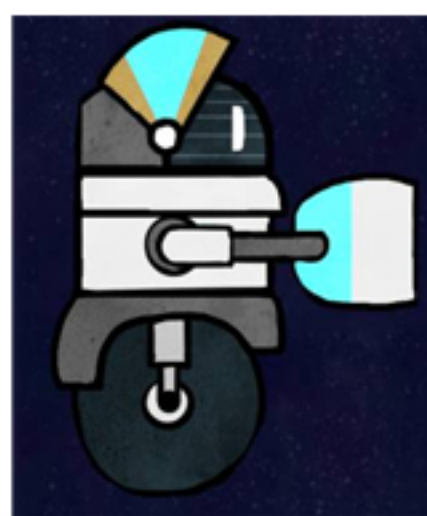
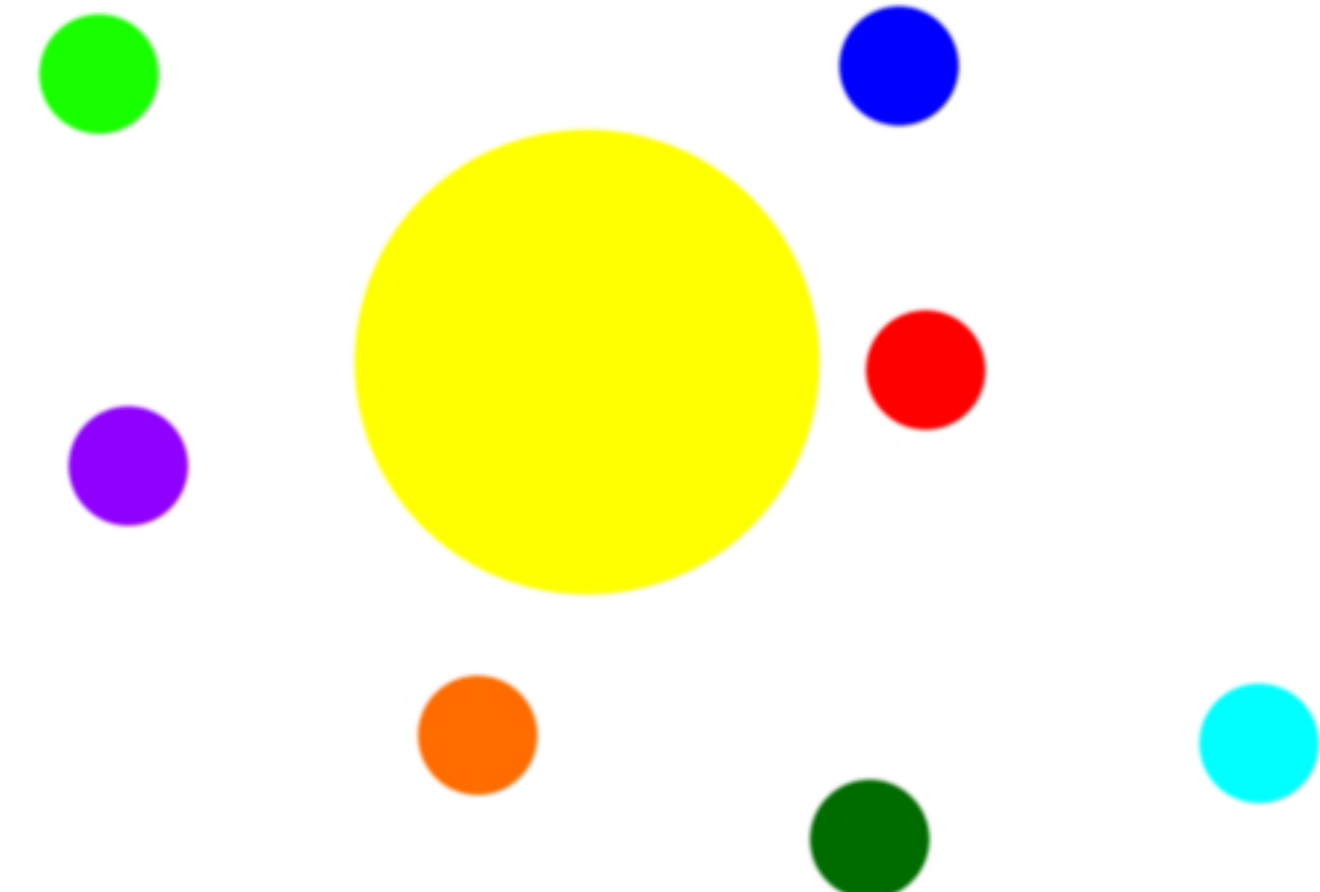




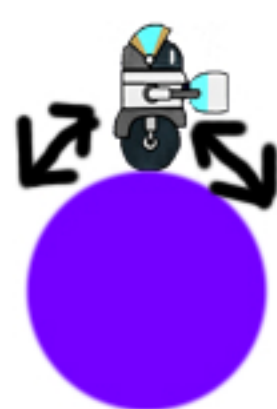
This is the sun. It is dying



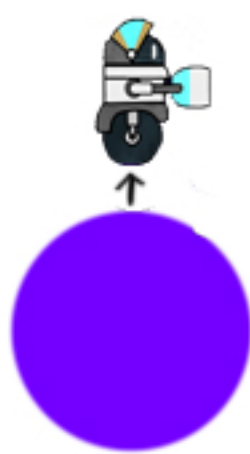
As a SunBot, it is your duty to fix the broken suns.



Each solar system has a sun and several planets, each of which exert their own gravitational force on the player.



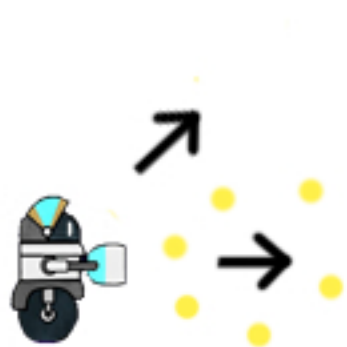
The player moves across a planet's surface continuously, and can switch directions by tapping the player.



The player can jump by tapping the screen. This moves them based on their orientation.



Because each object affects the gravity of the player, they rarely go in a straight line



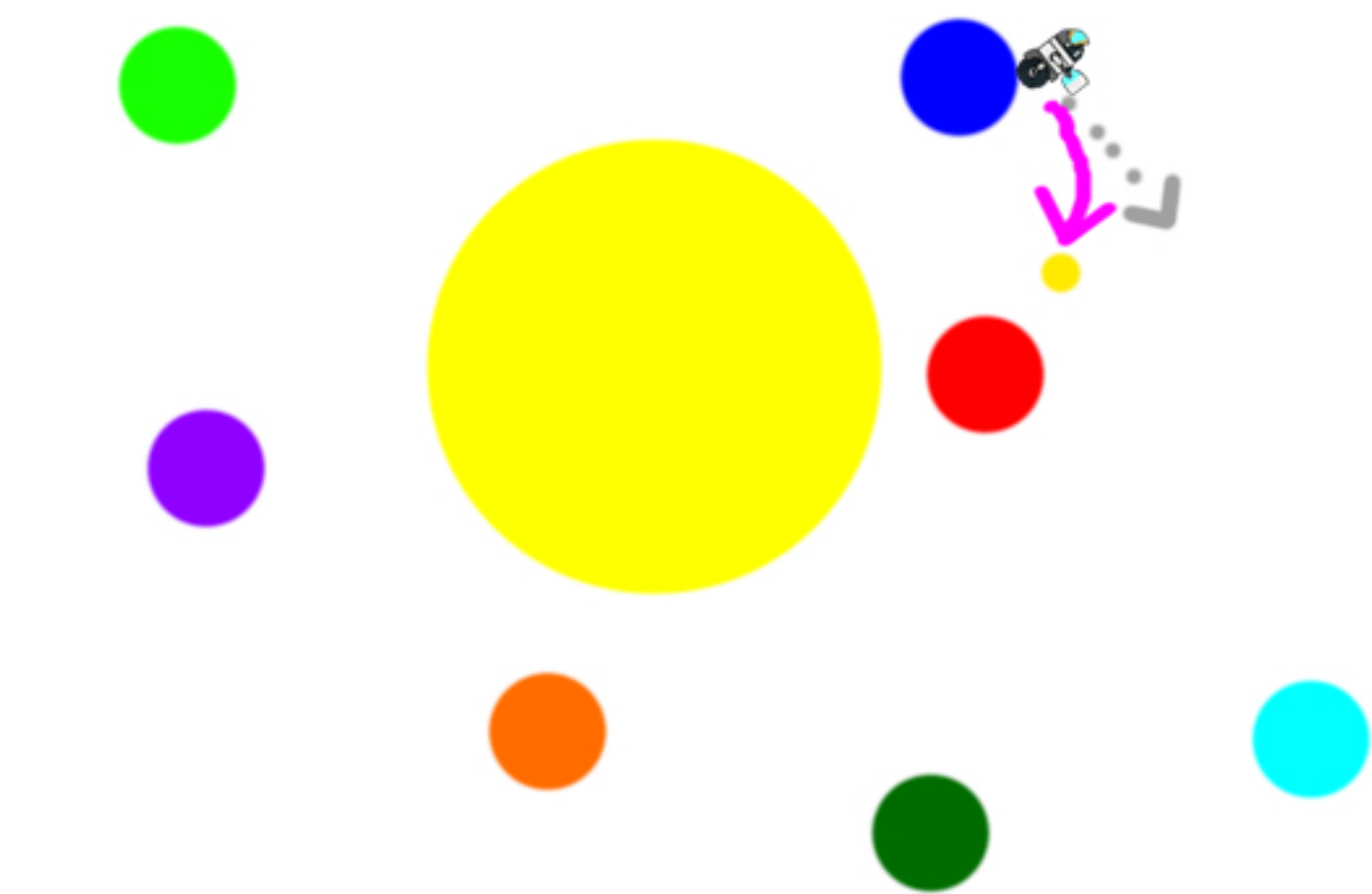
The player can use their boost by flicking away from where they want to go, similar to a slingshot. They can aim using their finger, and cancel a shot by bringing their finger back to the starting point.



Shots propel you back when you fire them.



Live planets recharge the amount of boosts you have. Dead planets do not.



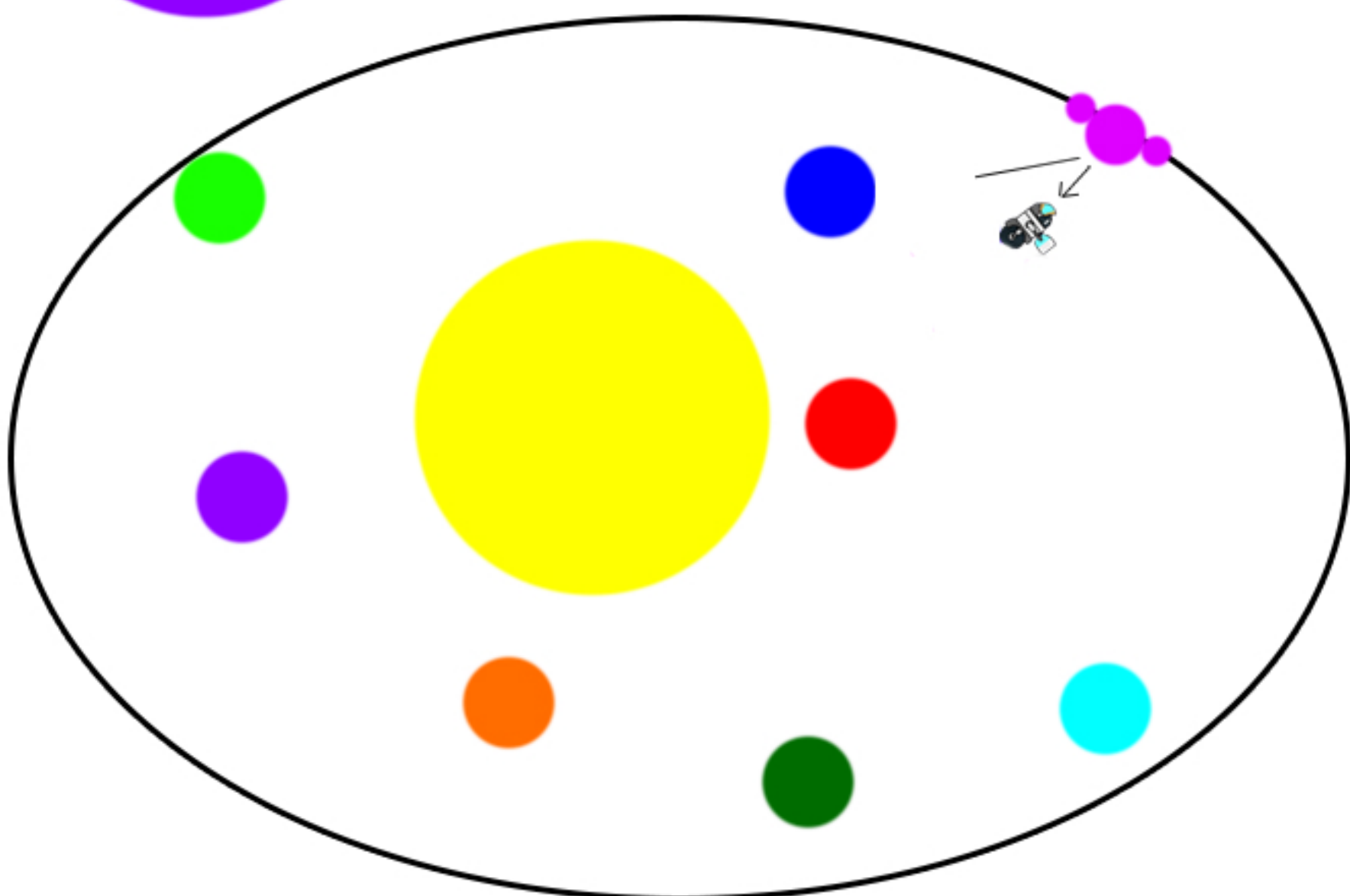
Shots are affected by gravity as well. They also grow smaller as they travel through space.



If the player moves over a Star Piece, it will fly into the sun.



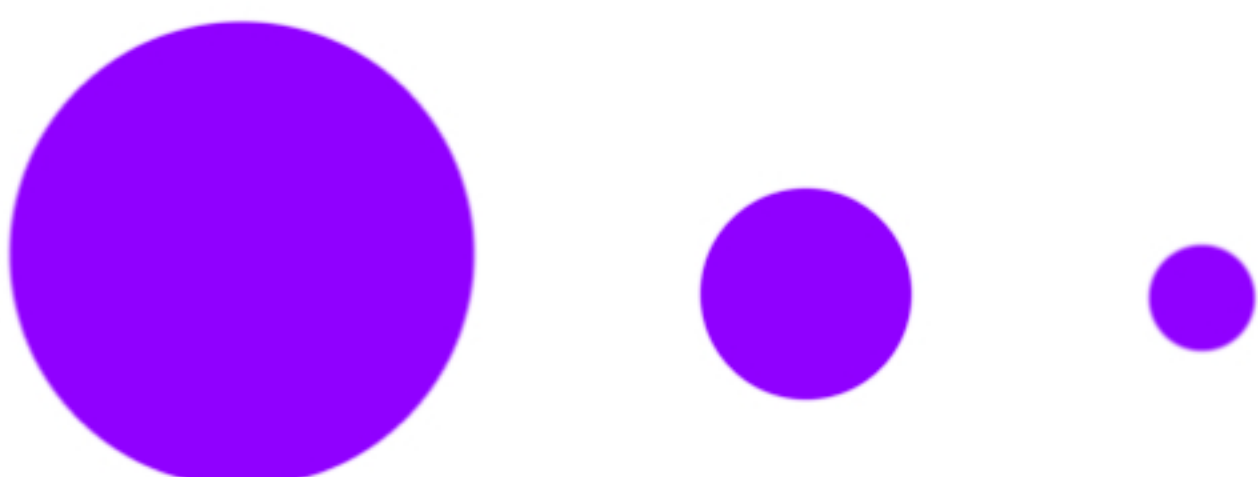
When Star Pieces go into the sun, it will unlock more areas. When the player collects all the Star Pieces, they will win the level.



Helper-Bot patrols the outer limits of the system. If you go far out, Helper-Bot will push you back towards a nearby planet.



EnemyBots use an anti-gravity field to prevent the player from reaching their goal. Make them chase energy to send the flying.



Planets have three different sizes: Big, Medium, and Small. The bigger the planet, the heavier the gravity.