

REVIEW GUIDE

BAROTRAUMA

"Beneath the icy surface of Europa, a devastating and endless war rages. As the captain of an underwater vessel, it's up to you to assemble your crew and defend your ship from the dangers that lurk in the depths."

Breathless Survival Action

Barotrauma is a 2D co-op submarine simulator - in space, with survival horror elements - published by Daedalic Entertainment and developed by Undertow Games and FakeFish. The game is set on Europa, the alien-infested moon of Jupiter, where players take on the roles of a submarine crew as they explore the abyss, complete challenging missions, and navigate through treacherous waters, all while ensuring the safety of their vessel and crew. Barotrauma is best enjoyed in multiplayer with 2-16 players.

REVIEW INFO

Review coverage is under embargo until
Monday, March 13, 2023 @ 12 PM CEST | 7 AM EST | 4 AM PST

Please use the following branch code to play the latest game version:
pOJQCwymGStu

Find media assets here: <https://sbx.gg/barotraumalaunchassets>



REVIEW GUIDE

USING THIS GUIDE

This guide is designed as a reference point for you to get into the game and playing as soon as possible. You'll find some guidance for your [first expedition](#) including suggested settings, [beginner tips](#) for playing the game and surviving, and outlines for all the Jobs: [Captain](#), [Engineer](#), [Mechanic](#), [Security Officer](#), [Medical Doctor](#), [Assistant](#).

VERSION 1.0 – WHAT'S NEW?

In addition to the many updates made throughout Early Access, Barotrauma's 1.0 Update introduces an overhauled faction system, a number of quality-of-life improvements and optimizations, and a fully remade campaign endgame.

The new campaign ending will test the skills you and your crew have learned along the way, take you somewhere you've never been before, and hopefully even answer a question or two in the process, if you pay close attention. This endgame adds about 2-3 hours to the length of the campaign, depending on how thoroughly you want to comb through it.

OTHER RESOURCES

You can find a great video with information about the game and getting started here: [Barotrauma Beginners Guide 2023](#).

The [Official Barotrauma Wiki](#) is also a great reference point for more in-depth strategy and information.



REVIEW GUIDE

OBJECTIVE & FEATURES

Goals:

Assume the role of a submarine crew and survive the punishing underwater world as you chart your course and set your own objectives. You will venture into the depths of the ocean collecting and transporting valuable resources, fleeing or fighting fierce monsters, and fulfilling quests. As you progress, you'll need to balance upgrading your submarine to endure increasingly deadly encounters while ensuring you have enough fuel to continue. The game's nonlinear structure allows you to chart your own course and explore the game world at your own pace, without being bound to a strict linear path.

Graphics and Sound:

The game features detailed 2D submarines and environments with ragdoll physics. The dark electric music soundtrack immerses players into the hums, clicks, and foreboding ambient sounds of Europa's ocean.

Difficulty:

Barotrauma is a challenging game that requires patience, strategic thinking, and teamwork. The game can be unforgiving, and mistakes can be costly, so communicate effectively with your crew and plan your actions carefully.

Game Modes & Replayability:

Barotrauma has a high replayability factor because of its procedurally generated levels, which means that each playthrough is unique.

There are four different game modes (Sandbox, Mission, Campaign & PvP), which offer a variety of experiences.



REVIEW GUIDE

GAMEPLAY

Barotrauma is a survival horror game that offers a challenging and thrilling gameplay experience where you need to maintain your submarine, protect it from hazards, repair damage, manage resources, and navigate through dangerous waters.

The game has different jobs you can choose from, and each character has unique strengths that introduce a deeper layer of strategy.

There is an optional traitor mode, which can be activated when starting. The traitor is chosen randomly and will have a mission that, if completed, will cause the crew to lose.

TUTORIAL

Before you board your submarine for the first time, we strongly suggest you play through the tutorial to get the most out of the game

The Basics Tutorial: Covers movement, repairs with the screwdriver, welder, and wrench. Operating pumps (which can fill water into and pump water out of a room), plus equipping scuba suits and air tanks are also covered in this 3-5 minute tutorial.

Job Tutorials: Barotrauma offers six different jobs that players can choose from: Captain, Engineer, Medical Doctor, Mechanic, Security Officer, and Assistant. While everyone on the crew can complete any task, each job carries unique strengths and responsibilities. Successful missions require a well-coordinated team of crew members, each utilizing their skills efficiently to overcome the challenges of the underwater world.

Later in the guide, you'll find a page about each job along with a tutorial to get you up to speed on what they do!



REVIEW GUIDE

YOUR FIRST EXPEDITION



One Small Step...

Your first outing on the submarine can be a very intimidating experience. You're going to want to choose a job that you find interesting and ensure you have either read the job outlines below, played through the tutorial for that job, or both. If you are looking for a suggestion, try the [Mechanic](#), as it's a fun role that really gets you running around fixing things.

We recommend you choose the [Mission](#) game mode, and cargo as the Mission type. These missions consist of delivering something, for example medical supplies, to a specific location.

You'll want to set the difficulty to [Easiest](#) as shown above.

Lastly, choose your submarine. To start, something on the smaller side (like [Dugong](#)) works well so that your crew isn't overwhelmed when trying to learn how to play the game.

You'll find some beginner tips below to help you survive your first few outings.

REVIEW GUIDE

BEGINNER TIPS

Study Up: It is recommended that you check out the tutorials for all the classes - even if you aren't playing them. You never know when you'll need to handle something in a pinch.

Find a Crew: Barotrauma is always better with friends. Find some people to play with to really get the most out of the game.

Communication Is Key: Be sure to delegate tasks effectively so that you and the rest of your crew don't find yourselves overwhelmed in uncharted waters. It works best if one person delegates tasks from the control center.

Stock Up: Consider keeping the following items on hand: Screwdriver, wrench, welding tool, diving mask, spare oxygen tank, and bandages.

Stay Stealthy: Your submarine's sonar is a valuable tool for navigation, but it can also attract monsters. Use the system sparingly to find your way without drawing too much attention.

Know Your Sub: Every sub layout is different, and nothing is more deadly than getting lost in an emergency.

Beacon Station Repairs: When you repair a beacon station the sonar will attract a swarm - be prepared.

Learn From Experience: Expect to make early mistakes and for things to go wrong. Learn what works, and what doesn't.

More Than Navigation: The Navigation terminal has many functions to help manage a safe and successful submarine. The terminal shows the status of different rooms, devices that need to be fixed, and can even be used to search the ship for different tools.

Survival: Surviving in the harsh world of Europa is never a given. Make sure that you use all the tools at your disposal to help you and your crew. Refill oxygen tanks, recharge batteries, repair things before they break, communicate with your team, and put things back where they belong.

REVIEW GUIDE

THE CAPTAIN

The Captain is the leader, responsible for setting the mission objectives, managing the crew, and navigating the sub. The strength of the Captain's communication skills can truly make or break your mission.

Strategy: Keep the crew aware of what is going on in the ship, and always anticipate trouble.

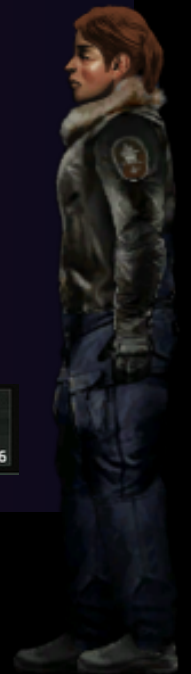
RESPONSIBILITIES

- Communicating with crew members over long distances
- Issuing orders and setting mission objectives
- Monitoring the periscope for reconnaissance

STRENGTHS

- Helm
- Weapons
- Mechanical Engineering

STARTING GEAR



JOB TUTORIAL:

The Captain's tutorial will teach you how to operate the ship from the navigation terminal. From this terminal you can operate the ship's sonar, which detects objects around you. Sonar can be shifted from passive to active, however active sonar will also give away your location to monsters!

Moving the submarine can also be done from this terminal via clicking manual or setting an automatic pilot to specific destinations. Be sure to undock when you wish to leave a location and dock when you arrive!

Equally as important to navigation is commanding your crew - keep an eye on the ship's condition, and use the middle mouse button to give specific orders.

REVIEW GUIDE

THE ENGINEER

The Engineer is responsible for managing the submarine's power, repairing damaged systems, and upgrading the ship's equipment. Engineers are essential to keeping the submarine running, but they are not combat-focused.

Strategy: Continuously tend to the reactor, and when you aren't, make sure you are keeping an eye on all of the electronics on the ship.

RESPONSIBILITIES

- Repairing damaged systems
- Upgrading the submarine's equipment
- Repairing electronics and maintaining power

STRENGTHS

- Electrical Engineering
- Mechanical Engineering
- Weapons

STARTING GEAR



JOB TUTORIAL:

The Engineer is responsible for maintaining control of the ship's power. This tutorial will teach you how to power the submarine's reactor - inserting a fuel rod, using the power button, and setting automatic control.

WARNING: Do not insert multiple rods at a time - the reactor requires careful balance to not overheat, and adding too many is certain to cause a fire. Manual control is more reliant to not power down when sudden maneuvers occur. To operate manual control, use the sliders to keep both gauges in the green so the system does not overheat or become too cool. This tutorial highlights the screwdriver and covers the basics of rewiring electrical equipment.

REVIEW GUIDE

THE MECHANIC

The Mechanic is responsible for repairing the submarine's mechanical systems and keeping it running smoothly. They have some combat skills but are primarily focused on repairing and maintaining the submarine.

Strategy: Do your rounds, and make sure you always have your trusty wrench, welder, and fuel on-hand.

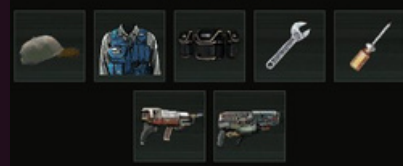
RESPONSIBILITIES

- Repairing mechanical systems
- Repairing leaks and other structural damage
- Deconstructing materials and fabricating tools for the crew

STRENGTHS

- Mechanical Engineering
- Electrical Engineering
- Weapons

STARTING GEAR



JOB TUTORIAL:

The Mechanic, in many ways, acts a support to the Engineer, maintaining equipment and repairing hull breaches, which the Mechanic is more skilled at. Welding can be done by holding the right mouse button with an equipped welding tool to aim, then left click to weld.

REVIEW GUIDE

THE SECURITY OFFICER

The Security Officer is responsible for maintaining the safety and security of the submarine and the crew. They are combat-focused and are highly skilled with a variety of weapons.

Strategy: Be ready to tackle a variety of issues, whether they are fellow crew members, alien creatures, or anything in between.

RESPONSIBILITIES

- Fighting off enemies with a variety of weapons
- Detecting intruders
- Using the taser to stun enemies

STRENGTHS

- Weapons
- Medical
- Mechanical Engineering

STARTING GEAR



JOB TUTORIAL:

Shoot, stab, and sink your enemies. The Security Officer tutorial will teach you how to equip armor, weapons, and ammunition, as well as the basics of aiming and shooting at weak foes which may board your ship.

You will also be taught how to load the ship's weapons with ammunition and how to utilize the ship's periscopes to fire its armaments.

THE MEDICAL DOCTOR

The Medical Doctor is responsible for treating injuries and illnesses and keeping the crew healthy. Though combat itself isn't their strong suit, their skills are critical to keeping the crew alive in dangerous situations.

Strategy: Always have medical supplies on hand to help heal crew members and go to where the disasters are. Crew may not even know they need treatment!

RESPONSIBILITIES

- Healing crew members
- Using syringes to administer drugs
- Revive unconscious crew members via CPR
- Using the medical scanner to diagnose illnesses and injuries

STRENGTHS

- Medical
- Weapons
- Mechanical Engineering

STARTING GEAR



JOB TUTORIAL:

The Medical Doctor is responsible for caring for other crewmates' ailments. This tutorial teaches you how to heal your crewmates. You are also taught how to utilize medical fabricators to create various medicines.

You will be given a Health Scanner HUD which can help to diagnose conditions without needing to click the H key, and will give suggested cures when in the health interface.

Finally this tutorial will teach you how to use CPR to resuscitate crewmates who may be near death.

REVIEW GUIDE

THE ASSISTANT

The Assistant is a Jack-of-All-Trades with no real specialty. This is a great choice for new players joining an experienced crew, but if you're just learning to play solo or with a novice crew, we suggest starting with a different job.

Strategy: Work with crew to ensure everything is taken care of. Because the role is so versatile, it's great for new players and ambitious veterans alike.

RESPONSIBILITIES

- Supporting the entire crew
- Filling gaps as needed
- Building a versatile skillset

STRENGTHS

- All skills start equally matched, with the exception of Helm, which is weaker

THE TRAITOR

Traitors are randomly assigned, and only activated when the traitor option is toggled to Yes or Maybe. Traitors are given exclusive missions that no one else on the crew will know about; these missions can be anything from sabotaging the engines to finding a mysterious egg in the vents.

If you are the traitor, try to blend in until you can complete your mission. If you do, the round will end and you will win. If you are a crew member and the Traitor may be on board, trust no one. Keep an eye out for out-of-sorts behavior and report any oddities to your captain and security officer.

THANKS FOR PLAYING BAROTRAUMA

If you have any questions, please don't hesitate to reach out!

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