

# Addendum for Version 4.07 of the book and earlier

*These notes should be applied to any printing of the of the Guide to Companions and Later book and any printing earlier than 1\_07 of Version 4 and later.*

*The following replaces The Purge section of the Major Missions chapters, up to the section on The Atlas Path.*

The stated aim of this mission is for you to travel to the centre of the Galaxy. That's a long way, and an awful lot of warps. In the early days of NMS this was the way to complete the "final" quest. I'll discuss how to get to the centre manually shortly. However, to complete The Purge you just need to start to warp towards it in order to progress. In actual fact, it doesn't matter if you don't follow the suggested path the centre, so you can search for wealthy systems if you have an economy scanner fitted.

There are 16 warps to complete, so you probably will have to stock up on Warp Cells. For each warp you will receive a Portal Glyph, so that's the full set of those collected as a bonus! You will also be able to speak to your collaborators as you travel, tying up the story arc. After the 16<sup>th</sup> warp you will be guided to the Final Portal Interface which, once charged, will take you to a new planet and then to The Atlas.

## New Beginnings

Here you can take one of two paths. One is to Refuse the Atlas, which returns you to the galaxy you know, with the chance to reset the simulation at a later date. The other – the reset – offers you four choices of coloured globe to select. Each leads you to a new galaxy – blue for a less populated one, red for a harsh one, green for a lush one and white for the same balance as Euclid.

A reset will land you in a similar situation as the Awakening mission – lost on a new world with a lot of broken tech and a missing and badly damaged ship. You will have your inventory, however, so as long as you are carrying enough materials you should be able to recover quickly. Your intact Freighter can be summoned, and you will be able to return to bases in other galaxies.

There isn't much you can do about your Exosuit, but if you equip yourself with a spare low level Spaceship and Multitool before performing the Purge you will have a lot less to repair.

## Remembrance

A recipe will also become available for Remembrance, which when crafted and placed in your Exosuit tech inventory gives you an extra core health shield and allows you to operate any Remembrance terminals you may find (these are normally in locked parts of Space Stations). If you place it alongside a Star Seed gained from completing the Atlas Path, you get an additional shield on top of the ones for the seed and Remembrance.

## Getting to the Centre

There are four ways that I know of to do this:

- You can upgrade a Ship or Freighter to give you the furthest warp jump range you can manage and then follow the path shown in the Galactic Map. Because of the distances involved and the number of jumps, this will take days of constant playing.
- You can use the Black Holes to make longer, random leaps, but these can damage your equipment. Finding Black Holes is a lot easier if you have completed the Atlas Path.
- You can use a Portal to get you almost to the Centre - and if you read up on how Galaxy Coordinates relate to Portal Addresses in the Space... chapter you will realise you only need the first Glyph to get in the ballpark.
- You can look out for a Base to visit from those available at the Anomaly Teleport, as someone may have provided one that is at a Gateway.

These last two could be regarded as cheating as they weren't the original intention of the game designers, but I don't see any reason why you shouldn't use these shortcuts. There are plenty of other reasons to explore the Galaxy anyway.

## Gateway Systems

When you are near the centre of the Galaxy, there are only certain Solar Systems that allow you to jump to the heart, and you have to use the route selection controls to warp to the centre – you can't just click/hover and Jump. You will also need a fully fuelled Warp Drive – which isn't something that happens anywhere else in the game.

## What's at the Centre of the Galaxy?

If you want to save this as a surprise, look away.

If you do make the final jump you will suffer damage to your multitool, suit and ship tech. You might want to take the same precautions as I suggested when

completing The Purge. When the jump is complete you will find yourself on the edges of the next Galaxy in the sequence, some distance from your damage.

*Please add the following section to the second page of the Equipment chapter:*

### Supercharged Slots

These randomly appear in the Tech inventories. They increase the power of whatever upgrades you place in them.

*Please replace the last three paragraphs at end of the Space chapter with the following text:*

There are three ways to travel between Galaxies. You can use The Purge mission, Teleport terminals (once you discovered a Space Station or Base in that galaxy) or by travelling through the core of the current one to the next one in numerical order.

If you decide to travel extensively through Galaxies, take a look at the section in Part 3 about Travelling Precautions - it might save you a lot of time making repairs.