No Man's Sky is a sore spot for many people in the gaming circle. The plans for this game were incredibly ambititious, and the anticipation for its release ballooned during its production. People were so passionate about this game that the developers received death threats when they delayed its release. The developers promised many things, online play, fleet battles, complex creatures, and many more. However, the game they released had almost none of these far out promises.

The ensuing outrage from the release caused mass outrage, and, of course, horrible reviews. Literally less than 1 in 5 reviews of this game were positive. It smashed records of most refunded game on Steam almost immediatly.

However, no matter how angry everyone was, I just couldn't bring myself to return it. To me, the game had charm, and endless potential. So here is a few reasons why I love No Man's Sky, and why you should too.

**The Visual Splendor**

The picture above, as well as all the other pictures shown hereafter, were taken in the game, with the game's screenshot function. While people argued about the games holes in content, I never found a single person complain of this game's picturesqueness. The incredible depth that exists between worlds is amazing, and there's nothing more satisfying than finding an awesome sunset on a planet with 5 moons.

**The Stories**

As you'll see further on, there are two different ships in these pictures. This is because I switched part way through. The first ship, which name I have forgotten, I found. completely by random chance, crashed on an extremely hot planet. During the day, the surface temperatures exceeded 300 C, and I abandoned my old ship to pikc this new one. I spent 3 days on that hellish planet, gathering supplies to fix the ships faulty launch thrusters. I never forgot how hard it was to get that thing moving, but it was worth it. As for the new ship, called the Nowadach S55, I followed a distress beacon to it's location and fixed it. It's cargo capacity has allowed me to make some hefty profits in the intergalactic trade market.

**The Gameplay**

This game allows you to customize your technology very well. For example, my old ship used an amped up mining beam to fight off pirates, I chose it over conventional guns becuase of the laser's lack of travel time. As for my current ship, the Nowadach, it has a similar weapon, although I have devoted much more power to its warp drive. I have effectively tripled the distant I can go in a single warp, allowing me to find the best deals in a 1500 lightyear radius!

**The Updates**

Ever since its somewhat turbulent release, the developers have been adding new content to the game. Now you can build bases and settle down, or even get a freighter for huge trade deals, if you can swing the multi-million credit price tag. This game has a big future, and I'm proud to say I could be a part of it. I will leave you with this picture below:

This is a shot of my home planet, Oishirishir. It's a beautiful planet, with endless fields of green and a healthy climate. As long as you avoid the hordes of killer robots that roam its surface, you will love it there.

I'm serious. They are everywhere and have lasers.