

## The Remnants Update Version 6.2

The first update of 2026 added two special sites and several features centred around waste recycling.

The new sites are **Waste Recycling Centres** and **Waste Heaps**. Both only exist on planets with **Salvaged Scrap** and they can be found by using the radar scanner on a Colossus Exocraft.

**Waste Recycling Centres** have five machines. The largest has a weighbridge area in front of it and a Plant Control Panel. When you drive your Colossus with waste loaded on the flatbed onto the weighing area, or drop individual bits of industrial waste there, the panel will inform you of the value of your salvage and offer to auto sort and dispose of it. You can also trigger the control panel from within the Colossus by double-tooting your horn. It won't handle special waste for you, however.

You will earn more by sorting metal scrap. and disposing of it into the Furnace immediately to the right of the Plant operation. Further to the right are Toxic, Radioactive and Explosive recycling machines where the special waste should be placed for more valuable rewards.

Explosive waste can only be dropped or otherwise badly handled a certain number of times before it explodes!

**Waste Heaps** look like abandoned recycling sites, and have a lot of special waste lying about. You may also find smaller quantities of waste lying around the countryside.

**The Gravitino Coil** installs into your multi-tool. The blueprint will be offered to you free of charge when you first visit a Waste Processing Plant, or you can buy it for 550 Nanites from the Space Anomaly's Multi-Tool Research Station (it is below the Terrain Manipulator and Advanced Mining Laser in the upgrade tree). Three Magnetic Resonators, a Gravitino Ball and Chromatic Metal are needed to install the upgrade.

The Gravitino Coil can repel or attract a range of objects that respond to magnetism, such as industrial waste, golden balls at planetary ruins, spheres fabricated by the Sphere Creator, combat supplies dropped by Sentinel drones, and even Sentinel drones themselves.

Pressing the Fire button will repel the objects. Right Mouse Button/Push the Right Stick/R3/Push the Right Stick will magnetise objects so you can lift and manipulate them. If you are "holding" an object, you can drop it carefully with right click, or hurl it away from you with Fire. Sentinel Drones will remain stunned for a while after you have thrown them, and you can even use them as weapons against other Sentinels.

### Modifying your Colossus

The most important new feature can be applied by customising your Colossus at the Geobay. Select the Modification panel and look at choices for the Chassis – number 2 should be available to you, and it is the Flatbed body. If it's not unlocked try reloading the game – this was a bug when the update was first released. Failing that, try manually searching out some waste and recycling it on foot, and checking out the Log for progress on the Industrial Cleanup mission.

Two other features require you to visit the Exocraft Research terminal at the Anomaly, and while not essential, they will make life easier.

The **Colossus Scope** costs 320 Nanites and can be added to any Exocraft. It replicates the Analysis Visor in the Multi-tool, so you don't have to leave the Exocraft to search the area. You will need a Solar Mirror, a Wiring Loom and Magnetised Ferrite to install it.

The other item only fits the Colossus Exocraft. The **Excavation Blade** collects raw materials that you would normally get from mining the minerals that you destroy when you run over them. The quantities are much less, but the process is also much quicker. It cost 480 Nanites and only requires Metal Plating and Carbon Nanotubes to build.

### **Industrial Cleanup**

This is an ongoing mission to collect waste and recycle it. The most efficient way to do this is to use the Colossus with a flatbed chassis attached, visit waste heaps, collect special waste and drive it carefully to a centre. Often the journey is a bumpy one, and you will need skill and patience to make the journey with your cargo intact. This task can be very frustrating!

With quite a lot of grafting, you can unlock the Colossus customisations, including the insect legs and custom cabins. If you take a look at the Titles available in the Appearance modifier in the Banner section, you will find a group from Cleanup Agent to Bulldozer that list the actions required to unlock customisations.

If the Remnant Expedition becomes available again, this may be an easier way to unlock some of the customisations.

### **Corvettes**

These are now finally available on the Nintendo Switch.