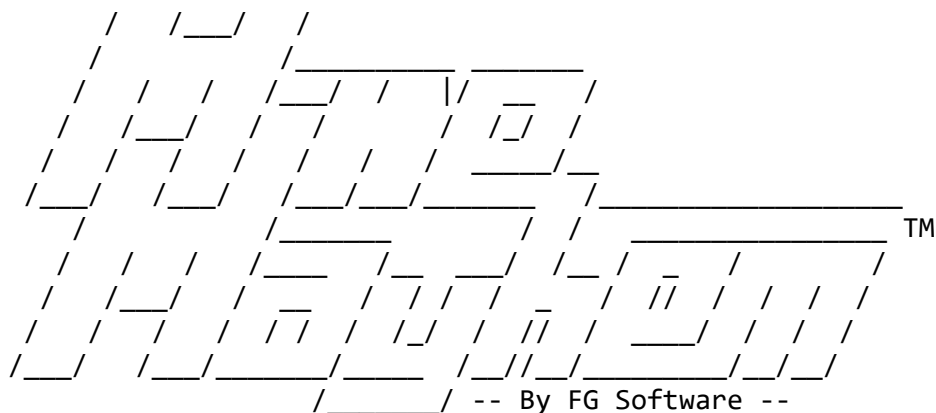




Hello and welcome to MINE MAYHEM, a game I made in 48 hours for LUDUM DARE 48

I never thought I'd witness such a milestone event for my favourite Game Jam, but here we are, writing readmes at almost 6AM! Anyway, here's some instructions to play the game!

#### HOW TO RUN THE GAME

This game is a real NES game! Therefore, it must either be run on a real NES/Famicom, or on an emulator. Fortunately, I have included MESEN, which is a pretty decent emulator :D Just drag and drop "minemayhem.nes" into the MESEN app and you should be ready to go!

#### --- STORY ---

Landslides suck. Especially when they happen while you're in a mine... Our top miners are stuck, and they need \*YOUR\* help to get out of the deep crystal mines!

Also, I don't know how important that is, but apparently the landslides released some monsters from the depths of the Earth. Better get a blaster!

#### --- CONTROLS ---

D-Pad: Move your character  
A: Use your Jetpak  
B: Fire your Blaster  
START: Confirm choices  
SELECT: Not used

--- TIPS ---

Keep an eye on your Oxygen Gauge! Don't forget to grab some Oxygen Tanks along the way!

Once you rescue all of the miners, get back to the top as fast as you can! Your remaining oxygen is worth plenty of points!

You don't have to fight all of the enemies! Pick your battles strategically

--- CREDITS ---

This game was made entirely by Antoine Fantys

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Feel free to use this source code in your projects. However, don't use it for commercial purposes.

PS: My high score is 83890. Can you beat it?