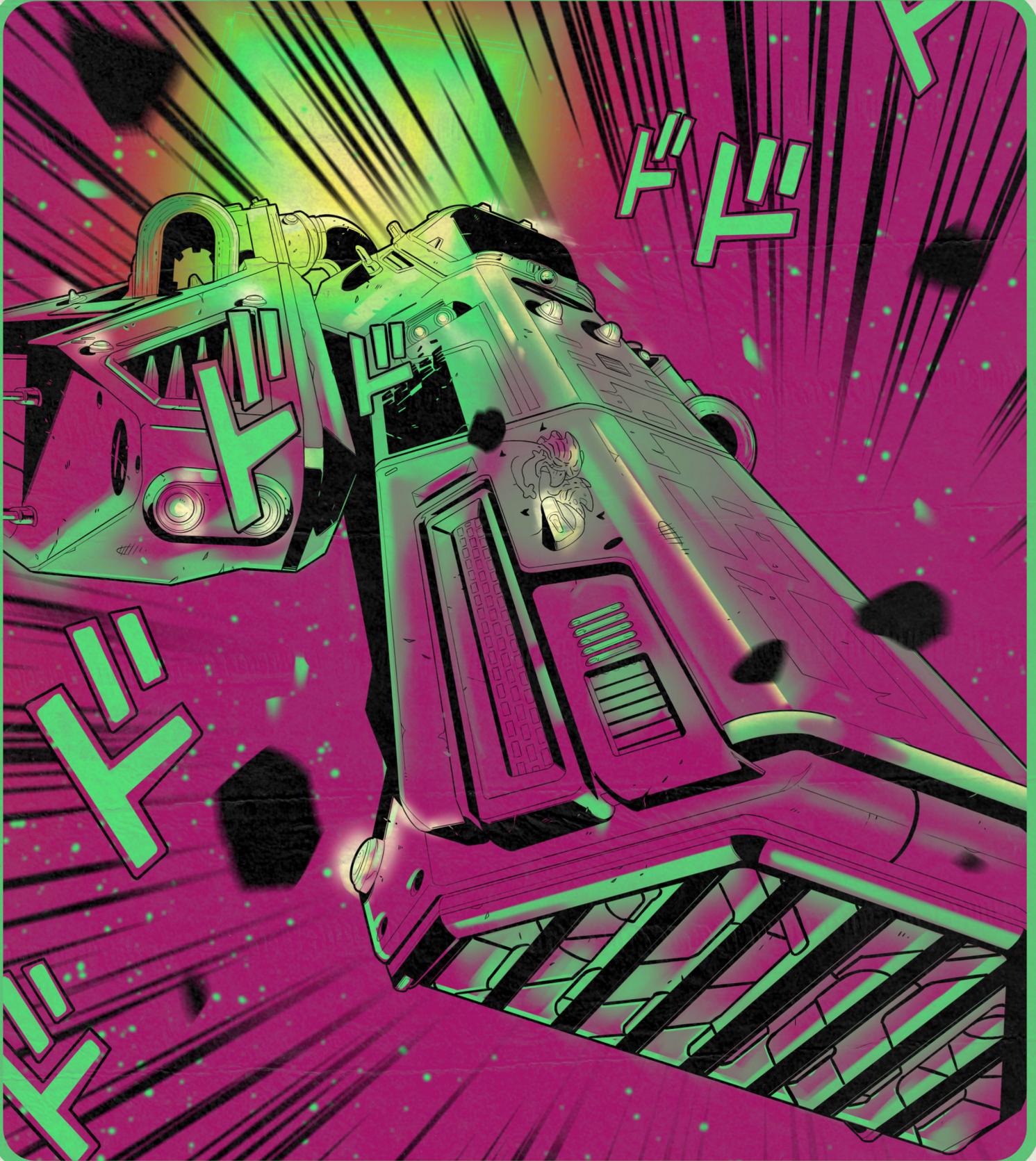


ANOMALY

THE UNOFFICIAL NO MAN'S ZINE

Iteration 11 | February 2026



This Issue ♦ Speed Runners Q&A ♦ The Great GalacticHub Relocation ♦



The Stars Are Racing!

What's Your PB?

The Finish Line Looms

-Kzzkt-

Travellers, buckle up and enter the hyperlane of ANOMALY Iteration 11, where the universe smells like scorched warp cells and the ozone crackle of a maxed-out pulse engine coil.

This time the simulation is accelerating: Travellers barrel down treacherous alien slopes towards their rendezvous, starcraft carve contrails in the skies above stampedes of megafauna, and the combined prayers of interlopers rise for glitch-free runs that still shave seconds off the impossible.

Expect dispatches from Travellers who've permadeath-dashed the ATLAS Path in under an hour, completed expedition milestones within a single system, and clocked the galactic core in a single, sweat-soaked loop. This issue is a leaderboard, each page yarning for first place in your hearts.

As the galaxy streaks by in vivid smears of colour, and horizons play catch up to render in, we knock back shots (or a whole damn tanker) of triple-distilled Overcharged Jet Fuel to every pilot who treats braking as an insult.

The stars are racing.

What's your PB?

The finish line looms.

-Tom

Going Full Throttle



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“New Year, New Me”

Inside the Galactic Hub’s Bold New Beginning

When most people decide it’s time for a fresh start, they change jobs, move cities, maybe redecorate their living room. The Galactic Hub moved their entire civilisation.

Earlier last year, one of *No Man’s Sky*’s oldest and most influential player communities quietly pulled off something almost unheard of in gaming: it relocated thousands of players, thousands of star systems, and nearly a decade of shared history to a completely new corner of the universe. No reset button. No sequel. Just a collective decision to pick up everything that mattered and start again.

The Galactic Hub is a community older than updates - founded in October 2016, back when *No Man’s Sky* players couldn’t even see each other properly. Born on Reddit and fuelled by curiosity, the Hub began as a simple idea: what if everyone traveled to the same place and shared what they found?

Over time, that idea grew into a full-blown society. Capitals rose and fell as game updates reshaped planets overnight. Players evolved from invisible dots into fully realised Anomalies piloting freighters, Exocraft, and fleets. Friendships formed. Arguments happened. Sports were invented. Defence forces were organised. Academic papers were written. The Hub even made headlines in wider gaming discourse, appearing in outlets like [Polygon](#), [Kotaku](#), and [Vice](#).

But after nearly ten years, something had shifted.

The Hub’s home - once vibrant and new - had become crowded, explored, and intimidating to newcomers. Some players loved the sense of history. Others felt like they’d missed the beginning of the story.

Then the universe got bigger.



When Starting Over Feels Right

With new updates expanding planetary variety and introducing purple star systems accessible only to end-game players, the Galactic Hub faced a choice: stay put and risk stagnation, or do something radical.

They voted.

Unanimously, the decision was made to relocate – not just the capital, but the Hub's entire claimed space. The goal wasn't escape. It was renewal.

“We want people to feel like they're getting in on the ground floor,” was the message echoed by leadership. A new home meant new discoveries, new traditions, and a chance for veterans and newcomers to stand side by side. What the wider community didn't realise was that the move had already begun – quietly.

A Secret Plan Among the Stars

Behind the scenes, a carefully organised effort called Ark Project 2 was underway. Trusted members were vetted, divided into tiers, and sent out to map and rename thousands of star systems. Security was tight. Progress was hidden. When asked how the relocation was going, leaders were instructed to say... nothing was happening at all.

The reason? Protection. In a shared universe, names matter. A single bad actor can rewrite history. Ark Project 2 ensured the heart of the new Galactic Hub would be fully established before anyone else could interfere. Over weeks and months, volunteers renamed and uploaded nearly 6,000 systems, turning unexplored space into a welcoming core for a future civilisation.

At the centre of it all was a new home region with a poetic name: the Sea of Xionahui.

No Capital, No Problem

When the relocation was finally revealed, there was a twist: the Hub didn't choose a capital planet. Instead, it let the community decide.

Players were invited to explore, submit candidates, and vote – but only after visiting in person. Screenshots were required. Storms, wildlife, sentinels, and even the size of much loved Diplos were debated with surprising passion. After weeks of exploration and two rounds of voting, the winner emerged: Uthmi Beta.

On opening day, bases sprang up almost instantly. Within an hour, space station teleporters showed over 140 new homes built by players eager to be part of the next chapter.

The feeling of moving into an empty house was replaced with a block party vibe.

Why It Matters

The Galactic Hub's relocation isn't just a technical achievement, but a reminder of what makes No Man's Sky special. Not the size of its universe, but the people willing to fill it with meaning.

Instead of clinging to nostalgia, the Hub chose growth. Instead of freezing history in place, it carried that history forward, light-years away.

In a game where it's easy to get lost in a realm of infinite worlds, the most remarkable thing might still be this: thousands of players agreeing that the best adventures are the ones you start together. And sometimes, the bravest move you can make... is packing up a civilisation and seeing what's out there next.



PROJECT GANYMEDE

Art & Words By: [sham_da_wowNMS](#)

Less than 3400 light-years from the Galactic Centre in the Elkupalos Galaxy, in the AGT Hogawa System, the United Star Navy completed another successful expedition. It was also the most dangerous to date.

Project Ganymede launched on AGT Stardate 3742.01.04 in a dissonant system with a Gas Giant. The unstable titan was Haya 49/X2. The mission was broken into two phases: Phase 1 was a flyby of a neighboring dead moon. Phase 2 was a mining expedition on Haya 49/X2.

Project Ganymede was named after the ship, USN-SNV *Ganymede*, a Stellar Nautical Vehicle-class science vessel—the ship's namesake is Ganymede, Jupiter's largest moon. The crew consisted of Gek operations commander Captain Oflas, ship pilot Iteration Mekar, Geologist Entity Antco, and mission specialist Officer Yendark. All highly-decorated Explorers with the United Star Navy.





There are five moons orbiting Haya 49/X2. Rosak, a dead moon, was chosen for the geological flyby, during which Explorer Antco would perform geological scans in search of valuable resources and points of interest.

Taking off at 0230 hours from the northeastern hemisphere of Pueblo—the furthest moon from Rosak—the crew did a single orbit of the dead moon. Explorer Antco uncovered ancient ruins, an alien monolith, and fossil sites. Among the planetary resources included Silver (Ag). The locations were tagged for the future.

Explorer Mekar, who had been flying with full thrusters, activated the Pulse Engine and traveled to the far side of Haya 49/X2 and began a chaotic, bumpy descent to the stormy Gas Giant. From there, Explorer Yendark would be beamed down to drive Exocraft 'Endeavour' along the surface.

Star Navy Command's biggest concern was the environment of a Gas Giant—due to the planet's violent geo-storms, Ganymede had ascended to standard orbit. Explorer Yendark, a Vy'Keen veteran of the Vestroga Hub War, assured Command they had nothing to worry about. Prior to the mission, the Engineering Corps of the United Star Navy upgraded the crew's Exosuits with more advanced life support technology.

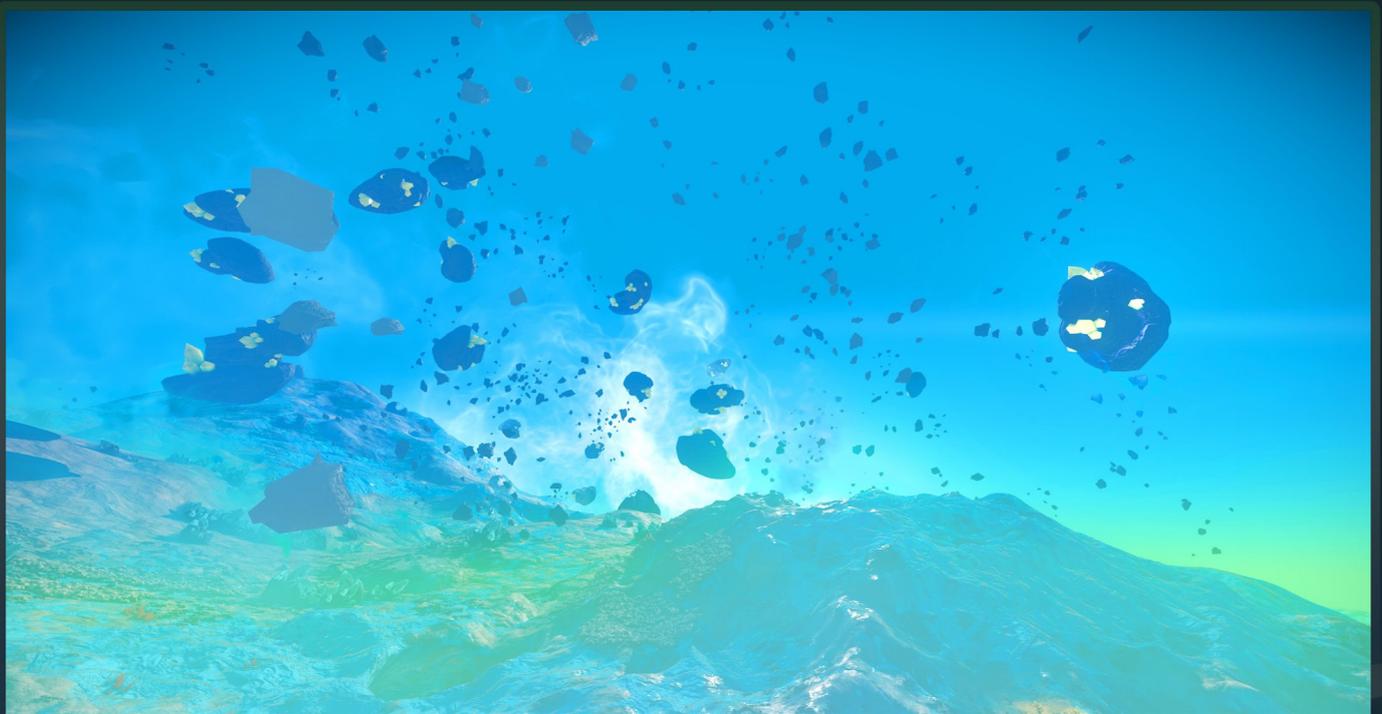


From aboard the Ganymede, Explorer Antco was able to communicate to the former soldier points of interest, resources and, above all else, which regions were the safest and when/where storms were brewing. Coordinates of Resource Deposits containing Cobalt (Co), Crystallised Helium (He) and Activated Quartzite (Qu+) were passed down.

To extract these resources, Explorer Yendark deployed Autonomous Mining Units (AMU) to harvest minerals. Although the Exosuit's new life support systems were holding, the Vy'Keen had lost contact with the Korvax geologist and was almost swept away in the storm while setting up the AMUs. Even from within the safety of the Exocraft, communications were spotty.

Once enough resources were gathered, the AMUs would be deactivated and Explorer Yendark quickly beamed back up. Explorer Mekar made a safe return to low orbit on Etburg.

Resources gathered by Explorer Yendark were studied by Explorer Antco in the Ganymede science lab aboard the ship and then refined for starship fuel.



Overall, Project Ganymede was a successful expedition. Star Navy Command has approved base construction on Rosak: an outpost to monitor geo-storm activity on Haya 49/X2. In addition, there will be future mining expeditions on Rosak in search of silver deposits.

With ElanPaul & DeltaOne

Double prizes within this month's Q&A, as we sit down with ElanPaul and DeltaOne - two standout speed runners whose intense, skilful runs through expeditions like Omega, Adrift, Singularity, Liquidators, Breach, and Corvette have seen them trade blows for top spots on the leaderboards, trading records and rivalries in live showdowns that captivate their NMS communities. From sub-50-minute expedition clears to methodical masterclasses in efficiency and RNG mastery, we take a deep dive into what ignited their passions, the Do's and Don'ts of speed running and memorable moments from their journeys.



A: Our expedition speed runners: DeltaOne, ElanPaul - Thanks both of you for taking a little bit of time out of your days to answer some of our questions - like your runs we promise it will be quick. Fellas, as is tradition, could we start with telling us a little bit about yourselves?

EP: Hello Tom and thank you for this opportunity. It is a real pleasure and honor to do so. I go by the gamertag, ElanPaul. I am GenX and that's as far as I go with my age-lol! I have been gaming since the late 70's and early 80's. My first computer was a TRS-80 Color Computer II from Radio Shack (Trash 80 as we called it), followed closely by a Commodore 64. Earliest games were Pong, Zaxxon, Tempest- basically any game you read about in Ready Player One- yeah, I owned or played all of them. I built my first computer in the early 90's - a 486SX processor with a Math-Co-Processor (yep, who remembers those?) and a whopping 16 megs of RAM (upgraded from 4) and a 30 MEG Hard Drive. Come a long way since then. Everquest was one of my main games in the early 2000's over dial-up internet. I also have a lot of Nintendo experience. No Man's Sky is the main game on my channel and occupies more than 90% of all I do there. On a personal note, I reside in a college town in Kentucky. I am married for over 30 years now and have 4 kids- one of which has recently got married.

When they beat my time (looking at you ElanPaul!) it always lights a fire under my butt to get better.

DO: Hey there, thanks for having me. I'm DeltaOne246, Delta for short. I'm just a dude who loves gaming and hanging with friends. In the real world, I'm a family man in my late thirties. I've got an amazing wife, two kids, and a puppy. For work, I'm an aerospace engineer, which has certainly contributed to my interest in space games. Most folks in the No Man's Sky Community know me from my YouTube Channel, and so you may know that I enjoy streaming and building a fun and inclusive community for everyone. My general philosophy is the real world has a ton of stress and problems we all have to deal with, it's nice to have an oasis in which we can all come to together regardless of our different backgrounds.

A: Where did it all begin? What sparked your interests in speed running No Man's Sky expeditions, and when did you attempt your first one?

EP: I had to think pretty deep about this, and in order to explain it, we need to go back a ways. Back in the N64 days, we all may be familiar with a game called 007:GoldenEye. There was a particular achievement you could get by doing a certain level called "Facility" in 00 mode in under 2 min 5 seconds. It would give you the cheat: Invincible. Basically, god mode. It took dozens of plays to accomplish it, but I finally did it in 1 minute 59 seconds. That should have been my clue. I started playing NMS in late 2019. A co-worker turned me on to it. Once I started playing, I could not stop. It was such a deep game. I learned a lot by watching Jason from [JasonPlaysNMS](#), and learned very specific features from Xaine of [XainesWorld](#). In March of 2021, Expedition 1: Pioneers dropped- very exciting time. I liked playing it over and over to enjoy the change of pace. They I started seeing Jason, [Beeblebum](#), Xaine, [Survival Bob](#)- and others- playing co-op plays. This seemed to spur them on to seeing who could do the latest Expo the fastest, and so was born the Speed Runs. In October of 2022, another co-worker kept asking me questions about the game and I would send him examples and instructions on how to do things. He finally convinced me to start my own YouTube channel. So, I started it with the idea of providing playthroughs and training videos for new players.

Then I started streaming, which I was very nervous about. But it helped me overcome a lot of my Introverted ways and I now consider myself an Ambivert. About a year after I started the channel, I was watching the speed runs and started to try them myself, privately. Late that year I realized I was as fast as, or faster than, Jason and the rest, so I started doing it Live right around when Beeblebum dropped off Speed Running. I thought "Jason needs to have another challenger". I won my first run the first part of 2024 with Utopia (Expedition 9). Jason, and DeltaOne, have always made it very challenging to stay ahead. And while I need to double-check, I am about 99.3% positive that I have won every challenge in 2025- and most of 2024.

DO: Oh man, it's been quite a journey to get to speed running. Ultimately (like many others out there), I started ramping up playing video games during the pandemic. I've been a gamer my whole life and played a variety of different games. I've enjoyed RPGs, RTSs, FPSs, Survival, Sims, you name it. When covid hit I had a lot more free time, so I really started getting back into it. I began with a space game called Elite Dangerous which led me to No Man's Sky.

DO: My passion in the game is really ship and multitool hunting. I joined a wonderful community on Facebook called the Interstellar Index, who are all about finding and sharing discoveries in NMS. I played for about a year before I saw they we're running a ship hunting competition. At the same I was watching really fun YouTube streamers like Xxiou, Ricey's Emporium, Flourey Squirrel, Enrasilver, Survival Bob and Jason Plays and it inspired me to start a channel and stream. I began with hunting streams but then decided to run an expedition. I got raided by Jason (who has been an incredible source of support!), and I looked more closely at his channel and what he does. I was intrigued by the speedrunning. In general, I really like watching speedrunning in all sorts of games (Mario, Halo, Mike Tyson's Punch Out, whatever) so I figured I'd give it a go. Turned out I was actually pretty good at it and had a fun rivalry going on with Jason! And then ElanPaul joined in...oh boy...

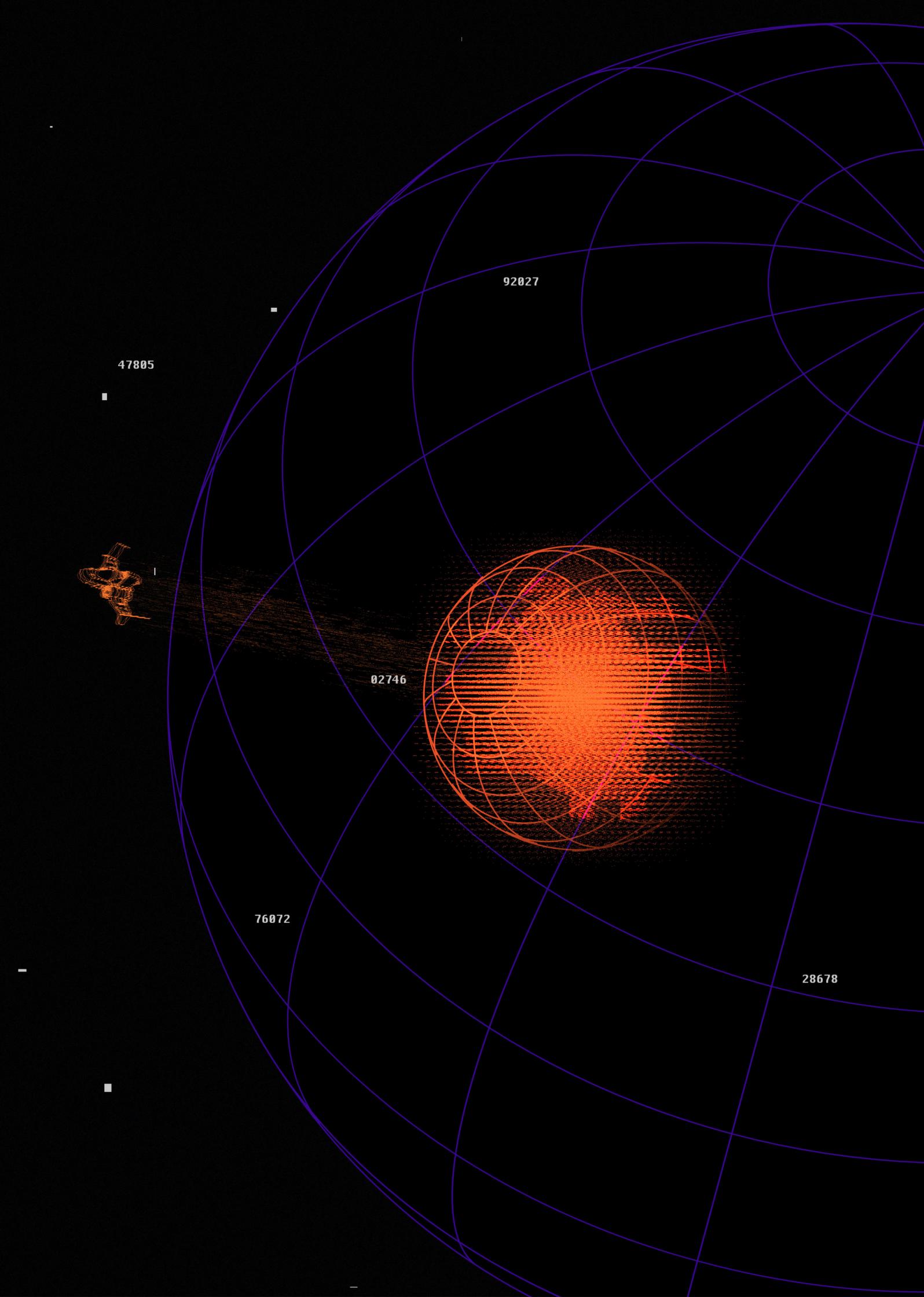
A: How do you guys approach routing a brand-new expedition on launch day - what's your initial strategy?

EP: I always approach the first time I go through it as an exploration. Can it be "Speed Run", and more importantly, how? So, usually Live, I will go through the entire Expedition, each Phase, each Milestone, with my Chat Group who are outstanding at pointing out things we miss. Seriously- they are amazing. Some of these folks have MANY more hours of play in NMS, and will remember and say things I either never knew or simply forgot. So a big shoutout to the entire group of you folks out there!

At first I used a notebook. The page on the left would be Phase 1, a list of the Milestones, and what each milestone required and gave as a reward. On the Right page, in line with each milestone, I would write in what I needed to do, what planet, system, how, etc.

Later I started using Spreadsheets in Excel. Much easier to track. Since then, one of my very dedicated channel members, Sonalita, started making his own Spreadsheet on Day 1 of the Expedition, and would share it with me, and we both would work on the one spreadsheet and come up with strategies. We have even gone so far as to jump on and share through Discord me playing through the Expedition while he berates me and yells at me, "stop mining ferrite! You have enough!" – ROFL! Between Sonalita, MrBroat, and daMagerLDN- all of them yelling in chat at me to stay on target, I wouldn't be half the runner I am. So big kudos to them.

Bottom-line: Team work. The chat group is great for reminding me when I forget something. And roasting me when I ignored them and made a mistake. And I wouldn't have it any other way! That and practice. I know DeltaOne will always ask "So, Paul, how many times have you run this one so far?"- because he knows, in any particular Expedition, I have run it so many times (dozens?) that I know it like the back of my hand.



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DO: First and foremost, I love No Man's Sky, so usually when I start an expedition I'm make sure to pay attention to the story and lore. That being said...I'm always thinking about the speedrun. The key to speedrunning is having absolutely no down time. A good run consists of every motion and action being deliberate. That means you want to stack milestones on top of each other. For example, if there's a milestone where I need to be running and also one where I need to scan animals, I'll try to do both at the same time. On launch day, while I'm enjoying the story, I'm also looking for those milestones that will overlap easily. The other thing I'm looking for is convenient locations. This includes stations or settlements that sell the materials I may need or maybe a good location to dig up bones, whatever the expedition requires. The goal is to limit RNG as much as possible.

A: Which expedition has been the most fun or satisfying to speed run for you so far, anything particular that made it stand out?

EP: While Pioneers will always hold a special place (being Expo 1), it would be hard to choose a favorite for all that they offer. Adrift was loads of fun being an Empty universe; Cursed- short lived, but LOADS of fun there (space squids!); Titan was so cool bringing in Gas Giants; I can't remember which one it was where one of the Milestones was killing yourself at the beginning, but that one was hilarious.

DO: Oh man, my favorite expedition hands down was Singularity. The three runners at the time were. Me, Jason, and MOH. It also happened to be the first expedition I ever speedran. We were able to get that down to around 37 minutes with me, MOH, and Jason tying. I loved how the expedition was built. There were multiple strategies you could implement, there was little bit of RNG, there was a high skill bar, the milestones overlapped really well, and it was short enough to get multiple back-to-back runs. I really loved that one!

A: On the flip side, what has been the toughest expedition you've both tackled, and what specific challenges or milestones made it a nightmare?

EP: I think Liquidators was the toughest (Expo 14). So much fighting in that one, and to take on was it two or three Sentinel Walkers? Sheesh- I mean, you all know I love taking out Sentinels - regularly- but that one was tough. Big challenge, but LOADS of fun still.

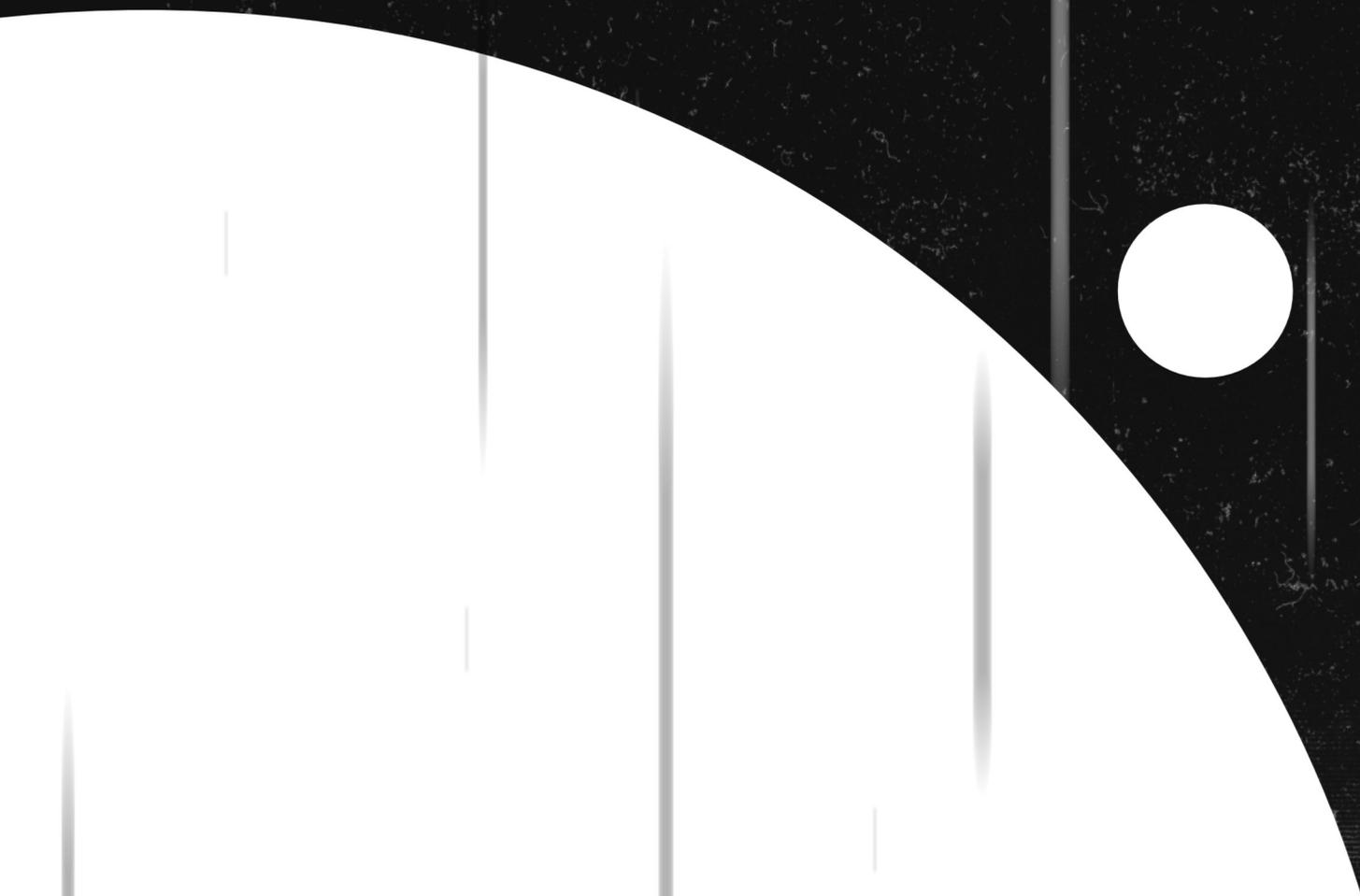
DO: Toughest is tough (ha!) to say. The harder they are the more fun they tend to be. The one I disliked the most was Voyagers (the expedition, not to be confused with the newer update with the same name). That expedition straight up sucked. It was everything I hate about expeditions, lots of mind numbing running around looking for specific animals/plants and high quantities of them. You also had to find specific planets, some that were super hot, cold, rainy, etc etc. Don't get me wrong, I love exploration in NMS. I just don't need an expedition to make look for a needle in a haystack. The community ultimately found the planets, and we just portaled to them all in one go. The speedrun became a portal clicking simulator. Man, even as I'm answering this I'm getting annoyed thinking about it haha.

A: Do you both have a tale of a run where RNG was your best friend (or worst enemy) - how did luck swing the outcome?

EP: RNG (Random Number Generator, meaning we are at the mercy of how things will drop, items we get, positioning of things, etc.) has always been an enemy of me, and a partner of Jason. Delta- you can decide for yourself (Mister Tornado Wrangler- lol!), but it has always worked against me. I don't believe in Luck, just however circumstances play out. But I will touch more on that in a later question. But to finalize the question for me: Practice and learn to pivot. If you make a mistake or the item you thought you would get wasn't there, learn to improvise on the fly and find "another way". I make it by not relying on such things as luck and RNG- I only have me (and my happy hoard of chat people!). In one expedition we had to find a submerged (crashed) Freighter- specifically under water. I found one without using a Nautilon by trial and error by aiming at a specific spot on a planet (specific coordinates which I wrote down). From there I would head in a particular direction and would come across a Comm Tower (which we needed), an Ancient Plaque (which we also needed), and several needed resources in between. And while traversing the landscape, an abandoned building (which we ALSO needed). All of which we would have needed other equipment to find for us. In this way, 5 items were found by "defeating" the RNG involved and the others relied on. By doing so it helped me achieve much faster times.

DO: I'm not sure I have a particular situation where RNG was my best friend. It has certainly happened, but it usually happens at least once within the 4-6 weeks an expedition is available. Now, getting screwed by RNG is very memorable. For me, it's again the Singularity expedition. One of the things you have to do is memorize the rendezvous locations when you're speedrunning. There's no time to use your analysis visor and run around. This gets complicated when there is a storm. I was having an amazing run, perfect RNG for Gamma Weed and Fecium, and I was performing well. Then I hit RV3 (which was relatively easy to locate), but I got hit by a storm. Normally I'd be able to navigate it, but it came in at the perfect time to turn me around. I lost one minute which was the difference between tying the record and taking it...ahhhhhh!!!

לילה השחור



A: How has your friendly rivalry (or otherwise) with other runners like each other, JasonPlays or XainesWorld pushed you to improve?

DO: The “rivalry” is so much fun! The three main speedrunners right now are Jason, myself, and ElanPaul (though Xaine does throw his hat in the ring from time to time). It’s all in good fun, and I’m always rooting for them to take the record if I have it. I find it to be very motivating, and from a channel perspective it really draws in the whole community when it’s a close race. I really enjoy the interaction with the community and the other runners. As a result of these speedruns, we’ve gotten to know each other better and have collaborated together. When they beat my time (looking at you ElanPaul!) it always lights a fire under my butt to get better. Winning isn’t the goal...but it sure is nice!

EP: I have great respect for Jason and Xaine (ok, and Delta too- lol). Jason relies on luck/RNG to favor him (I still say he pays Hello Games royalties- jk) and Xaine on immense planning and skill. He plans way more than I do. When he enters a Speed Run, I really start worrying. Delta and I started our channels about the same time, and we have great respect for each other and our families though we live hundreds of miles apart. Family first is what we always say. While we may pose and act like there is a huge rivalry, we enjoy the challenge each of us poses to the others. Seeing Jason, Delta, or Xaine, push to the limit to achieve a great time just makes me realize “It can be done- see that Paul?”- and I look for ways to improve. As the bible scripture says “As Iron sharpens Iron”- so we make each other better for the challenges. I view speed running as a challenge in itself and push myself to do better and not necessarily due to how fast they run, but I won’t lie: if they get a better time... then I must... try... harder! But again, friendly rivalry only- those guys are great and I love playing with them.

A: What’s your all-time proudest, brag-worthy, personal best times on an expedition?

EP: Ok, I have two. The first was the 29 minute time I pulled on Corvette. The second has to be where I beat Xaine in Breach. I always admire how Xaine rolls through these things so casually and pulls incredibly fast speed runs. It is like I said on his Discord channel “The student has become the master”- but in all seriousness, great respect for him. If anyone CAN beat me, I know it is him.

DO: I got a 32 minute run on the Singularity Redux, which I’m really proud of. I’m also proud of a 1:15 record I have on The Cursed expedition. That was a tough one, lots of running and “filler” milestones. Also very RNG dependent so getting that 1:15 was hard earned.

A: For aspiring speed runners, what's the one piece of advice you'd give to shave serious time off their PBs?

EP: Eliminate RNG where you can. Example: If you need to find a submerged freighter, check out water planets in a system and head dead center for it. Use a Nautilon and see if there is one really close. Mark it. Write the coordinates. Then when you run, head straight to it. If you had to use a Nautilon in the Expo to find it, you save time building it, getting in it, installing the upgrade, scanning, getting in your ship and THEN going to it.

And above all else: practice! Take it slow a few times. Use one of your slower speed runs that you didn't delete to explore other planets you might get stuff from. How many times have you seen me go to a different system entirely because the planet I exit hyperspace in front of had something I needed. Now it takes me 10 seconds to get to the planet, 10 to get the item and less than 10 to leave, OR I can do like everyone else and go to that far flung planet taking 2 minutes to get there, the item is harder to find and then I have to head back the way I came. Always look for the shortcut. Or better yet...

I make it by not relying on such things as luck and RNG- I only have me (and my happy hoard of chat people!).

DO: I really think ANYONE can speedrun. I never thought I could until I tried, just takes some practice. The two things I'd say to aspiring runners is: 1. Always be active. You need to be crafting when you're pulsing, or shooting while you're running, or doing something while you're doing something else. Make sure you overlap those milestones and have ZERO down time. And 2. Never gather what you can buy. Mining takes time, limit that as much as possible. Count out and write down the amount of resources you need and where you'll get them (shout out to Sonalita who does this for both me and ElanPaul!). Most things can be bought at a space station or gathered by disassembling equipment. Buy modules, disassemble, and gather only the bare minimum. You do those two things and you'll be sitting under 1.5 hours easy for every expedition!

A: Finally, where can we find you both?

DO: Thank you for inviting me to do this interview, I've enjoyed thinking about the journey and how much fun speedrunning can be. If anyone is interested in seeing speedruns or joining the fun loving community we've built, you can find me on [YouTube](#) and [Discord](#).

I suppose I can do the outro I usually do...as always, happy hunting, happy surviving, happy speedrunning...and I'll see you all out in the 'verse! Have a good one my friends.

EP: Check out my channel on YouTube for tips on how to make speed runs faster: either search ElanPaul or [here is the link](#).

[I dual-stream on Twitch](#) as well during NMS Drops.

And finally [Instagram](#), though I don't post there regularly. I always answer anyone who has questions they drop in the Comments section when a video is posted and I LOVE to explore ideas and show people how to do things in NMS.

And a final Thank You to Tom for this opportunity. I really appreciate it. And to all my fellow Travelers out there: Always be kind in all you do and never criticize kindness in return. See you in the 'verse!

YOUTUBE.COM/@ElanPaul
TWITCH.TV/ElanPaul
INSTAGRAM

YOUTUBE.COM/@DeltaOne246
DISCORD

GALACTIC GEOGRAPHIC



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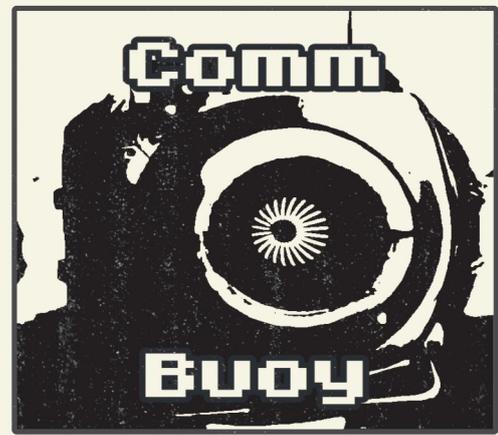


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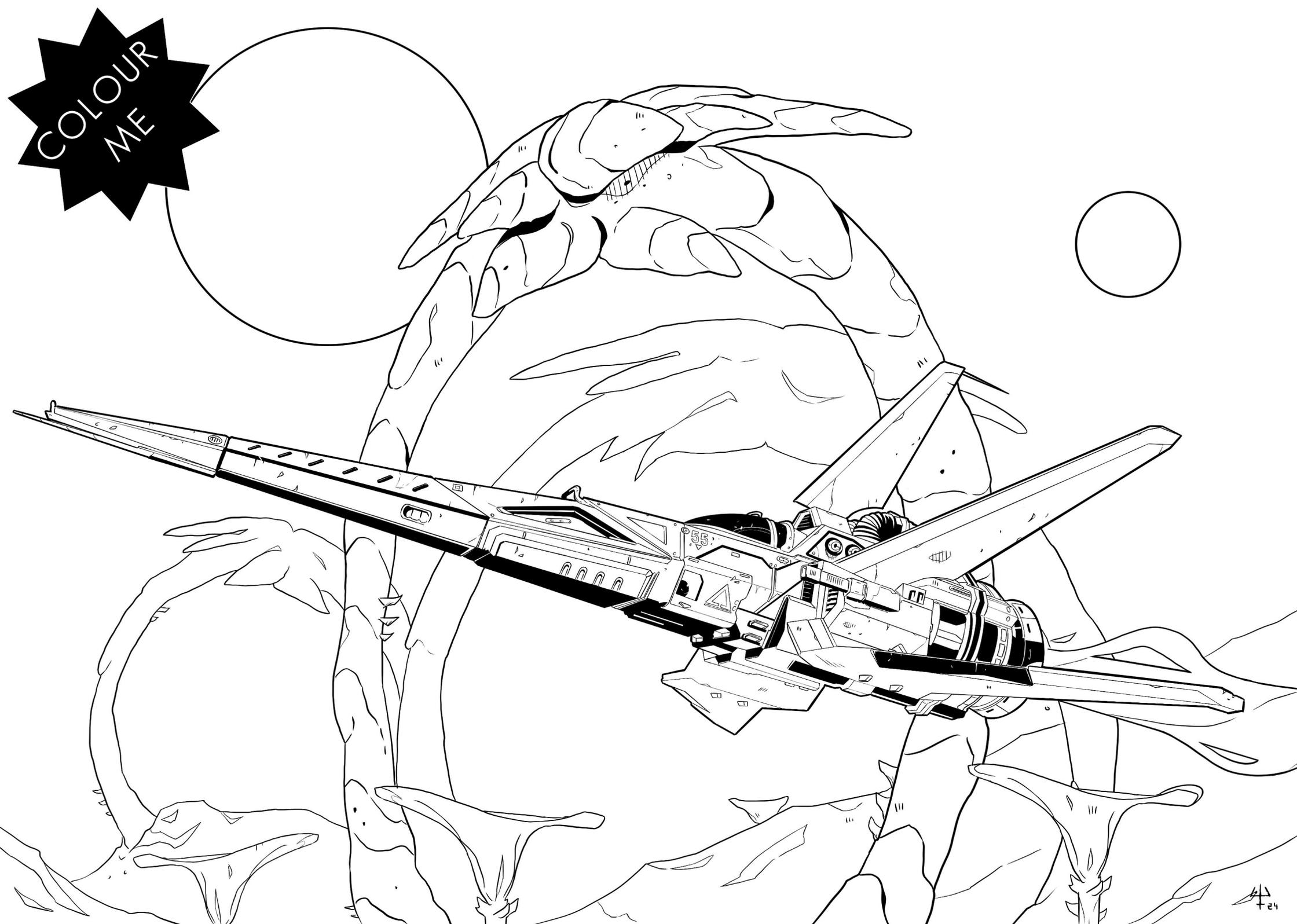


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