



● ABOUT

Gunmetal Orbit is a 2.5D roguelite bullet-hell for Windows, Linux and Steam Deck. Fly a heavy mining exosuit through an asteroid belt, stack up to six auto-firing weapons, mine ore while you fight, and bank it at your orbital station to power its Uplink.

Developer	LineCrush Games, a studio of LineCrush Inc.
Released	September 10, 2026
This version	1.77 (October 1, 2026). The version shows in the bottom-right corner of the title screen.
Steam App ID	4975430
Language	English
Controller	Full controller support. Keyboard and mouse fully supported.
Release notes	games.linecrush.com/gunmetal-orbit/changelog

● GETTING STARTED

1. Install and launch Gunmetal Orbit from your Steam library.
2. The game opens **borderless fullscreen**. To play in a window, go to Options → Display → Display Mode → Windowed. Your choice is remembered.
3. On first boot, the graphics preset is chosen for you: **Steam Deck** on the Deck, **High** on other PCs. Change it in Options → Graphics.
4. Choose **NEW RUN**, then a spacer, sector, mode and hazard. **HOW TO PLAY** on the title screen explains the loop.

The full **Game Manual** and a two-page **Quick Reference** are also available from the Steam client.

● SYSTEM REQUIREMENTS (MINIMUM)

	WINDOWS	LINUX / STEAMOS
OS	Windows 10 64-bit	SteamOS 3 / Ubuntu 22.04 (64-bit)
Processor	Quad-core x64 (Intel Core i5 / AMD Ryzen 5 or better)	Quad-core x64 (Steam Deck native)
Memory	8 GB RAM	8 GB RAM
Graphics	Vulkan-capable GPU (GeForce GTX 1050 / Radeon RX 560 or better)	Vulkan-capable GPU (Steam Deck APU or better)
Storage	5 GB available space	5 GB available space

A 64-bit processor and operating system are required. macOS is not supported.

● STEAM DECK

Gunmetal Orbit is built Steam Deck first. The Deck runs the native Linux build at its native 1280×800 resolution, with an interface designed for the 7-inch screen and gamepad-first controls. Steam Deck button prompts appear automatically. To save battery, set Options → Display → Max FPS to **40**. Because a wave launch checkpoints your run, you can suspend the Deck or quit between waves without losing a run.

■ CONTROLS AT A GLANCE

ACTION	CONTROLLER	KEYBOARD & MOUSE
Fly	Left stick or D-pad	W A S D
Dodge / Dash	Flick the right stick, or LB	Shift, or right-click toward the cursor
Ultimate	RB	Q
Tether Home	Hold RT	Hold Space
Pause	Menu	Esc
Outfitter	A buy · X lock · Y reroll · LB combine · RB station · hold LT banish · hold B launch	Enter/click buy · E lock · R reroll · C combine · Tab station · hold X banish

Weapons aim and fire automatically. Rebind keys and buttons in Options → Controls. Xbox, PlayStation and Steam Deck pads are detected automatically and can be connected while the game runs.

■ SAVE DATA & STEAM CLOUD

The game keeps **one saved run** plus your run history and career record. Launching a wave checkpoints your run; if you quit mid-wave, CONTINUE resumes from the start of that wave.

Windows	%APPDATA%\GunmetalOrbit\
Linux / SteamOS	~/.local/share/GunmetalOrbit/
Saved run	spaceminer_save_slot_1.json
Run history	spaceminer_history.json (last 50 runs)
Career record	spaceminer_lifetime.json (stats, Win Matrix, unlocks, Daily log)
Settings	spaceminer_options.json

Steam Cloud syncs your saved run, history and career record between devices. Settings are device-specific and are not synced, so your Deck and PC each keep their own graphics and control setup. **Options → Reset Save** erases the run, history and records after a confirmation; your settings are kept.

■ DISPLAY & PERFORMANCE

- **Presets:** Steam Deck, Low, Medium, High, Ultra or Custom in Options → Graphics.
- **Lower GPU load:** reduce Render Scale and use FSR 1 or FSR 2, lower Shadow Quality and Ambient Occlusion, or set Effects Detail to Reduced.
- **Frame rate:** Max FPS offers Uncapped, 30, 40, 60 and 120. V-Sync is off by default.
- **Window sizes** (16:10): 1280×800, 1600×1000, 1920×1200 and 2560×1600.
- **Reflections** changes apply after restarting the game.

■ ACCESSIBILITY

Options → Accessibility includes Screen Flash (Full / Reduced / Off), Screen Shake (0-100%), a Colorblind Assist danger palette, larger enemy shots (visual only), Number Size, and HUD Scale up to 1.3×. Damage numbers can be turned off under Gameplay.

■ PRIVACY

No account is required. Gunmetal Orbit sends **no analytics or telemetry** to LineCrush Games and has no ads or in-game purchases. It uses Steam Cloud, Steam achievements, a Steam Rich Presence line for friends (wave, hazard, spacer) and the Daily Contract leaderboard. If the Discord app is running, Discord Rich Presence shows the same details. Full policy: games.linecrush.com/privacy/gunmetal-orbit

■ TROUBLESHOOTING

PROBLEM	TRY THIS
Game won't start or crashes	In Steam, right-click Gunmetal Orbit → Properties → Installed Files → Verify integrity of game files . Update your graphics drivers. Check that your PC meets the minimum requirements on page 1.
Low frame rate	Pick a lower graphics preset, lower Render Scale with FSR enabled, and set Effects Detail to Reduced.
Want a window	Options → Display → Display Mode → Windowed, then choose a Window Size.
Wrong button prompts	Prompts follow the last device you used. Press any button on your controller, or any key, to switch.
Controller drifts or feels loose	Raise the Stick Deadzone in Options → Controls (default 0.2).
Too much flashing or shake	Options → Accessibility → Screen Flash Reduced or Off, and lower Screen Shake.
Progress missing on another device	Make sure Steam Cloud is enabled for the game in Steam → Properties → General, and let Steam finish syncing before launching.
Run shows MODDED	The developer console was used. That run earns no commendations, records or leaderboard score. Start a new run to clear it.

■ SUPPORT

- **Bug reports and questions:** Steam Discussions steamcommunity.com/app/4975430/discussions
- **Email:** austin@linecrush.com
- **Support page:** games.linecrush.com/support
- **Refunds** are handled by Steam.

When you report a bug, please include your version number (title screen, bottom-right), your platform (Windows, Linux or Steam Deck) and what happened just before the problem.

■ CREDITS & LICENSES

- **Developed by** LineCrush Games, a studio of LineCrush Inc.
- **Engine:** Godot Engine 4.7, MIT License. godotengine.org
- **Steam integration:** GodotSteam, MIT License
- **Discord Rich Presence add-on:** MIT License
- **Fonts:** Oxanium and Space Grotesk, SIL Open Font License 1.1
- **Input prompts:** Kenney Input Prompts, CC0. kenney.nl
- **Sound effects:** built from recorded sources in the Sonniss GDC Game Audio Bundle
- **Music:** "Core Breaker", "Gravity Drop", "Deep Navy Space" and "Loading Screen"



Thanks for playing. Gunmetal Orbit keeps getting regular updates, and player feedback in the Steam Discussions shapes what comes next.

games.linecrush.com/gunmetal-orbit