the astronaut's guide to orbital trail

a quick guide for new arrivals in the red reach. don't panic.



tl;dr

what it is: a cozy, gba-style monster adventure set on mars. you're Rigel, a kid in the colony of pad nine. instead of catching aliens, you **sync** with them: match their heartbeat and become partners.

how to start: open **baa.business/game** → press start → type your name → visit Prof. Photon's lab → pick a starter → tap along to its heartbeat. that's it. you're an astronaut now.

chapter 1 takes about 15 minutes. bring a towel (optional).

controls

	desktop	phone
move	arrows / wasd	on-screen d-pad
a (talk, confirm, sync tap)	z / enter / space	A button
b (back, cancel)	x / esc	B button
read faster	hold a	hold A

what is sync?

every alien on mars has a glowing filament. link yours to theirs, feel its heartbeat, and tap **a** right on the beat. stay in rhythm and the bond seals. no cages, no catching: just two hearts finding the same beat. a synced alien chooses to travel with you, and the better you care for it, the stronger you both get.

tip: watch the pulse, not the button. if it wobbles, breathe and try again. aliens are patient.



your starter (pick your favorite)



type	stage 1	stage 2	stage 3
rock	Pebblon	Hubbleberry	Geodeus
frost	Permafrog	Cryocroak	Kometoad
spore	Treebble	Saplunar	Arborealis

rock beats frost · frost beats spore · spore beats rock. your rival Juno always picks the one with the edge on yours. she will mention this.

type chart (keep it simple)

type	strong vs	weak vs
spore	rock, tide	frost, magma
tide	magma, dust	spore, ion
magma	frost, spore	tide, rock
frost	spore, dust	rock, magma
rock	frost, magma	spore, tide
dust	ion, radiant	tide, frost
radiant	void, magic	dust, void
ion	tide, magic	dust, rock
magic	void, dust	radiant, ion
void	radiant, magic	radiant, magic

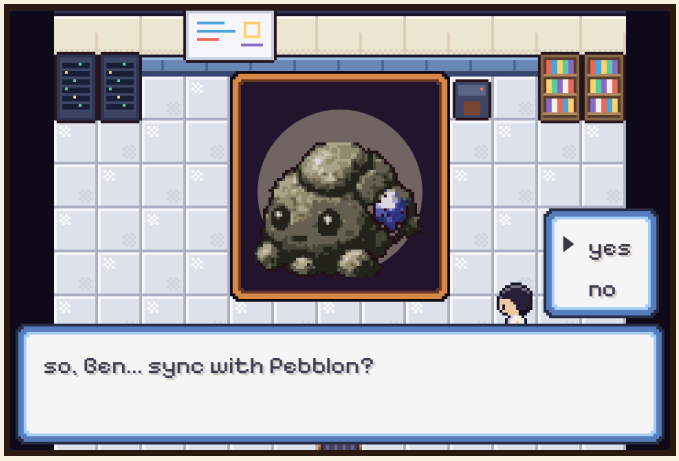
rule of thumb: round = friendly, sharp = fast or cold, blocky = sturdy, floating bits = mysterious. radiant and void cancel each other out, like light and a black hole.

cast

Rigel	you. curious, brave-ish, born under a red sky.
Juno	your rival next door in the cargo-container home. "first kid born on mars. ask me about it."
Professor Phoebe Photon ("Prof. Photon")	runs the round dome lab and studies how aliens and people bond.
Mom	keeps the solar-farm home running and always knows where you left your helmet.
Unit 42	a helpful robot with the answer to most questions. finding the right question is up to you.

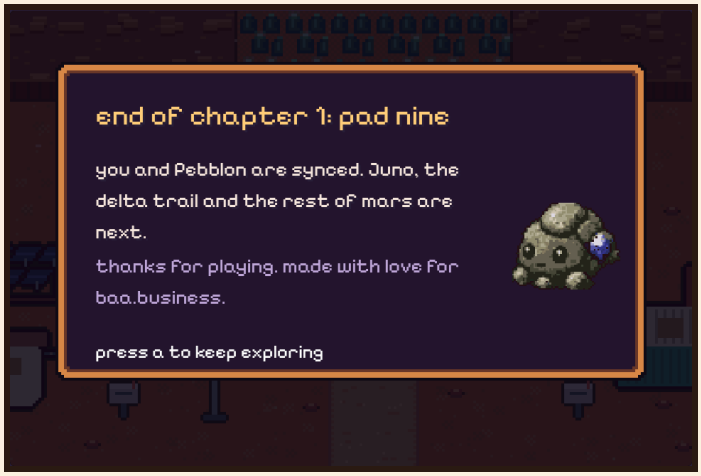
chapter 1 walkthrough: pad nine



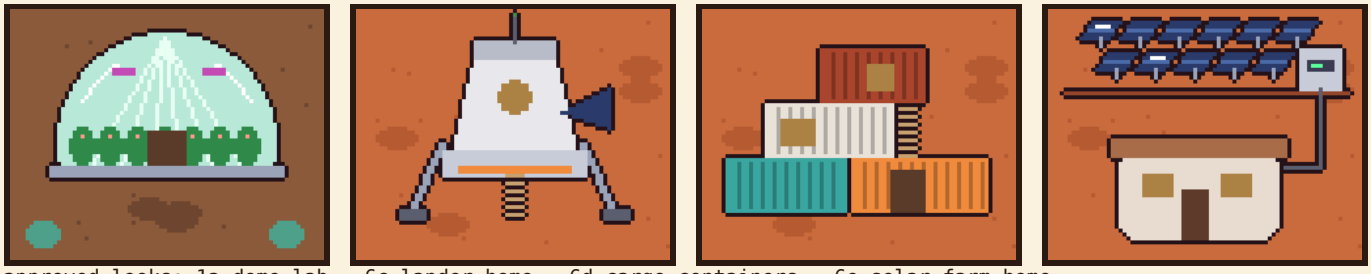


1. wake up in the solar-farm home. talk to Mom downstairs.
2. head out into pad nine. check Juno's cargo-container home (locked: "at the lab! -J.").
3. chat with neighbors. the old lander is a home now. the green room dome gym is closed until after the harvest.
4. go to Prof. Photon's lab. she won't let you leave without meeting someone.
5. pick Pebblon, Permafrog or Treebble and tap along to sync.
6. Juno syncs with the counter-pick. then meet her on the delta trail for your first friendly spar.

> stuck? talk to everyone twice. martians love a second conversation.



coming soon: the 6 regions



approved looks: 1a dome lab · 6c lander home · 6d cargo containers · 6e solar-farm home

greenhouse belt	barrel greenhouses and steamy spore trails.
block flats	moss-roofed stone homes. rock aliens love it here.
polar cap	ice homes and frost aliens under the glittering cap.
olympus line	a cable car through the mountain. watch for red beacons.
tube town	tunnel neighborhoods linked underground.
red plains	landers, containers and solar farms. home turf. legend says the Dunewhale swims beneath.

dex preview



so long, and thanks for all the syncs.