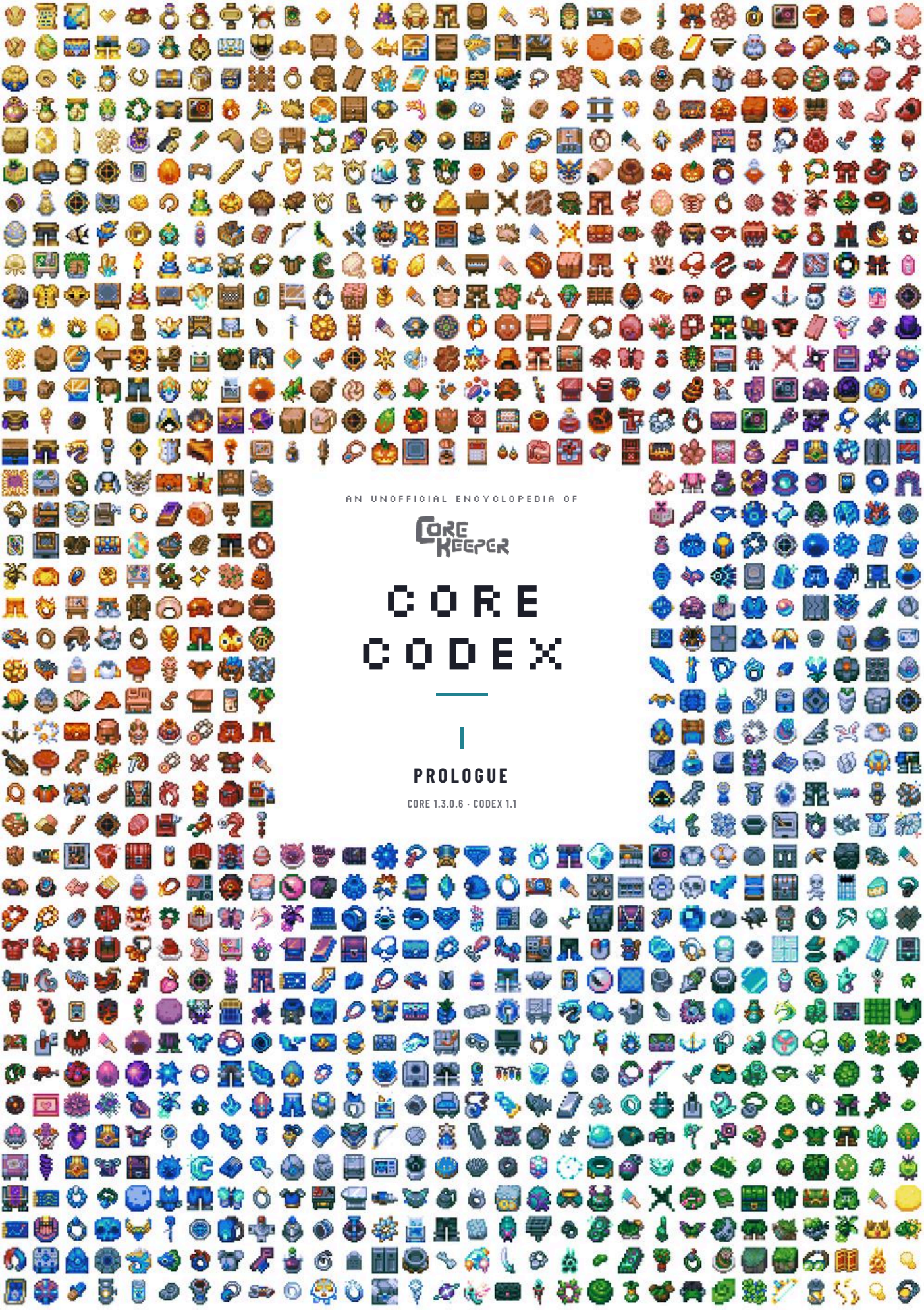


AN UNOFFICIAL ENCYCLOPEDIA OF

CORE KEEPER

CORE CODEX

I

PROLOGUE

CORE 1.3.0.6 · CODEX 1.1

CODEX I

PROLOGUE

Before and around the game, from your first world to the community in figures.

Reading the Codex 3
Official Explorer's Guide 5
Creating Your World 6
How the Game Works 11
Controls 13
Playing Together 15
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Mods 20
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Creators 24
History and Success 28
You Can't Please Everyone 33
Facts & Figures 34
About 36

core-codex.com

All four codexes are free to download at core-codex.com.

UNOFFICIAL

Fan guide. It is not produced, approved, or endorsed by Pugstorm or Fireshine Games. *Core Keeper*, its names, images, and content remain the property of Pugstorm AB and Fireshine Games.

SPOILERS

Core Codex tells everything, the end of the story included. To keep the surprise, see "Reading the Codex," Codex I.

A PLAYER'S PROJECT

Core Codex is made by one player, in his spare time. New editions come out when they are ready, with no fixed schedule. Each one names the game version it covers in its page footer. A later update of the game may change what a page says. Under the CC BY-SA license, anyone may also continue the work: translate it, adapt it, or update it for a new version of the game.

GAME
Core Keeper 1.3.0.6

EDITION
Core Codex 1.1

LICENSE
CC BY-SA 4.0
guide text and layout

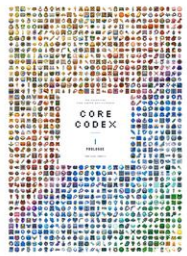
OPENING

READING THE CODEX

Four parts, cross-references, boxes

Core Codex has four parts, which follow the path of the game. You do not have to read in order. Open and print only what you need.

FOUR PARTS

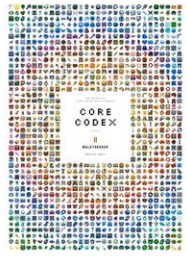


I · PROLOGUE

YOU ARE HERE

40 pages

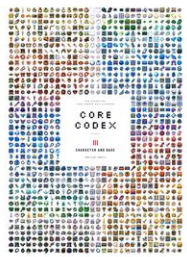
Before and around the game: creating your world, the game loop, the controls, the other ways to play, and mods. Then the lore of the game, its creators, its history, and the sources.



II · WALKTHROUGH

98 pages

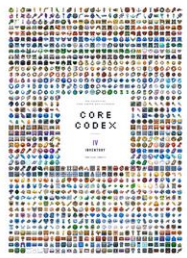
The playthrough, from waking up to Oblidra. Biomes, places, and bosses of the three circles.



III · CHARACTER AND BASE

80 pages

Getting stronger and sorting your chests. The character: gear and the twelve skills. The base: building, decorating, food, animals, and machines.



IV · INVENTORY

68 pages

The reference. Creatures, NPCs, weapons, armor, accessories, tools, materials, animals, dishes, fish, treasures, and achievements.

Everything downloads free at core-codex.com.

WARNING

Spoilers

Core Codex tells everything: the bosses, their secrets, the story of the Core, and the end of the game. To keep the surprise, read only the chapters you need.

TIP

Made to be printed

Choose your pages. Print a whole codex or only the chapters you need: every footer names its chapter. Codex IV is the one to keep by the screen.

Settings. A4 at actual size (100%). On US Letter, pick "Fit to page."

One side or two. The text area is centered, 18 mm from each edge, with a margin column on the right of every page. The layout is built for two-sided printing, so the two sides line up. Spiral binding is possible.

Paper. Plain 80 g/m^2 paper is enough; 100 g/m^2 shows less through. Color helps, but every box carries its label, so grayscale reads fine.

Binding. A ring binder lets you swap a chapter for its newer version. A copy shop can do spiral binding, with card for the cover, and the book then lies flat by the keyboard. At home, the edge-to-edge cover keeps a thin white border.

? JOY OF MISSING OUT

Videos, wikis, and forums taught Core Codex most of what it knows, and each one is credited. What paper adds is quiet. A printed page has no tabs and sends no notifications. It suits a cozy game played at your own pace, where the fish bite while the crops grow. Leaving the rest of the internet aside even has a name, JOMO, the joy of missing out.

READING A CROSS-REFERENCE

A cross-reference gives a chapter title in quotes, then its codex: see "Glurch the Abominous Mass," Codex II. Within the same codex, the title comes with its page number, except for a neighboring page. The footer of every page shows the codex and the chapter.

Names follow the official English game text. Distances are counted in tiles from the Core. Figures apply to a Standard world and a solo player (see "Creating Your World" (p. 6)).

BOXES

Boxes come in three families, sorted by role and the same in all four codexes: outside voices, the guide's voice, and reference cards. Within them, the color tells you who is speaking: brown for the game itself, blue for Pugstorm, teal for the players, purple for the press, ink for Core Codex, and red for danger. A box that quotes someone ends with its credit: who, then where and when.

Outside voices

Replay: a moment from a player's video, at the time shown, then what to take from it. The channel and the video are credited, and every channel cited is listed in "YouTube channels" (p. 38).

FAQ: a question players often ask on the game's Steam forum or r/CoreKeeperGame, with its answer.

Achievement: the share of Steam players who have unlocked an achievement, at the step where you earn it. **Players ask**: an idea from the official suggestion board, with its votes. **Around the world**: the game as players in other countries see it. **Player theory**: a community theory about the story, unconfirmed and tied to a clue the game shows.

From the studio: words from a member of Pugstorm, Fireshine, or the composer.

In the game: an item's description, quoted from the game. **The Core says**: the Core's own words.

Easter egg: a nod to another work, hidden in the game.

The guide's voice

Did you know?: a detail of the world or a choice by the creators.

Tip: a method that saves time, resources, or HP. **Warning**: a danger, a costly mistake, or a choice you cannot undo.

Seasonal variant: what changes during a seasonal event.

Reference cards

Enemy: a creature, its biome, its HP, and how to beat it. **To loot**: the biome's places and what they hold.

OPENING

OFFICIAL EXPLORER'S GUIDE

The game's own book, by the people who made it

THE BOOK



The Core Keeper Explorer's Guide on its Steam page.

On March 5, 2026, Pugstorm and Fireshine Games published the *Core Keeper Explorer's Guide* on Steam, an official guide that doubles as an art book, in English. It is paid add-on content for the Steam version of the game, in PDF format.

Its 95 pages follow a playthrough from start to finish: world creation, first steps, crafting, the base, food, electricity and automation, skills and equipment. Each biome has its own pages: resources, wildlife and plants, dangers. Then come transport, the Cavelings, merchants, pets, bosses, events, multiplayer, and PvP. The guide also reprints the "Notes from the Underground" journals, which Pugstorm publishes on Steam to announce updates or tell stories from the underground world. Its updates are meant to add the new journals, so the March 2026 edition may have changed since.

About a hundred hand-drawn illustrations, tips, and anecdotes go with it. Bridie Daniels wrote the text for Fireshine, and four Pugstorm members reviewed it, including Fredrik Präntare. Matt Hill did the illustrations and layout, Julian Seifert-Olszewski and Enchae the concept art. Core Codex uses it as a source.

FAQ

Will there be a printed edition?

Not for now. At launch, community manager Bridie Daniels wrote that no physical version was planned and that it would depend a lot on how well the guide sells on Steam. Players who want one can vote for the idea on the official suggestion board.

r/CoreKeeperGame
"Introducing the Explorer's Guide"

FAQ

I bought it. Where is it?

In your Steam library, open Core Keeper's Properties, then DLC, and check that the Explorer's Guide is ticked. Steam then downloads it into the game's files (Installed Files, then Browse), in a folder named Explorer's Guide. The book sits there with two bonus collections, concept art and key art.

r/CoreKeeperGame
"Introducing the Explorer's Guide"

REVIEWS

92%

of 13 Steam reviews recommend it

What buyers say

The sample is small and the verdict clear. On r/CoreKeeperGame, one buyer answered the "just a wiki" jibe by pointing to the art drawn for the book and to behind-the-scenes notes never published before. In that player's words, it is "not just a wiki dump." The most upvoted reply under the launch post asked for a printed edition.

Steam and r/CoreKeeperGame
November 2026

? A BOOK THAT GROWS WITH THE GAME

The Explorer's Guide is updated with the game. Version 1.3 brought the Orex and their illustrations. Bridie Daniels, who wrote it, says she handles the updates herself (Reddit AMA, October 2026). Its credits also thank community members and ambassadors, who supplied tips and build ideas.

BEFORE YOU PLAY

CREATING YOUR WORLD

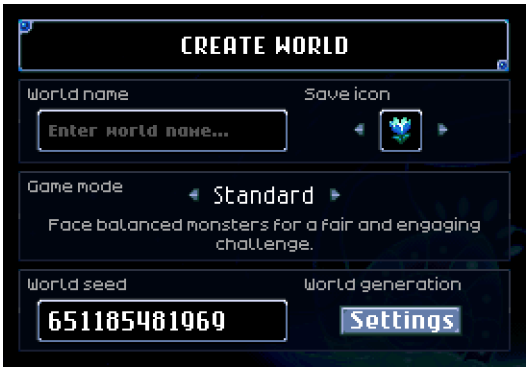
Mode, character, seed, world settings, content bundles

You pick the world mode and the character type once, before you place your first torch. Other settings can still be changed later.

WORLD MODE



The game's title screen.



The world creation screen: game mode, seed, and generation settings.

You choose the mode **when you create the world**, and it never changes. The mode sets the difficulty. Standard gives the reference values. Casual takes pressure off, Hard adds it, and Creative removes the adventure.

MODE	EFFECT
Casual	Enemies: –50% HP and damage.
Standard	Reference values.
Hard	Enemies and bosses: +50% HP, double damage. Bosses drop 50% more loot, but no exclusive items.
Creative	A large empty terrain with no Core and no adventure, for building freely. Almost every item is available in the creative UI. You can turn on god mode. Achievements are disabled.

TIP

Too hard? Switch to Casual

A character moves between worlds with its inventory and skills. If the game gets too hard, take your character to a Casual world. The Casual character type, however, has existed only since 1.2.1 (May 6, 2026). Worlds from before 1.0 can still be opened, so you can recover items and characters from them.

FAQ

Can I change a world's difficulty?

No. You choose the mode when you create the world, and it never changes. If the game gets too hard, take your character to a new Casual world. They keep their inventory and skills.

Steam forum
"Make it possible to switch difficulty on worlds"

FAQ

On Hard, everything kills me in one hit.

Enemies there have 50% more HP and deal twice the damage, so most of them kill you in two hits. Explore in real armor, not in a summoner outfit with no defense.

Steam forum
"WTF even is hard mode? One shot constantly"

REPLAY



First minutes underground

First episode of his playthrough. The opening scene drops him in dark caves. He breaks his first blocks, picks up dirt and wood, and places a workbench right next to where he arrived.

Once your world exists, everything starts the same way: dig, gather, then craft your first pickaxe.

Gold Hawk
YouTube · [FR] La Vie dans les Mines - Core Keeper #01

You can earn every achievement in Casual, Standard, or Hard. The list is in "Achievements," Codex IV. Creative has its own chapter, "Creative Mode" (p. 17). A Classic world in the old format is no longer supported and lacks almost all the content added since version 1.0. Create a new world instead.

CHARACTER TYPE

You choose the type **when you create the character**, and it never changes. For a first game, pick Standard, the way the creators intended the game to be played. Casual lets you learn the game without pressure. Hardcore is for experienced players.

TYPE	WHEN YOU DIE
Standard	You respawn. Your bag stays in a **Tombstone**.
Casual	You keep your whole inventory. Hunger drops more slowly, parrying is easier to time, and healing and mana potions recharge faster.
Hardcore	One life. The character is lost forever.

In the same world, a Standard player and a Casual player each keep their own death rules against the same enemies. Creative characters are covered in "Creative Mode" (p. 17), and the origin of the character in "First Days," Codex II.

DYING

In Standard, your bag stays in a **Tombstone** at the exact spot where you died. It does not disappear, and nothing is lost from it. The map marks it with "You died here." Your worn equipment and your hotbar stay on you, but worn armor loses 15% durability at each death. A vehicle (boat, minecart, or go-kart) never goes into the grave. If you die aboard, it goes into your inventory.

In Hardcore, the grave holds the lost character's bag and hotbar, and in multiplayer you can keep watching the players who are still alive. Outside Hardcore, you respawn at your bed or, if you have none, at the Core, immune to damage for a few moments. Only a bed you craft counts. The **Caveling Beds** in villages are decoration only. The bed and the grave are explained in "First Days," Codex II.

If your character gets stuck in the scenery, choose "My character is stuck!" in the gameplay settings. The game kills your character to free it. This counts as an ordinary death, and in Standard your bag goes into the grave. Empty it into a chest first if you can.

FROM THE STUDIO

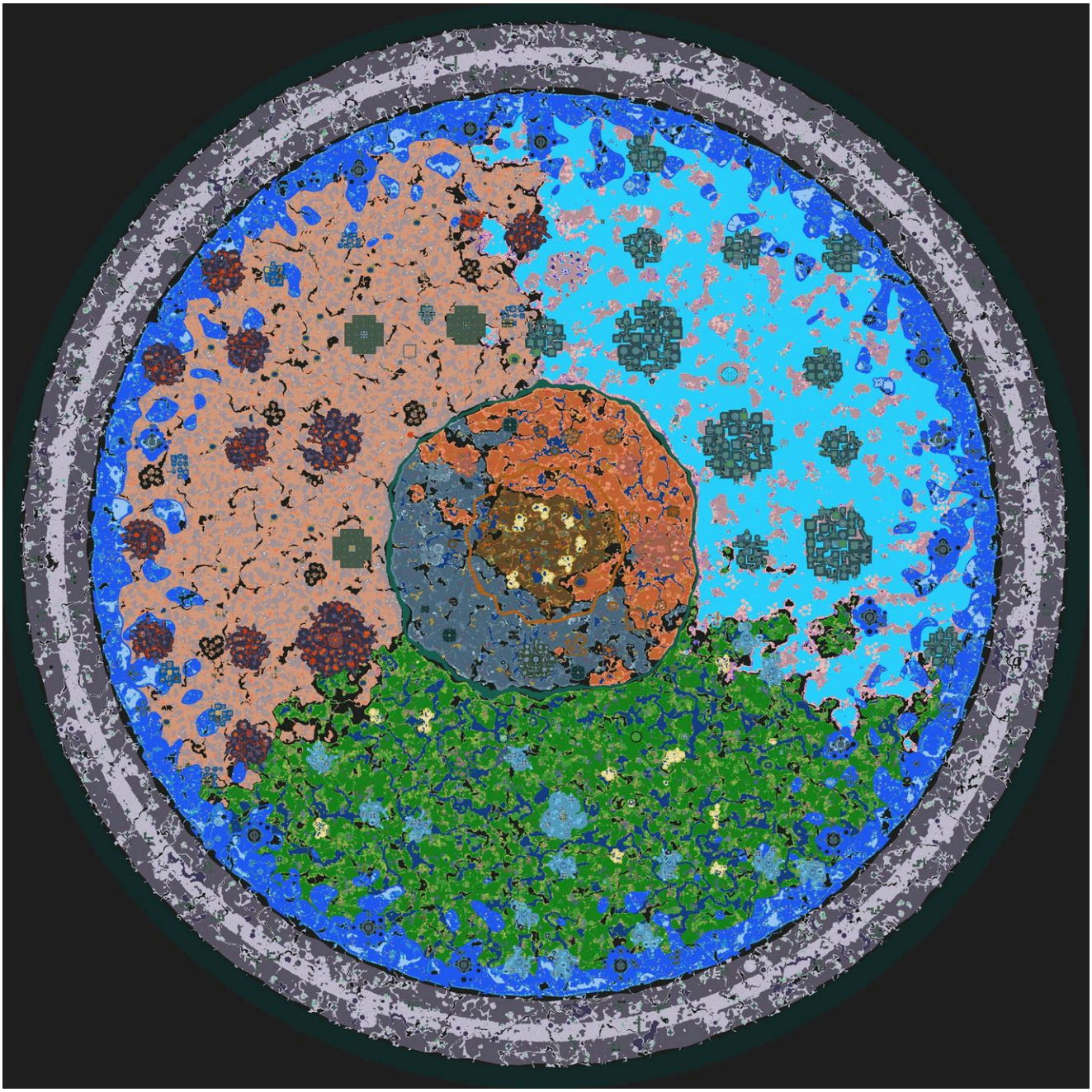
A hardcore mode planned since 2021

"As of right now, when you die, you lose all your equipment and you respawn at the core. But we are planning on adding more game modes such as hardcore, so permadeath. If you die, you lose. But right now it's a mere penalty of getting back to where you actually died. That's the penalty. And then you can pick up your items because they drop there, so you don't lose them permanently."

Sven Thole (2021)

SEED

All players have the same game, but each has their own map. When you create a world, the game draws a seed, which is a number, and builds the whole world from it.



A fully explored world seen on the map: the Core in the center, the biomes around it.

SAME IN EVERY WORLD	SPECIFIC TO YOUR WORLD
the Core at the center, at 0, 0	the direction of each biome
the biomes and their distance from the Core	the layout of tunnels, lakes, and rivers
walls that get harder farther out	the location of bosses, merchants, and arenas

FROM THE STUDIO

Fixed distance for bosses, random angle

"For certain things like bosses, we have set a certain distance from the core and then it's just a random angle within its biome that it can spawn."

A gameplay designer, Pugstorm (2023)

SAME IN EVERY WORLD	SPECIFIC TO YOUR WORLD
the Great Wall at about 400 tiles, the Passage at 1,170	rooms, mazes, dungeons, and chests
the bosses, their attacks, and their loot	the number and position of ore deposits
Breaker's Reach, to the north	the coordinates of everything above

So Core Codex gives distances from the Core and never coordinates, which are valid for only one world.

You read and choose the seed in the "World" tab of world creation. The same seed with the same settings recreates the same world, with bosses and places at the same coordinates. You can share a world this way, or follow another player's video.

WORLD SETTINGS

For a first game, keep the default settings, which the game recommends. You find them in the "World" tab of world creation.

SETTING	EFFECT
Ore density	Abundance of biome-specific ore. When high, it adds ore to the walls and more deposits.
Rivers, Lakes	Frequency and complexity of rivers, quantity and scale of lakes. Do not reduce them too much, because with no water you cannot refill the watering can.
Biome chaos	How much biomes overlap and appear inside each other.
Ceiling holes	Frequency of overhead openings that let light in.
Chambers	Quantity and size of cavernous spaces.
Pits	Number and size of pits.
Tunnels	Frequency and reach of tunnel networks.

FROM THE STUDIO

Hand-made scenes

"This one is handmade by Julian, to look a bit more cool and interesting, because it can be hard sometimes to achieve everything you want with just procedurally generated stuff. I think mixing it up is the best sort of solution to make it very interesting to explore the world."

A gameplay designer, Pugstorm (2023)

"Every tile is procedurally generated, but there are custom scenes and different systems that allow us to manually tweak certain scenes."

Fredrik Prändare (2025)

TIP

Effect of biome chaos

The "Same in every world" table applies only at the default setting. At that setting, the Great Wall varies between 350 and 450 tiles from the Core, and the inner edge of the Forgotten Ruins between 50 and 250. With chaos off, these edges are exact circles. Low narrows the band. High and Extreme widen it.

WARNING

A content bundle erases what it covers

You cannot remove a content bundle once you add it, and it can land on an area you have already explored or built on. Everything you left there (chests and their contents, buildings, crops) disappears. Before you add a bundle, empty your chests and take down your setups in the biomes it can overwrite.

CONTENT BUNDLES

A content bundle is a package of new content (a dungeon, a boss, places) that you add to a world you already created, in the "Content" tab of its settings. It lets an old world get the new features of an update. The game flags a world that can receive a bundle.

BUNDLE	ADDS	AREAS IT CAN OVERWRITE
Titan Shrines	the shrines that summon the Titans, bosses of the second circle (worlds created before 1.2)	Azeos' Wilderness, Sunken Sea, Desert of Beginnings, Shimmering Frontier
Queen of the Burrowed Sands	the palace of  **Nimruza, Queen of the Burrowed Sands**	Desert of Beginnings
The Queen's Offspring	a new enemy	Azeos' Wilderness
Chamber of the Veil Crux	the pentagram of altars of the  **Veil Crux**	Desert of Beginnings
Guaranteed Oases	oases	Desert of Beginnings
Guaranteed Bryobasks	bryobasks	Forgotten Ruins
Abiotic Factor Collab	a fragment of a research center	Forgotten Ruins

The *Abiotic Factor* fragment contains a **Pipe Club** (a good early club), Kizz Cola, the Researcher's Coat, and Makeshift Goggles.

BEFORE YOU PLAY

HOW THE GAME WORKS

Explore, mine, craft, defeat, return

The whole game repeats one cycle: explore a biome, mine in it, craft, defeat a boss, and return to the Core. Each lap gives you the pickaxe that opens the next biome.

CYCLE

The world is layered in circles around the Core, and each biome gives you the means to tackle the next.

1. Explore the biome, and watch your distance from the Core, your best danger gauge.
2. Mine its ore. Your mining damage must exceed the resistance of the walls, and each new pickaxe opens the next biome.
3. Craft the gear for that ore at the workbench that handles it. Ore and workbench together set your gear tier.
4. Defeat the boss with that gear, in one go.
5. Return to the Core, which tells you the next step (see "Core hints").

In the first circle, the Undergrounds give copper, the Clay Caves give tin, and the Forgotten Ruins give iron, each with its own workbench (see "Stations," Codex IV). If everything suddenly gets too hard, you went too far too fast. Head back toward the center and gear up. Distance from the Core and wall hardness are detailed in "A World of Circles," Codex II.

CORE HINTS

The game almost never tells you where to go. The Core is your compass. **After each step, go back and talk to it.** It tells you the next step, with a direction specific to your world and a hint about the next boss. If you are lost at any point, talk to it again, and it places a marker on your map.

SEVEN STEPS

The cycle repeats throughout the story, which moves through seven stages. Each one opens the next. Optional bosses can wait, but they guard materials, weapons, and unique items. Codex II counts them in eleven steps.

1. Three guardians: defeating them wakes the Core.
2. Great Wall: opening it gives access to the second circle.
3. First Titans: each soul you win grants a permanent power.
4. Later Titans: gather all the souls.
5. Final fight: it leads to the end of the story and the credits.
6. Story continuation: a late boss drops what you need to open a great door.
7. Last known step: it sets up the next part of the game, already announced.

FAQ

Does the game have an ending?
Yes. The story moves through seven stages, and the fifth one leads to the credits. The last two continue it.

Steam forum
"Does the game have win conditions?"

FAQ

I don't know what to do next.
Go back to the Core. It shows you the next step. If everything suddenly gets too hard, you went too far too fast. Move back toward the center and gear up.

Steam forum
"No idea what to do next."

PACING

Enter each biome in the armor of the previous one. With iron gear, you can explore Azeos' Wilderness. With scarlet, you can explore the Sunken Sea and the Desert of Beginnings. The pattern continues from there.

Always upgrade your pickaxe first, because it opens the walls of the next biome. Then collect the complete gear of a tier before you face its bosses.

Fight a boss **in one go**. If you move too far away or stop fighting, the boss returns to its spot and heals quickly (see "First Circle," Codex II). An interrupted attempt is almost always lost. A boss's loot is random, so repeat the fight to complete a set. To do so, place the boss's summoning item on its rune, engraved in the floor where the boss appears. Some of these idols can be bought from the **Cloaked Merchant**.

SEASONAL EVENTS

Several times a year, the underground world celebrates. Snow covers the Core at Christmas, pumpkins sprout at Halloween, and eggs hide everywhere at Easter. Each event has its costumed enemies, its currency, and its purchases from the seasonal merchant. An event starts on its own, based on the date read in universal time: **at 9:00 a.m. UTC on the first day** (10:00 a.m. in Central Europe, 11:00 a.m. in summer).

EVENT	DATES
Lunar New Year	Jan. 31–Feb. 13
Valentine	Feb. 14–27
Anniversary	Mar. 8–21
Cherry blossom	Mar. 22–31
Easter	Apr. 5–16
Halloween	Oct. 25–Nov. 7
Christmas	Dec. 14–Jan. 4

Items you get during an event are yours to keep. Only items placed on the ground (envelopes, letters, flowers) disappear when it ends.

To start an event outside its dates, open the main menu, then **Settings, Gameplay tab, "Override season,"** and choose the event. You cannot change this setting during a game. The same setting turns off all seasons. The details of each event (enemies, currency, purchases) are in "Seasonal Events," Codex II.

BEFORE YOU PLAY

CONTROLS

Keyboard and mouse, Xbox, PlayStation, Switch, game settings

These are the default controls on keyboard and mouse and on Xbox, PlayStation, and Switch controllers.

MAIN CONTROLS

ACTION	KEYBOARD (QWERTY)	XBOX	PLAYSTATION	SWITCH
Move	W A S D · arrow keys	left stick · D-pad	left stick · D-pad	left stick · directional buttons
Attack	left click	right trigger	R2	ZR
Use item	right click	left trigger	L2	ZL
Interact with object	E	A	Cross	A
Close	E · Esc	B	Circle	B
Toggle inventory	Tab	X	Square	Y
Toggle map	M	Y	Triangle	X
Place map marker	middle click	A	Cross	A
Equip next / previous item	scroll wheel down / up	right / left bumper	R1 / L1	R / L
Swap to torch temporarily (one torch in your bag)	Left Shift	left stick click	L3	left stick click
Use off-hand	Space	B	Circle	B
Rotate / resize	R	A	Cross	A
Sort inventory (inventory open)	R	D-pad right	D-pad right	right button
Quick stack (inventory open)	Q	D-pad left	D-pad left	left button
Trash highlighted item (inventory open)	Delete	none	none	none
Move item to another inventory or equip it (inventory open)	Left Shift	right trigger	R2	ZR

You can change every control in Settings > Controls. Hold the attack button to mine continuously. There is no need to tap repeatedly.

REVIEWS

Built for a mouse

On a controller, the fights feel right. Aiming with the right stick and timing a shield parry work well, says Nintendo Life. The menus are slower. The three reviews agree that the inventory and the skill screens were designed for a keyboard and mouse first, and ask for a few more button presses than they should. The table above lists the shortcuts that save the most steps.

Nintendo Life, Siliconera, Xbox Tavern console reviews, 2024

480 BY 270

Core Keeper draws its world at a fixed 480 × 270 pixels, then scales the picture up to fit your screen. Technical lead Herman Appelgren explains that this keeps every pixel of every object on the same grid and leaves room for rich lighting without slowing the game down. On a 1080p screen the scaling is exact, four times in each direction. At 1440p it is not, and the picture can look slightly blurred. His own fix is the "Integer scaling" option in "Display settings," which trades the blur for thin black bars around the image.

INSTRUMENT

NOTE	KEYBOARD (QWERTY)	XBOX	PLAYSTATION	SWITCH
C	Z	D-pad down	D-pad down	down button
C♯	S	left bumper	L1	L
D	X	D-pad up	D-pad up	up button
D♯	D	left stick click	L3	left stick click
E	C	D-pad left	D-pad left	left button
F	V	D-pad right	D-pad right	right button
F♯	G	right trigger	R2	ZR
G	B	A	Cross	A
G♯	H	right bumper	R1	R
A	N	X	Square	X
A♯	J	Y	Triangle	Y
B	M	B	Circle	B

GAME SETTINGS

A few options make the game more comfortable. You find them in Settings, Gameplay tab. Some can be changed only from the main menu.

SETTING	EFFECT
"Squash bugs"	You kill critters on the ground by walking on them. Turn it off if you want to catch them with a net.
"Override season"	Starts an event out of season, or turns off all seasons.

In the UI tab, "Show minimap" displays the minimap, and "Show damage numbers" shows the damage of each hit. Two more controls organize your bag:

CONTROL	EFFECT
"Quick stack to nearby chests"	Stores in nearby chests whatever already has a stack there.
"Pick up / drop half of total item amount"	Takes half of a stack. "Pick up / drop 10 items" takes 10.

Lock your potions, food, and tools. A locked item is never moved by quick stack or sorting. The trash keeps an item only until the next one arrives, so leave nothing valuable in it.

OTHER WAYS TO PLAY

PLAYING TOGETHER

Up to eight explorers in the same world

Core Keeper plays solo or with friends and family. A world holds up to eight players. One player hosts, the others join with a Game ID, and everyone keeps their own character.

HOSTING AND JOINING

One player hosts the world and the others join it. There is no automatic matchmaking, and everyone needs the same version of the game. If someone cannot connect, update the game on every device first.

Everything goes through the **Game ID**, which the host shares with the others.

1. The host starts the world and opens the pause menu.
2. The host copies the Game ID at the top left of the screen.
3. The host sends it to the other players.
4. The guests choose "Join Game" in the main menu and enter the ID.

The world exists only while the host plays. When the host quits, everyone is disconnected. To play without the host, you need a dedicated server on PC (see "Dedicated server on PC").

Platforms

PC and consoles cannot play together. On PC, all stores join each other: Steam, Epic, GOG, and Microsoft. On console, each family plays with its neighboring generation: Xbox One with Xbox Series, and PS4 with PS5. The developers do not plan crossplay, because every update would then have to go live on all platforms on the same day (Reddit AMA, October 2026).

A world holds eight players everywhere except on Switch, where it depends on the host. Switch and Switch 2 play together, with eight players when a Switch 2 hosts and four when a Switch hosts, so the developers advise letting a Switch 2 host. On console there is no split-screen and no local wireless play, so each player needs a copy of the game and an online connection. Xbox and Windows are two separate purchases with separate saves, because the game does not support Xbox Play Anywhere.

SHARED BY EVERYONE

Everyone explores, builds, and fights in the same world. You do not need to map separately. Use another player's **Cartography Table**, and their map joins yours in under 2 minutes. A table near the Core becomes the meeting point where everyone shares discoveries after an expedition.

Once everyone has arrived, split the roles. One player handles the mine and the smelters, another the farm and the kitchen, a third the fights. The world moves much faster than if each player redoes everything alone.

FROM THE STUDIO

Why eight players

"It was absolutely essential for us to make it into a multiplayer cooperative adventure. [...] Moreover, eight is a relatively comfortable number for us to work with."

Fredrik Präntare, game director, in an interview with Indie Game Culture (2022)

FAQ

I can't join a friend's game.

Everyone needs the same version of the game, so update it on every device. Check the platform too because PC and consoles do not play together. Between PC stores, if the connection still fails, the game itself suggests that the host turn off "Play with other PC platforms" in the gameplay settings.

Steam forum
"Why cant I join a friends game?"

FROM THE STUDIO

671

votes for crossplay on the official suggestion board, the second most requested idea

PC and consoles, together?

Players keep asking. The studio's answer has not changed. Every update would have to go live on all platforms on the same day, and a problem on one would hold back all the others.

"We do not have such plans at the moment, and we don't expect that to change."

Sven Thole
Reddit AMA, September 10, 2025

KEPT BY EACH PLAYER

Your character and inventory follow you into other players' worlds, and your gains go home with you. On the map, each death marker takes the color of the player who fell.

FIGHTING TOGETHER

Ordinary enemies do not get tougher, but each player spawns as many creatures around them as when playing alone. Two players in the same place means twice as many enemies. Bosses gain HP with each connected player, but the gain shrinks with each additional player. In return, their chest is more generous. The number of loot rolls rises by 50% per extra player.

Dedicated server on PC

A dedicated server runs the world without a host, so the others can play even when you are away. Some hosting companies offer servers too, with their own support. On PC, you install the server from Steam.

1. In your Steam library, open "Games," then "Tools," and install Core Keeper Dedicated Server.
2. Start it: "Launch Dedicated Server," then "Play."
3. A command window shows a Game ID. Join with it, then give it to the other players. If no ID appears after a few moments, press Enter to show it.
4. To stop the server, type q in the command window, then close it.

If you close the command window all at once, the server keeps running in the background and **only restarting the computer stops it**. The "Show Manual" option at launch displays the full manual. A dedicated server welcomes players from all PC stores through a direct connection (IP address, port, password). If a rented server does not show the content of updates, use the launch argument -activateallcontent. It turns on every content bundle not yet active in its world (see "Content bundles" in "Creating Your World" (p. 10)). To start over, delete the world from the server folder. On Windows, it is AppData\LocalLow\Pugstorm\Core Keeper\DedicatedServer\worlds. On Linux, it is ~/.config/unity3d/Pugstorm/Core Keeper/DedicatedServer/worlds.

Player versus player

Player versus player (PvP) is off by default. The host or an admin turns it on in the pause menu, with the fist icon, the last one under the Game ID. In the "Connected players" list, they then form teams. Players whose names have the same color cannot hurt each other. Explosions are the exception. Those from weapons and grenades still reach teammates, with reduced damage and knockback.

FAQ

Can we play when the host is away?
Not in their world. When the host leaves, everyone is disconnected. To play without them, you need a dedicated server, on PC ("Dedicated server on PC").

Steam forum
"Dedicated Server?"

THREE GAMES FROM THE DEVELOPERS

The developers imagined three games that break the usual loop. All use elements already in the game.

Last Explorer Standing: four or more players, a closed arena, the same weapons and armor for everyone. The last player alive wins.

Capture the Flag: two teams, two small bases, and a figurine as the flag. The first team to place the enemy flag on its own empty pedestal wins.

Hide and Slay: one seeker against everyone else, starting at the Core. The hiders hide, and the seeker has a limited time to defeat them.

OTHER WAYS TO PLAY

CREATIVE MODE

Build without limits in an empty world

Creative mode puts almost every item in the game within reach, with no gathering or crafting. Use it to build for fun, to test a base idea before building it for real, or to set up a scene.

CREATIVE WORLD

You choose Creative mode when you create the world. It cannot change afterward (see "Creating Your World" (p. 6)). A Creative world plays solo or with others, and "Join Game" marks it as Creative. It has no Core. A large area of **Dirt Blocks** fills the center, and the rest is empty. Around this area, the mode generates no biomes, no Titans, and no places to explore. It gives no achievements.

CREATIVE CHARACTERS

Creative characters have their own delete menu ("Delete creative characters menu"). They can be Standard or Hardcore, like a normal character. They enter only a Creative world, and a Creative world accepts only them. Nothing passes from one group to the other: what you take in Creative stays in Creative. To copy a base you tested in Creative, note its size and quantities, then rebuild it.

ITEMS ON DEMAND

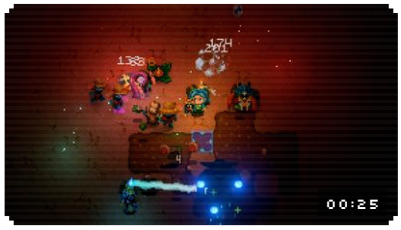


The Creative mode item picker: categories on the left, items of the chosen category on the right.

The creative UI is the menu that opens with your inventory. It gives almost every item in the game as a placeable object. It also offers creatures and objects you cannot get otherwise, such as the **Obsidian Block**, and items made at the **Ancient Hologram Pod** appear there too. Only a few objects of the game are missing.

The menu shows by default. The "Show creative UI" and "Hide creative UI" buttons show or hide it. To cross your build sites quickly, set "Move fast in creative mode" in Controls.

REPLAY



A battle royale on day one
Filmed the day before the update went live. His first move in Creative mode is to spawn every creature in the game in one place, to see which one is left standing. Then he explains that Creative mode lets him test rare weapons without waiting for a lucky drop.

A Creative world is a test bench. Try a weapon or a fight there before you spend hours on it in your real world.

Jade PG CRAFTED
YouTube · CORE KEEPER CREATIVE MODE! THE BEST UPDATE YET! Claws And Paws!

GOD MODE

God mode removes every builder's limit. The "Enable god mode" and "Disable god mode" buttons switch it. While active, it shows the status "You are in god mode." You walk through walls, objects, and pits, and you take no damage. Every object and creature falls in one hit and drops nothing on the ground. You place things much faster, and items are no longer used up or worn down. Two actions stay impossible in god mode: lying down in a **Bed** and boarding a **Boat**. Even the locked desert chests, such as the **Locked Desert King Chest**, break in one hit. Removing an explosive wall does not set it off.

PAUSING THE WORLD

The "Pause world" and "Resume world" button, reserved for an admin, freezes the life of the world. Creatures stop moving and acting, liquids stop flowing, **Portals** stop charging, and **Flame Turrets** no longer show their flames. Use it to stage scenes. Place enemies in a setting without them attacking, or shape a pool before filling it, then resume the world.

WHAT PLAYERS BUILD

Creative mode arrived on May 10, 2023, with update 0.6.0, *Paws & Claws*. The patch notes described it this way: "worlds are empty and allow players to spawn any item." Before that date, mods already offered creative-style functions such as spawning items.

Pugstorm builds in Creative mode too and shows the results. In June 2023, the studio filled pens with slimes to play "Slime Ranchers." A base built as an Advent calendar followed in December 2023. A small café came in February 2026, then a Halloween speed build in October 2026. Each one is a theme to try in your own Creative world: a pen, a seasonal base, a shop, a timed build.

The studio also features Creative builds made by players. In February 2024, it showed a Japanese temple. March 2024 brought a Caveling spaceship and the entire map of *Link's Awakening*.

FROM THE STUDIO

Released early, by request

Looking back at the update, Fredrik Prändtare says Creative mode came out earlier than planned. The team moved it forward in response to player requests. Guest Mode, buckets, and rotatable objects were moved forward for the same reason.

Fredrik Prändtare, game director at Pugstorm
Steam, "Behind the Scenes of Paws & Claws," May 24, 2023

REPLAY



A city of canals

A builder known for his town builds tours a whole city crossed by canals, the Grand Canal. He says he built it in Creative mode to go faster, and keeps building his other towns in survival.

Creative mode is faster for large builds. Draft a layout there, then rebuild it for real.

Tito Bandito
YouTube · Core Keeper The Grand Canal build tour

Two contests

In summer 2023, the official "Enchanted Waters" contest ran on Twitter, now X. An entry was a two-minute video tour of a world or a base built in Creative mode, and the prize was a £25 Steam voucher. Entries closed on July 10. The winner was announced on July 21, 2023.

For Scene Makers (see "Creators" (p. 24)), a scene could be built in any type of world, Creative included. The studio asked entrants to use only the items found in the Creative mode menu.

How the menu has changed

The patches have reworked the menu several times. It has shown by default only since 1.0.1 (October 31, 2024). Version 1.1.1.2 (April 2025) added two office crates, small and large.

In May 2025, 1.1.2 gave Lanterns their own category. In May 2026, 1.2.1.0 reorganized and renamed the categories. Since 1.2.0.5 (March 2026), biome titles no longer appear in a

Creative world. After a game update, look through the categories again, because an item may have moved.

PLAYER TIP

A lab for measuring

One of the most upvoted guides on the subreddit maps how far a workbench reaches into the chests around it. Its author built the test in a Creative world, then stitched the screenshots into one chart. The same trick works for any range you want to check before building it for real ("Build," Codex III).

r/CoreKeeperGame
"Chests + Workbench Crafting Range/Radius Visual Guide for v1.0.1," November 2024

FROM THE STUDIO

Playing dolls

On the day the *Barbie* film opened, the official account posted a Creative mode build with a one-line caption: "This #Barbie is playing in Creative Mode." The Community Wrap-Up of July 28 shared it again.

Pugstorm
X, July 21, 2023

OTHER WAYS TO PLAY

MODS

What mods change, where to find them, and how to stay safe

On PC, mods add comfort, change the interface, or bring new content. Players make them and the studio supports them officially. Core Codex describes the game without mods.

OFFICIAL SUPPORT

Pugstorm released its own modding kit, the Mod SDK, on September 20, 2023, with update 0.6.3. It is a Unity project, free on the studio's GitHub page. Mods are shared on **mod.io** and installed from the **Mods** menu of the game. Each major update has improved the support since then. Version 1.3 brought a new mods menu, with the load order and the origin of each mod.

In November 2026, mod.io lists **357 mods** for Core Keeper.

WHAT MODS DO

FAMILY	EXAMPLES ON MOD.IO
Comfort	Doors that open by themselves, seeds and walls placed in lines and grids, automatic fishing, portals that need no charge
Interface and map	Health bars above enemies, more map markers, labels on pedestals and mannequins, a larger chest window
Storage	A storage network, double chests
New content	Over 100 extra scenes, new items and decorations
Libraries	Shared tools that other mods need. Install them when a mod asks for them.

Some mods also remove the effort the game asks for: every skill at once, inventory kept on death, ore boulders that never run out. Core Codex counts on none of them.

FROM THE STUDIO

PC only

Sony and the other platform owners set strict rules for console games, and modified games cannot meet them.

"We will most likely never support mods on consoles in the same way we do on PC."

Pugstorm
Mod SDK changelog, version 1.0

REPLAY



A whole floor in one click

A Japanese video on the seven mods to install first. With PlacementPlus, a blue grid shows where the next tiles or seeds will go, a whole square at once instead of one tile at a time.

PlacementPlus needs the CoreLib library, so install both.

WakuWakuGaming
YouTube · 【Core Keeper】絶対入れるべき神MOD7選！

REPLAY



Fishing on its own

In his tour of 16 comfort mods, he casts his line once. AutoFish then reels in each catch and casts again by itself.

On mod.io, AutoFish is the most downloaded Quality of Life mod: 621,000 downloads in November 2026.

Dakon's Madhouse
YouTube · 16 Quality of Life Mods | Core Keeper 1.2

BEFORE YOU INSTALL

- **Back up your world first**, or try a mod in a second world. The studio recommends both.
- **A "not compatible" warning is only a warning.** The mod may still work, or cause bugs and crashes.
- **Each game update can break mods.** Only their authors can fix them; check the version tag on mod.io.
- **Elevated Access** lets a mod reach files on your computer and the internet. Install only the ones you trust.
- **If the game no longer starts**, it tries to restart without mods by itself (since 1.2.0.5).
- **The load order no longer matters** for modded items. Since 1.3.0.5 (October 2026), their IDs no longer depend on the order in which mods load, so changing it no longer mixes them up.
- **Report a broken mod** on its mod.io page, or to its author.
- **In multiplayer**, some mods only need the host to install them, others need every player. Ask the host for the list.
- **Achievements** still unlock when mods are installed (official FAQ, June 2026).

GOING FURTHER

- **mod.io/g/corekeeper**: the catalog, sorted by popularity or by date.
- **modding.corekeepergame.com**: the official modding documentation.
- **github.com/Pugstorm/CoreKeeperModSDK**: the Mod SDK, for those who want to create their own mods.

AROUND THE GAME

LORE

The Core, its story, and where to read more

Core Keeper never stops the game to tell its story. It leaves it in things: a few slides, the words of the Core, item descriptions, ruins. Core Codex follows the story step by step without explaining it. It tells you where to look and leaves the ending out.

A STORY TOLD BY THINGS

The studio says it plainly in its Steam journal of November 19, 2024: the lore of the underground is revealed through objects, creatures, and settings, and the player pieces it together. The story stays a side dish, never shoved in your face (see "Creators" (p. 24)). You can finish the game without reading a line of it, or dig through every description for clues.

THE CORE



The Core room seen from above: the relic in the center, a statue on each side.

The Core sleeps at the exact center of the world. Interact with it, and your character says, "Looks like it needs energy." Bring it the trophies of the three guardians and it speaks at last. **Listen to its message to the end**, or the Great Wall stays closed. The direction, marked [...], depends on your world.

> *Thou hast awakened us...*
>
> *Never have we seen a creature such as thee.*
>
> *There once was a thriving civilization here, but it seems all of it has been lost.*
>
> *We must have been dormant for aeons.*
>
> *We wonder... We must ask something of thee.*
>
> *Venture beyond the Great Wall, where the ancient shrines of the titans still stand.*
>
> *There shalt thou be guided to the titans, whose souls thou must gather.*
>
> *With their energy we can restore what once was.*
>
> *In return, thou shalt be able to go back to whence thou camest.*
>
> *Go [...], lay thy hand upon the Great Wall and it shall open, then venture forth into the lands beyond.*
>
> The Core

DID YOU KNOW?

"Upon touching its surface, a blinding light engulfs you."
Your character was crossing a forest on the surface with a group of explorers. Drawn to a strange relic, they touched it and woke up underground, in front of the Core. The goal of the adventure is to get back home. Every character shares this start, so friends in co-op arrive with the same story.

Game introduction

PLAYER THEORY

Are we the baddies?
The game's item descriptions say that each of the three trophies is a gemstone that made a monster of its holder. The Core wakes only when all three return to its statues. Some players suspect the gemstones were hidden on purpose, so that nobody would wake the Core again. The Core promises only to "restore what once was."

r/CoreKeeperGame
"Far fetched core keeper theory," 11 replies

FROM THE STUDIO

The Core began as a defense game
"You can see the Dungeon Keeper inspirations in Core Keeper. The core is kind of like the heart in Dungeon Keeper. I loved Dungeon Keeper when I was a kid. We've been playing Dungeon Keeper, me, David, and Max, also during our university studies in multiplayer. I'm not sure if we got it working, but we tried at least."

Fredrik Prändare (2023)

"My one big main question was, "What's the purpose of the core? Are we going with the Dungeon Keeper approach? Are you defending it? Is it even on your side? Is it an enemy?" And it changed a lot throughout the development."

A gameplay designer, Pugstorm (2023)

FROM THE STUDIO

Earth, or not?
A player asked whether the game takes place on Earth, since one valuable item mentions it. The answer pointed at the exact words of the item: the center of the earth, "not Earth."

"We will not confirm or deny."

Sven Thole
Reddit AMA, September 10, 2025

During development, enemies were meant to attack your base to reach the Core. The team dropped the idea. The fun of the game came from relaxed exploration with friends and from decorating a cozy base, and nobody wanted to see that base destroyed. So the Core attracts no enemies.

WHERE TO LOOK IN THE GAME

WHERE	WHAT YOU FIND
Item descriptions	Trophies, figurines, quest items, valuables: most of them tell a fragment of the lost world. The **Old Journal** is written "in familiar letters but a language you don't know."
Souls	Six bosses leave a soul, each with its own line, from the ancient thunder of Azeos to the liquid stone of Pyrdra.
Ruins and scenes	Fixed places built by hand among the random caves: temples, sunken cities, fossils, a vault behind a sealed door.
The end of the story	The fifth step of the story leads to the ending and the credits (see "How the Game Works" (p. 11)). Codex II describes that fight, behind a spoiler warning.

GOING FURTHER

- **Lore videos** gather the clues; watch them after the story if you want to keep the surprise: *The Lore of Core Keeper* (Dakon's Madhouse, July 2026), *An In-depth Look into the Lore of Core Keeper* (Njugga Lee, January 2026), readings of the Notes from the Underground (Woahgtree), and a version in Spanish (Sinom09).
- **The story keeps growing.** In September 2025, the studio said it plans to keep building on the story with upcoming updates.

FROM THE STUDIO

Statues borrowed from Valheim

"In the end we took quite a bit of inspiration from Valheim... where they had these runes and you need to find the bosses and kill the bosses and bring back their heads or some token from them. We took that kind of same inspiration for our statues where you need to, in the start around the core, find and kill the bosses and put in the crystals to activate it. But in the end, what the core is and what's going to happen with it, that's what we will see."

A gameplay designer, Pugstorm (2023)

FROM THE STUDIO

Cavelings, seen by the studio

"The Cavelings might just be the remnants of an ancient underground civilisation, and there'd probably be a lot you could learn from them, if they weren't so feral."

Pugstorm
Creature Compendium, Steam, November 3, 2021

PLAYER THEORY

Who came before you?

The game shows human traces older than your arrival. The description of a skull about 200,000 years old asks, "Has mankind found these caves before?" A book is written in "unsteady human language." Njugga Lee reads them as repeated visits. He also warns that every description is your character's own guess.

Njugga Lee
An In-depth Look into the Lore of Core Keeper, January 2026

FROM THE STUDIO

The question mark

"What is the minimal voice line [...] we can do for the player to say, "Hey, I have no clue where I am." [...] A question mark works all languages. We don't have to care about localization."

Fredrik Prändare, game director (2025)

AROUND THE GAME

CREATORS

Pugstorm's words, influences, and music

Behind the blocks and bosses stand a Swedish studio and the games that inspired it. The quotes come from interviews and posts, and their sources are listed in "Interviews," at the end of the Prologue.

PUGSTORM

Pugstorm, a Swedish studio based in Linköping, made Core Keeper. Its team works mostly remotely, from all over the world. Fireshine Games publishes the game. The studio had five people at the start of the project, 17 in 2023, and about 40 in 2025. Its first game, Radical Rabbit Stew, won a LiU Game Award in 2016 and served as the base. Core Keeper is built on its code, and the first prototype mined with a wooden spoon, the rabbit's weapon. Fredrik Pränтare has shown a picture of the prototype from around 2018 next to the 2024 game (Bluesky, 2025).

The success came fast. Its numbers are in "History and Success" (p. 28).

Pugstorm, Linköping (Sweden).

Players have their share of the world. For version 1.0, the "Scene Makers" contest invited them to design their own places, and 63 of them were added to the game. Not every world is guaranteed to have all of them, because some vary from one world to another. The authors appear in the game's credits.

Fredrik Pränтare, founder and game director

He studied computer science at Linköping University and defended his PhD thesis there in 2024. Its subject is how to share indivisible items fairly and efficiently, a topic in artificial intelligence. During his thesis, he was a visiting researcher at Stanford University. He started Pugstorm alongside his research and also founded the studio Dimfrost.

Max Halldén, technical director and lead programmer

He met Fredrik during their master's studies in Linköping and is one of Pugstorm's first employees.

Julian Seifert-Olszewski, art director

He lives in Berlin. Fredrik found him on DeviantArt and founded the studio with him without meeting him in person for six years.

Sven Thole, COO

Lead producer in the 2023 interviews, he coordinates the production of the game. The official account calls him the studio's COO (November 2026).

Other names come up in the developers' posts. Herman Appelgren, technical lead in 2025, spent most of his first 18 months optimizing the game, especially for Switch. David, a friend of Fredrik's, wrote a large part of the gameplay programming. Alexander Ma designs combat, enemies, and bosses. Asked about their

FIRESHINE GAMES

Fireshine Games, part of the Enad Global 7 group, publishes Core Keeper. The game's early access launch in March 2022 is the fastest in the publisher's history: more than 100,000 copies in two days.

Garry Williams, Fireshine, in MCV/DEVELOP (June 14, 2023)

"We knew we had something special with Core Keeper, but the scale of the success of that game was beyond our expectations."

FROM THE STUDIO

Designing the game

"They can say, oh, it's like [...] Zelda but with mining. Or they can say, oh, it's like Terraria but top-down 2D. Or they can say [...], oh, it's Stardew Valley but it's in a cave. [...] And all of them are true in one sense."

Fredrik Pränтare, in Unity's "Behind the scenes of Core Keeper" (2023)

"[...] the story is sort of like [...] a side dish [...]. [...] there's a lot to learn about the game, but it's never so to say shoved in your face."

Sven Thole, in Unity's "Behind the scenes of Core Keeper" (2023)

favorite cattle, Herman picked the Dodo, Alexander the Strolly Poly, and Fredrik the Moolin, which he also claims to hate. Fredrik's favorite weapon is the **Obliteration Ray** (Reddit AMA, 2025).

One bug became famous. A missing negation in the code let cattle escape their pens and put creatures where they did not belong. It was fixed in 1.1 (Fredrik Prändtare on Bluesky, 2025). A playable Core Keeper arcade cabinet stands in Linköping's local game incubator (2024).

Jonathan Geer, composer

Born in Austin, Texas, he graduated in film scoring from the Berklee College of Music in Boston (2001). He wrote the music for Owlboy, Neon Chrome, Undead Horde, and the Cook, Serve, Delicious! series. In 2017 he received a Hollywood Music in Media Award for The Franz Kafka Videogame. His work on Core Keeper is told in "Music" (p. 27).

IN THEIR OWN WORDS

The creators have talked about their game at Unity (2023), on a podcast (2025), in the press, and at the Big Break Showcase (2026).

Behind the name, Fredrik later described the picture he liked: cheerful pugs falling from the sky, a contrast with his own tendency to take himself too seriously (Reddit AMA, 2025). Before 1.0, the world was infinite; the team chose today's design for technical, design, production, and gameplay reasons.

At university, Fredrik and his first two employees already turned every course into a game. For an electronics course, they built a graphics card that could play Bomberman.

The crack that lets you glimpse a new room was a flaw at first. The team wanted to remove it, then kept it. The light flowing into the room you just opened is a big part of the joy of discovery.

FROM THE STUDIO

Magic sauce

Asked which design philosophy the studio has kept throughout development, he listed "Pugstorm's magic sauce™" in three points:

"Give players freedom, weirdness, and room to project themselves. Build from gameplay/iteration, not theoretical docs. Trust the players; they are smarter than us anyway."

Fredrik Prändtare, game director at Pugstorm
Reddit AMA, September 10, 2025

FROM THE STUDIO

The beginnings

"I remember using the scenario editor in Heroes 3 for hundreds of hours."

Fredrik Prändtare, who grew up in a small town in northern Sweden, on Thomas Brush's podcast (2025)

"I proposed the name Pugstorm as a weird attempt to make us not take ourselves too seriously."

Fredrik Prändtare, in an interview with Indie Game Culture (2022)

"If I were to make Core Keeper by myself, that would take 20 years. [...] It's just too big of a beast."

Fredrik Prändtare, on Thomas Brush's podcast (2025)

? ISEKAI

異世界

"[...] the whole isekai approach to the narrative [...]"
"[...] all of them can have the same background and all of them are thrown into this world together with a same kind of understanding of it."
Isekai (異世界) means "another world." It is a Japanese genre in which the hero is transported to another world. The first modern novel of the genre dates from 1979, and the first anime from 1983. It is one of the most popular anime genres.

Fredrik Prändtare, on Thomas Brush's podcast (2025)

INSPIRATIONS AND CROSSOVERS

Fredrik Präntare names his own sources (2022): Minecraft, Terraria, Valheim, and Stardew Valley, and classics such as The Legend of Zelda, Goof Troop, and Dungeon Keeper. Terraria gave the backbone: dig, craft ever more powerful workbenches, and advance from boss to boss, each one opening the next step. Stardew Valley gave the life of the base, with the garden, the kitchen, fishing, livestock, and the merchants you settle at home. Valheim inspired the idea of bosses you defeat to bring back a trophy (see "Lore" (p. 22)). Later he added Studio Ghibli, for water and visual effects but also for art direction, music, and philosophy, and Noita (Bluesky, 2025).

Official crossovers link Core Keeper to other indie games.

YEAR	WITH	CONTENT
2022	Terraria (Re-Logic)	The **King Slime**, a permanent boss. In return, a Caveling Gardener serves as a pet in Terraria.
2023	Stardew Valley and Valheim	One music sheet from each game, with the Paws & Claws update.
2025	Abiotic Factor (Deep Field Games)	A place full of GATE items in the Forgotten Ruins, the **Electro-Pest**, and its egg to raise an **Electro-Pet**. Core Keeper appeared in Abiotic Factor in return.

FROM THE STUDIO

Octarine, a color from a novel

The studio says the color and mystical look of octarine, the ore of the Sunken Sea, were "inspired by the colour of the same name" in Terry Pratchett's *The Colour of Magic*. In the novel, octarine is the color of magic.

Pugstorm
X, December 12, 2022

EARLY SKETCHES

For a while, the game was called "Hartcore." The Core first looked like a giant shell, before Julian turned it into the relic you know. The Cavelings came from one wish: a monster with red eyes in the dark, which the team then made a little cute. Galaxite copies a real stone, "Blue Goldstone," and Julian keeps a chunk of it at home.

Official X account (2021-2024)

FROM THE STUDIO

The first pitch

One of the very first GIFs of the game, "very deliberately crafted" to show everything it wanted to be, went viral with a question.

"We asked if you would play an #IndieGame that mixes the best of #Minecraft, #DungeonKeeper, and #Zelda, and you said YES"

Pugstorm
official X account, November 18, 2021

FROM THE STUDIO

With the players

"Actually most ideas start there, like somebody comes up with a silly idea and we just try it out and it turns out to be really fun. [...] Like we're handing them toys and pieces, and they make amazing machines from all of that."

Alexander Ma, gameplay lead at Pugstorm, at the Big Break Showcase (2026), citing fishing with grenades and player proximity sensors wired to explosives

"In ten years' time, we want the game to still be played and enjoyed by our community."

Fredrik Präntare, in an interview with Indie Game Culture (2022)

MUSIC

Jonathan Geer wrote the soundtrack. The team contacted him because they loved his music for Owlboy. All the music is played on a computer, with no recorded instruments, with one exception. In January 2024, the Norrköping Symphony Orchestra recorded "Echo of the Past," the main theme. This version joined the soundtrack with 1.2. The soundtrack had 13 tracks in early access, 21 after the Sunken Sea, 42 at the full release, and 63 on Bandcamp in September 2026. The end credits track is called "Return." Jonathan Geer also helped write the sheet music that lets you play the themes of other indie studios from the crossovers, using the game's instruments.

With no recorded instruments, he tries to make his virtual instruments sound "as good and lush and organic" as possible. His first tracks lasted a minute to a minute and a half. Once he was settled in the team, he extended them to a little over three minutes, with three or four tracks per biome. The biome music is soft and calm on purpose, even in the middle of an enemy horde, so boss fights stand out more. To time the sound effects, he had the developers' cheat codes: an invincible player and bosses summoned at will.

Some tracks have a story. While writing the opening of "Living Walls" (Clay Caves), he had a small riff from "Vampire Killer," the Castlevania theme, in mind. "Light Traveling" (Azeos' Wilderness) is his favorite. He finds it "much more open and spacious than the other tracks," as if "you could be going above ground." Around the 30-second mark, a melody sounds like Final Fantasy. He expected the team to refuse it, but "nobody commented at all on it." For the Sunken Sea, he chose choirs and a whistling sample instead of the planned theremin. He wanted mystery without going too sci-fi. "Return," the end credits track, reuses the motif of "Ancient Blue," first planned as the base theme and later made a Dirt Biome track. Today his favorite biome is the Shimmering Frontier, "just so beautiful."

First tracks and their place

The 2022 list matches each track to its place. Tracks added since then have no known assigned place. The titles are the original ones.

TRACK	WHERE YOU HEAR IT
Echo of the Past	main menu
Curiosity	intro
Mysteries Uncovered, Ancient Blue, Light from Above, Unlit Caves, Notes from the Underground	the Undergrounds
Uncanny, Creeping & Crawling, Living Walls	Clay Caves
Exploring Ruins, Cavelings, Simple Lives	Forgotten Ruins
Thriving Habitat, My Growing Home, Light Traveling	Azeos' Wilderness
Infection	Mold sub-biome
Glowing Waters, Statues by the Sea	Sunken Sea
Forlorn Metropolis	Forlorn Metropolis
Colossal Predators	first boss theme

FROM THE STUDIO

Jonathan Geer's story

"The team really wanted that lush, organic sound of Owlboy though, and that has been a guiding principle for the soundtrack. We didn't want anything overly synthetic or artificial sounding."

Jonathan Geer, on Steam (June 2022)

"Even though I can make music and I love making music, there's no way I can make as fitting and good music as he can."

Fredrik Präntare, about Jonathan Geer, on Thomas Brush's podcast (2025)

AROUND THE GAME

HISTORY AND SUCCESS

From major versions to sales, players, and awards

Since early access in March 2022, the major updates have added biomes, bosses, tools, and new ways to play. The versions come first, then the sales, the markets, and the awards.

MILESTONES

The game was announced in June 2021 and launched in early access on Steam in March 2022. The full version arrived on August 27, 2024, on PC, PS5, and Xbox Series X|S, then in October 2024 on Switch, PS4, and Xbox One. The Switch 2 Edition followed on January 28, 2026, as a free upgrade for Switch owners. On Xbox, the game was in Game Pass from day one until October 15, 2025, and PlayStation Plus Essential members received it in January 2026.

DATE	VERSION	NAME	WHAT'S NEW
March 8, 2022	0.3	Early Access	Azeos' Wilderness, automation, and electronics
June 15, 2022	0.4.0	The Sunken Sea	the Sunken Sea, boats, portals
Nov. 10, 2022	0.5.0	The Desert of Beginnings	the Desert of Beginnings, go-karts
May 10, 2023	0.6.0	Paws & Claws	pets, the incubator, Creative mode
Oct. 4, 2023	0.7.0	The Shimmering Frontier	the Shimmering Frontier, arenas
Aug. 27, 2024	1.0.0	Full release	the end of the story, magic and summoning, PvP
March 10, 2025	1.1.0	Bags & Blasts	grenades, pouches, the Content tab
Feb. 25, 2026	1.2.0	Void & Voltage	Breaker's Reach, advanced electricity
Sept. 21, 2026	1.3.0	Riders of the Underground	saddles and mounts, scepters, grappling hooks

Every update has been free since early access because the studio does not want to split the community (Sven Thole, Reddit AMA, September 2025).

FROM THE STUDIO

Success, in their words

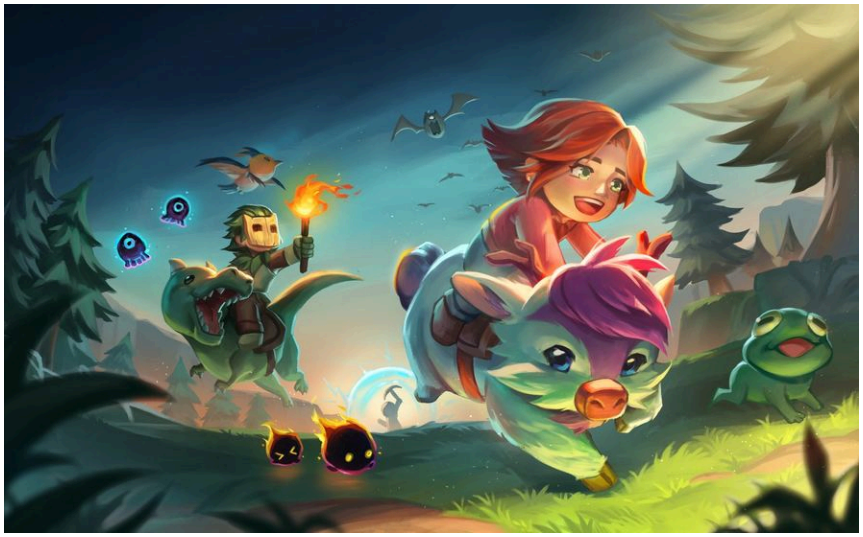
"Beyond my imagination."

Fredrik Präntare, on X (August 2024)

"Thank you, everyone – my wonderful team and I are beyond grateful."

Fredrik Präntare, on X (September 2024)

VERSION 1.3



Riders of the Underground, version 1.3: the official update poster.

If you started before September 2026, version 1.3 may surprise you, because it touches almost every part of the game. The most visible change is that **any cattle can be ridden** with a saddle (see "Farm Animals," Codex III). The patches that followed, from 1.3.0.2 to 1.3.0.6, mostly fix problems with automation and mounts.

OLDER WORLDS

An update adds nothing by itself to areas you have already explored in an existing world. Since 1.1, however, a world created in 1.0 or later can receive the content of later updates if you ask for it in the Content tab. See "Content bundles" in "Creating Your World" (p. 10).

ROAD TO THE MAW

In August 2026, the developers announced Road to the Maw, three linked major updates that lead toward "the Maw." They were first planned as one update, then split into three to arrive sooner. Version 1.3, Riders of the Underground, is the first step.
Version 1.4, Trials of the Depths, is meant to test experienced players.
Version 1.5, Beyond the Breach, is announced with a new biome that shows what lies beyond Breaker's Reach.

SUCCESS

Xbox Game Pass and free weekends add players without adding sales, so copies and players are not counted the same way. Each figure keeps the word used by its source, copies or players, with its date.

Sales and players

DATE	FIGURE	SOURCE
March 10, 2022	more than 100,000 copies in 2 days, Fireshine's fastest digital launch	Fireshine press release
March 14, 2022	250,000 copies in one week	TechRaptor, PCGamesN
March 21, 2022	half a million downloads in two weeks	official X account
March 23, 2022	more than 500,000 in two weeks; nearly 2 million views on Twitch	PC Gamer ("downloads"), PCGamesInsider
April 8, 2022	more than 2.5 million hours watched on Twitch in one month	official X account
June 30, 2022	more than 1 million copies, after the Sunken Sea update	EG7 / Fireshine press release
Nov. 10, 2022	more than 1 million players	MFN press release
Nov. 14, 2023	2 million downloads	developers' Steam post
Aug. 27, 2024	more than 2 million copies sold during early access	1.0 launch press release
Aug. 22–26, 2024	free weekend: 200,000 new players	Fredrik Präntare on X
Sept. 16, 2024	more than 3 million players, 20 days after 1.0	Fireshine press release
Dec. 14, 2024	4 million players	official X account
March 7, 2025	more than 4 million players	Bags & Blasts update announcement
July 2025	"It's about four million now. So, I think we're closing in on like 4.5 or something."	Fredrik Präntare, Thomas Brush podcast
Oct. 3, 2025	more than 4 million copies sold; official Steam bundle with Palworld	TT press release (Sweden)

Concurrent players

The record on Steam is 46,355 players connected at the same time, in September 2024, the month after 1.0. Early access had already reached 34,377 in March 2022 (Steam Charts).

Who makes it to the end?

No store says how many players beat each boss on every platform, so Core Codex worked it out from Steam's statistics and the trophy trackers (November 2026).

Glurch the Abominous Mass	62%
Ghorm the Devourer	48%
Malugaz the Corrupted	44%
The Hive Mother	38%
The last boss of the main story	18%
The rarest boss victory	4%

Steam alone, which counts every owner, draws almost the same funnel. Nothing is known for Switch. The drop also counts players who stopped early, worlds still in progress, and bosses that recent updates added.

Countries and markets

No public figure gives the number of countries. The game sells worldwide (Steam, PlayStation, Xbox, Nintendo). It is playable in 13 languages: English, French, German, Spanish, Italian, Brazilian Portuguese, Russian, Ukrainian, Japanese, Korean, Simplified Chinese, Traditional Chinese, and Thai.

In 2023, its main markets were the United States, Japan, and China (WASP program, February 27, 2023). More than 50% of players are in Asia, says Fredrik Präntare on the Thomas Brush podcast (July 2025), and reviews from English speakers are more than 95% positive.

SPEEDRUN

44 s
to beat the first boss on a random seed, in Casual

21 min 46 s
to activate the Core, in Standard

2 h 40 min
to reach the end of the main story, in Standard

3 h 25 min
to beat every boss of version 1.1, in Standard

Against the clock

While most players take dozens of hours, 47 runners chase the clock, with 97 runs verified on Speedrun.com. On a seed they already know, the record for the first boss falls under 30 seconds.

Speedrun.com
verified solo records, November 2026

AROUND THE WORLD

Core Keeper in Asia

More than half of the players live in Asia, and the sources show it. In Japan, two wikis, wikiwiki.jp and kamigame.jp, document the game in several hundred pages each. Korea has a detailed entry on namu.wiki. In China, where the game is called 护核纪元, the sites Gamersky and 3DMGAME publish guides, and Bilibili hosts the official account and many player videos. The most watched, a group of classmates building a home underground, has passed 2.9 million views.

Japan, China, Korea
wikis and Bilibili, November 2026

Reception

On Steam, the game shows "Very Positive": about 93% positive out of 65,115 reviews in June 2026 (Steambase). The score has held since early access. At the end of 2022, 96% of recent reviews were positive (Indie Game Culture, December 14, 2022). At 1.0 (August 2024), it was 91% out of 26,300, with more than 37,000 reviews a month later. The game made Steam's "Best of 2022" list, and its soundtrack passed 1 million streams on Spotify in December 2024 (official X account).

The press keeps comparing it to Terraria "seen from above," with a touch of Stardew Valley and Valheim. In 2022, PC Gamer named it the best co-op survival game of the year. At 1.0, PC Gamer praised the fun of automated production chains, and Shacknews found it more focused and accessible than Terraria. Other 1.0 scores: TheSixthAxis 9/10 and Hardcore Gamer 4/5. "You Can't Please Everyone" lists what the critics hold against it. On HowLongToBeat, players count about 36 hours for the story, 51 with extras, and 134 to do everything.

On every platform

Steam is not the only place to judge the game. The console stores show the same welcome, measured on their own players.

STORE	PLAYERS' RATING	BASED ON
Steam	"Very Positive," about 93% positive	65,115 reviews, June 2026
PlayStation Store	4.39 out of 5, five stars for 76%	6,953 ratings, November 2026
Xbox Store	4.2 out of 5, five stars for 70%	807 ratings, November 2026
Nintendo eShop	no public player ratings	—

The console press followed. On Switch, Nintendo Life gave 9/10 and Siliconera 8/10. On PS5, VG-Reloaded gave 8/10, and on Xbox Series, Xbox Tavern 8.7/10. The Switch 2 Edition got 9/10 from Loot Level Chill in February 2026.

Awards and nominations

YEAR	CEREMONY	CATEGORY	RESULT
2022	TIGA Games Industry Awards (UK)	Best Social Game	winner
2022	Golden Joystick Awards	Best Early Access Launch	nominated
2023	Swedish Game Awards	Best Debut	winner
2023	gamescom award	Most Entertaining	nominated (finalist)
2024	The Indie Game Awards (1st edition)	Best Music (Jonathan Geer)	nominated
2024	Dope Indie Awards (Epic Games Store)	playing with friends; most replayable	nominated

On a personal note, Fredrik Präntare was named Östergötland's young entrepreneur of the year in 2023 (Linköping University, September 18, 2023).

REVIEWS

86

Metacritic, PC version 1.0, 10 critic reviews: "generally favorable"

The critics' verdict

OpenCritic agrees: 86, rated "Mighty," with 95% of critics recommending the game.

Metacritic and OpenCritic
November 2026

REVIEWS

91.5%

of the 6,830 Steam reviews read for Core Codex, the most helpful and the most recent, recommend the game

The players' verdict

Half of them had played more than 67 hours when they wrote. Eighty-three were past the 1,000-hour mark, one past 4,000. The disappointed write sooner, half of them before hour 37. In the English-language praise, the same words keep coming back: friends and family in one review out of three, Terraria just as often, Stardew Valley in one out of five.

Steam, "most helpful" and recent reviews
November 2026

PLAYERS ASK

1,313

ideas posted by players since May 2025, 18 of them marked "done"

The players' wish list

Players post their ideas and vote for those of others. Among the ideas already in the game are mounts, mana potions, automatic fishing, summoned minions that no longer vanish, and a leash for pets. At the top of the votes still waiting are boats and minecarts carried as equipment (758 votes), crossplay (671), a skill tree for pets (662), and a frozen biome (596).

suggestions.corekeepergame.com
official suggestion board, November 2026

AROUND THE GAME

YOU CAN'T PLEASE EVERYONE

What players and critics hold against the game

Players fault Core Keeper for its difficulty spikes, its grind, and a bag that is always full. Critics add menus built for a mouse and the lack of couch co-op.

WHAT PLAYERS SAY

These complaints come back most often in negative reviews, the most frequent first.

1. Boss fights and difficulty spikes
2. Grind and repetition
3. Difficulty felt as unfair
4. Multiplayer, servers, and connection
5. Endgame, not enough content
6. Crashes, bugs, and performance
7. An inventory that is always full
8. Repairs that cost too much

WHAT CRITICS SAY

- **Little that is new.** The most reserved review sees a survival game moved underground (Try Hard Guides, 7/10).
- **Menus built for a mouse.** On Switch and Xbox, the inventory and the menus feel slow with a controller (Nintendo Life, Siliconera, Xbox Tavern). See "Built for a mouse" in "Controls" (p. 13).
- **No couch co-op.** There is no split-screen and no local play on console (Nintendo Life, VG-Reloaded).
- **Almost no tutorial.** VG-Reloaded wanted more of a tutorial on PS5. Xbox Tavern loved that same cold open, with only a few button prompts.
- **A crowded map.** In the mid and late game, several reviews find the map cluttered with markers.

AROUND THE GAME

FACTS & FIGURES

The people behind the pickaxes

Thirteen million words, from every corner of the world, read and counted: posts, reviews, videos, wikis. No damage tables here. This is who plays, with whom, and what goes wrong.

The all-time top post



WHOOPS, TIME TO FEED THE CAT

1,383 upvotes · no post on the subreddit has scored higher

The top post shows no megabase and no boss kill. A player got lost in the desert, lost track of time and came back to a real cat who was not pleased. The community took the cat's side.

TOP REPLY *"We'll let it slide. **This time.**"*

PLEASE, I AM BEGGING



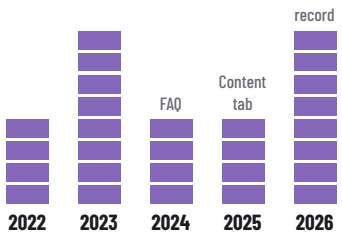
1,714 upvotes for one plea, posted three times by three different players between 2024 and 2026: **double chests you can craft and paint.** Same words every time.

THE ETERNAL QUESTION



"DO I NEED A NEW WORLD?"

The most asked question in the game's history: after every major update since 2022, someone asks if the new content needs a fresh world. The studio put it in its FAQ in 2024 and added a Content tab in 2025. The question kept growing: 2026 is its record year.



NEW HERE? Since version 1.1, the Content tab of the World Info menu adds new content to an existing world (Classic worlds excepted).

HALF THE CORE

50%

More than half of the players are in Asia, says the studio. The three most watched videos we found are **Vietnamese, Japanese and Korean**.

Fredrik Präntare, podcast, July 2025 · YouTube

OOPS: "I ACCIDENTALLY…"

The top 6 confessions.

1. …trashed a good item
2. …blew something up
3. …killed a pet or a cow
4. …sold the wrong item
5. …broke a wall or a floor
6. …deleted a world

474 posts and comments

THE MAGIC WORD

64 TO 1

For every "thank you, devs," players write **"please"** 64 times.

Players, all sources

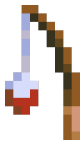
HELP GETS NO LOVE

0.6%

of the Reddit threads with "help" in the title reach the top 10% of votes. Threads with "finally": 29%.

13,831 Reddit threads

The great divide



FISHING: LOVE IT OR HATE IT

The most divisive thing in Core Keeper. Mining, the other long grind, is loved by almost everyone.



It is also the activity players call the most relaxing **and** the most boring. One hater in four hates fishing "in every game."

NEW HERE? Miss the old minigame? It is an option in the game settings.

HEART: SUMMONER. HEAD: RANGED.

1 IN 2

declarations of love for a combat class go to the **Summoner**. The Ranged class gets fewer than 1 in 8.

9 OF 13

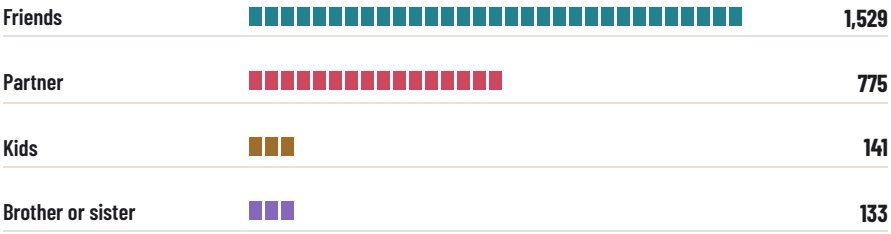
"weak" or "useless" verdicts also go to the Summoner. In head-to-head debates, Ranged wins. One love letter to the Summoner in three comes with a "but."

THE MUSIC YOU TAKE HOME

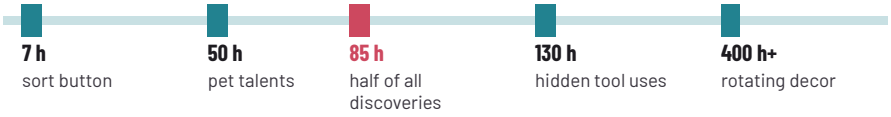
3× more praise for the music of the Meadow, a small sub-biome, than for any other place. Some players move Meadow floor tiles into their base, just to hear it at home.

WHO YOU PLAY WITH

"My friend," "my wife," "my brother": who players mention. One partner for every two friends. Each block stands for 50 posts.



HALF THE "I JUST FOUND OUT" POSTS COME AFTER 85 HOURS



Where these figures come from. Some 214,000 public posts, comments, reviews, videos and wiki pages, about 13 million words in eight languages, read and counted by a player for Core Codex. Nothing private, nobody named.

DEATH HAS NO NAME

1 EVERY 2 H

YouTubers die on camera about once every two hours. Three times in four, the killer goes unnamed. It was "it." Or "that thing."

Based on 1,095 YouTube videos

BAD NEWS, GOOD NEWS

1 IN 10

Chinese reviews call the game 缝合, "stitched together" from other games. The favorite joke: *bad news, it's a patchwork monster; good news, it stitched everything.*

Chinese Steam reviews we read

DON'T TELL THE BOSS

86 TO 4

Players mention playing **at work** 86 times, and on their **lunch break** 4 times. Another 55 play all night, or until 3 or 4 am.

Players, all sources

COZY BEATS RAGE

27 TO 1

For every post about a rage quit, 27 call the game **cozy**.

Players, all sources

THE TOMBSTONE COLLECTORS

6 IN 7

players asked keep **every tombstone** of their own deaths, in a graveyard or a museum.

Reddit · one thread, 29 clear answers

THE GUIDE

ABOUT

The guide, its method, its sources, its license

Core Codex is a free, unofficial guide to Core Keeper 1.3.0.6, made by a player for players. It brings together the game data, the community wikis, and the techniques shown in player videos, each one checked.

ENCYCLOPEDIA, A MATTER OF CIRCLES

An encyclopedia is a reference work that gathers and organizes the knowledge of a whole field. The word comes from the ancient Greek *enkyklios paideia*, "circular instruction," an education that takes in the whole circle of learning. Renaissance Latin made it a single word, *encyclopaedia*.

The circle suits Core Keeper. Its world spreads out in rings around the Core, and you open them one after another. Core Codex follows the same path. It starts at the Core (Codex I) and crosses the world circle by circle (Codex II). Then it gathers what you become, build, and carry along the way (Codex III and IV).

SOURCES

Every figure, name, and tip traces back to a source. The sources are ranked by authority, so when two disagree, the higher-ranked one wins.

1. Game data 1.3.0.6: configuration files (loot, spawns, fishing, talents, factions), dedicated server data (HP, recipes, cooking), the official localization, corekeeper.wiki, and corekeeperdb.com.
2. Official sources: the *Core Keeper Explorer's Guide* (Fireshine Games and Pugstorm, March 2026), patch notes and Steam announcements, the official X and Bluesky accounts, the developers' Reddit AMA (September 2025), "Notes from the Underground," and the modding documentation.
3. Community wikis: corekeeper.atma.gg, the Core Keeper Wiki (Fandom), PCGamingWiki, and the Japanese, Chinese, and Korean wikis.
4. Player videos, Reddit, Steam guides, forum, and reviews, the suggestion board, and the press, for strategies, tips, frequent questions, and what players get stuck on, checked against the sources above.

The interviews, illustrations, and player channels cited are listed on the next pages.

VERSION

Core Codex covers game version 1.3.0.6 (October 9, 2026), a patch for update 1.3, "Riders of the Underground." "History and Success" (p. 28) summarizes the major updates.

Every page footer shows the edition, **Core 1.3.0.6 · Codex 1.1**: "Core" followed by the game version, "Codex" followed by the edition of the guide, which advances with each correction. Only core-codex.com is the official address. If this PDF reached you through a friend, a forum, or a server, check there that you hold the latest edition.

? METHOD

Listen. Read what players, the studio, and the press have said and shown about the game in public. "Facts & Figures" (p. 34) ends with what that corpus holds.

Rank. Game data first, then the studio, the wikis, and the players last (see "Sources").

Check. Each fact comes from the most reliable source of its kind. Anything no source confirms stays out.

Build. Select, order, and lay it all out as a book. Turning scattered material into one guide took hundreds of hours.

? THE AI IN THIS PROJECT

I worked with Claude, Anthropic's assistant. It did the research and compiled the sources: wikis, player videos, game data, and interviews with the creators. It wrote the texts. I chose which information to keep, reviewed many pages, structured the guide, and made the final calls.

DALIA scale: D3, Guided Creation. Choosing and checking the sources became the main part of the work. The DALIA scale, an open standard, shows how much of a work comes from AI. daliascale.org

D0 Manual	D1 Tool-Assisted	D2 AI-Augmented
D3 Guided Creation	D4 AI-Generated	D5 Fully Autonomous

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ACKNOWLEDGMENTS

Thank you to the players around the world who share what they find, in videos, on wikis, and in forum threads. Core Codex is built on their experience.

INTERVIEWS

The creators' quotes, in the From the studio boxes and in "Creators" (p. 24), are excerpts in their original English wording. The table gives the origin of each one.

SOURCE	DATE	WHO SPEAKS
Unity, "Behind the scenes of Core Keeper" (video)	December 2023	Fredrik Präntare, Sven Thole, Max Halldén, David
Thomas Brush, podcast (video)	July 2025	Fredrik Präntare
Big Break Showcase 2026, Coffee Stain (video)	September 2026	Alexander Ma
Shacknews (video)	August 2021	Sven Thole, David
Indie Game Culture	December 2022	Fredrik Präntare
WASP (Linköping University)	February 2023	Fredrik Präntare
Steam, "Behind the Scenes of Paws & Claws"	May 2023	the team
Redria64, interview with Jonathan Geer (video)	July 2025	Jonathan Geer
Steam, "We've Expanded the Core Keeper OST"	June 2022	Jonathan Geer
MCV/DEVELOP	June 2023	Garry Williams, Fireshine
X (social network)	August and September 2024	Fredrik Präntare

ILLUSTRATIONS

Screenshots, sprites, and illustrations come from the game, the official Steam pages, and community wikis. The top-down views of places come from the Core Keeper Wiki on Fandom, under a CC BY-SA license.

YOUTUBE CHANNELS

The 135 Replay boxes cite 48 channels, listed here in alphabetical order.

04AM · 2ZPoint · AbelB · Adrian · AHOTNEG · AjilityPoints · AllFunNGamez · Asmongold TV · Bragapple · Cobra's Playground · CohhCarnage · CozyBaseTours · Dakon's Madhouse · Dandy · Darkx · Dr. Incompetent · Galaktic Prawn · GardenerGames · GDP Duncan · Gold Hawk · Hors Meta Quête · Humphrey In HD · IcOn Gaming · Jade PG CRAFTED · Jazzy's Games · Kane | Ukiyox Games · MistKeeper · Mystic Mines · Nifegun · R Vianez · Rascally Rasmus · Rogue · Sartana VT · Seanie Dew · SeigneurDuGaming · Serroh Style · Shad · TheZanzibarMan · Tito Bandito · Virrgoman · WakuWakuGaming · あるばゲーム · ばうわん · ゆるめのまりさ · スローライフゆっくり たなかなた · ホニのやりこみゲームCH · 노토 · 흰노랑이

AUTHOR'S NOTE

I grew up with video game magazines, with walkthroughs clipped out and codes scribbled on scraps of paper next to hand-drawn maps. That was the golden age of pixel art. When I discovered Core Keeper and grew attached to it, I looked for the guide that would go with it. I could not find one.

With wikis and AI on every smartphone, I still chose a PDF because you can print it, all of it or only the pages you need tonight. A printed page sits next to the screen. You can dog-ear it and write on it, or check off your achievements without leaving your game.

Gathering the wikis, then the player videos, changed the scale of the project. Hundreds of players had found and shown techniques that no one had yet put in one place. I wanted to make a book like the ones you keep, with checked facts in a clear order, on pages that are pleasant to print and flip through.

Core Codex owes everything to the developers at Pugstorm, who made a game you want to explore to the very end. It is free and openly licensed. You are welcome to correct it or translate it. If something is missing, add it.

Enjoy the exploration.

— domenicom

A FAMILY PROJECT



The first page of the Inventory, prepared by my son.



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