



COMPLETION CODEX

Entry #1 — Outer Wilds

Everything the game contains, itemized and verified:
498 things — all verified.

THE PRINTABLE CHECKLIST · DATA VERSION 2.1 · 23 OCTOBER 2026

Base game + Echoes of the Eye · the Codex Run record: 498 of 498

Spoiler note: this checklist names every item in the game.
Print it when you are ready to see the whole list.

How this checklist works

One line per thing. Every item carries its stable Codex ID — the same ID used on the website and in the AI Codex Pack, so a line here, a card there, and a Pack entry are the same object. Tick the box when the thing is done. The Codex Run itself is complete: all 498 items were captured and verified in one continuous playthrough, and each item's verification (session and timestamp) is published on the website and in the Pack.

Chapters follow the Codex order. Counts are unique items: every thing has exactly one primary home, and cross-references never double-count.

Ship Log	53
Echoes Ship Log	28
Nomai Texts	155
Nomai Writings	9
Signs & Placards	30
Dialogue	62
Locations	56
Signals	16
Secrets	21
Slide Reels	18
Echoes of the Eye	10
Endings	9
Achievements	31
Total	498

Ship Log

53 ITEMS · ALL VERIFIED IN THE CODEX RUN

Ash Twin: Ash Twin Project sl44-atw-project
Hollowed chamber; eight masked monoliths; sends data 22 min back; advanced warp core
Ash Twin: Ash Twin Towers sl45-atw-towers
Ring of towers; White Hole Station was the model
Attlerock: Esker's Camp sl08-at-eskers-camp
Esker growing trees, alone too long
Attlerock: Eye Signal Locator sl07-at-eye-signal-locator
Device to pinpoint distant signals; Nomai failed to detect the Eye
Attlerock: Lunar Lookout sl09-at-lunar-lookout
View of solar system; Esker tracks travelers by signalscope
Brittle Hollow: Black Hole Forge sl13-bh-black-hole-forge
Warp tower alignment rules; Poke forged the advanced warp core
Brittle Hollow: Escape Pod 1 sl11-bh-escape-pod-1
One of three escape pods launched from the damaged Vessel
Brittle Hollow: Gravity Cannon sl15-bh-gravity-cannon
Upward gravity field; recalled a Nomai shuttle from the Quantum Moon
Brittle Hollow: Northern Glacier sl17-bh-northern-glacier
Warp receiver from White Hole Station; warp tech recreated
Brittle Hollow: Old Settlement sl10-bh-old-settlement
Temp settlement; mural panels 1-3; Eye of the universe named
Brittle Hollow: Riebeck's Camp sl18-bh-riebeck-camp
Riebeck the archaeologist at the Crossroads; terror of the black hole
Brittle Hollow: Southern Observatory sl16-bh-southern-observatory
Eye search; decision to send deep-space probe; tornado simulation
Brittle Hollow: The Hanging City sl12-bh-hanging-city
City under northern glacier, four districts; debated warp core
Brittle Hollow: Tower of Quantum Knowledge sl14-bh-tower-quantum-knowledge
Pilgrimage to Quantum Moon; shrine-on-north-pole rule
Dark Bramble: Escape Pod 3 sl31-db-escape-pod-3
One of three pods; two Vessel beacons detected
Dark Bramble: Feldspar's Camp sl33-db-feldspar-camp
Feldspar alive in anglerfish skeleton
Dark Bramble: Frozen Jellyfish sl34-db-frozen-jellyfish
Rubbery outside insulates from electricity (core barrier hint)
Dark Bramble: Nomai Grave sl32-db-nomai-grave
Small seed; dying beacon; scout photos of derelict ship inside
Dark Bramble: The Vessel sl30-db-vessel
Derelict Nomai Vessel; dead warp core; bridge pillar; Eye-signal recording under platform
Ember Twin: Anglerfish Fossil sl38-et-anglerfish-fossil
Nomai children's game; blindfold because anglerfish are blind
Ember Twin: Chert's Camp sl35-et-chert-camp
Astronomy gear at north pole; many supernovae; dying stars
Ember Twin: Escape Pod 2 sl36-et-escape-pod-2
One of three pods launched from the Vessel
Ember Twin: Gravity Cannon sl39-et-gravity-cannon
Upward gravity field; recalled a Nomai shuttle from the Interloper

Ember Twin: High Energy Lab	sl43-et-high-energy-lab
White Hole temporal anomaly reproduced; Ash Twin Tower Designs	
Ember Twin: Lakebed Cave	sl42-et-lakebed-cave
Coleus on the rock; rule of quantum entanglement	
Ember Twin: Quantum Caves	sl41-et-quantum-caves
Wandering rock in northern caves; shard moves when unwatched	
Ember Twin: Quantum Moon Locator	sl40-et-quantum-moon-locator
Device tracking the Quantum Moon; travels to at least five locations	
Ember Twin: The Sunless City	sl37-et-sunless-city
City in cavern, four districts; debated building the Sun Station	
Giant's Deep: Bramble Island	sl24-gd-bramble-island
Thorny vines, frozen jellyfish; Feldspar camped here	
Giant's Deep: Construction Yard	sl22-gd-construction-yard
Orbital Probe Cannon built here; recently launched probe	
Giant's Deep: Gabbro's Island	sl20-gd-gabbro-island
Gabbro in hammock; loop-aware; found Nomai statue	
Giant's Deep: Ocean Depths	sl25-gd-ocean-depths
Calm below the current; coral forest at the core	
Giant's Deep: Statue Island	sl21-gd-statue-island
Where Nomai statues were made; Statue Workshop (pairing, masks)	
Giant's Deep: Tower of Quantum Trials	sl23-gd-tower-quantum-trials
First quantum journey knowledge; Rule of Quantum Imaging	
Hollow's Lantern: Volcanic Testing Site	sl19-hl-volcanic-testing
Inside a volcano; supernova-proof shell testing	
Interloper: Frozen Nomai Shuttle	sl47-in-shuttle
Shuttle in ice; three Nomai aboard; Clary stayed behind	
Interloper: Ruptured Core	sl48-in-ruptured-core
Lethal exotic matter; rupture would blanket the solar system	
Orbital Probe Cannon (ship log card)	sl26-opc-card
Built to find the Eye; broken remains, three accessways	
Orbital Probe Cannon: Control Module	sl29-opc-control-module
Received Ash Twin Project launch request; structural integrity compromised	
Orbital Probe Cannon: Launch Module	sl28-opc-launch-module
Projection pool intact; Mallow vs Privet debate	
Orbital Probe Cannon: Probe Tracking Module	sl27-opc-probe-tracking
9,318,054th probe found the Eye; Eye coordinates found	
Quantum Moon (ship log card)	sl49-qm-card
Landed on the surface; dead Nomai in spacesuit near south pole	
Quantum Moon: Quantum Shrine	sl50-qm-shrine
Wandering shrine; three rules recalled	
Quantum Moon: Sixth Location	sl51-qm-sixth-location
Moon is the Eye's moon; met the living Solanum	
Quantum Moon: Solanum's Shuttle	sl52-qm-solanum-shuttle
Landed at the south pole; stone combinations	
Sun Station (ship log card)	sl53-sun-station
Designed to make the sun supernova; fired with no effect; sun dying naturally	
Timber Hearth: Dark Bramble Seed	sl06-th-dark-bramble-seed
Crashed seed taken root; harmonica signal; bigger inside	
Timber Hearth: Nomai Mines	sl04-th-nomai-mines
Ore for Ash Twin Project shell; four-eyed semi-aquatic lifeforms	

Timber Hearth: Quantum Grove sl05-th-quantum-grove
Wandering quantum shard; poem on a tree

Timber Hearth: Radio Tower sl03-th-radio-tower
Deep-space-satellite photos; Hornfels noticed something strange

Timber Hearth: Village (ship log card) sl01-th-village
Hearthian village, museum, Nomai statue opening its eyes, Hal dialogue

Timber Hearth: Zero-G Cave sl02-th-zero-g-cave
Training cave; repairing satellites for Gossan

White Hole: White Hole Station sl46-wh-station
Warp towers tuned to astral bodies; negative time interval

Echoes Ship Log

28 ITEMS · ALL VERIFIED IN THE CODEX RUN

DLC ship log: Abandoned Temple dsl10-abandoned-temple

DLC ship log card — 4 entries

DLC ship log: Abandoned Temple — Map Projection 1 dsl11-map-projection-1

DLC ship log card — 1 entry

DLC ship log: Abandoned Temple — Map Projection 2 dsl12-map-projection-2

DLC ship log card — 1 entry

DLC ship log: Abandoned Temple — Map Projection 3 dsl13-map-projection-3

DLC ship log card — 1 entry

DLC ship log: Cinder Isles dsl05-cinder-isles

DLC ship log card — 2 entries

DLC ship log: Cinder Isles — Burned Slide Reel dsl07-ci-burned-slide-reel

DLC ship log card — 2 entries

DLC ship log: Cinder Isles — Slide Burning Room dsl06-ci-slide-burning-room

DLC ship log card — 2 entries

DLC ship log: Damaged Laboratory dsl21-damaged-laboratory

DLC ship log card — 3 entries

DLC ship log: Endless Canyon dsl25-endless-canyon

DLC ship log card — 2 entries

DLC ship log: Endless Canyon — Forbidden Archive dsl26-ec-forbidden-archive

DLC ship log card — 5 entries

DLC ship log: Hidden Gorge dsl19-hidden-gorge

DLC ship log card — 1 entry

DLC ship log: Hidden Gorge — Burned Slide Reel dsl22-hg-burned-slide-reel

DLC ship log card — 2 entries

DLC ship log: Hidden Gorge — Slide Burning Room dsl20-hg-slide-burning-room

DLC ship log card — 2 entries

DLC ship log: Island Tower dsl17-island-tower

DLC ship log card — 2 entries

DLC ship log: Island Tower — Symbol Room dsl18-symbol-room

DLC ship log card — 3 entries

DLC ship log: Reservoir dsl08-reservoir

DLC ship log card — 3 entries

DLC ship log: Reservoir — Burned Slide Reel dsl09-reservoir-burned-slide-reel

DLC ship log card — 2 entries

DLC ship log: River Lowlands dsl02-river-lowlands

DLC ship log card — 2 entries

DLC ship log: River Lowlands — Burned Slide Reel dsl04-rl-burned-slide-reel

DLC ship log card — 2 entries

DLC ship log: River Lowlands — Slide Burning Room dsl03-rl-slide-burning-room

DLC ship log card — 2 entries

DLC ship log: Sealed Vault dsl16-sealed-vault

DLC ship log card — 3 entries

DLC ship log: Shrouded Woodlands dsl27-shrouded-woodlands

DLC ship log card — 3 entries

DLC ship log: Shrouded Woodlands — Forbidden Archive dsl28-sw-forbidden-archive

DLC ship log card — 5 entries

DLC ship log: Starlit Cove dsl23-starlit-cove
DLC ship log card — 3 entries

DLC ship log: Starlit Cove — Forbidden Archive dsl24-sc-forbidden-archive
DLC ship log card — 6 entries

DLC ship log: Submerged Structure dsl14-submerged-structure
DLC ship log card — 2 entries

DLC ship log: Subterranean Lake dsl15-subterranean-lake
DLC ship log card — 2 entries

DLC ship log: The Stranger dsl01-stranger
DLC ship log card — 1 entry

Nomai Texts

155 ITEMS · ALL VERIFIED IN THE CODEX RUN

Ash Twin Project: Arrival of comet wall nt29
ATP wall

Ash Twin Project: ATP order-of-events wall nt27
ATP wall

Ash Twin Project: Brittle Hollow projection stone nt30
ATP projection stone: Advanced warp core

Ash Twin Project: Core warning/control text nt35
ATP text

Ash Twin Project: dynamic cycle information nt21
ATP dynamic info wall

Ash Twin Project: Excavation of Ash Twin wall nt22
ATP wall

Ash Twin Project: Giant's Deep projection stone nt31
ATP projection stone: fail-safe

Ash Twin Project: Gravity control text nt34
ATP text

Ash Twin Project: Memory statues finished wall nt25
ATP wall

Ash Twin Project: OPC tests wall nt24
ATP wall

Ash Twin Project: Probe Tracking Module projection stone nt32
ATP projection stone: ATP/probe

Ash Twin Project: Sun Station complete wall nt26
ATP wall

Ash Twin Project: Sun Station failed wall nt28
ATP wall

Ash Twin Project: Timber Hearth projection stone nt33
ATP projection stone: last ore

Ash Twin Project: Warp Tower connections wall nt23
ATP wall

Ash Twin: Brittle Hollow Tower conversation nt38
Ash Twin tower conversation

Ash Twin: Ember Twin Tower conversation nt37
Ash Twin tower conversation

Ash Twin: Sun Station Tower conversation nt36
Ash Twin tower conversation

Ash Twin: Timber Hearth Tower wall writings nt40
Verify in-game — not confirmed on wiki

Attlerock: Building a new Eye signal locator nt17
Building the locator

Attlerock: Chert's Research Notes nt19
Chert's Research Notes

Attlerock: Esker's Signalscope Log — all 7 entries nt20
Read every entry: Day 48, 51, 55, 63, 70, 76, 88

Attlerock: Eye signal tests nt16
Underground chamber texts

Attlerock: Riebeck's notes nt18
Riebeck's notes at the ruins

Brittle Hollow Black Hole Forge: Advanced warp core nt58
Black Hole Forge

Brittle Hollow Black Hole Forge: Aligning towers nt59
Black Hole Forge

Brittle Hollow Black Hole Forge: Boarding warning nt60
Black Hole Forge

Brittle Hollow Black Hole Forge: Core delivery nt61
Black Hole Forge

Brittle Hollow Black Hole Forge: dynamic warp-platform readout nt63
Dynamic readout

Brittle Hollow Black Hole Forge: Warp Tower designs nt62
Black Hole Forge

Brittle Hollow Crossroads: Riebeck's notes + journal nt53
Outside notes + journal

Brittle Hollow Eye Shrine District: Cassava recording nt68
Eye Shrine District

Brittle Hollow Eye Shrine District: Eye age nt71
Eye Shrine District

Brittle Hollow Eye Shrine District: Shrine welcome nt69
Eye Shrine District

Brittle Hollow Eye Shrine District: Solanum and the Eye nt73
Eye Shrine District

Brittle Hollow Eye Shrine District: What is the Eye nt72
Eye Shrine District

Brittle Hollow Eye Shrine District: What is the signal nt70
Eye Shrine District

Brittle Hollow Gravity Cannon: control text nt55
Control/information text

Brittle Hollow Gravity Cannon: Solanum pilgrimage conversation nt56
Solanum pilgrimage conversation

Brittle Hollow Gravity Cannon: Solanum shuttle recording after recall nt57
After recall

Brittle Hollow Meltwater District: Advanced Warp Core search nt64
Meltwater District

Brittle Hollow Meltwater District: Poke's thoughts on creating the core nt67
Meltwater District

Brittle Hollow Meltwater District: Solution 1 nt65
Meltwater District

Brittle Hollow Meltwater District: Solution 2 nt66
Meltwater District

Brittle Hollow Northern Glacier: dynamic warp-platform readout nt80
Dynamic readout

Brittle Hollow Northern Glacier: Feldspar spare-fuel note nt77
Northern Glacier

Brittle Hollow Northern Glacier: Quantum Moon observations nt78
Northern Glacier

Brittle Hollow Northern Glacier: Recreation of warp travel nt79
Northern Glacier

Brittle Hollow Northern Glacier: White Hole Station conversation nt81
Arrival/departure-time conversation
Brittle Hollow Old Settlement: Black-hole warning nt90
Old Settlement
Brittle Hollow Old Settlement: Entrance text nt82
Old Settlement
Brittle Hollow Old Settlement: Eye-signal knowledge nt83
Old Settlement
Brittle Hollow Old Settlement: Foli missing nt87
Old Settlement
Brittle Hollow Old Settlement: Ilex poem nt89
Old Settlement: Ilex poem
Brittle Hollow Old Settlement: Keek memorial nt86
Old Settlement
Brittle Hollow Old Settlement: New-settlement discussion nt91
Old Settlement
Brittle Hollow Old Settlement: Plume's brother nt85
Old Settlement
Brittle Hollow Old Settlement: Thatch and loss nt88
Old Settlement
Brittle Hollow Old Settlement: Vessel-crash recording nt84
Old Settlement
Brittle Hollow School District: Festivals nt74
School District
Brittle Hollow School District: Ilex's 'Why We Should Build a New Vessel' nt75
School District: Ilex's essay
Brittle Hollow School District: Solanum's 'Formation Of This Universe' nt76
School District: Solanum's essay
Brittle Hollow Southern Observatory: Eye orbit computer error nt96
Southern Observatory
Brittle Hollow Southern Observatory: Giant's Deep current nt92
Southern Observatory
Brittle Hollow Southern Observatory: Giant's Deep cyclones nt93
Southern Observatory
Brittle Hollow Southern Observatory: Knowledge of the Eye nt94
Southern Observatory
Brittle Hollow Southern Observatory: New search methods nt95
Southern Observatory
Brittle Hollow Southern Observatory: Riebeck's exterior recording nt97
Southern Observatory
Brittle Hollow Tower of Quantum Knowledge: Bottom-of-tower text nt101
Tower of Quantum Knowledge
Brittle Hollow Tower of Quantum Knowledge: Grove observations nt98
Tower of Quantum Knowledge
Brittle Hollow Tower of Quantum Knowledge: Pilgrimage information nt102
Tower of Quantum Knowledge
Brittle Hollow Tower of Quantum Knowledge: Solanum's mentor rule nt103
Tower of Quantum Knowledge: Solanum's mentor / final rule
Brittle Hollow Tower of Quantum Knowledge: Surface tower description nt99
Tower of Quantum Knowledge

Brittle Hollow Tower of Quantum Knowledge: Tower Shard text	nt100
Tower of Quantum Knowledge	
Brittle Hollow upper Tower of Quantum Knowledge: two scrolls	nt105
Solanum congratulation + tradition shelf scroll; verify in-game	
Brittle Hollow: Escape Pod 1 flightlog + recording	nt54
Flightlog + outside pod recording	
Brittle Hollow: Riebeck's gravity-crystal camp notes	nt104
Gravity crystal workshop + trail	
Dark Bramble Nomai Grave: Secca's final message	nt138
Secca's final wall message	
Dark Bramble The Vessel: Distress signal	nt140
The Vessel	
Dark Bramble The Vessel: Eye-signal encounter recording	nt139
The Vessel	
Dark Bramble The Vessel: modern Nomai inbound signal chain	nt141
Canna/Bromi/Clem/Hyssop/Neem	
Dark Bramble: Escape Pod 3 flightlog	nt133
Escape Pod 3	
Dark Bramble: Escape Pod 3 leaving-pod recording	nt135
Escape Pod 3	
Dark Bramble: Escape Pod 3 out-of-air recording	nt134
Escape Pod 3	
Dark Bramble: inside frozen-jellyfish note	nt137
Feldspar route	
Dark Bramble: outside frozen-jellyfish note	nt136
Feldspar route	
DLC: alarm-bell interactions and artifact instructions	nt156
Nonverbal interactions + artifact instruction context	
DLC: Gabbro's voice report near the Deep Space Satellite	nt157
Near the Deep Space Satellite; 'ol' Spacey'	
Ember Twin Gravity Cannon: controls + shuttle state	nt50
Controls / Interloper shuttle state	
Ember Twin High Energy Lab: experiment writings and readouts	nt51
Pye/Ramie experiment writings, computer readouts, energy control	
Ember Twin Quantum Caves + Lakebed Cave: disappearance texts	nt52
Cave Shard / Coleus disappearance texts	
Ember Twin Sunless City: Anglerfish Overlook	nt44
Sunless City	
Ember Twin Sunless City: Eye Shrine District writings	nt47
Eye Shrine District	
Ember Twin Sunless City: hidden-building scroll	nt45
Reaching Sun Station via Ash Twin; behind a sandfall	
Ember Twin Sunless City: Stepping Stone District writings	nt46
Children's writings + secret fossil entrance	
Ember Twin: Anglerfish Fossil research chamber texts	nt49
Research chamber / blindness texts	
Ember Twin: Crash Site Caves trail markers	nt43
Directions to Sunless City, grove, Anglerfish Fossil	
Ember Twin: Escape Pod 2 flightlog, records, trail writings	nt42
Flightlog, interior/outside records, trail writings	

Ember Twin: High Energy Lab Trailhead signage nt48
Trailhead signage
Ember Twin: High Energy Lab warp receiver readout nt164
Warp receiver pad display in the small Nomai ruin by the High Energy Lab; departure/arrival time readout
Ember Twin: Quantum Moon Locator fixed wall + scroll/socket nt41
Fixed wall + movable scroll/socket
Giant's Deep Bramble Island: Feldspar's log nt110
Bramble Island
Giant's Deep Construction Yard: Giant's Deep current nt111
Construction Yard
Giant's Deep Construction Yard: OPC finished nt112
Construction Yard
Giant's Deep Construction Yard: OPC put on hold nt113
Construction Yard
Giant's Deep Probe Tracking Module: ATP/probe conversation nt114
Probe Tracking Module
Giant's Deep Probe Tracking Module: OPC structural integrity nt115
Probe Tracking Module
Giant's Deep Probe Tracking Module: probe coordinate records nt116
Dynamic count, fixed 9,318,054, coordinates
Giant's Deep Statue Island: Steins;Gate/Divergence Meter hidden scroll nt162
Scroll hidden as an unlit wall lamp at the highest point inside Statue Island; grab during a cyclone lift; translates to the Divergence Meter/streamer-thanks message; no transcript evidence
Giant's Deep Statue Workshop: children's conversation nt118
Children testing memory statues
Giant's Deep Statue Workshop: dynamic warp-platform text nt122
Dynamic readout
Giant's Deep Statue Workshop: Entrance text nt117
Statue Workshop
Giant's Deep Statue Workshop: Fail-safe explanation nt120
Statue Workshop
Giant's Deep Statue Workshop: Memory statue recording nt119
Statue Workshop
Giant's Deep Statue Workshop: Sending memories back nt121
Statue Workshop
Giant's Deep Tower of Quantum Trials: Entrance nt123
Tower of Quantum Trials
Giant's Deep Tower of Quantum Trials: First trial nt124
Tower of Quantum Trials
Giant's Deep Tower of Quantum Trials: possible final/exit text nt127
Final room: 'We offer our congratulations! You've learned the rule of quantum imaging...'
Giant's Deep Tower of Quantum Trials: Second trial nt125
Tower of Quantum Trials
Giant's Deep Tower of Quantum Trials: Third trial nt126
Tower of Quantum Trials
Giant's Deep: Statue Workshop rumor wall writing gd-statue-workshop-rumor
Giant's Deep teleporter arrival wall writing; Phlox welcome + Phlox workshop below the island
Hollow's Lantern Volcanic Testing Site: 'Nomai ore testing' conversation nt107
North-pole volcano interior; Root and Oeno

Hollow's Lantern Volcanic Testing Site: Evacuation warning nt108
North-pole volcano interior
Hollow's Lantern Volcanic Testing Site: pool/stone/computer conversation nt109
Projection pool + stone + computer; not transcribed on wiki
Interloper: cave-system recording nt144
Cave system
Interloper: inside recalled-shuttle recording nt143
After recall from Ember Twin cannon
Interloper: outside shuttle recording nt142
Frozen shuttle
Interloper: Ruptured Core recording nt145
Ruptured core
Orbital Probe Cannon Control Module: Cannon components nt128
Control Module
Orbital Probe Cannon Control Module: dynamic launch readouts nt130
Launch order / damage readouts
Orbital Probe Cannon Control Module: OPC put on hold nt129
Control Module
Orbital Probe Cannon Launch Module: Cannon components nt131
Launch Module
Orbital Probe Cannon Launch Module: structural-integrity conversation nt132
Launch Module
Quantum Moon Quantum Shrine: Rule of quantum entanglement nt148
Quantum Shrine inscription
Quantum Moon Quantum Shrine: Rule of quantum imaging nt147
Quantum Shrine inscription
Quantum Moon Quantum Shrine: Rule of the sixth location nt149
Quantum Shrine inscription
Quantum Moon: Solanum shuttle recording nt146
Solanum's shuttle
Sun Station: dynamic evacuation notice/countdowns nt151
Dynamic countdowns
Sun Station: dynamic system sleep mode nt150
Dynamic
Sun Station: Sun Station failed nt153
Sun Station
Sun Station: Sun Station purpose nt152
Sun Station
Timber Hearth Mining Site 2b: Last of the ore nt04
Last of the ore
Timber Hearth Mining Site 2b: Ore purpose nt03
Ore purpose
Timber Hearth museum: DLC satellite exhibit nt09
DLC only
Timber Hearth Nomai Ruins: Ash Twin Tower Receiver texts nt01
Departure/arrival/return-warp dynamic text
Timber Hearth Observatory: Sky Shutter projector instructions nt160
Projector linked to Sky Shutter satellite; 'take a snapshot of our village' prompt
Timber Hearth Quantum Grove: Chert's Notes nt05
Chert's Notes on the tree

Timber Hearth Radio Tower: campsite journal with Gabbro's dozing steps nt15
Gabbro's three dozing steps

Timber Hearth Radio Tower: Hornfels satellite-anomaly voice recording nt14
DLC-only voice recording

Timber Hearth: backer gravestones (3) behind building near launch tower nt158
'Here lies Isrever' / 'Here lies BinarySemaphore' / 'Here lies Sean Ariamaki Riedinger'; no transcript evidence

Timber Hearth: First Encounter Mural conversation (reservoir beneath the bridge to the Nomai Mines, at the bottom of Geyser Mountain) nt02
Coleus/Cycad/Oeno; NOT on the receiver building

Timber Hearth: Gossan's Zero-G Cave note nt12
Zero-G Cave note

Timber Hearth: Hornfels' Observatory Notes parts 1 and 2 nt10
Observatory notes

Timber Hearth: Tektite's Scout-Launcher note nt11
Village note

White Hole Station: Poke's Welcome text nt106
By Poke; astral-body alignment

Nomai Writings

9 ITEMS · ALL VERIFIED IN THE CODEX RUN

Ash Twin Tower Designs wall nw03-ash-twin-tower-designs
High Energy Lab wall

Chert's four dialogue states nw05-chert-dialogue
Talked to Chert at multiple loop stages

Nomai computer terminals nw07-nomai-terminals
Sun Station, Construction Yard, Probe Tracking Module computers

Nomai grave seed photos nw08-nomai-grave-photos
Scouted into the seed at the Nomai Grave

Pivot's Easter-egg scroll nw02-pivot-scroll
Half-buried on Brittle Hollow surface; smiley + QR code

Quantum Grove poem nw06-quantum-grove-poem
Read the poem on the tree

Solanum's full dialogue nw04-solanum-dialogue
Combined her stones in many verb+noun pairs

Time-gated texts nw09-time-gated-texts
Lakebed Cave, Sunless City lower districts, Black Hole Forge, Sun Station

Vessel's Eye-signal recording (under bridge platform) nw01-vessel-eye-recording
Found the hidden recording

Signs & Placards

30 ITEMS · ALL VERIFIED IN THE CODEX RUN

DLC: Owlkin area-name pictograph signs nt154

Real-world Stranger area signs only (dream areas have none): Hidden Gorge, River Lowlands, Cinder Isles, Reservoir + Cinder tower symbol diagram

DLC: Owlkin door/control pictograph labels nt155

DLC

Feldspar's pilot seat placard (Observatory) sp21-feldspar-chair

Placard beside Feldspar's pilot seat from the inaugural flight

Hanging City district sign: Black Hole Forge District sp26-hc-black-hole-forge-district

Hanging City entrance directory, Brittle Hollow

Hanging City district sign: Eye Shrine District sp25-hc-eye-shrine-district

Hanging City entrance directory, Brittle Hollow

Hanging City district sign: Meltwater District sp24-hc-meltwater-district

Hanging City entrance directory, Brittle Hollow

Hanging City district sign: School District sp23-hc-school-district

Hanging City entrance directory, Brittle Hollow

Hanging City sign: Black Hole Forge controls pointer sp27-hc-forge-controls-pointer

Hanging City entrance directory, Brittle Hollow

Museum placard: anglerfish specimen case sp11-museum-anglerfish

Observatory museum, Timber Hearth — one physical placard

Museum placard: Attlerock gravity (orbiting balls tray) sp06-museum-attlerock-gravity

Observatory museum, Timber Hearth — one physical placard

Museum placard: founders poster / backer thanks (beneath the painting) sp03-museum-founders-poster

Observatory museum, Timber Hearth — one physical placard

Museum placard: founding members (founders painting) sp02-museum-founding-members

Observatory museum, Timber Hearth — one physical placard

Museum placard: gravity crystal sp12-museum-gravity-crystal

Observatory museum, Timber Hearth — one physical placard

Museum placard: Nomai pottery case sp15-museum-nomai-pottery

Observatory museum, Timber Hearth — one physical placard

Museum placard: Nomai skeleton case sp14-museum-nomai-skeleton

Observatory museum, Timber Hearth — one physical placard

Museum placard: Nomai statue sp04-museum-nomai-statue

Observatory museum, Timber Hearth — one physical placard

Museum placard: Nomai technology sp13-museum-nomai-technology

Observatory museum, Timber Hearth — one physical placard

Museum placard: Nomai writing fragment sp16-museum-writing-fragment

Observatory museum, Timber Hearth — one physical placard

Museum placard: Outer Wilds Ventures (entrance exhibit) sp01-museum-entrance

Observatory museum, Timber Hearth — one physical placard

Museum placard: radio tower / Deep Space Satellite sp05-museum-radio-tower

Observatory museum, Timber Hearth — one physical placard

Museum placard: star lifecycle 1 (fusion) sp07-museum-star-lifecycle-1

Observatory museum, Timber Hearth — one physical placard

Museum placard: star lifecycle 2 (red giant) sp08-museum-star-lifecycle-2

Observatory museum, Timber Hearth — one physical placard

Museum placard: star lifecycle 3 (supernova) sp09-museum-star-lifecycle-3

Observatory museum, Timber Hearth — one physical placard

Museum placard: the moving rock (Museum Shard exhibit) sp10-museum-moving-rock
Observatory museum, Timber Hearth — one physical placard

Timber Hearth: Ghost Matter warning placard nt06
Village/Observatory placard

Trailhead placard: East — Nomai Ruins sp20-trailhead-e-nomai-ruins
Timber Hearth village trailhead signpost (scout launcher platform)

Trailhead placard: North — Youngbark Crater sp18-trailhead-n-youngbark
Timber Hearth village trailhead signpost (scout launcher platform)

Trailhead placard: Northwest — Geyser Mountains sp17-trailhead-nw-geyser
Timber Hearth village trailhead signpost (scout launcher platform)

Trailhead placard: South — Quantum Grove Crater sp19-trailhead-s-quantum-grove
Timber Hearth village trailhead signpost (scout launcher platform)

Zero-G Cave entrance placard ("come say hi") sp22-zero-g-cave-sign
Gossan's placard at the Observatory / Zero-G Cave signpost

Dialogue

62 ITEMS · ALL VERIFIED IN THE CODEX RUN

Arkose: village dialogue [dlg50](#)

Ghost-matter rock-throwing

Chert: 'I found something!' menu topics [dlg05](#)

Sun supernova, Attlerock notes, hidden planet, Quantum Moon, Sun Station, modern Nomai

Chert: Early state (0-11 min) [dlg01](#)

First introduction

Chert: ending campfire dialogue [dlg06](#)

Eye of the Universe campfire

Chert: Late panicked state [dlg03](#)

17-20.5 min, panicked

Chert: Middle state [dlg02](#)

11-17 min

Chert: Pre-supernova calm state [dlg04](#)

20.5 min to end; 'come sit with me'

DLC: Prisoner ending dialogue tree [dlg58](#)

DLC; pre-gathering, campfire, post-gathering

DLC: Prisoner Vision Torch visions [dlg57](#)

DLC; Vision Torch: crime, visions-back, final waterside vision

DLC: Slate 'After visiting the Stranger' state [dlg43](#)

DLC; teaches ship-log destination markers

Esker: conditional 'Marl says hi' [dlg09](#)

Unlocked by reading Marl's dialogue

Esker: ending campfire dialogue [dlg10](#)

Eye of the Universe campfire

Esker: introduction dialog [dlg07](#)

Introduction -> question menu

Esker: secondary dialog [dlg08](#)

'Hi again' -> menu

Feldspar: conditional 'Let me guess: anglerfish?' [dlg25](#)

If talked on a previous loop

Feldspar: ending campfire dialogue [dlg27](#)

Eye of the Universe campfire

Feldspar: followup 'I found something!' menu [dlg26](#)

5 topics

Feldspar: Initial Conversation [dlg24](#)

Crash story, 4 entry branches

Gabbro: 'I found something!' menu topics [dlg21](#)

7 topics incl. DLC satellite photo

Gabbro: ending campfire dialogue [dlg23](#)

Eye of the Universe campfire

Gabbro: First Loop state [dlg15](#)

Initial statue story + full question menu

Gabbro: meditation unlock [dlg22](#)

3rd loop + talked before; ends loop; unlocks pause-menu meditation

Gabbro: Second Loop, not talked before [dlg17](#)

Combined statue+died intro

Gabbro: Second Loop, talked before	dlg16
Talked on first loop	
Gabbro: Third Loop or Later, not talked before	dlg19
Third Loop or Later, first meeting	
Gabbro: Third Loop or Later, talked before	dlg20
5 rotating greetings	
Gabbro: Third Loop, talked before	dlg18
Time-loop theory	
Galena: village dialogue	dlg52
Hide-and-seek with Tephra	
Gneiss: village dialogue	dlg59
Instrument maker; travelers' instruments (Chert's drums, Riebeck's banjo, Feldspar's harmonica); observatory directions; no transcript evidence	
Gossan: 'After going to space' state	dlg33
'Slate didn't install a self-destruct button, did they?'	
Gossan: introduction dialog	dlg31
3 nerve options -> satellite-repair tutorial	
Gossan: Repair Satellite state	dlg32
Repair Satellite state	
Hal: follow-up menu	dlg35
Follow-up menu	
Hal: Initial Conversation	dlg34
Observatory, pre-launch	
Hal: launch-pad path intercept	dlg36
After statue activation, path intercept	
Hal: museum interior after first loop	dlg37
Statue-eyes-open excitement	
Hornfels: first-loop Initial Conversation	dlg28
6 plan options -> Launch Codes subtree	
Hornfels: question menu	dlg30
Followup question menu	
Hornfels: second loop or later intro	dlg29
Statue-eyes-open excitement	
Marl: village dialogue	dlg47
'Say hi to Esker' — unlocks Esker's conditional	
Mica: village dialogue	dlg46
Model-ship controls; launch day	
Moraine: village dialogue	dlg54
Signalscope tutorial	
Porphy: village dialogue	dlg48
Flirting with Gossan; 'The Good Stuff'	
Riebeck: 'I learned something!' all topics	dlg13
7 topics incl. 'I TALKED TO A LIVING NOMA!'	
Riebeck: ending campfire dialogue	dlg14
Eye of the Universe campfire	
Riebeck: first introduction	dlg11
First meeting at Crossroads	
Riebeck: repeat intro	dlg12
'after talking at least once'	

Rutile: village dialogue dlg53
Retro-rocket good-luck line
Self (black-hole duplicate): full dialogue tree dlg61
Jump into the ATP black hole at loop end; duplicate waits next loop; identity/memory divergence, comedy chains, first-flight/Sun Station memories; no transcript evidence
Slate: after obtaining launch codes dlg40
After obtaining launch codes
Slate: followup menu dlg39
Followup menu
Slate: Initial Conversation dlg38
First speaker on waking
Slate: Second Loop dlg41
'Did... did I just... die?'
Slate: Third loop and later dlg42
Time-loop joke menu
Solanum: all 15 stone-pair combinations dlg55
All 15 unordered stone pairs
Solanum: ending campfire dialogue dlg56
Eye of the Universe campfire
Spinel: village dialogue dlg49
Fishing-haul bet; Gabbro stories
Tektite: after going to space dlg45
Youngbark Crater
Tektite: before going to space dlg44
Youngbark Crater
Tephra: village dialogue dlg51
Hide-and-seek
Timber Hearth: Hal's statue line (Village card 3rd entry) th-village-hal-statue
Hearthian village, observatory statue room, Hal's line about the statue's eyes opening
Tuff: village dialogue dlg60
Miner at the zero-g cave lift; zero-g discomfort comedy; 'Give me the dirt' (Tektite's crash sighting); no transcript evidence

Locations

56 ITEMS · ALL VERIFIED IN THE CODEX RUN

Ash Twin: Ash Twin Project core loc46-atw-project-core

Enter via the Ash Twin warp tower while the sand column is overhead (mid-loop); the tower warps you directly into the Project core chamber.

Ash Twin: warp-tower ring loc47-atw-tower-ring

Equatorial ring of towers

Attlerock: Esker's Camp loc08-at-eskers-camp

Visited Esker

Attlerock: Eye Signal Locator loc09-at-locator

Underground chamber

Attlerock: Lunar Lookout loc10-at-lookout

Visited the lookout

Brittle Hollow: Black Hole Forge loc15-bh-black-hole-forge

Hanging above the black hole

Brittle Hollow: Crossroads + Riebeck's Camp loc11-bh-crossroads

Visited Riebeck at the Crossroads

Brittle Hollow: Escape Pod 1 loc13-bh-escape-pod-1

Found escape pod 1

Brittle Hollow: Gravity Cannon loc19-bh-gravity-cannon

Used/visited the cannon

Brittle Hollow: Hanging City loc14-bh-hanging-city

Four districts incl. Meltwater District + forge switch

Brittle Hollow: Northern Glacier loc18-bh-northern-glacier

Warp receiver pad

Brittle Hollow: Old Settlement loc12-bh-old-settlement

Explored the old settlement

Brittle Hollow: Southern Observatory loc17-bh-southern-observatory

Visited the observatory

Brittle Hollow: Tower of Quantum Knowledge loc16-bh-tower-quantum-knowledge

Visited the tower

Dark Bramble: anglerfish nests loc35-db-anglerfish-nests

Stealthed past anglerfish

Dark Bramble: Escape Pod 3 loc32-db-escape-pod-3

Found escape pod 3

Dark Bramble: Feldspar's Camp loc30-db-feldspar-camp

Anglerfish skeleton camp

Dark Bramble: Frozen Jellyfish loc31-db-frozen-jellyfish

Visited the jellyfish

Dark Bramble: multiple seeds loc36-db-seeds

Navigated between seeds

Dark Bramble: Nomai Grave loc33-db-nomai-grave

Visited the grave seed

Dark Bramble: the Vessel loc34-db-vessel

Bridge, under-platform recording

Ember Twin: Anglerfish Fossil cave loc40-et-anglerfish-fossil

Visited the fossil cave

Ember Twin: Chert's Camp loc37-et-chert-camp

North pole camp

Ember Twin: Escape Pod 2	loc38-et-escape-pod-2
Found escape pod 2	
Ember Twin: Gravity Cannon	loc41-et-gravity-cannon
Used/visited the cannon	
Ember Twin: High Energy Lab	loc43-et-high-energy-lab
Visited the lab	
Ember Twin: Lakebed Cave	loc45-et-lakebed-cave
Under the lakebed, early loop	
Ember Twin: Quantum Caves	loc44-et-quantum-caves
Northern-hemisphere caves	
Ember Twin: Quantum Moon Locator	loc42-et-qm-locator
Visited the locator	
Ember Twin: Sunless City	loc39-et-sunless-city
Four districts	
Giant's Deep: Bramble Island	loc25-gd-bramble-island
Visited the island	
Giant's Deep: Construction Yard	loc23-gd-construction-yard
Visited the yard	
Giant's Deep: cyclones	loc27-gd-cyclones
Rode cyclones up/down	
Giant's Deep: Gabbro's Island	loc21-gd-gabbro-island
Visited Gabbro	
Giant's Deep: Ocean Depths / core	loc26-gd-ocean-depths
Jellyfish-insulated trip to the core	
Giant's Deep: Orbital Probe Cannon debris	loc28-gd-opc-debris
Debris in orbit	
Giant's Deep: Statue Island + Statue Workshop	loc22-gd-statue-island
Basement workshop	
Giant's Deep: Tower of Quantum Trials	loc24-gd-tower-trials
Entered from top, descended	
Hollow's Lantern: Volcanic Testing Site	loc20-hl-volcanic-site
Entered a volcano	
Interloper: ghost-matter tunnels	loc51-in-ghost-matter
Navigated ghost matter	
Interloper: ruptured core	loc50-in-ruptured-core
Fissure opens as comet nears the sun	
Interloper: surface shuttle	loc49-in-shuttle
Visited the frozen shuttle	
Orbital Probe Cannon: hub + modules	loc29-opc-hub
Central hub; Launch/Control/Probe Tracking branches	
Quantum Moon: all six variants	loc52-qm-variants
Visited moon at different planets	
Quantum Moon: Quantum Shrine	loc53-qm-shrine
Entered the shrine	
Quantum Moon: Solanum's camp	loc54-qm-solanum-camp
South pole of sixth location	
Quantum Moon: Solanum's shuttle	loc55-qm-solanum-shuttle
Visited her shuttle	
Sun Station interior	loc56-sun-station
Warped via Ash Twin Sun tower or flew manually; Nomai computer	

Timber Hearth: Dark Bramble Seed crater loc05-th-seed-crater
North pole crater

Timber Hearth: geysers loc06-th-geysers
Saw/rode the geysers

Timber Hearth: Nomai Mines loc03-th-nomai-mines
Ghost-matter vents in the mines

Timber Hearth: Quantum Grove loc04-th-quantum-grove
Visited the grove

Timber Hearth: Radio Tower loc02-th-radio-tower
Visited the radio tower

Timber Hearth: Tektite loc07-th-tektite
Met Tektite

Timber Hearth: Village POIs loc01-th-village-pois
Observatory/museum, launch pad, Zero-G Cave, playground/model rocket

White Hole Station loc48-wh-station
Warped there or visited

Signals

16 ITEMS · ALL VERIFIED IN THE CODEX RUN

Signal: Cave Shard — Quantum Fluctuations sg11-cave-shard

Signalscope signal — identify the source

Signal: Chert (drums) — Outer Wilds Ventures sg02-chert-drums

Signalscope signal — identify the source

Signal: Deep Space Satellite — Unknown Transmission (Deep Space Radio) sg16-deep-space-satellite

Signalscope signal — identify the source

Signal: Escape Pod 1 distress beacon — Distress Signal sg06-escape-pod-1

Signalscope signal — identify the source

Signal: Escape Pod 2 distress beacon — Distress Signal sg07-escape-pod-2

Signalscope signal — identify the source

Signal: Escape Pod 3 distress beacon — Distress Signal sg08-escape-pod-3

Signalscope signal — identify the source

Signal: Esker (whistling) — Outer Wilds Ventures sg01-esker-whistling

Signalscope signal — identify the source

Signal: Feldspar (harmonica) — Outer Wilds Ventures sg05-feldspar-harmonica

Signalscope signal — identify the source

Signal: Gabbro (flute) — Outer Wilds Ventures sg04-gabbro-flute

Signalscope signal — identify the source

Signal: Grove Shard — Quantum Fluctuations sg10-grove-shard

Signalscope signal — identify the source

Signal: Hide and Seek — temporary tutorial frequency sg15-hide-and-seeK

Signalscope signal — identify the source

Signal: Island Shard — Quantum Fluctuations sg12-island-shard

Signalscope signal — identify the source

Signal: Museum Shard — Quantum Fluctuations sg14-museum-shard

Signalscope signal — identify the source

Signal: Quantum Moon — Quantum Fluctuations sg09-quantum-moon

Signalscope signal — identify the source

Signal: Riebeck (banjo) — Outer Wilds Ventures sg03-riebeck-banjo

Signalscope signal — identify the source

Signal: Tower Shard — Quantum Fluctuations sg13-tower-shard

Signalscope signal — identify the source

Secrets

21 ITEMS · ALL VERIFIED IN THE CODEX RUN

Alpha Ship (Attlerock) [sec21-egg-alpha-ship](#)

Crashed Alpha-build spacecraft on Attlerock near Esker's camp/flag; inspect and narrate

Brittle Hollow collapsing [sec20-time-bh-collapse](#)

Witnessed the collapse into the black hole

Comet the Cat (Submerged Structure) [sec23-egg-comet](#)

Stranger, Submerged Structure: past the bridges at the island's edge, light the candle on the small rock; a cat appears and purrs

Dark Bramble recursive seed (Elsinore) [sec24-egg-elsinore-seed](#)

Recursion Node in Dark Bramble (NOT the camp skeleton seed): the node's single self-connecting seed; fire the scout in and view the feed — a room with human architecture and dead humans (Elsinore reference)

Fig Backer Satellite [sec13-egg-backer-sat](#)

Voyager-like satellite near Hourglass Twins; backer slideshow

Interloper falling into the sun [sec19-time-interloper](#)

Witnessed it fall

Museum statue pairing cutscene [sec16-statue-pairing](#)

Statue opened eyes / memories flashed at start

Orbital Probe Cannon's fate [sec09-opc-fate](#)

Fires each loop and destroys itself; saw the launch/breakage

Probe-launch moment at the cannon [sec17-probe-launch](#)

Watched the probe launch

Quantum Moon landing method [sec07-qm-landing](#)

Photographed moon with scout to hold it (Rule of Quantum Imaging)

Quantum Moon orbiting Brittle Hollow [sec02-qm-bh](#)

Visited/landed the BH variant

Quantum Moon orbiting Dark Bramble [sec05-qm-db](#)

Visited/landed the DB variant

Quantum Moon orbiting Giant's Deep [sec03-qm-gd](#)

Visited/landed the GD variant

Quantum Moon orbiting Hourglass Twins [sec04-qm-twins](#)

Visited/landed the Twins variant

Quantum Moon orbiting Timber Hearth [sec01-qm-th](#)

Visited/landed the TH variant

Quantum Moon sixth location (Eye) [sec06-qm-sixth](#)

Reached the sixth location

Reaching the sixth location [sec08-qm-sixth-reach](#)

Shrine door closed, lights off, shrine-hopping (Rule of Quantum Entanglement)

Signalscope five frequencies [sec10-sig-frequencies](#)

Outer Wilds Ventures, Distress Signal, Quantum Fluctuations, Deep Space Radio, + temporary Hide and Seek

Sun Station falling into the sun [sec18-time-sun-station](#)

Witnessed it fall

Terminator skeleton (Hollow's Lantern) [sec22-egg-terminator](#)

Nomai skeleton in Hollow's Lantern lava making a 'rock on' gesture (Terminator 2 tribute); fully revealed as the lava drains late in the loop

Traveler dialogue arcs [sec15-dialogues](#)

Chert's arc, Gabbro's loop-awareness, Esker's whistling, Riebeck's notes

Slide Reels

18 ITEMS · ALL VERIFIED IN THE CODEX RUN

Slide reel: Abandoned Temple — incineration reel sr12-abandoned-temple-reel
Abandoned Temple symbol room

Slide reel: Cinder Isles hidden reel (Starlit Cove route) sr09-ci-hidden-reel
Hidden in the Cinder Isles Slide Burning Room

Slide reel: Cinder Isles — Star reel (burned) sr03-ci-star-reel
Cinder Isles theater reel, star symbol

Slide reel: Cinder Isles — Vessel reel sr04-ci-vessel-reel
Cinder Isles theater reel, concentric-circles symbol

Slide reel: Damaged Laboratory — experiment reel (all three experiments) sr05-lab-experiment-reel
Hidden Gorge, Damaged Laboratory

Slide reel: Endless Canyon archive — bug report reel sr20-endless-archive-bug-report-reel
Forbidden Archive, Endless Canyon (simulation)

Slide reel: Endless Canyon archive — intact reel sr19-endless-archive-intact-reel
Forbidden Archive, Endless Canyon (simulation)

Slide reel: Hidden Gorge hidden reel (Endless Canyon route) sr10-hg-hidden-reel
Hidden in the Hidden Gorge Slide Burning Room

Slide reel: Island Tower secret-passage reel sr13-island-tower-passage-reel
Island Tower symbol room

Slide reel: Reservoir — vault-lowering reel sr21-reservoir-vault-reel
Hidden reel recovered from a Slide Burning Room (watched session 12)

Slide reel: River Lowlands hidden reel (Shrouded Woodlands route) sr08-rl-hidden-reel
Hidden in the River Lowlands Slide Burning Room

Slide reel: River Lowlands — Ringed Planet reel sr01-rl-ringed-planet-reel
River Lowlands theater reel (partly burned)

Slide reel: River Lowlands — vault sealing reel sr02-rl-vessel-reel
River Lowlands theater reel (partly burned)

Slide reel: Shrouded Woodlands archive — bug report reel (raft jump)
sr15-shrouded-archive-bug-report-reel
Forbidden Archive, Shrouded Woodlands (simulation)

Slide reel: Shrouded Woodlands archive — Ringed Planet reel (unburnt)
sr14-shrouded-archive-ringed-planet-reel
Forbidden Archive, Shrouded Woodlands (simulation)

Slide reel: Starlit Cove archive — bug report reel (dead Stranger / sentry)
sr18-starlit-archive-bug-report-reel
Forbidden Archive, Starlit Cove (simulation)

Slide reel: Starlit Cove archive — death-and-simulation reel sr17-starlit-archive-death-reel
Forbidden Archive, Starlit Cove (simulation)

Slide reel: Starlit Cove archive — Eye reel (unburnt) sr16-starlit-archive-eye-reel
Forbidden Archive, Starlit Cove (simulation)

Echoes of the Eye

10 ITEMS · ALL VERIFIED IN THE CODEX RUN

DLC: 1/900 golden poop dlc-sec08-golden-poop
Atop Endless Canyon lodge roof

DLC: all seven dream wake methods dlc-sec03-dream-wake
Water, fall, campfire fire, alarm sentry, pursuer capture, chain elevator, pursuer spine adjustment

DLC: dam break dlc-sec04-dam-break
~13 min into loop; reservoir flood

DLC: music room dlc-sec07-music-room
Dream-world Endless Canyon lodge (dream counterpart of Hidden Gorge): ground-floor gallery, illusory no-portrait wall; candle shrine, unique music

DLC: reached all 3 Forbidden Archives dlc-sec01-forbidden-archives
Via Abandoned Temple symbol codes

DLC: Sealed Vault + Prisoner dlc-sec02-sealed-vault
Opened vault, met Prisoner, shared history via vision torch

DLC: second artifact prototype dlc-sec06-prototype-artifact
Hidden lab hull breach

DLC: sighting the Stranger's Device (Eye signal blocker) in space dlc-sec10-strangers-device-sighting
The physical device floating toward the Eye, e.g. viewed from the Vessel with signalscope zoom

DLC: signal-blocking ship dlc-sec09-signal-ship
Why the Eye's signal vanished; burned control interface

DLC: solar sails deploy dlc-sec05-solar-sails
Stranger flees the supernova

Endings

9 ITEMS · ALL VERIFIED IN THE CODEX RUN

Breaking Spacetime end05-breaking-spacetime

Broke causality; kazoo credits; You've met a terrible fate

DLC ending: Dream dlc-end02-dream

Removed warp core, died at dream fire, remained in dream

DLC ending: enhanced true ending dlc-end03-enhanced

Invited the Prisoner to the Eye campfire; post-credits pond

DLC ending: The Stranger dlc-end01-stranger

Removed warp core, waited on the Stranger past supernova range

Eye of the Universe (true ending) end01-eye

Warped to the Eye via the Vessel; campfire finale

Game Over (You Are Dead) end02-game-over

Died while not linked to the Ash Twin Project

Isolation end03-isolation

Removed warp core, flew far, drifted until supplies ran out

Quantum Moon ending end04-quantum-moon

Removed warp core, waited out supernova at sixth location

Self (paradox ending) end06-self

Jumped into ATP black hole at supernova; met duplicate

Achievements

31 ITEMS · ALL VERIFIED IN THE CODEX RUN

1 / 900 ach30-one-900

Yahaha! You found me!

Archaeologist (complete ship log) ach01-archaeologist

Completed the ship log

Around the world in 90 seconds ach20-around-the-world

Raft around the Stranger in under 90 seconds.

Beginner's Luck ach02-beginners-luck

Reached the Eye in one loop

Celsius 232.78 ach25-celsius

This knowledge isn't going to forbid itself!

Cutting it Close ach17-cutting-close

Burned suit oxygen as jetpack propellant

Deep Impact ach06-deep-impact

Broke through Giant's Deep current at speed

Die Hard ach05-die-hard

Survived 1000+ damage in a loop

Early Adopter ach22-early-adopter

Attempt to use the second artifact prototype.

Fire Arrows ach29-fire-arrows

Shoot the Little Scout at the artificial sun in the Stranger.

Flat Hearther ach24-flat-hearther

Stand your ground beneath a moving chain elevator.

From the Hearth to the Moon ach12-hearth-to-moon

Landed model rocket on the Attlerock

Ghosts in the Machine ach26-ghosts

Reach all 3 Forbidden Archives in a single loop without getting caught.

Gone In 60 Seconds ach14-gone-60s

Died within 60 seconds of waking

Harmonic Convergence ach10-harmonic-convergence

All five traveler instruments on signalscope at once

Hey, what's this button do? ach16-eject-button

Pressed the ship ejection button

Hotshot ach03-hotshot

Manually flew to the Sun Station

It belongs in a museum! ach11-museum

Brought an artifact back to the museum

It was worth a shot ach08-worth-a-shot

Tried to escape the solar system

Mica's Wrath ach13-micas-wrath

Destroyed model rocket in sun or Hollow's Lantern

Mmmm, Carcinogens... ach15-carcinogens

Ate 10 burnt marshmallows

Oof Ouch, My Bones ach19-oof-ouch

Have your spine adjusted by a pursuer.

Pchoooooooo! ach07-pchoo

Launched ship with a gravity cannon

Rigidbody ach09-rigidbody
De-orbited the Hearthian satellite

Simulation Hypothesis ach28-simulation
Attempt to use the artifact at a normal campfire.

Sleep. Wake. Repeat. ach27-sleep-wake
Be woken up from a dream 5 different ways in a single loop.

The Grate Filter ach23-grate-filter
Swim through the dam grate.

The Silenced Cartographer ach18-silenced-cartographer
Render the Deep Space Satellite inoperable.

Tubular! ach21-tubular
Ride the face of the wave for at least 15 seconds on a raft.

You'll Never Take Me Alive! ach31-never-take-me
Escape your pursuers by jumping to your "death" instead of dodging past them.

You've met a terrible fate ach04-terrible-fate
Broke spacetime