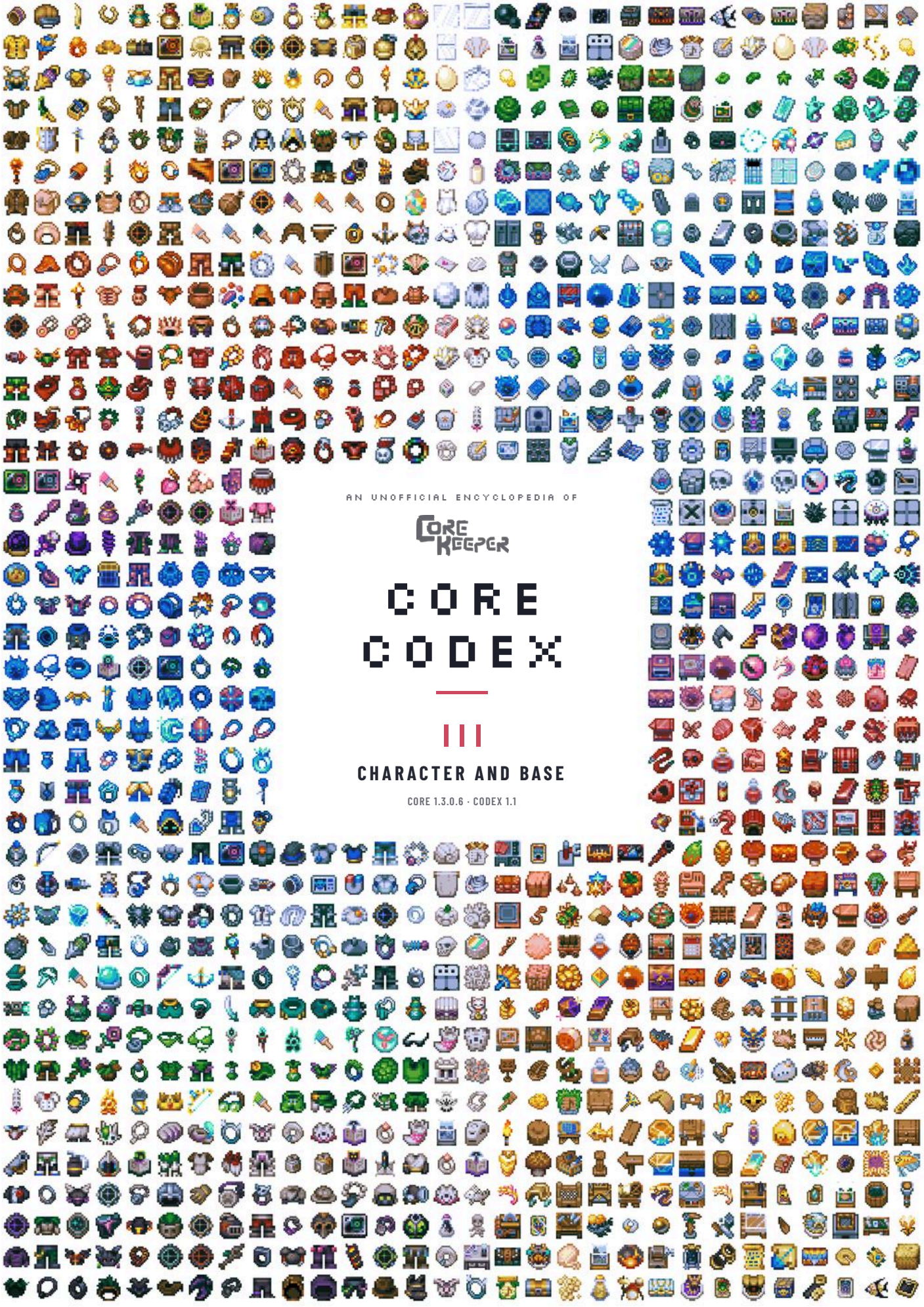


AN UNOFFICIAL ENCYCLOPEDIA OF

CORE KEEPER

CORE CODEX

III

CHARACTER AND BASE

CORE 1.3.0.6 · CODEX 1.1

CODEX III

CHARACTER AND BASE

Growing your character and your base, all through the game: getting stronger and sorting your chests, then gear and skills, then building, decorating, food, animals, and machines.

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core-codex.com

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

UNOFFICIAL

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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
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guide text and layout

START HERE

GETTING STRONGER

Levers, before a biome, before a boss

Six levers to grow stronger, then two checks: before a new biome, before a boss.

SIX LEVERS, IN ORDER

Work through this list before you blame your style. Most players who feel weak have skipped one of the first three.

1. **Eat what raises your max HP for good.** Ten items do it, once per character, for +590 HP in all. Among them: the **Giant Mushroom** (raw or cooked), the **Amber Larva**, and the **Starlight Nautilus** ("Permanent max HP," in "Crops and Dishes," Codex IV).
2. **Upgrade your weapon.** The **Upgrade Station** raises an item level by level, for ancient coins and bars. Your weapon and your pickaxe come first ("What to upgrade first" in "Gear" (p. 10)).
3. **Reinforce before a hard fight.** Reinforcing adds 15% to an item's stats, for as long as its extra durability lasts.
4. **Eat before you fight.** Above 75 food, you are well fed: +5% damage and max HP. A dish adds its own bonuses for 10 minutes, a potion for one minute ("Food" (p. 62)).
5. **Spend your talent points.** Each skill gives points as it rises. Resetting a tree costs 200 ancient coins, so try, then change ("Skills" (p. 14)).
6. **Wear a set and matching jewelry.** A set effect, or a ring and necklace pair, adds a bonus on top of each piece ("Slot, level, damage type, set" in "Gear" (p. 8)).

Titan souls add the rest: +10% max HP, +10% armor, and +10% damage, from Druidra, Crydra, and Pyrdra. Turn them on in the souls tab of your inventory.

FAQ

Am I missing something about getting stronger?

Probably one of the first three levers: permanent HP items, an upgraded weapon, or reinforced gear before the fight.

r/CoreKeeperGame
"Am I missing something about progression/getting stronger?"

FAQ

Why am I doing no damage?

Upgrade your weapon before you change it. Then check that your bonuses match its damage type. A melee bonus does not raise magic.

r/CoreKeeperGame
"Help me, why am i doing no damage"

BEFORE A NEW BIOME

Enter a new biome in the full armor of the one before. Its common enemies are the first test, long before its boss.

Each biome gives the metal for the pickaxe that opens the next one. Craft the pickaxe first, then the armor, then leave.

1. Craft the pickaxe that opens its walls. A pickaxe breaks a wall only if its mining damage is higher than the wall's hardness ("One pickaxe per biome," in "First Circle," Codex II).
2. Wear the full set of your current metal. Repair it, then upgrade your weapon.
3. Read the biome's page in Codex II and find its danger: slime, acid, poison, or fire. A cooked **Yellow Blister Head** makes you immune to slime slowdown for 10 minutes, a **Green Blister Head** to acid.
4. Pack an outpost: a **Bed**, a chest, a workbench, and a **Cooking Pot**. Place it next to the first waypoint you find.
5. Carry bridges, torches, and at least five healing potions.
6. Keep two **Recall Idols** in your bag. Each one takes you back to the Core in one go. Ghorm's statue crafts them.

Past the Great Wall, go in this order: Azeos' Wilderness, the Sunken Sea, the Desert of Beginnings, then the Shimmering Frontier. The Desert can sit right behind the wall. A single hit there kills a character geared for circle 1.

BEFORE A BOSS

Run these checks before every boss. They take two minutes at your outpost, right before you go in.

1. Repair your gear, then reinforce your weapon and armor.
2. Fill your action bar: weapon, at least five healing potions, and food.
3. Eat until you are well fed, then eat the dish for this fight. In circle 1, it is the dish against the boss's danger. From circle 2 on, a cooked **Puffungi** cuts the damage bosses deal to you ("Before a boss" in "Food" (p. 63)).
4. Keep a combat potion to drink as you engage, like the **Stoneskin Potion**.
5. Read the boss's chapter in Codex II. When its card has a "Suggested combat" line, it gives the combat level to aim for. Never fight near your base.
6. Sleep once in a bed near the arena to make it your respawn point.

WARNING

Too early

If your pickaxe bounces off the walls with a gong sound, you came one metal too soon. Turn back and finish the biome before.

REPLAY



The next pickaxe first

For him, the most important thing is to always get the next pickaxe. In-between armor sets cost a lot of bars for bonuses that change little.

With a new metal, craft the pickaxe before anything else because it opens the walls of the next biome.

Jade PG CRAFTED
YouTube · Don't Make These Mistakes In Core Keeper

FAQ

Where do I go after the wall falls?

To Azeos' Wilderness, for scarlet gear. Then the Sunken Sea, the Desert of Beginnings, and the Shimmering Frontier.

r/CoreKeeperGame
"Which area did you go to after the wall fell on your first playthrough?"

FAQ

I hit a wall. What now?

Go back to the levers: eat your permanent HP items, upgrade your weapon, reinforce before the fight. Then check the boss card in Codex II.

r/CoreKeeperGame
"I've hit a progression brick wall"

FAQ

What level should I be for the third boss?

Read its chapter in Codex II. Before Malugaz, the boss of the Forgotten Ruins, aim for about 30 in your combat skill and 40 in Vitality.

r/CoreKeeperGame
"What gear level should you have against 3rd boss?"

START HERE

FULL CHESTS

Sort, keep, salvage, sell, pouches

Sort once, then keep a few habits so your chests stay usable.

BACK FROM A TRIP

Run the same routine each time you come home. It takes two minutes and keeps the chests from piling up.

1. Stand among your chests and use "Quick stack to nearby chests." Each item joins the chest that already holds it.
2. Salvage the gear you will not wear again, at the **Salvage and Repair Station**.
3. Put your valuables in one chest. Sell them when you need coins.
4. Smelt your ores because bars are what upgrades and stations use.
5. Cook what you brought back, or store it next to the **Cooking Pot**.

The first time, give each family its own chest.

CHESTS



Wooden chest, 18 slots. 5 wood. Copper, iron, and later chests hold the same 18 slots and break just as easily. Only the wooden one can be painted.



Paint by family. One color for ores and bars, one for food, one for boss materials. Crafted at the Copper Workbench.



Label it. Name the chest in its own window, and the label floats above it in the world. You can hide the labels when they crowd the screen.



Boss chests, 36 slots. None can be crafted, so keep them for bulk, such as blocks, ore, and wood.

- **Use the "Sort" button** of the chest window to tidy a chest in one press.
- **Leave at least one of each item in its chest.** Quick stack only fills chests that already hold the item.

FAQ

How do you deal with inventory bloat?
Give each family its own chest once, then quick stack after every trip. Salvage old gear and sell valuables. What is left has a use.

r/CoreKeeperGame
"New player: how do you deal with inventory bloat?"

FAQ

Inventory management is a nightmare.
Each pouch takes one family of items as you pick them up. It keeps them when you die, and you can wear four.

r/CoreKeeperGame
"I am enjoying the game but inventory management is a nightmare."

REPLAY



Signs that speak
In this Japanese video, a sign at the end of each row names the crop it holds. Since update 1.0.1, a sign shows its text in the world.

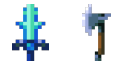
The same sign on a chest names its family at a glance.

スローライフゆっくり たなかなた
YouTube · [JP]【正式版 | Core Keeper】初心者さんへオススメしたい5種類の自動化施設と作り方の手順【ゆっくり実況】

WHAT TO KEEP

Every family of items goes into one of three groups. Sort a chest by group, not item by item. The examples show what each family looks like.

KEEP



Gear you wear, or will upgrade. An upgraded piece stays useful for a long time (“Gear” (p. 8)).



Legendaries. They cannot be salvaged. They never wear out either.



Ores and bars. Upgrades and stations use them.



Crafting materials. They look like loot, but stations and repairs need them.



Upgrade gems. Three upgrade steps, from level 16 to 19, need one each.



Crops and fish. Cook them: dishes make you stronger (“Food” (p. 62)).



Figurines. Display them on a pedestal, or use them in a Materializer to fight a clone (“Bonus training” in “Melee combat” in “Skills” (p. 17)).



Decor and furniture. Your rooms are made of them: give each theme its own chest (“Build” (p. 44) and “Decorate” (p. 55)).



Blocks, walls, and wood. You build with them. Wood also goes into everything, from chests to rails.



Seeds. Plant them: a harvest gives the seed back 3 times out of 4.



Potions, slime, and critters. Potions go in a pouch; slime and critters make potions, lures, and fishing bait.



Eggs. Hatch them in the **Egg Incubator**: each one is a pet.



Keys, scanners, and idols. Each one opens a chest, finds a boss, or brings a merchant home.



Lures, brushes, and instruments. Lures catch fish. Brushes never wear out. Instruments play music.



Vanity pieces. No bonus, but a **Dresser** gives their look to the armor you wear.

REPLAY



Repair first, reinforce next

Early on, he crafts the Salvage and Repair Station from the first crafting tab. He repairs his copper pickaxe and sledgehammer, then reinforces them with copper bars to boost their stats.

Craft the station on your first evening: it repairs, reinforces, and salvages in one place.

04AM

YouTube · Core Keeper ULTIMATE Starter Guide - 25+ Tips To Dominate Your First Run!

SALVAGE OR SELL

These two small groups free the most room. Salvage gives materials back; selling gives coins.

SALVAGE



Gear you outgrew. You get part of its materials and some scrap parts back.



Tools you replaced. Your newest pickaxe digs everything the old one did.

SELL



Valuables. Selling or displaying is their only use. The farther the biome, the higher the price.



Look-alikes. Despite its name, the Old Spore Mask cannot be worn. It is a valuable too.

When in doubt, keep it in a chest marked "later." A salvaged item is gone for good. The station does not ask twice.

WHERE COINS GO

Ancient coins buy upgrades and what merchants sell. Keep them, even when you have thousands.

The **Upgrade Station** costs the most: 4,347 coins to take one item from level 1 to level 20, plus bars. Merchants sell what you cannot craft. The **Bearded Merchant** sells the **Pouch Workbench** and scrap parts, the **Cloaked Merchant** the idols that call back some bosses. "NPCs and Merchants," Codex IV, lists who sells what and for how much.

Merchants also buy your items, stack by stack. The farther the biome a valuable comes from, the more it is worth. Sell them when you need coins, not before.

IN THE FIELD

Travel with an empty bag and four pouches. You bring more home and lose less when you die.

A pouch takes one family of items as you pick them up: ores, fish, crops, potions, valuables, or critters. It holds 5 slots (small), 8 (medium), or 10 (large). Small and medium pouches are crafted at the **Pouch Workbench**; large ones come from loot. What is in your pouches does not drop into the **Tombstone** when you die.

With a Standard character, you also keep your action bar when you die. Put your weapon, your potions, and some food there before a long trip.

You do not need to empty your bag to craft at home. Workbenches, anvils, and the cooking pot take what they need from chests within 10 tiles.

WARNING

Before you salvage
Check the items in the station's slots. Salvaging gives back nothing of what you spent to upgrade an item.

REPLAY



Outgrown loot becomes coins
At his first merchant, he sells his outdated loot for ancient coins. He saves them for the best items of the stock, above all the Pouch Workbench.

Sell what you have outgrown. Put your first coins into pouches.

04AM
YouTube · Core Keeper ULTIMATE Starter Guide - 25+ Tips To Dominate Your First Run!

FAQ

Is the money useful?
Yes. Every upgrade level costs ancient coins, up to 504 per level at the end. Keep a reserve before you reach the Upgrade Station.

r/CoreKeeperGame
"Is the money useful? I know some things require it..."

YOUR CHARACTER

GEAR

Judge, upgrade, repair, loadouts

There is no character level in Core Keeper. What you wear and the skills you raise make you stronger. Learn to judge a piece, upgrade it, and keep it working.

SLOT, LEVEL, DAMAGE TYPE, SET

1. **Slot.** A piece gives its bonuses only in its own slot. A weapon has no slot. You hold it from the action bar.
2. **Level.** Every weapon, tool, armor piece, and accessory shows a base level. The **Upgrade Station** raises it, up to level 20.
3. **Damage type.** Melee physical, ranged physical, magic, minion, or explosion. A bonus that names a type applies only to it: "+18.1% melee physical damage" raises neither your spells nor your minions.
4. **Set.** Pieces that share a word form a set, like the **Ranger Hood**, the **Ranger Tunic**, and the **Ranger Pants**. Wear 2 or 3 of them and a set effect comes on top of each piece's bonuses.

The color of the name gives the rarity, from gray to orange. Orange means legendary: the piece never wears out.

- Leave in a chest any piece whose bonus names a damage type your weapon does not deal.
- When the set effect needs only 2 pieces, keep the third slot for a stronger single piece.
- Wear both when you find a ring you already wear, because two identical rings stack their effects.
- For an off-hand piece, look for a use on its card: a shield to raise, a dash, a hook.

The set of your style, circle by circle, is on its spread in "Skills" (p. 14): "Melee combat" (p. 16), "Range combat" (p. 18), "Magic" (p. 20), "Summoning" (p. 22), or "Explosions" (p. 24).

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REPLAY



The next level, before you pay

He puts a piece of Ranger armor in the Upgrade Station. The right side shows the bonus of the next level. The upgrade button gives its cost in bars and ancient coins.

Check the next level in the station before you spend.

Dakon's Madhouse
YouTube · Get Gems for Upgrades | Core Keeper 1.1

FAQ

Which armor is better?

The one whose bonuses name your damage type, with a set effect that boosts what you already do. Level comes last. The Upgrade Station raises it.

r/CoreKeeperGame
"Which armor is better?"

OLD AND UPGRADED, OR NEW?

Keep a piece as long as its effect serves your style. Replace it when a new piece does something yours cannot.

The **Upgrade Station** raises any piece to level 20, so a higher level on a new card is no reason to switch. What the station cannot add is an effect: a set effect, life on hit, a dash. Fully upgraded, the **Battle Axe** carries many melee players from circle 1 to circle 3.

- If the new piece does the same thing, compare both at level 20. Each card in "Weapons" and "Armor," Codex IV, gives that value.
- If it completes a set effect you want, switch. The effect needs all its pieces in the loadout you wear.
- If it is the armor of a new metal, wear it before the next biome. Upgrade only the set you plan to keep.
- If it is a polished ring or necklace, it starts at a higher level with stronger effects. No station polishes a piece you already own.
- If it is legendary, keep it. You cannot repair, reinforce, or salvage it, but you can upgrade it.

FAQ

Can every piece stay relevant if I upgrade it?

Any piece can reach level 20, so its numbers follow you. Its effect does not change, so keep the pieces whose effect you still want.

r/CoreKeeperGame

"New to the game, do I understand it correctly that every piece of gear can be relevant all game long if you just upgrade the level at the upgrade station?"

FAQ

Keep upgrading iron, or switch to scarlet?

Compare the set effects. Iron gives +19% armor when your health is low. Scarlet gives +3% critical hit chance per enemy killed, up to +15%.

r/CoreKeeperGame

"Should i keep iron armor and upgrading it or should i use scarlet set as melee?"

REPLAY



One axe, three builds

For his mid-game build he wields the Rune Song. Without it, he says, level up the Battle Axe. It serves from the day you get it to the end game. His end-game build still holds one.

A weapon you like is worth upgrading. Its level follows you; its effect is what you chose it for.

Dakon's Madhouse

YouTube · Melee Build Progression Guide | Core Keeper 1.2

WHAT TO UPGRADE FIRST

Your main weapon and your pickaxe first. Armor comes after.

The **Upgrade Station** is crafted at the **Scarlet Workbench**, so upgrades start in circle 2. Each step raises an item by one level, for bars and ancient coins. Taking one item from level 1 to level 20 costs 4,347 coins plus the bars. You cannot afford that for every piece, so choose.

- **Repair first.** Upgrading repairs nothing.
- **The bars follow the level.** Copper up to level 4, then tin, iron, scarlet from 9, octarine from 11, galaxite from 13, solarite from 15. The last step takes pandorium.
- **A high base level skips the cheap steps.** A level 10 item starts with scarlet bars, not copper.
- **Three steps need a gem.** From level 16 to 19, each step takes one: a **Jungle Emerald**, an **Ocean Sapphire**, then a **Desert Ruby**. You find them mostly in the Shimmering Frontier.
- **Accessories count too.** Rings, necklaces, and off-hand items have a level like the rest.

If gems are rare in your world, stop each piece at level 16 and spread your bars. Spend your first gems on your weapon.

Upgrade Station cost per level

Each row raises an item one level from the level shown. A level 10 item pays row 10.

LEVEL	MATERIALS	COINS
1	**Copper Bar** ×2	18
2	**Copper Bar** ×3	31
3	**Copper Bar** ×4	47
4	**Copper Bar** ×5	66
5	**Tin Bar** ×7	86
6	**Tin Bar** ×8	108
7	**Iron Bar** ×10	132
8	**Iron Bar** ×12	157
9	**Scarlet Bar** ×14	183
10	**Scarlet Bar** ×16	211

LEVEL	MATERIALS	COINS
11	**Octarine Bar** ×18	240
12	**Octarine Bar** ×20	269
13	**Galaxite Bar** ×23	300
14	**Galaxite Bar** ×25	332
15	**Solarite Bar** ×28	365
16	**Solarite Bar** ×30, **Jungle Emerald**	398
17	**Solarite Bar** ×33, **Ocean Sapphire**	432
18	**Solarite Bar** ×35, **Desert Ruby**	468
19	**Pandorium Bar** ×38	504

REPLAY



Wait for the gems

Every piece of his build sits around level 15. He could push them higher, he explains, but he waits until Jungle Emeralds, Ocean Sapphires, and Desert Rubies come in steadily.

The last levels cost gems. Raise everything to the gem steps first, then finish one piece at a time.

Dakon's Madhouse
YouTube · Damage Reduction Build | Core Keeper 1.2

FAQ

What can the Upgrade Station raise?

Everything with a level: weapons, tools, armor, rings, necklaces, and off-hand items. Start with your weapon and your pickaxe.

r/CoreKeeperGame
"Today i learned: you can upgrade more than just armor and tools?!"

REPAIR, REINFORCE, SALVAGE

Repair when you come home. Reinforce just before a hard fight. Salvage only what you will never wear again.

Weapons, tools, and armor pieces have durability. At 0, the item loses all its effects until you repair it. With a Standard character, the armor you wear also loses 15% durability each time you die.

The  **Salvage and Repair Station** does all three jobs. Craft it at the **Basic Workbench** and place it near your chests because it takes scrap parts and bars from them. The item itself must be in your bag.

ACTION	WHAT YOU GET	WHAT IT COSTS
Repair	full durability	**Scrap Parts**, more for a more damaged item
Reinforce	+15% to the item's stats and a second, purple durability bar	the item's main material
Salvage	part of its materials and some scrap parts	the item, for good

- **Reinforcing wears off.** The bonus lasts while durability stays above the normal maximum. Reinforce at the door of the arena, not the day before.
- **Salvage early, not late.** An item with more durability left gives back more materials. Nothing you spent on upgrades comes back.
- **Find scrap parts everywhere.** Crates, chests, and breakable objects hold them. The **Bearded Merchant** sells them for 5 coins each.

FAQ

Is it better to reinforce gear or not?
Yes, before a boss: +15% to its stats. The bonus ends when the extra durability is gone, so do not waste bars on it for a walk.

r/CoreKeeperGame
"Is it better to reinforce gear or not?"

FAQ

I salvaged my best armor by mistake.
A salvaged item is gone for good: the station does not ask twice. Check its slots before you press the button.

r/CoreKeeperGame
"Accidentally destroyed my best armor"

TIP

When it does not work
The station refuses an item left in a chest, so carry it in your bag. A repair also needs scrap parts within reach. A legendary never wears out, which leaves the station nothing to repair.

ARMOR OR DODGE

Wear armor through circles 1 and 2. Dodge pays only when most of your pieces carry it.

Armor shrinks every hit, but never below 25% of its damage. Dodge avoids the whole hit or none of it, with a cap at 90%. One dodge piece changes little. A **Swift Feather** gives 2%, a **Hunter Cloak** 6%. Armor comes with each metal set, and the Crafting skill raises it by up to 50%.

- **Against big hits that still kill you in full armor,** raise your max HP. Armor cannot take a hit below a quarter of its damage (“Getting Stronger” (p. 3)).
- **As a mage,** your armor is the magic barrier. Damage hits it before your HP. It refills on its own after a moment without damage.
- **To try dodge,** build a whole loadout for it in circle 3. The pandorium set has no armor at all. It gives HP, dodge, and +80% melee damage as long as you are not hit.
- **Against a boss that kills on touch,** armor does nothing. Against Urschleim, wear the pandorium set for its dodge and speed.

A shield is a third choice, in the off-hand. Raised, it cuts the damage you take by 70%. Raised right as the hit lands, it stops the hit fully.

FAQ

What is the point of armor?
It reduces every hit, down to a floor of 25% of the damage. Against the hits that still hurt, add max HP and a shield.

r/CoreKeeperGame
“What’s the point of armor?”

FAQ

To shield or not to shield?
A raised shield cuts the damage you take by 70%. You give up the off-hand dash or hook for it.

r/CoreKeeperGame
“To shield or not to shield?”

THREE LOADOUTS

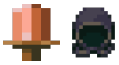


The equipment window: tabs I, II, and III hold your three loadouts

Build one loadout to fight, one to dig, and one for the farm or the rod. A single press then changes all your pieces.

Armor, rings, necklace, and off-hand belong to each loadout. The lantern, the backpack, and the pet are shared by all three, so choose them for what you do most. Your weapon and tools stay in the action bar whatever the loadout.

- **Give the loadouts a key or a button.** "Equip loadout 1," 2, and 3 have none at first. Assign them in the settings ("Controls," Codex I). On a controller, few buttons are free, so assign "Cycle through loadouts" first.
- **Only the loadout you wear counts.** A set effect needs all its pieces in it, jewelry and off-hand included. Your max HP follows it too.



To fight. The spread of your style in "Skills" gives its set and jewelry.



To dig. Stack mining damage: the Ring of Stone and the Ring of Rock form a pair in circle 1; the Topaz Ring adds 23% in circle 2. Wear it before a wall too hard for your pickaxe.



To farm. Bigger harvests: the Farmer's Hat and two Petal Rings.



To fish. Fishing power. A lure goes in the off-hand: its bonus only counts there.

FAQ

How do I swap loadouts fast?

Assign a key or a button to "Equip loadout 1," 2, and 3 in the settings. "Cycle through loadouts" moves to the next one with a single press.

r/CoreKeeperGame
"[Tip] Bind your loadout keys to 1, 2 & 3"

YOUR CHARACTER

SKILLS

Twelve skills, one spread each

How skills and talents work, then each skill on two pages: verdict, talent path, gear, food.

HOW SKILLS WORK

Play the style you enjoy and change when you like. A new weapon is all it takes to start.

Each skill rises from 0 to 100 when you do the action it measures. Each level gives a small **permanent bonus**. Every five levels, the skill also gives a **talent point**, and five more at level 100. A yellow number on the skills tab shows points to spend.

A talent takes up to 5 points; the effect shown is always the one at 5 points. Only the top tier is open at first; the tiers below open as you fill the ones above. On each tree, the numbered talents are the first points to spend, in order.

Caps

A skill gives 25 points, to place in its tree of eight talents. Eight talents at 5 points would make 40 points: **a tree is never full**. Choose the talents that serve what you do most.

Nothing is final: resetting a tree costs 200 **ancient coins**, however many points are placed. Take a talent for the length of an activity (big harvests, boss food), then reassign.

Five styles of combat

Each weapon family trains its own skill with every hit that lands, so changing style costs you little. A second loadout holds the other set ("Three loadouts" in "Gear").

STYLE	WHAT IT DOES WELL	WHAT IT COSTS
Melee	easiest start: a shield, life on hit, metal armor with each new metal	you stand in reach of every hit
Range	hits from out of reach	its best bonuses need you to stand still
Magic	hits harder	every shot uses mana
Summoning	minions fight for you	each minion locks part of your mana
Explosives	hits a whole group and opens walls	each explosive is used up and hurts you too

Mixing styles

Mix freely. About twenty talents boost a style other than their own tree's.

- **In melee,** throw a grenade on the way in. "Adrenaline Rush" (Explosions) gives +50% melee damage for a short time after an explosion.
- **At range,** raise your Fishing. "Well-trained aim" adds up to 30% of your fishing to your ranged damage.
- **With a staff,** keep a few minions. "Group effort" (Summoning) gives +10% magic damage per active minion.
- **As a summoner,** wear magic damage. With "Trickle down arcana," your minions gain 50% of your magic damage bonus.

A bonus that names a damage type applies only to that type. For two styles, check that each piece names one of them. The full table is in "Talents outside their tree" (p. 40).

Blocking and healing

Drink before you are low, because a potion has a 5-second cooldown. A raised shield cuts every hit by 70%.

These rules are the same for all five styles.

- **Shield.** With a shield in the off-hand, the secondary use raises it. Raise it right as the hit lands and the hit is fully stopped. Start with the **Wooden Shield**, then the **Iron Shield**.
- **Potions.** The **Healing Potion** restores 30% of your max HP at once, the **Greater Healing Potion** 40%. Keep at least five on your action bar.
- **Food.** Above 75 food you are well fed: +5% damage and max HP. A dish then adds its own bonus for 10 minutes.
- **Combat potions.** Each gives a one-minute bonus. Drink it as you engage, not before the walk.

Eat before the fight, drink during it. Three dishes and three potions serve every style.

FOR EVERYONE	EFFECT	LASTS
cooked **Heart Berry**	+25 max HP	10 min
cooked **Carrock**	+23 armor	10 min
cooked **Golden Puffungi**	–9% damage taken from bosses	10 min
Stoneskin Potion	+58 armor	1 min
Guardian's Potion	–12% damage taken from bosses	1 min
Unusual Potion	+40% damage, but +40% damage taken	1 min

Keep the **Unusual Potion** for fights you already master. Most bosses ignore some status effects. Each boss card in Codex II lists them.

TIP

Spend your talent points right away

Each skill gives a talent point every five levels, and each point is a permanent bonus. Spend it as soon as a yellow number appears on the skills tab, then review your points before each boss. Slow mining at the start often comes from an empty Mining tree. One point in "Efficient excavation" gives +2% mining damage ("Mining" (p. 26)).

FAQ

One style or several?

Several, if you like. Some talents reward it. Check the damage type on each piece because a bonus only raises the type it names.

r/CoreKeeperGame
"Do you play as one class or mix it up?"

FAQ

Do you ever use buff potions?

Against bosses, yes. One minute is short, so drink as you engage. Dishes last 10 minutes and cover the rest of the fight.

r/CoreKeeperGame
"Question to fellow explorers.. you ever use buff potions?"

REPLAY



Two grenades, then melee

His hybrid build: one or two grenades thrown on the way in, then the melee weapon. The explosion triggers "Adrenaline Rush," and "Composite Armor" covers the shrapnel that comes back at him.

Two talents are enough to make explosives work for a melee fighter.

Dakon's Madhouse
YouTube · Beginner's Guide to Explosives | Core Keeper 1.2

MELEE COMBAT

Why take it

The easiest style to start and the simplest to gear, since every metal has its set. It asks for one thing, a way to heal as you hit.

What it does

Swords, daggers, axes, clubs, halberds, and spears train Melee combat, which raises your melee damage. Swords hit 2.5 times per second, daggers 3.3, axes 1.7. You fight inside the enemy's reach: step in, hit, step back before the counterattack. Every hit that deals damage counts, whether the enemy dies or not: ≈ 2.5 points per second of hitting, whatever the weapon. From 0 to 100 takes ≈ 2 hours of continuous hitting.

What to learn

T1

Quick strikes
10% melee attack speed
2% per point

T2

Building anger
Gain 2% melee damage every time an enemy is hit, stacks up to 10 times
+2 stacks per point

Fast and furious
10% chance on melee hit to increase melee attack speed by 50% for a short duration
2% per point

T3

Heavy swings
15% chance to knockback on melee hit
3% per point

Stubborn fighter
Gain 15% melee damage when hitting the same target successively
3% per point

Taking a step back
20% chance on melee hit to increase range damage by 30%
4% per point

T4

Seething blade
10% chance on melee hit to restore 5% health
1% per point

Strength of the Ancients
20% damage against bosses
4% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

The path gives attack speed first, then +15% damage on a target you keep hitting. If you die often in circle 3, take "Seething blade" sooner: 10% chance per hit to restore 5% of your HP. From the Mining tree, "Miner's strength" adds up to 10% of your mining damage to your melee damage.

Leave for later: "Taking a step back," unless you also shoot.

FAQ

Is melee really trash?
No. Heal as you hit, with life on hit and "Seething blade." Keep a shield in the off-hand. Raised as the hit lands, it stops the hit.

r/CoreKeeperGame
"Is melee really trash?"

ACHIEVEMENT

...Sting like a bee 10%
Gained 100 skill points in melee

Core Codex estimate
all platforms, November 2026

REPLAY



Hit, step back
In melee, he goes back and forth: step in, hit, then back off before the counterattack. Weapons with knockback help him keep a group under control.

Do not trade hits. Leave after yours, come back after theirs.

Dakon's Madhouse
YouTube · The Ultimate Beginner's Guide to Core Keeper 1.3 REMASTERED

What to wear

Life on melee hit. You take hits to land yours, so healing with each swing keeps you in the fight.



Clot Ring. +3 HP per melee hit. Drops from the Hive Mother.



Fang Necklace. +2 HP per melee hit. Drops from the Hive Mother.



Your metal's set. After that, wear three pieces of the set of your metal for its effect.

What to use

CIRCLE 1



Battle Axe or **Iron Sword**, the iron set, an **Iron Shield** ("Gear," in "Crossing the Great Wall," Codex II).

CIRCLE 2



Rune Song or **Solarite Sword**, the scarlet set, then solarite ("Gear," in "Third Circle," Codex II).

CIRCLE 3



Pandorium Axe, then **Stormbringer**, with the pandorium or the Void-Fused set ("Items to aim for," in "After Oblidra," Codex II).

What to eat

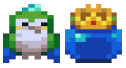


Cooked Pinegrapple. +22.4% melee physical damage, 10 min.



Enrage Potion. +30% melee damage, 1 min. Drink it as you engage.

What pet to bring



Owlux. Support pet: +6.5% damage at base, then +3% melee damage and +3% melee attack speed with its talents. Against bosses, the **Prince Slime** fights with +30% damage.

What to avoid

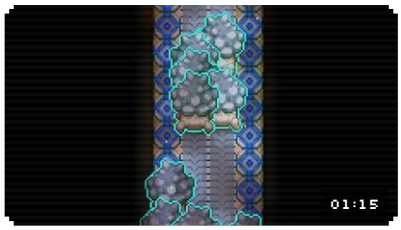
Avoid bonuses that need you untouched. The solarite set gives its +23.6% damage only at full health. The pandorium set gives its +80% only until you are hit. If you take hits often, the Void-Fused set stores the damage taken and returns it to nearby enemies.

TIP

Bonus training

Playing is enough to raise a combat skill. To catch up, you need a target that takes hits without dying. In the first circle, trap a **Shrooman Brute** on an island. When it guards, it loses only one HP per hit. In the second, load a **Materializer** with the **Shrooman Brute Figurine**. A clone with no loot respawns with each death. The same target serves Melee, Range, Magic, and Summoning ("Monster farms" in "Machines" (p. 77)).

REPLAY



A brute farm

He picks up Materializers, loads them with brute figurines, and funnels the clones into a powered tunnel. Once the farm is running, all his combat skills go through it.

You need a target that takes hits without dying. A guarding brute loses only one HP per hit.

2ZPoint
YouTube · BEST Weapon Skill POWERLEVEL! (4 Skills in 1 Farm)

FAQ

Does a charged attack level faster?

Not really. Each hit gives 2.5 points multiplied by its cooldown, in seconds. A slow hit gives more, but you land fewer. Count ≈ 2.5 points per second of hitting, whatever the weapon.

Steam forum
"soul seeker charge attack is farm exp faster?"

FAQ

Combat skills level too slowly.

Count ≈ 2 hours of continuous hitting from 0 to 100. Playing is enough to raise the skill. To catch up, use the "Bonus training" tip.

Steam forum
"You sort of level way too slowly"

RANGE COMBAT

Why take it

Range keeps you out of reach. Its best bonuses reward standing still, so learn when to stop moving.

What it does

Bows, crossbows, muskets, guns, slingshots, and mortars train Range combat, which raises your ranged damage. Slow weapons hit hard and fast ones spray. The **Flintlock Musket** fires once every 2 seconds, the **Scrap Minigun** 8 times per second. You fight from where the enemy cannot touch you. The skill is earned like Melee: ≈ 2.5 points per second of continuous shooting. A shot with no damage gives nothing.

What to learn

T1

- **Rapid shots** — 10% range attack speed; 2% per point

T2

- **Keeping momentum** — Gain 2% range damage every time an enemy is shot, stacks up to 10 times; +2 stacks per point
- **Weakness detection** — 10% chance on ranged hit to increase critical hit chance by 50% for a short duration; 2% per point

T3

- **Slimy bullets** — 20% chance to slow down target by 40% on ranged hit; 8% per point
- **Charging in** — 20% chance on ranged hit to increase melee damage by 30%; 4% per point
- **Stun shot** — 20% chance to stun targets on ranged hit; 4% per point

T4

- **Focused accuracy** — 25% range damage after standing still for 3 sec; 5% per point
- **Amplified precision** — 40% critical hit damage; 8% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

The path adds attack speed, then damage and critical hits that build as you keep shooting. "Focused accuracy," in tier 4, gives +25% damage after 3 seconds without moving. Also raise your Fishing because its "Well-trained aim" talent adds up to 30% of your fishing to your ranged damage.

Leave for later: "Charging in," unless you also fight in melee.

FAQ

Which ranged weapon should I use?

Choose by rhythm: slow weapons hit hard, fast ones spray. In circle 2, look at the **Octarine Bow** and the **Galaxite Chakram**.

r/CoreKeeperGame
"Ranged weapons"

ACHIEVEMENT

Robin Hood 9%

Gained 100 skill points in range

Core Codex estimate
all platforms, November 2026

FAQ

How is Range experience earned?

Like melee: 2.5 points per shot that lands, multiplied by the weapon's cooldown. A shot with no damage gives nothing.

Steam forum
"how is ranged exp gained."

What to wear

Ranged physical damage, then critical hit chance. Distance already protects you, so your slots can go to damage.



Gold Crystal Ring. +17.3% ranged physical damage each: wear two. Crafted at the Jewelry Workbench.



Hunter set. In circle 2, the two pieces add +15% critical hit chance after 3 seconds without moving. It pairs with "Focused accuracy."

What to use

CIRCLE 1



Wood Bow, then **Iron Bow** or **Flintlock Musket**, the ranger set, a **Swift Feather** ("Gear," in "Crossing the Great Wall," Codex II).

CIRCLE 2



Octarine Bow or **Galaxite Chakram**, the hunter set, **Azeos' Dash Feather** ("Gear," in "Third Circle," Codex II).

CIRCLE 3



Scrap Minigun or **Phantom Spark**, the welder set ("Items to aim for," in "After Oblidra," Codex II).

What to eat



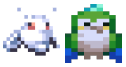
Cooked Pewpaya. +22.4% ranged physical damage, 10 min.



Keen Potion. +30% ranged damage, 1 min. Drink it as you engage.

To train on a target, see "Bonus training" in "Melee combat" (p. 17).

What pet to bring



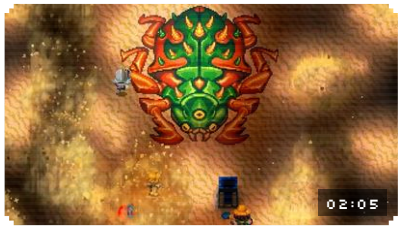
Pheromoth. Support pet: +12.6% physical range damage and +7% dodge at base. Its talents can add +3% physical range damage ("Plume Projectile") and +3% range attack speed ("Flock Together"). The **Owlux** draws from the same list.

What to avoid

Do not stand still at the wrong moment. Two of your best bonuses start after 3 seconds without moving. A boss attack ends them. Stop between its attacks, shoot, then move again.

A second trap hides among mortars. Only the **Grubzooka** is a pure ranged weapon; the others explode and break walls. Do not fire them in your base.

REPLAY



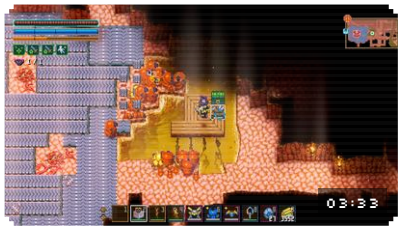
Offense first

Early ranged armor brings little defense, he explains, so he goes for offense: raw damage and ranged physical damage. He wears a full iron set, two Gold Crystal Rings, and a Swift Feather. His weapon is the Iron Bow.

In circle 1, put your jewelry slots into ranged damage. Keep the off-hand for a dash.

Dakon's Madhouse
YouTube · Ranged Build Progression Guide | Core Keeper 1.2

REPLAY



A brute for a target

He has captured a brute and shoots it without stopping. It takes the hits without dying, and the same spot works for Melee and Magic.

Range is earned like Melee: ≈ 2.5 points per second of continuous shooting.

Dakon's Madhouse
YouTube · A Guide to Power Leveling Skills | Core Keeper 1.3

MAGIC

Why take it

Magic hits harder than the other styles, but mana holds it back in circle 1. It opens up once your critical hits give mana back.

What it does

Magic raises your magic damage. Every magic attack uses mana, the blue bar under your health, from 4 per shot for the **Corrosion Staff** to 56 for the **Corrupted Meteor Staff**. The bar appears with your first staff. The **Simple Staff** comes out of wooden crates and chests. The skill is earned like Melee: ≈ 2.5 points per second of continuous attacking. Waiting for your mana slows your progress, so keep your pool full.

What to learn

T1

- **True sight** — 5% critical hit chance; 1% per point

T2

- **Mana channeling** — 50% mana cost recovered on critical hit; 10% per point
- **Arcane frenzy** — 50% magic damage for a short duration on critical hit; 10% per point

T3

- **The best offense** — 20% of magic barrier is added as magic damage; 4% per point
- **Mental defense** — 100% of additional max mana added as magic barrier; 20% per point
- **Arcane transfusion** — Recover 2.5% of your magic barrier as mana every sec; 0.5% per point

T4

- **Fully charged** — Up to 30% magic damage based on your remaining mana; 6% per point
- **Mana recharge** — 30% mana regeneration while casting; 6% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

The path turns critical hits into mana and damage. A critical hit gives back 50% of the shot's mana cost, then adds +50% magic damage for a short time. "The best offense" adds 20% of your magic barrier to your magic damage. From the Summoning tree, "Group effort" gives +10% magic damage per active minion.

Leave for later: "Fully charged" and "Mana recharge," in tier 4.

REPLAY



Already maxed

When the skill grind begins, his Range is already at 100. He raised it just by playing, without ever training it on its own.

Every shot that lands counts: the skill of your style rises on its own, boss after boss.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

FAQ

Why does mana exist?

It is the price of magic's damage. "Mana channeling" gives half of a shot's cost back on a critical hit. Regeneration gear fills the rest.

r/CoreKeeperGame
"I don't understand why mana exists"

ACHIEVEMENT

A Wizard Is Never Late — 4%

Gained 100 skill points in magic

Core Codex estimate
all platforms, November 2026

FAQ

Mana comes back too slowly.

Waiting for your mana also slows your Magic. The "Mana recharge" talent, the **Arcane Symbiote**, and the arcane monk set speed up its regeneration; keep a weapon that uses no mana in your bar ("What to avoid" in "Magic").

Steam forum
"Mana Delay"

What to wear

Mana regeneration first, magic barrier second. A fast staff empties a small pool in a few seconds. An empty pool means no damage at all. Mage armor has no armor points. It gives magic barrier, which takes damage before your HP.



Polished Glow Tulip Ring. +1.5 mana per second, on top of magic damage.



Blue Leather Tome. +1.5 mana per second, on top of magic damage.



Sorcerer Robe. +61 magic barrier on its own.

What to use

CIRCLE 1



Arcane Staff or **Fireball Staff**, the apprentice set, then soaring, a **Rift Lens** ("Gear," in "Crossing the Great Wall," Codex II).

CIRCLE 2



Scholar's Staff or **Sun Caller**, the sorcerer set ("Gear," in "Third Circle," Codex II).

CIRCLE 3



Chaos Staff or **Corrupted Meteor Staff**, the arcane monk set ("Items to aim for," in "After Oblidra," Codex II).

What to eat



Cooked Glow Tulip. +1.4 mana per second, 10 min. Your early dish.



Cooked Sunrice. +30% magic damage, 10 min. A crop of crystal ground, for later.



Arcane Potion. +30% magic damage, 1 min.

To train on a target, see "Bonus training" in "Melee combat" (p. 17).

What pet to bring



Arcane Symbiote. Support pet: a 28-point magic barrier and +11% mana regeneration while casting at base. Its talents can add +3% magic damage ("Arcane Beast") and +2 mana per second ("Mana Bowl"). The **Snugglygrade** fights in melee: 15% chance to give you mana.

What to avoid

A fast staff drains a small mana pool. Match your weapon's rate of fire to your mana regeneration: in circle 1, choose a slow staff. Keep a weapon that uses no mana on your action bar, or a few **Mana Potions**.

The **Sun Caller** has its own trap: its projectiles bounce and break blocks. Never fire it in your base.

REPLAY



A barrier worth 83 HP

His early chest piece is the Apprentice Robe, which drops from Glurch. It brings mana and magic barrier. With a Boundary Ring on top, his barrier reaches 83, which for him is as good as 83 extra HP this early.

Count your barrier as health. A mage with no barrier has no defense.

Dakon's Madhouse
YouTube · Magic Build Progression Guide | Core Keeper 1.2

REPLAY



Critical hits for mana

He gears up for critical hits, which give him mana back, and hits the target in a loop. Right on screen, his Magic gains a level.

Waiting for your mana slows your Magic, so keep your pool full.

Virrgoman
YouTube · [AR] Core Keeper Guía de XP rápida | Solo combate

SUMMONING

Why take it

A full style once you pair a tome with a scepter and keep every minion out. Your minions fight while you stay safe behind a shield.

What it does

You summon with a tome in hand. Its secondary use calls one minion; held down, it calls them all, or dismisses them all. Your attack points your minions at a target. Each minion locks part of your mana while it is out. Summoning raises your minions' damage. It gives 1 point per minion attack; the act of summoning gives nothing. The more minions you have out, and the more often they hit, the faster it rises.

What to learn

T1

- **Efficient binding** — -40% minion mana reservation cost. 8% per point

T2

- **Ferocious creatures** — 20% minion attack speed. 4% per point
- **Critical command** — 20% minion critical hit chance. 4% per point

T3

- **Trickle down arcana** — Minion damage is increased by 50% of your magic damage increase. 10% per point
- **Tough gang** — 75 magic barrier per active minion. 15 per point
- **Group effort** — 10% magic damage for every active minion. 2% per point

T4

- **Heartbound horde** — 0.5% minion attack speed for every 10 max health points you have. 0.1% per point
- **Power in numbers** — 5% range attack speed per active minion. 1% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

The path cuts the mana each minion locks by 40%, then adds +20% minion attack speed. With "Trickle down arcana," your minions gain 50% of your magic damage bonus. "Tough gang" gives +75 magic barrier per active minion: 525 with seven.

Leave for later: "Power in numbers," unless you also shoot.

REPLAY



Staff in hand

For Magic, the same idea as for range: a magic weapon, the button held on the brute, and experience comes with each attack.

Each magic attack that lands counts; your mana sets the pace.

Kane | Ukiyox Games
YouTube · How To Level Combat Skills FAST - Core Keeper Levelling Guide

FAQ

Do people play summoner?

Yes, with a scepter. The target it curses takes 40% more damage from your minions. Keep the maximum number out.

r/CoreKeeperGame
"Do people use summons/summoner build?"

ACHIEVEMENT

Stay Away From The Summoner! 5%

Gained 100 skill points in summoning

Legion Commander 6%

Had 8 or more active minions

Core Codex estimate
all platforms, November 2026

FAQ

My minions cost too much mana.

Each minion locks part of your mana. "Efficient binding," the first talent of the tree, reduces it by 40%. And only their attacks raise Summoning: summoning itself gives nothing.

Steam forum
"Summons Need Help"

What to wear

More minions first, then less mana locked. Each minion adds its damage. Each one also locks mana you cannot use.



Chieftain set. Two pieces give +2 max minions as early as circle 1.



Hourglass Ring. –18% mana locked by your minions.



Soul Medallion. One more minion.

What to use

CIRCLE 1



Tome of the Dark or **Tome of Breach**, then the **Runestone Scepter**, the witch doctor set, then chieftain.

CIRCLE 2



Tome of Sprouts or **Tome of the Deep**, then **Tome of Decay**, the corrupt warden or the scholar set.

CIRCLE 3



Pandoric Scepter, the desert guardian set, a **Minion Detonator** in the off-hand ("Items to aim for," in "After Oblidra," Codex II).

These pieces are in "Weapons" and "Armor," Codex IV.

What to eat



Cooked Lunacorn. +30% minion damage, 10 min. A crop of crystal ground.



Pact of Power Potion. +30% minion damage, 1 min.

To train on a target, see "Bonus training" in "Melee combat" (p. 17).

What pet to bring



Earie. +1 minion and +7.2% minion damage at base. Its talents serve your minions only: +12% attack speed, +8% damage, +15% against bosses, –5% mana locked.

What to avoid

Do not summon with a tome and no scepter. Every scepter curses the target it hits. Your minions deal 40% more damage to a cursed target. Hit the boss with the scepter first, then let them work.

If your mana is stuck near zero, your minions hold it. Dismiss them by holding the secondary use and the mana comes back.

REPLAY



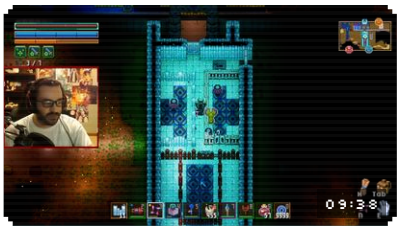
A shield for summoners

A raised shield stops you from attacking. That does not matter when your minions do the hitting. As a summoner, he keeps the shield up for the whole boss fight.

Put a shield in the off-hand of your summoning loadout and hold it up.

2ZPoint
YouTube · BEST Summoning Build (Mathematically) for every Minion type!

REPLAY



Minions and shurikens

He summons until his mana is empty, gets it back with critical shuriken hits, then summons again. The cycle keeps going, and his minions never stop hitting.

The more minions you have out, the faster Summoning rises.

AjilityPoints
YouTube · FASTEST SKILL BOOSTING METHOD (Core Keeper) 1.0

EXPLOSIONS

Why take it

A strong second style, a costly main one. Each explosive is used up and your own blasts hurt you.

What it does

Two families of explosives train Explosions. Bombs are placed on the ground and explode after a moment, or when hit. Grenades are thrown and bounce off walls; their secondary use is a charged throw. Bombs with more than 1,000 mining damage also open walls too hard for your pickaxe. The skill raises your explosion damage, up to +50% at level 100. Each enemy hurt by your explosion gives 1 point. With 2,006 points to reach 100, it is the fastest skill to raise.

What to learn

T1

1. **High Velocity Charge**
   50% explosion radius
   10% per point

T2

2. **Phantom Bombs**
   30% chance to not consume explosive items on use
   6% per point

Auto Salvage
30% chance for explosives to drop their components
6% per point

T3

3. **Composite Armor**
   80% reduced damage from explosions caused by you and your allies
   16% per point

Mana Blast
25% mana cost reduction for a short duration after detonating an explosion
5% per point

Adrenaline Rush
Gain 50% melee damage increase for a short duration after detonating an explosion
10% per point

T4

After Burn
50% burning damage
10% per point

Napalm
100% chance to spawn napalm from explosions
20% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

The path widens the blast by 50%, gives a 30% chance not to use up the explosive, then cuts the damage of your own explosions and your allies' by 80%. From the Mining tree, "Explosions engineer" adds +20% explosion damage.

Leave for later: "Mana Blast," unless you also cast spells.

FAQ

How do I throw a grenade?
A grenade is thrown where you aim and bounces off walls. Its secondary use, on the "use" button, is a charged throw. Bombs are placed on the ground.

r/CoreKeeperGame
"Grenades??"

ACHIEVEMENT

Explosion Mastery 3%

Gained 100 skill points in explosions

Core Codex estimate
all platforms, November 2026

FAQ

My explosives hurt me and my friends.
Each explosive you throw hurts you too. The "Composite Armor" talent reduces the damage of your explosions and those of your allies by 80%.

Steam forum
"Explosive skill discussion."

What to wear

Explosion radius, then protection from your own blasts. A wider blast catches the whole group. It also reaches you.



Blast set. Three pieces give +31% explosion radius. Each piece also reduces the damage of your own explosions.

What to use

CIRCLE 1



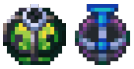
Grenade, **Bomb**, and **Stun Grenade**, crafted at the **Alchemy Table**.

CIRCLE 2



Large Bomb, still crafted at the Alchemy Table, then **Proximity Bomb** and **Fire Grenade**, crafted at the **Laboratory Table**.

CIRCLE 3



Sulfur Bomb, then **Void Bomb**, with the sulfossil and inventor sets ("Items to aim for," in "After Oblidra," Codex II).

What to eat

Among crops, none names explosion damage. Eat for defense.



Cooked Carrock. +23 armor, 10 min.

What pet to bring



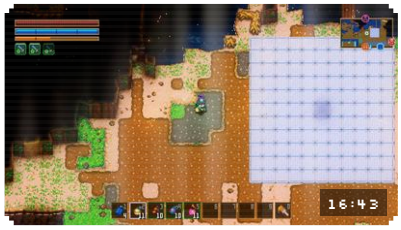
A fighter. No pet talent touches explosions. Take a pet that adds its own damage: against bosses, the **Prince Slime** has +30%.

What to avoid

Watch out for your own explosions. They hurt you, though their damage and knockback are reduced for you. In his tests, Dakon stacks more than 100% reduction from talent and gear, but the reduction stops around 90%. Throw, then step out of the blast. Never fight with explosives near your base.

An explosive that opens a wall without hitting an enemy gives no points.

REPLAY



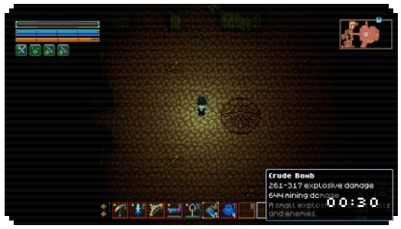
Stun, then burn

He opens with a stun grenade. The stun lasts only two or three seconds, but that is enough. The fire grenade follows, and the group stays stuck in the napalm.

Throw the fire grenade right after the stun grenade, not before.

Dakon's Madhouse
YouTube · Beginner's Guide to Explosives | Core Keeper 1.2

REPLAY



Bombs in the Hive

He spams cheap bombs on the Hive Mother's larvae. What counts is the number of enemies hit, not the damage.

Each enemy hurt by your explosion gives 1 point; a wall that blows up gives nothing.

GDP Duncan
YouTube · How to LEVEL up EXPLOSIVE Skill FAST - Core Keeper

MINING

Why take it

Mining rises on its own as you explore. Put its first points in early because an empty tree is the usual cause of slow digging.

What it does

Mining adds 1 **mining damage** per level. With the same pickaxe, you open harder walls. Each pickaxe hit on a wall gives 1 point, if it deals at least 12 damage. The skill counts hits, not walls. It rises with every tunnel to a new biome, so change pickaxes with each metal ("One pickaxe per biome," in "First Circle," Codex II).

What to learn

T1

Efficient excavation
10% mining damage
2% per point

T2

Meticulous miner
15% chance to gain an additional ore from walls containing ores
3% per point

Self-mending alloy
Gain 10 durability on your tool, when breaking walls containing ores
2 per point

T3

Miner's strength
10% of mining damage added as melee damage
2% per point

Mine, mine, mine!
15% mining speed
3% per point

Explosions engineer
20% explosion damage
4% per point

T4

Pick and run!
20% movement speed boost for a short duration after mining a wall
4% per point

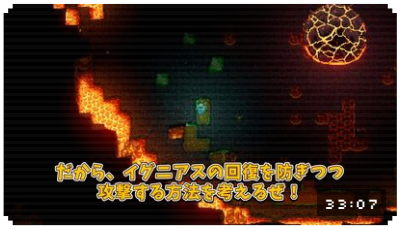
Archaeologist
1% chance to drop a valuable item from any mined wall
0.2% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

"Efficient excavation" gives +10% mining damage, then "Meticulous miner" brings extra ore. "Self-mending alloy" is the other choice. It repairs your pickaxe with each ore wall you break. In melee, "Miner's strength" adds up to 10% of your mining damage to your damage.

Leave for later: "Archaeologist," a 1% chance of a valuable per wall.

REPLAY



Maxed
After fighting Igneous over and over, his Explosions are maxed: explosion damage goes up to +50%.

At level 100, Explosions give +50% explosion damage.

ホニのやりこみゲームCH
YouTube · [JP] 武器防具ペット縛りのハードな地下世界で全ボス討伐！

ACHIEVEMENT

Diggy Diggy Hole 9%

Gained 100 skill points in mining

Core Codex estimate
all platforms, November 2026

FAQ

I gain more Mining with bare hands than with a pickaxe: is that normal?
Yes. Mining counts hits, not walls: 1 point per hit that deals at least 12 damage. A wall broken in two hits gives 2 points; in twenty hits, 20.

Steam forum
"Make Mining Great Again"

FAQ

What Mining level do I need to break a wall?
Your mining damage is what counts. A pickaxe only dents a wall if its damage is higher than the wall's hardness ("One pickaxe per biome," in "First Circle," Codex II). Each level of Mining adds 1.

Steam forum
"What mining level do you need for waypoints?"

What to wear

Mining damage. A pickaxe only dents a wall if its damage is higher than the wall's hardness.



Tower Shell Necklace. +188 mining damage. Hit the giant shell of the Shimmering Frontier to get it.



Miner's set. Each piece adds mining damage. Three pieces: +16% movement speed for a short time after you mine a wall.



Morpha's Bubble Backpack. +12% mining damage. Drops from Morpha.



Stormbringer. It does not wear out: for a dedicated session, hit the walls within reach with it.

What to use

CIRCLE 1



Wood Pickaxe (+15 mining damage), **Copper Pickaxe** (+42), **Tin Pickaxe** (+83), then **Iron Pickaxe** (+180), each crafted at the workbench of its metal.

CIRCLE 2



Scarlet Pickaxe (+289), **Octarine Pickaxe** (+417), **Galaxite Pickaxe** (+576), then **Solarite Pickaxe** (+735).

CIRCLE 3



The Passage walls need more than 1,600 mining damage. The **Solarite Pickaxe** (+735) and the **Tower Shell Necklace** (+188) are not enough together: stack every mining bonus, or use sulfur bombs ("Passage," Codex II).

What to eat



Cooked Orex Truffle. +12% mining speed and +7% mining damage, 10 min.



Cave Crunch. +50 mining damage, 10 min. Sold by the Vending Machine of the Forlorn Metropolis.

What to avoid

Some hits do not count. Dug ground, walls you blow up, and the walls of the Great Wall give no points.

REPLAY



Mining to hit harder

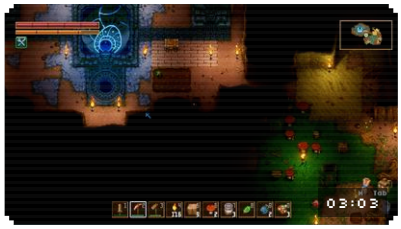
Before the last bosses, he does not raise his Melee but his Mining because a talent in the tree pours mining damage into melee hits, and the Stormbringer benefits.

"Miner's strength" adds up to 10% of your mining damage to your melee hits.

ゆるめのまりさ

YouTube · [JP] 広大な地下世界で全ボスを討伐する。【Core Keeper】

REPLAY



Miner by trade

Having started with the Miner background, he keeps digging to push his Mining, with one goal in mind: get everything to 100.

Each pickaxe hit that deals at least 12 damage to a wall gives 1 point: Mining rises with every tunnel.

Adrian

YouTube · I 100%'d Core Keeper, It Was Insane.

RUNNING

Why take it

Running takes care of itself. Spend its points for food at first, then for combat.

What it does

Running raises your movement speed. It gives ≈ 1 point per tile walked and rises on its own, with every trip on foot. Only your steps count. From 0 to 100 takes ≈ 500,000 tiles. To push it, lay out a clear loop, with no enemies and no dangerous ground.

What to learn

T1

1. **Endurance runner**
   25% less food drained when running
   5% per point

T2

- **Balanced stance**
  25% dodge chance after standing still for 3 sec
  5% per point

2. **Gotta go fast!**
   10% movement speed after running consistently for a short duration
   2% per point

T3

- **On your toes**
  20% movement speed boost for a short duration after dodging an attack
  4% per point
- **Escape artist**
  Snare and stun durations reduced by 50%
  10% per point
- **Keeping tempo**
  15% damage after consistently running for a short duration
  3% per point

T4

- **Encumbering presence**
  Any nearby enemies movement speed is reduced by 20%
  4% per point
- **Breaking barriers**
  30% armor of current movement speed increase
  6% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

"Endurance runner" opens the tree: 25% less food used when you run. For combat, aim for "Keeping tempo," +15% damage after running without stopping, useful for every style. "Escape artist" halves the duration of snares and stuns.

Leave for later: "Encumbering presence," in tier 4.

ACHIEVEMENT

Float like a butterfly... 10%

Gained 100 skill points in running

Core Codex estimate
all platforms, November 2026

FAQ

Running takes forever to level.

It takes ≈ 500,000 tiles to get it to 100, at ≈ 1 point per tile walked. Minecarts, boats, mounts, dashes, and conveyor belts do not count: only your steps do.

Steam forum
"fix the damn running devs wake up"

FAQ

My Running stopped rising, even though I dig everywhere.

Digging does not count. Only walking gives points, ≈ 1 point per tile. Lay out a clear loop to push it.

Steam forum
"Running Skill Bug"

What to use

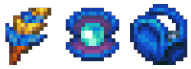
Gear that adds movement speed, circle by circle.

CIRCLE 1



Explorer Backpack (+4.3% movement speed, Tin Workbench) and **Swift Ring** (+6.9%, Jewelry Workbench).

CIRCLE 2



Azeos' Dash Feather (+4.6%), **Pearl Lantern** (+7%, Octarine Workbench), **Morpha's Bubble Backpack** (+4.7%).

CIRCLE 3



Pandorium Pants (+13.6%). Three pieces of the pandorium set add +14.3% more.

What to eat



Cooked Bomb Pepper. +21% speed, 1 min. Raw, it hurts you.

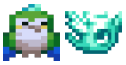


Golden Bloat Oat, in a dish. –10% hunger while running, 10 min.



Cave Coffee. +23.1% movement speed, 20 s. Sold by the Vending Machine of the Forlorn Metropolis.

What pet to bring

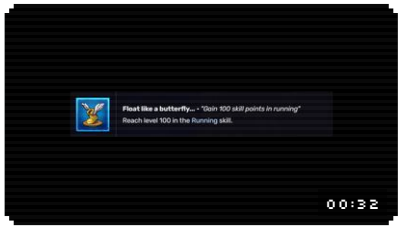


Owlux. +7.6% speed at base. Its talent "Avian Run" adds +5% movement speed. The **Arcane Symbiote** can draw it too.

What to avoid

Riding gives no points. The **Minecart**, the boat, the mount, dashes, and the **Conveyor Belt** give nothing. The minecart only saves you food.

REPLAY



Running in the background

In his tour of the achievements, he does not linger. Running rises as you walk, and most players max it without even thinking, through all their back-and-forth trips.

Only your steps count: Running rises on its own, with every trip on foot.

AbelB
YouTube · Core Keeper 1.0 How to get All Achievements

REPLAY



Running against the clock

With his talents reset, he shows that his 10% movement speed comes from Running alone, before comparing mounts and running on a 100-tile track.

Running raises your movement speed, and only walking makes it rise.

Dakon's Madhouse
YouTube · Everything I Know About Mounts | Core Keeper 1.3

VITALITY

Why take it

Take "Maxed out!" first. Every level of every skill then adds to your max HP.

What it does

Vitality raises your max HP. It only counts enemies killed. Each one gives as many points as its max HP, 1,000 at most. So it rises with your combat skill, fight after fight. Aim for ≈ 40 before Malugaz. A main combat skill between 70 and 100, Vitality included, is the target for Urschleim and Nimruza.

What to learn

T1



Maxed out!
30% of all skill points added to max health
6% per point

T2



Strong and healthy
10% damage while at max health
2% per point



Desperate fighter
20% damage while at low health
4% per point

T3



Stayin' alive
Gain 1 health every sec while below half max health
0.2 per point



Healing potency
30% more healing from health over time regeneration
6% per point



Lingering potions
Healing potions also heal for 30% of health gained from the potion over time
6% per point

T4



Protection of the Ancients
15% reduced damage taken from bosses
3% per point



Cheat death
10% chance to restore a bit of health instead of dying when taking lethal damage
2% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

"Maxed out!" adds up to 30% of the total of your skill levels to your max HP, or +180 HP with twelve skills at 50. In tier 4, "Protection of the Ancients" reduces damage taken from bosses by 15%. "Cheat death," in the same tier, gives a 2 to 10% chance, depending on its points, to survive a fatal hit with a little health.

Leave for later:  "Cheat death," whose chance stays low.

ACHIEVEMENT

Health Conscious 9%

Gained 100 skill points in vitality

Core Codex estimate
all platforms, November 2026

FAQ

Is raising every skill to 100 worth it?

For your HP, yes: "Maxed out!" adds up to 30% of the total of your skill levels to your max HP, or +180 HP with twelve skills at 50.

Steam forum
"Anyone got all 100lvl skills and says its worth the accomplishment?"

FAQ

How do I raise my max HP?

Through Vitality, which only counts enemies killed. Each one gives as many points as its max HP, 1,000 at most. At the **Materializer**, choose an enemy with at least 1,000 HP.

Steam forum
"Max health upgrades"

What to use

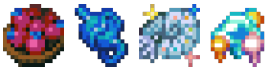
Outside the skill, ten items raise your max HP for good, once per character ("Permanent max HP," in "Crops and Dishes," Codex IV). Eight of them are found in the world.

CIRCLE 1



Giant Mushroom (+25, raw or cooked, in the Undergrounds) and **Amber Larva** (+50, in the Forgotten Ruins and some Larva Hive chests).

CIRCLE 2



Paradise Fruit Basket (+50, Azeos' Wilderness), **Atlantean Worm Heart** (+100), **Starlight Nautilus** (+100, fished in lava), **Splendid Amalgam** (+40, Molten Quarry).

CIRCLE 3



Giant Mitochondrion (+100, from Urschleim) and **Oblidra's Heart** (+70, from Oblidra).

What to eat



Cooked Heart Berry. +25 max HP, 10 min.



Golden Heart Berry, in a dish. +50 max HP, 10 min.



Glazed Heart Berry. +65 max HP, 10 min. Sold by the Vending Machine of the Forlorn Metropolis.

What to avoid

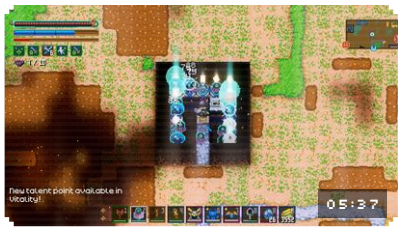
A target that never dies is a waste of time. Hits give Vitality nothing: only kills count.

TIP

Bonus training

The brute on its island gives Vitality nothing because nothing dies there. At the **Materializer**, choose the figurine of an enemy with at least 1,000 HP, like the **Blue Slime Figurine**. Each clone killed gives the maximum.

REPLAY



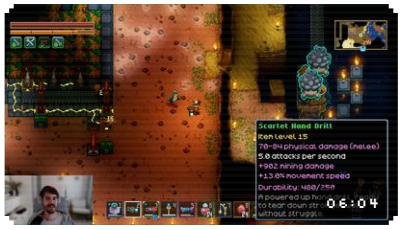
Slimes that come back

His Materializers run with blue slime figurines. Each slime respawns as soon as it dies. His minions kill them, so Summoning and Vitality rise at the same time.

Choose the figurine of an enemy with at least 1,000 HP: each clone killed gives the maximum.

Dakon's Madhouse
YouTube · A Guide to Power Leveling Skills | Core Keeper 1.3

REPLAY



A stop at the farm

Now and then he goes back through his monster farm and clears it all. Vitality climbs, and his combat skill with it.

Vitality only counts enemies killed, so it rises with your combat skill.

Rascally Rasmus
YouTube · Core Keeper: Even More Things I Wish I Knew

CRAFTING

Why take it

Slow to raise but worth it for the armor. Its talents save your gear and polish your jewelry.

What it does

Crafting raises your armor, up to +50% at level 100. It counts each craft, whatever the number of items made. A craft that gives 2 bridges counts once, and 10 crafts started at once count for 10. The more the ingredients are worth, the more it gives. A cheap item made from a resource that renews itself works best. At 2 points per wood bridge, count ≈ 15,000 crafts from 0 to 100.

What to learn

T1



Base builder
30% chance to gain an extra item when crafting any wall, floor, bridge or fence
6% per point

T2



The right tools in the right hands
20% chance to not lose durability when using tools and weapons
4% per point



High quality equipment
20% chance to not lose durability on equipment when taking damage
4% per point

T3



Alchemist
20% chance to gain an extra item when crafting any item at the alchemy, laboratory or distillery tables
4% per point



Industry specialist
5 extra items gained when crafting rails, wires or conveyor belts.
1 per point



Blacksmith
Crafting items at the anvil and repairing items costs 25% less materials
5% per point

T4



Jewelry crafter
50% chance to gain a polished version of any item crafted at the jewelry workbench
10% per point



Unbreakable
30% armor while at low health
6% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

"Base builder" opens the tree. "The right tools in the right hands" and "High quality equipment" spare your gear. "Jewelry crafter" gives up to a 50% chance that a piece of jewelry comes out polished. Raise it before the jewelry of the third circle.

Leave for later:  "Jewelry crafter," until you craft the jewelry you will keep.

ACHIEVEMENT

Crafty Explorer 8%

Gained 100 skill points in crafting

Core Codex estimate
all platforms, November 2026

FAQ

Do I need to keep all my old workbenches?
No. Once you craft a higher workbench, a button on the left of the crafting menu scrolls through the recipes of all the earlier workbenches ("Workshop" in "Build" (p. 47)).

Steam forum
"Crafting upgrades"

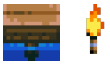
FAQ

Can I craft from my chests?
Yes. Workbenches, anvils, and the cooking pot take ingredients straight from chests within 10 tiles ("Storage" in "Build" (p. 47)).

Steam forum
"Crafting from storage chests."

What helps

A resource that never runs out. With a wood farm (“Endless wood” in “Food” (p. 66)), you can craft in a row without a trip.



Cheap crafts. Wood Bridge, Stone Bridge, or Torch: start ten at once, they count for ten.



Jewelry Workbench. Where “Jewelry crafter” applies: up to a 50% chance of a polished piece.

What to use

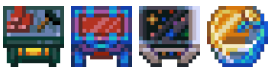
Each workbench is crafted at the one before it.

CIRCLE 1



Basic Workbench, **Copper Workbench**, **Tin Workbench**, then **Iron Workbench**, which crafts the Jewelry Workbench.

CIRCLE 2



Scarlet Workbench, **Octarine Workbench**, **Galaxite Workbench**, then **Solarite Workbench**.

CIRCLE 3



The **Rift Statue**, in the Passage, crafts the pandorium pieces.

What to avoid

Count crafts, not items. A recipe that gives two items is still one craft, so choose the cheapest recipe over the one that gives the most.

REPLAY



Bridges in a row

His advice: mass-craft whatever costs least. Stone bridges do the job, and with Ctrl held down, he starts ten at once.

Ten crafts started at once count for ten, so choose the cheapest item.

Rascally Rasmus
YouTube · Core Keeper: 8 More Things I Wish I Knew

REPLAY



No wiki for him

He spends hours on the wiki looking for the best recipe, then gives up: too complicated. He mines stone and crafts bridges by the shovelful until level 100.

A resource that renews itself and a cheap item are enough: ≈ 15,000 wood bridges take you to 100.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

GARDENING

Why take it

The most common skill at 100, because a big field does the work. Its first talent ends the seed shortage.

What it does

Gardening raises your chance of an extra harvest: +0.4% per level, 40% at level 100. Only the mature plant you harvest yourself counts, 1 point each. Start with your first garden, then grow your field. With sprinklers and a wide hoe, 240 plants give you 240 points at each harvest. Forty-two harvests of such a field, cooked, are enough to raise Gardening and Cooking to 100.

What to learn

T1



Grateful gardener
25% chance to gain a seed when harvesting plants
5% per point

T2



Eat your vegetables!
25% food when eating plants or cooked food made out of plants
5% per point



Feast for the eyes
5 food gained when harvesting plants
1 per point

T3



Thorny weapons
25% critical hit damage
5% per point



Thorny skin
50 thorns damage
10 per point



Poison coated weapons
15% chance to apply poison on hit, which reduces enemy healing received by 75%
3% per point

T4



Expert gardener
15% chance that plants planted by you become golden
3% per point



Potent poison
25% damage against poisoned targets
5% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

A harvest already gives back its seed 75% of the time; each point of "Grateful gardener" adds 5%. "Expert gardener" turns up to 15% of your plants into gold. Take it for the length of your big harvests. For combat, "Thorny weapons" gives +25% critical damage.

Leave for later:  "Expert gardener," until your first big field.

ACHIEVEMENT

Nature Nurturer 14%

Gained 100 skill points in gardening

Core Codex estimate
all platforms, November 2026

FAQ

600 plants harvested and my Gardening no longer moves.

Only the mature plant you harvest yourself counts, 1 point each. Planting and watering give nothing, and a **Robot Farm Arm** gives neither experience nor seeds.

Steam forum
"Farming skill not progressing"

FAQ

Does "Grateful gardener" work?

Yes. A harvest already gives back its seed 75% of the time, and each point of the talent adds 5%. With 5 points, the seed comes back every time.

Steam forum
"Does the First Skill in the Gardening Skill Tree work?"

What helps

Wider tools. One use then tills, waters, or harvests a whole area.



Sprinkler. Waters the 5 × 5 square around it nonstop, with no water and no power. Crafted at the Automation Table.



Watering cans. Watering Can: 1 × 1, 20 waterings per fill. Large Watering Can: 2 × 2, 60 waterings.

What to use

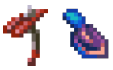
A hoe tills a wider square with each metal. Hit a ripe field with it to harvest the whole area.

CIRCLE 1



Wooden Hoe (1 × 1 tile), **Copper Hoe** (2 × 2), **Tin Hoe** (3 × 3), then **Iron Hoe** (4 × 4).

CIRCLE 2



Scarlet Hoe (5 × 5) and the **Octarine Garden Trowel**, which sows 5 × 5 tiles at once.

What to eat



Kelp Dumpling. Eaten as it is: +15% harvest, 10 min.

What to avoid

Some farm work gives no points. Planting, watering, picking mushrooms, and chopping wood give nothing. A **Robot Farm Arm** gives neither experience nor seeds.

REPLAY



A hoe for big fields

With an upgraded hoe, he harvests a whole stretch of watered field in one swing. Each plant picked goes straight into Gardening.

Only the mature plant you harvest yourself counts, so grow your field.

IcOn Gaming
YouTube · EASY FARMING & GARDENING Guide - CORE KEEPER Tutorial

REPLAY



Plant, harvest, cook, fish

His loop: plant, harvest, throw everything into the cooking pot, go fishing while it grows, start again. Gardening and Cooking, which started ahead, are the first to fall.

Forty-two harvests of a 240-plant field, cooked, raise Gardening and Cooking to 100.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

FISHING

Why take it

Slow and steady, one point per catch. It pays twice if you shoot, since your fishing feeds your ranged damage.

What it does

Fishing adds 1 **fishing power** per level, to catch the fish of harder waters. Each catch is worth 1 point, whatever the fish, the item, or the rod. Fish from your first rod on, in every biome. To raise Fishing faster, cut the wait between two bites. Aim for **fishing spots**, the patches of bubbling water, where fish bite faster. A grenade that explodes in water also counts as a catch.

What to learn

T1



Improved bait
Fish (and other things) bite 25% faster
5% per point

T2



Fisherman's luck
20% chance to get a fish on the hook
4% per point



Angler's advantage
10% chance for higher rarity fish to bite
2% per point

T3



Studied patterns
10% dodge chance
2% per point



Steady feet
50% reduced impact of slippery movement
10% per point



Secure lures
25% chance lure will not be consumed when catching a fish
5% per point

T4



Well-trained aim
30% of fishing added as range damage
6% per point



Power of Omega-3!
15% damage against bosses after eating fish or cooked food made out of fish
3% per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

With "Improved bait," fish bite 25% faster. Two talents of tier 4 serve combat. "Well-trained aim" adds up to 30% of your fishing to your ranged damage; "Power of Omega-3!" adds up to 15% damage against bosses after a fish dish.

Leave for later:  "Steady feet," until a boss makes the ground slippery.

ACHIEVEMENT

Completely Hooked 9%

Gained 100 skill points in fishing

Core Codex estimate
all platforms, November 2026

FAQ

What is fishing power for?
To fish harder waters. Fishing adds 1 per level. The fish of each water are in "Waters and their fish," in "Fish," Codex IV.

Steam forum
"Fishing Power"

FAQ

Where did the fishing minigame go?
Fishing works without a minigame. You press at the right moment. The "Legacy fishing minigame" setting brings back the old system.

Steam forum
"Fishing minigame gone?"

What helps

Faster bites. Every catch gives the same point, so the wait is what you can shorten.



Fishing Workbench. Crafted at the Tin Workbench. It makes the lures.



Spicy Lure. Fish bite 9% faster.



Sticky Lure. +11% chance to catch two fish.

What to use

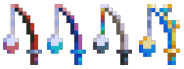
Each water asks for a minimum fishing power. Rods do not wear out and cannot be upgraded.

CIRCLE 1



Wood Fishing Rod (+21 fishing), **Tin Fishing Rod** (+74), then **Iron Fishing Rod** (+126). The waters ask for 20 to 100.

CIRCLE 2



Scarlet Fishing Rod (+169), **Octarine Fishing Rod** (+202), **Galaxite Fishing Rod** (+246), then **Solarite Fishing Rod** (+287). The waters ask for 140 to 260.

CIRCLE 3



The **Solarite Fishing Rod** still serves in the stagnant water of the Passage.

What to eat



Cooked Astral Jelly. +63 fishing power, 10 min. A fish of Azeos' Wilderness.



Kelp Dumpling. Eaten as it is: +15% chance of a double catch, 10 min.

What to avoid

Do not wait at a water too hard for your rod. When nothing bites, craft the rod of the next metal.

REPLAY



Where it bubbles

They cast the line right where the bubbles rise. Every water can be fished, but that is where they bite.

Aim for fishing spots: fish bite faster there.

Jade PG CRAFTED
YouTube · Don't Make These Mistakes In Core Keeper

REPLAY



The chore

While the crops grow and the dishes cook, he goes back to his desert oasis, line in the water. It is the skill he dreaded most, and he spends hours on it.

Each catch is worth 1 point, so start fishing with your first rod.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

COOKING

Why take it

Cook everything you grow, because each dish is a point. One of its talents gives +20% damage to every style.

What it does

Cooking raises your chance of getting an extra dish. It gives 1 point per dish you take out of the **Cooking Pot** yourself, whatever the dish. In multiplayer the point goes to the player who takes the dish. Run several cooking pots with your most common crops and prepare your boss food. With an automatic kitchen, take a few dishes out by hand because only those count.

What to learn

T1

Utilizing every nutrient
25% food from cooked food
5% per point

T2

Not so picky
Well fed buffs are gained at 25% lower food
5% per point

Healthy diet
Well fed buffs are 100% stronger
20% per point

T3

Fast food
5% melee attack speed when eating cooked food
1% per point

Long-lasting food
30% longer cooked food buff durations
6% per point

The smell of food
20% damage dealt by you and all nearby allies
4% per point

T4

Master chef
25% chance for additional food gained from cooking to be rare
5% per point

Sharing is caring
0.5 health every sec to you and all nearby allies
0.1 per point

T = tier. Values at 5 points (in color); 5 points at most per talent. Numbered: first points, in order. Dashed: next.

"Utilizing every nutrient" opens the tree. "The smell of food" adds 20% damage for you and nearby allies, whatever your style. "Master chef" gives up to a 25% chance that the extra portion is rare. Take it while you cook your boss food.

Leave for later: "Master chef," until the day you cook boss food.

ACHIEVEMENT

Cheese it! 8%

Gained 100 skill points in cooking

Core Codex estimate
all platforms, November 2026

FAQ

How do I get rare dishes?

A golden ingredient is the simplest way to get the rare dish ("Crops and Dishes," Codex IV). The "Master chef" talent adds up to a 25% chance that the extra portion is rare.

Steam forum
"How can I make 'rare food or higher'?"

FAQ

Are the Cooking talents worth anything?

"The smell of food" adds 20% damage for you and nearby allies, whatever your style. It is one of the talents that serve everyone ("Talents outside their tree" (p. 40)).

Steam forum
"Skills are bad – Cooking edition"

What helps

More pots and golden ingredients.



Cooking Pot. Crafted at the Basic Workbench. It cooks two ingredients in 10 seconds: place several.



A golden crop. It makes any dish rare. A rare dish is 25% stronger.

What to use

What goes into the pot, circle by circle ("Three dishes for circle 1" in "Food" (p. 63)).

CIRCLE 1



Heart Berry with **Bomb Pepper** for every day: max HP and speed. A **Yellow Blister Head** dish against slime, a **Green Blister Head** dish against acid.

CIRCLE 2



The crop of your style: **Pinegrapple** for melee, **Pewpaya** for range, **Sunrice** for magic, **Lunacorn** for minions.

CIRCLE 3

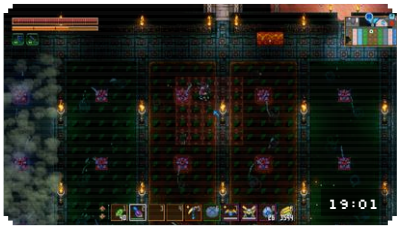


Golden dishes for bosses: **Golden Puffungi** with **Marbled Meat** gives less damage from bosses and more against them.

What to avoid

Do not let a machine empty the pot. A **Robot Arm** that takes the dish out gives you nothing.

REPLAY



Everything into the pot

All his harvests go to the kitchen, useful or not, in as many cooking pots as possible at once.

Only the dishes you take out yourself count, so add more cooking pots.

Dakon's Madhouse
YouTube · A Guide to Power Leveling Skills | Core Keeper 1.3

REPLAY



A hundred recipes on the way

Harvests and fish all end up in the cooking pot. On the way, he unlocks his hundred different recipes.

Each dish taken out of the cooking pot is worth 1 point, whatever it is.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

TALENTS OUTSIDE THEIR TREE

About twenty talents boost an activity other than their tree's. A warrior gains from Mining and Gardening, a shooter from Fishing, a mage from Summoning. Almost all of them are in tiers 3 and 4. The table groups them by the style they serve.

TALENT	TREE	EFFECT AT 5 POINTS
Every style		
Maxed out!	Vitality	+30% of the total of your skill levels in max HP
Keeping tempo	Running	+15% damage after running without stopping
Breaking barriers	Running	armor equal to 30% of your movement speed bonus
Thorny weapons	Gardening	+25% critical damage
Poison coated weapons	Gardening	15% chance per hit to poison the target (healing received −75%)
Potent poison	Gardening	+25% damage against a poisoned target
Studied patterns	Fishing	+10% dodge
Power of Omega-3!	Fishing	+15% damage against bosses after a fish dish
The smell of food	Cooking	+20% damage for you and nearby allies
Melee		
Miner's strength	Mining	10% of your mining damage added to your melee damage
Charging in	Range combat	20% chance, with each shot, of +30% melee damage
Fast food	Cooking	+5% melee attack speed after a cooked dish
Adrenaline Rush	Explosions	+50% melee damage for a short time after an explosion
Range		
Taking a step back	Melee combat	20% chance, with each melee hit, of +30% ranged damage
Well-trained aim	Fishing	30% of your fishing added to your ranged damage
Power in numbers	Summoning	+5% ranged attack speed per active minion
Magic		
Group effort	Summoning	+10% magic damage per active minion
Mana Blast	Explosions	−25% mana cost for a short time after an explosion
Minions		
Trickle down arcana	Summoning	your minions gain 50% of your magic damage bonus
Explosions		
Explosions engineer	Mining	+20% explosion damage

REPLAY



Talents for every style
Going through his talent trees, he stops at Gardening: two talents he takes every time, whatever the style.

Take "Thorny weapons" (+25% critical damage), "The smell of food" (+20%), "Keeping tempo," and, against bosses, "Power of Omega-3!"

AHOTNEG
YouTube · [RU] Показываю как пройти CORE KEEPER за ЛУЧНИКА

YOUR CHARACTER

PETS

Eggs, roles, talents, treats

A pet fights at your side or boosts you. Hatch it, pick the one for your style, then raise it.

FROM EGG TO PET

Hatch the first egg you find, then look for the pet of your style. Any pet helps. It has no health bar, and it follows you when you teleport.

A pet is born from an egg.

1. Place the egg in a powered **Egg Incubator**.
2. Wait 30 minutes.
3. Hold the cracked egg and use it.
4. Put the pet in the pet slot of your equipment. Only one comes with you at a time.

A pet that stays home needs a piece of furniture made for it, like the **Pet Bed**, crafted at the **Loom**.

The first four eggs in the table are found in circle 1. The next five hatch the pets that the spreads of "Skills" (p. 14) recommend for each style.

EGG	WHERE TO FIND IT
Loyal Egg	X-marked dig spots, dug with a shovel
Oozy Egg	on Glurch
Curious Egg	375 coins at the **Bearded Merchant**
Pest Egg	on the Electro-Pests of the Ruins
Lively Egg (Owlux)	crates and pottery
Fuzzy Egg (Pheromoth)	infected cavelings and large mold vessels, in Azeos' Wilderness
Arcane Egg (Arcane Symbiote)	locked scarlet chests, Floracadas, temple chests
Nocturnal Egg (Earie)	ancient crates, iron chests, hive growths
Oozy Royal Egg (Prince Slime)	on King Slime, with every win

Every other egg and where to find it are in "Animals," Codex IV.

Each pet has one of three roles. A melee or a range pet attacks on its own. A support pet does not attack: its talents work on you. Each card shows the egg, then the pet that hatches from it.

FROM THE STUDIO

Pets off duty

For a long time, a pet you were not using waited in a chest, and players kept asking to let it roam. Version 1.1.2 answered with four paintable beds, the **Pet Bed**, the **Naptree Nook**, the **Woof Cabin**, and the **Perch Pole**. Settle a pet in one and it wanders around your base.

Pugstorm
Steam, May 14, 2025

ACHIEVEMENT

I want 'em all! 6%

Stored all color variations of one pet type in a chest

One of each color

Every species hatches in several colors, a surprise you only see when the egg cracks. Since version 1.3, the **Arcane Symbiote** and the **Electro-Pet** have their colors too. Collectors keep one of each in a chest.

Core Codex estimate
all platforms, November 2026

FAQ

Is it okay to keep my first pet?

Yes. The most upvoted answer asks why it would not be. Players keep the pet that fits their build, from an **Owlux** stacking "Triple Trouble" to an **Earie** for summoning and magic.

r/CoreKeeperGame
"Is it okay that I'm still using the first pet i ever got?"

Melee pets bite



Subterrier. From the Loyal Egg.



Jr. Orange Slime. From the Oozy Egg.



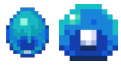
Electro-Pet. From the Pest Egg.



Cattiva. From the Lazy Egg.



Snugglygrade. From the Squishy Egg.



Jr. Blue Slime. From the Oozy Slippery Egg.



Jr. Purple Slime. From the Oozy Poison Egg.

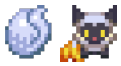


Jr. Lava Slime. From the Oozy Lava Egg.



Prince Slime. From the Oozy Royal Egg.

Range pets shoot



Embertail. From the Curious Egg.



Fanhare. From the Nimble Egg.

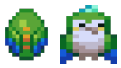


Hoppet. From the Hoppy Egg.



Azeos Jr. From the Glimmering Egg.

Support pets boost you



Owlux. From the Lively Egg.



Arcane Symbiote. From the Arcane Egg.



Earie. From the Nocturnal Egg.



Pheromoth. From the Fuzzy Egg.

TIP

When it does not work

If the egg does not hatch, the incubator needs power. Wire it to a generator, or place a lever against it. Then wait the full 30 minutes. The cracked egg does nothing in a chest: hold it and use it.

FAQ

Which pet is best?

The one that serves your damage type. A support pet like the Owlux gives its bonuses to you; a fighter adds its own hits.

r/CoreKeeperGame
"Which pet is best pet?"

TALENTS AND TREATS

Read a pet's talents before you feed it a single treat. They are drawn at random when it hatches, and they never change.

Each pet gets 9 talents from its species' list, and the same talent can come up several times. It earns 5 points, one at levels 2, 4, 6, 8, and 10. The first three talents are open at once, talents 4 to 6 after one point spent, talents 7 to 9 after two.

ROW 1 open from the start	1	2	3
ROW 2 after 1 point spent	4	5	6
ROW 3 after 2 points spent	7	8	9

9 talents
drawn at hatching from the species' list; duplicates possible; they never change.

5 points
one at levels 2, 4, 6, 8, and 10.

1 point per talent
a point unlocks the talent at full value.

Reset
200 ancient coins: the points come back, the talents stay.

Two pets of the same species can therefore be far apart. Hatch several eggs of the species you like and keep the best one.

- **On a fighter,** look for damage against bosses ("Asserting Dominance"), attack speed ("Leap Attack"), and critical hits.
- **On a support pet,** look for the bonuses that match your weapon: melee, range, or magic. Movement speed ("Avian Run") helps every style.
- **In the first three slots,** look for the talents you want most. Your first point, at level 2, can go there.

Only the points can be reset, for 200 ancient coins. A pet goes up to level 10, and each level raises its damage. It gains experience when it or you hit a creature.

Treats

Three treats add experience at once. The pet must be equipped, close to you, and below level 10. Level 10 takes 99,718 experience in all.



Pet Pellet. +50 experience.



Rare Candy. +500 experience.



Beast Booster. +5,000 experience.

Pet Pellets come out of crates and pottery, Rare Candy out of chests, and Beast Boosters drop from bosses ("Treats," in "Animals," Codex IV).

REPLAY



Choose first, feed later
Each species rolls its perks with different chances, and most have one or two of their own. So she spends time finding the pet with the abilities she wants before she levels it and gives it candy.

Keep your Rare Candy for the pet you have chosen because a treat spent on a bad draw is lost.

Jade PG CRAFTED
YouTube · CORE KEEPER Pet Guide! How To Get Every Pet, Leveling Up And Abilities! Updated!

ACHIEVEMENT

Your Very First 53%
Hatched your first pet from an egg

Pet Prodigy 27%
Reached max level on a pet

Core Codex estimate
all platforms, November 2026

FAQ

What talents should I look for on pets?
Boss damage, attack speed, and critical hits on a fighter. On a support pet, the bonuses for your own damage type.

r/CoreKeeperGame
"What talents are you looking for on pets?"

YOUR BASE

BUILD

Where, rooms, floors, light, water, travel

Your base grows with each new metal and each new biome. Where to build it, room by room, with what, and how to get around.

NEAR THE CORE, OR ELSEWHERE

Build your main base around the Core. It sits at the center of the world, at the same distance from every biome. Its waypoint is a destination from every other waypoint and portal.

- **You always come back there.** You respawn at the Core until you sleep in a bed, and a **Recall Idol** takes you back to it from anywhere.
- **Its statues craft.** Once a guardian's trophy is placed, the statue becomes a station, so your workshop belongs next to them ("Workshop" (p. 47)).
- **The ground is easy.** The walls of the Undergrounds give way to any pickaxe, so you can widen the base whenever you need to.
- **It stays quiet.** Nothing spawns within 12 tiles of the Core.

If you prefer another place, look for a waypoint a few steps away, water for the garden, and soft walls around you. A house or a ruin already standing is a good start ("Start from the use of the room" in "Decorate" (p. 55)).

ONE BASE AND OUTPOSTS

Keep one main base. Build a small outpost each time you change circle. Your chests, your stations, and your merchants stay in one place; the outpost only saves you the walk.

An outpost needs a **Bed**, a chest, a workbench, and a **Cooking Pot**. Build it next to a waypoint. Where there is none, place a **Portal**. It charges for up to 10 minutes, then links to every waypoint and every charged portal.

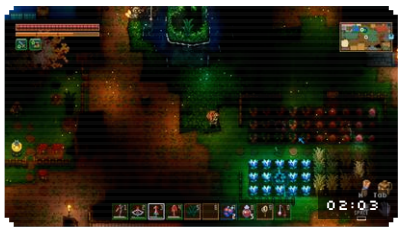
1. Build the outpost as soon as you enter a new circle, and before a boss far from the Core.
2. Sleep once in its bed to make it your respawn point.
3. From the Octarine Workbench on, keep a **Portal** in your bag. Place it when you are safe at the entrance of a new biome. After a death, you are back in one jump.
4. Go home with the map because the Core's waypoint is always a destination.

Some builds are better left far from home. An ore boulder is mined and smelted on site ("Ore and bars" in "Machines" (p. 74)). A boss is always fought away from your walls. The first stations and their order are in "First Base," Codex II. The first outpost you need is described in "Crossing the Great Wall," Codex II.

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REPLAY



The first biome is a good home
He keeps his main base where the game starts. The walls break easily, the monsters that wander in are harmless, and the waypoints lead everywhere else.

Stay in the first biome for your main base, and build small secondary bases next to distant waypoints.

IcOn Gaming
YouTube · 10 BASE BUILDING TIPS & TRICKS - Guide CORE KEEPER Tutorial

FAQ

Where should I be building?
Around the Core: every biome is at the same distance, its waypoint is always a destination, and nothing spawns within 12 tiles of it.

r/CoreKeeperGame
"Where should I be building?"

LEAVE ROOM TO REBUILD

Plan every room larger than you need today. Expect to move it later. New stations, new animals, and new decor arrive all game long, so you will rebuild.

Almost everything you place can be picked up and placed again: walls, floors, stations, machines. So a first plan only has to leave the right gaps.

- **Around the workshop:** room for the stations of the next metals, and for a merchants' row close by. You sell and salvage right after you empty your bag.
- **Next to the kitchen:** a square field. Keep an empty tile in the center of each 5 × 5 square for a **Sprinkler** later.
- **Outside the walls:** pens, drills, and wood farms. Each new species and each new ore asks for ground.
- **Far from everything:** monster farms. They leak, and their creatures break what is around them.

Work in this order: shape the ground, lay the paths, place the stations. Decorate last ("Decorate" (p. 55)).

SAFE GROUND

Close the base with crafted walls. Remove every spawn ground inside. Walls keep wandering enemies out; only the ground decides what appears inside.

Enemies come in through the smallest gap, so surround the base with crafted walls and put a door on each entrance. Chargers still break walls on their way, such as the **Shrooman Brute** and the enemies of the Shimmering Frontier. Against them, a ditch two tiles wide in front of the wall works better than a thicker wall.

Creatures spawn on specific grounds, even in full light. **Fungal Soil**, **Clay Moss**, and **slime ground** are the first three you meet. Pick them up with a shovel inside your walls, around the garden, and around the pens.

That includes the grounds you lay yourself. A carpet of moss from another biome looks good, and it brings that biome's creatures home. You can keep it under these rules:

- A square of 16 × 16 tiles needs at least 6 tiles of the same ground to spawn anything. A few tiles as an accent are harmless.
- Only the top of the tile counts. A wall, a torch, or a piece of furniture placed on it blocks the spawn.
- Nothing spawns within 12 tiles of the Core.

Two dangers do not come from the ground. Hits and explosions break your builds and your crops, so never fight at home, and never summon a boss there. **Ghorm the Devourer** destroys whatever he crosses. Build nothing on his track before you defeat him.

FAQ

Azeos' creatures spawn in our base.
It is the moss you laid on the floor. Keep fewer than 6 tiles of it in a 16 × 16 square, or cover the tiles with furniture.

r/CoreKeeperGame
"Azeos mobs are spawning in our base"

FAQ

How big can a safe base be?
As big as you want. Remove the spawn grounds inside your walls and nothing appears there, whatever the size.

r/CoreKeeperGame
"How big can you build your base that is safe from raids? What if raid spawn within your big base?"

FAQ

Do I need several bases?
One main base is enough. Add an outpost with a bed, a chest, a workbench, and a cooking pot near each distant waypoint.

r/CoreKeeperGame
"Multiple bases?"

REPLAY



Twice the room you need
A room sized only for its stations works, but it looks dull. When he needs 20 tiles, he builds 40, then fills the open space with decorations.

Double the size of a room on the plan. The free tiles take the decor now and the new stations later.

Dakon's Madhouse
YouTube · 10 Tips for Better Bases | Core Keeper 1.1

REPLAY



Build, then improve
He points at two mistakes in his own base: the merchants are too far from the workshop, and a monster farm sits too close. Walls, machines, and fields can all be picked up, so he moves them.

Do not wait for the perfect plan. Build, see what slows you down, then move it.

IcOn Gaming
YouTube · 10 BASE BUILDING TIPS & TRICKS - Guide CORE KEEPER Tutorial

TRYING A PLAN

A Creative world lets you test a large plan before you spend the materials. You see the shapes and the colors in an hour, with every block in hand.

A Creative world is chosen when you create it. It has its own characters, and nothing passes between it and your normal world. So the test gives you a plan, not materials:

1. Create a Creative world and a Creative character.
2. Build the room at full size, with the blocks you expect to have.
3. Try the paint colors on walls, floors, and furniture.
4. Note the size of the room and the quantity of each block.
5. Rebuild it at home.

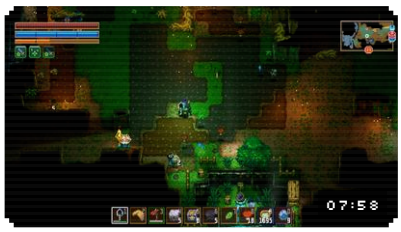
Pausing the world also freezes liquids. Shape a pool, pause, pour, then resume. You see where the water goes before you try it at home. The mode, its menus, and god mode are in "Creative Mode," Codex I.

FAQ

How did you decide on your base layout?
Start from the Core and its statues, put the workshop and chests there, then leave free ground on every side. The rest moves as the game gives you new things.

r/CoreKeeperGame
"How did you decide on your base layout?"

REPLAY



Strong walls and a moat
For the outer wall, he picks blocks from the far biomes, which resist damage better. Then he digs a moat two to three tiles wide. The area attacks of Caveling Brutes, he says, do not reach a wall that far.

Dig a ditch of two tiles in front of your outer wall, and place spike traps outside the door.

Dakon's Madhouse
YouTube · 10 Tips for Better Bases | Core Keeper 1.1

TIP

When it does not work
Enemies inside the walls point to the ground first: a spawn ground, moss laid for decoration included. Next, look for a gap or a natural wall in the perimeter. A conveyor belt that enters the base carries creatures too. A monster farm may also sit too close.

FROM THE STUDIO

The mode that got the axe
He *really* wanted it to work, but it was never as fun as he imagined.

"My favorite scrapped one was probably base defense: you had to protect your base (& the Core) from enemies, and as you dug deeper, enemy spawn frequency & aggressivity would increase."

Fredrik Prantare, game director
Reddit AMA, September 10, 2025

ROOMS

A base works better as a few rooms, each with one job. Start with the workshop and the storage room, then add a kitchen and a bedroom. Each room comes with its rule, what to put in it, and a player's build.

Workshop

Put every station around your chests, within 10 tiles. Workbenches, anvils, and the cooking pot take ingredients straight from nearby chests, so you craft without emptying your bag.

- **Keep only your newest workbench in reach.** A button on the left of its crafting menu shows the recipes of all the earlier workbenches.
- **Place the Furnace next to the Smelter Kiln.** The kiln smelts gold, but neither copper nor iron.
- **Bring power before iron.** The **Iron Workbench** needs planks. Only the **Table Saw** makes them. The saw needs electricity ("Machines" (p. 70)).
- **Build the Glass Smelter early,** as soon as you have the **Copper Workbench** because the **Egg Incubator** needs glass.
- **Set the Salvage and Repair Station next to your chests.** It takes scrap parts and bars from them.

Storage

One family per chest. Each chest says what it holds. Then "Quick stack to nearby chests" does the sorting for you after every trip ("Full Chests" (p. 5)).

For which chest to build and how to paint and label it, see "Chests" in "Full Chests" (p. 5).

Kitchen

Put the cooking pot between the garden and the food chests. You harvest, store, and cook without walking across the base.

The **Cooking Pot** is crafted at the **Basic Workbench** and also takes ingredients from chests within 10 tiles. Fence the garden next door because cattle eat ripe crops. Bring water to it with a channel dug from a water source ("Water and lava" (p. 51)).

FAQ

Is Creative mode worth trying?

Yes, as a drawing board. It has no Core, no biomes, and no achievements, and nothing you take there comes back. Note sizes and quantities, then rebuild.

r/CoreKeeperGame
"Have you any experience with the creative mode? I'm not sure if I should go for it."

REPLAY



A workshop around the Core

He builds his crafting area at the Core, because its statues craft too. Six chests feed every station and statue, laid out to leave room for an automatic sorter later.

In his test, stations reach chests up to 10 tiles away in a straight line, but not 10 tiles diagonally.

Cobra's Playground
YouTube · The Crafting Area I Wish I Had When I Started Playing Core Keeper!

FAQ

What is the best workbench layout?

Chests in the middle, stations around them, all within 10 tiles. Keep only your newest workbench because it shows the older recipes.

r/CoreKeeperGame
"Optimized Workbench Layout"

PLAYER BUILD



Chests under their pedestals

A row of chests along each wall. On the pedestals above them, one item shows what each chest holds.

Show one item above each chest, so you find a family without opening anything.

r/CoreKeeperGame
"Chest room" · 57 votes

Bedroom

Place your bed close to the workshop and sleep in it once. It becomes your respawn point, a few steps from your chests.

REPLAY



Mirror, dresser, and paint

The magic mirror changes your character's appearance. With a dresser, you change the look of your gear. Then he paints a dresser green, then red. Each color gives it a whole new sprite.

Try every color on a piece of furniture before you choose: some change shape, not only tint.

Dakon's Madhouse
YouTube · 15 Things You May Have Missed | Core Keeper 1.2

PLAYER BUILD



A bedroom on two levels

The bed on a heart rug at the top, a desk below, and a row of potted plants along the bottom wall.

Line plants along one wall. They close the room without blocking the floor.

r/CoreKeeperGame
"Bed Room" · 122 votes

A few pieces of furniture have a use here. The **Dresser** gives your armor another look, with no bonus and no wear. The **Magic Mirror** changes your face, skin, and hairstyle. The **Training Dummy** shows your damage per second when you stop hitting it. Test a new weapon there.

FAQ

How do you set up your base storage?

One chest per family, painted and labeled, close to the stations. Then quick stack after each trip.

r/CoreKeeperGame
"How do you setup your base storage?"

PLAYER BUILD



One color, one room

Pink furniture, a heart-shaped rug, warm lanterns, and a tree in the corner.

Pick one color for the furniture and the rug: the room reads as one piece.

r/CoreKeeperGame
"Pink room - cute fit - & a kitchen" · 130 votes

PLAYER BUILD



A kitchen in one small room

Counters and the cooking pot along the top wall, a table in the middle, harvested crops lined up along the bottom wall.

A small closed room is enough: pot, counters, a table, and the crops within reach.

r/CoreKeeperGame
"I made a kitchen" · 89 votes

MERCHANTS' QUARTER

Give each merchant a closed room of their own, side by side. One corridor and one door per room: you shop in one walk.

1. Close a room of 4 to 64 tiles (2 × 2 to 8 × 8). Walls and doors close it; a gate does not count.
2. Place a **Bed** that belongs to no other merchant.
3. Place the merchant's summoning item in the room.
4. Leave at least one floor tile free of objects.

The merchant arrives within a few seconds. If they wander more than 30 tiles from their bed, they go back to it, so keep their door closed. Their stock refills every 25 to 35 minutes. "NPCs and Merchants," Codex IV, lists which item brings which merchant.

TIP

When it does not work

No merchant yet means the room fails one rule. Count its tiles, from 4 to 64. A door closes it; a gate does not. The bed must belong to no other merchant. One floor tile must stay free.

FAQ

My merchant does not move in.

A closed room of 4 to 64 tiles, a bed of their own, their summoning item, and one free floor tile. A gate does not close the room.

r/CoreKeeperGame
"Npc not moving"

GARDEN AND PENS

Keep the garden and the pens outside the workshop, behind a fence. Cattle eat ripe crops. Hits break crops too, so never fight near them.

The garden needs water and room to grow. Plan a square field from the start, with an empty tile in the center of each 5 × 5 square for a **Sprinkler** later. For what to plant and what to raise, see "Food" (p. 62) and "Farm Animals" (p. 68).

PLAYER BUILD



A shop and an apartment each

Each merchant has a shop on the street and a room behind it, between a garden and a paved path.

Put the merchants on one path, so you visit them all in one walk.

r/CoreKeeperGame
"Y'all are savages. My NPCs each get their own shop and attached apartment" · 346 votes

PLAYER BUILD



Small rooms, one style

Red brick rooms side by side, lanterns on the walls, a rug and a statue in each.

The rules ask for a closed room and a bed. The decor is yours.

r/CoreKeeperGame
"My merchant housing" · 268 votes

PLAYER BUILD



A farm laid out like a village

Fields in small plots between paths, a barn, a windmill, and houses by a lake.

Cut the field into plots with paths between them, so every crop stays within reach.

r/CoreKeeperGame
"A cozy farm within the surface" · 897 votes

FLOORS AND WALLS, BIOME BY BIOME

Each new biome has its own blocks, so bring a stack home. A wall block you mine is a building block. Place it as it is, or take it to the workbench of that biome's metal.

BIOME	YOU BRING BACK	IT BECOMES
Undergrounds	wood, **dirt blocks**	wood walls and floors at the **Basic Workbench**; paintable ones at the **Copper Workbench**
Clay Caves	**clay blocks**	**Loose Flooring** at the **Tin Workbench**: it takes paint
Forgotten Ruins	**stone blocks**	stone brick walls, floors, bridges, and fences at the **Iron Workbench**
Azeos' Wilderness	scarlet bars	red metal walls and floors at the **Scarlet Workbench**
Sunken Sea	coral wood, **beach blocks**	coral walls and floors at the **Octarine Workbench**
Desert of Beginnings	galaxite bars	**galaxite walls** and floors, dark and starry, at the **Galaxite Workbench**
Shimmering Frontier	gleam wood, **crystal blocks**	gleam wood walls and patterned floors at the **Solarite Workbench**

Each of these sets also has a bridge, a fence, and a door in the same style. A bridge works as a floor. It is the only one you can lay over water or a pit.

Some tiles are not crafted at all. The **Caveling Floor Tile** lies in caveling ruins and camps. Pick it up where you find it. The straw floor and the straw-bale wall of the Tin Workbench need **meadow blocks**.

Keep a **Copper Shovel** in your action bar. It lifts and lays ground one tile at a time, where the **Scarlet Shovel** takes nine.

GLASS

Glass goes where you want to see through, like water under your feet or a merchant behind a wall. The **Glass Smelter** turns any sand block into **glass pieces**, so glass is cheap from the first hour.

The **Glass Workbench** is crafted at the Copper Workbench. It makes four building pieces, and all four take paint.

PIECE	WHERE IT GOES	USE IT FOR
Glass Wall	anywhere a wall goes	a room you can look into; a closed pen for glowbugs
Thin Glass Wall	anywhere a wall goes	display cases and enclosures
Glass Floor	on solid ground only	showing the ground under it
Glass Bridge	over water or a pit	a floor with water under it

The pair players copy most is a glass bridge painted black over the crystal water of the Shimmering Frontier. The water glows through the dark glass. Lava under clear glass works the same way in a forge room.

PLAYER BUILD



One crop per plot
Square plots, one crop each, framed by paths, with a pond in one corner.

One crop per plot: you see at a glance what is ripe.

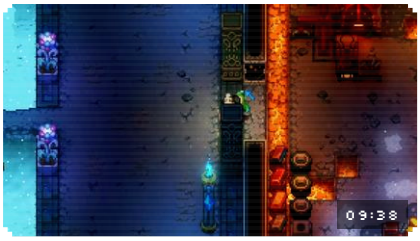
r/CoreKeeperGame
"My take on farming" · 239 votes

FAQ

What are these floors?
Usually a biome block, placed as it is or turned into a floor at that biome's workbench. White tiles are often Loose Flooring, painted.

r/CoreKeeperGame
"What are the stone floors, and the waters used in this picture? They look really nice!"

REPLAY



Lava under glass
In his forge, he breaks part of the floor so that lava seems to seep between the blocks. He lays glass bridges on top and walks over the glow.

Pour the liquid first, then cover it with glass bridges: you get the light without the danger.

Kane | Ukiyox Games
YouTube · 100 HOUR Base Tour - Core Keeper Base Ideas and Inspiration

LIGHT WITHOUT TORCHES

Walls, ceiling, and floor can all light a room and leave the ground free. Torches on every tile work, but they block furniture and crops.

LIGHT	YOU GET IT AT	BEST FOR
Torch on a wall	your hands, 1 wood	corridors: a torch hangs on a wall as well as it stands on the ground
Glowbugs	the **Bug Net**, Tin Workbench	large closed rooms: they stay as long as the doors are shut
Skylight	the **Roofing Gadget**, Scarlet Workbench	fields, paths, and anything you want to show
Lit Floor	the **Carpenter's Table**: 1 beach block, 1 octarine bar	whole rooms, with no visible lamp

The **Roofing Gadget** opens or closes the ceiling on the tile in front of you, up to 3 × 3 tiles at a time. It wears out after 200 uses. A skylight over each sprinkler lights a whole field, and no torch takes a crop tile.

The **Lit Floor** glows by itself and takes paint. It also goes under almost every other floor, which keeps its light. Lay it first, then lay the floor you like on top.

Lamps come last because they need power. The **Lamp** is crafted at the **Electronics Table** and lights only when wired ("Machines" (p. 70)). The **Decorative Torch** of the Carpenter's Table needs none, and it takes paint.

WATER AND LAVA

Dig and close the hollow first, then pour. The **Bucket** picks up a liquid and pours it somewhere else, and one bucket fills the whole hollow it lands in.

The bucket is crafted at the Iron Workbench for 10 iron bars. Before that, a shovel does the job

FAQ

Can torches go on walls?
Yes. A torch hangs on a wall as well as it stands on the ground, and it frees the tile under it.

r/CoreKeeperGame
"Didn't know you could put torches on walls"

FAQ

Can I open skylights everywhere?
Yes. The Roofing Gadget opens as many as you want, 200 uses per gadget. Keep them for what you want to show.

r/CoreKeeperGame
"Any reason not to punch sky lights all over my base?"

REPLAY



A floor that lights the room
Viewers ask him how his base is so bright with no torch in sight. He lifts a tile: glowing floors lie under the visible floor, across the whole base.

Lay Lit Floor under the floor of each room, and keep torches for exploring.

Serroh Style
YouTube · [2024 Updated] Top Ten HIDDEN & ADVANCED Tips/Tricks! | Core Keeper 1.0

over short distances. Dig a channel one tile wide from a water source, let the water follow, then fill the inlet back in.

Each biome has its own liquid, with its own color and its own glow. You can bring any of them home.

- **Six special waters keep their fish anywhere:** acid, mold, sea, crystal, stagnant, and lava. One tile of them at home is a fishing spot for that water.
- **Ordinary water takes the fish of the biome it is in.** Poured at the Core, the water of the Wilderness or the Desert gives the fish of the Undergrounds.
- **Lava burns, and no boat floats on it.**

Keep each water in its own closed hollow, with solid ground between two pools.

TIP

When it does not work
A floor that does not go down may be a glass floor, which needs solid ground under it. Over water or a pit, use a bridge. A door or a wall of a ruin may not break. Some cannot be removed: open the door, then build around it.

FAQ

Can I make my own fishing spots with the bucket?
Yes, for acid, mold, sea, crystal, stagnant water, and lava: one tile is enough. Ordinary water gives the fish of the biome around it.

r/CoreKeeperGame
"Really love this game. Can you make your own fishing biomes/areas with the bucket?"

WAYPOINTS AND PORTALS FIRST

Activate every waypoint you pass. It is the only travel that costs nothing and takes no time. One network links them all, and the Core's waypoint is always a destination.

- **Ancient Waypoint.** The large round platform, like the one in front of the Core. It activates when you come near. You cannot craft it.
- **Portal.** A waypoint you place where you want, crafted at the **Octarine Workbench**. It charges for up to 10 minutes, then works without limit.
- **Recall Idol.** One use, from anywhere, back to the Core. Ghorm's statue crafts it.

Before the Octarine Workbench, your network is only what the world gives you. Plan each outpost next to a waypoint ("One base and outposts" (p. 44)).

After it, carry a portal on every long trip. Place it at the edge of a new biome, behind a wall, and wait for it to charge before you go on.

Open the map and jump home when your bag is full, from any active waypoint. Before a waypoint, get off your mount and hit it, so it goes back into your bag.

REPLAY



Bringing water to the garden
With no water near the garden, he digs a channel with a shovel. The water follows, then he fills the inlet back in. A water source is set up.

Dig a one-tile channel from a water source to the garden, then fill the inlet back in. The water stays in place and does not run out.

IcOn Gaming
YouTube · EASY FARMING & GARDENING Guide - CORE KEEPER Tutorial

FAQ

How do you travel far from the base?
Walk out once, activate each waypoint, then jump. Build an outpost at the waypoint nearest to where you work.

r/CoreKeeperGame
"How do you manage long distance travel and light?"

REPLAY



A waypoint by every boss
He finds a waypoint right next to a boss. Almost every boss has one near where it spawns, he says. From any waypoint, he can now jump back to that fight.

Activate the waypoint next to each boss arena: a rematch starts with one jump.

Humphrey In HD
YouTube · I beat CORE KEEPER in 100 Days as a RANGER

WHEN RAILS, BOATS, AND GO-KARTS PAY OFF

A vehicle pays off on a trip you repeat, between two points no waypoint links. Your food bar does not drop in any of them. If you die in one, it comes back to your inventory.

TRANSPORT	FROM	IT PAYS OFF	ITS LIMIT
Rails and a **Minecart**	**Railway Forge**, Copper Workbench	in circle 1, from the Core to the arenas and the first boulders	a fixed line to lay and protect
Mount	a **Saddle**, Livestock Workbench ("Mounts" in "Farm Animals" (p. 69))	anywhere you can walk, from the first cattle on	no attack, no tool in the saddle
Boat, then **Speeder**	**Boat Workbench**, Scarlet Workbench	across the Sunken Sea, where there is no other way	never on lava
Go-karts	**Go-Kart Workbench**, Galaxite Workbench	long runs on open, dry ground	costly, and late

Rails come first because they come early. Wood and copper are enough, and the biomes of circle 1 already hold stretches of laid track. Portals only arrive in circle 2, with octarine. By then, your lines to the first arenas have paid for themselves.

Lay your rails after you defeat Ghorm. He destroys whatever he crosses.

The **Wonky Minecart** rolls; the Minecart rolls fast. You can fish from a boat. A **Hookshot** in the off-hand pulls you to a wall up to 7 tiles away.

REPLAY



Rails in a star from the Core

He puts his rails away. He laid 400 of them to go down to the desert.

Lay four straight rail lines from the Core to the arenas; count 300 to 400 rails per long line.

TheZanzibarMan
YouTube · Core Keeper - Version 1.0 - PS5 Gameplay - It's A Bottle Episode and Smelter Automation - Episode 15

REPLAY



A rail line that stays safe

Rails are less common since waypoints, he says, but many players still build them. He digs out the tiles on both sides of the track for at least 40 tiles from the base. At home, the line ends in a small room with a door and spike traps.

End each line in a closed room, never in the middle of your base. What follows the track stops there.

Dakon's Madhouse
YouTube · 10 Tips for Better Bases | Core Keeper 1.1

ACHIEVEMENT

In a Rush 7%

Gained over 200% movement speed

Racer's Garage <1%

Stored 3 different kinds of Go-Karts in a chest

Core Codex estimate
all platforms, November 2026

IN THE GAME



"An ancient vehicle built by the lost civilization, seemingly for pure fun."

Core Keeper
item description

FAQ

What is the point of rails if there are waypoints?

Rails come in circle 1, long before portals, and they link places no waypoint serves. In a minecart, your food bar does not drop.

r/CoreKeeperGame
"What is the point of rails if there are teleporters?"

YOUR BASE

DECORATE

Colors, shapes, collection, five themes

Pick a palette, break the square, then copy one of five themes.

START FROM THE USE OF THE ROOM

Ask what the room is for, then let that choose the theme. A forge wants stone, metal, and fire; a kitchen wants counters and tables. The purpose gives you the first objects to place.

- **Finish the working parts first.** Shape the ground, lay the paths, and place stations and chests. Decorate last, or you will move your decor each time a station changes place.
- **Use objects for what they look like.** A blue **Dresser** is a counter. A **Robot Arm** on a table is a coffee machine. Most furniture has no job in the game, so its look is its job.
- **Start from a scene that exists.** The world is full of small ruins, camps, and houses. Clear one, keep its walls, and you have a room with a style.
- **Give each theme its own chest.** Paint it in the color of what it holds: a green chest for plants, a blue one for blue pieces.

FAQ

I am bad at base design. Where do I start?
With one room and its purpose. Place what the room needs, pick three colors, then fill the free tiles with objects that fit the purpose.

r/CoreKeeperGame
"I suck in base design... Please show me yours!"

FAQ

Do others spend this long decorating?
Yes, and many say it is why they stay. Decorate one room at a time, between two trips.

r/CoreKeeperGame
"Anyone else spend way too much time decorating their base?"

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REPLAY



A kitchen that looks like a diner
He wants his kitchen to look like a dining room. Dressers painted blue become counters, and a robot arm on a blue table plays the coffee machine. Tables with drinks and food on them make the room look lived in.

Pick one real place you know, then look for the objects that resemble its parts.

Kane | Ukiyox Games
YouTube · 100 HOUR Base Tour - Core Keeper Base Ideas and Inspiration

REPLAY



Borrow a scene
When ideas run out, he starts from a scene the world already has. A ruined farm plot becomes a village; a small house with a watering hole becomes a starter base with its garden.

Look at the ruins you pass. One of them may be your next room, already half built.

Dakon's Madhouse
YouTube · 10 Tips for Better Bases | Core Keeper 1.1

THREE TO FIVE COLORS

Choose three to five colors for the whole base and stay with them. Walls and paths in the same few colors make different rooms look like one place.

Each color sets a mood. Black looks modern. Peach looks like a picnic. Gray and white on **Loose Flooring** look like cobblestones. Try a brush on one piece before you paint a room because some furniture changes shape with the color (“Paint”).

A room with a strong purpose can add its own accents. Keep the walls and the paths of the main palette, then bring in what the room calls for: stone blocks, desert machines, and lava for a forge.

Light is a color too. A painted **Lamp** tints the room, and each biome water glows in its own shade under a **Glass Bridge**.

PAINT

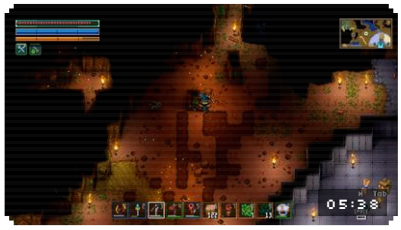




The same objects in the 14 colors, next to the original version

Paint before you look for rarer blocks. The **Painter’s Table** is crafted at the Copper Workbench. A brush costs 3 slime and 1 wood, comes in 14 colors, and never wears out.

REPLAY



One palette, one base
He keeps one palette of three to five colors across his base. His smelting room uses stone, desert machines, and pools of lava, but its walls and paths follow the main theme.

Fix the colors of walls and paths once. Let each room change only its furniture.

Kane | Ukiyox Games
YouTube · Simple Building Tips to LEVEL UP Your Core Keeper Base

Equip a brush and use it on the target. The “Rotate / resize” command widens the area from 1 × 1 to 5 × 5 tiles.

- **What takes paint.** The game has 62 types of paintable objects, from walls and doors to terrariums. An object that takes paint says “Can be painted” in its tooltip.
- **A blank canvas.** The **Paintable Wall** and the **Paintable Floor** are made for it, at one dirt block each.
- **A new shape.** Some furniture changes look with the color, not only tint: the **Wooden Pillar**, the **Dresser**, wooden doors, and fences. Some of these looks cannot be crafted any other way.
- **Colored light.** Painting a **Lamp** or a **Stone Lantern** changes the color of its light.

SHAPES, SYMMETRY, DEPTH

Break the square. Most first bases are boxes filled to the edge. Join two rectangles, cut the corners, or round a wall.

- **Round an edge** with straight runs of odd length: seven tiles, then five, then three. Longer runs look straight again.
- **Use symmetry for importance.** The same thing on both sides of a center line suits a throne room, a gallery, or the Core.
- **Break symmetry for a natural look.** A garden, a village, or a camp looks better when nothing lines up.

The world is flat, but a pit reads as a drop, so the ground next to it reads as high ground.

1. Dig out the tiles in front of a building. It seems to stand on a raised foundation.
2. Lay **wood bridges** across the pit as steps. They read as a staircase going up.
3. Place decor where a player could stand and see the trick from the wrong side.

REPLAY



A cobbled path from clay and paint
He walks along the line of his future path and tills a tile here and there with a hoe. He fills the gaps with Loose Flooring, then paints it gray and white. Last, he opens the ceiling above the path.

Mix two grounds and two paint colors on a path: it looks laid by hand, not stamped.

Kane | Ukiyox Games
YouTube · Simple Building Tips to LEVEL UP Your Core Keeper Base

REPLAY



Stairs that go nowhere, and look right
He digs out the tiles in front of a building to give it a raised foundation. Wooden bridges over the pit become a staircase that seems to climb, then split in two. Decor blocks the spots where the illusion would break.

Dig before you build up: in a flat world, height is made by removing ground.

Dakon's Madhouse
YouTube · 10 Tips for Better Bases | Core Keeper 1.1

BRINGING THE WORLD HOME



Biome terrariums lined up on a wall

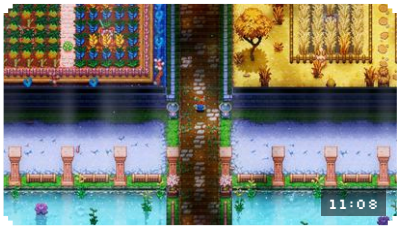
What you can break and pick up, you can place at home. Trees, cherry trees, campfires, rugs, statues, wrecks, and gravestones all move. Hit them, carry them, and set them down again.

- **Glass cases.** The **Glass Workbench** makes a **Terrarium** and an **Aquarium**, plain or in the style of a biome. Critters go in the first, fish in the second, and both take paint.
- **Boss chests.** Azeos, Omoroth, and Ra-Akar each leave a loot chest you can place. Omoroth's floats on water; Ra-Akar's is shaped like a scarab.
- **Waters.** A bucket brings home the liquid of any biome ("Water and lava" in "Build" (p. 51)).
- **Grounds and plants.** Moss and biome grounds make a floor look alive, but they spawn creatures, so read "Safe ground" in "Build" (p. 45), first.

Two late styles need a merchant. The **Metalcrafter's Table**, sold by the **Otherworldly Merchant**, makes the industrial furniture of Breaker's Reach. Many lights and festive pieces come from seasonal events. The **Seasonal Merchant** sells them all year, but each event's currency is earned only during that event ("Seasonal Events," Codex II).

Radioactive crystals glow well and hurt, so wear protection against radiation before you carry them.

REPLAY



Each case in the style of its biome
In the room of bugs and fish, every aquarium matches the biome its fish come from. The plain cases are fine, the creator says, but the biome ones give the room more character.

Craft the biome version of a case when you show a creature. The case tells where it lives.

CozyBaseTours
YouTube · 500+ Hour Core Keeper Base Tour

DID YOU KNOW?

Planting cherry trees is rare: only about 4% of players have planted ten of them. The trees come from the cherry blossom event and stay in bloom after it ends.

FAQ

Can I bring this back to my base?
If it breaks and drops as an item, yes. If it does not, build around it. A room can start from a scene that cannot move.

r/CoreKeeperGame
"Please tell me there's a way to bring this back to my base!"

THEMES



The boss figurines, from Glurch to Oblidra

Museum

One long room, one group per biome, and free pedestals in every group. It is a room players share often.

- **Floor:** a calm floor in one color, so the pieces stand out. Lay Lit Floor under it, with no torch between the pedestals.
- **Layout:** a central aisle, pedestals on both sides. Symmetry suits it.
- **Cases: thin glass walls** around the best pieces.
- **Labels:** one sign per group, at the entrance of each bay.

The trap is a museum built to the exact size of your collection. Every update adds pieces, and a full room has to be torn down.

Showing your collection. Put what you are proud of where you walk every day. Valuables and figurines have one use besides selling: being shown.

- **Pedestal.** It shows any object. Stack pedestals and they make a pillar.
- **Mannequin.** It displays gear and takes paint. Line up the sets you no longer wear.
- **Sign.** It shows the text you write. Name the piece, or where you found it.

Light each piece from below or from above. A **Lit Floor** under a pedestal makes it glow; a skylight over it does the same from the ceiling.

The game has 84 figurines and 126 valuables, so a collection grows for a long time.

Fishing corner

One small pool per special water, each in a frame of its biome's blocks. You fish every special water without leaving home, and the pools glow in six colors.

- **Pools:** acid, mold, sea, crystal, stagnant, and lava keep their fish anywhere. One tile is enough; a few more look better.
- **Frames:** blocks and plants from the biome of each water. They are decor only: the water alone decides the fish.
- **Walls between pools:** solid ground, at least one tile.
- **A sign per pool,** and a chest for rods and bait.

Mold blocks spawn infected creatures, so use a few, or cover them. Ordinary water takes the fish of the place where it is, so the fish of the Wilderness and the Desert stay where they are.

Merchants' quarter

One street, one house per merchant, each in the style of its owner. The rules of a merchant's room are short ("Merchants' quarter" in "Build" (p. 49)); the street around them is yours.

- **Place:** close to the workshop. You sell right after you empty your bag.
- **Houses:** a closed room each, with the merchant's own bed. Keep them small and put the effort outside.

REPLAY



A full room has no future
The treasure and figurine room is the creator's pride. It took a very long time, and every space is filled. Where the pieces of the next update will go, they do not know yet.

Build the museum against free ground, and leave one empty bay.

CozyBaseTours
YouTube · 500+ Hour Core Keeper Base Tour

REPLAY



Seven pools, one palette
The game has seven waters to fish in, so she digs seven pools. She framed some with blocks from their biome, then kept moss around all of them.

Frame each pool with its biome, or give the whole corner one palette. Both work.

Sartana VT
YouTube · Grounding Azeos - Core Keeper Survivor's Guide

- **Fronts: glass walls** on the street side. You see each merchant from the path, like a shop window.
- **Street:** a painted path, a few plants, and a bench or two between the doors.

Garden

A garden is the one decorated room that also feeds you. Keep the field square for the sprinklers, and decorate everything around it.

- **Light:** skylights over the field, opened with the **Roofing Gadget**. No torch takes a crop tile.
- **Edges:** five or six kinds of plants scattered at uneven distances. Nothing in a row.
- **Fences:** a painted **Wood Fence** changes look with the color. It also keeps cattle away from ripe crops.
- **Water:** a channel dug from a source, wide enough to look like a stream.
- **A place to sit:** a table and seats in an empty corner make the garden look used.

Boss gallery

One bay per boss, with its figurine, its chest, and what it dropped. The bays follow the order you fought the bosses in.

- **Center:** the figurine on a pedestal. A boss gives its figurine 10 to 20% of the time per victory, so the gallery fills slowly.
- **Sides:** the boss's loot chest, where it has one, and a mannequin with the set it drops.
- **Background:** blocks and water from the boss's biome.
- **Layout:** strict symmetry, a wide aisle, light on each bay.

Leave the bays of the bosses you have not beaten empty and lit. To fight a boss again for its figurine, do it far from the gallery because hits and explosions break your builds.

REPLAY

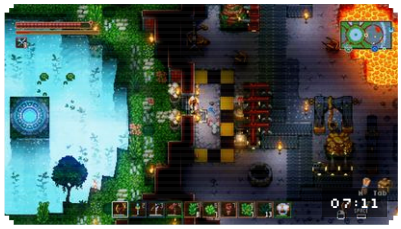


A bazaar in front of the workshop
In front of his crafting room, he builds a small desert street inspired by a bazaar. Each merchant has a room with glass walls, so the street shows the merchants and not their rooms.

Use glass on the street side of each room, so the merchants become part of the decor.

Kane | Ukiyox Games
YouTube · 100 HOUR Base Tour - Core Keeper Base Ideas and Inspiration

REPLAY



Plants at the edges
His farm plot worked but looked dull at the edges. He takes five or six kinds of plants and moss and scatters them at uneven distances. Picnic tables painted peach fill the empty spots.

Decorate the border of a field, never the field: the crops are already the center.

Kane | Ukiyox Games
YouTube · Simple Building Tips to LEVEL UP Your Core Keeper Base

GOING BIG

A megabase is the same work, repeated for months. Players clear a whole biome around the Core, flood it, and rebuild it tile by tile. Decide how far you want to go before you dig.

- **Draw the plan on the map first.** The big shapes show there, and mistakes cost nothing.
- **Keep every block you dig.** The cleared ground is the building material of the next district.
- **Clear in small sessions.** Terraforming is the long part, and it is the same motion for hours.
- **Deal with Ghorm first.** He destroys whatever he crosses: walls, floors, and rails.
- **Build over what does not break.** A boss's summoning spot stays where it is. Cover it, or make it a feature.
- **Check the ground again.** A large cleared area that keeps its moss or slime ground still spawns creatures.

REPLAY



A biome dug out by hand
The whole starting biome, inside Ghorm's track, has been dug out and filled with water. The green island in the middle was carried over block by block from another biome, with no Creative mode and no mod. The base took more than 500 hours.

Count in hundreds of hours, and start only if you enjoy the digging.

CozyBaseTours
YouTube · 500+ Hour Core Keeper Base Tour

FAQ

What do I do with what I cannot break?
Build over it, or build around it. Players turn a boss's summoning spot into a shrine, a pond, or a trophy corner.

r/CoreKeeperGame
"What do you guys do with these when building mega Bases?? Im building my very first one. Noticed I can build over it. But not break it."

REPLAY

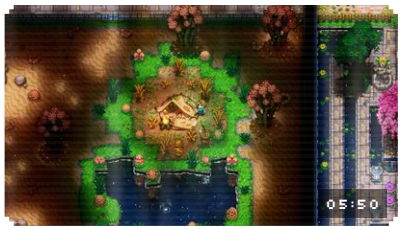


A second museum, for the figurines
Right after his first museum, he builds a second one for the figurines alone. Everything he finds goes in. When it is full, he will make it bigger or stop there.

Give the figurines their own room because they keep coming all game long.

Gold Hawk
YouTube · [FR] Le Monde Sauvage d'Azeos - Core Keeper #04

REPLAY



A shop over the summoning circle
Under one of his shops lies a boss summoning circle. Many players find it annoying so close to the start. He kept it as a feature of the room.

Make a boss circle part of the decor instead of hiding it.

CozyBaseTours
YouTube · 500+ Hour Core Keeper Base Tour

YOUR BASE

FOOD

Cook, plant, fish

What to eat before a fight, what to plant first, and why fish.

DO YOU NEED IT?

You can finish the first circle on raw mushrooms, but every hard fight is easier after a cooked meal. Hunger takes away part of your strength.

FOOD BAR	STATE	EFFECT
75 or more	well fed	+5% damage and max HP
25 to 74	normal	none
below 25	starving	–1% damage and max HP per point under 25

The bar loses about 1 point every 20 tiles you walk, by a player's count. It does not drop in a minecart, a boat, a go-kart, or on a mount.

A cooked dish fills the bar and adds its own bonuses for 10 minutes. The **Cooking Pot** is crafted at the **Basic Workbench** and cooks two ingredients in 10 seconds. To use it well:

1. **Always cook two different ingredients.** Two of the same give the effect of one.
2. **Test an unknown ingredient with a Mushroom.** The mushroom only heals, so the dish shows what the other one does.
3. **Let the cookbook remember.** Each pair you cook is saved there, in the cooking pot window.

For hunger alone, on a long dig, **Caveling Bread** is enough. You eat it as it is.

FAQ

Is cooking necessary?

No, but it pays off fast. Stay above 75 food for +5% damage and max HP, and eat one cooked dish before each hard fight.

r/CoreKeeperGame
"Is cooking necessary?"

REPLAY



Well fed first

He eats two pepper wraps: armor, health per second, and speed stack up in the corner. The bonus he points at first is the +5% damage you get while well fed.

Fill your food bar before a fight: the well-fed bonus costs one meal.

Kane | Ukiyox Games
YouTube · NEVER Go Hungry Again - Early Game Core Keeper Food Guide

THREE DISHES FOR CIRCLE 1

One dish for every day, two for the fights that slow you down or burn you with acid. Cook a stack of each and keep them in your action bar.

WHEN	COOK	YOU GET
Exploring, any fight	**Heart Berry** + **Bomb Pepper**	max HP and speed
Glurch, Ghorm's track, slime	**Yellow Blister Head** + any ingredient	immune to slime slowdown
Larva Hive and the Hive Mother	**Green Blister Head** + any ingredient	immune to acid

The two blister heads are fish of the Clay Caves, and the **Wood Fishing Rod** is enough for its water. An immunity dish protects for 10 minutes, whatever its quality.

A raw **Bomb Pepper** hurts you; cooked, it does not.

After circle 1, each new danger has its dish, against mold or burning for example. The short list is in "Immunity dishes," in "Crops and Dishes," Codex IV.

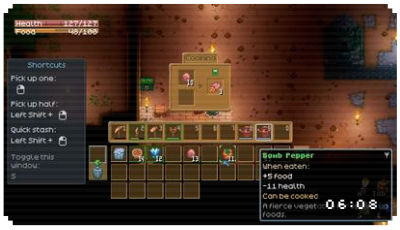
Before a boss

Eat until you are well fed, then eat one dish for the fight. The dish changes with the circle.

- **Circle 1.** The dish against the boss's danger, from the table above.
- **Circle 2.** The crop of your style, cooked with a **Puffungi**. The crop raises your damage. The Puffungi cuts the damage bosses deal to you by 6%.
- **Circle 3.** A golden dish ("Golden crops, later" (p. 67)).

Three dishes and three potions serve every style ("Blocking and healing" in "Skills" (p. 15)).

REPLAY



A wrap before the fight

Before his next boss, he cooks a heart berry from his garden with a bomb pepper. He eats the wrap, then keeps his distance with a slingshot until the boss falls.

Cook heart berries with bomb peppers as soon as both grow at home. It is the dish of the whole first circle.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

FAQ

What is the best food?

In circle 1, heart berry with bomb pepper for every day, and a blister head dish against slime or acid. Later, the golden crop of your style.

r/CoreKeeperGame
"What is the best food?"

WHAT TO PLANT FIRST

Plant the four crops that grow on dirt. They feed the cooking pot, and they also feed the potion and explosive tables.

CROP	IN A DISH	ALSO USED FOR
Heart Berry	max HP	**Healing Potion**
Bomb Pepper	speed	**Grenade** and bombs
Glow Tulip	mana per second, glow	**Mana Potion**
Bloat Oat	food, healing	the dish for long trips

Plant each seed the day you find it because the first harvest gives you the next ones.

From circle 2 on, add the crop of your style. The **Pinegrapple** serves melee and the **Pewpaya** range; both grow on beach sand. The **Sunrice** serves magic and the **Lunacorn** minions; both grow on crystal ground. Bring the ground home with the seed.

Two more crops serve every style. The **Carrock** gives armor and grows only on stone ground. The **Puffungi** cuts boss damage and grows only on mold ground ("Azeos' Wilderness," Codex II).

FAQ

Which seeds are best to plant?

Heart berries, bomb peppers, and glow tulips first: dishes, potions, and explosives all use them. Then the crop of your style.

r/CoreKeeperGame
"What seeds would you say are the best to plant?"

IN THE GAME



"A sweet, juicy berry that refreshes the body."



"A fierce vegetable for spicing up foods."

Core Keeper
item descriptions

ONE SMALL FIELD IS ENOUGH



A fenced garden at the water's edge

Start with one square of 5 × 5 tiles, a free tile in its center. Add a square when a food chest runs empty, not before.

1. Till the ground with a hoe. It must suit the seed.
2. Plant the seed, then water the tile. The watering can comes out empty, so fill it on a water tile.
3. Wait 10 minutes. The sprout shows after 2.
4. Harvest by hand, or hit the ripe field with the hoe to take the whole area.

A harvested plant gives its seed back 3 times out of 4, so a field shrinks a little with each harvest. Keep spare seeds in the food chest. The "Grateful gardener" talent closes the gap. With 5 points, every plant returns its seed.

The free tile in the center is for a **Sprinkler**. It waters the 5 × 5 square around it and needs neither water nor power. Until then, water each new seed because a tile dries out after the harvest.

Fence the field. Cattle eat ripe crops, and hits break them. With no water nearby, dig a channel to the field ("Water and lava" in "Build" (p. 51)).

TIP

When it does not work

A seed only grows on the grounds its tooltip lists. The tile must also be watered; tilling at the water's edge does not do it. Give the plant its full 10 minutes. If the field is still empty, cattle may have reached it.

WHY FISH

Fish for immunity dishes, permanent health, and what the line brings up. No crop gives the first two.

- **Immunity dishes.** Five fish make you immune to slime, acid, mold, or burning for 10 minutes.
- **Permanent health.** The **Starlight Nautilus**, caught in lava, adds 100 max HP for good.
- **Loot.** The line also brings up ore, fossils, and jewelry like the **Sea Foam Ring**.
- **Ranged damage.** The "Well-trained aim" talent adds up to 30% of your Fishing to your ranged damage.

Fishing asks for no skill with the controller. Hold "use" to cast, then press when the float moves. Craft a **Wood Fishing Rod** at the **Copper Workbench** and start in any pond. A patch of bubbling water bites in 3 to 5 seconds, and it is always a fish.

Each water needs a minimum fishing power. When nothing bites, craft the rod of the next metal. Rods do not wear out, and they cannot be upgraded.

FAQ

Why do people fish?

For dishes no crop can make: immunity to slime, acid, mold, and burning. The line also brings up ore, jewelry, and a fish worth 100 max HP.

r/CoreKeeperGame
"Why do people fish?"

FAQ

Is fishing worth it?

Yes. For a shooter it counts twice because every point of Fishing also raises ranged damage, through "Well-trained aim."

r/CoreKeeperGame
"Is fishing worth it?"

ENDLESS WOOD

Plant a patch of root seeds next to the base and never look for wood again. Wood goes into everything, from chests to rails.

A planted **Root Seed** spreads wood around it, in a random direction, every 2 to 3 minutes. Cut the growth and leave the root: it never stops.

1. Plant your root seeds with an empty tile between each two.
2. Line the patch with floor tiles, so the wood stays inside it.
3. Cut only the growth. A root that takes a hit stops spreading.

The two other woods work the same way, from their own seeds: **Coral Wood** from the Sunken Sea and **Gleam Wood** from the Shimmering Frontier. A powered **Table Saw** turns 1 wood into 1 plank of the same kind. A drill can do the cutting for you ("Wood and planks" in "Machines" (p. 75)).

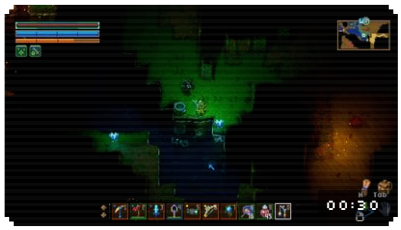
PLAYER TIP

Nets instead of a rod

With a grid of fishing nets fed by robot arms and item collectors, he gets hundreds of each fish without casting a line. Once Fishing reaches 100, he stops fishing by hand.

Nifegun
YouTube, "Turn Crops Into Fish! Automated Fish Farming in Core Keeper"

REPLAY



Gear that only bites

She gives two reasons to fish. Fish cook into dishes with strong bonuses. Some gear only comes up on a line.

Fish each new water a few times because part of its loot comes from nowhere else.

MistKeeper
YouTube · CoreKeeper- Fishing, Everything You Need To Know

REPLAY



A wood farm that never runs out

He replants roots so he never runs short of wood again.

Plant your root seeds with an empty tile between each two, on a patch lined with tiles, and leave the central trunk so the wood grows back endlessly.

Gold Hawk
YouTube · [FR] Le Monde Sauvage d'Azeos - Core Keeper #04

GOLDEN CROPS, LATER

A golden crop makes any dish rare. A rare dish is 25% stronger. Early on, they come on their own. Later, you plant for them.

Any seed has a small chance to grow golden. The "Expert gardener" talent adds 3% per point, 15% with 5 points. A golden crop also carries one more bonus than the ordinary one.

STYLE	GOLDEN DISH
Bosses	**Golden Puffungi** + **Marbled Meat**: less damage from bosses, more against them
Melee or range	**Golden Pinegrapple** or **Golden Pewpaya**, with a second golden crop
Magic and minions	**Golden Sunrice** + **Golden Lunacorn**
Long trips	**Golden Heart Berry** + **Golden Bloat Oat**: healing, food, less hunger while running

Keep golden harvests in their own chest and cook them only for bosses. When you want them by the stack, a field of robot arms does the planting ("Crops" in "Machines" (p. 75)).

ACHIEVEMENT

Farmer Midas 25%

Harvested a golden plant

Core Codex estimate
all platforms, November 2026

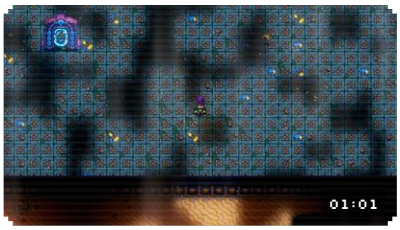
FAQ

Are golden plants worth it?

Yes, for boss dishes. One golden ingredient always makes the dish rare, with bonuses at 125%.

r/CoreKeeperGame
"Golden plants worth it?"

REPLAY



No talent needed

Golden crops now come with or without the Gardening talent. The talent only raises the chance. His robot arms bring some in too.

Do not wait for the talent. Harvest as usual and keep every golden crop that comes.

Dakon's Madhouse
YouTube · Fully Automatic Crop Farm with Golden Crops | Core Keeper 1.2

YOUR BASE

FARM ANIMALS

Cattle, pens, breeding, mounts

Cattle give food and materials; a saddle turns one into a mount. Which to keep, and how to keep them in.

CATTLE, WHAT EACH GIVES

Bring home two animals of each species you meet. Fed, an animal produces a resource every 10 minutes. Killed, it leaves **Marbled Meat**, and it never comes back.

ANIMAL	IT EATS	IT GIVES
Moolin	crops, **Moorshrooms**	**Meadow Milk**: armor, in a dish or as it is
Bambuck	crops, Moorshrooms	**Wool**: armor, bags, furniture
Drohmble	crops, Moorshrooms	**Blasting Dung**: the base of many explosives
Dodo	critters	**eggs**, a cooking ingredient
Strolly Poly	critters	**plates**, a crafting material
Orex	critters	**Orex Truffle**: the mining dish
Kelple	kelp	**Kelp Dumpling**: better harvests and catches

Start with the Moolin and the Bambuck. They eat what your field already grows, and the **Loom** needs wool. The others can wait until you need what they give. Where each species lives is in "Cattle," in "Animals," Codex IV.

Cattle do not respawn, and enemies can kill them. Keep at least two of a species before you slaughter one. Everything for the ranch comes from the **Livestock Workbench**, crafted at the **Basic Workbench**, so your farm can start in the first hour.

FROM THE STUDIO

A favorite in the herd

He traces it back to the "last melon" scene in the first *Ice Age* movie.

"Dodos have a special place in my heart, not just in Core Keeper."

Herman, programmer at Pugstorm
Reddit AMA, September 10, 2025

FAQ

Which cattle is best?

The Moolin and the Bambuck first: milk for armor, wool for the Loom and your bags. Add the others when a recipe asks for what they give.

r/CoreKeeperGame
"Which cattle is best cattle?"

BUILDING A PEN THAT HOLDS



A cattle pen at the ranch

Build the closed pen before you fetch the animals. They slip out through any gap. Shut the gate behind you every time.

Hold an animal's food and it follows you home, for a short walk. The **Leash** pulls one animal but breaks if you go too far. The **Cattle Transport Box** puts it in your inventory, one box per trip.

An animal eats from the ground, from a **Feeding Tray**, or from your hand. Its stomach holds 4 meals. Every 10 minutes, if it has at least 2, it uses them and gives its resource. Hungry, it stops producing, but it does not die.

The best pen grows its own food:

- **Moolin, Bambuck, Drohmble:** lay **Mossy Soil**. Moorshrooms grow on it.
- **Strolly Poly, Dodo, Orex:** lay **Hardened Sap**. Critters appear on it while you are nearby.
- **Kelple:** nothing grows for it. Give it kelp by hand or in the tray.

Keep the pen away from your crops, which cattle eat when ripe, and from any spawn ground. Keep it away from the end of a conveyor belt too because it carries creatures as well as ore.

BREEDING ON AND OFF

Breeding has a switch on each animal. Turn it off when the pen is full. Every new animal is one more mouth, and a hungry herd gives nothing.

Two adults of the same species have a baby when all of this is true:

1. Breeding is on in the menu of each one. Talk to the animal to open it.
2. Both are full.
3. Each has eaten at least 30 times.
4. They stand close to each other.

A baby gives nothing. It becomes an adult after 8 meals. It takes the color of one parent, with a 40% chance of a random color of its species instead.

With too many animals, turn breeding off, then slaughter adults down to the number you can feed. Never go below two.

TIP

When it does not work

Missing cattle left through an open gate or a gap in the fence, or an enemy reached them from a spawn ground or a belt. Dead cattle do not come back. If they are there but give nothing, the tray holds a food they do not eat, or they have fewer than 2 meals.

FAQ

My cattle keep disappearing.

Look for a gap or an open gate, then for what could kill them: a spawn ground nearby, or a belt that brings creatures in.

r/CoreKeeperGame
"Cattle disappearances"

TIP

Mounts

A **Saddle** on a cattle animal makes it a mount; take it off and the animal is cattle again. All seven species run at the same speed. Only the saddle counts, +23.5% over walking, or +43% with the **Racing Saddle**. Your food bar does not drop, but you cannot attack, dig, or build. Before a waypoint, get off and hit your mount: it goes into your bag.

FAQ

How do I stop cattle from breeding?

Open each animal's menu and turn breeding off. If the pen is already too full, slaughter adults and keep at least two.

r/CoreKeeperGame
"How to stop cattle from breeding?"

YOUR BASE

MACHINES

Power, parts, and builds by theme

How power travels, what each part does, why a line stops, then builds from ore to base defense.

POWER, BELTS, ARMS, CHESTS

Every build is a version of one line: a source feeds a machine, a belt carries, an arm loads and empties, a chest stores. Machines run only while a player is near them, so a build you walk away from stops. No machine is needed to finish the story.

The first machine you need is the **Table Saw**, for the planks of the **Iron Workbench**.

1. Craft the **Electronics Table** at the Copper Workbench.
2. Craft a **Lever** there and place it against the saw.
3. Switch the lever on. For a machine farther away, use an **Electricity Generator** and **Electrical Wire**.

PARTS, FAMILY BY FAMILY

Almost every part comes from one of the automation tables. The **Electronics Table** comes from the Copper Workbench, the **Automation Table** from the Tin Workbench, the **Advanced Automation Table** from the Octarine Workbench. Each card gives what the part does, whether it needs power, and where you craft it.

Sources and wire

Power travels through wire and through machines that touch each other. It has a range, counted in tiles, and no consumption. A machine is on or off. Past the range of its source, it gets nothing.



Electricity Generator. Always on, range 25. Electronics Table.



Lowered Electricity Generator. The same source, set below floor level. Electronics Table.



Lever. Range 13 while switched on: the on/off switch of a build. Electronics Table.



Electrical Wire. Links a source to a machine. Electronics Table.



Electricity Stick. Range 1, too weak for a machine. It changes how a Logic Circuit behaves. Electronics Table.

FROM THE STUDIO

Simple rules that combine

"A very important foundation for Core Keeper is thinking about things as combinations of other things rather than stand-alone mini games: what happens if you combine a chest with some automation, and some enemies enter the room? You get emergent scenarios from very simple rules that interact."

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

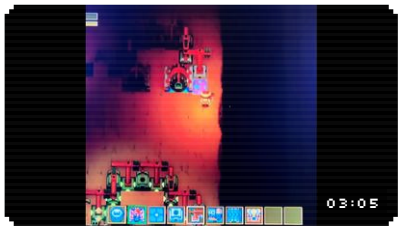
FAQ

Is there a limit to what one generator can power?

There is no consumption to count. Each source has a range, in tiles of wire and machines. Past that range, add a second source.

r/CoreKeeperGame
"Question to generators / Power grid"

REPLAY



Wire as you go

He leaves the wire for the end, then has to walk around the whole build to find the gaps. His advice: lay the wire as you place each arm.

Wire each machine as you place it because one gap leaves the rest of the line without power.

Mystic Mines
YouTube · How To BUILD Auto ORE SMELTER in Core Keeper 2025 UPDATED GUIDE

Triggers

Each one is a small source that turns on for a player, an enemy, an item, or a hit.



Pressure Plate. On while a player stands on it, range 13. Electronics Table.



Pressure Pedestal. On while an item lies on it, range 13. Advanced Automation Table.



Explorer Proximity Sensor. On when a player is near, range 8. Electronics Table.



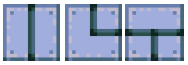
Enemy Proximity Sensor. On when an enemy is near, range 8. Electronics Table.



Kinematic Dynamo. On for 1 second after each hit, range 5. Electronics Table.

Circuits

They steer power between a source and a machine. All of them come from the Electronics Table.



I, L, and T circuits. Power goes straight, through a right angle, or from one direction into two.



Cross Circuit. Two wires cross without connecting. Rotate it in your hand to change the directions.



Delay Circuit. Stores the power that enters and sends it out in intervals of 1 second.



Logic Circuit. Lets power through only when exactly 2 of its 3 inputs receive power.

Belts, arms, collectors

An arm moves one thing to one place, so a large system is many small lines side by side. To filter an arm, open it and place a sample item in it. It then takes only that item, never a category.



Conveyor Belt. Moves what lies on it one tile per second, creatures included. No power. Turn it the right way before you place it. Automation Table.



Conveyor Belt Splitter. Splits each stack between its two sides. Automation Table.



Robot Arm. Powered. It takes from the tile in front and drops on the tile behind: ground, belt, chest, or smelter. Whole stacks, never diagonally. Automation Table.



Item Collector. Powered. It picks up what lies in a 5 × 5 square in front of it. It fills a machine but never empties one. Advanced Automation Table.

FROM THE STUDIO

Far from you, nothing happens

Enemies far from every player go idle and are then unloaded. A sensor or a pressure pedestal set far from players therefore never sees them. No change is planned.

Game Developer
Pugstorm, November 2026

FAQ

Are item collectors just better robot arms?

No. A collector covers a square of ground, which suits loot and harvests. Only an arm takes an item out of a chest or a smelter.

r/CoreKeeperGame
"are item collectors just better robot arms?"

WARNING

Arms break

Enemy projectiles destroy robot arms. Wall in any line that runs through open ground.

Drills, saw, smelters

Drills and the saw need power. Smelters work without it.



Crude Drill. Powered. 30 mining damage per second, for 8 tin bars. Automation Table.



Drill. Powered. 60 mining damage per second. Automation Table.



Table Saw. Powered, it cuts 1 wood into 1 plank. Tin Workbench.



Smelters. The Furnace takes copper, tin, and iron, the Smelter Kiln gold to octarine, the Fury Forge the ores after that. Basic, Iron, and Octarine Workbench.

Farm and food

The **Critter Catcher** and the **Fishing Net** run on bait, the **Cooking Pot** on ingredients. None of the three needs power.



Sprinkler. Waters 5 × 5 tiles nonstop. Automation Table.



Robot Farm Arm. Powered. It plants seeds and harvests crops. Its harvest drops no seeds. Advanced Automation Table.



Seed Extractor. Powered. It turns 1 plant into 2 seeds in 40 seconds. Advanced Automation Table.



Critter Catcher. Baited with crops, it catches critters of its biome. Livestock Workbench.



Fishing Net. Baited with critters, it catches fish. It covers 3 × 3 tiles of water. Fishing Workbench.



Cooking Pot. Two ingredients make one dish. Arms can load it and empty it. Basic Workbench.

Disposal

Both machines need power and an arm to feed them. Both come from the Advanced Automation Table.



Shredder. Salvages the tools and gear it receives.



Incinerator. Destroys what it receives and gives nothing back.

Doors and light

All three work only while powered. All three come from the Electronics Table.



Electrical Door. Opens while powered.



Electrical Drop Gate. Opens from below while powered. It can stand in water and needs no walls.



Lamp. Lights up while powered.

WARNING

In front of a drill

A running drill drags you in and hurts you. It also damages almost any object placed in front of its head, chests included. Walk behind it, or cut the power first.

Traps and turrets

Turrets and the Materializer need power. The spike trap does not.



Spike Trap. 51–61 damage every 2.5 seconds, to enemies only. Tin Workbench.



Poison Spike Trap. 108–132 damage and poison to anything that walks on it, you included. Found, never crafted.



Galaxite Trap. A burning energy jet, 117–143 damage. Galaxite Workbench.



Galaxite Turret. It shoots the enemies in front of it, 148–180 damage. Galaxite Workbench.



Flame Turret. It sprays fire in front of it, 187–227 damage. Relucite Smithing Table.



Materializer. Loaded with a figurine, it spawns a temporary clone of that creature. Dug up in the Shimmering Frontier arenas.

"Automation," Codex IV, gives the recipes, ranges, and damage for every part.

WHEN IT DOES NOT WORK

Check each line from the source to the chest.

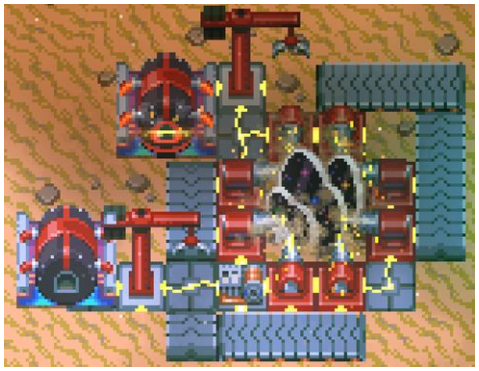
PROBLEM	CHECK, IN ORDER
A machine does not start	the source is on; the line is not too long; the machine faces the right way
Items stay on the ground	the direction of the belts; the side the arm takes from; its filter; room in the chest
The smelter takes nothing more	it smelts this ore; its output is not full; arm and wire sit on a corner of the Fury Forge
The garden stops	seeds come back; the splitter still feeds the extractor
A catcher or a net gives nothing	bait in its slots; the biome; 3 × 3 tiles of water under the net
The monster farm gives nothing	creatures piling up; objects on the ground; you stand too close for spawns, or too far for the machines
Everything stopped at once	you went too far from the build

TIP

Test small

Before a big mechanism, build a test circuit with a source, a circuit, and a lamp. Change one thing at a time and watch the lamp. Then build the real setup piece by piece.

BUILDS BY THEME



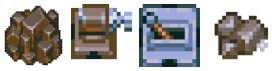
An equipped galaxite boulder: drills, belts, arms, and forges, in the Desert of Beginnings

The builds run from the first drills to the base defense. Each one gives what it does, what it needs, and its main limit.

Ore and bars

Drills empty an ore boulder that no pickaxe can dent. A boulder is a rock of 2 × 2 tiles that holds 1,800 ores. Up to eight drills fit around it.

CIRCLE 1



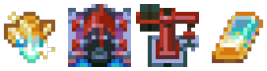
Drills on a boulder. Drills against the rock, a lever against one drill, a chest nearby. The ore falls behind the drills.

CIRCLE 2



From rock to chest. Belts gather the ore on one tile. One arm loads the smelter, a second arm fills the chest.

CIRCLE 2, WITH OCTARINE



Forges in a chain. One forge needs 27 seconds per bar: more than 13 hours for a boulder. Four forges bring it down to about 3 hours 20 minutes.

Limits. A boulder breaks after its 1,800 ores, so the site moves. A full smelter blocks its arm, so add a second smelter before you add a drill. The **Fury Forge** takes 2 × 2 tiles. Connect its two arms and its wire on the same corner, never in the middle of a side.

Bars pay for upgrades at the **Upgrade Station**, for the machines themselves, and for a few large recipes. The **Soul Seeker** alone needs 400 gold bars.

FAQ

What is the use of drills and conveyors?
Ore for upgrades, for the machines themselves, and for a few recipes that ask for hundreds of bars. For one set of gear, a pickaxe is enough.

r/CoreKeeperGame
"What is the use for the drills and conveyors?"

FAQ

Smelt at the boulder, or at the base?
At the boulder. A chest on site, a waypoint or a portal next to it, and you collect bars when you need them.

r/CoreKeeperGame
"Should I make a conveyer belt to smelt the ore to my base or should I smelt the ore at the node?"

REPLAY



Tin first
About to equip a scarlet boulder, he wants all eight drills on it and runs short of tin. He goes back, finds a tin boulder, and drills that one first.

Your first boulder should be tin because it feeds every drill that comes after.

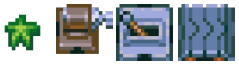
Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

Wood and planks

A root seed grows wood, drills cut it, belts carry it away. You get wood without an axe, then planks without a hand on the saw.



What you get. Wood from a root seed. Coral wood and gleam wood grow from their own seeds. The saw gives 1 plank per wood.



Wood farm. From circle 1. A watered seed spreads wood in a random direction every 2 to 3 minutes. Drills aim at the tiles where it grows.



Plank line. From circle 2. An arm feeds a powered saw at the end of the belt.

Limits. A drill that touches the seed destroys the plant. A root that takes a hit stops spreading. Roots spread unevenly, so watch a small farm before you enlarge it. Build one farm per wood.

FAQ

My wood farm makes too little wood.
Check that no drill touches the seed, and that each drill aims at a tile where wood can grow. Then add roots before you add drills.

r/CoreKeeperGame
"Wood farm not making enough wood"

REPLAY



A corridor for the roots
He plants a root seed, waters it, and surrounds it with tiles so it can only grow one way. The corridor runs for six blocks to a drill. Behind the drill come a belt, a robot arm, and a table saw.

Floor tiles steer the roots. Leave open only the path that leads to a drill.

Kane | Ukiyox Games
YouTube · 4 Simple Automated Farms For INFINITE Resources In Core Keeper

Crops

Farm arms plant and harvest one crop in a loop. The seeds come back on their own. Golden harvests go to a chest, ordinary ones feed the loop.



What you get. One crop per module, with a chance of golden harvests.



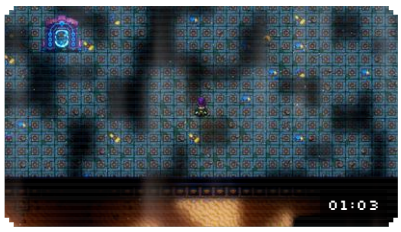
Watered field. From circle 2, with scarlet. One sprinkler keeps 5 × 5 tiles wet. You still plant and harvest by hand.



Automatic garden. From circle 2, with octarine. The arms harvest. A splitter sends half of the ordinary harvest to the extractor, which gives two seeds per plant.

Limits. A farm arm drops no seeds, so the garden stops without a **Seed Extractor**. Send about half of the harvest to it, never much more: spare seeds loop forever and slow the game down. The farm arm does not raise your Gardening. One module grows one crop.

REPLAY



Golden crops without the talent
Before he builds, he clears up one worry. Robot farm arms always have a chance to grow golden crops, whether you have the gardening talent or not.

Build the garden for the golden harvests: they are what you cannot buy.

Dakon's Madhouse
YouTube · Fully Automatic Crop Farm with Golden Crops | Core Keeper 1.2

Critters and fish

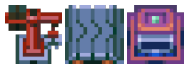
Crops become critters, critters become fish. A **Critter Catcher** takes crops as bait; a **Fishing Net** takes critters. Each baited slot gives one catch every 8 to 12 minutes.



What you get. The critters of the biome, then the fish of the water.



By hand. From circle 1. Bait them, come back later, empty them.



Chained. From circle 2. Arms take the catch out. A belt carries spare crops to the catcher and critters to the net.

Limits. The catcher gives the critters of the biome where it stands. The net gives the fish of the water under it and needs 3 × 3 tiles of that water. Choose the place before you build.

Dishes

Two filtered arms load a Cooking Pot, a third arm takes the dish out. One pot cooks one recipe, again and again.



What goes in. Two ingredients per dish: what you pick, grow, or fish.



One pot, one recipe. From circle 2. Each loading arm is filtered on one ingredient. The dish leaves on its own belt.



From field to dish. From circle 2, with octarine. A garden and a net feed the belt that passes in front of the pots.

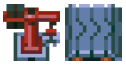
Limits. A filter takes one item, so each recipe needs its own pot and its own pair of arms. Keep one sample of every ingredient for the filters. Keep the dishes on a separate belt, away from crops and seeds.

Sorting and disposal

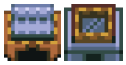
Quick stack already sorts for free. Build a sorter only if you enjoy watching it work. A filter takes one item, never a family, so a sorter needs one arm and one chest per item.



What to sort. Only what fills your bag after every trip: ores, bars, wood.



Sorter. From circle 2. An arm empties an input chest onto a belt. Along the belt, one filtered arm per item fills its chest. A last chest takes the rest.



Disposal lines. From circle 2. With octarine, an arm feeds the shredder the tools and gear you no longer want. With galaxite, the incinerator destroys what it receives: filter its arm with care.

Limits. Leave everything else to quick stack (“Back from a trip” in “Full Chests” (p. 5)).

REPLAY



The arm leaves the bait

His ordinary crops go to a critter catcher. The arm on its side takes out only the critters and leaves the crops, which are the bait, so he sets no filter on it.

An arm that empties a catcher or a net needs no filter.

Shad

YouTube · Core Keeper 1.2 (Void & Voltage) - Automatic Crop Farm, Automatic Critter Farm, Automatic Fish Farm

REPLAY



One pond per water

Each of his nets sits on a 3 × 3 square of a different water. The fish that come out depend on the water under the net.

Carry the water you want to your farm, one square per net.

Shad

YouTube · Core Keeper 1.2 (Void & Voltage) - Automatic Crop Farm, Automatic Critter Farm, Automatic Fish Farm

FAQ

Do fishing nets raise Fishing?

No. A net fishes for you. The skill rises only when you fish yourself.

r/CoreKeeperGame

“Fishing nets don't give fishing XP”

Monster farms

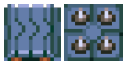
A monster farm is a closed room of spawn ground, belts, and traps. Build it far from home. It gives loot only while you stay in range. Stand near enough for its machines to run, but not next to the spawn ground, where your presence stops the spawns.



Spawn ground. Each creature spawns on its own ground. Lift it with a shovel or a hoe and lay it in the room.



What spawns. Cavelings on stone moss, orange slimes on ground slime, larvae on chrysalis. Fungal soil grows mushrooms to pick.



Belts and traps. From circle 1. Belts carry the creatures to a row of traps. Neither blocks a spawn.



Loot pickup. From circle 2, with octarine. It gathers the loot across a ditch, where an arm only reaches the next tile.

"Spawn grounds" in "Automation," Codex IV, lists which ground spawns which creature. To train a combat skill on a target, see "Bonus training" in "Melee combat" in "Skills" (p. 17).

REPLAY



Farms leak

His monster farm once had walls around it. The creatures inside drew the slimes behind the wall into a fight, and the walls are gone. He has even lost a piece of belt.

Keep a monster farm away from the center of your base until it has run clean for a few hours.

IcOn Gaming
YouTube · 10 BASE BUILDING TIPS & TRICKS - Guide CORE KEEPER Tutorial

FAQ

Why are monster farms so hard to get right?

The spawn rules are hidden in the game, so players work them out by testing. Keep the farm empty and stand a little away from it, never out of range.

r/CoreKeeperGame
"Mob Farms are absolutely not intuitive for how much this game likes automation."

REPLAY



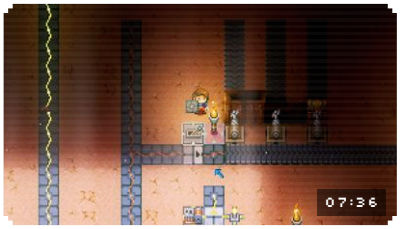
A belt that loops

His arms sometimes miss an ingredient as it passes. He sends what was not taken back around, so each item gets a second chance at the pot.

Close the ingredient belt into a loop so what an arm misses comes back.

Dakon's Madhouse
YouTube · Automatic Cooking Farm | Core Keeper 1.2

REPLAY



A sorter on a pulse

His sorting system starts with a belt that feeds in, the very first tile left empty. A generator powers a delay circuit and a logic circuit that turn the power into pulses. The arms get direct power through cross circuits, so nothing leaks into the drills.

A sorter is a wiring project. Build the test circuit first, with a lamp in place of the machine.

Darkx
YouTube · The Automation Video I Wish I Found When i Started Core Keeper

FAQ

Is an inventory sorter worth it?

A small one, for the few items you bring back every trip. A large one is a project for the fun of it.

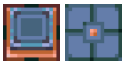
r/CoreKeeperGame
"Is inventory sorter worth it?"

Defense and doors

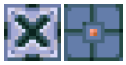
A base needs little defense. Remove the spawn ground first, then guard the openings. Nothing spawns within 12 tiles of the Core.



Trapped entrance. From circle 1. Spike traps hurt enemies only, so you can walk on them.



Door that opens for you. From circle 1. The plate reacts to players only. Wire it to an electrical door.



Alarm. From circle 1. The sensor powers a lamp when an enemy comes near.



Turrets. Galaxite in circle 2, flame in circle 3. Powered, they hit what stands in front of them.

Limits. A belt that enters your base carries creatures in with the ore, so end it in a row of traps. Creatures fight back and break turrets. A **Poison Spike Trap** hurts you too.

REPLAY



Turrets on wire

Some creatures hit back and destroy a turret. If that turret was passing power to the next one, the others stop firing. He places every turret on wire, which the creatures do not break.

Run wire under each turret. Never use one turret to power the next.

Nifegun
YouTube · Modular Mob Farm in Core Keeper

FAQ

How much base defense do I really need?

Very little. Lift the moss and slime ground near your openings with a hoe. Defend only the place where a belt enters the base.

r/CoreKeeperGame
"How much base defense do I really need?"

FAQ

Creatures ride my belt into the base.

A belt moves creatures as well as items. End it in a closed lane with spike traps. Take the items through the wall with an arm.

r/CoreKeeperGame
"Beasties keep getting into my base via the conveyor belt and killing my cattle:("



CORE-CODEX.COM

