

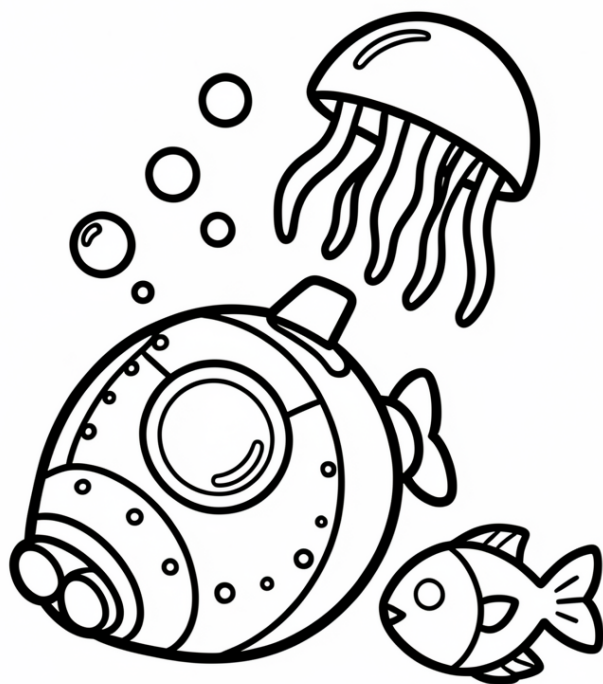
Deep Sea Machines

*A Coloring Book of Submersibles, Seabed
Crawlers, and Deep-Ocean Creatures*

Brains.biz

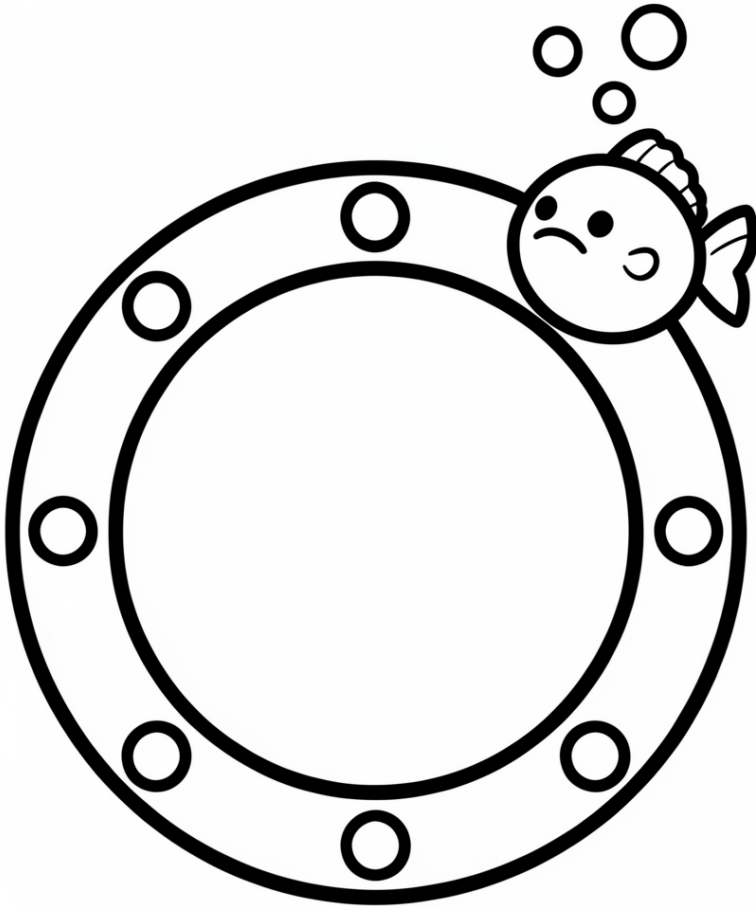
Deep Sea Machines
Copyright © Brains.biz
All rights reserved.

Cover



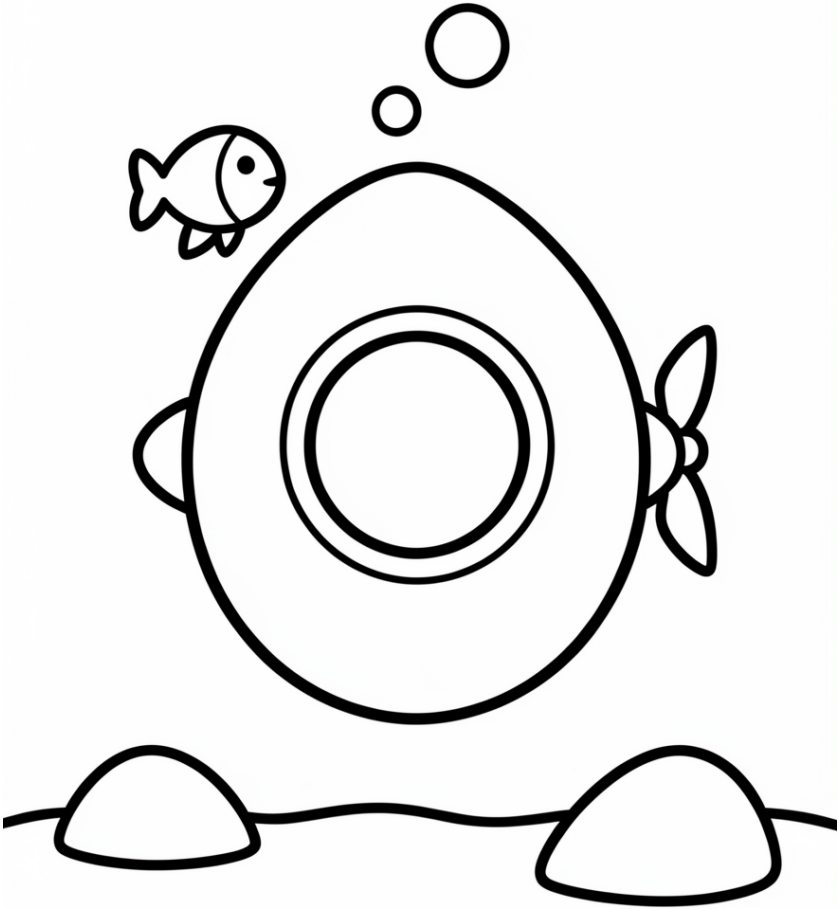
How to Use This Book

Every page in this book holds one machine or one creature of the deep. There is no wrong way to color them. Use bright colors, dark colors, or colors that do not exist yet.



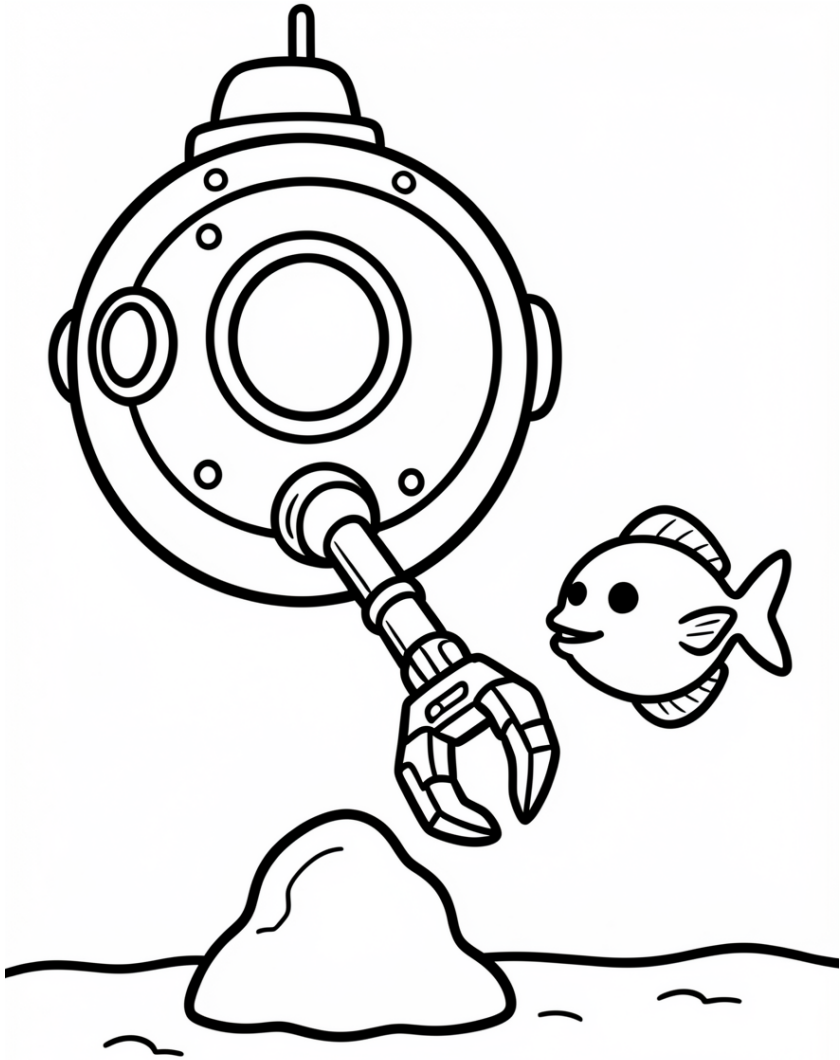
Color the porthole first, then go deeper.

The Bubble Sub



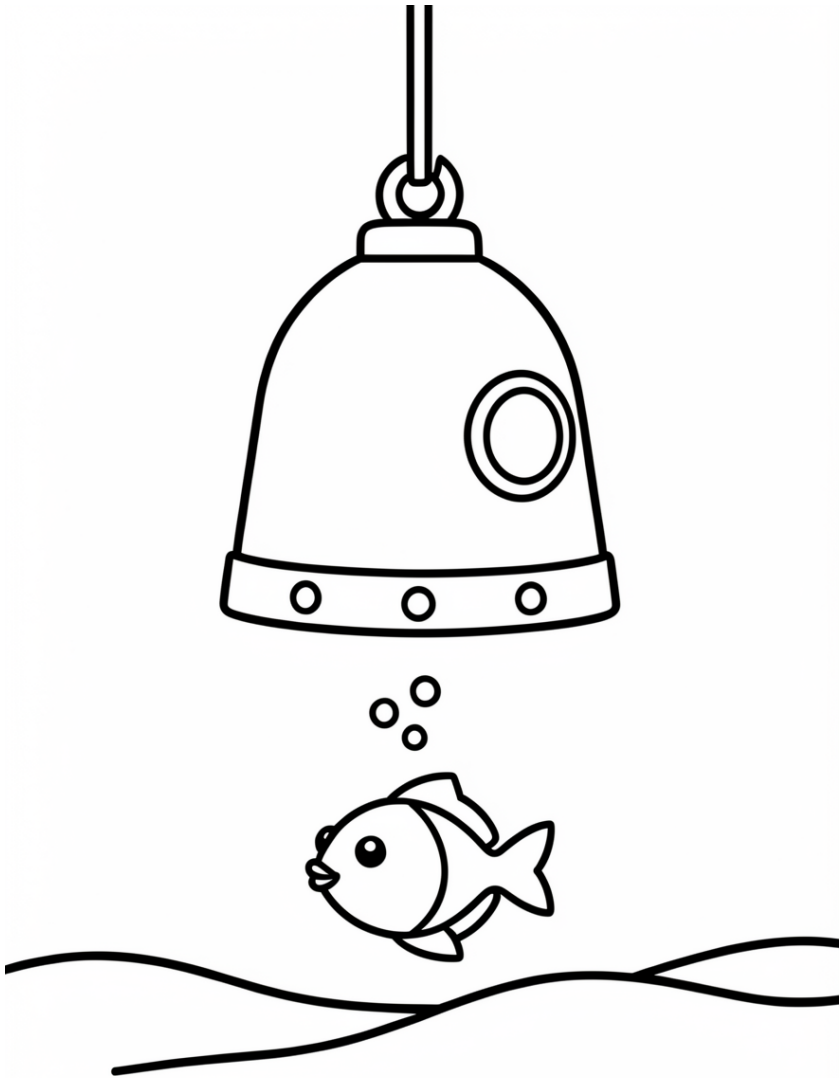
One window, two fins, and a whole lot of water.

The Grabber Arm



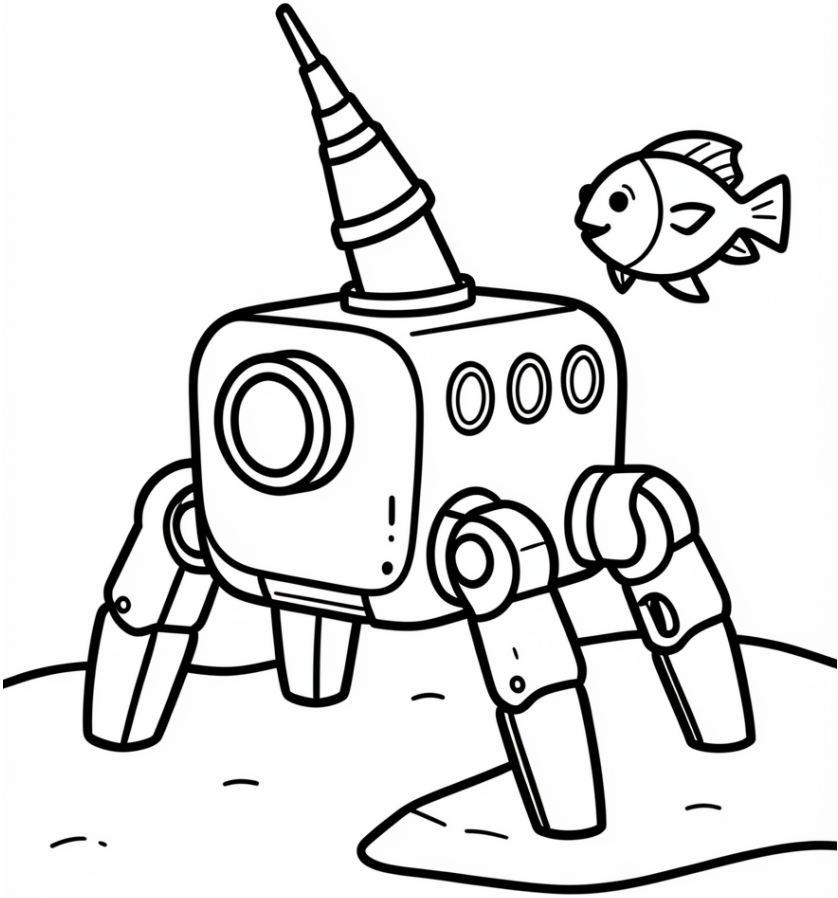
A long arm with a gentle claw.

The Diving Bell



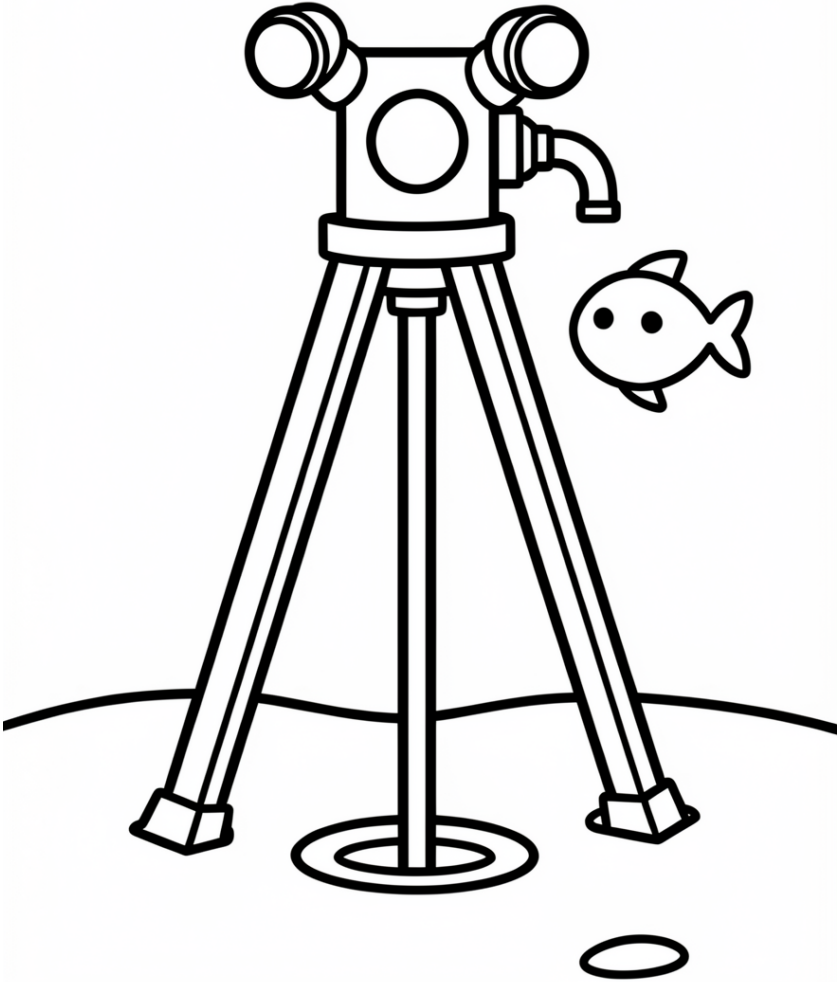
Down on a cable, slow and steady.

The Seabed Crawler



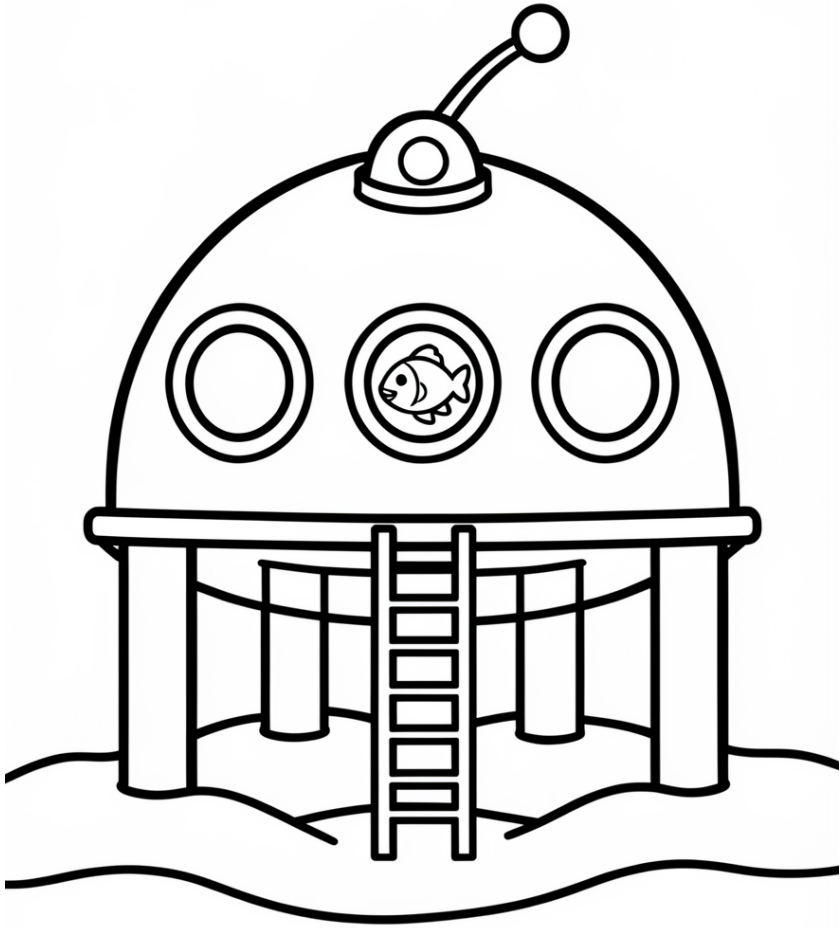
Six legs and a drill, walking the sand.

The Coring Drill



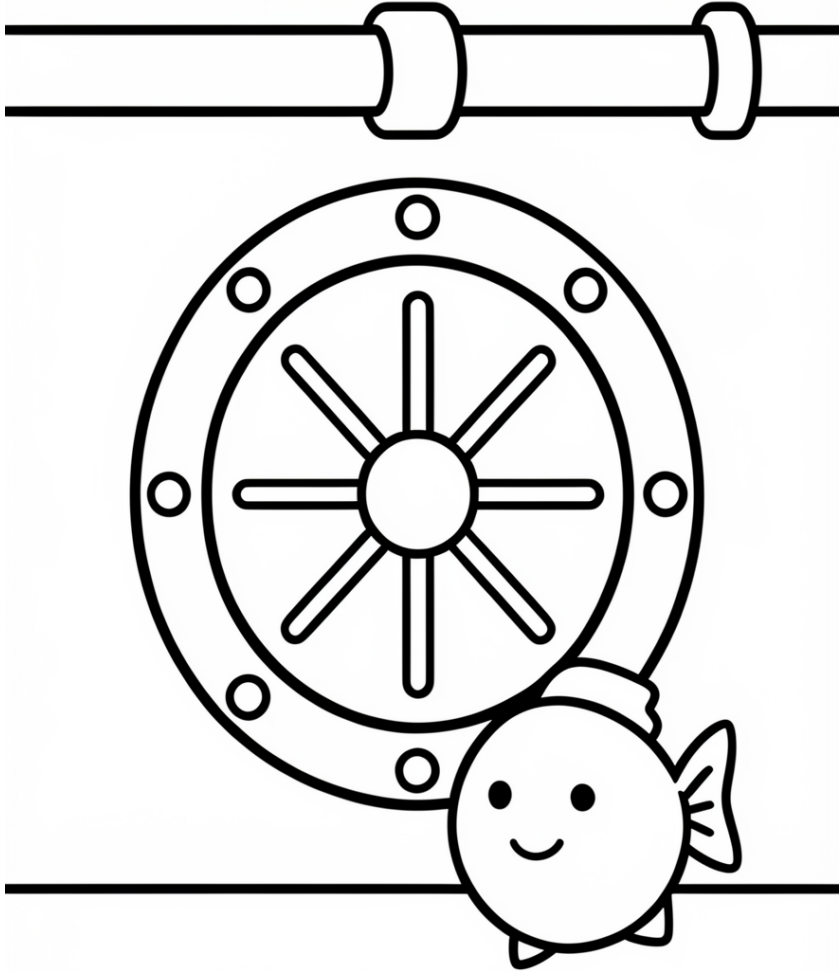
A tripod that bites into the seafloor.

The Dome Habitat



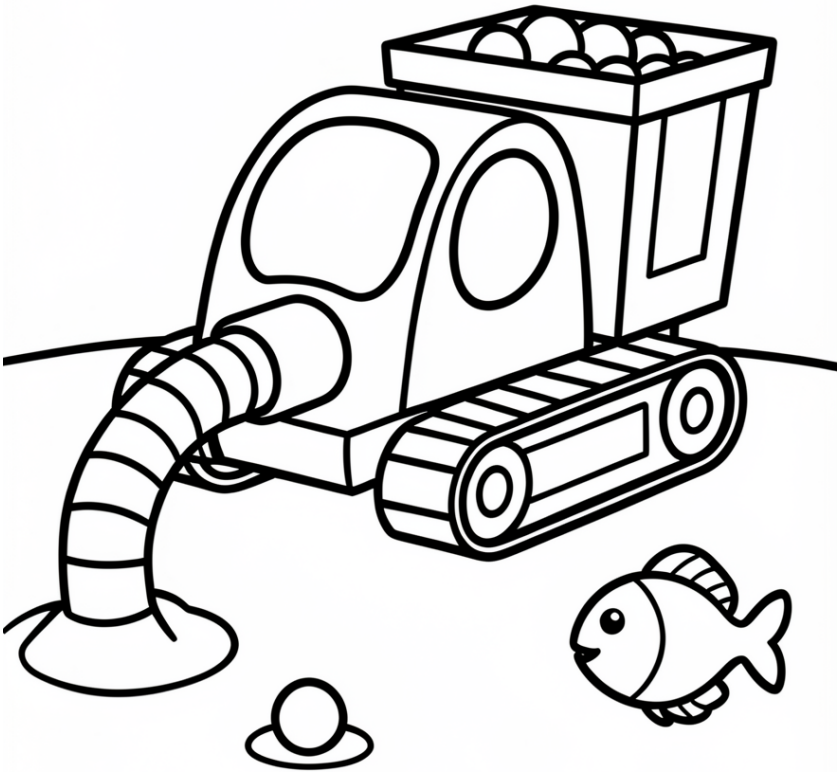
Three windows, warm light, and a place to sleep.

The Airlock Door



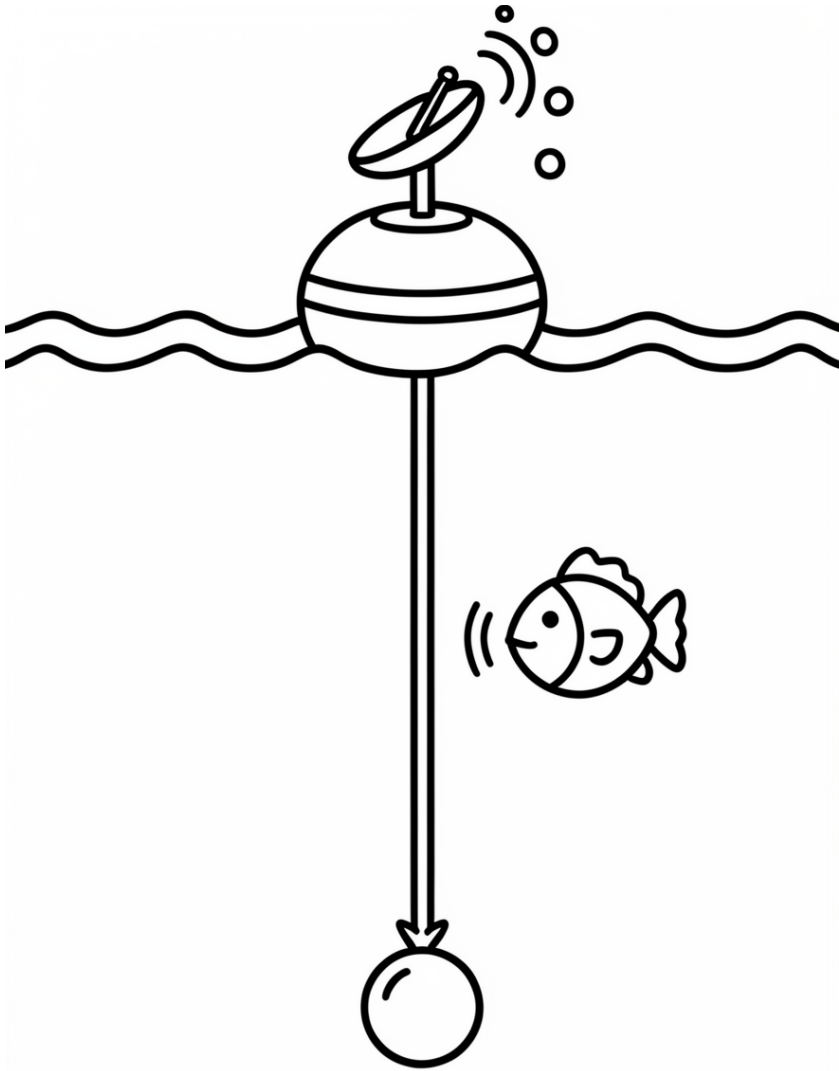
Turn the wheel and let the sea wait outside.

The Nodule Harvester



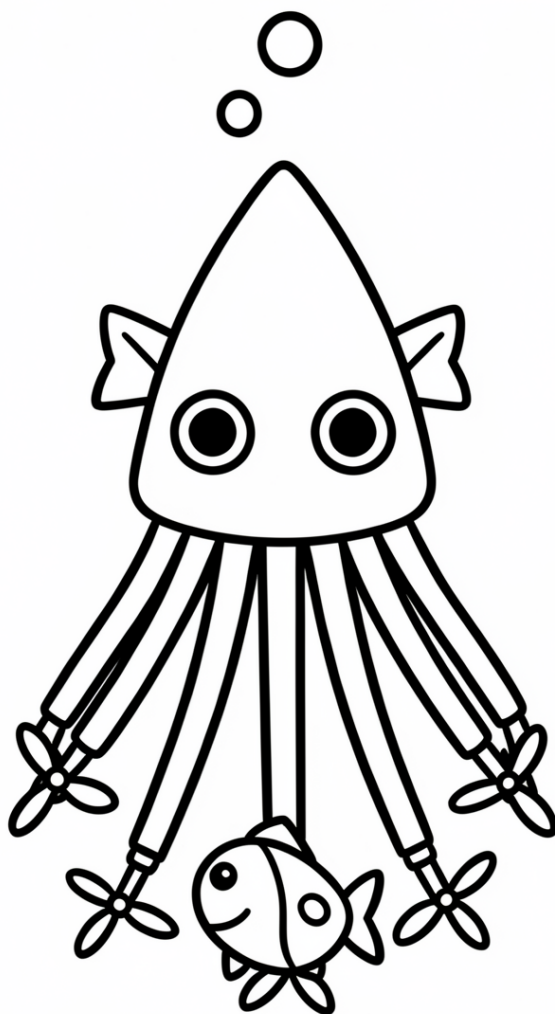
Round rocks go up the hose.

The Sonar Buoy



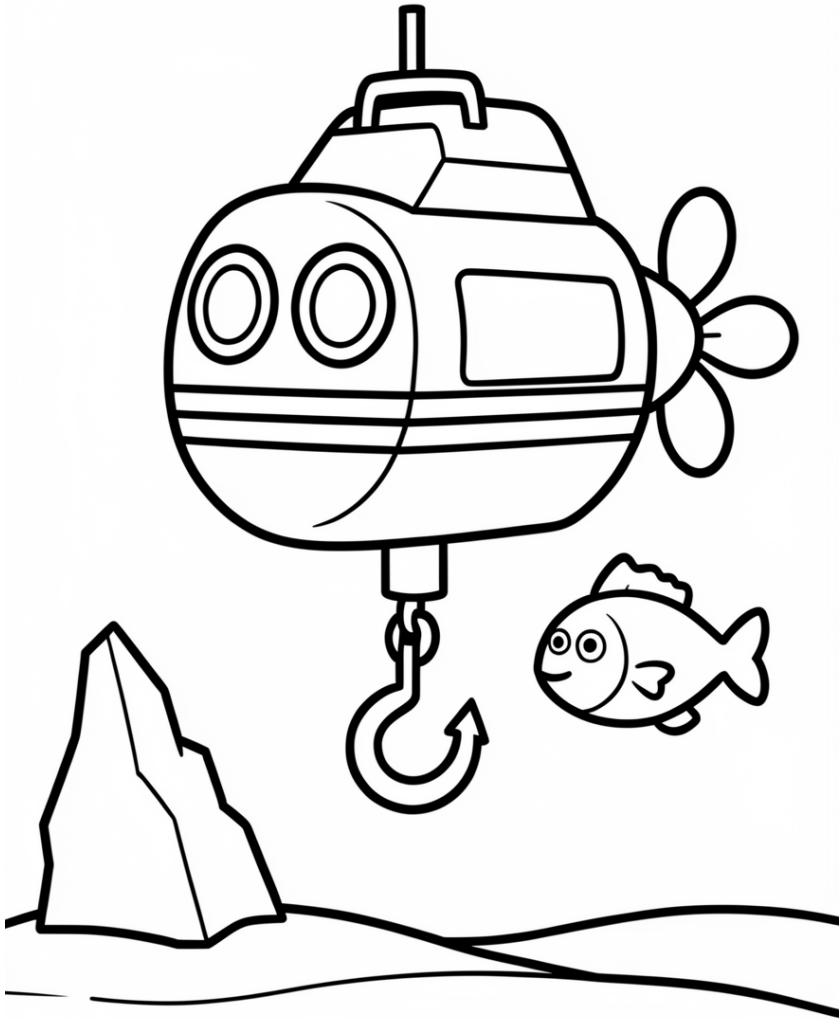
It listens to the deep and sends a ping.

The Squid Bot



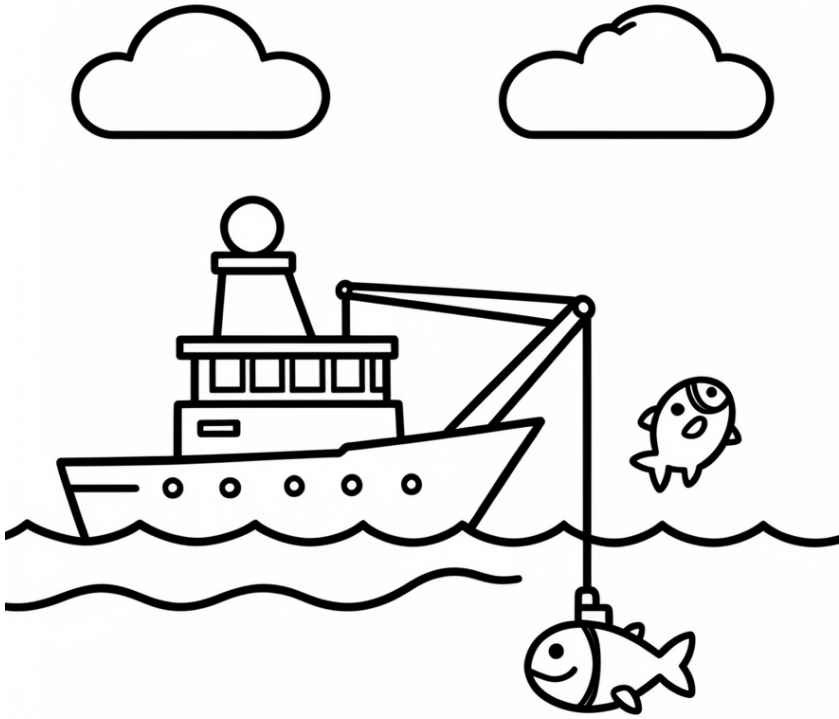
Eight propellers, no bones.

The Rescue Sub



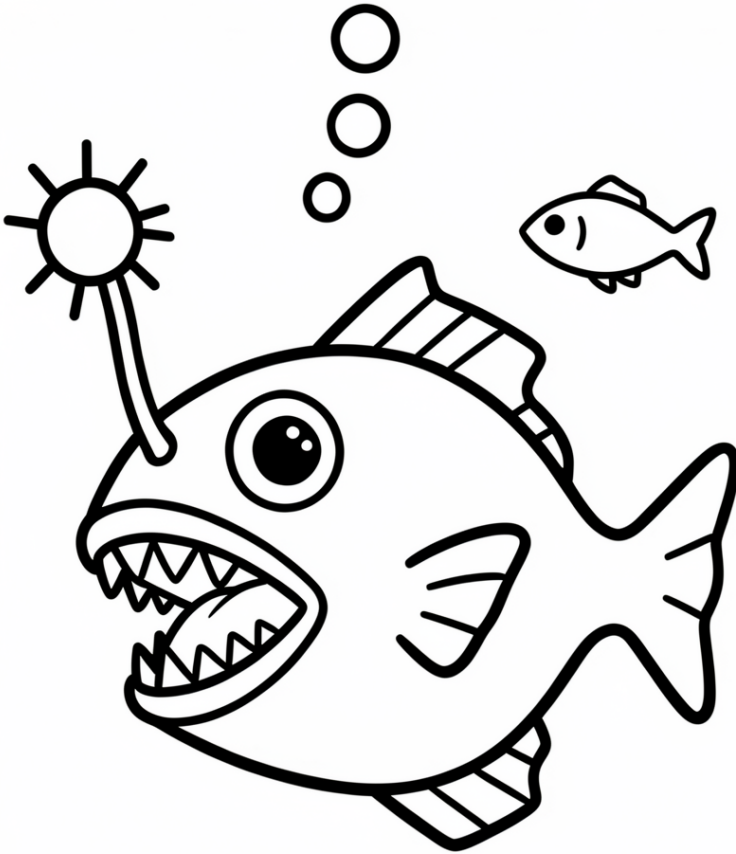
A hook, a light, and a job to do.

The Research Ship



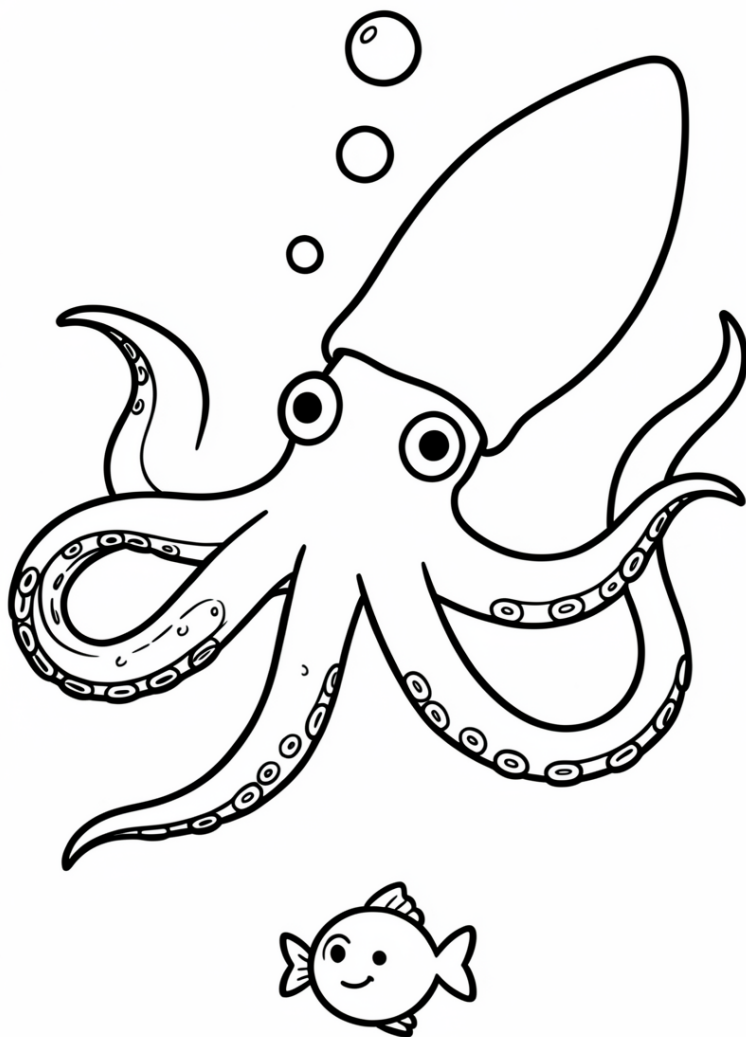
The mother ship lowers its little friend.

The Anglerfish



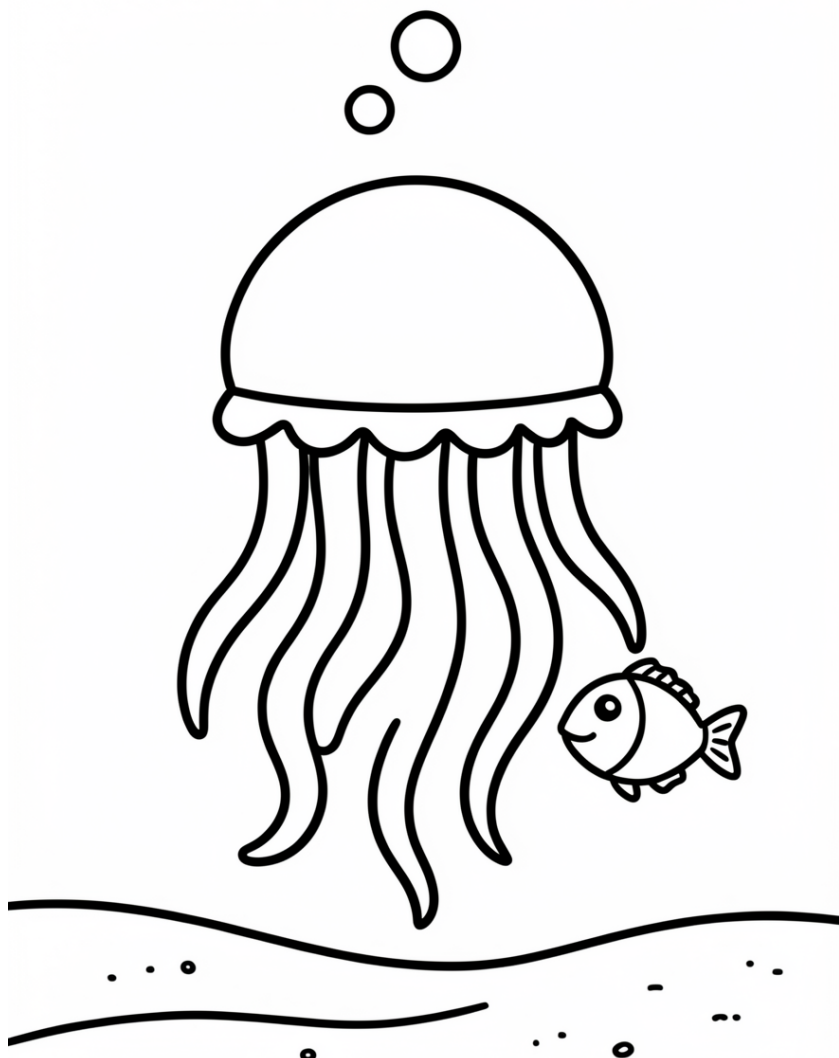
It carries its own lamp.

The Giant Squid



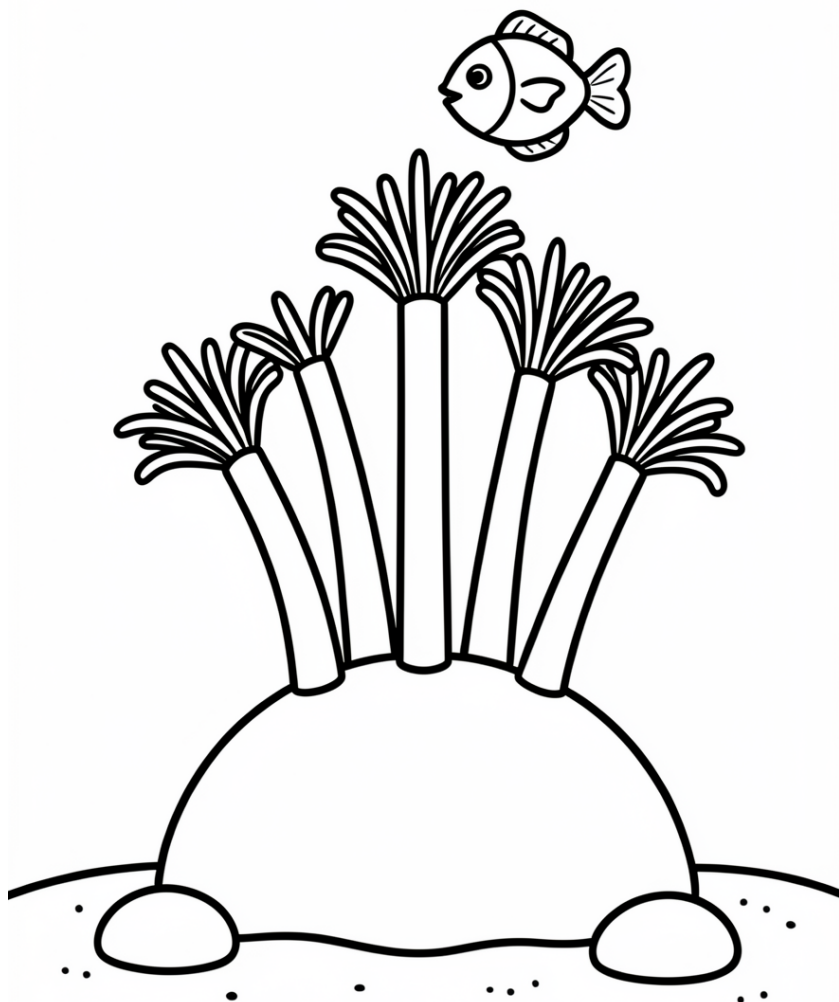
Long arms, big eyes, quiet drift.

The Jellyfish



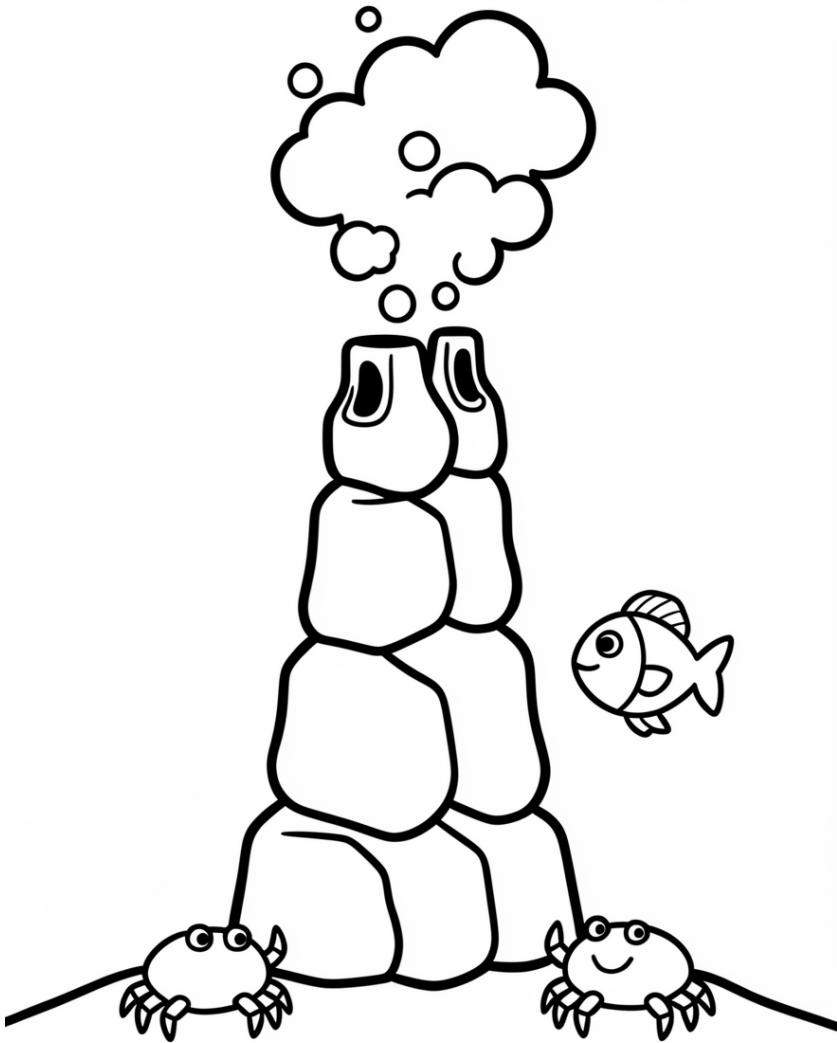
A soft bell and six slow ribbons.

The Tube Worm Garden



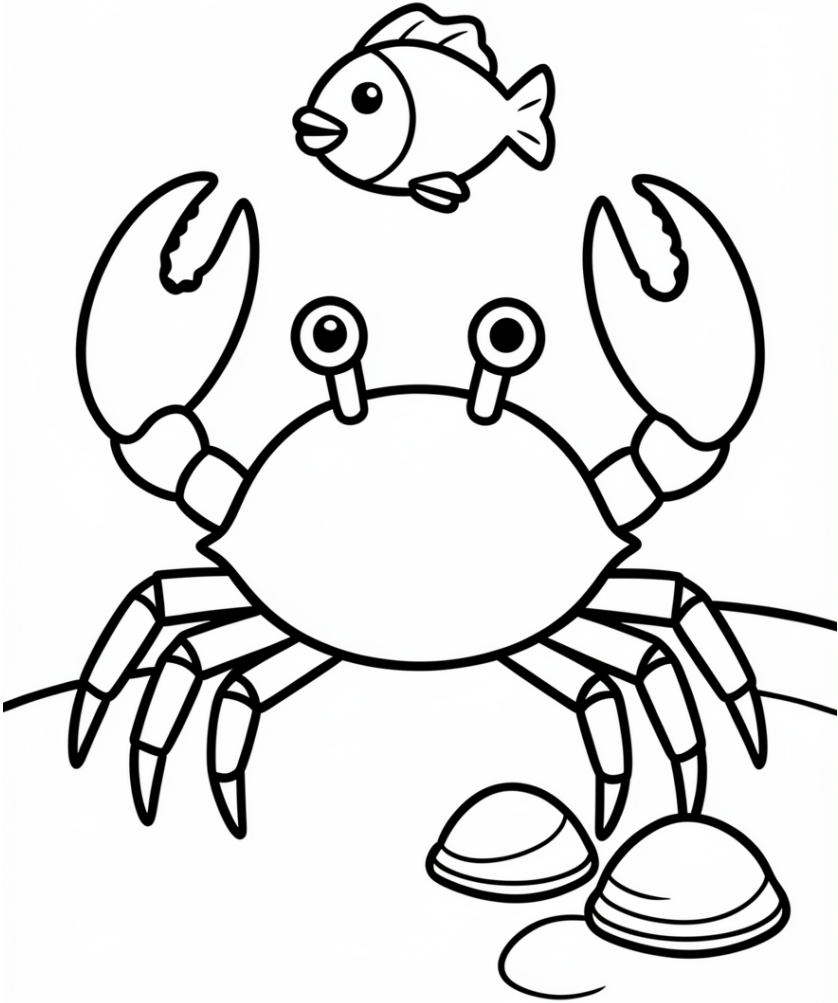
Red plumes waving in the dark.

The Vent Chimney



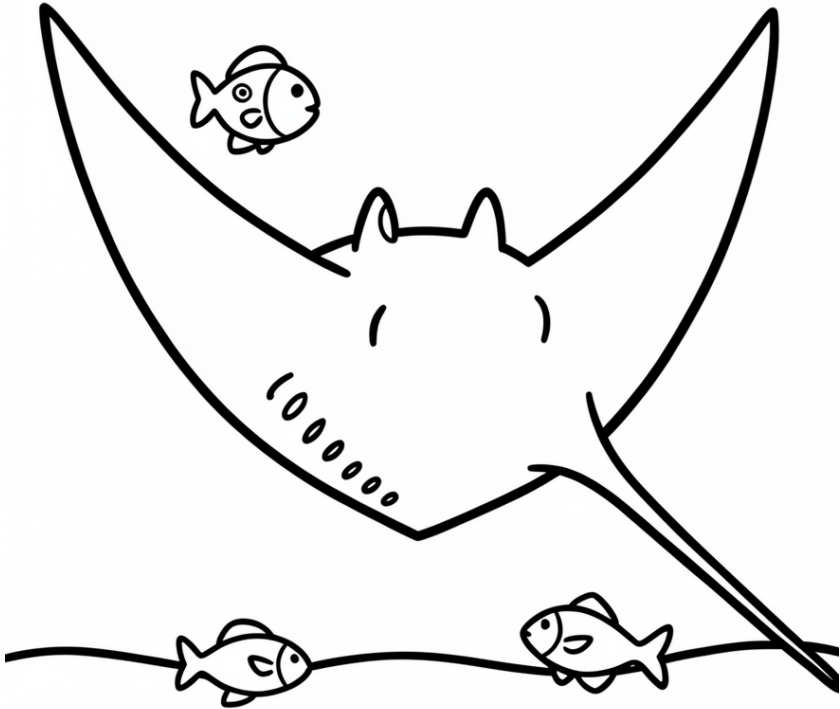
Hot water and smoke from a crack in the floor.

The Deep-Sea Crab



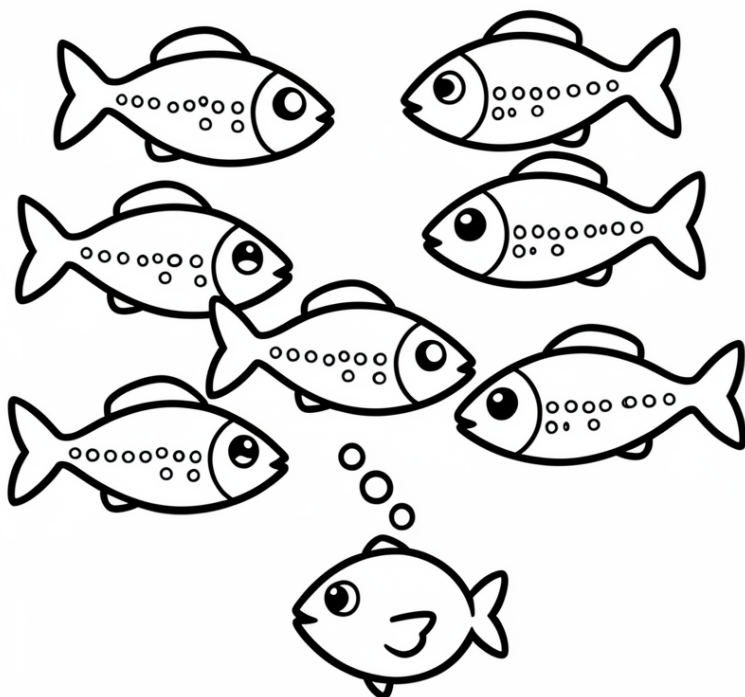
Ten legs and a shell like a shield.

The Manta Ray



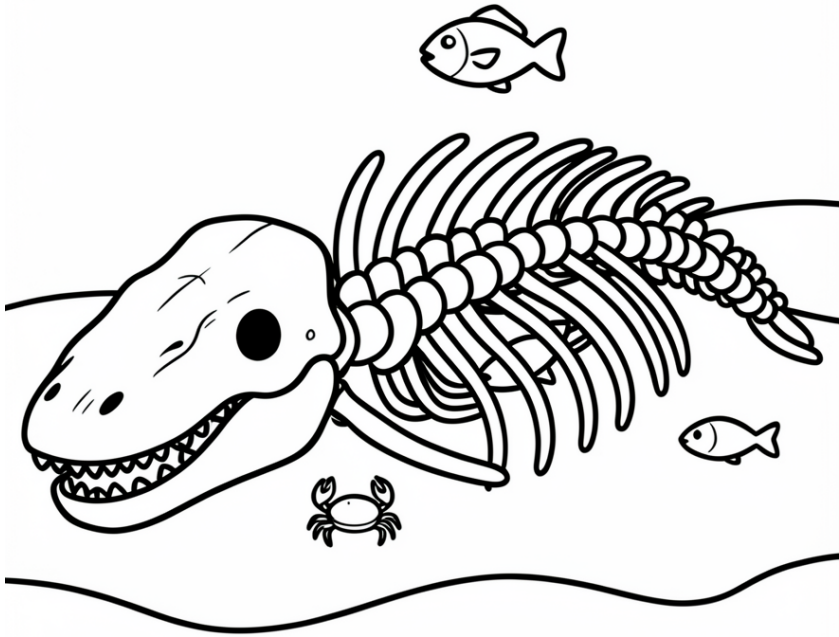
A wide wing gliding over the sand.

The Lanternfish School



A hundred tiny lights, all swimming together.

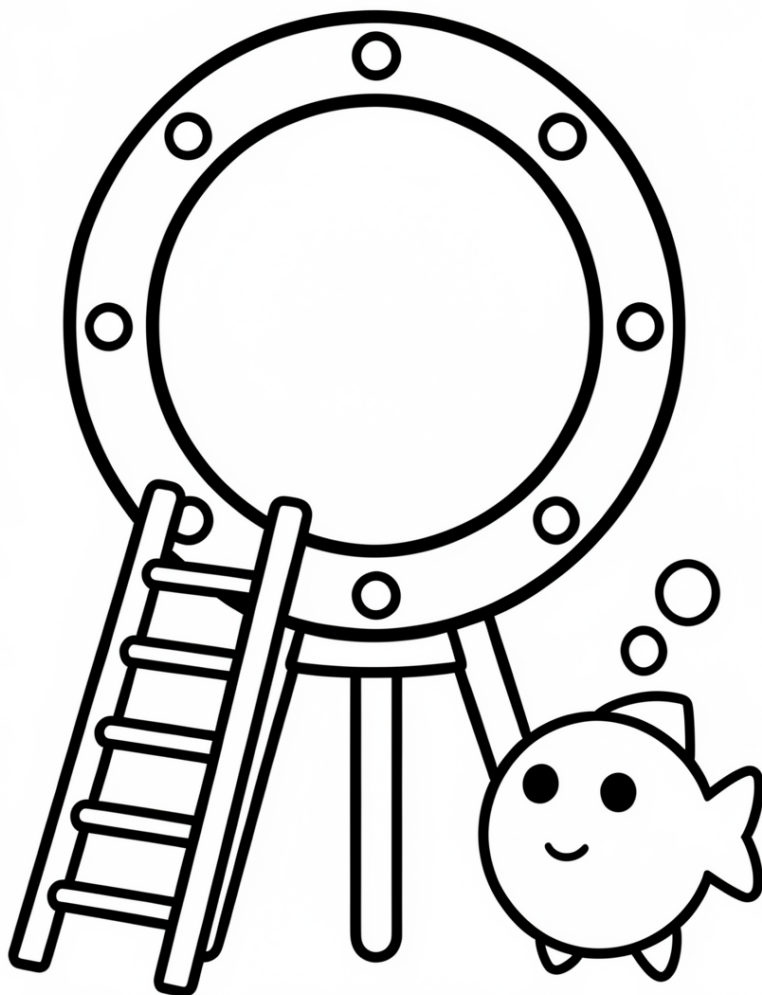
The Whale Fall



A long-lost whale becomes a whole neighborhood.

Your Own Machine

No one has built this machine yet. Draw it inside the empty porthole: add a window, a light, an arm, a propeller, or a hundred legs. Then give it a name and decide what it is looking for.



Draw your own deep-sea machine inside the frame.

