Update Palworld while preserving a recoverable save checkpoint

A Palworld update can change both server files and the format of saved data. A safe plan preserves the state before the update and defines how success will be checked. An old executable plus a newly saved world is not automatically a usable rollback.

Prepare a matched checkpoint

Record the current server version, client versions, startup options, active configuration and any mods. Announce a maintenance window and ask players to disconnect. Use a normal save and graceful shutdown, then wait for the process to exit before creating the checkpoint. A live file transfer can capture files from different moments.

Preserve the complete active world save and its associated player data together. Include the active configuration and a private note identifying the version and mod combination. Keep the original archive unchanged, and verify it opens and contains the expected files. A small empty archive or a backup of the wrong world identifier is not a recovery plan.

Separate backup from rollback availability

A save backup does not guarantee that an older compatible server build or mod release remains available for installation. Confirm the available recovery options with support before scheduling a risky update. Do not promise players an instant downgrade until those prerequisites are known.

Built-in world backups can provide useful additional checkpoints, but they reside within the game’s save arrangement and consume disk space. They should not be your only copy before a version change. Keep a verified copy outside the active update target, with enough free storage for

extraction and testing.

Update once and validate deliberately

1. Use the supported update workflow for this installation. Avoid a reinstall action that replaces configuration or selects a fresh world.
2. Read the update output and confirm the new server build. Do not repeatedly launch updates while the first task is still running.
3. Start the server with the intended world identifier and configuration. Watch for conversion, missing-content or save-load errors.
4. Join with a compatible client and verify established characters, guild ownership, bases, inventory and representative mod features.
5. Perform a normal save, clean stop and second start. Confirm the checked state survives that cycle.

If the update fails

Stop writes and preserve a separate copy of the failed updated state and logs. Keep it distinct from the original checkpoint. Do not overwrite the pre-update archive with files that have already been opened and saved by the new version.

Ask support whether recovery should use a corrected current build or a matching earlier environment. If a downgrade is appropriate, restore the corresponding pre-update save, configuration and compatible mod combination together. Loading an upgraded save with older code can be unsupported, even when the filename is unchanged.

Keep the maintenance window open until validation succeeds. Record the final version, chosen recovery point and any lost progress, then tell players what changed. Retain the original checkpoint until a normal period of play confirms that the updated world is stable.

Related guides

- Move a Palworld world safely
- Collect useful Palworld crash evidence

Further reading

- Pocketpair dedicated-server deployment
- Pocketpair configuration and built-in backups

Looking for another game? Browse game server setup and troubleshooting guides.

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