J.U.L.I.A.

Among the Stars

HINTBOOK

CBE SOFTWARE

J.U.L.I.A.
Among the Stars
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TABLE OF CONTENTS

INTRODUCTION

Dear reader,

You are holding in your hands the official hint book for J.U.L.I.A.: Among the Stars. The goal is not to give you a complete walkthrough, but rather to provide you with progressive hints for whatever situation you are stuck in.

The hint book is divided into five parts.

In the first part you get general useful tips for efficient gameplay.

The second part provides you with gradual hints for individual situations encountered in the game.

The third part contains solutions to the upgrade puzzles.

The fourth part contains solutions to the "Mind-O-Matic" boards.

In the fifth part you will get a list of analyzable items such as; datapads, ID cards and upgrades, along with their locations.

The sixth and last part tells you all about achievements, where and how to get them, including the secret ones.

Since J.U.L.I.A.: Among the Stars is not a linear game, I believe this format is the best to provide the most help with the fewest spoilers.

Enjoy this companion guide as well as our game!

Jan Kavan

HOW TO READ THIS BOOK?

Obviously this hint book contains spoilers. For that reason you should try to avoid reading anything beyond the general tips (which should be on the other hand mandatory) unless you get really stuck.

When you are stuck with a problem, look up the corresponding chapter in the table of contents and turn directly to that page. Hints are separated from each other with enough spacing that you can really go one by one.

If any hint section contains a complete solution, it's written upside down at the end of the related series of smaller hints, so you have to work a bit to read the solution. This is to make sure that you don't accidentally read more hints than you want.

Also this book is NOT a walkthrough. If you want a pure walkthrough, I would recommend the best online walkthrough, written by Marita Robinson from GameBoomers.com[1].

1.http://www.gameboomers.com/wtcheats/pcJj/J.U.L.I.A.ats/J.U.L.I.A.AmongtheStars.htm

GENERAL TIPS

In J.U.L.I.A.: Among the Stars you assume the role of Rachel Manners, a 35 years old astrobiologist, who has been awakened from her cryogenic sleep by J.U.L.I.A., an onboard artificial intelligence. Rachel is now stuck, living in the space probe somewhere deep in the Salia solar system.

Since Rachel is the only surviving member of the expedition, J.U.L.I.A. won't let her leave the probe due to safety concerns. Rachel's task is to control various computer interfaces for exploration and other relevant tasks.

The probe is also equipped with a huge reconnaissance robot called Mobot 2400.21. He will be your main eyes and ears during the exploration part of the game.

When playing the game, the following general tips might be useful:

- This game takes time. The more you put into it, the more it rewards you. Don't try to rush and pay attention to details. This way you will get the most out of the story and optional content.
- There are no dead ends and the game auto-saves at certain points. Still there are 100 save slots available for manual saves. Please minimize the risk of losing your progress if there is a power outage or something unexpected happens.
- Always consult your mission log for important information. Vital data is extracted from datapads and station computer conversations and stored as **Mission Data**. Data entries disappear if you no longer need them.
- Also check your mission log for a rough guideline of what needs to be done. Each game goal contains a general plan as well as all the relevant steps you've completed till that point.
- When exploring planets, use the magnifier to avoid any pixel hunting.

- Hotspots which are no longer needed disappear. If they stay, it means you need to return to them later after you have discovered the necessary information or item(s) to do something else there.
- Always use your analyzer to examine all acquired items. Some of them just provide backstory, but others are vital for your progress.
- Read carefully through all datapads and communications to obtain as much information as possible. Often these are your only clues for progression.
- Never forget to check your media galleries! Important things might be hidden in your photographs.
- Always build your upgrades as soon as possible. They will usually allow you to progress in places where you were previously stuck.
- When you are stuck, travel elsewhere. There is a good chance that some newly obtained knowledge or device will help you progress.
- Your communication interface works both as a dialogue interface and an audio log. You can always replay any part of any conversation to refresh your memory. You will find vital information hidden in these dialogues.
- Puzzles and mini-games have a question mark button. It's not a solution but rather instructions on how to approach the puzzle. Always read what the game wants to tell you.
- You can navigate through mazes using arrow keys.
- If you wish to skip a cutscene use your right mouse button.
- Don't forget to set gamma correction in the game options to maximize your visual experience and if your computer allows it, play the game in full HD resolution.
- And mainly - enjoy the game as much as possible.

STARTING OUT – THE PROBE IS ON FIRE!

?: What is going on with all these red rooms?
☀: The red rooms on the map are damaged. Click on them to reveal the problem.

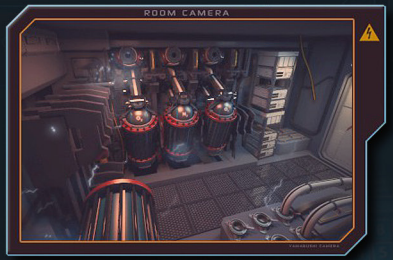
?: I got it. So what should I do?
☀: You can see there are three possible hazards - fire, electrical surges and toxic gas. Remove them to clear each room.

?: I am trying to put out a fire but the circuit breakers keep going off.
☀: Do you think it's the best idea to use water with electricity?

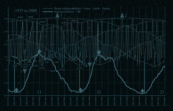
?: Alright! Now the fire keeps spreading! Help!
☀: Using the ventilator, while a room is on fire, will spread the fire to all adjacent rooms. Put it out first.

?: **I give up. Just tell me what to do...**

☀: **In each room start with electrical problems by identifying and switching off the correct circuit breaker. Then quench flames with the sprinkler and finalize with venting toxic gas out of the room.**



XENOPHON



LIGHTS OUT ON XENOPHON

?: The place doesn't exactly look inviting.
💡: Explore the site to see if you can make it come alive.

?: I've looked around the station and still have no idea what to do.
💡: Maybe entering the station might help?

?: I am in the station and it's pretty dark in here.
💡: Darkness might trigger some associations.

?: I can't really see any solar panels in the dark.
💡: Solar panels probably wouldn't be inside ...

?: Outside ... Where exactly?
💡: Maybe you can find something in the area to the right of the station?

?: I give up. Just tell me what to do...

💡: Uncover three solar panels hidden in a dust to the right of the station and calibrate them to restore the electricity. You can see that the panel is calibrated when it's reflecting light.

EXPLORING THE STATION

?: How do I know that I found everything?
💡: Use the hotspot revealer frequently to check all points of interest.

?: Where can I find passwords? It's impossible to guess them!
💡: Read datapads and conversations completely. They hold vital clues, passwords and codes.

?: Those ID cards are just for doors, right?
💡: Wrong! Whenever you find an ID card, you can use it in any station terminal to get additional data.

?: I am trying to type in a password into a datapad but it doesn't work. How do I know whose datapad it is?
💡: Locked datapads have their owner's name written in the upper left corner.

?: I keep finding and collecting items. What do I do with them?
💡: Bring all acquired items to an analytic station. The items hold vital clues for further progression.

?: How can I hack into a datapad?
💡: As soon as you get the hacking Nano SD card, use datapad maintenance to activate it.

?: Do I need to go elsewhere while hunting for passwords and codes?
💡: You can obtain all the number codes and passwords inside the station. Just keep looking.

?: I am still missing some clues. Is there something I am missing?
💡: Never underestimate your media gallery. You can find critical clues there.

THAT ELUSIVE ALEXANDER'S PASSWORD

?: Your game is broken. I am using the right password and it doesn't work!
☀: Maybe the password has changed? Are there other clues? Keep searching.

?: Nope. Still stumped ...
☀: Carefully read through Pavel's datapad located in the men's dormitory.

?: I still don't understand!
☀: Hmm. Incremented or increased by one?

?: Tell me the password. I give up ...

☀: 756 + 1 = 757. The password is xander757

I WANT TO GET OUT OF XENOPHON

?: So is Xenophon all the game has to offer?
💡: Not really. It's just the very beginning. Maybe Cynthia Cleveland's datapad has a clue?

?: Vent cover? Where might that be?
💡: Didn't you see one in the men's dormitory?

?: Alright. I got that card. What now?
💡: The card can be analyzed.

?: I got the code. But where should I use it?
💡: The locker is in the men's dormitory. The camera is still directed at it.

?: Just tell me what to do!

💡: Enter the correct locker code and acquire the Master Card which can be used in any station terminal. Click on the blueprint image in Media Gallery. It's time to return to the probe and build your way out.

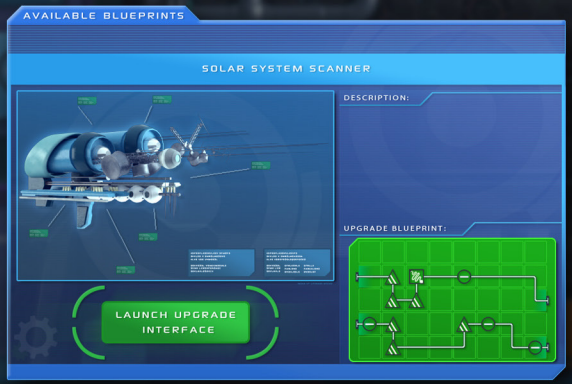
BUILDING UPGRADES

?: This is impossible! I don't have enough parts to build that blueprint!
💡: It wouldn't be much of a challenge if all you had to do was copy the blueprint, would it? What you need to do is to carefully read the instructions. If you skipped them, they are accessible through the question mark icon.

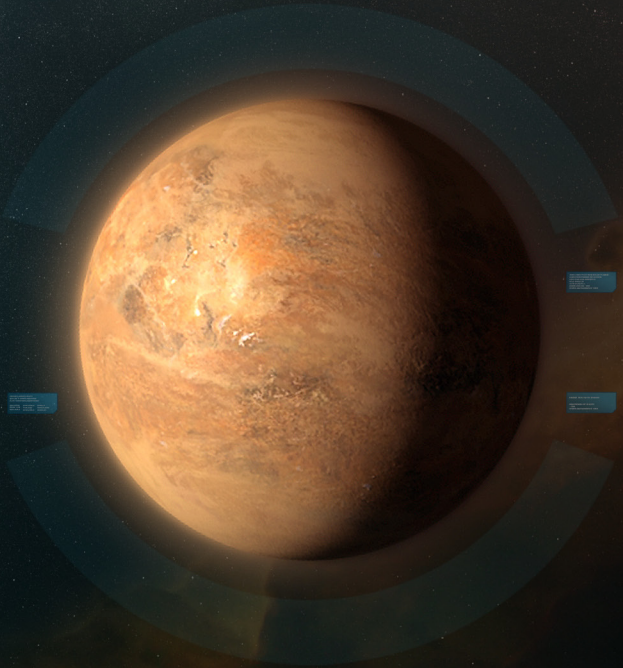
?: Still nothing. I am stumped.
💡: You will always have enough of the functional parts. You have to fiddle with the curved and straight connectors which are interchangeable.

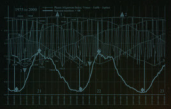
?: I see! But what about those T-shaped parts?
💡: Those are NOT interchangeable. You use them to split the circuit flow to the right parts.

?: Not a chance.
💡: Consult chapter 3 of this hint book for the exact solutions.

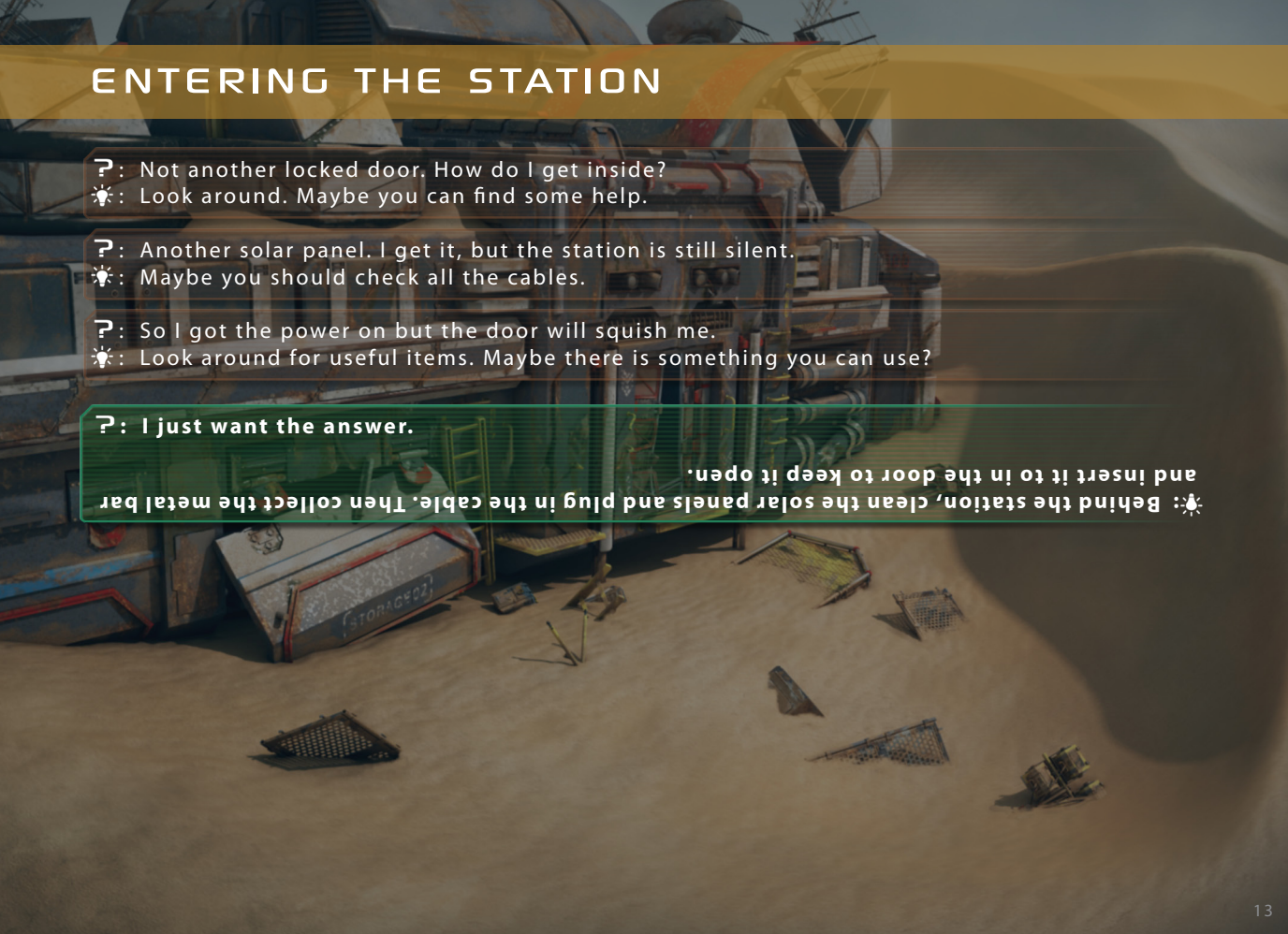


PHAIDROS





ENTERING THE STATION



: I just want the answer.

: Behind the station, clean the solar panels and plug in the cable. Then collect the metal bar and insert it to in the door to keep it open.

: So I got the power on but the door will squish me.
: Look around for useful items. Maybe there is something you can use?

: Another solar panel. I get it, but the station is still silent.
: Maybe you should check all the cables.

: Not another locked door. How do I get inside?
: Look around. Maybe you can find some help.

STUCK IN A PRESSURE ROOM

?: Not another locked door. How do I get inside the station?
💡: Look around. Maybe you can find some help.

?: I found a multitool, but I am still not able to assemble the wires.
💡: Try looking for additional help in this room.

?: I found the paper shreds. What now?
💡: Place them in your analyzer and assemble the result.

?: The multitool interface now displays the combination hint, but I am still stuck.

💡: The hint shows which inlet at the top should be connected to a bottom outlet. Pay attention to commas and semicolons. A comma means that the inlet is connected to multiple outlets.

DANGEROUS AIR

?: I need to fix the air in here. How do I do that?
💡: Search the datapads for helpful instructions and hints.

?: I can't hack any datapads in here. What to do?
💡: You can hack Marita's datapad. That would make a nice starting point.

?: Alright. I know what to do, but how to do it?
💡: Collect three containers and bring them to the backup air generator unit.

?: Where can I find the backup air generator?
💡: It's outside the station.

?: I've removed the empty containers but there is nothing I can do now!
💡: Have you analyzed your new containers?

?: How should I place the containers?
💡: Remember that clue RTL NOG?

?: RTL?
💡: Right to left.

?: NOG?
💡: Nitrogen, Oxygen, Gas mixture.

DANGEROUS AIR

?: OK, the containers are in. But I need to set the correct gas flow. Where do I do it?
☀: Have you found Maintenance card in the mess hall?

?: I've logged into station computer but I don't know how to set the correct ratios.
☀: Check your mission data for percentages. Since the nitrogen access is broken, you have to adjust the oxygen and gas mixture to get the right percentage.

?: The numbers are correct but nothing happens.

☀: You have to set air flow to full speed. If you did it right, Julia tells you to lower the air flow to exactly one half. When you do this, the air flow is fixed and the controls are locked.

BEHIND THE DAMAGED DOOR

?: Is there a way to get behind the damaged door?

☀: Have you found and built a laser cutter? If not, then come back later.

SERVER ROOM

?: I can't find a code to the server room.
☀: Check Benjamin's datapad.

?: The code to his datapad is nowhere to be found.
☀: Have you been behind the damaged door yet?

?: I am having a hard time hacking into Benjamin's datapad. I know the first part of the password, but it's not working.

☀: The password ends with a single digit. You simply have to try them all. This datapad contains the code to the server room.

XIR FIGHT

?: I am always landing on Phaidros station. How do I fight Xir there?
💡: You don't. First you must find laser beacons and build a weapon. See Elpis and Zenobia sections of this hint book. When you meet all the conditions, you will land at a different place.

?: How should I start?
💡: Walk around until you find Xir's trail.

?: I got it but I am losing it all the time.
💡: Whenever you step on a tile without a trail, go back and try another. There is always an adjacent tile with the trail.

?: What should I do with those beacons?
💡: Save them for Xir's lair.

?: I've located the lair, but don't know what to do with those beacons.
💡: Place them to the north, east, west and south of the central node.

?: Are you kidding me? It's a time based puzzle and you promised me!
💡: Calm down, it's not. You can go and make yourself a coffee or grab a beer. It's a turn based puzzle. So you have all the time in the world for it. Just plan your steps carefully.

XIR FIGHT

?: But how can I solve it?

☀: The solution varies. Each beacon lasts a set amount of steps. You have to activate them in the right order so that the longest lasting one will be the first chosen and the shortest will be the last. Simply write down the times needed for each beacon and then activate them in this order. Always walk through the central node so you don't lose valuable moves.

?: So now Xir is after me! And it's timed!
☀: Ok, yes this one is gently timed. But if you fail, the timer goes slower and slower until it stops completely. I am confident that you will manage to solve this easily.

?: I have Xir's control unit. What now?
☀: Return to the lifeform in the mist.

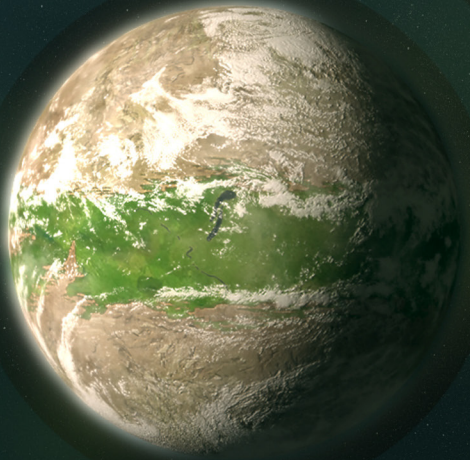
AMBROSIA

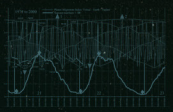
Ambrosia is a terrestrial planet in the Sol system, located within the habitable zone. Its surface is dominated by a single continent, which covers roughly 60% of the planet's surface. The remaining 40% is ocean, with no significant island chains or archipelagos. The planet has a standard day of 24 hours and a year of 365 days, with no significant axial tilt, resulting in stable seasonal patterns. Ambrosia's atmosphere is composed of 21% oxygen, 78% nitrogen, and trace amounts of argon and carbon dioxide, maintaining a pressure of 1.0 atmospheres. The planet's magnetosphere is strong, providing protection from solar radiation. Ambrosia's orbital eccentricity is low, ensuring consistent climate patterns throughout the year.

Ambrosia's continent is characterized by a temperate climate with moderate rainfall. The dominant biomes include deciduous forest, grassland, and wetlands. The soil is fertile, supporting a wide variety of flora. The continent's coastline is relatively smooth, with few major bays or peninsulas. The interior of the continent is flat, with a few low mountain ranges. The highest point is approximately 2,000 meters above sea level. The continent's rivers are navigable, facilitating trade and transportation. The climate is generally mild, with average temperatures ranging from 10°C in winter to 25°C in summer. Precipitation is distributed throughout the year, with no significant dry season.

Ambrosia's ecosystem is diverse, with a wide variety of plant and animal species. The dominant plant species are deciduous trees, grasses, and various shrubs. The fauna includes herbivores, carnivores, and omnivores. The food chain is complex, with many interdependencies. The ecosystem is generally stable, with no major disturbances or invasive species. The planet's biosphere is self-sustaining, with no need for external resources. The ecosystem is resilient to minor disturbances, such as storms and wildfires. The planet's biodiversity is high, with many endemic species. The ecosystem is monitored by a network of sensors and satellites, providing data on environmental conditions and biodiversity.

Ambrosia's economy is based on agriculture, with the majority of the population engaged in farming and related industries. The main crops are grains, fruits, and vegetables. The planet exports its agricultural products to other planets in the Sol system. The economy is also supported by tourism, with people visiting the planet for its natural beauty and recreational activities. The planet has a small manufacturing sector, producing goods for local consumption and export. The economy is stable, with no significant fluctuations in growth or employment. The government is a democracy, with a parliament and a president. The government is responsible for maintaining infrastructure, providing services, and regulating the economy. The planet has a strong military, with a small fleet of spacecraft and a ground force. The military is primarily defensive, with no aggressive intentions. The planet has a strong alliance with other planets in the Sol system, providing mutual defense and trade. The alliance is based on a treaty that guarantees the independence of each planet. The planet has a strong cultural identity, with a rich history and a vibrant culture. The population is diverse, with people from various backgrounds. The planet has a strong tradition of art and music. The population is generally happy and prosperous. The planet has a bright future, with many opportunities for growth and development. The challenges include maintaining the environment, managing population growth, and preserving the culture. The planet is committed to sustainable development and responsible stewardship.





I AM LOST!

?: I've left the first scene and I am lost.
💡: You are supposed to explore the jungle. Use the arrow keys on your keyboard or onscreen arrows to move around.

?: I've explored everything and still don't know what to do.
💡: There are 10 points of interest in the jungle. If you find them all, you will surely know how to proceed.

?: So do I always have to go through that maze?
💡: No. You can click on any highlighted point of interest and travel there instantly.

LOST IN TRANSLATION

?: I've met the Ambrosian and I have no clue how to understand him.
💡: The puzzle is easier than it looks. Just focus on the central pillar.

?: Nope. I still don't get it.

💡: The Ambrosian symbol cluster touches the central pillar with a fixed amount of connections or nodes. There is only one translation cluster above that touches the central pillar with the same exact number of nodes or connections. Click on all the relevant words in that group.

ALTAR OF A LASER GUN AND MACHETE

?: There is a strange contraption which doesn't seem to do anything.
☀: Have you spoken to the Ambrosian about it? If not - come back later.

?: I talked to the Ambrosian and got some sort of container.
☀: Have you analyzed it, yet?

?: So I can put anything inside, right?
☀: Exactly - even the dangerous lake liquid.

?: A-ha. So I can now do something with the funnel?

☀: Yes. You can pour this liquid into both statues. Then you can fiddle with the contraption.

ALTAR PUZZLES

?: Any hints how to operate this device?
☀: Experiment with the stones. All of them are active.

?: Can you be more precise?
☀: The stone at the top pours liquid into the device, stones on the side unblock the flow into the contraption and stones in the middle direct the flow.

?: So you are telling me to try all the combinations?
☀: No. There is an inscription. Maybe you can clean it up and get more help with the puzzle.

LASER GUN PUZZLE

?: I've cleaned the inscription and still can't figure out what to do!
☀: Flow with me to understand your past. Maybe it is related to the symbols.

?: But how exactly?

☀: Block the liquid so it only flows into the cells with the same runes as those depicted on the inscription. Don't forget to pick up the gun on your way out.

MACHETE PUZZLE

?: I've cleaned the inscription and still can't figure out what to do!
💡: Avoid me to learn about your future. Maybe it is related to the symbols.

?: I give up. Just tell me what to do!

💡: Block the liquid so it never flows into the cells with runes depicted on the inscription. Don't forget to pick up the machete on your way out.

PILGRIMAGE OF ENLIGHTENMENT

?: The Ambrosian sent me to some Pilgrimage of enlightenment. Where should I start?
💡: Didn't he give you something to aid you on your quest?

?: Ah, you are right! But I can't use it anywhere.
💡: Have you analyzed it?

?: Peculiar sensitivity to light. Hmm ... Anything else to help?
💡: Maybe you have encountered special obelisks on your travel. Try bringing your scrolls there.

?: I've obtained a pattern but that's it. Just tell me what to do!

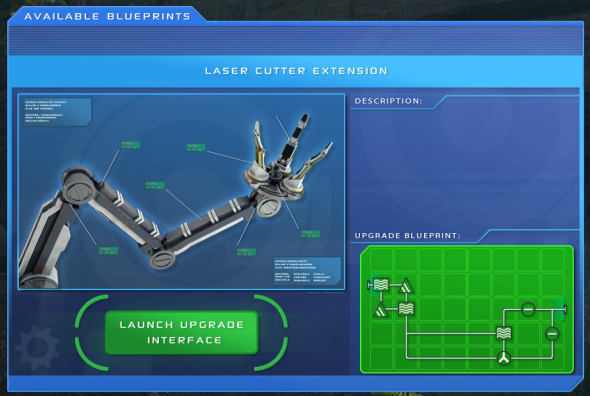
💡: Use your scrolls at the four obelisks to get the elements of a map. Then analyze it for an additional puzzle.

GETTING LASER CUTTER

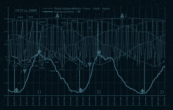
?: So how can I get the laser cutter?
☀: Bring the laser gun and machete to the Ambrosian. He will give you an Omega disk as a reward.

?: Where can I use this Omega disk?

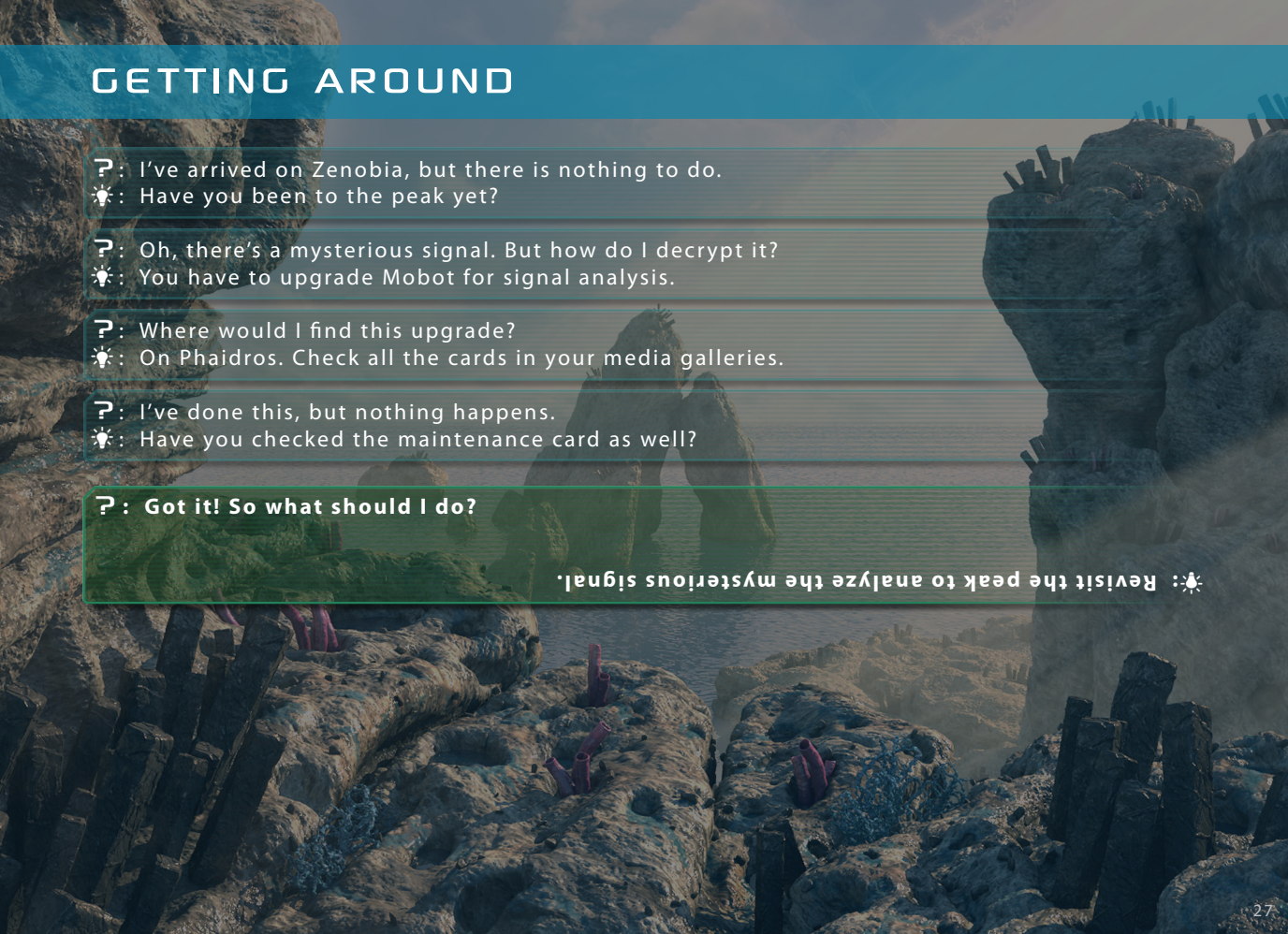
☀: It's actually pretty much destroyed. Analyze it to get some interesting results. After solving the puzzle you will get a blueprint for a laser cutter.



ZENOBIA



GETTING AROUND



? : I've arrived on Zenobia, but there is nothing to do.
☀ : Have you been to the peak yet?

? : Oh, there's a mysterious signal. But how do I decrypt it?
☀ : You have to upgrade Mobot for signal analysis.

? : Where would I find this upgrade?
☀ : On Phaidros. Check all the cards in your media galleries.

? : I've done this, but nothing happens.
☀ : Have you checked the maintenance card as well?

? : **Got it! So what should I do?**

☀: Revisit the peak to analyze the mysterious signal.

GOING DOWN

?: So how do I descend underwater?
☀: Is Mobot equipped yet for underwater operations?

?: No. Where can I find this upgrade?
☀: Try the server room on Phaidros.

?: I am equipped. So what's the best spot to descend?

☀: Go to the beach. From there you can descend below.

MONSTER HUNT

?: I am stuck at the part where I have to get the correct frequency and pulse.
💡: Simply move the slider slowly up and eventually the monster will react.

?: The monster is always feeding on those pesky weeds and ignores me!
💡: Why don't you remove them?

?: But now it keeps hurting me.
💡: Don't let it too close to you.

?: And that blasted door behind me traps me!
💡: Maybe you can try to fix it somehow?

?: I have no idea how.
💡: Look around the submarine for an item which could help.

?: I've found a metal rod but how can I use it?
💡: Open the door with the lever and then – while it's open – keep it open with the rod.

MONSTER HUNT

?: The monster keeps losing interest in me.
☀: Just attract it enough to follow you, but not too close to hurt you.

?: I am now in the second room trapped with the monster.
☀: Did you accidentally close the storage door again?

?: So how do I trap it?

☀: When you get trapped with the monster in the backroom, attract it and then repel it so it will float to that tiny storage room.

DECRYPTING WOES

?: I've trapped the monster and now I need to decrypt the message. Help!
☀: This one takes time but with every correct letter you will progress faster.

?: That wasn't very helpful, you know?
☀: Start with short words and common patterns (the, a, I) then try to find some doubled letters (ee, oo, ss, ll). You will get it for sure!

?: Please, tell me at least some of it.

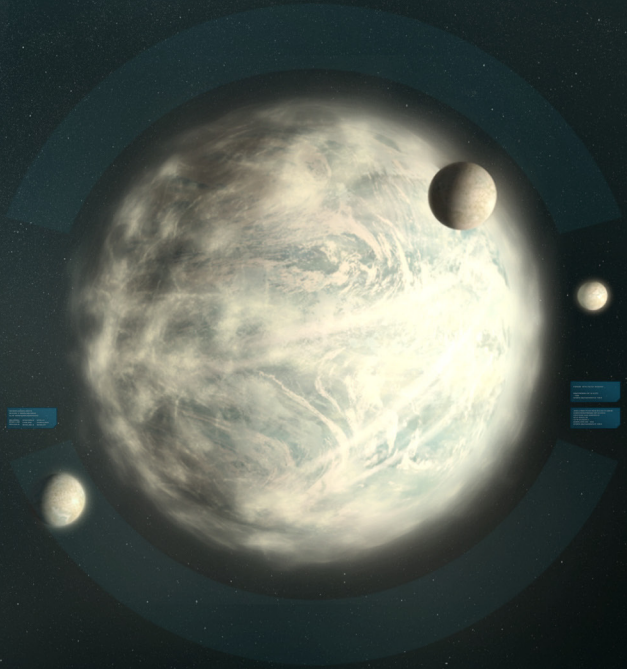
☀: The message starts with "We now have a high energy weapon which can solve all our problems". The rest should be quite easy.

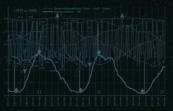
FINDING WEAPON PARTS

?: How do I find all the weapon parts?

☀: Just look into every single crate in the submarine. They will be there. You need to find all the parts and then analyze them.

HERMES





DEAD END

: So nothing much to do in here, eh?
: Until you find a map of this place, pretty much yes.

: So where would I find this map?

: When you get trapped with the monster in the backroom, attract it and then repel it so it will float to that tiny storage room.

BEYOND THE ROCK

: And again nothing?
: Check the organic substance in the dead-end area.

: Oh, we have a visitor!

: Make sure you completely talk to the being. Some questions will emerge only when you fully talk to the Ambrosian as well! He will show you the way to a new location.

MUSEUM AND TEMPLE

? : What should I do in here?

: At this point there is nothing complex around here. Solve all the puzzles on the interactive panels to gain access to the temple. Don't forget to analyze everything and you will be well on your way.

THREE PUNISHMENTS

? : How should I know what to place here?
: Remember what the two alien lifeforms told you?

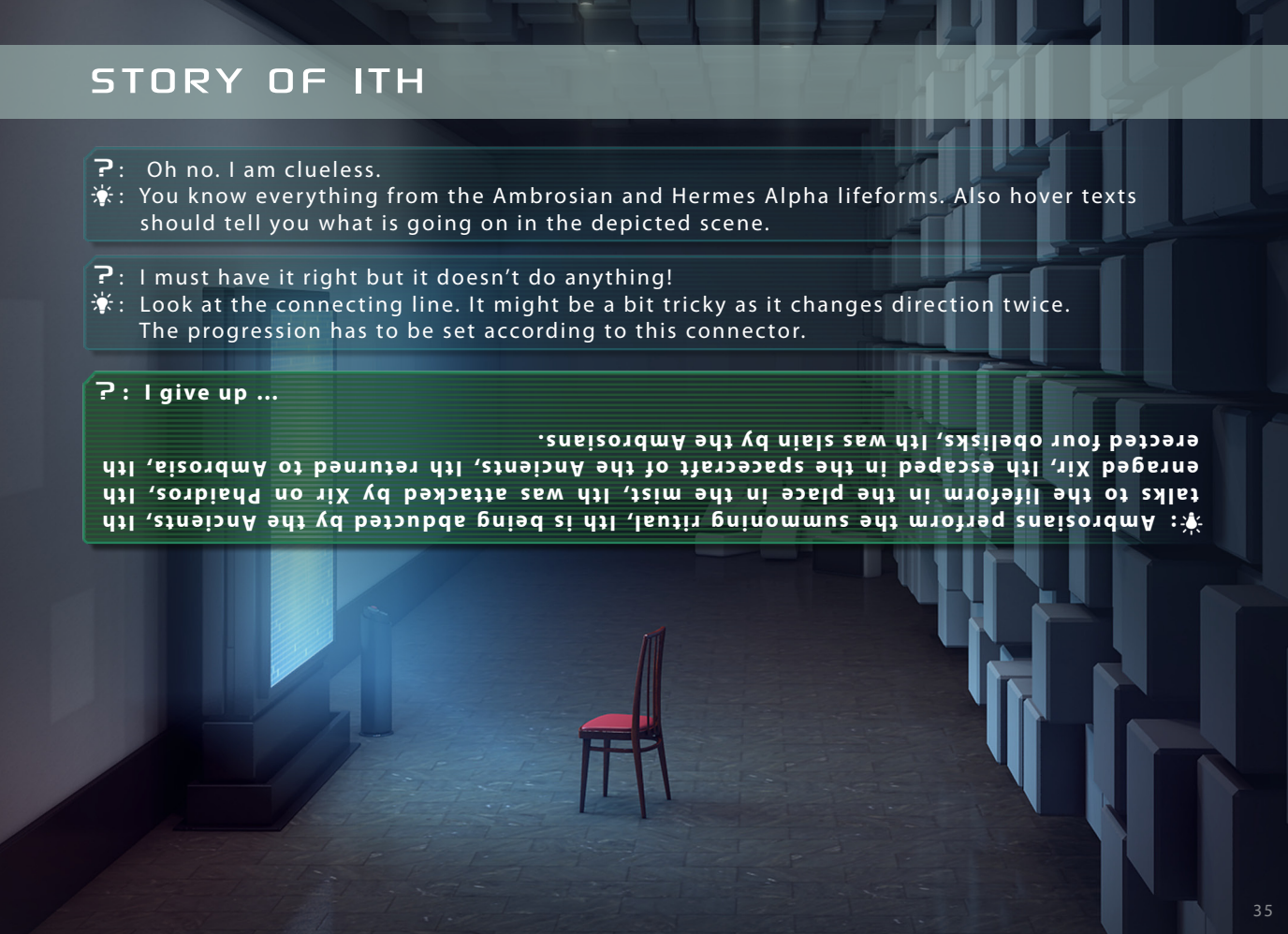
? : It's not enough!
: You've been to Xenophon already. Don't you find it too much of a coincidence what happened hundreds of years ago?

? : I don't understand the pictograms.
: Maybe you overlooked the descriptions as you hover over the pictograms. They are below the puzzle board.

? : Thank you, but a straight answer would be better.

: Alright. The story encompasses Xenophon and Ambrosia, the two planets you should select. Then select thriving world, huge explosion, move to another world, poisoned lake, Ambrosians died, arrival of the probe and fire opened on Ambrosians.

STORY OF ITH



?: Oh no. I am clueless.
☀: You know everything from the Ambrosian and Hermes Alpha lifeforms. Also hover texts should tell you what is going on in the depicted scene.

?: I must have it right but it doesn't do anything!
☀: Look at the connecting line. It might be a bit tricky as it changes direction twice. The progression has to be set according to this connector.

?: I give up ...

☀: Ambrosians perform the summoning ritual, Ith is being abducted by the Ancients, Ith talks to the lifeform in the place in the mist, Ith was attacked by Xir on Phaidros, Ith enraged Xir, Ith escaped in the spacecraft of the Ancients, Ith returned to Ambrosia, Ith erected four obelisks, Ith was slain by the Ambrosians.

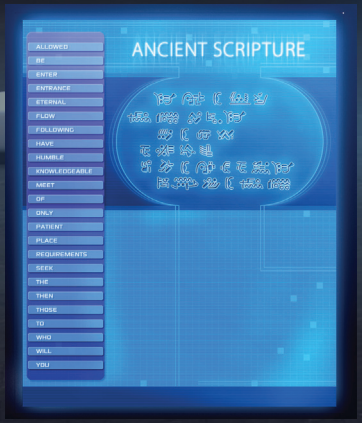
ANCIENT SCRIPTURE

?: Is there a way to reset this puzzle?
☀: No, you don't have to. Whenever you make a mistake, you simply start from scratch. You will be notified by sound and visual clues.

?: So the translated symbols are ...
☀: ... a dictionary. When you have them all there it should be extremely easy to translate the scripture.

?: Nah. It's too much work. Give me the answer.

☀: To Enter The Place Of Eternal Flow You Have To Meet The Following Requirements Be Humble Patient Knowledgeable Only Then The Entrance Will Be Allowed to Those who Seek The Eternal Flow



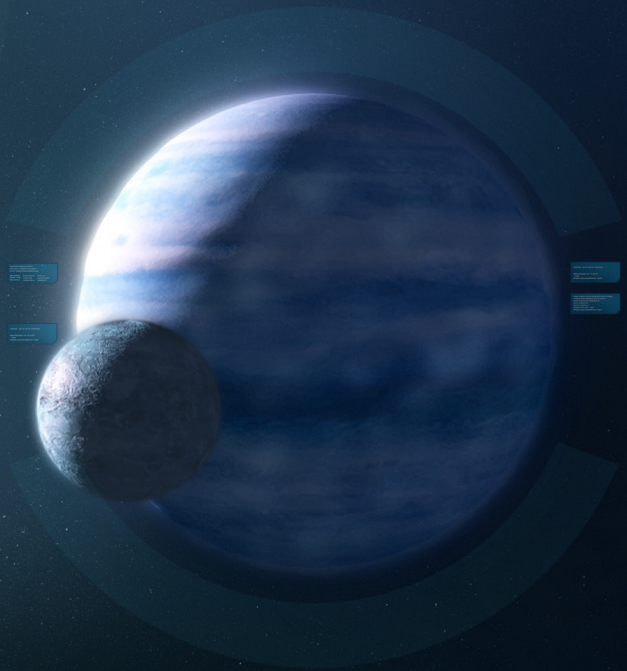
STAR MAP

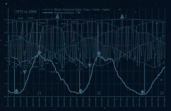
?: So where is it?
☀: Talk to the lifeform in the mist and then insert Xir's control unit into the opening in the temple.

?: Illusions ... But what now?

☀: Analyze the star map and discover that you can travel to a hidden planet in the solar system.

ELPIS





FROZEN STATION

?: Is there a way to get inside?
☀: You have to melt the ice with your laser cutter.

?: But I don't have one.
☀: So return here when you do.

?: I am inside. Is there anything important?

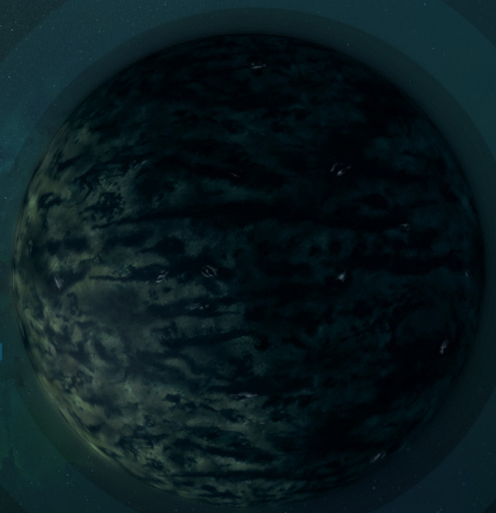
☀: You will find mandatory laser beacons for the Xir fight here and a container for liquid transportation if you choose the Ambrosians ending. Just check all the crates.

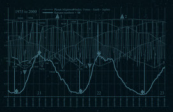
UNDERGROUND CAVE

?: What should I do with the liquid?
☀: Analyze it. It's important.

?: Is the body important for the plot?
☀: Yes. It might be very important, but it doesn't directly affect your progress in the game.

UNKNOWN





OBELISKS ARE DEAD

?: There is nothing I can do in here.
💡: Look around. Maybe there is something you've missed.

?: That wasn't very helpful.
💡: One of the smaller obelisks is slightly different.

?: I've noticed that but what should I do?
💡: Maybe an ancient junkyard holds the answer?

?: So the answer is?

💡: Pick up the power cell from the junkyard and insert it into the cracked obelisk, which is located to the left from the main plaza.

POWER WOES

?: The obelisk has power but I have no idea what I should do.
💡: Examine the green substance coming out of the obelisk.

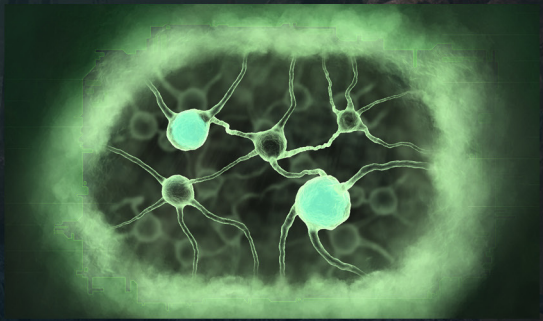
?: I've switched all the neurons on, but still nothing happens.
💡: Have you tried switching them off?

?: Something came out of the upper part!
💡: You can rotate the wheel to send energy to different obelisks.

?: Why would I want to do this?
💡: To get organic substance out of other obelisks as well.

?: OK. All obelisks are now powered but I am still clueless.

💡: You have to route all the obelisks to the central pillar. Then you can enter the portal for a special surprise.



CONTROL ROOM

?: And now?
💡: Now you are just being lazy. Simply explore this place.

?: How about that weird machine in the back?
💡: Look at the Ambrosian. You might find out how to cure him.

?: But the machine doesn't work.
💡: Try pushing the large sack on top first.

?: Is there anything else you can give me as a tip?
💡: As soon as you fill the bottom container, you need to find a five sacks combination. Choosing a wrong sack will reset the puzzle so it should be very easy to do.

?: I got a vial. How do I leave this place?

💡: To leave the control room, analyze the vial, examine the star map and watch the video machine.

ENDINGS – BEYOND THE CONTROL ROOM

?: I've returned from the control room and have no idea what to do next.
💡: Travel to Elpis and check the underground lake.

?: I see another liquid sample, but nothing else ...
💡: Are you sure you've analyzed it? When you do, go in front of the Elpis station for your final decision.

?: I've chosen to return to the Earth.

💡: Congratulations, you've finished J.U.L.I.A.: Among the Stars.

?: I've chosen to help the Ambrosians. How can I get the liquid to the probe?
💡: Look inside the Elpis station. Maybe something there could help you.

?: I've traveled to Ambrosia and I am lost in the jungle again.
💡: Visit the Ambrosian village. Isn't there anything helpful?

?: Just some items from the drop.
💡: And one brand new exit to a place from where you can hear the sounds.

?: And if I go there?

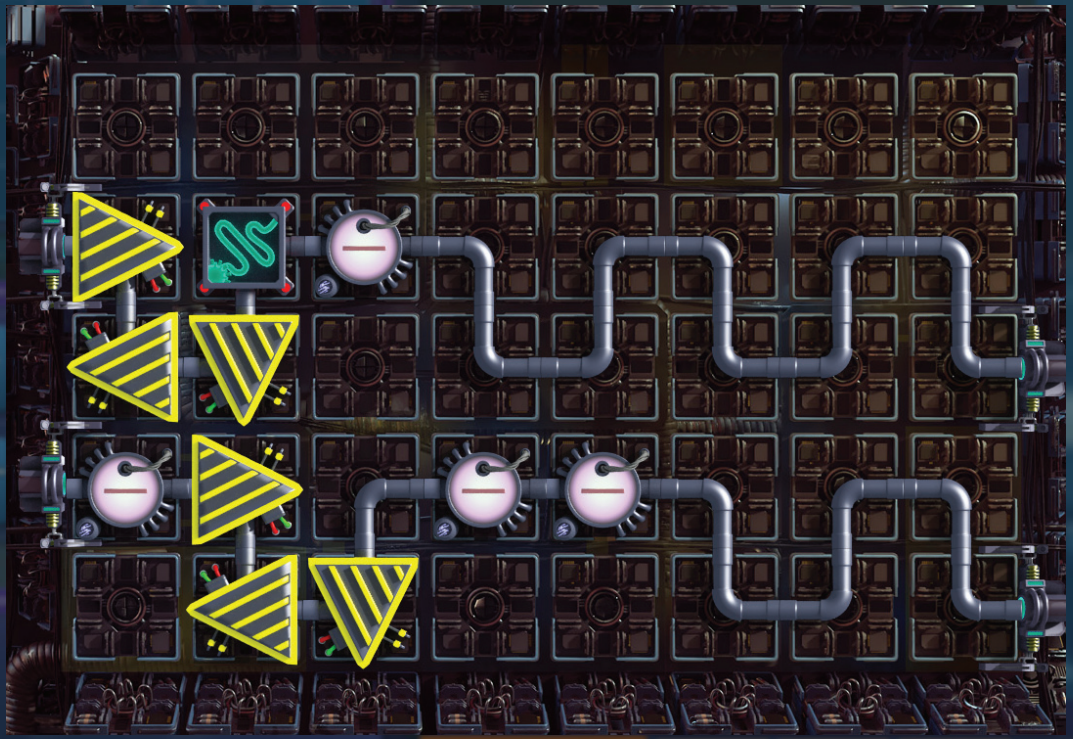
💡: Congratulations, you've finished J.U.L.I.A.: Among the Stars.

The game auto-saves just before your decision so you can play both endings.

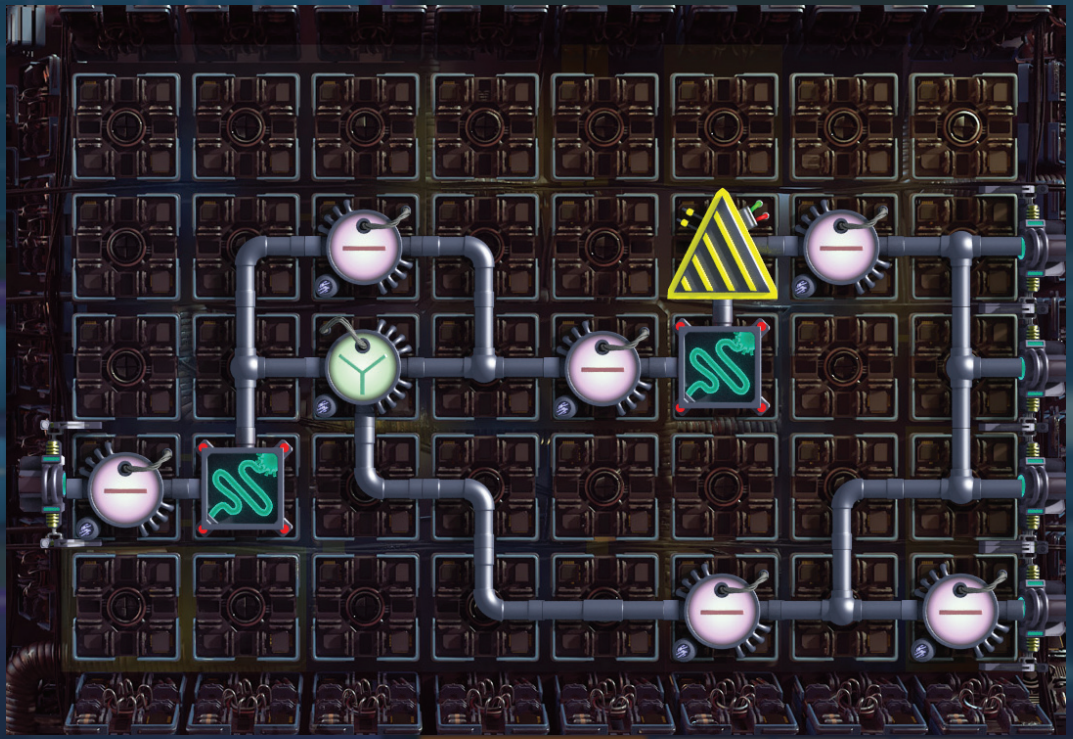

Calculating warp trajectory
COMPONENT CHECK:
Target: EARTH
ENGINE
POWER CORE
SOLAR CELLS
SHIELDS
COMM
NAVIGATION
LIFE SUPPORT
ORBITAL VIEW
CELESTIAL BODY
BACK TO SOLAR SYSTEM
NAME:
EARTH

THE END

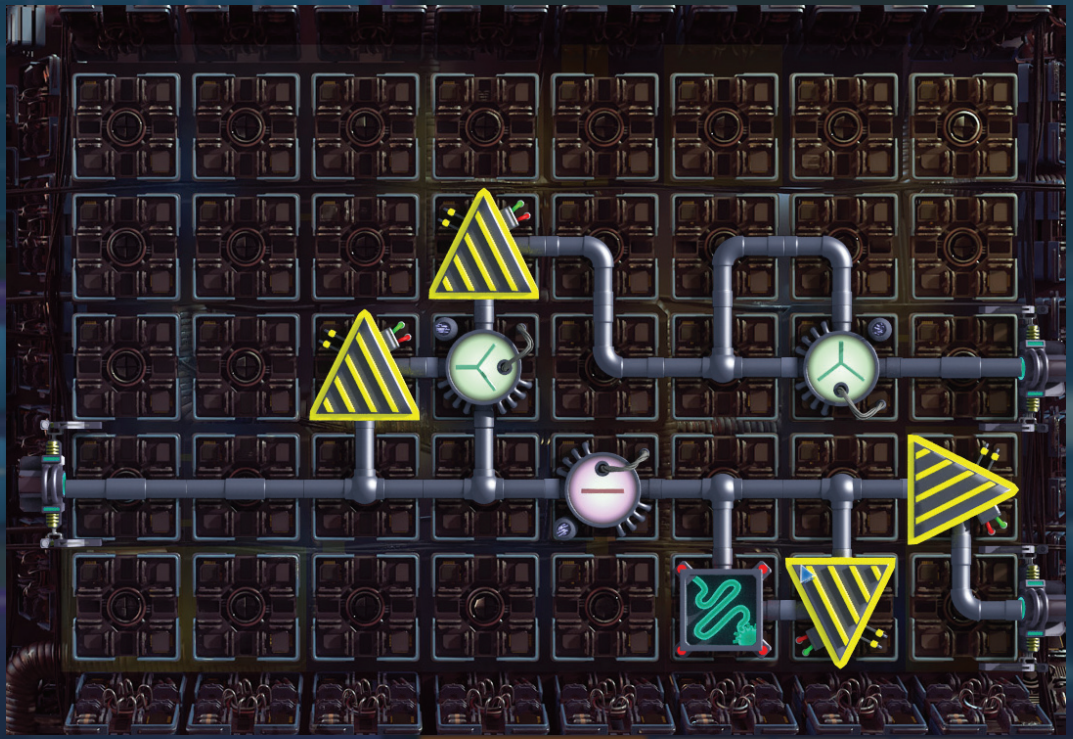
UPGRADE - SOLAR SYSTEM SCANNER



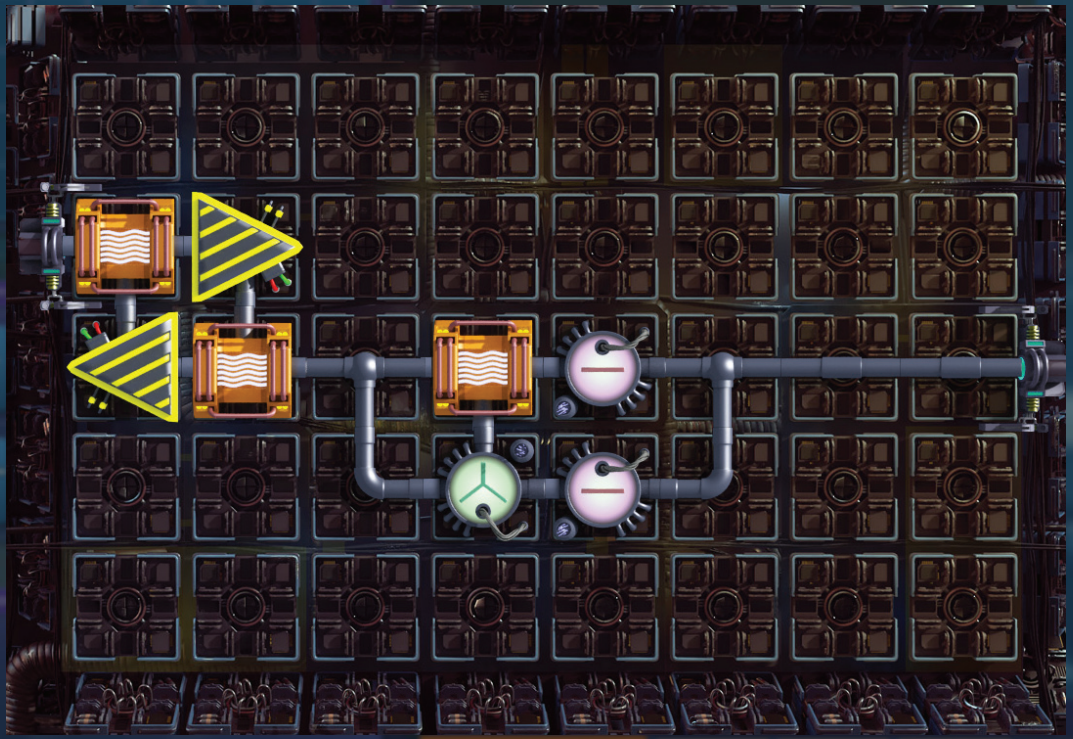
UPGRADE - ANALYTICS STATION



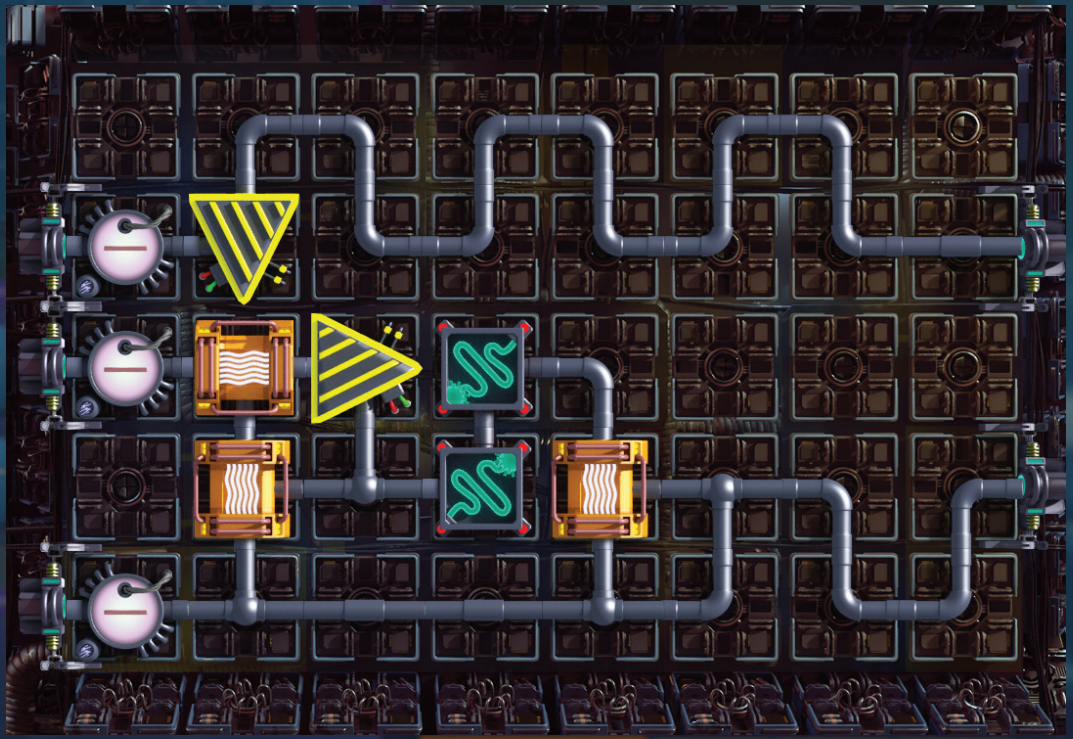
UPGRADE - AUDIO KIT



UPGRADE - LASER CUTTER



UPGRADE - UNDERWATER UPGRADE




MOBOT
CLASS:
MOBOT C-2A4 58123
STATUS:
ENGINE
ENERGY
100
OS
STORAGE
100
MOBOT MONITORING SYSTEM
HANGAR CAMERA
DAMAGE INDICATOR
Installed upgrades:
PORTABLE ANALYZER
LASER CUTTER
AUDIO KIT
UNDERWATER OPERATIONS

MIND'O'MATIC BOARDS

Disaster on Xenophon

How to get it?

Complete log goals "What happened to the crew" and "Gather evidence".

SOLUTION

The crew landed on Xenophon.
The probe stopped responding.
Li Zheng died from radiation poisoning.
Alex Hinkley died from radiation poisoning.
Andrew Lark killed Cynthia Cleveland.
Barth Krylov constructed a Geiger counter.
Barth Krylov discovered the excessive radiation.
Barth Krylov died from radiation poisoning.
Andrew Lark shot Pavel Cernohous.
Andrew Lark shot Scott White.
Andrew Lark committed suicide.

Of Aliens and Men

How to get it?

Decrypt the message in the submarine on Zenobia.

SOLUTION

The crew landed on Ambrosia.
Ambrosians approached the expedition.
Andrew Lark ordered to open fire.
Many Ambrosians were killed.
Andrew Lark decided to retreat.
Barth Krylov invented the weapon.
Andrew Lark ordered a weapon test.
The crew moved to Zenobia.
Submarine was secretly deployed.
Submarine crashed into a cliff.

MIND'O'MATIC BOARDS

Ancient History

How to get it?

Land on the artificial planet.

SOLUTION

Ambrosians once lived on Xenophon.
Ancients arrived into solar system.
Ancients built an artificial planet.
Life on Xenophon was destroyed by Ancients.
A few Ambrosians were moved to Ambrosia.
Ambrosians worshipped the Ancients.
Years have passed.
Ancients were slowly forgotten.
Ancients punished Ambrosians by polluting water.
Alien on Hermes banished Ancients from solar system.

Revelation

How to get it?

Read Ian Darlington's datapad and see the revelation video in the control room.

SOLUTION

The crew entered solar system.
Elpis Alpha station was built.
Andrew Lark argued with Ian Darlington.
Andrew Lark murdered Ian Darlington.
Andrew Lark became a leader.
The crew landed on Ambrosia.
Andrew Lark ordered to shoot Ambrosians.
Julia decided to terminate the expedition.
Julia lied about submarine course.
Submarine crashed into a cliff.
Julia lied about Phaidros.
The crew was left for dead on Phaidros.
Julia lied about radiation on Xenophon.
The expedition was terminated.
Rachel Manners has been spared.

Datapads

Name	Planet	Location
Andrew Lark	Xenophon	Central Room
Scott White	Xenophon	Central Room
Alexander Hinkley	Xenophon	Men's Dormitory
Pavel Černohous	Xenophon	Men's Dormitory
Cynthia Cleveland	Xenophon	Laboratory
Barth Krylov	Xenophon	Laboratory
Roger Callan	Phaidros	Central Room
Marita Robinson	Phaidros	Women's Dormitory
Stephan Prinz	Phaidros	Sick Bay
Benjamin Walter	Phaidros	Mess Hall
Unidentified	Zenobia	Submarine Bridge
Ian Darlington	Elpis Alpha	Underground Cavern

ID cards

Name	Planet	Location
Alexander Hinkley	Xenophon	Pressure Room
Andrew Lark	Xenophon	Central Room
Pavel Černohous	Xenophon	Men's Dormitory
Master Card	Xenophon	Men's Dormitory
Marita Robinson	Xenophon	Women's Dormitory
Maintenance card	Phaidros	Mess Hall
Roger Callan	Phaidros	Men's Dormitory
Mysterious card	Phaidros	Xir's Lair

Upgrades

Name	Planet	Location
Solar System Scanner	Xenophon	Gallery section using Master CardCentral Room
Portable Analyzer	Probe	Solving memory clusters puzzle
Audio Kit	Phaidros	Gallery section using Maintenance card
Laser cutter	Ambrosia	Solving Omega Disk puzzle
Underwater upgrade	Phaidros	From the server room database

Analyzable items

Name	Planet	Location
Cloth sample	Xenophon	Pressure Room
Body sample	Xenophon	Andrew Lark's Corpse
Memory card	Xenophon	Ventilation
Body sample	Xenophon	Pavel Černohous' Corpse
Nano SD card	Xenophon	Laboratory
Laser gun	Xenophon	Central Room
Sand	Phaidros	Station Entrance
Organic substance	Phaidros	Behind the Station
Laser gu	Phaidros	Spacesuit Room
Nitrogen container	Phaidros	Spacesuit Room
Oxygen container	Phaidros	Sick Bay
Gas mixture container	Phaidros	Mess Hall Corridor
Memory card	Phaidros	Sick Bay
2x Sticky substance	Phaidros	Pressure Room
Paper shreds	Phaidros	Pressure Room
Body sample	Phaidros	Mess Hall

Analyzable items

Name	Planet	Location
Body sample	Phaidros	Men's Dormitory
Vine	Ambrosia	Village
Fruit	Ambrosia	Village
Plant sample	Ambrosia	Village
Tree bark	Ambrosia	Obelisk
Bonding plant	Ambrosia	Obelisk
Tree sample	Ambrosia	Obelisk
Insect	Ambrosia	Obelisk
Tree sample	Ambrosia	Altar of Machete
Plant	Ambrosia	Altar of Gun
Flower sample	Ambrosia	Altar of Gun
Empty container	Ambrosia	Ambrosian
Empty scroll	Ambrosia	Ambrosian
Omega disk	Ambrosia	Ambrosian
Bonding plant	Ambrosia	Obelisk
Weapon parts	Zenobia	Submarine Crates

Analyzable items

Name	Planet	Location
Weed sample	Zenobia	Submarine
Datapad	Zenobia	Submarine Corpse
Corpse sample	Zenobia	Submarine
Mushroom	Zenobia	Submarine Exterior
Coral sample	Zenobia	Cliff
Plant sample	Zenobia	Cliff
Liquid	Hermes	Temple of Eternal Flow
3D map scan	Hermes	Temple of Eternal Flow
Unknown substance	Hermes	Dead End
Body sample	Elpis	Underground Cave
Liquid	Elpis	Underground Cave
Liquid	Unknown planet	Organic Machine