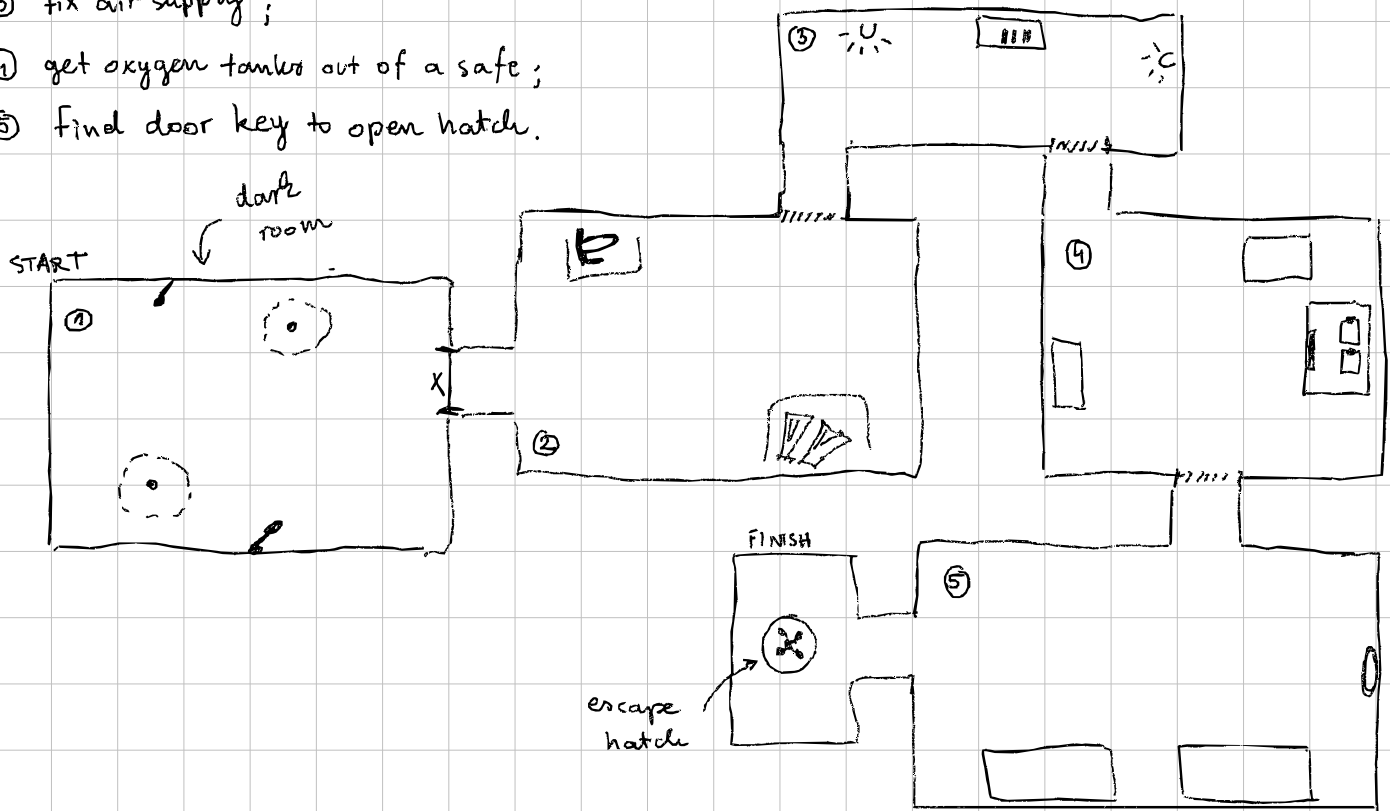


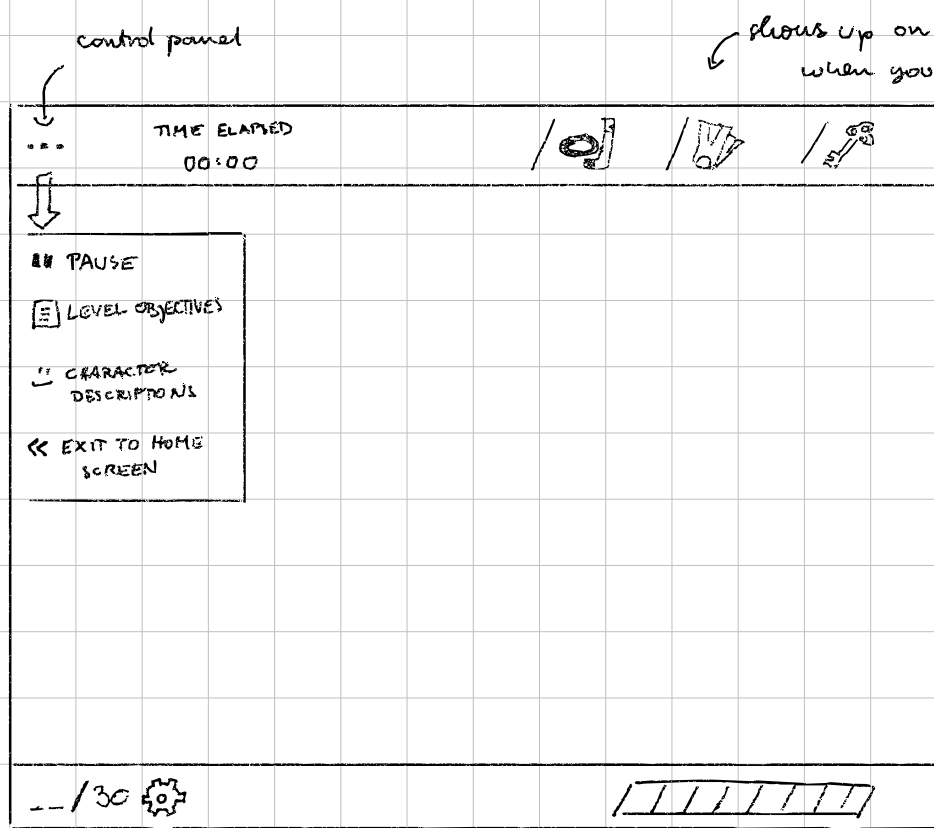
SUBMARINE MAP

objectives:

- ① turn on emergency power;
- ② locate diving equipment;
- ③ fix air supply;
- ④ get oxygen tanks out of a safe;
- ⑤ Find door key to open hatch.



Display design



collect little cogwheels
throughout the game
to solve the final
level

health bar

1st room

→ features:

• DARK

- REGULAR HEAD LIGHT,
- UV HEAD LIGHT

- door to the next room
locked until backup
power generator is
turned on

• "BREAK IN CASE
OF
EMERGENCY"

→ Find hammer

→ Break through

↳ message inside, readable with UV light:

"FLIP BOTH SWITCHES
AT THE SAME
TIME"

