**Rules**

The aim of the game is to defeat all enemies. Enemies can be pushed off screen using gravity shift so that they fall towards the bottom, or can be hit with the player’s bullets and bombs.

A and D (Left or Right) - Move left and right

Tap W or Up Arrow to move up. Tap repeatedly to go up more

S or Down Arrow shifts gravity. The longer it is held the greater the shift of gravity when button is released. This effects both the player and the enemies

Space - Shoot bullet

Shift - Drop bomb

The effect of gravity shift is disabled for the boss.