

Notes for version 5.53 – Worlds part 2 update.

This updates PDF version 1.01 to 1.10

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A new mode has been listed in the patch notes, but at the time of writing this has not made it onto all the platforms. **Abandoned Mode** should only be available from the Difficulty setting in Options and consists of a Universe without advanced lifeforms. The Story and tutorial are absent from this mode.

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Four items will always show up on the HUD – North East, South and West shown with the letters N, W, S and E

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At the end of the first section add the following:

To fully appreciate the diversity and wonder of the Galaxies you will have to complete most of the the major missions, because to reveal and then reach the Purple Class systems you must trigger and complete **In Stellar Multitudes**, the mission that adds the new systems to the Universe.

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Add to tip #4:

You can create a spreadsheet or paperwork of your own to keep these records tidy. To help with this stage I've created a logbook which is available for sale on Amazon - **No Man's Sky Revealed - The Explorer's Logbook**.

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Added to the On-foot Quick menu Utilities:

The **Nutrient Ingestor**, which allows you to consume foods and boost your powers can be summoned from here, along with the **Bait Box** for when you are fishing. **Enable Minotaur AI** will switch on and off the help it can give you.

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Further options added to summoning an owned Exocraft:

- It is already somewhere on the planet.
- A suitable Geobay or Summoning Station is on the planet.
- You have the Exocraft Summing Unit fitted to your Exosuit.
- You have an Orbital Exocraft Materialiser aboard your Freighter in the same system.

Page 61

Replace the first 4 paragraphs with the following:

You can rearrange items to make things easier to find manually, and we will look at the special features of the Tech slots in the next chapter, but there now are filters and tools down the left side that can make your life easier.

There now are filters and tools down the left side that can make your life easier.

The first 5 buttons let you highlight cargo by type - All, Raw materials, High-value items, Consumables and Installable technology.

Next come two buttons that can expand the tech or cargo areas so they fill the screen and saves you the need for scrolling.

The last four buttons will consolidate and sort the items in the cargo area for you. The options are Type, Colour, Name or Value.

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Nutrient Ingestor

Once you have the blueprint, you can add a device that feeds you. Any edible item can be placed in the ingestor and it's benefits are released over a period of time until it runs out.

The effects of the food will vary depending on what you feed yourself. It can increase the performance of your life support, hazard protection, sprint performance and much more and the more complex food seems to give better results. For example, a Cough Biscuit increases your cold resistance by 44% for about 6 minutes - worth popping one in when you go harvesting Frostwort!

Exocraft Summoning Unit

If you want to summon an Exocraft without building a Geobay or external summing station, you can create one in a tech slot of your Exosuit, but you will need materials from a Purple system to do so.

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After the Multi-tool selling section add the following:

As an alternative to selling them, you can also store tools that are currently unwanted in the Freighter.

You will need to install a Weapons Rack from the Furnishings section of the Freighter Build menu - you should own the blueprint without having to spend any Salvaged Frigate Modules. Once operational, you can put up to 18 weapons in there, and retrieve them when required. You can also choose to destroy them, but you won't get any rewards for doing so.

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Archiving Ships

Ships can be mothballed once you own a freighter, using the **Manage Fleet** panel in the Freighter's control room. You will lose the contents of its cargo hold when you archive a ship, but the contents of the Tech slots are retained.

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The Colossus can now be fitted with a Mineral Processing Rig, a three slot refiner which needs fuel to operate.

Additional features of the Nautilon:

An extra pair of controls let you Dive (Q//L1/LB/L) and Surface (Space/R1/RB/R). There is also a Dredging Laser available for the Nautilon, which allows you to mine the ocean bed.

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There is now a version of the Nutrient Processor without an Ingredient Store aboard the fishing Exo-Skiff and at Chronos' booth at the Space Anomaly.

Page 89

Replace the fifth paragraph with the following:

In No Man's Sky, this estimate is exaggerated in the interests of game-play. Every Solar System has between one and six Planets or Moons. It's possible to land a Starship on each of them. The size of the Planets vary, but not as much as in reality, and the distances between the Planets are considerably compressed. Nevertheless, some of the planets resemble the Gas Giants, although it is possible to land on an inner surface, albeit a rather dangerous one.

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Before Solar System Classes, insert the following paragraphs:

Planets of Special Interest

The following is a potted list of planet types that are worth looking out for.

Dissonance - indicates the presence of Corrupt Sentinels and the Autophage.

Vile Broods - These planets are infested with plagues of insects.

Some of the new types may only be found in Purple systems.

Relic/Ruins - Strange ruined structures exist on these planets

Gas Giants - massive planets that dwarf the others in the system, which are generally all moons. It is possible to enter the atmosphere and find a surface to land on, but there are frequent storms to contend with. High value minerals are available

Waterworlds - The entire surface will be covered with water, and the oceans can be very deep indeed. The only place to encounter Seaglass and some extreme sea creatures.

Hidden Solar Systems

Until the Worlds Part 2 update, there were four classes of planetary system - Yellow, Red, Green and Blue. Even now, you will have to get quite a lot of playing time under your belt before the fifth type - Purple - becomes discoverable. The **In Stellar Multitudes** mission adds the new solar systems to the Galaxy map, and you will need to equip your Starships and Freighter with a new hyperdrive module to travel to them.

How this type was hidden before and is now revealed is explained in the Lore you will learn during the mission, which is described in detail on page 251.

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Purple class systems are X and Y

Page 106

Replace the paragraph at the bottom of the page with the following:

It seems like the Guild redemption system has been bugged for some time, as now when you claim an item it doesn't become available again, at least for a very long time, so you can't just hop between two stations to acquire massive amounts of upgrade modules.

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Add the following information about Teleports:

Teleports limit the number of Space Stations they can remember to the last 70 you visited. If you don't want to forget a particular station in the past you had to visit it to bring it back to the top of the list.

There is now a Favourites function, which again has a limit of 70 locations. Adding a Space Station to your favourites does not save it from being deleted when the Space Station list is full, but it does bump it to the top of the list. You can also add Bases to the Favourites list.

Page 176

Replace the paragraph at the top of the page with:

Class isn't hugely significant if you are after a source of Rusted Metal, Oxygen, Sodium or Copper for making Chromatic Metal, as a small mine can produce more than enough in a day for your needs. If you want to extract huge amounts of a high value material though, then the higher the class, the better.

Now insert the following section:

Don't Cross the Streams!

How big do you want to go? In the past you could build vast mines, but Hello Games have throttled the output of mines somewhat, and you have to build carefully to create a mine that is a useful source of cash. There is a limit to how large an operation you can create before the laws of diminishing returns starts to affect your mining plant. There is a way of arranging the equipment that reduces this, however.

I'll use an example to demonstrate. I've found an A class hotspot for copper with a peak density of 77%. If I place a Mineral Extractor right on the centre, it will produce around 480 copper an hour. That requires 50kPs of electrical power to operate – which means unless you also have a nearby power hotspot you need 2 Solar panels and a battery to power the extractor constantly (unless you are in a Twilight Zone, in which case you don't need the battery).

You will then need to store the copper so that when you next return you can harvest more than the 250 copper that the extractor holds. Let's say you connect 5 depots, so when you return in 5 hours time you can harvest 5250 copper worth about 215k units. That's hardly going to make you very rich any time soon, but it's enough to stop you having to worry about a source of chromatic metal once you have refined it.

So let's add a couple more extractors close but not overlapping the first and then power them. You will notice that before you connect the other extractors to the storage network that they give similar extraction rates, so the three give 1440 copper an hour, That's going to triple the rate of extraction and if you also triple the storage it's going to earn you to around 645k, right?

Well, that's only true if you don't pool the storage together to make it easier to harvest the copper. The three example extractors connected by supply pipes only produces 1060 copper an hour. What's worse, the more extractors you add the more the supply is reduced. Six extractors connected to the same storage network only yields 1280 copper an hour.

Hello Games tweaked the algorithm to stop you building vast mines, but instead of throttling the supply based purely on the number of extractors around a hotspot, the limit is reduced according to the number that are grouped together. By having two storage networks being filled by three extractors each I need to harvest from two silos but collect over 30% more copper. Three more extractors and another network won't see a drop off in efficiency, either, other than not being able to get the extractors as close to the hotspot.

To make the above work, it's very important not to build the groups too close together. If you share the power supply that seems to be OK, so you can use a distant power hotspot, but even if the extractor, pipes or depots overlap in the slightest then they become one network – you don't have to connect the supply pipes at all.

So, with careful placement and grouping your extractors into twos or threes you will still be able to earn decent amounts of money, but not the obscene amounts you could in earlier versions for the game.

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Add the following section:

Donating to Chronos' Market

A new option in Worlds Part 2 is to be able to donate items to Chronos. Each "day" a new list of wanted items appears, and if you already have some or can produce them, you can hand them in. You will get some nanites, but also more importantly, your reputation with Chronos increases. I suspect that a higher reputation leads to greater rewards when he samples your food.

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After the Autophage Mission add the following section regarding the In Stellar Multitudes Mission:

Once the previous two missions are complete, you may have to wait for another 5 or more warps to trigger this one. While in pulse drive you will be interrupted by a strange object – Divergence Fragment Yabli-alpha. They are an Autophage whose shell resembles a ship, built after the destruction of Korvax Prime. They need some proof of who you are so at worst you will need to fetch some Atlantium.

Your conversation over the communicator ends with you being given the blueprint for Memories of Atlantid - 3 Echo Seeds and a Quantum Computer. Finding the Echo Seeds will require you to travel to a system with a dissonant planet and use a Multi-tool fitted with a Polyphonic Core to

scan for Sentience Echos. When you arrive at a marked spot you will need to use the Polyphonic core again to make it visible and then use an Advanced Mining beam to harvest it.

With Memories of Atlantid constructed, you should return to space and enter pulse drive to contact the Construct. You are tasked with planting the device you have just built into an Atlas Interface. Travel to a system that contains one and enter the Atlas.

The next step is for you (The Backdoor) to hack into the Atlas (The Scaffold) and choose a planet for it to recreate. You can take your time to go through these steps – you will be visiting the planet so you can choose the hazards you will encounter.

At this point, although the guidance says you should exit the Atlas, there is still a question unanswered. The first time I did this mission it seemed to be bugged at this point. The second time I answered the remaining question at the terminal and the mission continued, with my player meeting the Construct outside the Atlas.

Divergence Fragment Yabli – Alpha now shows you the new star that has been restored into your own reality, it's a purple system and you will need a new type of hyperdrive to reach it. The thing that might be able to help is the Assembled Construct aboard the Anomaly - perhaps you've been wondering what that is for!

The Assembled Construct tells you about Dissonant, or “Not Possible”, Space and gives you the blueprint for an Atlantid Drive for your spaceship. This requires some rare items, so you might need to do some work here.

Before setting off for the new system, I suggest you make sure you have a decent amount of resources as your Freighter won't be able to follow you.

Once you do arrive you will be asked to summon the Space Anomaly into the system.

Return to the Assembled Construct, who points out that Divergence Fragment Yabli – Alpha cannot follow. Somehow we need to merge the current and divergent realities – in effect, add all the purple system stars to the ones we are aware of. It's suggested that Polo can help. He thinks he can, but asks you to check with Nada, who isn't sure it's a good idea. Nevertheless, Polo presses on and gives you a blueprint for a Reality Anchor.

At this stage you won't be able to summon your Freighter and the Anomaly Teleport is offline as it isn't in “real” space. However, you can use the current system's Space Station Teleport, assuming there is one.

However, the main ingredients should be available on one of the nearby planets – the one you specified back when you fed data into the Atlas via the “backdoor”. Collect what you need, build the Reality Anchor and return to Polo. It seems that while you were away, Nada discussed the situation with Polo and when you talk to them they agree to bind the two spaces together by presenting the Anchor to the Prime Terminal. The process doesn't go well, however. You get another object to build – an Anomalous Scaffold – and when you return you must help the installation.

Return to space and you should find Divergence Fragment Yabli-α waiting. A look at the map confirms the permanent change – the Galaxy now contains a vast number of purple systems. Yabli-α is ecstatic and leaves to explore new worlds, and the mission is complete.

You still have work to do – you need an Atlantid hyperdrive for your Freighter and there are new planet types to explore and new minerals and gas to mine.