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The indie hit Core Keeper celebrates 1 million sales

Fireshine Games is proud to announce that mining sandbox adventure Core Keeper has now sold over 1 million units since launching into Steam Early Access earlier this year.

The incredible sales milestone comes shortly after the launch of Core Keeper's first major content update, The Sunken Sea, an expansive new update that introduces a brand-new seafaring biome filled with new aquatic enemies, loot and locations to discover.

The underground indie hit previously set the record of being Fireshine Games' fastest-selling digital game of all time, after selling an incredible 100,000 copies within its first two days of launch. And for those yet to discover the game, Core Keeper is currently available with a 10% discount on Steam for the duration of the Steam Summer Sale.

"We are so thankful to the Core Keeper community for their love for the game, and for their help in bringing Core Keeper to more and more players," said Sarah Hoeksma, Marketing Director at Fireshine Games. "We've been overwhelmed by the positive response since launching into Early Access, and can't wait to share future plans about exciting new content updates for the game as it continues to grow."

Core Keeper is a 1-8 player mining sandbox adventure set in an ancient cavern of creatures, treasures and trinkets. Mine relics and resources to build your base, craft new equipment and survive. Defeat giant monsters, discover hidden secrets, farm crops, go fishing, cook new recipes and explore a procedurally generated underground world to unravel the mystery of the ancient core.

Core Keeper is available now on PC via [Steam Early Access](#). For more information, follow [@CoreKeeperGame](#) on Twitter and join the discussion on [Discord](#).

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ABOUT EG7

EG7 is a group of companies within the gaming industry that develops, markets, publishes and distributes PC, console and mobile games to the global gaming market. The company employs 470+ game developers and develops its own original IPs, as well as acts as consultants to other publishers around the world through its game development divisions Daybreak Games, Piranha Games, Toadman Studios, Big Blue Bubble and Antimatter Games. In addition, the group's marketing department Petrol has contributed to the release of 1,500+ titles, of which many are world famous brands such as Call of Duty, Destiny, Dark Souls and Rage. The group's publishing and distribution departments Innova and Sold Out hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 880 employees in 16 offices worldwide.

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