**Stellar smasher’s manual**

A yellow paper with a tape on it

Description automatically generated**Welcome to Celestial Dynamics Inc., where we specialize in crafting and smashing solar systems with unparalleled expertise and efficiency. At Celestial Dynamics, we don't just reach for the stars, we build them!**

**2**

**6**

**1**

**5**

**4**

**3D**

Welcome to the future of cosmic cleanup with the Matter Masher, brought to you by Celestial Dynamics Inc. Congratulations on your investment in cutting-edge technology designed to revolutionize the way we manage solar systems.

**Hey Llyr,**

**I hope you enjoy playing my game as much as I’ve enjoyed making it. I’ve noted all the different controls you’ll need to access every mechanic I built into my game. The game is somewhat of a sandbox but I cobbled together some systems with some I suppose “suggestion challenges” that gives the player some ideas on how to play around with the gameplay mechanics.**

**I’ve found the most fun in just staring out the bedroom window and watching the blobs of matter fly around, but maybe that’s just my love of space.**

**The only thing I didn’t create myself is the skybox, I found a website to generate one for me. Other than that, it’s all made by me, models, scripts, clunky UI, etc… Scripts were heavily helped by YouTube tutorials and referencing other people’s code.**

The Matter Masher isn’t just another starship; it's a marvel of engineering specifically crafted for efficient and environmentally friendly demolition of celestial bodies. With its advanced matter-eating capabilities, the MM can demolish entire planets, asteroids, and moons with ease, leaving behind nothing but stardust.

In this manual, you'll find everything you need to know to operate your Matter Masher safely and effectively. From basic controls to advanced demolition techniques, we've got you covered. So, buckle up and get ready to embark on an exhilarating journey through the cosmos as you put your Matter Masher to the test.

Thank you for choosing Celestial Dynamics Inc. for all your solar system management needs. Together, we're shaping the future of space exploration, one bite at a time.

1. **–** Bedroom, you spawn here. Nice big window, painful looking bed and a façade of a wardrobe.
2. **–** The bridge, try not to jump over the railings, but if you do there’s an elevator behind the stairs.
3. **–** Command chair, control your starship from here.  
   - Mouse to look around  
   - Q and E to roll  
   - Right click to shoot matter blobs  
   - Blob gun controls on left hand screen  
   - Left click to launch bomb  
   - T and Y for tractor/force beam  
   - Tab to rotate view freely  
   - W A S D standard movement  
   - Space and Ctrl for up and down   
   - F to leave
4. **–** Elevator back up, just walk in and go flying.
5. **–** Different systems to warp to, read the description and press the big red buttons
6. **–** Big hangar, empty

**Front of ship**