

# PLAYER GUIDE

## Mars Miner Robot - Complete Game Guide

### OVERVIEW

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You are a mining robot on Mars, tasked with collecting diamonds while avoiding dangerous creatures and hazards. Navigate through procedurally generated caves, collect all diamonds to open the exit, and survive to advance to the next level!

## CONTROLS

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W / ↑	Move Up
S / ↓	Move Down
A / ←	Move Left
D / →	Move Right
Space	Shoot
E	Place TNT
Shift + Direction	Quick Move (skip turning)
Escape	Pause Game
F11 / Alt+Enter	Toggle Fullscreen

## Difficulty Levels

Difficulty	Hearts	Notes
Easy	5	More forgiving for new players
Normal	3	Standard experience
Hard	3	More monsters, faster enemies
Insane	2	Limited ammo - collect ammo boxes!

## COLLECTIBLES

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100 points

Your primary objective! Collect ALL diamonds on a level to open the exit door.



250 points

Bonus money for extra points. Sometimes hidden in dirt.



Restores 1 HP

Restores 1 heart of health. One per level. If already at max health, gives 50 points instead.



1000 points + Extra Life

Rare item that grants an additional life. Found in treasure rooms or hidden in dirt. Also awarded every 50,000 points!



+10 ammo (Insane mode)

Yellow ammo crate. Essential in Insane mode where ammo is limited.



+1 TNT

Collect TNT to place explosives. Destroys dirt, boulders, and enemies in a 3×3 area.



500 points

Found in treasure rooms (level 11+). High value!

## POWER-UPS (Temporary)

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Duration: 10 seconds

Blue orb - Absorbs ONE hit from any damage source. Your robot glows blue while active.



Duration: 12 seconds

Yellow lightning - Move twice as fast! Great for escaping danger. Yellow glow effect.



Duration: 10 seconds

Purple orb - Monsters cannot see you! Move freely past enemies. Semi-transparent appearance.



Duration: 8 seconds

Clock - Freezes all monsters in place. Perfect for escaping traps or lining up shots.



Duration: 15 seconds

Green boots - Walk through boulders! Extremely useful for navigating tight spaces. Green glow effect.

## WEAPON UPGRADES (Permanent)

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These upgrades last for the entire level once collected.



Indicator: [MAG]

Attracts diamonds within 2 tiles automatically. Makes diamond collection much faster!



Indicator: [SPR]

Fires 3 projectiles in a spread pattern - one straight and two diagonal. Much easier to hit enemies!



Indicator: [LAS] • Available: Level 6+

Fires an instant laser beam that hits ALL enemies in a line, destroys dirt, and only stops at walls. The ultimate weapon!

## ENEMIES

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All regular enemies: 500 points when killed



500 points

Green creature that wanders around and chases you when nearby.  
One shot or TNT blast kills it.



500 points

Brown creature that can burrow through dirt to reach you! Watch out  
- they may appear from unexpected directions.



500 points • Appears: Level 6+

Translucent creature that floats through walls! Cannot be blocked by  
terrain. Requires direct combat to defeat.



500 points • Appears: Level 4+

Fast patrol enemy that can SHOOT at you! Doesn't chase but fires  
projectiles. Keep moving!



2000 points • Appears: Every 5th level

Large enemy blocking the exit! Health: 20 HP. TNT deals 4 damage,  
shots deal 1 damage. Can block shots and fire back at you!

## TERRAIN & TILES

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Brown terrain that can be dug through by walking into it. May contain hidden items like ammo, cash bags, 1-ups, or hearts!



Indestructible gray rock walls that form the cave boundaries. Cannot be destroyed.



Silver reinforced walls used in special puzzle areas. Cannot be destroyed. Often blocks treasure rooms.



Appears: Level 4+

Deadly orange/red molten rock found in lower areas of caves. Causes instant damage on contact. Spreads slowly. AVOID!



Appears: Level 11+

Blue floor panel. Push a boulder onto it to activate and open blocked passages to treasure rooms.



Heavy rocks that fall when unsupported. Can crush monsters (and you!). Push them horizontally or let them fall onto enemies. Only destroyed by TNT.



Glowing green dirt. Safe to dig through but indicates dangerous areas nearby.





Appears when ALL diamonds are collected. Reach it to complete the level!

## TIPS & STRATEGIES

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**Collect diamonds efficiently** - Plan your route to grab diamonds while avoiding backtracking.

**Use boulders as weapons** - Lure monsters under falling boulders for free kills!

**Save TNT for emergencies** - TNT is limited. Use it to clear blocked paths or deal heavy boss damage.

**Listen for audio cues** - Monster growls warn you of nearby danger.

**Check dirt for hidden items** - Dig everywhere! Ammo, cash, 1-Ups, and hearts hide in dirt.

**Grab the Magnet early** - It makes diamond collection much faster.

**Laser beats everything** - On level 6+, prioritize getting the Laser upgrade.

**Don't rush on boss levels** - Take your time, dodge projectiles, and chip away at the boss's health.

**Watch the timer** - You have 5 minutes per level. Running out of time costs a life!

**Phase Boots + Boulders** - Use Phase Boots to escape boulder traps or take shortcuts.

### Scoring

Action	Points
Diamond	100
Cash Bag	250
Kill Monster	500
Treasure Chest	500
1-Up Pickup	1000
Kill Boss	2000

**Extra Life:** Awarded every 50,000 points!