









Symbols

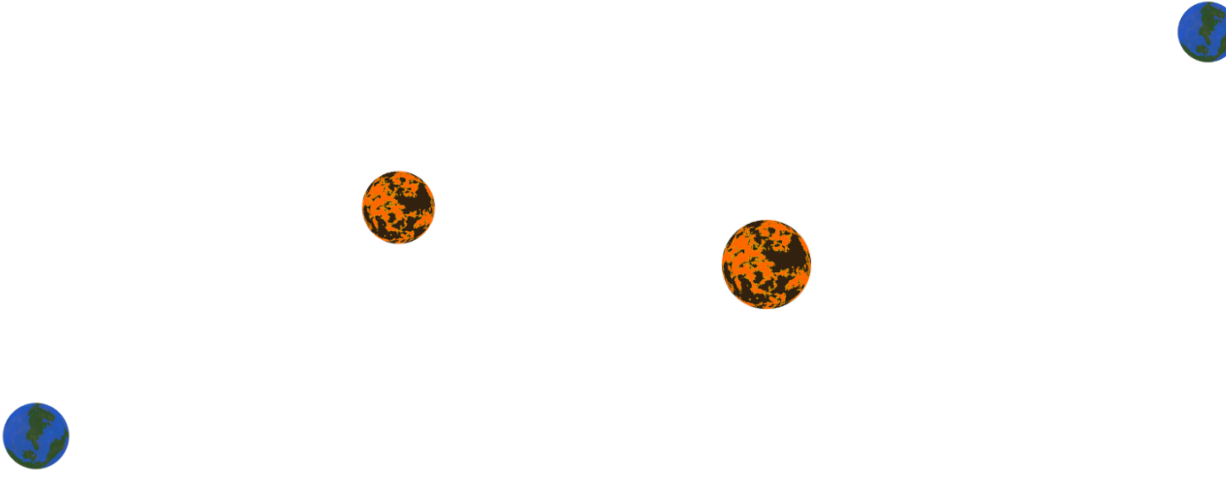
Object	Name	Function
	Start/Destination	Moving/Static Land on to Finish game Only one pair in one level Normal gravity
	Black hole	Strong gravity Static Game end on contact
	Coin	Collect to get 3 Star Non gravity Moving/static
	Asteroids	Moving all the time. Ellipse orbit Non gravity Crush the player on contact
	Fixed Stars/Planets	Static Normal gravity

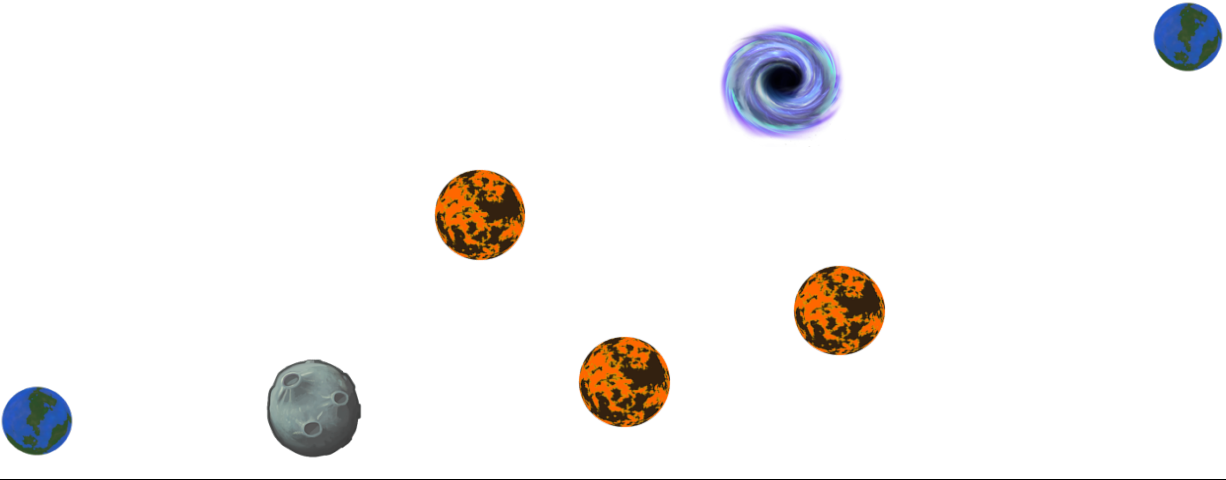
Combo: release and land before finishing one circle (require skill and timing).


Time limits: finish the level within time will have more stars.

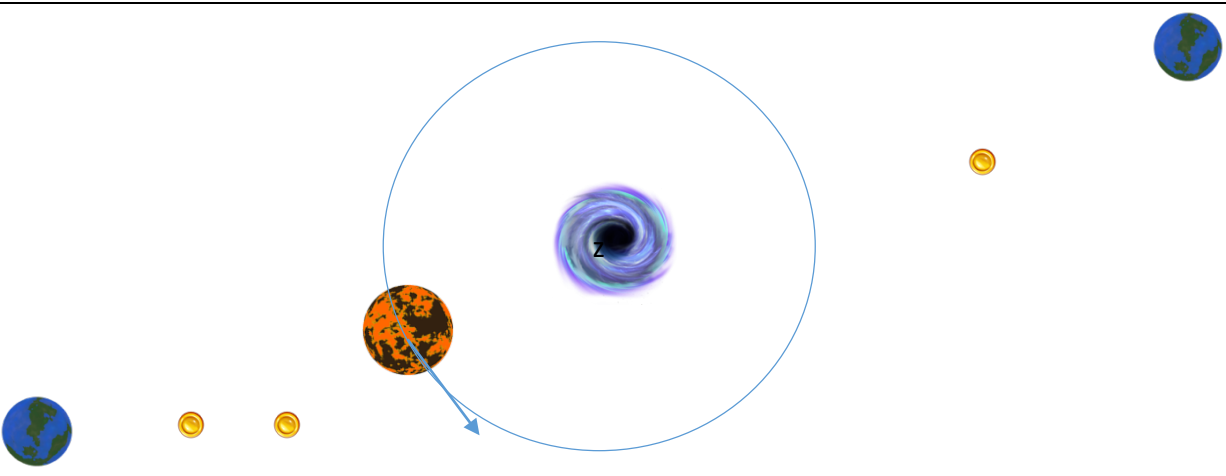
Special Coins: Collect to get more stars.

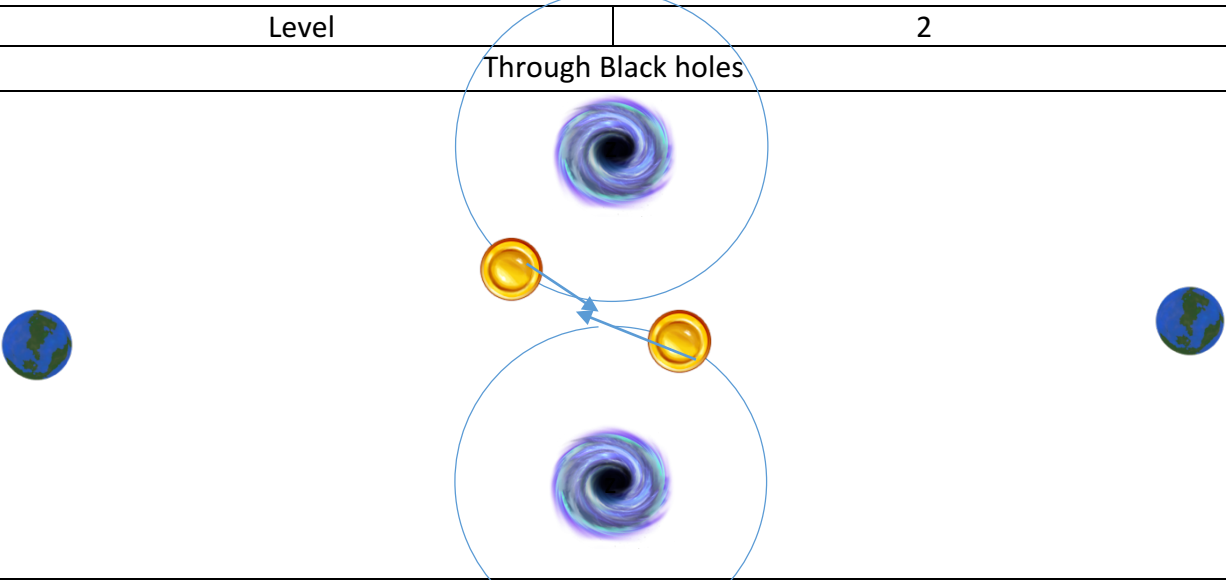
Level	(tutorial-1)hopping
  	
3-star	Land with one hop
2-star	2 hops
1-star	2 hops

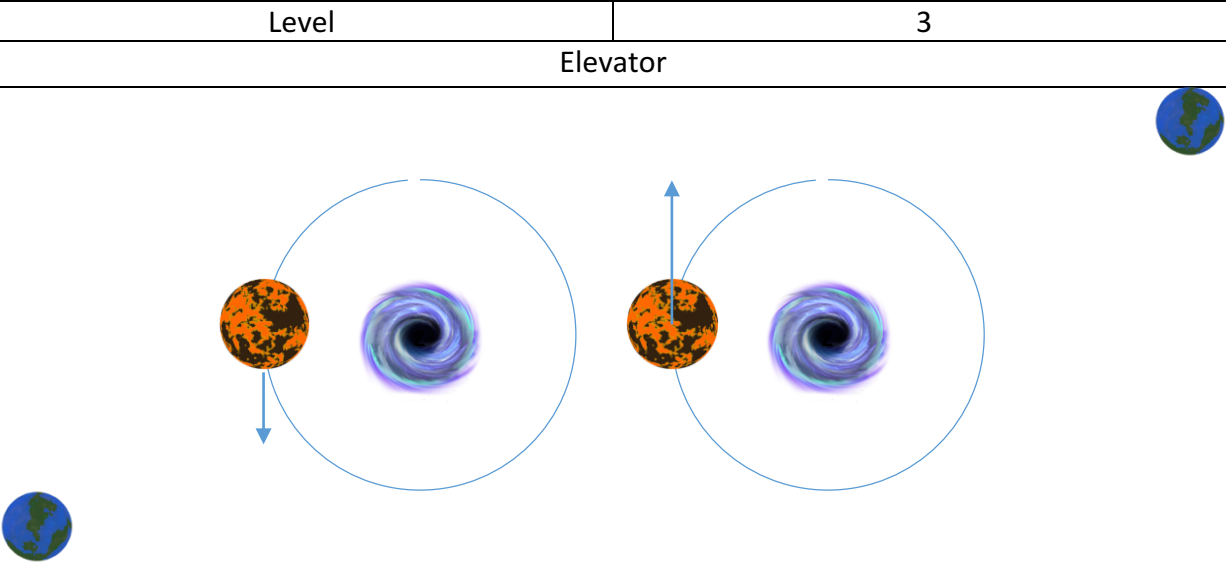
Level	(tutorial-2) combo system
	
3-star	3 – combo landed
2-star	1 or 2 combo landed
1-star	landed

Level	(tutorial-3) Time limitation
	
3-star	Landed in 5 secs
2-star	Landed in 10 secs
1-star	Landed

Level	(tutorial-4) Coins
	
3-star	Collected all the coins
2-star	Some coins
1-star	Landed

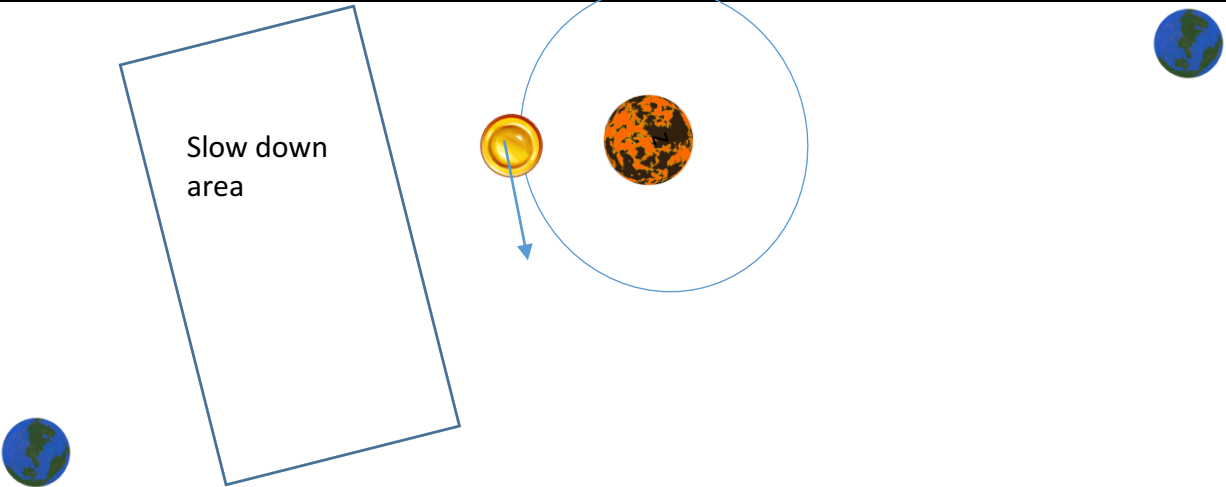
Level	1
Moving Fixed Star	
	
3-star	Collect 3 coins
2-star	Collect 2 coins
1-star	landed

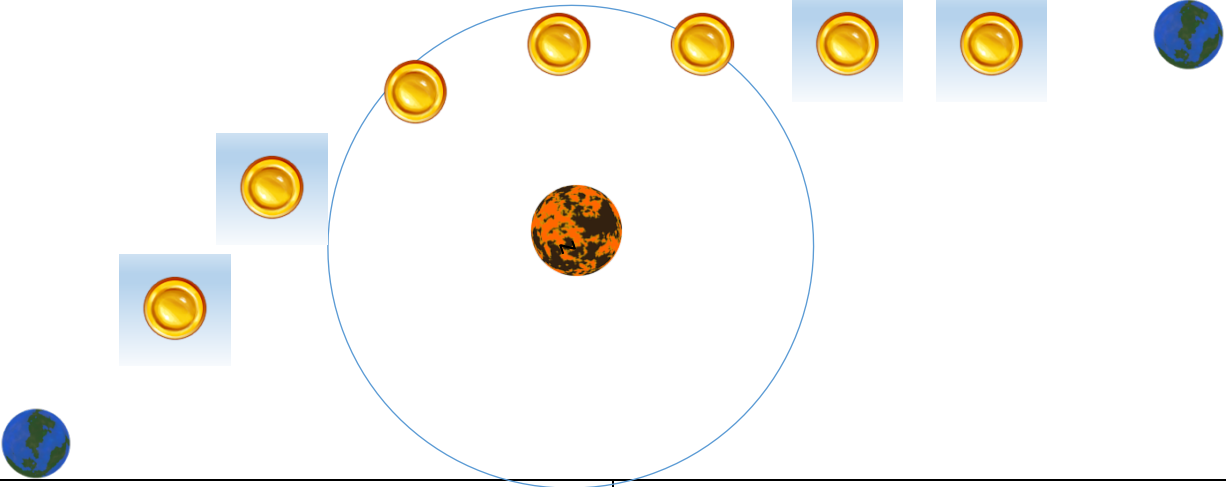
Level	2
Through Black holes	
	
3-star	Collected 2 coins & finish in 10 scs
2-star	Collected 2 coins
1-star	landed

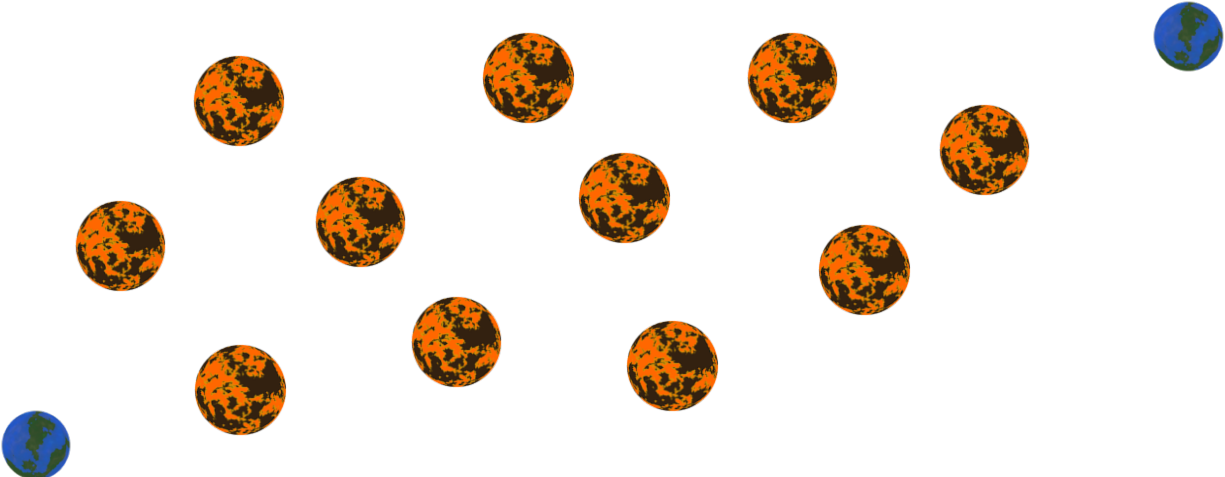
Level	3
Elevator	
	
3-star	Finish in 20s
2-star	Finish in 40s
1-star	landed

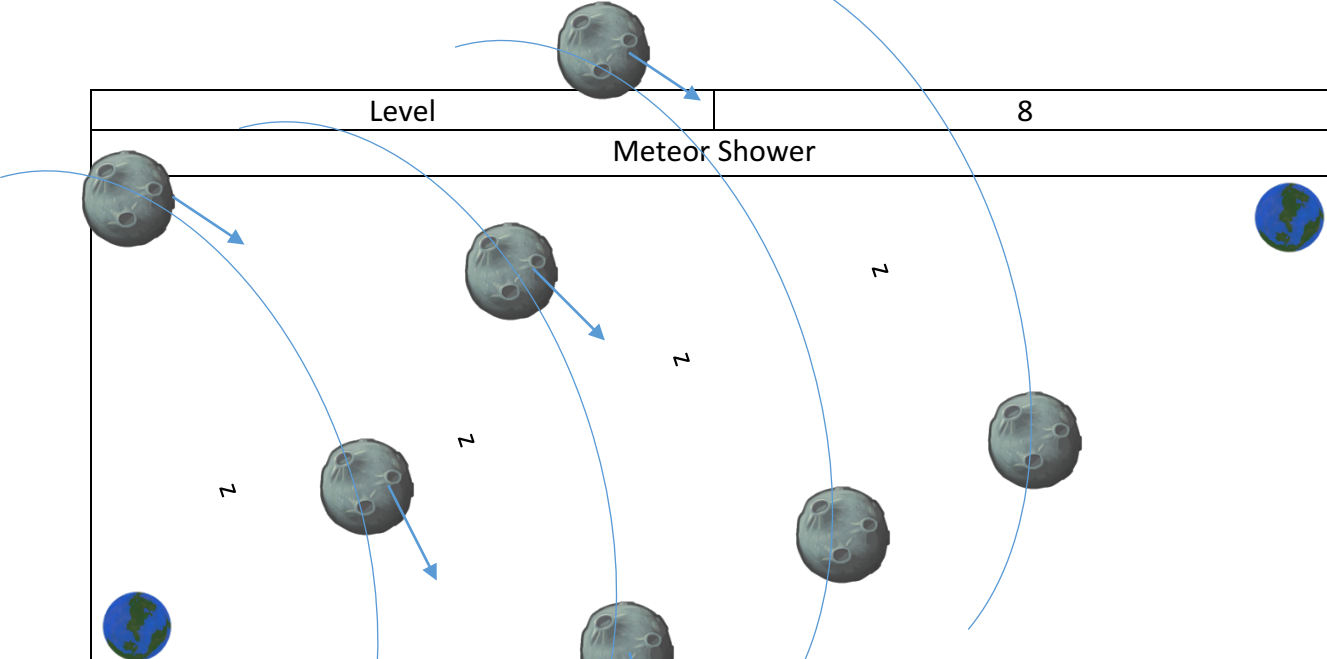
Level	4
Black hole tour	
3-star	Collect 2 coins
2-star	Collect 1 coin
1-star	landed
Should release to outside of the black hole, so that it could be pulled back to the fixed star	

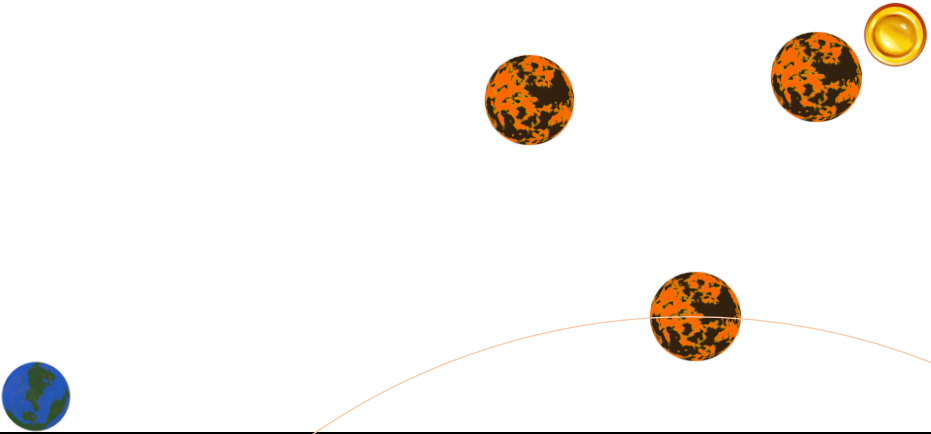
Level	5
Asteroid incoming	
3-star	Collect 1 coin & finish in 10 secs
2-star	Collect 1 coin
1-star	landed
Need to avoid asteroid and get the coin	

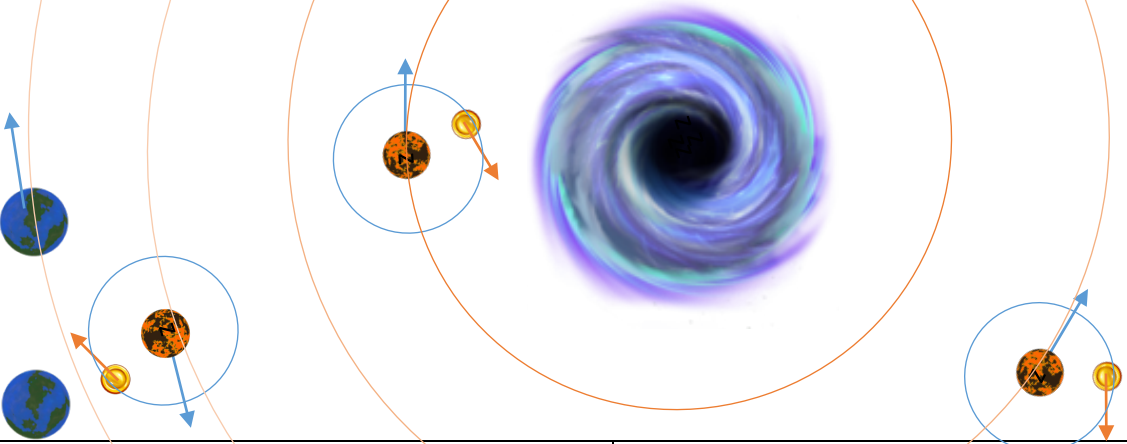
Level	6
Slowing down	
	
3-star	Collect 1 coin & finish in 10 secs
2-star	Collect 1 coin
1-star	landed
Need to avoid asteroid and get the coin	

Level	7
Turning with a Curve	
	
3-star	Collect all coins
2-star	Collect some coins
1-star	landed
Marked 4 coins are optional. Delete them to enhance the difficulty	

Level	8
Milky Way	
	
3-star	Finish in 15s & <= 6 combos
2-star	Finish in 30s
1-star	landed

Level	8
Meteor Shower	
	
3-star	Finish in 15s
2-star	Finish in 30s
1-star	landed
<p>Meteors should have a way for the player to pass through and they are all moving on an orbit but only once, but repeatedly because there are so many. So basically they are on an orbit.</p>	

Level	9
Mars Rescue	
	
3-star	Finish in 15s and collect the coin
2-star	Finish in 30s w/ coin or finish in 15s w/o coin
1-star	landed
Start/Destination is the same planet. The fix stars should be in an equilateral triangle.	

Level	10
Interstellar	
	
3-star	Finish in 1 min and collect the 3 coins
2-star	Finish in 1:30s w/ 2 coins or finish in 1:15s w/ 1 coin
1-star	landed
Collecting 3 coins is hard. Need to get in and get out.	

