PROJECT SHATTERSTAR

☢ VOLUME **1** OF GUIDE TO THE **ONI**-VERSE

OXYGEN NOT INCLUDED

SPACED OUT!

By- *the stormfather*

CHAPTER 1 : A NEW BEGINNING

Early Game

Cycle 0 ————————————————————————————→ Cycle ∞

Cycle 0   Cycle 10

Cycle 0

Cycle 10

StormFather

Here we kickstart a new game of Oxygen not included on the Spaced Out map. Well begun is half done! And while I already have space travel on my mind, we have more immediate concerns- like food, water, power and obviously Oxygen. Lets take a look at the **Highlights :**
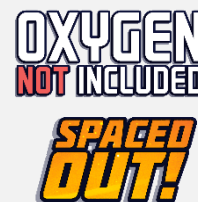
☢ We plan and build our core base

☢ We set up beds and bathrooms

☢ We get started with research

☢ We give the duplicants some Oxygen to breathe

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 are 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. Most are quality of life and do not affect core gameplay

- ☢ Wounded go to Med bed
- ☢ Per-planetoid materials
- ☢ Blueprints fixed
- ☢ Pliers 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

1) <u>Map Selection -</u>

So let's start a new game. **I have chosen to play the basic Spaced Out map in survival game mode**. To clarify, you can also play Spaced Out on a 'classic map'. The main difference between classic and spaced out map types is the emphasis on space travel. The classic style asteroid is the same as the base game, with all primary materials (such as lead and oil) available on the base map. The main asteroid is much smaller on the Spaced Out style map and does not have all critical materials on it, meaning space travel will be an early to mid-game endeavour.
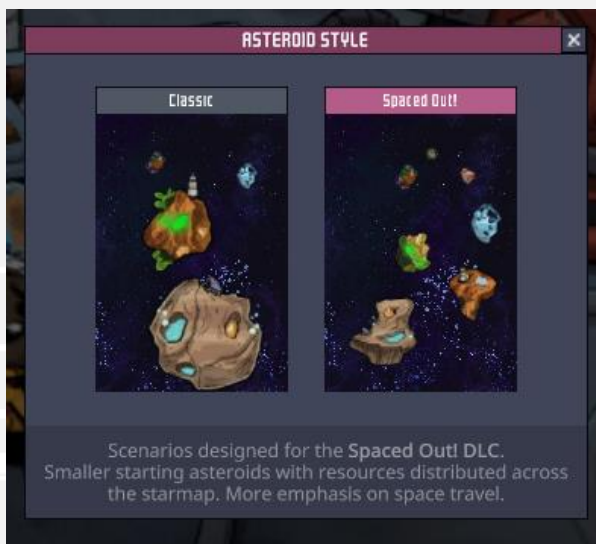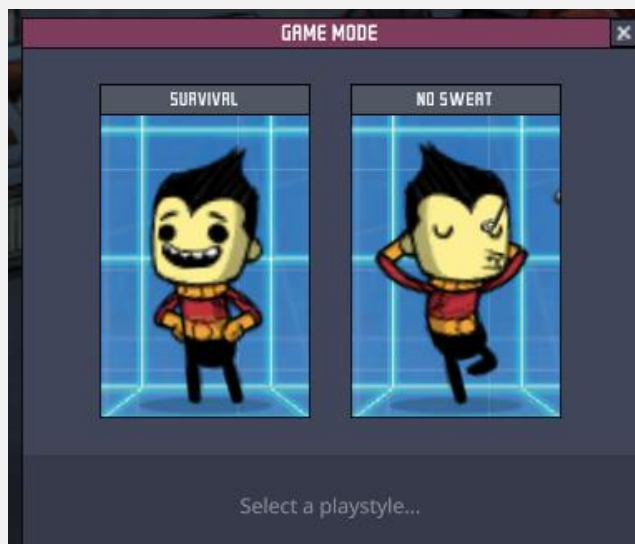
New players can opt for the 'no sweat' mode if they just want to get used to the game mechanics, but I highly recommend you play 'survival'. The Classic map is much simpler to play as compared to the Spaced Out map, but the latter will be more entertaining for players seeking a challenge

2) <u>Duplicant Selection –</u>

The starting duplicants that you pick are a critical choice and could set the tone in the early game. We have the option of filtering for specific traits, and we can reroll infinitely, meaning you can spend hours working on getting your perfect starting duplicants.

True to my disclaimer, there is no perfect combination. All I can give you is my logic in picking the set and my personal starting set.
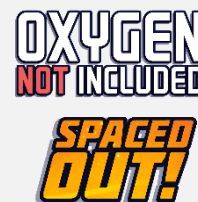
Firstly, the starting duplicants aren't as big a deal as you might initially believe. Sure, the traits of your starting 3 greatly influence your options in the early to mid-game. The deeper you get into the game, the more insignificant they get, which

means that the aim should be to get a **GOOD** set of 3 duplicants rather than the **PERFECT** set. You can spend 2 hours rerolling till you get the build just right, but in my opinion, that time is better spent just playing the game.

Secondly, while there is no perfect set, one can build a set of rules that can help you select your starters. I am not going into details on duplicant traits and interests (There are plenty of available resources online), but I will discuss what I look for and why.

My rule is simple. I mentally split all the traits into 4 categories – Must-haves, Good to haves, Bad to haves and deal-breakers. The names are self-explanatory. Some traits are critical to my strategy, and I will not take a starter set that doesn't cover them. Some traits are nice to have, but I won't lose sleep if I don't have them. Some traits are useless, while others will actively break my game.

Regarding interests, I typically like duplicants with multiple interests, which gives them better morale bonuses and makes them better all-rounders. The only exception is ranching, where I prefer superspecialized duplicants whenever possible.

Some of my must-haves are –

- ☢ Ranching
- ☢ Digging
- ☢ Building

Some of my deal-breakers are –

- ☢ Narcolepsy
- ☢ Anaemic
- ☢ Mouth Breather
- ☢ Flatulence

This is not a complete list, but you get the point. Many traits come in the good to have (Cooking, Operating) or bad to have (Decorator or Doctoring). I would encourage you to take some time to try and understand your own playstyle and requirements. The 'meta' followed by others may not be the best for you.

For example, It's a common convention to have a dedicated researcher as part of starting duplicants. I, however, prefer having a dedicated rancher while splitting researching duties evenly amongst all my duplicants (The higher a duplicants research points, the faster they skill up). While Research can become a minor

bottleneck in the early game, in the long term, it's quite insignificant, and my research is done well before I need to use them.

On the other hand, Ranching is integral to my playstyle (Though even this is evolving). I developed this playstyle when I was working on my 100% achievement run, and I liked it so much that I adopted it for all my games. My point is, have an open mind and don't be afraid to experiment. And share your thoughts with the community.

My selection for the game is as follows-
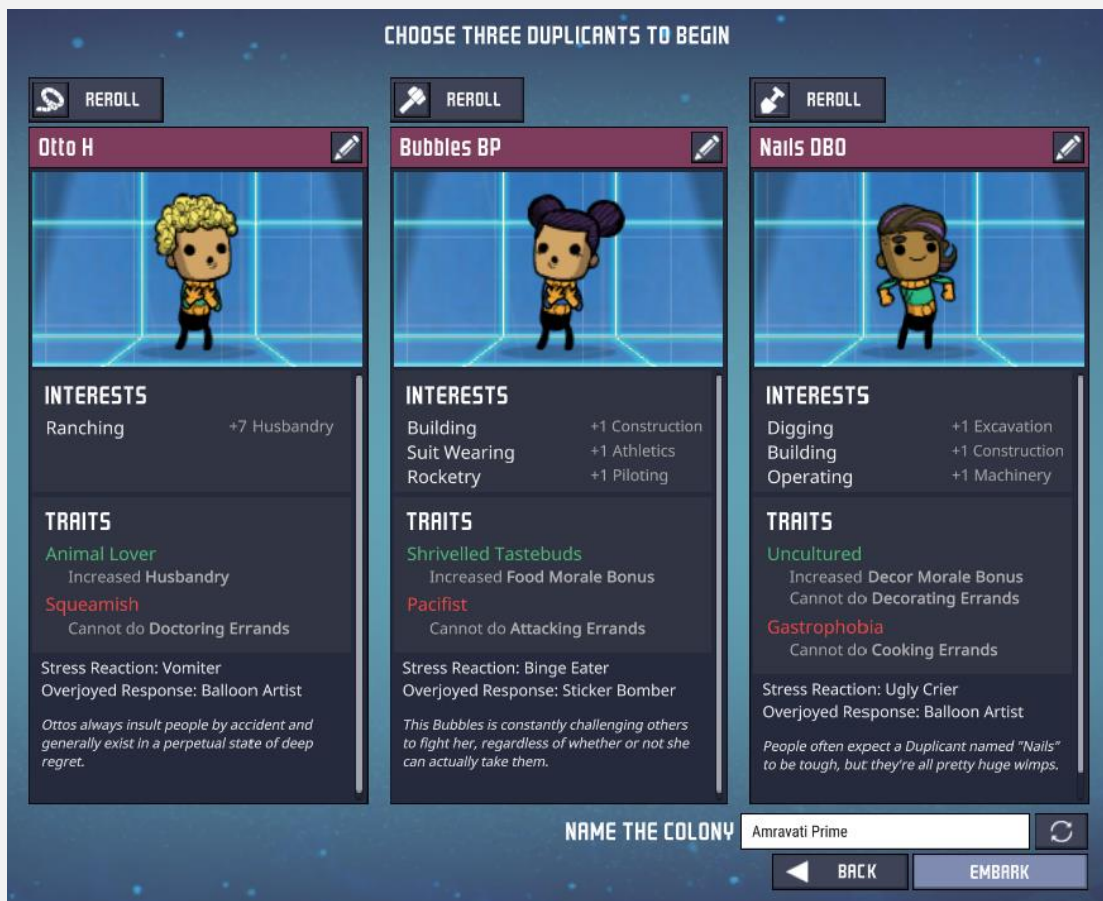
Here I have a builder, digger and ranching, with other useful traits like suit-wearing and rocketry thrown in. On the negative side, traits like squeamish, pacifist and gastrophobia are very benign and will not affect me.

Remember that interests affect the starting skill level, whereas traits affect both the starting and the maximum skill level. Meaning that Otto will start with +10 in husbandry (+7 from interests and +3 from the traits), and the maximum husbandry skill they can get is +23 (+20 is the standard maximum, but the +3 from traits is over and above that.)

Another little trick I like to use is naming my duplicants according to their skills. Like Otto is 'Otto H' because they're into husbandry. Nails is a Digger, Builder and Operator and so on.

Some people like renaming their duplicants completely based on skills (or just for fun). You might want to consider your own naming scheme. It makes it a lot easier to keep track of what your duplicants are good at.

3) Getting Started -

Welcome to Amravati Prime!
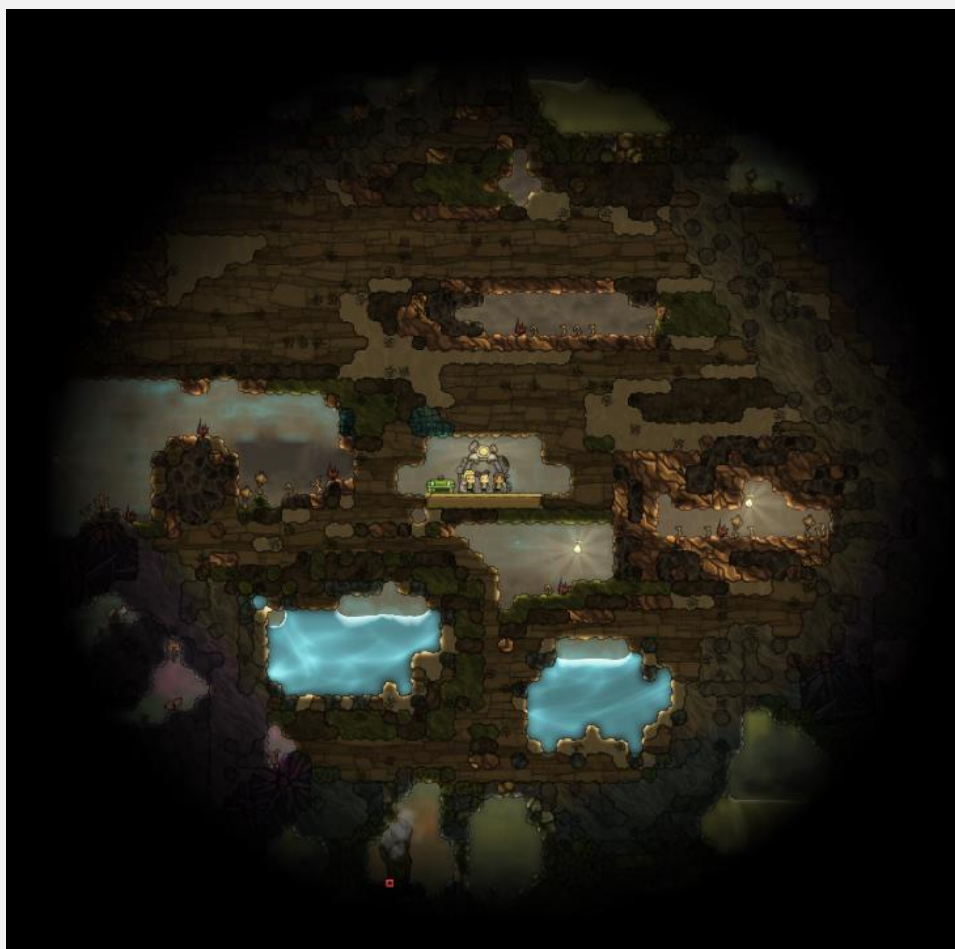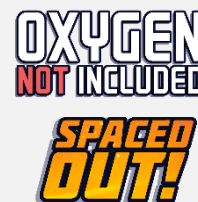

Before I dive into the game, I like to pause the game and consider my objectives for the game. I don't mean that you have to set a plan in stone and stick to it at all costs. All I mean is that you need direction. For example, do you want to get 100% of the achievements? Do you have any timeline targets to complete the game? What do you consider 'completing' the game? And so on.

For this run, I aim to create an intergalactic empire connected with Stormlink, my version of an automated inventory system. I am not looking for achievements, and I have no particular timeline targets in mind, except that I want to colonize space by cycle 1000. The ultimate goal is to fully colonize all planetoids and have duplicants mining all of space.

But the new Spaced Out map has some interesting challenges for us. If you look at the star map, you can see the various resources the planet has to offer. We have two major challenges. One is that we have no oil biome on the asteroid, meaning that we have no easy access to oil and lead, which is a huge part of my gameplay.
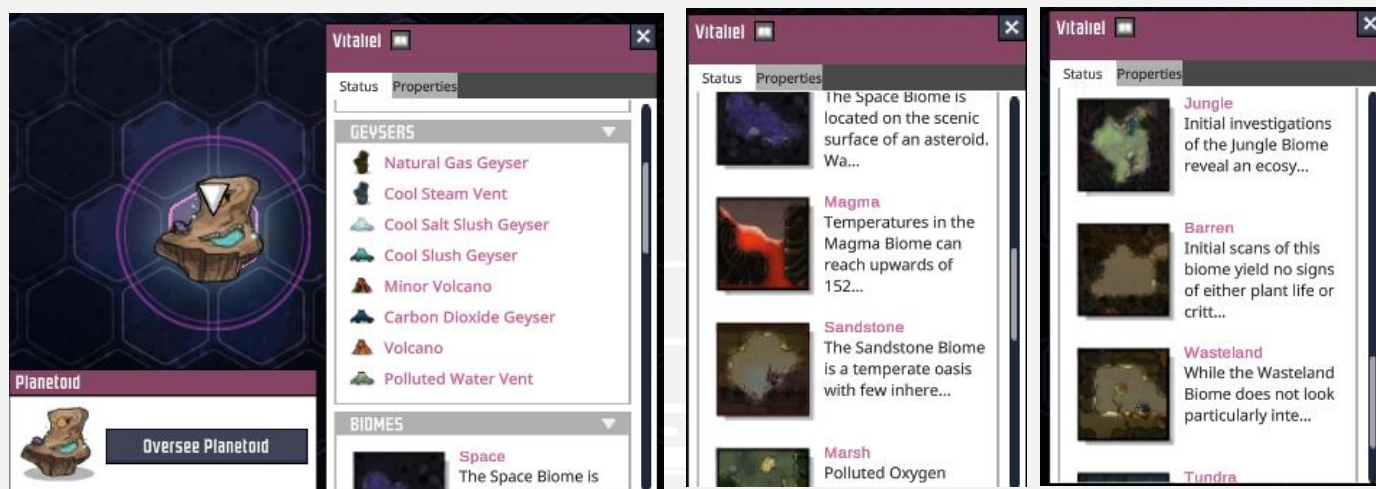
The other is that we have no iron on the planet. This is an even bigger worry to me because I play very steel-heavy. While I can always refine my iron ore for more iron, which I can further turn to steel, this is not a good long term solution (for reasons we'll get into later). In short, my regular game plan is pretty much useless, though the first 10 cycles shouldn't be that different.

This is going to be a fun game.

4) Bed, Bath and beyond -

In ONI, there is a hierarchy of needs to consider, which will dictate the order in which you progress in the game. Contrary to what the name of the game might suggest, Oxygen is not your first priority, as you have enough oxylite to provide you with early game oxygen. We also have enough food to last your duplicants about 5 cycles.

The first step is making toilets for the duplicants. And here, you're on the clock because your duplicants will need a toilet by the end of the first cycle. If you can't make that happen, they will just pee all over the floor, which is not the end of the

world, but it will create a mess and may spread germs to your source of freshwater. Prevention is better than cure.

The second priority is making beds for your duplicants. Ideally, the beds also need to be ready by the end of the first cycle, but not having them ready in time are not that big a deal. Just make them all soon as possible

Lastly, you need a water source with a pitcher pump installed in it. This will provide water for washbasins (and research, later).

Where we build these buildings is critical, and I recommend spending some time on it. Many like building symmetrical and standardized bases, and in such cases, the level of planning involved would be much higher. I personally believe in function over form, so I look for only 3 things early on –

- ☢ Keep the bathrooms away from freshwater
- ☢ Have a pool of water in a location where I can build ranches in the future
- ☢ Have some wild plants near the central spine, which you can develop into a nature reserve later

On that note, a quick talk on germs. Germs are also not that big a deal (except for zombie spores), and I wouldn't worry too much about it. Control food poisoning

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with washbasins and avoid slimelung when possible. Even if your duplicants get sick, the penalties aren't that bad. It won't make a big difference in the long term.

More importantly, I would recommend that you disable automatic disinfection immediately from the start of the game. In my experience, duplicants spend too much time disinfecting objects, which doesn't add any value overall. It also does not significantly change the infection rates of the duplicants.
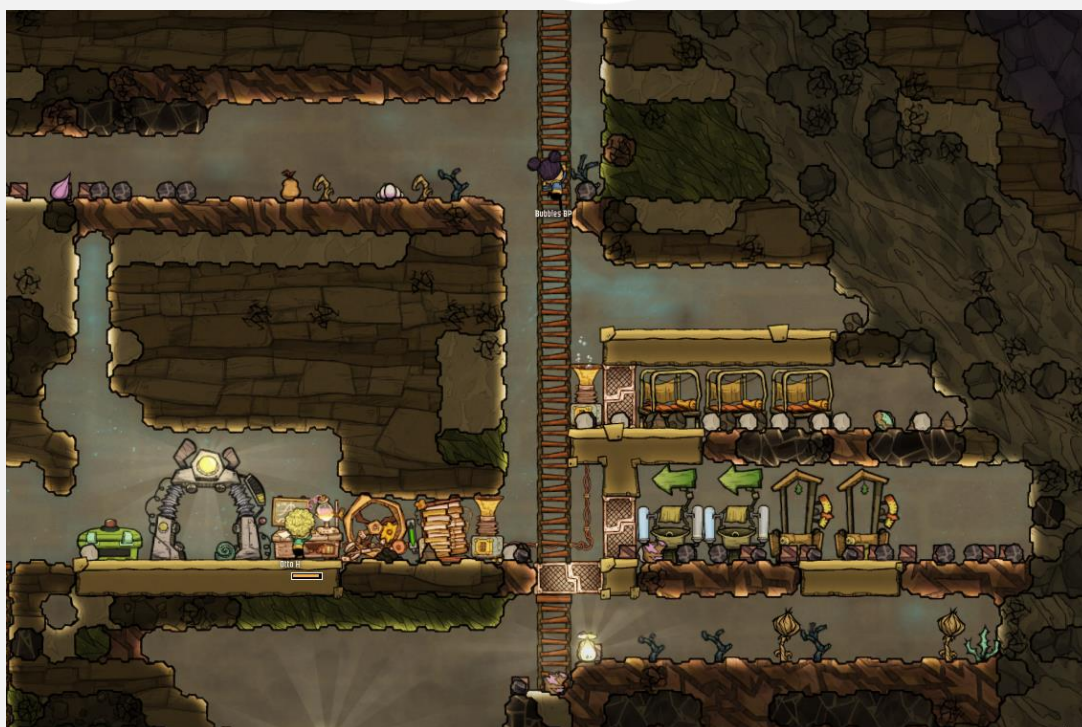
5) When do you dig -

The answer is simple – always. Sometimes, you need to dig either for space or materials. Other times, you dig because you have nothing better to do.

Never keep your duplicants Idle. If you don't know what to do, just dig.

6) Power and Research –

The next step is power and research once the barracks and latrines are in place. At this moment, the only thing we need power for is research, and a simple manual generator is all we need (and can build, so it's not like we have a choice). Power is not important at this point.

The best place to build the research station is right next to the printing pod. The light from the printing pod gives a 15% speed bonus to research for absolutely no cost. Free is good.
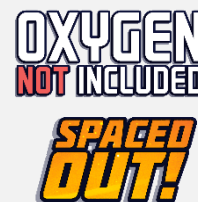
We also unlock advanced research, which I build on the other side of the printing pod.

7) Oxygen and Food –

Finally, we come to oxygen at around cycle 4 or so. I opt for some oxygen diffusers, which consume algae and will take some power from the grid.

You may have noticed that we have done nothing for food. And you really don't need to this early. There is plenty of wild food and muckroot on the map. As long as you keep digging, you'll be fine.

If you are particularly paranoid about having enough food, you can plant some mealwood within the first 10 cycles.

8) The way forward –

The first 10 cycles went about how we could have expected. But we have a very long way to go.

Like I said earlier, the new style of map will require a significant adjustment in my regular playstyle, but at this moment, I am not sure of the full extent of the changes. Here are some of my thoughts nevertheless.

- My entire digging direction will change. Usually, I dig down first, making a place to store extra CO2, and once I hit the oil biome and dig into it, I dig up towards space. I have nothing I need downstairs this time, so space becomes my priority now. I am not sure which planet has oil. That'll be ideal if the planet connected with the teleporter system has the oil. Otherwise, the game will be a lot more challenging.
- I will have to have more realistic expectations of my tech. Usually, I like to rush for mid-game tech like steel, petrol and plastic and stay there all the way till the end game. I don't think I can do that this time. This time I may have to stay on early game tech for a lot longer and then slowly progress towards late game tech. This is just an assumption. Let's see how things go.
- I will instead have to rush both space exploration and space colonization. I need a source of iron, and the only source of iron I can think of is the ice planet. The water planet has a lot of lime and fossil (Which is also required to make steel), so that will be my second target.
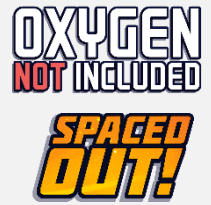
These are very long term targets. In the short term, we continue to dig, build, research and grow…. One cycle at a time.

9) Base Check –

This is obviously too early for a Base check. Nothing is stable or sustainable, but that's fine.

We did manage to get a decent amount of research in though. **The following tech was researched –**

- 🔆 Power Regulation
- 🔆 Basic farming
- 🔆 Meal Preparation
- 🔆 Employment
- 🔆 Advanced Research
- 🔆 Sanitation
- 🔆 filtration
- 🔆 Distillation

10) Comparison to The Stormfather's guide to the Galaxy

I thought it'd be interesting to compare where we are here to where you would have been in SGG. Every game is different, as we have to marry what we have at hand with what we want to do. Hopefully this will give us some good insights.

Here we see SGG at cycle 10

So far, our builds have been very similar, except that in SGG we hadn't set up advanced research yet. All in all, not a big deal.

However, I expect the similarities to end pretty quickly, so stay tuned to this section in future chapters.

Author's Note –

Thank you for taking the time to check out Project Shatterstar. I hope this helps you up to your game.

This series is a labour of love and an attempt to create quality written content. I work full time, so this is just something I do in my spare time.

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 of what I do.

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.

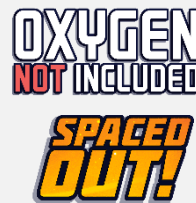To check out any past or future work, or to support or follow me, do check out the following link-

https://linktr.ee/Stormfather

Until Next time

Change History –

Date	Version	Change	Idea Credit
18 Jan'22	1	Formatting Errors Corrected	UndeadGuardian
18 Jan'22	1	Cover Page Updated	IsDaedalus
18 Jan'22	1	Side-by-side comparison with SGG	-