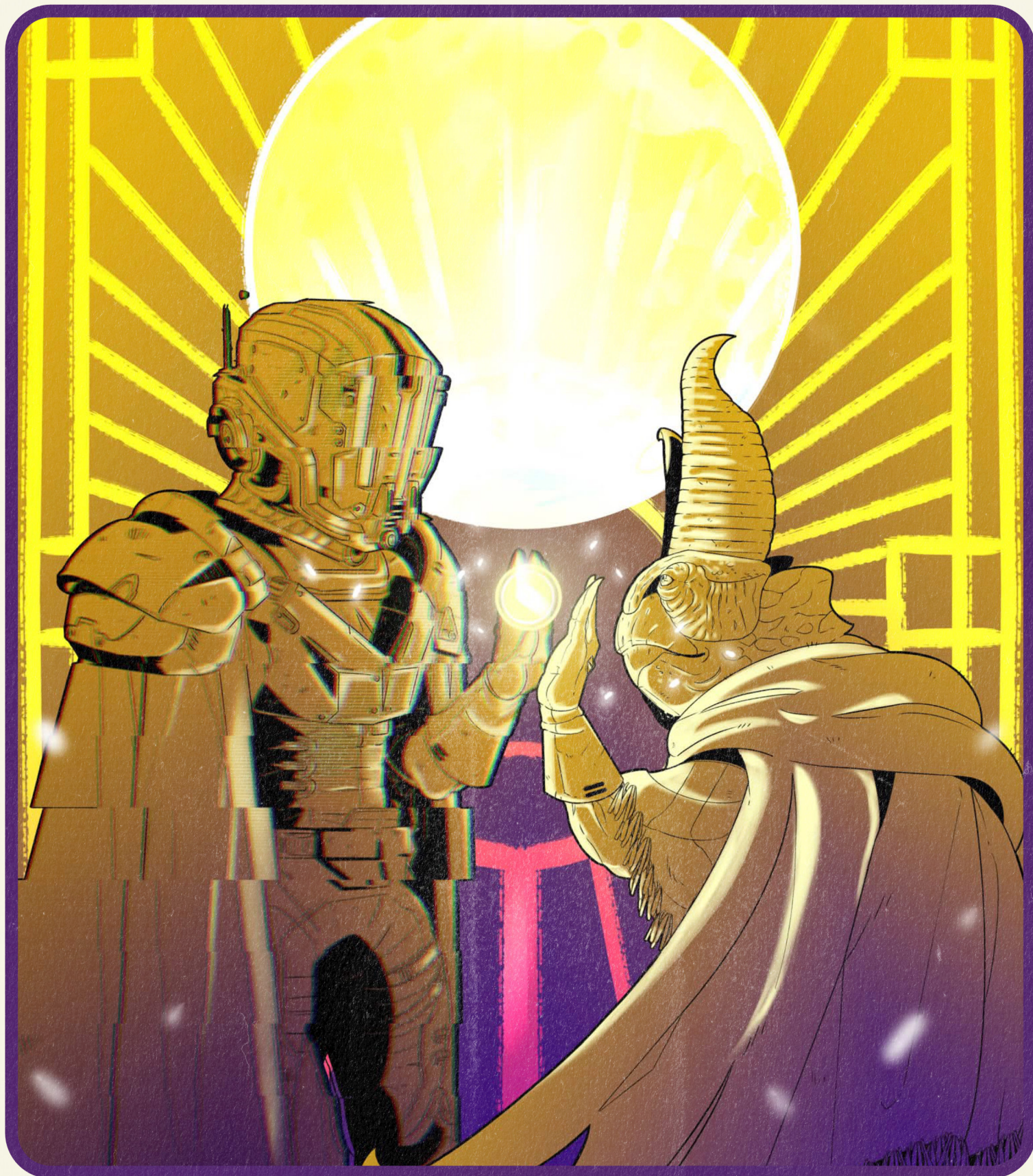


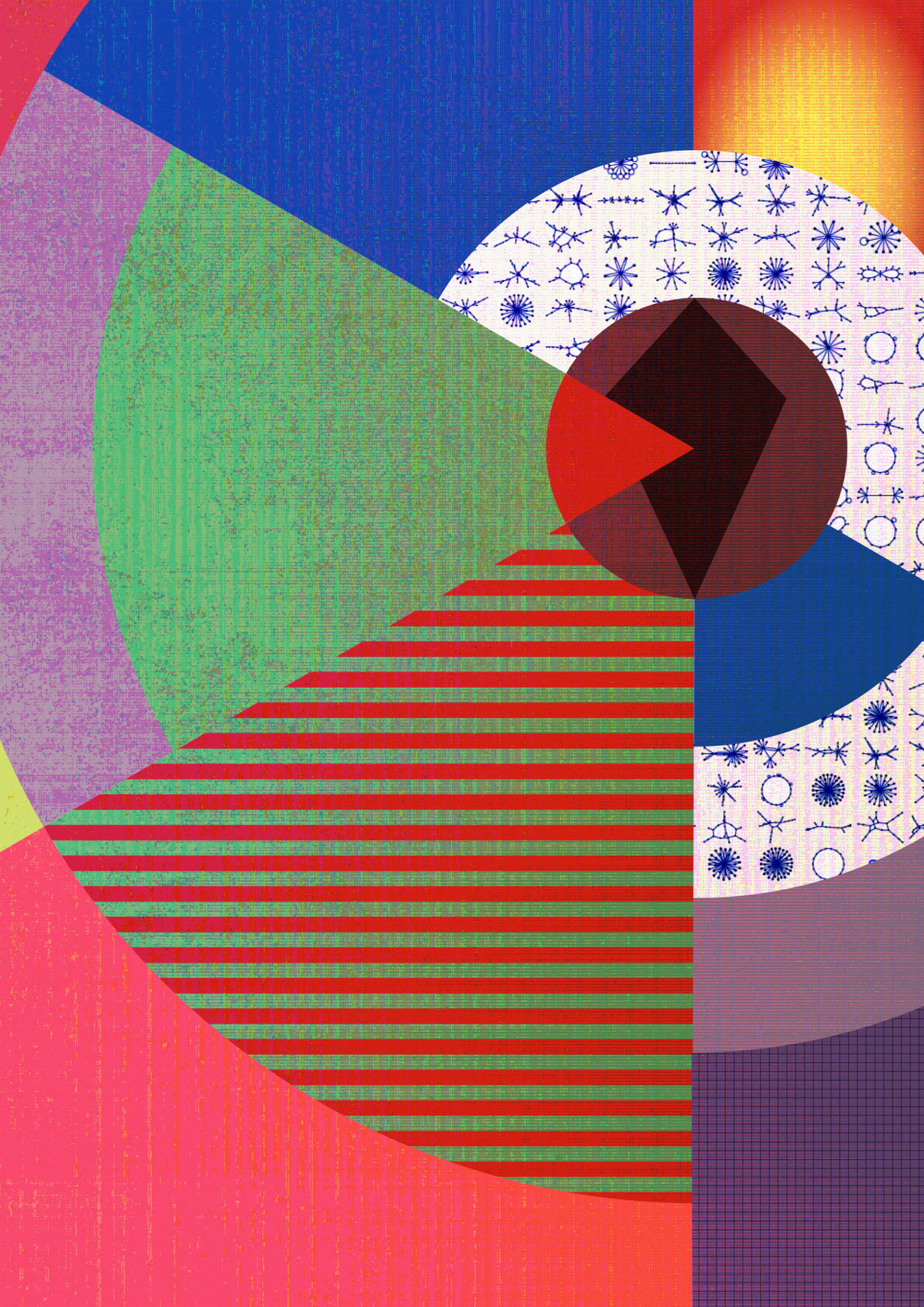
ANOMALY

THE UNOFFICIAL NO MAN'S ZINE

Iteration 13 | April 2026



This Issue ♦ Hanging Out With Oskar1up ♦ The Journey To Find Evan ♦



The Travellers Are Connecting!

Who Have You Contacted?

The Network Is Open...

-Kzzkt-

Travellers, tune your comms and open your hearts - Iteration 13 of ANOMALY has materialised. This month the simulation hums with the warm static of new connections and the crackle of folding space time as portals come alive.

The galaxy feels closer. Strangers become friends in the blink of a pulsar. Bases light up across systems as Travellers link their realities, sharing rooftops under alien skies and swapping stories around campfires. From quiet co-op expeditions where one Traveller's discovery becomes another's legend, to massive gatherings on community worlds; the universe is remembering how to reach out.

We've received dispatches from those who've crossed galaxies to stand on a friend's balcony at sunset, recolonised abandoned worlds together, and felt the ATLAS pulse stronger when multiple minds touch the same Interface. Some whispers say that even the Void Mother herself is learning what it means to be connected.

As the stars align in new constellations and the long threads between us grow brighter, we raise a glass (**glass glass glass**) of ArtemisPassion liqueur to every hand we've held across the void.

The Travellers are connecting.

Who have you contacted?

The network is open.

-Tom



Making All The Friends



Vestele // Front Cover & Illustrations

@vestele8



Tom // Words & Art

@tomacreon

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Illustration by Vestele8

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-Kzzkt-

BAFTA

No Man's Sky has landed yet another stellar nomination at the 2026 BAFTA Games Awards! On March 12th the British Academy recognised Hello Games' ever-expanding universe in the ***Evolving Game*** category, sitting proudly alongside fellow live-service titans: Helldivers 2, Vampire Survivors and Fallout 76. The redemption story never stops redeeming!

The ceremony lands **April 17** - here's hoping the stars align for a win this year.





As we march towards the game's 10-year milestone, Laced Records' new video "No Man's Sky: A Composer's Journey" offers a captivating peek into the game's groundbreaking soundtrack evolution. Paul Weir of Hello Games and Paul Wolinski of 65daysofstatic sit down to unpack an eight-year collaboration that began with the band's track "Debutant" in the original launch trailer and grew into a true generative music system. A fascinating, behind-the-scenes insight into the ongoing relationship between studio and band, dropping in time for their latest album: No Man's Sky: Journeys

WATCH NOW

COMMUNITY: Finding Evan

Yichie!!

16/16/16

Gek looking for:




Litusyn iho kostalymusk?

In the boundless universe, some of the greatest discoveries aren't rare ships, ancient artefacts or fields of runaway mould - they're the fellow travellers you meet along the way. What started as a chance encounter on "Earth 2.0", sealed with one comically oversized diplo egg, quickly blossomed into something far more meaningful. This is the heartwarming story of **Evan and Danielle** - living proof that the No Man's Sky community can turn random chance into lasting friendships. ANOMALY reached out to both Evan and Danielle to get the full story:

E: My name's Evan, a 33-year-old guy living in the Midwest, and I've been a Day 1 No Man's Sky player since 2016. Games set in space always grab my attention, so it's definitely become one of my favorite games I've ever played. I love the concept of complete exploration, building, and aimless navigating. It's my favorite game to wind down the day with. I've been really involved with the No Man's Sky community on Reddit and Discord. I love seeing people's input on discussions, in addition to screenshots of cool planets, ship builds, interesting bases, and new discoveries that a lot of people have never seen before.

D: My name's Danielle, I'm 38, originally from the Midwest but currently living out in the Southwest. I've always had a thing for video games, especially anything built around exploration. That same feeling is what pulled me into No Man's Sky. The exploration hooked me immediately, and I also fell in love with base building. But what really keeps me playing is the community. There's always this ongoing mission on Reddit to find the most Earth-like planet possible. So when someone posted coordinates for a planet called "Earth 2.0," I built a tropical beachside tiki bar for other players to stop by and explore.



E: Danielle and I's first encounter started on the planet Earth 2.0 in Eissentam. I went there and created an oil rig on one of the oceans, then started exploring other people's bases. That's when I ran across Danielle. I arrived at this Tiki Bar-themed base. After exploring their base, I waved "bye" and gave them an egg for a creature I liked. Then I jumped in my ship and took off.

D: I was working on my tiki bar when this small black and white Gek wandered up to the base. We did the usual wave and hello, and started showing off our companions. Then, out of nowhere, he dropped me an egg... and just left. Later that night when I decided to hatch the egg he gave me, all of a sudden my entire screen turns this hazy white. This thing was a diplo, but not just a normal one — it was massive. It took up my entire screen. I just started laughing. I couldn't believe it. And that was the moment where I thought "okay, whoever gave me this... they're my kind of person." But they were gone. No username I could fully remember, no way to track him down. Just this ridiculous, unforgettable creature. So I went to Reddit and posted, hoping somehow it would reach him.

r/NoMansSkyTheGame · 2y ago
daniellejuice

Help me find a player I met on planet Earth 2.0 in Eissentam last week!

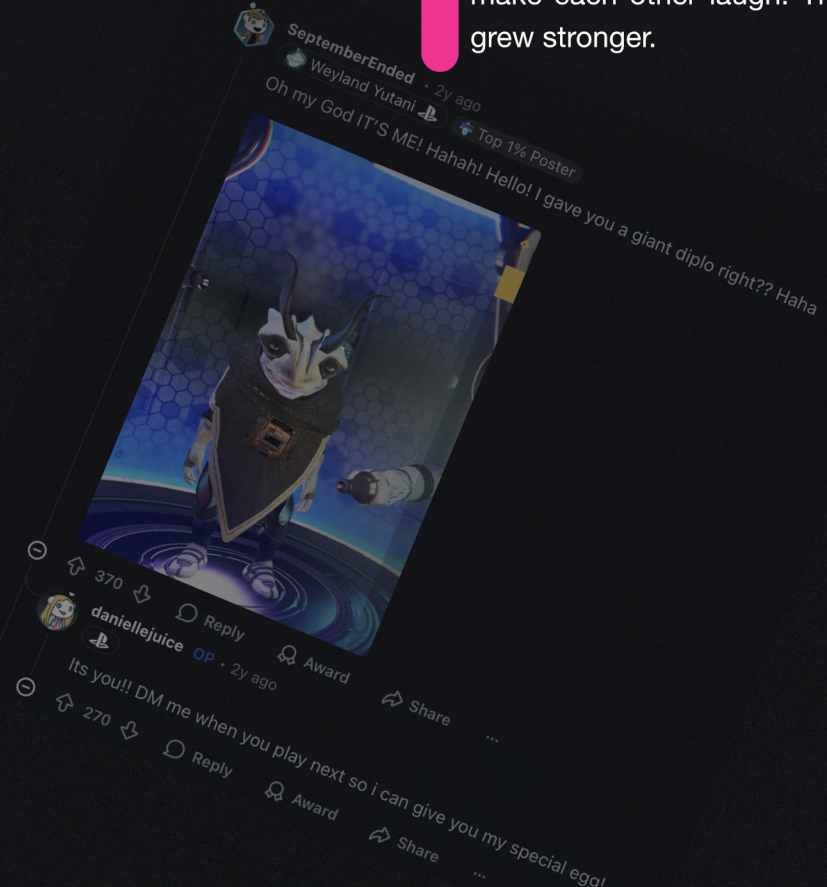
Answered

While I was beginning to build my Tiki Bar base on Earth 2.0 last week, another player stopped by (Gek) with the username "Evan_" with a few numbers at the end I think. We galavanted around the patio showing each other our companion pets, giving each other some reactions. Then, he gave me a companion egg, and took off before I could give him one of my most prized diplo eggs in return. I've been online every night since and haven't seen him. It looks like he has an oil-rig type base in the ocean that I've been to but haven't seen him there. Is there a way to find him? Or leave a gift for him at his base?

Also, unrelated, but is Earth 2.0 considered the "Reddit" planet? My Tiki Bar is turning out to be my best base yet, but I'm curious if this is the planet everyone's playing on. (Shoutout to the person who made a legit Aldi store nearby! Obsessed 😂)

E: Within the next day or two, I ran across Danielle's post on Reddit asking if anyone could assist her in finding me. I responded with a screenshot of my character, and the rest was history. We started chatting on Reddit and set up some time to play together. I think Danielle and I were really compatible because we both had a rambunctious sense of humor. I can't tell you how many times we sat on our mics laughing so hard about stuff I'd never be able to explain.

D: And... it worked. The next morning, he had commented that it was him. We reconnected and instantly clicked. From there, it kind of snowballed into a real friendship. Over the following months, we played together all the time. We'd call, share what was going on in our lives, send each other random videos and selfies, and just genuinely make each other laugh. The connection we had from the start just grew stronger.






E: Danielle had the opportunity to travel for work, and one particular time she was able to fly to my city. She probably lives around 1,800 miles away from me. Once I knew she was coming, I knew I needed to make something silly for her. I made this No Man's Sky-themed poster, in a Gek's language, asking people to help me find her. It was really funny. We decided to meet at one of my favorite bars near my office. After I got off work, we met for drinks, and it literally felt like we were on mic again—laughing the whole time. I gave her the poster I made.

D: The second I saw him, I didn't even hesitate — I just went straight in for a big hug. And immediately it was like, oh yeah this is the exact same person. Same energy, same sense of humor. At one point he surprised me with this custom "WANTED" poster he had made, with my character on it, which was honestly such a perfect and ridiculous callback to how we met. We ended up just hanging out, getting drinks, and once we were able to stop laughing long enough, we took some fun pictures together, one of which is framed in my home office.





E: Danielle and I still talk... I'd say every week, maybe? We send each other memes on Instagram, text about our days, and are trying to coordinate further meetups because two drinks at the bar just wasn't enough. Every now and then we still play No Man's Sky, but we're also anxiously waiting for Light No Fire. We also play Rust every now and then. Danielle is typically the fully armed one taking care of me while I just run around playing the guitar and hitting people with torches and rocks. We have a strange relationship with Rust, so weird to the point that I made Danielle's ringtone on my phone the Stable music from Rust. (You just had to be there.)

D: At this point, I'd easily say Evan is one of my closest friends. We're also both really excited for Light No Fire to come out. Given how we met, it kind of feels like the perfect next chapter. And outside of games, we've already started talking about planning another trip. This time not tied to work, but just because we actually want to hang out again. It's still kind of wild to think that all of this started from a random encounter on a planet called "Earth 2.0." What felt like a one-off moment turned into a real, lasting friendship.



STARLAB



Art & Words By: [sham_da_wowNMS](#)



Throughout its proud history, the United Star Navy has constructed many vessels outside of the agency's standard classes—Stellar Nautical Vehicle (SNV), Star Shuttle (SS) and Celestial Conestoga (CC).

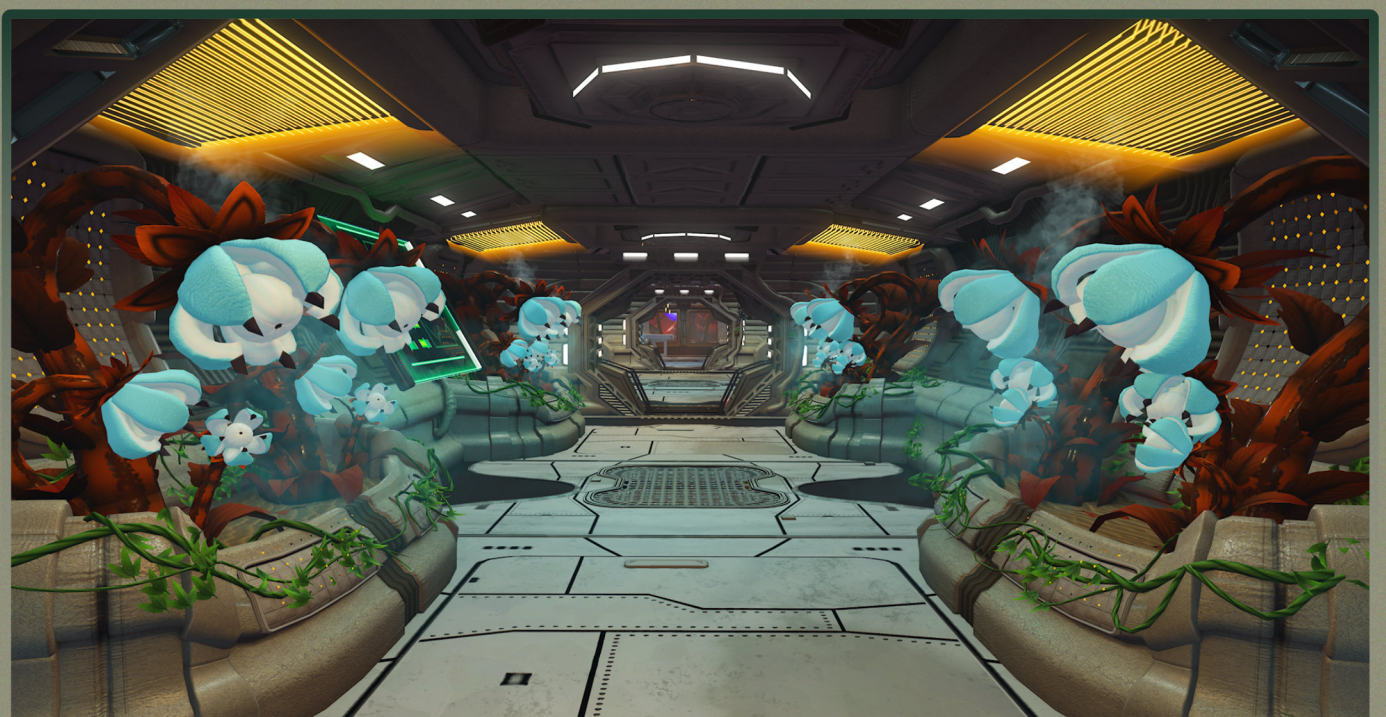
One of those specially-made, “outsider” vessels is Starlab. In essence, a science laboratory capable of space travel.


The Engineering Corps of the United Star Navy began construction on Starlab at Phobos Research Outpost—soon to be a USN history museum—in Euclid. After finalizing the partnership between USN and the Alliance of Galactic Travellers, Starlab was brought to Navy Space & Science Center (NSSC) in Eissentam to complete construction on Sifiella.



The interior of the interstellar laboratory includes crucial technology such as refiners, living walls for botany, and plenty of spacious work areas for United Star Navy scientists. A nutrient processor keeps our spacefarers satiated and hydrated during weeks-long expeditions.


All USN ships have strict operational procedures. Starlab is not only no exception but has arguably the strictest protocols. The most important is that, distinct from other ships, Starlab can never touch down on a planet unless it's an emergency. Instead, it must either be parked in planetary orbit or in the skies above while the crew beams down. For refits and repairs, Starlab must be taken to a Space Station





Starlab's first mission was Centrum III, the United Star Navy's third expedition of the Centrum Project. The objective of the Centrum Project is to occupy and archive purple systems for the Alliance of Galactic Travellers near the centers of galaxies. Each mission has a checklist: study each planet from orbit, establish a safe landing zone (LZ), chart regions, mine resources, and more. The routine seldom changed until Centrum III, which was Starlab's shakedown cruise.

During the expedition in AGT space, dozens of planets and moons were surveyed. Some USN Explorers beamed down, while Starlab was taken back to space to allow other crew members to perform extravehicular activities (EVA)—spacewalks—to mine for resources in the asteroids. Two resource extraction operations happening simultaneously, with constant communication between both parties thanks to Starlab's radar dome creating direct lines of contact.



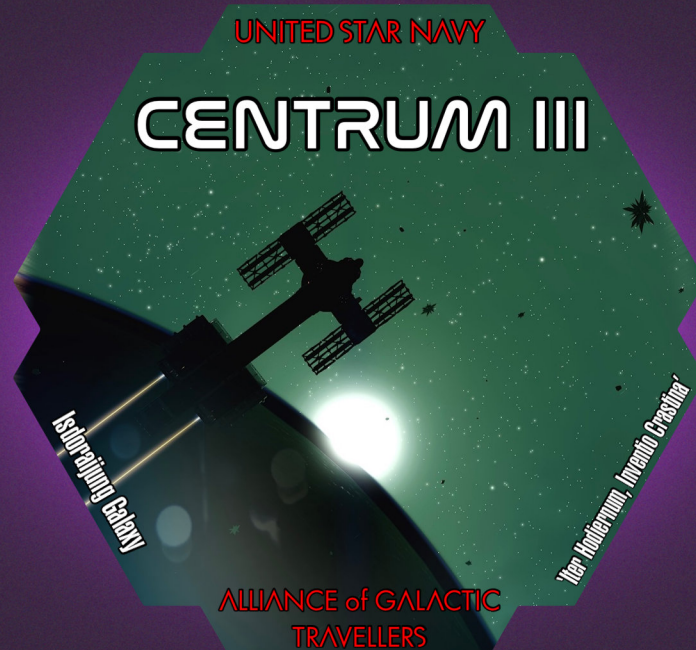


Among countless other resources, Quartzite and Living Fragments were mined. Samples of Quartzite and Atlantideum were taken back to Starlab. The former, a chromatic resource, was refined into Ferrite Dust—a portion of which, in turn, was refined into Magnetised Ferrite. Many colonies in USN-AGT territory are in need of resources to help them repair or upgrade settlement infrastructure.

The Atlantideum mined from Living Fragments was refined into Pugneum, which was subsequently refined into Nanite Clusters. At the end of the mission, the Nanite Clusters were donated to USN-AGT settlements.

The successful shakedown cruise of Starlab has made her ready for regular fleet rotation. As we speak, a crew is being selected for an important mission for the United Star Navy.

To be declassified soon.



With

Oskar1up

Oskar1up is a passionate Spanish-speaking content creator and streamer deeply immersed in the No Man's Sky and other space-themed adventures. He delivers in-depth guides, expedition walkthroughs, update breakdowns, and creative builds whilst keeping the community engaged through his signature enthusiasm for exploration and sci-fi vibes. He regularly streams on Twitch, mixing No Man's Sky sessions with titles like the recently released Marathon & Starfield, and has been a featured voice in the fan community. Known simply as "El del espacio," Oskar was kind enough to spare some time to answer some of our burning questions.



[X.COM/oskar1up](https://x.com/oskar1up)
[TWITCH.TV/oskar1up](https://twitch.tv/oskar1up)
[YOUTUBE.COM/oskar1up](https://youtube.com/oskar1up)

A: Hi Oskar! Thank you so much for sparing some time to speak with us! Would you be able to tell the universe a little bit about yourself?

O1UP: Hello, my name is Oscar Arribas and I am a Spanish photographer who, without knowing how, has ended up being a content creator in love with the universe of No Man's Sky.

A: Do you remember your very first moment in No Man's Sky? What hooked you - the isolation, the exploration, the survival... or something else?

O1UP: I remember it perfectly. The feeling of immensity I felt that first time completely overwhelmed me, especially the first time you leave the first planet and see the true scale of the game. Also, at that time the game's action was much slower, which made each step harder but also more remarkable, and that moment of immensity upon leaving the planet left me speechless. I always wanted a game like that. Not only for the space exploration aspect, but for the feeling of being truly insignificant in the face of that entire universe. It was very special. There was also a mixture of loneliness and peace that was both comforting and unsettling. I'm not saying that version 1.0 was better, but it was certainly completely different.

A: ¡Hola, Oskar! ¡Muchísimas gracias por dedicarnos un poco de tu tiempo! ¿Podrías contarle al universo un poco sobre ti?

O1UP: Hola, mi nombre es Oscar Arribas y soy un fotógrafo español que sin saber como ha terminado siendo un creador de contenido enamorado del universo de No Man's Sky.

A: ¿Recuerdas tu primer momento en No Man's Sky? ¿Qué fue lo que te atrapó: el aislamiento, la exploración, la supervivencia... o algo más?

O1UP: Lo recuerdo perfectamente. La sensación de inmensidad que sentí aquella primera vez me dejó totalmente sobrecogido, sobretodo la primera vez que sales del primer planeta y ves la verdadera dimensión del juego. Además en aquel momento la acción del juego era mucho mas lenta, lo cual hacía que cada paso que dabas fuera mas duro pero a la vez mas remarcable, y ese momento de inmensidad al salir del planeta me dejó totalmente boquiabierto. Siempre quise un juego así. No solo por el aspecto de la exploración espacial, sino por la sensación de sentirte realmente insignificante ante todo ese universo. Era muy especial, Además había una mezcla de soledad y de paz que era reconfortante y perturbadora a partes iguales. No digo que la 1.0 fuera mejor, pero desde luego era totalmente diferente.

A: How did streaming become part of your journey - did No Man's Sky play a role in launching your channel, or did you discover it later?

O1UP: No Man's Sky was the game that made me understand the path I needed to take to succeed as a content creator, quite literally. I was a streamer as a hobby, and during peak periods like Next or Beyond, a lot of people would come to my stream to ask questions about the game. To avoid going crazy answering the same questions over and over, I made some casual videos explaining very basic concepts, and when people asked me about certain mechanics or problems, I directed them to those videos with the explanations. Later, I saw that some of those videos had gone viral, and I understood that user search intent on YouTube was a fundamental tool for growth. I put it into practice, left Twitch, focused on YouTube, and everything grew very quickly.

A: Your community seems very engaged! How do you cultivate that atmosphere during your streams?

O1UP: I think people, both in the live streams and in the Discord community, enjoy contributing value, whether through discoveries, helping new travelers, or simply sharing information. We're a bit like Korvax in that sense. Ultimately, we've created a convergence where we all learn from each other and really enjoy the process. I always say I don't know anything about NMS; I learn everything from the people who watch and contribute. We also have the HUB. The Royal Space Society recently achieved Nexus status, and that has the community very engaged. It's a mechanic I think Hello Games should explore more, as they did in their early days with the Galactic Atlas. On the other hand, we have zero tolerance for bad behavior. We believe that, as in any public space, there have to be rules of respect that are sometimes lacking online. People notice this, and it helps me not to go crazy during so many hours of streaming!

A: ¿Cómo se convirtió el streaming en parte de tu viaje? ¿No Man's Sky influyó en el lanzamiento de tu canal o lo descubriste más adelante?

O1UP: No Man's Sky fue el juego que me hizo entender el camino que debía llevar para tener éxito como creador de contenido de una forma literal. Yo era streamer por afición, y en momentos de auge como Next o Beyond venía mucha gente al stream a preguntar dudas sobre el juego. Para no volverme loco respondiendo una y otra vez las mismas preguntas hice algunos videos casuales explicando conceptos muy básicos y cuando la gente me preguntaba por ciertas mecánicas o problemas los dirigía a esos videos con la explicación. Tiempo después vi que algunos de esos videos se habían vuelto virales y entendí que la intención de búsqueda del usuario en YT era una herramienta fundamental para poder crecer. Lo puse en práctica, dejé Twitch, me centré en YT y todo creció muy rápidamente.

A: ¡Tu comunidad parece estar muy involucrada! ¿Cómo cultivas ese ambiente durante tus directos?

O1UP: Creo que la gente tanto en los directos como en la comunidad de Discord disfruta aportando valor, bien sea via descubrimientos, ayudando a nuevos viajeros, o simplemente compartiendo información. Somos un poco Korvax en ese sentido. Al final hemos conformado una convergencia en la que todos aprendemos de todos y disfrutamos mucho del proceso. Yo siempre digo que no tengo ni idea de NMS, todo lo aprendo de la gente que me ve y me aporta. Además tenemos el HUB. La Royal Space Society recientemente ha conseguido el status de Nexo y eso tiene a la comunidad muy enganchada. Es una mecánica que creo que Hello Games debería explorar mas, como lo hizo en sus inicios con el Galactic Atlas. Por otro lado tenemos cero tolerancia con las malas conductas. Creemos que como en cualquier espacio publico, tiene que haber unas normas de respeto que a veces en internet no están presentes. Eso la gente lo nota y a mi me ayuda a no volverme loco durante tantas horas de directo!





A: What's something viewers might not realise about streaming a sandbox game? Is there any pressure to create constant excitement or action?

O1UP: A sandbox environment usually provides you with material to create content, and over time you discover narratives and develop ideas. There's the point where you have to create content for the channel, and despite seeming like a problem, it's actually a help because I always find something different to do. That doesn't mean I don't occasionally touch on other topics on the channel to gain a broader perspective on NMS.

In any case, I don't think you always have to maintain a high level of intensity or action. I think it's good to have different rhythms in different live streams. Balance is key. Sometimes the best live streams come from completely bizarre or unexpected situations.

A: Is there a difference between "stream Oskar" and "offline Oskar" in No Man's Sky?

O1UP: Honestly, not much. When you spend so many hours live, you can't maintain a persona that isn't your real self. There's a myth that some content creators adopt characters during their live streams, but the truth is, nobody can maintain a persona for so many hours a day for years, and time has provided many examples. I think honesty in that regard is important, not only for your audience but also for yourself. Which doesn't mean that sometimes, out of a sense of responsibility, you don't say certain things that you might say off-camera, but that's another matter.

A: ¿Qué es algo que los espectadores quizá no se den cuenta sobre hacer streaming de un juego sandbox? ¿Existe presión por crear emoción o acción constante?

O1UP: Normalmente un Sandbox siempre te aporta cosas con las que crear contenido y con el tiempo vas encontrando narrativas y desarrollando ideas. Está el punto de tener que crear contenido para el canal, y a pesar de parecer un problema, es mas bien una ayuda porque siempre encuentro algo diferente que hacer. Eso no quita de de vez en cuando toque otras temáticas en el canal para poder ver NMS con mas perspectiva.

De todas formas no creo que siempre haya que mantener un nivel alto de intensidad o acción. Creo que es bueno que haya diferentes ritmos en diferentes directos. El equilibrio es la clave. A veces los mejores directos salen de situaciones totalmente bizarras o inesperadas.

A: ¿Hay una diferencia entre el "Oskar del stream" y el "Oskar fuera de cámara" en No Man's Sky?

O1UP: Sinceramente no mucha. Cuando uno pasa tantas horas en directo no puede mantener un perfil que no sea el real. Hay un mito de que algunos creadores de contenido adoptan personajes durante sus directos pero la verdad es que nadie es capaz de mantener un personaje durante años tantas horas al día y el tiempo ha dado muchos ejemplos. Creo que la honestidad en ese aspecto es importante no solo por quien te ve sino por uno mismo. Lo cual no quita que muchas veces por responsabilidad no digas ciertas cosas que quizá si que dirías fuera de cámara, pero eso es otro tema.

A: Has creating content around No Man's Sky changed your personal relationship with it?

O1UP: Absolutely. You know that phrase Sean always says, "Our journey continues"? Well, it couldn't be more true. Delving into mechanics that I might not have otherwise explored so much has shown me what No Man's Sky is like in a way that many people might not, and it's helped me understand what the project was like from the beginning and how it's evolving now.

“No Man's Sky was the game that made me understand the path I needed to take to succeed as a content creator”

“No Man's Sky fue el juego que me hizo entender el camino que debía llevar para tener éxito como creador de contenido.”

A: What keeps you coming back to No Man's Sky after all this time? Is it the updates, the community, or the feeling of infinite possibility?

O1UP: That's a very good question. There are many different types of players. Some have just discovered it and are completely hooked. Others come back every time there's an update, which is perfectly healthy and recommended, and still others simply can't find another game that offers them what No Man's Sky does. No other game provides the same experience as NMS, and those who connect with the game directly tend to play it constantly. For many, it's a safe haven to retreat to after a tough day.

A: ¿Crear contenido alrededor de No Man's Sky ha cambiado tu relación personal con el juego?

O1UP: Absolutamente. Sabes esa frase que dice siempre Sean de “nuestro viaje continúa”? pues no puede ser mas cierta. El indagar en mecánicas que quizá de otra forma no habría investigado tanto me ha hecho ver como es No Man's Sky de una forma que quizá mucha gente no vea y me ha hecho entender como era el proyecto desde un inicio y como evoluciona ahora.

A: ¿Qué te hace volver a No Man's Sky después de todo este tiempo? ¿Son las actualizaciones, la comunidad o esa sensación de posibilidad infinita?

O1UP: Es una muy buena pregunta. Hay muchos perfiles en este aspecto. Hay gente que lo acaba de descubrir y está totalmente abducida por el juego. Hay gente que viene cada vez que hay update, algo que es totalmente sano y recomendable, y hay gente que simplemente no encuentra otro juego que le aporte lo que le da No Man's Sky. No hay ningún juego que aporte lo mismo que NMS y la gente que conecta con el juego de forma muy directa lo suele jugar constantemente. Para muchos es un lugar seguro al que acudir después de un día complicado.





A: What advice would you give to someone just starting their No Man's Sky journey, or thinking about streaming it?

O1UP: If you're just starting out in No Man's Sky, the best advice I can give you is to enjoy the "not knowing." My best NMS memories are from when I knew absolutely nothing and was totally lost in the galaxy. It's a really fun time, and I miss it. Don't choose Permadeath, and if you're thinking about streaming and you're just starting out on your streaming journey, steer clear of Twitch and go to YouTube. YouTube is the perfect place to start and grow, and then migrate your community to Twitch or whichever platform you feel is a better fit. The opposite approach rarely works, unless you're already famous.

A: Finally: Oskar - you do amazing work for Spanish speaking science fiction fans, where can we find you?!

O1UP: You can find me and the Royal Space Society at:

- [Discord.com/oskar1up](https://discord.com/oskar1up)
- Twitch.com/oskar1up
- Youtube.com/oskar1up

A: ¿Qué consejo le darías a alguien que está empezando su viaje en No Man's Sky o que está pensando en hacer streaming del juego?

O1UP: Si acabas de empezar en No Man's Sky el mejor consejo que te puedo dar es que disfrutes de "no saber". Los mejores recuerdos de NMS que tengo son de cuando no sabía absolutamente nada y estaba totalmente perdido en la galaxia. Es una etapa muy divertida y que echo de menos. No escojas Permadeath, y si estás pensando en hacer stream y acabas de empezar en tu aventura como streamer, huye de Twitch y ve a YouTube. Youtube es el lugar perfecto para empezar y crecer, para luego migrar tu comunidad a Twitch o a la plataforma que consideres que se adapta mejor a ti. Lo contrario no suele funcionar el 99% de las veces, salvo que seas alguien famoso.

A: Y por último: Oskar, haces un trabajo increíble para los fans de la ciencia ficción de habla hispana. ¿Dónde podemos encontrarte?

O1UP: Puedes encontrarnos, tanto a mi como a la Royal Space Society en:

- [Discord.com/oskar1up](https://discord.com/oskar1up)
- Twitch.com/oskar1up
- Youtube.com/oskar1up

GALACTIC GEOGRAPHIC



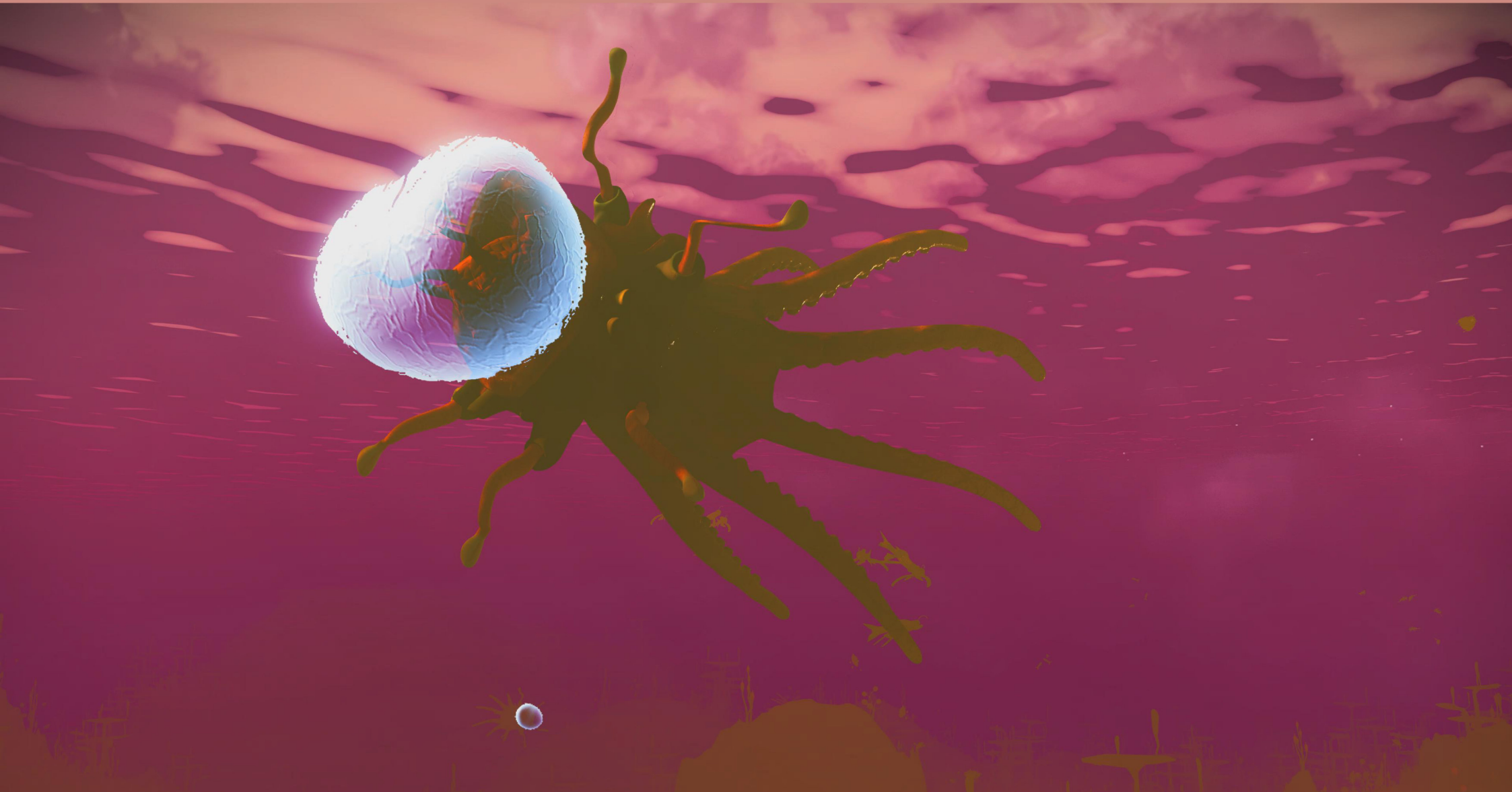
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@richndstuff



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[@richndstuff](#)



Photo submitted by
@raymondward544



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Eissentam Galaxy

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[@raymondward544](#)



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@Niborg2



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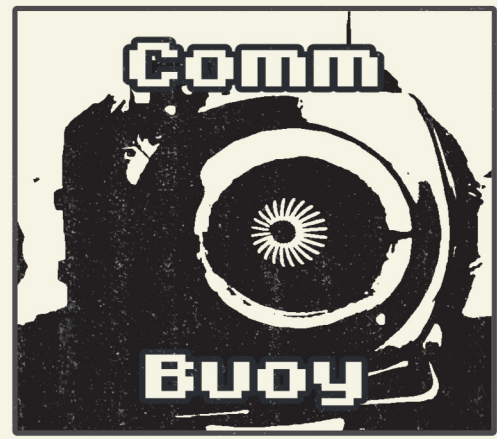
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