

Notes for version 5.64 – Relics Update

Palaeontology

This feature was expanded greatly in March 2025. Before then some planets were flagged up as containing Ancient Bones, and contained Burial Sites which you could locate with your scanner, dig up with your Terrain Manipulator and then sell for a decent amount of money. Apart from that, they had no purpose in the normal game, although they did feature in some expeditions.

Finding and using bones

The bone's locations are now flagged as Fossil Beds (they tend to come in groups of 1 to 4, but this varies by planet) and when dug up the bones are labelled as specific parts of animals – skulls, ribcages and so on. Just digging them up and selling them might be a useful source of units early in the game, and they can be displayed using the Build menu, but what's interesting is that you can assemble five bones – one of each type – into complete skeletons with the aid of display stands. Completed skeletons make attractive exhibits and are also worth significantly more than the sum of their parts.

The plans for different display stands are available from the Construction Research Station on the Anomaly and require only Carbon to build them. They allow you to create skeletons of quadrupeds, bipeds, reptiles, birds or experiment using a “protoform” stand.

Complete skeletons can be packaged up and placed in your inventory, allowing you to move their location, sell them or even gift them to other players. The stands are defined as portable technology, so don't need to be used within a base, but the clear intention is for you to build a museum with them.

Bones can also be used in cooking. Creating a Bone Broth requires you to reduce the bones to Soft Marrow and then filling two slots of the Nutrient Processor with the marrow.

Fossil Collectors

You aren't always going to have the bones required to construct the skeleton you want, which is where the Fossil Collectors booth at Space Stations come in useful. It's located opposite the Scrap Dealer on the ground floor, adjacent to the Cartographer. The dealer here only allows you to barter the parts you already own for those that you want, and it seems there is a certain amount of luck involved whether your bid is accepted. You can offer up to three of your own parts in exchange for the one you want to acquire from the dealer, but even when the offer is labelled as being insulting it is sometimes accepted. If your offer is rejected you don't lose anything, so if you have time to spare and lots of bones, you can experiment to get the best deal.

Dig Sites

Another feature that deals with bones are the Dig Sites. These have work going on and a resident collector for you to interact with. There are also barrows of scrap for you to search, awarding you Soft Marrow and other items. At each dig site a mission awaits you when you question one of the Geks present.

Stone Guardians

Fossil beds are often accompanied by Vigilante Stones. Pick up one of these valuable items and you will “Disturb the Eye” and awaken some rather impressive guardians made of stone which proceed to attack you. It’s best to wait until you have decent shields and a well-equipped Multi-tool before disturbing them deliberately. Getting in close and using a Scatter Blaster seems to be the most effective way of dealing with them. Destroying the guardians rewards you with the Polished Stone needed to build Relics.