

RIMSPYRE

penitentiary

Connection info:

142.132.135.210:29016

INTRODUCTION

As the metallic hum of the landing pod filled the cramped space, Marcus Kane braced himself for the reality that awaited him. Once a notorious thief and master of deception, he now found himself descending towards the unforgiving surface of Rimspyre, a penitentiary planet known for its brutal landscape and survival of the fittest mentality. With only the clothes on his back and a few meager supplies, Marcus was about to face not just the consequences of his past but also the merciless challenges of this alien world.

Rimspyre was a far cry from the plush high-rises of his former life; its jagged cliffs, enormous wastelands, and treacherous wildlife stood as reminders that here, only the strongest survive. As the pod's landing gear engage their locks after touching down, Marcus felt a flicker of anxiety mixed with a spark of determination. In a place where alliances were as fleeting as the shadows cast by the sun, he needed to rely on his wits and instincts to navigate the dangers that lay ahead. With a deep breath, he prepared to step out into a new chapter of his life—one where survival was not just an option but a necessity.

WELCOME CONVICT

You have been dropped on Rimspyre, the ultimate penitentiary planet, designed to contain the most dangerous criminals of the universe. Orbiting a dying star, the planet's environment is harsh and unforgiving, characterized by jagged mountain ranges, treacherous ravines, and relentless storms that rage across the landscape.

Originally a mining colony, the planet was stripped of resources, leaving behind a desolate wasteland ideal for incarceration. You will be part of the already convicted felons on it's surface.

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CODE OF CONDUCT

- We do not need your political opinions, we are all the same on Rimspyre and it is each to his / her own.
- If you want to pick a fight, go ahead - be sure to cover your back. Retaliations are not uncommon.
- Discrimination and racism is not tolerated.

THINGS TO CONSIDER

Valuable ore is placed deeper in the ground, so harder to get to.

<https://steamcommunity.com/sharedfiles/filedetails/?id=2715847084>

Physics are at play here. Put too many thrusters on top – the craft will tip downward. Flying fast through the atmosphere will cause heat. Re-entry will cause heat. Make sure to consider these factors when designing a ship.

<https://steamcommunity.com/sharedfiles/filedetails/?id=571920453>

Research will open up new blocks. Place a research lab.

<https://steamcommunity.com/sharedfiles/filedetails/?id=2307650528>

Enemy non-player factions are enabled.

Programmable block scripts are allowed.

Restarts are scheduled weekly at 13:00 and 01:00 Central European Time.

SPECIAL BLOCKS

Thanks to the special power of mods, there are some specific blocks you can lay your hands on.



Nanobots: **Build And Repair System.** This block will apply Nanobots that can help you, you guessed it, build and repair broken blocks. It's an expensive block however.



Deposit Scanner: Having difficulties finding the 'good' ore? Those deposits are most likely hidden deeper than you think. Build one of these to help you find them.



Research Lab: Unlock new items by using the Research Lab.

COCKPIT

For cockpits there are some extra screens that go with the mods.

- The Pysics mod has the top right screen. When things get to *hot* be sure you are able to compensate for it. It's the Heat Display.
- The keyboard has the Radio Spectrometry meter. Aim the ship towards an asteroid and you will be able to see which ores the asteroid might have. Of course, it won't pinpoint..



FULL MOD LIST

Modular Encounters Systems	
Imber Corporation	
Reavers: Terror of the Verse	
Abandoned Settlements (v2)	
Deeper Drex	
Text HUD API	
AiEnabled v1.9	
Trade Operators Coalition	
Rust Mechanics V2	
Camera Panning - rotate camera view	
WeaponCore - 2.5	
Sequence Nebula - Skybox	
Norca Engineers HUD - Coloured -- 1.201	
MA WeaponCore Weapons	
Aryx Weapon Enterprises Vol. I (WeaponCore)	
Relative Top Speed	
Definition Extension API	
[QoL] Radio Spectrometry	
Slower Cargo Ship Spawn Rate	
[VSI] Ore Deposit Scanner	
Defense Shields - v2.2(8)	
Realistic Atmospheres	
Nanobot Build and Repair System	
Aerodynamic Physics	
Earthlike Only Respawn Pod	
Research System Framework	
Edge Be Gone! (No armor edges)	
Colorful Icons	
Leak Finder	
Build Info	
Parallax Concepts	
Block Restrictions	
AQD - Research	
Paint Gun	