Controller:
Left Stick: moves the boat and rotates around the currently targeting axis, Y by default.
Holding right bumper and moving the stick will rotate you around the Z axis.
Holding left bumper and moving the stick will rotate you around the X axis.

Upper Right Bumper (PS4 = R1, Xbox = RB): targets the Z axis to rotate around.
Upper Right Trigger (PS4 = R2, Xbox = RT): auto rotates around the Z axis if right bumper is not held. If right bumper is held, this will auto rotate around Y!

Upper Left Bumper (PS4 = L1, Xbox = LB): targets the X axis to rotate around.
Upper Left Trigger (PS4 = L2, Xbox = LT): auto rotates around the X axis if left bumper is not held. If right bumper is held, this will auto rotate around Y!

Right Stick: rotates the camera.

Left Pad Up and Down: will zoom the camera in and out.

Buttons to the right-
Right Down Button(X for Playstation, A for xbox): will let you use a "Wheeeeee".
Right Left Button(Square for Playstation and Circle, X and B for xbox): Select which Wheeeeee to use.
Right Up Button(Triangle for Playstation, Y for xbox): resets the boat's orientation to be Y up.

Select button or whatever is not your start button: will reset the camera zoom.
Start button: end the current session and record your high score. NOTE: The game as of 9/3/21 does NOT save your high score unless you return to the main menu using escape or by running out of time!!!!

Keyboard and Mouse:
VERY IMPORTANT IF YOU WANT TO USE KEYBOARD AND MOUSE: Make sure that you don't have any controllers plugged into your PC as rotating the camera will be annoying!

Mouse Sector:
Holding right mouse button and moving the mouse will rotate the camera. If you have a controller plugged in, you can rotate camera by just moving the mouse.
Middle Mouse Wheel: will zoom the camera in and out.

Keyboard Sector:
WASD: moves the boat around the currently targeting axis, Y by default. Holding right bumper and moving the stick will rotate you around the Z axis.
Holding left bumper and moving the stick will rotate you around the X axis.

K (key = K): target X axis.
O (key = O): auto rotates around the X axis if right bumper is not held. If right bumper is held, this will auto rotate around Y!

L (key = L): target Z axis.
Semicolon (key = ;): auto rotates around the Z axis if left bumper is not held. If right bumper is held, this will auto rotate around Y!

Arrows: rotates the camera.
Page up, down: zooms the camera in and out.

Spacebar: activates the "Wheeeeee".
C and V: Select what Wheeeeee to use.

R: resets the boat's orientation to be Y up.

T: resets the camera zoom.

Escape: ends the current session and records your high score. NOTE: The game as of 9/3/21 does NOT save your high score unless you return to the main menu using escape or by running out of time!!!!