



Official Martian Mayhem Walkthrough

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Intro

After crash-landing on Mars after a failed expedition beyond the Solar System, Dott finds himself caught between a Martian rock and a hard place. Being deserted on the red planet, he can either accept his doom... or make the best of his situation!

Explore the world and harvest it's resources to craft powerful tools. Fell powerful monsters roaming the world for loot. Express your creative side with over 80 different bricks and other creative blocks. There's plenty to do while stranded on this insanely-inaccurate depiction of Mars.

This guide will give you an explanation on all enemies and tools in-game and and how to progress through the game. Use the table of contents on page 1 to find what you specifically need.

Enemies

Here, you will find a list of every enemy, where they spawn, their behavior, and the loot they drop.

Treader



Spawns on the surface at day

15 Health

Drops Treader Leather

A weird rocky tube that rolls around the surface of Mars.

He walks around aimlessly but jumps over small heights.

Fly Guy



Spawns on the surface at night

15 Health

Drops Eye of Fly

An invasive alien species that loves the dusty night skies.

It moves through the air but won't target the player.

Mini Meteoroid



Spawns on the surface

25 Health

Drops Meteorite

A meteor possessed by a spectral eye. While he can't move, he will shoot projectiles at you.

Mega Meteoroid



Spawns at night or in space

125 Health

Drops Possessed Meteorite, Meteorite, Aluminum, and Meteor Magnet (Rarely)

A large meteor possessed by a spectral eye. He flies around at night seeking violence from anyone crossing his path.

Rockroller



Spawns underground

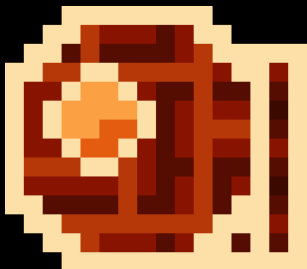
25 Health

Drops Martian Shell, Flint, Coal, Martian Stick (Rarely)

A robotic creature crawling the caverns of Mars.

Does not target the player, but moves fast and vaults over blocks.

Jetpacker



Spawns underground

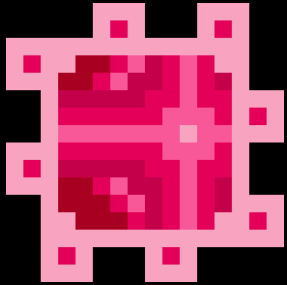
25 Health

Drops Martian Shell, Flint, Coal, Martian Stick (Rarely)

A robotic creature floating around the caverns of Mars.

Targets the player and floats around.

Gemburst



Spawns underground

35 Health

Drops Ruby

A metallic and ghostly jewel.

Seeks out the player and can pass through blocks.

Magmus



Spawns in the Mantle

35 Health

Drops Mantle Blood Stone and Treader Leather

An aggressive molten cousin of the Treader.

He will pursue the player directly.

Heat Seeker



Spawns in the Mantle

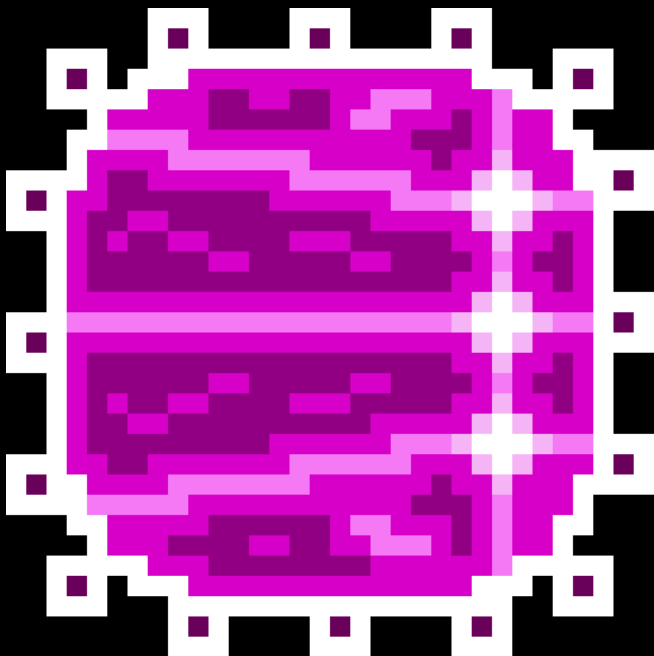
35 Health

Drops Mantle Blood Stone and Eye of Fly

An aggressive molten cousin of the Fly Guy.

He will pursue the player directly and can pass through blocks.

Gemblast



Spawns in the Mantle

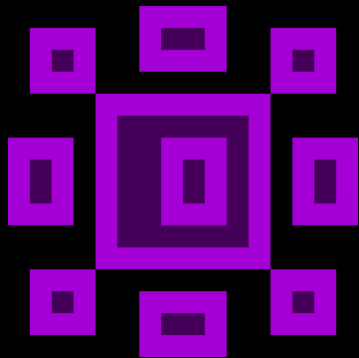
175 Health

Drops Possessed Gem, Amethyst, Plasma

The beefy older sister of Gembursts. Those who don't tread the mantle carefully may be slain by this powerful gem.

She moves slowly but is large in size and doesn't take much knockback.

Space Monster



Spawns in Space

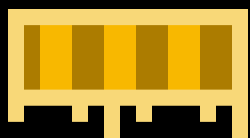
70 Health

Drops Rainbow Shard

Fast, meager, and colorful - at night time this creature will glow every color of the rainbow!

He seeks out the player while moving fast, but he takes high knockback.

Yellow Fellow



Spawns in the Solar Biome

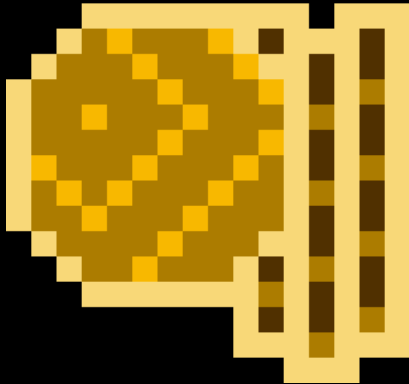
70 Health

Drops Solar Skin

A dubious critter who is fast and nimble.

Moves fast and seeks out the player.

Sunjet



Spawns in the Solar Biome

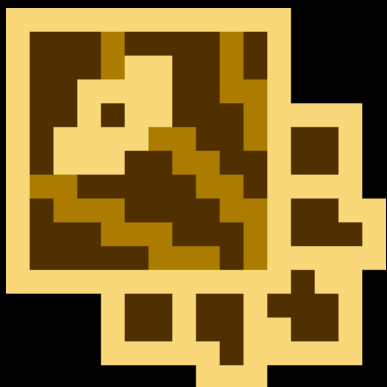
120 Health

Drops Solar Skin and Baked Flint

A dubious critter who is fast and nimble.

Floats around and seeks out the player.

Starseeker



Spawns in the Underground Solar Biome

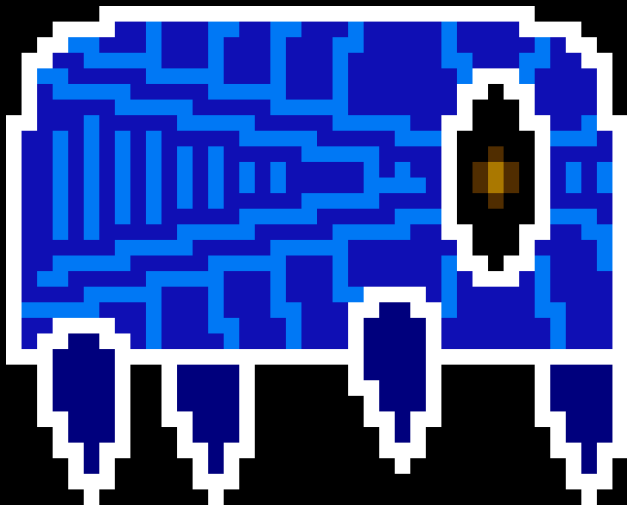
130 Health

Drops Solar Skin and Sunset Stone

An obscure relative of the Gemburst?

Passes through blocks and seeks the player.

Sun Jumper



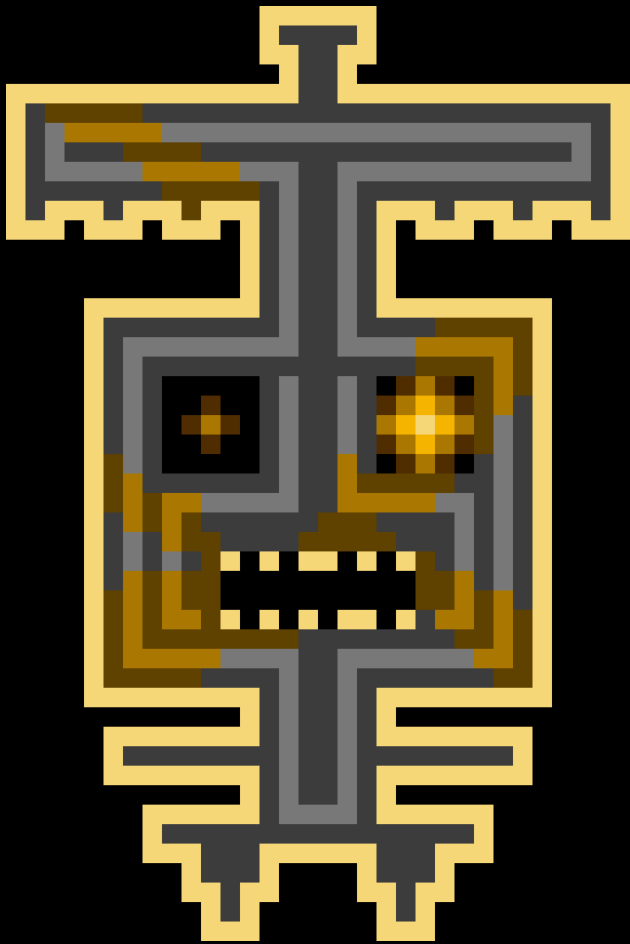
Spawns in the Solar Biome and Solar Space

260 Health

Drops Stellar Remnant, Sapphire, and Gold

**He seems to be an old war vehicle that has been possessed. The question is, who made the vehicle?
He jumps around while speedily chasing you.**

Tranquil Golem



Spawns in the from breaking infected Solar Stone or Heart Pieces, or naturally in the Underground Solar Biome

500 Health

Drops Golem Chunk, Gold, Baked Flint, Moon Stone

This powerful monster seems foreign to the Solar Biome despite how warding he is of it.

Although the strongest enemy in-game may move slow, he has a preposterous amount of health and receives little knockback. Be careful underground if you don't want to face this tank of a beast!

Tutorial

In this part of the guide, you'll receive an introduction on what to do in Martian Mayhem. When starting out your world, things may seem overwhelming especially if it's your first time. But worry not, this chapter will give you some direction.



This is what you will see upon loading a world for the first time. To the left is the common Treader enemy, who you can easily slay with your Flint Sword. You can also use your Flint Shovel to dig.



Let's open up the inventory with E. To the left is your inventory, with special slots for certain equipment above. To the right is the crafting menu. You can use the scroll wheel or drag the square to navigate the menu. Some items are locked until you reach a certain chapter. For now, let's focus on the Crafting Table. Gather 5 stones and 1 flint to craft it.



Flint is best identified by it's dark rocky texture. You may have to travel a little bit underground to find it. Additionally, keep your eye out for aluminum, shown on the top-right. It is a good resource to gather.



Once you've gathered enough flint and stone to craft the crafting table, go back to the inventory and select it in the crafting menu to craft it.

Great! We now have access to new recipes. Let's make three important items: platforms, lights, and bricks.



Platforms are great for adventuring and can be crafted with just dirt and stone. You can drop through them by pressing S. You can craft many different types of platforms too.



Lights are useful for illuminating dark areas. Dust lights can be crafted with just flint and dust, but there are many other types of lights that can also be crafted. Make sure to bring plenty of these with you on your adventures underground!



Bricks are the backbone of creative structures. There are over 80 different types, but you can craft normal bricks with just dirt and stone. You will need to be near your crafting table to craft this item.

Now that you have been introduced to a few different key items, let's make more crafting stations. Bring your crafting table with you since you will need to be near it to craft these stations.



Let's craft a furnace. Go underground to find coal, best identified by it's blueness. Gather some flint and stone too. We can use our furnace to craft aluminum bars and other special items! Each recipe requires some coal, so make sure to gather lots of it.



Next, we should craft a forgery. Gather some aluminum and coal, and use your furnace to smelt it into aluminum bars. With our forgery, we can craft powerful tools and armor.



Let's start adventuring downwards until we hit the underground layer. Use the lights you crafted earlier to see better. We will need the pink ruby gems to craft a chiseling station and some other tools. With a chiseling station, you can craft many different types of bricks to make amazing houses!

Now that we have all the crafting stations we need, we should gather more rubies and flint. We are going to make ruby tools!



Once you have 14 rubies and 3 flint, use your forgery to upgrade your flint tools to ruby tools. Now we're really making progress. To finish off this tutorial, we will craft some armor, a gun, and ammunition.



The rockrollers and jetpackers around you will drop Martian Shells when killed. We can use that along with some moss (seen on the right) to craft some moss armor. With this armor, we will not take as much damage as before, allowing us to explore with less caution!



We should now craft an aluminum gun. Gather some aluminum and coal and use your furnace to smelt some aluminum bars. Let's also gather some granite, the pinkish rocks found underground. With our gun, we will be able to shoot enemies from a safe distance.

But wait, how will we shoot this gun without ammo? Let's craft some ruby bullets for our gun.



Gather stone and ruby and use your crafting table to make some. To equip the ammo, select the item and press equip. Now we can shoot our gun!

You have completed the tutorial for Martian Mayhem! Good work. If you'd like further instructions on what to do, you should continue reading for the Chapter 1 guide.

Chapter 1 guide

In this part of the guide, we will explore the mantle and defeat the Power Meteor boss. We will also craft new tools.

To start, we will explore the mantle. Stock up on lights first, as this area of the world is incredibly dark. Keep digging downwards to reach the mantle.

