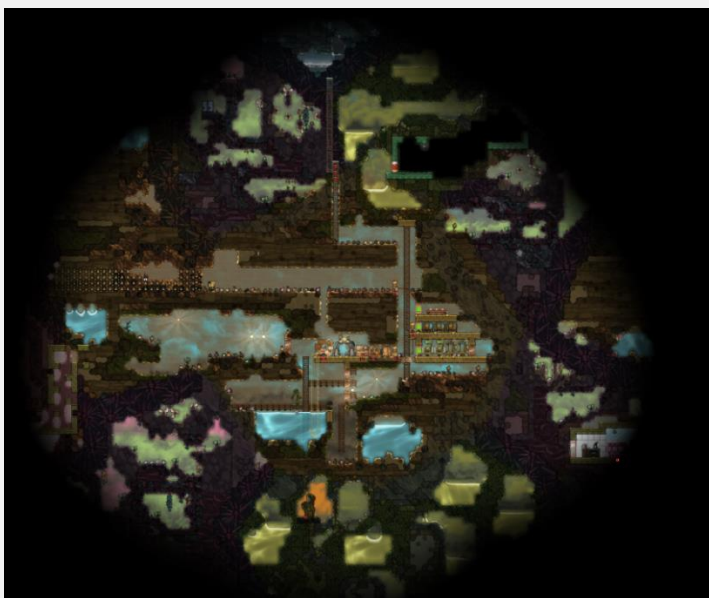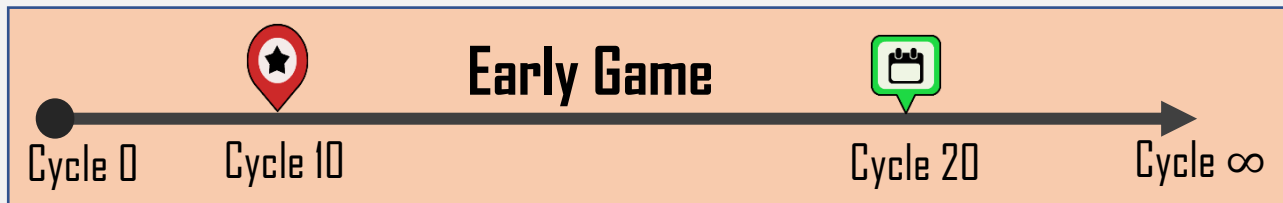# PROJECT SHATTERSTAR

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

OXYGEN NOT INCLUDED

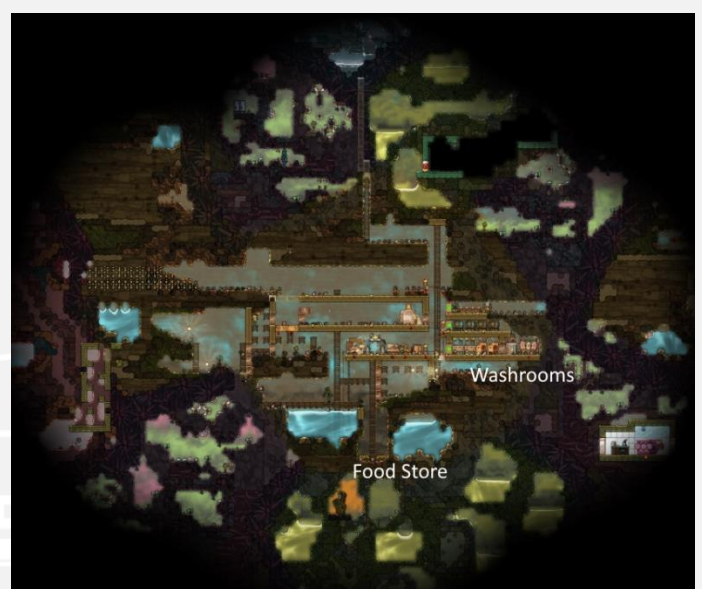SPACED OUT!

By- *the stormfather*

CHAPTER 2 : WASHROOMS AND PRIORITIES

Early Game

Cycle 0   Cycle 10   Cycle 20   Cycle ∞

Cycle 10

Cycle 20

As we've successfully survived the first 10 cycles, it's time to look at some core concepts of ONI that we need to keep in mind for the rest of the game. Lets take a look at the **Highlights :**

☢ A brief introduction on rooms
☢ An intro on Scheduling
☢ An intro on Priorities
☢ We build our first washrooms
☢ We build a rudimentary food storage site

https://linktr.ee/Stormfather

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. These are quality of life mods 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

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

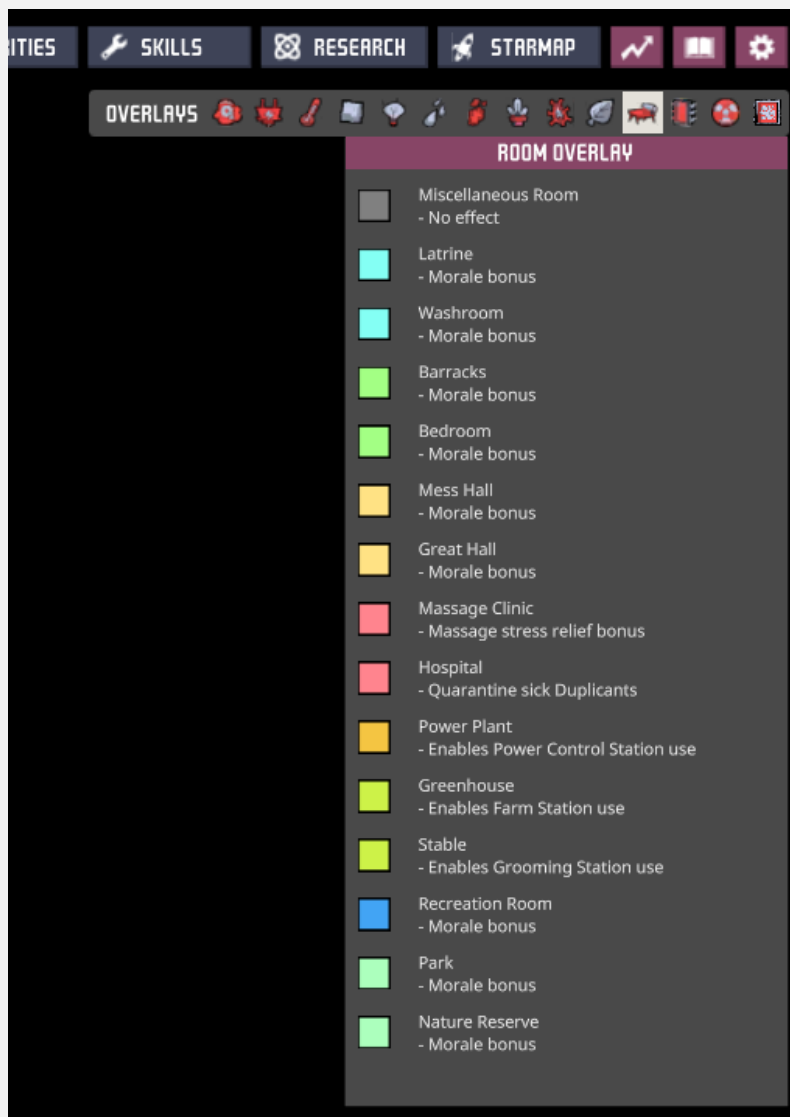## 1) <u>Let's talk Rooms -</u>

To keep the last chapter a little light, I didn't get into the concept of rooms. But now this topic gets relevant, so a quick introduction. It's also a topic you should be doing some additional research on.

ITIES · 🔧 SKILLS · ⚛ RESEARCH · 🚀 STARMAP · 📈 · 📖 · ⚙

OVERLAYS

ROOM OVERLAY

Miscellaneous Room
- No effect

Latrine
- Morale bonus

Washroom
- Morale bonus

Barracks
- Morale bonus

Bedroom
- Morale bonus

Mess Hall
- Morale bonus

Great Hall
- Morale bonus

Massage Clinic
- Massage stress relief bonus

Hospital
- Quarantine sick Duplicants

Power Plant
- Enables Power Control Station use

Greenhouse
- Enables Farm Station use

Stable
- Enables Grooming Station use

Recreation Room
- Morale bonus

Park
- Morale bonus

Nature Reserve
- Morale bonus

Rooms are closed-off areas that grant bonuses when specific criteria are met. You can clearly see the various types of rooms in the room overlay and their requirements. And if you hover your mouse on a room, it will give you details about the room and will often point out conflicts or possible improvements to the room.

Rooms are the easiest way to get morale early game. If you look at our base from Chapter 1, you'll notice that we had a barracks, a mess hall and a latrine already in place.

In this chapter, we upgrad the latrine into a washroom. The other rooms will be discussed in due course. With the upgrade, we **have a washroom, a mess hall and a barracks**, which gives us +6 morale in total. I will discuss morale in detail in a future chapter.

2) <u>Setting Up The Schedule –</u>

Scheduling is a key concept in ONI. If you look at the schedule menu, It will show you your duplicants routine and options to create new schedules or modify existing ones. By default, all new duplicants are added to the same schedule.

The various types of time in a schedule are pretty self-explanatory, so I won't go into detail about it. There will be online resources available if you need any help.

In general, having at least a few different schedules is desirable. The exact number and configuration are up to you. I know for a fact that some people divide their duplicants into shifts, for example splitting 18 duplicants into 3 shifts 8 hours apart or 2 shifts 12 hours apart. And so on.
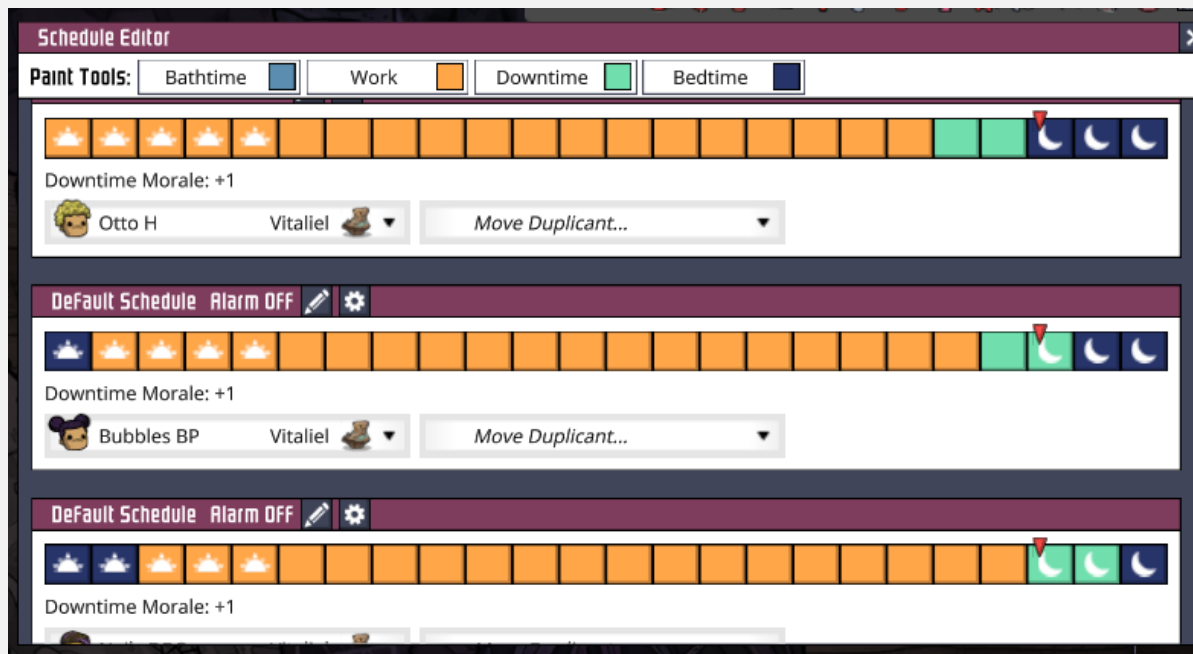
Schedule Editor

Paint Tools: Bathtime | Work | Downtime | Bedtime

Downtime Morale: +1

Otto H   Vitaliel ▼   Move Duplicant... ▼

Default Schedule Alarm OFF 🖉 ⚙

Downtime Morale: +1

Bubbles BP   Vitaliel ▼   Move Duplicant... ▼

Default Schedule Alarm OFF 🖉 ⚙

Downtime Morale: +1

I go for a more extreme form of scheduling, where every duplicant gets their own schedule. Every duplicants schedule is identical, except for the fact that they are shifted by 1 hour.

Why do we need shifts at all? To put it simply, it's to ensure work can be done throughout the clock, allowing for easier scheduling. More importantly, it allows for better use of lavatories and recreational buildings. What I mean is that when all my duplicants have a different schedule, they go to the bathroom at a different time and take their break at a separate time. So technically, I can support 24 duplicants on a single base with just 1 lavatory and sink! In reality, duplicants don't always stick to their exact schedule, so I keep 2 lavatories.

So this bathroom that we've built will practically last us forever (or till I have 24 duplicants anyway). Pretty sweet.

Another thing you can look into is the order and number of slots. I personally like removing the washroom slot altogether, In which case duplicants use the bathroom in their leisure time. If I ever decide to use showers, I will add them back.

Another possibility is adding your recreation slots after your bedtime slots, rather than before. This has a better chance of your duplicants using their full recreation time. We will not do that in this game, but it's an option.
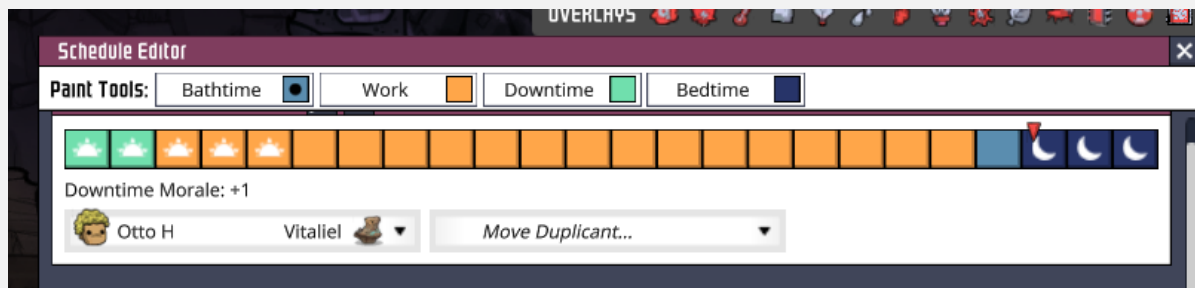
Schedule Editor

| Paint Tools: | Bathtime ● | Work | Downtime | Bedtime |

Downtime Morale: +1

Otto H — Vitaliel — Move Duplicant...

Alternate Schedule configuration

As we progress deeper into the game, I will also increase the number of recreation slots per duplicant.

3) **Define Your Priorities** –

This will be the last bit of boring theory for this chapter. I swear 😊

Priorities are useful when you get them right, but an absolute disaster if you get them wrong. So a word of caution here. If you're not sure of what you're doing, just leave it at default. Though I would recommend that you **enable proximity**… it really cuts down on travel time and increases efficiency.
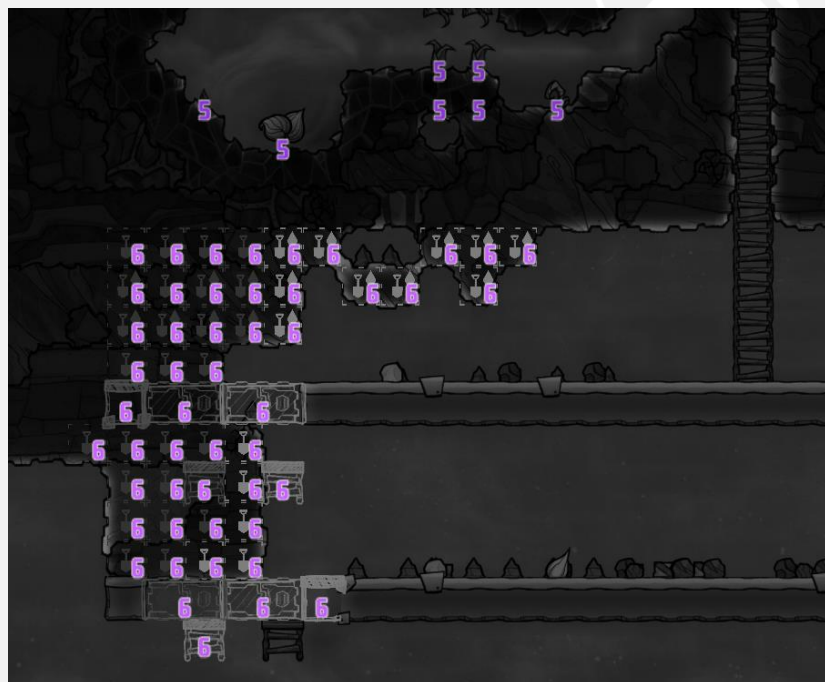
Numbered priority allows you to control the progress of your duplicants and dictate which projects are more important than others.

Careful though, this only works if you have some discipline in assigning the priority. Remember, if every task is a 9, then nothing is.

Here I don't mean the 'numbered priority' where tasks can be assigned an importance level from 1 to 9 (with 5 being the default). These are pretty straightforward, and I encourage everyone to use them. I'm talking about task-based priorities.

OXYGEN NOT INCLUDED

SPACED OUT!

Click on the gear icon to get the menu to enable proximity

Basically, priorities allow your duplicants to prioritize certain duties over others. For example, if a duplicant has a high priority in Ranching and a lower priority in digging, the duplicant will ONLY dig if no ranching tasks are available. In this case, a ranching task at level 1 will be given a higher rating than a digging task at level 9, which means that task based-priority will supersede numerical priority.

Here you see a 5 Priority task come before a 6.

And this is why the tool is both useful and dangerous. If used correctly, You can allow duplicants to specialize in niche tasks. For example, I use task priority to train Ranching specialists, Operating specialists (Only If I'm doing a lot of operating tasks) and so on. You can also disallow duplicants from performing certain tasks. I use this often to allocate research tasks to specific duplicants by disabling the tasks for all other duplicants.

On the other hand, a bad set of priorities can hamper your game by over-focussing on unimportant tasks and neglecting critical ones. When in doubt, keep it default. In general, I recommend Dedicated ranchers, farmers and cooks. Maybe a duplicant dedicated to storing and supplying. Everything else will be fine on default.

4) <u>Bathrooms For All -</u>

Latrines and washbasins are inefficient because they use dirt and need bottled water to function. On the other hand, Sinks and lavatories can be supplied by a pipe. Additionally, water is renewable. Dirt? Not so much. The upgrade also comes with a morale bonus.

This build is as old as the game itself (With a few of my own modifications, of course). The buildings take in water and give out polluted water. This polluted water can be pushed through a water sieve, which gives us clean polluted water that can be sent back to the lavatories.

This isn't a perfect loop, though. In a quirk of mechanics, the lavatories give out more water(polluted) than they take in. Since the sieve cleans water on a 1:1 basis, the system is water positive (the output water is greater than the input water). Thus we have to do something about the excess water, or the system will jam.
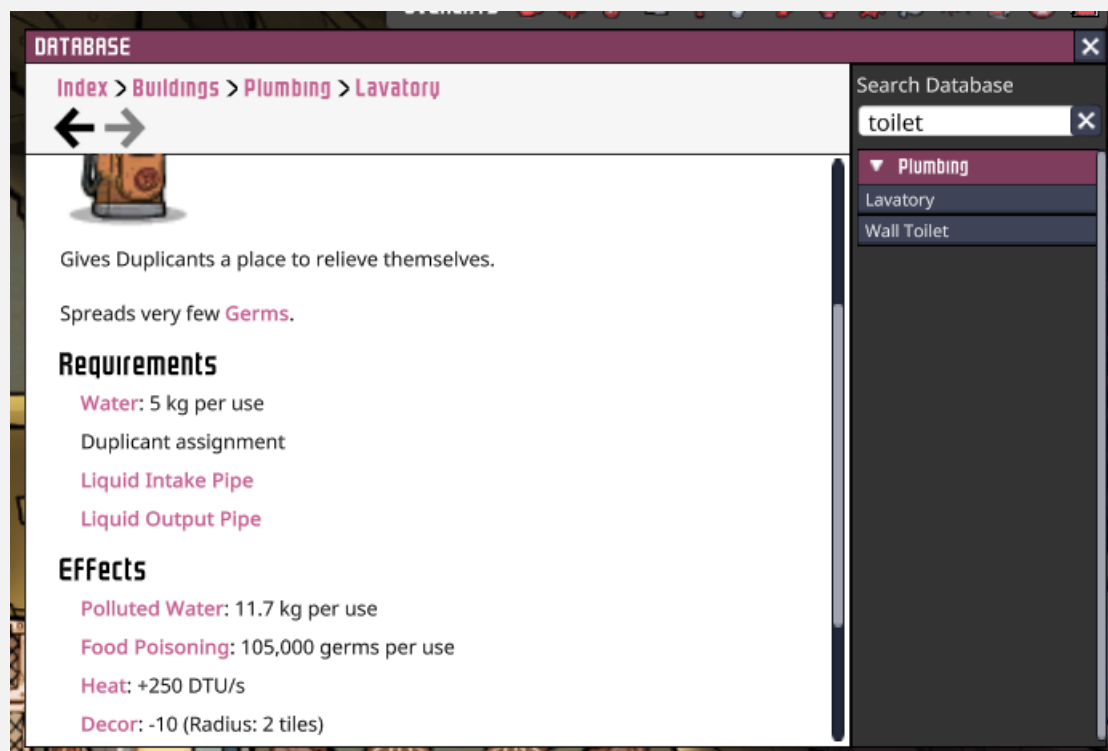
You have to 'prime' the build by pumping some water into the pipes. But after priming, the water input can be removed as the build becomes self-sufficient.

Input>Output= Negative

Output>Input= Positive

Output=Input= Neutral

You could just let the excess out with a vent, but I prefer using a reservoir. It holds 5000 Kg of liquid, which can be put to good use later down the game. The exact pipe configuration is different from what I used in SGG, where I stored water. Here the reservoir holds polluted water, and I think this is the better way to go. My SGG tactics came from my experience in the base game, where water was usually a very precious resource. In spaced Out water is a lot more plentiful, and I can make better use of polluted water. How exactly we use the contents of the reservoir will be discussed in a later chapter.

All Game Graphical art is the property of Klei

The only reason this build has bridges is to prioritize material flow, and it will run well enough with normal pipes. I suggest you look into my series' Academy Not Included' if you want more details on how bridges influence supply priority.

5) <u>Food Storage-</u>

I remember the good old days when dumping the food in either a cold room, sterile gas, or vacuum was enough to keep the food fresh indefinitely. Now things are not so simple, requiring both cold temperature AND sterile gas to be forever fresh. I believe there is a freezer mod in the workshop, but what's the fun in that? All in all, the new mechanics make the game more fun and are not that big a deal once you get used to them.

There are some important nuances to understand, though, so I'll have to bore you with a little more theory (HAHAHA, I lied earlier). It's important to understand the role of atmospheric temperature and food temperature.

If food is kept in a gas. The food will stay forever fresh if –
- ☢ The gas is below -18 degrees
- ☢ The gas is sterile (like CO_2 or Chlorine)

Here the actual temperature of the food is irrelevant. The food can be at whatever temperature as long as the gas is below -18 degrees.

The food HAS to have an internal temperature of -18 degrees in a vacuum. Meaning that if you decide to store your food in a vacuum, you'll have to develop a precooling system that chills the food before storage.

Personally, I prefer storing food in sterile gas. It's simpler and less risky. But you do you.

That being said, it's too early in the game to be doing any of this. For now, we're just going to dig a CO_2 pit and food the store there. The food will spoil over time, but at this stage we have so little food on the map that spoilage is not a concern because most food is eaten immediately.

BARBEQUE
- Rations: 365,050 kcal
- Deep Freeze
- Sterile Atmosphere
- Fresh (99%)
- 57.6 °C

The Barbeque is in 'Deep Freeze' Despite being at 57.6 degrees, because it is surrounded by cold CO_2
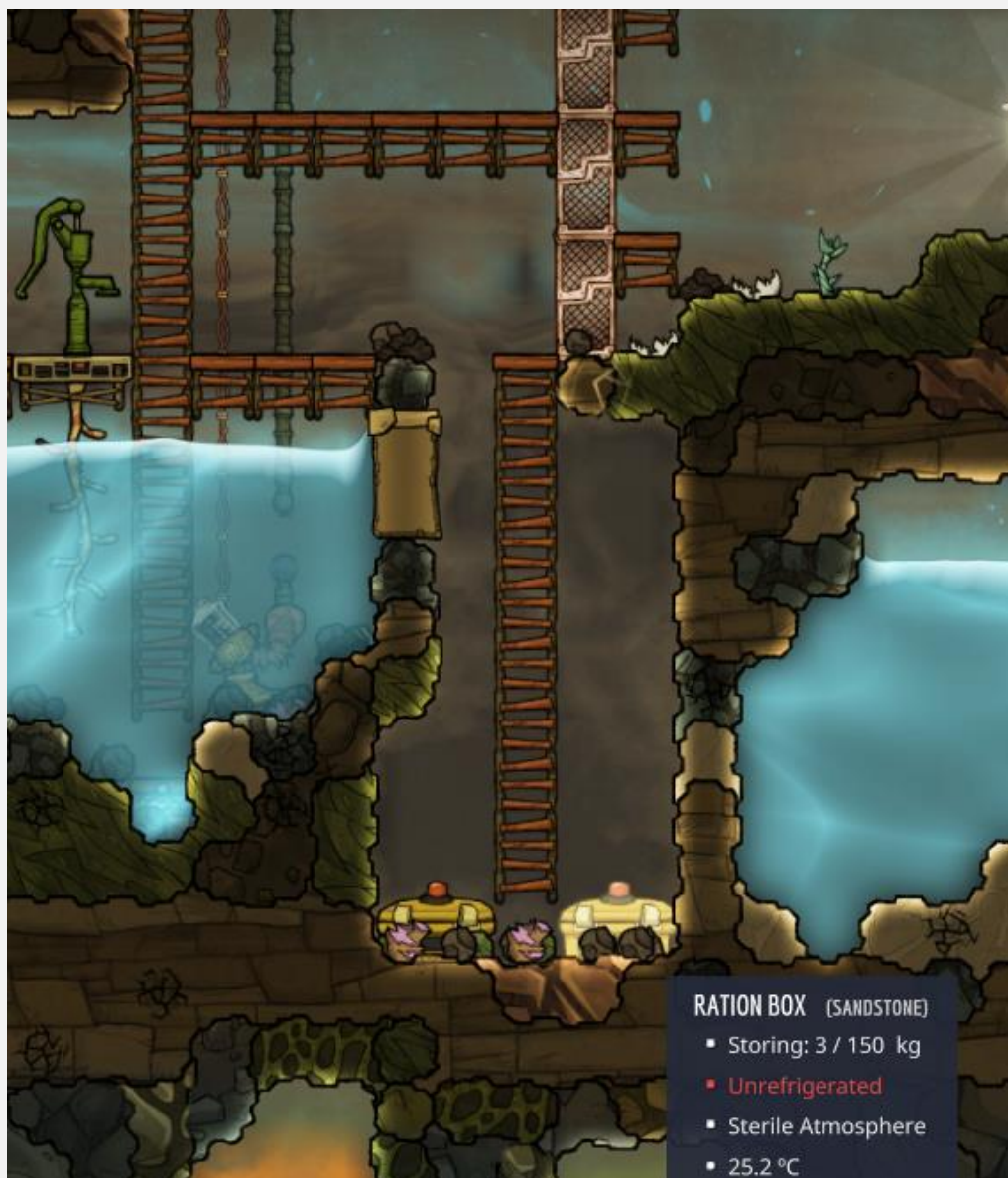
Unrefrigerated, but sterile.

RATION BOX (SANDSTONE)
- Storing: 3 / 150 kg
- Unrefrigerated
- Sterile Atmosphere
- 25.2 ℃

Speaking of food, you might have noticed that we still haven't planted any food on the map. My duplicant calories are coming exclusively from wild plants and buried muckroot. I will attempt to skip meal wood plants altogether and move directly to meat from ranched hatches. Since we are not on an achievement run, this isn't a specific requirement, but I enjoy the thrill of pushing my duplicants to the edge.
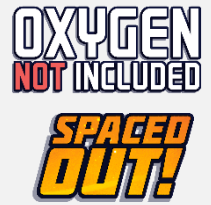
Be warned, though. Doing this requires close micromanagement and can easily result in the loss of duplicants. If you don't want that kind of stress in your life, just plant some mealwood.

6) <u>The Way Forward -</u>

Ranching and power are my biggest priorities right now. Parallelly, I'll continue to dig around for hidden muckroot and resources.

7) <u>Base Check –</u>

Food is obviously a huge issue at the moment, but other than that, we're doing well. We will have to watch out for CO_2 buildup, though, but that's a problem for another day. Food is a much more critical issue.

Research moves pretty fast early game. Like I mentioned earlier, I don't use dedicated researchers. I let all my duplicants take turns, ensuring each duplicant reaches a +3 in research. **The following tech was researched –**

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

8) <u>Comparison To The StormFather's Guide to the Galaxy-</u>

This screenshot is from SGG at Cycle 18.

Tech-wise we're a little ahead, though we'd done a lot more digging in SGG. We also had planted a bunch of mealwood by this time,

SGG had more raw digging, whereas, in PSS, we have already started building the structure for the ranches.

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 of 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-
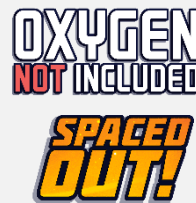
https://linktr.ee/Stormfather

Until Next time

Change History –

Date	Version	Change	Idea Credit
20 Jan '22	0	New Release / 1st Page Modified	Holger__

StormFather