From the start menu there are three options.

Clicking on “Triumphs” leads you to a high score page, where you can view a list of the top 10 highest scores a player has received in the game.

Clicking on “Settings” leads you to the settings menu, where you can change the volume of sound effects and music using a slider, and change difficulty using the arrow buttons.

Clicking on “Start” begins the game.

The game controls using the sides of the screen to turn the character left or right. If you tap the middle of the screen and a projectile is loaded, the player will fire a projectile which will destroy any enemy on the screen. The goal is to avoid the red projectiles and collect gold orbs which give you score and heal your character slightly. There is a blue orb near your ship that is always between your ship and the gold orb, so it acts as a compass.

Once the life bar is depleted, a game over screen will show you your difficulty and score achieved, and you can decide to play another round, which launches after the game over activity closes, or go back to the start menu.