

# Addendum for Version 4.13 of the book

## The Omega Update

There are a few major changes brought about by this update, and a few minor ones too.

## The Space Anomaly

Two new features have been added. The Expedition Terminus allows you more control over how you engage in the major expeditions, allowing you participate using an already created persona, or starting from scratch. More details of that are given below.

A teleport has been added below the balcony of the Transporter room, so that you can reach the top floor quickly.

## Capturing Pirate Dreadnought Freighters

The endgame of these fights has been modified, so that once you have destroyed the warp engines, shield generators and fuel cells, the captain offers to surrender the ship to you. Find the entrance, which is near the front of the ship, visit the flight deck and assess the class of the ship to decide if you want to replace your current capital ship with the pirate version. You can transfer the inventory before you do, and the layout of your previous freighter is inherited by the new one.

There is no inherent advantage in owning a Pirate Dreadnought, but they do look cool!

## The Atlas Path

This has been reworked to make in more interesting visually. If you have already completed it, you can do so again for new rewards.

## Using the Mission manager

When a new Expedition is released, you can decide to play by starting a new game from the mode selection page and choosing the Expedition option, or you can start it from within a game you are already playing.

Most players will have what they think of as their Main Save – the one with the best assets and longest history. If you load that (or any other game that has got as far as being able to access the Space Anomaly), you can begin the expedition from there.

The Expedition Terminus for starting an expedition is behind the Nexus, to the left of the Quicksilver Synthesis Companion. If there is no current expedition active you won't be able to use it, although in the future it would be nice to think you could

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rerun old expeditions rather than having to wait for the redux versions every Holiday Season.

At the start of the expedition, you can choose some items from your current inventories to load into the terminus. These won't be available to you from the start though – you will have to make enough progress within the Expedition to be able to visit the Anomaly to access them, and your choices aren't critical as you will be able to change them later. You can probably guess though!

Starting the expedition takes your current character and drops them onto the starting planet for the expedition, and your Main Save is paused. You won't be able to come back to it until you get to the Anomaly. Once you have, you can take the items you stored in the Terminus. You will also be able to clone a copy of the current Main Save Starship and Multi-tool, but you will need Nanites to do that.

At this point, you should have some idea of what items will come in handy on the current expedition, so you can pause it and return to your Main Save, choose the Starship and Multi-tool most likely to be of use and load the Terminus up with the assets you need – probably some Upgrade modules to sell for Nanites and high value trade items to sell for cash along with any survival items in short supply withing the expedition.

Return to the expedition, you can sell the upgrade modules for nanites, clone your Main Save Starship and Multi-tool and carry on playing.

When the mission is over, you will be able to load up the terminus with loot you want to carry back to the main save.

This makes playing the expedition easier for experienced player who won't need to graft to bring their ship and multi-tool up to a level they are used to playing a