

Super Motherload - Notable Game Mechanics

- Players collect minerals beneath the surface of the planet, and then return to the surface to sell these minerals at a mineral repair depot.
- As with the original, the core of the game revolves around making trips deep into the ground and returning to the surface to sell, repair, refuel and upgrade your digging apparatus for increased efficiency and profit.
- Subterranean Facilities beneath the surface allow the player to perform functions such as repairing, refuelling, selling minerals, upgrading and buying items. These functions were available only at the surface in the original Motherload.
- "Hardcore Mode" mimics the original Motherload by making players explode when they run out of fuel. This results in permanent character death, resetting the character that died to factory settings; all upgrades, cash, items, and cargo contents are reset.
- A multiplier is applied to the sale value of all minerals based on the current number of players to account for the increased scarcity of minerals.
- Branching storyline choices force the player into a morally ambiguous position.
- The gameplay is "co-petitive" for up to 4 players, meaning that players must cooperate in order to play the game, but that they also compete to collect the most valuable minerals. "Griefing" and other emergent inter-player behaviours & strategies have also been observed during play-testing sessions.
- Jump-in jump-out multiplayer allows players to join and leave at any time without interrupting gameplay.
- Over 150 puzzles, as well as a number of new explosives which are required to solve them
- New bomb types include: T Bombs, Shaft Bombs, Electron Bombs, along with the original bomb types: TNT and C4

- T Bombs explode in a T-Shape above the pod, allowing the creation of “staircases” which include ledges to land on and dig from. This is useful in reaching certain areas and minerals.
- Shaft Bombs create a straight vertical shaft above and below the pod
- Electron Bombs melt metal plates, which then form tiles equivalent to lava tiles in terms of mechanics
- Smelters work by allowing you to combine multiple minerals and gems together to create alloys and items. Upgrade your smelter to unlock progressively more useful alloy combinations, which decrease your cargo hold utilization and increase the value of collected minerals. Items are created using the Smelter at a fraction of their shop cost.
- Chain minerals and gems together for generous bonuses, and earn cash rewards from the ever-watchful Solarus Corporation, granting you extra spending money for pulling in minerals quickly, safely and efficiently.
- Procedurally generated terrain changes each time you start a new game (“world”). The terrain generation in Super Motherload contains caverns, rock gardens, large deposits of metal plates and lava, mineral and other tile type “features” generated in specific shapes, and inclusion of a large number of puzzles.
- A Quest system is included. Quests require the collection of certain parts buried beneath the planet in order to construct items needed by non-player characters.