


Sunbeam will arrive

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Subnautica's General Gameplay Discussion of the Topics of Details Where is Sunbeam and what happens if you miss it? On my previous game I received a message from Sunbeam with a landing site, went to this island, saw Sunbeam blow up, explore an alien base, got some idea of being contaminated and no one could enter or leave the island. On this new game I started, I got a message from Sunbeam, but I ignored it and didn't go to the landing pad. The sunbeam was destroyed, and I no longer have coordinates or evidence. Day 18 : I have a message Sunbeam. Says the cords were sent. I can't find them anywhere. Day 20 : Journal records that the Sunbeam was lost. No further clues. There must be another clue to continue this story? I'm researching Aurora, but I don't have a captain's code to come on the radio. I don't want to just use code from the internet either. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. Read at your own risk This article contains unmarked spoilers. Players new to the game would like to avoid or be careful in relation to this article. This article is about Sunbeam. You may be looking for Aurora or Degaghi. Sunbeam is a passing cargo ship by Captain Avery quinn, who took the distress signal sent by Aurora. This is significantly less than Aurora, with a crew of only six people. The Sunbeam vessel appears to have the Alterra design, although it is owned by a small trans government based in the Andromeda galaxy. The player will begin receiving transmissions from Avery aboard Sunbeam via Radio some time after the player has begun to explore the planet. The ship warns the player of his imminent arrival until he gives a 40-minute countdown to his possible landing on the Mountain Island. This will give the player a signal with the landing coordinates. The contents of Sunbeam's Failed Rescue The Sunbeam were scheduled to land on the Mountain Island to save the player. However, before it can land, the quarantine enforcement platform is activated by arming itself and shooting Sunbeam down, as it did with Aurora and Degasi. Because the Sunbeam is slightly smaller than the Aurora, which was relatively untouched, though badly damaged by a huge amount of debris left behind, Sunbeam is completely destroyed, its crew members are killed, and its wreckage is pouring afterwards. After the Sun's detonation, when it is struck by an energy beam emitted by the quarantine platform, you can see debris falling from the sky, but the debris of the SunBeam cannot be found on the map, probably falling to the edge of the crater. However, if the player manages to disable the quarantine platform before Sunbeam arrives, Avery quinn will tell them that they cannot attempt to land due to the large amount of debris orbiting the planet. Despite the fact that Sunbeam and his crew survived, attempt to attempt The player still fails, forcing the player to build Neptune Escape Rocket Dialogue Radio Day and post number Dialogue Day 9, Message 1 This is Avery quinn merchant ship Sunbeam. Aurora, are you reading? Over. Nothing but a vacuum. These ships are Alterra. They don't have much engine lubricant, they send SOS; You offer to help, they don't take it away. Aurora, we are on the far side of the system, it will take more than a week to reach your position, you still need our help? Over. I'll try them again tomorrow. Damn charter will have us spending our profits running errands for Alterra. See what the long-range scanner picks up at the same time. Day 13, Post 2 Aurora, is Sunbeam again. We just picked up a massive garbage field in your place. I didn't know how bad ... Like many of you... I didn't know. Now we're on our way to your location. We'll bring you home. Sunbeam. What more can I say? The only time I parked a rig so big on a rock that little one was in VR and I blew it oh, that's a bad option well, but so is everyone else. Day 19, Message 3 It's a sunbeam. You know, Aurora, we're from a little trans government at the far end of Andromeda, and we have a saying. There's no bad without good, not good without bad. Looks like you tried a bunch of first, but that just means you're overdue a lot of the latter. Maybe we just do it. We scan somewhere to park, as we say, we'll be in touch when we find it. The sunbeam is out. Day 21, Message 4 Aurora, we are approaching the planet now and we have a landing site for you that is ... Well, it's better than alternatives. We sent you the coordinates. We need a couple of days to align our orbit, we need to be able to make direct contact with you during that time, then we will come to get you. Cross your fingers the weather holds, and don't leave us waiting. The sunbeam is out. Final Terms Dialogue Player is present at the quarantine of the law enforcement platform Survivor, we see you! Dude, I don't know how you kept going. We broke the atmosphere and go down to the landing site. Is this building downstairs?! What do you mean you can't identify him? Hold on, don't turn back, now the static positions of everyone, landing at 10, 9, 8- Is it coming out of the building?! Change of course, engine set (full) - Static (Sirens) Player is absent from the PDA's quarantine performance platform: Picking up the signature of the orbital transponder of the Merchant Ship Sunbeam. The vessel approaches the planet's surface and initiates surface scanning procedures. Detection of a massive surge in voltage in abnormal contact. A power outage has been detected. The ship's signature is lost. The player disables the quarantine enforcement platform before Sunbeam arrives aurora survivors, this is the trading vessel Sunbeam. We tracked your distress signal, but your ship left a significant field of debris in orbit, we can't try to land. We're going to have to go. We'll send it. data in Alterra as soon as we can. Stay there. Sunbeam, out. Gallery Trivia Original Dialogue, which played when the player was not present on the mountain island described Sunbeam as a Bulldog class vessel. Errors This section contains bugs related to Sunbeam. Make sure to only post-playable bugs, and use the appropriate system template (/ ) depending on which platform (s) the bug was detected on. If the quarantine enforcement platform is closed while the countdown timer is already active, there is an error when the final cutscene Sunbeam is played out anyway. However, only audio is audible, as the quarantine execution platform remains offline. However, the beam and the explosion are still visible. Seemingly by accident, the sunbeam can be completely invisible when the final cutscene is played out. There is no specific reason, but it has happened to many times. Ship ahoy lovers of sailing trawler! SUNBEAM turns 100 years old! This great old lady was built in Lowestoft, England 1905. Where then to celebrate, if not as close as possible to the shipyard where it was built. With this as inspiration, the exciting idea of swimming from his home harbour in Stockholm, Sweden, to the British Isles, took shape. After the 100th anniversary, we set sail again and set off across the English Channel to Brixham. We will visit many harbours along the coast and take the opportunity to call brixham Harbour, an English metropolitan sailing trawler that is now proudly harbouring 5 sailing trawlers. A few days later the Brixham area sails again and we sail northeast across the English Channel into the North Sea towards Gothenburg. We will have the opportunity to visit the Western Frisian Islands, Helgoland and several Danish ports. We will also have a wonderful cruise through the Baltic Sea archipelagos back to Stockholm. Subnautica's general gameplay Discussion is the theme of Sunbeam's arrival details I should be at the arrival site of the sunbeam or I can just go do other things. The reason I ask that I've already headed there is, went through an alien gun building taking green blocks, and now I'm looking at something like 18 minutes of waiting time. Should I be here to witness something or can I just go do other things that I want to do and the story will go on? I'm just bored of standing there and waiting for it. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. It's been on my mind for quite some time, ever since I first stood on the beach side and said to myself: Wait... it's not a tower... So, I understand that the array can now be disabled. I've been meaning to test this theory for myself, but I can't get away from gathering resources for my base long enough, do it. If you progress the game far enough to Sunbeam arrival countdown, but there is equipment needed to make the bee line line Cure and disable the array in time before it arrives do you get the ending, or what? Has anyone tried this before? I tried to find this scenario before finding out what was going on, or if it was even possible. Post edited by Foxy on January 2018 2018 sunbeam will arrive in 40 minutes

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