**. Place a piece of Laterite on the furnace and switch it on. If it is to slow, add a generator. You get a storage as reward.



### C. Bait and Switch

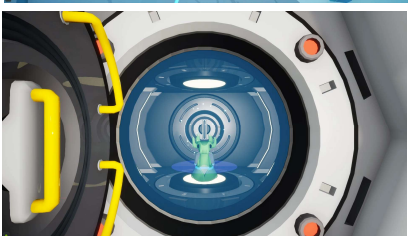
Find some Sphalerite in your cave and you get a reward a **Power Cell** and another glowing object appears. The little glowing object unfolds as a huge biologic lab and several scarp. **Before you unpack, be sure, that the object is in a good position (like shown)!** After unpacking you can't rearrange it. Perhaps save before unpacking. Behind the lab is a greater piece with an oxygenerator. Put it in the lab and connect the lab with the Power Extenders with the energy. Then take a look at the data log at the lab and read (click) all files. Reward is for opening the lab is a Power Cell, rest is bytes and an **Oxygenfilter**.



### D. Several Quests

With the lab you should also finished **Strange Object**, **A Breath of Fresh Air**, **Jumper Cables** and **Know Thy Galastropod**.

### 3. A New Friend



#### A. Sylva Shells

After reading the files about the **Galastropod** go out in the woods and find five shells of the Sylva Galastropod. There you should also find some scarp with valuable material like wind generators or something else. If you find an **Exo Cage**. This item must be cracked with dynamite and contains **Exo Chips** (rare!). If you don't have explosives now carry the container at least near your service line to find it later. It also gives small scarp (useful for later!). But back to your mission: return to the landing platform and get an empty Terrarium.

#### B. Sylva Terrarium

Next you fill it with Soil, Zinc (produce it with the Smelting Furnace) and **Bouncevine Seed**. You find them in the higher mountain regions with snow. After filling all in the terrarium you get a **Small Trumpet Horn**. Put it on top of the terrarium and a nice music rings out. A Galastropod appears. Go with the terrarium near it and press **[G]** and the gesture 7. It is happy and disappears. Look around or use your compass and follow. Next press gesture 6 and after that putt the terrarium next to it, point at the terrarium and press **[F]**. You got it.

#### C. Sylva Verification

Go to the Xenobio Lab and connect the

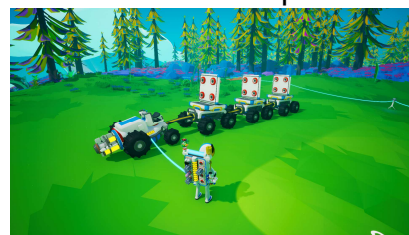
Terrarium. Get your rewards.

#### D. Tracking Power

Now give the lab enough energy and read the new items in the log. Needed for more jobs.

#### E. Galastropod Care

Feed Sylvie with another seed. Next job is to feed the little one to get a **QT-RTG**, a great generator, which need nothing to produce power. Connect it at an end, so you can disconnect without problems. We will use it later to energize the rover.



#### F. Master of Unboxing

Take some generators with you and find a pyramid with the energy sign or an other one. Compare the sign with the list of resources at Steam to open it. You get a **Buggy** as reward. This vehicle needs a Rover Seat, to print from two Compound with the Small Printer. Use the QT-RTG as energizer. For later you can print with the small printer a Tractor and some wagons to transport more items, the better tool!

#### F. Re-Tooling

Now it's good time to dig deeper and find more items lost behind down under. For that print a Boost Mode and a Drill Mod 1 from your backpack to improve your vac. And here is the problem: to get the Drill you need **Ceramic**. For Ceramic you need Clay. If you don't find clay you can print a Soil Centrifuge, but this item is exact the reward for the job. Better take your buggy and drive around, until you find Clay.

#### G. Print a Tractor

You need two Aluminium to print the tractor with the small printer. You get one trailer, which is enough for the moment. Put the medium storage on it to transport more single items.



## 4. Light in the Distance



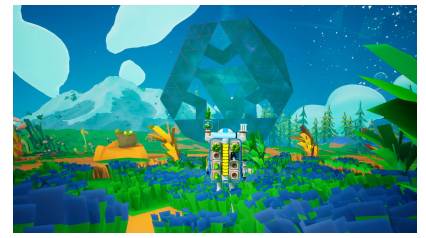
Now let us go for the final goal, but only the first step. Open your compass **[R]** and look for the pink symbol. In this direction you find a object, which you have to activate. As you will go this way more than one time, is a good idea to make it by feet and not use the tractor, you will have tether line.

You need 5 U/s. Connect three small generators (or some solar panels or wind generator). Wait until an object appears, which will be a selector for travelling on the planet. For that you get

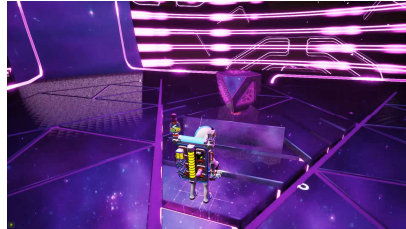
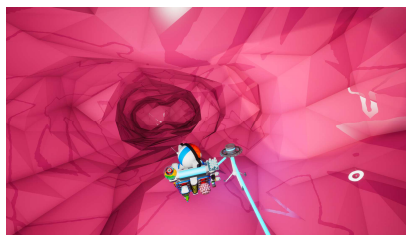
1.500 bytes. But before you can use this travelling method you have to find the core of the planet. And that means digging deeper into the planet. After returning you solve Light in the Distance and Well, That's Weird for bytes.

### A. Relocation Package

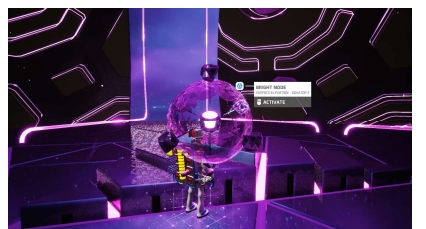
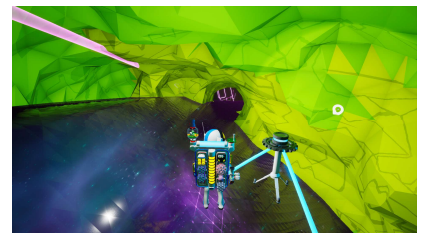
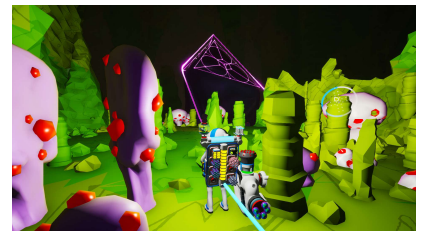
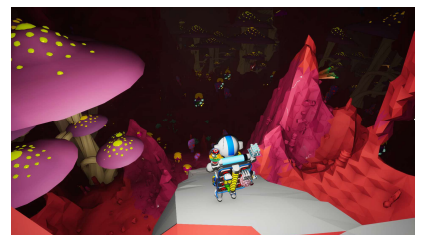
Before we leave to the core, let's fulfill a short task. Your containers are full with soil, use the centrifuge. Explore and produce a **Packer** to get a Shredder. With this item you can use the debris to produce Scarp and sent this up to the stars to get valuable items. But the Trade Platform needs Iron and this is not available now.



## 5. Activating the Core



Where ever you want, make a hole in the ground. Two or three drill holes side by side are enough and can be up to 60°. Be careful! There can be sudden openings, where you fall down. Don't make too small holes, make it two or better three drills wide. Otherwise you can drill past the next exit to a cave. Change the direction about 180° to go deeper. You naturally can use a natural hole to go deeper. On your way down look for **Quartz**. You will need two pieces of it. First aim is an area with mushrooms. Here you have to build a very long bridge to reach the floor. The area is pink. With the next tunnel you reach a green area. Here you can find **Astronium**. If you see an illuminated pyramid go there, otherwise dig deeper, until you reach a green area with very low gravity. Enter the pyramid with a bridge and the direction of the gravitation changes. Set a line to find the way again, if anything happens. Follow the pink lines and, if necessary, dig until you see the next object. This is the core. Build again a bridge to the sphere. At the core every surface has it's own gravity. You can walk on the outside of the ball and if you go over the edge you will be pulled to the surface.



Find the platform with three triangles and adapt one of the Quartz. A Trypticon appears. Store it. Then the next one and this you place on the opposite platform (run up one of the threeth wall to reach it). Now you can travel back to the surface of Sylva, it's the only lighted point on the travel globe. To go back to the camp you have the tether line from the last job. You have it? The second Trypticon will be of use on the unknown satellite in the system. Reward is a QT-RTG and bytes.

### A. Resources on Sylva

- Surface: Clay (rar), Graphite (rar) and the usual stuff: Compound, Resin, Organic
- U1-U2: Quartz, Laterite, Malachite
- U3 and deeper: Astronium, Clay, Laterite, Malachite

## 6. Some Jobs

### 6.1 Preparation

#### A. Arm yourself

Back in the camp you see some easy jobs with good rewards on the list. **Arm yourself** gives you an extended platform, not very useful, except you have a large Solar Module. Put something in the area of the Auto Arm on a platform, and the arm will put the object from one side to the other (for example to unload the centrifuge automatically). The rest of the jobs might be unsolvable so let's print the **Shuttle**.



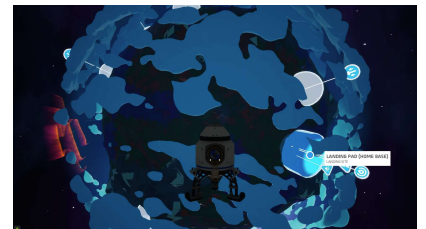
#### B. To Parts Unknown

First print a **Large Printer**, then **Small Shuttle** and single **Solid-Fuel Thruster**. If you don't have Ammonium remember that the Soil Centrifuge can make it. For the reward you have to print and load an oxygenerator. After getting the reward unload it, you don't need it.



### 6.2 Flight to Glacio

First aim is **Glacio**. Save the game first! With the Solid-Fuel Thruster you have only 4 starts and landings. You can reach Glacio and come back, no more!! This is your first flight, and you might make mistakes. Take the second one with you if anything happens. If you have packers take them with you. The Research Items on Glacio are of high value (2.000 bytes) and can be stored in the oxy compartment. If you don't have Graphite for a packer: Soil Centrifuge! If you don't have bytes then store one item in the oxy generator bay. No Tethers, you can carry the shuttle with you. Find **Hematite** and perhaps some Research Items (dig out some plants). But be careful, this one shoot explosives against you. With Hematite you get **Iron** later. Reward for building the shuttle is a Solid-Fuel Thruster, a QT-RTG and a Field Shelter. You can leave the oxy generator on Sylva, also without it you get oxygen. Back on Sylva at the cylinder landing point.

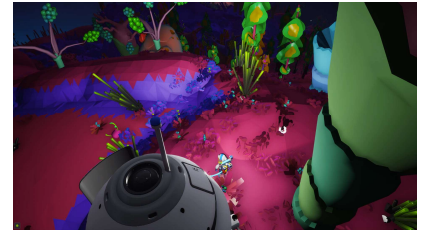


### 6.3 Flight to Vesania

Back on Sylva change the Thruster and unload everything. Next you go to **Vesania** for **Titanite**. The flora is real hostile, these tongue



plants throw you up in the air and you can die. But as you carry the shuttle with you, you respawn in there, next to your backback. Titanite are the green spikes near plants on a hill, hard to find without luck. And the volume of the Titanite is not the biggest. Perhaps you have to



find more than one storage area. But the shuttle only gives you oxygen, no energy. Take the QT-RTG with you.

## 6.4 Flight to Calidor

Return to Sylva, change your thruster and unload. Next trip goes to **Calidor** for **Wolframite**. Same method as the last two planets and again it can be a long way to find the material. Take again a QT-RTG with you for energy. If you land in desert you might find **Ammonium**. It is not bad, to gather this in the first, because you need a lot of it for the large shuttle.



### A. Talking Tungsten - Material Matters

Before you start your fourth trip research **Chemistry Lab**. Therefore refine Tungsten and get the research of a Medium Generator. Together with Ceramic and Glass (Clay and Quartz) and the medium Printer produce the Lab. After developing **Plastic** out of Carbon and Compound you get 1000 bytes.



### B. From Thin Air

Together with Plastic, Glass and Iron you print the **Atmospheric Condensor** and this one is necessary to get different gases. Produce a full bottle of Hydrogen and Nitrogen. You get a Medium Gas Canister.



### C. Fuel for Thought

Now you can produce Titanium Alloy for the Large Shuttle. Produce it out of Titanium, Nitrogen and Graphene, which you get with Graphite and Hydrazine (Hydrogen and Ammonium). Best you look at that map: <https://steamcommunity.com/sharedfiles/filedetails/?id=2995041877>.

After the first Hydrazine you get a **Hydrazine Thruster**. With the full load of three bottles of Hydrazine you can start or fly 24 time. If you are bored from gathering soil for Ammonium, make a quick fly to Calidor. There is a lot of Ammonium on the surface. And again a oxygenerator is not necessary. Also the large shuttle can be carried.

### D. Digging Deeper

Before you start to Glacio solve this quest, find three Malachite. You find it near the core on Sylva. You get a new object to place on Glacio, a **Railway Station**.



Now produce at least one canister of Hydrazine. I know, Ammonium is rare on Sylva. Therefore save after the first canister, adapt it to the thrusters and make a trip to Calidor again. With the 8 starts and travels. You need 4 ones to travel from Sylva to Calidor and back. Then you have 4 starts in the orbit to look for a better place for Ammonium. Landings don't count! If you really don't find any Ammonium, in the first five landings you can try 2 more places, but then you can't return and must load your saved game.

**Da gehört noch Novus dazu**

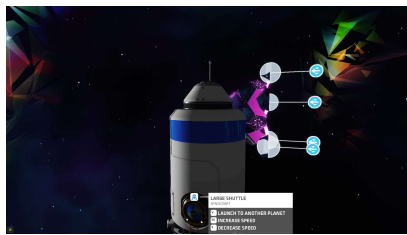
### 6.5 Packing List

Here is the check list: Big Shuttle with two Large Storage, packed Condensor, packed Large Platform B, two packers (or more), 2 Medium Wind Turbine (or only one, if you find the landing pad), the Field Shelter, a Rail Engine and an EXO Chip. And Dynamite, if you have some. Next items, if you have free space, is Aluminium for Rail Posts, Resin is available on Glacio. But if you want to print it on Glacio, you need also a Small Printer (from your Backpack). Load your Shuttle and leave to Glacio for Argon. And for the Core 2 **Diamonds** (may be later).

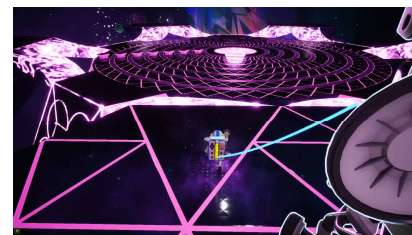
**IMPORTANT:** Before you start, move the small shuttle off the landing platform. Otherwise you can't land again on Sylva at your homebase.

Before we go to Glacio let's visit the unknown satellite.

## 8. There's Something Outside There



Take the Trypticon of Sylva and start again. Oops, you don't have it? Then take a Quartz with you. Look for the Unidentified Satellite. Land on any position. If you don't have the key stone look around and find a travel point at the end of the line of switches with one lighted point. That's the core of Sylva. Travel there and insert the Quartz to get the key. Return and put the key stone on the inner pedestal. That's the final goal: activate all cores of the planets and moons and the satellite.



## 9. Glacio

### 9.1 Preparations



Why Glacio? Solve the quest **Digging deeper** and you get a mysterious object, which can only be opened on Glacio, a Railway Station. Store it in your shuttle and leave to Glacio. There is a landing platform on Glacio, take only a field shelter to the planet. Take an **Exo Chip** with you and two medium **Wind Turbines**. If you also want to activate the core you need **Diamond** (create it with two **Graphene**, each out of Hydrazine and Graphite).

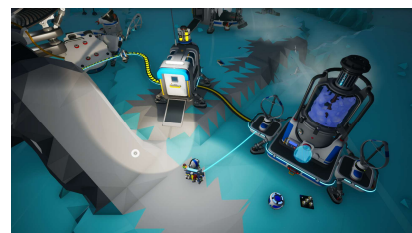
As I prefer to activate also the satellite this means you need 8 Ammonium, 4 Graphite and 4 Hydrogen, all available on Sylva (Condenser and Centrifuge).

**If you do the next for the first time, better save before doing this.**

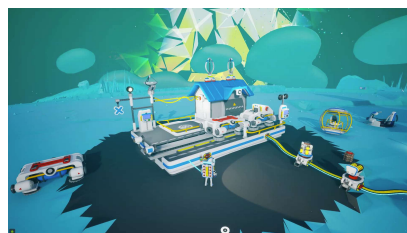
If you can't see the landing platform, land at a place near a transporter. Empty your backpack complete, also the things on the vac and run as fast as possible any direction in the hope to see a landing platform. Run until you die. You will respawn at the shuttle. Start again if you didn't saw a platform. After you found one (Don't go to near! Die in front of it) you can see it in the orbit and land there. Naturally you can also take your ship with you, but that's much more work to get it to a platform. And the backpack content is always nearby shuttle to get it back.

### 9.2 First steps on Glacio

The Landing Platform is usually surrounded with a lot of items. I found another wind turbine, a Gravity Ball, energy extenders. Unpack the Atmospheric Condensor and start gathering Argon from the air. You can connect also the platform with the shelter to get energy. If the energy goes in the wrong direction, unplug the platform and reconnect.



### 9.3 The Railway



#### A. Snow Piercer

Orientate the railway station **before** unpacking, you can't change it later. Both ends should have a free space for the railsystem. You can get an QT-RTG directly on the station. You can also connect the landing platform with the station to install more generators on it. There are two info panels on the station, the Mission Log and the Logistic Depot.

## B. Windup – Logistical Chip – Back on Track

Install two wind generators and the EXO Chip. Then open the right terminal and click on all topics. Reward is the **research** of **Rail Posts**, nothing drops in!

## C. Engine-uity – All on Board

You have to print a Rail Engine (Resin, Aluminium, Copper, medium printer) and Rail Posts (Resin, Aluminium, small printer). Print about two or three sets of posts. Reward should be take on Glacio, if you have to return to Sylva to print those items. If you have 5 or 6 canister of Argon you can take also the Condensor back to Sylva. Put the engine on the track and get two wagons as reward. If the first wagon don't want to stay on the track, move the engine back and fore and try again. To attach the second you need enough energy. For All on Board you get Rail **Junction** Bundles. They can also be used, if necessary.



## D. Reinstation

Use the Logistic Depot and get the real good items, the **Drill Mod 3** and an **Oxygen Tank**. Last gives you more time without a tether, first drills more than good.

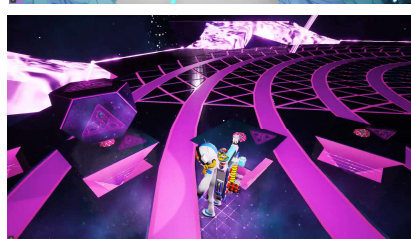
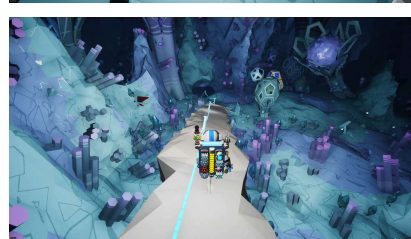
## E. Site-ings

Now look at your compass and find the next Pylon to connect it with your rail system. Use your Rail Post Bundles. The orange points are the end posts (Pylon). Build the first rail in this direction. Take the bundle, use it with **[F]**. Red line is too far. Connect the railway to the next Pylons to get a reward, but don't take it. The **Trading Platform** is better for Sylva.



## F. Better Freight Then Never

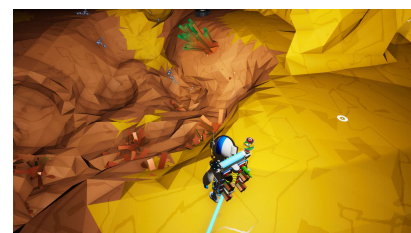
On your way you will see enough Freight Modules for the next job: ten boxes to the rail station. You can double the capacity of your train with the medium storage of the shuttle! And you can send the rail back alone, while you dig out the next chest. Point at the wagon and press **[F]**. The reward should be demand at Sylva.



## G. Cool Runnings

Next in the list is: Transport 20 (!) **Frozen Argon** to the Rail Station. Therefore you have to dig and find the red cubes. Ok, that depends on your position. There are cubes on the surface. Transport them to your railway! You cannot pack them. If they are very deep it's a lot of running to get them on the surface. So dig on several place near your railway and not more than two levels down. You can carry one piece with your hands to be faster. And do it! Reward is the railway station for Calidor!

Now the core. You have to refine Diamond twice. Therefore you need a lot of Ammonium and Graphite. You can get it with the Soil Centrifuge, but need a lot of Soil. Print a Drill 1 for tractor and add a palette of canisters. One place for the QT-RTG. Now you can drive over the surface making channels and get a lot of soil fast. At least you find the same situation like on Sylva. Put the first Diamond on one of the three platforms,



then travel to the satellite and activate at the matching pedestal (second from outside). Return to Glacio (second from the outside) and then to the surface. Take all railway items with you (posts and junction). Now back to Sylva.

## H. Resources on Glacio

U1 U2 Titanite, Quartz, Laterite

U4 Laterite

U5 Ammonium Hematite

## 10. Jobs on Sylva

### 10.1 Back and go again

I planed to place a shelter and/or a landing platform on Calidor, but for a shelter you need **Silicone** and therefore **Methane**. Pack your Condenser and pack or print a **Large Platform B**, some Wind Turbines and Packer to leave for **Novus**. You also can take a **Beacon** with you to find an eventual great landing zone again. On Novus build up your Condenser and gather Methane. During this time look around and try to find Lithium. You can find it on hills. Take all you can carry and 3 - 4 Methane and return to Silva. Now you can print a (Field-) Shelter and a Landing Platform for Calidor.

#### A. Eyes on Lithum – Medium Battery

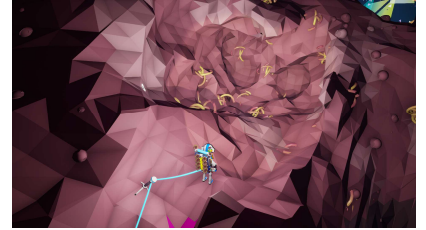
With the Lithium you can print a Medium Battery and load it fully. Reward is a Large Solar Panel and Wind Turbine, really great!

#### B. Shred, Scarp, Trade

You got scrap and a Trading Platform on Glacio. Unpack it and fill it with scarp, order some item and wait until the rocket comes back. Reward: QT-RTG.

#### C. Advanced Explorer Kit – Cracking Caches

You can solve Advanced Explorer Kit, if you have enough bytes for another QT-RTG and explode an EXO Cache for three EXO Chips.



### 10.2 Packing List for Calidor

Now let's pack for Calidor. As told I took a Field Shelter and a Platform, **two** EXO Chips, two **Medium Solar Panels** and the **rail items** with me. Naturally the **Curious Item**, the Railstation. Also the packed **Condenser** and **Medium Platform B** and some **Packer**. As you will find a lot of Ammonium it is useful to take also a **Medium Resource Canister** for easy transport. You will get an engine for the railway, but no wagon, take one with you or get the second **wagon** from Glacio. And it is always a good idea to have some tethers for the first steps.

For the core you will need **Explosive Powder** and for this Sulfur, which you get on Calidor. So you have to return one time anyway.



## 11. Calidor

### 11.1 First Steps on Calidor

#### A. Forward in Progress

Land near a transportation terminal. Make the Atmospheric Condensor ready to get Sulfur. With the Landing Platform and/or the shelter you finish the quest and get a Buggy with seat. If you don't need it now, let it be packed or in the list.

#### B. Curiouser and Curiouser

Unpack the rail station and connect the QT-RTG.

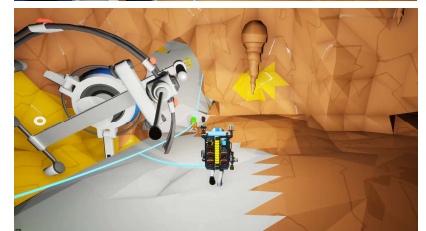
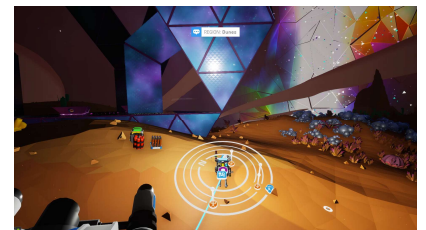
#### C. Sunrise – Chipping in – Manifestation

Install the two Solar Panels, use two EXO Chips and read the news in the rail manual. You get a rail engine and posts.

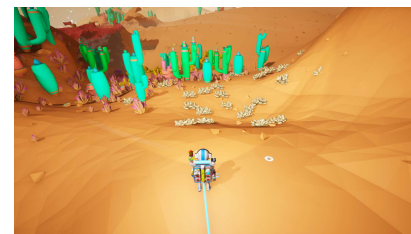
#### D. Pile On

Now build a railway to the next transporter. You should connect it to end station, but this part might be under ground. So dig down and find with it the Radar. Yes, you can transport it. And fix it on all walls. If you want to activate the transporter too, use the same method as on Glacio: Use the RTG's as a connector to the rail post. With the energy of the railway you don't need much generators to activate the transporter.

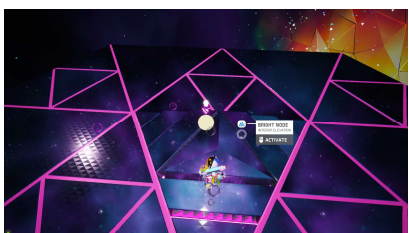
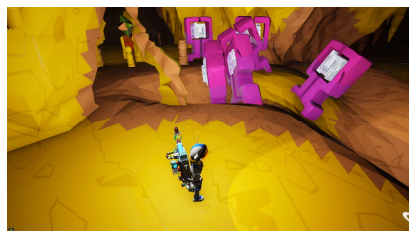
#### E. Stuffed Storage



Producing Sulfur means waiting. During this time I found a big store of Ammonium and filled the Medium Storage. There fore you get some bytes.



## 11.2 Bigger Quests



### F. Just Facts – Calidor Shells

The next two quests are work. First you have to find ten artefacts for the job **Just the Facts**. You find the artefacts with the radar in the first or second level down under. They can't be packed, so you have to carry them to the surface. Remember: you can sent the train alone back to the station to deliver. On the same job you can also find the Calidor Shells for the next companion.

You need for that Copper and the seed of Copper to catch it. You also need Dynamite for the quest **They Belong to a Museum**. Now it's the time to return to Sylva. Return and make **Explosive Powder, Dyamite** for the next quest and **Copper** for the Terrarium. Refuel your Hydrazine and return to Calidor.

### G. Calidor Terrarium

Out the Copper in the terrarium and the last piece of the terrarium is a seed of the Wheezeweed.

### H. They Belong to the Museum

With the dynamite go down and find those pink towers down under and explode them in pieces. You can blow up two or more. Every obelisk gives four parts and you need 10. The reward are three EXO Chips, get them on Sylva as the other rewards, which are useless on Calidor. If you don't can carry all parts at once, store the rest in your backpack and go deeper for the core. To activate the core you need **Explosive Powder**, and another one for the Trypticon on the satellite, third from



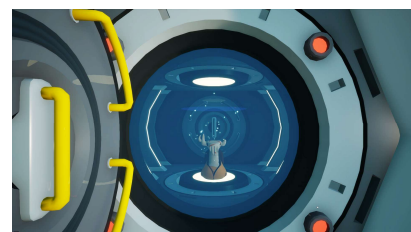
the edge. To return to Calidor use the inner lighted node of the map. Take some Astronium and other resources back to Sylva.

### I. Logbook – Travelling Companion – Discovery Train

Before you leave have a look at the Data Log for the quest **Logbook**. You get a new mission for this, The **Travelling Companion**. Therefore you need an **EXO Chip, Aluminium Alloy, Tungsten Carbide** and **Copper**. Return to Sylva and produce the items. Then return to Calidor and put all in the station. You get **C.O.L.E.**, a railway engine, which can always be recalled on any planet, very practical. Use the Data Log on Calidor again and get another mysterious item, the railway station for Sylva.

### J. Resources on Calidor

- Surface Ammonium
- Surface Ammonium!!
- U2 Malachite Quartz
- U3 Laterite
- U4 Malachite
- U5 Tungsten Laterite Ammonium



## 12. Jobs on Sylva

### A. Day and Night – Dip Some Chips – Unrailable

Install the railstation on Sylva, eventual recall **C.O.L.E.** from Calidor and put a medium wind turbine and medium solar panel on the station. Serve the station with tree EXO Chips and investigate the Logistic Depot. You get a complete station and two rail cars. You get also two new tasks: **Mystery Shrooms** is a bad job: transport 10 shrooms from a very low level of Sylva to the Logistic Depot.

These shrooms cannot be packed and have four contact points, can also not be carried! Either you got ten times the way or wait, until you have a big tractor and dig with this down to the shrooms. Both not very funny. We do it later.

### B. Singular Substance

That means to deliver 32 Astronium to the Logistic Depot on Sylva. With the possibility of travelling to the core this is not the badest job. Reward is also not so high: 250 bytes.

### C. Calidor Verification

At the lab you verify the new Galastropod from Calidor. More quests are without Helium from Atrox not solveable. As the next Galastropod shells should be found on **Desolo** lets prepare for this one.

## 13. Desolo

### 13.1 Preparation and Landing

Desolo is a moon with a lot of craters. Most landing points are deep in them. Take one near a transporter and near the visible mark. That's one of your aims. Things to bring with you? A Landing Pad and a lot of energy for the transporter. You need 7 QT-RTG (i.e. 7 U/s). If you don't want to return also 2 **Copper**, 2 **Zink**, 2 **Plastic** and 2 **Aluminium Alloy** for the MAT. Eventually one **Dynamite**, **Tungsten** for the Terrarium and 2 **Zinc** for the core.



#### First Steps on Desolo

Nearly all places are craters. I made the worst landing ever: hanging in a wall of a crater, great! But remember your strength. You can carry also the large shuttle with you. I carried it to the transporter, lot of work, but after placing the landing platform everything was fine. To activate the transporter you need 7U/s. The core is not so deep as on a planet, after three caves you reach the core. Use the **Zinc** and activate also the satellite. As you have only one planet

with a moon active now it's easy to find the way back.

### 13.2 The MAT

#### A. Prototype Recovery

What means blowing up a EXO chest, you get at least one EXO chip. You find it with the **Compass**.

#### B. Tracing the Transmission.

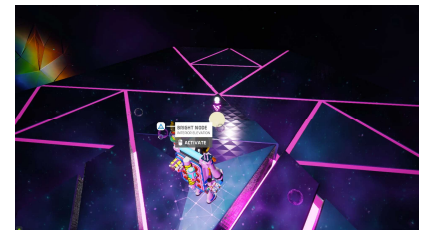
You look for the MAT with the compass. Put in the chip and you get the next jobs.

#### C. Electrical Engineering – Ingredinet Investigations – Onboarding

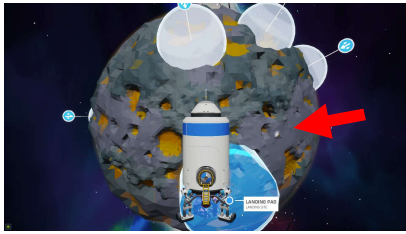
Put in the 2 Copper, the 2 Zinc, 2 Plastic and 2 Aluminium Alloy. Stay in the distance when activating the MAT, it explodes. Great job! You get a Hoverboard and a QT-RTG. The board is only good for flat areas.

### 13.3 The Next Galastropod

The five shell should be found during the way to the MAT. Get the terrarium, fill it with Soil, **Tungsten** and a seed of the white **Daggerroot**. Same procedure then the last one: print a small horn, put it on the terrarium and catch the snail with the same gestures. All done? Yes and no. You can find gigantic Ammonium resources on Desolo. Take them back to Sylva



## D. Desolo Verification – Signal Boost



Make the verification of **Usagi**, put an EXO Chip on the lab and read the new messages. Now return to Desolo. Circle around the moon, until you find a light. I was lucky, that the Eagle was quite near to my landing pad. There you find the Eagle of the first moon landing. You



can make some pictures and hear the communication of the crew with Houston. For now Desolo is finished.

## E. Resources on Desolo

Surface: Clay, Graphite, Ammonium

U1 Quartz

U3 Wolframite

## 14. Vesania

### 14.1 Packing List

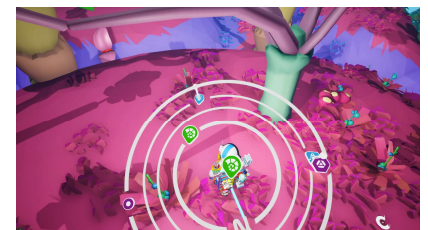
If you want to take all with you at one flight, the list is long. For the Core you need 2 **Graphen**. For the quest Vertical Thinking you need **Dynamite**. The Transporter needs a lot of **Energy**! And the list for the MAT is very long: first part is an **EXO Chip**, 2 **Hydrogen** and 2 **Nitrogen**, then 2 **Graphite**, 2 **Tungsten** and 2 **Titanium**. Next job are 2 **Silicone** and 2 **Tungsten Carbide** and at last 3 **EXO Chips**. And naturally a **Landing Pad** and a **Medium Platform B**. For the next Galastropod is one **Lithium** in your bag.

### 14.2 Starting at Vesania

#### A. Vertical Thinking



To get the task with the MAT you have to solve Vertical Thinking. Therefore you have to blow up an EXO Chest, but a special one. You will get an update, if it is the right one (should be surrounded by some trash). On the search you can also find the five Vesania Shells, little

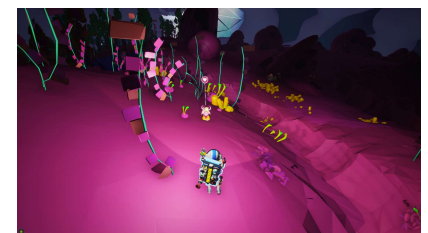


red objects, on a red ground, very funny. Use the Compass.

### 14.3 Princess

#### B. Vesania Shells and Terrarium

The new Galastropod prevents all harm from you. You need the shells and **Lithium** for the Terrarium. It might be a good idea, to get the new friend before you search for the MAT. The emos are the same as the last ones.

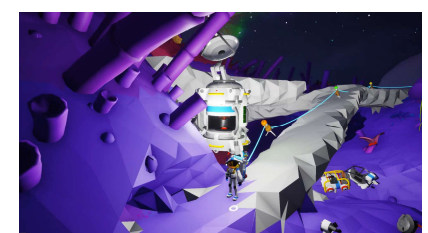


### 14.4 The MAT

#### C. Bootstrapping



The object can be seen from the orbit, but I had no landing place near by. The way is long and building a railway to the MAT is hard work. I run the way, it's faster, if you know, what to carry with you.



## D. What The Thrust – Finished Product

Fill the MAT with 2 Hydrogen and 2 Nitrogen

Fill in 2 Graphite, 2 Titanium and 2 Tungsten

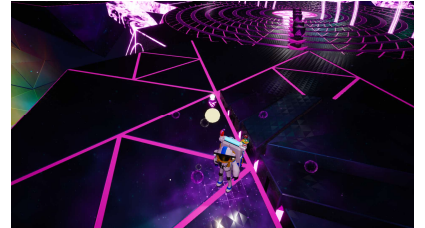
Next are 2 Silicone and 2 Tungsten Carbide

Last are 3 EXO Chips.

Activate the MAT and it explodes also, so stay in the distance. The reward is the **VTOL**, a flying mini jet, and Hydracine. With this you can explore a planet very fast (with enough Hydracine), but you cannot transport much. You will see the advantage at the first part of **Echos of the Past**.

## 14.5 Activating the Tranporter and the Core

For the Transporter you need a lot of energy. Either you find some Wind Turbines or you print small generators. The material for those are enough on Vesania. For the Core you need **Graphen**. If you activate also the satellite you find easily the way back: it's the planet with a moon and the moon is inactive. Now all is done on Vesania and you return to Sylva.



## E. Resources on Vesania

- Surface: Lithium (rar)
- U1: Latherite Quartz
- U3: Quartz
- U4: Latherite Lithium Titanite
- U5: Lithium Ammonium Latherite

## 15. Jobs on Sylva

### 15.1 The VTOL and Probe Scanner

#### A. Vesania Verification

First verify princess to get 250 bytes.

#### B. Echos of the Past

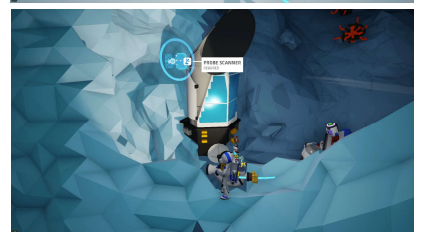
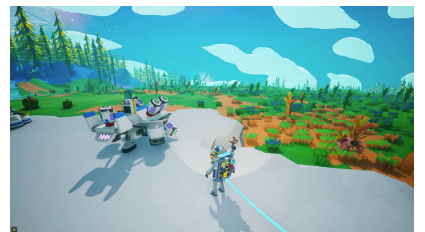
Unlock and Print a Probe Scanner. You need Steel for printing from your Backpack.

#### C. Chasing Signals



Now unpack your new toy, the VTOL. It has three small transport points and two double ones. Before you start your first flight we print a **Probe Scanner** with Steel in your backpack. Place the scanner on top of it. Use the Compass and activate the scanner. It will rotate and show at first an imprecise

direction of the probe. Enter the VTOL and fly in the direction of the mark. You take of with a double tab on **[Space]**. With **[Space]** you rise and with **[E]** you decline you height. After some distance land and use the scanner again. Look during flight down and you can see the probe. Use the vac to free the object and place the scanner on it. On Sylva you find the **Kepler Space Telescope**. But be careful: you get oxygen from the VTOL, but no energy. If you have insufficient fuel the way back can be long! Now you can visit all known planets to get the probes. Or proceed to the rest of the planets.



## 16. Novus

### 16.1 Loading List

If you was former on Novus, perhaps you left a **Medium Platform B** back there. Otherwise you need one to activate the transporter. Therefore are also 4 medium **Wind Turbines** or Solar Panels necessary, 20U/s. For the Core you need 2 **Silicone** and for the Galastropod **Iron**. Don't forget your **VTOL** with enough Hydrazine and a **Probe Scanner** (Steel). Some **Dynamite** is also necessary for the shells.

## 16.2 Things To Do



Activate the Transporter with 20 U/s and the core with the Silicone. On the way down you find the shells for the new pet. If you don't have enough energy you can find Rogal first: it produces power!

### A. Novus Shells

Use your Compass to find the shells of Rogal. They are hidden in stones, which you have to explode. If you are lucky, you find five stones and put them together to a batch and blow them up with one dynamite. If you don't found Lithium on your first trip search now for the resource.

### B. Things to Remember

Use your VTOL to scan the surface. With your scanner you will find the **Mariner X** and a lot of items.

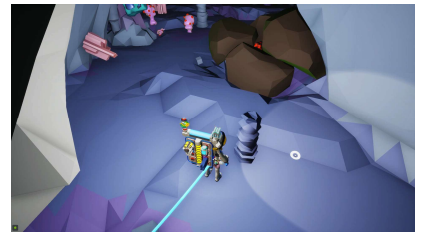
### C. Novus Verification – Overcharged

Return to Sylva and put Rogal in the lab for verification. Now you serve the lab with 2 EXO Chips and Energy (one QT-RTG is enough) in the

task **Overcharged**. You can use Rogal as an energy source. Read the new entries in the lab and get the task for the Glacio Galastropod.

### D. Resources on Novus

- Surface: Lithium
- U1 U2: Laterite, Hematite (Iron)



## 17. Short Trip to Glacio



Also here the shells are hidden in ice cubes under the surface, so you need Dynamite. You need **Argon** for the pet. And bring back Hematite for the Probe Scanners.

The Probe on Glacio is Pioneer I and again the Einstein-Rosen Bridge

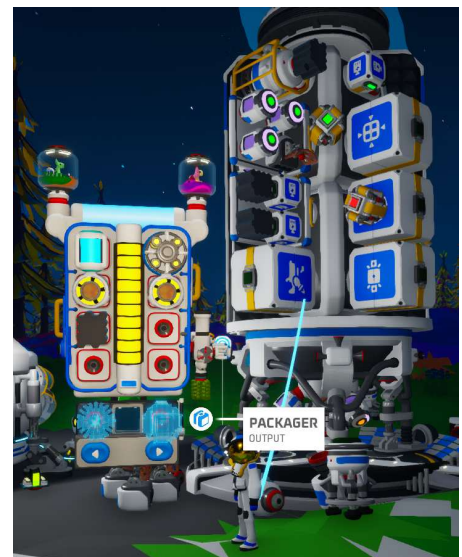
appears and the visitor wants to take a picture.



## 18. Atrox

### 18.1 Packing List

The list is not so long, but needs space. First the **Landing Pad**, the **VTOL** with **Hydrazine** and a **Probe Scanner**, then 2 **Hydrogen** for the Core, 4 **Medium Generators** with **Carbon** and a **Medium Platform B** for the transporter, there is very less wind and light on Atrox. And you need your **Athmospheric Condensor** for Helium, which you need for the pet. The shells are hidden in plants, no Dynamite necessary, only for EXO Boxes. Some **Packers** for the return. At last take **Princess** with you. There are very aggressive plants on Atrox and **Princess** will protect you.

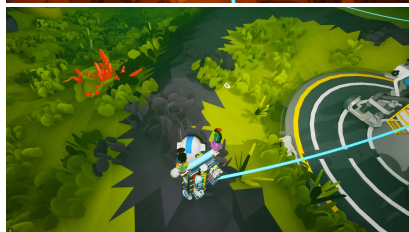


## 18.2 First Steps on Atrox

I landed near a canyon and the transporter was two canyons away. Naturally you can use the VTOL to carry all to the transporter, but I recommend to build two long bridges over the canyons. Why, you will see later.

### A. Save as Houses

Build up the platform and the Condensor and produce Helium, at least two canister. This concludes the quest **Save as Houses**. During the waiting start to find the transporter, set a line to it and, if necessary, build bridges. At the transporter you need the Platform B and the four generators to activate the machine. After activating the transporter return to your landing place.



### B. Atrox Shells – Terrarium

The shells are hidden in plants. You can either use the VTOL to fly over the surface to find the plants or dig deeper and do two at one: find the core and find the plants. Be careful, the plants are spilling very toxic gas. Princess is necessary! After five shells you fill the terrarium with soil, Helium and Spinelly Seed, to find on the surface. Print a trumpet, but don't fix it on the terrarium, if you are near a canyon. The Galastropod could appear on the walls of the canyon and is very hard to get. Go up to the hills of a flat area, take the VTOL with you and then fix the trumpet. Enoki goes large distances and with the VTOL you can easily follow. But watch out: Princess protects you, but not the VTOL. A shooting plant destroyed once the VTOL.



### C. Things to remember

Next find the probe before digging for the core. You find the Sputnik and can make also a photo.

### D. Multi-Core Processing

As you find the core of Atrox and activate it with Hydrogen you finished the quest and get a QT-RTG and 10.000 bytes.



### E. Trough the Looking Glas

Again you travel to the satellite and put the last Trypticon in place. Then go to the center and activate the stone. The spin-off is sudden. You see the orbiting station and a Einstein-Rosen Bridge appears. And you go through it. The



station sends a new Astroneer to Sylva. Oops! Your shuttle is on Atrox! No problem. Travel with the core of Sylva to the satellite and then back to Atrox. And this is the reason, why you should build bridges on Atrox: to return safely to your shuttle.

### E. Resources on Atrox

- U3 Graphite Clay
- U4 Latherite
- U5 Graphite Quartz

## 19. Returning to Sylva

### A. Atrox Verification – All Together now



Return to Sylva, verify your new pet. After that use the log on the lab to open the sonic array on the lab. You find seven slots for the seven pets. Put all into a slot and see the pets singing together.



## B. Unlocked Potential

You should have enough bytes to unlock the **Auto Extractor**, **Large Rover**, **Parver** and **Drill Strength 3** for Rover (small printer) and the cheaper items to reach 100 unlocked items. Also the **RTG** is necessary, but expensive. Reward is another QT-RTG.

## C. Composite Perfection – High Tech Spec

Refine **Nanocarbon Alloy**. That's quite a job: first make Steel from Carbon, Iron and Argon. Second ingredient is Titanium Alloy, to refine with Titanium, Graphene (Graphite and Hydrazine) and Nitrogen. Together with Helium you can now produce Nanocarbon Alloy. This gives you 10.000 bytes. And with the Nanocarbon Alloy you can print a RTG, which gives you a QT-RTG and two medium batteries. No more energy problems.

## D. The Auto-Extractor



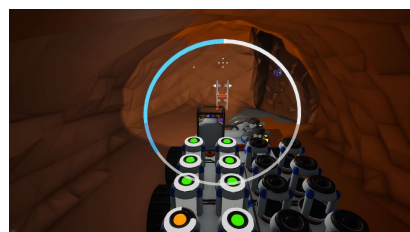
The list of the parts is long: Steel, Tungsten Carbide, Rubber and an EXO Chip. The machine is a monster and needs a lot of energy. Put it to a surface with resources. You see this, if there is a green bar at the three posts. As the monster has only three points, a double

one at the top, you have to pimp with it a storage to work efectiv. For example with the medium or large Resource Canister, you get as reward after pumping the first resouce out of the surface.



## E. Mysterious Shrooms

For a comfortable transport of the shrooms print two Large Rovers and also a Paver and Drill Mode 3 for Rover, both with small printer. Connect the two vehicles. Put a seat and two QT-RTG on it and connect Paver and Drill. Next you need a lot of small canisters for the soil, the Paver consumes a lot. All this will take a while!



Now drill in the earth (where ever you want). With **[V]** and **[C]** you controll the drill and paver. Use the mouse with the right button to correct the angel of digging. Make a straight tunnel without curves and dig until you reach the Mushroom Area. Here flat the angel and

stop. Now find some Mysterious Mushrooms, two or three, load them on the truck and return to the surface. Therefore you don't have to turn the whole truck, but putt he seat and the RTG's on the rover in the rear. Then you can drive forward without turning. Upwards it's as easy as down digging. But driving the rover down again is not so easy. I would say: **Save before you go down again!** With three or four tours you should have carried the 10 mushrooms to the railway and the full soil canister back to the surface.

If you say: Hey, why told you this not earlier to find the core easily? You would have missed all items and resources and transporting this huge truck with the shuttle is nearly impossible.

Reward for the job are two Hydrazine Jet Packs and Hydrazine.

## F. Training Completed

Go to the Data Log of the railstation and press the button. On the platform appears a scientist, looking around and disappearing again. Read the notes of the Data Log and get the Conductor Suit and the Train Whistle. Now starts a new mission sequence.



## 20. The Sun Room

### A. Help – A Fault in the Stars – Hi, I am EVA – We need to talk



Press the button on the Mission Log and get the Fault Finder. Use it and put the Fault Finder in the center of the circle. After three attempts EVA appears. Get your next Finder and read EVA three times.



### B. I Know you Like Missions – Controlled Fire(wall)

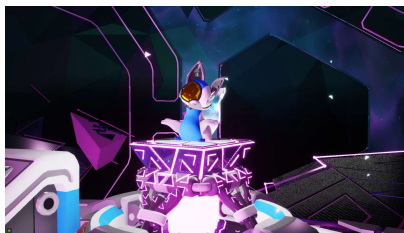
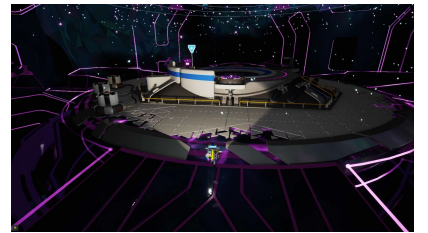
Hit the green button in the log again and then use a Curious Item, which you can find on Sylva (or have founded). Therefore you get a Large Shuttle and a Solid Fuel Thruster, a little bit late! Now you fly to the Sun.



### C. Behind the Curtain – Time Out – File Missing – Need Input – Memory Disassembly

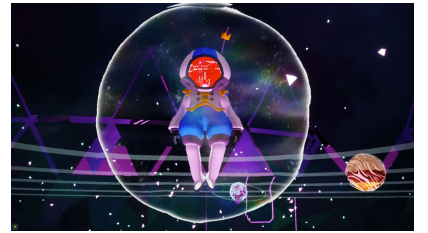


Land anywhere and go to the Control Center. The button is not illuminated, but you press it. EVA appears and a person in a sphere. After pressing the button again „talk“ with EVA, follow the instructions of the Mission Log and finally leave to Novus.



### D. Novus Roses

Fly to Novus and gather 6 Rose Seeds. You need all six for the next job.



### E. Memory Fault:Peril – Memory Fragment:Peril



Fly to Vesania, take the VTOL with you and plant three seeds in the Valley and three in the mountains. Now use the Fault Finder. It spreads five glowing items around. Gather it with the VTOL. Some are high in the air. Bring them back to the finder and the finder back to the sun room.



### F. Memory Integration: Peril – What Was Lost – The Crash – You are a Very Good Helper – There are More Bad News

Put the finder in the slot, use the Command Log and get the next mission. Go to the Mission Log, get your reward and press the button again. Talk to EVA and get six Rose Seeds.

### G. Memory Fault, Fragment and Integration: Discovery

Again take your VTOL with you and plant three seeds on Atrox in the Dunes and three in the Canyons. Might be a good idea to have Princess with you. Again the same method: use the finder four times and it will spread five glowing objects. But this time the objects hide under the surface and you have to dig them out. Bring the finder back to the sun room and put it in the next slot.



### H. What Was Found – The Mind Bank and You – Echos of Astroneers Past – Anyway, our Mission.

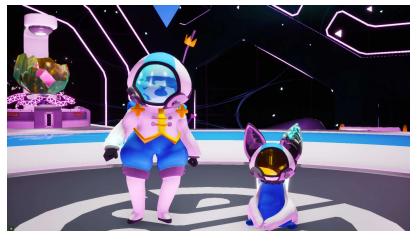
And again the same procedure: go to the Command Log, read, go to the Mission Log, click on the camera on the console, get a camera, accept the next mission and gather 6 seeds. But you need nine seeds for Calidor.

## I. Memory Fault, Fragment and Integration: Hope

After gathering the last three seeds on Novus fly to Calidor and plant the seeds. The finder only works in the Dunes. It spreads again five items and you have to position them on the right places. The circle and the triangles help you. All in right position use the finder and it loads the memories and you fly back to the sun room to fill the last slot.



## K. What Was Left Behind – Cronos Loves Reading – I Am a Fox – Almost There – Final Aprovevement – [Error] – S-O-S – So Long – ...For Now



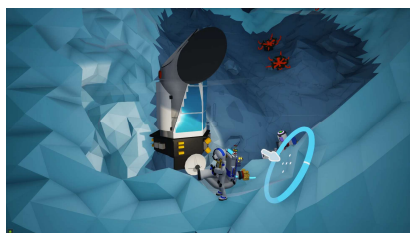
You know: go to the Command Log, go to the Mission Log, talk to EVA, dance, plant the seed in the sun room, accept the new mission, press the sun room log button, press the Mission Log button, activate EVA, take the crown, press the sun room and mission button again, harvest the rose, leave to Sylva, plant the rose and get EVA as a pet. If you feed EVA with rose seed, you can fly.



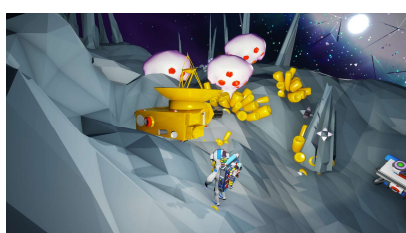
That's all, folks. I think the end is a little bit unsatisfying.

## Probe Scanner

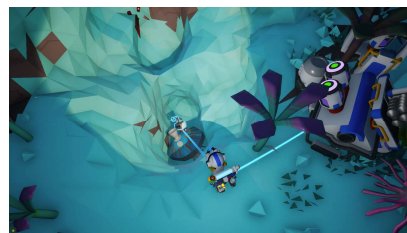
Sylva Kepler Telescope



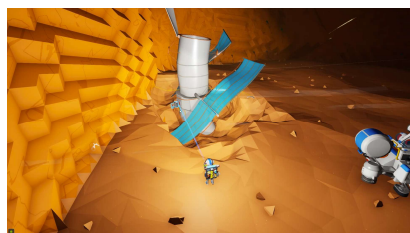
Desolo no name



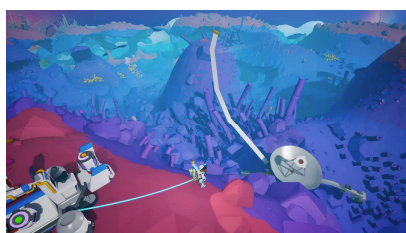
Glacio Pioneer Spacecraft



Calidor Hubble Telescope



Vesania Voyager 2



Novus Mariner X

