

# Food and Creatures

Until the Creature Update, Cooking was an interesting and lucrative diversion, as was setting up automated methods of Egg, Milk and Honey Production to provide ingredients for your cooking. This involved taming creatures with the bonus that you could also ride around on them. With the update, taming creatures has become a major feature of the game – they can be your companions and assistants and you can even selectively breed them. If you want to dive right into Creatures and come back to food, that's OK, but I've left the Food chapter here and added Creatures afterwards because it seems like the logical order to explain them.

## Food production

Acquiring a Nutrient Processor is something that may lead to a great hobby, or to it sitting around unloved. There are lots of ingredients that you can collect, harvest or farm that will be improved by cooking them, and if you have a nose for what makes a good dish, then you can become a great cook and earn units from selling your produce at a Galactic Terminal or get Nanite rewards for getting Chronos to taste them. Don't go into cooking if you think it's the quickest path to money, Top of the range items will sell for 200,000 units, but these need exotic items, as well as multiple passes in the Processor. The charm for me is the logic to cooking that lets you work out how to create "new" dishes yourself. I'll give you a couple of examples to get you started.

A basic understanding of cooking is required for one of the least onerous farming methods for Nanites, however.

## The Processor

You need 10 Salvaged Data Modules to buy the blueprint of the Nutrient Processor from the Space Anomaly. It doesn't require power and doesn't need to be built at a base, but it's a bit slow, so you might want quite a few of them if you are going in for mass production rather than creativity. They require 2 Metal Plating, 1 Hermetic Seal and 50 Sodium, all items that can be bought fairly easily.

Opening up the Processor shows a three-slot device similar to a Refiner. It has a built-in larder called an Ingredient Storage which you can access from the bottom of the screen – this is effectively specialised inventory storage.

When you hover over one of the input slots you get a pop-up list which is filtered to only show cook-able items. Drag and drop an ingredient into one of the Input slots and the results processing it are displayed in the Output slot. Add other ingredients to see which combinations are valid.

## Basic Ingredients

All types of **Meat** you have collected by killing animals can be turned into Processed Meat just by sticking them in the Processor. If you want to make Smoked Meat you can add Carbon. Add any two types of meat together and you make a Mystery Meat Stew. The exception is Meat Flakes – the No Man’s Sky version of Quorn, which can be made from Mordite and then processed into Meat Chunks. Offal can likewise be transformed into Stewed Organs, and Salty Fingers used to make fish-based dishes.

**Harvested Plants** – the Biome plants, Mordite, Faecium, Kelp Sac and Marrow Bulbs can be processed into useful ingredients. In particular, Fungal Mould, Gamma Root and Solanium will produce Non-Toxic Mushrooms, Sievery Beans and Solartillo. Re-process these to make Steamed Vegetables, add two slots of any raw vegetables together and you create a Fibrous Stew,

Frost Crystals can be refined into Glass Grains which in turn will make Refined Wheat, a vital ingredient for Dough, Pastry and Batters. Cactus Flesh processes into Cactus Nectar which in turn makes Processed Sugar and Faecium makes Wild Yeast – needed to Make Bread.

**Wild Plants** have to be searched for, but some produce useful ingredients. The most obvious are Hepatoid Wheat, which can be processed into Refined Flour and Kelp Sac, which makes Kelp Rice. When you encounter these, they are worth collecting, testing and making a note of where you found them.

**Animal By-products** include various types of Eggs and Milk, Honey and Grease. I’ll look at how to use Animal Husbandry to collect these items shortly. Milk and Eggs are particularly useful cooking ingredients, as they are in real life.

## Simple Cooking

**Stews** are a staple of cooking and require few ingredients – either Meat or Vegetables in two slots of the processor. Adding a sauce makes the food more valuable. These can be processed from a variety of ingredients, but the simplest – **Flavoursome Sauce** – can be made with two portions of Steamed Vegetables.

## Using By-products

**Dairy** is a food chain that starts with milks and creates types of creams and butter. Adding Honey or Processes Sugar makes more exotic types of butter. Adding Wild Yeast to various types of Creams make different Cheeses. Omelettes are made from Eggs and Cheese, Meringues from Eggs and Sugar, and Custard from Eggs, Sugar and Cream. Further sophistication involves making Ice cream by adding cold

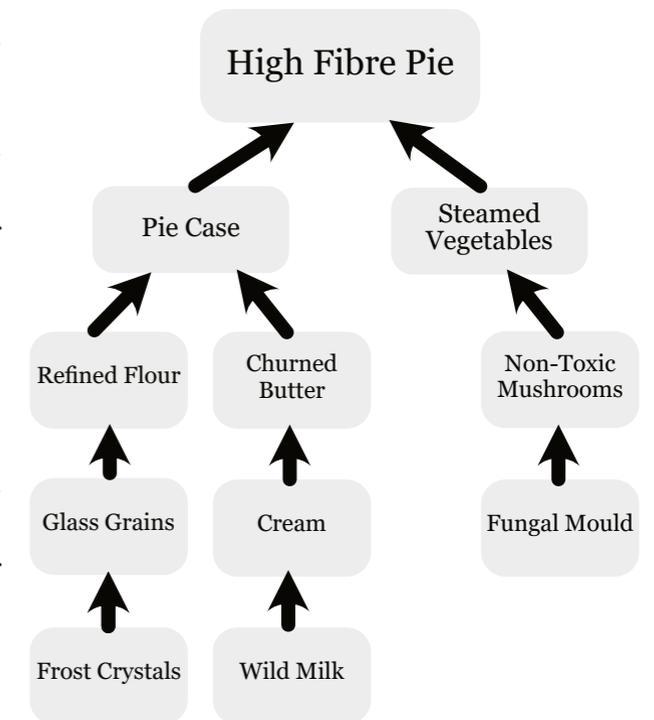
products and flavourings. Sugar can be used with flavourings to make Jams and Caramel.

**Baking** is another category that can lead to complex recipes. The two basics are **Dough** from Refined Flour and Wild Yeast, and **Pastry** from Refined Flour and Butter.

Further products are available by turning Dough into Bread, Doughnuts and Beignets and Pastry into Pie Cases. Flour, Eggs and Butter or Meringue are used to make Batters for cakes and other fancy goods.

Given that any food is improved if you put it a in pie, I’ve provided a workflow of how to make a High Fibre Pie. The Ingredients are Fungal Mould, Frost Crystals and Milk – so you might need to refer to the next chapter on Animal Husbandry if you haven’t already worked out how to collect the Milk.

The resulting Pie has a value of 40,000 units, or Chronos will give you up to 129 Nanites, depending on what mood he is in.



## Food for Nanites

There are a number of ways of grafting for Nanites. You can buy and scrap Starships and sell their upgrade modules. Refining Nanites is possible from Gold, Silver and Platinum, as I’ve shown earlier, but it’s not very efficient.

Chronos is pretty generous when you give him food to taste, so this is probably the most productive method for the least amount of effort, as long as you don’t mind the fact that you can only give him one unit of food at a time. The amount varies considerably each time you give him any one type of product – he’s a moody, attention seeking TV Chef wannabe, after all - but hits an average for each product. Offer him 50 Fibrous Stews and you will earn around 4000 Nanites. Add some sauce to create a Delicious Vegetable Stew and the amount will only rise to 5000, and you will have added two additional processor cycles. So, while you could create wonderful food, it won’t reward you proportionally.

The other thing to consider is the availability of the ingredients. This is where the Biome plants come into their own. I've already suggested you grow them in Biodomes for efficiency, and if you choose the quickest growing plants – Fungal Clusters and Gamma Weed – you only need a single Biodome to produce more Fibrous Stew than you will ever have the time to hand over to Chronos.

## Offering the right food to Chronos

One slightly frustrating thing about talking to Chronos is that the list of items you can offer him might not actually have your latest creation in it. The options list items in most of your inventories – even your Exocraft – and not in any discernible order. The solution appears to be to hide items in places that he doesn't look - the Ingredient Store and Storage Containers.

## Taming Animals for Food

You have been able to interact with Fauna in No Man's Sky for some time. With the introduction of the Creatures update one element has, if anything, got a little simpler.

The keys to taming animals are Creature Pellets. They are simple and cheap to craft – 60 Carbon is all you need - but once you start using them it's best to build up a good stock. Use a Cargo Slot to hold 50 of them.

An immediate use for Creature Pellets is to shield you from aggressive creatures. Use the Quick Menu and scroll to the Paw Icon and throw them a Creature Pellet and it may stop them attacking you. You can do the same with most creatures that are capable of being tamed, but the more docile ones will come close enough so you can select and feed them directly.

Once an animal has some of your food inside them, it becomes possible to re-select them with E/X/□, and this offers you choices. You may be able to collect Milk, Eggs or other items such as Grease from them at fairly frequent intervals, which will fulfil your Food Production requirements. An Animal may be adopted as a Companion as well, but we will get to that shortly.

There is a way to harvest animal produce automatically. Before the Creatures update it was a little more complex, involving specific Baits for different creatures, and these required somewhat complex crafting. Now the system works with the simple Creature Bait made from Carbon.

For Automated harvesting of animal products two device Blueprints are required from the Space Anomaly at a cost of 10 Salvaged Data Modules each.

## The Automated Feeder

This requires power and has to be loaded up with bait, which it then issues at intervals. This attracts and feeds nearby Fauna. When they are ready to produce, the other item comes into play.

## The Livestock Unit.

This has an inventory, and after some time of leaving it to its own devices you will find that the animals have deposited their by-products there for you.

The success of automated harvesting depends partially on the correct siting of the units. If you can build a base in a place that is regularly visited by large herds you will soon fill up the harvesters. However, the units don't appear to be active during the times you aren't actually present, so it's a good idea to have something else to do there.

## Robots

There are some rare types of creatures that look like robots. Although cool in their own right, they can be used for food production because they produce Chewy Wires. As a cooking product these are next to useless, as they can only be transformed into Carbon Nanotubes, but if you Consume the wires, you get an average of 7 Nanites per unit.

The initial feeding of a robot has to be done with Ion Batteries, and then you can follow it around and harvest its wires every 30 seconds, but they also respond to automatic feeding and harvesting and in this case you only have to add Creature Pellets to the feeder. I've yet to decide if this is a better way of farming Nanites than cooking, and if the possibility of being able to do so is a feature or a bug - it sometimes just stops working, but the planet I've tested it on doesn't have large herds of robots to keep the machinery busy. It might not be the ultimate solution to Nanite production, but it's interesting.

Robots can also be adopted as pets, and you will see people showing them off at the Space Anomaly. This brings us to the next subject.

## Animal Companions

This section of the book was written when the Creatures update had just been released. Some of the information in it may become incorrect when further patches are released – the dosage behaviour for Growth in the Egg Sequencer appears bugged to me, for example. Also, some of the pet behaviour may yet to be fine-tuned. If there are significant changes, I will make an addendum available at [DTVPro.co.uk](http://DTVPro.co.uk).

Adopting a pet in No Man's Sky is easy. Offer any potentially domesticable animal some food and it will become interested in you. There is no longer an issue with finding out what is the correct bait for the animal because, apart from robots, Creature Pellets are all you need, at least at the moment – perhaps they will re-introduce specialised food at a later date.

Even aggressive animals are likely stop in their tracks at the sight of a Creature Pellet, and these may make interesting pets – I've got a rather ill-behaved one as a pet that keeps killing other animals. Once any animal is showing as “recently fed”, you will have at least three options when you select it, and the top one will be to Adopt it as a Companion. No money needs to change hands and you don't have to prove you are going to be a responsible owner, so it's not like going to the Dog's Home.

## The Companion Register

The Creature Menu is a paw-shaped icon addition to the Quick Menu. There will be at least four options. The first to examine is the Companion Register – that's the one with the dog collar icon.

Six slots are shown on the left, but four of them will be locked to begin with, so you can only have two companion pets. There are no special quests that need to be completed to unlock further slots, but you need Nanites – slot 3 costs 500, slot 4 1000, slot 5 5000 and the sixth slot is a rather expensive 10,000 Nanites. Unless you want to carry out some intensive breeding or do nothing else in the game other than interact with your pets, you aren't likely to need as many as six slots - your Companions are high maintenance. You must give them attention, exercise and feed them. So, I'd suggest two is enough to begin with, unless you are flush with Nanites.

On the right of the Companion Register are the stats for the currently selected animal. If you haven't adopted one yet, I suggest you do, even if you have no idea what's best – there is no penalty for abandoning them other than the cost of the pellets. In fact, it is worth initially adopting more than one of the same species because when you compare them you will see that the information differs between animals.

Size and weight will vary, and there may be anatomical and colour differences, but age is significant as it will determine if the creature will be able to provide you with eggs for breeding.

The creature's Native Environment will determine where you have to take it in order for it to produce its Companion Eggs. Pets can be made to induce an egg every 24 hours as long as they are happy, of the correct age, well fed and in their natural environment. The egg then takes another 24 hours before it is ready to hatch. You

will need a free slot in order to hatch the egg. Gender seems unimportant as Males seem to produce eggs.

There are distinct stages of ageing for creatures. Young creatures can't lay eggs, and it takes about a week of playing time for them to mature into adults. Another week sees the creature reach old age. NMS uses a number of synonyms for these stages. Creatures don't die though, however long you keep them, which is good news.

## Personality

Perhaps most importantly are the three traits that will affect their behaviour as Pets, although these are expressed using six values.

Animals can have a value for Helpfulness or Playfulness – the higher the percentage the more of that trait they have - but they cannot be both. An animal that is only 8% Helpful isn't going to behave much differently than one that is 8% Playful. If you want pets that concentrate on finding things, get one that is as close to 100% Helpful as you can.

Gentleness and Aggressiveness are also paired. Aggressive pets may be more likely to attack dangerous plants or possibly other animals that threaten you. I've not seen any of mine defend me from Sentinels yet.

The final pairing is Devotion or Independence. A 100% Devoted pet sticks by your side, hardly ever wandering off unless you use the Point command. An Independent one may take some time to come when called but will explore more widely. It's a lot more likely to set off on its own to track a lifeform.

So, if you have a choice of two otherwise identical animals but differing personalities, you can choose one that is closer to the qualities that you are looking for in a pet.

There is another value at the top of the listing. Trust starts at about 60%, and updates as you interact with the pet. It's easy to get it up into the 80% region, and if you neglect the pet it will drop. The more a pet trusts you the more useful it appears to become.

## Companion Behaviour

You must keep your pet happy if you are to get the best out of it – select it and you can pat or feed it from the menu.

Much of a happy pet's behaviour will be influenced by its statistics. As you travel around on foot, your companion follows you, but not always too closely. It may scout around or engage in other activities such as digging up resources or tracking lifeforms. If you stop moving it should eventually arrive by your side.

There are two main tasks it will carry out – bringing you gifts and defending you. The value of the gifts varies considerably, as does the likelihood of its defensive behaviour.

You have a couple of gestures available in the Companion Menu. “Over Here!” calls them – and the speed of their response will depend on their character as well as their Species. Pointing sends it in the direction you point towards, but not to any particular object. The Companion icon (a Green Diamond) can give you valuable information as to what they are up to. They generally only travel a short distance before they start scouting ahead or engaging in some other activity.

Pets don’t seem to follow you into bases, can sometimes get lost or trapped and can appear not to come when called. This could be because they have been confused by a structure or geographical feature – they can enter a cave because they think that is the most direct route back to you. If you can’t find them, you can always use the Creature menu to dismiss and then re-summon them.

Once you have more than one pet, you can choose which one accompanies you. Dismissing a pet is a bit like putting it into Kennels, because when it comes back it will not have starved.

## Customise Appearance

This option is available when you select your pet. Depending on the Species, there will be up to three attachment points to which you can add devices, turning this part of No Man’s Sky into a latter-day form of Buckaroo. Although the menus says that you are customising appearance, the items may make the pets more efficient at collecting items or killing threats. The problem is that there are so many random factors involved that it’s hard to be specific without a lot more research. The pet’s personality, species and training affect its behaviour, and the current environment are all going to have an effect on the results.

My initial findings are that if you equip a pet with a laser it will use it to mine objects rather than digging them up. The Cargo pods and other similar items will allow the pet to carry more interesting gifts, while the various sensors may help it to detect them.

## Breeding

We have seen that you can induce a Companion Egg from your pet after 24 hours. If you then hatch this egg – and you can do that without returning to its correct habitat - the offspring will vary by up to 10% from its parent, in an apparently random manner. You can then use selective breeding over a series of generations to create your perfect pet.

However, if you want to improve its offspring in a controlled and much faster manner, you can visit the Egg Sequencer at the Space Anomaly.

## Gene Sequencing

You will find the Egg Sequencer between the Appearance Modifier and Chronos on the mezzanine level of the Anomaly. You can put a Creature Egg into it at any time, but you might want to wait until it is ready to be hatched because once you make a change to the egg you can only go back by re-loading a save. By waiting until the egg can be hatched you can see the exact results of any modifications, and if you don’t like the outcome you can reload your game. If you have done anything else useful at the Anomaly beforehand, I recommend that you force a restore point by entering and exiting your ship before you use the Sequencer.

One possible miss-comprehension might be that you can overwrite the changes by putting an egg through the Sequencer a second time. At the time I write, this is not the case – all the changes you make to an egg are cumulative. I’ll explain how you can use it to your advantage in a moment.

I’ve already described that hatching an unmodified egg can lead to small differences from the parent. However, if you do use the Sequencer for just one characteristic, the other three will be inherited exactly. Happy with your pet but just want to change its colour? Adjust that parameter and all the other parameters will be retained.

## Multiple Dosing

Given the above information, you might be wondering what happens if you put an egg through the sequencer more than once. The result is that the doses are cumulative, at least as far as the observable parameters are concerned. If you give an egg three maximum doses of a catalyst to make it larger, the change will be three times more than a single dose. You don’t have to go through multiple generations to exceed the single dose limit. This means you can create your perfect pet in just one sitting.

## Catalyst effects versus Species

One thing that caused me confusion in the first few weeks of experimenting with the Companion Update was choosing which materials to use as catalysts in the Egg Sequencer. Having made a rough and ready list using the Xbox version, I found that it was wrong on the PC. I checked a few people’s spreadsheets on the Internet to find that they contradicted my results, as well as each other.

What I don’t think anyone was taking into account was that the materials used for dosing varied from Species to Species.

I have two species in the same game on the PC who vary in this manner. *P. Stalkogia* can be made more Helpful by dosing the Personality Gene with Ferrite Dust, but this makes *P. Sweetdatusawae* less Helpful (or more Aggressive). The reverse is true if I use Tritium. I passed Creature Eggs to my Xbox game via Multi-player, and got the same results.

My conclusion is that growth and personality traits can be influenced by a pair of materials, but in some species their effect is flipped. I may be wrong, but as a model it's working for now.

## Growth

Every valid substance you put in the Growth slot will either Increase or decrease the size of the offspring, and there looks like a 50% split of which effect the substance will have. There is no reason not to use the cheapest or most available substance. Carbon, Oxygen or Sodium make up one group. Tritium, Ferrite Dust or Condensed Carbon.

Dosage is the next thing to consider. Each material has a maximum amount that you can add, which makes for a 100% dose. So, for Carbon its 410 units and for Oxygen it is 145. What defines 100% varies in direct proportion to the value of the substance – the cheaper the material is to buy, the more you need to achieve 100% - so for Gold it's only 14 units.

Does this matter? In most circumstances, not at all – in fact it's a good way of disposing of materials that you are carrying around with you that you don't really need. Adding a full 100% of any substance means that the size of the new creature will increase by the maximum amount allowed for that Species.

But what if you want to just make a creature just a little larger or smaller? You would think that adding a 50% dose would mean the change would be half the species maximum, but it doesn't. In fact, it gives exactly the same result as using 100%. However, there is a way of making subtle changes. Any dosage above 39 units of Carbon has the same effect as 100%, but below that is a sliding scale. So if you want your Dinosaur to increase by just 4Kg, you can just dose it with 10 units

This is a bit counter-intuitive, and I don't know if it's a bug, but it happens on both the PC and Xbox in build 3.2.2.

OK, you have a big pet, but you want it to be massive and a 20Kg increase isn't enough for you? Just pass the egg through the sequencer multiple times, as I've described above. One way to discover that you have reached the limit of a change of size will be that the message turns from "Increases" to "Inherited" – meaning the same as the previous sequence operation. The same works for size reduction. So, you can change the offspring of any tamable creature into any size within reason in just one generation.

## Gene Splitter

This is where things can get bizarre. It's possible to put too much Catalyst into this slot, giving you an Overdose warning. When you do, the result can be very odd, interesting or spectacular, particularly for 150%. Although unpredictable, they are repeatable – use the same dose of the same catalyst on the same pet and the result will be the same. Again, poke and hope seems to be the best course of action here.

## Colouring

Influencing an offspring's colouring seems quite simple at first – in general the colours of the catalyst as shown in the inventory seems added as details to the animals. Use Cobalt on my green pineapple and it gets blue spots every time. However, the Egg Sequencer shows the message "unstable" with all the catalysts and dosage levels I've tried, and as you can't judge the hatched pets colour in the Anomaly because of the hatching applied to the animals, it's very much trial and error. Multiple dosing does not result in you being able to produce a Blue Meenie, either (one for the kids there....) as the colouring is quite subtle – and may even cancel out earlier changes! There may well be some catalysts that give better result, but again they may also be species dependent.

## Personality Change

While the Growth, Gene and Colour traits are mostly cosmetic, this last option can make all the difference to the way your pet behaves, and fortunately it's normally possible to make the changes you desire.

For a start, the dosage percentage "bug" that occurs with Growth doesn't seem to apply to this trait. A 100% dose will change the personality trait by 20%. A 50% dose will change it by 10%, and for other percentages the effect is proportional.

The three pairs of traits and my recommended inputs are:

- Helpfulness and Playfulness – Cobalt and Ferrite Dust
- Gentleness and Aggression – Creature Pellets and Salt.
- Devotion and Independence – Sodium and Di-Hydrogen.

If your egg is showing 40% Helpfulness and you want to increase it by 20%, add a full does of either Cobalt or Ferrite Dust. For reduction, the other material in the pairing is what you need to use. If you have a value of 10% Helpfulness and you give a full does of whichever catalyst reduces it, the egg will become 10% Aggressive.

I've used the above materials because they are fairly easy to mine, craft or purchase. You may have better supplies of another material, but I can't be sure how much randomness is applied between species and traits so I've kept my testing catalysts to a minimum.

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What I have discovered through this testing is that some species don't appear to be able to be altered for a particular trait in a particular direction, however many catalysts I try. For example, one creature can have its size increased with Di-hydrogen, but Carbon also increases the size rather than reducing it, and trying every single catalyst I can lay my hands on hasn't found anything that does. I also have a species who's Playfulness can't be decreased.

This could be poor testing on my part, not taking into account other factors, a bug, or it could be by design – some species don't respond to catalysts for a certain trait so they are at an evolutionary dead end. As I said, if and when the picture becomes clearer, I'll post an addendum.