

To play, go to the following link in Firefox or Chrome:

<https://onnoowl.gitlab.io/a-lonely-journey/>

You can also run it locally by opening `dist/index.html`

In a Lonely Journey, your goal is to orbit each of the major gravitational bodies in the solar system in order to learn all about orbital mechanics.

1. To pilot your ship, move the mouse in the direction you want to accelerate, then Click or press Space to accelerate.
2. In the top left is your Thruster Power indicator. Press 1, 2, 3, 4, or 5 to change how powerful your acceleration is. 5 is the most powerful.
3. To zoom the camera in/out, Scroll or use the Shift and Ctrl keys.
4. To pan the camera, use WASD. You can recenter the camera by pressing C.
5. You can change the rate at which time passes by pressing , (comma) or . (period).
6. Tip: If you get too close to a gravitational body, the game will force a slower time rate so it can continue to simulate accurately. If you're stuck at a slow time rate, get further away from gravitational bodies.
7. Press Escape to toggle the help window.