THUMPER INSTRUCTION MANUAL

BASIC CONTROLS

INPUT TYPE	PRIMARY ACTION	MOVEMENT
DUALSHOCK 4 (PS4/PC)	(X)/R1	LEFT STICK/D-PAD
XBOX/XINPUT (PC)	(A)/RB	LEFT STICK/D-PAD
KEYBOARD (PC)	SPACE/ENTER	WASD/ARROW KEYS
VIVE (PC)	RIGHT TOUCHPAD/ RIGHT TRIGGER	CLICK/HOLD LEFT TOUCHPAD
OCULUS TOUCH (PC)	(A)/RIGHT TRIGGER	LEFT STICK/RIGHT STICK

NOTE: all basic gameplay controls are explained via in-game tutorials

CONTROL TIPS

- **Use L1/LB or the "R" key to bring up the Quick Restart menu during a level**
- **VR ONLY: Hold OPTIONS/START or ESC for 1.5 seconds to recenter your view**

GAMEPLAY

NOTE: all gameplay explanations reference default DUALSHOCK 4 controller inputs

- **Tap (X) over the white rectangular thumps to thump**
- **Hold (X) and use LEFT STICK to bank left/right and survive turns**
- **Hold (X) to slide through red bars without damage**
- **Execute looping patterns perfectly to fire the green energy weapon and defeat bosses**
- **Boss patterns loop until you defeat them**

Jumping

- **Thump while holding UP to jump**
- **Hold down (X) while in the air to increase jump distance (you don't need to hold UP)**
- **Consecutive jumps allow you to fly and maximize your jump distance**

Pounding

- **Press DOWN while in the air to pound**
- **Pounding thumps sends out a powerful shockwave**
- **From Level 3 on, some bosses have shields that can only be opened by a pound shockwave**

Advanced

- **From Level 4 on, switch lanes using the LEFT STICK, or bank into barriers using LEFT STICK + (X) when lanes end**

- **From level 5 on, beware of laser sentries that attack if you miss a thump**

BASIC SCORING

- **Blue gems = points**
- **Thump, keep holding (X), and slide through red bars to earn blue gems**
- **Jump into blue rings to earn blue gems**
- **Execute perfect turns by holding (X) and pressing LEFT STICK at the last moment for more points**

CHECKPOINT BONUSES

When completing each sub-level, you will receive score bonuses based on your performance

- **BLUE GEMS: collect as many as possible to raise your score (see ADVANCED SCORING)**
- **PERFECT TURNS: turn with the stick at the last moment to increase your perfect turn bonus**
- **NO DAMAGE: this bonus is increased for every level you survive with no damage**
- **NO MISSES: this bonus is increased for every level you complete without missing a thump**
- **KILLS: pound whenever you see tentacles ahead for bonus points**

ADVANCED SCORING

- **Thump perfectly to reach 2X/3X streak multipliers and get more blue gems**
- **Checkpoints contain bonus-thumps, hit them to collect extra blue gems**
- **If you're damaged, hitting a bonus-thump regains your shell**
- **Pound thumps while in 2X/3X streak to transform upcoming thumps into bonus-thumps**
- **Pound bonus-thumps for even more blue gems!**
- **Hit bosses with the green weapon on the first loop to create a bonus-thump**
- **Pound the green weapon on the first loop and get TWO bonus-thumps**
- **Collect perfect sequences of 6+ red bars and/or blue rings and get more blue gems**
- **Hitting turns normally stops flight, but if you "perfect turn" during flight you can keep flying through turns**

RANKS

When completing each sub-level, you will receive a Rank (C, B, A, or S) based on your accuracy and skill.

To improve your Rank:

- **Hit all thumps**
- **Slide into all red bars**
- **Jump into all blue rings**
- **Avoid taking damage**
- **Execute perfect turns**
- **Hit bonus-thumps (see ADVANCED SCORING)**

PLAY +

After you beat Level 3, you'll unlock "PLAY +" mode. You can play all nine levels again for more challenge.

Here's what's different in PLAY + mode:

- **You'll play as the golden beetle**
- **Maximum blue gem multiplier is increased from 3X to 4X**
- **Movement speed increases when you reach 3X and then again at 4X**
- **You can only regain your lost shell from a bonus-thump if you've reached the 4X multiplier**
- **Levels are exactly the same, but some tutorial sections are removed**
- **Die once, and it's game over!**

In PLAY +, you can also earn the new S+ rank. To get a S+ rank on an sub-level, you'll need to:

- **Hit all thumps**
- **Hit all red bars**
- **Hit all blue rings**
- **Execute all turns perfectly**
- **Avoid any damage**

To get a S+ for the entire level, you must:

- **Complete the level (not die)**
- **Get at least an S or S+ in each sub-level**
- **At least 50% of your sub-level ranks must be S+**