Build your way out.

Dismantle hostile machines. Pull their dropped parts onto your core with the magnet. When you fit a weapon, use it yourself and keep moving while the rest of your machine supports you.



DEFAULT KEYBOARD & MOUSE CONTROLS

Move	W A S D
Aim / turn camera	Mouse; R recenters the camera
Fire equipped weapon	Hold left mouse button
Collect / use magnet	Hold E
Switch weapon	Tab; 1-8 selects an available socket
Replace a part	Hold Q, select a socket, then tap E
Dash	Space
Pause	Escape

Prompts follow your active device and bindings. Rebind in Controls & display.

Make every socket count.

The selected weapon is named beside core health. Newly fitted offensive hardware becomes your primary; Tab switches between mounted weapons and the core pulse.

LEFT MOUSE FIRES YOUR PRIMARY

Other offensive weapons attack automatically when range and cover permit. Armor, afterburners and flux coils provide passive benefits.

RIVET CANNON

Heavy aimed shots. Break exposed targets from a distance.

RIPSAW

A broad close sweep. Bring the blade beside the target, then fire.

ARC FORK

Discharges into a nearby target and jumps to others. Look for tight groups.

MORTAR RACK

A delayed blast at a fixed landing point. Lead moving targets.

BEAM CUTTER

A precise continuous cut. Release fire to cool before the heat lock.

FURNACE JET

A short, wide flame fan. Sustained fire builds heat; release to cool.

TOW WINCH

Reels light machines toward its mount. Heavy and airborne targets resist the pull.

AEGIS PROJECTOR

Hold fire to guard the aimed direction. Release to cool. Flanks and melee get through.

BUILD COMBINATIONS

BLADE STORM

Two Ripsaws + a Flux Coil

Hold E to swing the actual saws around your core.

SIEGE LINK

Two Rivet Cannons + a Flux Coil

Select a cannon. Hold E + left mouse to charge a piercing shot.

Five districts. One machine.

Your fitted parts travel with you. Each district asks for a different approach.



FOUNDRY

Fight through the lockdowns and dismantle the Mother Press. Conveyors move bodies and salvage; hammer warnings mark dangerous ground.



QUARRY

Pull relay shielding with the magnet, then destroy the exposed equipment. Watch the feeder strips and use the haul roads to reach higher ground.



FREIGHT TRANSIT

Choose a rail route and guide the tug with your magnet. Break gate couplings and dismantle the machinery blocking its journey.



RECLAMATION DOCKS

Free the three power cells and tow them into the crawler. Dismantle the Shipbreaker, then board the powered crawler.



DISASSEMBLY VAULT

Keep clear of the Reclaimer's claws and attack its exposed sections. Use the magnet to recover a captured module before it is lost.

SAVE & RETURN

Use Save & Quit from pause. Continue returns paused. Victory or death banks blueprint progress. New run keeps learned starting blueprints.

COMFORT & A FRESH START

Controls & display offers larger HUD text, reduced motion and music volume. Progress > Start from scratch clears local progress and replays the intro. Settings and Steam achievements stay.