# EARTH ATLANTIS ABYSS

# HOW TO PLAY

Take Grandpa's old sub down through seven layers of the abyss. Clear each zone, build your ship between waves, beat the boss, and dive deeper. It gets darker the further you go.

## CONTROLS

| | Keyboard + mouse | Xbox | PlayStation |
|---|---|---|---|
| Move | W A S D | Left stick | Left stick |
| Aim drone | Mouse | Right stick | Right stick |
| Turn | Right mouse | LT / RT | L2 / R2 |
| Dash | Shift | Y | Triangle |
| Special bomb | C | X | Square |
| Minimap | Hold Tab | Hold RB | Hold R1 |

**DAMAGE**
How much damage you've taken

**DASH**
Dodge through attacks

**BOMB**
Push enemies away

## EVERY RUN

1. **Dive.** Each zone comes at you in waves. Survive them all to clear the zone. Monsters drop **Monster Scraps**.
2. **Pick a part.** After a wave, choose one new part for your ship. Reroll if you don't like the offer, or skip.
3. **Build.** Fit your parts onto the ship grid, test the build in the preview window, then hit START.
4. **Fight the boss.** When the warning sounds, something massive is on its way. Bosses drop **Dwarf Stars**.






## BUILD YOUR SHIP

- **Space is everything.** Every part has a shape, from 1x1 up to 2x2 and 4x1, and they all share one small grid.
- **Hull or drone.** Hull modules go in the hull zone. Drone weapons and drone upgrades go in the drone zone. Spares wait in Storage.
- **Merge.** Drop two identical parts of the same level together to level them up.
- **Fuse.** A Dwarf Star fuses two different weapons, both Lv.2 or higher, into one hybrid. Fused weapons can't fuse again.
- **Upgrade stones.** Drag weapon, energy or engine material onto a matching part to raise its level.
- **Engines** set how you move and how you dash. Try a Drift Engine for slides or a Heavy Drive for more HP.
- **Watch your heat and power.** Overheat and your guns jam. Generators and Cryo parts keep you firing.
- **Light matters.** Light modules widen your spotlight. Flares light up the area around you.

## BETWEEN RUNS

Spend scraps on permanent upgrades: **Energy**, **Temp**, **HP**, **Light** and **Weight**. Changed your mind? Refund and try another setup.

## CO-OP

Pick CO-OP from the main menu. Local co-op needs two controllers. Online co-op is in too. Friendly fire can be turned on or off.

## QUICK TIPS

- Dashing gives you a moment of invulnerability.
- Getting swarmed? Bomb.
- Lost? Hold the minimap button.

PIXEL PERFEX
ECCENTRIX
RISINGTIDE

Developed by Pixel Perfex and Eccentrix Studios
Published by Rising Tide Publishing