- Right or left clicking an item in your inventory/crafting recipe lets you bring up its codex entry, which has both crafting instructions and what it is used to craft.
- B toggles your flashlight.
- P opens photo mode, then you can use the scroll wheel to zoom in, acting as binoculars
- N searches your codex. It doubles as a calculator.
- Pointing at a storage container while in dismantle mode shows you its contents
- Middle-clicking a building selects that building type for your build gun
- Pressing H while building "locks" the building so you can move around and verify it's exactly where you want. You can use the arrow keys to nudge it around a bit.
- Parachuting against certain terrain can launch you up it quickly.
- Using that nudge tool, you can easily move a hypertube through a wall/terrain, then clip through it with a hypertube entrance and a biomass burner.
- Run then crouch to perform a slide. Jumping at the right time while sliding is faster than just running.
- You can slide under belts
- Tapping right-click on an item in your inventory will split it into two stacks. Holding right-click lets you choose the split-size.
- "Relevant Items" at the top of your inventory can be accessed by the keypad.
- If you are at full HP, fall damage cannot kill you.
- You can add text to your to-do list.
- The top-right of the map shows the coordinates of your mouse. You can type in coordinates underneath it to jump your mouse to that location.
- Train tracks will also transfer power from one location to another.
- You can "straighten" a train track by creating a small track then connecting your track to it.
- Pipeline pumps set headlift to a specific value, not increase the current value, so multiple pumps right next to each other doesn't do a whole lot.
- Many solid fuels, including coal, can power vehicles "raw", allowing automated resource transportation before packaged fuels.
- You can coax enemies onto foundations, then delete the foundations to drop them. They take fall damage *and* are out of your way. Great solution for nuclear hogs.
- You can destroy the various poison-emitting rocks/enemies with nobelisks.
- You can get somersloop power generators early by going hard drive hunting and picking up parts. One of these power generators can get you through the early tiers.
- Use biomass burners on hard drive locations requiring power. If it needs more power, connect more burners.
- Once you have a hard drive, you can drop down a MAM and stick it in. All MAMs share research and their research timer, so you won't lose it.
- Hypertube launchers are by far the fastest way to travel.
- If you're already making parts that are required for the Project Assembly parts, you can carry some over to storage containers fed into a machine to build the parts, instead of building a whole new production line.

- The map is very large, so once you've got your starter base online, you can move to another location to build your fancy base. Unless you're looking to use 10,000+ for an individual raw resource, you can just leave your old one.
- You can get visual indicators of where offscreen enemies are by going to Options -> Audio -> [Experimental] Enable Directional Subtitles.
- You can input a number directly into the "target" instead of using the percentage
- Both inputs allow calculations as input. Remember that % is 1-100, and not 0-1, so you may have to multiply by 100.
- Two underclocked buildings at 50% consume less power than one at 100%