

NO MAN'S SKY PILLARS

PILLARS: INTRODUCING UPDATE 4.0

Update 4.0, *Pillars*, goes back to the origins of the 4 Pillars of No Man's Sky:
Explore - Fight - Trade - Survive
These elements have been touched on in previous updates but not in a serious meaningful way.



Freighter battles and encounters wont happen now on warping into a system. You will need a conflict scanner and search for an area of space at war to encounter them. The higher the level of conflict and technology economy scanner also required) will dictate the class of freighter / frigates you will find, low technology will be a C or B class, high in a high conflict zone an A or S class is more likely.

There are many more rebalancing quality of life changes like this in this update.

STATION OWNERSHIP

Travellers can now own a Station using a **Station Override**. The Overrides can be awarded from doing encrypted missions from the Nexus in the anomaly. Owning a station lets the player establish a system as a Hub Zone, this automatically updates the Galactic Atlas.

Players can set the following in a Hub Zone:

- Player Vs Player
- PVP Loot Drop
- Bounty System On Players / Visitors
- Set Pre-Fix or Suffix to Discoveries
- Base Building
- Guild
- Vendor Speciality



Most of the above are on or off and players visiting a Hub will gain a message asking if they are sure they wish to warp into that system, once in the system changing personal settings are overridden by the hub settings.

Vendor Speciality is the only one above that differs, you can use sliders to allocate where the S-Class modules are more likely to appear using the **4 Pillar Scale**, moving to fight the more likely the multitool and ship weapon modules will be as an S-Class.

Guilds when turned on will allow you to setup fire team armour skins and ship skins. Running missions you will look and act as a squadron and gain new guild missions. These guild missions may run in tandem with other hubs, or put you up against other hubs if you and they wish it, guild vs guild. Guild PVE missions are also available and Co-Op Guild missions, all bringing more depth and they will be on rotation like mini Expeditions. You can run these solos and your progress will add to the Guilds overall progress and seasonal loot and awards.

TRADE

Faction / Guild ratings now matter, you will gain discounts in systems that your rating is higher you can also barter or bribe some races, Gek will give you discounts if you gift them Nip for example. If your rating / language skill is low then you may be paying a premium and not know. Stations will now be more likely to sell items based on their economy, finding basic resources in a high technology area just isn't going to happen.

If you need basic resources visit a mining economic system. Think about mark up and profit and build trade routes based on system types.

EXPLORE

Planets will now also be effected by the 4 Pillar Scale when it comes to resources found on them. High wealthy systems will have higher value resources (more so than before). Some planets may gain **Apex Predators** far larger or more dangerous Fauna, some being able to smash terrain and flora. The Vy Keen may prize or task missions to hunt these creatures and their drops for large rewards and reputation. These giant Fauna can be found on land in water or even in the sky, planets that have such Fauna will have an indicator and will prove a challenge for any player, the higher the star rating the harder the encounter.



Cave Fauna have far more new species added, they can climb and scale walls and ceilings, be sure to look high and low while spelunking. Multiple new Fauna types have been added to planets.

(Some of your old planets the Fauna may have changed, cold biomes are more likely to have fur and dense coats, hotter biomes scales, humid amphibian, toxic and radioactive, mutations, lumps and bumps even to the point of having two heads or limbs that make no sense).

Colossal Archives now serve as a **Station Port**, what ever you take to an Archive be that Lore or Treasure / Relics found in the system or planet it's on, will be analyzed and will effect items for sale in the **Galactic Trade Terminal**.

Structures and waypoints uploaded may result in new base parts being added to your build library.

X-Class Modules can be found at Relic Sites along side the normal Treasure or found at Derelict Freighters and some aren't just enhancements to modules at stations, but **New Weapons Tech** such as the **Incinerator**, others that can be found are **Bouncing / Sticky Grenades**, **Tag and Shoot Homing Bolt Caster** and there are many more awaiting to be discovered.

Additional Planet Biomes: **Tar / Droid / Techno / Sentinel World / Ocean / Dune / Jungle / Relic**

FIGHT

Planets will now gain new structures, like the Derelict Freighters in Desolation these structures are Procedural inside and found on planets: **Sentinel Worlds** or Planets with high sentinel activity will have a **Sentinel Strong Hold**, raiding these complexes will shutdown Sentinel Activity on that planet for 4 hours if successful. **Pirate Encampment**, raiding these can result in gaining Units / Nanites / Quicksilver, you will encounter hostile NPC's in these structures that may have experimental or Alien tech. (Pirates on planets may also attack you in exocrafts, you may need to use yours to stand a fighting chance).

The NEXUS Missions have had a revamp, and new missions will cycle in and out each Season. Nada will also give you **Myth Missions** to embark on with the **Myth Beacons**. These are like mini Expeditions with 3 stages and multiple awards, they can be taken up Solo, as a Guild or a Fireteam.

The normal Quicksilver Missions nor have raid missions like **Sentinel Strong Hold** and **Pirate Encampment**. There are also **Photography Missions** and **Cooking Missions**.

Photo's **Helios** will award points to each member of the team, while created Food Cronos will judge and award points, these can be converted into Quicksilver before handing in the mission. Like wise **Ancient Bones** can be taken to **Tethy's** who will grade them.

The Space Anomaly can also shift in Space Into the Void, a sub universe, same planets by name, but **Infested Nest / Corrupted / Glass / Worm Riddled / Fractal Generated / Red Water / Living**. (All new sub biomes)

This can only be done once a day by each player, lasting 16mins x3, your aim is to use the Animos beam to gain the Fragmented Qualia of the Fauna and to gather Liquid Sun of the Resources for Nada to Scan in Investigate the Source of the Atlas corruption and understand the Abandoned areas of known space, and build on the lore of the weekend missions.

You can run these Solo, as a Guild or a Fireteam.

SURVIVE

With all of the new Additions above you will see multiple crossovers with Trade and Survive in Exploring and Fight.

Survival Mode will now also incorporate **Cooking** and being the main way to fuel Hazard and Life Support, Oxygen and Sodium Flora being **GREATLY** reduced on planets surface. Settlements will also have more of an active role in Survival Mode and you will start the simulation as a resident of a Settlement, placed by the Atlas to become the Overseer. (The story will be like an Expedition and award badges and awards with an option end game to convert to a normal or Permadeath save).

THE VOID

While in the Void you will find Modules and Storage (Organic Matter) to make your Living Ships on Par with all other ships, some of the Weapons you will get for your Living Ship in the Void you wont find any where else. You can also gain Modules for Alien and Experimental Multitools. You can find new Fauna here and make pets out of Monstroities and Worms if you multitooled them in the Expedition, with 16/16/16 mins (48mins) in the Void daily make the most of your mission by taking in multiple Myth Beacons for Nada to decrypt the awards back in the Nexus.