



PROJECT SHATTERSTAR



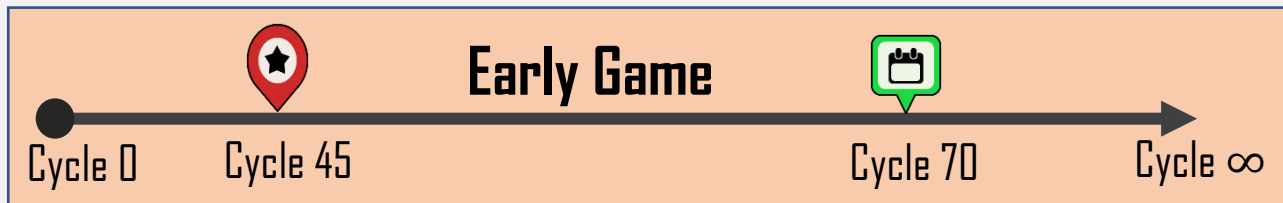
VOLUME 1 OF GUIDE TO THE ONI-VERSE

OXYGEN
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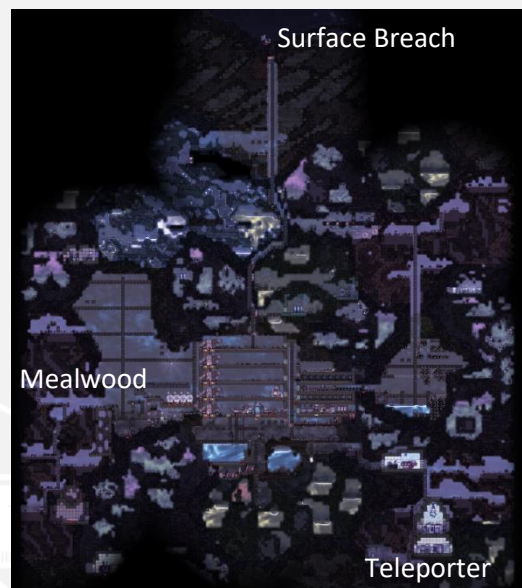
SPACED
OUT!

By-
the stormfather

CHAPTER 4 : Space and Oil







Cycle 45



Cycle 70 (Main Planet)

Things will get a bit complicated from now on, because we are officially a multi-planet civilization. While I will show only 1 photo on this cover page, the document will focus on updates on all planets.

Highlights :

-  We plant some temporary mealwood
-  We Breach the surface on the Main Planet and explore space
-  We find oil on the 2nd Planet
-  We build some Nature reserves

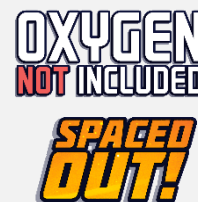
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Disclaimer-

Oxygen Not Included Is a sandbox game limited only by the player's imagination. I can assure you that no player (including me) has figured out the 'right' way to play the game....No matter how many hours they may have put into the game.

That's because there is no right way. What you do depends on what you want to achieve. Some love building ridiculous and elaborate builds, while others are more efficient and practical. Both are perfectly acceptable ways to play. What matters is that you enjoy what you do.

The following document is a guide and not a gospel. Like every other player, I have my unique style of play. What I intend to do is to share my playstyle and start a conversation with the community. This document will take you through a real and typical game, showcasing my approach to things. The playthrough will not be perfect. But it will be enlightening and entertaining. I hope my readers will use this series to modify their own unique style rather than copy mine.

Feel free to skip, ignore or modify any of the recommendations given in the series.

All Game art has been taken from the game files and is the property of Klei (if that wasn't obvious enough). I've used them only to make the document more engaging.

While this guide is quite simple, It is not meant to spoonfeed you. You may have to do a bit of additional research if you are a new player, and I'm happy to answer any specific questions.

The easiest way to find me is on Reddit. My handle u/Storm-Father. Please feel free to drop me a message or tag me in a post.

The series will use the following mods. These are quality of life mods and do not affect core gameplay

- | | |
|---------------------------|--|
| ● Wounded go to Med bed | ● Geyser Calculated Average Output tooltip |
| ● Per-planetoid materials | ● Critter Inventory |
| ● Blueprints fixed | ● Queue for Sinks |
| ● Pliers fixed | ● FreeCamera |
| ● Bigger Building Menu | ● MaterialColor |
| ● No 'Long Commutes' | ● Show industrial Machinery Tag |
| ● Suppress Notifications | |

Game Coordinates – 'SNDST-C-360860549-0'



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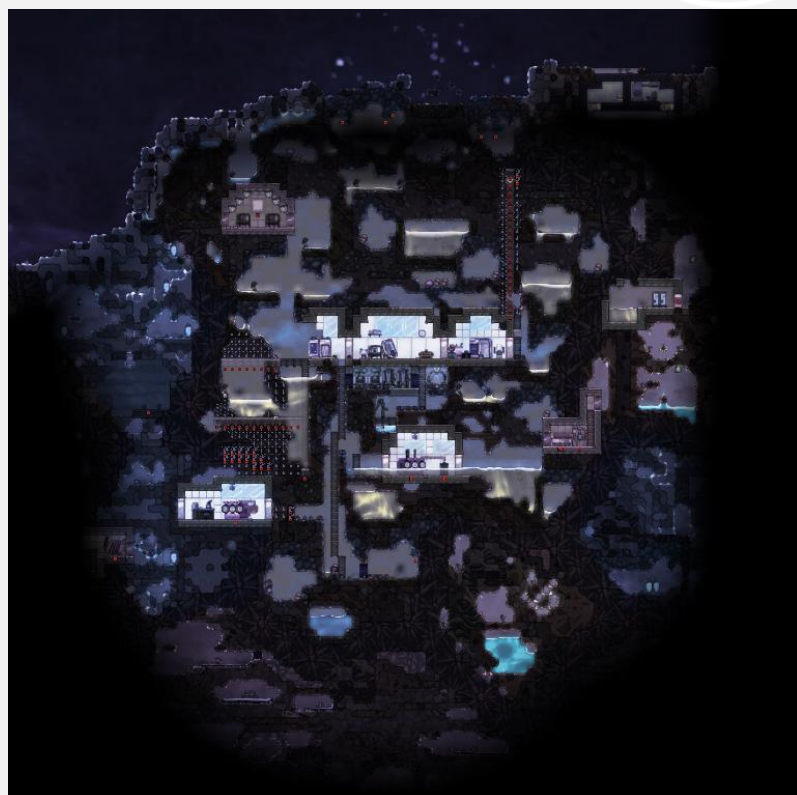
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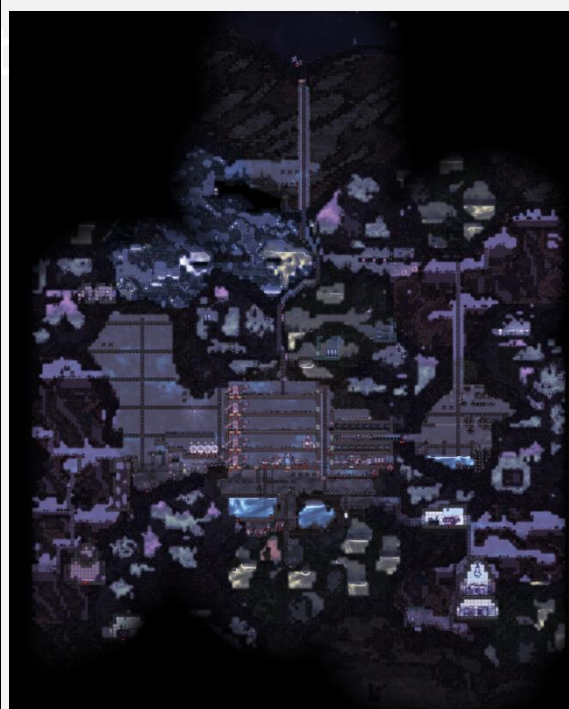
The Starmap



Petra



Neo Terra





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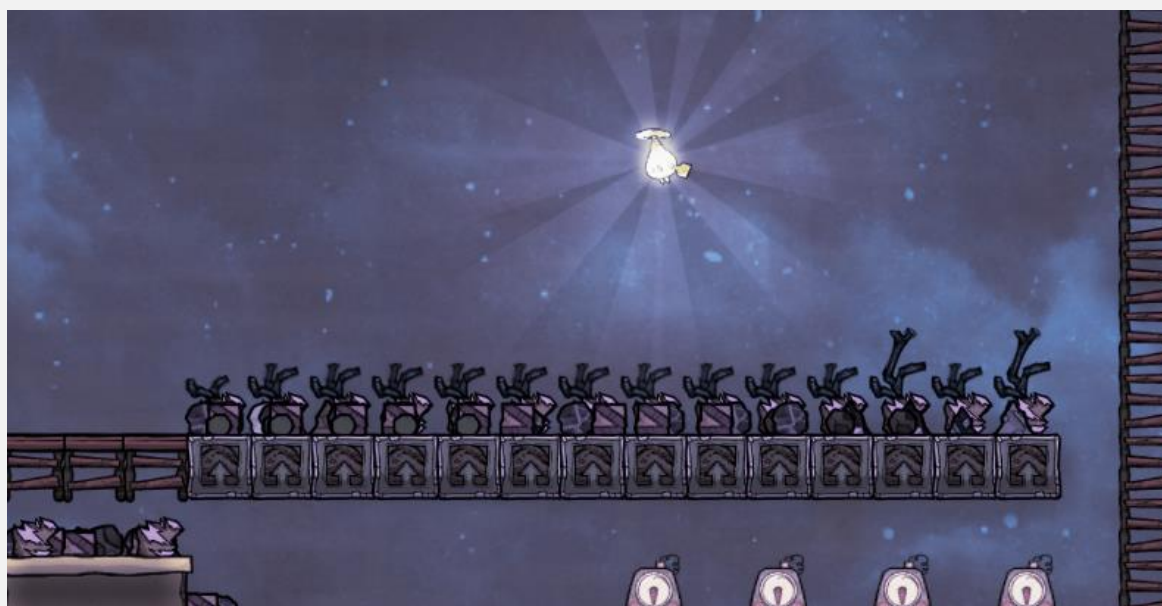
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1) The Famine Begins -

Ever since I did an 'All Achievement run', I've always tried to move directly from scavenging for food to barbeque. And it is possible, but you need to carefully balance your food available with the number of duplicants you're recruiting. I tried to be aggressive, with a total of 9 duplicants by cycle 61, which turned out to be a bit unsustainable.

So I had to swallow my pride and plant some mealwood around cycle 60. I might have been able to do without it, but I had reached a point where I had no food reserves, and my duplicants were on the brink of starvation because I was living cycle-to-cycle. I decided not to take a risk and gave up on the side quest. Dead duplicants would have been a disaster.



Survival before
pride, always.



I plant just enough mealwood to build some food reserves as I wait for my meat production to build up to a sustainable level. And on this front, we have done well, with 5 ranches holding 6 hatches each.

With the hatch ranches full, I've dug up the map so that all eggs fall right into the water, where any critters hatched from the eggs will 'evolve' (The ONI euphemism for killing your critters) into meat. Quite efficient.

The doors open and the eggs fall straight into water. Quick and efficient.



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For newer players or players who want a nice peaceful early game where they don't want to worry about their duplicants dying every cycle, **I HIGHLY recommend you plant mealwood early and use muckroot as a reserve emergency food source.** But trying to do without mealwood is a good way to practice and learn for that 100% achievement run.

Also, how many critters do you need? I did some calculations when I first started ranching and found that 8 critters can feed little more than 4 duplicants if meat is consumed directly and little more than 5 duplicants when the meat is cooked to barbeque. **Note that these are 'ideal' numbers**, meaning that it assumes that everything has gone perfectly. I think anyone reading this paper would know that life doesn't work that way, and neither does ONI. So always aim to produce more food than you think you need.



It's unlikely that you'll need more than 5 ranches, unless you're playing VERY dupe-heavy.



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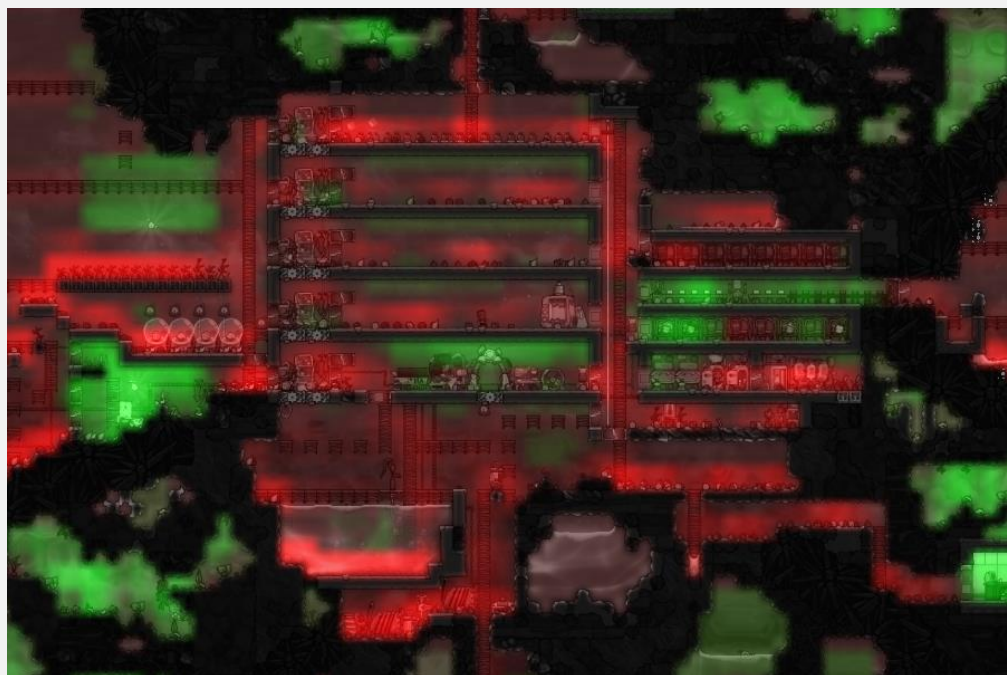
2) Reserving Nature, Décor vs Morale -

This is a topic I have discussed before, but I will go over it again briefly for the sake of any new audience. Décor and morale are important interconnected mechanics of ONI, but how important are they, and how much attention do you need to give them?

The short answer, morale is important, décor is not.

Long answer, the only purpose of décor is to affect morale, and it has a higher positive effect than negative effect. Let me explain.

If your duplicants are in an area with very low décor, they will get a penalty of -1 décor, irrelevant of how bad the décor is. On the other hand, if the duplicants are in an area with very good décor, they can get a +12 morale bonus. Thus the negative effects of décor are nothing compared to its potential for a positive effect.



Most of my living areas are red. And yet my duplicants are doing more than well.

That being said, in the early game, I would advise you to ignore décor completely and focus solely on other, easier ways to get morale. Using basic rooms, good food such as barbeque and nature reserves are more than enough for now.

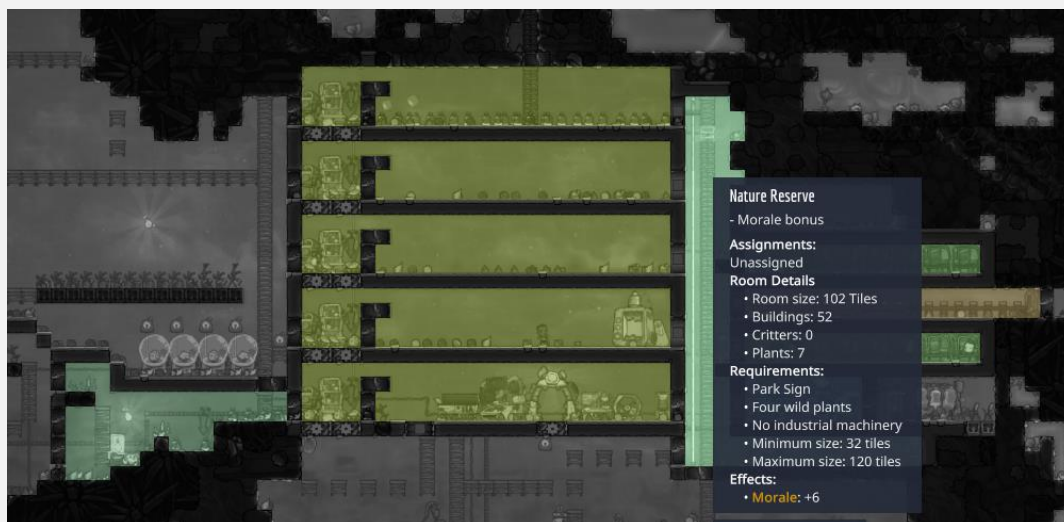
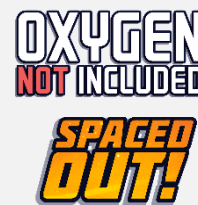
Later you can increase the length of their breaks and add a good recreation room. And then you can think of working on décor.



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This is the easiest +6 morale you will ever get.

This is an extremely overpowered and broken morale-booster, meaning that you should make nature reserves as soon as possible/convenient

In that spirit, we have built 2 nature reserves, strategically placed to be in areas with high duplicant traffic. Whenever you play ONI, never dig up your natural plants in the early game unless absolutely necessary (except muckroot). They come in very handy for building nature reserves, as you can see.

Duplicants	Skill Points	Morale	Hat
Vitaliel			
Bubbles BP	0	21/7	
Jean JB	0	18/3	
Leira WJF	0	17/9	
Mae BJR	0	16/8	
Nails DBOR	0	18/11	
Nails O	0	16/6	
Otto HR	0	19/9	
x Ruby MZ	0	15/8	
Oilelin			
Gossmann DCJ	0	12/2	



It's quite clear that my duplicants have excellent morale, much more than they need.

Could I have played on without the +6 bonus? Sure I could, but free is free.

In any case, it's good to have morale buffers, in case you mess up and end up stressing out your duplicants. Prevention is better than cure.

3) Exploring the Great Unknown-

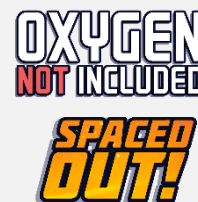
Digging is a regular part of the early to mid game, but we control how and where we choose to dig. While many of my digging projects are designed primarily to keep my duplicants busy, I had 2 targeted exploration missions –



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- To find the teleporters
- To breach the surface and start exploring space

In this chapter, we achieve both objectives. Unfortunately, I didn't record the exact cycle these happened, but it was between cycles 61 and 70. In any case, the digging style between targeted digging and regular digging is quite different. As the name suggests, targeting digging is usually a narrow tunnel dug in a particular direction to increase your vision of the map and find hidden assets on the map.

I now have a narrow corridor from my core base to the planet's surface and another corridor to the teleporters. You'll notice that the corridors are not optimal. They are indirect and pretty crooked. This was a conscious decision for several reasons.



The crooked path is built such to avoid slimelung germs, cold temperatures and unfriendly gases.

Is it possible to build a straight path early on? Yes it is, but it will take a lot of effort. Effort that I personally feel is not worth it.



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Our core base is open to the outside environment, meaning that the planet's ambient temperatures, gases, and germs can get into the base and affect my duplicants. Too much heat will kill my dupes. Too much CO2 will kill my dupes. Any chlorine or germs will give my dupes debuffs. With this in mind, the digging paths have been carefully chosen to not break into areas with chlorine, heat, or germs. Once I seal off my core base and set up atmosuits, I will be quite comfortable demolishing the entire planet without much regard to the surroundings.

I would advise you not to worry too much about fine-tuned optimization or aesthetics in the early game (Unless that's what you enjoy doing). These are things to worry about in the late game.

4) Peeping into the Void –

We now have a telescope on the asteroid's surface, which we are using to explore the star system around us. Simultaneously we sent a duplicant via the teleporter system to the 2nd planet.

With this, we set foot on a new planet for the first time. A quick look at the star map tells us that the planet connected via teleporter is actually reasonably far from the home planet. And that we have a planet that is much closer to ours, which can be easily reached by rocket.

The star map also tells us that the 2nd planet (Or the natural planet, as I like to call it) has oil on it, among other resources. This is excellent news, as we can use the teleporter system to transfer this crude oil back to our home planet.

Now is probably a good time to talk about the teleporters. The teleporters connect the home planet with one other planet. Here, each planet has 3 sets of teleporter buildings. These sets can randomly spawn anywhere on the map.

One is a set of duplicant sender/receivers, which allows you to send and receive duplicants between these 2 planets. This teleporter has a cooldown, which restricts the frequency of duplicant movement.

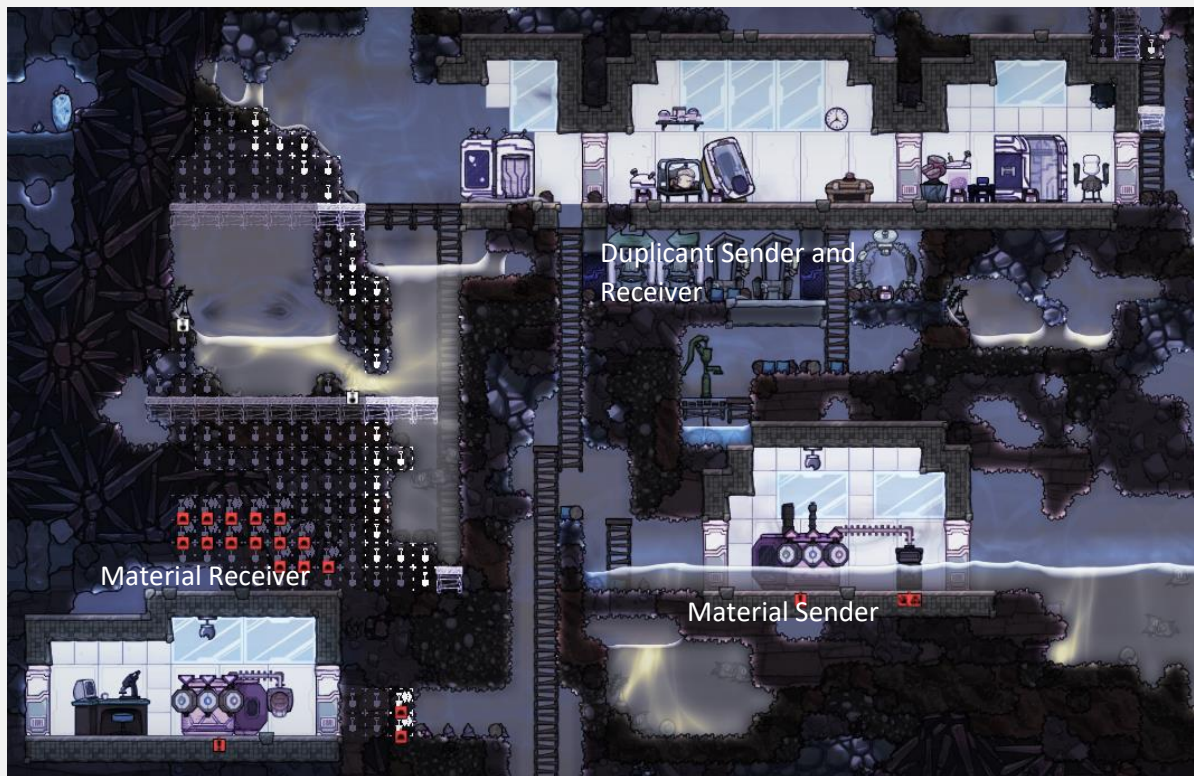


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The other 2 teleporters are a material sender and a material receiver. Unlike the duplicant teleporters, these exist separately and spawn on the map independently. If you toggle through the overlays, you'll see that they can transport 1 pipe/rail of solid, liquid and gas at a time. With some basic planning, these materials can be transported simultaneously, giving excellent and seamless connectivity between the planets.

On the other hand, space exploration is done with telescopes, and we have 2 of those in the game, the telescope and the enclosed telescope. The enclosed telescope has a greater range but requires piped oxygen. The regular telescope needs no such extra fittings, and it requires less research to unlock, making it ideal for the early game.

Personally, I don't use the enclosed telescope at all. I just hop directly to rocket exploration.

5) Suffocating dupes? -

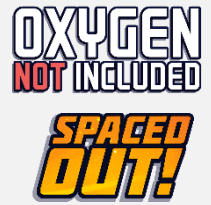
This is a good time to talk about oxygen. We are still using oxygen diffusers to meet our oxygen requirements, and we have them placed all over the map to keep all parts of the map pressurized with oxygen. This is fine for now because we have dug out limited parts of the map. But as time goes by, it will get harder and harder to generate and supply oxygen to the entire map. By this point, we should have an atmosuit or oxygen mask setup. Once we do this, we can flood our entire map with inert gases such as CO₂ and let duplicants live off their atmosuit oxygen.



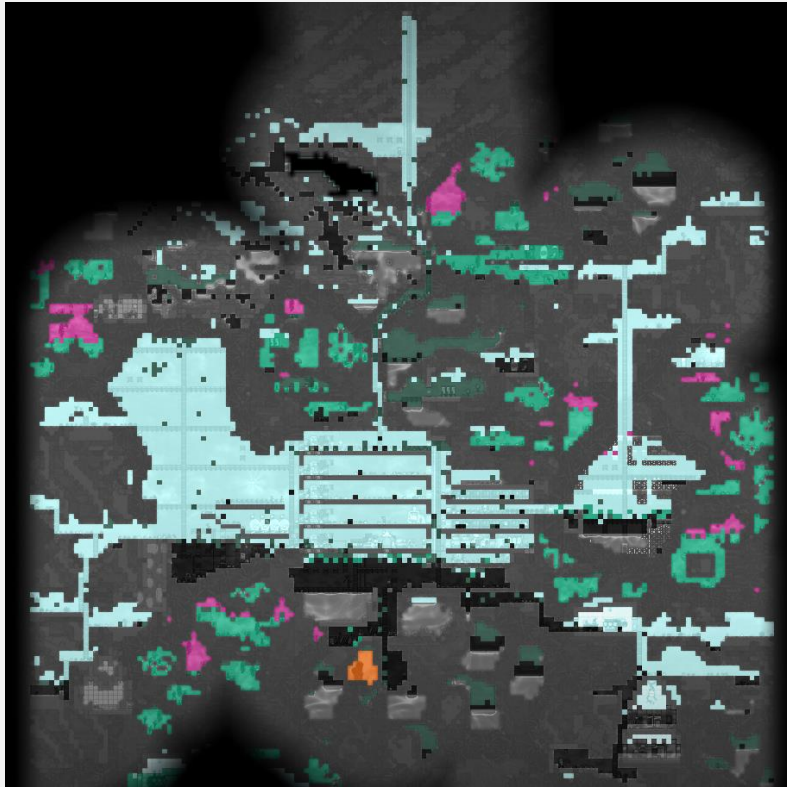
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We will soon be transitioning from an oxygen diffuser system to a piped oxygen system, but that's a subject for another time.



The base is well oxygenated.... For now.

6) Improving the core base -

We've made 2 major upgrades to the base on the home planet. One was setting up 2 nature reserves to help with morale.

The second upgrade was adding an autosweeper to our coal generators and adding the 2nd generator. This allows us to cut down on duplicant time and creates a coal buffer. Duplicants supply coal to the storage as and when possible, and the autosweeper picks up coal and supplies the coal generators.





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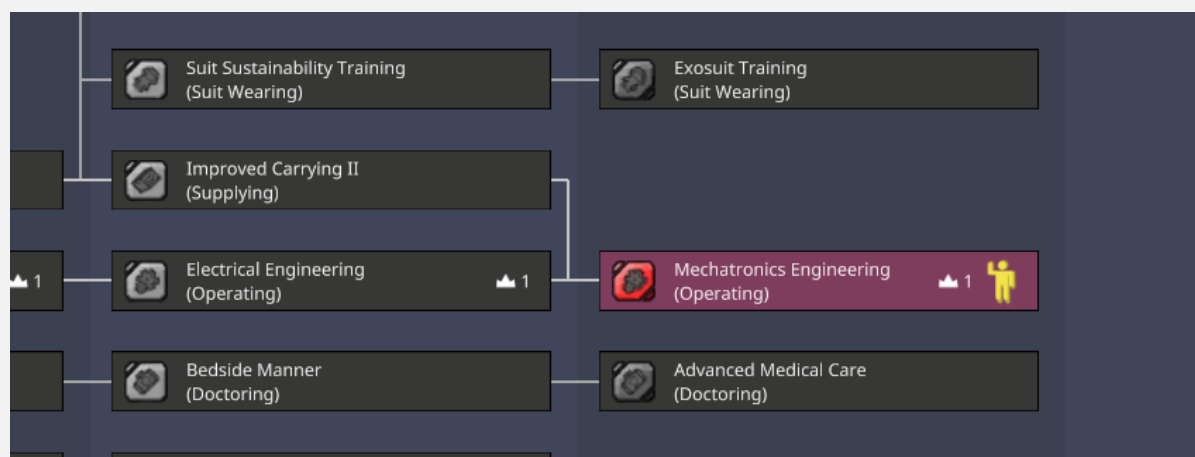


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Having a buffer like this is great because it allows the coal generators to run constantly even if the duplicant can't come to refuel the generators in time. If you want to get really fancy and micro-manage, you can set the storage bin to 'sweep only' once it's full and then remove the tick once the coal store is low. This will cut down on duplicant labour, but on the flip side, if you forget to remove the 'sweep only', the bin will become empty, and the autosweepers will have nothing to supply to the generators meaning the duplicants have to do it.

It is unusual to have an autosweeper this early in the game because it's hard to skill up a duplicant to mechatronics. But I got lucky with my duplicants and got one with mechatronics skill for free. Yay us!



7) The Natural Planet-

All planets (or asteroids, if you prefer using that word) have names. But I don't like them, so I don't using refer to them as such. My terminology does something like this –

- The started planet is called the 'Main' or the '1st' Planet.
- The planet connected to the Main by teleporter is the 'Natural' or the '2nd' planet.
- All other planets are labelled in the order of discovery or colonization, like 3rd, 4th etc. I also live give them my own code names (As you can see on the starmap) because I'm not a fan of the default names that the asteroids get.

Around cycle 63, I send a duplicant to the natural planet and began a digging campaign on the planet. The natural planet comes with a readymade 'core-base' where I can plop a few buildings and make a barracks and a great hall. With that, we are set with a livable base for a fairly low-level duplicant. We will develop the planet over time, but finding oil was the first task.



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It Isn't much, but
home is home.

We know from the star map that the natural planet has oil. And with that we have an aim and a direction. By cycle 70, I had found the oil biome....but finding it is half the battle.

The oil biome has high temperatures and 'zombie spores' a germ that will mess up your day in the (admittedly unlikely) event that your duplicants get infected with them. As such, trying to dig it out without atmospheric protection is not advisable. Your duplicants will get hurt over time, and you'll have to keep healing them up. This is especially dangerous when you only have 1 duplicant on the planet. If they fall unconscious, there wouldn't be anyone to revive them and take them to the medical cot.

Oxygen masks only provide your duplicants with oxygen, not atmospheric protection. So atmosuits are the only way to go. Short of dousing your duplicants in lava or subjecting them to death by bees, it makes your duplicants near invincible.

The problem is that atmosuits require both electricity and piped oxygen, none of which are available on the planet at the moment. There is a lot of work to be done before this crude oil can be converted to useful petroleum, but that's a topic for later.

8) Base Check –

Things are getting complicated with 2 planets in the mix. The main issue becomes supplying food and oxygen to all your dupes. In Vanilla ONI I relied on a central system to cater to the planet but that is obviously not going to be possible right now.

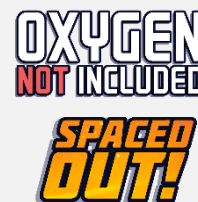
Food is beginning to stabilize, with our hatch ranches maturing and mealwood to fill in the gap. On the natural planet there is plenty of wild plants to support a single duplicant. Once we start increasing the dupe numbers there, we will have to think about additional food sources, or of sending food from the main planet on a regular basis.



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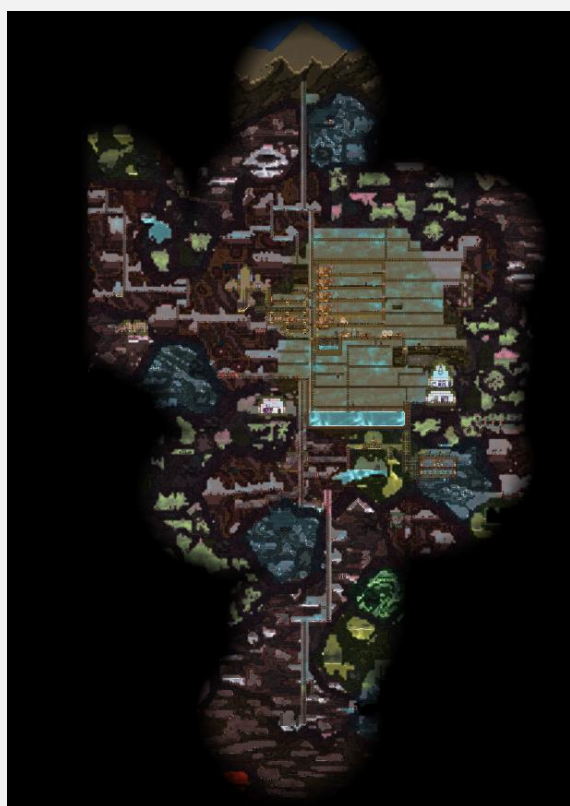
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The following tech was researched –

- Portable gases
- Temperature modulation
- Advanced power regulation
- Low resistance conductors

9) Comparison To The StormFather's Guide to the Galaxy-



SGG at Cycle 75

A quick comparison with SGG will tell us that now, we are technically behind schedule. In SGG we had discovered oil about 25 cycles before (Thanks to the fact that the oil was available on the starting planet itself) and we had already completed our oxygen maker, which would provide us piped oxygen for our atmosuit docks, and thus allow us to tap crude oil.

On the bright side, we had prioritized space exploration in PSS, meaning that by cycle 70 we have not only set up a telescope, but we have also found 2 planets, one via space exploration and the other by activating the teleporter.

Under the circumstances, I think we're doing well, all things considered. We've just swapped out one type of development for another.

10) Meet the duplicants-

We have picked up 3 more duplicants since the last episode. Unfortunately I forgot to take a screenshot of one of them, but I will mention their skills for context.

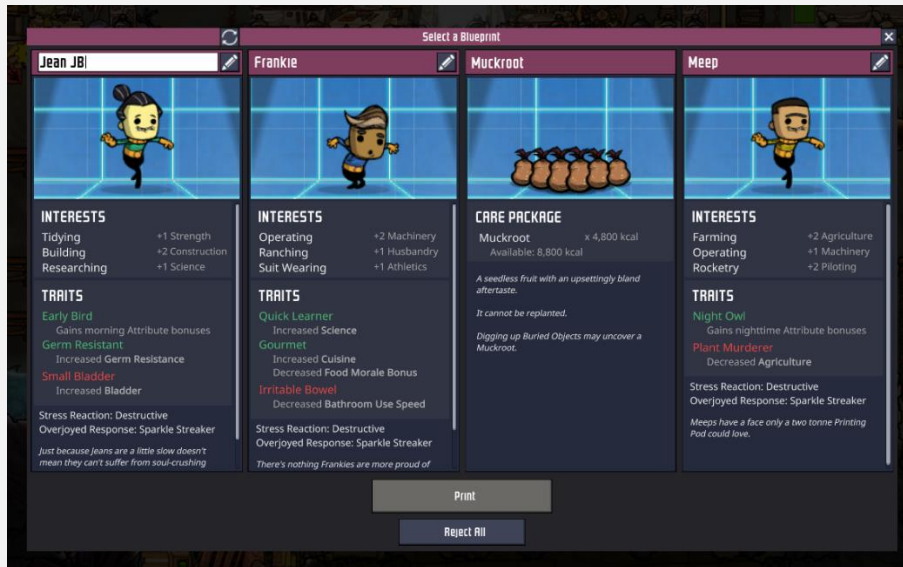


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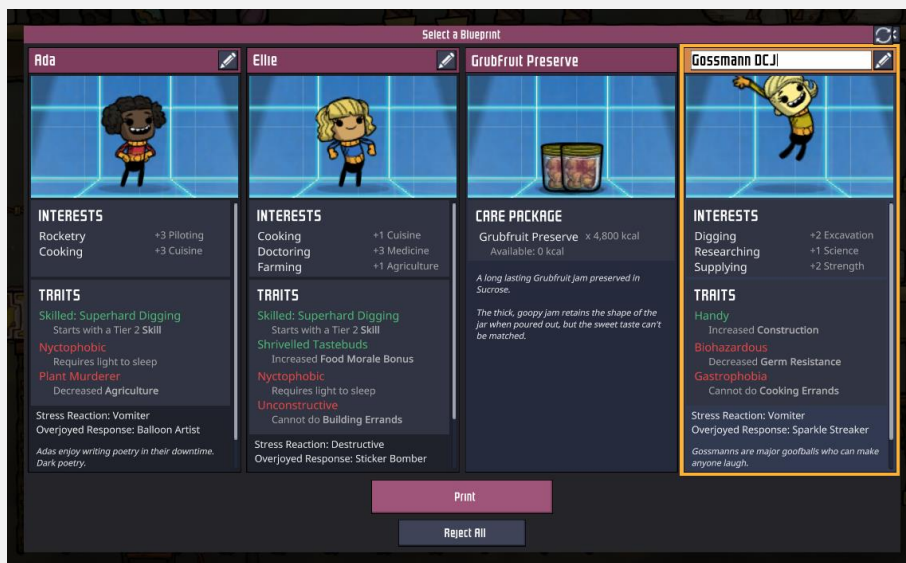
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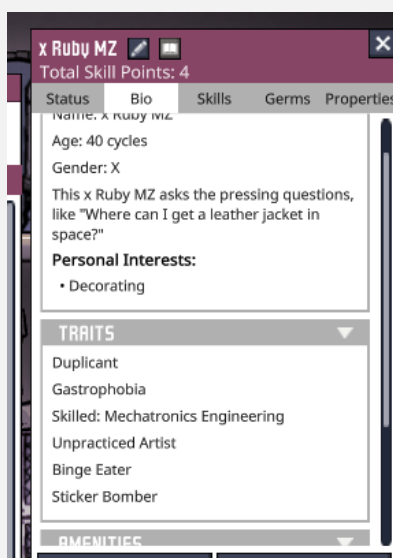
All 3 duplicants were fair choices, but Gourmet is not great in the long term so frankie was out.

Given that we were in the early stages of the game, a Janitor seemed more useful than a Rocketeer, so I chose Jean over Meep



Nyctophobic is an absolute no-no for me, because that would mean I would have to make custom bedrooms for them. That is the kind of inflexibility I'm not fond of.

Plus I had enough food, so I chose Gossman. They're nothing special, but a good all-round pick.



I forgot to screenshot Ruby's intake, but they're the duplicant that has the Mechatronics Engineer Skill.

I usually avoid pre-skilled duplicants unless they're a very good deal, mainly because they usually come with unacceptable negatives.

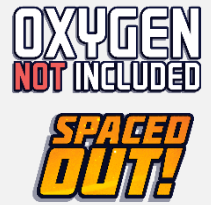
Also, scrubbing these individuals rid them of their special skill, and you have to unlock the skill tree to get them back. Hopefully this is an issue Klei will fix.



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Author's Note –

Thank you for taking the time to check out Project Shatterstar. I hope this helps you up to your game. Each episode will be updated when necessary, so do keep an eye on the change history.

This series is a labour of love and an attempt to create quality written content. It does take up a lot of effort, though, so If you do like the work, please share and recommend it actively. You can also support me directly if you are willing and able.

There is always scope for improvement and new perspectives, so I encourage you to reach out to me if you have any specific thoughts on the work, be it good, bad or ugly. Reddit is the best way to get a hold of me. Do follow me there to keep up to date with the latest on what I do.

Check out the 'Stormfather's Guide to the Galaxy' and 'Academy Not Included', both of which are series that I built on Reddit. SGG is now scrapped, thanks to some complications when Spaced Out came out of Beta. But ANI will continue in some form or another.

Reddit is also the perfect place to point out any errors in the file. Due credit will be given to those who find errors or provide feedback that is incorporated into the file.

To check out any past or future work, or to support or follow me, do check out the following link-

<https://linktr.ee/Stormfather>

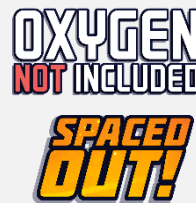
Until Next time



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Change History –

Date	Version	Change	Idea Credit
19 Apr '22	0	New Release	-



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