



ΔV : Rings of Saturn Review Guide

Adrian Wesółowski

Eric Eshleman

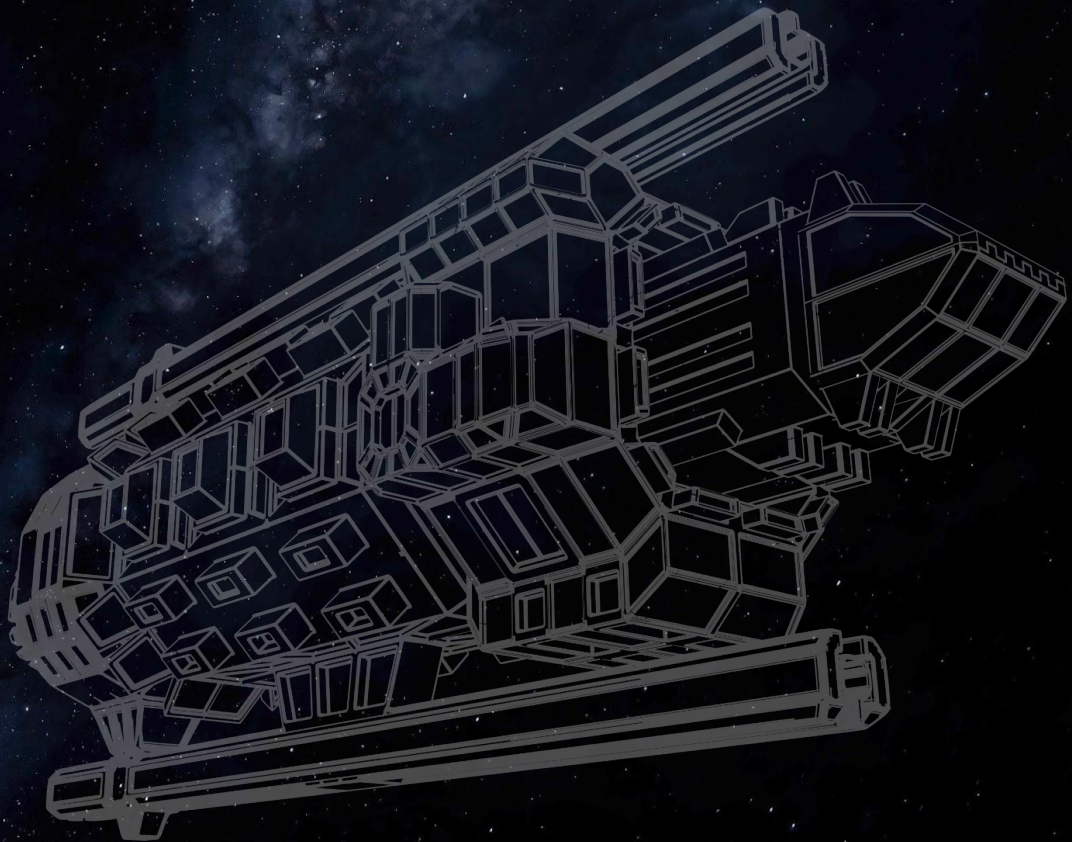
Mariusz Chwałba

Kodera Software

Labor of Love

ΔV is a passion project. I started making it alone, as a part-time hobby project. It grew since then, attracting more developers - right now there are 4 of us, but no one is making this game full time. We make it because we love it.

You will find many community contributions, from translations to new ship ideas. Everyone who contributed in any way is in the credits.

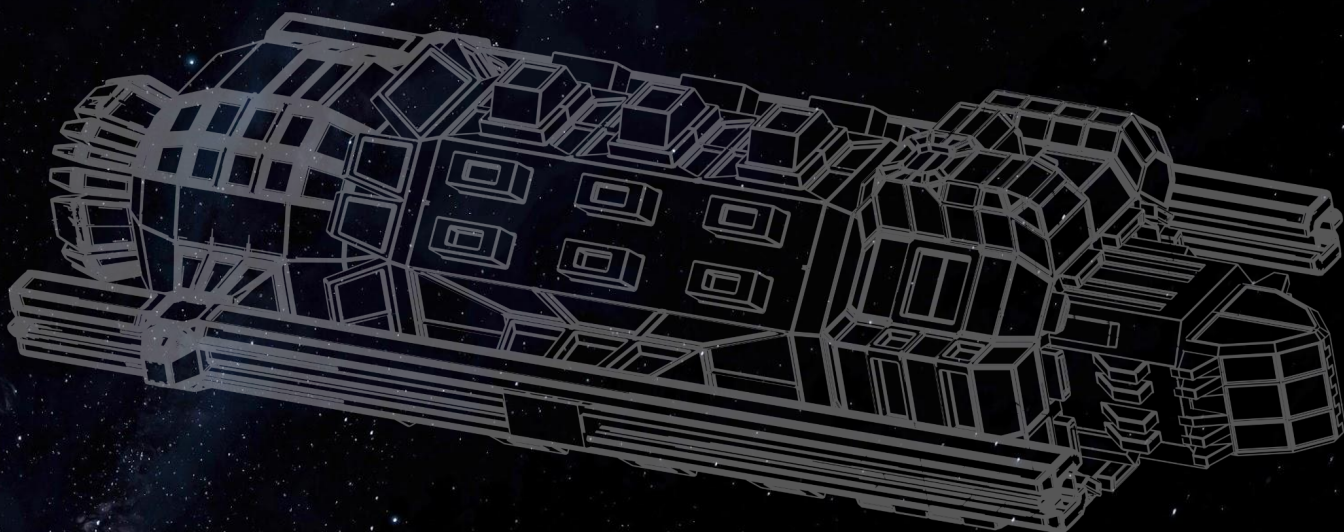


No other game like it

I started making ΔV because there was no game like it. I wanted to fly a spaceship, one that was not simplified, but one that is still fun to play. Games I found were either arcade games that were just using spaceship aesthetics, or full-blown simulators that didn't actually let you fly, just manage your ship.

We choose a very specific setting - the Rings of Saturn - the only place in our solar system that actually looks like the asteroid fields you see in games, and where flying a ship of this scale actually makes sense.

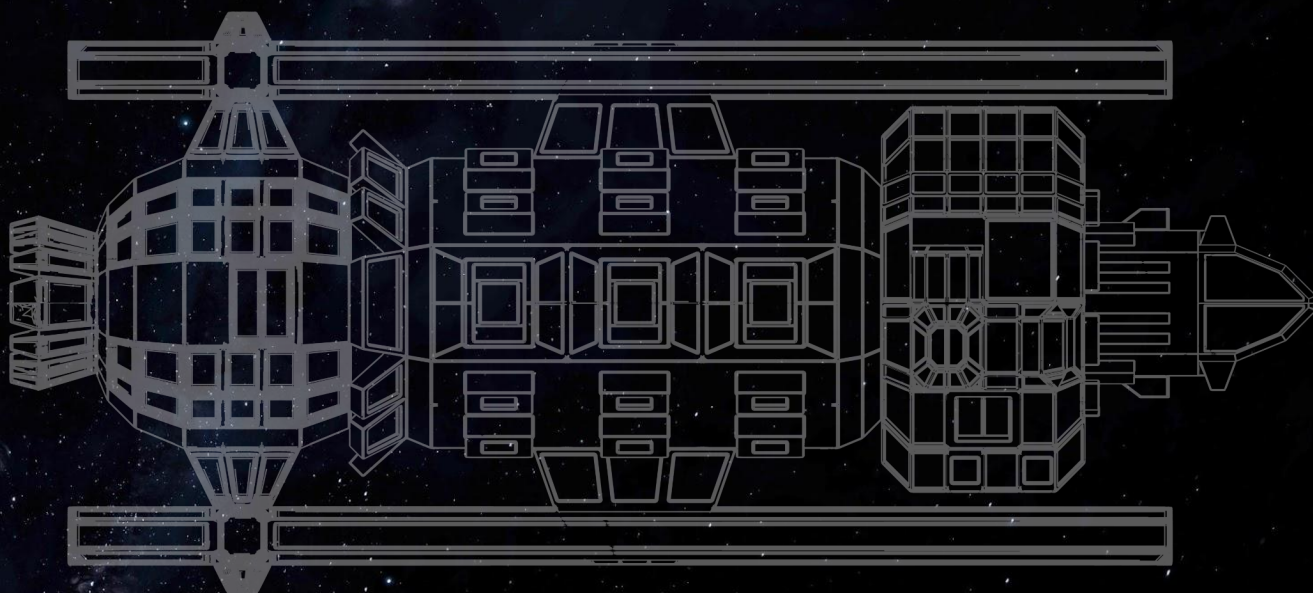
You might think of it as a deconstruction of classic Asteroids - an answer to the question "how would they look in reality?"



Not For everyone

Some studios choose to expand their games to appeal to the widest audience possible. Something is lost in the process. There are players that are disappointed by the compromises made. When we made ΔV we knew it will not be a game for everyone and we embraced it - instead of appealing to the widest possible audience, we made sure it was perfect for those who would actually like it.

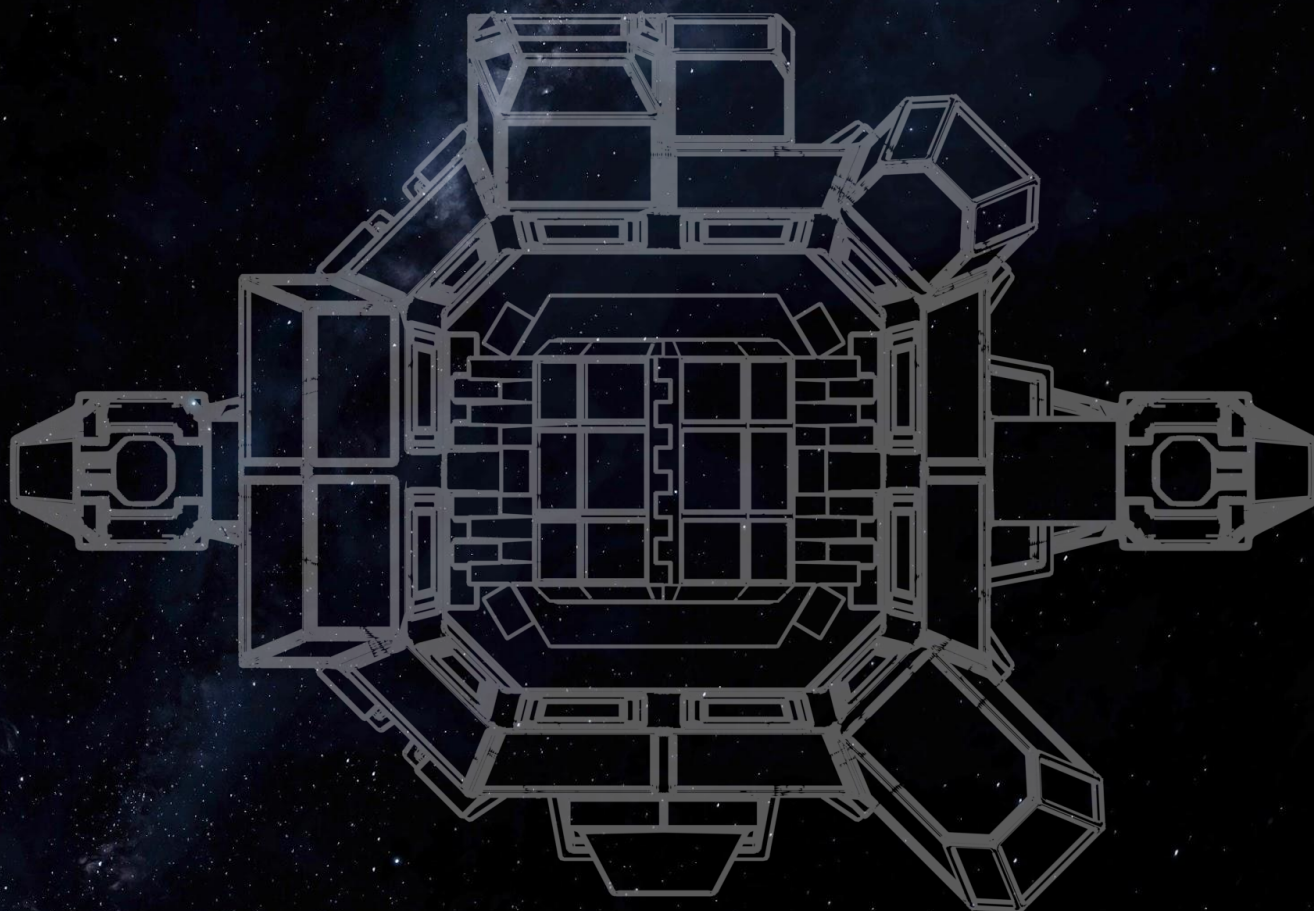
We make no compromises here. This is a game for science-fiction geeks, and they will love it. And if someone is not sure? We have the most comprehensive demo out there - you get to play the whole game for free, to see if it's something for you. Your progress carries over to the full game.



It's a simulator

It might look like an arcade shooter on the surface, but it's not. There are no inertial dampeners, thrusters work by really ejecting superheated plasma, for every action there is an equal and opposite reaction. No space magic, no inertial dampeners, no energy shields.

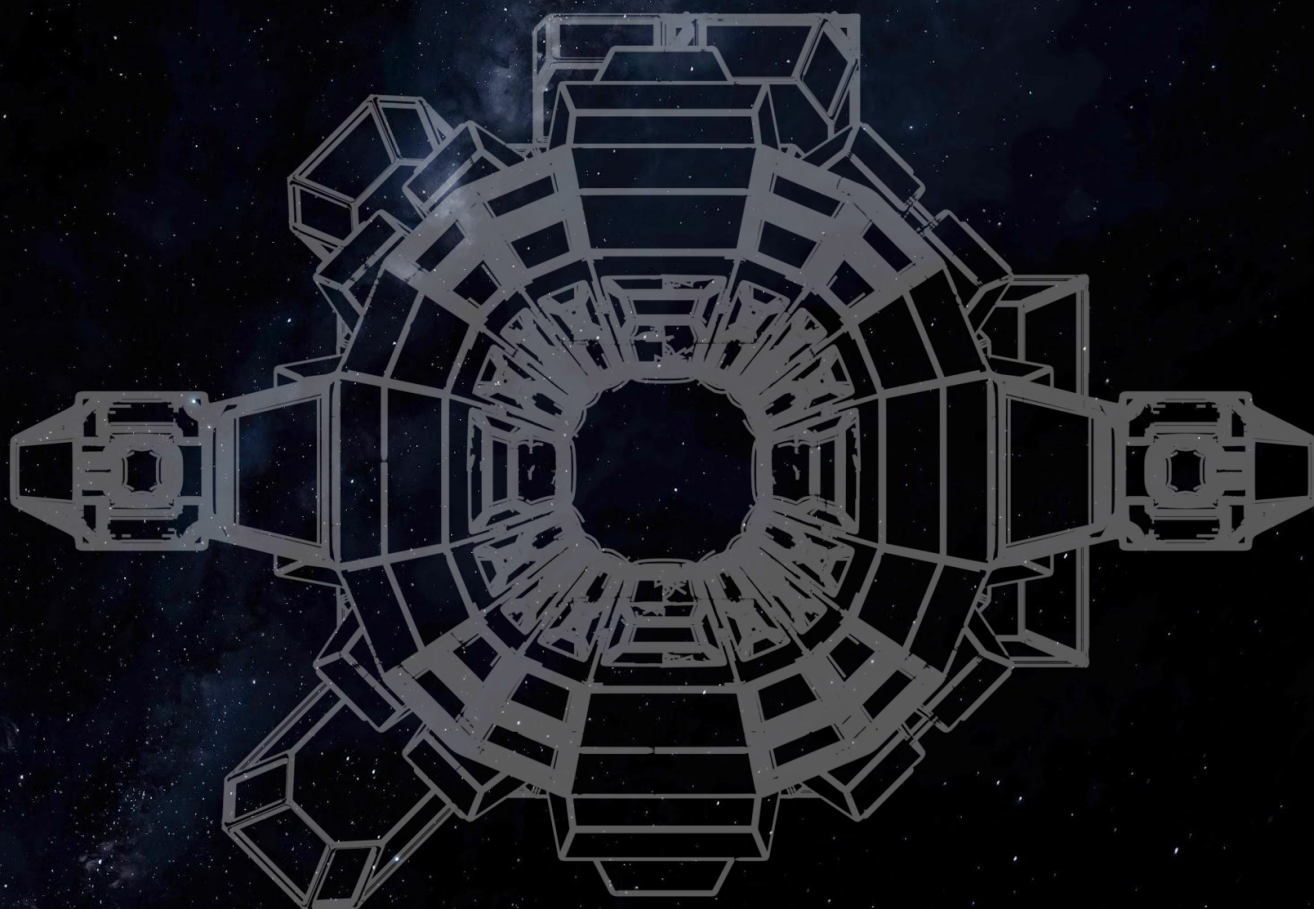
If you rush in, expecting an arcade shooter, you will wreck your ship and limp home. It takes skill to pull out crazy maneuvers and the game will reward that skill - but until you get it, keep it slow and stick to autopilot. It will make your life easier.



Everything has a drawback

Games taught us that more expensive upgrades are better. This is not true in reality, and it's not true in ΔV . F1 cars are certainly expensive, but they are not a good family sedan. Military grade stuff is rock solid, but they were not made to be economical. Performance craft have amazing capabilities, but were never designed to be used for more than one short race and wear out really fast.

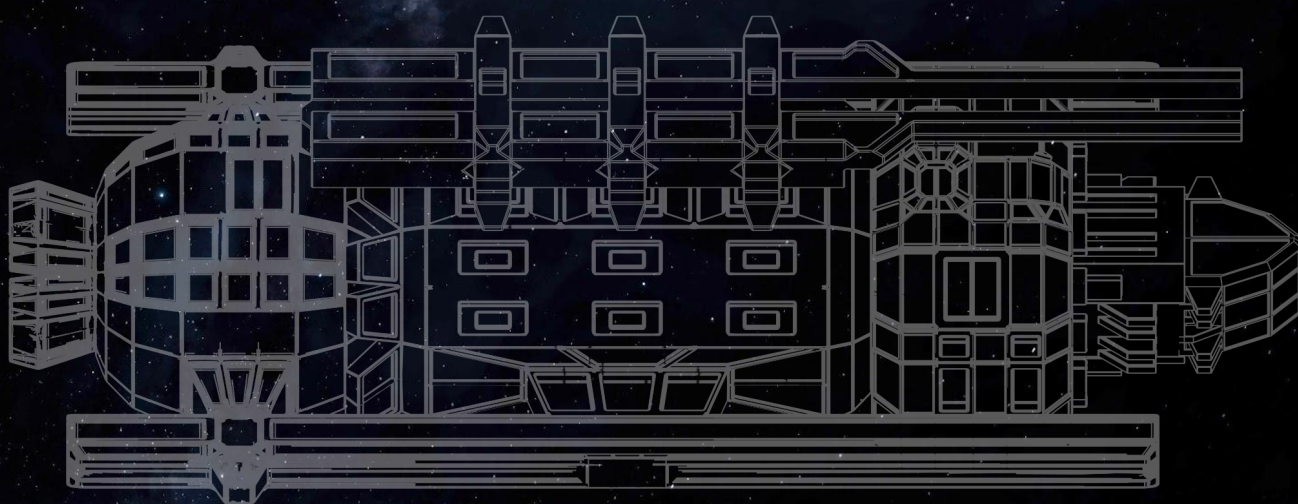
Almost everything in this game has drawbacks and you'll often find that cheaper equipment is better suited for certain playstyles.



Discovery is the main theme

There are many things to discover in ΔV . Things in the rings, things your crew does and mechanics of the game. Our tutorial is brief and teaches you just the basics of piloting, leaving the rest to be discovered.

The pacing is deliberately slow to not overwhelm the player. As you buy upgrades, change ships, hire crew and fly further into the rings, new events are unveiled.



Tips

- Start it slow. Use autopilot. Click on targets and drag your velocity to make an approach. Right click to point your ship to a target.
- Press [X] at any time to stop your ship - either in relation to the rings, or any target you have picked up.
- Use [W][A][S][D] manual controls only in emergency, or when you are confident in your piloting.
- You are on a mining ship armed with mining tools. Fights are dangerous and require skill to win. Avoiding hostilities is the best option. You can often drive off an attacker with aggressive action.
- Hire a crew. They compliment your abilities and unlock many stories.
- Dialogues don't pause the game, just slow down the time. If you take too long to respond, you might try someone's patience.
- Sliders in your OMS menu help you jury-rig your ship in flight. Drag it to the right to divert more resources, sacrificing them in other areas. Having a mechanic increases their effect.
- Your ship has no hit points you can deplete, but you can damage it's various systems. Reactor damage is most dangerous.
- More thrust means more acceleration and higher exhaust velocity means less propellant consumed per unit of thrust.
- Your reactor core produces heat and your power plant produces electricity from heat. Your engines need both to work. If you are having power outages, the root of the cause may be a lack of heat to make power from.
- Using any manual controls [W][A][S][D][Q][E][SHIFT] disables your autopilot. Use any of autopilot buttons [X][RMB][LMB][□][□][□][□] to enable it again.

Controls

[W][A][S][D][Q][E]	manual control over man maneuvering thrusters
[SHIFT]	manual inition of the main drive.
[SPACE]	fire active weaponry
[1][2][3]	enable or disable weapons, launch attached drones
[ENTER]/[MMB]	open the ship's excavator for collection of ores.
[X]	stop the ship using autopilot
[↑][↓][←][→]	autopilot control over direction and velocity
[LMB]	select target for autopilot
[RMB]	rotate ship using autopilot
[LMB DRAG]	fine-tune velocity using autopilot
[J]	fix damage, respond to comms, fly to distant locations
[F]	set autopilot target directly in front of your ship
[G]	disengage autopilot lock
[ALT]/[T]	activate adrenaline booster - slow down time

ΔV : Rings of Saturn



press@kodera.pl

<https://games.kodera.pl/dv-presskit>

<https://twitter.com/KoderaSoftware>

<https://twitter.com/KoderaSoftware>