

Report 7: The Base Paradox of Beecham's Pearl Island

Written 19 May 2018

Ty Beecham's Pearl Island was built in May 2017, two months after the release of the Pathfinder update (v1.2) in *No Man's Sky*. When constructed, the base was built on a literal island on a paradise world, Hesperides. Hesperides, however, was yet another casualty of the 1.3 update, Atlas Rises, becoming a barren world. The planet also became home to a paradox concerning bases and base units. Barren worlds do not have any structures on them, although as seen in other Galactic Heritage sites,¹ player-bases do remain in various states of disrepair. On this world, however, not only did I find an empty, habitable base marked by a communication station, I also found Beecham's Pearl Island in three different iterations: absent (but marked by a ring of comm balls), present in its original location (but floating), and present in a new location (grounded at the site of the habitable base found earlier).

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When I arrived in the Consilii system and performed my initial scan for player-bases, I was not greeted by any positive indication that a base was present, even though a floating base had been recorded a few months ago by another player after Atlas Rises updated the game. I flew to the planet, and found the telltale cluster of communication stations, all floating about 50 m above the ground (Fig. 17). Two new stations had been placed on a nearby rock by Galactic Heritage (a marker and a second ball from that player's other account). Their placement on the planet's new surface indicates their recent arrival when compared to the floating comm stations placed between March and August 2017. The floating balls were arranged in a ring surrounding an empty space, and messages about a "great base" confirm that something was indeed here.

After taking my photos and video, and recording the disposition and contents of all 21 comm balls, which included markers for now-nonexistent trading post, crashed ship, and monolith, I discovered an anomaly. Barren worlds like this never have habitable base units, but I found one by virtue of its nearby comm station. I recorded it as well as its base ID. Satisfied with the data collected, I decided to restore from my current save-point in an effort to re-generate the ruins of Ty's pearl farm, getting permission first from the Hub's Heritage official.

I restored the game, then flew to the system's space station, teleported to an earlier location, teleported back, all to make sure that the save-point had worked. Upon flying back to Ty's planet, a scan revealed the base's marker flag, and upon arrival, I was met with the base floating in mid-air (Fig. 18).

The unusual thing about this event is that the base re-appeared in a state of disrepair without the underlying base unit. When I accidentally restored a base elsewhere, it reappeared in a different location fully restored. In this case the ruins appeared in their original location, and as ruins. Note also that by walking underneath the ruins, one can hear the sound of a door opening underground, indicating the original base unit.

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¹ https://nomanssky.gamepedia.com/Galactic_Heritage_Archive (accessed 19 July 2018).

I returned to the planet only to find that the pearl farm had relocated itself to the site of the base unit I discovered last night, placing itself on the ground instead of in the air (Fig. 19). Each of its 16 domes contained 16 Albumen Pearl plants, which, when harvested, can yield up to 4 million units. The relocated base is almost due west of its original location, a 2-hour walk.

There are a few differences between the original and restored builds as can be seen in the image above, and from the description in the *NMS* wiki:²

- The original base had three geobays for all exocraft. The discovered base only has one.
- The original base has 211 Albumen Pearl plants, but the base as discovered has 256.
- The original planet was renamed "Hesperides", but that name has reverted to a procedurally generated one.
- Note the presence of two cubes containing message stations on either side of the landing pad in the discovered base.
- The lush, watery paradise planet has become a lifeless wasteland of rock, devoid of any life.

Base Description

As discovered (once relocated), north of the base unit is a landing pad flanked by two glass chambers each containing blank message pods. A signal booster sits in front of the landing pad. A walkway leads to the base unit's sole entrance up a ramp covered by an Atlas diamond decal. Inside there is a Vy'keen blueprint vendor and the base ID module as well as a functional trade terminal, "Exchange 13S/Q34-MM2." Up the central ladder is a hydroponic dome containing 16 Albumen Pearl plants. Around the outside of the base unit are decals of "Pikachu", a blob, and decals for Gek and Vy'keen races. A Nomad geobay lies south of the base unit and in front of the ring of 15 other hydroponic domes. As I was there, the sound of AI ships trying to land was constant as they patiently circled waiting for me to lift off.

Landscape

The landscape of the planet gently slopes and is cut by shallow canyons. The ground is littered Mars-like with small rocks, and is punctuated by occasional short (5m) pillars of rock. Low hills are never far away. Occasional caves open up to the surface. There are no plants or animals, nor is there water. No "alien" structures remain.

Anatomy of Umiddalr Geynna (née Hesperides)

Planet: Umiddalr Geynna

Base Name: Beecham's Pearl Island

Discovered/Built by: tbeecham

System: Consilii-NMSL

Type: "Low Atmosphere" planet

Weather: Moderate

² https://nomanssky.gamepedia.com/Consilii_Base (accessed 19 July 2018).

Sentinels: Passive

Flora: Nonexistent. According to the Discoveries log, 1 plant specie ("common") was discovered. No plants exist on the planet now.

Fauna: Devoid. Also based on the Discoveries log, 14 animal species once existed on the planet, but no animals survived the v1.3 update.

Economy: Mining // Balanced

Dominant Lifeform: Vy'keen

Conflict Level: Low

Planet Base Coordinates: OLCH:0804:0083:0804:012B (from the base's signal booster)

Portal Coordinates: There are no portals on this world anymore.

Resources (according to the log): Star Bulb, Emeril, Copper, Heridium

Exterior Temp: Range between 105.6 F, 0.8 Rad, 6.5 Tox (day) and 2.3 F, 1.8 Rad, 18.2 Tox (night)

Storms: none

Length of Day: 1 real-time minute = 45 minutes. 32 real-time minutes = 1 day.

Sunrise: 0400

Sunset: 2000

Circumference: ca. 5:30 minutes (330 seconds) at 4756u/s = 1,569,480u or ca. 1,569ku

Diameter: ca. 499ku

Waypoints: 5 Waypoints discovered, dates ranging from May 9, 2017 to May 15, 2017:

1 discovered by tbeecham on May 9, 2017

4 discovered by himshieland on May 15, 2017

Dates indicate when they were uploaded to the Online Services (Atlas server). Waypoint names were not changed by the players.

Comm Stations

No.	Color	Placed By	Text	Notes
1	orange	Matthew71NSW	I came about that S38 Explorer....	
2	blue	Galactic Heritage	This is an official Galactic Heritage site	
3	orange	Unknown	Hi, Ty. It's like home from home	floating
4	orange	Unknown	Comm. Tree	floating
5	orange	Unknown	WIDJ:0803:0084:0804:0067 Metropolitan NMSL	floating
6	orange	Unknown	fde excluding to measure up there from	floating
7	orange	Unknown	Happiness is here and now <3	floating
8	orange	Unknown	From Dweller NMSL !	floating
9	orange	Unknown	Thanks for the fish!	floating
10	orange	Unknown	We are made of Stars	floating

11	blue	Unknown	Great place! Hold down the fort good buddy	floating
12	orange	Unknown	Ty Ty for pearls	floating
13	orange	Unknown	Glad everyone's welcome. Even Guiney Pigs.	floating
14	orange	Unknown	Nice base you have here!	floating
15	orange	Unknown	Love the new location!	floating
16	orange	Unknown	Greetings Ty awesome base	floating
17	orange	Himshieland	Where is the interaction?	buried
18	orange	Unknown	This is a monolith	floating
19	orange	Unknown	Trading Post	floating
20	orange	Unknown	Crashed ship 001	floating
21	orange	Ruuddog	Taxi take me hom._._.Brings me here!! Ha	At base unit

Note that a few comm balls mention structures that are no longer observable on this world. They stand as markers to what was, even though their initial placement was completed as a help to fellow travellers. I did travel to the address given by one of the comm stations, but arrived at a hostile, barren world without a base to discover. Chances are good that it is on a nearby planet.