



PROJECT SHATTERSTAR

VOLUME 1 OF GUIDE TO THE ONI-VERSE



SPOILERS!!!

This chapter contains spoilers for the Oxygen not Included Storyline.

Here we discuss critical elements of 'The Great Escape' which is considered one of the 3 conditions to 'complete' the ONI storyline.

Proceed at your own discretion.



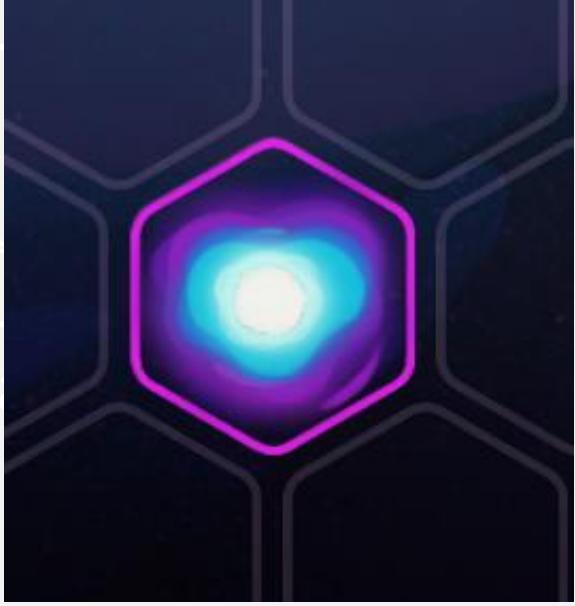
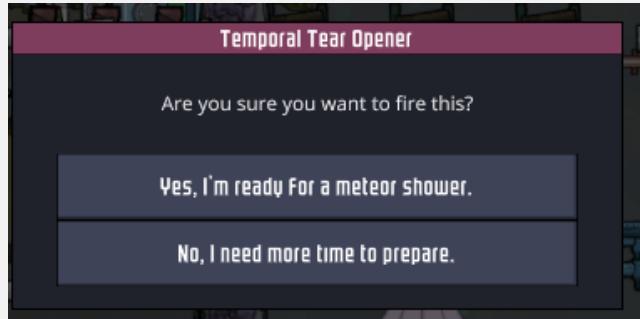
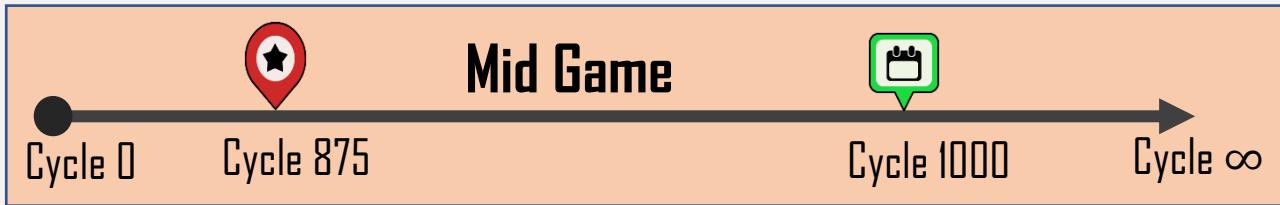
PROJECT SHATTERSTAR

VOLUME 1 OF GUIDE TO THE ONI-VERSE

OXYGEN
NOT INCLUDED
SPACED OUT!

By-
the stormfather

CHAPTER 15 : Tearing Open a New One



We made it rain, but not in the fun way.

Highlights :

- ☢ We open up the temporal tear
- ☢ We feed the tree systematically'
- ☢ We wake up the sleepyhead
- ☢ We build a new steam and glass facility



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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's not meant to spoon-feed 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
- Blueprints fixed
- Bigger Building Menu
- No 'Long Commutes'
- Suppress Notifications

- Geyser Calculated Average Output tooltip
- Critter Inventory
- Queue for Sinks
- FreeCamera
- MaterialColor
- Show industrial Machinery Tag

Game Coordinates – ‘SNDST-C-360860549-0’

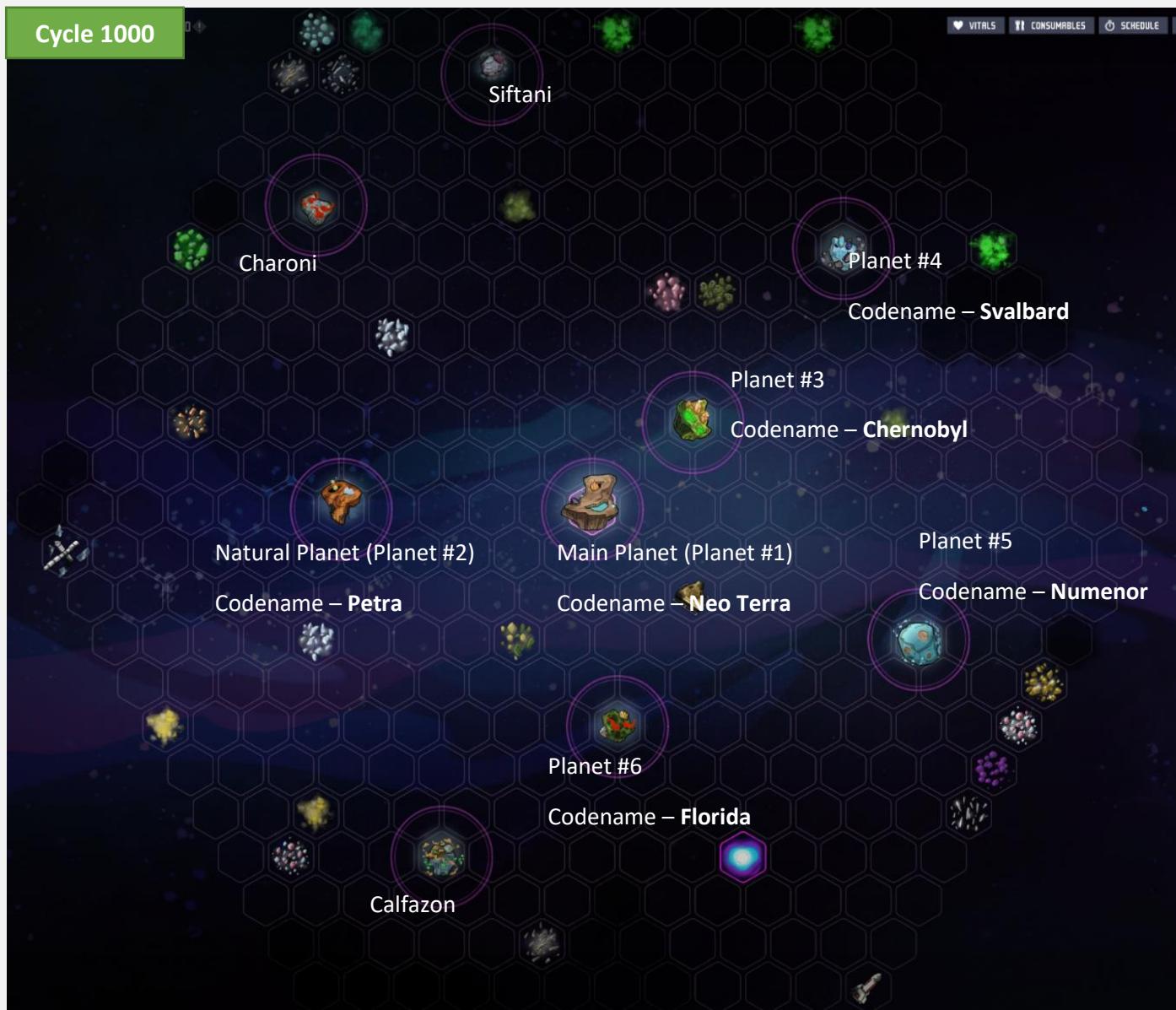


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The Starmap



The layout of the introduction has been changed to accommodate the increase in information that comes from having multiple planets. If you have any suggestions on alternate layouts or additional information, feel free to let me know on Reddit.



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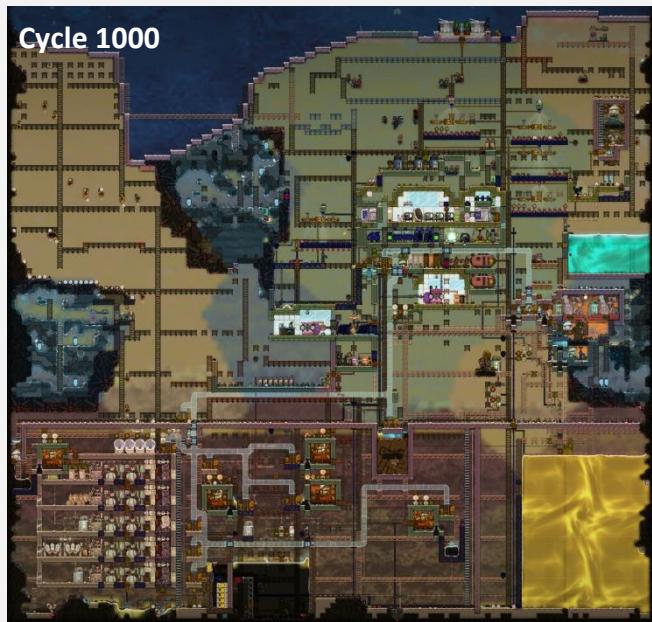
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Neo Terra



Petra



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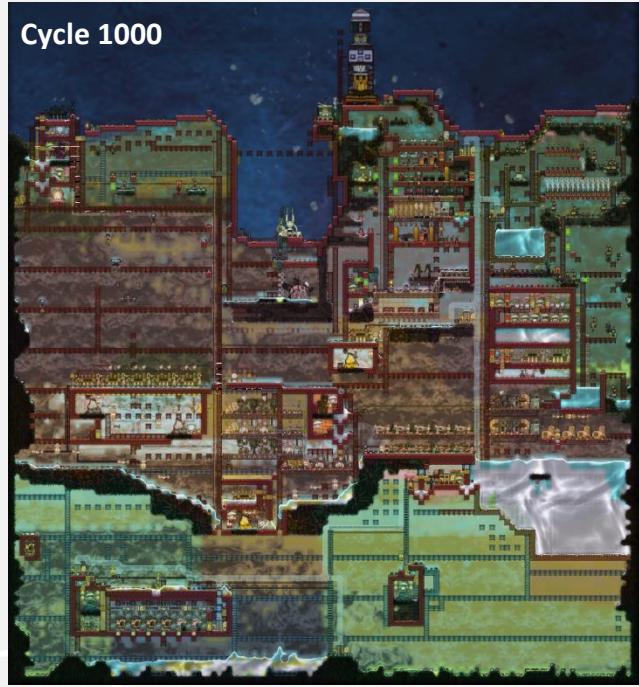
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Chernobyl

Cycle 875



Cycle 1000

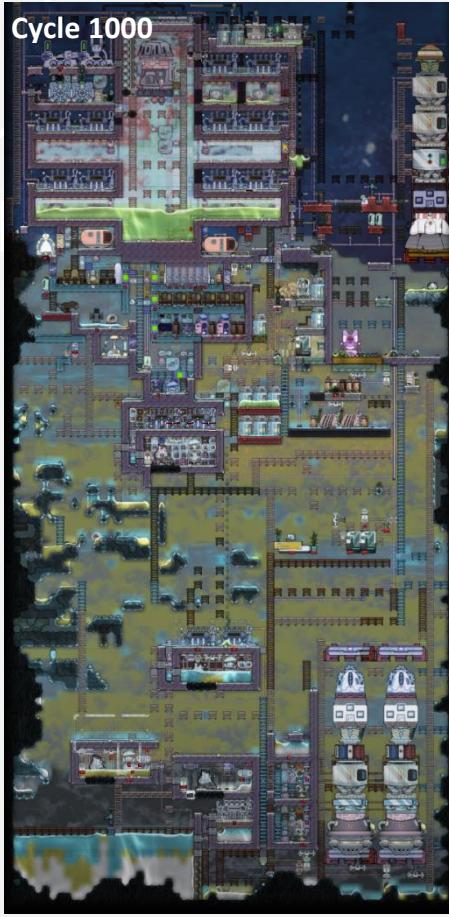


Svalbard

Cycle 875



Cycle 1000





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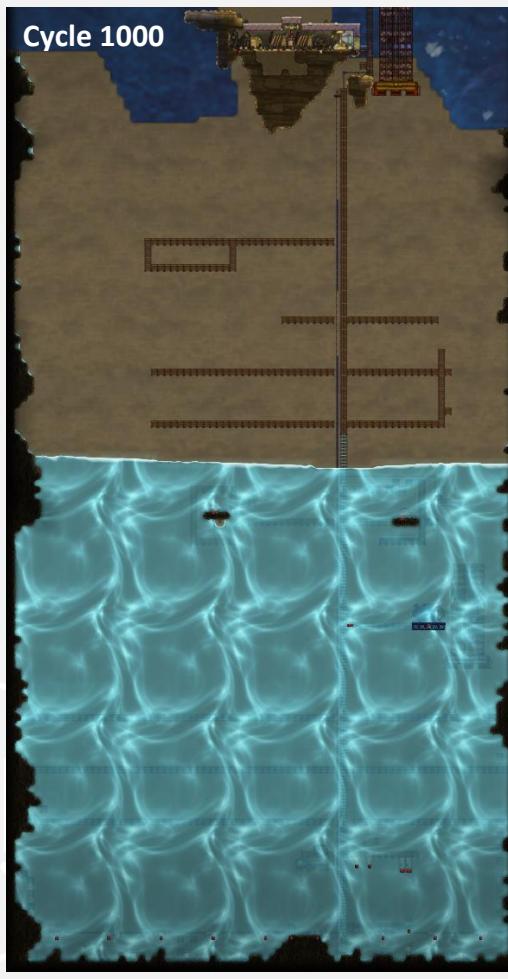
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Numenor

Cycle 875

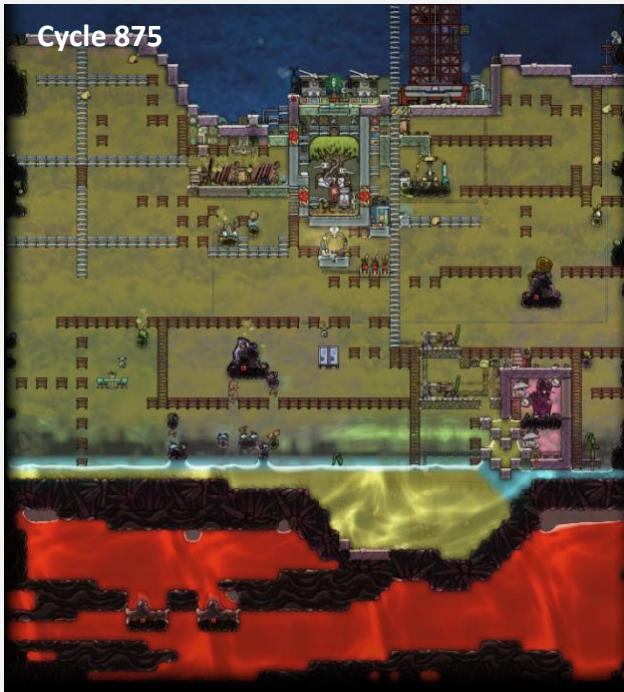


Cycle 1000



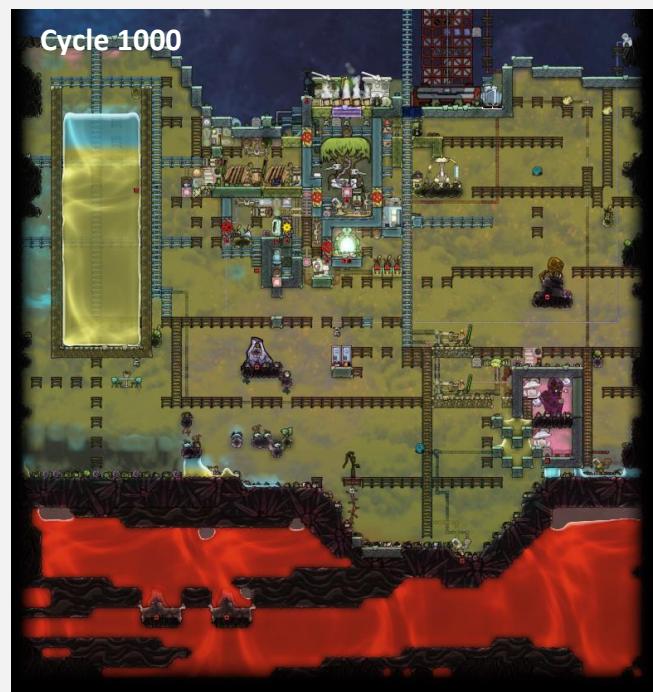
Florida

Cycle 875



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Cycle 1000





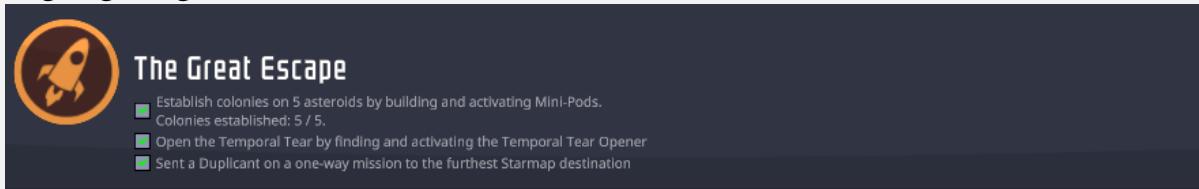
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1) The Great Escape

I've gotten a lot of achievements in this playthrough, but I haven't spoken about it, because Achievements have not been a core part of this playthrough. But today I'm highlighting one



We did it. We opened the temporal tear and we sent a dupe through it. You even get to see a full game cinematic for it, it's quite nice.

Anyway. Let's see how we did it.

- ➊ The first criterion is establishing colonies on 5 planets. This is achieved by having a pod or mini-pod on the planet. The starting base has a pod, and you can build pods on the others. Be careful where you build these pods though, once made you can't demolish them.
- ➋ The second criterion is opening the temporal tear, and the instrument to open it is present on the Ice planet, ie Svalbard.



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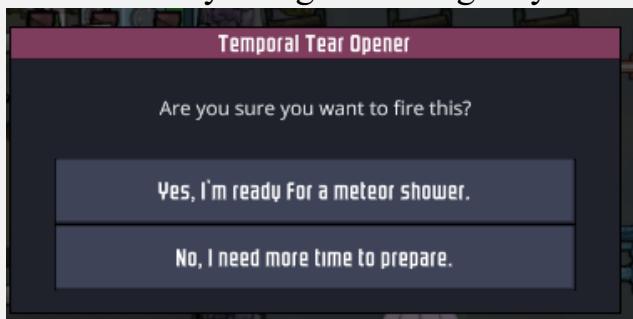
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The circular shape can take in radbolts. If you direct radbolts towards it, the opener will absorb it and charge itself. In this playthrough I had a nuclear reactor on the planet, so directing some radbolts was easy enough. But I have done this using wheezeworts in SGG. Takes a lot longer, but should still work.

Once it's fully charged it will give you the option to fire, with this warning –



If you accept it, the temporal tear opener fires and well, opens the temporal tear. Quite fun to watch. And after that, your planet gets bombarded with meteors, so make sure you shield anything delicate you have.

Also, when I played this, the meteor showers would keep happening regularly until I restarted the game. After the restart, there were no more showers. So maybe restart your game just in case.

Lastly, we send a dupe through. But who do we send?



I present to you the cryotank 3000, which we have in Petra.

See, I only defrost my dupe from the cryotank AFTER the temporal tear opens, because I am very particular about what kind of dupes are allowed in my base.

Any dupes with special needs, flatulence or whatever else have no place in my base. So once the temporal tear is opened, I thaw out my duplicate. If I like them, I keep them. If I don't, I'll send them through the tear. Win-win, right?

This particular one was a loud sleeper. So I sent them through the tear. Thank you for your service. I built a small rocket that had nothing in it but some oxylite and some low-grade food. No use wasting resources on them.



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2) Feeding the Tree



Last chapter we discussed how we can feed the tree food and get resin in return. But last time we had just imported small quantities of food from Neo Terra and used them. This time, we've created a more permanent solution.

See, the tree feeds at a particular rate. If you put too much food in front of it, chances are the food will rot before the tree has the chance to eat it. To avoid this I want to feed the tree in small quantities at a time. But feeding small quantities from Neo Terra directly is not sustainable, practical or reliable – So I've gone for a buffer cold storage.



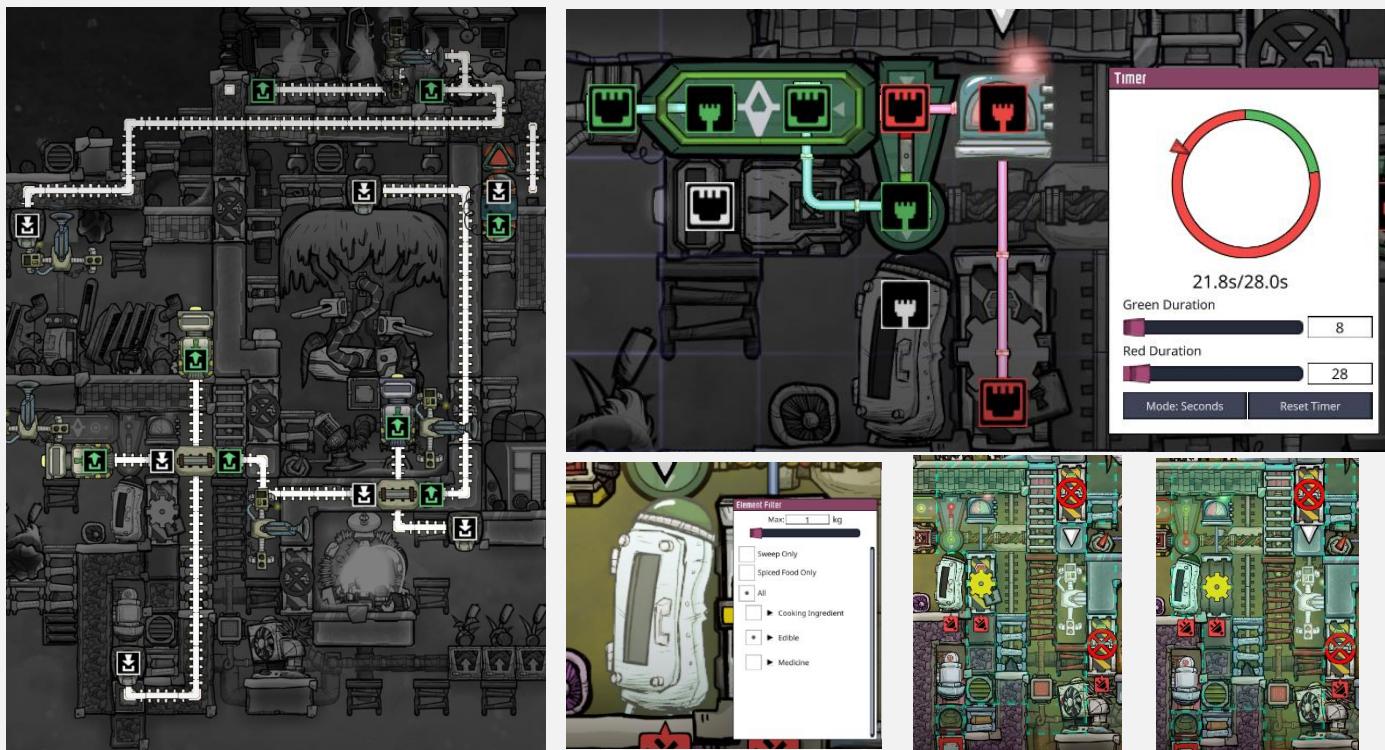


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Now, any food sent from Neo Terra is sent to a cold storage where it can be kept indefinitely. Here I have set in automation that will feed the tree periodically, let's see how that works.



Once in the cold storage, the food is not accessible to any dupllicants or autosweepers, except 1. But in the off-state, there is no target where the food can be delivered to. In the on stage, the door opens and the fridge becomes accessible to the autosweeper, which deposits food in it. The fridge is set to 1 kg only, and this fridge too is not accessible to dupllicants.

Then the door closes, and the second autosweeper gets activated, which takes the food from the fridge and sends it into the conveyer loader, which drops the food under the tree. This cycle has now reset and will start the whole process all over again.

There are other solutions to the problem of rotting food, such as deep freezing the food and keeping the tree in a vacuum, but I find this to be a lot more reliable. The tree has a temp range of -99 to +99 degrees C, which may cause problems if the cold food is not insulated from the tree properly in a vacuum.



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3) Unfit for Habitation –

I had said that Svalbard would overheat eventually, and that's happened. This would be an instance of poor design and planning on my part and could have been avoided.



Most of the planet is still cold enough but the habitation station has gone up to 80 degrees C, making it inhospitable for my dupes. I have abandoned it and am living off my rockets directly.





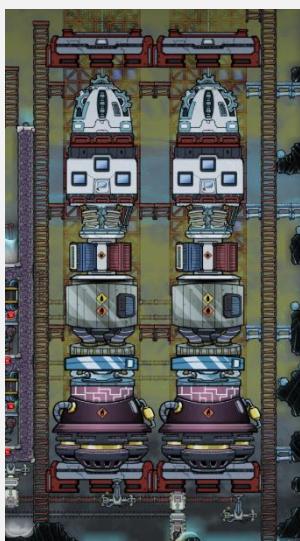
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The output iron that I take on the conveyor rails is quite hot, and I made the mistake of letting these rails pass my habitation station. Over time, it heated the whole area and I don't think it will ever cool down again.

Anyway, no point crying over spilt milk. I've begun demolishing the entire planet and taming all the volcanos. Here, keep an eye on the amount of water you're pumping in. I left my pumps running too long and ended up over-pressurising the volcanos, an issue I had to fix later (Volcanos do not emit material if the surroundings are over a certain temperature. I believe this is around 150 kg per tile or so)



I've also built some hydrogen rockets.

Huh?

Why on this planet? Why all the way down there? What are those pointy drill thingys? Where will we get the liquid hydrogen and oxygen from?

Find out, in the next chapter of Dragon ba... I mean, project Shatterstar.



4) Life on Petra –

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Not a lot has changed in Petra. We have a buildup of polluted water that I am now sieving out to water, that can then be used as an input for the oil wells. Though I usually end up running out of sand at some point. So not sure how long that will last.





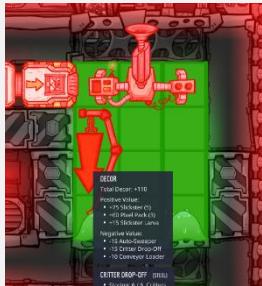
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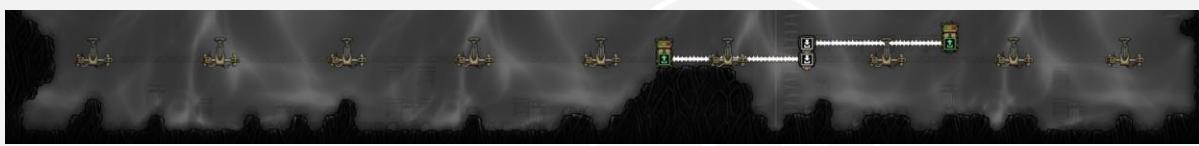
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I'm also experimenting with décor, giving my dupllicants extra décor by adding pixel packs in the ranches. I usually don't mess with décor a lot as I find it a bit pointless, but I'm starting to experiment.

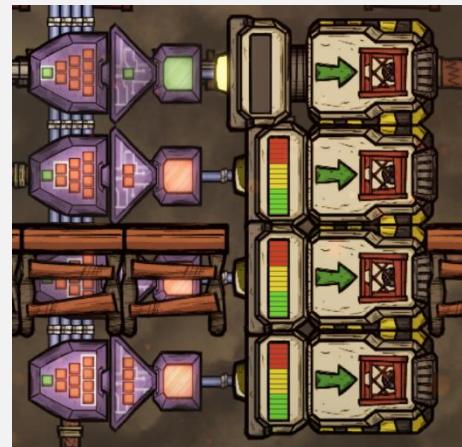
5) Life on Numenor -

Numenor is completely demolished, and I have now set up a small conveyer rail system to consolidate all the debris onto a single point. I just have to come back and set up some solar panels so that they will function without any external power or dupllicants.



6) Glass and Steel -

Our steel refining setup was dependent on cold liquid from the geysers, which was not ideal, and it also broke down every now and then because the refinery does not operate very well when cooling liquids are mixed.



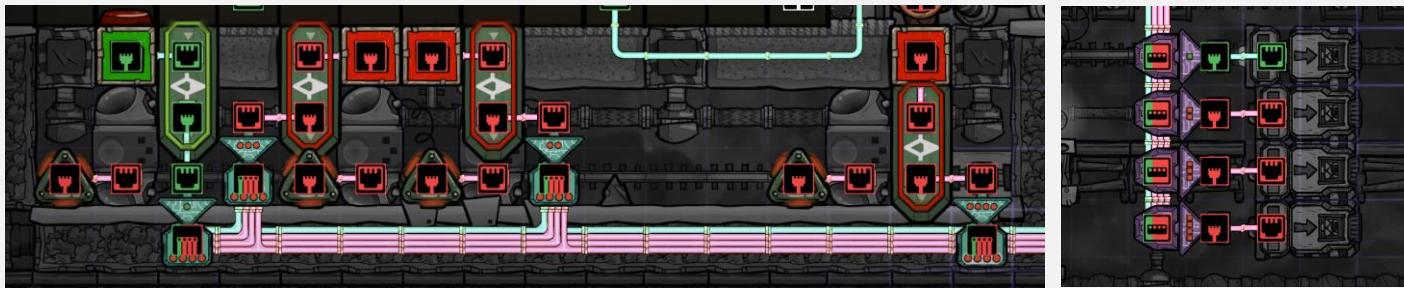


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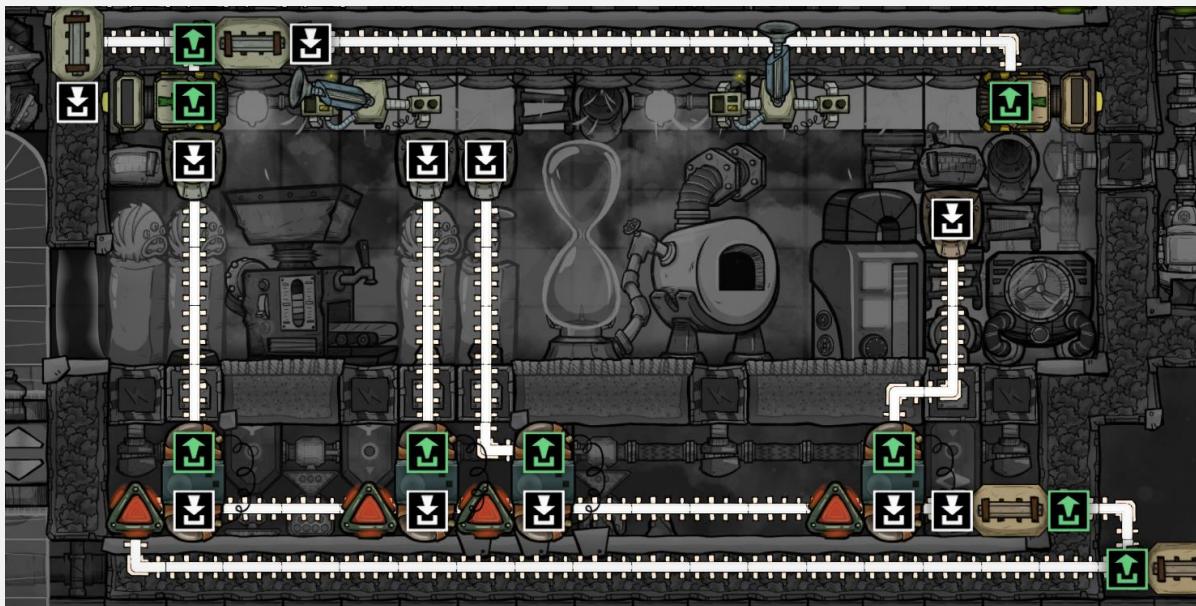
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I experimented a bit, creating a steam room with a refinery as well as a glass forge. Apart from the aesthetics and the décor I've built, I experimented with a system to deliver material directly to the buildings using automation and weight plates.



Basically, If the weight on any of the plates is under 1000 kg, it will trigger a green signal. This signal is connected to a conveyer loader set to pick up the corresponding material. Here we have 4 weight plates for 4 materials – Lime, Iron, Refined Carbon and Sand. And you can see that these control loaders are all connected to a single rail.



If any of the loaders are triggered, they will release their material onto the rail, which will travel to the lower chamber of the steam room. Here, element sensors sort out the materials and send them to the correct weight plate.

I like the system and this has greatly reduced the material delivery time to the refinery, thus increasing overall efficiency. However, this design can be improved upon. Weight plates are nice, but the material on them is accessible to duplicates, which means that sometimes duplicates will come all the way in just to deliver material which an autosweeper could have done. Maybe it's better to use a conveyer receptacle for future builds.



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The steam turbine chamber has a conveyer loop very similar to the ones I've used in volcanos.

- Also, I have this little place where I can refine liquids and even mud. But I'm running out of places to store all this water... Will have to do something about that.



- My plastic room got too hot and I had to fix it. All good now, but I lost a lot of plastic, which all turned into naphtha.
- We've demolished the ranches on Neo Terra, as we have completely shifted ranches to Petra.





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- ➊ Lastly, another mistake. I thought this volcano here was a minor volcano, but turns out it's a volcano volcano. No wonder my taming setups have gone in smoke every single time. I've just shut down the volcano for now, I'll revisit it at some point in the future (maybe)



7) Base Check-

We've just hit 1000 cycles, yay us. The bases are stable, with no shortage of basics like food or water or Oxygen. Not much else to say here.

We have a lot of lime and thus will have plenty of steel soon enough. Metal ores will continue to be in short supply, however.



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Author's Note –

Thank you for taking the time to check out Project Shatterstar. I hope this helps you to up 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	Credits
29 th June '23	0	New Release	-



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