LodeStar Manual

As the pilot of the LodeStar, your mission is to deftly maneuver through the invading forces of the Gloom.

The LodeStar is equipped with standard-issue thrusters, controlled by the **arrow keys**.

You also possess a dynamic tachyon repeater cannon, capable of switching firing patterns if it is dropped by a slain Gloomian and recoverd by the LodeStar. To fire the repeater, press or hold **Z**. Included munitions patterns include: High velocity, rapid, and scatter. **IMPORTANT: Taking damage will cause any offensive powerup to malfunction and become inactive.**

What separates the LodeStar from most vessels across the galaxy is its State-Hybrid Isolating Flight Transmuter, or S.H.I.F.T. technology. To operate the LodeStar's S.H.I.F.T, press **Space**. **IMPORTANT: S.H.I.F.T allows you to isolate yourself from enemies of a different state, with the exception of state-independant "purple" enemies.**

The LodeStar can also pick up defensive components: shields, extra life, or engine thrust boosters. **IMPORTANT: The LodeStar can only carry one offensive and one defensive powerup at any time.**

You also possess a payload of 3 bombs which can be deployed to destroy all standard enemies onscreen. More bombs can be picked up from fallen Gloomians. Bombs can be activated by pressing **X** **IMPORTANT: Bombs can be very useful against large waves of enemies.**

Types of Gloomians:
- **Mook**: Basic enemy, weak armor, small size, can fly in patrols or formations.
- **Elite**: Stronger enemy, strong armor, medium size, high manueverability
- **Iris**: Special enemy, medium armor, medium size, charges and **fires lasers**
- **Shifter**: Elusive enemy, weak armor, small size, actively or passively **switches states.**
- **Starburt**: Heavy payload enemy, medium armo, large size, drops delayed laser emitters
- **????:** Nobody knows what lies deeper into the heart of Gloomian territory.