

Motherload

1 April 2006
Paradox Studios

Motherload

Information:

Main Menu: The Main Menu will consist of the following sub menus:

- a. New Game: Would help us to start a new game.
- b. Load Game: Will allow the user to load a previously saved game. One important thing to note is that, every time the game will be loaded or saved the score will become 0.
- c. Instructions: This menu will pop up the instructions. The instructions are as follows,

Control the pod, by using the arrow keys or, if it is more comfortable, the w, s, d, a keys. Your drill will deploy automatically if you move into dig gable material beside or below you - remember, you cannot dig straight up.

You can trade minerals in the storage bay for cold harsh cash at the mineral depots with which you can purchase upgrades and item. Upgrades are used automatically once purchased. Use items with the following hot - keys:

I: Open Inventory

Your Inventory displays your items and upgrades and allows you to jettison material if your pod is too heavy, click on minerals to discard them through your exhaust ports.

R: Hull repair Nanites

These advanced nanobots will repair your hull when nowhere near a repair station.

F: Reserve Fuel Tank

These compact bottles of compressed fuel inject straight into your main tank.

X: Dynamite

Blasts a small area around your pod. Note that this also destroys valuable minerals, so be careful where you blast.

C: Plastic Explosives

Blasts a large area around your pod. Note that this also destroys valuable minerals, so be careful where you blast.

Q: Quantum Teleporter

This device transforms your matter into, energy and flings you at the surface. It isn't always accurate so remember to exercise caution.

M: Matter Transmitter

A stable version of the Quantum Teleporter, the Matter Transmitter is much safer to use. Please keep your arms and legs inside the pod at all times while using the device.

Starting New Game

When we start a new game, we can find the following options on the screen:

- a. Hull - This is an indicator of the health. If the hull becomes 0, then the player dies and there is a blast.
- b. Fuel - It indicates the fuel left in the fuel-tank. If the fuel gets over, then the player dies and there is a blast.
- c. Money - When a new game is started, the player receives \$20. The money gets incremented as and when the player collects minerals and sends them for processing. Money gets incremented, every time we receive some bonus.
- d. Options - This will provide us with certain options to tweak the sound or even the graphics such as,
 - Exhaust Trail
 - Sun/Moon
 - Enable Mouse Controls
 - Dirt Chunks
 - Quit (Exits to Main Menu)
- e. Help - It links to the Instructions.
- f. Inventory - It provides information about the equipments we are using, the minerals we have collected, the weight of the pod which is 1980kg originally (increases based on the equipments used), % minerals collected and the capacity of cargo bay.

The player is provided with a Stock Drill, Stock Fuel Tank, Stock Engine, Stock Radiator, Stock Hull and Stock Cargo Bay.

While playing the game, Mars is shown to have four stations:

- a. Fuel Station - There are several options for re-fuelling. We can either select fill tank based on the money we have or else we can select \$2, \$10, etc. These options changes as we upgrade our fuel tank.
- b. Mineral Processing - This station provides us with the information about the minerals we have collected and the money we will receive on selling them. In case there are no minerals that the player has collected and the player clicks on the sell button, then a pop up will be displayed saying, You have no minerals to sell.
- c. Junk Shop - When player enters the junk shop for the first time, a message will pop up saying, *If you're looking to enhance your digging machine, you've come to the right place; you can, browse the different upgrade categories using the buttons above.* The junk shop will provide list of all the possible equipments that can be upgraded.

Upgrade Type	Name	Cost (\$)	Speciality
Drill	Silvide Drill	750	28ft
	Goldium Drill	2000	40ft
	Emerald Drill	5000	50ft
	Ruby Drill	20000	70ft
	Diamond Drill	100000	95ft
	Amazonite Drill	500000	120ft
Hull	Ironium Hull	750	17 Health
	Bronzanium Hull	2000	30 Health
	Steel Hull	5000	50 Health
	Platinum Hull	20000	80 Health
	Einsteinium Hull	100000	120 Health
	Energy Shielded Hull	500000	180 Health
Engine	V4 1600CC	750	160 HP
	V4 2.0 Ltr Turbo	2000	170 HP
	V6 3.8 Ltr	5000	180 HP
	V8 Supercharged 5 Ltr	20000	190 HP
	V12 6.0 Ltr	100000	200 HP
	V16 Jag Engine	500000	210 HP
Fuel Tank	Medium Tank	750	15 Litres
	Huge Tank	2000	25 Litres
	Gigantic Tank	5000	40 Litres
	Titanic Tank	20000	60 Litres
	Leviathan Tank	100000	100 Litres
	Liquid Compression Tank	500000	
Cargo Bay	Medium Bay	750	15 Cubic Feet
	Huge Bay	2000	25 Cubic Feet
	Gigantic Bay	5000	40 Cubic Feet
	Titanic Bay	20000	70 Cubic Feet
	Leviathan Bay	100000	120 Cubic Feet

Upgrade Type	Name	Cost (\$)	Speciality
Radiator	Dual Fans	2000	10% Effectiveness
	Single Turbine	5000	25% Effectiveness
	Dual Turbine	20000	40% Effectiveness
	Puron Cooling	100000	60% Effectiveness
	Tri Turbine Freon	500000	80% Effectiveness

- d. Repair Station - This station is dedicated to repair the equipments which get damaged. This is specially meant for situations where you have no options and are almost moribund.
- i. Reserve Fuel Tank - \$2000, refills 25 litres instantly.
 - ii. Hull Repair - \$7500, Increments Hull by 30 at any given point of time.
 - iii. Dynamite - \$2000, blasts a small area around the pod.
 - iv. Plastic Explosives - \$5000, enormous explosion clearing a large area around the pod.
 - v. Quantum Teleporter - \$1000, teleports somewhere near the surface level
 - vi. Matter Transmitter - \$10000, safely and accurately returns to the ground.
 - vii. Total Repair - this option allows the player to repair the pod completely. Whatever the issue is, it will be repaired.

Before beginning, a transmission is received which states,

Transmission Received

"Mr. Natas"

We forgot to refuel you on the way over! Drive over the fuel station (Left) and fill'er up!

It's been almost impossible to hire decent miners on Mars since all the strange activity started happening around here. That's why we are willing to pay you premium for your services.

I have given you a basic mining machine to get started with. Unfortunately, you will be on your own from this point onwards, as the settlers who were lucky enough to escape have fled to safety. However, all the shops are computerised so you'll still be able to sell your minerals, fuel up, upgrade your pod and buy special items.

Remember - your job is to collect minerals and bring them back to the surface for further processing. The deeper you dig, the more valuable minerals you'll encounter.

Don't forget to refuel - Good Luck!

Transmission Terminated

At 500ft, we receive another transmission,

Transmission Received

Good! I see you're adapting well to the Martian Soil!

Here's a something to you to help you on your way.

Transmission Terminated.

At 1000ft, we receive another transmission,

Transmission Received

"Mr. Natas"

Congratulations on reaching a depth of 1000ft! I have wired you a bonus for your excellent work.

We're picking heavy vibrations from the planet core - They seem to be causing some Earthquakes. They also seem to be causing garbled and misdirected Transmissions - just ignore them.

Keep up the good work!

Transmission Terminated.

At 1751ft, we receive another transmission,

Transmission Received

"unidentified-Source"

The eyes, oh my god, The EYES!!

Transmission Terminated.

At 2101ft, we receive another transmission,

Transmission Received

Martian digging pod #3402-2

I'm surprised to find another signal around here...I'm the only miner who hasn't disappeared for the past three years. Next week I finally get to retire wealthy to the moons of Jupiter with my wife and three daughters.

Transmission Terminated.

At 2501ft, we receive another transmission,

Transmission Received

Unidentified source

Is anyone there? I need help badly!! I can't feel ray legs - oh my god, he's coming back...

*OH NO!! PLEASE HELP ME!!!
AAAHHHHGGGKL*

Transmission Terminated.

At 3101ft, we receive another transmission,

Transmission Received

"Martian digging pod #3422-2

How are you making out, kid? I know you are new here so i thought I'd give a tip; make sure you don't neglect your radiator. I ran into the lava pockets few months ago, but my twin turbines dissipated the heat amazingly and my hull was barely damaged - Probably saved my life.

Transmission Terminated.

At 3501ft, we receive another transmission,

Transmission Received

"Mr. Natas"

Once again congratulations! You've made it farther than I even anticipated.

Anyways I've sent you another bonus. Watch out for natural gas pockets - they're undetectable and highly explosive! One more thing - your altimeter is only rated for depth of around 6000ft. After that you'll need to turn your back really - it's just too dangerous.

Transmission Terminated.

At 4102ft, we receive another transmission,

Transmission Received

"Martian digging pod #3422-2"

Trapped in a crevasse

Earthquake damaged my drill and I'm out of fuel.

This probably will be my last transmission.

*Tell my-kids...I love them., 1 - what? You?? What are you doing dow
-AAARGH!*

Transmission Terminated.

As the game proceeds we receive another transmission at an unidentified height,
Transmission Received

Oh BABY!!! THIS IS IT!!! I HIT THE MOTHERLOAD!!!! I'm rich, I'm FILTHY RICH!! Hey what the!?? It CAN'T BE!! If OH GOD!!

Transmission Terminated.

Scoring

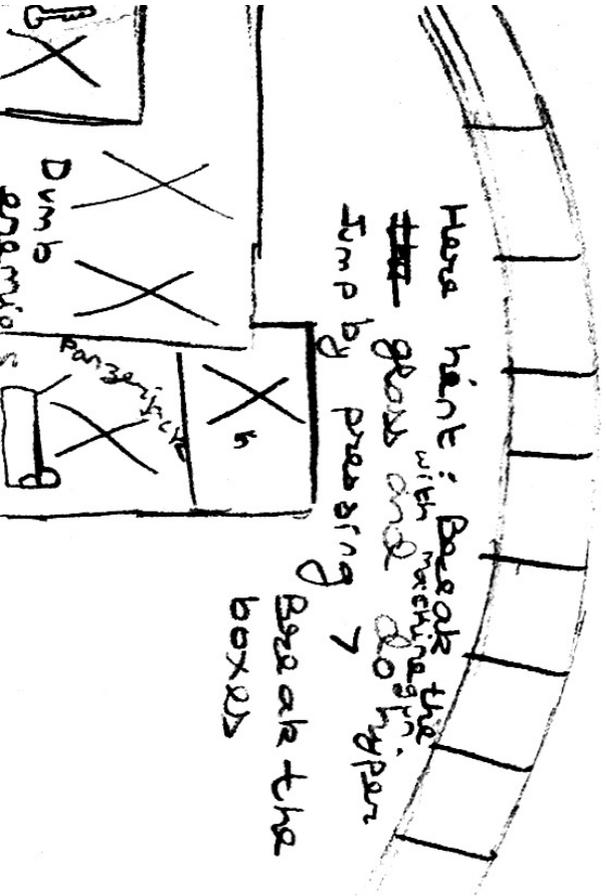
Minerals	Points	Money (\$)
Bronzanium	300	60
Silverium	500	100
Ironium	150	30
Goldium	1250	250
Ruby		20000
Platinum	3750	750
Diamond	100000	
Einsteinium	10000	2000
Emerald	20000	5000

Game Stages

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Game Levels (Random Games)



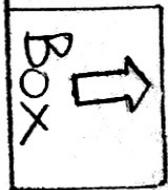
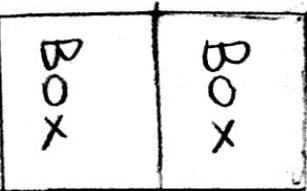
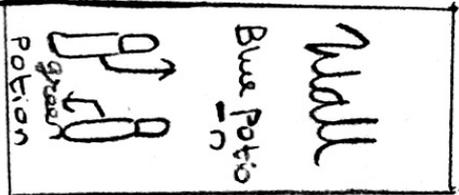
good

Hint: Break the Room
with \otimes Panzer
Dumb 5
Sack
2208

Hint: Use the key
to just
gain \otimes near
to the
EXIT.

2208

Ladder



On entering hint that he will
 he can break boxes
 by pressing D and he
 has the power to walk through
 walls

Dumb
 Enemy

