

GAMER GUIDE

HONKAI: STAR RAIL
EDITION



the need to know you didn't know you needed

WHAT IS IT?



Honkai: Star Rail, a role-playing gacha game developed by miHoYo and published by Cognosphere's HoYoverse, is the latest addition to the Honkai series. Released on Windows and mobile platforms in April 2023, it's set to arrive on PlayStation 5 in October 2023.



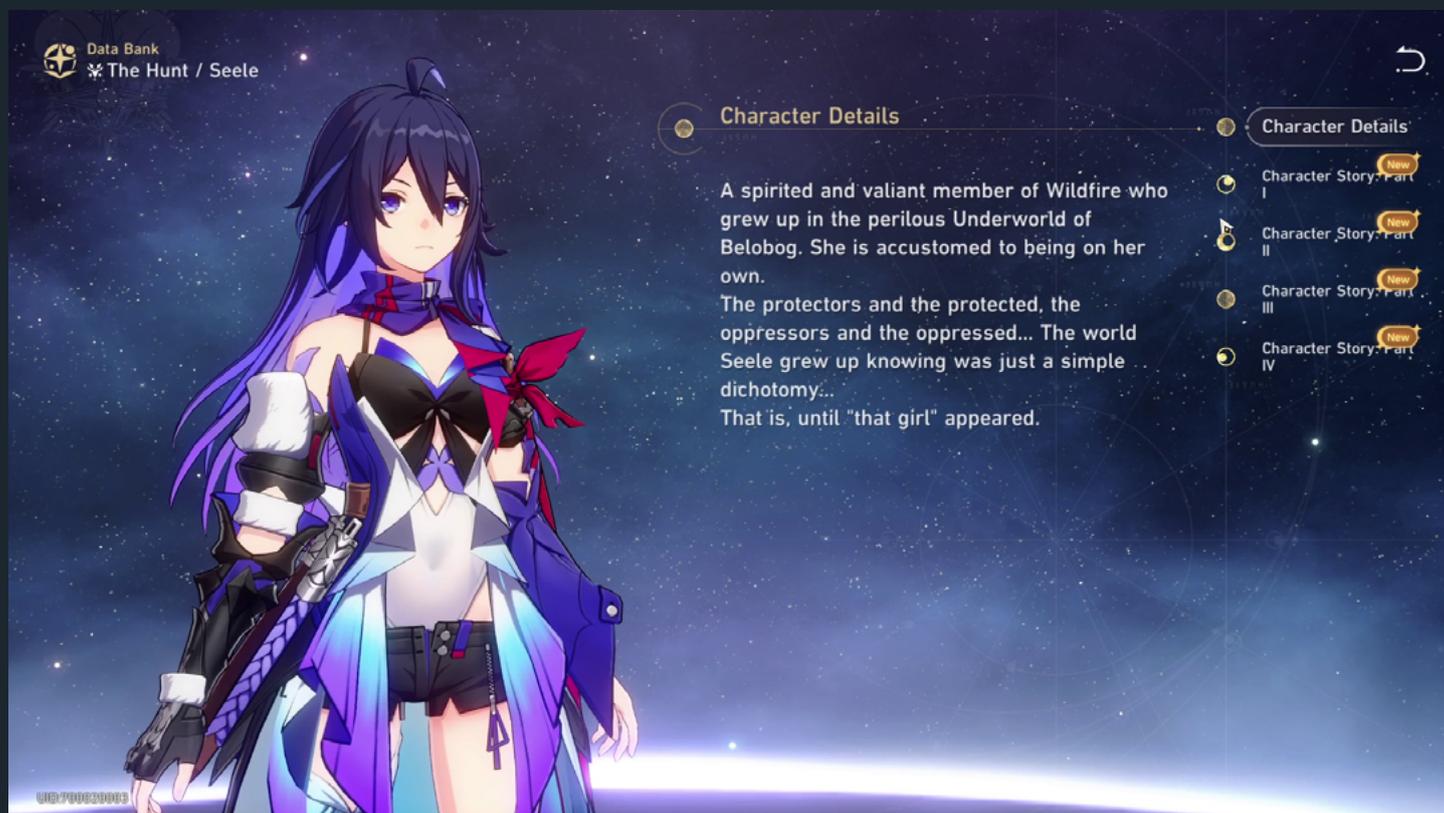
The gacha gaming model, akin to loot boxes, has gained widespread use since the early 2010s, particularly in Japan. It's now a prominent feature in Japanese, Chinese, Korean, and even Western gaming culture. In this model of F2P (free-to-play) gaming, players use in-game currency, which can be earned through gameplay or purchased using real-world funds, to obtain random rewards.

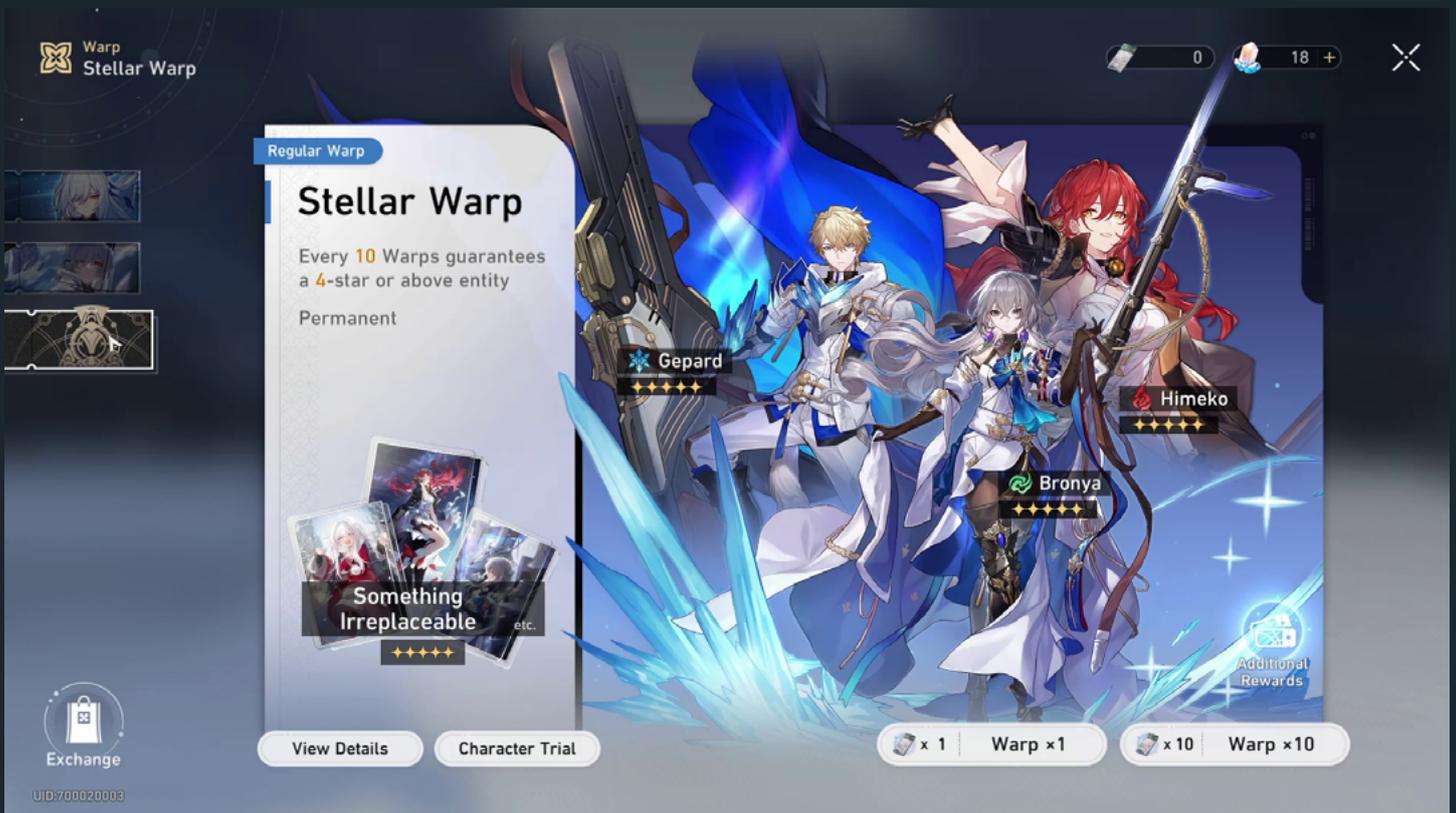
BREAKDOWN THE BASICS

As the Trailblazer, your mission is to embark on the Astral Express and address the looming Stellaron crisis. You'll traverse a myriad of planets, each offering a distinct and immersive experience that awaits your exploration.

Mechanics

Honkai: Star Rail adopts a classic approach from Japanese role-playing games. Players assemble a collection of Characters and take charge of 4-member teams to engage in turn-based combat. The game seamlessly blends elements of open-world exploration and dungeon crawling, offering an array of engaging mechanics.





Warp System

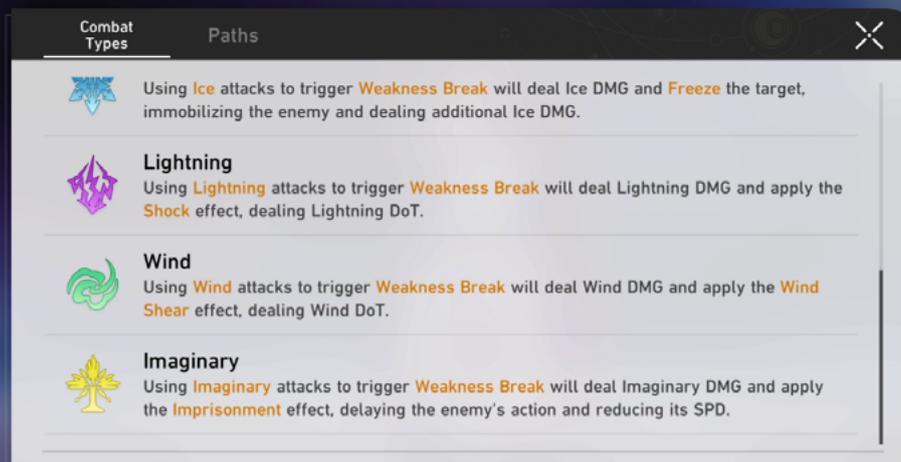
If you're aiming to expand your roster of Characters and secure powerful weapons you'll need to dive into the chance-based Warp system. As you kick off your adventure, you'll be presented with 4 Warp Banners. You'll use in-game currencies to purchase "pulls" for these Banners. Each "pull" grants a random item or Character from the selection available to that Banner:

- **Stellar Warp Banner:** This is the game's standard Banner, functioning quite similarly to the Departure Warp.
- **Departure Warp Banner:** As the starter Banner, the Departure Warp unlocks permanently for every player upon conversing with Asta. It's tailored for new Trailblazers just beginning their journey, offering a 20% discount.
- **Character Event Warp Banner:** This is a time-limited Banner that rotates its featured Characters every 21 days.
- **Light Cone Event Warp Banner:** Similar to the Character Event Warp, this Banner is time-limited and changes its featured Light Cones every 21 days.

Characters

The Characters are the stars of this show. You typically acquire these Characters through the Warps system. However, there are opportunities to claim some Characters for free by completing in-game missions or participating in special events.

Each Character in Honkai: Star Rail has a Character Level that starts at 1 and can be raised all the way up to 80. As they level up they gain additional stats, but once they hit certain level milestones, you'll need to Ascend them to break through that level cap. Characters begin with a max level of 20. With each successful Ascension that cap increases by 10, reaching a maximum of 80. To perform Character Ascension, you'll need to collect materials by taking down Stagnant Shadow Bosses and defeating enemies throughout the game's expansive world.



UID:700020003

Elements & Paths

In Honkai: Star Rail, each Character is assigned an Element. This Element plays a crucial role in defining the damage dealt by a Character's attacks. There are currently a total of 7 Elements:

- Physical
- Fire
- Ice
- Lightning
- Wind
- Quantum
- Imaginary

Think of Paths as Character classes. They tell you what role a Character plays in battles and which Light Cones they work best with. Right now, the game features 7 different Paths:

- Destruction (General DPS/Bruisers)
- Hunt (Single Target DPS)
- Erudition (Multi-Target DPS)
- Harmony (Offensive/Utility Support)
- Nihility (Debuffer)
- Preservation (Defensive Support/Tank)
- Abundance (Healer)

More Stats		
Advanced Stats		
CRIT Rate	87.6%	
CRIT DMG	120.6%	
Break Effect	0.0%	?
Outgoing Healing Boost	0.0%	
Max Energy	120	?
Energy Regeneration Rate	100.0%	?
Effect Hit Rate	7.3%	?
Effect RES	23.7%	?
DMG Type		

Stats & Skills

Each Character has stats (statistics) and abilities that affect combat tactics. Take note of these when you're building your teams.

Character Stats

- **HP:** The amount of damage a Character can endure before going down in battle.
- **ATK:** The amount of damage a Character does to opponents.
- **DEF:** Lessens the damage a Character takes from enemy attacks.
- **Speed:** Determines a Character's combat agility, affecting how quickly they act.
- **Crit Rate:** Reflects a Character's chances of landing critical hits.
- **Crit DMG:** Dictates the damage multiplier when a Character scores a critical hit.
- **Break Effect:** Boosts the effectiveness of Weakness Breaks, DoT (damage over time) effects, and delays enemy actions.
- **Outgoing Healing Boost:** Influences a Character's healing abilities.
- **Energy Restoration Rate:** Governs the speed at which a Character charges energy for their Ultimate ability.
- **Effect Hit Rate:** Determines the chance of a Character applying debuffs on enemies.
- **Effect RES:** Indicates how resistant a Character is to enemy debuffs.
- **Elemental Damage Boost:** Sets the damage multiplier for Skills and attacks dealing Elemental Damage. Each Element has its own boost stat.
- **Elemental RES Boost:** Lowers the Elemental Damage a Character receives. Each Element has its own boost stat.

Character Skills

- **Basic Attack:** This is your Character's standard move, available for use at all times during combat. It's usually the weakest of your Character's active combat moves, but it's essential for generating Skill Points, which you need to unleash your Character's more powerful abilities.
- **Skill:** The Skill ability is a versatile combat move, offering effects ranging from dealing damage to providing buffs to your team. Unlike other abilities, there's no cooldown for Skills; you just need to spend Skill Points to use them.
- **Ultimate:** Your Character's Ultimate ability packs a punch and is typically their most potent combat move. However, you'll need to charge it up by performing various combat actions, such as attacking or defeating foes. After each use, it requires recharging.
- **Talent:** Talents are passive abilities that offer benefits under certain conditions. They often come into play when specific criteria are met, providing advantages for your Character and sometimes even their allies.
- **Technique:** Unlike the other abilities, Technique isn't for combat; it's used before a battle begins. Depending on your Character, it either initiates combat with a special attack or grants a beneficial buff right before engaging the enemy.



Character Traces & Eidolons

Character Traces are essentially Skill upgrade trees unique to each Character. As you unlock and enhance nodes within a Character's Trace, you'll grant them stat boosts, additional passive abilities, and improvements to their 5 Skills. To level up Traces, you'll need specific materials found in the Crimson Calyx, earned from mission rewards, or available for purchase in the shop. Keep in mind that your Character's ability to upgrade Traces is linked to their Ascension level, so you'll need to level them up before diving into Trace upgrades.

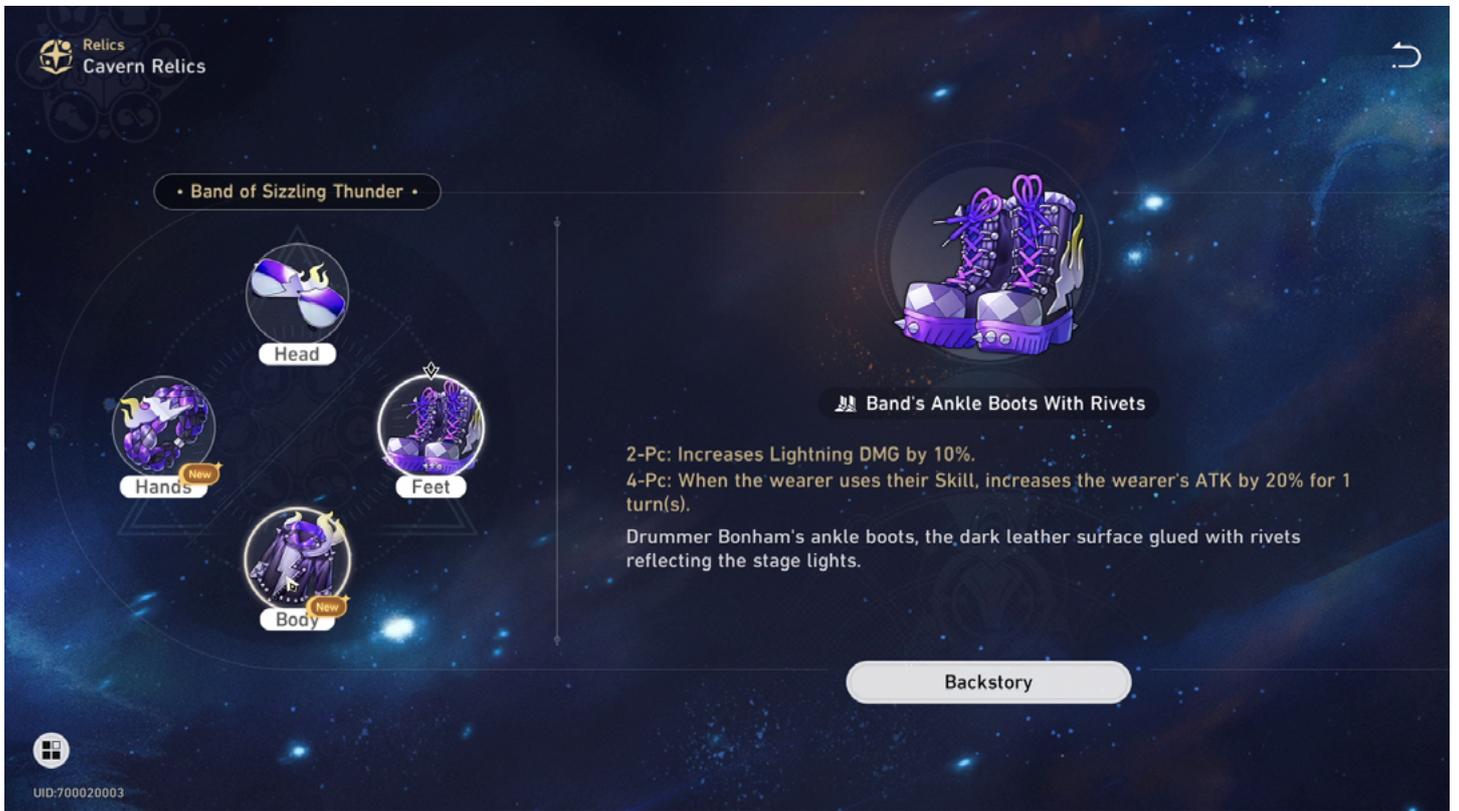
Eidolons play a role in enhancing a Character's existing abilities or granting them fresh passive bonuses. There are 6 distinct Eidolon upgrades, and each upgrade bestows a unique bonus. You can unlock Eidolon upgrades by obtaining duplicate copies of the Character via Warps or by completing in-game missions and events. The only exception to this rule applies to the main Character, whose Eidolon upgrades are attainable through in-game missions and Trailblaze Level (Account Level) rewards.



Light Cones

Light Cones are equipment available for all Characters, much like weapons in other games. They deliver vital stat bonuses when equipped. These bonuses play a pivotal role in enhancing overall performance. Light Cones, like Characters, possess levels ranging from 1 to 80, with the potential for growth through levelling up and Ascending. This progression directly impacts the magnitude of stat bonuses provided.

Each Light Cone boasts a unique Light Cone Ability, a passive bonus tied to one of the 7 Paths. It's important to note that while Light Cones can be equipped by any Character, only those aligned with the Light Cone's corresponding Path can access its Light Cone Ability. Characters from different Paths can still enjoy the stat bonuses but won't activate the Light Cone Ability.



Relics

Relics play the role of armour and accessories found in traditional RPG games. When equipped, Relics constitute the primary source of stat enhancements for your Characters.

There are 6 different Relic types:

- Head
- Hands
- Body
- Feet

Planetary Ornaments:

- Planar Sphere
- Link Rope

Each Relic in the game features one primary stat alongside up to 4 substats. The main stat is contingent on the Relic type:

- Head: Grants a flat HP boost.
- Hands: Grants a flat ATK increase.
- Body: Grants stat improvements like HP%, ATK%, DEF%, Crit Rate%, Crit DMG%, Outgoing Healing Boost%, and Effect Hit Rate%.
- Feet: Grants stat improvements like HP%, ATK%, DEF%, and Speed.
- Planar Sphere: Grants stat improvements like HP%, ATK%, DEF%, and Elemental Damage Boost for one of the 7 Elements.
- Link Rope: Grants stat improvements like HP%, ATK%, DEF%, Break Effect%, and Energy Regen Rate%.



Combat

In Honkai: Star Rail, battles unfold in a turn-based format, meaning Characters and enemies take turns to perform actions. Turns are governed by an Action Order displayed in the upper left corner. During your turn, you can opt for Basic Attacks or Skills.

Creating a well-rounded team is the first step. While you can use any Character you own, it's essential to strike a balance between damage-dealing and support abilities. Characters specialising in DPS (damage per second) benefit from teammates who boost Attack Power. Also, having a healer or shield provider is wise. Diversity in Elemental types matters as well.

When you encounter an enemy, initiating a battle begins with a Technique. This ability varies between Characters, either inflicting damage, debuffs, or granting combat bonuses. Technique Points, represented by purple dots, are required for this.

Opponents have Elemental weaknesses. Attacking with countering Elemental types depletes their Toughness shield (white bar above their HP meter). When the shield is gone, opponents experience a Weakness Break, causing delayed turns and additional damage, depending on the Element. Effects range from bleeding to freezing, burning, and more.

To expedite battles, the 2x speed option accelerates animations. An auto-battle function is also available, but strategic choices may be compromised. Use it with caution, especially in challenging encounters.



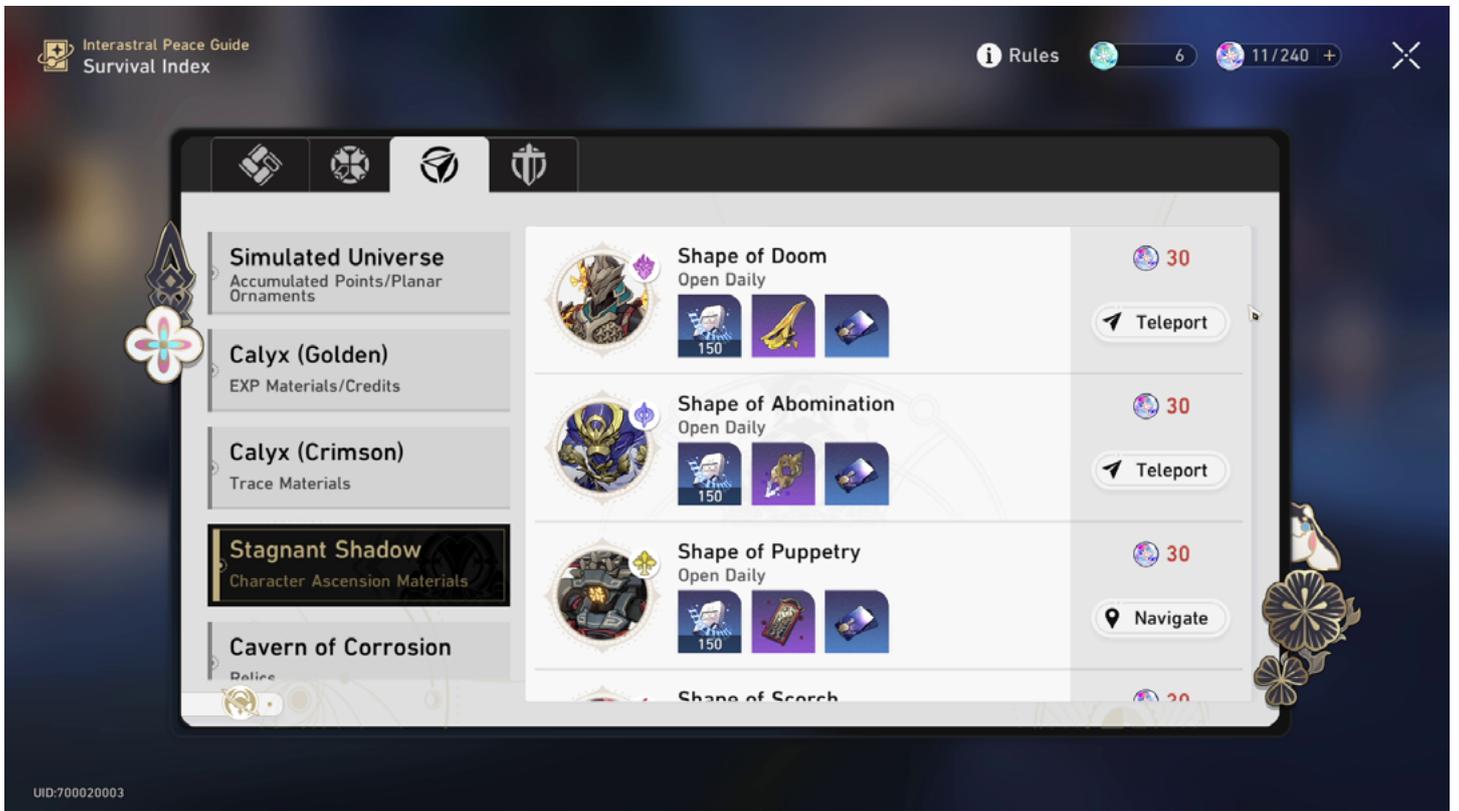
Environment

In Honkai: Star Rail, players embark on exploration missions across various Worlds, unearthing treasure chests, tackling puzzles, and confronting enemies. Beyond the serene townscapes, the wilds roaming enemies. Approach them too closely, and they'll become aggressive, giving chase and triggering combat encounters.



Worlds

- Herta Space Station: Serves as the game's initial area, offering both a tutorial experience and your first encounter with the central storyline. Take your time to thoroughly explore this location as the Trailblazer, gaining valuable insights and a head start on your upcoming adventure.
- Jarilo-VI: A frigid, snow-covered world, its vast snowy plains offer breathtaking vistas of Belobog. This realm stands as the last bastion of human civilization. Explore its icy expanses and unravel the mysteries it holds.
- Xianzhou Luofu: A colossal fleet of spaceships, one of 6 flagships of the Xianzhou Alliance. This massive armada sails tirelessly through the starry ocean, on an unending quest against the enemy of the Lord of the Hunt.



Activities & Points-of-Interest

- **Celestial Beacons:** Approach them to restore your team's health or use them as swift travel points for navigating different sections of the world.
- **Puzzles:** Each area in Honkai: Star Rail hides unique puzzles offering one-time rewards for those who can decipher them.
- **Stagnant Shadows:** Battles that can be replayed to acquire Ascension Materials for Character advancement.
- **Corrosion Caverns:** Players can engage in these battles repeatedly to gather Relic Sets at their convenience.
- **Simulated Universe:** Embark on the Simulated Universe challenge, where you'll progress through various zones, engage enemies to gain enhancements, and ultimately face off against a formidable boss. Rewards like Planar Ornaments and upgrade materials await.
- **The Forgotten Hall:** In this game mode, players aim to defeat enemies within a specific number of turns to obtain Stellar Jades, Lost Crystals, and more.

TIPS & TRICKS



Smart team composition

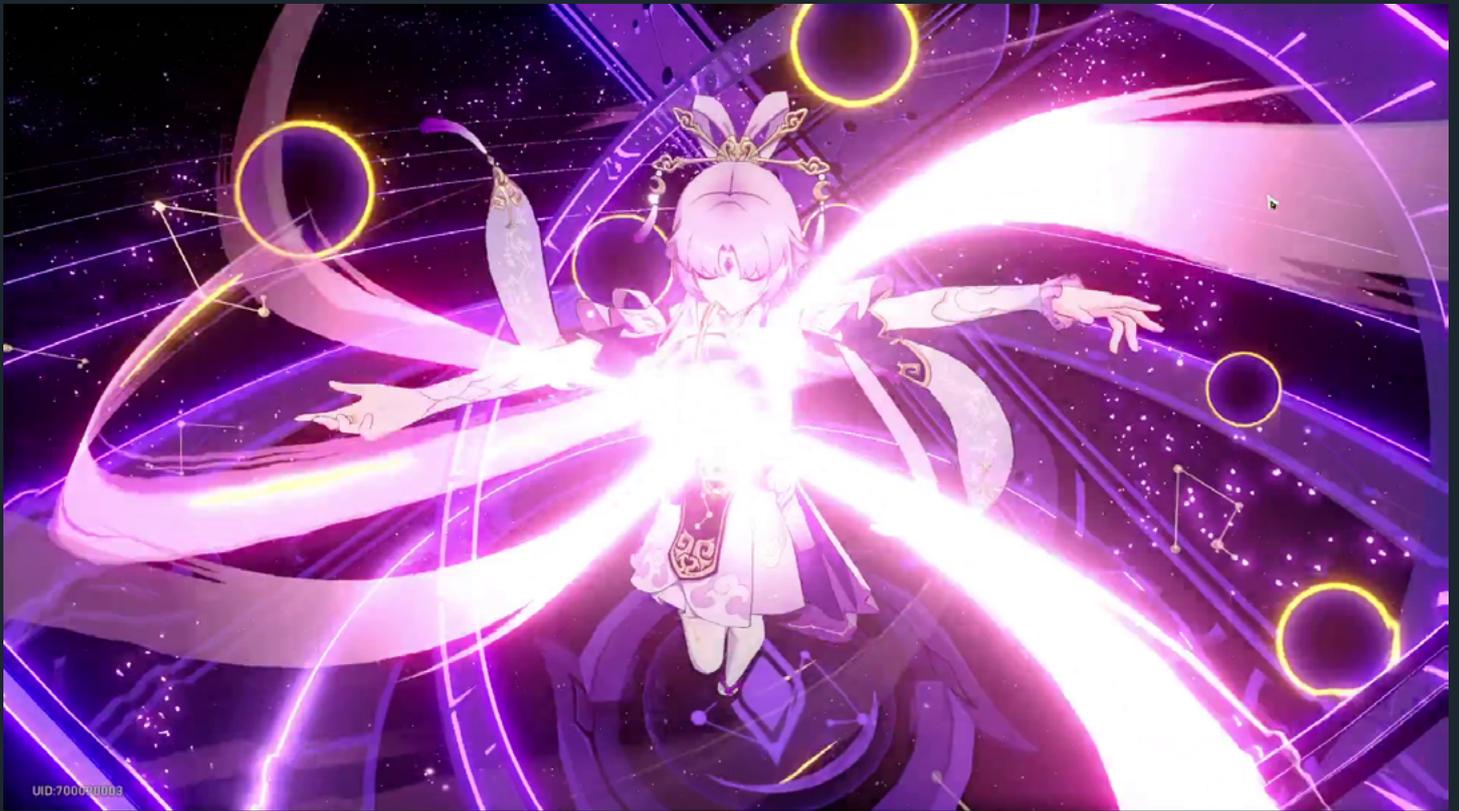
Avoid the common misconception that every turn should focus on dealing damage. Characters have diverse roles, from shield breakers to team buffers. Your success may hinge on a balanced combat squad with varied abilities to target the weaknesses of different foes.

The need for speed

While attributes like Attack Power, Critical Rate, and HP are crucial, don't underestimate the importance of Speed in turn-based battles. Speed can determine how often your Characters act. Starting a fight with the first move can provide a significant advantage.

Engage with the story

The game's extensive quest system is central to Honkai: Star Rail. Rushing through the narrative or skipping dialogues is a sure-fire way to get bored fast. Take your time to savour the story; it can offer essential clues and item locations that aren't shown on the map as well as a deeper connection to the game's lore and Characters.



CONCLUSION

Honkai: Star Rail's striking visual style and diverse tone, along with its sense of humour, charismatic voice acting, and exceptional combat mechanics make for a stand-out player experience. It offers a deep yet accessible combat system and a refreshing approach to in-game monetization, ensuring that players can progress without needing to spend money. Ultimately, its standout feature is its sheer creativity and the satisfaction it delivers through tactical, team-based decision-making in a turn-based RPG setting.