



GAME DESIGN OVERVIEW

MINE. BUILD. SURVIVE.

A mission-based sci-fi survival adventure
for 1-4 players.

GRAVITY RIFTERS

PC / STEAM

A DANGEROUS JOB. A WAY BACK HOME.

You owe the corporation X-Solis.
Your assignment: **mine an alien planet,**
survive its creatures and work off your debt.

Complete missions. Grow your base.
Build the ship that takes you home.

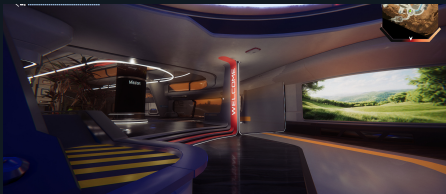
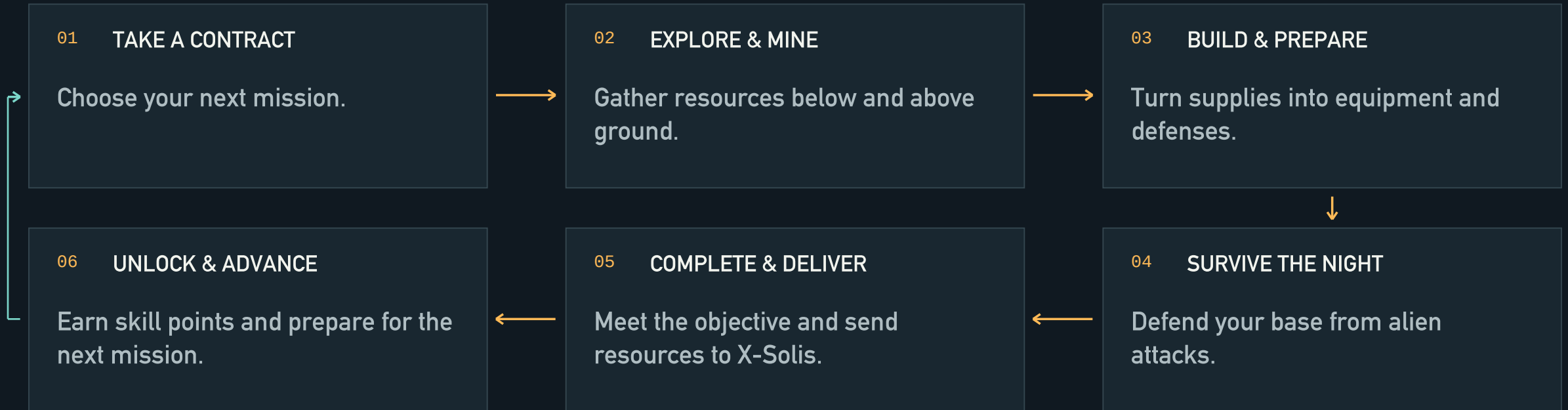
TAU CETI F

Your workplace. Your survival test. Your new home.



ONE MISSION. LASTING PROGRESS.

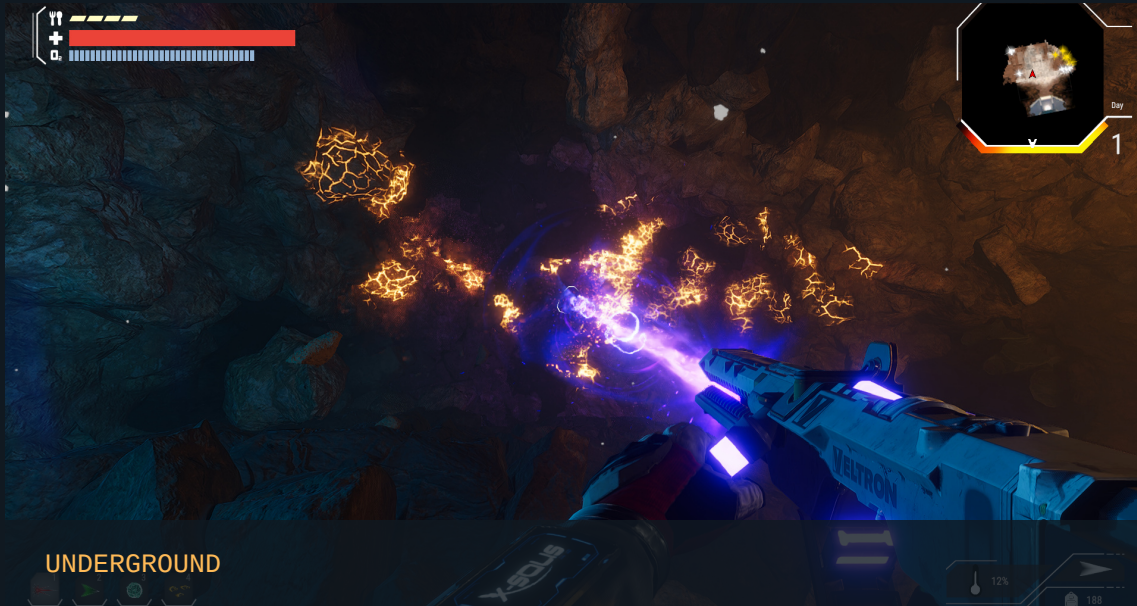
Each contract combines exploration, resource gathering, building and survival.



WHAT CARRIES FORWARD

Your base, storage and resources,
unlocked skills and technology.

EXPLORE ABOVE. DIG BELOW.



Mine changing, procedurally generated cave networks. Discover handcrafted chambers, rare finds and hidden threats.

Oxygen and backpack space shape every expedition.



Explore the landscape, gather supplies and expand the operation around your base. Unlock unexplored areas.

BUILD THE PLACE THAT KEEPS YOU ALIVE.



A persistent outpost that grows with you.



INDUSTRY

Refine resources and manufacture components.



REACTOR

Power your equipment and defenses.



GREENHOUSE

Grow supplies for survival.



STORAGE

Keep resources ready for the next mission.

Balance ⚡ energy, O_2 oxygen and ☣ pollution as your operation grows.

DEFEND WHAT YOU BUILT.

Night brings creatures to your door.
Your preparation is put to the test.

01 FIGHT DIRECTLY

Take aim with your own weapons.

02 BUILD A DEFENSE

Combine turrets, mines and bombs.

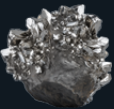
03 FACE BIOME BOSSES

Overcome a major threat at each stage.



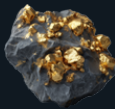
EVERY RESOURCE HAS A JOB.

Gather materials, turn them into useful equipment and prepare for your next expedition.



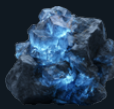
Tritanium

Structure



Gold

Electronics



Crystalite

High-tech



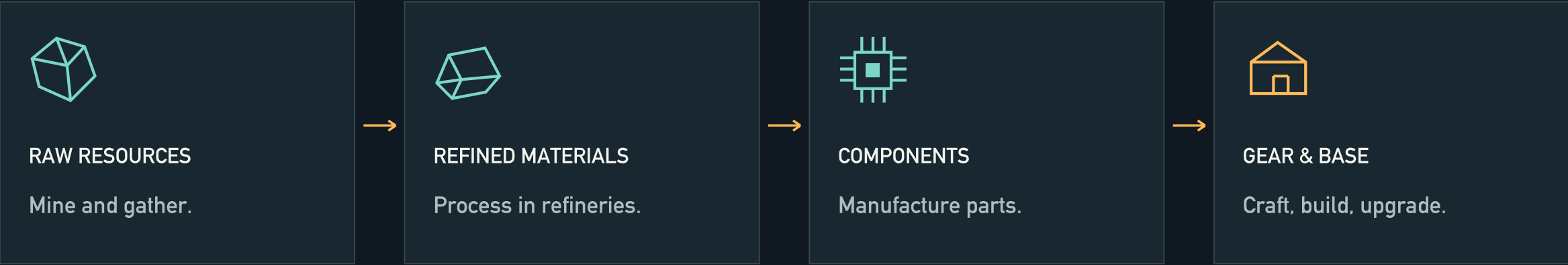
Plasmoil

Energy



Biomass

Biology



WHERE RESOURCES GO

Mission deliveries

Oxygen and energy keep production running.

Construction & upgrades

Supplies & repairs

GO DEEPER. UNLOCK NEW WAYS TO PLAY.

Mission rewards unlock skills. New biomes open more advanced technology.



GET ESTABLISHED

Essential tools, survival supplies and basic defenses.



AUTOMATE & GROW YOUR OPERATION

Production, drones and stronger equipment.

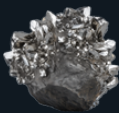


MASTER ADVANCED TECH

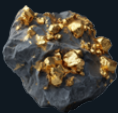
Powerful energy systems, shields and gravity technology.

8 PLANNED BIOMES

A new rare resource in each of Biomes 1-7.



Tritanium



Gold



Crystalite



Plasmoil



Neutronium

PLAY SOLO. BRING A CREW.

1-4

PLAYERS

Share a base and storage.
Split the work or explore together.

MINE

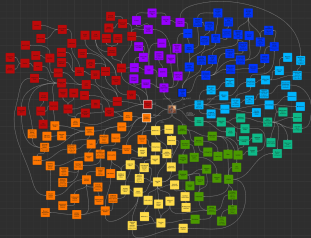
BUILD

DEFEND

Play alone at your own pace,
or team up in a crew of up to 4 players.

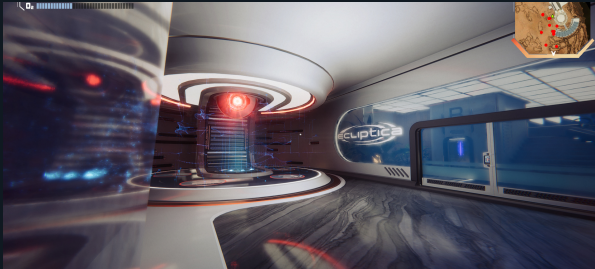


A REASON TO KEEP COMING BACK.



Unlock new skills

Earn skill points from missions to unlock new abilities and technology.



A base that grows

What you build helps you tackle the next challenge.



Unlock new areas

Explore new biomes and caves, face new monsters and discover rare resources.



YOUR NEXT SHIFT STARTS HERE.

Developed by Gravity Rifters

Independent game studio based in Poland.

IN DEVELOPMENT > PC-STEAM / XBOX / PS



EXPLORE ON STEAM



JOIN THE COMMUNITY