
No Man's Sky: Fantasy :

Game overhaul for Outlaws

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Introduction

«No Man's Sky: Fantasy » is a full game overhaul changing every aspects of the base game (Visuals, Camera, Gameplay Improvements, Procedural Generation Revisited, Dynamic biomes files generation, Models Rework, Additional models (procedurally generated by the game) , Additionnal Gameplay features, And Bonus Spaceships and Multi-tools only available with the mod) All theses aspects can be used seperatly or can be combined as you decide. They are also available in alternative versions for some.

TIPS & RECOMMENDATIONS

o the mod have "hidden" spots where you can fill your inventory with missing ressources when you are stuck, or when you cant play the game every day and get all the ressources and you need them fast :

- In space stations you have loot on boxes and tanks
- In any ferighters hangars the boxes loot as well.
- Hills (whatever the planet biomes) have "ferrite dust" , like caves always have "cobalt" in vanilla

o the mod is balanced between helping you sometimes and making things difficult other times.

some examples

- Fiends attacks are massive , but they can be one shot
- Explorations is easier but planets have more danger (like more dangerous creatures)
- Sentinels dogde more and have more effective attacks, but they die faster when you hit them.

o Don't save in derelict freighters missions, the game engine is not meant for it.

The new interactive objects feature allows to save there as a side effect.

I ve disabled it when i can, but i have tons of files to scan to remove them all.

So, it is possible you see a save prompt in a derelict freighter. Dont save, the derilic freighter will not be here when you load the save.

And i let you imagine where you will be.

1. INSTALLATION

2.

- First time modding the game ?

- o Create a "MODS" folder at this location:

[your game folder] / GAMEDATA / PCBANKS /

- o Remove the "disablemods.txt" from this location: *

[your game folder] / GAMEDATA / PCBANKS /

OPTION 1 QUICK INSTALL

- Drag the «MODS» folder into

[your game folder] / GAMEDATA / PCBANKS

OPTION 2 CUSTOM INSTALL

- Extract the desire zip files into Your Mods Folder located at : **

[your game folder] / GAMEDATA / PCBANKS / MODS

* When removing this file you will enable mods for the game. A warning will now trigger at the start of the game notifying that mods are enable.

** In some zip , it will be ask to you to only chose one version - If you dont, the first one in aplphebatical order will be used and not the other one

2. Graphic overhaul

2.1 Visual paks

Visuals paks are located in the «GRAPHICS-OVERHAUL» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-GRAPHICS-SPACESHIPS_TRAILS_REWORK

This pak removes the spaceship trails (unless you chose to use one you got in the Anomaly shop) it also turns the engine flares to orange (instead of blue)

- NMSFVI-GRAPHICS-SPACE-COLORS-REWORK-SCIFI-VERSION

This pak changes space colors into more realistic space colors , with black space and stars, nebulas, colors rework.

- NMSFVI-GRAPHICS-SPACE-COLORS-REWORK-FANTASY-VERSION

This pak is an alternative version of the one above. This will change space colors into more cartoony/artworky space colors , with dark-blue space and stars,nebulas, colors rework.

- NMSFVI-GRAPHICS-PLANETS-WATER-REFLECTION_REWORK

This pak creates light reflexions and wave on water surface.

- NMSFVI-GRAPHICS-PLANETS-ENHANCED-SKIES-COLORS

This pak improves skies colors diversity and add relastic dusk colors.



- NMSFVI-GRAPHICS-PLANETS-DEPTH-OF-FIELD-REWORK

This pak changes the amount of fog, the distance of visible space objects in the horizon and add a depth of field blur. Note that when you will use the photomode, you have to activate «depth of field» located in the «lens» tab.

- NMSFVI-GRAPHICS-PLANETS-BRIGHTER-COLORS-FILTERS

This pak changes the color filters on planets into more brighter ones

- NMSFVI-GRAPHICS-PLANETS-E3-VINTAGE-COLORS-FILTERS

This pak is an alternative version of the one above, it changes the color filters on planets into E3 demo looking ones.

- NMSFVI-GRAPHICS-EFFECTS-NO-SPEEDLINES

This pak removes speedlines effects and make the spaceship's pulse warp more clear. (no asteroids and speed effects spamming)

- NMSFVI-GRAPHICS-EFFECTS-METEO-NERF

This pak reduces the amount of visual effects during storms. Vanilla storms can be very blinding sometimes.

2.2 Interface paks

Interface paks are located in the «INTERFACE-REWORK» .zip file . Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFV-MENU-REWORK

This pak changes the game menu backgrounds. With more interesting image to look.

- NMSFVI-GRAPHICS-SPACE-COLORS-REWORK-SCIFI-VERSION

This pak is an alternative version of the one above. This one will allow you to see the game while you are in the options menu.

2.3 Camera paks

Camera paks are located in the «CAMERAS-REWORK» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-CAMERAS-REWORK-VANILLA-SHAKE

This pak modify every camera positions of the game. Note that it easy the mining from an exocraft. It improves the warp between systems animation. It will also make every camera have a larger FOV. It also improves camera positions during warp between systems.

- NMSFVI-CAMERAS-REWORK+REDUCED-SHAKE

This pak is an alternative version of the one above. This pak will also remove the camera shake effects in most situations. Though they will still exist for massive evvents, like sandworms merge, volcanic eruptions pain shake, etc...

2.4 Spaceships visuals paks

Spaceships visuals paks are located in the «SPACESHIPS-VISUALS» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-VISUALS-Gold-S-Class

This pak add gold parts to S-Class (Royale and Squid) spaceships

- NMSFVI-VISUALS-Metallic_Spacaships

This pak adds shiny metallic parts to spaceships and makes Sentinels spaceships fully shinny gold.

3. Bonus content

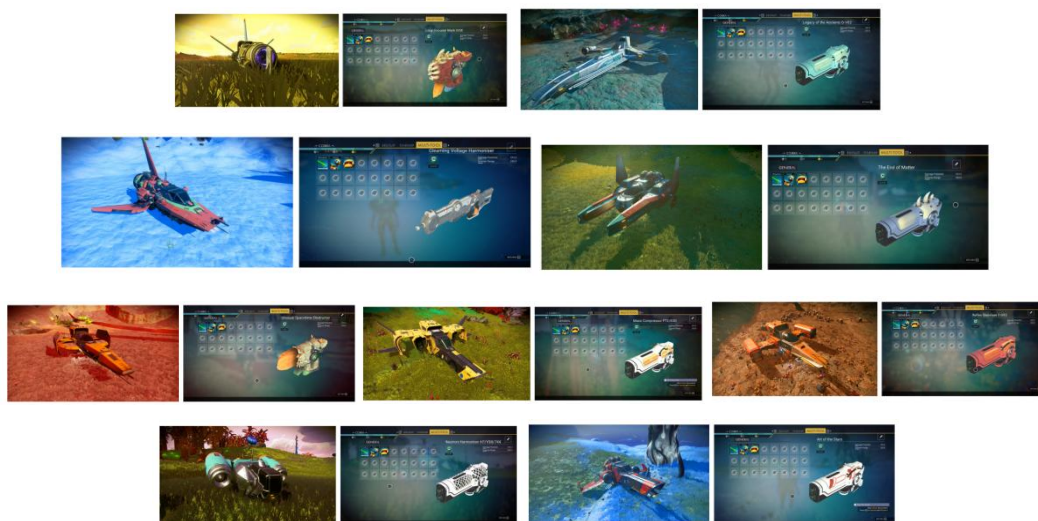
3.1 New game bonuses

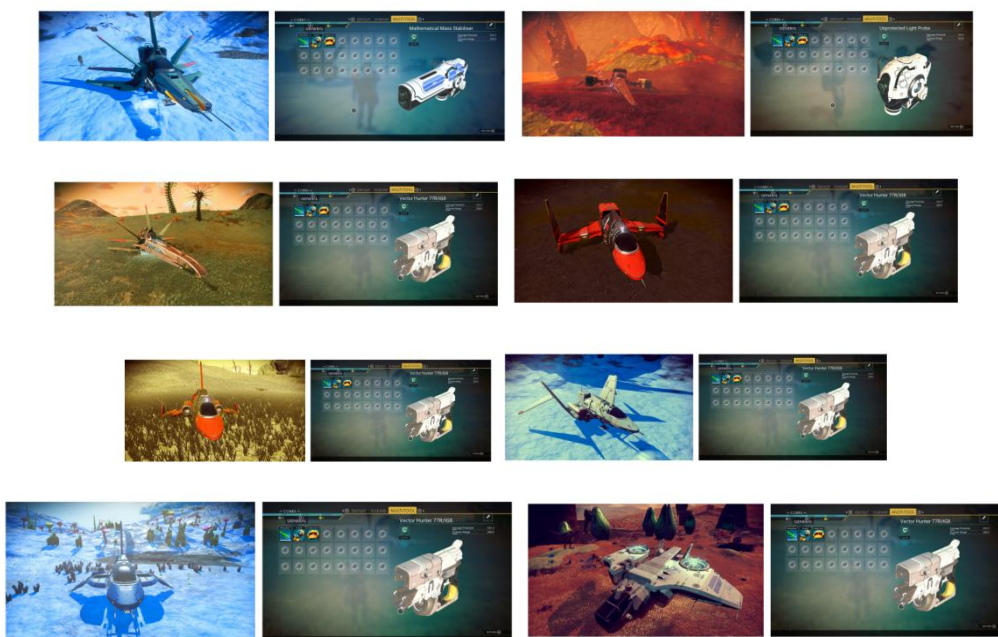
Bonus content paks are located in the «NEW-GAME-BONUS-SPACESHIPS-MULTITOOLS» .zip file.

Pick the spaceship and multitool you want using the documentation given in the archive.

This will replace the default multitool and spaceship that you have when starting a new game. This spaceship and multitool will be save even without the mod. So you can use it once if you only want one of the spaceships.

Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)





3.2 Skins

Skins paks are located in the «SKINS» .zip file.
Extract the archive directly in the Mods folder's root
(any sub-folder will not be loaded by the game)

Skins are only visible with the mod and dont affect your save. Unless you save it in a char preset slot.

- NMSFVI-SKINS-CHARACTER-DEFAULT-PRESETS

This pak replaces the default characters presets.



- NMSFVI-SKINS-COLOSSUS-REWORK

This pak replace the default Colossus exocraft.



- NMSFVI-SKINS-ROAMER-REWORK

This pak replace the default Colossus exocraft.



4.Gameplay overhaul

4.1 Exocrafts Gameplay

Exocrafts gameplay paks are located in the «EXOCRAFTS-HANDLINGS-REWORK» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI_GAMEPLAY-EXOCRAFTS-REWORK

This pak modifies exocrafts handling. With specific advantageq for each exocrafts. Headlights are also boosted.

- NMSFVI_GAMEPLAY-EXOCRAFTS-REWORK+GIANT-MECH+CAMERA-OVERHAUL

This pak is an alternative version of the one above. This pak have a version of the mech exo-suit that is gigantic. It includes the other exocrafts changes and the cameras overhaul adapted for the Giant Mech.

4.2 Exploration boost

Exploration boost paks are located in the «EXPLORATION-BOOSTED» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- _NMSFVI-GAMEPLAY-EXOCRAFTS-GEOBAYS-DISCOUNT

This pak reduces exocrafts build cost.

- _NMSFVI-GAMEPLAY-EXOCRAFTS-GEOBAYS-DISCOUNT+Inventory-Stacks_x10

This pak is an alternative version of the one above. This pak also have a stack mod integrated that will increase all inventory stacks capacity (x 10)

- NMSFVI-GAMEPLAY-EXPLORATION-BUFFS

This pak increase all hyperdrives ranges for every upgrades. It also increase all jet pack capacity for all upgrades. (Mech jet pack included) Rocket boosts are more efficient and are an ignition for flying. All lauch cost are reduced. Basic Warp cells can be used 5 times.

- NMSFVI-GAMEPLAY-SPACESHIPS-CONTROLS-REWORK+WARPSPEEDx4

This pak changes spaceships controls. It allows them to perform hover on planet surface, to reach boost speed without pressong the booster. Max speed is higher for every ships. Pulse warp is 4 times faster than the vanilla ones.

4.3 On foot movements overhaul

On foot changes paks are located in the «PLAYER-MOVEMENTS-REWORK» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-GAMEPLAY-Player-movements-Rework-vanilla-walk-speed-version

This pak improves characters animations. Player turns faster on himself, Jetpack flight is more controlable for flying around (i suggest to combine this pak with «NMSFVI-GAMEPLAY-EXPLORATION-BUFFS») Player deaths have more visble ragdoll animations. Player speed is increased while jetpacking (in air and on water) , swimming, and shielding. The panic animations while falling is replaced by a more stoic one.

- _NMSFVI-GAMEPLAY-Player-movements-Rework-walk-version

This pak is an alternative version of the one above. In this version the player will always walk. (Not recomanded if you prefer play in first person.)

4.4 Mining Improvements

Mining paks are located in the «MINING-SPEED-BOOSTED» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-GAMEPLAY-MINING_SPEEDx5

This pak makes player and exocrafts mine faster. Since it changes directly objects health, it is compatible with other gameplay mods.

- _NMSFVI-GAMEPLAY-MINING_SPEEDx10

This pak is an alternative version of the one above. But with speed x10.

4.5 Additional gameplay

Additional gameplay paks are located in the «ADDED-GAMEPLAY-FEATURES» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-NEW-GAMEPLAY-Advanced-BUILDING-OPTIONS

This pak allows to build more freely, and resize more base parts. It has placement fixes. Underwater builds can be created on planet surface. Decoration can be used everywhere, which allows you to decorate your settlement. Lights decorations auto-power for that reason. (i suggest to combine this pak with «NMSFVI-NEW-GAMEPLAY-NEW-INTERACTIVE-OBJECTS-in-BASES-FREIGHTERS-and-TRADINGPOSTS» and «NMSFVI-NEW-GAMEPLAY-MISSIONS-in-SENTLEMENTS») Electro-magnetic power generator give power without fields around, as a small cheat for anti-DIY guys.

- NMSFVI-NEW-GAMEPLAY-MISSIONS-in-SENTLEMENTS

This pak makes your settlements people give you quest.

- NMSFVI-NEW-GAMEPLAY-MORE-BODYSHAPE-OPTIONS

This pak improves default body shapes in the customiser, and add in-between ones. (works for faces too)

- NMSFVI-NEW-GAMEPLAY-NEW-INTERACTIVE-OBJECTS-in-BASES-FREIGHTERS-and-TRADINGPOSTS

- o This pak give additional interactions to base decorations.
 - Large Computer Desks are signal scanners.
 - Shelf storage , Lockers, Worktops, & Draws, opens character customization.
 - Beds & Light Tables are save points.
 - Screen monitors open NPC's missions' interface.
 - Weaponrack allows to infinitely buy new multitools (the seed depends on the weaponracks).
 - Plants pot decoration generates Sodium, Salt, Carbone, or Oxygen.
 - Fan Ventilation generates Oxygen.
 - Roof Monitors & Robotic Arm infinitely open upgrade suit interface. (same costs that on space stations) .
 - Collect All ferrite substances in Large Flat Crates.
 - Collect Silver, Copper, Platine &more in Cubic Crates.
 - Collect Chromatic Metal, Ionised Cobalt,Nanites and more in Freighters Hangars Crates.
 - Collect Chore on sea plants Decorations
- o Adds interactive objects in trading posts (portal, save table, char customisations, exocrafts geobays including unreleased hidden «Dragonfly» exocraft.)
- o Adds interactive objects in freighters hangars (ship customization, trade terminal, nexus portals)

4.6 Combat rework

- NMSFVI_GAMEPLAY-SENTINELS-FIGHTS_REWORK

This pak makes on-foot combat with sentinels more intense. Their weapon system is reworked to be more dynamic, and their AI is improved in a way they dodge attacks more efficiently and look for being in player's back.

- NMSFVI_GAMEPLAY-SPACE-PIRATES_REWORK

This pak makes space combat more dynamic. Space enemies fly faster, dodge more efficiently and have more intense fire-power. Enemies health balancing is rework.

4.7 Challenging difficulty

Challenge paks are located in the «CHALLENGING-DIFFICULTY» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-CHALLENGE-DANGEROUS_HAZARDOUS_FLORA

This pak makes hazardous flora more difficult to see and to avoid. They also do more damage.

- NMSFVI-CHALLENGE-LETHAL-ASTEROIDS-COLLISIONS

This pak makes collision with asteroids lethal.

5. Generation overhaul

5.1 Fauna overhaul

Fauna rework paks are located in the «PROCEDURAL-GENERATION-REWORK» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-GENERATION-PLANETS-FAUNA-BEHAVIOUR-IMPROVEMENTS

This pak improves flight animations, and behaviours. Pets behaviour improvements. Sandworm overhaul. Sandworms slide on planet surface, spawn more often, take dmg and loot bones.

- _NMSFVI-GENERATION-PLANETS-FAUNA-BEHAVIOUR-IMPROVEMENTS+GIANTS

This pak is an alternative version of the one above. That allows more giant creatures. (Creatures will be massive when combined with «NMSFVI-GENERATION-PLANETS-FAUNA-RENDER-DISTANCE+REPARTION-IMPROVEMENTS»)

-NMSFVI-GENERATION-PLANETS-FAUNA-RENDER-DISTANCE+REPARTION-IMPROVEMENTS

This pak increases creatures render distance / apparition. And changes the way they spawn. (this pak is meant to be used with «_NMSFVI-GENERATION-PLANETS-FAUNA-BEHAVIOUR-IMPROVEMENTS»)

-NMSFVI-GENERATION-PLANETS-FAUNA-DIVERSITY-BOOST

This pak makes planets have more variety of species on planet surface.

5.2 Procedural generation rework

Procedural generation rework paks are located in the «PROCEDURAL-GENERATION-REWORK» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- NMSFVI-GENERATION-SPACESHIPS-REDESIGN+NEW-PARTS

This pak will slightly change spaceships (Fighters, Scientists, squid and Freighters) with additional procedural spaceships parts.

- NMSFVI-GENERATION-SPACE-PROCEDURAL-DERELIC-Freighters-Missions-Crash-Sites

This pak will make derelict freighters missions have procedural crash sites.

- NMSFVI-GENERATION-SPACE-ASTEROIDS-FIELDS+SPACE-TRAFFIC-REWORK

This pak increase traffic, adds additional spaceships (like the E3 sentinel Trident). Sentinels spaceships are roaming on planets and space. Every pirates have fighters type spaceships. Freighters have personal defence small freighters. The Normandy can be encountered in space. Asteroids field are reworked with a better LOD and are more parse. Asteroids spawn more often rare items.

- NMSFVI-GENERATION-PLANETS-WATER-COLORS-REWORK+MORE-DIVERSITY

This pak add more water colors possibilities.

- NMSFVI-GENERATION-PLANETS-TRADINGPOSTS-REDESIGNED-WITH-HUGE-BUILDINGS

This pak will transform Trading posts into Large buildings. (Can be performance hitting)

- NMSFVI-GENERATION-PLANETS-TILES-TERRAIN-TYPES-REWORK+MORE-DIVERSITY

This pak improves planets surface textures and add variations to them.

- NMSFVI-GENERATION-PLANETS-MORE-COLORFUL- E3_COLORS

This pak will tweak the game color generation to match E3 demo planet and spaceships colors.

- NMSFVI-GENERATION-PLANETS-FANTASTIC-TERRAIN-FORMATION

This pak will slightly transform terrain shapes with more variations and geometrical shapes. Thoses one can be removed with the terrain manipulator. (you can switch to vanilla terrain generation anytime)

- NMSFVI-GENERATION-PLANETS-E3-PORTALS-DESIGN

This pak will transform planets'portal sites into a E3 style one. Since, those ones are larger you might not be able to use that pak if you have a base near a portal.

- NMSFVI-GENERATION-PLANETS-E3-BUILDINGS-IN-WORLDS

This pak will place E3 buildings in the planets. It will rework the wordstones into more fantasy inspired ones. (using E3 demo models)

- NMSFVI-GENERATION-PLANETS-BIOMES-REWORK+DIVERSITY-EXTENDED

This pakimprove the vanilla biomes with more fantasy vibes and diversity. Note thay this pak doesnt move quest required objects.

-NMSFVI-GENERATION-PLANETS-BIOMES-DENSITY-BOOSTED.pak

This pak will increase planet density. Flora, rocks, trees will be more close from each others. Warning this pak is not recomanded as it can cause stability issues on rare very dense planets.

5.3 Constructs support

Constructs support paks are located in the «CONSTRUCTS-RETRO-COMPATIBILITY» .zip file. Extract the archive directly in the Mods folder's root (any sub-folder will not be loaded by the game)

- __NMSFVI-CONSTRUCTS-RETRO-SPAWNER

This pak will enable Constructs mod (only for «__NMSFVI-GENERATION-PLANETS-BIOMES-REWORK+DIVERSITY-EXTENDED»)

- Download «Constructs» Mod sepratlly

https://www.nexusmods.com/nomanssky/mods/323?tab=files&file_id=4819

Note that this is a Visions version, so do not use the spawner given with 'Constructs'

- place the file called «_MOD.MSSP.ConstructsVisions.Core.pak» in the Mods Folder's root.

You can leave it there, it will not be loaded until you both have the «__NMSFVI-CONSTRUCTS-RETRO-SPAWNER» & «__NMSFVI-GENERATION-PLANETS-BIOMES-REWORK+DIVERSITY-EXTENDED» paks.***

*** Remove «__NMSFVI-CONSTRUCTS-RETRO-SPAWNER» when you remove the «_MOD.MSSP.ConstructsVisions.Core.pak»