

ANOMALY

THE UNOFFICIAL NO MAN'S ZINE

Iteration 14 | May 2026



This Issue ♦ Spirited Away ♦ #NMS10 ♦ Q&A with GoodGuysFree ♦



The Cosmos Is Vast!

What Have You Found In The Silence?

The Void Awaits

-Kzzkt-

Travellers, dim your comms, mute the text chat, and step alone into the quiet - Iteration 14 of ANOMALY has drifted into the simulation like a lone ship slipping between stars.

This loop the galaxy feels vast and deeply personal. No voices on the radio. No footprints but your own. Just you and your ship, cast away in an endless sea of untouched worlds, each waiting to be witnessed. Some Travellers chase the void on purpose - wandering empty planets where the only sound is wind across alien grass, landing on forgotten moons just to watch binary suns rise & set with no one else around, or drifting through abandoned space stations with only the hum of their Exosuit for company.

We've gathered tales from solo explorers who have spent weeks without seeing another Traveller, who risk life and limb braving hazardous environments just to see whats on the other side of that storm, and roam the universe looking for meaning in perfect solitude. Out there, far from the crowds, the simulation feels more honest - raw, beautiful, and entirely yours.

In this issue, we raise a quiet glass of ApolloPassion (just one this time) to every lone wanderer charting their own path through the dark.

The cosmos is vast.

What have you found in the silence?

The void is waiting.

-Tom



Yelling Into The Void



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Photo by @LeMazou19

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Illustration by Vestele8

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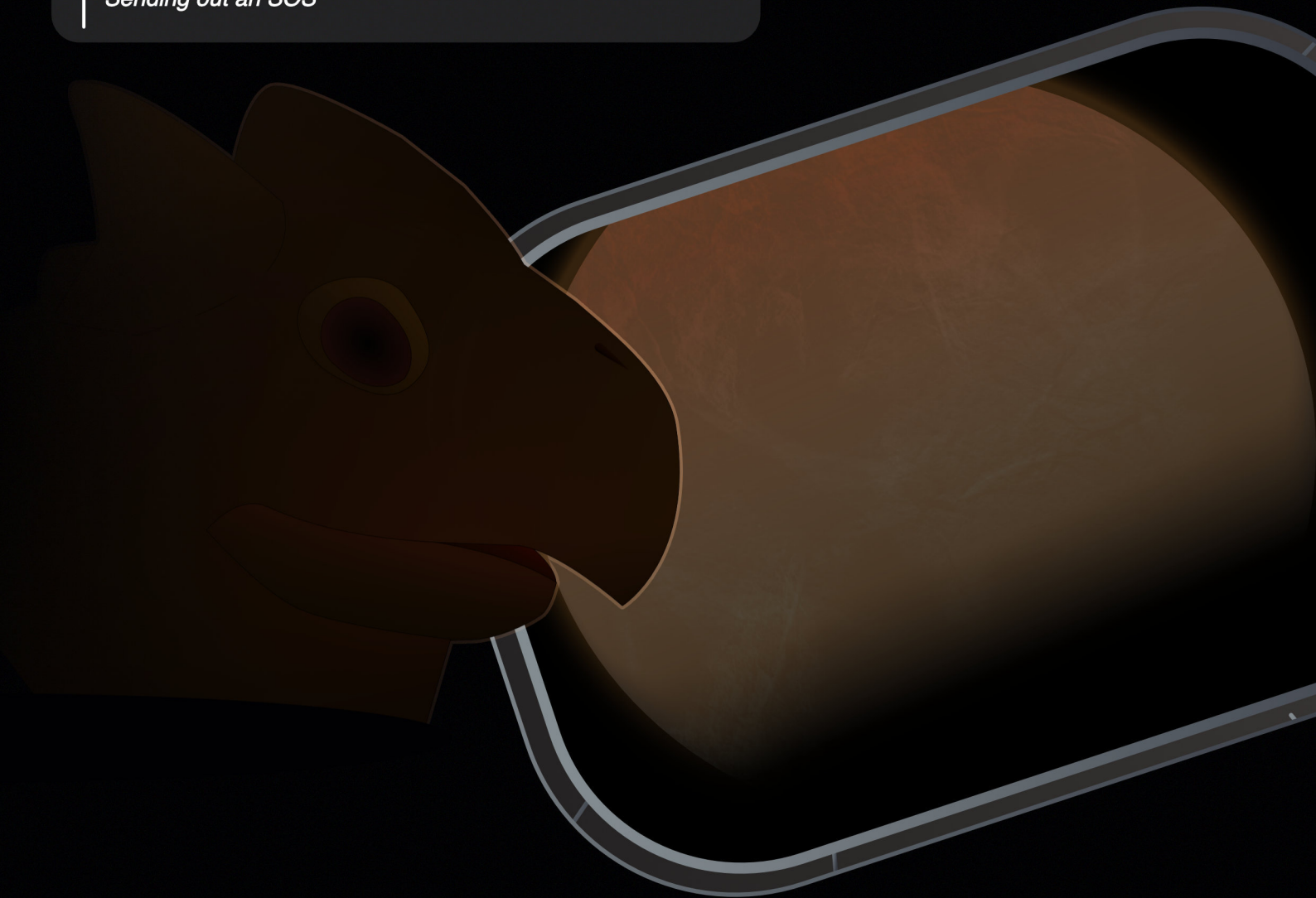
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Xeno Arena

It actually happened! The Xeno Arena is here. The latest No Man's Sky update turns your companion register into a team for a full-blown turn-based creature battling system! Travellers can now adopt wild fauna across planets: train them, genetically tweak their stats, colours, and traits using the new Retroviral Pellets and other upgrades. Each creature brings unique moves inspired by its species and native biome - neutron blasts, heals, stuns, shields, status effects, dodges, critical hits, and elemental affinities for serious tactical depth.

Travellers can now head to holo-Arena tables found at space stations, planetary outposts, settlements, and the Space Anomaly to throw down against NPC trainers or challenge other players. Climb the Arena League ranks for medals, titles, exclusive rewards, and daily challenges. Xeno Arena also brings a new face to the Space Anomaly, Iteration: Oceanus, your go-to guide for all things creature battling.

Finally, this is your chance to become a ~~Pokémon~~ NoKéMan Master!



Sometimes a new update brings out the creativity in the No Man's Sky community; Xeno Arena has been no exception - and we love to see it.

Enter the **Xeno Arena Card Generator**, a slick web tool by **Deluxo** that lets Travellers create their similar but legally distinct creature trading-cards. Upload your companion's screenshot, slap on a name, rate its Combat Potential, Agility, and Health using the classic NMS class system (S to C), pick an environment theme for the perfect colour vibe, add portal glyphs, and even throw in a custom font. Watch the live preview update instantly, then download your finished card to flex, trade, or brag with the squad!

XENO ARENA CARD GENERATOR

Xeno Arena Card Generator

CREATURE TYPE IMAGE ATTACKS ATTRIBUTES

CREATURE NAME
 Creature Name

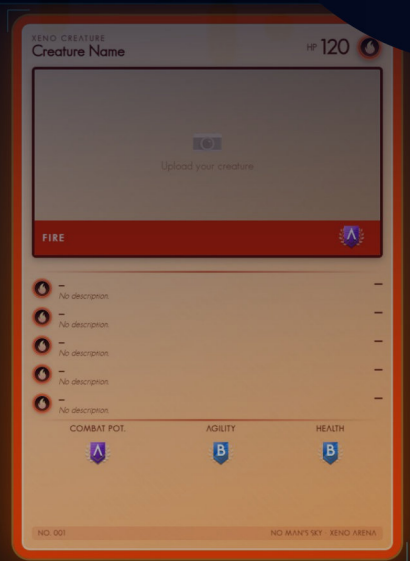
HP: 120 CLASS: A

CARD NUMBER
 001

CUSTOM CARD FONT

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APPLY TO: NAME ONLY WHOLE CARD



↓ DOWNLOAD CARD

XENO ARENA HUB

⚡ UPDATE 6.3 - CREATURE BATTLE

No Man's Sky Creature Battle Registry

Register your fighter lineup, discover other Travellers, and send Battle Pings across the galaxy.

REGISTER YOUR ROSTER

BROWSE TRAVELLERS

The Xeno Arena Hub: Built by **CITIZENmeme** of the **Pirate Hub**, this clean web registry lets Travellers register their battle-ready creature companions, showcase killer teams, check leaderboards, and a facility to easily ping opponents for arena matches via your own Discord servers. No more spamming the global chat - just drop your squad, flex those S-class mutations and perfect type matchups, and challenge the galaxy. If you've been grinding planets for the ultimate combat beasts, this is the new bookmark for your web browser!

XENO ARENA HUB

XENODEX

NO MAN'S SKY
COMMUNITY

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ALL BUDULLANGR CALYPSO EISSENTAM EUCLID HESPERIUS DIMENSION
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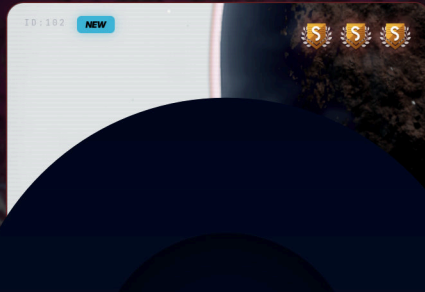
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ALL ANOMALOUS DESERT FIRE FROST MECHANICAL RADIOACTIVE
TOXIC TROPICAL UNKNOWN

LATEST DISCOVERIES

103 RECORDS

SEARCH CREATURE ...



The **Xenodex** is the ultimate field guide to keep bookmarked when companion hunting. This clean community catalog from [u/CINEFLIXofficial](#) lets you browse, search, and share discovered pets and fauna with full details: portal glyphs, planet coordinates, stats, and more. Whether you're stocking your battle team with SSS-tier companions or just documenting for the zoology crowd, the XENODEX makes it easy to track them down in the universe. A perfect tool for the new holographic arena meta. Head over and start filling your own Xenodex, Traveller — the galaxy's fauna isn't going to catalog itself.

Check out [this video by Captain Steve](#) to see it in action.

XENODEX

EVOLVING
GAME

EVOLVING
GAME



Congratulations Hello Games No Man's Sky - Best Evolving Game 2026

They did it! On April 17th at the 2026 BAFTA Games Awards, Hello Games finally got their moment with No Man's Sky winning Best Evolving Game. A massive well done to the entire team, it has been a long time coming! We hope you the afterparty hangovers were S-Class! <3





Nine years ago, a band of brave explorers founded the Alliance of Galactic Travellers and set out to roam the universe together.

What began as a small nomadic group has grown into one of No Man's Sky's most enduring and respected communities, uniting thousands of players across galaxies through shared discovery, collaborative base-building, and a spirit of friendship that transcends any single update or expedition.

Happy birthday, traveller friends! Here's to another nine years of wandering the stars together

NMS-AGT.COM

#NMS10

This month marks the launch of a new grassroots movement within the No Man's Sky community, as streamers, creators, and prominent community members unite to thank Hello Games for their decade of dedication.

The initiative aims to rally as many Travellers as possible to log in and play on August 9, 2026, the game's 10th anniversary - creating a massive galactic gathering to celebrate the remarkable journey.

Between now and August, the community can expect a wave of special streams, in-game events, homebrew expeditions, base tours, community challenges, fan art showcases, and organised meetups - all as a heartfelt 'thank you' to a small studio that never gave up!

Watch this space for details:



Logo by Mr. Sinister & Dashboard Devil

ISLANDED

IN A SEA OF STARS

The universe of No Man's Sky is vast and unforgiving, especially for lone wanderers. This story, however, is simpler. It's about a player known as **Spirited_Ad3028**, who believed his permadeath run had come to a quiet end on a single spike of rock in the middle of a toxic ocean.

I've always loved tales of survival and beating the odds. So when it came time to choose the theme for this issue, Spirited's story was the first one that came to mind. We reached out to him and asked if he'd recount exactly what happened:

My name is Ralph. **Spirited_Ad3028** was just a random Reddit name. I'm a father of two young kids who plays No Man's Sky in whatever spare time I have. I've been a fan of the game since launch, took a long break, and came back for a permadeath run. I'm still basically a noob.

I was exploring, looking for paradise planets. I had about 30 hours on this new permadeath character and was still flying the starter ship. I scanned a "Vapour" planet and decided to check it out. Flying down through the atmosphere in permadeath is terrifying - you sometimes don't even know where the ground is. This one was nothing but dark storm clouds. When they parted, I saw only water. I spotted a tiny island and landed.

It turned out to be an extreme weather water planet. The moment I stepped out of the ship I started taking damage. I could only last 10-15 seconds outside. My Exosuit wasn't upgraded at all. I got back in and was about to take off when I realized I had no launch fuel.





Then the storms started hitting every few minutes. Massive waves crashed around the tiny pillar of rock in every direction. To launch I needed ferrite and di-hydrogen. I had the di-hydrogen, but no ferrite. I thought it would be easy - just break a few rocks. But there were none. The island was completely clean. I jumped in the water, but it dropped off deep fast. I'd run out, shoot the multi-tool a few times, then sprint back to the ship before the suit failed. I did laps in every direction, clearing every reachable spot. Nothing. No ferrite at all. Every few minutes another storm would roll in and force me back inside.

I finally gave up. I named the planet "Ralph" - after myself - as my grave marker, saved the game, and left it. I figured the file would just sit there forever as a stranded astronaut relic. I could always log back in and show people the storms from inside the cockpit.

Two months later **I decided to share it**. I'm a big sci-fi fan and thought it made a perfect short story ending. I logged in, recorded a short video of me sitting in the ship watching the lightning and waves, and showed my empty inventory so people would know I really had nothing left. The post wasn't asking for help. It was just the ending to a cool sci-fi tale.





Then [Sean Murray retweeted it on X](#) and everything blew up.

The community went wild with ideas. One guy suggested dismantling the scanner for ferrite. I had no idea you could even do that. It gave me 50 units - exactly enough to craft launch fuel. I recorded myself doing it and taking off for the first time in two months. That liftoff video became the most popular one. I even forgot I had named the planet “Ralph,” so I accidentally doxxed myself.

After I escaped, I set a goal: take this same character all the way to the center of the galaxy. I did it. The save file felt famous now - I couldn't let him die. The Traveller is still alive today. He's got many more hours on him, an S-class explorer ship with solar sails, and he's carefully exploring purple systems. I don't take many chances with him anymore.





Sprited was stranded here

In honor of our friend Sprited

NanoLemon was here. In honour of Sprited.

I've been back to the planet. I built a small house on the pillar and planted a flag. The character can walk around freely now with proper upgrades. When I first returned, someone had already left a message that said "Sprited was stranded here." I also found a hole carved into the side of the island almost exactly where I had dug trying to reach water. It was surreal.

That save was never meant to keep going. It was supposed to be a stuck relic. Instead it became one of the coolest stories I've been part of in gaming.

You can find my videos on my YouTube channel: [@PlesciaFPS](#).



Planet Ralph has since been renamed to 'Spirits Hope', his landing site now a comm-ball shrine as tribute to his tale.

THE S.N.A.R.C. PROGRAM

Art & Words By: [sham_da_wowNMS](#)

For thousands of years, explorers have charted courses on many worlds among the stars, and even in the waters. This tradition continues with the United Star Navy's newest exploration program, S.N.A.R.C.—Star Navy Aquatic Research Crew.

The mission of S.N.A.R.C. is surveying and exploring water worlds. Using exocrafts, crews are sent into the planet's deep, dark waters. This project was green-lit by Star Navy Command some moons ago. The problem was finding a suitable planet on which to do research.

Not long ago, the United Star Navy was conducting the second StARMAP (Stellar Alliance Regional Mass Archive Project) expedition in the Calypso Galaxy. It was in the midst of this effort to archive systems for the Alliance of Galactic Travellers that an abandoned purple system with three water worlds was discovered.

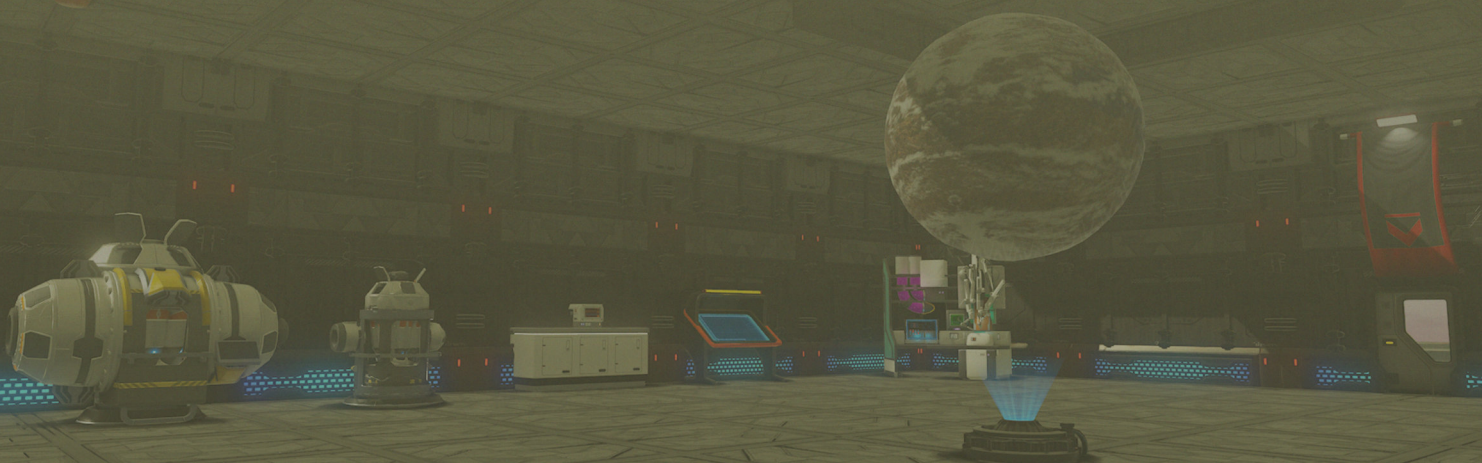


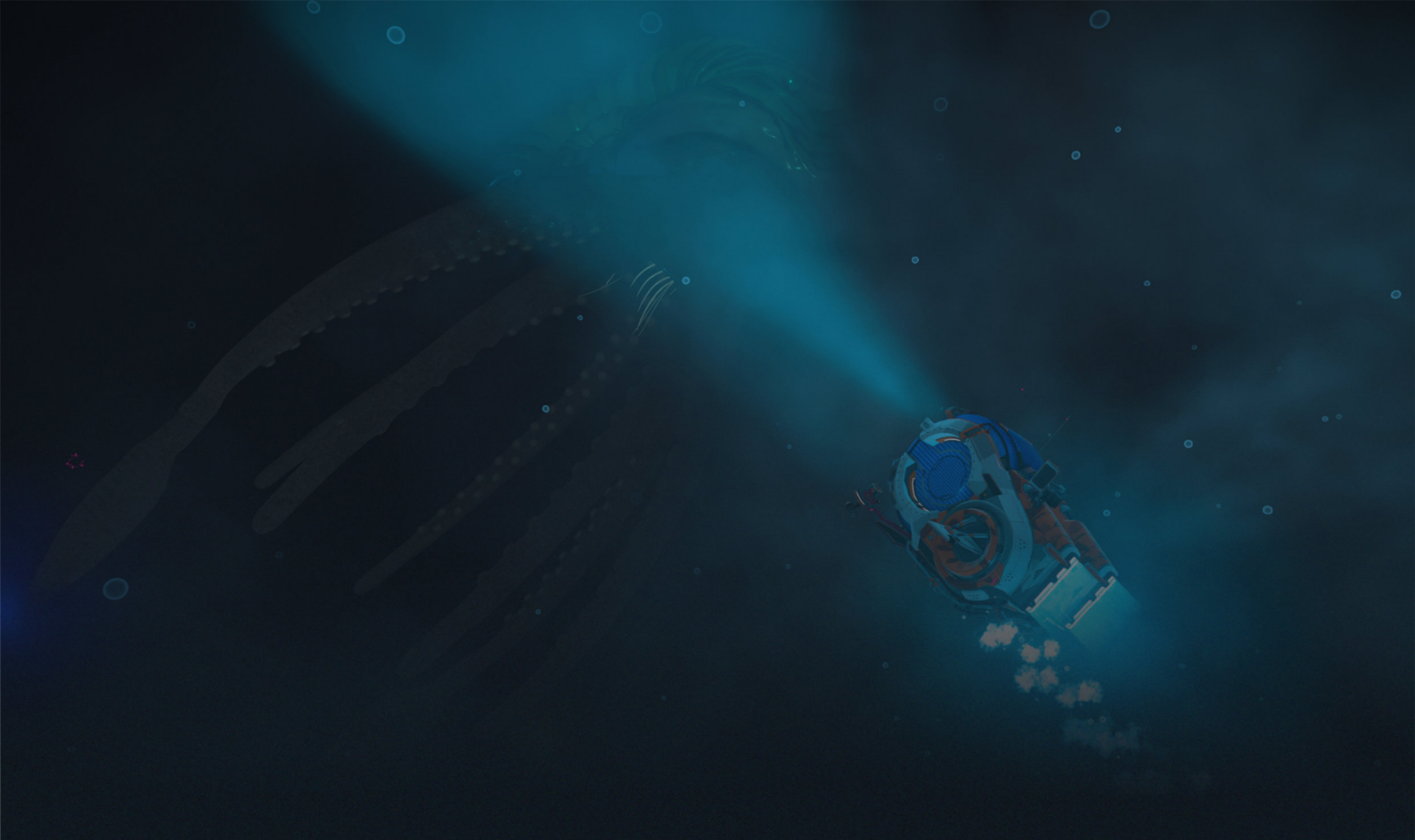


Before exploring, a base of operations was established in the northern hemisphere of Furfol J41. USN-SPS Adamant, part of the agency's new class of starships—Single Propulsion System (SPS)—assisted with construction by delivering supplies.

Wiseman Maritime Outpost, adorned with USN, AGT and Federation flags, was built as a laboratory for deep sea sample research and communications center between mission control and S.N.A.R.C. explorers.

Quad struts were constructed beneath all four corners of the base to hold the outpost above Furfol J41's raging waters. Inside the base, mission control consists of communication stations and data feeds directly from the crew. There is a refiner and science terminal for studying minerals and plants.






The expedition officially commenced when the Adamant beamed the crew down on a small island in Furfol J41's southern hemisphere and began their slow dive down. While back in the north, teams at Wiseman Maritime Outpost were establishing comms.

Using Nautilon Titan, a crew of three, led by Explorer K'Pah dove down more than 1300 units to the floor of the ocean world. The crew discovered waypoints, wrecked ships, and even sunken buildings. It begs the question as to how this world and others became flooded?

Along the way, many interesting faunae were discovered. The P. Scoopledoe (squid) and P. Halohehexanae (squid with hermit crab shell) were the two biggest undersea creatures discovered by the agency.



Astronaut in a blue and white spacesuit floating in the dark void of space, surrounded by a field of stars. The astronaut is positioned in the upper right quadrant of the image.

Resources extracted from the ocean floor include Di-Hydrogen, Carbon, Chlorine, Salt and Cyto-Phosphate. Scientists on the capital freighter USN Yorktown studied the samples and refined them in the science lab.

Hydrothermal Fuel Cells were created using Carbon, Salt and Cyto-Phosphate. These cells will be used to power the United Star Navy's fleet of submersible exocrafts to explore other water worlds; AGT Pozeidon USN is home to three of them, including Furfol J41.

With a successful first expedition, the United Star Navy will continue the new S.N.A.R.C. Program, expanding it to Toine and Iakarls, the two neighboring water worlds in AGT Pozeidon USN.



With GoodGuysFree

Within gaming discourse, the No Man's Sky fanbase has a reputation for being one of the most kind and wholesome - qualities which extend to the communities influences and figureheads. Few creators embody the spirit of 'generosity' quite like GoodGuysFree. Through his YouTube channel and thriving Discord server, he has built one of the most welcoming communities in the game - a place where Travellers can freely request ships, companion eggs, planets, taxis, and helpful advice with nothing asked in return. Known for his clear, no-nonsense guides on everything from galaxy hopping and non-obvious mechanics to expedition prep and building basics, Good Guys Free continues to make the game more accessible and enjoyable for both newcomers and veterans alike.

In this months Q&A, he shares insights into his beginnings, content creation, and what and what it truly means to be an explorer of these simulated stars.



[X.COM/goodguysfree](https://x.com/goodguysfree)

[YOUTUBE.COM/@goodguysfree](https://youtube.com/@goodguysfree)

[DISCORD.GG/goodguysfree](https://discord.gg/goodguysfree)

A: Good Guys Free! It's great to have you, and thank you for spending a little time with us! As is our tradition here, could you start with telling us a little bit about yourself?

GGF: Hi. Well, I am 54 years old, been around computers since I was 11, and I've been programming ever since. I've been around for the Apple-II and Commodore 64, for 8-inch floppy disks, for 300-baud modems, and the very early days of telecommunications, from dial-up to the full Internet. I've programmed in more languages than I can speak, and I can speak about 6-7 languages at basic conversation level or better. I've worked for huge companies like IBM and for small startups you'll never hear about. I have a wonderful day job, so YouTube is a hobby.

Gaming, however, I kind of stopped in my late teens, returned to it in my mid-20s, and was there when Steam started and the release of Half-Life. I was there for the release of Doom, the first Unreal game and Half-Life. I stopped again when I worked for a startup and then had my first son, and basically had no time for myself at all. I only got back to it about 8 years ago, when my son started playing Subnautica, and I saw it and felt I just had to play it too.

A: Tell us about your relationship with No Man's Sky - How did the journey begin for you?

GGF: When I picked up gaming again, I got back to my Steam account, which had quite a few older games. I bought myself a gaming laptop, and started playing. I had Half-Life, Portal, Subnautica, Counterstrike, Astroneer, etc. I kept getting offered this game "No Man's Sky", and to be honest, the name sounded lame, and the imagery, to me, was an extension of how lame the name sounded. I kept dismissing it. Then one day in late 2021, I was looking at my Xbox Game Pass and saw No Man's Sky was included in GamePass, and said - oh well, let's see what this is.

I was drawn to this like a moth to the light. I could not stop playing. I kept thinking - when will I get back home to play more? It was insane. I was addicted within an hour of playing, but I also had an issue with how little the game tells you, so I went to search for information, and found Captain Steve's channel, and when I started building things, I found out about glitch building and found Beeblebum's channel and others. I was getting tons of help from people on Reddit too. I loved it!

A: Your name, “Good Guys Free,” has a strong sense of generosity behind it - Where did it come from, and how does it reflect your approach to No Man’s Sky?

GGF: The name GoodGuysFree has been my nickname since 1986. Back then, I was connecting to dialup BBSs all over the USA via a service called PC-Pursuit. I had a BBS list, and I was eager to chat with other people. The idea that you could call a BBS that happened to have 2 phone lines, and maybe someone was connected to the other line, and maybe, just maybe, you could talk to them - that was a pinnacle moment. On the BBS list I found one that had 2 lines - the first had the phone number and BBS name (I don’t remember it), and below it was the second phone number, and just the words “Line #2, Good Guys Free!”. Somehow, that resonated with me, and I decided it would be my nickname. I was 15!

How does this name reflect on my approach to NMS? Well, first and foremost, this name resonated with me because I was always the kind who loved to help. And the meaning behind this name is a reputation I must keep. Luckily, I don’t know how to be different. Seeing all those videos, and people posting wondrous things on Reddit made me want to share some stuff too.

A: What inspired you to start creating videos around No Man’s Sky? Was there a specific moment or need you wanted to fill?

GGF: One day, while playing a derelict freighter, I encountered a bug that allowed me to collect the crew manifest twice. I thought that’s a cool trick - you could give one copy to the station envoy for standing and sell the other copy for Tainted Metal. Win win, no?

I decided - on a whim - to try and record this. It was a terrible video. I still have it as Unlisted, and it is dreadful, let me tell you. I recorded it while playing, and the audio is so horrifically bad. But it got about 400 views in the first month, and almost 700 total, and 2 people subscribed to me!

Then, in April of 2023, Interceptor update landed, and I had an idea how to use a Sentinel Boundary Map to quickly eliminate sentinels on a planet, making finding of these new Sentinel ships easier. I posted a video. Dreadful audio, again, no thumbnail, basically terrible. It got 7000 views. 35 viewers subscribed to me. It got 45 comments. I absolutely loved the interaction with the viewers! The satisfaction that I helped so many was immense. That was the defining moment that got my channel started, so we’re actually just now celebrating 3 years.

A: You've covered everything from hidden mechanics and virtual photography to corvette competitions and big community builds. Which type of content do you enjoy making the most, and why?

GGF: I am not the kind to discriminate. If something has value to the viewers, I want to make it into a video. In general, I am a slow creator. I cannot record what I want to show and then just trim the silence - it doesn't work for me. I plan, I write notes, I collect information. I write a script, many times stopping to verify I am correct and record pieces. When ready, I record and edit the voice-over. Then I start slotting video assets and screenshots into place. Then I search for fitting background music and I balance the audio.

This is long but other ways simply don't work for me. My recent video about the history of galactic navigation took me more than 150 hours to make, over the course of a year. Simpler, shorter content takes less time, but it is less useful, so there's always a tug of war between content that's easy, relatively fast to make, and content that is highly valuable.

The big question is not what content I like to make more, but maybe - what content do I make less of? I usually don't make content that is time-sensitive. Expedition walkthroughs require quick turnaround from expedition release to video release - I don't usually do those. I almost don't stream, mainly due to the fact that I have no room at home to be left alone to do this. I need to find rare opportunities when nobody is home but me. I do try to stream for updates, but this last update I wasn't able to.

A: What's something people might not realise about making community-focused content?

GGF: I can't speak for the general case and for other creators, because I don't know. All I can say is that I make this content because I have an intrinsic desire for interaction. I want to increase interaction between players. I received so much help in my early days playing, and wanted to give back. I get help from viewers with my videos. So many comments from viewers resulted in new content helping others. For me, making community-focused content is a passion, a driving force, and a sense of giving back.

But what about things people might not realize? I think people don't realize how much effort I put into each video. No - not all videos take me 150 hours, but for me, even the 3-4 minute videos usually take 2-5 hours. What else? I think people don't realize how much I am thankful that they are watching. How much I am thankful for their comments - the good and the bad. And I don't know if people realize how much I love this community. I look at where I am today with this community, and I am thankful to every one of my Channel Members, my Discord staff, and my Discord volunteers, and above all to every one of my viewers.

A: As a player of your experience deeply versed in the ins-and-outs of NMS, what's one tip you wish every new Traveller knew right from the start?

GGF: I think I'd like new players to know that the reason that the starting sequence doesn't tell them why they are there, and what is expected of them is intentional. Sean Murray created the game with a clear desire to give players the feeling of the vastness of the Universe, and how alone we are, and how totally uninformed we are. They should know ahead of time that there is no obvious end-game.

They should know that this game is the ultimate exploration game. They are exploring the Universe - the planets, the star systems, the alien races, the galaxies, but they are also actually exploring their own character's past. They are exploring the shattered and scattered fragments of the underlying history of this Universe. And along the way, they are exploring what they can do, what they can build, and ultimately - they are exploring what they want to become and what they want to do. You can say they are exploring what the end-game is - for themselves.

A: If you could shape the future of No Man's Sky in one way - especially for the community - what would you add or change?

GGF: There are several seriously disturbing things that I would want Hello Games to fix before *anything else*. All related to griefers, and trolls. First is to fix the exploit that allows a griefer to cause a death-loop. For example, trap bases that cause extreme heat-damage, which - due to a bug - continues after respawn! So you die again, and again. I reported this in extreme detail to Hello Games. I shared what I know with several creators who have contacts inside Hello Games, and I know for a fact that those contacts have received those messages.

I don't want to panic anyone - these cases are rare! But for the victims, the result is devastating. They lose faith in the community, and that's a dagger to the heart for me.

But even if a player manages to escape and comes back in Creative Mode to report the base - nothing happens. The base disappears just for the reporter and nothing is done to the offending griefer, and other players might still be hurt. The Anomaly Featured Bases are the same - people placed bases overlapping them, ruining the experience for everyone. Report them to make them disappear, and they still appear for others. I hereby volunteer to organize groups of players, to help HG review base reports, and recommend actions. When I say volunteer - I mean I will do it out of the love I have for this community, and ask for nothing in return. Not even recognition. If approached, I'll submit a complete plan to guarantee reviews are impartial, professional, and timely with proper checks and balances. As far as I know, in the whole history of No Man's Sky there have only been a handful (single-digit) cases of player bans. But in some extreme cases, these are required.

A: You cover more than just No Man's Sky these days. How does your experience with NMS influence how you approach content for other exploration/survival games?

GGF: Oh, that's a sore subject. My NMS experience led me to approach the community of other games like I approach the NMS community. But the audience can be completely different. For example, with Starfield, I found myself a nice niche and had viewers who loved what I was doing. I even created a new channel, thinking I'd split the content out, but never used it, and eventually, I gave up on Starfield purely because of the huge number of viewers that always had to comment on how much they hated the game. It just drowned the good interactions I had.

On the other hand, I repurposed that second channel I created to prepare for Light No Fire, and decided to start with Soulframe to get me used to RPGs, which I hadn't played in a long time. And what do you know - the initials 'SF' for Starfield work for Soulframe too. Sweet!

The community around Soulframe is really great! Lots of similarities to the NMS community. The vast majority of players want to help others as do creators. In Soulframe, anyone you ask for help wants to help you too. Still a small community, but the atmosphere is wholesome. Creators are also eager to help. I am in close contact with another creator - HellenTK who's simply amazing to work with. Other prominent names in Soulframe helped me too. I do not know if they're OK with me mentioning them, so we'll leave it at that.

So my NMS experience taught me that the community is the most important thing, in itself as well as for me.

A: Finally, where can we find you and your glorious content?

GGF: Ummm... I don't have any glorious content. I just have my videos **[Editors Note: He's being humble]**. I recently hit 11K subs on the space-games channel, and I am so grateful to all who watch. I have my own Discord - with our own bots that help track the ship and egg gifting requests, bots that decipher the glyphs on NMS screenshots, and for Soulframe, we have a bot that does code giveaways once a week.

I think people are afraid to try and contact me, saying "I know you are very busy" or "I do not want to bother you", and I say to anyone reading this - on the contrary! I live for the interactions. Please contact me 🙏 This is what I am here for. These interactions tell me what you need, what you are looking for, what areas I can help with - by making content or otherwise. Far from just accepting your contact - I need it, and I welcome it. Here's how you can contact me:

Channels:

[Space Games \(mainly NMS\)](#), [Fantasy Games \(SF, LNF 🙏\)](#) [Discord](#), [X](#), [Bsky](#).

GALACTIC GEOGRAPHIC



Photo submitted by
[@Niborg2](#)



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Photo submitted by
Anonymous



“E...e..eeve?”
Photo submitted by
@40thers



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KYL

PETRA 200 x24

KYLE CULVER



R1 12

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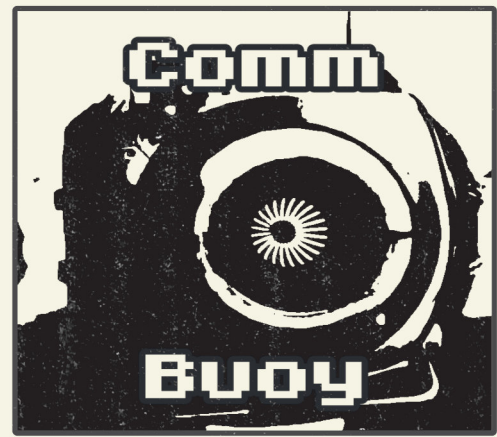
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