



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 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



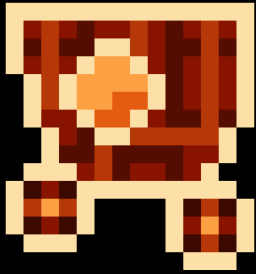
Spawns at night or in space

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

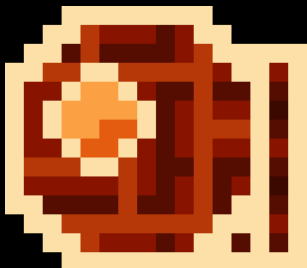
25 Health

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

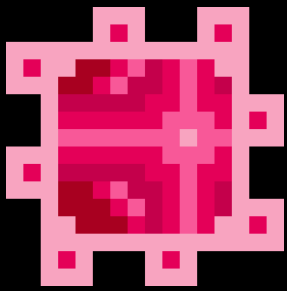
25 Health

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

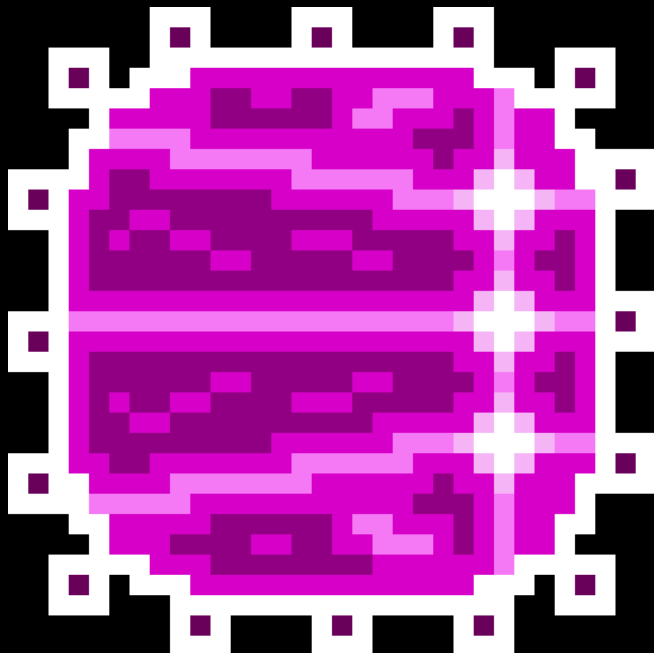
35 Health

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



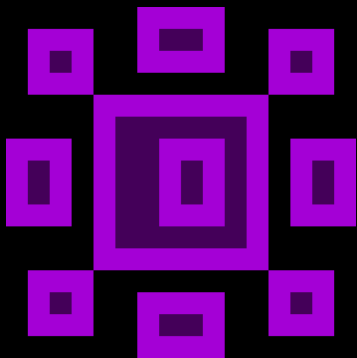
Spawns in the Mantle

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

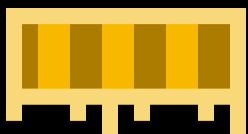
70 Health

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

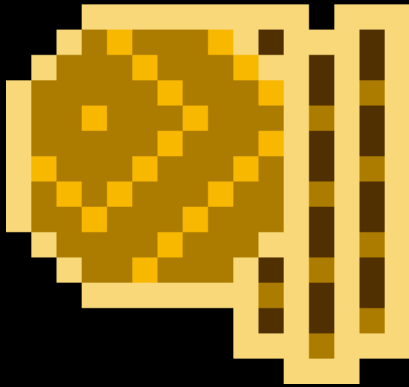
70 Health

Drops Solar Skin

A dubious critter who is fast and nimble.

Moves fast and seeks out the player.

Sunjet



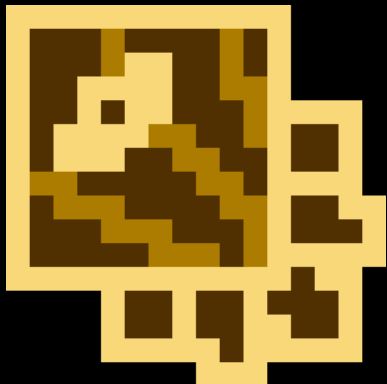
Spawns in the Solar Biome

120 Health

Drops Solar Skin and Baked Flint

**A dubious critter who is fast and nimble.
Floats around and seeks out the player.**

Starseeker



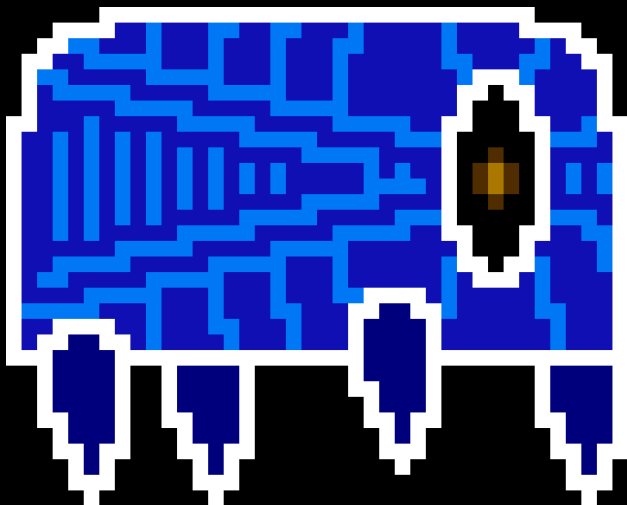
Spawns in the Underground Solar Biome

130 Health

Drops Solar Skin and Sunset Stone

**An obscure relative of the Gemburst?
Passes through blocks and seeks the player.**

Sun Jumper

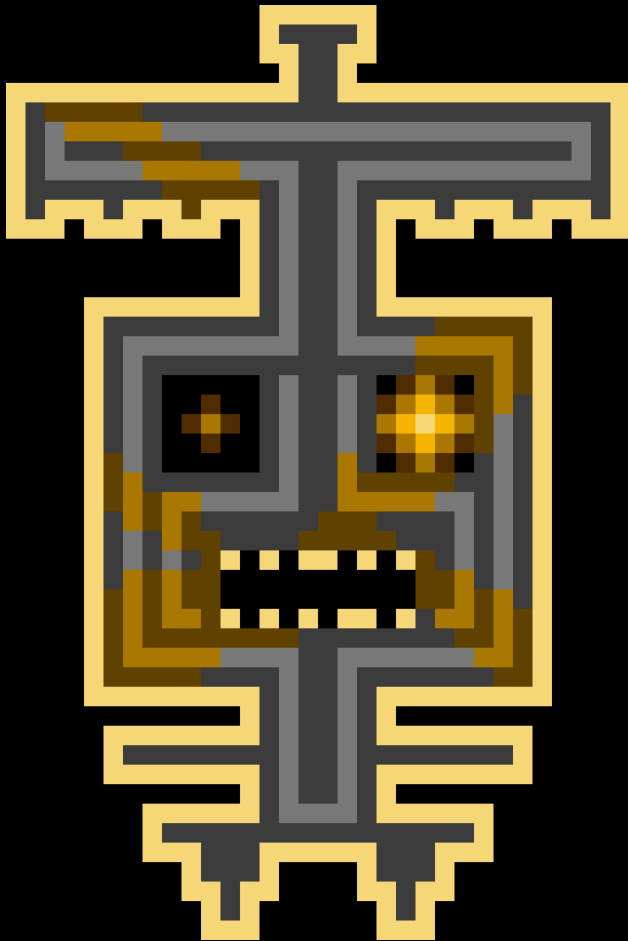


**Spawns in the Solar Biome and Solar Space
260 Health**

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.

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.



The mantle is scary, dangerous, but full of valuable resources. Watch out for Gemblasts, who can easily kill you if you are caught off-guard!

Let's go over some key items that you can craft from mantle resources. You do not need to make these, but they can help you with your journey in defeating the Power Meteor.



An aluminum flashlight, shown on the far left, will brightly light up your surroundings when held - to craft it, you will need three different types of lights and some aluminum bars. It can help you save resources and let you see a much wider part of the mantle.

Amethyst armor, shown on the left, will help you stand a better chance against the mantle enemies and the Power Meteor. However, you will need a Possessed Gem from a Gemblast to craft it.

The Enchanted Blade, shown on the right, is a trinket that lets you mine twice as fast as before! It is a must-have for miners. However, not only will you need a Possessed Gem, but also a Possessed Meteor from a Mega Meteoroid found on the surface at nighttime.

Finally, the Wizard Staff, shown on the far-right, is a ranged weapon that doesn't need any ammunition. To obtain it, you will need to make a detour to the underground Solar Biome to collect sapphires and also the top of the world to collect rainbow shards from space monsters. It is an insanely useful tool for defeating the Power Meteor quickly and easily.

Next, there are four tools that we should consider crafting before our bossfight. All of these tools require Aluminum Bars, so make sure to go back up to the surface to collect Aluminum and Coal.



On the far left is the Plasma Saber, a fast lightweight sword. You'll need some Mantle Blood Stone to craft it, which is dropped by most enemies in the Mantle. You'll also need Glowmoss, the luminescent green stuff that lights up the dark mantle.

On the left is the Plasma Gun, which takes ammunition just like the Aluminum Gun we crafted earlier in the tutorial. It is easily the most viable weapon against the Power Meteor, so it is recommended to craft it and some amethyst bullets to go along with it. You will need Eyes of Fly and Amethysts to craft this gun.

On the right is the Meteor Drill, which will speed up your mining expeditions greatly. It mines much faster than a shovel and we can craft it with Meteors found on the surface as well as Glowmoss.

On the far right is the Meteor Fist, which is a strange but useful weapon. It moves slowly but is wide and deals much more damage than a regular sword. To craft it you'll need some Meteors and more Amethysts.

Note that you don't have to craft all these tools; making the ones most important to you is good enough.

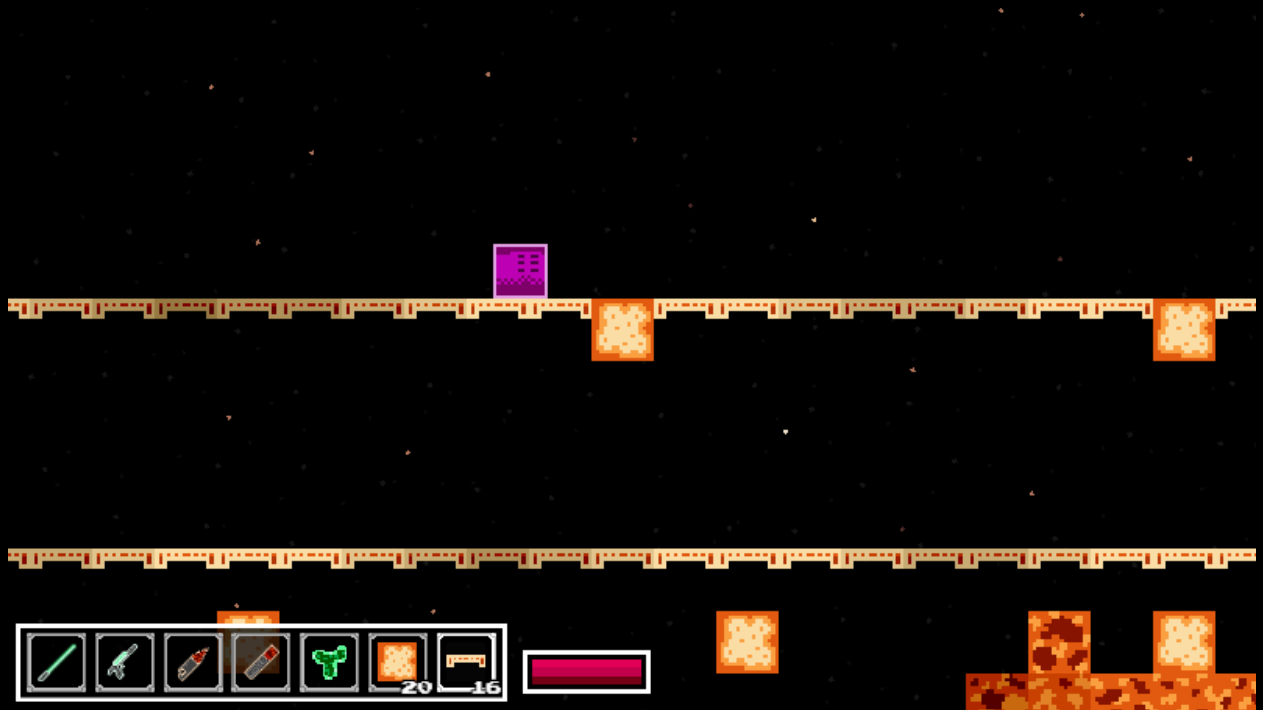
Now, we should look for a Mantle Shrine underground. This is how we will craft our Aluminum Horn to fight the Power Meteor. Make sure you get the ingredients before you start looking for the shrine - a Possessed Meteor from a Mega Meteoroid will be needed.



This is what the Mantle Shrine looks like. Very few of them spawn per world, and they are unbreakable. We can go back to this shrine later to craft important items, so try to remember where it is. Let's craft our aluminum horn and anything else we may need and then get back to the surface-

If you feel like you can tackle this boss by yourself, then you can skip the next part of this guide.

Power Meteor guide



Before we actually fight the Power Meteor, let's make a small arena out of platforms and lights. This arena will give us more space to maneuver around the boss!

When you're ready, use the Aluminum Horn to start the fight..



Power Meteor (Phase 1)

400 Health (1400 Health total)

The Power Meteor is a possessed meteoroid grander than any other that you've seen on Mars. It is sensitive to sound and will try to kill anything disturbing it's slumber orbiting Mars.



This first phase should be a piece of cake with your arena set up. Make sure to avoid his charges at you and just aim your weapon at him. If you crafted the Plasma Gun earlier, you can use it to your advantage to keep a distance from the boss.



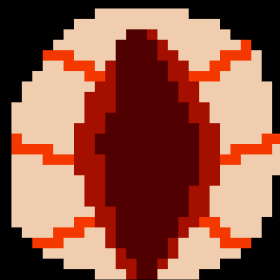
Power Meteor (Phase 2)

400 Health (1400 Health total)

The further you push the Meteoroid the angrier he gets. He puts up quite the fight.



This is when the boss becomes challenging. He will start to frantically chase you and occasionally charge you. Additionally, he'll shoot projectiles! Pay attention to his warning sound before he shoots, so you can avoid his bullets.



Power Meteor (Phase 3)

600 Health (1400 Health total)

As a last resort, the eye possessing the Meteor will detach from it's body and chase and possess you!



This final phase of the Power Meteor may be very challenging. But don't give up now, you're so close! The eye will detach from his body, which is the only part of him that will take any damage. Stay away from the meteor, who will do major damage to you and shoot projectiles at you. Use the space in your arena to avoid the projectiles and fast movements of the boss.



If you've defeated the boss, good job! You worked hard and have progressed the game to chapter 2. Let's see what the boss has dropped for us:

On the far left is a heart container, dropped by every boss. Use it to increase your max life permanently!

On the left is power rock, used to craft powerful items and upgrade your mantle tools. You may need to defeat the boss a 2nd time to get enough power rocks craft everything.

On the right are two items the boss may not drop on your first time defeating him. The Power Suit is a vanity item that has a 20% chance to drop and it makes you look like him!

The Power Cube will drop once you have killed the boss for the fourth time. It will summon a pet Power Meteor! Isn't he so cute???

Chapter 2 guide

In this part of the guide, we will craft new powerful tools, explore the new Solar Biome, and find heart pieces to make a heart container. We will also fight the Sun Beetle boss!

Welcome to chapter 2 of Martian Mayhem. Chapter 1 was more of an introduction to the game but now things will start to get serious (and more fun too) this chapter is not finished yet as new content is on the way, but let's see what we can do with what is available right now!

Let's take a look at what we can craft with our new power rocks.



This is the power tool set, an upgraded version of the mantle tool set. A notable upgrade is the Power Drill, which mines with insane speed.



The first item shown here is the powerful Victory Blade. Made with possessed meteors, plasma, and mantle blood stones, it is one of the best weapons in-game. While it only does as much damage as a Plasma Saber, it shoots projectiles allowing for both short and long ranged combat! You will need to make a trip back to the mantle shrine to craft it.

The second item is the Power Gear, which provides a surplus of defense. It's easy to craft with only Martian Shells and Mantle Blood Stones needed (as well as the Power Rock.)

The third item is Power Bullets, which deal good damage. A power rock will make 4 of them.

The fourth item is a Power Light, an easy way to turn your excess power rock into something useful. A power rock will make 2 of them.

The fifth item is the Power Charm, the first charm you can obtain in the game. It lets you move very fast, which is important for bossfights and fast travel! You'll need Possessed Gems and some Glowmoss to craft it.

The sixth item is the Power Gun Deco, which is just a Power Gun..... But it's pretty and pink!! It was added into the game for all of my transgender friends!! You don't need to craft this item at all but it'll make your gun look neat.

Now that we have upgraded our tools, let's explore the Solar biome you'll find it either on the right or left side of your world, so feel free to explore.



Let's make one thing clear before we discuss anything else - **DO NOT BREAK THESE STONES UNLESS YOU WANT TROUBLE!** It will summon a powerful Golem who can do some mean damage to you - he can take you down in as little as two hits!

Let's see what we can craft with the materials in this biome.



The first item here is Sun Armor, which sacrifices some defense for faster Health Regeneration. To craft it, you'll need sapphires, moon stones, Yellow Skin (dropped from most solar enemies) and Stellar Remnant (found from Sun Jumpers who spawn on the surface.)

The second item here is the Enchanted Amulet, which is a trinket that will make enemies spawn less. You'll need a golem chunk to craft it, though.

The third item here is the Solar Javelin, which looks like the NG Golden Sword... to craft them you'll need rubies, golden bars, and yellow skin. One of each will make 5 of these Javelins, which do good damage.

The fourth item is the Ring of Thorns, which is a new type of weapon. It works like a boomerang - throw it and it'll come back to you.

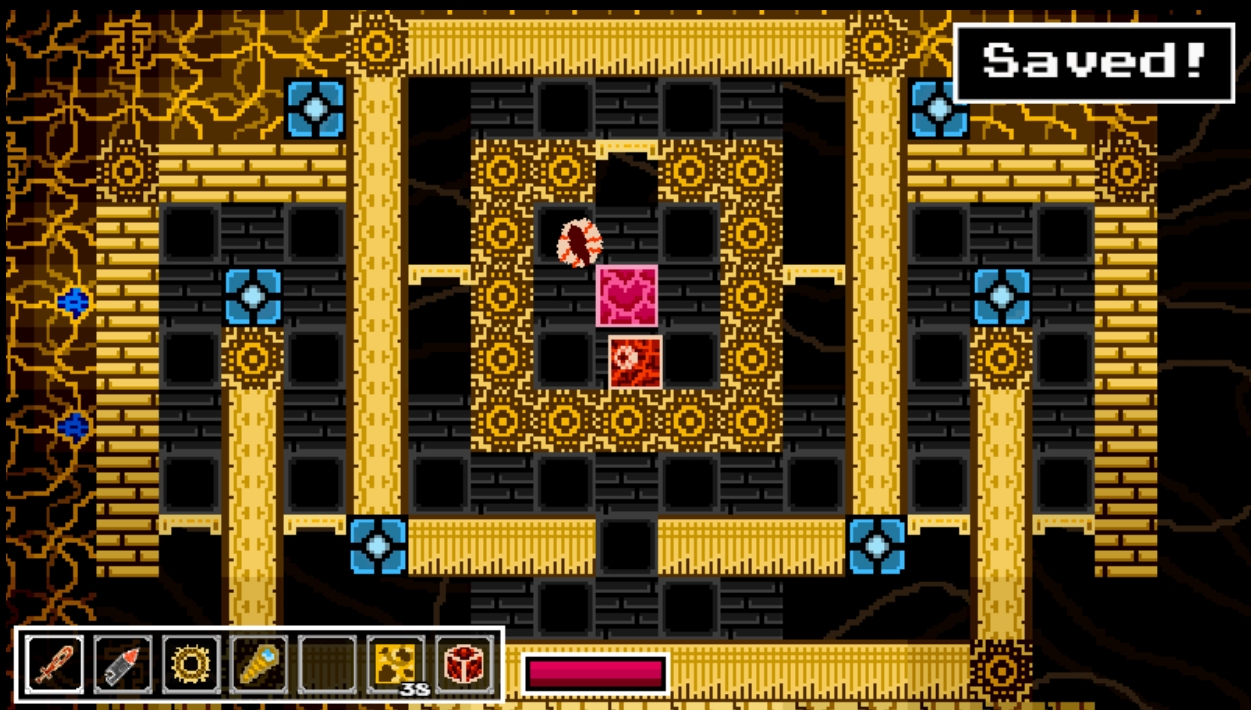
The fifth item is the Golden Telescope, which lets you see far around you. It's recommended to craft this item, since it is useful for what we will do on the next page.

The final item here is the Golden Eye, an item that will summon the Sun Beetle. Let's wait a little bit before we craft this.

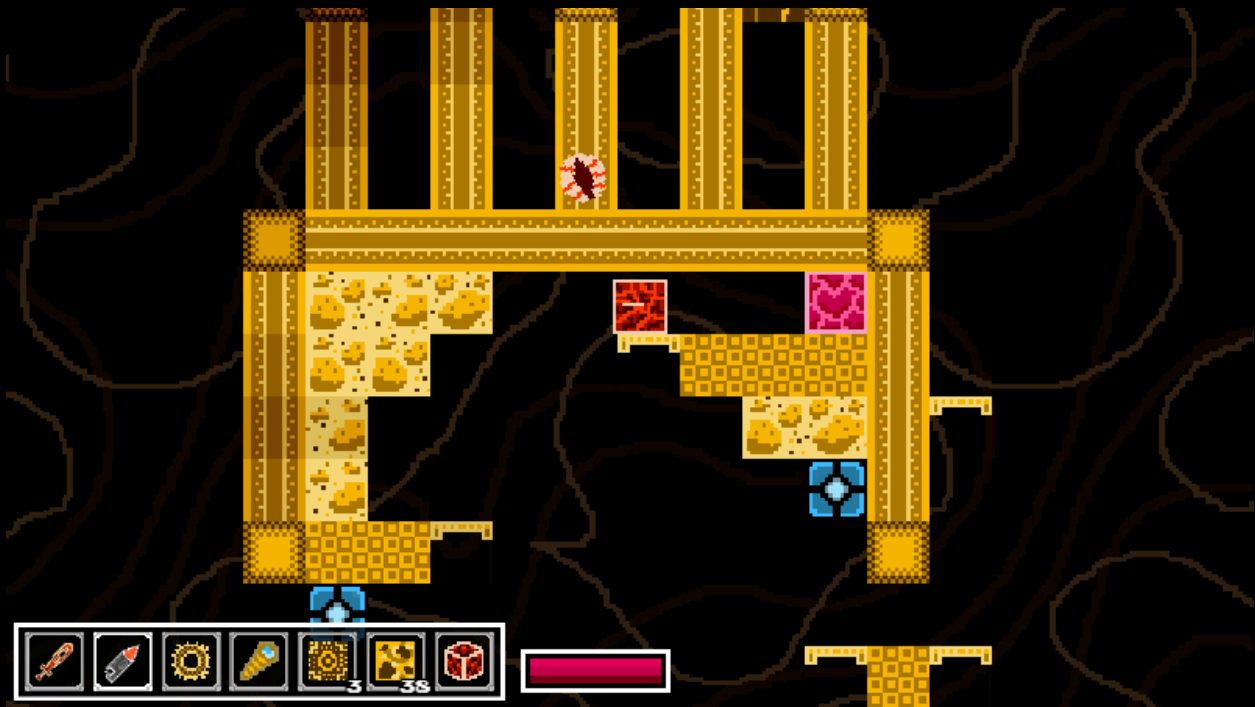
Now that we have some of these new items, we should increase our max health by crafting a Heart Container. We will find three heart pieces in the Solar Biome. A Golden Telescope will help greatly with finding these heart pieces. Be warned though - you'll want to carve out some space to fight enemies as breaking the Heart Container will spawn Starseekers and even a Golem. Here's where to find them all:



You may have come across this pyramid structure already, but if you haven't, it'll be either on or slightly under the surface. Let's grab that heart piece and watch out for the battle with a Golem that follows after.



The next heart piece can be found in this massive structure underground. Make sure you have space to avoid enemies before mining the heart piece. After you collect it, let's go to right above the mantle.



Our last heart piece is found at the bottom of the underground, hanging above the mantle. We can mine the gold on the sides and carve out some extra space to fight the Golem. Once you have this last heart piece, we can craft the new heart container and have more life!

Now we should craft a Golden Eye and fight the Sun Beetle - make sure you have some good equipment before you fight this boss. Unlike the Aluminum Horn which needed to be crafted in the Mantle, we can craft this Golden Eye at a forgery. It requires some Gold Bars and Stellar Remnant.

If you think you've got this boss in the bag, then you can skip the next part of this guide.

Sun Beetle guide



Just as we did last time, we should make an arena so we have space to fight this tough boss. Make sure to prepare all of your materials as this is a tough fight. When you're ready, use the Golden Eye.



Sun Beetle (Phase 1)

750 Health (3000 Health total)

The Sun Beetle is a mutated Yellow Fellow who seeks to protect her home from intruders. It's unknown how she became mutated.



The Sun Beetle will start by chasing you and jumping. Go under her when she high jumps and watch out for the minions she will spawn when you hit her.



Sun Beetle (Phase 2)

750 Health (3000 Health total)

This is when the real battle starts. She will chase you faster and dodging her will be more difficult. The minions will have more unique movements, so keep an eye out for them. When she reaches 50% health, the third phase of the fight will start.



Sun Beetle (Phase 3)

750 Health (3000 Health total)

She begins to take flight once she feels like she's in danger. Watch out for the stingers she shoots at you.



In this phase, she'll begin flying. Be sure to avoid her stingers and the new minions that will crawl on the ground.

Sun Beetle (Phase 4)

750 Health (3000 Health total)



In this final phase, she will become faster, bigger, and more aggressive. Pay attention to her extra stingers that she will shoot. Don't give up now!

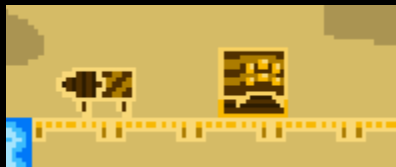


If you defeated her, great work! You have done a great job. Let's collect the loot she dropped. Be sure to kill her leftover minions.

With the heart container that she has dropped, we can now increase our max life even more. Let's see what else she dropped.



On the left is beetle hide, which we can use to craft some powerful new items. In the middle is a Solar Net which will drop if you have killed her four times. It summons a pet beetle! Finally, on the right is a beetle mask, which has a 20% chance to drop.



Outro

Thank you for reading the Martian Mayhem walkthrough! If you have just completed the Sun Beetle, there is still plenty more to do. You can build houses, craft the post-game armor, and craft the five trophies. As the game is updated, new content will be added here!

There are a few things I could not cover within the guide. Be sure to experiment and try things for yourself when playing the game, and have fun!!!!

Made by maymcleen

Music: Lirrez, Fladalt,

