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No Man's Sky
A New Universe for Generations of Eager Explorers

Imagine for a moment…you wake up in the cockpit of a strange space-faring vessel. The power is out and there is no way for you to start your ship up again. You have no idea what awaits you outside the vessel, but you need to find resources and get back on track. Making sure your pressurized suit is in working order, you carefully pop the latch of your ship…and in a split second, you are immediately taken aback by the lushness of the planet around you. Vast, rolling yellow hills as far as the eye can see; strange, red-tinted foliage upon the many trees that dot the landscape; and perhaps more captivating than all else, the gigantic stone monolith towering on the horizon, alien runes glowing softly in the most enticing shade of orange you have ever seen. This place is all at once different than anything you've ever seen and yet, strangely familiar. A novel place, in a novel time, with novel adventures to be had. This is what awaits in the vastness of No Man's Sky.

No Man's Sky is a videogame currently in the works by the small, Guildford, UK indie studio Hello Games. According to the developers themselves, the game is all "about exploration and survival in an infinite procedurally generated galaxy." What does this mean though? Well, procedural generation is nothing new to the gaming world. In fact, other developers have been using it for years now. From Mojang's Minecraft to Re-Logic's Terraria, procedural generation is a very useful tool for creating a freshness not seen in the earlier days of videogames. With the power of mathematical algorithms, developers tell the computer to randomize within pre-defined parameters. In other words, the game is created using controlled randomness. However, No Man's Sky is pushing the boundaries for what people thought was possible. With procedural generation, and many years of development, Hello Games has created the impossible: a galaxy with over 18-*quintillion* procedurally generated planets to explore, all with procedurally generated flora, fauna, and other mysteries to uncover.

While the environments and scenic vistas you will see are beautifully compelling, both planetside and in the infinite reaches of space, this game is far from a walk in the park. According to Hello Games, "your ship and suit are fragile, and every encounter can test your skills to the limit…one mistake could see you lose everything." Hello Games' founder and also one of the programmers of the game, Sean Murray, said in an interview with Bryan Bishop of The Verge, "I guess we have a vision in mind, and that vision is that people explore. And they're driven to explore in a way that is challenging." Survival is of paramount import in this fantastical new place, and your progress will be defined by the resources you gather, the tools you create, and the finesse with which you utilize them to further your journey. Cataloging wildlife is also another key element of gameplay, as the new worlds you visit may or may not have indigenous lifeforms. Uploading your discoveries to the master computer in the game, the Atlas, will allow other players to know you were there at one point if they ever come across your planet. The likelihood of that occurring, however, is very, very slim.

The playable space in No Man's Sky is so cosmically huge; simply trying to comprehend the scale of this game boggles the mind. Bryan Bishop, a writer for The Verge, an American tech

news and media network, described his hands-on experience with a demo version of the game as such: "I found inner peace playing No Man's Sky." And rightfully so, as one can only really imagine the serenity of stepping onto the surface of a never-before-visited planet. Yet, while all players play within the same massive galaxy, the chances of encountering someone within that space are incredibly unlikely. Encouragingly though, it is that tiny promise that has driven hundreds of soon-to-be players to plan their own respective journeys to find each other at the mysterious center of the galaxy—a place that Hello Games has cryptically stated on numerous occasions will mean the end of the game for many, but also a new beginning for most.

This epic, exploration survival game will officially be released for the PS4 and PC on June 21 of this year; a long-awaited day for eager explorers everywhere!

Information Source List

- The Verge article: http://www.theverge.com/2016/3/3/11152396/no-mans-sky-preview-sean-murray-interview-ps4-pc
- No Man's Sky official website: http://www.no-mans-sky.com/about/
- No Man's Sky Information Repository (courtesy of the r/nomansskythegame subreddit): https://repo.nmsdb.info/
- Image 1: https://cdn2.vox-cdn.com/thumbor/QRxBvCgKN1fpu0JPuk1t_5ZM-Qw=/cdn0.vox-cdn.com/uploads/chorus_asset/file/6273021/no-mans-sky-screenshot-01_1920.0.jpg
- Image 2: http://no-mans-sky.com/press/no_man's_sky/images/NewEridu.png
- Image 3: http://cdn3-www.playstationlifestyle.net/assets/uploads/gallery/no-mans-sky-game-changer-gallery/no-mans-sky-7.png

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Feature Story Concept Sheet

- In this feature story I talk about the upcoming videogame No Man's Sky, developed by UK studio Hello Games.
- I explain what procedural generation is and how it creates the foundation of this massive-scope game.
- I talk about the survival aspects of the game and some of the goals of gameplay.
- I also explain what it means to be a single player in a game of this size.

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Facebook & Twitter Posts for No Man's Sky Feature Story

"Check out the new gameplay footage of No Man's Sky!" https://youtu.be/CLcjvIQJns0"

"I'm so pumped for No Man's Sky; hope some of you will join me come JOON 21!"
(Joon is a sort of Internet term for June that the fans of NMS have created—it's homage to the ridiculous planet names that are seen in game)

"I don't think I can get more hyped for this game, guys! https://www.youtube.com/watch?v=D-uMFHoF8VA June 21st, get here already!"

"June 21…Anyone else gonna drop off the grid for months on end? No? Just me? Not even mad. @NoMansSky"

"But…what do you do? @hellogames; Nahhhh I'm just playin'…PLAYIN' NO MAN'S SKY! #SoonJoon"

"I'm gonna need to really wrack my brain to think up cool names for all of my discoveries. #NoMansSkyProblems"

Planets may have harmful environmental hazards, such as acid rain, making the atmosphere appear a sickly green. Better upgrade your suit to handle such dangers!

Some planets have gorgeous beachfronts such as this one. Some have desolate wastelands.

All spaceships you encounter (including your own) are procedurally generated; each is unique in and of itself. Diverse ships for all! Fly on, you crazy spacers!

Audio:

"The time is almost upon us, fellow gamers. The countdown has already begun, and this June 21, we will all be able, at long last, to fly out into the final frontier. The incredible feat of Hello Games, No Man's Sky, will finally be available to play on PC and PS4. This remarkable procedurally generated game has garnered a huge following in the years of its development, and in less than two months we will be able to experience it firsthand. Keep your eyes on the skies, friends, and happy flying!"

Audio:	Video:
"The time is almost upon us, fellow gamers. The countdown has already begun, and this June 21, we will all be able, at long last, to fly out into the final frontier.	-Tie-in graphic to the right of anchor of a big countdown clock, with a NMS theme to it→Wipe to June, 21 date in NMS-themed font.
The incredible feat of Hello Games, No Man's Sky, will finally be available to play on PC and PS4.	-Tie-in graphic of the collector's edition to the right of the anchor.
This remarkable procedurally generated game has garnered a huge following in the years of its development, and in less than two months we will be able to experience it firsthand.	-Tie-in graphic of a screenshot of a random planet followed by a screenshot of a random space encounter.
Keep your eyes on the skies, friends, and happy flying!"	-Fade out graphic.