



MiBot

Complete User Manual

Version 10.56 • Updated 13 Oct 2026
For the Minibia browser game

A step-by-step guide to every window, tab and setting — with a screenshot of each.

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How to read this manual. If you have never used the bot before, follow the **Quick Start** (section 2) once from top to bottom. After that, use the sections for each tab as a reference — they follow the order of the navigation rail in the program, and every screenshot shows the tab with all its cards open.

Coming back after a long time? Read **What is new** (section 3) first: it lists everything that appeared since the previous manual, tab by tab — the Refill and Radar tabs, Sort Loot, the Attacks table, the Anti-bot tab, ring and amulet hotkeys, and more.

1 What MiBot is & what you need

MiBot is an automation assistant for the Minibia browser game. It watches your character through the game's own Chrome window and presses your hotkeys for you — healing, mana, runes, attacking, walking a route, refilling supplies at the depot, and more — based on rules **you** set up on easy-to-read tabs.

What you need before you start

Requirement	Details
Windows PC	MiBot runs as a normal Windows program (MiBot.exe). No installation — just run the file.
Google Chrome	The game runs in a special Chrome window that MiBot launches for you (see the Chrome tab , section 7). Chrome must be installed.
A license key	You received a key from your seller. It unlocks the bot and decides whether you have TIER 1 or TIER 2 features.
Internet	Needed the first time you activate a key and for the phone app (afterwards the bot works offline for a grace period).
A phone (optional but strongly recommended)	The MiBot app is a web page you add to your home screen — no store download. It is how captchas, warnings and the live status of your characters reach you. See section 13.

Tier 1 vs Tier 2 in one line. **TIER 1** = healing, mana, runes, food, life ring, fishing, mining, training, escape, the phone app, alerts and captcha handling. **TIER 2** adds the six gold entries: **Targeting** (auto-attack), **Cavebot** (walking routes), **Refill** (supplies and loot at the depot), **PVP**, **Analytics** and **Radar**. A full comparison table is in section 4.

Golden rule. MiBot never plays for you on its own — it only does what you switch on. Start with a couple of features (healing + mana), watch it work, then add more. Keep an eye on your character until you trust your settings.

MiBot updates itself. When a new version is out, MiBot downloads and installs it automatically on startup — you will briefly see an **"Updating..."** window, then it relaunches on the latest version. You never have to download a file again after your first install.

It adapts to a slow connection. If your ping to the game is high (150 ms and more), MiBot notices and waits a little longer for the server before the steps that depend on it — arming a rope or shovel, opening bags at the depot, putting items away. Nothing to configure, and on a normal connection nothing changes.

Quick Start — from zero to botting in 7 steps

Do this once, in order. Each step points to the section that explains it in full.

Step 1 — Open MiBot & enter your key

Double-click `MiBot.exe`. The first time, a small box asks for your **license key** — paste it and click OK. (More: section 4.)

Step 2 — Create a profile

The **Profile Selector** appears. Type a name (for example your character's name) in “**New profile — name**” and click “**+ Create and open**”. The main window opens in its own window. (More: section 5.)

Step 3 — Set up Chrome and launch the game

Click **Chrome** in the left rail. Fill in the path to Chrome, a profile folder, a port and your **Player name**, then click  **Launch Chrome**. A fresh Chrome window opens — **log into the game and pick your character**. (More: section 7.)

Step 4 — Configure the basics on the Main tab

On **Main**, switch on **HP Healing** (set your levels and hotkeys) and **Mana / Potion**. These are the safety net every character needs. (More: section 8.)

Step 5 — Connect your phone

On **Alerts**, click  **Copy link**, send the link to your phone, open it, log in with the **same license key**, add it to your home screen and allow notifications. This is how you get captchas and warnings while you are away. Leave **Detect and solve captchas** ticked on the **Anti-bot** tab. (More: sections 13, 14, 15.)

Step 6 — Press START

Click the green ► **START** button. The status turns to ● **RUNNING** and the bot begins working. Watch the **Log** tab to see what it is doing.

Step 7 — Save

Click  **Save** so your settings are remembered next time. (Changing a setting does not save it by itself.)

Stopping. Click the red ■ **STOP** button any time. The bot halts instantly; your character just stands still. Nothing is lost — press START again to resume. To step away *without* stopping healing and alerts, use **II PAUSE RUNEMAKER** or, with Tier 2, **STOP CB + TARGETING** (section 6).

Next steps by what you do in the game.

- **Rune making:** Rune Maker tab (section 9) — drop spot, food, ring, escape.
- **Hunting:** Targeting (section 18), then Cavebot (section 19), then Refill (section 20) once the hunt works.
- **Several characters:** section 5 and the HUD bar.

3 What is new since the last manual (v5.60)

The previous manual described version 5.60. This one describes 10.56. Everything below is explained in full in the section for its tab.

Where	What changed
Navigation	Four new tabs: Training (section 12), Anti-bot (15), and — Tier 2 — Refill (20), Paladin (22) and Radar (24). Each character now runs in its own window and process , and a small always-on-top HUD bar starts, stops and pauses all of them at once (5).
Main window	A II PAUSE RUNEMAKER button parks the character without stopping healing, mana or alerts (6).
Targeting	The old Rune/Spell/Whitelist fields became one Attacks table : rows read top to bottom, the first row that fits wins — runes, Explosion (aims for the best cross), Exori , Mort hur , plain Auto-attack , and Don't attack . New: Attack any if stuck , Chase runners , Skip monsters I cannot walk to , Dynamic Stance , Keep Distance (kiting) — which now also walks to a tile with a clear shot when a monster stands round a corner — and a rebuilt Lure mode (18).
Cavebot	Three routes in one file — 🏹 Hunt, ➡ To depot, ← From depot. Tile-by-tile walking that crosses fire fields, a 🚤 travel waypoint for boats, ladder and doors waypoints, a multitool for rope and shovel, Chase Loot with "Collect: each kill / screen clear", Pause the route when a player is near , and Refill check at the end of each loop (19).
PVP NEW	Auto Invisible keeps utana vid on, read from the game's own invisible condition like Magic Shield and Haste (21).
Paladin NEW	Spears the bot picks up go back into the hand that holds spears, or an empty hand, with an optional Keep at most limit — the surplus is thrown under you. Make ammunition keeps your arrows or bolts at a level by casting the conjure spell (22).
Rune Maker NEW	Runes and ammunition lying in an open backpack can be dropped to the drop tile too, chosen from scrolling lists of names (9). Leave the house on foot : the character can walk out of the house instead of using <code>/exithouse</code> (9).
Walking	A diagonal step between two blocked corners to the next waypoint is taken directly instead of walking round and skipping waypoints. On slow characters the bot waits longer for the server's confirmation of each step, so there are fewer steps back (19).
Refill NEW	The bot walks to the depot by itself, puts your loot into named depot bags (IN), tops your supplies up to an amount (OUT), sorts the loot by who buys it (Sort Loot), and walks back. Optional: don't fight on the way unless trapped by several monsters (20).
PVP	Magic wall timer , Auto Haste (never in a protection zone), Auto Ring and Auto Amulet , new HP Ring and HP Amulet — each of the four either from an open container or by a hotbar hotkey that works with the item in a closed bag (21).
Alerts	Everything goes to the phone app (Discord is gone). More triggers: HP below, supplies low per item, a skulled player nearby, someone private-messages you, a suspicious item on the ground (14).
Anti-bot	Captchas are solved by MiBot itself — from a shared memory of confirmed answers, or by working out the odd one out — and only the rest reach your phone. Replies to a talking monster and to an admin, park-and-pause after a failed check, item bait (15, 16).
Rune Maker	Stand still while hiding from a player; Escape got a two-part sensitivity (<i>how close</i> and <i>which floors</i>) (9).
Under the hood	Walks and waits adapt to high ping; a lighter connection to Chrome (far less memory per character); a Low-RAM Chrome mode; automatic updates.

Settings you may remember that are gone: the “route precision” fields and the long list of walking thresholds (they are fixed to the tested values now), hand-typed field IDs for fire (fields are recognised from the game's own item data), and the old three-row tab bar (replaced by the rail on the left).

4 The license key & Tier 1 vs Tier 2

When MiBot starts it checks your license online. The very first launch (or after your key changes) shows a small dialog:

“Enter your license key:” — paste the key your seller gave you and click OK.

- Once accepted, the key is remembered on this PC — you will not be asked again.
- If a key is expired, revoked, or tied to another computer, the bot tells you why and lets you type a **different** key (handy for renewals or moving to a new PC).
- After the first online activation the bot keeps working offline for a grace period (about a week), so a brief internet drop will not lock you out.
- The **same key** logs you into the phone app — there is no second account to create.

Which tier do I have?

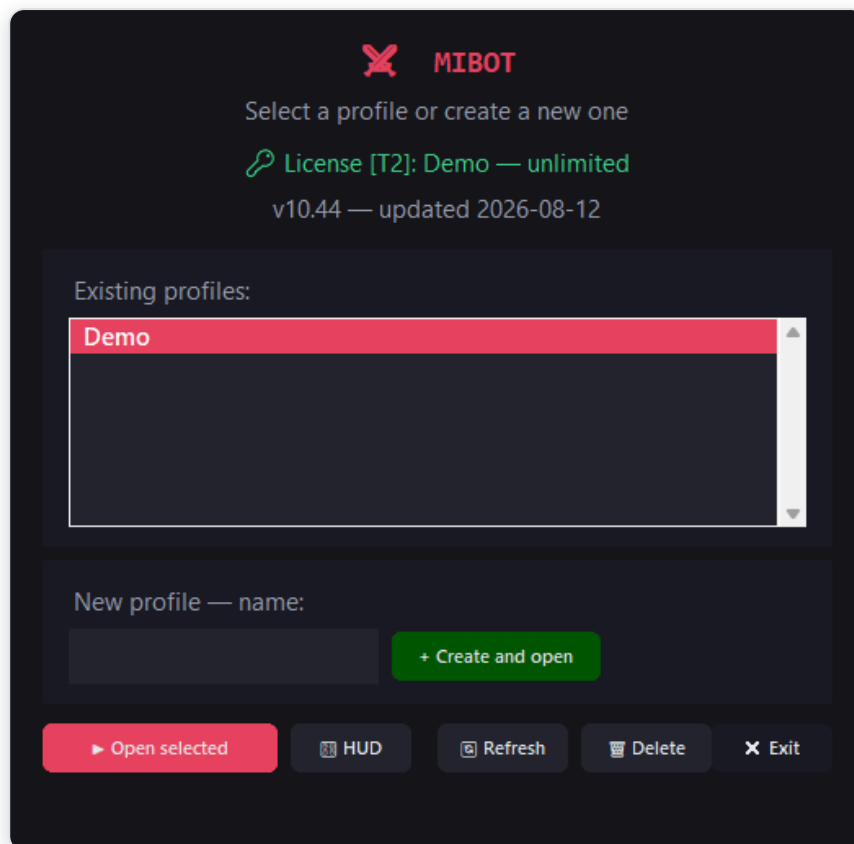
You can see it on the Profile Selector window — a line like `License [T2]: your-name – N days left`. It is also obvious in the main window: on Tier 1 the entries under the gold **TIER 2** heading in the left rail are locked (you can still open them to read what they do).

Feature	Tier 1	Tier 2
HP healing (UH / Low / Mid / High), mana potions, hotbar preset	✓	✓
Rune Maker: auto-drop runes, food, life ring, mana training, escape	✓	✓
Fishing, Mining, Training (slimes, monks)	✓	✓
Phone app, alerts, captcha handling (Anti-bot tab)	✓	✓
Several characters at once, the HUD bar	✓	✓
Targeting — the Attacks table, lure, chase, keep distance	🔒	✓
Cavebot — waypoint routes, rope / shovel / levitate, loot collection	🔒	✓
Refill — depot trips, IN / OUT, Sort Loot	🔒	✓
PVP — anti-paralyze, Magic Shield, Haste, rings and amulets, magic wall timer, mage bomb	🔒	✓
Paladin — spears back into the hand (with a limit), ammunition kept at a level	🔒	✓
Analytics — exp/h, loot, waste, net profit, charts	🔒	✓
Radar — a live map of what the bot can reach, see and target	🔒	✓

Upgrading. The tier is upgraded remotely on your key — no reinstall. Just restart MiBot after your seller upgrades you and the gold entries unlock.

5 The Profile Selector, several characters & the HUD bar

After the license check, this is the first window you see. A **profile** is one complete set of settings — usually one per character or per hunting spot. You can have as many as you like.



The Profile Selector — create, open or delete profiles; the green line shows your license and tier.

Existing profiles — the profiles you have already made. Click one to select it, or double-click to open it straight away.

New profile — name — type a name and click **+ Create and open** to make a fresh profile and open it.

► **Open selected** — opens the highlighted profile. **Every profile opens in its own window and its own program process**, so eight characters do not slow each other down and one crashing cannot take the others with it.

🖥️ **HUD** — opens the always-on-top HUD bar (below).

🔄 **Refresh** — rescans the folder for profile files. Use it if you copied a settings file in by hand while the selector is open.

🗑️ **Delete** — permanently removes the highlighted profile's settings file.

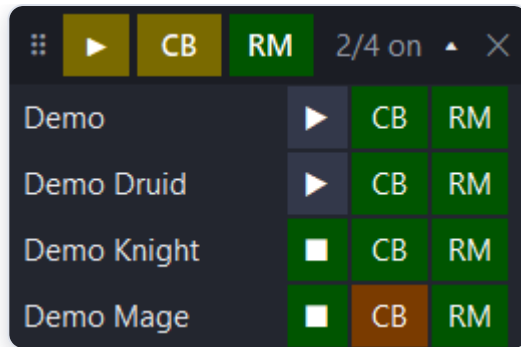
✕ **Exit** — closes the selector (windows you already opened keep running).

Running several characters at once

- Open one profile per character.
- On the Chrome tab give each a **different Chrome profile folder and port**, and fill in the **Player name** so each bot attaches to the right game tab (section 7).
- All of them appear together on the **Panel** tab of the phone app, each with its own Start and Stop (section 13), and in the HUD bar.

🖥️ The HUD bar

A small bar that stays on top of everything and drives **every character at once**, whichever window or process it runs in.

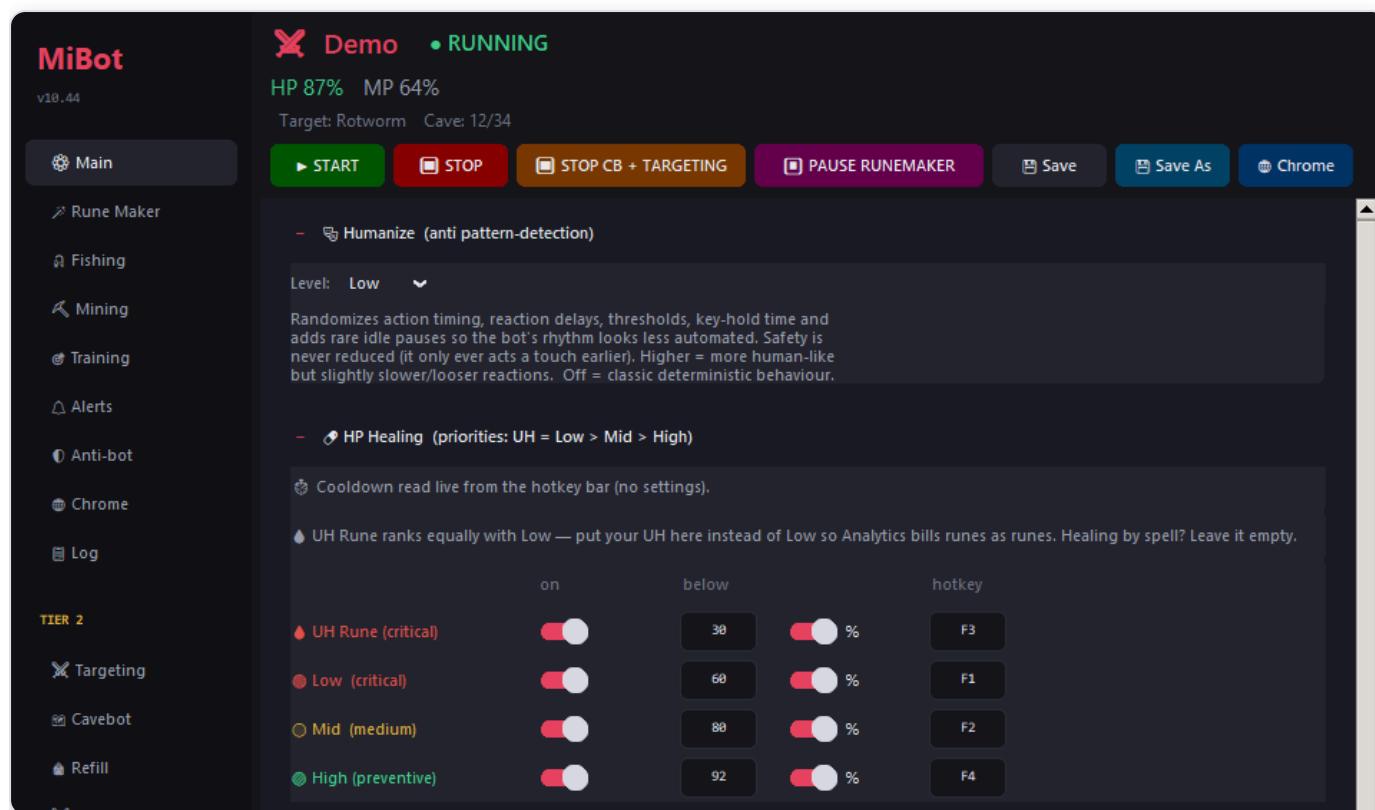


The HUD bar with its list opened (▼): three buttons for all characters, the same three per character below.

- ▶ — start (or stop) the bots. **CB** — pause / resume **Cavebot + Targeting**. **RM** — pause / resume the **Rune Maker** (everything except healing, mana and alerts). The counter shows how many characters are running.
- ▼ — opens a list with the same three buttons for each character separately. ≡ — drag the bar where you want it; the position is remembered. ✕ — closes it.

A mixed state levels up. With three characters running and two stopped, the first press of ▶ *starts the two* rather than stopping the three. One press stops everything only from a state where everything was running — so a mis-click cannot end a night's hunt.

6 The main window at a glance



The main window: the navigation rail on the left, the status header and buttons across the top, the selected tab's settings filling the rest.

The navigation rail (left side)

Every tab is a row in the rail down the left edge. The Tier 1 tabs come first; the gold **TIER 2** heading separates the seven that need a Tier 2 license.

- **Tier 1:** Main · Rune Maker · Fishing · Mining · Training · Alerts · Anti-bot · Chrome · Log
- **TIER 2:** Targeting · Cavebot · Refill · PVP · Paladin · Analytics · Radar

On a Tier 1 license the Tier 2 entries are locked — you can still open them to read what they do, but not use them.

The status header

Above the settings, on every tab: your character's name, a **● RUNNING / ● STOPPED** light, then a live readout of **HP** and **MP**, and under it the current **Target** and the **Cave** waypoint (for example **Cave: 12/34**) in smaller type.

The buttons

► **START** — starts the bot with your current settings. (If the bot was *parked* by an admin alert, START resumes it.)

■ **STOP** — stops the bot immediately.

■ **STOP CB + TARGETING** **TIER 2** — **parks** the character: stops the Cavebot and Targeting only, while healing, mana, food, alerts and escape keep running. The button turns into ► **RESUME CB + TARGETING**. Perfect for stepping away without shutting the bot down. You can also do it from your phone, and for all characters at once from the HUD bar.

|| **PAUSE RUNEMAKER** — switches off everything that *acts* — cavebot, targeting, lure, auto-drop runes, food eater and food hotkey, life ring, mana training, escape — while **healing, mana and alerts keep running**. Press again (the button turns into ► **START RUNEMAKER**) and every feature that was on is switched on again, exactly as it was; a box you had unticked yourself stays unticked.

💾 **Save** — saves this profile's settings to disk. 💾 **Save As** — saves the current settings as a brand-new profile. 🌐 **Chrome** — launches the game's Chrome window (same as the button on the Chrome tab).

Cards open and close

Settings are grouped into **cards** with a title like  **HP Healing**. Click a card's title to open or close it — the – / + on the left shows which it is. Most cards start closed, so a tab opens as a short list of what it can do rather than a wall of fields. *The screenshots in this manual have every card opened, so you can see all the settings at once.*

Many cards also carry a small **(i)** next to the title: hover it for a longer explanation of that card.

Which settings act at once?

Most settings are handed to the running bot when you press ► **START** or  **Save** (a few switches apply the instant you click them). So if you change something while the bot is running and it does not seem to take effect, press  **Save** — it is harmless and it applies everything.

Remember to Save. Changing a setting does not save it to disk automatically. Click  **Save** before closing, or your changes are lost.

7 Chrome tab — connecting to the game

This is the **first tab you must set up**. MiBot does not open the game inside itself — it launches a special Chrome window and then “attaches” to it. Everything here is done once per PC (and once per character if you run several).

Path to Chrome

Exe:

Profile:

Port: URL:

Player name: — if empty: picks the first Minibia tab

Launching

Click Launch Chrome, log into the game, then click START.

☒ **Low-RAM mode** launch Chrome with RAM/CPU-trimming flags incl. disabled GPU process (saves several hundred MB/instance; but not pixels, so this is safe). Re-launch Chrome to apply.

Command preview

```
"C:\Program Files\Google\Chrome\Application\chrome.exe" --remote-debugging-port=9333
--remote-debugging-address=127.0.0.1 --user-data-dir="C:\Users\Player\ChromeDebugProfile"
--disable-extensions --disable-background-networking --disable-sync --disable-translate
--disable-component-update --disable-default-apps --disable-breakpad --disable-domain-reliability
--no-first-run --no-default-browser-check --mute-audio --disable-dev-shm-usage
--disk-cache-size=52428800 --disable-background-timer-throttling --disable-renderer-backgrounding
--disable-backgrounding-occluded-windows
--disable-features=Translate,MediaRouter,OptimizationHints,BackForwardCache,InterestFeedContentSuggesti
ons,DialMediaRouteProvider,AudioServiceOutOfProcess,SpareRendererForSitePerProcess,CalculateNativeWinOc
clusion,IntensiveWakeUpThrottling https://minibia.com
```

The Chrome tab.

Exe — the full path to your `chrome.exe` (for example `C:\Program Files\Google\Chrome\Application\chrome.exe`).

Profile — a folder where this Chrome keeps its own login and cookies. Use a separate folder per character so each one stays logged into its own account.

Port — the “debugging” port MiBot uses to talk to Chrome. Any free number (the default works). **Use a different port for each character** if you run several at once.

URL — the game's web address (it opens automatically when Chrome launches).

Player name — the character this bot controls. If you leave it empty, it takes the first Minibia tab it finds. Fill it in when running several characters so each bot picks the right tab.

Low-RAM mode — launches Chrome with RAM and CPU-trimming flags, including a disabled GPU process, which saves several hundred megabytes per character. MiBot reads the game state through JavaScript rather than from pixels, so nothing it needs is lost. Re-launch Chrome for a change here to take effect.

Launch Chrome — opens the game's Chrome window. After it opens, **log in and pick your character**, then press ► **START**.

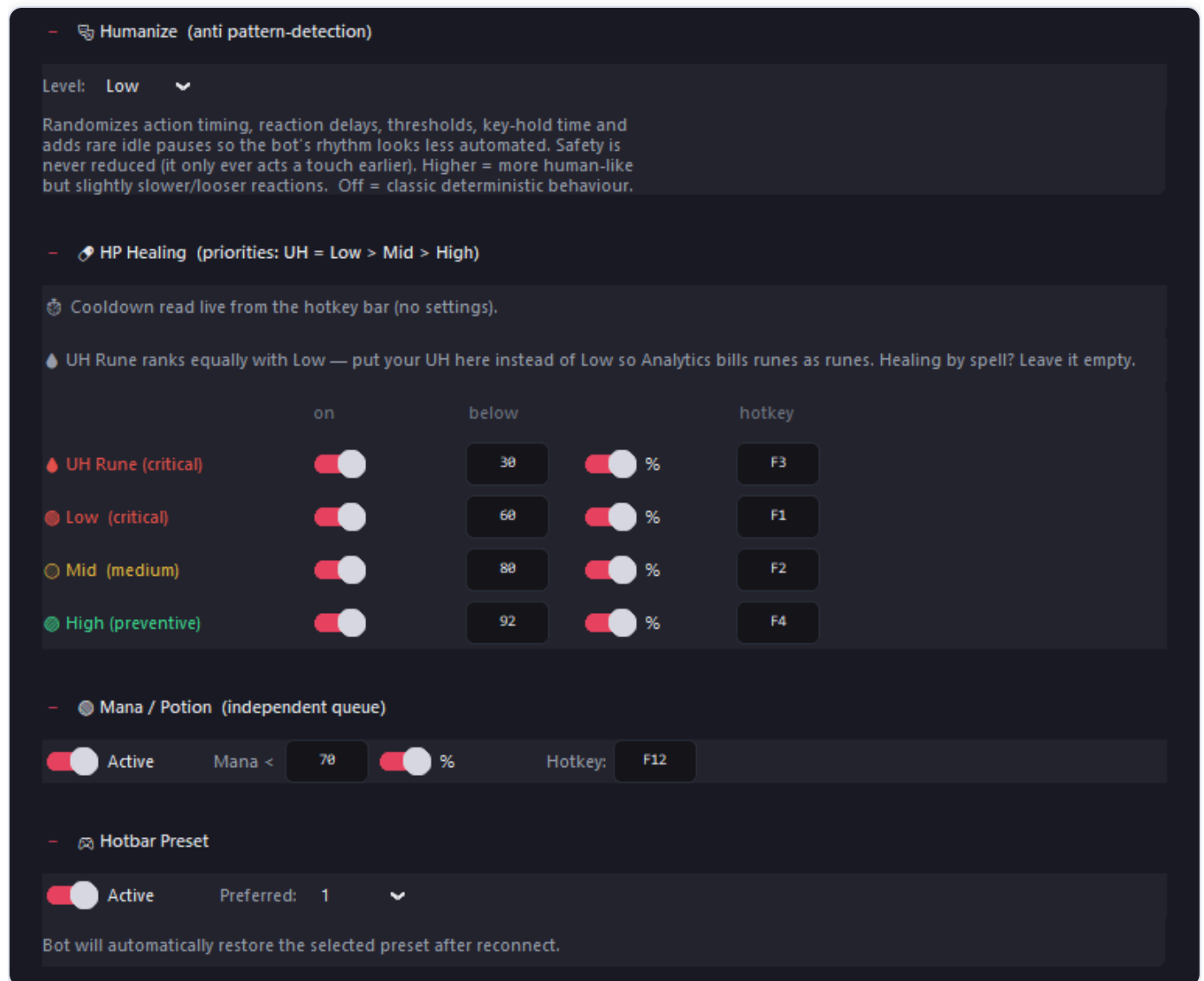
Command preview — shows the exact command being run (for troubleshooting; you can ignore it).

The normal routine each session: ① open the profile → ② Chrome tab → **Launch Chrome** → ③ log into the game → ④ press **START**.

A minimised or hidden Chrome window is fine. The bot reads the game through the browser's own interface, so the window does not have to be in front. (Turn on *Bring the game window to the front when a check is announced* on the Anti-bot tab only if a character keeps failing checks while hidden.)

8 Main tab — humanize, healing, mana

The everyday survival settings. This is where most people spend 90% of their setup time.



The Main tab: Humanize, HP Healing, Mana / Potion and Hotbar Preset.

Humanize (anti pattern-detection)

Randomizes the bot's action timing — reaction delays, intervals, thresholds, key-hold time and rare idle pauses — so its rhythm looks less automated. Pick a **Level**: **Off** (classic, deterministic), **Low** (the default), **Med** or **High**. Higher is more human-like but slightly slower and looser. Safety is never reduced — the bot only ever acts a touch *earlier*, never skips a heal.

HP Healing

Four independent heal rows, checked in priority order: **UH Rune = Low > Mid > High**. Each row has the same four columns:

- **on** — the switch that turns that row on.
- **below** — heal when your HP drops under this number...
- **%** — ...treat that number as a **percentage** instead of a flat value (the switch next to the number).
- **hotkey** — the key that casts or uses that heal (for example **F1**).

Row	What it is for
UH Rune (critical)	Your ultimate healing rune. It ranks equally with Low.
Low (critical)	The emergency heal — the one that saves you.
Mid (medium)	Your normal, everyday heal.
High (preventive)	A light top-up, used when nothing is urgent.

The cooldown is read live from your in-game hotkey bar — there is nothing to configure.

Why the separate UH row? Put your UH rune in the **UH Rune** row rather than in Low. It heals identically, but Analytics can then bill runes as runes, so your waste and net-profit figures are right. If you heal by spell, leave the UH row empty.

Mana / Potion

Drinks a mana potion (or casts) when mana falls below your value. **Active** to enable, **Mana** < value, the **%** switch to use a percentage, and the **Hotkey**. Runs on its own queue, independent of healing, so a heal is never held up by a potion.

Hotbar Preset

After a reconnect — or any time something switches the page of your hotbar — the game can end up on the wrong preset, and your hotkeys then press the wrong things. Switch this **Active** and pick your **Preferred** preset (**1 to 6**, as numbered in the game): the bot checks every couple of seconds and switches back whenever the game is on another one.

Also on other tabs. **Mana Training**, **Food Hotkey**, **Positions** and **Escape** live on the **Rune Maker** tab (section 9) — the Main tab is kept to the core survival controls.

9 Rune Maker tab — drop spot, food, ring, positions, escape

One combined, scrolling tab: the automations of a character that stands at a spot and makes runes — dropping the finished runes, eating, keeping a ring on — plus mana training, your saved positions, and **Escape**, the protection against other players that every other tab uses too.

-
 When a player is near

Uses the safety spot set under Escape.

☒ Stand still while hiding from a player

Escape already walks to the safety spot, but the character kept dropping runes, eating and equipping while it hid — which is exactly what tells the other player nobody is at the keyboard. With this on it stands there doing nothing, and everything comes back the moment they leave.

Off by default. Healing and alerts always keep running.

-
 Check Item IDs (Console)

```
const slots = gameClient.player.equipment.slots;
const names = ["Head","Armor","Legs","Boots","Right Hand","Left Hand","Backpack","Shoulder","Ring","Quiver"];
console.log("🔍 EQUIPPED ITEMS:\n");
names.forEach((n,i)=>{const s=slots[i];if(s&&s.item)console.log(`${n} (${i}): ID=${s.item.id}`);else console.log(`${n} (${i}): EMPTY`);});
```

Copy Code
 → Paste in Chrome Console (F12) → See all item IDs

-
 Auto Drop Runes

☒ Active
 Hand: Left hand ▼

Drop X/Y/Z:

32104

32211

7

☐ Also drop from the open backpack: Explosion rune (3200) ▼ — none — ▼

The hand above is dropped as before. With this on, the chosen runes or ammunition lying in a backpack you have OPEN are thrown to the same drop tile, one stack at a time (a paladin's arrows, runes that landed in a bag). Pick up to two items; nothing else is touched, and nothing is dropped while the depot window is open.

-
 Food Eater

☒ Active
 Item ID: 3582
 Amount: 5
 Hand: Left hand ▼

SQM POS X/Y/Z:

32103

32210

7

☒ From container open the container standing on the SQM and pull food from it (opens nested bags too)

-
 Life Ring

☒ Active
 IDs (csv): 3052,3089
 Slot: 8 (fixed)

SQM POS X/Y/Z:

32103

32210

7

☒ From container open the container standing on the SQM and pull the ring from it (opens nested bags too)

The Rune Maker tab (it scrolls) — part 1: hiding, item IDs, drop runes, food, life ring.

 When a player is near — Stand still while hiding

Escape (below) already walks the character to its safety spot when a player shows up. Left alone, the character would keep dropping runes, eating and equipping while it hid — which is exactly what tells the other player nobody is at the keyboard. With

Stand still while hiding from a player on, it stands there doing nothing, and everything comes back the moment they leave. Off by default; healing and alerts always keep running.

Check Item IDs (Console)

Several settings need an **item ID** (the number the game uses for each item). This card gives you a ready-made snippet: click  **Copy Code**, open the game's Chrome, press **F12** to open the Console, paste, and press Enter — it prints the ID of every item you are wearing (Head, Armor, Legs, Boots, Right Hand, Left Hand, Backpack, Shoulder, Ring, Quiver).

Auto Drop Runes

Automatically empties made runes onto the floor so your hand stays free for crafting more. **Active**, choose the **Hand (Right hand or Left hand)**, and set the **Drop X/Y/Z** tile where runes are dropped. (The drop pile has a limit; when the tile is full the bot stops and tells you instead of throwing runes at a wall.)

Also drop from the open backpack  — the hand above is dropped as before. With this on, the runes or ammunition you choose, when they lie in a backpack you have **open**, are thrown to the same drop tile, one stack at a time. Pick up to two items from the two lists — the names of every rune and every kind of arrow and bolt, with the number the game uses; the lists show ten rows and scroll (mouse wheel or the bar). A paladin's conjured arrows are the typical case. Nothing else in the bag is touched, and nothing is dropped while the depot window is open (a refill or a Sort Loot is under way).

Food Eater

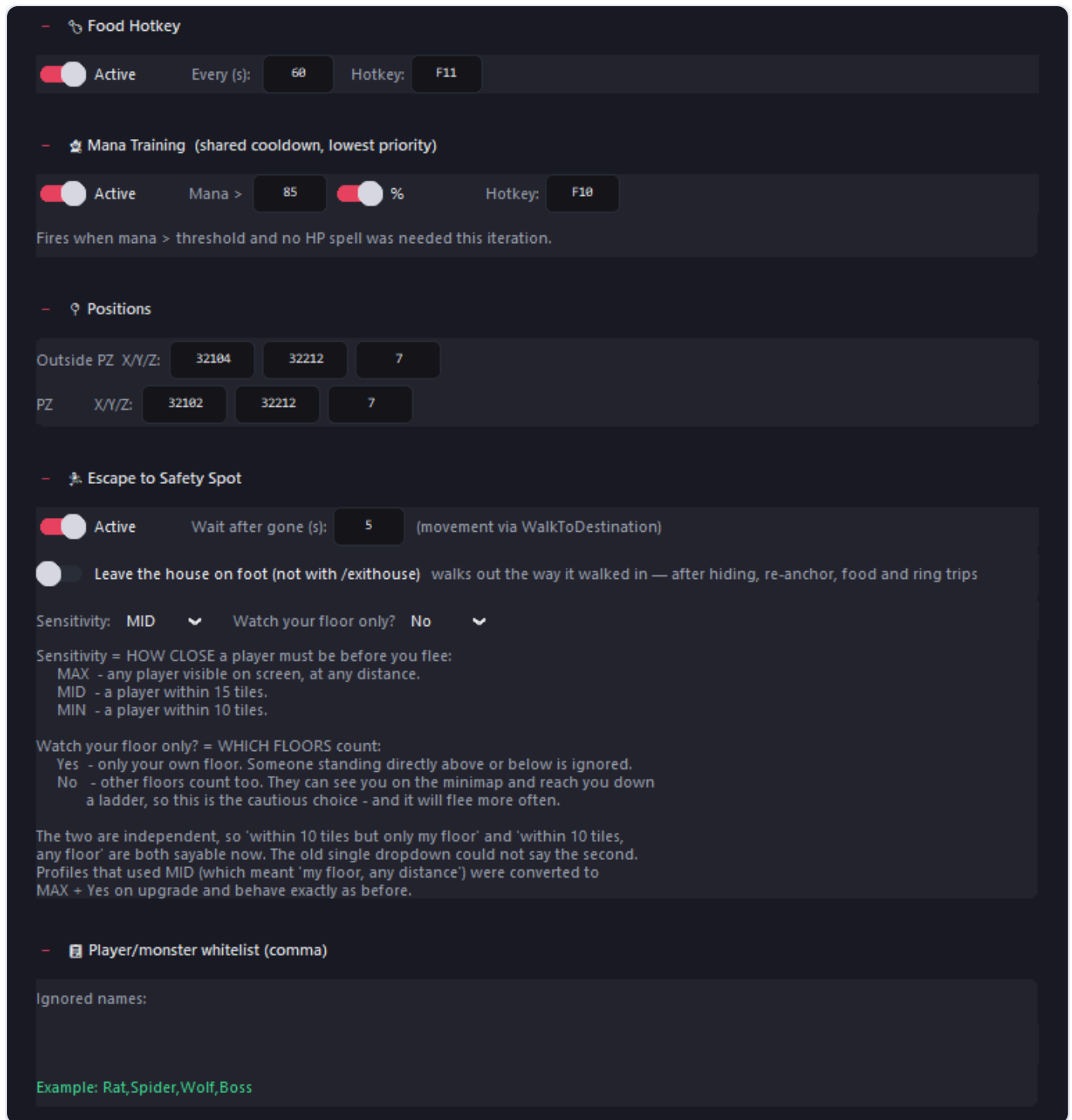
Eats real food items from your bag (smarter than the timed Food Hotkey). Set the food **Item ID**, how many to keep (**Amount**), the **Hand** and the source tile **SQM POS X/Y/Z**.

 **From container** — instead of picking food off the ground tile, the bot **opens the container** sitting on that tile and pulls food straight out of it, digging through nested bags until it finds enough.

Life Ring

Keeps a life ring (or similar) equipped. **Active**, the ring **IDs (csv)** — one or more item IDs separated by commas — and the source tile **SQM POS X/Y/Z**. The ring slot is fixed (slot 8), so there is nothing to choose.  **From container** works exactly as it does for food. When every bag has been searched and no ring is left, the bot stops going for rings, tells your phone (*OUT OF RINGS*) and carries on — restock and restart the bot to resume.

Rings from a closed backpack, or an HP-triggered ring? Those live on the PVP tab — **Auto Ring**, **HP Ring** and their amulet twins (section 21), including a hotkey way that works with the item in a *closed* bag.



The Rune Maker tab — part 2: mana training, positions, Escape and its whitelist.

Food Hotkey

The simple timed alternative to Food Eater: presses a food hotkey every X seconds so you never go hungry. **Active**, **Every (s)** interval, and the **Hotkey**.

Mana Training

Casts a spell to **burn** mana when it is **above** a value, to train magic level. It shares the cooldown with your other spells and has the lowest priority, so it only fires when no heal was needed. Set **Mana >** (with the % switch for a percentage) and a **Hotkey**.

Positions

Two saved spots used by other features:

- **Outside PZ X/Y/Z** — the tile your character stands on while it works, outside the protection zone. After a reconnect or a relog the bot walks back here.
- **PZ X/Y/Z** — the safe spot inside the protection zone. This is where **Escape** runs to and where the bot parks after a failed anti-bot check.

Read your live coordinates from the **Current pos** line on the Cavebot tab, or from the game (section 25).

Escape to Safety Spot

Runs your character to safety when another player shows up — your anti-player-killer insurance.

Active — turn escape on or off.

Wait after gone (s) — how long to wait after the player leaves before going back to work.

Leave the house on foot (not with /exithouse) **NEW** — off by default. Coming back from hiding, after a reconnect or a penalty, and after a food or ring trip, the character normally leaves the house with the `/exithouse` command. With this on it **walks out** instead, the way it walked in, to the **Outside PZ** spot. The three refusals still apply — it will not go out onto a burning field, through a door someone has blocked, or when the server has moved it far from its spot — and with no exp spot set it falls back to `/exithouse`.

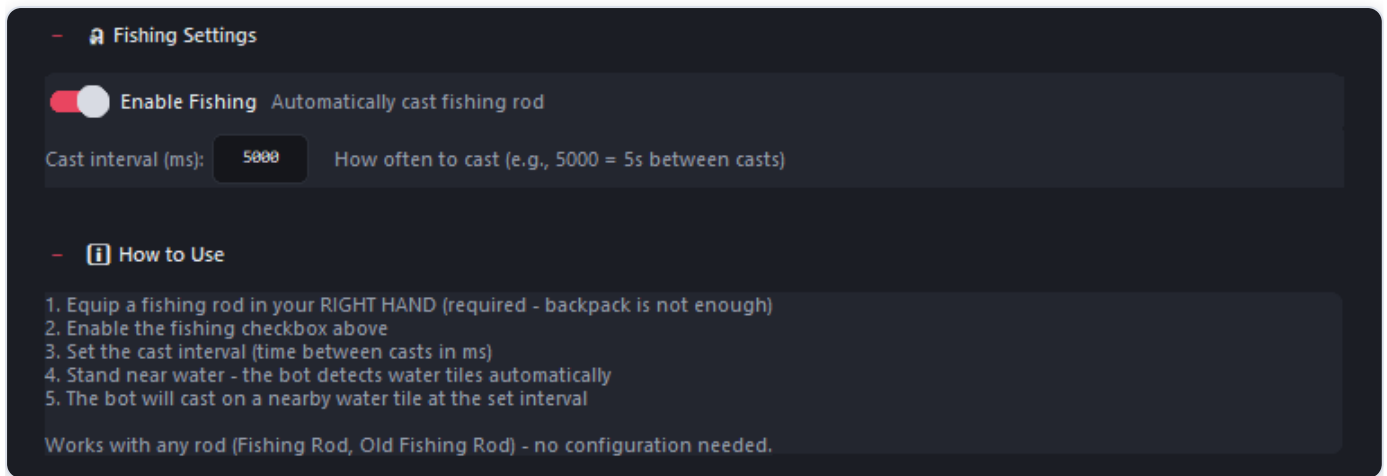
Sensitivity — *how close* a player must be before you flee: **MAX** any player visible on screen, at any distance · **MID** a player within 15 tiles · **MIN** a player within 10 tiles.

Watch your floor only? — *which floors* count: **Yes** only your own floor (someone directly above or below is ignored) · **No** other floors count too (they can see you on the minimap and reach you down a ladder — the cautious choice, and it flees more often). The two settings combine freely, for example “within 10 tiles, but only my floor”.

 **Player/monster whitelist** — a comma-separated list of **Ignored names** (example: `Rat,Spider,Wolf,Boss`). Friends listed here never trigger an escape; the Cavebot's “pause the route when a player is near” and the “player on screen” beep use the same list.

Where does it run to? To the **PZ** position above. Set a sensible safe spot there first, or Escape has nowhere to go.

10 Fishing tab



The Fishing tab.

Enable Fishing — turn it on.

Cast interval (ms) — how often to cast the rod (for example = every 5 seconds).

How to use

1. Equip a fishing rod in your **right hand** (a rod in the backpack is not enough).
2. Tick **Enable Fishing** and set the interval.
3. Stand near water — the bot finds water tiles automatically and casts on one.

Works with any rod (Fishing Rod, Old Fishing Rod), no other configuration needed.

11

Automates mining a rock: the bot uses your pickaxe on a cooldown, alternating between two tiles when one is "tapped out".

Mining Settings

Enable Mining

Automatically use pickaxe at target location

Pickaxe hotkey:

F5

 ← RECOMMENDED. Put the pickaxe/multitool on a hotbar slot and enter its key (e.g. F5). Arms the crosshair like reliable method.

Pickaxe Item ID: (optional legacy fallback — use the hotkey above instead if mining doesn't fire)

Cooldown (ms):

6000

Mining Location

Rock direction:

south

Z level: Relative to player + floor level

SQM #2 direction:

north

Z level: Both SQM required for dual-mining (alternating)

Auto-Learn New Location

Start Mining (Learn Location)

1. Click button 2. Stand next to rock 3. Use pickaxe manually 4. Bot will learn & auto-mine

How to Use

1. Find your pickaxe item ID in Chrome Console (F12)

2. Stand next to the rock you want to mine

3. Select rock direction (north/south/east/west)

4. Set floor level (Z) if different

5. Set cooldown (6000ms = 6 seconds typical)

6. Enable mining - bot will automatically use pickaxe repeatedly (no hotkey needed)

The Mining tab.

Enable Mining — turn it on.

Pickaxe hotkey (recommended) — put the pickaxe (or a multitool) on a hotbar slot and enter its key, for example . The tool works like the rope and shovel: pressing the key arms a crosshair, then the bot uses it on the tile.

Pickaxe Item ID — an optional legacy fallback; use the hotkey instead if mining does not fire.

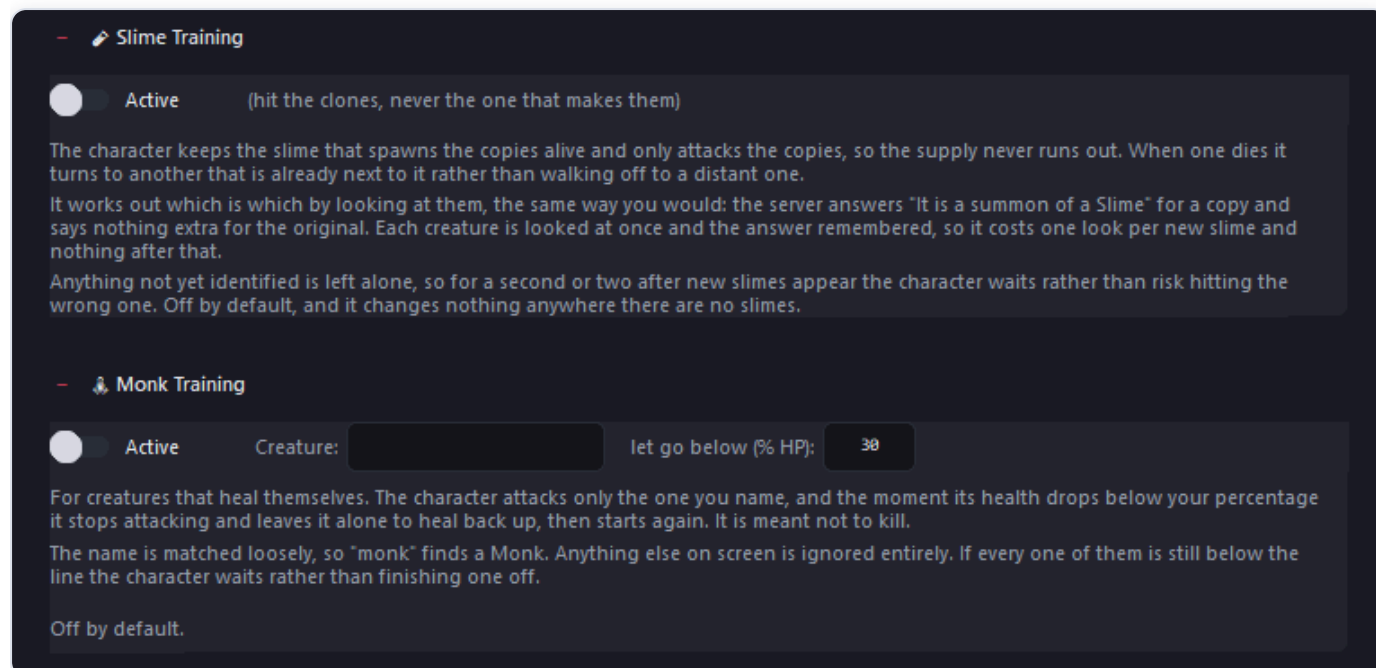
Cooldown (ms) — time between mining actions (for example **6000** = 6 seconds).

• **Mining Location** — **Rock direction** (north / south / east / west of you) and the **Z level**, relative to your position and floor; a **SQM #2** lets the bot alternate between two rocks (both are required for dual-mining).

► **Start Mining (Learn Location)** — the easy setup: press it, stand next to the rock and use your pickaxe by hand once. The bot captures the spot and starts mining by itself.

12 Training tab — slimes and monks

Two special training modes that drive targeting **by themselves**: tick one and the character picks its own victims — the Targeting tab does not have to be on.



The Training tab.

Slime Training

Hit the clones, never the one that makes them. The character keeps the slime that spawns the copies alive and only attacks the clones, so the supply never runs out. When one dies it turns to another that is already next to it instead of walking off to a distant one.

It works out which is which by looking at them, the way you would: the server answers *"It is a summon of a Slime"* for a copy and says nothing extra for the original. Each creature is looked at once and the answer is remembered. Anything not yet identified is left alone, so for a second or two after new slimes appear the character waits rather than risk hitting the wrong one. Off by default, and it changes nothing anywhere there are no slimes.

Monk Training

Active · **Creature** — the name to train on · **let go below (% HP)** — the health at which the character stops attacking it.

For creatures that heal themselves. The character attacks only the one you name, and the moment its health drops below your percentage it stops attacking and leaves it alone to heal back up, then starts again. It is meant *not* to kill. The name is matched loosely ("monk" finds a Monk); everything else on screen is ignored. If every one of them is still below the line, the character waits rather than finishing one off. Off by default.

13 The MiBot phone app

The app is how the bot reaches you when you are not at the PC. It is **a web page, not a store download** — you open a link, log in with your license key, and add it to your home screen so it behaves like a normal app.

This replaces Discord alerts entirely. Older versions sent alerts as Discord direct messages. That path is gone — the app is the only channel now. If you are following an old guide that tells you to register a Discord username, ignore it.

Setting it up (once)

1. On the **Alerts** tab, click  **Copy link** and send the link to your phone (message it to yourself).
2. Open the link on the phone and **log in with the same license key** the bot uses.
3. **Add it to your home screen**, so it opens like a normal app:
 - **Android / Chrome** — menu (:)
 → *Add to Home screen / Install app*
- **iPhone / Safari** — Share → *Add to Home Screen*
4. Open it **from the home-screen icon** and tap  **Enable notifications**, then allow them when the phone asks.

iPhone owners: step 3 is not optional. Safari only allows notifications for a page that was added to the home screen. On Android a normal browser tab works too.

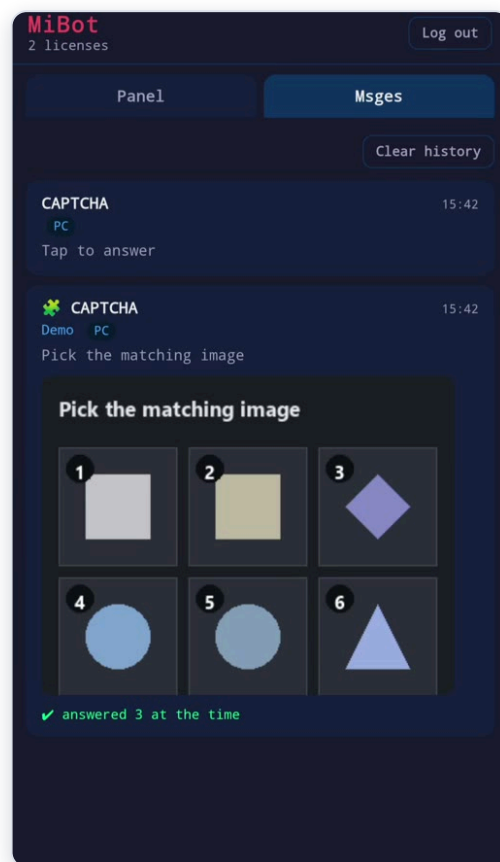
What you get

Panel tab — the live status of every character on your license (running, paused, HP, what it is doing), with **Start** and **Stop** for each.

Msges tab — the history of every alert, so nothing is lost if you miss a notification.

Captchas — arrive as a picture with the six tiles numbered **1–6**. Tap the right number and the bot clicks it in the game (section 16).

Messages from other players — a private message or an admin's chat line shows up with the sender and the text, and you can type an answer straight into the app. The bot posts it in the game for you (up to 120 characters, the game's own limit).



The Msges tab: an alert, and a captcha already answered with “3”.

Test it before you trust it. Use  **Send test alert** on the Alerts tab. If the notification does not arrive on the phone, you missed step 3 or step 4 above — that is nearly always the cause.

14 Alerts tab — what you get told about

This tab decides what reaches your phone, and sets up the local sound alerts on the PC. Nothing here changes what the bot *does* — the actions that do are on the Anti-bot tab and in the Rune Maker's Escape card.

— MiBot Mobile App

☒ Send alerts to the MiBot app

Master switch — untick and nothing in section 2 is sent to the phone

Your panel: <https://panel.getmibot.com>

Copy link

Send test alert

Setting it up on your phone — no app to install, it IS the web page:

1. Open the link above on your phone (Copy link, then send it to yourself).
2. Log in with the SAME license key this bot uses.
3. Add it to your home screen so it opens like a normal app:
Android/Chrome — menu (⋮) → 'Add to Home screen' / 'Install app'
iPhone/Safari — Share → 'Add to Home Screen'
4. Open it from the home-screen icon and tap '🔔 Włącz powiadomienia', then allow notifications when the phone asks.

On iPhone step 3 is REQUIRED — Safari only allows notifications for a page that was added to the home screen. On Android a normal tab works too.

What you get: Panel tab = live status of every character, with Start/Stop.
Msges tab = history of every alert. Captchas and admin/player messages pop up to be answered straight from the phone.

— 🔔 Notify me about

These only send you a notification — none of them change what the bot does.

☒ 🛡️ Anti-bot detected

☒ 💀 Character died

☐ 🎮 Player on screen

☒ 🗺️ Suspicious item on the ground

☒ 💧 HP drops below

% — fires once when HP falls under this level; re-arms after you heal back up.

📦 Supply running low — set a count per item; fires once, re-arms after a refill.

☒ 💧 UH Rune

below

left

☒ 🍷 Mana Potion

below

left

☒ ⚔️ Attack Rune

below

left

☐ 🏴‍☠️ A skulled player is nearby

Any player carrying a PK/war skull (yellow through black) visible near you — monsters never carry a skull, so this only ever fires on other players. Warns again every 5 min while they stay in view, and immediately if they leave and return.

☐ 💬 Someone PMs me in-game

Any incoming private message, no sender filter. Shows who wrote and what they said, and you can type an answer straight in the app — the bot opens a whisper tab with them, sends it, and closes the tab (max 120 chars, the game's limit).

Anti-bot checks, admin messages and suspicious items are handled in the 🛡️ Anti-bot tab — this list only decides what reaches your phone.

— 🖥️ Local alerts on this PC (no phone, no network)

Sound and window focus on the machine the bot runs on. Independent of the master switch above — these work even with the app turned off.

☒ 🛡️ Anti-bot on Console → sound + focus window

Console channel index:

Focus window titled:

When 'Anti-bot' shows on the Console channel: play an alert sound and bring the matching Chrome window to the front.

☐ 🎮 Player on screen → beep

Beeps once when another player appears on screen (same detection as Escape, but only alerts — it does NOT flee). Uses the Escape tab's 'Ignored names' list to skip your friends. For a phone notification instead, use section 2.

The Alerts tab.

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MiBot Mobile App

Send alerts to the MiBot app — the master switch. Untick it and nothing below is sent to the phone.

Your panel — your personal link, with  **Copy link** next to it. Setup is in section 13.

 **Send test alert** — sends a test notification so you can confirm the phone is wired up.

Notify me about

These only **tell you** something happened.

 **Anti-bot detected** ·  **Character died** ·  **Player on screen** ·  **Suspicious item on the ground** — the basics.

 **HP drops below ... %** — fires once when HP falls under the level you set, then re-arms after you heal back up.

 **Supply running low** — a separate count for each item: **UH Rune**, **Mana Potion**, **Attack Rune** ("below ... left"). Each fires once and re-arms after a refill, so a low stack of one thing does not silence the others.

 **A skulled player is nearby** — warns only about players carrying a PK or war skull (yellow through black). Monsters never carry one, so this never false-fires on wildlife. It repeats every 5 minutes while they stay in view, and immediately if they leave and come back.

 **Someone PMs me in-game** — any incoming private message, no sender filter. Shows who wrote and what they said, and you can answer from the app (max 120 characters, the game's own limit): the bot opens a whisper tab with them, sends it and closes the tab.

Anti-bot checks, admin messages and suspicious items are configured on the **Anti-bot** tab (section 15) — the list here only decides what reaches your phone.

Local alerts on this PC

Sound and window focus on the machine the bot runs on — independent of the master switch, so they work even with the app turned off.

 **Anti-bot on Console** → **sound + focus window** — when "Anti-bot" appears on the game's Console channel, play an alert sound and bring the matching Chrome window to the front. **Console channel index** and **Focus window titled** tell it which channel to watch and which window to raise.

 **Player on screen** → **beep** — beeps once when another player appears (same detection as Escape, but it only alerts — it does **not** flee). Players on the Escape whitelist are skipped.

15 Anti-bot tab — captchas, talking monsters, admins

Minibia checks that a human is playing: it puts up a captcha, has a monster call you by name, or an administrator writes to you. This tab tells MiBot how to react. Unlike the Alerts tab, the switches here **change what the bot does**.

Captcha

☒ Detect and solve captchas

MiBot solves captchas by itself, with or without the phone app. When it cannot, and the app is on, you get the check on your phone to answer. Untick and captchas are not detected or solved at all.

☒ ⌚ Press "Delay 30s" when MiBot cannot answer

Buys you 30 more seconds to reach the game yourself. Leave on.

☒ 🖼️ Solve NEW captchas from learned image categories

Works out the odd one out even on a captcha never seen before. Only acts when it is sure. Untick to use known-captcha memory only.

☐ ⓘ Bring the game window to the front when a check is announced

Off by default: a minimised window solves checks just as well. Turn on only if a character keeps failing checks while hidden.

A monster that speaks to you by name

Reply: manual

One kind of anti-bot check is a monster standing next to you that calls you by name and waits for an answer. auto: MiBot answers with a random line from the shared reply sets. manual: you get a phone alert and answer yourself. MiBot never answers players or NPCs.

Admin

☐ Alert me when this admin messages me

Nick: God Minibia

Reply: manual

Watches the Default channel for anything this nick posts — a whisper or a channel message. manual: type the answer in the app and the bot posts it. auto: the bot replies at once with a random line from the shared sets.

☒ When this admin appears ON SCREEN (ignores the whitelist):

Admin nickname: God Minibia

☐ 📸 Screenshot the tab → send it

☐ 🗑️ Close this character's tab

☐ 🛑 Stop bot (leave tab open)

📸 can be combined with either of the other two and runs first. 🗑️ and 🛑 exclude each other: 🗑️ stops the bot AND closes the tab, 🛑 only stops the bot.

Item bait

☒ Pick up bait that appears next to you (Cave Bot)

A fake item that suddenly appears beside the character is picked up into an open backpack while the Cave Bot runs. Items that were already lying there are left alone. Keep a backpack with a free slot open.

After a failed check

☐ Park and pause for the length of the penalty

When the server says a check was FAILED: walk to the safety spot (set in Rune Maker → Escape) and switch off cavebot, targeting, lure, rune drop, food, ring, eat food, mana training and escape for exactly as long as the penalty lasts, then switch back on whatever was on before. Healing and alerts keep running.

The Anti-bot tab.

Captcha

Detect and solve captchas — MiBot solves captchas by itself, with or without the phone app. When it cannot, and the app is on, you get the check on your phone to answer. Untick it and captchas are not detected or solved at all (leave it on).

 **Press “Delay 30s” when MiBot cannot answer** — buys you 30 more seconds to reach the game or the phone yourself. Leave on.

 **Solve NEW captchas from learned image categories** — works out the odd one out even on a captcha never seen before, but only acts when it is sure. Untick it to use the memory of known captchas only. How both work: section 16.

 **Bring the game window to the front when a check is announced** — off by default: a minimised window solves checks just as well. Turn it on only if a character keeps failing checks while hidden.

A monster that speaks to you by name

One kind of check is a monster standing next to you that calls you by name and waits for an answer. **Reply: auto** — MiBot answers with a random line from the shared reply sets. **manual** — you get a phone alert and answer yourself. MiBot never answers players or NPCs.

Admin

Alert me when this admin messages me + Nick — watches the Default channel for anything this nick posts (a whisper or a channel message). **Reply: manual** — type the answer in the app and the bot posts it. **auto** — the bot replies at once with a random line from the shared sets.

 **When this admin appears ON SCREEN** (ignores the whitelist) — **Admin nickname**, then what to do:  **Screenshot the tab → send it**,  **Close this character's tab**, **|| Stop bot (leave tab open)**. The screenshot can be combined with either of the other two and runs first;  and **||** exclude each other —  stops the bot *and* closes the tab, **||** only stops the bot.

Item bait

Pick up bait that appears next to you (Cave Bot) — a fake item that suddenly appears beside the character is picked up into an open backpack while the Cavebot runs. Items that were already lying there are left alone. Keep a backpack with a free slot open.

After a failed check

Park and pause for the length of the penalty — when the server says a check was *failed*, the bot walks to the safety spot (set in Rune Maker → Positions / Escape) and switches off cavebot, targeting, lure, rune drop, food, ring, food hotkey, mana training and escape for exactly as long as the penalty lasts, then switches back on whatever was on before. Healing and alerts keep running.

16 How MiBot answers the captcha

An unanswered captcha is a dead character, so this is the part MiBot takes most seriously. It tries several things in order, and only the last one needs you.

1. It recognises the puzzle

A captcha is identified by its **set of six images**, independent of the order they are shown in — so the same puzzle is recognised however it is shuffled.

2. Seen before? It answers itself

Answers are shared between all MiBot users, and only trusted after they have been confirmed more than once — so one wrong tap cannot teach everybody the wrong thing. Every solve is checked against the game's own reaction before it is reported as a success.

3. Never seen it? It reasons

Most puzzles are new: the same six images rarely come back. MiBot also learns **categories** of images — and for items it knows what each one is — and works out which of the six is the odd one out. That generalises to sets nobody has ever answered before, and it only acts when it is sure.

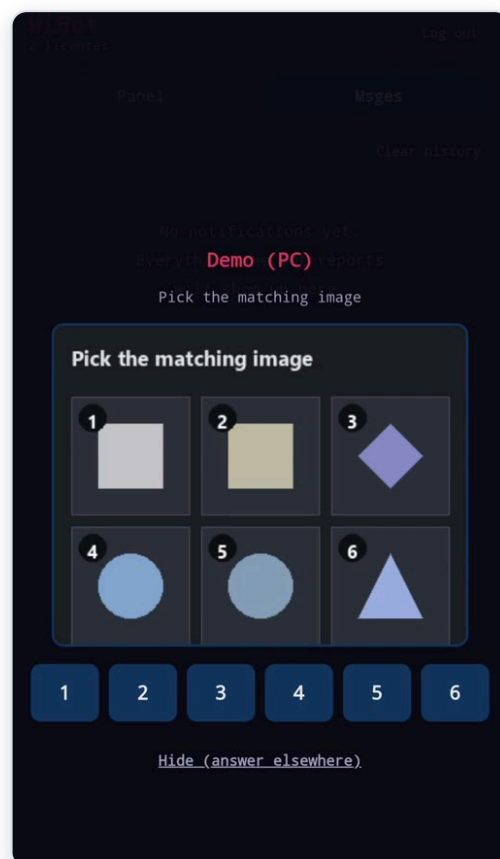
4. Still unsure? Your phone rings

The tiles arrive on the phone numbered **1–6**. You tap a number, the bot clicks it in the game, and the answer is added to the shared memory so nobody has to answer that one again.

What you should see. Most captchas are handled without you. When one is, you get a one-line confirmation rather than silence — that is deliberate, so you can always tell the difference between “nothing happened” and “something happened and was dealt with”.

Keep the phone reachable. The automatic paths cover most puzzles, not all of them. If nobody answers the ones that reach your phone, the character eventually stops — so treat the app as part of the setup, not an extra.

Failed one anyway? The server announces a penalty. With *Park and pause for the length of the penalty* on (Anti-bot tab) the character walks to its safety spot and everything that acts is switched off until the penalty ends.



A captcha that reached the phone: tap the number of the matching image.

17 Log tab

```

[20:43:26] 🟢 Connected to Chrome on port 9333
[20:43:36] ✅ Character: Demo | license T2 | profile Demo
[20:43:51] 🗺️ Cavebot started - route 'Demo Route' (34 waypoints)
[20:44:05] ⚔️ Attacking Rotworm (4 tiles)
[20:44:27] 🍯 Lure: pack of 4 assembled, releasing
[20:44:44] 💣 Explosion cast - 4 targets hit
[20:45:01] 🏆 Looted: 18 gold, Rotworm corpse
[20:45:09] 🍷 Mana potion used (62%)
[20:45:29] 🍖 Eating food
[20:45:41] ⚠️ Supplies: UH Rune 34 left
[20:46:04] ⚠️ Anti-bot captcha detected - solved from memory (set seen 4x)
[20:46:27] ✅ Captcha passed
[20:46:38] 🗺️ Waypoint 12/34 - rope up
[20:46:52] 📊 Session 2h 14m | 1.42 kk exp/h | profit 38.4k/h
  
```

The Log tab — a live feed of what the bot is doing.

The log is your window into the bot's brain. Every action is printed with a timestamp — heals, mana, attacks, waypoints, loot, escapes, captchas and warnings. When something behaves unexpectedly, this is the first place to look, and it is what to send your seller when you ask for help.

Clear — empties the log view.

The log is also a file. Each character writes its own `rune_maker_debug_<name>.log` next to `MiBot.exe` (the file keeps the last few megabytes). Send that file when you report a problem — it has the whole story, including the time of day.

Reading examples

You see	It means
❤️ Heal LOW (health=...)	An emergency heal fired.
🗺️ Cave [12/34] walk ...	Walking waypoint 12 of 34.
⚔️ Attacking: Demon (3.2 tiles)	A target was engaged.
🍯 LURE: gathering (2/6)	The lure has two of the six monsters it wants.
🏠 Warlock is round a corner ...	The monster has no line of sight; it is not shot until it comes into line (Keep Distance walks to a firing tile).
🍷 Refill needed (...) – walking to the depot	A depot trip has started (section 20).
✅ Captcha passed	A captcha was answered correctly.
🕒 Tick: 8.4/s ... ping 72ms	The once-a-minute health line: ticks per second and your ping.

18 Targeting tab TIER 2

The auto-attack brain, in three steps that follow the tab from top to bottom: **who** to attack, **what to hit them with**, and **how to move** while fighting.

1 - Who to attack

✕ Auto-Attack

Active

Walk up to (tiles):

5

Attack first: ★ Alpha/Ancient first

Attack first: names, comma separated, earliest first -- e.g. Infestation Portal, Lich.
Everything else: the bot finishes the monster it is fighting, then takes the nearest.

Skip monsters I cannot walk to (off = also attack through walls, for runes)

Attack any if stuck (a monster blocking the route or the way to the target is attacked first)

Chase runners (a wounded monster that turns its back and steps away is chased down first)

2 - What to hit with

✕ Attacks (i)

On	Monsters (* = all)	HP % from	to	Kind	Hotkey	Min hits	Own cd				
	demon, dragon lord	0	100	Explosion	▼	5	auto		↑	↓	✕
	*	0	100	Exori	▼	4	2	5	↑	↓	✕
	*	0	100	Rune	▼	6			↑	↓	✕
	rat, bug	0	100	Don't attack	▼				↑	↓	✕

+ Add row

First row that fits wins. Auto-attack = weapon only, no rune (spells still go). Don't attack = never target it. Hover (i) for the details.

📦 Pack

Lure Mode

Gather up to:

6

Detour:

3

Lure collects up to the Gather number, then stands and fights the pack down to zero, then go for the next one. Gather is a ceiling, not a quota: when nothing else on this floor is worth walking to, it fights with what it has instead of wandering. 8 is the most it will take — one monster per tile around you. 6 is what we measured as best: more monsters per pack AND less damage taken than 8, because at 8 the character gets surrounded before it closes. It reads monsters out to 15 tiles rather than the screen's 7, and only counts ones it can prove a path to. Anything within 5 tiles of the route ahead is collected simply by walking on; anything further gets a step off the path, up to the Detour tiles you set, and the route resumes the moment it joins. Detour is measured from the route OR from the character, whichever is closer.

Lure walks at FULL SPEED while the pack is close and only waits when a monster is about to be dropped — further than the tile count above. That adapts by itself to your speed, the monsters' speed and the terrain, instead of pacing to a fixed metronome. Stragglers that cannot catch up (stuck behind a wall) are waited on for at most 8s, then left behind.

Also lure on the way to and from the depot (off: plain fighting on those routes; on: gathers packs like the hunt)

Dance for best explosion (with an Explosion row: step around so the pack lines up in a cross)

The Targeting tab — part 1: who to attack, the Attacks table and the Pack (lure).

1 - Who to attack — ✕ Auto-Attack

Active — master switch for auto-attack.

Walk up to (tiles) — how far the bot is willing to walk towards a monster to attack it (default 5). It sees every monster on the screen; this limits how far it goes after one.

Attack first — names, comma-separated, earliest first (for example `Infestation Portal, Lich`). Those are always hit before anything else. For everything else the bot finishes the monster it is fighting, then takes the nearest. ★ **Alpha/Ancient first** puts the strongest creature of a pack in front.

 **Skip monsters I cannot walk to** — ignores a monster there is no walkable path to, instead of standing and shooting at a wall. Untick it to also attack through walls (useful for runes).

 **Attack any if stuck** — a monster that blocks the route or the way to the target is attacked first, even one on your Don't attack list, until the way is free.

 **Chase runners** — a wounded monster that turns its back and steps away is chased down first, so it does not escape at 3% health and come back healed. It stops chasing when the monster is lost.

2 · What to hit with — ✕ Attacks

One table that replaces the old separate Rune / Spell / Whitelist fields. **Rows are read from the top; the first row that fits the target is used.** A row fits when the monster is in **Monsters** (`*` or empty = all), its health is inside **HP % from ... to**, and — for Exori, Mort hur and Explosion — enough monsters stand in that spell's shape (**Min hits**). A spell that is on cooldown hands the turn to the next row.

Kind	What the row does
Rune	Throws the rune on the row's Hotkey (for example SD) at the target. A rune row with <i>no</i> hotkey means "melee only here".
Explosion	Aims an explosion rune at the monster whose cross (the tile and the four next to it) catches the most monsters. Min hits: <code>auto</code> = aim for 3, settle for 2, then 1; a number N = never fire into fewer than N. Until the cross is good enough the next rune row fires (for example an SD below it); with nothing below, the rune waits.
Exori	A spell that hits the ring around you — set the Hotkey , Min hits (monsters around you) and Own cd , the spell's own cooldown in seconds (Exori: 5; 0 = off).
Mort hur	A spell that hits the wave in front of you — same fields.
Auto-attack	The weapon only: no rune from this row or any row below it for that monster; spells (Exori, Mort hur) still go.
Don't attack	The bot never targets that monster (the old whitelist).

Use ↑ ↓ to reorder rows, ✕ to delete one and + **Add row** for a new one. Hover the **(i)** next to **Attacks** for the same rules in the game.

Example from the screenshot. Row 1: explosion rune (`5`) at demons and dragon lords, firing only into a cross that catches 2–3. Row 2: Exori (`4`) when at least 2 monsters are around. Row 3: an SD (`6`) at anything else. Row 4: never attack rats or bugs.

Rows that can never fire. A rune row that always matches (all monsters, 0–100%) stops the search, so rows below it are never reached; the tab warns about it and about **Min hits** larger than the Lure's **Gather** number (a row that needs 4 monsters can never fire if the lure only ever gathers 3).

Pack — Lure Mode

Gathers a pack before fighting, which is what makes area spells worth casting.

 **Lure Mode** — the switch. **Gather up to** — how many monsters to collect (a ceiling, not a quota: when nothing else on the floor is worth walking to, it fights with what it has). 8 is the most it takes — one monster per tile around you; 6 gave the best results in testing: more monsters per pack *and* less damage than 8.

Detour — how far (in tiles) it may step off the route to pick up a monster. Anything within 5 tiles of the route ahead is collected simply by walking on; anything further gets a step off the path, up to this many tiles, and the route resumes the moment the monster joins.

Lure walks at **full speed** while the pack is close and only waits when a monster is about to be dropped — further than the tile count above. That adapts by itself to your speed, the monsters' speed and the terrain. Stragglers that cannot catch up (stuck behind a wall) are waited on for at most 8 s and then left behind. It reads monsters out to 15 tiles rather than the screen's 7, and only counts ones it can prove a path to. When the pack is complete, it stops and fights it down to zero, then goes for the next one.

 **Also lure on the way to and from the depot** — off by default: on the To depot / From depot routes the bot fights plainly (or not at all, see the Refill tab). Switch it on only if your way to the depot leads through more of the hunting ground and you want it cleared the way the hunt loop does it.

 **Dance for best explosion** — with an Explosion row, the character steps around so the pack lines up in a cross.

3 · How to move

 Chase Mode

Chase: 0 | 0=stand | 1=server chase | 2=bot walks to the target (server stands — one mover, no conflicts)

Targeting: normal | normal | diagonal=avoid beams | straight=line up for Exori Vis (melee <2)

Chase: Mode 0 (stand) recommended with runes — the character won't wander off.
Diagonal: in melee (<2 tiles) it wiggles OFF the straight line — dodges enemy beams/waves.
Straight (for Exori Vis): in melee it lines the target up directly N/S/E/W so your beam hits it.

 Dynamic Stance (attack / balanced / defence)

Switch stance by how many monsters are on me

Count monsters within 5 tiles

Balanced from 2 monsters | Full Defence from 4 monsters

Below the Balanced threshold the character fights in Full Attack, so solo monsters die fastest; a small group drops it to Balanced, and a real pack to Full Defence. Defaults: 0-1 monsters = Full Attack, 2-3 = Balanced, 4+ = Full Defence.

A new stance has to hold for ~1.5s before it is sent, so monsters stepping in and out of the radius can't make it flip every tick. Leave this OFF to keep whatever stance you set manually in the game — MiBot then never touches it.

 Keep Distance (kiting)

Active

Keep 4 tiles from target

Stays this many tiles (or one more) from the monster you attack, on a tile the rune can be thrown from: in range on screen and not behind a wall. Looks 6 steps around, so it walks out of corners instead of freezing in them. With nothing else to fight it also walks to a tile with a clear shot at a monster round a corner. Forces Chase = 0 (stand). Takes precedence over Diagonal targeting.

The Targeting tab — part 2: how to move while fighting.

3 · How to move — Chase Mode

Chase 0 — stand still. Recommended for rune and spell mages: the character never wanders off. **Chase 1** — server chase: the game walks your character after the target. **Chase 2** — the bot walks to the target while the server stands: one mover instead of two, so they cannot fight each other for control.

Targeting — **normal**; **diagonal** steps off the straight line in melee (under 2 tiles) to dodge beams and waves — and, with Keep Distance, keeps the character out of a beam at range too; **straight** lines the target up N/S/E/W in melee so a beam spell such as Exori Vis hits it.

Dynamic Stance

Switches the fighting stance by how many monsters are around you: **Switch stance by how many monsters are on me**, **Count monsters within ... tiles**, **Balanced from ... monsters** and **Full Defence from ... monsters**. Defaults: 0–1 monsters = Full Attack (solo monsters die fastest), 2–3 = Balanced, 4 or more = Full Defence. A new stance has to hold for about 1.5 s before it is sent, so monsters stepping in and out of the radius cannot make it flip every tick. Leave it **off** to keep whatever stance you set in the game — MiBot then never touches it.

Keep Distance (kiting)

Stays **N tiles** (or one more) from the monster you attack, on a tile the rune can be thrown from: in range on the screen and **not behind a wall**. It looks six steps around, so it walks out of corners instead of freezing in them. Forces **Chase 0** (stand) and takes precedence over Diagonal targeting.

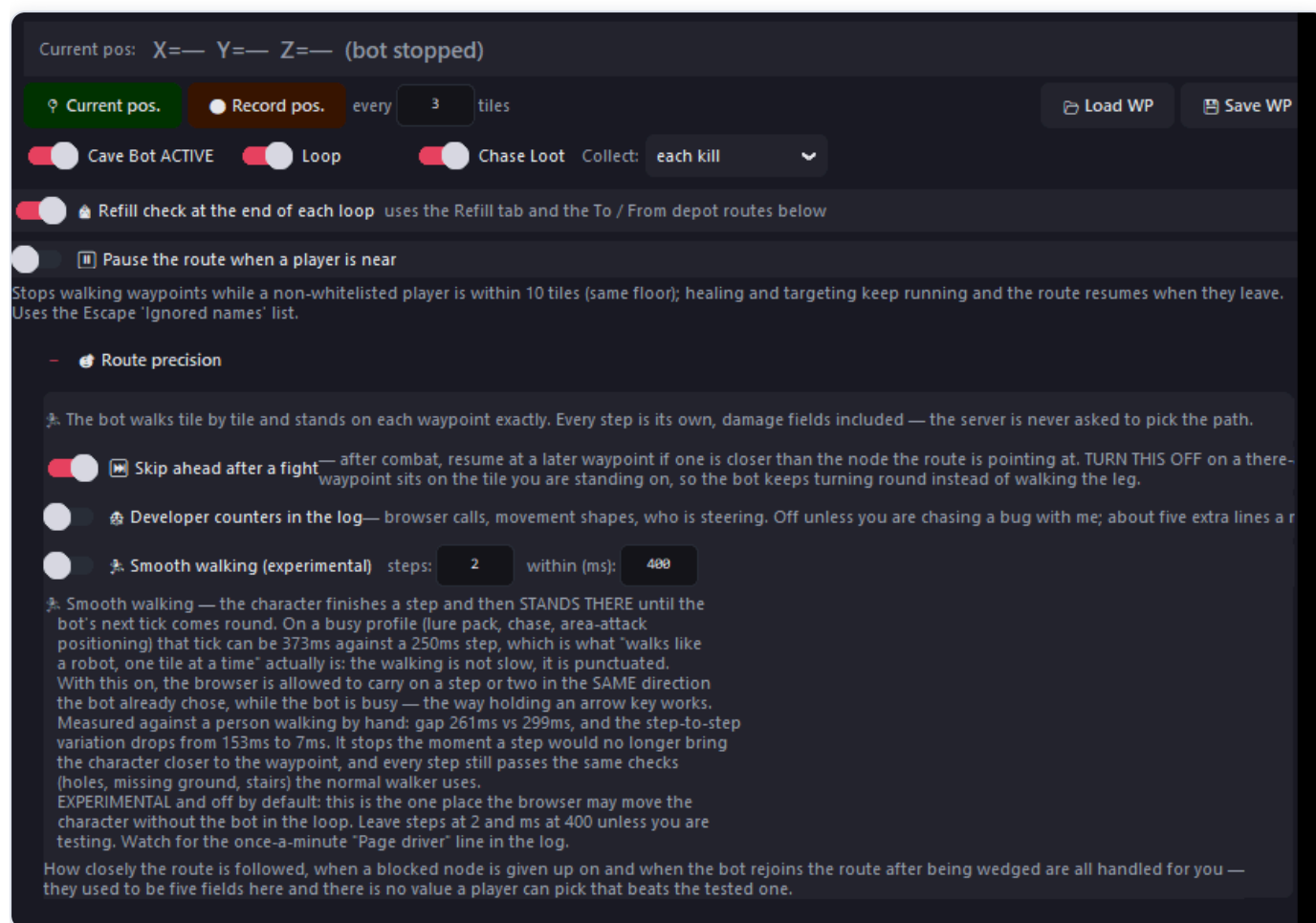
Monster round a corner. A monster with no line of sight is not shot (the bot checks the throw first and does not waste runes on a wall), and it is not a target — so the character used to stand where it was, with nothing hitting anything. With Keep Distance on, and nothing else to fight, the character now **walks to the nearest tile with a clear shot** at that monster (a few steps, keeping your distance setting in mind) and the fight begins from there. It tries for at most 10 seconds per monster; if no tile with a shot exists within six steps, it leaves that monster alone for a while and carries on. The Cavebot waits while it walks.

Good to know

- **No wasted runes.** If the server refuses a shot ("Target is not in line of sight") the monster is dropped until you or it move; a second refusal inside a minute leaves it alone for about 15 s — unless it is next to you.
- **Runes, spells and the cooldown.** The bot reads the real cooldown from your hotbar badge, so a spell is only pressed when the game would accept it.
- **Fighting on the way to the depot.** Targeting can be switched off on the refill routes unless the character is trapped by several monsters — see the Refill tab, section 20.

19 Cavebot tab TIER 2

The Cavebot walks your character along a **route** of waypoints — around your hunting ground, up and down ladders, over holes, to the depot and back — in a loop. It walks **tile by tile** with the arrow keys, the way you would, so it can cross fire, poison and energy fields that the game refuses to auto-walk onto.



The Cavebot tab — part 1: position, recorder, options, route settings and tool hotkeys.

Current pos & the toolbar

Current pos — your live X/Y/Z (while the bot runs). This is where you read coordinates for the other tabs.

Current pos. — drops a single waypoint where you are standing right now.

Record pos. — the route recorder. Switch it on and simply **walk your route**: a waypoint is dropped automatically every **N tiles** (the “every ... tiles” box) and on every floor change. A boat trip you take while recording becomes a **travel** waypoint by itself. Switch it off when you are done. This is by far the fastest way to build a route.

Save WP / **Load WP** — save the routes to a file, or load one. One file holds all three routes (Hunt, To depot, From depot); an older single-route file loads as the Hunt route.

Options

Cave Bot ACTIVE — start or stop walking the route. **Loop** — at the end of the route, start again from the first waypoint.

Chase Loot — walk to corpses and collect loot after a kill. The route is held while a corpse is queued, so loot is never skipped because the next waypoint was closer. **Collect: each kill** (the default — pick the loot up right after each kill, with a limit on how far it detours) or **screen clear** (corpses are queued while any monster is still on screen, and everything is collected, nearest first, once the screen is empty — built for characters that kill at range).

Refill check at the end of each loop — at the end of every hunt lap the bot checks whether a depot trip is due (supplies below their “Refill below %”, or free capacity too low) and, if so, switches to the **To depot** route. Uses the Refill tab (section 20).

II Pause the route when a player is near — stops walking waypoints while a non-whitelisted player is within 10 tiles on your floor. Healing and targeting keep running, and the route resumes when they leave. Uses the Escape “Ignored names” list. Only on the Hunt route — in town on the way to the depot there are always players.

Route precision (nothing to set)

The bot stands on each waypoint exactly and every step is its own — including steps across damage fields; the server is never asked to pick the path. How close counts as “arrived”, when a blocked node is given up on and how the bot rejoins the route after being wedged are handled for you; they used to be several fields and no value a player can pick beats the tested one. The card has two switches:

⏏ **Skip ahead after a fight** — after combat, resume at a later waypoint if one is closer than the node the route points at. **Turn it off on a there-and-back route**: the return waypoint sits on the tile you are standing on, so the bot would keep turning round instead of walking the leg.

 **Developer counters in the log** — extra diagnostic lines (browser calls, movement shapes, who is steering). Off unless you are chasing a bug with support.

 **Smooth walking (experimental)** — with **steps** and **within (ms)**: lets the browser carry on a step or two in the same direction while the bot is busy, the way holding an arrow key does. Off by default; leave the numbers at 2 and 400 unless you are testing.

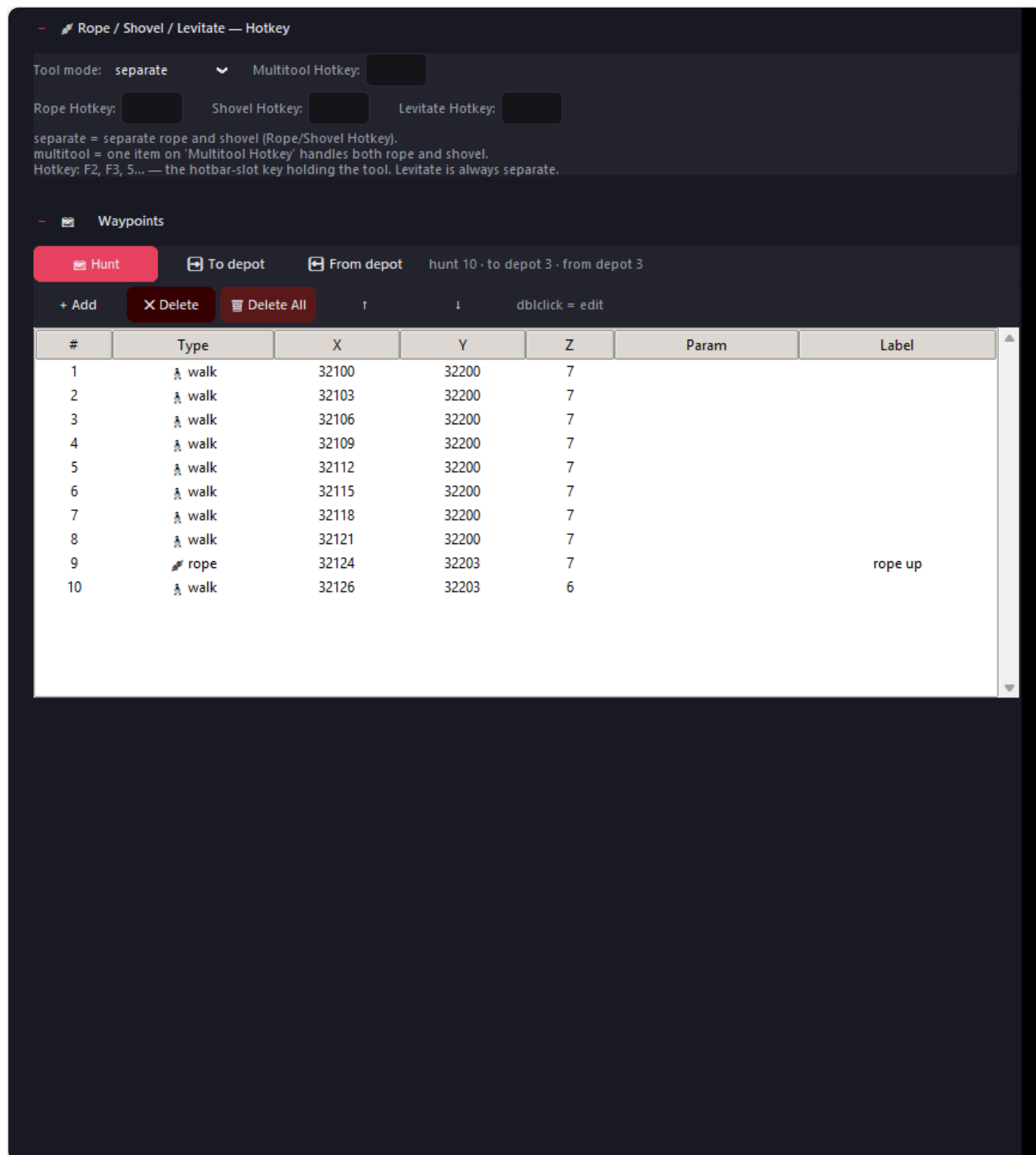
Rope / Shovel / Levitate — Hotkey

Tell the bot which hotkeys hold your tools, so rope, shovel and levitate waypoints work. Pressing a tool's key *arms a crosshair*, the bot then uses it on the tile. Because the key is pressed, the tool can sit in a **closed backpack** — the game finds it.

Tool mode — **separate** (a rope hotkey and a shovel hotkey) or **multitool** (one item on the **Multitool Hotkey** does both). **Rope / Shovel / Levitate Hotkey** — the hotbar key that holds each tool (Levitate is always separate).

Where to stand. For a **rope** waypoint the character must be **on** the hole tile; for a **shovel** waypoint, **one tile next to it**. Place those waypoints accordingly.

High ping? If your ping is 150 ms or more the bot waits a little longer between arming a rope or shovel and using it, and stands still on the tile until the server has confirmed the position — nothing to set.



The Cavebot tab — part 2: the three routes, with the Hunt route showing.

Waypoints — three routes

The route itself, in order. The three buttons above the list pick which route you are editing:

Route	What it is
 Hunt	The loop you hunt on. Walked for as long as the Cavebot is active.
→ To depot	From anywhere on the Hunt route to a tile next to a depot locker . At its end the bot does the refill (section 20). Starts from its #1, so make the first waypoint a tile your Hunt route passes.
← From depot	From the depot back to the hunt. Afterwards the bot rejoins the Hunt route from its nearest waypoint. At least 2 waypoints each for To depot and From depot.

Use **+** **Add**, **×** **Delete**, **🗑** **Delete All** and **↑ ↓** to reorder. **Double-click** a row to edit it. Each row shows its **Type**, coordinates, **Param** and **Label**; the row the bot is walking to is highlighted.

The waypoint editor

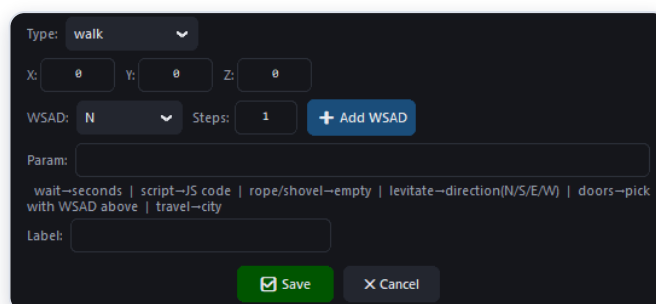
Opens when you add or double-click a waypoint.

Type — what the node does (table below).

X / Y / Z — the tile. A new waypoint starts with your current position.

WSAD — pick a direction (N ↑, S ↓, E →, W ←) and a number of **Steps**, then **+ Add WSAD** to place a waypoint that many tiles away without typing coordinates.

Param — the extra value the type needs. **Label** — an optional note to yourself.



The waypoint editor.

Type	What it does	Param
 walk	Walks to the tile.	—
 rope	Stand on the hole, arm the rope, use it.	empty
 shovel	Stand next to the hole, arm the shovel, dig.	empty
levitate	Casts levitate in a direction.	direction N / S / E / W
 ladder	A ladder or stairs: the floor change is taken on purpose.	—
doors	Opens the door on the next tile in that direction.	direction (set with the WSAD picker)
 travel	Talks to the boat captain and picks the city (recorded automatically while recording).	the city
 wait	Stands still for some seconds.	seconds
 script	Runs a snippet of JavaScript in the game page (for advanced users).	the code

Recording a route (recommended): stand at the start → click **● Record pos.** → walk the whole loop, using ladders and holes as normal → click it again to stop → tick **Cave Bot ACTIVE**. Then pick the **→ To depot** button and record the way to the depot the same way (and **← From depot** for the way back). Add rope, shovel and levitate waypoints by hand where they are needed.

Keep waypoints close together. The bot plans its steps around what it can see, so consecutive waypoints should be within about 10 tiles of each other. The recorder does this for you; an old hand-made route with long gaps is better re-recorded.

20 Refill tab — depot trips, loot and supplies TIER 2

When your supplies run low or your backpack is full, MiBot walks to the depot **by itself**: it puts your loot into your depot bags (**IN**), takes the supplies you set back out (**OUT**), and walks back to the hunt. There is also **Sort Loot**, which splits the loot bag in the depot among bags named for the NPCs who buy the items.

It all rests on one idea: **you name your bags in the game, and the bot finds them by name.**

Bags the bot can see (i)

On you: loot · myuh · mymana · myexp
In depot: loot · uh · mana · explo · rashid · haroun · yaman
Items seen: 3

Nothing here yet? Start the bot, then open your backpacks and your depot (and the named bags inside it) once.

IN — put into the depot (i)

On

From my bag

Into depot bag

loot

→

loot

↑

↓

×

+ Add row

OUT — take from the depot (i)

On

Item

Amount

Refill below %

From depot bag

Into my bag

ultimate healing rune

400

30

uh

→

myuh

mana potion

600

30

mana

→

mymana

explosion rune

800

25

explo

→

myexp

+ Add row

Sort Loot — by seller (i)

Loot bag in the depot

loot

On

Seller (NPC)

Depot bag

Rashid

→

rashid

↑

↓

×

Haroun

→

haroun

↑

↓

×

Yaman

→

yaman

↑

↓

×

+ Add row

Sort Loot

Stand near the depot with the bot running: it walks to a free locker and sorts. Items only move inside the depot.

When & how

The Refill tab — part 1: the bags it can see, IN, OUT and Sort Loot.

Before you start — name your bags

1. In the game, **right-click a bag** → **Set Name** and type a name (letters, digits and spaces). Name the bag you carry your loot in (for example **loot**), the bags your supplies live in (**myuh** , **mymana** , **myexp**) and, in your depot, the bags they are stored in (**loot** , **uh** , **mana** , **explo**).
2. **Open your backpacks and your depot once** (with the bot running). The tab lists every named bag it sees and remembers it — the choices in the drop-downs below come from this list.
3. If a depot bag becomes full, the game names the next one **loot (1)** , then **loot (2)** ; MiBot treats those as the same bag family and moves on to the next by itself.

One depot for all cities. The depot is the same everywhere in Minibia, so one set of named depot bags serves every city. The bot looks for your bags directly in the locker window and inside the depot bags.

Bags the bot can see

A read-only list: **On you** — named bags in your backpacks; **In depot** — named bags in the depot; **Items seen** — how many supply items it has noticed in your open bags (the OUT list below offers those).

IN — put into the depot

Everything in **From my bag** goes into **Into depot bag**. When that bag is full the next one with the same name is used. Bags inside the source bag are emptied too (the bag itself stays). A bag that is also the supply bag of an OUT row is never emptied, and supplies are never put away. **On** switches a row, **↑ ↓ ×** move or delete it, **+ Add row** adds one.

OUT — take from the depot

Each row is one supply: the **Item**, the **Amount** you want to carry, the **Refill below %**, the depot bag it comes **From** and the bag of yours it goes **Into**. The bot starts a depot trip when you hold less than the “Refill below %” of the Amount, and takes **only what is missing** — topping up half-used piles first, then filling new ones.

- Potions are told apart by what is in the vial (mana, life); the Item list is what the bot has seen in your open bags — open the bag with your supplies once and pick the item here.
- If a supply is **short in the depot**: with **75% or more** of its Amount taken, the bot goes back for **one last round** and tells your phone the depot needs filling; with less, it **stops and alerts**.
- If there is no room in your bag, or your free capacity is too low, it stops that row and says so in the log.

Sort Loot — by seller

Splits the loot bag in the depot among depot bags named after the NPCs who **buy** the items — Rashid's items into the bag you name for Rashid, Haroun's into Haroun's — so selling is a matter of grabbing one bag per NPC. The game itself says who buys what.

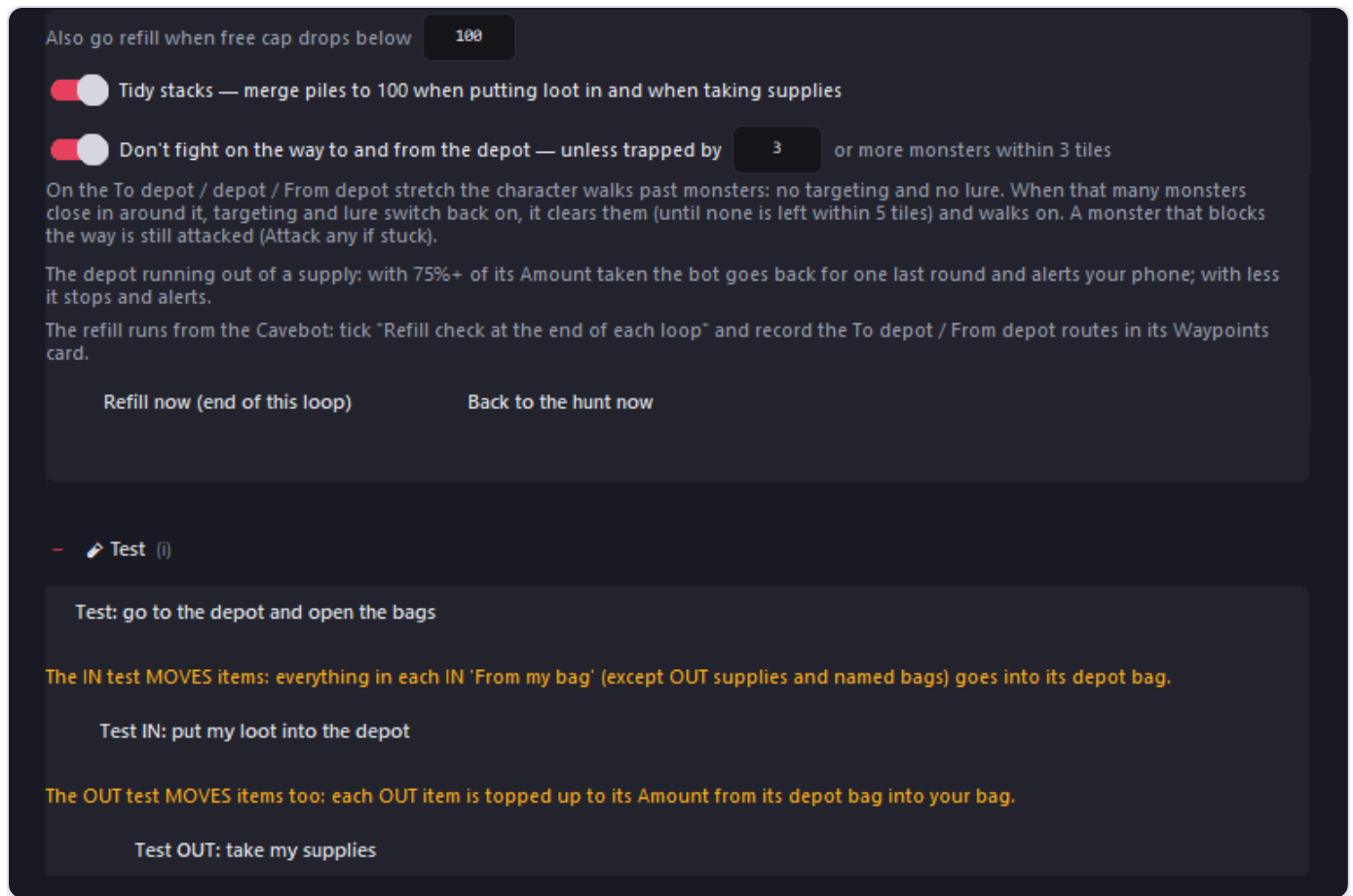
1. Set **Loot bag in the depot** (the bag with the unsorted loot, usually the one IN fills).
2. Add a row for every seller you use: **Seller (NPC)** and the **depot bag** named for them. The NPC list comes from the game's own sell table.
3. Stand near the depot with the bot running and press **Sort Loot**. The bot walks to a free locker, sorts, and closes what it opened. Items only move *inside* the depot.

Two NPCs buy the same item? It goes to the one that **pays more** among your rows.

Nobody on your list buys it? It stays in the loot bag; at the end the log says which items stayed because there is no row for their seller (“Haroun buys these, but there is no row for Haroun”).

A seller's bag is full? The bot goes on into the bag inside it or the next bag of that name, and closes the full one so windows do not pile up. At most three seller bags are open at a time.

Name the seller bags directly in the depot (in the locker window, not inside another bag). Supplies set in OUT are never sorted away.



The Refill tab — part 2: when to go, not fighting on the way, and the tests.

⌚ When & how

Also go refill when free cap drops below — a depot trip is also due when your free capacity falls under this number (default 100), even if no supply is low.

Tidy stacks — merge piles to 100 when putting loot in and when taking supplies, so the depot does not fill with half-stacks.

Don't fight on the way to and from the depot — unless trapped by N or more monsters within 3 tiles — on the To depot, depot and From depot stretch the character walks past monsters: **no targeting and no lure**. When N or more monsters (default 3) close in around it, targeting and lure switch back on — as you configured them — it clears them (until none is left within 5 tiles) and walks on. A monster that blocks the way is still attacked (*Attack any if stuck*). Off by default.

Refill now (end of this loop) — asks for a depot trip at the end of the current hunt lap, without waiting for a supply to run low.

Back to the hunt now — sends the character from the depot (or anywhere in town) back to the hunt: the From depot route from its nearest waypoint, with the Cavebot switched on. Handy after a stop at the depot.

How a refill goes

1. At the end of a hunt lap (with **Refill check at the end of each loop** on, see the Cavebot tab) the bot checks whether a trip is due — a supply under its "Refill below %", free capacity too low, or **Refill now** was pressed.
2. It switches to the **→ To depot** route and walks it. At the end it finds a **free locker** next to the route's last tile, opens it, and opens the bags your rows name.
3. **IN** (loot into the depot), then **OUT** (supplies back out), one row at a time, with at most a handful of windows open.
4. It closes what it opened, switches to the **← From depot** route and walks back; then it joins the Hunt route again from the nearest waypoint.
5. If something goes wrong (no free locker, the depot is out of a supply you needed, no room in your bag) the Cavebot stops **at the depot**, your phone gets an alert and the log says why.

Test

Stand near a depot with the bot running. **Test: go to the depot and open the bags** walks to the nearest free locker, opens it and every bag named in IN and OUT, writes what it found in the log, and closes only the windows it opened — nothing is moved. **Test IN** and **Test OUT** do the real thing for one direction: Test IN puts everything from each IN source bag (except OUT supplies and named bags) into its depot bag; Test OUT tops each OUT item up to its Amount.

Setting up, in order. ① Name the bags in the game. ② Open the depot and your bags once. ③ Fill IN and OUT rows. ④ Press the three Test buttons, one by one, and read the log. ⑤ Record the To depot and From depot routes (Cavebot tab, section 19). ⑥ Tick **Refill check at the end of each loop**. ⑦ Press **Refill now** once and watch the whole trip before trusting it.

On a high ping the bot waits a little longer for windows to open and for items to show up before it decides a bag is empty, and it writes a long diagnostic line ( No ... in window ...) whenever it concludes a supply is missing — send it with your log if a refill fails and you are sure the supply is there.

TIER 2

Magic wall timer

Count down every magic wall in view

Writes the seconds left over each magic wall in the game window, and marks it on the Radar tab. On this server a wall lasts exactly 20 seconds — the client's own item definition says so — so the number is the real one, not the 16-24 range the official game uses.

A wall that was already standing when the bot first saw it is shown with a ~ in front: nothing in the client records when a wall was placed, so that one can only be counted from when we first laid eyes on it, and the real number is lower. Walls the bot watched appear are exact.

Anti-Paralyze

Active

Cure hotkey:

F8

Presses the hotkey the instant you're paralyzed. Bind it to a cure — e.g. a healing spell (exura) or a haste spell; both remove paralyze. Reads the real paralyze condition, so it fires exactly when active.

Magic Shield

Active

Cast hotkey:

F6

Recasts Magic Shield (utamo vita) whenever it drops off.

Auto Haste

Active

Cast hotkey:

F7

Safe mode

Recasts Haste / Strong Haste whenever it drops. Safe mode skips recasting while you have a target (won't eat your attack cooldown mid-fight). It never casts while you stand in a protection zone.

Auto Invisible

Active

Cast hotkey:

Recasts Invisible (utana vid) the moment it drops. The game's own INVISIBLE condition is read every tick, exactly like Magic Shield and Haste, so it never casts blind. It also casts with monsters right next to you. The spell costs a lot of mana: it waits until you have enough (the cost is read from the hotbar key).

Auto Ring (from open container)

Active (from an open container)

Ring item ID(s):

3048, 3052

Re-equips a ring into the ring slot the instant it's empty, pulling it from ANY open container (no need to drop it on the ground). Enter the item ID(s), comma-separated (e.g. 3053).

Active (by hotkey -- works with the ring in a closed bag)

Hotkey:

A second, independent way (turn on this one OR the one above): the moment the ring slot is empty the bot presses this key, and the game finds the next ring in ANY bag, closed ones too. Put the ring on a hotbar slot and set that slot's mode to 'ring' (or 'ring (toggle)'). The item ID above is not needed for this way. After 3 presses that change nothing (out of rings) it waits a minute before trying again.

Magic wall timer

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with a ~ in front: nothing in the client records when a wall was placed, so that one can only be counted from the moment the bot first saw it, and the real number is lower. Walls the bot watched appear are exact.

Anti-Paralyze

Active and **Cure hotkey** — presses that hotkey the instant you are paralyzed. Bind it to a spell that removes paralysis (a healing spell such as exura, or a haste spell). The bot reads the real paralyze condition, so it fires exactly when you are paralyzed — not on a guess.

Magic Shield

Active and **Cast hotkey** — recasts Magic Shield (utamo vita) whenever it drops off.

Auto Haste

Active and **Cast hotkey** — recasts Haste / Strong Haste whenever it drops. **Safe mode** skips recasting while you have a target, so it does not eat your attack cooldown in the middle of a fight.

Never in a protection zone. The bot does not cast haste while you stand in a PZ (a temple, a depot) — there is nothing to run from there, and the mana is wasted. It recasts as soon as you step out.

Auto Invisible NEW

Active and **Cast hotkey** — recasts **Invisible (utana vid)** the moment it drops. The game's own *invisible* condition is read every tick, exactly like Magic Shield and Haste, so it never casts blind: the character is cast on only when it is really visible. It **also casts with monsters right next to you** — there is no Safe mode here.

The spell costs a lot of mana, so the bot reads its cost from the hotbar key and waits until you have enough, instead of repeating a cast that cannot be paid for. If the key holds no spell, the log says so once. The invisibility lasts about 200 seconds; the bot casts again as soon as it ends.

Auto Ring · Auto Amulet — two independent ways

Both cards work the same way, and each has **two independent switches**. Use one, the other, or both — they do not depend on each other.

Switch	How it works
Active (from an open container) + Ring item ID(s) / Amulet item ID(s)	The moment the ring (amulet) slot is empty, the bot pulls a ring (amulet) with one of these IDs out of any open container — you do not have to drop it on the ground first. The IDs are comma-separated (for example <code>3048,3052</code>). Item IDs are listed in section 25.
Active (by hotkey — works with the ring in a closed bag) + Hotkey	The moment the slot is empty, the bot presses this key and the game finds the next ring (amulet) in any bag, closed ones too . Put the ring on a hotbar slot and set that slot's mode to ring (or ring (toggle)); for amulets, amulet (or amulet (toggle)). The item ID is not needed for this way. After three presses that change nothing (you are out of rings) it waits a minute before trying again.

Hotbar slot modes. Right-click a hotbar slot in the game to choose its mode. *ring / amulet* only puts the item on. *ring (toggle) / amulet (toggle)* puts it on **and** takes it off when pressed again — which is what the HP cards below use to take a ring or amulet off.

☒ Auto Amulet (from open container)

☐ Active (from an open container) Amulet item ID(s):

Re-equips an amulet into the amulet slot the instant it's empty, from any open container. Enter the item ID(s), comma-separated.

☒ Active (by hotkey -- works with the amulet in a closed bag) Hotkey:

A second, independent way (turn on this one OR the one above); the moment the amulet slot is empty the bot presses this key, and the game finds the next amulet in ANY bag, closed ones too. Put the amulet on a hotbar slot and set that slot's mode to 'amulet' (or 'amulet (toggle)'). The item ID above is not needed for this way. After 3 presses that change nothing (out of amulets) it waits a minute before trying again.

☒ HP Ring (e.g. Might Ring) ⓘ

☐ Active (from an open container) Ring item ID:

Equip below (%): Remove above (%):

☒ Active (by hotkey -- works with the ring in a closed bag)

Put on hotkey: Take off hotkey:

Two independent ways -- turn on one of them: from an open container (above) or by hotkey (here); the thresholds above serve both. The game itself finds the ring in ANY bag, closed ones too -- so no bag has to be open. Put the ring on a hotbar slot and set that slot's mode to 'ring' (puts it on) or 'ring (toggle)' (puts it on and takes it off with the same key). Leave 'Take off hotkey' empty to press the same key again, which only works for a toggle slot; otherwise give a second key bound to a toggle slot. The item ID is optional here: it only tells the bot which ring is its own to take off.

☒ HP Amulet ⓘ

☒ Active (from an open container) Amulet item ID:

Equip below (%): Remove above (%):

☐ Active (by hotkey -- works with the amulet in a closed bag)

Put on hotkey: Take off hotkey:

Two independent ways -- turn on one of them: from an open container (above) or by hotkey (here); the thresholds above serve both. The game itself finds the amulet in ANY bag, closed ones too -- so no bag has to be open. Put the amulet on a hotbar slot and set that slot's mode to 'amulet' (puts it on) or 'amulet (toggle)' (puts it on and takes it off with the same key). Leave 'Take off hotkey' empty to press the same key again, which only works for a toggle slot; otherwise give a second key bound to a toggle slot. The item ID is optional here: it only tells the bot which amulet is its own to take off.

☒ Mage Bomb

☐ Active Commander: Rune hotkey:

Follows the commander's SD shots; targets whoever they just hit, then presses your hotkey. Bind that hotkey to an SD rune set to "use on target".

Both the commander AND their target must be on YOUR screen. The shot is read from what the game sends you, so a commander out of sight sends nothing, and a target you cannot see is nothing you can target.

Only SD is followed - other runes look different on the wire and are ignored.

The game never says WHO fired, only that a shot came from a tile. If another player stands on the commander's tile and throws an SD, this follows their shot too.

☒ ⓘ How it works

Detection discovers the game's condition IDs at runtime (paralyze / haste / magic shield) and reads their real state each tick — so it keeps working after client updates and never fires blind. If a condition can't be detected on your client build, that feature simply does nothing instead of misfiring.

The PVP tab — part 2: HP Ring, HP Amulet, Mage Bomb.

HP Ring (for example Might Ring) · HP Amulet

A ring or amulet that you wear **only when your health is low** — a Might Ring, say, or an amulet that protects you in a pinch — and take off again once you have recovered, so it is not used up for nothing. The two cards behave identically; the amulet one is new.

Equip below (%) and **Remove above (%)** — the bot puts the item on when your health falls under the first number and takes it off when it climbs back over the second. Keep the second clearly higher than the first, or the item flaps on and off. The thresholds serve both ways below.

Way	How it works
Active (from an open container) + Ring item ID / Amulet item ID	The bot takes the item from an open container and puts it on; when your health is back, it takes it off again. The ID tells it which one is its own.
Active (by hotkey — works with the ring in a closed bag) + Put on hotkey and Take off hotkey	The bot presses the <i>put on</i> key when health is low and the <i>take off</i> key when it has recovered. Put the item on a hotbar slot whose mode is ring / amulet (puts it on) or ring (toggle) / amulet (toggle) (puts it on and takes it off with the same key). Leave “Take off hotkey” empty to press the same key again — that only works for a toggle slot; otherwise give a second key bound to a toggle slot. The item ID is optional here — it only tells the bot which item is its own to take off. The game finds the item in any bag, so no bag has to be open .

The two ways are independent: turning one on does not require the other. The same goes for the Auto Ring and Auto Amulet cards above.

Mage Bomb

Follows another player's SD shots: it targets whoever they just hit and presses your hotkey, so a group of mages lands one salvo on one target.

Active, Commander (the player's name) and **Rune hotkey** — bind that hotkey to an SD rune set to “use on target”.

- Both the commander **and** their target must be on **your** screen. The shot is read from what the game sends you: a commander out of sight sends nothing, and a target you cannot see is nothing you can target.
- Only SD is followed — other runes look different on the wire and are ignored.
- The game says only *that* a shot came from a tile, not *who* fired. If another player stands on the commander's tile and throws an SD, the bot follows that shot too.

How it works

Detection discovers the game's condition IDs at run time (paralyze, haste, magic shield) and reads their real state every tick — so it keeps working after client updates and never fires blind. If a condition cannot be detected on your client build, that feature simply does nothing instead of misfiring.

22 Paladin tab — spears and ammunition TIER 2

Two helpers for a character that fights with thrown spears or a bow: it **carries spears back into the hand** and **conjures ammunition** to keep a level. Each card is independent — switch on only what you use.

 Equip spear from container

☒ Active

Spear item ID(s):

Keep at most:

Spears the bot picks up land in your backpack. With this on, they are moved back into a hand: onto the hand that already holds the SAME spear (the stack grows, up to 100), otherwise into an EMPTY hand. A hand that holds anything else (a shield) is never touched, and nothing is moved when both hands are taken.

KEEP AT MOST (empty = no limit): the hand is filled only up to that number, and the surplus is thrown on the tile under you: what the hand holds above it, and the spears in an open backpack once the hand is full at it. After three throws that take nothing off you (a full pile on the tile) it stops for a minute.

The backpack with the spears must be open. Item IDs, comma-separated: 3277 spear, 3347 hunting spear, 7367 enchanted spear, 7378 royal spear.

 Make ammunition

☒ Active

Ammunition:

Keep at least:

Conjure hotkey:

Casts the conjure spell whenever the arrows (or bolts) you carry drop below the level you set, until it is reached again. The count is the server's, over everything on you, closed quiver and bags included.

Put the conjure spell on a hotbar key, enter that key and pick the ammunition that spell makes (the log warns once if the key makes something else). Between fights only: mid-fight it casts only when the stock is below a quarter of the level. It waits for the spell cooldown and for enough mana, and backs off for a minute if three casts do not raise the count (wrong key, no room in the bags).

The Paladin tab: Equip spear from container, and Make ammunition.

Equip spear from container

Spears the bot picks up land in your backpack. With this on, they are moved back into a hand:

- onto the hand that **already holds the same spear** — the stack grows, up to 100;
- otherwise into an **empty hand**.

A hand that holds anything else (a shield) is never touched, and nothing is moved when both hands are taken. The backpack with the spears must be **open**.

Active — the switch.

Spear item ID(s) — comma-separated. The common ones: spear, hunting spear, enchanted spear, royal spear (item IDs: section 25).

Keep at most — empty means no limit. With a number, say : the hand is filled **only up to that number**, and the surplus is **thrown on the tile under you** — what the hand holds above it, and the spears in an open backpack once the hand is full at it. If three throws in a row take nothing off the character (the tile is a full pile), it stops throwing for a minute and says so in the log; step to a free tile.

Two or more spear types. A hand full of one type never takes another type on top. With a different type in the other hand or an empty hand, the other type goes there; with both hands holding other things, nothing is moved or thrown.

Make ammunition

Casts the conjure spell whenever the arrows (or bolts) you carry fall **below the level you set**, until it is reached again. The count is the **server's**, over everything on you — a closed quiver or bag included.

Active — the switch.

Ammunition — pick from the list: Arrow, Bolt, Poison arrow, Burst arrow, Power bolt, Infernal bolt, Piercing bolt, Sniper arrow, Onyx arrow, Flash arrow, Shiver arrow, Flaming arrow, Earth arrow. It must be what your spell makes.

Keep at least — the level, for example .

Conjure hotkey — the hotbar key that holds the conjure spell. If that key holds no spell, or a spell that makes something else, the log says so once.

- **Between fights.** In a fight it casts only when the stock is below a **quarter** of the level.
- It waits for the spell's cooldown and for enough mana (it reads the spell's cost from the hotbar).
- If three casts in a row do not raise the count — the wrong key, no room in the bags — it stops for a minute and says why in the log.

Setting it up. ① Put the conjure spell on a hotbar key in the game. ② Enter that key here. ③ Pick the ammunition the spell makes. ④ Set the level. The log line  **Paladin ammunition: hotkey 2 = spell ... (mana 40, makes item 3447)** confirms it found the spell.

23 Analytics tab — exp, loot, waste, profit TIER 2

A running balance sheet for the hunt: experience and kills, the value of the loot, what the supplies cost, and the net profit per hour — with charts. The numbers come from the game's own hunt analyzer, so they start and stop together with it.

Tracked consumables (i)

Mana Potion: — Cost/unit: 100

UH Rune: — Cost/unit: 250

Attack Rune: — Cost/unit: 115

Session

Start

Reset

Stop

Not started

All three drive the game's own /hunt analyzer by clicking its matching button, so its counters and ours always begin and end together. The window is opened shrunk to nothing for the click and closed again — you should not see it.

Statistics

Exp / Kills

—

Loot Value

Gold: —

Items: —

Total: —

Waste

—

—

—

Total: —

⌚ Supplies: —

Net Profit

—

Charts (i)

Gold/h

Items/h

Waste/h

Net profit/h

Waiting for data...

Hover the chart for a breakdown at that moment.

The Analytics tab. It shows dashes until a session is started and the first numbers arrive.

Tracked consumables

For each supply the bot counts — **Mana Potion**, **UH Rune**, **Attack Rune** — enter the **Cost/unit** in gold. The tab multiplies the number you used by this price to get the **Waste** figure; the count itself comes from the hotkey you set for that supply on the Main tab. Put in what you actually pay: the profit is only as good as these prices.

Session

► **Start** · ⌛ **Reset** · ■ **Stop** — all three drive the game's own /hunt analyzer by clicking its matching button, so its counters and the bot's always begin and end together. The analyzer window is opened shrunk to nothing for the click and closed again — you should not see it. The label beside the buttons shows the state ("Not started", then running time).

Statistics

Block	What it shows
Exp / Kills	Experience gained and monsters killed in the session, with per-hour rates, and a bar showing your progress to the next level with an ETA .
Loot Value	Gold picked up, the value of the Items , and the Total — each with its gp/h.
Waste	One row per supply: how many you used (and per hour), what that cost at your Cost/unit, and how many you have left with the time that lasts. Then the Total . A supply row says "set a hotkey + cost" until both are filled in.
 Supplies	When the stock runs out at the current rate and which supply goes first — green with plenty of time, yellow under 1.5 h, red under 30 min. It shows an estimate only once a usage rate has been measured.
Net Profit	Loot value minus waste, and the same per hour — green when it is positive, red when it is not.

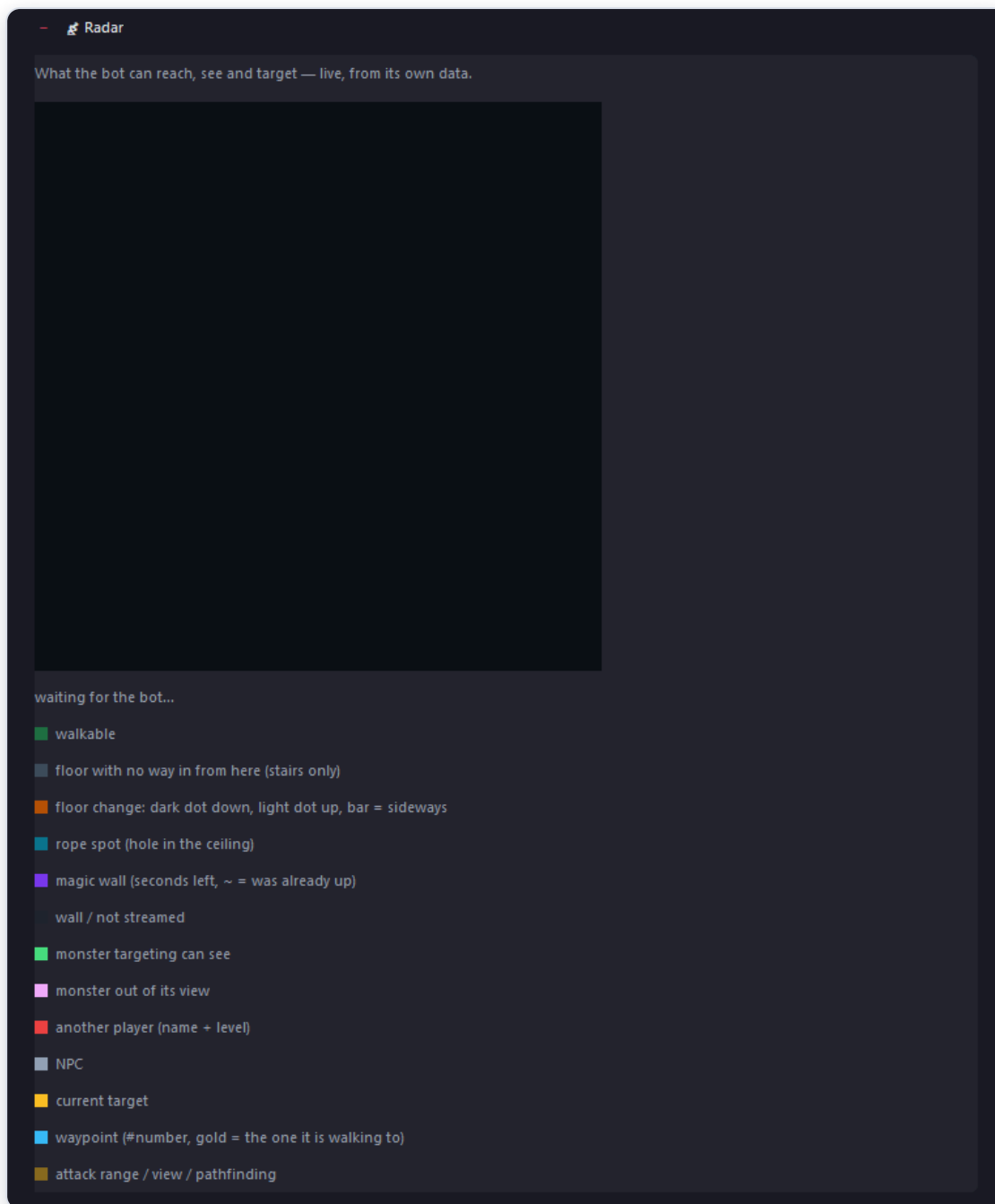
Charts

Four lines over time: **Gold/h**, **Items/h**, **Waste/h** and **Net profit/h**. Hover over the chart for a breakdown at that moment. A flat line that goes up and down is normal on a short hunt; judge a spot after an hour or two, not after ten minutes.

Comparing two hunting spots. Reset, hunt one hour on the first spot and write down Net profit/h; reset, repeat on the second. Because the numbers come from the game's own analyzer and your own prices, they compare like with like.

24 Radar tab — what the bot sees TIER 2

A live map of what the bot can **reach, see and target**, drawn from its own data. It is the quickest way to understand *why* the bot did something — why it will not go through a door, why it leaves a monster alone, where the next waypoint is — without guessing. Nothing here changes the bot's behaviour.



The Radar tab with its colour key. The map is black until the bot is running and the first data arrives ("waiting for the bot...").

The colour key

Colour / mark	Meaning
■ walkable	A tile the bot can step on.
■ floor with no way in from here (stairs only)	A part of the floor you cannot reach by walking from where you stand.
■ floor change	Stairs, ramps and ladders: a dark dot = down, a light dot = up, a bar = sideways.
■ rope spot	A hole in the ceiling you can rope up through.
■ magic wall	With the seconds left; ~ means it was already up when the bot first saw it (see the PVP tab, 21).
wall / not streamed	Left empty: a wall, or something the server has not sent yet.
■ monster targeting can see	A monster the targeting considers.
■ monster out of its view	A monster the targeting does not see or cannot reach.
■ another player	With name and level.
■ NPC	
■ current target	What the bot is attacking.
■ waypoint	With its number; gold = the one the bot is walking to.
■ attack range / view / pathfinding	The rings that show how far the bot looks, shoots and plans.

When to open it. A monster the bot ignores is usually pink (out of the targeting's view, or no walkable path to it). A waypoint it will not reach is usually behind grey — a part of the floor with no way in from where you stand. Seeing it on the map beats reading the log.

25 Appendix — item IDs, coordinates, bags, troubleshooting

Finding an item ID

1. Open the game's Chrome window and press **F12** to open the Console.
2. On the **Rune Maker** tab, click  **Copy Code**, paste into the Console and press Enter.
3. It prints the ID of every item you are wearing (head, armour, legs, boots, hands, backpack, shoulder, ring, quiver). For an item you are not wearing, put it on for a moment, or ask your seller for the common IDs.

Rings and amulets for the PVP tab are also easy with the **hotkey** way (section 21) — it needs no item ID at all.

Finding coordinates (X / Y / Z)

On the **Cavebot** tab, the **Current pos** line shows your live X/Y/Z while the bot is running. Stand where you want the position (your hunting spot, your PZ spot, a drop tile) and read the numbers. Z is the floor.

Naming bags in the game

The Refill tab (20) finds bags by name. **Right-click a bag** → **Set Name**, type a name, confirm. The name stays with the bag. If a depot bag is full the game names the next one with a number, `loot (1)`, `loot (2)`; the bot treats them as one family and moves on to the next by itself. A name must be set *in the game* — the bot does not rename bags.

Hotbar slot modes for rings and amulets

Right-click a hotbar slot to choose what a press does. For rings and amulets the modes are:

Mode	A press...
ring	puts the next ring on (from any bag, closed ones too).
ring (toggle)	puts a ring on, and takes it off again when pressed a second time.
amulet	puts the next amulet on.
amulet (toggle)	puts an amulet on, and takes it off when pressed again.

The PVP tab (21) uses these for Auto Ring, Auto Amulet, HP Ring and HP Amulet.

Running several characters at once

- Open one profile per character — each gets its own window (5).
- Give each a **different Chrome Profile folder and Port** on the Chrome tab, and set the **Player name** so each bot attaches to the right game tab.
- Every character appears on the **Panel** tab of the phone app and on the HUD bar, each with its own Start and Stop.
- Each character writes its own log, `rune_maker_debug_<name>.log`, next to `MiBot.exe`.

Troubleshooting

Problem	What to do
The Tier 2 entries are locked.	You have a Tier 1 license. Ask your seller to upgrade, then restart MiBot (4).
I pressed START but nothing happens.	Make sure you launched Chrome from the Chrome tab and logged into the game first. Then check the Log tab.
It heals or attacks with the wrong key.	Check that the hotkeys on the Main and Targeting tabs match your in-game hotbar exactly.
My settings vanished after a restart.	Click  Save before closing the window.

No notifications reach my phone.	Open the app from the home-screen icon (not a browser tab) and tap Enable notifications — on iPhone that step is required. Then use Send test alert on the Alerts tab.
Escape does not run anywhere.	Set the PZ position on the Rune Maker tab — that is where Escape flees to.
My net profit looks wrong.	Set Cost/unit on Analytics and make sure the supply hotkeys are set.
The bot stands still next to a monster.	Open the Radar (24): a pink monster is one the targeting does not see or cannot reach. With Keep Distance on and the monster round a corner, the bot now walks to a tile with a clear shot by itself.
A refill stops at the depot.	The log says why: no free locker, a supply short in the depot, or no room in your bag. Fix it and press Back to the hunt now on the Refill tab (20).
A bag is not in the Refill list.	The list is made of the bags the bot has seen open. Open your backpacks and the depot once with the bot running; bags must also be named in the game.
The character walks the wrong way on a route.	Re-record the route with Record pos. ; keep consecutive waypoints within about 10 tiles of each other (19).
The game says I failed a check.	Keep the phone app reachable, and leave Park and pause for the length of the penalty on (15).

Glossary

Waypoint	A tile on a route, with something to do there (walk, rope, ladder, ...).
Route	An ordered list of waypoints. Three exist: Hunt, To depot, From depot.
Lure	Gathering a pack of monsters before fighting them, so area spells hit many.
Keep Distance	Standing at range from the monster and shooting from a tile with a clear line of sight.
IN / OUT	Refill rows: IN puts your loot into the depot, OUT takes supplies back out.
Sort Loot	Splitting the depot's loot bag into bags named after the NPCs who buy the items.
PZ	Protection zone — temples, depots. Nothing can be attacked there, and the bot casts no haste there.
HUD bar	A small always-on-top strip with one row per character and quick Start / Stop controls.

Still stuck? Ask your seller — and send them the character's log file (`rune_maker_debug_<name>.log` , next to `MiBot.exe`). It holds the whole story.

— End of manual · MiBot v10.56 · 13 Oct 2026 —