

April 23, 2018

I overnighted on the space station orbiting the planet with Syn1334's abandoned base. The game automatically saves when a player lands on a space station. Players can also save their progress by activating a beacon, which I had done the previous day from the ridge overlooking the mesa.

Returning to the mesa in order to photograph and map it prior to excavating the base, I saw with unease that the mesa was no longer empty. Instead a generic base unit sat atop it. A resource-scan showed no sign of any buried structure. The comm stations all remained in place, however. Entering the base unit, I recorded its name (Locri), and noted that it was a "habitable base" meaning no player had claimed it yet.

On the horizon, Syn1334's base flag had moved to the opposite pole from where I stood. I flew halfway around the world to the base's location to see it sitting directly on the flat landscape in perfect condition. There was no longer a need to excavate it. I took a quick tour of the base on foot and found a domed structure containing a ring of rare plants growing in hydroponic planters. The number of plants and the shape of the ring matched what I scanned in the landscape at the original location on the previous day. The base contained one anomaly, however. In v1.2, players could add a racetrack to their worlds for time trials of wheeled vehicles (exocraft). In this example, the pylons indicating the racecourse hung in midair fading into the horizon, making the course impossible to navigate. The suspended pylons only went so far, which leads me to believe that the rest of the racetrack is back at the base's original position. I will investigate on foot.

It would appear that by performing an explicit save on an occupied planet at the site of another player's base and then logging out, that the game moved the player's base to another, unoccupied location. This had an unintended effect on the archaeology of the planet, and I will need to compare the placement of the base and comm stations pre-v1.3 to what I observed on April 22 and 23 to see if my presence affected the relocation, or if the base and comm stations were always situated far apart from each other. It is also possible that a comm station might say "nice base", indicating that Syn1134's base was indeed moved by the game based on my action of performing an explicit save on the ground nearby.