

Addendum for Version 4.11 of the book and earlier

The Echos Update

While many updates make minor changes to the game, Echos introduced a whole new race. However, at the gameplay level, there were also some useful additions.

Multi-tool Salvage Station

You will find this in the Teleport room of the Space Anomaly, off to the left where Tethys hangs out. It's just a question of making the tool you want active using the Quick Menu, then offering it up. The value of the scrap is shown, but just like the Starship recycler, the reward is in scrap parts that can then be sold at any Terminal for units. The parts can also be passed on to other players should you wish. In addition, several upgrade modules may be rewarded.

The Personal Refiner Mk2

There is a new Exosuit upgrade for you to research at the Space Anomaly. Similar in operation to the original Personal Refiner, it will cost you a lot of Nanites, but you can use two input items, which greatly increases the range of useful substances you can create. You will have to remove the mark 1 version before you can install the new one.

The end of the Jelly Anomaly

I discuss this around page 22 of earlier editions. It was a quirk that let you create Di-Hydrogen using a refiner. Hello Games have "fixed" so that you can convert Di-Hydrogen and Jelly with no loss, rather than creating a surplus. If you missed the earlier note, the possibility of buying Oxygen at Space Stations was removed earlier as well, so Normal mode requires a bit more care keeping up supplies of these important materials.

Starship Power Modes

It's now possible to switch the power modes of your Starship while in flight. There are four settings and you toggle between them with the "/" Key/D-pad Up/D-pad up/Up Arrow.

The original mode is Balanced. If you select Engines, the ship will fly about one third faster. If you select Weapons or Shields, the maximum speed is about a sixth lower.

Capital Ship Defences

All the freighters that you might decide to attack now have shielding which needs to be disabled before you can start to destroy the hull, and when you do, they explode rather than remaining as a floating shell. Attacking cargo pods will add to the hull damage of a freighter fleet. During the endgame with the Sentinel Dreadnought, you will have to carefully pick off the Shield generators using an end on approach. That too is now fully destructible.

The Wonder Projector

A neat little device that you can install in your Base to display a 3D image of any of your Wonders – personal discoveries of which you are proud. It's available from the Base component research station of the Space Anomaly.

The Autophage

The Echos update introduced a new race of sentient beings to No Man's Sky. The theory is that they have been there all the time, but you have been unable to see them as they can cloak their presence for your view.

The Harmonic camps and the Mechanical Construct that you may have created as part of the Singularity Expedition were the first clue to their existence, but now the members of the race themselves can be revealed fully by taking part in a mission called "They Who Returned". How this triggers is still unclear, but you will need to be quite some way into a new game for it to happen. The event that starts the mission is warping to a new dissonant system.

The Mission starts with an outside source hacking into your ship's navigation computer. First you will earn the plans to add a Polyphonic Core to the scanning abilities of your Multi-tool that reveals the presence of the Autophage, a race of mechanical constructs related to the Korvax. They don't just hang out at Harmonic Camps however – they may be found on planets other than Dissonant ones, unseen in the background of places of interest until you scan for them. The Polyphonic Core, when charged with Atlantideum, can also detect settlements from space.

The mission has two distinct paths. One requires you to earn the respect of the Autophage by completing missions for them. In return you will get the plans for the parts required to build a Voltaic Staff – a type of multitool that is visually very different and will earn you respect from the Autophage. The second branch requires you to carry out experiments for Nada and test the reaction to Atlantideum of various electronic devices and sites of interest.

The mission is well guided but will require some advanced resources. Once complete you can earn Void Motes by completing further missions for the Autophage.

This is a currency that acts like Nanites and can be used at Autophage Synthesis Terminals to acquire Autophage parts and other useful items. You will need to visit Construct Camps to unlock the customisations. Once you have sufficient parts you will find the sixth race unlocked. Cloth parts are also part of the new features, and these can be mixed with setups.

The Autophage are handled like all the other races – they have their own language which you can learn, ranking and journey milestones, medals and missions. For example, I needed to buy a facial component before I could change my race.

The Voltaic Staff

This acts just like a Multi-tool, but you wield it differently. The plans for the parts required to build a Voltaic Staff are awarded during the "Those Who Returned" Mission. Once owned, you can fit them with the same parts and upgrade modules as other Multi-tools, and they can be scrapped at the Multi-tool Salvage Station.

Korvax Monoliths

Once you have become acquainted with the Autophage, Korvax Monoliths take on a new role. They need to be charged with Atlantideum in order to impart some lore, and then you will be able to buy Atlantid Multi-tools, which are visually different and contain a new device called a Runic Lens which is a combined Mining beam and cloaking device.

Fighting Pirate Capital ships

A major new set-piece battle now occurs when you warp into a system and encounter a Pirate Dreadnought and its associated frigates attacking a civilian fleet. How often this is triggered is up for debate, but I've only ever experienced it when warping into a Pirate controlled system, and even then not on every occasion.

At the time of writing I've managed to destroy the Pirate Dreadnought but not save the Civilian fleet, but I think it's a question of getting your eye in and choosing the correct priorities.

Before its yellow plasma shielding is disabled you will need to fly inside it to cause damage to the Pirate Dreadnought, and to prevent it escaping you need to kill its four warp engines at the rear, otherwise once the civilian Capital ship is destroyed the Pirate Dreadnought will leave.

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To break down it's shielding you must destroy the Generators by flying below the metal shields along the two channels under the length of the ship. The Dreadnought's Heat Cannons will damage the civilian freighter heavily if not removed quickly and there are also Anti-ship turrets and Exposed Fuel rods to shoot.

Meanwhile the civilian ships are being attacked by torpedoes launched by the Pirate Frigates while conventional attacks continue from Pirate starships.

The rewards are great and even if you don't save the civilian fleet you will be able to recruit the Pirate Frigates once the Dreadnought is destroyed. I've still to complete the full task, but it's an addictive battle.