

GUNMETAL ORBIT

GAME MANUAL

VERSION 1.77 · WINDOWS · LINUX · STEAM DECK



CLOCK IN. MINE HARD. DON'T DIE.

Gunmetal Orbit is a 2.5D roguelite bullet-hell built around a heavy mining exosuit. Your guns fire on their own. Your job is everything else: fly, dodge, crack asteroids, haul ore home, and decide how greedy you can afford to be before the belt takes it all back.

Every run starts at a small orbital station. Short, intense waves send you out into the field. Between them you dock at the **Outfitter**, where your Health is fully restored and you spend what you earned on weapons, items and the station's **Uplink** systems. Stack up to six auto-firing weapons, combine them through four tiers, and keep pushing until the run is won or your suit gives out.

Built Steam Deck first: native 1280×800, gamepad-first twin-stick controls, and short waves that end at a checkpoint. Keyboard and mouse are fully supported.

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■ FIVE THINGS TO KNOW

- **You never press fire.** Weapons aim and shoot automatically, and they also crack rocks.
- **Ore is risk.** The more you carry, the more it pays, but a full hold slows you and a hit knocks chunks loose.
- **Bank at the pad.** Fly onto the station pad to sell your hold and charge the Uplink.
- **Docking is the checkpoint.** Quit mid-wave and you resume at the start of that wave.
- **Death is real.** A hull breach ends the run, but you can retry the wave or restart with the same setup.

GETTING STARTED

■ SETTING UP A RUN

NEW RUN > SPACER SELECT > SECTOR SELECT > MODE + HAZARD > LAUNCH

From the title screen choose **NEW RUN**. Pick a **spacer** (your pilot and exosuit), a **sector** (which part of the belt you fight in), then a **mode** and a **Hazard level** from 0 to 5. Higher hazard means tougher enemies, more of them, a longer run and richer payouts. **CONTINUE RUN** resumes your saved run. The title screen also holds **RECORDS** (your Service Record), **HOW TO PLAY**, **OPTIONS** and **QUIT**.

■ THE LOOP

FLY OUT > FIGHT & MINE > BANK ORE > WAVE ENDS > LEVEL-UPS > OUTFITTER >
NEXT WAVE

IN THE WAVE

Fly out from the station while your guns fire on their own. Shoot rocks to crack ore loose, then fly through the chunks to scoop them into your hold. Bank your hold by flying onto the station pad. Enemies keep arriving until the wave clock runs out.

Waves are short early on and reach 60 seconds from wave 9. A boss wave runs 30 seconds longer. When only a few enemies remain they enter **Last Stand**: they speed up and close in.

WAVE BONUSES

- **FLAWLESS** pays out if you took no Health damage all wave.
- **FAST CLEAR** pays out if you emptied the field before the timer.

■ SAVING & DEATH

There is **one saved run**. Launching a wave checkpoints it. If you quit mid-wave, **CONTINUE** resumes from the start of that wave. Starting a new run while one is saved asks you to confirm **ABANDON & START NEW**.

Your career record (lifetime stats, Win Matrix, unlocks, Daily log) is kept separately and never expires. Run history keeps your last 50 runs.

AT THE BELL

Loose ore still on the field is salvaged at reduced value. You choose one level-up card for every level you gained, then dock at the **Outfitter**. Your Health is **fully restored** at every dock. Spend credits, then hold Launch to start the next wave.

WINNING

Survive the final wave (a boss capstone) to win. You can then choose **GO ENDLESS** to keep this build with no wave cap, or **END RUN** to bank the win to your Service Record.

HULL BREACH

When your Health hits zero the run ends. The death screen offers:

- **RETRY WAVE**: replay that wave with the build and credits you had at its start.
- **RESTART RUN**: same spacer, sector, mode and hazard, from wave 1.
- **NEW RUN**.

Retry and Restart are not offered in the Daily Contract.

CONTROLS

Weapons aim and fire on their own. There is no fire button and no mine button. On-screen prompts follow the last device you used, with Xbox, PlayStation, Steam Deck and keyboard artwork. Controllers can be connected or removed at any time.

■ IN A WAVE

ACTION	CONTROLLER	KEYBOARD & MOUSE
Fly	 or 	   
Dodge / Dash	Flick  or 	 or  toward cursor
Ultimate		
Tether Home (hold)	Hold 	Hold 
Pause		

■ OUTFITTER (BETWEEN WAVES)

ACTION	CONTROLLER	KEYBOARD & MOUSE
Buy focused card		 or 
Lock (reserve) card		 or  the card
Reroll the shelf		
Combine matching pair		
Station view		
Banish card	Hold 	Hold 
Recycle weapon	Hold  on a rack slot	RECYCLE button
Launch next wave	Hold 	LAUNCH button

■ MENUS

ACTION	CONTROLLER	KEYBOARD
Navigate	 	Arrows / WASD
Confirm		
Back		
Options tabs	 	Mouse

On Steam Deck, LB / RB are L1 / R1 and LT / RT are L2 / R2.

■ GOOD TO KNOW

- All dash inputs share **one dash charge**. Recenter the right stick before the next flick; holding it never repeats.
- A dash has no invulnerability. Use it to reposition, not to absorb a hit.
- Directional ultimates follow your last flight heading.
- Rebind keys and buttons in **Options → Controls**. Twin-stick axes are fixed.

THE HUD

Readouts sit at the screen edges so the fight in the middle stays clear. Increase **HUD Scale** in Options → Accessibility if you play on a small screen.



Wave 9 of 10, Standard mode. The Uplink plate appears under Cargo once a station bay is installed.

- 1 **Credits, Level, XP.** Credits spend at the Outfitter. Each level earns a level-up card at the wave end.
- 2 **Health.** A hit leaves a trailing ghost chunk that drains away.
- 3 **Cargo.** Held / capacity, one pip per slot. Tags show your **greed** multiplier and **BANK xN** delivery streak. Warns HEAVY, HOLD FULL or HOT CARGO.
- 4 **Wave and clock.** The brass line drains with the wave. Boss HP and threat banners such as BOSS INBOUND appear here.
- 5 **Mode chip.** A MODDED chip means the run earns no commendations, records or leaderboard score.
- 6 **Kills and Signal.** Signal heat (LOW / MED / HIGH) shows how far out you are. Your kill STREAK appears below at 3+ kills.
- 7 **Edge chevrons.** Point to off-screen danger, rich veins, beacons and the station home marker.
- 8 **You.** Your Health bar rides under your spacer. A delivery receipt pops over the pad when you bank.
- 9 **Weapon rack.** Your equipped weapons with tier pips.
- 10 **Abilities.** Dash, Tether and Ultimate (largest), each with its button and a cooldown sweep.

Uplink plate. Once a bay is installed, a plate under Cargo shows one icon per bay, the charge (READY when full) and live effects: SHIELD, OVERCLOCK, ECHO, NANITES.



● ZERO-G FLIGHT

The left stick thrusts and momentum carries you. You fly on a flat plane under a fixed camera, so think in 2D while the world reads in 3D. Weapons pick their own targets; your position decides what they can reach.

● DASH

Flick the right stick to dodge in that direction, or press LB / Shift to dash along your movement. On mouse, right-click dashes toward the cursor. Dashes share one charge with a 1.55 s cooldown and have **no invulnerability**.

● TETHER HOME

Hold RT / Space to latch a wire onto the station and get reeled home. It works when you are at least 14 m out. You can't dash while reeling, and hits still land but don't cut the wire. Arriving sells your hold like a normal delivery. The recharge runs from 5 to 25 seconds, depending on how far you were reeled.

● ULTIMATE

Every spacer has a signature super on RB / Q. It charges from kills (+1), elite kills (+5), boss kills (+12) and grazes. At least **25 seconds** must pass between supers. You are untouchable while a super plays out and for 1 second after.

● KILL STREAK & OVERDRIVE

Kills within 4 seconds of each other chain your STREAK, adding +3% scrap per kill up to +60%. One real hit resets it. Every **40 kills** in a row ignites **OVERDRIVE**: +20% attack speed for 6 seconds.

● MULTI-KILLS

BURST	CALLOUT	BONUS CREDITS
5+	Multi-Kill	+25%
10+	Massacre	+50%
20+	Annihilation	+100%

● GRAZE

Near-missing an enemy bolt charges your ultimate. Some builds, and the Phantom spacer, are built entirely around it.

● ARMOR

Armor, yours and the enemy's, removes a flat amount from each hit, but never below 25% of the hit. **Armor Break** lets your weapons strip enemy armor for a few seconds.

Tip: stay moving. Lancers and Reavers punish predictable circles, and Siege Turrets mark their mortar landing zones with ground rings.



CHAPTER 05

MINING & CARGO

● ORE

Rocks with glowing crystal hold ore. Your weapons crack them; fly through the chunks to scoop them up.

TIER	ORE	VALUE / CHUNK
1	Dust	3
2	Ferrite	4
3	Cobalt	6
4	Plasma	8

● THE GREED LOOP

- **Hold:** 15 slots to start, +1 every level-up. Items, spacers and beacon claims add more.
- **Greed:** each carried chunk adds +2% to the payout, up to $\times 1.35$.
- **Weight:** a heavy hold slows you by up to 15%.
- **Spill:** a real hit knocks 25% of your hold loose. You have 4 seconds to scoop it back.
- **Delivery streak:** bank again within 12 seconds to chain BANK $\times N$, +5% per step, up to 4 steps.
- **Salvage:** ore left loose at the bell is collected at 50% value and doesn't count as a delivery.
- **Corsairs:** from wave 4, a heavy hold draws pirate cutters whose slashes knock extra cargo loose.

● BIGGER HAULS

RICH VEINS

Every third normal wave from wave 3, four high-tier rocks surface at a telegraphed compass point for 25 seconds.

SURVEY BEACON CLAIMS

From wave 2, a drill rig surfaces somewhere in the belt each wave. An amber pointer marks it. Hold inside its 5 m ring for 5.5 seconds while enemies converge. It pays 2 Plasma, 3 Cobalt and 3 Ferrite chunks and **+2 hold space** for the rest of the run (up to +6). If the clock runs out mid-drill, the claim is lost.

FIELD EVENTS

Derelict Cache: hover at its lock carrying 5+ chunks to trade them for a real item. **Distress Call:** summon a 3-elite pack and clear it within 20 seconds for a Relic-rarity item.

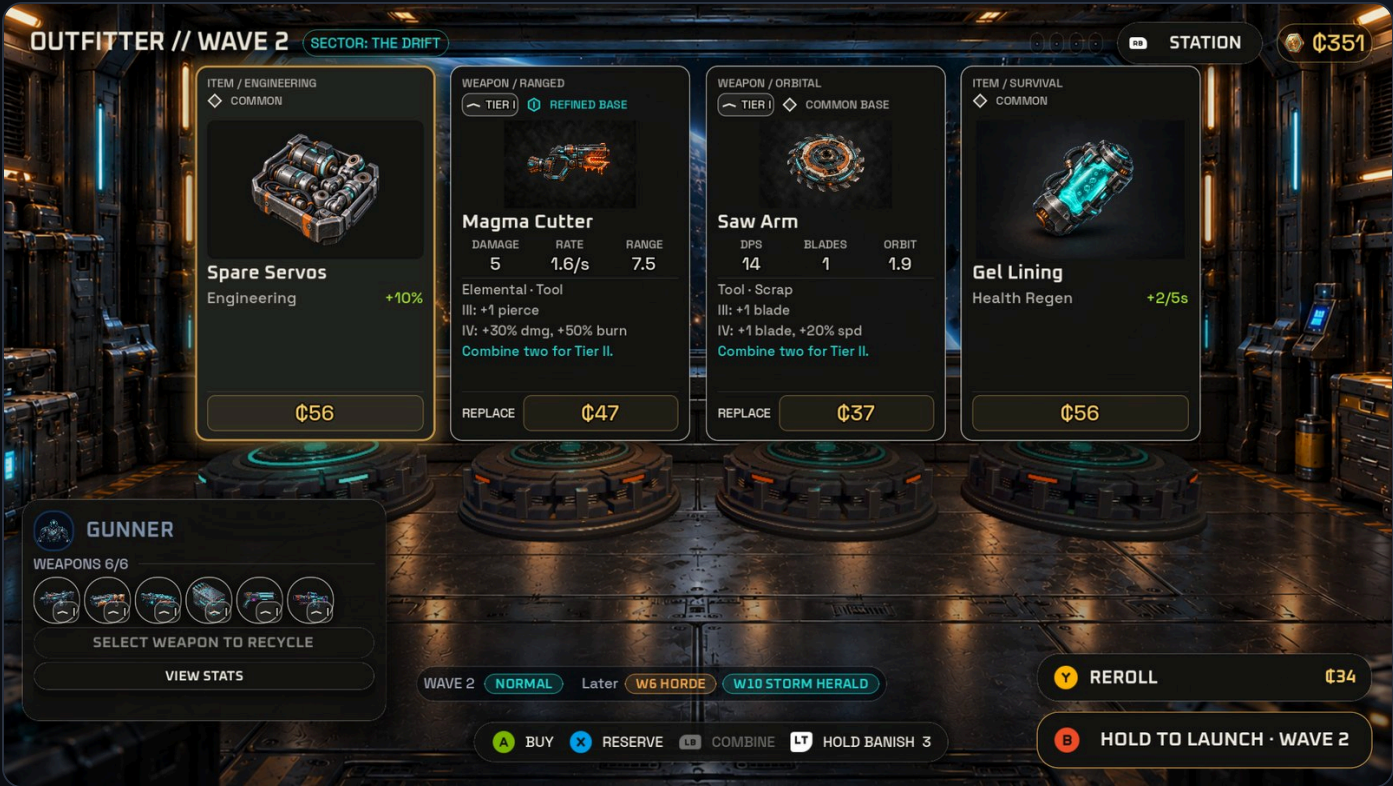
SIGNAL HEAT

The farther from the station, the richer and riskier the belt. In the outer band, spawns are likelier to be elite and rocks may be one ore tier richer.

JACKPOTS & HOT ORE

Elite kills burst Cobalt; boss kills burst Plasma and bank 2 free rerolls. Elites may drop a **Void Siphon** that pulls every loose chunk to you. Rare **Hot ore** pays $3\times$ on delivery, but enemies move faster while you carry it.

BETWEEN WAVES



The Outfitter: four offers on the shelf, your weapon rack bottom-left, Reroll and Hold to Launch bottom-right.

LEVEL-UPS

At the wave end, choose one of three cards for each level you gained. Cards are single-stat boosts or trade-off upgrades. Rerolls cost credits and get pricier each time. You start every run with **3 banish charges**: hold on a card to remove it from the pool.

THE OUTFITTER

The shelf holds four offers: weapons, stat cards and passive items. Rarities run **Common**, **Refined**, **Prototype** and **Relic**. Deeper waves and higher Luck surface rarer cards. **Lock** a card to keep it through rerolls and into the next dock at a frozen price.

TAG SET BONUSES

Every weapon carries two tags. Equip 2, 4 or 6 matching tags for escalating bonuses.

THE WEAPON RACK

- **Six slots.** Two weapons in your hands, up to four on suit-mounted gun arms.
- Buying a weapon you own fills an empty slot first. Six SMGs is a real build.
- **Combine** two matching weapons of the same tier into the next tier: I, II, III, IV.
- Tiers III and IV change behavior: more pellets, extra saw blades, more drones, forking beams, deeper burns and freezes.
- **Recycle** returns 35% of a weapon's value.

Tier IV Overclocks. Reaching Tier IV asks you to pick one of two permanent overclocks: **CLEAN** (a pure upgrade) or **UNSTABLE** (a bigger rule change with a real drawback).

TAG	SET	BONUS	TAG	SET	BONUS
Tool	Union Rig	Rock damage, melee	Heavy	Overtonnage	Knockback, damage, pierce
Laser	Coherence	Attack speed, crit, pierce	Precision	Deadeye	Crit, range
Ballistic	Full Auto	Ranged damage, knockback	Scrap	Salvager	Harvesting, attack speed
Explosive	Demolition	Explosion damage and size	Gravity	Event Horizon	Dodge, slowing aura
Drone	Hive Link	Engineering, +1 drone	Elemental	Overcharge	Elemental damage, attack speed



CHAPTER 07

STATION UPLINK

Your station is part of your build. Every chunk you bank charges its **UPLINK** meter, multiplied by your greed. A greedy hold fills it faster.

When the meter is full, **every installed system fires at your fight, wherever you are**, each with a beam from its bay. The station hits hard, but it will never clear a wave for you.

BAYS & STATION HANDS

The station has **4 bays**. You choose one of three systems at the first dock, then again at 20 / 40 / 60 / 80% of the run. Once all four bays are full, hands offer upgrades. Each system climbs from tier I to III; **tier III is a choice of two branches**. Buy upgrades with credits in the Outfitter's **STATION view** (RB / Tab), which also shows what each bay did last wave.

SYSTEM	FAMILY	TIER I	TIER II	TIER III BRANCHES
Orbital Lance	STRIKE	1 heavy strike on the toughest enemy near you	2 strikes, different targets	Siege Lance: one massive strike, extra vs bosses Scatter Lance: 6 lighter bursting strikes
Aegis Link	SUPPORT	Shield blocks your next hit	Blocks 2 hits	Bastion Link: blocks 4 hits Volatile Shell: blocks 2, each block blasts nearby enemies
Salvage Drones	LOGISTICS	Bank up to 4 loose chunks from anywhere	Up to 7	Swarm Bay: up to 12 Assay Drones: up to 6 at double value
Overclock Relay	LOGISTICS	+20% fire rate, +15% speed for 6 s; cargo weighs nothing	+30% / +20% for 8 s	Combat Relay: +30% fire rate, +20% damage, +20% speed, 10 s Tractor Relay: +30% fire rate, +30% speed, +5 pickup reach, +50% mining, 10 s
Mirror Uplink	STRIKE	Echo drone fires your best ranged gun at 40% for 6 s	55% for 8 s	Twin Echo: top 2 ranged guns at 35%, 10 s Prism Echo: best ranged gun at 75% with its Tier IV upgrade, 10 s
Repair Beam	SUPPORT	Restores 12% of max Health	20%	Emergency Weld: 35% at once Nanite Swarm: 15% now + 3% per second for 6 s



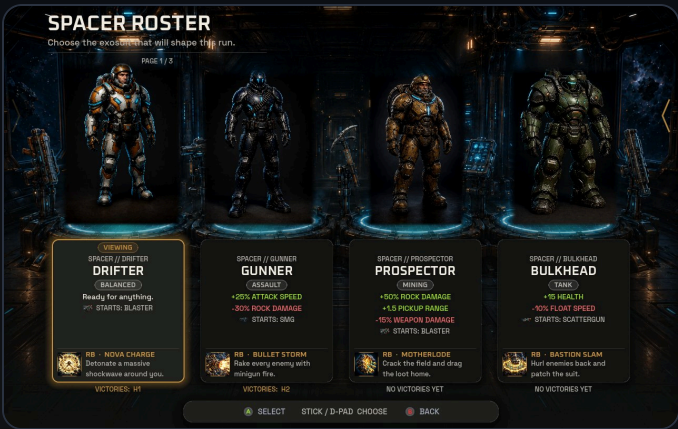
The Outfitter's STATION view. Each bay shows its tier, what it did last wave and its next upgrade.

- The opening hand is always Orbital Lance, Aegis Link and Salvage Drones.
- Mining Rush deals hands after waves 3 / 6 / 9. Endless deals them after waves 5 / 10 / 15 / 20, then every 10 waves while upgrades remain.
- The arena grows as the station is built out.

SPACERS

Twelve pilots, each with a starting gun, a stat profile and a signature ultimate. Some are straightforward. Others change the rules of the run. Every spacer except the Drifter is unlocked by a feat.

SPACER	STARTS WITH	PROFILE / RULE	ULTIMATE	UNLOCK
Drifter	Blaster	Balanced. Ready for anything.	Nova Charge: a massive shockwave around you	Always
Gunner	SMG	+25% attack speed, -30% rock damage	Bullet Storm: rakes every enemy with minigun fire	Complete 1 run
Prospector	Blaster	+50% rock damage, +1.5 tractor, -15% weapon damage	Motherlode: cracks the field and drags the loot home	Complete 2 runs
Bulkhead	Scattergun	+15 Health, -10% float speed	Bastion Slam: hurls enemies back, heals 30%	Complete 3 runs
Valkyrie	Blaster	+15% move speed, +10% attack speed, -10% max Health	Lance Salvo: three piercing lances along your heading	Win at Hazard 2+
Wrecker	Scrap Launcher	+25% explosion damage, +20% knockback, -10% attack speed	Shock Core: drags the swarm into one gravity charge	Win as Bulkhead
Magnate	Blaster	Greed pays double and spills double. Corsairs find you sooner. +6 cargo, +15% harvesting, -5 Health	Margin Call: beams the whole hold to the bank from anywhere	Reach a ×4 delivery streak
Ronin	Blaster	Only 3 slots. Each empty slot: +12% damage, +8% attack speed. +8% damage, +5% crit	Iaijutsu: one drawn cut down the field, stronger per empty slot	Win 8 runs
Phantom	Blaster	Only near-misses and damage taken charge the super. -5 Health, +10% speed	Blink Veil: phase out, then erupt where you reappear	Graze 500 bolts total
Hauler	Blaster	Carried ore trails behind you and grinds enemies. +6 cargo, -10% move speed	Jackknife: whips the ore chain in a killing arc	Earn 30,000 credits total
Smelter	Blaster	Guns burn carried ore: +4% damage per chunk (max +40%). Deliveries pay -25%	Slag Pour: dumps the molten hold in a roaring burst	Win as Wrecker
Foreman	Blaster	Only 4 gun mounts. Each station system also flies with you as an escort drone	Work Order: every escort drone overlocks for 6 s	Win with all four bays filled



The Spacer Roster. Each card shows the spacer’s role, stat changes, starting weapon, ultimate and the hazards you have won with them.

Your **Win Matrix** tracks every spacer against every hazard level. Filling rows and columns earns commendations and cosmetics.

WEAPONS

Twenty-eight weapons, all auto-firing. Tier I weapons are discounted at the first three docks; Tier II and higher weapons first appear on the shelf at dock 3. Weapons marked ★ are unlocked by feats.

WEAPON	TYPE	TAGS	WHAT IT DOES	TIER IV OVERCLOCKS
SMG	Ranged	Ballistic · Scrap	Fast, cheap dakka	Hollow Rounds / Ricochet Mag
Blaster	Ranged	Ballistic · Precision	Reliable starter cannon	Focusing Coils / Fragmentation
Scattergun	Ranged	Ballistic · Heavy	Point-blank burst spread	Choke Barrel / Dragon's Breath
Railgun	Ranged	Precision · Heavy	Slow, piercing, high-crit lance	Overpenetrator / Core Sampler
Missile Pod	Ranged	Explosive · Heavy	Seeking rocket, bursts on impact	Cluster Warhead / Swarm Rack
Saw Arm	Orbit	Tool · Scrap	Orbiting shredder blade	Hardened Edge / Tether Spin
Mining Laser	Beam	Laser · Tool	Steady cutting beam that melts rock	Focused Aperture / Refraction
Plasma Drill	Cone	Tool · Elemental	Close-range grinding cone	Widebore / Overclocked Nozzle
Ion Blaster	Ranged	Laser · Precision	Ricocheting ion bolts	Charged Ions / Ricochet Matrix
Pulse Scatter	Ranged	Laser · Heavy	Energy spread with heavy push	Tight Coil / Concussive Wave
Tesla Tether	Ranged	Elemental · Precision	Chain lightning, three hops	Conductor / Overload Arc
Magma Cutter	Ranged	Elemental · Tool	Sears a burning damage-over-time	Molten Core / Thermal Lance
Cryo Pickaxe	Cone	Tool · Elemental	Chilling sweep, slows foes 40%	Deep Chill / Flash Freeze
Gravity Well	Ranged	Gravity · Heavy	Pulse that drags foes inward	Dense Core / Collapsar
Nano Swarm	Drone	Drone · Scrap	Roaming drones auto-fire	Hive Mind / Splinter Rounds
Scrap Launcher	Ranged	Scrap · Explosive	Cheap chaos, big knockback	Packed Charge / Shrapnel Storm
Orbital Wrench	Ranged	Tool · Precision	Returning arc, hits twice	Balanced Arc / Counterweight
Meteor Hammer	Cone	Heavy · Tool	Heavy sweep with mini-blast	Seismic Head / Groundbreaker
Singularity Mine	Mine	Gravity · Explosive	Deploys a singularity trap	Dense Singularity / Event Horizon
Rotary Cannon	Ranged	Ballistic · Heavy	Sustained fire that punches through crowds	Spin-Up Feed / Depleted Rounds
Flak Array	Ranged	Ballistic · Explosive	A wide cloud of exploding shrapnel	Dense Pattern / Proximity Burst
Cryo Repeater	Ranged	Elemental · Ballistic	Rapid cryo bolts keep a lane under control	Cryo Coils / Absolute Zero
Starfire Lance	Beam	Laser · Precision	Long-range beam for clean target deletes	Solar Focus / Prismatic Split
Hydra Rockets	Ranged	Explosive · Precision	Three seeking warheads split the swarm	Warhead Pack / Saturation Salvo
Breach Driver	Ranged	Heavy · Precision	A slow anti-materiel shot that clears a line	Siege Rounds / Core Breaker
Arc Repeater ★	Ranged	Elemental · Scrap	Rapid arcs that leap through the pack	Live Wire / Tesla Overdrive
Comet Lance ★	Ranged	Precision · Elemental	A burning lance that spears the swarm	Blazing Core / Meteor Strike
Drone Hive ★	Drone	Drone · Precision	Twin drones per mount	Swarm Expansion / Overcharged Cells

★ Arc Repeater: win a Mining Rush run. Comet Lance: win any run at Hazard 4+. Drone Hive: win runs with 3 different spacers. Union Rules stocks only Tool weapons: Saw Arm, Mining Laser, Plasma Drill, Magma Cutter, Cryo Pickaxe, Orbital Wrench and Meteor Hammer.

STATS & UPGRADES

Open **VIEW BUILD** from the pause menu to see every stat on your current run.

■ STATS

STAT	EFFECT	STAT	EFFECT
Damage	+% all weapon damage	Rock Dmg	+% damage to rocks
Ranged / Melee Dmg	+% by weapon type	Harvesting	+% ore value, half value past +100%
Elemental	+% elemental damage	Tractor	Pickup reach
Engineering	+% drone and turret damage	Cargo	Hold slots
Atk Speed	Fire rate. Half value past +100%, max 3×	Luck	Rarer offers
Crit Chance	Chance to deal 2× damage	XP Gain	+% XP
Speed	Float speed, max +60%	Dash Recovery	Shorter dash recharge, max 30%
Health / Regen	Max Health / Health healed every 5 s	Bounty	More kill credits, max +45%
Armor	Reduces damage taken	Charge Gain	Faster ultimate charge, max +30%
Dodge	Chance to avoid a hit, max 60%	Armor Break	Hits strip armor, max 36%
Life Steal	Damage heals you, max 60%	Knockback	Pushes enemies further
Range	+% weapon range	Shop / Reroll Disc.	Cheaper buys and rerolls, max 50%
Explosion Dmg / Size	Stronger and larger blasts	Enemy Count / Speed	More risk, more reward
Pierce / Bounce	Shots pass through or ricochet		

■ STAT CARDS Outfitter and level-up

Hot Rounds	+12% damage	Rapid Servos	+10% atk speed	Tuned Jets	+8% speed
Plating	+6 Health	Repair Nanites	+2 HP / 5 s	Leech Coils	+3% life steal
Ore Hunter	+20% rock dmg	Wide Tractor	+1.2 tractor	Cargo Pods	+6 cargo
Rifled Barrels	+12% ranged	Serrated Edges	+12% melee	Plasma Core	+12% elemental
Servo Kit	+12% engineering	Targeting Chip	+5% crit	Ablative Plate	+2 armor
Thruster Trim	+4% dodge	Long Optics	+10% range	Lucky Charm	+8 luck
Refinery Kit	+12% ore value	Data Uplink	+10% XP	Dash Relay	−10% dash recharge
Bounty Decoder	+15% kill credits	Charge Cell	+10% ult charge	Sunder Array	+6% armor break
Blast Chamber	+8% blast radius	Penetrator Feed	+1 pierce	Ricochet Matrix	+1 bounce

■ TRADE-OFF UPGRADES Level-up only, big gains with a cost

Overclocked Drill	+25% atk speed, −2 armor	Deep Core Luck	+12 luck, +5% enemies
Reinforced Suit	+5 armor, −6% speed	Plasma Capacitor Bank	+8% elemental, +5% blast size
Magnet Overdrive	+2.5 tractor, +5% XP	Scrap Instincts	+24% harvesting, −4% ranged
Glass Reactor	+30% damage, −6 Health	Combat Stims	+8% atk spd, +4% speed, −2 regen
Iron Bones	+10 Health, +2 armor, −6% atk spd	Gambler's Chip	+18 luck, −8% harvesting

ITEMS & ARTIFACTS

Passive items are permanent for the run. There are 99 of them; some stack and some are unique. They fall into families, and owning several items from one family is how builds start to snowball.

■ ITEM FAMILIES

Classic stat items: economy, survival, damage, speed, engineering, elemental, pickup and curse.

Synergy families:

GREED COURIER SPILL RAMPAGE MINING GRAZE FOCUS

BANKER SURGE CHAMPION CARNAGE CORSAIR

DUO ITEMS

Ten Relic-rarity uniques that fuse two families, such as Smuggler's Weave, Black Box, Express Rampage and Hostile Takeover. They only appear once you own an item from each of their two families.

FIELD ITEMS

Deployables that change the map: Relay Buoy (a remote bank ring that pays 60%), Claim Stake, Decoy Transponder and Tripwire Mine.

CONTRABAND

From wave 5, any shelf slot can roll a **cursed ×1.5** version of an item. It costs more, and its curse applies only while your hold is at least half full. Fence's Ledger pays +25 credits per Hot chunk delivered and halves contraband curses.

■ REACTOR ITEMS & REACTIONS

Reactor items add on-hit effects: burn, arc, freeze, gravity bind, Core Breach (15× crit), executes and chain reactions. When two different statuses meet on one enemy, they react:

REACTION	STATUSES
Shatter	Burn + Chill
Overload	Shock + Gravity
Plasma Flare	Burn + Shock
Crush	Chill + Gravity

■ BOSS ARTIFACTS

Each boss you down offers one of three Artifacts. They are never sold and can't be banished.

Warden's Eye	+2 banish charges; first reroll each visit is free
Siege Core	Ultimate refunds 40% of its charge
Harvester Crown	Greed cap +1.0
Titan Plating	First hit each wave is ignored
Overseer Protocol	Elite kills drop a Void Siphon
Foundry Seal	Shop weapons one tier higher (up to III)
Magnetar Core	Field-wide tractor, +15% ore value
Dreadnought Heart	+20 max Health, +1 armor per boss downed
Singularity Seed	3% of kills leave a 2 s singularity



The belt is held by rogue industrial machines: mining drones gone hostile, security bots and siege platforms. New types join as the run goes on. At Hazard 1 and higher, each arrives one wave sooner.

ENEMY	BEHAVIOR	FROM WAVE
Drifter	Beelines at you and deals contact damage	1
Stinger	Keeps its distance and fires bolts	1
Popper	Sprints in, flashes, then explodes	2
Bulwark	Tanky chaser that splits into Drifters on death	3
Lancer	Circles you, telegraphs, then commits a dash. Vulnerable while it recovers	4
Corsair	Pirate cutter drawn by a heavy hold. Its slash knocks extra cargo loose	4
Reaver	Aims ahead of your path and makes a locked slashing pass. Punishes circling	5
Ore Reclaimer	Steals loose ore and flees to the rim. Kill it and it drops everything	5
Siege Turret	Plants at long range and lobbs mortars, telegraphed by ground rings	6
Weaver	Strafing runs that leave a lingering plasma wake	7
Juggernaut	Slow, heavily armored hulk that hits hard	7
Magnetar	Charges, pulls you and loose ore inward, then pulses. Kill it mid-charge to cancel	8
Aegis Warden	Armored fire-support shooter	9
Hunter	Relentless interceptor that slides around asteroids	10
Broodmother	Armored incubator that births Drifters	12
Aegis Bearer	Armored walker with a frontal shield that blocks shots. Flank it	14
Disruptor	EMP bolts that briefly slow your thrust	16

■ ELITES

White-hot elites have 3× HP, are larger and drop 3× scrap. Each carries one affix:

VOLATILE explodes on death.	PHALANX takes only 30% from beyond 6 m. Close in.	SIPHON drains carried chunks. Kill it to get them back.
REGENERATING heals over time.	BERSERKER speeds up below 50% HP.	WARPING blinks away after a big hit.
PLATED +5 armor.		

BOSSSES & SECTORS

■ BOSSES

One of four autonomous siege machines is drawn for each boss wave. Bosses have 10× HP and share three phases: above 60% HP they chase you and fire aimed bolts; below 60% they add a telegraphed 12-bolt radial volley; below 25% they **enrage** and move and fire faster. At Hazard 5 the final wave fields **two different bosses at once**.

BOSS	WHAT TO EXPECT
Mega-Bulwark	The classic armored brute. Pure phase pressure: keep moving and keep firing.
Siege Crawler	Slow armored mortar platform. Fires 4-shell volleys, then vents for 2.5 s, taking +50% damage . Plants temporary turrets. Punish the vent.
Storm Herald	Blinks across the field every few seconds, more often when enraged. Don't over-commit to one spot.
Ore Tyrant	Tractor-locks a nearby rock and swallows it to heal. Mine the rock first and it whiffs, staggering for 3 s and taking bonus damage. It never heals while enraged.

■ SECTORS

Pick a sector before each run. Waves 1 to 3 are always calm open belt; from wave 4 the sector's twist applies for the rest of the run. Each pinned sector has its own look and landmark.

SECTOR	TWIST	BOSS POOL	UNLOCK
The Drift	Every anomaly in rotation; the field changes every 4 waves	All four	Always
Scrapline	Denser rocks, +15% ore, more reclaimers and drifters	Crawler, Bulwark, Tyrant	Complete 1 run
Ion Storm	Ion surges near you: 3 s ring warning, hurts you and enemies inside	Herald, Crawler	Complete 2 runs
Crystal Reach	Crystal clusters to shatter for bonus ore	Herald, Bulwark, Tyrant	Complete 3 runs
The Graveyard	Drifting wrecks for cover and salvage; ambushes; more hunters and broodmothers	Bulwark, Herald	Win at Hazard 1+
Furnace Belt	Radiation pulses: standing in the ring hurts but pays credits and ore	Crawler, Herald, Tyrant	Win in 3 sectors

■ ENDLESS MUTATORS

From wave 18 in Endless, one mutator is active at a time and rotates every 4 waves:

DOUBLE ELITES: the pack has teeth.
ORE FAMINE: half ore, 1.7× kill credits.

LOW GRAVITY: everything +25% speed, and your thrusters slide.

SWARM: many cheap enemies.
HUNTING PARTY: more hunters and broodmothers.

MODES & HAZARD

■ MODES

MODE	LENGTH	RULES	UNLOCK
Standard	10-30 waves by hazard	60-second waves. Survive the final-wave boss to win.	Always open
Endless	No cap	Enemies keep scaling. From wave 21, enemy HP and speed rise every wave while income slowly falls.	After 2 runs
Mining Rush	10 waves	45-second waves, denser packs, ore ×1.5, XP ×1.25.	Win at Hazard 1
Union Rules	As Standard	The Outfitter stocks only Tool weapons. +25% income from ore and scrap.	Win at Hazard 2
Daily Contract	14 waves, Hazard 2	The same seeded run for every pilot, one attempt a day. Score = credits banked + 250 per wave cleared, posted to a Steam leaderboard.	After 3 runs

■ HAZARD LADDER

Only Hazard 0 is open at first. **Winning at Hazard N opens Hazard N+1.** Every level adds +8% harvesting income and lengthens Standard runs.

HAZARD	WAVES	ENEMY HP	DAMAGE	COUNT	SPEED	ELITES FROM	NOTES
H0	10	×1.00	×1.00	×1.00	×1.00	-	Gentler bosses
H1	14	×1.10	×1.05	×1.10	×1.00	6	New enemies a wave sooner
H2	18	×1.15	×1.10	×1.20	×1.00	4	Guaranteed elite waves
H3	22	×1.25	×1.20	×1.15	×1.00	4	
H4	26	×1.25	×1.20	×1.40	×1.05	2	
H5	30	×1.25	×1.20	×1.50	×1.10	2	Double elite chance, twin final bosses

■ SPECIAL WAVES

- **ELITE** waves bring one guaranteed, telegraphed elite. **HORDE** waves bring denser, faster spawns.
- The final wave is a boss capstone. Runs longer than 20 waves also get a mid-boss every 10th wave.
- In Endless, every 5th wave is an elite pack and every 10th has a boss.

Clearing a Standard or Rush run offers **GO ENDLESS**: keep your build and play on with no wave cap. Income decays past wave 20.

PROGRESSION

No meta currency. You earn new options by doing things in the game. Every unlock comes from a lifetime feat and is announced on the run-end screen.

■ SERVICE RECORD

Open **RECORDS** from the title screen for career totals and bests, your latest runs, Daily Contract scores, the full commendation ladder with progress on locked cards, and the **Win Matrix**: a grid of every spacer against Hazards 0 to 5.

■ COSMETICS

The three Win Matrix commendations unlock the **Full Spread Crest**, **All Hands Yoke** and **Grand Survey Orbit**, equipped from the Service Record. Three identity kits round them out: **Route Lord Kit**, **Void Ronin Kit** and **Veil Array**.

■ RELIC UNLOCKS

Champion's Charter	Win 5 runs
Carnage Core	Clear 4,000 hostiles
Nullfield Lens	Graze 1,000 bolts
Void Ronin Plate	Win as Ronin
Route Lord's Seal	Reach a ×5 delivery streak
Corsair's Wake	Win as Magnate at Hazard 2+
Dreadnought Ledger	Down 4 bosses in total

■ 27 COMMENDATIONS

Each is also a Steam achievement. None are hidden.

Suit Up · Regular · Belt Veteran	Finish 1 / 10 / 50 runs
Contract Complete · Reliable Operator	Win 1 / 10 runs
Pest Control · Exterminator · Belt Reaper	100 / 1,000 / 10,000 kills
Paid Off · Tycoon · Ore Baron	10k / 100k / 1M credits
Double Digits · Deep Run · No Off Switch	Reach wave 10 / 20 / 30
Chain Reaction · Rampage · Unstoppable	25 / 50 / 100 kill streak
Storm Rated · Void Rated · Apex Pilot	Win at H2+ / H3+ / H5
Station Commander	Win with all four bays filled
Full Roster	Win with every spacer
Clocked In · Lifer	1 / 10 hours played
Full Spread	Win every hazard with one spacer
All Hands	Win one hazard with every spacer
Grand Survey	Fill the whole Win Matrix

A **MODDED** run (dev console used) earns no commendations, records or leaderboard score.

OPTIONS

Options are split into tabs (LB / RB to switch on a controller). Every row shows a help line at the bottom of the screen.

■ DISPLAY

- **Display Mode:** Windowed / Fullscreen. The game opens borderless fullscreen by default.
- **Window Size** (16:10): 1280×800, 1600×1000, 1920×1200, 2560×1600.
- **V-Sync:** Off / On (default Off).
- **Max FPS:** Uncapped / 30 / 40 / 60 / 120. 40 saves battery on Steam Deck.
- **FPS Counter.**

■ GRAPHICS

- **Preset:** Steam Deck / Low / Medium / High / Ultra / Custom. The first boot picks Steam Deck on the Deck and High on other PCs.
- Render Scale, Upscaler (Bilinear / FSR 1 / FSR 2), Anti-Aliasing (Off / FXAA / MSAA 2×-8×).
- Shadow Quality, Ambient Occlusion, Texture Filtering, Reflections (applies after restart).
- **Effects Detail:** Full / Reduced. **Brightness:** 0.8-1.2.

■ AUDIO

Master, Music and SFX volume. Defaults are 100% / 80% / 50%.

■ GAMEPLAY

- **Damage Numbers:** On / Off.
- **Replay Hints:** shows the flight primer and first-time callouts again on your next run.

■ ACCESSIBILITY

- **Screen Flash:** Full / Reduced / Off.
- **Screen Shake:** 0-100%.
- **Colorblind Assist:** a blue-to-orange danger palette.
- **Enemy Shots:** Standard / Large / Huge. Visual only; hit sizes never change.
- **Number Size:** Small / Medium / Large.
- **HUD Scale:** 1.0-1.3.

■ CONTROLS

- Input device status and **Stick Deadzone** (0.05-0.5, default 0.2).
- **Rebind Actions:** movement keys, Interact, Dash, Ultimate, Tether Home and Pause.
- **Restore Defaults.**

Reset Save on the options rail erases your saved run, history and lifetime records after a confirmation. Your options are kept.

SUPPORT & CREDITS

■ NEED HELP?

- **Bug reports and questions:** Steam Discussions steamcommunity.com/app/4975430/discussions
- **Support page:** games.linecrush.com/support
- **Email:** austin@linecrush.com
- **Crashes:** in Steam, right-click Gunmetal Orbit → Properties → Installed Files → **Verify integrity of game files**, then update your graphics drivers.

■ PRIVACY

No account required. No analytics or telemetry are sent to LineCrush Games, and there are no ads or in-game purchases. The game uses Steam Cloud, achievements, a friends Rich Presence line and the Daily Contract leaderboard. Full policy: games.linecrush.com/privacy/gunmetal-orbit

■ STEAM CLOUD

Your saved run, run history and career record sync through Steam Cloud. Options are device-specific and are not synced.

■ CREDITS

Developed by LineCrush Games, a studio of LineCrush Inc.

- Engine: Godot Engine 4.7 (MIT)
- Steam integration: GodotSteam (MIT)
- Discord Rich Presence add-on (MIT)
- Fonts: Oxanium and Space Grotesk (SIL Open Font License)
- Controller and keyboard prompts: Kenney Input Prompts (CCO), kenney.nl
- Combat sound effects built from the Sonniss GDC Game Audio Bundle
- Music: "Core Breaker", "Gravity Drop", "Deep Navy Space" and "Loading Screen"



games.linecrush.com/gunmetal-orbit