A few tips to start the game:

- DyWorld has a RPG system. Default key: NUMPAD 5.

- Use the Story menu to progress into the game. This unlocks recipes, technologies and a fancy story. Default key: NUMPAD 6.

- Want to reread the story? Use the log gui. Default key: NUMPAD 7

- Most Deposits can NOT be mined by the player! Use mining drills!

- The player does NOT heal automatically. Use med packs like capsules (aka throw them) to heal

- Corpses of all biological entities can be used. Save your enemy corpses, you will need them later.

- Stay weary of the natives! They will attack somewhere soon! (even on peacefull, this is intended)

- Act 1 (start of the game) is designed to be hard! You might die sometimes.

- Get stuff from the crash site quickly, then leave immediately! The crash site is radioactive for 24 hours unless you are wearing a radiation armor!

- Ore Deposits have different densities. This basically means that not all ores might be able to be extracted. (percentage based mining, with many different resources and percentages of the same ore. Each have different ratio’s of byproducts compared to their density) You can’t however, find out what the density or percentage is

- Be careful with armor! They are not infinite, and especially gridded armor can be expensive with losing your added items

- Use your spaceship! Can be used to store items, in case you die