



ΔUDIONAUT

Game Manual

A guide to all things Audionaut.

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<https://art.thief.games>

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Overview

Audionaut is a 2D music composition spaceship autobattler. Taking inspiration from modular synthesis, players make music using the component parts of their ship. As you defeat ever stronger enemies and build a better ship, so too will your composition grow. Can you make it back to the ruins of a shattered world and heal it with your song?

In Audionaut, you will connect wires to construct your ships combat systems and make music with them. With each level, you will travel through the constellations to rescue a musical satellite, Eurydice, sent in hopes of mending the ruins of a broken planet you once called home.

Controls

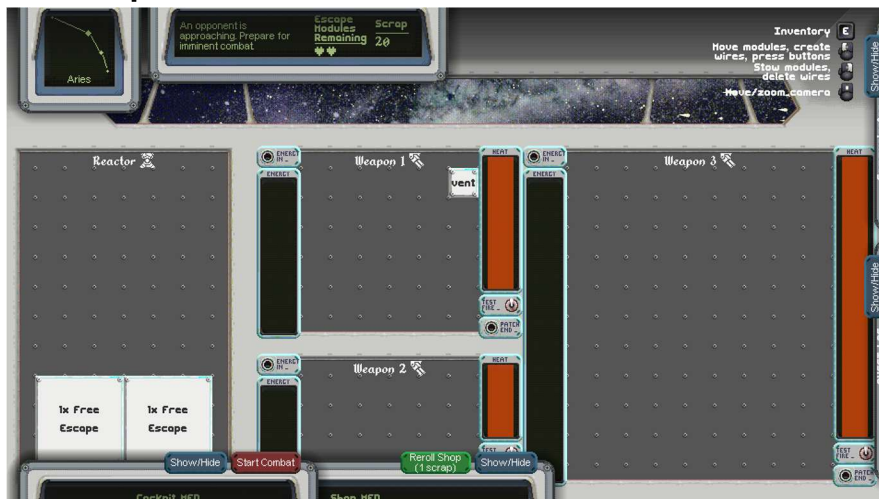
Left mouse button	Move modules, create wires, press buttons
Right mouse button	Stow modules, delete wires
Middle mouse button	Move/zoom camera
E	Open inventory
Esc	Open game menu
R	Rotate game module

Quick Start Guide

1. **PLACE** modules onto the appropriate racks by clicking and dragging them. Look to the quest log, tooltips, and Cockpit MFD for useful information on where they should go.
2. **CONNECT** these modules to each other using wires by clicking and dragging from **output jack** to **input jack** to send information from module to module, and from module to system.
3. **LISTEN AND EXPLORE** with the help of tooltips (by mousing over) to discover what impact your changes have made on the status of your ship
4. **CHECK** using tooltips and the Cockpit MFD to ensure you are ready for battle
5. **START COMBAT** and hear your ship engage with another!
6. **SHOP** for new modules with your well-earned scrap
7. **RINSE AND REPEAT**, keep progressing through the constellations until you reach Eurydice.

Your Ship

A.S. Orpheus



Screens

Quest Log

This screen displays a helpful guide through the tasks you have been assigned. If you are unsure of what to do, this is a good place to look.

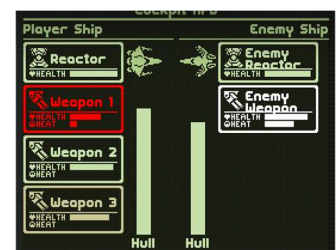


Cockpit MFD

This screen displays current ship status for both you and any enemies you might be facing.

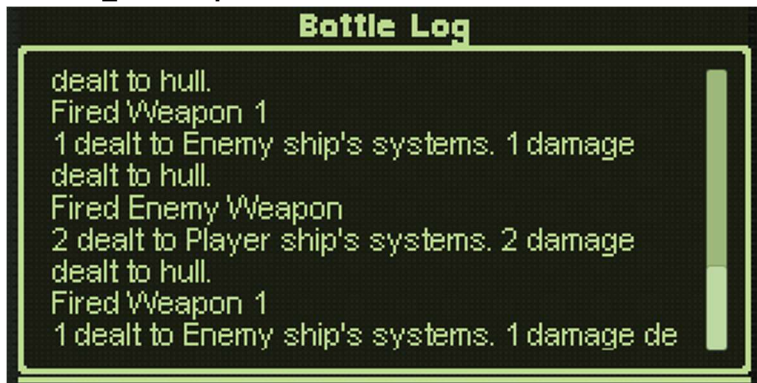
Ship Status

Displays of the current heat and health of the ships hull, reactor, and weapons. When the systems blink white, that means the weapon has fired - when they turn red, that means they have overheated and need to cool down before they can fire again.



Battle Log

A log of the events that have taken place in battle. This will contain information about things like what weapons have fired, and what damage they have dealt to where.



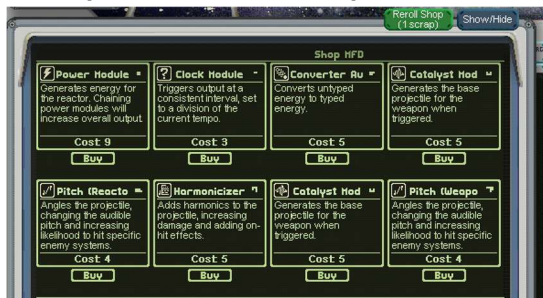
Ready Check

If something is missing in your reactor or weapons that might prevent your weapons from firing, this text will warn you. If you are unsure what is missing, mousing over your racks should provide more information to help you find exactly where the problem is. If everything is functional, the text should read „Ready for Combat.%



Shop MFD

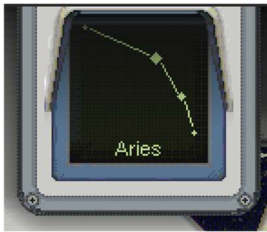
This screen displays modules that are available for purchase with scrap earned from your battles!





Communicator

A small screen that displays messages from Rebel Dispatch with information about the task at hand. *They may not have much to say right now...*



Navigation

Displays your current constellation/level. Each time you win or escape a battle, this should advance.

Status Readout

A screen that displays your current situation, how many escape modules you have left, and how much scrap you have to spend.



Rocks

Weapons

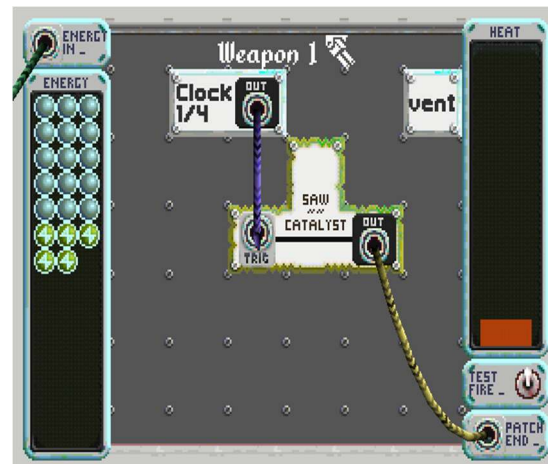
Each weapon acts as an individual instrument. The modules placed here will determine the damage and effects done by your bullets. The clock, energy reservoir, and heat dissipation will work together to determine when and how frequently your weapon will fire.

Energy Reservoir

This is where energy will accumulate to power your weapon. The amount and type of energy available is tracked on the screen. Different modules demand different amounts and types of energy, so you will want to make sure you are supplying enough of the right kind of energy for your modules here. The different types of energy tracked here are ● **pure**, ⚡ **izki**, 🔥 **aubo**, and 🌪 **dwth**.

Heat

When weapons fire, they generate **heat**. In order to maintain appropriate temperatures for the ships safety and functionality, it must use thermal control systems to keep from overheating - this means when a weapon gets too hot (as monitored by the meter on the right), the weapon will stop firing until it has cooled down. This process can be helped by **vent modules**.



Tip: Energy should be routed from the appropriate reactor modules and passed into the „energy in%” input jack on top of the reservoir of the ship you are trying to power.

Module Rack

This is where you will place the modules to prepare your weapon. The space available varies from weapon to weapon, so plan the complexity of each chain accordingly

Test Fire

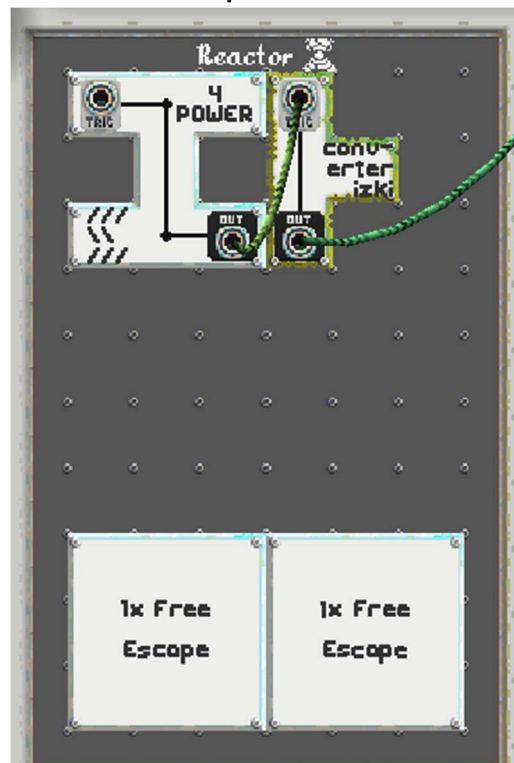
This is on by default so you can observe your changes while preparing your ship for combat. If you would like to only hear a weapon during combat, you may use this toggle to pause it.

Patch End

This is the input jack you will plug your completed patch into in order for your weapon to fire.

Reactor

Your reactor is where you generate, transmute, and route power/energy to each of your ships systems. This will help you pace and prioritize your weapons throughout combat. It is also the only rack where escape modules are usable.



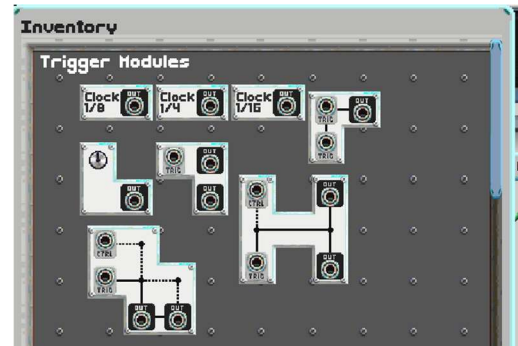
While reactor modules should be placed here, the wires should be routed to the „energy in% input jack on whatever weapon you are trying to power.

Modules

Modules are devices to be placed on a weapon or reactor rack that will control the combat stats and music of your ship. They connect to each other and your ships systems via wires.

Trigger Modules

To make weapons fire, compute, and evolve, we must **trigger** them. Trigger modules enable us to do just that, by passing along a cue to downstream modules to do some work, which may mean altering and/or passing along some information.



Clock Module

The most basic trigger module we have is the **clock** module. This will trigger downstream modules at a regular, steady rate, determined by the granularity of the clock and the speed at which you can currently move through the constellation (your *tempo*).

Splitter Module

In cases where you want to pass along some trigger, power, or information, you may want to use a **splitter** module, which can route its input to two separate outputs (*though sometimes at a cost*÷)

Combiner Module

The inverse of a splitter module, this allows you to feed two triggers into one output. Maybe you want to trigger something every time the enemys shield is destroyed *and* every eighth note. It may go haywire if it gets overloaded with multiple triggers at once though÷ proceed with caution.

Sensor Module

This sends a trigger upon a combat event, like when shields are destroyed or effects are applied. This technology is experimental, results may vary.

Switch Module

This sends a trigger to varying outputs based on the triggers and information sent to its input. Another+ experimental module. Use with caution.

Primary Modules

Reactor Modules

Primary modules in the reactor are intended to generate and route power to the weapons, impacting their overall arrangement.

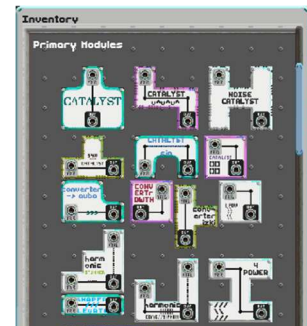
Power Module

Generates power in the reactor for use by weapons. Without a converter module, the type of the power generated is ● pure.

Tip: Power modules do not need to be triggered, as they are constantly generating power and sending it out.

Converter Module

Converts power from ● pure to another type of energy (● izki, ● aubo, or ● dwth) for use by weapons. *Tip: For best results, these should sit downstream from power modules.*



Weapon Modules

Catalyst Module

Generates the base projectile type for the weapon when triggered. This might sound like a different waveform or instrument depending on the module, and each one has its own effect in combat.

Shaper Module

Shapes the weapons projectile, making it shorter or longer and softer or harder, thus altering its damage.

Pitch Module

Angles the projectile, changing the audible pitch and the likelihood to hit specific systems.

Harmonicizer Module

Adds harmonics to the projectile, increasing damage and applying on-hit effects.

Repeater Module

Adds a second, weaker shot to the weapons trigger, increasing damage dealt.

Secondary Modules-----

Secondary modules are modules that alter the values of other modules. Like primary modules, they need to be triggered, but they can be triggered at different rates than the primary module if desired.

Addition/Subtraction Module

The addition module adds a number to the current value, and the subtraction module subtracts a number from the current value.

Random Module

This module will generate a random number within a range when triggered

Counter Module

This module stores a number for the purposes of doing math - it counts!

Root Module

This module taps into the frequencies of the surrounding stars to play along with the universe- it will generate the number at the root of whatever the current chord is.

Accessory Modules-----

Accessory modules do not have inputs or outputs, but take up meaningful space to help in combat.

Escape Module

Escape Modules are lifelines that can be sacrificed in order to eject you from a battle gone wrong. When you lose a battle, one of these placed in the reactor will be shattered in order to allow you to escape to fight another battle.

Vent Module

Vent modules help cool a weapon down faster for more frequent use. They increase the rate at which heat is cooled in the weapon they are placed on.

Armor Module

Armor modules are modules that increase your ships overall health, protecting your hull and systems from damage at the expense of the space they take up.

Subpatches-----

Subpatches are condensed versions of full patches that contain many modules within them. They can be thought of as a bundle. They can take up less space and simplify a complex idea, and usually just have to be triggered with a clock module. They are a great way to conserve space, though at the expense of losing some control. In lieu of listing all of them here, we will allow you to explore these strange devices on your own.

Signal Flow

To understand how patches function, it can be useful to understand what exactly is flowing through the wires, and where it is headed.

The Start

Your signal should typically start with a trigger (for weapons or secondary modules in the reactor) or a power module (in the reactor). If neither of these is at the start of your patch, then you are likely not sending any information at all.

The Wires

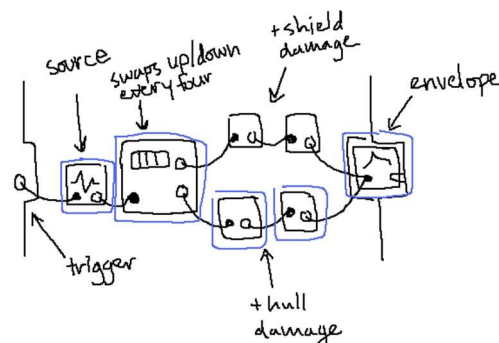
Wires are like streams that carry data or information. This can usually be understood as a long list of numbers, along with a trigger.

The Modules

Each module adds a number or iterates on a number when sent a trigger from „upstream% (the modules that came before it). This number gets added to the list of numbers carried by wires „downstream% (to the modules and systems that come after), along with the trigger.

The End

Wires ultimately carry all this information to the patch end, where it gets read by the weapon system, which forms projectiles according to the instructions that have been sent through the wires.



Combat

Each combat encounter is an automatic battle that unfolds according to the decisions you made during the preparation phase. All you need to do is press „Start Combat% and observe the encounter.

The following combat stats are some parameters you can control that contribute to the outcome of the fight:

Statistics

Damage

How much flat damage a weapon can deal.

Damage type

How much damage a weapon can deal specifically to the opposing ships hull or systems, usually controlled by shaper modules.

On-hit effects

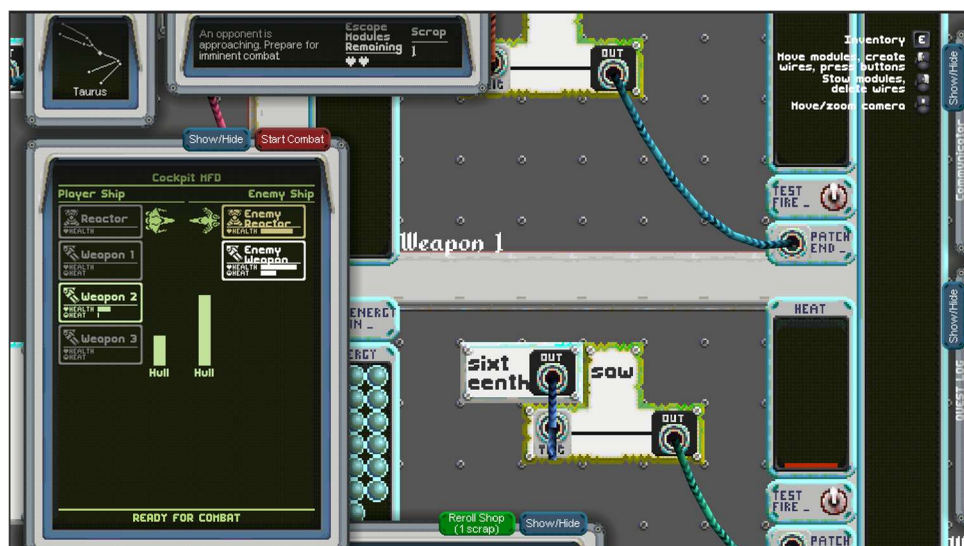
Things like stuns and siphons that are usually applied by harmonicizer modules.

Timing

How much heat a patch generates against its maximum heat,how well its powered, and how frequently its triggered contribute to how much your weapon can fire and how long it needs to cool down.

Seeking

How likely a weapon is to hit a specific system, usually controlled by pitch modules.



Strategy

As battles get increasingly harder, you will have to think about managing a couple key areas when preparing and expanding your ships complexity.

Space Management

With limited space and a building inventory, you will have to prioritize which elements of their patch they feel are most optimal in combat, and cleverly arrange modules to maximize the space available.

Smart Shopping

You are given a small allowance of scrap at the beginning of the game and may find more at the end of each battle won if you are fortunate. You will have to think ahead when purchasing modules from the shop to both grow quickly alongside the enemies and be prepared for the future. After all, there are few worse feelings than realizing you could have spun up a new weapon, but fell one scrap short of buying the clock module you needed to trigger it.

Heat and Energy Management

With the push and pull of competing resources, and certainly the allure of firing as quickly as possible to deal maximum damage, you will have to consider each weapons downtime caused by inadequate energy generation or overheating. Blasting away is fun until you get gunned down because all of your weapons were cooling down while the enemy chipped away at your health. With thoughtful timing and planning, you can find efficient damage profiles by playing with balancing rhythms.

Progression

With each battle won or escaped, you advance through the constellations toward your shattered home planet, and the enemies you face grow stronger. Every step forward is a preparation for the final battle at the core of the shattered earth to retrieve Eurydice. The constellations follow the 12 constellations of the zodiac.

1. Aries 	2. Taurus 	3. Gemini 
4. Cancer 	5. Leo 	6. Virgo 
7. Libra 	8. Scorpio 	9. Sagittarius 
10. Capricorn 	11. Aquarius 	12. Pisces 

Quests

Currently, there are three quests assigned to you at the beginning of the game: two tutorial quests that guide you through preparing your ship and entering battle, and one meta quest to advance through the constellations and reach the end of the run. You might refer back to the tutorial quests here after completion in case you need a refresher.

If any step of these quests is not marked complete, it may be because of a sequencing issue. Simply re-complete the step and proceed.

Power Your Weapon

- place a power module from your inventory into the reactor
- place a converter module from your inventory into the reactor
- plug the power module [OUT] into the converter module [TRIG]
- plug the converter module [OUT] into Weapon 1's [ENERGY IN]

Prepare For Battle

- place a clock module from your inventory into Weapon 1
- place catalyst module from your inventory into Weapon 1
- plug your clock module [OUT] into your catalyst module [TRIG]
- plug your catalyst module [OUT] into Weapon 1's [PATCH END]
- press Start Combat
- win the battle
- open the shop and buy something

Creative Mode

If you don't care for combat, want to explore the music systems more meaningfully, or just want to focus on creating music in the game, you can play in Creative Mode. To access this mode, press Esc to access the game menu and select „Creative Mode.“



Note: Once this game mode is selected, it cannot be undone without restarting the game.

Story

In Audionaut, you are playing as a member of a revolutionary faction formed long since humans fled to space from their shattered planet. You are tasked with rescuing Eurydice, a lone satellite at the center of the planet (Zea), by piloting your musical ship, A.S. Orpheus. The satellites healing song cannot work alone, and revolutionary forces hope that by going to rescue her, they can heal Zea so it might be reclaimed from the corporatocracy run by megacorp S.H.A.D.E.

Concept Art



Glossary

• **Aubo** - sounds and energies that are round or bubbly.

Cockpit - the part of A.S. Orpheus you currently occupy! This is where you patch together your modules for combat.

Control (input jacks) - A specific type of input jack designed to receive information like numeric values to control the parameters of a given module. For example, a pitch module receiving the number 7 through its control jack might play the pitch of the seventh scale degree in the current mode

• **Dwth** - sounds and energies that are „thud%-y, hollow, or square.

Heat - a measurement of the rising temperatures that threaten the function of your ship if not managed appropriately

Input - a jack through which information can be received by a module or rack. These can be control or trigger inputs.

• **Izki** - sounds and energies that are sharp, pointed, sizzly, or sibilant.

Jack - a round connection point that wires can plug into. These can be inputs (control or trigger) and outputs.

MFD - Multi-functional display. In other words, a screen that displays various information

Module - a device to be placed on a weapon or reactor rack that will control the combat stats and music of your ship. They connect to each other and your ships systems via wires.

Output - a jack through which information can be sent by a module or rack.

Power/Energy - the resource needed to fuel your weapons

• **Pure** - sounds and energies that have the potential to become izki, aubo, or dwth.

Rack - a space that can hold modules

Scrap - the currency won in battle by looting destroyed ships that can be spent in shops to buy new modules

Tempo - a musical term for the speed at which something is played or done. In this case, your tempo is set by which constellation you are in
· theoretically, the speed at which you are moving through the level.

Trigger (input jacks) - A specific type of input jack designed to simply receive a trigger that tells a given module to update the patch information. For example, a clock module may be passed into a trigger jack to tell a catalyst module to begin attempting to fire a bullet of its type, or it may be passed into an addition module to tell it to add a given number to a value.

Wire - a line that carries information between modules and racks.