

CorgiSpace Fact Sheet

Title: CorgiSpace
Developer: Adam Atomic
Publisher: Finji
Genre: arcade, puzzle, action, adventure
Platform: PC / Mac
Number of Players: 1
Release Date: December 10th, 2025
Developed Using: PICO-8

Tagline: CorgiSpace is a collection of 8-bit games that have short legs on purpose.

Description:

You are now entering CorgiSpace, where all the games have short legs on purpose. This collection by Adam 'Atomic' Saltsman includes more than a dozen action, adventure, arcade, and puzzle games, and each can be thoroughly explored in under an hour.

In CorgiSpace, you can play games like:

- **Kuiper Cargo** - a run-based puzzle game where the right upgrades make all the difference as you deliver cargo and raise your guild rank.
- **Cave of Cards** - a mini rogue-like where you have to clear a cave full of killer mushrooms by setting off bombs and making new resources from poker hands.
- **Mole Mole** - a sokoban puzzle with a twist (the twist is bombs).
- **Dino Sort** - A new logic puzzle where every dinosaur has to be in just the right spot. For example, some dinosaurs need to be next to their favorite food (plants) while others have to be near their favorite food (dinosaurs).
- **Rat Dreams** - a top-down souls-like with no walking, only dodge rolls.

CorgiSpace collects a year of original games full of new ideas, strange reveals, and unexpected delights, plus developer diaries about how each game was made. Some of the games can even save your progress. No secret stuff, though. Welcome to CorgiSpace!

Features

- Breaking out of jail (a lot)
- Being a pug
- Stabbing nazis
- Falling off stuff
- Terraforming a planet
- Drinking various popes
- Mushroom farming

Website: <https://corgispace.com/>

Steam page: <https://store.steampowered.com/app/4044300/CorgiSpace>

itch.io page: <https://finji.itch.io/corgispace>

Adam Atomic Bio:

Adam Saltsman is the co-founder and Creative Director of Finji. He entered the game industry in 2006 as a freelance 3D modeler and released award winning independent game Canabalt, in 2009.

Since then, Adam helped ship Cave Story+, FEZ, Night in the Woods, TUNIC, and Chicory: A Colorful Tale to name just a few. He also directed and designed Overland, and he's currently directing Usual June. He has enjoyed developing the games for CorgiSpace in his spare time.