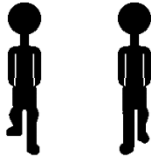
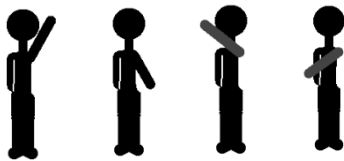


Movement list

Move:



Look direction:



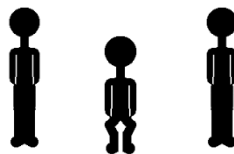
Switch Movement state ↔ Fishing state:



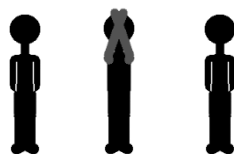
Fire harpoon / click buttons:



Reel in fish (fishing state):



Recalibrate:



Skip tutorial / Teleport to base (movement state):

