



Official Martian Mayhem Walkthrough

(Game ver: 1.2.0)

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Intro

After crash-landing on Mars following 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 hundreds of different materials for building. There's plenty to do while stranded on this insanely-inaccurate depiction of Mars!

This guide will give you a thorough explanation on all enemies and tools in the game and how to progress through its 3 chapters. The end of the guide will also include some secrets and tips! Use the table of contents on page 1 to find what you specifically need. Note that since this game has over 24 hours worth of content, not everything can be written down in this walkthrough. You are encouraged to explore and try new things beyond what you will be taught here.



Enemies

Here, you will find a list of every enemy, where they spawn, their behavior, and the loot they drop. Certain enemies spawn in different biomes. Additionally, some enemies only spawn in certain events or after progressing to a certain chapter.

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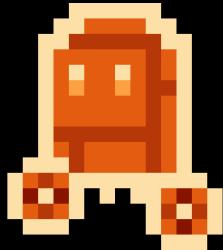
Passive enemies:

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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



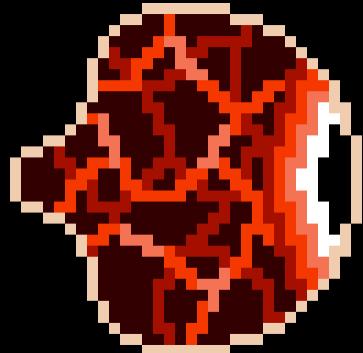
Spawns on the surface

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 and Aluminum

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

Rockroller



Spawns underground

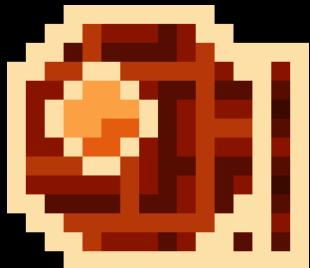
25 Health

Drops Martian Shell, Flint, Coal

A robotic creature crawling the caverns of Mars.

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

Jetpacker



Spawns underground

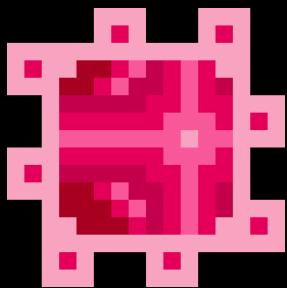
25 Health

Drops Martian Shell, Flint, Coal

A robotic creature floating around the caverns of Mars.

Targets the player and floats around.

Gemburst



Spawns underground

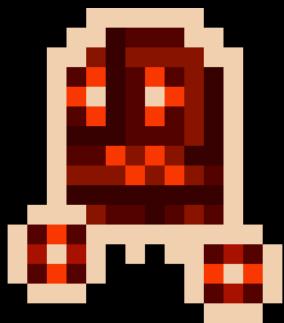
35 Health

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

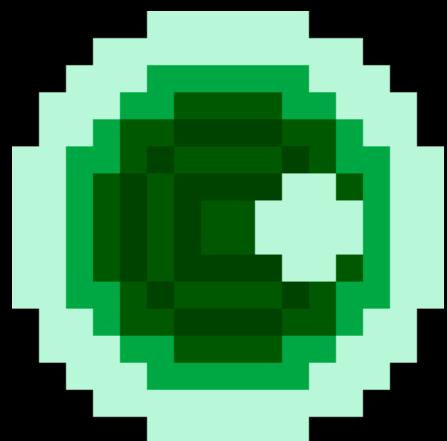
35 Health

Drops Mantle Blood Stone and Eye of Fly

An aggressive molten cousin of the Fly Guy.

He will pursue the player directly, but can't pass through blocks.

Plasmatic Prowler



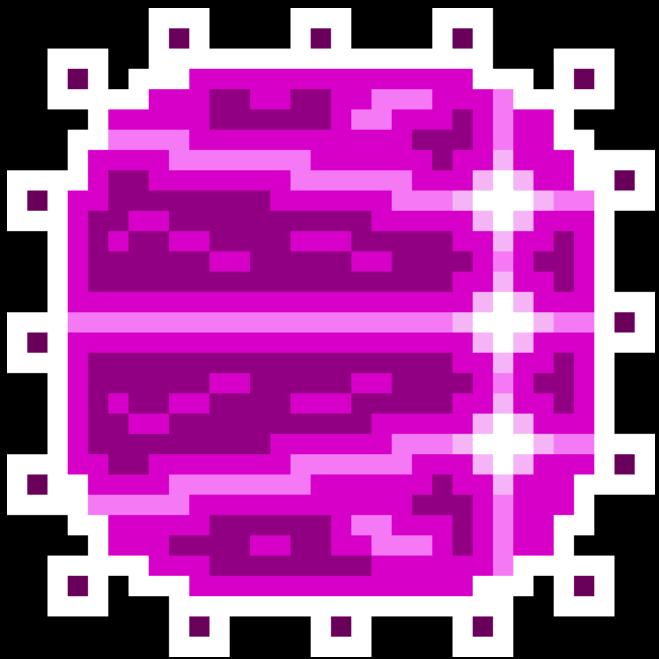
Spawns in the Mantle

44 Health

Drops Mantle Blood Stone and Plasma

A strange metallic alien... could they be related to Gembursts? She can pass through blocks and is generally easy to defeat.

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.

Mantle Muncher



Spawns in the Mantle; after defeating the Sun Beetle & Moon Warden

340 Health

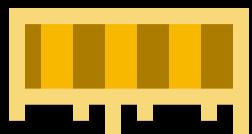
Drops Plasmatic Tooth, Glowmoss, Plasma

A hideous alien attracted to chaos and great power.

His teeth are poisonous.

Moves very fast and energetically. Once he has reached 50% of his maximum health, he becomes bigger, changes colors, and begins to move faster.

Yellow Fellow



Spawns in the Solar Biome

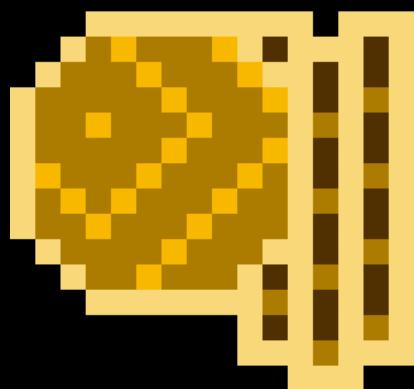
70 Health

Drops Solar Skin

A dubious critter who is fast and nimble.

Moves fast and seeks out the player.

Sunjet



Spawns in the Solar Biome

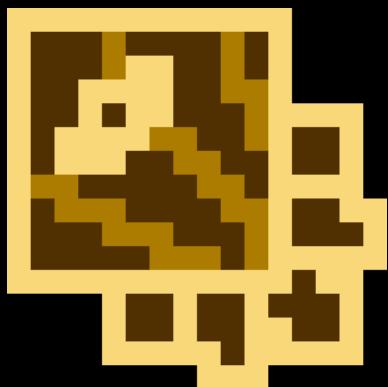
120 Health

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

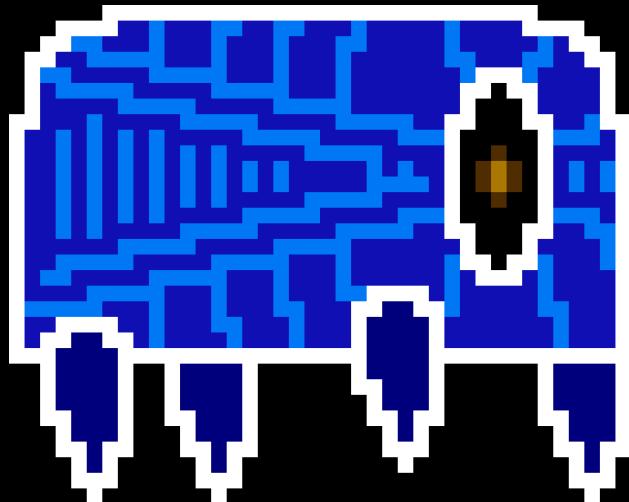
130 Health

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

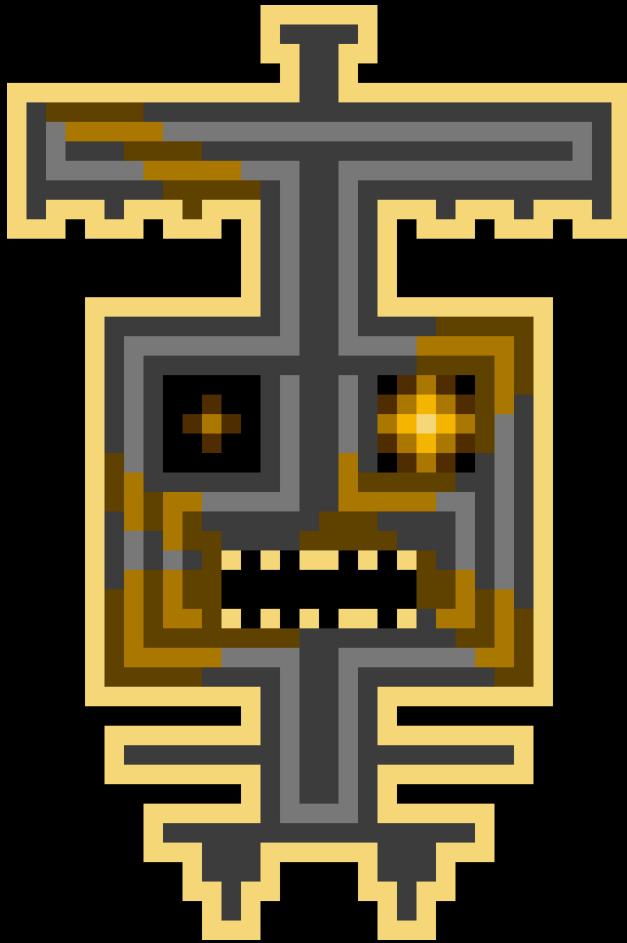
260 Health

Drops Stellar Remnant, Sapphire, Gold, and Jumper's Lantern

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



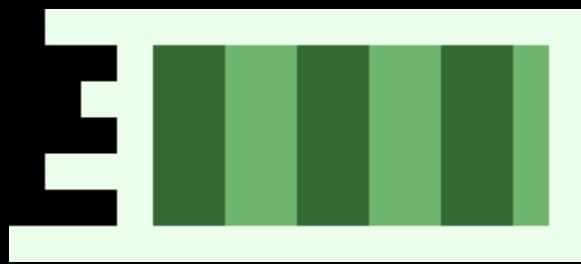
Spawns in the from breaking infected Solar Stone or Heart Pieces, or naturally in the Underground Solar Biome

500 Health

Drops Golem Chunk, Gold, Baked Flint, Moon Stone, and Heart of the Golem

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

Green Fiend



Spawns in the Lunar Biome

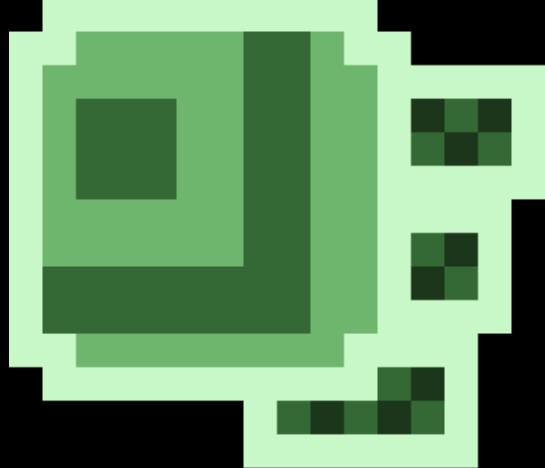
70 Health

Drops Lunar Leather

A ferocious critter who is fast and nimble.

Moves fast and seeks out the player like her solar counterpart.

Moonjet



Spawns in the Lunar Biome

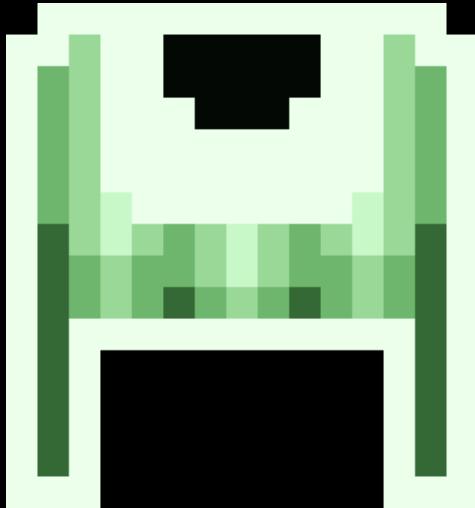
85 Health

Drops Lunar Leather and Cooled Meteor

A ferocious critter who is fast and nimble.

Floats around and seeks out the player, and takes much more knockback than her solar counterpart.

Starshooter



Spawns in the Underground Lunar Biome

110 Health

Drops Lunar Leather and Waning Crescent Stone

An obscure relative of the Mini Meteoroid?

It can't move but it'll rapidly fire projectiles from a distance and can be a problem if not dealt with.

Moon Masher



Spawns in the Lunar Biome and in Lunar Space

300 Health

Drops Luna's Tear, Emerald, Silver, and Masher's Lantern

He seems to be an old war vehicle that has been possessed. The question is, who made the vehicle? He hovers around you and moves fast.

Chaotian Golem



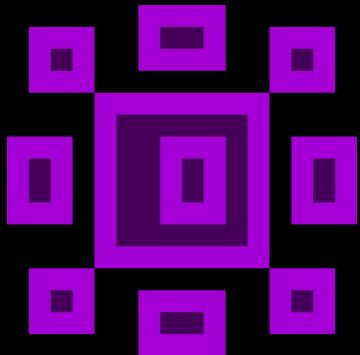
Spawns in the from breaking infected Lunar Stone or Heart Pieces, or naturally in the Underground Lunar Biome

375 Health

Drops Golem Chunk, Silver, Cooled Meteor, Sun Stone, and Heart of the Golem

This feisty golem seems both native to the Lunar biome and heavily protective of it. She has a preposterous amount of health and can shoot projectiles! Every few seconds she will try to lunge at you. Don't tread haph-hazardly if you don't want to become a victim of this powerful monster!

Space Monster



Spawns in Space

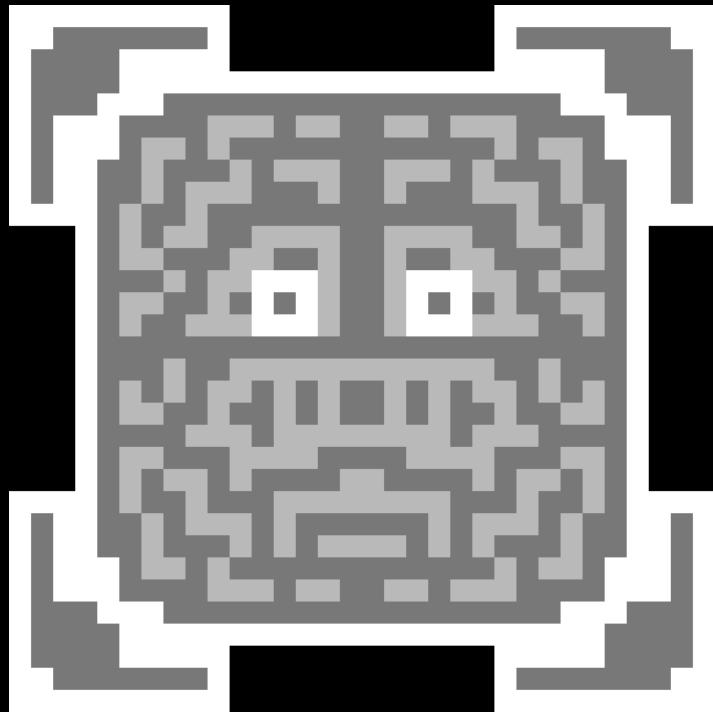
70 Health

Drops Rainbow Shard

Fast, meager, and colorful - this creature glows every color of the rainbow!

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

Quaker



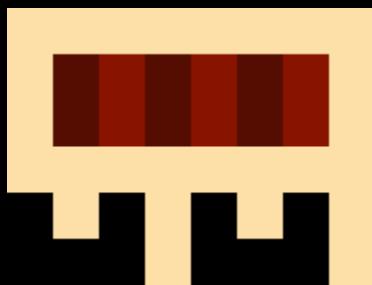
Spawns during the Martian Quake

666 Health

Drops Cube of Quaking

The Quaker is not an enemy you'll want to ignore. Few of them will spawn throughout the Martian Quake and shoot bursts of projectiles while moving quickly. They will occasionally pursue you with extreme speed as well. Make sure to defeat them fast!

Beetle



Spawns anywhere and is passive

Can be caught with a net

1 health

Drops String

Beetles are fun little bugs that do not harm you at all!

They can be caught with a net and used as potion ingredients. You can also craft a terrarium that you can place.

Brown variant: Spawns anywhere

Dusty variant: Spawns on the surface

Rocky variant: Spawns anywhere underground

Molten variant: Spawns in the mantle

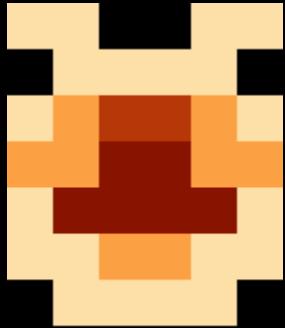
Modulating variant: Spawns anywhere, very rarely

Ruby variant: Spawns in only the underground layer

Solar variant: Spawns in the solar biome

Lunar variant: Spawns in the lunar biome

Fly



Spawns anywhere and is passive

Can be caught with a net

1 health

Drops String

Flies are fun little bugs that do not harm you at all!

They can be caught with a net and some of them can be used as potion ingredients. You can also craft a terrarium that you can place.

Brown variant: Spawns anywhere

Dusty variant: Spawns on the surface

Rocky variant: Spawns anywhere underground

Molten variant: Spawns in the mantle

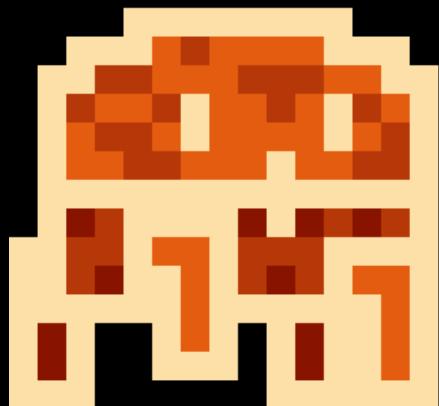
Modulating variant: Spawns anywhere, very rarely

Ruby variant: Spawns in only the underground layer

Solar variant: Spawns in the solar biome

Lunar variant: Spawns in the lunar biome

Mr. Treasure



Spawns anywhere, rarely, and is passive

1 health

Drops a variety of loot

Mr. Treasure is here to give you gifts! Just hit him with any weapon and he'll drop a load of goodies for you.

Tutorial

In this part of the guide, you'll receive an introduction on what to do in Martian Mayhem's survival mode.

When starting out your world, things may seem overwhelming—really overwhelming—especially if it's your first time playing. But worry not: this chapter will give you some direction.

****Note:** There is also a tutorial world that you can play! It introduces many mechanics and is packed with secrets. You can explore it at any time by pressing this button upon selecting a new world.



******DISCLAIMER:** If you are looking for the controls of the game they can be found on the main menu or in the pause menu (press Q or ESC). Martian Mayhem also has gamepad support although it is experimental and might be buggy. To play with a gamepad connect your controller and enable controller mode in the pause menu.



Let's create a world. Click the box at the top to change the name of the world, or click the die on the upper right corner to get a random one. Pick your gamemode. (For this walkthrough, we are playing survival mode. You may also choose to play hardcore mode, where enemies are much stronger and there is also exclusive loot, or creative mode, where you will not need this part of the walkthrough.)

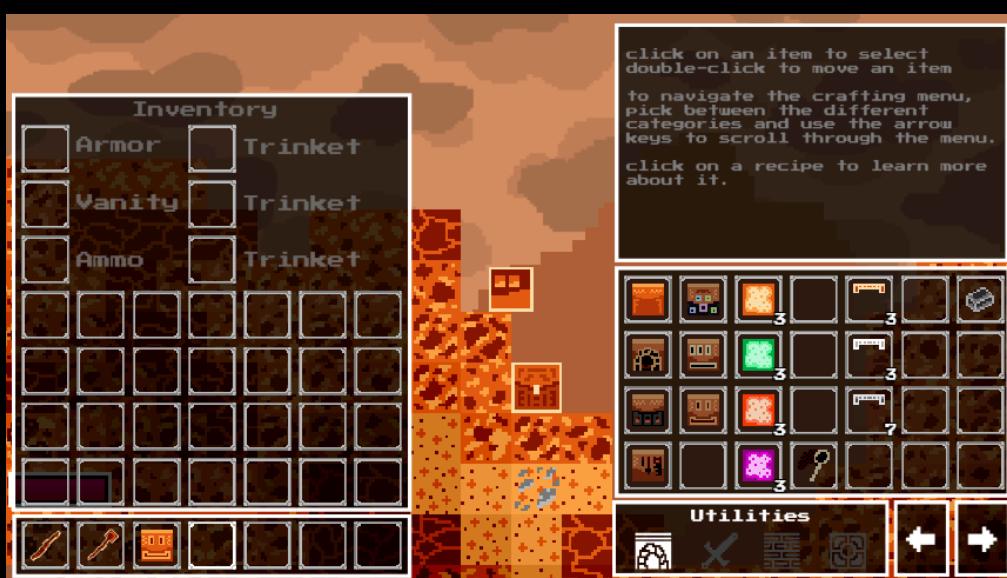
Also, you can change the size and icon of your world. If you want an easier experience, you can enable keep inventory to not drop your items upon death and a bonus chest for a headstart in the game.



This is what you will see upon loading a world for the first time. On the left of this screenshot is a common Treader enemy, who you can easily slay with your Flint Sword (use your weapon by clicking.) He is one of the very few enemies that spawn on the surface during daytime.

You can also use your Flint Shovel by clicking + holding on a block to dig it. You'll have to get a better mining tool to mine tougher blocks later on.

Also in your inventory is a station of guidance, which you can select and place down by clicking. He will give you some advice if you're feeling lost.



Let's open up the inventory by pressing E. To the left is your inventory, with special slots for certain equipment above. To the right is the crafting menu. To navigate the crafting menu, you can

press the 4 icons to cycle through the categories and the arrow keys to view more recipes in that category. Some items are locked until you reach a certain chapter.

For now, we should focus on crafting a crafting table. This will let us build other crafting stations and other helpful recipes! Click the crafting table recipe to select it. You can view its description and what ingredients it needs here. Let's gather some stone and flint (You won't need flint for this recipe but it's good practice to collect some anyways)



Stone is easily accessible and is the dark brown material we see everywhere. Flint is best identified by its dark rocky texture. You may have to travel a little bit underground to find it. Additionally, keep your eye out for dust and aluminum, shown on the right. They are good resources to gather.



Once you have some resources let's open the inventory again. You can click the crafting table recipe to select it and see its ingredients. Press the craft button to craft it!

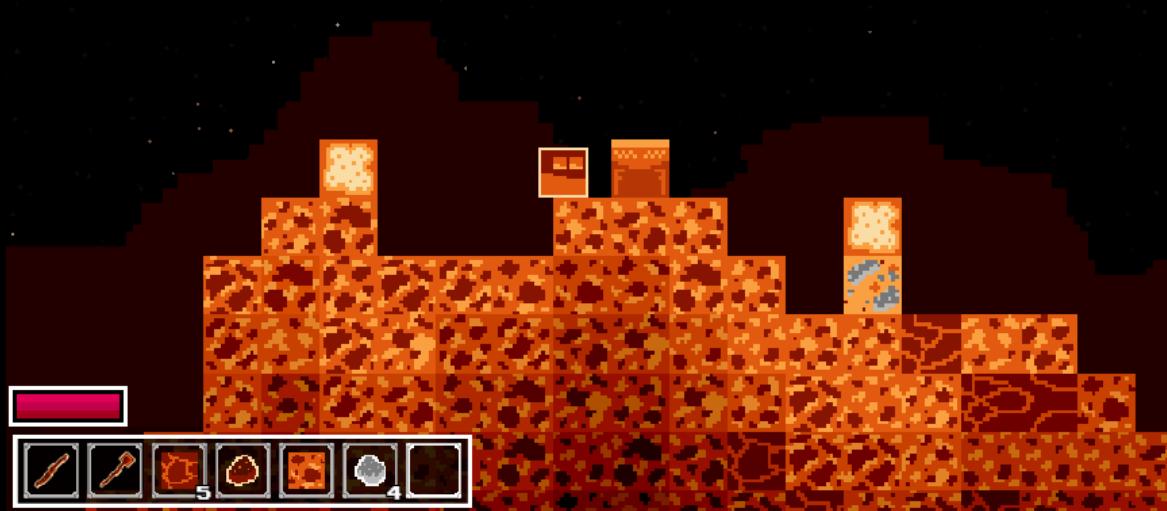


Great! Your new crafting table will be in your inventory. If your hotbar is full of resources and you need to move your crafting table there, you can double click the slot and then click the slot that you want to move the crafting table to. Let's exit the inventory and select the crafting table and place it by clicking.



We now have access to new recipes. Let's make four important items: lights, platforms, bricks, and a net for catching bugs.

Saved!



You might notice your world beginning to go dark. At night or underground, it can be hard to see without lights! You can craft them by combining dust and flint. You can also craft other types of lights later on. Bring a lot of them when you go on adventures underground! Additionally, beware of enemies spawning more frequently at night.



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.

Bricks are the backbone of creative structures. There are hundreds of different types, but you can craft normal bricks with just stone. You will need to be near your crafting table to craft this item. You can find them in the building blocks category (click the little white brick icon.)



The net lets you catch beetles and flies for use in potions and terrariums! It can be crafted with 1 flint and 1 string (You can kill bugs for string) If you enabled the bonus chest upon creating your world you may already have a net.

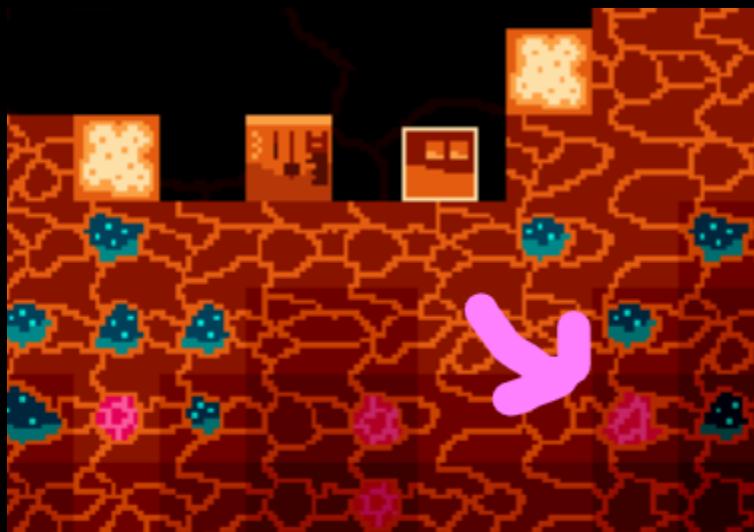
Now that you have been introduced to a few different key items, let's make more crafting stations. Let's go underground.....and bring your crafting table with you since you will need to be near it for it to work.



Let's craft a furnace (the crafting station shown slightly left to the middle of this screenshot.) 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 that the furnace is used for requires some coal, so make sure to gather lots of it.



Next, we should craft a forgery. Gather some aluminum and coal, and then craft aluminum bars while standing near your furnace. Then, craft the forgery! With this station, 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 6 flint stones, stand near your forgery to craft the ruby tools (click the white sword icon to go to the tools & armor category in the crafting menu) Now we're really making progress. To finish off this tutorial, we will see what more is left for us underground. Then we'll craft some armor, a gun, and ammunition.



You may have found some structures on the surface or underground with loot chests. You can hover your cursor over the chest and press z to open it and you can move its loot to your inventory! These chests come with some great resources for us to take. You can press E to close the inventory. Also, you can't move while accessing a chest.



You may have seen these pink stones underground. Not to be confused with rubies, though—these ones are heart-shaped and glow. These are heart fragments: collect 6 of them, and you can craft a heart container to increase your maximum life! If you're having trouble finding some, go to the pause menu and check the world map.



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



To equip the armor, double click it and then click the armor slot in the top-left to move it there. You can also move armor to the vanity slot where it will change your appearance but not give you any protection.

We should now craft an aluminum gun. Gather some aluminum and coal and stand near 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 then stand near your crafting table and open the inventory to make some. To equip the ammo, double-click it and then move it to the ammo slot. Now we can shoot our gun!



You have now completed the tutorial for Martian Mayhem! Good work. Now, go on and explore the world! If you'd like further instructions on what to do, you can continue reading for guides on the chapters of the game. These will not be step-by-step guides like this tutorial but rather a list of things you can and should do in the game—going beyond the walkthrough and discovering things for yourself is encouraged!

Chapter 1 guide

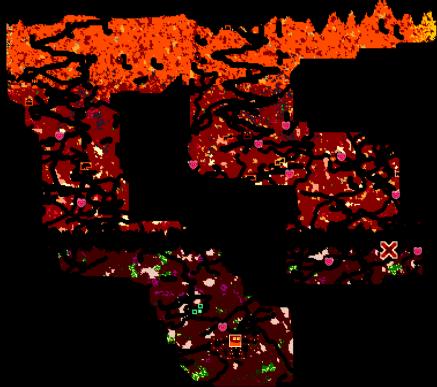
In this part of the guide, we will explore the mantle and see how to progress through the game.

To progress further through Martian Mayhem you'll have to start exploring deeper. Bring some lights with you and then head down to the mantle, a dark and hot place that's packed with loot.



The mantle is scary, dangerous, but full of valuable resources. On the left of this screenshot is a Magmus, an aggressive and powerful Treader that can easily kill you if you aren't paying attention!

So, what can we do in the mantle? We can find heart fragments and structures with loot chests, as well as mine for resources and slay enemies. There's a special structure deep down underground that can help us get a heart container, so let's visit that first!



Look for the large castle-like structure. If you're having trouble, it's located near the bottom of the mantle, in the center of the map. You can go to the pause menu by pressing Q or ESC and open the world map for a good reference on where you should go.

This castle has a mantle shrine, a powerful unbreakable crafting station that lets us make rare items. There are other mantle shrines outside the castle that you can find too.

There are three obsidian chests in the castle. You can loot them all to find some nice items as well as 6 heart fragments in total that you can craft into a heart container.



You'll come across 3 special-looking chests that you can't currently open. You can come back to the castle later after defeating some bosses to loot these chests-

Let's see what we can craft in the tools & armor category of the crafting menu!



You can get creative with upgrading your tools at this point in the game. You don't have to craft all of them, but it's a good idea to craft atleast two in preparation for the first bossfight. Let's review these 7 useful tools from left-to-right.

Plasma Saber - 8 damage

Swings fast and is good with close-range combat.

Plasma Gun - 5 damage; requires ammo

Much better than the Aluminum Gun and is essential for ranged combat!

Meteor Drill

Lets you mine much faster than before.

Meteor Fist - 12 damage

A large slow-swinging weapon good for damaging larger enemies.

Sapphire Staff - 6 damage

Shoots orbs of magic when swung! (An upcoming update will introduce a mage class and mana system, but for now this weapon doesn't need any ammo.)

You'll have to venture into the underground solar biome and collect some sapphires to craft this weapon.

Emerald Ring - 6 damage; pierces

Throw it and it'll come back to you! It can also hit multiple enemies in the same throw.

You'll have to venture into the underground lunar biome and collect some emeralds to craft this weapon.

Ruby Shuriken - 6 damage

A throwable projectile that can come in handy in a pinch. You'll have to craft many of them as they disappear when thrown!

Remember you don't have to craft all of these tools—pick the ones that seem best for your playing style!



There are some more useful things you can craft as well to help you with your journey.

Amethyst Armor - 7 Protection

Will let you take many more hits from enemies before dying.

Enchanted Blade - Increases mining speed

This trinket lets you mine fast!

Enchanted Cross - Increases health regeneration

This trinket can help you get back on your feet faster after taking a lot of damage. It can be found in loot chests or crafted.

Aluminum Flashlight

When held, the area around your cursor will be greatly lit. This helps you find lots of ore. And navigate the mantle.

With your upgraded gear, it's time to face off against your first bossfight. To summon him, we will craft an Aluminum Horn with Aluminum Bars and a Possessed Meteorite (You can obtain these from Mega Meteoroids found on the surface at night or in space.) Note that you'll have to be near a mantle shrine to craft it as well!



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 fight the Power Meteor, it's good practice make a small arena out of platforms and lights. This arena will give us more space to maneuver around the boss! If you don't want to do this however, just make sure you have a flat and well-lit area to fight him in.

It's also handy to have potions in your hotbar to use when you're low on health or need a certain boost. You can craft your own potions or find them in loot chests.

When you're ready, use the Aluminum Horn by selecting it and then clicking to start the fight..

*****Note that if you're playing the game in hardcore mode, the Power Meteor will have twice the health and do twice the damage. He will also have little Power Wardens accompanying him that don't leave until the bossfight ends.**



Power Meteor (Phase 1)

500 Health (1500 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 its slumber orbiting Mars.



This first phase can be overwhelming if you have no breathing room. 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 (1500 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 (1500 Health total)

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



This final phase of the Power Meteor may be very challenging. But don't give up now, you're so close! Keep away from the meteor, which will become invulnerable and continue to fire projectiles at you. Focus on hitting the eye. Whacking him with a close-range weapon like the plasma saber is a good idea.



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



Heart container

Every boss drops one of these upon first defeating them. It increases your maximum life.

Power Rock

Used to craft many items.

Power Spade

Can mine hard resources in the stellar biomes, like Gold and Silver.

Power Cube

Has a 1 in 7 chance to drop. Summons a pet Power Meteor!

Power Suit

Drops upon every 3rd Power Meteor kill. A vanity item that makes you look like the boss.

Power Portal (Hardcore-exclusive item)

For use with other portals to teleport between them!

Power Gem (Hardcore-exclusive item)

When equipped, it increases the damage you deal but makes you more susceptible to taking damage.

Chapter 2 guide

In this part of the guide, we will craft new powerful tools, explore the Solar and Lunar biomes, and much more.

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.) Additionally, you get to pick whether to fight the Sun Beetle boss or Moon Warden boss first.

Let's take a look at what we can craft with our new power rocks. (Note that you will need to fight the Power Meteor multiple times to obtain the Power Rock needed to craft every recipe!)



This is the power tool set, an upgraded version of the 4 mantle tools. They can be crafted at a forgery with 10 power rocks, the respective tool, and then a few blocks of a common mantle resource.



Here's other things you can craft:

Power Lights

Provides a fair amount of light. It's a good way to put excess power rock to use.

Power Bullet - 6 damage

Deals lots of damage and only requires a few power rocks and a meteor to craft a bunch of! For use with ranged weapons.

Victory Blade - 11 damage

Shoots magic orbs when swung, allowing for a mix of long and close-range combat! It must be crafted at a mantle shrine.

Power Gear - 9 protection

Provides superb defense and is easy to craft!

Power Charm

A trinket that lets you move much faster than before.

Power Warden

A special block that stops hostile enemies from spawning when you're near it. Only a few can be placed in a world at one time.

Lacustrine Vault

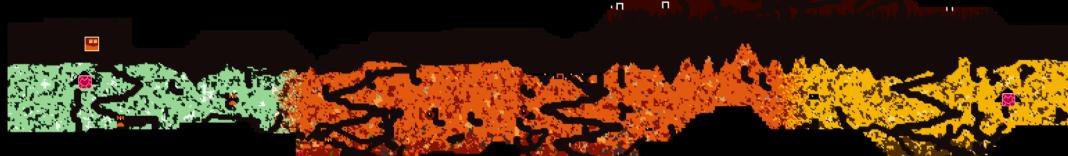
A special kind of chest. Every Lacustrine Vault shares the same contents similar to how an Ender Chest from Minecraft works. It doesn't drop upon being broken, however.



You can also craft your first set of portals, although their recipes are quite expensive. If you craft them, you will be able to travel from portal to portal and get around your world insanely fast! Only one of each portal can exist in a world at once.



If you visited the large mantle structure earlier in the game, you may have noticed this red chest at the bottom of the structure. You can now open it since the Power Meteor has been defeated! Inside is a bundle of useful resources like bombs (which are uncraftable) and the Starman's potion (which fully replenishes your health)



Now that you have got some new tools and materials, it's time to explore the edges of the world. While we were already able to explore these areas before, it may have been much harder as we did not have as much protection. You'll find the Solar and Lunar biomes on opposite sides of the map. It doesn't matter which one is visited first.



Let's make one thing clear before we discuss anything else - DO NOT BREAK THESE STONES!!! They will summon a powerful Golem who can do some mean damage to you - they can take you down in as little as two hits! It's necessary to get some stronger gear before fighting them.

Solar biome



This is the Solar biome, a lively saturated world. We can get baked flint, moon stones, sapphires, and gold here! At night, the rare Sun Jumper enemy will spawn.



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

(You'll need stellar remnant from the Sun Jumper enemy and golem chunks from a powerful Golem enemy to craft some of these recipes. Try fighting Golems in a wide area so you can easily dodge their attacks.)



Sun Javelin - 15 damage

An insanely powerful throwable projectile. It is an expensive craft but it does major damage.

Ring of Thorns - 10 damage

Throw it, and it will come back to you! It can hit multiple enemies in the same throw.

Sun Gear - 6 protection

While it gives less defense than other armor accessible at this point, it increases your health regeneration and movement speed!

Golden Telescope

Lets you see far ahead of you when held.

Enchanted Amulet

Lowers the enemy spawn rate when equipped.

Golden Eye

The item used to summon the powerful Sun Beetle boss. It can only be used in the Solar biome! It's recommended to craft a few of the other items before attempting to fight the boss.

Golden Clock

Displays the exact time of day as long as it's in your inventory. Great for keeping track of the time.

Lunar biome



This is the Lunar biome, a green dull wasteland. We can get cooled meteor, sun stones, emeralds, and silver here! At night, the rare Moon Masher enemy will spawn.



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

(You'll need Luna's tear from the Moon Masher enemy and golem chunks from a powerful Golem enemy to craft some of these recipes. Try fighting Golems in a wide area so you can easily dodge their attacks.)



Sun Javelin - 15 damage

A spear that stabs and pierces through enemies.

Thorn Fist - 21 damage

A large weapon that swings slowly.

Moon Gear - 12 protection

Decreases your movement speed when worn.

Silver Radar

Highlights valuable resources when held.

Cursed Amulet

Increases the enemy spawn rate when equipped.

Silver Heart

The item used to summon the powerful Moon Warden boss. It can only be used in the Lunar biome! It's recommended to craft a few of the other items before attempting to fight the boss.

Silver Detector

Alerts you if an important item is on screen such as a heart fragment or mantle shrine.

Before fighting the Sun Beetle or Moon Warden, we can craft two heart containers from the 12 heart fragments we will find in the structures hidden in the Stellar biomes. Be careful as the heart blocks will spawn starseekers as you mine them and will summon golems upon breaking them! You can either fight the golem or use a restoring potion to teleport back to your spawn point to escape the fight.



Structure #1 is this large pyramid structure that will spawn on the surface or slightly below it. There are some terrariums with bugs in them if you'd like to take them home and place them for decoration. Make some space before mining the heart fragment to escape the pyramid upon breaking it.



Structure #2 is huge and is found underground. You can find a rock harvester in the top left chest which can mine resources for you automatically! Make room before mining so you can escape the structure after breaking the heart fragment.



Structure #3 is found hanging from the bottom of the underground, where it meets the mantle. You can mine the gold/silver to get more room to fight the golem after breaking the heart fragment. The chest above the fragment contains ingredients to craft potions and a brewing station!



Finally, you can find these 3 trinkets as a rare drop from killing enemies. The Weird Meteor gives you slight boosts for many statistics. The Weird Gem and Heart of the Golem give you extra protection, letting you take many more hits. You can also craft the Weird Meteor and Weird Gem if you're having trouble finding them!

Now that we have some more life and equipment, we can fight more bosses! At this point in the game you can craft the Golden Eye which summons the Sun Beetle or the Silver Heart which summons the Moon Warden (you can fight them in any order.)



The Golden Eye requires gold bars and stellar remnant (dropped by Sun Jumpers) and the Silver Heart requires silver bars and luna's tear (dropped by Moon Mashers). You can craft them at a forgery.

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

Sun Beetle guide



Just as we did when fighting the Power Meteor, we should make an arena so we have breathing room to fight this tough boss. If you don't want to make one, a large flat space will also work. Make sure to prepare all of your materials as this is a tough fight. Consider bringing potions to aid you if you're having trouble defeating the boss. When you're ready, use the Golden Eye-

****Note:** The Sun Beetle can only be fought in the Solar Biome. If you exit the Solar Biome while fighting the Sun Beetle, she will despawn.

****Another note:** In hardcore mode, the Sun Beetle will have twice as much health and do twice the damage. She will also attack more rapidly and spawn more minions.



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 begin the fight 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. As long as you have the room to avoid her, this part of the fight is a cakewalk!

Sun Beetle (Phase 2)

750 Health (3000 Health total)



This is when the real battle starts. She will chase you much faster and jump lower, making avoiding her hard. She will also start spawning more minions! If you can, jumping up to a higher layer will make it much easier to dodge her rampage. When she reaches 50% health, the third phase of the fight will start.



Sun Beetle (Phase 3)

750 Health (3000 Health total)

She will take flight after you've threatened her enough.

Watch out for the stingers she will fire at you!



In this phase, she'll begin flying. Be sure to avoid her stingers and minions like before. If you're playing in hardcore mode, she will also begin to spawn yellow fellow minions when hit.

Sun Beetle (Phase 4)

750 Health (3000 Health total)



In this final phase, she will become faster, bigger, and more aggressive. Pay attention to the extra stingers that she will shoot. Don't give up now, you're so close! Focus on keeping distance with her and make sure to slay her minions before they overwhelm you.



If you defeated her, good work! You have done a great job and you have unlocked some new recipes. Let's collect the loot she dropped.



Heart container

Every boss drops one of these upon first defeating them. It increases your maximum life.

Beetle Hide

Used to craft many items.

Luminous Sigil

Used to craft many items. It's also dropped by the Moon Warden.

Sun Tablet

Changes the time to day when used. It can also be crafted.

Solar Net

Has a 1 in 7 chance to drop. Summons a pet Sun Beetle!

Beetle Suit

Drops upon every 3rd Sun Beetle kill. A vanity item that makes you look like the boss.

Solar Chainsaw (Hardcore-exclusive item)

A weapon that rapidly deals small amounts of damage. Good for quickly defeating larger bulkier enemies like the golems.

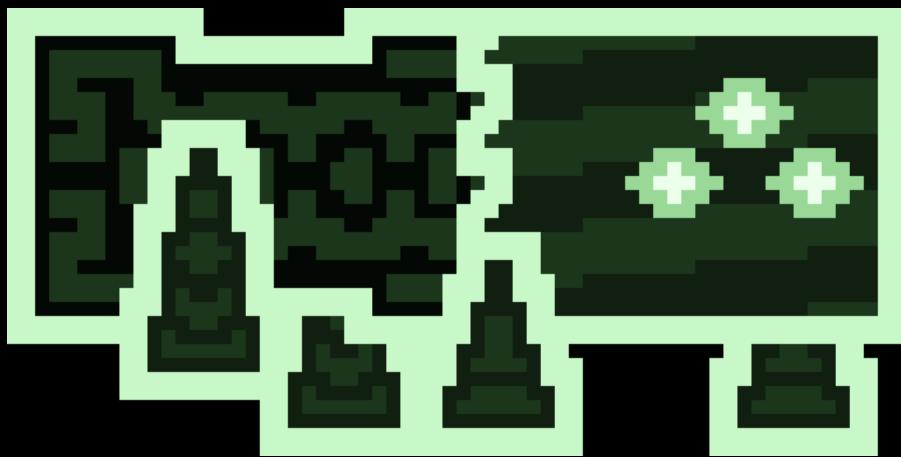
Moon Warden guide



Just as we did when fighting the Power Meteor, we should make an arena so we have breathing room to fight this tough boss. If you don't want to make one, a large flat space will also work. Make sure to prepare all of your materials as this is a tough fight. Consider bringing potions to aid you if you're having trouble defeating the boss. When you're ready, use the Silver Heart-

****Note:** The Moon Warden can only be fought in the Lunar Biome. If you exit the Lunar Biome while fighting the Moon Warden, she will despawn.

****Another note:** In hardcore mode, the Moon Warden will have twice as much health and do twice the damage. She will also attack more rapidly and spawn more minions.



Moon Warden (Phase 1)

1333 Health (4000 Health total)

The Moon Warden is a protective turtle-like golem who destroys any outsiders that dare enter her domain. Her creator is unknown.



The Moon Warden will pursue you and jump lightly. She falls quite slowly and accelerates slowly, so you can use that to your advantage and move under her while she's airborne. She will fire projectiles from her body randomly and summon minions when hit. Avoid her projectiles and control the crowd of minions and you will do just fine.



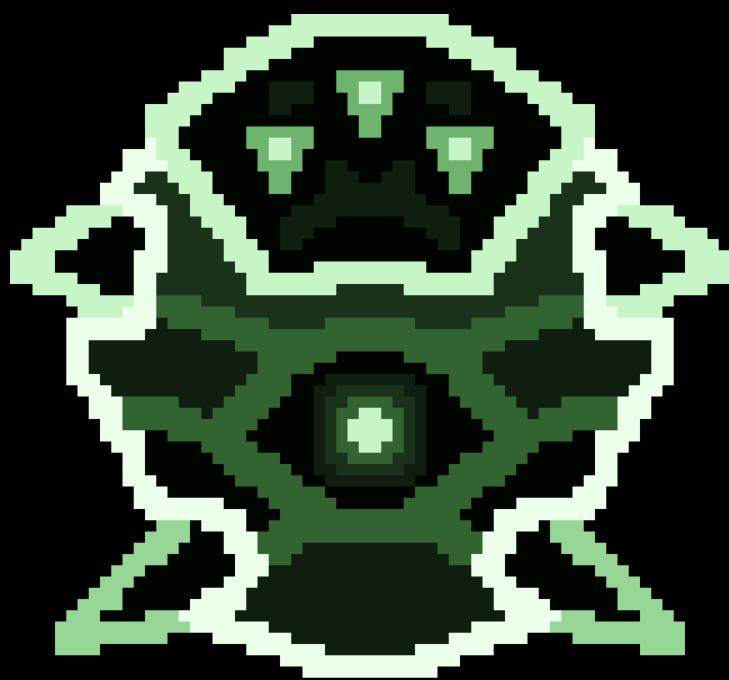
Moon Warden (Phase 2)

1333 Health (4000 Health total)

Now that she is angry, she will begin to levitate and hover above you!



Things get serious at this point in the fight. She will fire more of her projectiles and they may be harder to avoid now that she is trying to float above you. Her minions can mean big trouble if you don't deal with them before too many of them spawn.



Moon Warden (Phase 3)

1333 Health (4000 Health total)

As a last resort, she'll go enraged and begin directly pursuing you!



Now that she is trying to chase you instead of flying above you, you should maintain distance and use long-range weapons against her. She will begin to rapidly and consistently fire projectiles as well. Stay determined and keep fighting; she is almost defeated!



If you defeated her, great job!! You have unlocked new recipes and if you have defeated the Sun Beetle as well, you have now progressed the game to Chapter 3. Let's collect the loot she dropped.



Heart container

Every boss drops one of these upon first defeating them. It increases your maximum life.

Turtle Hide

Used to craft many items.

Luminous Sigil

Used to craft many items. It's also dropped by the Sun Beetle.

Moon Tablet

Changes the time to night when used. It can also be crafted.

Luna's Gem

Has a 1 in 7 chance to drop. Summons a pet Moon Warden!

Warden Suit

Drops upon every 3rd Moon Warden kill. A vanity item that makes you look like the boss.

Lunar Drill (Hardcore-exclusive item)

A high-performance drill that comes with a small chance to give you two of a resource instead of one when mining!

Chapter 3 & Quake Event guide

In this part of the guide, we will craft new powerful tools, revisit the mantle, and do the quake event.

Welcome to chapter 3 of Martian Mayhem! This chapter is not currently finished so this can be treated like a post-game of sorts until upcoming updates.

Let's take a look at what we can craft with our new boss loot. (Note that you will need to fight the Sun Beetle and Moon Warden multiple times to obtain the materials needed to craft every recipe!)



These 8 items can be crafted upon defeating one of the Stellar bosses, depending on which one you defeated. The Beetle armor provides great defense at the cost of slower movement speed while the Turtle armor will increase your health regeneration when equipped. The Furious Fist does large damage but swings slowly, and The Rambunctious Ring does small damage yet has long range and pierces enemies. The Star Reaper drill is the best mining tool in the game and mines incredibly fast, while the Moon Repeater will rapidly fire bullets that do small damage. The enchanted and cursed gauntlets will increase the power of fist-type and ring-type weapons respectively.



Here's other things you can craft:

(Note that you will need to defeat many, many golems to obtain enough golem chunks to craft all the recipes. You can farm them by breaking infected Solar and Lunar stones, which will summon them!)

Sun Charm

Increases your jump height when worn.

Moon Charm

When worn, pressing S will make you fall very slowly!

Possessed Blade - 30 damage

Shoots stellar orbs when swung! An expensive but useful blade that will greatly assist you in both long-range and short-range combat.

Golem Suit - 16 protection

Provides exceptional defense with no disadvantages.

Little Golem

A combination of a Heart of the Golem with a Little Dott (Found in surface loot chests). It increases your max life by 20 when equipped, like a temporary heart container of sorts.

Golem Gem - 4 protection

A combination of a Heart of the Golem with a Weird Gem (Dropped rarely by Gemblasts.) It gives you a small protection boost with no downsides.

With some new gear created, we can head down to the mantle and see what new content there is for us to explore!



If you remember the large mantle castle in the center of the mantle that you visited earlier in the game, you may remember that it had loot chests that could only be unlocked upon defeating the Sun Beetle and Moon Warden. We can now open these chests! Additionally, watch out for the new Mantle Muncher enemy that can deal cruel amounts of damage.



The chests will contain some Sun and Moon tablets, bombs, a new trinket, many useful potions, some Gold/Silver bars, mob loot, bombs, and most importantly a Disc of Quaking, which starts the Martian Quake event. Let's grab that and head to the surface.



Before you begin the quake event there are some tools you can craft with the Plasmatic Teeth dropped by the Mantle Muncher enemy.

Plasmatic Dart - 8 damage
Poisons enemies on contact.

Molten Gear - 10 protection
Makes you very resistant to knockback when worn.

Plasmatic Baton - 26 damage
Poisons enemies on contact.

Gilded Plasmatic Rifle - 40 damage
Deals insane damage but will consume 2 bullets at once when fired!



If you have built an arena for fighting a boss, you can return there and reuse it for the Martian Quake event. This is an optional event that can give us lots of loot!

If you would like to do it, grab some potions to prepare and then use the Disc of Quaking.



In this event, hordes of enemies will spawn. They will not drop loot when killed unless it is a very rare drop!



Beware of the new Quaker miniboss that spawns in this event. They will fire projectiles in all directions and also pursue you quickly. They also drop cubes of quaking which we can use to craft powerful items!



The event ends after defeating around 100 enemies (or 150 if you're playing in hardcore mode). Let's take a look at the items we can craft with the cubes of quaking (shown on the very left of the hotbar):

Igor - 16 damage

Shoots columns of bullets.

Fool's charm

Gives you the power of all 3 boss charms (movement speed, high jumping and slow falling) when equipped, but makes you more susceptible to damage!

The Superscope

A combination of the flashlight, telescope, and radar!

Nightmare bullet - 10 damage

A powerful and easy to craft ammunition.

Sapphire & Emerald Portals

These recipes are very expensive but are worth it as they grant the power of teleportation! Only one of each portal can exist in a world at a time, meaning at this point of the game you can have up to 4 portals placed in your world (or 6 in hardcore mode)

This chapter will be expanded as more updates to the game release, but for now, this is the end of Martian Mayhem! Thank you for playing! Consider trying Hardcore mode if you have just finished your first Survival mode playthrough. The next few sections of this walkthrough will be dedicated to secrets and other miscellaneous guides!

Hardcore Mode

A mode where the difficulty of the game is greatly increased and more loot is obtainable!

If you have just finished Survival mode, you may want to try Hardcore mode next. This mode has many changes from Survival mode, including:

- Enemies have twice the amount of health as before
- Enemies do twice the amount of damage as before
- Enemies take less knockback damage
- Bosses have new behaviors and drop exclusive loot
- Many new exclusive crafting recipes are unlocked

You can create a Hardcore world by selecting the Hardcore gamemode upon creating a world. Note that the keep inventory feature will always be turned off in Hardcore worlds.



Creative Mode

A mode that lets you build anything you want! With infinite resources, the sky is the limit!

If you want to make beautiful structures without worrying about resource management or are horrible at survival mode, you can make a world in Creative mode! This mode has many changes from survival mode, including:

- Unlimited amount of resources

(Note that Hardcore-exclusive resources can not be accessed in Creative Mode as that would ruin the appeal of the gamemode.)

- Invincibility (Godmode) can be toggled on/off
- The spawn rate of enemies can be changed
- The game's lighting can be toggled on/off
- Time can be manipulated
- You can fly and pass through blocks

To make a Creative mode world, select the Creative mode option upon creating a new world.

To access the new features of Creative mode you can press F to open the Creative menu!



Creative mode also has some special key shortcuts for quality of life-

- Clear your whole inventory with shift + T + R.
- Hover your mouse over a block and press P to add it to your inventory (Similar to the "Pick block" function in Minecraft)
This lets you pick up a resource you want without having to scroll through the list of resources.

Finally, Creative mode worlds will always start in Chapter 3, so all crafting recipes will be unlocked.

Go and make something awesome! You can join the Martian Mayhem Discord server at <https://discord.gg/wQTygvEuR> and post your builds there.



(This is a house I made from the 1.0.0 version of the game released in Summer of 2024!)

Extras

Salt Machine



If you have a lot of useless resources, you can use a salt machine to turn them into... well, salt! Salt can be recycled into many different useful items.

Worker Blocks



The best usage of Salt comes from the Worker Blocks. You can feed the machines salt and they will mine resources for you overtime. There are three types..

Rock Harvester

Harvests flint, coal, and the metal native to the biome it was placed in.

Gem Finder

Harvest valuable resources native to the biome it was placed in.
Unlocked in Chapter 2.

Ground Dweller

Harvests large amounts of terrain (like Dirt, Stone, etc.) native to the biome it was placed in. Unlocked in Chapter 2.

Note that only 4 of each worker block can be placed in a world at a time. They will also take around 10 minutes to finish harvest resources, although you can do other things while waiting and then return to the blocks to collect your resources.

Manifester



With this useful block, you can set your spawn point. To craft it, you only need 1 of each gem (Ruby, Amethyst, Sapphire, and Emerald). This lets you put your spawn point in your base or wherever you'd like.

Vanity Items



Vanity items are cosmetic pieces of armor that do not affect the statistics of your character. There are several vanity items in the game but the few on the hotbar are just some examples. Additionally, bosses will drop vanity items that resemble them for every third time you defeat them! To equip a vanity item, just move it to the vanity slot at the top of your inventory. You can also equip normal armor in the vanity slot.

Trophies



Trophies were first added to the game in version 1.0.0 to make up for the lack of achievements/medals. They are decorative blocks that require large amounts of resources to craft! There are eight of them in-game and some may require you to advance to a new chapter to unlock their recipe.

Instruments



Instruments do absolutely nothing but are fun! You can craft them at mantle shrines.

"Deco" items



Deco items are modified versions of weapons that only have cosmetic effect. They can be crafted at Mantle Shrines!

Trinket Combining



Some trinkets can be combined at a Mantle Shrine. These new powerful accessories allow you to make room for new trinkets while still having the effects of the old ones! These combined trinkets can be unlocked after defeating either 1 or both of the Stellar bosses.

Pets



Added in version 1.1.0, pets will follow you around while playing the game. They don't help you fight or anything; they are just purely cosmetic. 2 of the pet summoning items can be crafted,

while the other 7 are rare drops from enemies. Each boss also has a 1 in 7 chance to drop their respective pet summoning item upon defeat!

The possessed yarn item which summons a pet cat is the only hardcore-exclusive item out of all of them.

Mr. Meteor and Petey Plasma



Mr. Meteor and Petey Plasma are special blocks. They will give you exclusive rewards for mining blocks and crafting items respectively!

Mr. Meteor is rarely dropped by Mini and Mega Meteoroids or can be found in the Power Chest in the Mantle Castle.

Petey Plasma is rarely dropped by Gemblasts and Mantle Munchers.

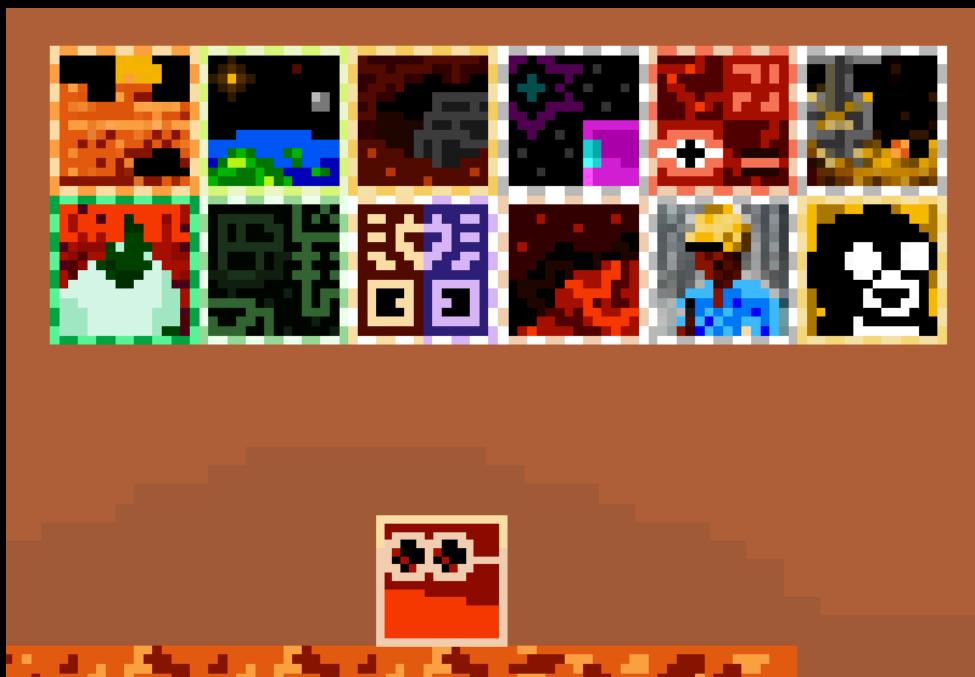
An infinite amount of Mr. Meteors and Petey Plasmas can exist in your world at the same time, but you will not receive any extra rewards from the duplicate blocks.

Mythic Night



Every 7th day will feature a special mythic night. For now, this has no real effect on the game aside from looking pretty! The stars in the sky will form constellations... did you know these stars are accurate to how they would look from the southern/northern poles of mars in real life? During the mythic night, no aggressive enemies will spawn on the surface and the rare modulating variant of beetles and flies have a higher chance to spawn.

Paintings Guide



Martian Mayhem features 12 different paintings, which are rare uncraftable decorative items. In the standalone version of the game, one of the medals required is This is how to obtain them all!

****NOTE: Paintings dropped by enemies will have a much higher chance to drop if you have the Cursed Skull trinket equipped. You can obtain this trinket from Mr. Meteor or the Sun Chest in the Mantle Castle.**

Painting #1 - "Dec. 25 2021"
Dropped rarely by Treader & Magmus.

Painting #2 - "Homecoming"
Dropped rarely by Fly Guy & Heat Seeker.

Painting #3 - "Origin"
Dropped rarely by Yellow Fellow, Sunjet, and Starseeker.

Painting #4 - "Escapade"
Dropped rarely by Space Monster.

Painting #5 - "Best of Mr. Meteor"
A possible reward given to you by the Mr. Meteor block (Refer to the "Extras" section for more details)

Painting #6 - "Mar. 20 2022"

Dropped rarely by Golems.

Painting #7 - "DOTT."

A possible reward given to you by the Petey Plasma block (Refer to the "Extras" section for more details)

Painting #8 - "Engravings of 763"

Dropped rarely by Green Fiend, Moonjet, and Starshooter.

Painting #9 - "Jupiter, You're on my Mind"

Found in underground loot chests or a rare possible reward given to you by the Mr. Meteor block (Refer to the "Extras" section for more details)

Painting #10 - "Asteroid Belt"

Found in underground loot chests or a rare possible reward given to you by the Petey Plasma block (Refer to the "Extras" section for more details)

Painting #11 - "Marsquake"

Dropped rarely by Quaker.

Painting #12 - "Steve"

Dropped by Mr. Treasure.

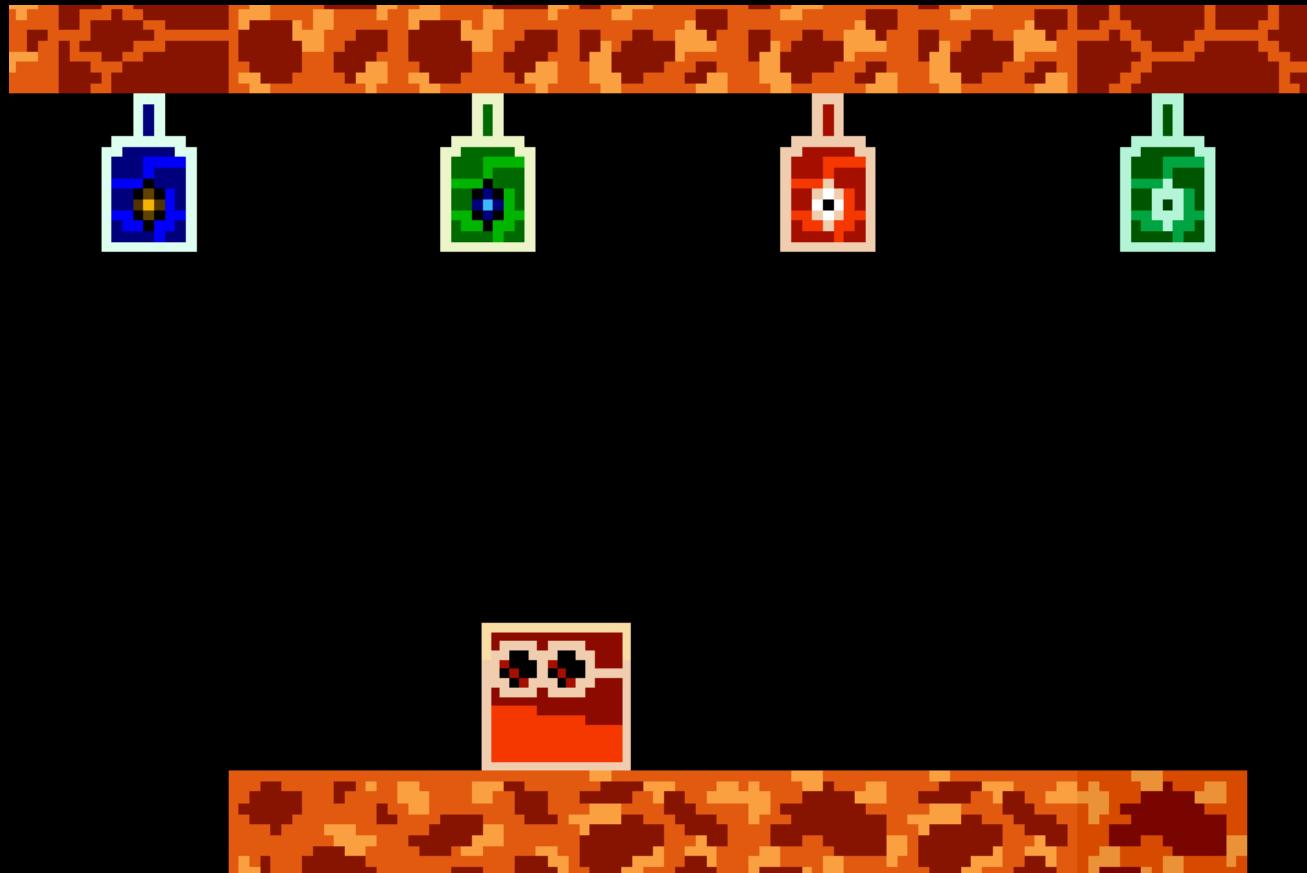
Secrets

The Heart Stone



Underground you may find a rare heart-shaped piece of stone. Only a few generate per world! In the standalone version of the game, there is a medal for breaking the heart stone. This stone has no actual use and is just decorative.

Lanterns



Lanterns are cool decorative light blocks! You can obtain the Jumper's Lantern and Masher's Lantern from the Sun Jumpers and Moon Mashers respectively. The Meteor and Plasma Lanterns can be obtained as rewards from Mr. Meteor and Petey Plasma. More Lanterns will be added in future updates to the game.

Killing a Gemblast in outer space



If you kill a **Gemblast** in outer space, she will drop a **Golden Eye** or **Silver Heart**! To do this, you will have to successfully lead her all the way from the Mantle to the Sky. This lets you fight the **Sun Beetle** and **Moon Warden** before ever defeating the **Power Meteor**.

Molten Gun



In hardcore mode, the Power Meteor boss has a small chance to drop the secret Molten Gun. This was a weapon in the 2nd version of Martian Mayhem, released on March 20th 2022:



Every bullet shot from the Molten Gun will take on the appearance of the Molten Dart also from the old version of the game!

Tutorial World Secrets



The tutorial world of the game is filled to the brim with secrets. Every corner of the map has something silly to find, like hidden signs or loot chests. If you're ever bored, why don't you go exploring here?

Special World Names

When you create a world, you can give it a name. With some names, special things can happen... wow!!!

*****Note: You can rename your world after creating it. Renaming a normal world with the name of a special world after it has been created will not affect it; and renaming a special world will also not affect it.**

Cool items

Name your world one of these names to get specific items upon starting the game (Must be in survival/hardcore mode):

Atoo

Gives you the Plasma Gun and Xeo Suit from Atoo's "Xeodrifter"!

Catty

Gives you the game's 3 instruments. Catty is my favorite obnoxious band kid and is why the instruments are in the game!

Retro

Gives you every item that originated from the previous 4 versions of Martian Mayhem!

Pretty Pink

Gives you the Power Gun Deco.

Suicide

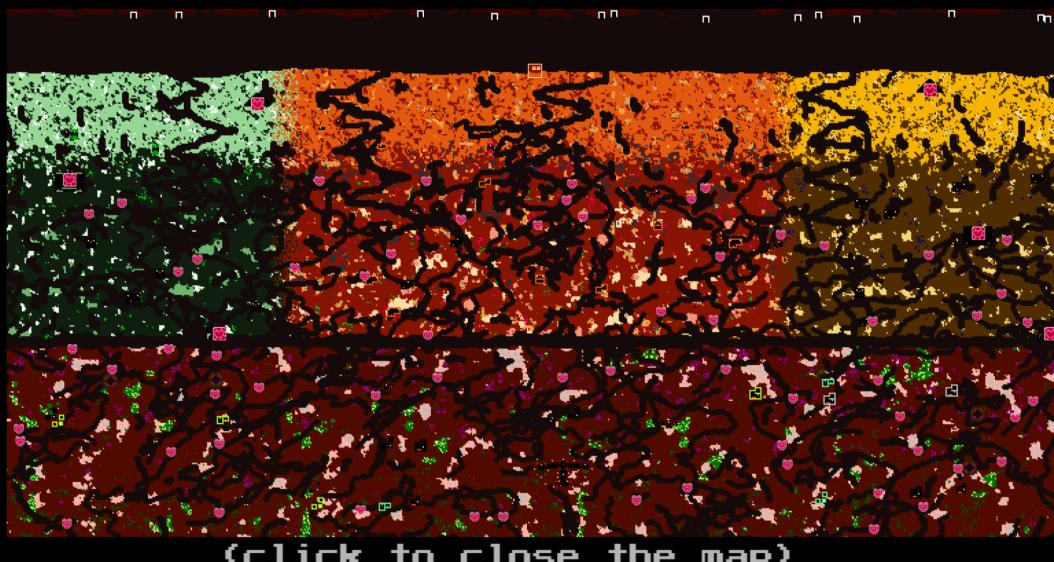
Gives you many items that are unobtainable in-game, like Mantle Shrines and the world border. DO NOT PLACE THE ITEMS DOWN.

Insane Mode



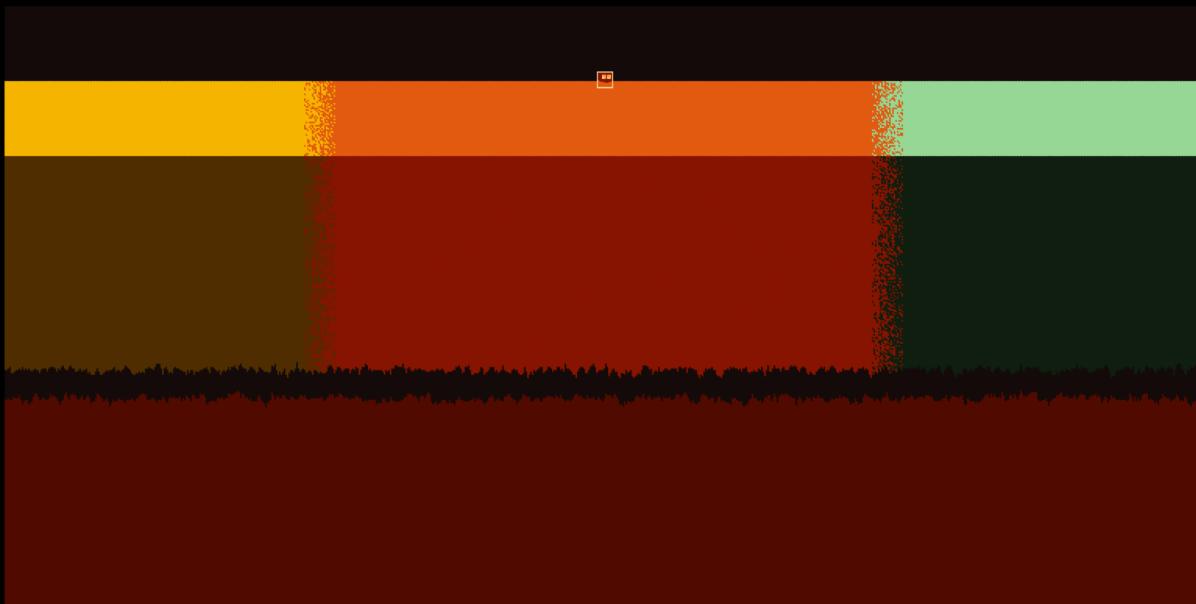
Did you know there's a secret, harder-than-hardcore gamemode named **insane mode**!? In this mode, enemies are 3x as strong and have 3x the health! If you want a real challenge, you can name your world "Insane mode", "game over", or "i hate martian mayhem"!

Flatlands



Name your world "flatlands", "flat", or "smooth" and it'll generate with a very flat surface & mantle!

Super Flatlands



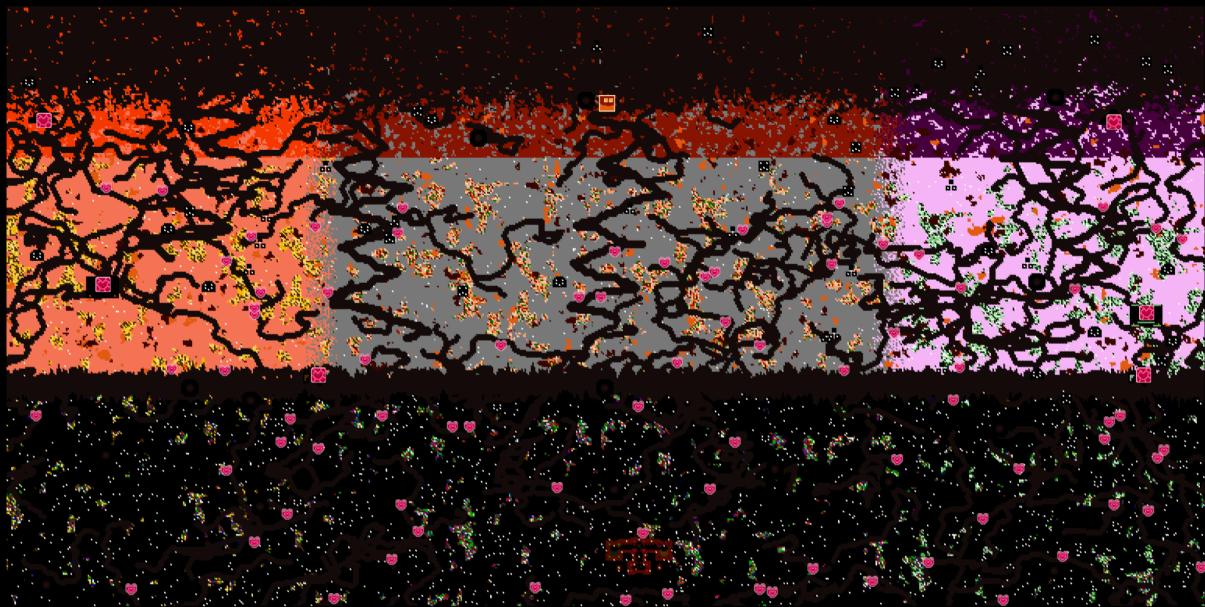
(click to close the map)

If you want an empty world to customize to your heart's content, name your world "superflat", "flatten", or "blank mars". This world generates with no resources or structures or hills.

Empty World

If you REALLY hate Mars, you can generate a completely blank world with nothing in it by naming your world "nothing", "i hate mars", or " ".

The Martian Lacustrine



Uh... this is a very special world type. Name your world "The Martian Lacustrine" and you'll discover the secret parallel lacustrine world. There are so many changes from the default world that I can't tell you them all, so why not try it out yourself? You can also name your world "Soundshock", "Shuffle On", "Modulation", "Orion", and "Thriller" to generate the Martian Lacustrine!

Outro

Thank you for reading the Martian Mayhem walkthrough! A lot of love has been put into this game and I am glad you are taking the time to learn more about it.

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!!!!



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More content coming soon.....

