

Addendum for Version 6.00 (printing 1.18)

Voyagers – the introduction of Corvettes

The version 6.0 update of No Man's Sky introduced a feature that takes the building of custom Starships to another level. In addition to normal, Sentinel and Living ships, a new class has been added.

You can now design your own Corvette ship in which there is enough internal space for you and other multi-player companions to travel together. You are also able to kit the interior out with useful features such as refiners and storage containers. The customisation is very detailed, as it isn't limited to large parts such as wings, engine, fuselage and cockpit – you can choose from numerous combinations of core components and then add structural and external decoration to make the ship look good.

When to build Corvettes.

You can create your own Corvettes as soon as you have completed the Awakenings mission and acquired some cash. However, until you start grafting for parts, 7 million units is the minimum required to get you a poorly equipped ship, so in the early stages of the game you are much better off upgrading the starter ship or buying a more useful one from a passing trader. You may even find owning a Corvette a hindrance to making early progress.

The attractions of Corvettes:

- Creating them is a creative process you may enjoy, and the end results can be pretty cool to look at.
- You can host multi-player friends on journeys and missions.
- The habitation units can contain some useful features that you would otherwise have to return to a base or freighter to use.
- The Autopilot can help you explore solar systems more easily.

The Disadvantages of Corvettes

- They require more room to land on a planet
- Standard Landing Pads don't work
- You have to dock with Freighters as they don't fit into the hangers, which means more time travelling to get to the bridge.
- A lot of time is required to create a ship which equals or betters a normal ship.

Building Corvettes

Every regular or outlaw Space Station hosts Corvette Workshops attached to the new Corvette landing pads. You will find these at the far end of the regular landing bays, and because of the distance from the main facilities, normal space stations have a set of 4 local teleports on the right wall of the station beyond the Mission Agent that can take you to your own creation or other player's ships. On Pirate systems, it's currently a long walk away but this may be fixed in later updates.

Two panels exist beside each Corvette landing pad. The main one controls the workshop. You can edit an existing ship or create a new one, buy modules for their construction or barter for modules in exchange for unwanted ones you already possess.

The second panel accesses a cache of modules. With 160 slots, each able to hold 500 examples of a single type, you should be very unlikely to fill it up. The cache works like a storage container, so you can only transfer items to and from your Exosuit inventory.

Creating a new Corvette requires 7 types of module. When you are in the workshop mode, select the Build menu, choose some landing gear and then use the 3D style interface to place it on the lowest level. A Habitation or Walkway unit, Cockpit, Reactor, at least one Thruster and some sort of weapon is also needed, and importantly, an access-way for you to board and exit your creation. Only now can you finalise the design, but you should bear in mind some practical considerations – the habitation units and half-length walkways are your living quarters and need to connect to the cockpit and access-way. If you stack the living areas vertically you can connect them with ladders when you kit out the interior. Corvettes don't need to be built symmetrically, so your reactors, boosters and weapons can be located wherever there is space, although you might not like the look of them.

Shielding units are useful core modules, and you can add fairings, engine covers, wings and other items to create a streamline appearance – or any other style you might fancy. Further enhancements may be purely decorative. If you are trying to build a big ship, you may want to use the linking modules to create a framework.

Build Tips

You may notice that your newly created ship holds some modules in its Tech slots. This only applies to Habitation Units, Cockpits, Engines, Reactors, Landing Gear, Weapons and Shields.

There is also a limit to the number of these items that will take up space. For example, Habitation units and Walkways not only give you interior space, but the first three you add will increase the number of cargo inventory slots your ship has.

However, If you add more, they will increase the space inside your ship, but they won't add to the cargo slot count, and therefore won't be added to the Tech slots. Another example is Reactors. Two Medusa-Class Reactors will add to the manoeuvrability and boost power of your ship and take up two tech slots, but any more will just be decorative and not consume Tech slots

If you also want to add regular Starship tech and upgrade modules you will need a lot of Tech slots. Careful arrangement of the modules will enhance performance, just like regular ships.

You can add Inventory and Tech slots using Storage Augmentation modules or cash at the Starship Outfitting Station. However, what is not immediately apparent is that once the Tech inventory is full you can still add Corvette modules, and some of them will actually add additional slots. So, create a small Corvette, finalise to design, then add the regular tech you want, such as Hyperdrive upgrades, before returning to the workshop and finishing off your masterpiece with more habitation units, reactors and so on.

If you want to add more tech slots, delete a weapon in the workshop, fill the vacated slot with a random upgrade module, return to the workshop and reinstate to weapon. On finalising the design, you will find the weapon will have added another new slot. I can't help feeling the above process is a bit of a cheat, so at some time in the future you may find this process for adding new Tech slots is disabled.

While creating or editing a ship, study what happens to the stats shown on the top right of the editing screen as you add, move or replace modules on the ship. Sometimes small changes can make surprising improvements.

Acquiring new modules

Unless you are going to switch to Creative Mode, this is the biggest hurdle to building impressive Corvettes. The basic modules that can be bought for cash don't offer much variation in design, and can't be bartered for better ones. You are going to have to go out and graft for the advanced modules. There are various ways of doing this. The easiest, but least interesting, is to find planets listed as having Salvageable Scrap, land, use your scanner to locate the scrap, travel there, expose them with the Terrain Manipulator and release them from the protective layers of Ferrite with the Mining Laser. This will award you a number of extra modules, sometimes with other random scrap.

There are other ways of earning the modules. They can be awarded by Frigate Missions, dug up from the Salvage Containers around Crashed Freighters, and salvaged by exploring Derelict Freighters. These are all more interesting methods, but slower.

Bartering for Modules

If you have unwanted advanced modules you can attempt to swap them for modules that you do want to use, in the same manner as bartering for ancient bones to build skeletons. It's a bit frustrating as you often have to offer very good parts to get the ones you need and even then your offer might not be accepted. You can offer up to three modules that you have earned by grafting to get one part required to finish off your design.

Operating Corvettes

Because Corvettes have interiors, you have to board them rather than just jump straight into the pilot's seat. If the landing bay has a ramp which is open, you just walk up it. If the ramp isn't open, you should be able to locate the button to open it through the hull. The Thunderbird landing bay is a lift, on which you stand, and then by looking upwards, locate the operation button.

If the Corvette has landed in a particularly hard place to access, you should find it has spawned a local teleport you help you board the ship

If you travel to your freighter by teleport, don't panic if you can't see your ship in the hanger deck. Corvettes are too large to enter freighters. There are two docking spots either side of the standard entrances, and once you are close enough the ship will dock itself. To board the freighter there is a button in the landing bay labelled *Beam Aboard*. Press it and you will be transported to the hanger deck of the freighter via local teleports that are located at the end of the walkways furthest from the stairs. Once your business is complete, you can return to the Corvette by operating a teleport again.

The Space Anomaly has a landing area specifically for Corvettes nearer to the entrance. There are four landing pads with local teleports that link to four in front of the Nexus. The Anomaly is a good place to check out other player's Corvettes, and you might be able to join a group and travel in one of them.

The quick menu has a couple of extra entries when you are flying a Corvette. You can leave your seat, wander around the interior and use the various facilities you may have added. If you want the ship to be doing something useful during this time, the other quick menu entry allows you to set an autopilot. You only have a choice of the current space station or the edge of the atmosphere of any of the planets you have already discovered. It seems a shame you can't also set it to fly to a marked but as yet undiscovered Planet.

Bases and Corvettes

As I've mentioned earlier, Landing pads don't work for Corvettes, so when building a new base you might want to take this into account. Providing a large open space will at least allow you to manually land somewhere elegant or re-position the ship nearby. If you can fix the landing position before you build too much of the base, you might even be able to get it to appear somewhere convenient when you teleport there, but there seems to be a certain randomness involved. A Corvette landing pad is something I look forward to being added to the game! You may also find landing on Trade Outposts or Minor settlements quite frustrating.

Space Walks

The landing bay of a Corvette allows you to go outside your ship even when in flight. If you do so when the Pulse drive is engaged, you will be marooned, but fortunately an entry in the Quick menu lets you summon your ship to pick you up again. If the ship is flying at normal speeds you stay alongside the ship, although you can use your jetpack to play amongst the asteroids or, once in orbit around a planet, skydive right down to ground level.