



Your weapons **aim and fire automatically**, and they mine rocks too. There is no fire button. You fly, dodge, collect ore and decide when to bank.

■ IN A WAVE

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

■ OUTFITTER

ACTION	CONTROLLER	KEYBOARD & MOUSE
Buy		 or 
Lock card		 or  the card
Reroll		
Combine pair		
Station view		
Banish card	Hold 	Hold 
Recycle weapon	Hold  on rack slot	RECYCLE button
Launch wave	Hold 	LAUNCH button

■ MENUS

 /  Confirm  /  Back   Tabs

Steam Deck: LB / RB = L1 / R1, LT / RT = L2 / R2. Prompts follow your last-used device.

■ REMEMBER

- One shared dash charge, 1.55 s cooldown, no invulnerability.
- Tether needs 14 m from the station; arriving sells your hold.
- Rebind in Options → Controls.

THE LOOP

FIGHT & MINE > BANK AT THE PAD > WAVE ENDS > LEVEL-UPS > OUTFITTER · FULL HEAL > LAUNCH

CARGO & GREED

Ore value	Dust 3 · Ferrite 4 · Cobalt 6 · Plasma 8
Greed	+2% per carried chunk, up to ×1.35
Weight	Full hold: up to -15% speed
Spill	A hit drops 25% of your hold; 4 s to recover
Bank streak	Bank again within 12 s: +5% per step, ×4 max
Salvage	Ore left loose at the bell pays 50%
Hold	15 base, +1 per level, +2 per beacon claim

BONUS ORE

- **Rich vein:** every 3rd normal wave from wave 3, for 25 s.
- **Survey Beacon:** hold its ring 5.5 s for Plasma, Cobalt, Ferrite and +2 hold.
- **Signal HIGH:** farther out means richer rocks and more elites.
- **Hot ore** pays 3×, but enemies speed up while you carry it.

COMBAT

- **Ultimate:** charge from kills and grazes; 25 s between supers; untouchable while it plays.
- **Streak:** kills within 4 s, +3% scrap each. 40 in a row = **OVERDRIVE**.
- **Graze** enemy bolts to charge your ultimate.
- Wave bonuses: **FLAWLESS** (no damage) and **FAST CLEAR**.

STATION UPLINK

Banking charges the meter (× greed). Full meter = every bay fires at your fight, anywhere.

Orbital Lance	Heavy strike on the toughest enemy near you
Aegis Link	Shield that blocks hits
Salvage Drones	Bank loose chunks from anywhere
Overclock Relay	Fire rate and speed surge; cargo weighs nothing
Mirror Uplink	Echo drone fires your best ranged gun
Repair Beam	Restores Health

WEAPON RACK

- 6 slots. Combine two of the same weapon and tier: I > II > III > IV.
- Tier IV: pick **CLEAN** or **UNSTABLE** overclock.
- 2 / 4 / 6 matching tags unlock set bonuses. Recycle refunds 35%.

THREAT TELLS

Elites	White-hot, 3× HP, one affix. Phalanx: close in. Siphon: kill it to get your ore back
Aegis Bearer	Shield in front, so flank it
Magnetar	Kill it mid-charge to cancel the pull
Siege Crawler	Punish the 2.5 s vent (+50% damage)
Ore Tyrant	Mine the rock it locks before it swallows it
Storm Herald	Blinks every few seconds, so don't over-commit

Saves: launching a wave checkpoints your run. Quit mid-wave and CONTINUE resumes at that wave's start. A hull breach ends the run, but you can **Retry Wave** or **Restart Run**.