

J.U.L.I.A.

Among the Stars



User Guide

INTRODUCTION

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Among the Stars

J.U.L.I.A.: Among the Stars is an innovative narrative driven adventure game which was developed due to overwhelming support from a successful crowdfunding campaign.

The story centers on Rachel Manners, a 35 year old astrobiologist. She is a member of an elite group of scientists, chosen to embark on one of the most critical missions ever conceived on Earth. Now Rachel is alone, orbiting an unknown planet. Her only companions are J.U.L.I.A., the space probe's artificial intelligence and Mobot, a huge reconnaissance robot. Together, this unlikely trio will explore the mysteries of this solar system. But are they prepared for what they will find?

After countless years of careful space observation, the enormous telescope Chandra 17 suddenly locates a solar system quite similar to our own. As all earthly observatories turned their attention towards this new discovery, a signal of artificial origin is detected from deep within the system.

Reaction was immediate and a mission plan was conceived. No expense was spared in the construction of a massive space probe. It was designed and equipped to be ideally suited for the ultimate challenge: to meet and study extraterrestrial sentient life-forms. Equal care was taken with the crew. Only the most prominent scientists were selected and trained to ideally represent planet Earth. Everything was perfectly planned and success was certain. Yet somehow, everything has gone terribly wrong ...

Now, imagine being jolted awake by an emergency alarm. As your surroundings come into focus, you realize you were deep in cryogenic sleep on a vast space probe. But why you are there is an elusive memory. Disoriented, you rush to the control room searching for answers. Once there you learn from the ship's AI that not only have you been asleep for decades, but you are also the last surviving member of the probe's crew.

To make matters worse, the probe is severely damaged by a disastrous impact with a passing meteoroid swarm. First, you must make repairs. Not only is your own survival at stake, but you need to find out what happened to the crew and why you alone survived.

MINIMUM REQUIREMENTS

Minimum

Processor: Dual Core 2 GHz or higher

Memory: 1 GB RAM

Graphics: 128 MB VRAM accelerated card

Minimum resolution: 1280x720

DirectX: Version 10

Hard Drive: 4 GB available space

Sound Card: DirectX compatible soundcard (Mandatory)

Recommended

Processor: Intel i5 or equivalent

Memory: 2 GB RAM

Graphics: 512 MB VRAM accelerated card

Minimum resolution: 1920x1080

DirectX: Version 10

Hard Drive: 4 GB available space

Sound Card: DirectX compatible soundcard (Mandatory)



INSTALLATION

Downloadable Version

Unpack downloaded Installer.zip file and execute JuliaAtS-setup.exe. Follow the onscreen instructions.

Steam Version

Installation is done automatically by Steam client.

Save Games

The game stores saved positions in the following folder:

C:\Users\[profile name]\AppData\Roaming\JULIAAtSR

for Full HD Version

C:\Users\[profile name]\AppData\Roaming\JULIAAtSSDR

for HD Ready Version



INTERFACE



Solar System



Probe Window



Workbench



Mobot Window



Log



Main Menu



Solar System Overview

In this view you can explore available planets of the solar system.

Click on any planet to enter its orbit.



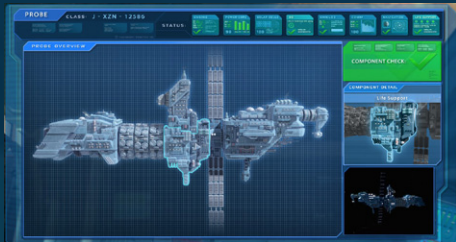
Celestial Body Closeup

This view contains a detail of celestial bodies. You can contextually travel, scan or land. Not all of them are suitable for landing, though.



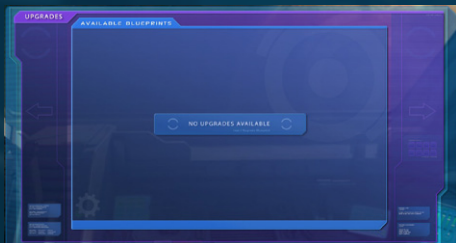
Probe Window

This view is for those, who are curious which modules the probe contains.



Workbench

Whenever you find a blueprint you can build it using this Workbench.



INTERFACE



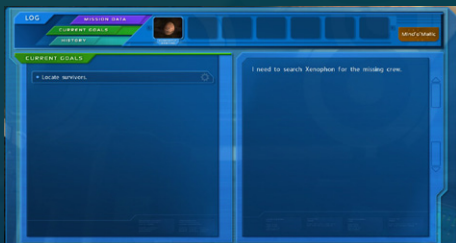
Mobot Window

In Mobot view you can check which upgrades have been installed into Mobot.



Log

You can access information about current tasks and go through the history of your mission.



FULL SCREEN EXPLORATION INTERFACE



POP UPS:



New Goal



New Mission Data



Objective Complete



New Mind'o'Matic

TIP: This icon in the top right corner will appear in puzzles to provide instructions.

TIP: You can always skip a cutscene by right - clicking.

TECHNICAL SUPPORT

FAQ

Question:

The game exhibits an unexpected visual or audio glitches.

Answer:

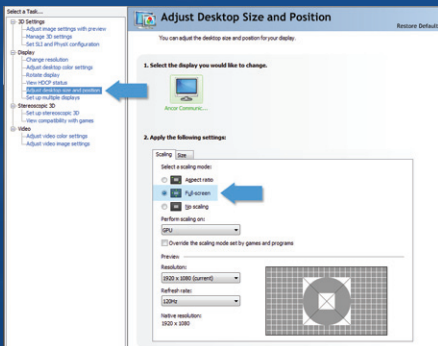
Please update your video and audio card drivers to the latest version.

Question:

The screen looks stretched on HD Ready.

Answer:

Check your video card settings and ensure that there is no adjustment done by the video card.



Question:

Do I need to save my game?

Answer:

You have 100 saveslots for your disposal. The game also saves your position at certain places, but you should always save your games yourself.

In case of unexpected behaviour please contact us at support@cbe-software.com.

CREDITS

J.U.L.I.A.

Among the Stars

Story by	Jan Kavan
2D & 3D graphics	Lukáš Medek
Written by	Jan Kavan
Animations	Lukáš Medek
Game Design	Jan Kavan
Additional Game Design	Lukáš Medek
Programming	Jan Kavan
Cutscenes	Lukáš Medek
Event & Procedural Music	Jan Kavan
User Interface Design	Lukáš Medek
Writer, English Adaptation	Laura MacDonald
Concept Art	Lukáš Medek
Puzzle Design	Jan Kavan
Additional Puzzle Design	Lukáš Medek
Sound Effects	Lukáš Medek
Additional Sound Effects	Hana Mlnářiková
Director of Business Operations	Jiří Kubita
PR & Marketing	Agnieszka Szóstak

Starring

Rachel Manners	Lucy Fillery-Murphy
J.U.L.I.A.	Jennifer Helia
Mobot	Klemens Koehring
Voice of Museum	Laura MacDonald

IndieGoGo Co-producers

Marita Robinson
 Pavel Černohous
 Stephan Prinz
 Scott White
 Roger Callan
 Alexander Hinkley
 Ian Darlington
 Benjamin Walter

CREDITS

Credits Music

Piknik by Metamorphosis

Christoph Pajer – violin
Martin Alacam – guitar, vocal
Richar Deutsch – guitar
Jan Kavan – cello

www.metamorphosis.at

Testers

Aggelos Karmiris
Laura MacDonald
Marita Robinson
Astrid Beulink
Nico Blanke
Michael Stein
Gregor Riepl
Vit Kavan
Scott White
w.g. van der Velden
Stephan Prinz
Pascal (k0SH) Welsing
Lubor Medek

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Say 'Mistage' Salazar
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Agustín Cordes
Pavel Černohous
Laura MacDonald
Stephan Prinz
Michael Stein
Konstantinos Dimopoulos
for supporting us through the campaign and during the development

Jan Nedoma
for creating the original Wintermute Lite

Daniel Sobe
for fixing several critical engine issues

J.U.L.I.A.: Among the stars is powered by an open source branch of
Wintermute lite
available from

<https://bitbucket.org/JanKavan/wmelite-julia-branch/>

CREDITS

IndieGoGo Backers

Ancient Masters

Marita Robinson | Alexander Hinkley | Benjamin Walter | Ian "IbramSkyheart" Darlington
Pavel Cernohous | Scott "StromIV" White | Stephan Prinz (Freed Games) | Roger Callan

Aliens

Agustín Cordes | Alexandra Brown | Anaxphone | Dmitry 'Auron' Gnatyshak
Goncalo Tordo | J. Quincy Sperber | Juanita Durkin | Laura MacDonald
Mike Wortman | Necrosis Thanatos | Rowland Gwynne

Crew Members

Anders Svensson | Bob Michiels | Dave Gilbert | Florian Ruckelshausen
Francesco Poli | James Bocchinfuso | James Latzer | Jan Nedoma
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Pascal (K0SH) Welsing | Robert Allen | Robert Ojama | Stephen Seefeld
Sven Opitz | Tobias Maack | William Horton

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Engineers

Aaron Light | Annie Hatzimilti | Astrid Beulink | Ben Newton | Bora Mutluer
Cleo Mullins | Crimes | Daniel Viera | David Colli | Doug Baxter
Ernst Paunzen | Hans Duschl | Holger Uhlmann | Chris 'The Epyon Avenger' Bergeron
James Klingler | Jan Theysen | Jennifer White | Jerry Drake | Julie Dinkins
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Mason Montgomery | Michael Shaw | Nico Blanke | onitake | Richard 'Pix' Pickles
Sean Pelkey | Sebastian Alius | SISI KUHN | Valdemar Sjostrom | Vicki Hsu
Zhubin Salehi

Space Hackers

Ana Sprague | Brian | Calandrias | Carl Witty | Egon Lucic | Eric P. Kurniawan
Charles Auer | Christian Ghisler | Christina L. Norman
Christopher "DarkWolfNine" Muzatko | Jonathan Boakes | JW-Mlist | Karlovre | Michele Colombo
Project Volttron | Sean Ellis | Simon Fellow | Steve Barnes | Zuhur Abdo

Astronomers

Alberto Venditti | Alexansg | Andre Conti | André Hildebrandt | Arkadiusz Lozewski | Asouth
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Dirk | Dirk Luetzig | drtssha | Ed Mace | Edreamer Jamil | Eugeniodyn | Eva Forsom
Falling Badgers | Ford Tang | FrozenFox | fuddingcup | Gabriele Papalini | gnupick | goran
Guenter Pajer | Gunnar Hogberg | gz | Hatchan | Chaunteara | Chris | Chris Pueppke
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