

THALASSOPHOBIA

HOW TO PLAY

Somewhere in the deep lies the lost **Crown of the Abyss**. Search the sunken wrecks, harpoon the monsters that guard them... and whatever you do, **don't get eaten!**



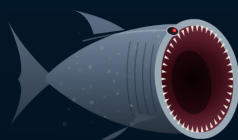
YOUR MISSION — 3 LEVELS, 3 MONSTERS



LEVEL 1 · THE WRECK
GRAVEYARD · 1,200 M

THE SEA EATER

Find the **Map Fragment** in a wreck, then defeat the Sea Eater.



LEVEL 2 · THE MIDNIGHT
TRENCH · 3,800 M

THE BLOOP

Find the **Compass of the Deep**, then defeat the Bloop. Listen for its call!



LEVEL 3 · ABYSS OF EL GRAN
MAJA · 8,000 M

EL GRAN MAJA

Defeat the giant whale, then claim the **Crown of the Abyss** to win!

When a monster is beaten, a **glowing current** appears — swim into it to dive to the next level (you must have found that level's treasure piece first).

CONTROLS

←↑↓→

WASD

Swim around

SPACE

Fin kick — a quick burst of speed

ENTER

Fire harpoon (hold ↑ or ↓ to aim at an angle)

C

Collect — grab air, open chests, claim the crown

M

Mute the sound

WATCH YOUR AIR!

You get **3:00 of air** on every level. The bar turns **yellow** under a minute and **red** under 30 seconds.



Air bubbles — press **C** for **+30 seconds**



Red buoy — press **C** to refill to **3:00** for **200 points**



Some **chests** hide a **spare air tank**

POINTS

WIN POINTS



+100 every harpoon hit on a monster



+1,000 for beating a monster (more on deeper levels) · **+2,000** for the Crown



+250 treasure piece · **+150** chest of gold



+25 each gold coin (just swim through them)

LOSE POINTS



-25 jellyfish sting (harpoon them: +10)



-40 electric eel zap (harpoon them: +20)



-30 the Bloop's shockwave rings



-50 bumping into a monster

HARPOON UPGRADES

Open the chests in the wrecks — one may hold a **harpoon upgrade**. Upgrades stay with you on the next level.



Standard

Where you start



Barbed

Double damage,
faster reload



Tri-Shot

Fires three at once!

HOW YOU LOSE

- Eaten!** When a monster **flashes red and stops**, it's about to lunge. **Swim clear — fast!**
- Out of air.** If your timer hits 0:00, it's game over.
- Top tip:** hit the monster just after it lunges, while it slows down to recover.