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2018 video game 2018 video gameSubnauticaDeveloper(s)Unknown Worlds Entertainment[a]Publisher(s)Unknown Worlds Entertainment[b]Director(s)Charlie ClevelandProducer(s)Hugh JeremyDesigner(s)Charlie ClevelandProgrammer(s)Charlie ClevelandSteven AnMax McGuireJonas BötelArtist(s)Cory StraderBrian CummingsScott MacDonaldWriter(s)Tom JubertComposer(s)Simon ChylinskiEngineUnityPlatform(s)macOSWindowsPlayStation 4Xbox OneNintendo SwitchPlayStation 5Xbox Series X/SiOSAndroidReleasemacOS, WindowsJanuary 23, 2018PS4, Xbox OneDecember 4, 2018NS, PS5, Series X/SMay 14, 2021iOS, AndroidJuly 8, 2025Genre(s)Action-adventure, survivalMode(s)Single-player Subnautica is a 2018 action-adventure survival game developed and published by Unknown Worlds Entertainment. The player controls Ryley Robinson, a survivor of a spaceship crash on an alien oceanic planet, which they are free to explore. The main objectives are to find essential resources, survive the local flora and fauna, and find a way to escape the planet. Subnautica was released in early access for Windows in December 2014, macOS in June 2015, and Xbox One in May 2016. The game was released out of early access in January 2018 for macOS and Windows, with versions for PlayStation 4 and Xbox One in December 2018. The physical console versions were published by Gearbox Publishing. The Nintendo Switch, PlayStation 5, and Xbox Series X/S versions were released in May 2021. It received generally positive reviews from critics and sold over 5 million units by January 2020. A spin-off, Subnautica: Below Zero, which was originally meant to be downloadable content for the base game, was released in May 2021. A direct sequel, Subnautica 2, is planned to release in early access sometime in 2025. In Subnautica, players can command submersibles to explore the game's ocean planet. Subnautica is a survival action-adventure game set in an open world environment and played from a first-person perspective. The player controls the lone survivor of the crashed spacecraft known as The Aurora, Ryley Robinson, as he is stranded on a remote ocean planet known as 4546B. The main objective is to explore the ocean and survive its dangers, while completing tasks to advance the plot. Players can collect resources and blueprints, construct tools, build bases and submersibles, and interact with the planet's wildlife. Some of the most extreme dangers to the player include but not limited to: Crabsquids, Warpers, Mesmers, Bonesharks, Ampeels, Stalkers, Crashfish, and Leviathan-class lifeforms like the Reaper, Sea Dragon and Ghost Leviathans.[1][2][3] The majority of the game is set underwater, with two explorable islands, and a simulated day-and-night cycle that affects visibility, along with an eclipse that happens on a frequent occasion. Upon beginning a new game, players are given an option between four difficulty modes: In survival mode, the player manages their depleting health, hunger, thirst and oxygen. If the player dies, they respawn, but certain items are removed from their inventory. In freedom mode, gameplay is near-identical to that of survival mode, but without hunger and thirst. In hardcore mode, gameplay includes permanent death. If the player dies, they do not respawn, and their save file is instead permanently deleted. Additionally, the player does not receive warnings of low oxygen levels as they would in other modes. In creative mode, all depleting characteristics, such as health and thirst, are removed. All blueprints are unlocked, allowing players to craft without the need for resources. Additionally, the player starts with a stasis rifle, a Seaglide, a mobile vehicle bay, and a propulsion cannon. All items, base structures, and vehicles do not require an energy source to operate, and vehicles are immune to crush depth. The game supports VR headsets, such as the HTC Vive and the Oculus Rift, with the additional input of a keyboard and mouse or game controller.[4] While searching for minerals, the spaceship Degasi crashes on the ocean world 4546B. Three of its crew survive, living for an unspecified amount of time on the planet. 10 years later, the spaceship Aurora crash-lands on 4546B. Ryley Robinson (the player) escapes onto the planet with a lifepod. He attempts to contact other survivors, but discovers he is the only one left. He is contacted by trading ship Sunbeam, responding to the Aurora's SOS. When the Sunbeam attempts to rescue Ryley, it is shot down by an alien construct. The player investigates the construct and learns that an alien race, the Architects, have placed the planet under quarantine. They constructed a Quarantine Enforcement Platform, shooting down any ships attempting to enter or leave the planet. Ryley attempts to disable the gun but learns he is infected with the Kharaa Bacterium, preventing him from doing so. Alien creatures known as Warpers begin to hunt him. Onboard the Aurora's wreck, he uses the ship's transponder to receive blueprints for an escape rocket. He begins experiencing hallucinations of a mysterious creature. The player ventures deeper into 4546B. He discovers an alien research facility where the Warpers, actually quarantine enforcement units, were built. He learns that 1000 years ago, the Architects brought Kharaa to 4546B to look for a cure. Venturing deeper to find a possible vaccine, he discovers the Sea Emperor, a massive creature, who has been telepathically communicating with Ryley through the hallucinations. The last of its kind, the Architects attempted to harness Enzyme 42 from it for use as a cure, but the Sea Emperor was too old and feeble. They attempted to force its offspring to hatch, but they died soon after. The Architects mysteriously vanished, and the Sea Emperor has been trapped in an aquarium since. After activating a teleporter to enable the Sea Emperor's young to leave, the Sea Emperor gives the player the knowledge of how to make hatching enzymes. Using them, the Sea Emperor younglings hatch and secrete Enzyme 42, curing Ryley and the ocean as a whole. Finally at peace, the Sea Emperor wishes Ryley farewell and dies. A now-cured player disables the Quarantine Enforcement Platform and escapes the planet in the rocket. As he is doing so, he receives one final telepathic message from the Sea Emperor. In a post-credits scene, Ryley's PDA notifies him he will not be allowed to land until his debt of 1 trillion credits for the use of Alterra resources is paid off. Charlie Cleveland and Jonas Boetel presenting at the Game Developers Conference 2019 Subnautica was announced by Unknown Worlds Entertainment on December 17, 2013,[1] with Charlie Cleveland as the director and lead gameplay programmer, and Hugh Jeremy as the producer.[5] The music is composed by Simon Chylinski.[6] Cleveland was heavily inspired by Minecraft, which he noted "transformed the game industry" and "threw away all traditional challenge oriented and progression oriented games". The release of Minecraft overlapped with Unknown Worlds releasing Natural Selection 2. Feeling exhausted, the team wanted to try something new and decided to make such a game.[7] Other influences included scuba diving, the filmography of James Cameron, and "just the feeling of exploring the deep, dark, alternately beautiful and terrible, ocean depths. Feeling like I'm an explorer, almost an astronaut, not knowing what I'll find".[8] Cleveland did not initially view it as a survival game but as an exploration game.[8] The team was also motivated by the Sandy Hook school shooting to make a non-violent game without guns.[9] The development team opted to use the Unity engine rather than Spark, the engine used for the company's previous game, Natural Selection 2. Subnautica producer Hugh Jeremy justified this decision because of the different demands that the game places on the engine, and "because [the team] does not include people working on Spark, it's not appropriate for Subnautica to use Spark. By using Unity for Subnautica, Spark can continue to develop in certain directions, while Subnautica develops in others. To use Spark for Subnautica would be like trying to fit a square peg in a round hole."[10] The game lacks the traditional mission or quest structure usually found in video games. This was a deliberate choice; Cleveland stated "with intrinsic rewards, people are instead encouraged to just do the activities for their own merit, less people would be motivated to do it. But, if they did get over that learning period they would get to the point where they internalized that activity as pleasurable on its own and they would continue".[11] Cleveland opted for this after reading an essay by Jamie Cheng who implemented similar philosophies into his game Don't Starve.[11] Early access versions of Subnautica were released on Steam Early Access on December 16, 2014[12] and on Xbox One Preview on May 17, 2016.[13][14][15] During this initial release the game featured no hunger or thirst mechanics. After receiving criticism, specifically from one player whose critique "struck home for me", the team opted to include such a system eventually discovering that it helped players orient themselves to the early parts of the game.[8] The full version of the game was released on January 23, 2018, for macOS and Windows personal computers,[16][17] and on December 4, 2018, for PlayStation 4 and Xbox One consoles.[18] The Nintendo Switch, PlayStation 5 and Xbox Series X/S versions of the game and a spin-off, called Subnautica: Below Zero, were released on May 14, 2021.[19][20][21][22] Previously, Below Zero was released in early access on January 30, 2019.[23][24][25] In May 2025, game publisher Pladigious announced that Subnautica will be released on Android and iOS platforms on July 8, 2025.[26] ReceptionAggregate scoreAggregatorScoreMetacritic(PC) 87/100[27](PS4) 80/100[28](XONE) 81/100[29]Review scoresPublicationScoreDestructoid9.5/10[31]Game Informer8.75/10[35]GameSpot9/10[33]GamesRadar+[30]IGN9.1/10[32]Nintendo Life9/10[36]Nintendo World Report8/10[37]PlayStation Official Magazine – UK8/10Official Xbox Magazine (UK)8/10PC Gamer (US)89/100[34] Subnautica received positive pre-release reception. Ian Birnbaum of PC Gamer described Subnautica as an "underwater Minecraft", remarking that "with an experienced developer at the helm and a limitless variety of the oceans to play with, it's going to take a lot for Subnautica to go badly wrong. As the toolbox gets deeper and the shape of the end-game gets set, Subnautica will be a unique example of the ways survival can be tense, rewarding, and fun."[2] Marsh Davies of Rock, Paper, Shotgun praised the rewarding nature of exploring the world of Subnautica, but criticized the "arbitrariness" and lack of intuition in some of the in-game recipes.[38] At launch, the game received "generally positive reviews" on all platforms according to review aggregator Metacritic.[27][28][29] By January 2020, more than 5.23 million copies had been sold across all platforms, excluding free copies given as part of promotions.[39] Year Award Category Result Ref. 2018 Golden Joystick Awards Best Visual Design Nominated [40][41][42] Best Audio Design Nominated Breakthrough Award (Unknown Worlds) Won PC Game of the Year Won Ultimate Game of the Year Nominated Gamers' Choice Awards Fan Favorite Indie Game Won [43] 2019 22nd Annual D.I.C.E. Awards Outstanding Achievement in Game Design Nominated [44] National Academy of Video Game Trade Reviewers Awards Game of the Year Nominated [45] Sound Effects Nominated 15th British Academy Games Awards Original Property Nominated [46] List of underwater science fiction works ^ Console versions co-developed by Panic Button ^ Physical versions published by Gearbox Publishing ^ a b Carlson, Patrick (December 17, 2013). "Natural Selection 2 developer Unknown Worlds announces ocean-based Subnautica". PC Gamer. Archived from the original on January 29, 2016. Retrieved January 20, 2016. ^ a b Birnbaum, Ian (January 9, 2015). "Subnautica: Early impressions of Minecraft under the sea". PC Gamer. Archived from the original on January 29, 2016. Retrieved January 20, 2016. ^ Jeremy, Hugh (December 2013). "Subnautica: Descend into the Depths". Unknown Worlds Entertainment. Archived from the original on March 30, 2016. 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Retrieved February 13, 2019. ^ Fogel, Stefanie (March 14, 2019). "'God of War,' 'Red Dead 2' Lead BAFTA Game Awards Nominations". Variety. Archived from the original on March 14, 2019. Retrieved March 15, 2019. Official website Subnautica at MobyGames Wikiquote has quotations related to Subnautica. Retrieved from " Do you want to know how to use cheats in Subnautica? Here is a guide that will explain everything in detail on how to enable Subnautica's developer console where you can type commands. Similar to cheat codes, these commands can help you do a lot of things. Like teleporting from one place to another, spawning any item instantly, turn on toggle free camera and lot more. Subnautica is an open-world game with a lot of exploration, so why not try out some Subnautica cheats and have fun. How to turn on Developers Console On PC? Developers Console is a transparent message box on the left of the screen. You can type in different commands to instantly complete an activity in Subnautica. To enable Subnautica's developer console on PC press F3. It will open a sub-menu on the screen and then press F8 to activate the mouse cursor. Remove the tick from the Disable console option. Exit by press F3 and then press the tilde key "~" to open a grey box, the command console. Remember every time you start the game the Developers Console disables, you have to press F3 and turn it on back to try out cheats in Subnautica. The process to enable developers to console is different on consoles. On Xbox One press LB + A + RB to see the input box. Next to remove the tick from disable console options press Menu and then press LB+RB. You will see a Start Menu on the game, go down to the seventh option. The Developers options, enable it and you can use different Subnautica Cheats For Xbox One. How to turn on Developers Console On PS4? For PS4 press L1 + R1 + X to bring up the input box and then follow the same process to go all the way towards the developer options to enable it. The process for PS4 is very much similar to Xbox, once you are able to enable it and you can use different Subnautica Cheats for Xbox One. Not all commands commonly work on PC and Consoles. Some will work on PC while some will not support the console, so here you can try out every Subnautica cheat listed below on PC, PS4 and Xbox One. Also, recent updates have disabled cheats support on the console, but you can still try pressing the right combination to view the command box. If you are able to get into that then using the commands is not tough. Subnautica Cheats – Most common cheat codes for PC, PS4 and Xbox One. Invincibility – nodamage Unlimited oxygen – oxygen Faster building – fastbuild Unlock all blueprints – allblueprints Free crafting or building – nocost No radiation – radiation Get useful items for free – madloot (Get glass, titanium, computer chips, batteries, survival knife, habitat builder and scanner) Adjust movement speed – speed Spawn Cyclops – sub cyclops Spawn Exosuit – spawn exosuit Spawn Seamoth – spawn seamoth 1 Spawn specific item – item [name] [amount] Switch to Day – day Switch to Night – night Speed of Time – daynightspeed Reload all assets, except terrain – entreset Load Last Save – gamereset Change view distance – farplane [value]. Default is 1000. Toggle Fog – fog Toggle free cam – freecam Display FPS – fps Spawn a particular Item: Enter 'tem (name) (amount)' Unlock habitat builder, survival knife, scanner and repair tool in Inventory – bobthebuilder Increase plant growth speed – fastgrow Unlimited fabricator, habitat builder, vehicle bay, etc – nocost Enable or Disable power usage of vehicles, tools, and seabases – noenergy Disable food and water requirements – nosurvival Increase water underwater time – nitrogen Turn Invisible, no creatures can see you – invisible Hatch eggs quickly – fasthatch Reduce scanning time – fastscan Reduce time for water filtering – filterfast Turn off Radiation – radiation Fix Aurora's radiation leaks – fixleaks Unlock all doors, except those that requires laser cutter – unlockdoors Cure yourself and all creatures within meter range – cure [range] Infect yourself and all creatures in a range – infect [range] Enable Aurora countdown timer – countdownship Destroy Aurora – explodeship Restore Aurora back – restoreship Starts Sunbeam story event – startsunbeamstoryevent Starts Sunbeam countdown – sunbeamcountdownstart End Sunbeam – precursorgunaim Launch escape rocket without turning off quarantine enforcement platform – forcerocketready Subnautica Cheats to Teleport, escape and spawn to safe location? Teleport safely to base or vehicle – warpme Teleport to a specific biome – biome [biome name] Go to a location – goto [name] Teleport to specific co-ordinates – warp [x] [y] [z] Jump a few meters ahead – warpforward [meters] Respawn to nearest check point – spawn Want to die and get respawn back in the lifepod use – kill Return to lifepod – randomstart All biome names you can use for teleportation: safe, kelp, kelp_cave, grassy, grassy_cave, mushroom, koosh, koosh_cave, jelly, shroom, sparse, reef, grandreef, dunes, mountains, moutains_cave, deepgrand, bloodkelp, underislands, smokers, inactivelavart, islands, tree, lostriver & lavazone. Use biome [name] to instantly teleport to any location in the para. All Subnautica Cheats to spawn items for free? Below cheats codes will help you to spawn items in Subnautica if you are playing this game on PS4. You can spawn various items for free by specifying their capacity. Add items to inventory – item [item name] [amount]. Example – item copperwire 5. Spawn items or creature in front – spawn [item] [number] . Example – spawn seaglide 1. Delete everything from the inventory – clearinventory Spawn Cyclops – sub Cyclops Spawn Aurora – sub aurora Spawn Seaglide – sub seaglide Spawn items like quartz, copper ore, magnesium, salt deposit, gold, and four metal salvage – spawnloot Unlock resources to craft items – resourcesfor [item] Unlock all common vehicle modules for upgrades – vehicleupgrades Unlock all Seamoth modules – seamothupgrades Unlock all Prawn Suit modules – exosuitupgrades Unlock all Prawn Suit arms – exosuitarms Unlock databank entry – ency [name] Unlock single blueprint – unlock [blueprint] You can test out the cheats on PC as well on consoles, the method on how to turn on Subnautica for PC, PS4 and Xbox One are available in this guide. On the hostile ocean world that one swims in Subnautica, there are few allies to be found, meaning that the player must make it on their own in this beautiful yet merciless undersea survival game. However, not long after crash landing on Planet 4546B, one will begin to receive transmissions from another ship that may be coming to the rescue. This ship, the Sunbeam, will send multiple transmissions, which the player can listen to while exploring in Subnautica. It soon becomes clear that the Sunbeam will attempt to land on one of the few islands upon the planet to rescue the player, though, sadly, tragedy often strikes when they attempt their landing. While entering Planet 4546B's atmosphere, the Sunbeam will be shot out of the sky by the Quarantine Enforcement Platform's defensive laser cannon. This unfortunate event is meant to demonstrate to the player why leaving the planet is extremely dangerous and points gamers toward the need to deactivate the laser. This can be done, granting one the ability to leave Planet 4546B on a self-made rocket, however, many have wondered if it's possible to deactivate the Quarantine Enforcement Platform's laser cannon and save the Sunbeam in Subnautica. Updated on November 23, 2021, by Reyadh Rahaman: Some of the most interesting information about the Sunbeam can be learned through the one-way dialogue that the player has with the ship. Over the course of a few weeks, the player will automatically get a transmission from the Sunbeam every few days up until Day 21. After that, one final message will be sent to the player on Day 23 before the usually unfortunate event of the Sunbeam's destruction. However, this final message will be different depending on where the player is and whether or not the Quarantine Enforcement Platform's laser cannon is still active. How To Deactivate The Quarantine Enforcement Platform's Laser Cannon All Requirements For Deactivating The Quarantine Enforcement Platform's Laser Cannon Before one starts a new playthrough to rush toward the Quarantine Enforcement Platform to deactivate it, players should keep in mind that one must find the Alien Thermal Plant and Primary Research Facility as well in order to perform the necessary steps. In order to deactivate the laser cannon on the Quarantine Enforcement Platform, players will need to prove to the platform's AI that they are no longer infected by the Kharaa Bacterium, meaning that one must have already cured themselves at the Primary Research Facility with the help of the Sea Emperor Leviathan. Furthermore, players won't even be able to get into the control room of the Quarantine Enforcement Platform without activating the Principal Alien Arch at the Alien Thermal Plant. On top of these requirements, players will also have to gather a Purple Tablet in order to unlock the entrance to the platform in the first place, though, thankfully, a few of these key items can be found on the mountainous island directly next to the Quarantine Enforcement Platform. Deactivation Steps Breakdown & Coordinates Of The Vital Locations Step 1 - Head to the Alien Thermal Plant (-75, -1182, 5) to activate the Principal Alien Arch and grab the Blue Ancient Tablet to unlock the Primary Containment Facility Step 2 - Go to the Primary Containment Facility (200, -1440, -222) and receive the cure for the Kharaa Bacterium by hatching the Sea Emporer Leviathan's eggs with fabricated Hatching Enzymes Step 3 - Travel to the Quarantine Enforcement Platform (375, 8, 1106) and grab a Purple Tablet from somewhere on the island nearby before heading into the control room to deactivate the laser cannon Despite being quite challenging to do before the ship arrives, yes, it is indeed possible to deactivate the laser cannon on the Quarantine Enforcement Platform in time to save the Sunbeam. The game even has a special transmission from the Sunbeam for when they try to land on Planet 4546B but are still unable to do so despite the lack of a deadly energy beam. When the Sunbeam approaches the planet after the player has deactivated the laser cannon on the Quarantine Enforcement Platform, the captain of the ship, Avery Quinn, will send the player a transmission indicating that the Sunbeam cannot enter the atmosphere due to there being too much debris in orbit, possibly caused by the Quarantine Enforcement Platform's attack on the Aurora. After this transmission, the Sunbeam will leave, never to be heard from again, albeit saved from destruction and with its crew alive. Strangely, this leaves a question: if the debris was stopping the Sunbeam from entering the atmosphere, then how come it is able to almost land in the event that the player does not deactivate the laser cannon on the Quarantine Enforcement Platform before their arrival? "This is Avery Quinn of trading ship Sunbeam. Aurora, do you read? Over. Nothing but vacuum. These Alterra ships. They run low on engine grease, they send an SOS; you offer to help, they don't pick up. Aurora, we're out on the far side of the system, it's going to take more than a week to reach your position, do you still need our assistance? Over. I'll try them again tomorrow. Damn charter's going to have us wasting our profit margin running errands for Alterra. See what the long-range scanner picks up in the meantime." Message 2 (Received On Day 13) "Aurora, this is Sunbeam again. We just picked up a massive debris field at your location. I didn't know how bad... How many of you... I didn't know. We are now en route to your location. We're going to bring you home. Sunbeam out. What else can I say? The only time I parked a rig this big on a rock that small was in VR, and I blew it Oh, it's a bad option alright, but so are all the others." Message 3 (Received On Day 19) "This is Sunbeam. Y'know, Aurora, we're from a little trans-gov on the far side of Andromeda, and we have a saying there. There's no bad without the good, no good without the bad. Sounds like you tasted a bunch of the former, but that only means you're overdue a whole lot of the latter. Might just be we're it. We're scanning for somewhere to park, we'll be in touch when we find it. Sunbeam out." Message 4 (Received On Day 21) "Aurora, we're approaching the planet now, and we have a landing site for you that's... well, it's better than the alternatives. We've sent you the coordinates. It'll take us a couple of days to align our orbit, we should be able to establish direct contact with you during that time, then we're coming in to get you. Cross your fingers the weather holds, and don't leave us waiting. Sunbeam out." Final Message If The Player Is Not At The Quarantine Enforcement Platform (Received on Day 23) "PDA: Picking up orbital transponder signature of trading vessel Sunbeam. Vessel is approaching planet surface and initiating surface scanning procedures. Detecting massive power surge from anomalous contact. Energy discharge detected. Vessel signature lost." Final Message If The Player Is At The Quarantine Enforcement Platform But Has Not Deactivated The Laser (Received on Day 23) "Survivor, we see you! Man, I don't know how you held out down there. We've broken atmosphere and we're descending towards the landing site. Is that a building down there?! What do you mean you can't identify it? Hold on, no turning back now *Static* Positions everyone, touching down in 10, 9, 8- It's coming from the building?! Change course, set thrusters to (full)- *Static* *Sirens*" Final Message If The Player Is At The Quarantine Enforcement Platform And Has Deactivated The Laser (Received on Day 23) "Aurora survivors, this is trading ship Sunbeam. We've tracked your distress signal, but your ship's left a substantial debris field up in orbit, we can't attempt a landing. We're gonna have to head home. We'll send our data to Alterra as soon as we can. Hold on in there. Sunbeam, out." Subnautica is available on macOS, Microsoft Windows, Xbox One, PlayStation 4, Nintendo Switch, PlayStation 5, Xbox Series X, and Xbox Series S. MORE: No Man's Sky Vs Subnautica: How Early Access Shapes Player Perspective Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. 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For more information, please see our Cookie Notice and our Privacy Policy. Screenshot via Subnautica Official YouTube Subnautica cheat commands can make your experience much more enjoyable and stress-free. If you're struggling to find the item or crafting ingredient you need, spawn codes can be used to obtain the object you're looking for immediately. All you'll need to do is open the command console and type in the spawn code for that particular item. Here's a list of all the Subnautica Item IDs and codes to spawn them in, and how to do it on each platform. 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