

# Addendum for Version 4.18 of the book

## The Orbital Update

***Page 36 – Your First Space Station – replace from paragraph 4 to the end of the section.***

I'm going to look at Space Stations in full in a separate chapter starting on page 121, but you need to start looking around now. Leave your craft and look to the rear of it. On the same level as you are three openings. Walk towards the central gap and you will find yourself between two important bits of equipment. On the left is a **Galactic Trade Terminal**. If you activate it you will see it offers items you can buy. If you select the Sell button, you can offload items in your inventory in exchange for cash – or units as they are called. You are unlikely to have acquired enough units to buy much, and I can assure you that very shortly you will need all the units you can lay your hands on for buying some essential items, so don't spend any money yet.

Turn around to the right and you will see a **Station Terminus Teleporter**, and when it's time to return to your base you will be able to do so quickly. Before you do there is work to do.

The other two booths on the ground floor are occupied by a **Mission Agent** and a **Cartographer**. Behind the booths are some interesting devices. The **Appearance Modifier** on the right is free to use. Changing your appearance won't improve your performance though, so you might want to return when there are less pressing matters. There is a **Starship Outfitting Terminal** on the left, and you certainly won't have enough units to take advantage of it, but note that if you have more than one ship and you want to get rid of one, you can scrap it here. In the centre is a device for creating custom ships from salvaged parts, which I'll describe on page 73.

Tucked in the corner under the stairs to the right is a **Scrap Merchant**.

Climb the stairs or fly up to the next level and you will find four more booths with technicians that deal in upgrades for your Exosuit, Multi-Tool, Starship and Exocraft (no, you don't have one yet but will have the chance to acquire one soon). There will also be a **Guild Envoy** in the far-right corner. Jutting out the back is a **Station Override Unit** which you can't do anything with at the moment.

The third level does have anything important (at the time of writing) other than good views of the landing pads. If you ever saw the old stations before the Orbital update, you might be expecting to find some side rooms, but they aren't in the new stations – at least not yet.

As you explore the station, you will also see other aliens wandering around. For now we need to ask questions of the inhabitants, but unless you have been learning a lot of alien words from the Knowledge stones you won't really be able to engage them in meaningful dialogue. One of those guys should be able to help you though. The endless repetition of the code "16" is the clue one of them will decipher for you. If that doesn't work, try other aliens. Some of them will offer you help with language.

Starships come and go, but you won't be able to afford to buy any of these either. The pilots may be able to sell you something of interest, but the thing you need most of all at the moment – Salvaged Data – won't be in their inventories.

Once we have the information about "16", we should return to our base and feed it into the Base Computer. We can fly back, but I suggest you try the Teleport. You need to get quite close for the activation icon to appear, but once it does you can open it up.

There is likely to only be one destination available – your Base. When more appear you will be able to filter them, and selecting them gives you more information before you take the plunge and warp to your chosen destination. Later in the game you will have dozens of places to go to, and you aren't expected to remember them all.

### **Page 60**

In the list of Utilities in the Starship Quick Menu there is now an entry for Scan for Trade Surge. Details of what this does are on page 168

### **Page 73 – Insert new section after Ship Upgrades**

#### Building your own Starships

Added in the Orbital Update, the **Starship Fabricator** currently lets you create your own Fighters, Explorers and Haulers. The possible designs are limited to bolting together existing sections that you have salvaged from existing ships that you have rescued or purchased from NPC pilots, and then applying custom colours.

This is not an inexpensive process. At its heart a custom-built ship needs a Reactor Core, which you will have to buy for nanites from Starship Technology Merchants. The core will define the class of the ship, and if you want an S-Class, you will need to shell out 12000 nanites playing in Normal mode if you don't have a discount because of your standing with the race of the merchant. See the section about Standings in the Friends and Enemies chapter (page 104 ???) for details of acquiring a good standing with at least one race – it is definitely now worth doing now.

The other parts you require don't have an influence on class. You get them at the Ship Outfitters by analysing a ship you want to scrap and instead of selling it for parts that you can sell, asking for one section to be added to your inventory as a usable part.

The parts required vary between ship types. Fighters need a fuselage, wings and a thruster, Haulers a cockpit, wings and thruster, and Explorers a hull and separate left and right wings as they can have an asymmetrical wing layout. The number of variations available differs greatly – there are over a hundred types of Hauler wings, yet only three types of Fighter thrusters.

Once you have settled on a design you get a chance to paint the new ship before you create it. Don't worry that the button to proceed says *Assemble* as you can go back if you change your mind.

The next stage lets you see the ship's full stats and slot count and compare them with your current ship. These can vary greatly, depending on a number of factors. The parts chosen will have some bearing, but also the location of the Fabricator – different space stations will give different results. If you are happy with your creation you can claim the ship if you have space in your hanger, or swap it for your current ship. However, if you like the design but aren't impressed with the stats you can try assembling the ship at another fabricator to see if there is an improvement – there doesn't seem to be a pattern to the Space Station faction. wealth or economy affecting slot allocation or stats in any way, and although the same station will always give the same result for a given set of parts I'd guess the result is more or less random.

This isn't a route to wealth, by the way - the final ship is very unlikely to be worth anything close to the cost of creating it. However, the chance to build ship to your exact liking may be too hard to resist!

### **Page 84 – add the following after the Managing your Fleet section**

#### Frigate Mission Interaction

When you have sent a mission out, it is quite possible that you won't hear anything from it until they return with some bounty that they have collected in their travels. However, if the fleet is inexperienced or weak, they may encounter trouble. You will be contacted by them when they do , so don't worry about checking the Fleet Command Rooms.

The most common message you will receive is that a particular frigate is damaged, with the option to recall it straight away, or letting it continue at the risk of losing it completely.

More complex interaction was added in the Orbital update. You are unlikely to see this with organic or pirate frigates, of strong fleets. Sometimes the fleet might just want advice, on other occasions it might request you to warp to its location and help out out.

My approach to this is that in the early stages of a game when you are building up a fleet it is worth intervening, but later on you might have more pressing matters to deal with.

### **Page 97**

**At the end of paragraph 2 of System Information** the Economy Scanner allows you to scan for nearby Trade Events, which are the presence of a Trade Outpost and a Trade Surge.

**Amend the last paragraph to read:** When using the Galactic Map on a Freighter, the Economic and Conflict information is only present if you have fitted and Interstellar Scanner to your Freighter. However, you can use waypoints to transfer your chosen destination between the maps in your ship and freighter maps.

### **Page 104 – Standings – replace the entire section**

#### Standings

Your character has a standing with each of the three races. The higher your rating, the better the missions that you can accept from their Mission Agents, and the more help you will get from NPCs of that race. Perhaps most importantly, when you buy technology from one of the races Space Stations, a high standing will result in a discount, and as the currency of technology is nanites, this can be very helpful in the early stages of the game. Later, when you are buying Reactor Cores to build your own ships, it will also be very welcome. Even at modest standing levels the discount is worth having – level 50 being worth 25%.

You can check out your standing in the Milestones page of the Menu, along with other parameters for each race – Missions Completed, Words Learned and Systems Visited for all the races, and others that are race specific – Nanites (Korvax), Walkers Destroyed (Vy'keen) and Smuggling (Gek).

To maintain your standing you need to behave carefully - not acting like a pirate while in their systems for example. You can increase standing by bribing them with artefacts suited to their own race.

If Pirates attack and you successfully defeat them, or you claim a bounty for chasing and shooting one down, this will be seen as a good act and will increase your standing with the dominant race of the current system.

Perhaps the most interesting way, though, is to undertake missions that award you with a fairly valuable object and increases your standing. Some missions can be picked up casually – interact with a NPC at a Minor settlement, for example, and they may have a minor task for you. Other missions can be allocated to you by a Mission Agent.

### **Page 105 – Guilds – replace the entire section**

#### Guilds

There are three Guilds – **Merchants**, **Mercenaries** and **Explorers**. Every Space Station has a single booth that represents one of the Guilds – there is not a pattern for this, you will find all types of Guilds at all types of Station. The booths are staffed by **Envoys**.

Before the Guild Envoys can be useful to you, you will need to build up your standing. There are two ways to do this. At the booths you can donate items in your possession to the guild – there is a list of what you can donate and how many items the Envoy will accept. The list contains items of interest to the Guild in question – Merchants want Salvaged Data and Repair Kits, along with Trading Goods and stuff you can buy from Pirate systems. Mercenaries like Walker Brains, Salvaged Glass and other loot that is the result of conflict, such as Pirate Transponders. Explorers are keen to have Glowing Minerals, Storm Crystals and items that have been found on Planets.

Once you have donated the maximum quantity you don't have to do much see that item return to the list – it seems that just travelling to another system by teleport and returning is enough. This seems a bit easy to me and may be made harder in time.

The other way in increasing guild status is to complete guild missions that are allocated by the Mission Agent - you won't be offered missions by the Envoys.

The reward for higher Guild status is access to items that you can take for free or at a discount. Some of the rewards are difficult to come by in normal circumstances. Look out for Guild Envoys that offer you a free item that can then be donated back – this seems to happen with Mercenaries, who can both give and receive Crystallized Hearts or Walker Brains.

It's a good idea to make a note of Guild Envovies that offer items that are of interest – Salvaged Frigate Modules come to mind – so you can return for them when you have built up enough standing to acquire them.

This is another area of the game where you might want to specialise and put your efforts into one type of Guild. There isn't a huge difference in the types of missions you will need to perform to raise your standing.

### **Page 121 – Space Stations – replace the entire section**

Most of the Solar Systems will have a Space Station. You may occasionally encounter an Outlaw or Abandoned station, but the regular ones are busy places with a standard layout and set of facilities. Some of what you will find there is discussed in other parts of this book, so there will be a little repetition, and if in doubt, check the index.

The Stations were overhauled in the Orbital Update, so now have more impressive and varied exteriors. Although the patch notes talk about the interiors being procedurally generated, this only applies to the appearance, not the layout. In fact, the interiors are simpler than the old ones, but the colours and decor vary and there appears to be room to expand them in the future.

There are two ways to arrive in a Space Station. You can use a Teleport, in which case you will materialise in the central booth on the ground floor. If you fly in through the docking port, your ship will land automatically and turn round so you are ready to exit. That's how I'll start this tour of the station.

The flight deck has space for eight ships including your own. Traders land here, leave their ships and are then available for trade, for you to make an offer on their ship or recruit them to your Squadron. You can exchange your current ship (be sure to dismantle your technology and transfer your cargo), or buy theirs outright if you own less than nine others.

If you sell goods to NPC Traders, it does not lower the system price of that commodity - a fact that will make more sense when you are reading the Making Money chapter!

When you leave your ship there are three levels opposite you. You can reach the upper decks of the Space Station by ramps, or you can use your Jetpack. Firstly though, walk towards the booths on the ground level and in the middle one you will find the Teleport.

The type of teleport you find in the Space Anomaly is larger, with more choices, but all the terminals on Space Stations, Bases and your Freighter allow you to travel quickly to bases you have built, any other Space Stations you have visited, other Players bases that you have become aware of and the bases of anyone who is in your current Multiplayer group

There is a little information available about the bases on the listings pages but if you select a base the next page shows you all the known information about the Planet it is on.

The Stations available have some useful information shown about them. The three icons bottom left of each title indicate race, economy type and conflict level. If those icons aren't there, they will have been replaced with icons indicating that the system in question is the target of an ongoing mission.

Select any Station and a little more information is available – including the wealth of a system, an important factor in choosing where to carry out your trading activities.

Opposite the Teleport is a **Galactic Trade Terminal**, described in detail on page 151, but at a basic level it's easy to use.

In the booth to the left when facing the rear of the station is a **Mission Agent**. Interacting with them is described in detail in the Races and Guilds section starting on page 104.

In the right-hand booth is a **Cartographer**.

This alien sells you maps which, when activated from your inventory, mark a place of interest on your HUD for you to travel to. If you purchase a map for Nanites it will be of a random type. If you exchange Navigation Data for a map you can choose from one of five types:

**Secret** - Manufacturing Facilities, Operations Centres, Storage Depots and Colossal Archives.

**Distress** - Crashed Freighters and Starships, Abandoned Buildings.

**Commercial** - Shelters, Observatories, Minor Settlements, Trading Posts.

**Artefacts** - Plaques, Monoliths, Ruins.

**Settlements** - Frontier towns that you may be able to take control of and run for a profit.

These maps make finding a particular location less of a lottery, although you sometimes have to use up quite a few of them before you find what you are looking for. The first four types costs one Navigation Data to purchase, but a Settlement map will cost you five.

By now you should have noticed Non-Playing Characters are wandering about the station. You can interact with them to learn their language or give them gifts. The majority of them will be of the dominant race, but there may be others, including possibly a **Traveller**. If you do encounter one of these, interrogate them thoroughly, twice, in the hope that on the second interrogation you can ask them where they came from. For 100 Nanites they will reveal the location of their grave, which when visited will award you a **Portal Glyph**.

You may also encounter NPCs who want to work for you as part of the *Expanding the Base* mission to perform research for you if you have built them a terminal at a base or in your freighter.

Tucked away under the stairs on the right you will notice a rather makeshift stall. That's where the **Scrap Merchant** trades. He deals in salvage from Derelict Freighters and sells Beacons so you can find them, as well as a whole array of dodgy items for a different currency – Tainted Metal. The whole subject of the black market is dealt with in the Salvage chapter starting on page 205.

Looking behind the booths on the ground floor you will find three devices. On left you will find the Starship Outfitters and in the middle the Starship Fabricator, both discussed when we looked at Starships starting on page 70. On the right is the Appearance Modifier where you can change the look of your character. This doesn't

make anything other than a cosmetic difference, and although it can be fun it won't make you a better player!

Moving up to the next level are four more booths. All four Technology Merchants will buy and sell Upgrade Modules for their chosen speciality – Exosuits, Multitools, Starships and Exocraft. Don't forget that you can sell unwanted upgrades for Nanites at any of these merchants by selecting the **Purchase** Upgrade Modules option, but on the next page click on the **Sell** Button.

The Exosuit Merchant has an Upgrade Station for buying suit slots – see the Exosuit Section (page 67) for details of how this works. The Multitool merchant has two replacement tools for sale and a panel that lets you buy slots or upgrade the class for the current tool.

This level also has a Station Core, which you approach up a short flight of steps. Here a panel states it controls the Flight Path and Landing Overseer. You need a Station Override unit to overwrite the code. This function may be connected to a future expedition or expansion. The other option allows you to present a false passport, acquired from an Outlaw Station, that resets your standing with the race that controls the station.

A **Guild Envoy** (described on page 105) has a booth in the far right corner of this level.

The rest of the station holds a few bits of kit you can interact with, such as a corrupt server. To me it looks ripe for expansion, particularly the upper level, and along with the Station Core, there looks to me like it might be possible to take one over as a base in a future update.

**Page 168 – Add the following section before The Black Market**

### Trade Surges

The Orbital update added a new way of increasing profit from Trading. To take part you need an Economy Scanner fitted to your Starship. This can then be accessed from the Utilities section of the Quick Menu when in flight. You can also operate it from the ship's Inventory.

A surge is an event that lasts for a couple of hours, when a nearby system will be offering greatly increased prices on Trading Goods. The type of goods it requires is dictated by its own economy, as shown by the Trading Loop diagrams on page 158 and 159. It's unlikely that the system is one you already have logged, so you will need to warp there. This will place it on the list of locations you can Teleport to.

The best way to proceed next will depend how far into the game you have advanced. If you already have some systems logged that match the required economy, and ideally are rich systems, you can just teleport to them in turn and buy up as much stock as you have the cash to buy and the space in your inventories for.

If you don't have many suitable systems logged, then you need to identify nearby systems on the galaxy map and warp to them to fill up your cargo hold with the desired goods.

The margins available during these surges can be spectacular – for example items that normally give a 25% sale profit can give you 100% or more - but to take maximum advantage you have to sell everything in one go in order to benefit from the price hike or you will crash the market. To this end you don't want to split cargos between different inventories, so this is where a Hauler with lots of cargo space will be an advantage.