

GAMER GUIDE

STARFIELD
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Starfield, developed by Bethesda Game Studios and published by Bethesda Softworks, is an action role-playing game (RPG) that was unveiled at E3 in 2018. This highly anticipated game is set in a space-themed environment, representing Bethesda's first new intellectual property in a quarter-century. It became available for Windows and Xbox Series X/S on September 6, 2023.

STARFIELD

This project was a long time in the making, with Bethesda's interest in space games dating back to the '90s. Starfield's unique concept, dubbed "NASA punk," blends futuristic technology with NASA's real-world space missions. The game's narrative spans nearly 300 years, exploring humanity's journey from Earth to the cosmos. Starfield also marks Bethesda's transition to Creation Engine 2, underscoring the game's pioneering nature in both storytelling and technology.

BREAKDOWN THE BASICS

In the year 2310, amid the Settled Systems' expanse of planets, two major human Factions, the United Colonies and the Freestar Collective, recently concluded a 20-year Colony War with an uneasy peace. Your character discovers ancient alien technology and joins Constellation, a group of interstellar explorers, to uncover a cosmic mystery.

Mechanics



Character Creation

Players can customise their character's appearance, Background, and optional Traits. The Background choice includes selecting the Spacefarer's personal and employment history before joining Argos Extractors. Each Background provides 3 starting Skills and may impact interactions and dialogues.



Factions & Religions

In Starfield, similar to Bethesda's other games like Fallout and Elder Scrolls, you'll encounter various Factions with opportunities to join, oppose, or align with them. Joining Factions is generally encouraged in Starfield, except for one exception. You can benefit from multiple Factions until a critical decision point arises.

- **Constellation:** Founded in 2275, Constellation is a group of renowned space explorers with a primary goal of unravelling the galaxy's profound mysteries and uncovering evidence of genuine alien civilizations.
- **UC Vanguard (United Colonies):** The United Colonies is one of Starfield's two major governing bodies, spanning the vast region around the Sol System and central systems. As a centralised republic, it boasts a formidable military starfleet and has a history of conflict with the Freestar Collective during the Colony War, leading to an uneasy truce.
- **Freestar Rangers (Freestar Collective):** The Freestar Collective, though smaller than the United Colonies, operates as a libertarian confederation of planets and star systems. They fought fiercely for their independence against the United Colonies during the Colony War, embracing a more decentralised approach to governance.
- **Ryujin Industries:** Responsible for the development of the illicit drug Aurora in Volii Alpha, a Freestar Collective-protected planet. Ryujin Industries thrives in the cutthroat world of corporate espionage and is an ideal choice for those seeking success in the corporate arena.
- **Crimson Fleet:** Emerging as a semi-organised group of space pirates, the Crimson Fleet has gained prominence and poses a significant threat to both the United Colonies and Freestar Collective as they venture into the Settled Systems.

In the expansive Starfield universe, despite its numerous planets and star systems, there are just 3 religions to choose from. Each faith offers distinct advantages, and you can select any one of them during Trait selection at the game's outset:

- The House of the Enlightened
- Sanctum Universum
- House Va'ruun



Crew & Companions

Starfield's universe is vast and perilous, but you need not navigate it solo. There are more than twenty potential Companions in Starfield, each with their own distinctive Skills to enhance your journey. It's worth noting that out of all the available Companions, only 4 have confirmed romance options. Sarah Morgan, Sam Coe, Barrett, and Andreja. Here's a list of all known Companions and their abilities:

- Sarah Morgan: Astrodynamics, Lasers, Leadership, Botany
- Sam Coe: Piloting, Rifle Certification, Payloads, Geology
- Barrett: Starship Engineering, Particle Beam Weapon Systems, Robotics, Gastronomy
- Andreja: Stealth, Particle Beams, Energy Weapons Systems, Theft
- Vasco: Aneutronic Fusion, Shield Systems, EM Weapon Systems
- Marika Boros: Shotgun Certification, Ballistics, Particle Beam Weapon Systems
- Heller: Geology, Outpost Engineering
- Adoring Fan: Scavenging, Concealment, Weight Lifting
- Lin: Demolitions, Outpost Management
- Simeon Bankowski: Sharpshooting, Sniper Certification, Marksmanship
- Gideon Aker: Ballistic Weapon Systems, Missile Weapon Systems

- Moara Otero: EM Weapon Systems, Marksmanship
- Andromeda Kepler: Outpost Engineering, Piloting, Aneutronic Fusion
- Omari Hassan: Shield Systems, Starship Engineering
- Rosie Tannehill: Medicine, Wellness
- Mickey Caviar: Gastronomy, Wellness, Incapacitation
- Jessamine Griffin: Theft, Concealment, Ballistics Weapon Systems
- Rafael Aguerro: Outpost Engineering, Outpost Management, Starship Engineering
- Sophia Gace: Stealth, Lasers
- Dani Garcia: Chemistry, Robotics, Energy Weapon Systems

You have the option to hire both Companions and Crew members in Starfield. Companions, identifiable by their names, tend to possess a broader range of Skills at a higher proficiency level. In contrast, Crew members lack names and specialise exclusively in one field.

Due to their less advanced Skill sets, Crew members are more budget-friendly to hire than Companions. These Crew members can often be found searching for employment in bars and popular establishments. Keep in mind that their availability may change regularly, so it's worth revisiting the same locations until you find the specific specialist you need!





Combat

Combat planet-side is fairly straightforward. See an enemy, kill the enemy with any number of weapons from the multitude of options available to you. Space combat is a little more tricky!

As you approach an enemy ship, it will be outlined in red, accompanied by a level indicator on the left and the distance from your ship on the right. Beneath the ship's name, two bars represent its shield and health status.

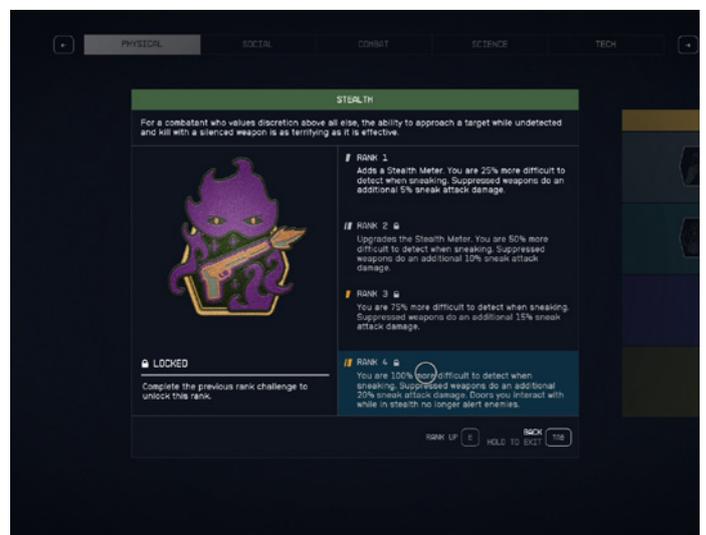
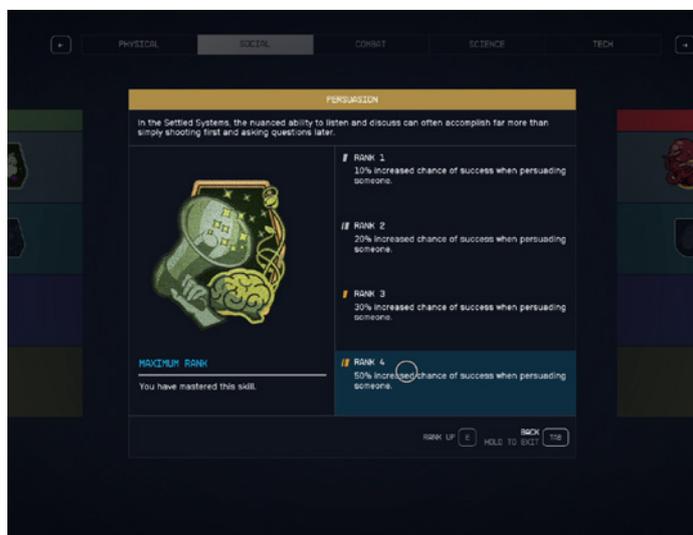
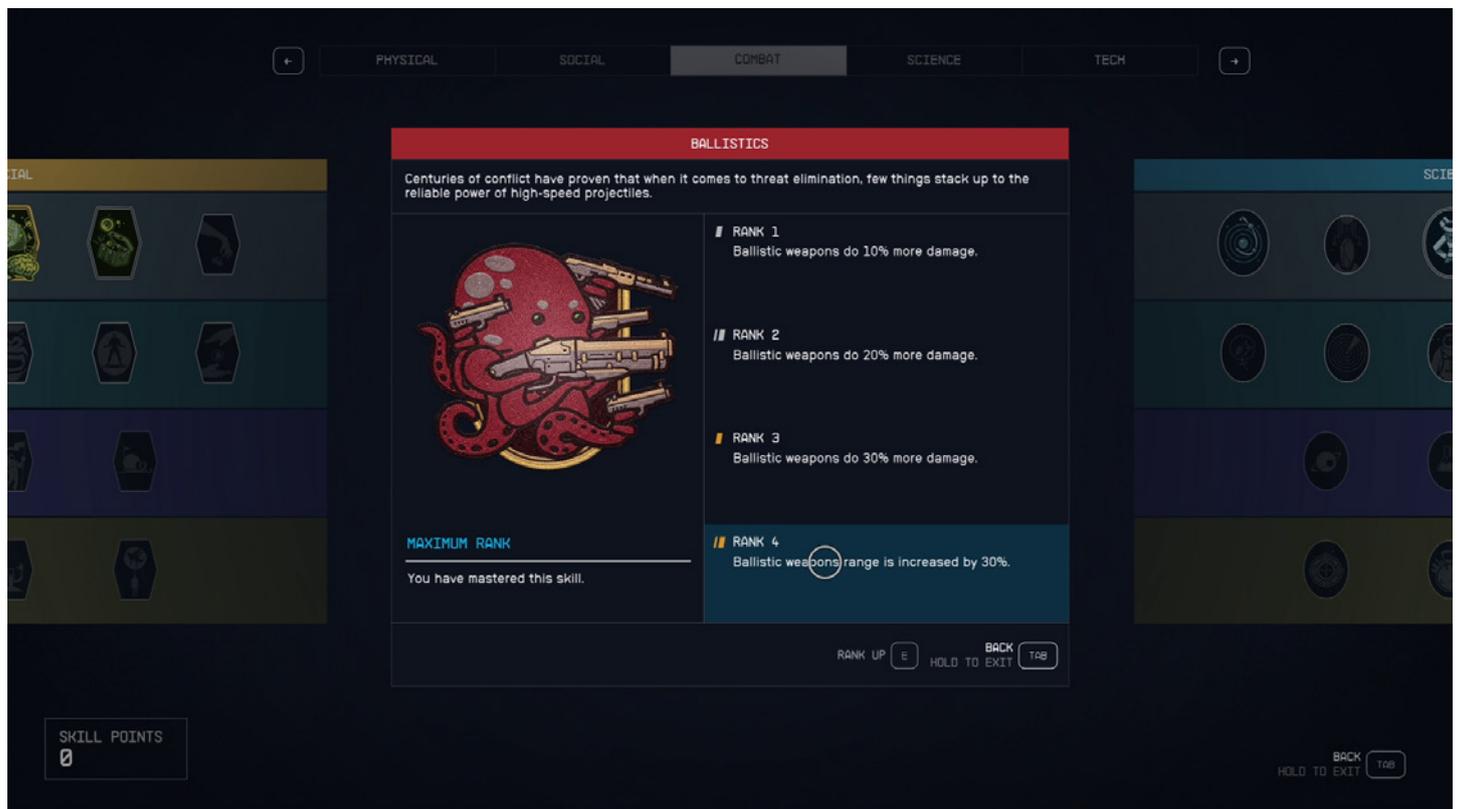
Your starship comes equipped with up to 3 different weapons, each with 2 firing modes: Auto and Manual. Auto Turrets automatically track and fire, regardless of the enemy ship's orientation. Manual Weapons require the pilot to aim in the direction of the ship's facing. You have the option to fire all weapons simultaneously. To lock onto an enemy, keep them centred within the circle on your screen, and once "Lock" appears, you're ready to fire.

Maintaining visual contact with the enemy is crucial. The lock can be broken if the targeted ship boosts, moves out of range, or manoeuvres beyond your targeting systems. Similarly, you can employ these tactics to evade enemy missile locks, averting substantial damage. Locking onto an enemy simplifies aiming and enables you to target specific ship components, such as weapons and shields. It's important to note that shields will regenerate if not entirely destroyed, so swift elimination is advised. After defeating an enemy ship, approach the wreckage for valuable loot!

Skills

In Starfield, Skills are the cornerstone of character progression, reflecting a Spacefarer's abilities. As you level up, you can unlock new Skills, and enhancing them involves successfully completing challenges to increase their rank. Some Skills are prerequisites for crafting specific items. Skills are categorised into 5 groups: Physical, Social, Combat, Science, and Tech, each divided into 4 tiers: Novice, Advanced, Expert, and Master.

Your Spacefarer starts with 3 Novice Skills based on their chosen Background. Additional Skills can be acquired using Skill Points, earned through levelling up. To unlock higher-tier Skills, you'll need to invest a specific number of Skill Points in that category. When you unlock a Skill, it begins at Rank 1, and you can upgrade it to Rank 4 by completing related challenges, maximising its effectiveness.





Crafting

Crafting and research play vital roles in your Starfield adventure. These systems, though initially daunting, become straightforward once you grasp the basics. Through research to unlock items and mods, followed by crafting using collected resources, you can gain a significant advantage against Spacers and other threats in the game.

To start researching in Starfield, locate a research lab, typically found in your starting spaceship. You can explore various research categories:

- **Pharmacology:** Discover how to create new drugs and medical supplies for stacking buffs and healing.
- **Food and Drink:** Learn to craft meals that restore health and provide buffs.
- **Outpost Development:** Acquire the knowledge to construct new buildings for your outposts, ideal for base-building enthusiasts.
- **Equipment:** Master crafting upgrade mods for your Helmet, Spacesuit, and Pack to enhance attributes like oxygen and Pack capabilities.
- **Weaponry:** Unlock upgrade mods for your firearms, allowing you to boost their power and customise them to your preferred playstyle with attachments like scopes and silencers.

Once you've delved into research and unlocked various projects in Starfield, it's time to translate your newfound knowledge into tangible items. Here are the crafting stations and their respective purposes:

- **Cooking Station (Galley):** Utilise this station for crafting food and beverages.
- **Industrial Workbench:** Convert raw materials like metals into specific items such as wire and building frames, which serve purposes in research projects, other crafting, or constructing outpost buildings.
- **Pharmaceutical Lab:** Craft drugs and medical supplies to maintain your well-being or even enhance your performance.
- **Spacesuit Workbench:** Create and install mods for your Spacesuit, Helmet, and Pack.
- **Weapons Workbench:** Craft and apply mods to your firearms, enhancing their functionality to suit your preferences.

Ships

In your journey through Starfield, you'll be navigating the vast galaxy, encountering towns, confronting pirates, and occasionally meeting friendly faces. While your initial journey begins in the Frontier, there comes a time when you'll want to call a different ship home and make essential upgrades.

Ship Customization in Starfield revolves around acquiring various components like engines, landing gear, fuel tanks, hab modules, and weaponry, then attaching them to designated points on your ship's frame. Each component has a distinct impact on your ship's overall performance. For instance, adding more engines enhances speed but also increases total mass, potentially affecting your ship's interstellar jump capabilities.

To customise your ship, seek out ship technicians located at spaceports. They not only provide customization services but also offer a selection of ship parts and unmodified ships for purchase.



Equipment

In Starfield, your protective gear takes the form of Spacesuits, Space Helmets, and Packs, all crucial for your survival in the unforgiving vacuum of space and during perilous encounters with adversaries. Each piece of armour has its unique advantages and limitations, with some excelling in extreme environmental conditions and others providing superior combat protection. Additionally, a reliable Pack is essential, assisting you in overcoming obstacles and enhancing your mobility both on land and in zero gravity.

In addition, Apparel offers an extensive array of styles ranging from Space Rogue ensembles to Corpo attire. You're sure to discover the perfect outfit for your adventure, and most Apparel items come with added stats and effects. These bonuses may include increased health and oxygen levels, enhanced persuasion success rates, greater carrying capacity, and more.

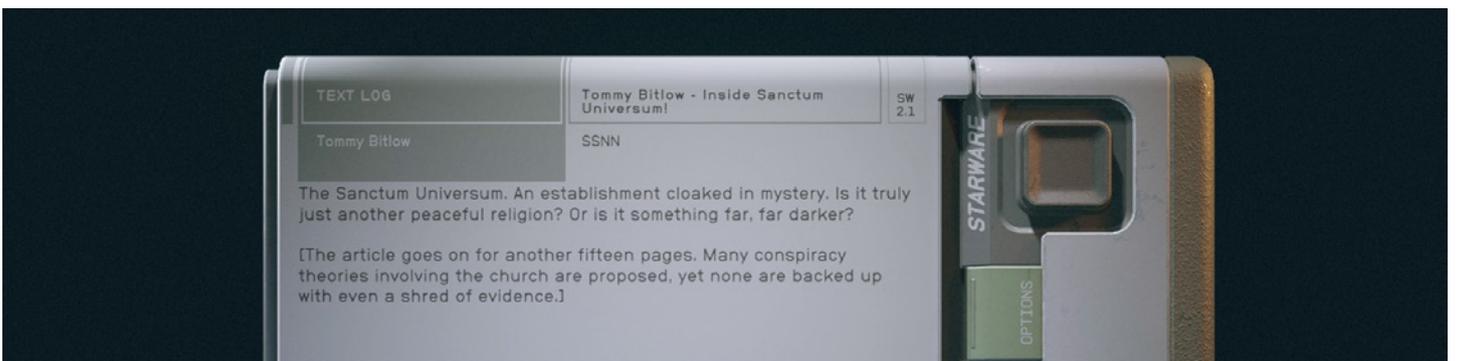
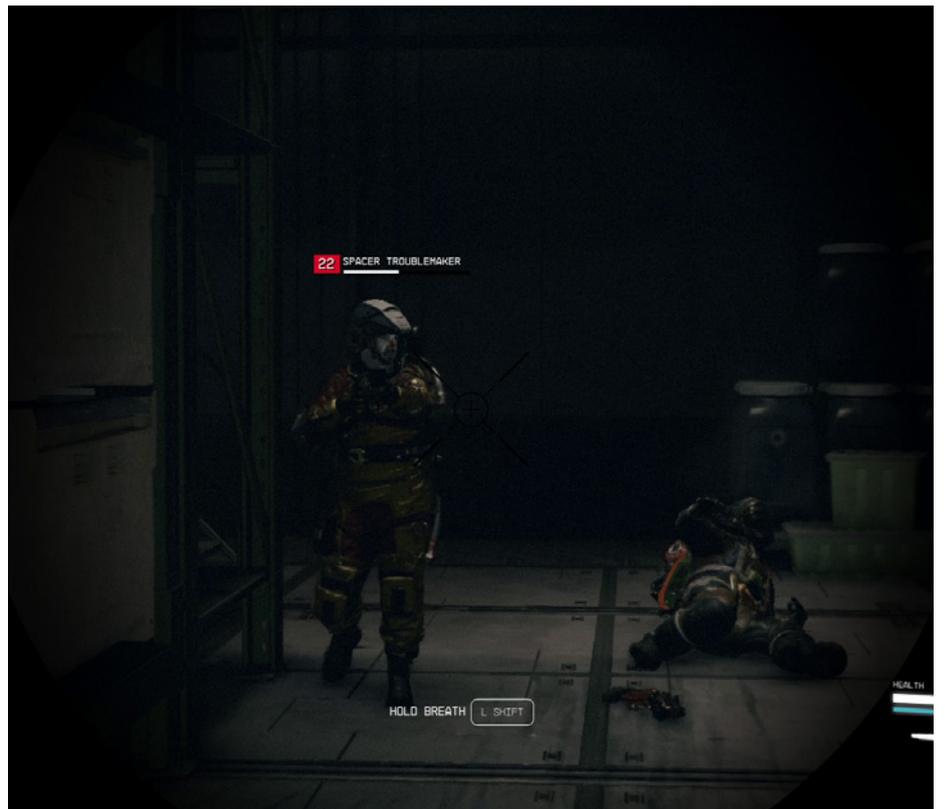
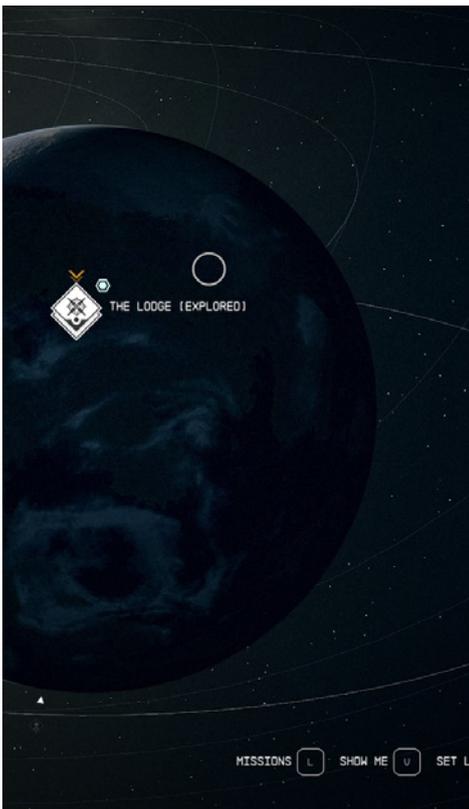


Weapons

In Starfield, weapons are categorised based on their class and the type of damage they inflict, which can be physical, energy, electromagnetic, or a hybrid of these. Ballistic and melee weapons are known for dealing physical damage, while energy-heavy weapons, such as lasers, primarily deliver energy damage. Particle Beams, on the other hand, combine physical and energy damage in their attacks.

Weapons that deal either physical or energy damage result in a target's demise when their health reaches zero. However, electromagnetic damage weapons, exemplified by the Novablast Disruptor, are nonlethal and have the capacity to incapacitate targets without causing fatalities.

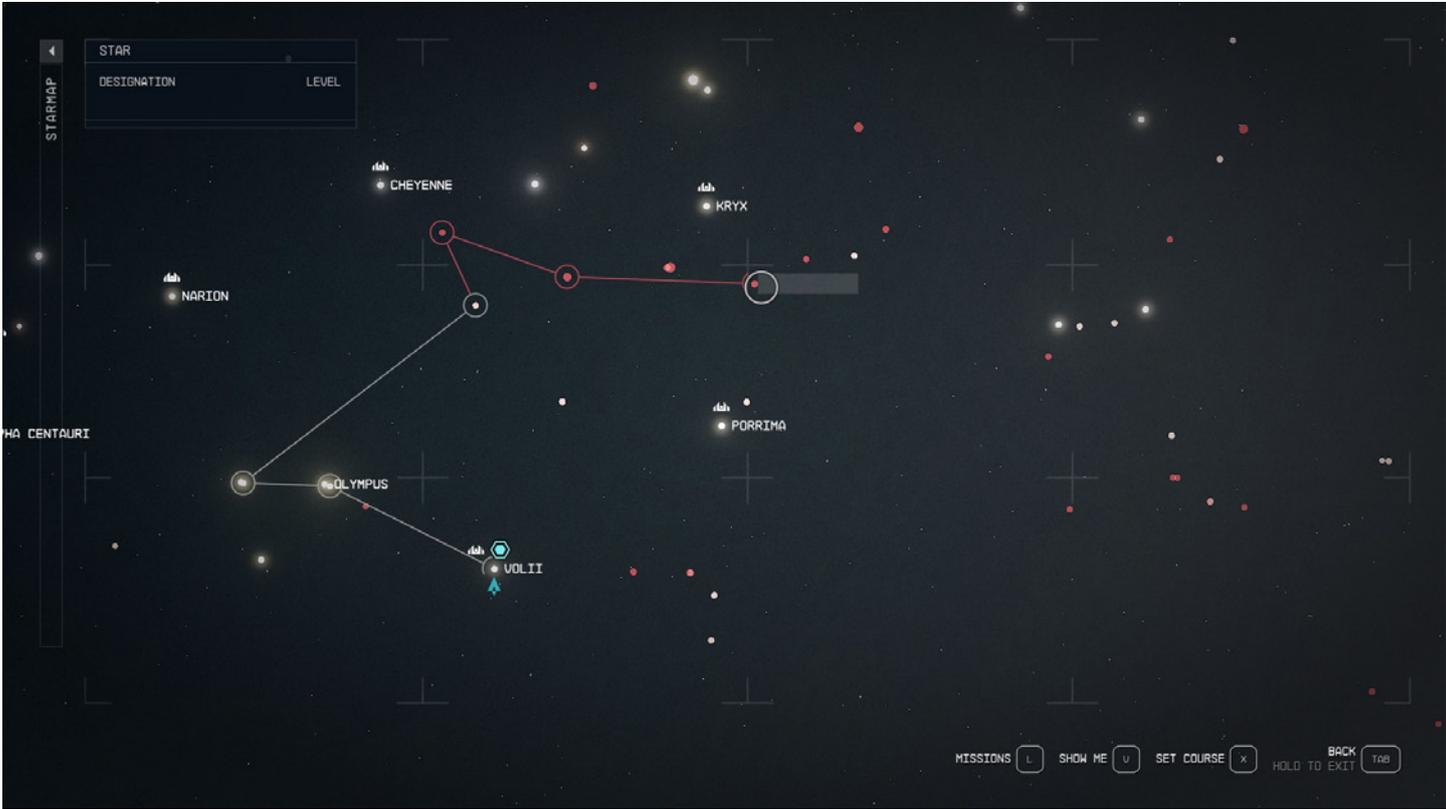




Environment

In Starfield, the game world is set within the Milky Way galaxy and encompasses both fictional and real planetary systems. Players have the freedom to explore over 1,000 planets, numerous moons, and space stations. The game primarily employs procedural generation to create landscapes, which are then refined with handcrafted content. Each planet's terrain, alien flora and fauna, and points of interest are generated based on the star of its system, its atmosphere, and relevant locations as players approach.

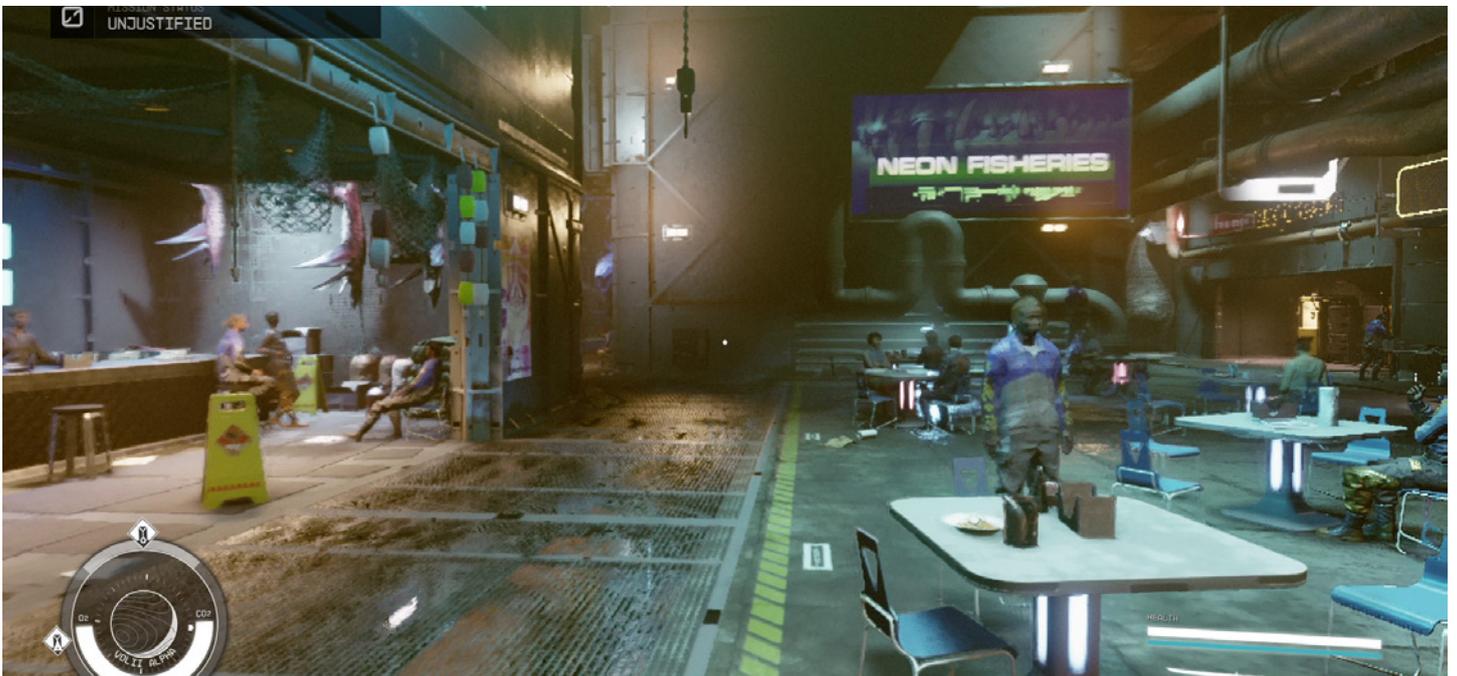
When landing on a planet or moon, players can choose their landing site or scan it from orbit to identify Traits and resource locations. Regardless of where they land, points of interest are conveniently situated within walking distance of the landing zone, offering opportunities for exploration such as caves, mining and research platforms, and more. Some planets also host unique quests and special missions to further engage players in their adventures.



Starmap

The Galaxy Starmap provides an overview of all known locations within the Settled Systems. It utilises the Alpha Centauri System as a primary departure point for interstellar travel, although alternative routes are accessible depending on your starting location.

When your ship is in orbit you can access the Starmap to observe nearby planets, the entire current solar system, and even zoom out to explore the galaxy map, highlighting other systems. Your ship's grav drive capacity determines the extent of your interstellar jumps, while your fuel tanks indicate the number of systems you can traverse before requiring a stop for He3 tank replenishment, which occurs automatically.



Cities & Settlements

Humanity has colonised numerous star systems since Earth's collapse. The key cities and major settlements you'll be travelling between are below.

Alpha Centauri:

- New Atlantis, Planet Jemison
- Gagarin Landing, Planet Gagarin

Sol:

- Cydonia, Planet Mars
- New Homestead, Titan - Moon of Planet Saturn

Wolf:

- The Den, orbiting Planet Cnthonia

Cheyenne:

- Akila City, Planet Akila

Volii:

- Neon, Planet Volii Alpha

Kryx:

- The Key, orbiting Planet Suvorov

Porrima System:

- Paradiso Resort
- The Red Mile Settlement

Valo System:

- Hopetown City

TIPS & TRICKS



Use the fast travel system

In Starfield, efficient navigation is essential as you'll frequently rely on fast travel to move between planets and star systems. Unlike Skyrim's open-world exploration, you'll need to use fast travel to cover vast interstellar distances. The missions menu offers a quick solution. Select your desired quest, press "R" (or "X" on a controller), and you can "Set Course" directly to your destination. This feature lets you traverse cosmic distances swiftly, saving time and minimising frustration.

Save your Skill points

In Starfield, to maximise your character's power, save Skill points and specialise in a few key Skills. Skills have 4 ranks, but advancing often requires specific challenges, like defeating enemies for combat Skills. Save your points until you meet these challenges for essential Skills.

Offload on your Companions

Companions in Starfield are invaluable, excelling in combat and serving as extra storage. Don't overlook them. Engage with Companions when they want to talk, as they often offer rewards afterwards.



CONCLUSION

Starfield's slow start may be discouraging, but it's a game worth recommending. It faces various challenges, however, its captivating spaceship piloting, morally complex scenarios, and rich sci-fi universe ultimately save it. Pushing through the initial hours is rewarded with an intriguing interstellar mystery, and the combat, both on foot and in space, improves over time. With plenty of role-playing quests and intriguing NPCs, Starfield offers a compelling experience that keeps you coming back for more.