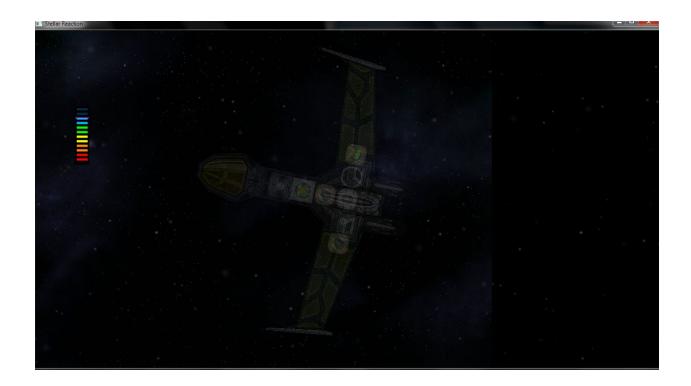This is the initial configuration of the game. The ship should be in normal mode and have full energy.
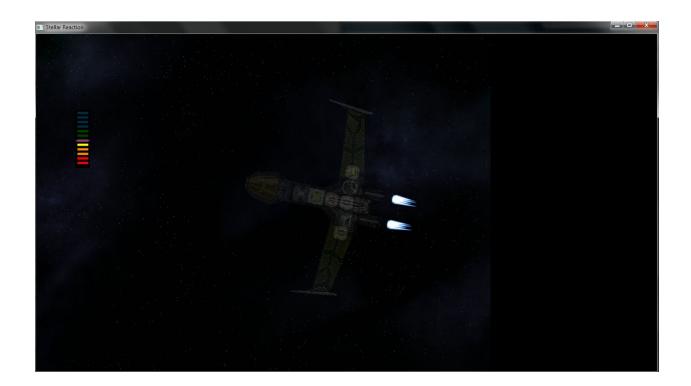
Pressing the Spacebar should put the ship into stealth mode. In this configuration the ship will become slightly transparent, and the modules on the ship should also be slightly transparent. The player can only activate this effect once every five seconds. Pressing the spacebar within five seconds of going into stealth mode will do nothing. Also, going into stealth mode should cost the player some energy.

This is what the ship should look like after coming out of stealth mode, which lasts for five seconds. Notice the ship and modules are back to full opaqueness. Also note the loss in energy. At this point, the player can go back into stealth mode as the five second cooldown timer has expired.

If the player attempts to go into stealth mode with low or no energy they will return back to the normal mode once they run out of energy. It is still possible to go into stealth mode with low energy, but the duration will not be the full five seconds. Also note that the five second cooldown timer still applies. If a player goes into stealth mode with low energy and is only in stealth for one second, they must still wait for the five second cooldown timer before attempting to go back into stealth mode.

The ship can still perform all normal functionalities while in stealth mode, such as moving and shooting. Note that the ship is still losing energy over time while in stealth mode, and using these other functionalities will only increase the rate of energy consumption. If the ship runs out of energy due to using the thruster or shooting too much it will go out of stealth mode.