

# OUTER WILDS TIPS

Josh Scherr 11/03/2025

## FIRST THINGS FIRST

A large percentage of the joy you will derive from this game comes from figuring things out for yourself. I highly recommend you avoid videos or other walkthroughs because you might accidentally see something and spoil the discovery for yourself. Plus, that's why you have this PDF. ::)

I also highly recommend you don't install *Echoes of the Eye* (the DLC) until you've finished the main game. EotE assumes you understand the systems from the main game well enough to take them further; plus, since it exists within the structure of the main game, it could be confusing. That said, EotE is *excellent* and well worth your time.

Last: I've encoded anything even slightly spoilery in rot13 code – copy the encoded text and paste it into the window at [www.rot13.com](http://www.rot13.com) to translate.

## KEY THINGS TO KNOW

- **THERE ARE NO TECH TREES, NO EQUIPMENT UPGRADES, OR ANYTHING LIKE THAT.** Progression in this game is gated by KNOWLEDGE. If you can't seem to get somewhere, you might not have the information you need yet. Often times, you'll have the information but don't see how it can be used to bypass an obstacle or solve a problem. Sometimes you will access a place by total luck or by accident. That is part of the fun.
- **ABSOLUTELY VITAL: your ship's computer keeps track of everything you've discovered**, where you've been, and most important, places where there's more to discover (it will actually say "there's more to discover here"). You can view this in list mode or in Charlie-Day-style rumor mode. **Read through this after every loop** to get more insight into your discoveries and make plans. Because there is no clear "golden path," using this is key to deciding where to go next.
- **WAYPOINTS: once it's unlocked on the ship's computer, you can assign a waypoint to a given piece of information or location**, allowing you to find that spot again more easily. On the interface it's labeled "mark location on HUD."

- **FELLOW EXPLORERS:** when exploring a new planet for the first time, one of your primary goals should be finding and talking to the Hearthian explorer residing there. **Exhaust all the choices in the conversation trees and return to them when you discover new things**, as they'll often provide new information and hints.
- **FUEL & OXYGEN:** Entering your ship will allow you to refill your oxygen and fuel, though note *this is not automatic*; you need to go to your spacesuit storage compartment and refill. When away from your ship, trees will resupply your oxygen, fuel canisters will refill your fuel. Note locations when you find them.
- **ABANDONING A LOOP:** Don't hesitate to abandon a loop if it's not going well; there's no penalty whatsoever. Trying to accomplish too much in a single loop will lead you to frustration. Getting to a new location or finding a single new bit of information on each trip should be your goal. If you find something new near the end of a loop, don't stress about it, just end the loop and find your way back once you restart; you'll have a lot more time this way.
  - Several tricky-to-reach locations have **hidden shortcuts** you can discover once you're inside; seek them out, as they'll allow you to access these sites more quickly on subsequent visits.
  - While it's fun to end a loop by finding creative ways to, um, kill yourself, there's also a faster way: go to Tvnag'f Qrrc naq gnyx gb gur rkcybere gurer nobhg zrqvngvba (vg jba'g unccra hagvy lbh ivfvg n frpbaq be guveq gvzr). Abgr gung bapr lbh nfx gurz gb grnpu lbh, gung ybbc jvyy raq. Lbh'yy abj unir na bcvba gb "zrqvngnr" va gur cnhfr zrah juvpu lbh pna hfr gb raq gur ybbc nal gvzr.

## TUTORIALS

- **TIMBER HEARTH VILLAGE TUTORIAL:** Be sure to talk to everyone there and interact with everything. Some of the first hints as to where you should explore and what you're looking for are found here. Once you have access to the ship and spacesuit, be sure to explore the rest of the planet!
- **HOW DO I FLY THE FUCKING SPACESHIP.** Yeah, it takes practice. The little RC spaceship you can fly in the village is annoying and borderline useless because it's not first-person. The best way to learn is in the **zero-gravity cave at the top of Timber Hearth Village**. While you're technically in your spacesuit, the controls and feel for flying the ship are nearly identical. Revisit the cave a few times on subsequent loops until you're comfortable with the controls. It teaches you 1. how to use thrust controls in zero gravity, which also translate to the spaceship to a large degree, 2. how to lock on to objects/planets (watch for on screen prompts), and 3. how to automatically

match velocity (watch for on screen prompts). #2 and #3 are KEY. **Lock on and velocity match can also be done when you're flying the ship, very useful for when you're trying to land on a planet, get close to another space object, or not lose track of something in space.**

- **REPAIRS:** Note the zero-gravity cave also teaches you to repair your ship. Sometimes your ship will get damaged, other times your suit. Suit damage is usually an emergency, but with the ship, unless you're immobilized or inconvenienced, repairing the ship isn't always vital. See previous note about abandoning a loop.
- **LANDING CAMERA:** Once you get your spaceship, the first time you take off, switch to the landing camera. **Practice flying around the planet in landing camera view** and find another spot to land. Practice using your downward thrust (R2) to slow your descent and upward thrust (L2) to push you towards the planet when you're drifting too far. The indicator on the right of the screen (the tube with the little green fluid) shows how close you are to the ground.
- **After you explore Timber Hearth, I'd suggest heading to The Attlerock** (Timber Hearth's moon) and practice using autopilot + landing camera to land there. Low stakes, not many obstacles, etc.
- You can also use Timber Hearth to practice moving around in your space suit. It's possible to get some good speed going while using your thrusters and traverse large spaces quickly. It's also possible to go so fast you hit a rock and die. **Keep an eye on your velocity. ::)**
- Note you can do target locking and velocity matching in both your spaceship and while wearing your spacesuit.
- There's an option both in the menus and in the spaceship (when you put your suit on) called the "pre-flight checklist" where **you can choose to stop the clock when reading text, talking to Hearthians, etc.** Highly recommended for reducing your stress level.

## NAVIGATION AND TOOLS

- **AUTO PILOT:** You can use the auto pilot to get your ship to other planets/bodies – you lock onto a given object first, then push the autopilot button. Note it doesn't land for you. But when you arrive, if you're facing the planet and switch to landing camera, it'll (usually) reorient your ship so the landing camera is pointing at the surface. But do **KEEP AN EYE ON YOUR VELOCITY**, both when you're in your ship and in your suit. Especially if you disengage autopilot, you might still be going much, much faster than you think. I've had many hilarious deaths from hitting a planet at high speeds.
- **GRAVITY READOUT:** Note that when you're in your suit, it will show the gravity level at your current location - take care you don't accidentally thrust into space on low-gravity planets. ::)
- **ALWAYS WEAR YOUR SPACE SUIT**, even when you're on Timber Hearth. It allows for much easier/faster navigation.
- **Whenever you explore a planet in your suit, a little globe will appear** on the left showing you where you are and where you've walked. Use this to help you navigate. The red marker indicates the north pole, blue is the south pole.
- Keep an eye open for **"SIGNAL DETECTED"** messages as these **are your cue to pull out the signalscope**. You can add new signals and signal categories to your signal scope by getting closer to the source. Initially you'll be able to scan for the other explorers.
- **The scout launcher** is also a very useful tool for safe exploration, especially for peeking around locations you can't access yet. **You can also use it to detect (deadly) ghost matter**. This is key in several places.

## GIVE ME SOME SLIGHT HINTS

- **This is the initial order I went in, but you don't have to:** Gur Nggyrebpx (Gvzore Urnegu zbba), bgure ynaqvaf nernf ba Gvzore Urnegu, Oevggyr Ubyybj, Nfu Gjvaf, Tvnag'f Qrrc, rgp.
- **Finding explorers on other planets:** you can use the fvtanyfpcbcr gb trg n frafr bs gurve trareny ybpngvba naq sbbybj gur fvtany gb gurve pnzc. Most explorers also have n pnzcsver naq lbh pna frr gur fzbxr sebz n qvfgnapr.
- **There are usually trees and fuel canisters** at the campsite locations of the explorers.
- **Some things in the game are dependent on timing.** If you don't feel like waiting X minutes, you can speed things along by resting at a campfire.

## HEEELLLLP MEEEEEEEEEE

- **Brittle Hollow:** if you fall into the oynpx ubyr, this is where the lock-on and velocity match comes in handy. Gurer'f n fngryyvgr arne gur rkvq cbvag. Anivtngv gb vg naq lbh pna jnec onpx gb Oevggyr Ubyybj.
- **How to not get killed by ghost matter:** use lbhe fpbhg cebor pnzren. Vs gur cvpgherf tybj terra, vg'f qrnqyl; vs gurl qba'g tybj terra, vg'f fnsr gb jnyx. Lbh pna gnrx cvpgherf ercngrqyl nf gur fpbhg vf sylvat gb frr.
- **To get the true ending, you MUST** ynaq ba naq fbyir gur zlfgrl bs gur dhnaghz zbba. Worth it.
- **Navigating Dark Bramble:** don't even bother until you get a hint about ubj gb nibvq gur natyre svfu. Naq bapr lbh qb, lbhe fvtany fpcbcr naq fpbhg cebor jvyy uryc va urer. abgr gur natyre svfu ner cebonoyl gur jbefg cneg bs gur tnzr, fbeel.
- **The Interloper (comet):** yes, there's more to it than appears at first glance. Specifically: Gur vpr zrygf nf lbh trg pybfre gb gur fha.
- **How the HELL do I get to the Fbhgurea Bofreingbel on Brittle Hollow:** this was the most annoying thing in the game. You have to whzc sebz bar genafcbeg ornz gb nabgure orsber gur ornz raqf naq lbh snyy vagb gur oynpx ubyr. Vs lbh zvff... gel ntnva. NOTE: I first wrote this guide after the game released; I think they might've changed this to make it easier...

- **How in the actual FUCK do I enter the [acronym is ATP]???** There are a number of hints scattered everywhere, and note you don't have to get in here until near the end of the game:
  - ba Nfu Gjva, jnvg sbe gur nfu gb erprqr naq erirny gur gbjref. Lbh'yy svaq n cnve bs gbjref ercerfragvat Nfu naq Rzore.
  - Lbh'yy jnag gb hfr gur gryrcbegre vafvqr gur Nfu gbjre, juvpu vf gur oebxra bar jvgu gur qrnq Abzvn bhgfvqr.
  - Hasbeghangryl, gur gvzvat bs gur nyvtazrag pbvavpqrjv gu gur cvyyne bs nfu cnffvat evtug bire gur gryrcbegre naq jvyv fhpx lbh hc...
  - fb gnxr furygre haqre gur oevqtr bhgfvqr naq punetr va bapr gur cvyyne bs nfu vf pragrerrq bire gur gbjre.
  - Vs lbh jnag gb or fhcre-cerpvfr, fubbg gur fpbhg ynhapure bagb gur gryrcbeg cnq; jura lbh frr gur fpbhg gryrcbeg, gung'f lbhe phr gb eha va.
- **I think I've done everything and explored everywhere, how am I supposed to finish the game???** Gradual hints below, read one line at a time:
  - Lbh arrq gb svavfu jung gur Abzvn fgnegrq.
  - Juvpu vf gb fnl: lbh arrq gb geniry gb gur Rlr bs gur Havirefr.
  - Unir lbh ernpurq gur fvkgu ybpngvba ba gur Dhnaghz Zbba? Qb gung svefg.
  - Unir lbh tbggra vafvqr gur jerpqrq Beovgny Cebor Pnaaba ng gur urneg bs Tvnag'f Qrrc?
  - Unir lbh bogvarq gur pbbeqvangrf sbe gur Rlr sebz gur jerpqrq Beovgny Cebor Pnaaba?
  - Unir lbh sbhaq gur Abzvn Irrfry va Qnex Oenzoyr?
  - Unir lbh abgvprq gur jnec pber va gur Abzvn Irrfry vf oebxra?
  - Unir lbh tbggra vafvqr gur Nfu Gjva Cebwrpg?
  - Guvf vf gur grpuabybtI gung cbjref gur gvzr ybbc. Erzbivat gur jnec pber sebz gur NGC jvyv fgbc gur gvzr ybbc. Vg jvyv nyfb raq gur tnzr vs lbh qba'g qb fbzrguvat jvgu gung jnec pber orsber gur fha rkcybqrf.
  - Oevat gur jnec pber sebz gur NGC gb gur Abzvn Irrfry va Qnex Oenzoyr. Ercynpr gur oebxra pber jvgu gur jbexvat bar.
  - Qent gur raretl onyy gbjneqf gur sebaq gb oevat hc n qrivpr jurer lbh pna vachg gur pbbeqvangrf. Abgr gurl ner pbairavragyl qvfcynlrq va gur ybjre-yrsg bs gur fperra.
  - Qent gur raretl onyy va gur plyvaqevpny cvcr hcjneqf naq nffhsvat lbh chg va gur pbqr pbeerpgyl, lbh fubhyq or ba lbhe jnl!

**GOOD LUCK!**