



Satisfactory/Factorio Gauntlet

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Welcome, Jumper, to FICSIT Inc. For your position, you will go to the planet Nauvis as part of Project Assembly. You will be assigned a mission in a later section of this document. If at any point you die or lose all ability to progress towards mission completion, your contract is void and you will be terminated, receiving payment depending on achievement, as listed later in the document.

Your agent provided us with your information, but it seems she gave us a redacted version. Usually Miss Jumpchan sends us resumes with skill sections packed with supernatural abilities, but all we have of yours is completely compatible with real-world physics.

(This is a Gauntlet. Nails that stick up supernaturally high will be hammered down for this. No outside Items or Warehouse. If you die your chain doesn't end.)

The personnel budget is a bit tight right now, so your signing bonus is **0 Construction Points**.

Origins:

For whatever reason, Miss Jumpchan left your gender and age blank. Feel free to fill those in. All new engineers receive minimal training (all can be taken as a Drop-in.)

Navigator

You like nature, the thrill of wandering through areas and finding something new, the moments of peace and quiet.

Mechanist

You are adept at the creation of machines and devices. You know that quality is the most important thing around. You want to improve everything that you have. You like making things overengineered and durable.

Industrialist

You want to build the best factory ever - the biggest, the most elegant, the most scalable. Whatever it is, it has to be superlative. Your interests and specialization lie in mass production, in industrial engineering, and in systems of machines and people. You don't make the best car, you make a million good cars.

Perks:

We have several benefits for new contractors, if you're willing to take on the debt. Perks are discounted for their respective Origins, with their 100 CP perks being free.

Navigator

Fiat Positioning System (100 CP)

You always know where you are, and you always know where this is in relation to everywhere else you've been. The exception to this is teleportation, if it takes you to a place where you have not been before, you will not be able to relate this to your positioning system of other locations until you get your bearings in relation to them.

The Endless Horizon (200 CP)

Most people would eventually get bored of beautiful sunsets, sweeping vistas, and majestic wildlife. Not you. You find the beauty of exploration invigorating and motivating. In addition, you will always be able to draw on memories of exploration for inner peace and serenity.

Wanderer's Protection (400 CP)

You are one lucky explorer. You never seem to twist your ankle on unexpected rocks, or fall off a cliff. You always manage to avoid running into problems with bugs, and if you're traveling through an area with something that would eat you, that predator would always find something else to eat first. A little effort makes the smoothest of journeys.

Approximate Compass (600 CP)

If you want to find something or someone, you'll always be able to. This doesn't have to be specific, but it does have to be concrete and defined. You can't just search for "my rival's weakness," but you could search for "my rival's teacher" or "my rival's diary."

You'll know if there is or isn't such an object or person. This Perk will only show you the immediate direction to travel in. It won't take you on the fastest route, or tell you how to get past obstacles.

Mechanist

Whether There's Weather (100 CP)

If you built or designed it, it's weatherproof. What kind of weather? Yes. Snow, scorching heat, pouring rain, vacuum, hail, all sorts of weather. If a human could survive a while without a spacesuit, your tech will keep working. And maybe it'll keep working even if a human couldn't.

Omni-fix (200 CP)

Tech support is difficult... for other people. You can quickly diagnose any problems with any machine, and if you know the problem you know the solution to it. This doesn't provide tools or materials though, and doesn't help you fix poor design.

Modular Interplay (400 CP)

Anyone can just shove some snail slime in a tube and shove it into a machine to make it faster, but you can do so much more. You can create modules that can be installed into a machine to make it faster, more energy-efficient, more material-efficient, or some other such improvements. While these benefits do come with trade-offs, years of working with and designing these modules will let you minimize and, much later, eliminate these downsides.

If you don't take this perk, you will not get Factorio-style machine enhancement modules as part of your "Satisfactorio Crafting" perk.

Failless Mode (600 CP)

When you design equipment or machinery, you make sure that it's designed properly. Your designs are far more resilient against failure than they would otherwise be, only completely failing when critical components are outright destroyed. Chain reactions where failure of one component leads to another failing are uncommon, and really can't happen by accident.

More importantly, every failure mode is a safe failure mode. You could make an antimatter storage container that wouldn't auto-annihilate if power failed.

Industrialist

By The Numbers (100 CP)

You know how much of any given resource your industries and organizations are producing, and how much potential for production there is for each resource.

Eyes of the Industrialist (200 CP)

While looking at pieces of an industrial or logistic system, you are able to tell facts about them. These facts include efficiency, purpose, owner, contents, what other pieces feed into them, what other pieces they feed, consumption rates of resources, and other similar statistics.

By limiting yourself to a single statistic about the parts, you may quickly skim over large numbers of different pieces and compare them in that statistic.

Shipment Specialist (400 CP)

Any vehicle you own, you can automate for the purpose of using it to deliver supplies between fixed stations you have designated. The stations you designate will be able to automatically load or unload any sort of vehicle.

No modification is needed to be made to any of the vehicles for this to work. Setting this up is easy, and the vehicles will be able to automatically choose the fastest route, avoid collisions on the way, and follow local laws (except those banning autonomous vehicles.) While

operating under the effects of this Perk, vehicles do not need fuel or maintenance, their carrying capacity is increased by 50%, and they ignore the weight and mass of their cargo.

Sum of its Parts (600 CP)

You understand how to create expandable systems, keeping complexity low while still allowing for different materials or more production to be added in the future.

Complex systems make sense to you. You can see the logic behind even the oddest bit of system design, and you can expand it if you find the reasoning sound.

Finally, the bigger the system or factory you created is, the more productive it is. Adding more machines makes everything faster and more efficient.

General

Satisfactorio Crafting (Free and Mandatory)

You can make automated equipment for extraction and processing of raw resources. You can make automated industrial equipment out of simple items, similar to the items in the games.

Video Game Needs (Free/300 CP)

You don't need to eat, drink, sleep, or go to the bathroom. If you eat stuff or sleep, you'll heal. You don't age, scar, or get sick. You get this for free here, and can pay 300 CP to keep it.

Crack Not Addictive Enough? Try Satisfactorio! (300 CP)

As long as you're working towards a goal, you won't get bored. Replacing all the belts in your factory with Mk. 3? Not a problem, you'll just do this... and then you'll do something else. You can still get bored sitting around or being aimless. In addition, you're also more motivated to do things that will advance your goals while waiting.

Back Pay (200 CP)

So, you might be spending a lot of time here. You might be spending a lot of time under power-loss fiat in the future. Taking this Perk lets you get power growth and experience as if you had spent the time training, after the power loss is over. You choose what abilities or skills you see gains in, with the time under power loss distributed as you see fit. This stacks with any training boosters you might have. This Perk is not removed by power loss and could be considered part of the Body Mod, but it only provides an effect after the end of power loss.

Partial power-loss and non-fiat methods of power suppression only give half the duration as training time. In addition, the training must either be in a mundane skill or one affected by the power loss.

Factorissimo (300 CP)

You can make buildings that are bigger on the inside. The larger the building, the greater the ratio of inside-space to outside-space. A small warehouse could be the size of a large warehouse internally (~5x isotropic linear scaling,) while an arcology the size of an island would be the size of the entire island chain inside (~1000x isotropic linear scaling.) The main

problem with these is that they have limited slots for input, output, entrances, and exits.. The expansion may be non-isotropic; that is it may be scaled by more in one direction than another. You may also do the reverse and create a building that is smaller inside than outside, or smaller in one direction and larger in another.

The interior and exterior sizes of these buildings is set during the design process, and is fixed for all buildings of the same type.

In addition, you can place these buildings inside each other, creating recursive expanded spaces.

You can pick one up with your Builder without breaking them. If you do this, any machinery inside is frozen in time, and any living being is ejected from space where the entrance was.

Mark Whatever (400 CP)

You want to make a Mark 7 belt? Sure thing. You can create improved versions of your technology just by adding rarer and/or more processed materials to the recipe. These will not be as materially efficient as substituting with more of the lower-mark technology, but will be more efficient in other ways, including space or energy-per-effect.

One Bajillion Science Packs (600 CP)

You can use the research system from here to research small, incremental, quantitative improvements to one characteristic of a class of equipment, machine, or device, like +5% shooting speed for laser weapons, +2.5% top speed for ground craft, or +2% mining productivity. While this might not sound like much, you may research the same boost as many times as you wish. The benefit increases linearly, but the costs increase quadratically; the Nth level requires N^2 times the amount of each type of research materials needed for that particular boost.

If you take this, then every million deliveries (of an orbital probe, 500-meter truss, or quantum-grade accelerator magnet) you make using a Space Elevator or Rocket Silo will grant you the research materials needed for this type of research, with each item delivered granting you enough of these specialized materials for the first level of research. You will need other types of research materials as well, but these are of the kinds you will have already unlocked and produced.

If something would benefit in the same way from two different types of boosts, only the greatest boost matters. (For example, with +35% handheld weapon shooting speed and +15% bullet shooting speed, the boost is 35%.) You may share the benefits with your Companions and Followers. All users of this Perk on the same chain share the same set of boosts that have been researched, as well as the increasing costs. This Perk can apply to anything the user designs, builds, or uses, and can be toggled or scaled down by the user.

Items:

All items aside from the Satisfactorio Builder start in the Builder's inventory.

Satisfactorio Builder (Free and Mandatory)

The buildy gun from Satisfactory. It can place down buildings and other artificial structures, either from parts or premade. It can deconstruct buildings and other artificial objects, either breaking them down or storing them whole. It can give orders to logistic or construction systems that you are authorized on (including the ones from this Gauntlet.) It can configure the settings of machines. It has an internal inventory that can be upgraded (to a limited extent until you leave the Gauntlet.)

Always fully charged, can be upgraded in other ways, automatically imports into similar handheld stuff, and syncs up with other inventory/storage Perks, Items, and items. If lost, stolen, or broken, it will respawn in an appropriate and safe place immediately, even during the Gauntlet.

Basic Weapons and Tools (Free)

You begin with a Xeno-zapper - a handheld electric melee weapon - and a pistol with ten magazines. These are solid weapons and will not break easily. You also have a hand chisel which should allow you to slowly mine ores.

Craft Bench (Free)

You start with a preconstructed craft bench, and a box containing only the most critical parts of the HUB. You must acquire resources to construct the HUB before continuing with your mission.

If you just take this, it locks out any of the Items listed below this one that you took until you complete the HUB, and you must upgrade the HUB to unlock many of the basic recipes like in the game.

Starting HUB (100 CP)

Includes "Craft Bench"

Instead of starting with a box containing only the most critical components of the HUB, you start with a prefab base in a box. Set it up anywhere, and as long as you empty it out you can move it around. This base has a craft bench, equipment workshop, a molecular analysis machine, an RTG that produces a small amount of power perpetually, and a spot for the research dropship to land. In addition, it has a rack with a few standard storage boxes and a bunk room big enough for all of you. You start with all recipes that you get from completing the HUB in-game unlocked.

Respawns monthly. In addition, you can keep this and drop it at your starting location in future Jumps, if you want.

Origin-Based

FPS Map (200 CP, discount Navigator)

Requires Fiat Positioning System

This map takes a form appropriate to the setting you are in (including a phone app.) You can use it to share the maps your Fiat Positioning System has generated with other people. You can also use it to copy maps into your FPS. Imported maps are corrected of accidental inaccuracies, but this will not correct intentional errors. Importing takes only a moment. You can also use this to copy parts of your FPS to other maps.

If lost or stolen, respawns immediately. If destroyed, respawns in a day.

Explorer (400 CP, discount Navigator)

This is a large buggy, capable of holding eight people in the back, in addition to the driver. It's capable of traversing any terrain, including up cliffsides. It requires no fuel, cannot get stuck except by direct and immediate enemy action, and any weapons mounted to it don't need power or ammo. Passengers can't get carsick in it. Can be imported into any car for free.

If damaged, but not to the point of non-functionality, it will repair after remaining still and unattacked for five minutes. If destroyed during the Gauntlet, its properties can be infused into another explorer that has been in use for a month. Respawns in two hours.

Handy Toolkit (200 CP, discount Mechanist)

This contains enough tools and supplies to repair any machine or equipment to its previous best state. You can reach in pull out whatever tool or material you need for the repair without looking. This cannot be abused to improve stuff. Respawns in a day. If lost or broken during the Gauntlet, you can construct a normal toolkit and use it for two months, then infuse these properties into it.

Handy Workshop (600 CP, discount Mechanist)

This Equipment Workshop provides you with the tools and materials needed to upgrade any equipment you have. However, you must have a well-defined, finite end goal for the equipment, and you need to be undisturbed while using it. Extensive goals require extensive amounts of time, and you might be better served looking for better materials than brute-forcing a far-reaching goal with limited materials.

You can only get materials that are duplicates of some you already have, in infrastructure or a system you already have, or just in storage or on your person.

Other people using this only get the tools, not the free materials.

Can be installed in your Warehouse or attached to an Imported property in future Jumps. If destroyed while Imported, reverts to being part of the Warehouse.

Statistician's Glasses (200 CP, discount Industrialist)

These glasses make you look smarter, and people will take you much more seriously and consider you more honest when you talk about concrete facts. They also increase your reading speed, and allow you to process data faster.

Respawns in a day.

Training Packets (400 CP, discount Industrialist)

The form of this depends on the world you're in. It could be a chest full of books, or a briefcase full of manila folders, or a flash drive full of documents. Whatever it is, it contains documents for training anyone in how to use any of your technology or systems. These documents take no more than six hours to read, switch to the best-understood language of whoever is reading them, and give perfect understanding to the reader. They will be able to implement and perform the tasks described in the manuals perfectly. Respawns in a week.

General

Craft Bench Card (50 CP)

This card, when installed in the Satisfactorio Builder, lets it craft any recipe that you can craft at any crafting station internally, though slower than you could at a dedicated station.

Pattern Extension Chip (50 CP)

This card, when installed in the Builder, grants it the ability to create ad-hoc blueprints based on existing machines, and then fill those blueprints in. You can use it to quickly and easily extend groups of belts, or lines of machines. It will faithfully execute patterns that change as they iterate. It also allows doing multiple patterns, such as two production lines for different products and the foundations at once, even if those patterns don't line up or have different lengths.

Tool Chest (50 CP)

You receive a variant of the normal personal chest. This has more slots to fit more varieties of items, but only a few slots are full-sized. It's ideal for storing a variety of tools, or the small amounts of various gubbins you find around drop pods. In addition, you receive a blueprint to make copies. All copies of the Tool Chest share inventory - while the copies will not give additional space, that inventory can be accessed from anywhere. As long as at least one copy of the Tool Chest is placed in the world, any items stored in it will continue to exist.

Guns, Lots of Guns (200 CP)

You are given some nice guns to start off with. A submachine gun, a marksman's rifle, a combat shotgun, and a rocket launcher. All of them have unlimited basic ammo and will never break or malfunction except as the result of enemy action. They attach easily to your engineer's suit.

If lost or broken during this Gauntlet, you may infuse an identical weapon with these properties after you have held onto it for a week. Missing weapons will vanish at this point. The guns will respawn after a day.

You also get a dozen gun turrets, and two laser turrets. Like the guns, they have unlimited basic ammo and will never break except as the result of enemy action. The laser turrets have unlimited charge. If lost or broken, you may infuse an identical turret with these properties after it has sat outside for a month. After the Gauntlet, turrets will respawn in a week.

Powered Armor Mk. II (200 CP)

This suit of armor has a modular installation setup that allows you to install different sorts of technology, such as a jetpack, jetpack fuel tanks, blade runners, shields, laser defense, and power systems. It has an integrated portable fusion reactor with thrice the output of the standard models, and a large power storage. The amount of equipment it can handle can be upgraded once out of the Gauntlet.

It is extremely durable, and will repair itself if it goes six hours without taking damage. During the Gauntlet, if destroyed, it can be infused into a new Mk. II armor that you've worn for a week. Respawns in a day. After the Gauntlet is over you can import one armor you already have into it for free.

You can fully kit out the armor before you start. Commonly used upgrades include: jetpack, jetpack fuel tanks, batteries Mk. I, night vision goggles, energy shields Mk. I, blade runners, personal roboports, and chemical/biological or radiological protection seals.

"Daisy Cutter" Chainsaw (100 CP)

This massive chainsaw is just light enough for it to actually be picked up by you, regardless of how strong you are. Pick it up, turn it on, and strike the ground with it, and it will destroy all plant life within 250 meters, putting the resultant materials in neat, processed stacks around you, or in the Satisfactorio Builder if there's room. Consumes one container of biofuel per use during the Gauntlet, but has infinite fuel after the Gauntlet.

Respawns in a week.

Companions:

You can take up to eight companions. Each companion costs 50CP, up to 200CP maximum. This fee will be taken from all personal budgets. Companions pick their own Origin and can decide how to spend their CP.

Drawbacks:

There is no limit on Drawbacks, but any CP past 1000 will be halved, excluding the Mission payment. Companions also automatically take the same Drawbacks, except for Personal Drawbacks.

Missions

See, you're going to have to provide some goods to get out of here. Select one Mission to take. You'll send the goods up via Space Elevator. Or Elevators, if you want to do it fast, since each elevator can only deliver 120 items per load, and can launch once a minute.

Mapping Program (+200 CP)

We are expanding our operation to millions more planets. We will need 12,000,000 orbital probes to complete this operation. These orbital probes cannot be used for mapping Nauvis. Once you send stuff up, it is out of your control.

Map the Stars (+400 CP)

The Surveying Department's budget got approved, so we now need 120,000,000,000 orbital probes from you. This is 10,000 times the previous level.

Continuing Mission (+700 CP)

We're going to be needing a lot of these probes on an ongoing basis. You'll need to deliver 1,200,000 probes per minute for 500,000 minutes, which is most of a year. This is five times the previous level in total and will require 10,000 Space Elevators running simultaneously. If at any point production lapses, you will lose credit for half of the items delivered since the last lapse. Similarly, items delivered prior to reaching the target rate or during a lapse are counted for half credit, as are items in excess of the target rate.

Orbital Assembly (+300 CP)

You will have to deliver 12,000,000 500-meter trusses into space for construction of various space stations. These are relatively lightweight, but big, made of low-density structures, so they have to be constructed in special and expensive machines, and carried to the elevator on special belts.

If You Liked This Planet (+500 CP)

There is a massive orbital ring project going on here. You will have to ship up 120,000,000,000 trusses now, before you're done with your job. This is 10,000 times the previous level.

Project Dyson Assembly (+800 CP)

So it appears Project Assembly is about Dyson Spheres. Nice to know. Your contract will complete once you have delivered 1,200,000 trusses per minute to space, for 500,000 minutes. This is five times the previous level in total and will require 10,000 Space Elevators running simultaneously. If at any point production lapses, you will lose credit for half of the items delivered since the last lapse. Similarly, items delivered prior to reaching the target rate or during a lapse are counted for half credit, as are items in excess of the target rate.

Maximum Science (+300 CP)

Quantum-grade accelerator magnets are made from lots of ultra-rare rare-earth metals, processed through Hadron Colliders and Quantum Encoders. They are extremely expensive. We will need 12,000,000 for our new cyclotron.

Maximally Maximum Science (+500 CP)

Well, our funding has come through for a new, bigger accelerator. This one will be built around a moon. Like, circumnavigation-type around. We will need 120,000,000,000 magnets now. This is 10,000 times the previous level.

Explosive Maximally Maximum Science (+800 CP)

So it turns out the magnets keep exploding. We will need 1,200,000 magnets a minute for 500,000 minutes to deal with this. This is five times the previous level in total and will require 10,000 Space Elevators running simultaneously. If at any point production lapses, you will lose credit for half of the items delivered since the last lapse. Similarly, items delivered prior to reaching the target rate or during a lapse are counted for half credit, as are items in excess of the target rate.

Logistic Slack (+300 CP)

Does not count against single mission

It has been decided that you will take up the slack in our logistics. This means you will need to provide miscellaneous materials, parts, or machines to orbital operations. This will usually be for a few thousand items. You'll have two hours from when you receive the request to when you have to send it up. You'll only get a few a day at most - some days you won't get any - but you'll have to fulfill 1,000 requests, and to end your mission must not miss any requests for 90 days.

If you take this with another rate mission, you'll need to keep the full-speed production of the other mission going until you finish this one, and failing to fulfill a logistic mission will count as a lapse in your rate mission, causing you to lose credit for some of your main mission deliveries. The Lapse lasts for 24 hours or until you complete a request successfully.

Sample Platter (+300 CP)

Does not count against single mission

Nauvis is rich in a variety of diverse flora and fauna. We've come to an agreement with nature preservationists that while you can pave over the entire planet if you want, you will need to send up a large number of biological samples. This will only take a single launch, but will need to have a single organ or carapace from at least 300 different vertebrate animal species and at least 300 samples from different kinds of plants.

Wildlife

You must take one, and only one difficulty setting.

Squatters (+0 CP)

Difficulty Setting

This planet has some interesting wildlife. They seem to be on top of all the resource deposits. Fortunately, there are only a few on each spot, and while they will attack anyone who

gets too close, they'll really only nibble on infrastructure, disconnecting belts or power lines. There are no nests or worms defending them for this difficulty level.

(Slightly more difficult than Satisfactory)

Entrenched (+100 CP)

Difficulty Setting

The wildlife is concentrated around resource deposits, in groups of a few dozen, and is aggressive to anyone who gets close. They will pursue fleeing individuals for some distance, and destroy infrastructure they can see, but will otherwise remain at the nest site. They will rarely attempt to colonize a resource site that has been cleared out, but only with a token force.

Aggressive (+300 CP)

Difficulty Setting

The wildlife is everywhere, clustered in nests around the landscape. At least these nests aren't always over the nearest resource node. Multiple species share these nests, and some have dangerous plants that symbiotically assist in defense. These concentrated alien nests will periodically send out raiding parties to molest your infrastructure if disturbed by it or its attendant pollution.

If on an aggressive footing, each nest will also gradually evolve its animals into larger and more dangerous forms and sometimes spread out, forming new nests with which to harass you. Daughter nests inherit the evolution status of their parent nests, but the evolution of one nest does not otherwise affect the evolution of another. Evolution level does not reverse and the evolution of disparate nests will tend to follow the same path, if at different rates, proportional to how much threat and pollution they face. If all else fails, cutting and running to find a new place to start again may be an option.

(Normal Factorio mode)

Imperialist (+600 CP)

Difficulty Setting

Your arrival has sent the local wildlife into a panicked state. They are now breeding and growing in numbers at a rapid pace, with an increased hostility, sensitivity to disruption and pollution, as well as increased evolution and nest spread rate. If you don't go on the offensive, you'll be overrun eventually.

Devouring Swarm (~~+1800 CP~~ No, you can't take this)

Difficulty Setting

Ground is monsters. Sky is monsters. Everything is monsters, and they all want to kill you. Why are you taking this?

Behemoths (+100 CP/Special)

Now, you'll see a lot of big beasties. 'Hogs even larger than the Alphas, Spitters with horns wider than your truck, and so on. They are heavily armored and can kill you easily. They are as large as the largest beasts the nests could evolve, but you'll see them from the start.

Only some nests have them at the start. You also get double the CP from your Difficulty setting chosen just above.

Emergent Intelligence (+100/200/300/400 CP)

What's scarier than a horde of monsters? A smart, coordinated horde. The more monsters are facing you at once, the more effective their tactical ability is, and the more likely you are to go "clever girl" right before getting lit on fire. And there is no "leader" for you to take down. To dumb them down, you'll have to kill them all.

This is worth +100 CP on Squatters, +200 CP on Entrenched, +300 CP on Aggressive and +400 CP on Imperialist difficulty level.

Touhou Fireballs (+300 CP)

Even the basic spitters are now capable of launching volleys of bullet-hell fireballs that are almost impossible to dodge. Remember to stop, drop, and roll.

Juggernaut Hogs (+300 CP)

You think your walls can stop a charging Hog? Think again. These guys can smash down a couple layers of walls before stopping, and the Alphas (and Behemoths, if taken) will go through even more. And when they're crashing through your buildings and belts, they'll keep going even further.

Crab Boss (+300 CP)

Sometimes, when you attack a nest of Flying Crabs, it turns out there's a boss nearby. This massive, groundbound enemy coordinates the action of the hundreds of Flying Crabs that accompany it, and is tough enough to shrug off most of your weapons. You'll have to attack its weak points for actual damage.

Waterproof (+200/400 CP)

Can only take with Difficulty of Aggressive or above

So, as it turns out, bodies of water are not an effective deterrent to passage of the wildlife. Woops. Good luck, then. This gives +200 CP for Aggressive, + 400 CP for Imperialist, and +NONONO CP for Devouring Swarm.

World

Ribbonworld (+200 CP)

You're on a narrow world only about 200m across. Don't get knocked off the edge! Oh, and you can only build 400m into the void. All the water features are now only small ponds.

Finite Resources (+400 CP)

So, all those deposits of useful materials around the world? Normally, they would have unlimited resources, but now you can only get so much from each one before it runs out forever. Don't throw away your ores! Or anything, for that matter!

No Geothermal (+200 CP)

Geothermal power is cheap, requires no fuel or maintenance, and reduces the fuel needed for other power sources. Too bad Nauvis is geologically dead.

Marshland (+200 CP)

Too swampy to put down machines without a foundation, too dry to actually block the wildlife, and it slows you down. Not to mention filled with mosquitos and other insects that attack you. Marshland: it's everywhere. (Well, not everywhere, but you can't go ten kilometers in a straight line without seeing some.)

Tooling Dropped (+500 CP)

Normally, you would be able to build Space Elevators when you complete the HUB (or immediately if you start with a completed HUB). Now, however, the required plans to build Space Elevators (and Rocket Silos) were sent down in a specific drop-pod that can only be found a fair distance away. Fortunately ADA, the *Artificial Directory and Assistant*, knows where and will guide you there following a reasonably-direct overland path of length around 500 to 1,000 kilometers.

To be clear, this means you have to get to the drop-pod with the Space Elevator construction plans without being able to use steel or oil processing, since those technologies are locked behind a new type of science pack, which requires you to have put up the space elevator.

In Darkest Night (+300 CP)

Remember when I said Nauvis was light enough during the night you could safely work? Well, I was thinking of a different planet when I said that. Nauvis is actually pitch-dark during the night, so you'll have to use your headlamp and you'll be visible for miles away. You can set up lights but those will also be highly visible.

Misty Morning (+200 CP)

Regardless of where you set up, you will sometimes get some thick fog that makes it difficult to see very far into the distance. A couple long segments of belt would reach past the point of visibility for you.

Cliff Level: 999 (+400 CP)

Nauvis's surface has a lot of vertical features. Small mesas and sinkholes and curving valleys are packed into the surface. While stunning, it's detrimental to your ability to travel across an area without ladders, or deal with the wildlife. While you can't get up these cliffs without a ladder or jetpack, any hostile wildlife will have the ability to climb vertical surfaces, if slower than walking flat. Meanwhile, your turrets will have trouble shooting almost straight up or with a cliff edge in the way.

System

Full Power (+200 CP)

So it turns out that the regulators on your power generators are broken, so they'll run at full speed the entire time and waste power. You can't overclock or underclock them. And they're less efficient as well, so you'll get less energy from them. Plus, they also take forever to turn on and off now, so you'll be wasting a lot of power.

Circuit Breaker (+200 CP)

Normally, your machines will slow down when power production drops below consumption. Not so with your setup. If consumption exceeds production, everything shuts down.

Lossy Refining (+300 CP)

Your first-order crafting recipes will have their material costs doubled. This does not apply to the refining of raw materials, nor second-or-higher-order crafting recipes that build on top of first-order crafting recipes, but note that the increased material costs in your first-order products will be felt in higher-order products too.

Excessive Grants (+400/600 CP)

Your tech research costs four times the materials, and each pack of materials takes four times as long to process. For +400 CP, only the speed debuff applies to the repeatable research enabled by "One Bajillion Science Packs," not the material debuff. For +600 CP the material debuff does apply, and it will continue to apply past the end of the Gauntlet, even when all other Drawbacks have expired.

The Elevator Is Out (+300 CP)

You know how I said you build a base for an elevator, and we drop down a cable? Yeah, turns out all our cables are currently in a big knot. Yes, we fired the guy in charge of storing them. So you'll have to manually launch rockets for your products. Big rockets, that take several minutes each to be assembled in a silo, and have to be built and fueled for every 30 products you want to send up.

Anywhere else that says "Space Elevator" now says "Rocket Silo."

Demolition Team (+100 CP)

When deconstructing stuff, you don't get the resources back. You'll get some of the raw resources back, but not anything processed, and not 100%.

Not-So-Superconductors (+300 CP)

Power transmission using this jump's technology would normally include the conceit that you need not worry over power transmission loss, nor the power transmission capacity of your power networks and sub-networks. Now, you must ensure that you don't overload the amount of power each network can handle, and must deal with power loss, especially over long

distances. You may, of course, use the standard real-world techniques to mitigate each of these problems.

This also means that power poles can no longer fit an arbitrary number of connections on a single pole.

Motorized Belts (+100/200/500 CP)

Some of this jump's technology would normally not need power, despite obviously doing work, such as conveyor belts. Now, all of that must be powered. Belts, splitters, mergers, storages, the space elevator, gun turrets and portable miners all now can and must be connected to power lines. Belt segments use power proportional to their length.

For 100 CP, belts, splitters, and mergers can be powered through connections to machines, so the main effect of this is that portable miners would have to be powered, slightly more power is used, and the space elevator requires some power to load.

For 200 CP, splitters and mergers now need to be powered directly, and belts can only be powered up to two segments away from something connected to a power line.

For 500 CP, each segment of a belt must have a direct connection to the power line. This level can only be taken with Not-So-Superconductors.

Manual Configuration (+200 CP)

Normally you can just press your Builder against a machine, press a few buttons, and that's it to change the recipe. Now, you'll have to manually replace and adjust parts for each different recipe. Each and every time, for every machine.

Can't-ilever (+200/+400 CP)

In the Satisfactory game, you could build a floating base, or one allegedly supported by a few tiny pillars. Now you actually have to deal with gravity acting on every bit of your structure. Unsupported belts will fall apart and sag. Foundations that aren't supported will fall. You'll need scaffolding and support beams everywhere.

This is worth +400 CP if taken with *Cliff Level: 999*.

Personal

Missing Battery (+200 CP)

So remember the fiat-backed infinite-charge battery for your Builder? Turns out I dropped it somewhere. I'll find it eventually, but in the meantime you'll need to power and recharge it normally. Take these three battery packs to start off with. Each will last for three or four hours, but take ten hours to recharge.

Real Life Needs (+300 CP)

The Video Game Needs perk does not prevent your normal needs with respect to eating, drinking, sleeping and going to the bathroom. You now have access to a recipe to craft an unappetizing sludge from biomass that will sustain you, but not heal your wounds, as well as a recipe to purify water for safe consumption.

Lazy Bastard (+100 CP)

For whatever reason, you will not personally craft anything unless it can only be hand-crafted, or it is a dire emergency. You may still have your assemblers craft items for you, and may still pick up and deploy buildings from your Builder, but you would rather deploy an assembly machine, configure it to craft your needed item(s) and wait, rather than craft them yourself. In addition, your Satisfactorio Builder can no longer place buildings from the ingredients to make them. You must precraft them in an appropriate machine.

Fumblefingers (+200 CP)

You have a habit of pressing the wrong button on your Builder, and then randomly mashing buttons. You'll select deconstruct mode instead of construct, or open up the build menu instead of the inventory. Sometimes you deconstruct something that you weren't aiming for. It's never life-threatening, unless you're turret-creeping or aiming at the floor, but it's embarrassing and slows you down.

Luckily There Is Always EXTREME SCREAMING (+200 CP)

Cannot take without companions. If all but one person decide to take this, that last person takes this anyway.

So, your radio is broken, and cannot be fixed or replaced with another radio. Coordinating your actions with your companions is going to be a pain. You'll either have to trust each other to work independently, figure out some other way of communicating at a distance, like giant megaphones or flares, or have your entire factory collapse in a giant mess of miscommunication.

Rewards:

First, all Drawbacks are canceled, with the exception of the second level of Excessive Grants. The time component of that is removed, though.

Death Before Building The First Space Elevator

You get this freshly smelted copper ingot. No, there's nothing special about it. Give back all Items and Perks.

Space Elevator Built

You can keep Satisfactorio Crafting and the Satisfactorio Builder. Nothing else. The Builder will keep any upgrades you applied to it, though.

All Technology Researched

Congrats, you got all machines and items researched. You can keep all your Perks and Items you bought with CP.

Mission Complete

So, you managed to complete your Mission? Great, keep all your Perks and Items. And you get to keep the factory you made. All the land you explored gets turned into an add-on for your Warehouse, accessible through a door inside the Warehouse.

Anything unexplored is just turned into misty void, with a massive cliff at the edge. This boundary expands by 100 meters a year in all directions. The wildlife is now peaceful, and won't bother you, your Companions and Followers, or your infrastructure; alternatively, it may be selectively left behind if you find you've tired of the need to wipe out hives in order to expand. You can't take the wildlife out of the wild, though. You can still find Drop Pods and other materials out there.

You'll continue to find new deposits of materials as the land expands. All deposits are now infinite if you took Finite Resources, and for every deposit you depleted a new one will be added somewhere convenient for you. Any drawbacks you took which modified the world's biomes will not be retroactively removed for already-explored areas, but will not apply to future expansion (unless you want them to).

You can enter this land at any cluster of buildings you made, and can exit it from anywhere. You also can't die or get hurt or trapped here. Even if you didn't take Video Game Needs for future Jumps, it still applies in here.

Now will you need a reference for your next job? ([Continue](#))

Or are you retiring now? ([Go home](#))

Notes:

-Item Respawn: Lost, destroyed, or stolen Items can respawn in the Warehouse or equivalent, or if the Warehouse is unavailable or undesirable they will respawn in a safe and appropriate place. Item Respawn is disabled during this Gauntlet. Items keep upgrades and tuning.

-Item Infusion: This is for replacing some of your items during the Gauntlet. Like Respawn, Items will keep their upgrades and tuning when infused into their non-Item versions.

-Rocket Silo: You still get this even if you don't take the Drawback. Also, this is pretty beefy. Also the rocket is pretty big. Like, 600 meters tall big. Or 1000 meters with the fairing for the trusses. You're launching a big rocket. Relax, these have perfect reliability.

-Pollution: Most of your machines produce pollution when in use, which is irrelevant on Squatters and Entrenched difficulty level. Power plants, leaving aside nuclear and geothermal, produce the most pollution, and this pollution spreads downwind. Smelters, furnaces, and foundries produce the second-most, and some of this pollution spreads with the wind. The rest spreads out from the machine. Manufacturing buildings produce some pollution, though all of this spreads out around the machine.

-Technology and Research: You use a combination of Factorio and Satisfactory tech. For instance, you have both the 1-to-3 splitters that Satisfactory uses and the 2-to-2 splitters of Factorio. You can make both the Constructor-Assembler-Manufacturer of Satisfactory and the Assembly Machine of Factorio, though the Assembly Machine does not have belt inputs. Your belts only have one lane each, but you can fit two of them together in one meter. The maximum length of a belt segment is 40 meters.

Your power poles use the Factorio system - sharply limited range, but no limit to connections and no worries about cable clipping.

The powered rails used by Satisfactory are now laid out like the more traditional rails used by Factorio, and the two are now compatible. Train designs have been updated accordingly.

You do start with coal power available.

Research works using a hybrid system. You craft science packs, shove them into science labs, and then you shove a hard drive into the HUB's dropship and send it up. The space elevator milestones grant you the crafting recipes for different science packs.

You can make more dropships and mounts for them, but those are endgame recipes.

There are more alternate recipes than in just the Satisfactory game. You don't need to unlock them all, but doing so will make your life much easier.

-Space Elevator: The "Space elevator" you build in the Gauntlet is just a base for the elevator. You get free cables in the reward world. You do get a blueprint/recipe for a cable, but it's very expensive and you'll need to launch it, instead of building it from the ground.

-Nauvis, the world: Nauvis does have a horizon, but extends infinitely in all directions, and behaves like a perfectly flat surface when you put a square grid on it. Water features are only lakes. The resources are found in small patches big enough for a single miner, though these may be clustered.

-Shipment Specialist: The vehicles from the Satisfactory game can be used to automatically transport stuff, but you have manually plot the route by driving it and collisions will still be a problem. Plus, they can't adapt if you build a bridge somewhere or something else happens.

-Can I Do <X>: If <X> is something you could do in unmodded Factorio or Satisfactory, probably. The exceptions are Drawbacks, modules and beacons (*Modular Interplay*) and infinite research (*One Bajillion Science Packs*) because those have their own perks.

If <X> is some assumption that some part of the tech would actually work in a certain way, then fanwank responsibly.

If <X> is some sort of modification to equipment or machines or vehicles, that depends on your knowledge. If you have the relevant skills to actually make the modification, or the new equipment, then you could do so. If not, you're out of luck.

Acknowledgements:

Mac Ibach, SB thread.

Changelog:

1.0.2

Companions can now decide on how to spend their CP.

1.0.1:

Grammer, allowed you to delete all the wildlife at Mission Complete.

Added Lazy Bastard, Lossy Refining, and Excessive Grants drawbacks.

Added notes about the space elevator.

Nerfed One Bajillion Science Packs

Added notes to Back Pay about partial and in-universe effects.

1.0:

Changed One Bajillion Science packs to prevent very hard soft-caps. Added toggle functionality.

Pattern extension card more flexible (changing patterns)

Removed Advanced HUB and buffed Starting HUB

Buffed Power Armor MKII to start with a full loadout.

Made the Satisfactorio Builder capable of controlling bots.

Notes on belts.

Notes on pollution.

0.7.2:

Adjusted wildlife drawback pricing so more scale with difficulty.

Notes in "Mission Complete"

Removed Super-Interchangeable Parts

Shipment Specialist now 400 CP, buffed

Added Eyes of the Industrialist

Added Tool Chest

Added Luckily There Is Always EXTREME SCREAMING

One Bajillion Science Packs now can buff Companions and Followers.

0.7.1:

Added "Sample Platter" mission

Three new System drawbacks (Motorized Belts, Not-So-Superconductors, and Can't-ilever)

Two new Personal drawbacks (Fumblefingers and Real Life Needs)

One new World drawback (Cliff Level 999)

Moved Manual Configuration to System because it could be cheesed by teamwork.

Changes to Factorissimo (flexibility buff)

Clarifications to One Bajillion Science Packs
Changed some prices.
One new item (Pattern Extension Card)