

MLU 2 – Crematoria Guide

Version: Summer 2009 edition.

Here is a basic guide for the game Motherload Unlimited 2 - Crematoria Edition. I repeat there are no spoilers in this guide. It's just a basic run down of how to play and what MLU is. This guide will be updated as newer versions of MLU 2 come out. All data is subject to change.

MLU History

MLU stands for Motherload Unlimited. It is based on a fun flash game called Motherload that was created by Skye. MLU was originally designed by Alexxz4.

3 years ago, Alexxz4 began work on a Motherload remake using a gamemaking software called GameMaker. The game had a total of 7 upgrades; the ground was 20,000 ft. (2,000 blocks) deep and 600 ft. (60 blocks) wide, it had about 40 different minerals, square earth blocks and a weak boss. A few months later Alexxz4 decided to post it on the Xgen Motherload forums calling it Motherload Unlimited. It caught on quick first achieving the acronym MU but later MLU became more appropriate as the L stood for "load".

In August of 07, Alexxz4 began work on a Java version of MLU. After some research on the Java language, Alexxz4 wrote MLU's basic structure in about 7 days. It had primitive graphics and various bugs. The original MLU is still available for download at <http://mlu.4shared.com> (MLU 1). In October of 2007, Alexxz4 created a private forum for further support and development of MLU: <http://mlu.acebaord.com>.

Then Alexxz4, with the assistance of Sethness and Scorpion420, continued the project creating the "Plastic Dashboard Jesus" edition. This version was a major step up in graphics with almost all the graphics being redone. Subsequently, two new versions were released, called "Pumpkin Patch" and "Snowglobe" which further worked on improving the graphics, the gameplay and fixing various bugs. The "Snowglobe" version is the last stable version of MLU officially released, even though a beta named "Valentines" edition was released for community testing in February 2009, but its development was discontinued due to prevalence of bugs and lack of significant changes from "Snowglobe".

In mid 2008, Alexxz4 decided to create a new version of MLU simply called MLU 2 (all previous versions of Motherload unlimited that are taking place on Mars will be referred to as MLU 1 in this guide). The setting was another planet called Crematoria. Crematoria is a scarcely inhabited planet from the film "The Chronicles of Riddick". The planet has a very thin atmosphere which does not moderate the temperature like it is happening on Earth. Thus the temperature is bone-chilling at night and scorching hot during the day. The mission is the same as in MLU 1: dig out valuable minerals and sell them at the shop in exchange for fuel, repairs, upgrades and various gadgets.

A beta of MLU 2 called MLU 2: Crematoria was released in October 2008. The first official release of MLU 2 was on December 31 2008.

MLU 2 Now

Currently MLU 2 is the only Motherload Unlimited version under development with the previous MLU versions no longer under development.

MLU vs. Xgen ML

MLU was based on Xgen Motherload but it is a conceptually more improved version of Xgen Motherload. MLU offers more minerals, upgrades and adventures. To get a better understanding of what MLU offers here is a basic comparison of Motherload Unlimited and Xgen Motherload.

-Ground Map Size

Xgen ML width: 30 blocks, height: ~500 blocks
MLU width: 48 blocks, height: 3000 blocks

-Minerals

MLU offers a lot more minerals than Xgen Motherload. In fact, there are more than 40 minerals in MLU but not just ordinary "junk" that fills up your cargo bay. Certain minerals in the game have special features.

-Upgrades, Upgrades, Upgrades

MLU offers 7 upgrades in 8 categories. Battery, Fuel Tank, Drill, Radiator, Cargo Bay, Bio-X Radiation Shielding, Engine, and Hull. Each with their own important function.

-Offline Game Play

MLU does not require an internet connection to play. This allows the game to be more accessible. Though you do need internet in order to download the game and to submit your score to the Online High-score Table.

-Offline Saving

Recently (Summer-Fall 2007), Xgen server was malfunctioning, resulting in problems with logging in onto Xgen Motherload. MLU does not face those problems. With the ability to save offline you don't have to worry about losing your saved game (Unless if you cheat). It will always be there right from where you last left off. Don't worry about the save file size either, it is only 147 KB. You can have as many saves as your hard drive can handle.

-Bigger Screen Size

Xgen Motherload: 550x400
MLU: 800x600

Bigger, more stable screen gives a better playing experience.

-Runs at Lower CPU

This is important to a game. This can determine if your computer can handle the game and lag. Remember, different stages of the game can run differently. The CPU depends on the computer but on average MLU runs at about 3 times lower CPU than Xgen Motherload.

-Technical Data

The game is an applet written in java and uses a HTML page (a browser) to run it. The game is played offline. The game data is saved to a file

that is located next to the HTML page and the JAR file. Off course, java has some disadvantages (compared to C++ for example). Sometimes its difficult to get the game started because of the different version of java runtime environment (JRE) and different settings of your browser. Also, java graphics can be slow, resulting in flickering and slow load time. Of course, the results can vary depending on your operating system, processing capabilities and graphics card. Overall, the game should run smoothly.

MLU 2 vs. MLU 1

The majority of graphics and source code of MLU 2 were borrowed from MLU 1, thus the game play is similar to MLU 1 and the player should not notice any difference while digging, moving, flying, etc. between the two versions. Unlike MLU 1, MLU 2 stretches horizontally and the playing field has a limited depth. MLU 2 introducing a number of new gadgets, minerals and controls. Some of those are listed below in technical comparison between the two versions.

-Ground Map Size

MLU 1	width:	48 blocks, height: 3000 blocks
MLU 2	width:	5000 blocks, height: 95 blocks

-Minerals

MLU 2 contains the majority of minerals that are found in MLU 1, which still have the same special features. A few special minerals are introduced to help the player with things like fuel, money, saves and precious minerals.

-Upgrades, Upgrades, Upgrades

MLU offers 7 upgrades in 8 categories. Battery, Fuel Tank, Drill, Radiator, Cargo Bay, Bio-X Radiation Shielding, Engine, and Hull. Each with their own important function. Also, a pseudo-upgrade called BlackDragon Heating Unit is there to heat the ship when the temperature gets too cold.

-Offline Saving

Like MLU 1, MLU 2 allows for offline saving. A save-file is created every time a player chooses to start a new game and saves inside the "Repairs Shop". It has a .ml2 extension and just over 500KB in size. There are two ways to load a save-file.

- The first way by launching MLU2.exe or MLU2.jar, choosing "Load Saved Game" in the start-page menu and entering the save-file's name.
- The second way allows for quickly launching the saved game but is only available for Windows users. It can only be used with MLU2.exe and requires file extension association. After you created a save-file with the .ml2 extension, right-click it with your mouse, select "Open With...", locate MLU2.exe and select OK. After this, any .ml2 save-file can be directly launched by double clicking it.

-Offline Game Play

MLU 2 does not require an internet connection to play. This allows the game to be more accessible. Though you do need internet in order to download the game and to submit your score to the Online High-score

Table. MLU 2 High-score table is separate from that of MLU 1. Unlike MLU 1, where you can submit a high-score every day, in MLU 2 you can send a high-score any time you want, but that high-score will replace the one posted before for the same save-file. For example, a player creates a save-file file1.ml2 and sends his score (12,345) to the database on Monday, at 2 pm. He later plays for another 30 minutes with the same save-file and sends another score (23,456) on Wednesday at 6 pm. The new score will replace the old score in the database. If he decides to start a new game and sends the score out, a new entry will be created in the database.

-Variable Screen Size

MLU 2 offers variable screen size, which can be as small as 640 x 480 and as large as the player's computer screen allows. The window can be resized by dragging its edges or clicking maximize/restore icon in the top-right corner.

-Runs at Lower CPU

MLU 2's speed is generally comparable to that of MLU 1 Snowglobe. It is considerably faster than the previous MLU 1 versions ("Dashboard Jesus" and "Pumpkin Patch").

-Technical Data

The game is released as a JAR application and as an executable. Both programs have the same functionality and are offered for compatibility issues. The JAR program is generally more stable and in theory can run on most operating systems, however, only Windows is fully supported. The executable may run on those Windows platforms that do not run the JAR application and can be used on Windows to launch a save-file directly (see *Offline Saving* above).

The game is an application written in Java. The game is played offline. The game data is saved to a file that is located next to the JAR (or EXE) file. Off course, java has some disadvantages (compared to C++ for example). Sometimes it's difficult to get the game started because of the different version of java runtime environment (JRE) and different settings of your browser. Also, java graphics can be slow, resulting in flickering and slow load time. Of course, the results can vary depending on your operating system, processing capabilities and graphics card. Overall, the game should run smoothly.

Background Story

You are Hired by a Crematorian mining company, to dig out rare minerals hidden beneath the surface of the planet. You dig out these minerals for your own personal profit. Then you use this profit to purchase upgrades and items for your digger. Frequent transmissions guide you on your way and introduce you to new features and adventures.

There is a lot to explore underground with many minerals waiting to be dug up. It's up to you to use your strategy skills in order to obtain these minerals. Various upgrades, items, and secrets will help you along the way. Be careful, Crematoria is very dangerous and unstable place.

Crematoria's Features/Strategy Considerations

As was previously mentioned, Crematoria is a more dangerous planet than Mars and it is more difficult to mine minerals as more aspects need to be considered. This version explains the planet's basic features that will help the player to navigate this dangerous world more easily.

Crematoria has a constantly changing weather conditions which are mostly due to temperature variations. At night, when the temperature is very cold, the ground is very hard which requires a good engine, a strong drill to dig through, and a powerful heater. During daytime, it is very hot; the ground is very soft and can melt at extremely hot temperatures. You do not need a good engine or a heater but a powerful radiator is required to cool off the ship. Crematoria has an 8 hour day. It is the coldest at 0 hours and 8 hours and hottest at 4 hours (first base's time). The top layer of soil melts at about 3:00 and solidifies back at about 5:00. The ground layer of Crematoria serves as an insulating layer. Thus it is always cooler underground than on the surface during the day and warmer at night.

The game play is basically this: You head out at 1:30 from the first base, mine as many minerals as you can in about 5 minutes, and make it to the base before it is 50F. The next day you have a choice of when you want to leave the base. As you mine more and more minerals and acquire cash, you can then buy better upgrades. By buying a better engine, you can leave the base earlier thus increasing the time you can spend mining. By buying a better radiator, you can leave later when the ground is softer, thus conserving fuel and drill. Your ship requires a good heater for mining in frigid temperatures. Your stock heater can only provide enough heat in temperatures above -100F. If you venture below this limit, your windshield becomes covered in ice, restricting your view. If enough ice covers you ship you may die from the cold. The "Gadgets Shop" provides with you with **BlackDragon** Heating Units to warm the ships cabin and keep the ice out when it is below -100F. Up to five units can be installed in your ship, giving you better heating with each unit you purchase. At later stages of the game, when you have purchased a powerful engine, radiator and heater, it may become possible to mine for the entire day below the surface when it is too hot above it. Beware though, you will need some dynamite to blast your way back to the surface after you are done, as it would have melted and refrozen.

Quick Walkthrough

First you need to download the latest version MLU which can be found here: <http://mlu.4shared.com> or here <http://mlu.site50.net>

Once downloaded, save the JAR (or EXE file) on your hard drive. Launch that and the game will start to load. After about 2-5 seconds the game should be loaded (this should be faster if the game is launched the second time).

Once loaded you will see three key things: "Start a New Game", "Load a Game", "Enter a Cheat". First click on the screen to activate control then using the arrow keys select "Start a New Game" and type in your desired save-file name. You can enter a (correct) cheat in the cheat

text box. Only one cheat (the latest entered) is active for the current session. Move down to "Difficulty Level" and select the difficulty by using left/right arrow keys. In the easiest level, you get more cash for minerals but fewer points. The save-file is created in the base when "Save" option is activated.

Press Enter and you will find yourself on Crematoria next to a base with your first base transmission appearing on the windshield. Press Esc after you carefully read the message. Press the Down arrow to dig out a peace of dirt. From here I believe you know what to do.

HUD

HUD or Heads Up Display are all your gauges, measures, and well you know. Here is a quick guide for the HUD used in MLU. Starting from the far left:

-Cash

Shows the amount of money you have.

-Depth

Shows your depth in feet.

-Battery

This shows how much Mega Watts (MW) of power your battery has. 1MW = 1 L of fuel. There are numerous ways to charge the battery.

-Fuel

Do not, I repeat DO NOT let this reach 0. If you do, your ship loses all power and you'll be unable to move.

-Drill

This shows your Drill health. If you see no red, you need to have it fixed or use alternative ways of mining.

-Temperature

The deeper you go, the colder it gets. Make sure that this bar is not all blue. Also, stay below the surface during the day; the bar will be all red and you may die from overheat.

-Cargo

Shows how much minerals you have in your cargo (lbs.).

-Radiation

You do not want to have this bar all red. Radiation is lethal for you. If ever you exceed the limit, you need to quickly make it to the base for proper treatment or die in eye-burning green death.

-Engine

There is a lot of pressure underground, making soil very hard to dig through. If this reaches over 100%, you are toast.

-Hull

This shows the damage on your hull. If your Hull reaches full red, you may want to have it repaired or take your chances.

-Mineral Converter

When the green lamp is on, any energy-producing minerals are instantly converted to energy via the battery, provided that the proper gadget is installed. Switching on the converter will not convert any minerals that are present in your cargo bay.

-Time

You'll see the Days, Hours, and Minutes you have spent in the game. The time is Crematoria's First Base time.

Basic Controls

Game Controls

Up Arrow:	Flies your vehicle upwards.
Down Arrow:	Engages your vehicle to mine the ground below you.
Left and Right Arrow:	Moves your vehicle left or right. You cannot mine left or right using these arrow keys.
Space Bar:	Depending on which direction you are facing, when you press the space bar your vehicle engages mining left or right if your drill is not broken.
Shift:	Pressing shift turns the jet glider on and off.
M:	Shows/Hides the cargo and supplies inventory. Also pauses the game.
+/-:	Change the game speed.

Home Base Controls

Arrow Keys:	Use the arrows keys for menu navigation.
Enter:	This will switch you over to a different menu, like the Online Score Board.
Space Bar:	Used to buy items, repair the digger, and sell your minerals and other things.
Esc (Escape):	This will exit you out of the Home Base and show you the option of when you want to leave the base. Use arrow keys to select the desired time. Press Esc again to head out.

Using Items

CTRL + Arrow Key:	Use Tractor Beam.
Z:	Use Dynamite.
X:	Use TNT.
Q:	Use Teleporter 1.
W:	Use Teleporter 2.
A:	Fix your ship's Hull.
S:	Fix your ship's Drill.
C:	Switch Mineral Converter on/off.
V:	Activate Protective Shield.
T:	Transmit up to 500 lbs of minerals from your cargo bay to the base.
1:	Use Sonic Bomb.
2:	Use Ice Bomb.
3:	Use Radiation Bomb.

Menu Bar navigation

Menu Bar is located on the top left of the game window with the "Game" button. It has the following options:

Restart:	Allows you to restart the game, bringing you to the start page.
Game Controls:	Shows a window displaying game controls.
Shop Controls:	Shows a window displaying shop controls.
Mission:	When a mineral mission is given, displays the remaining amount of minerals you need to mine to complete the mission, as well as the bonus you will receive if you do.
Connect:	Refreshes the high-score database (Internet connection is required).
Default Size:	Resizes the game to the default 800x600 window size (best for sharpest graphics).
Help:	Shows a window with brief info about MLU2.

Upgrades

Upgrading is a very important part of MLU 2. Without upgrading properly and effectively can cause you to lose the game. Don't expect it to be easy. Try some variety; if you lose then you learn from your past mistakes.

There are currently 7 upgrades in 8 categories. They include Fuel Tank, Battery, Drill, Radiator, Cargo Bay, Bio-X Radiation Shielding, Engine, and Hull. Each is with their own important function.

-Fuel Tank

A Fuel Tank is very important. It determines how much energy u can spend mining and moving. If you run out before reaching Home Base, you lose.

-Battery

Using certain gadgets energy from minerals can be extracted and put into the battery. It is like your second fuel tank only you do not die when it is empty.

-Drill

The Drill allows you to mine the Crematorian soil. It determines how much soil you can mine. Also determines if you can drill through obstacles. If your drill reaches 0, do not worry, you will have to return to Home Base to get it repaired or use a Drill repair if you have one.

-Radiator

Crematoria gets hot and cold during the day. The Radiator keeps your engine and the cabin cool. If you wish to go deeper, upgrade your Radiator. Remember, the better the radiator, the more fuel it consumes. A better radiator provides a higher limit of tolerated temperature.

-Cargo Bay

The bigger your Cargo Bay is the more minerals you can hold.

-Bio-X Radiation Shielding

Radiation Shielding protects you from the radioactive minerals onboard. They tend to be worth more.

-Engine

A better Engine is required if you wish to dig deeper or at colder temperatures. The Crematorian soil gets harder as you go down so u need more torque.

-Hull

Hull gets more important as you get deeper underground. It determines how much damage you can take.

Gadgets

The Gadget Shop has the following gadgets: Teleporter 1, Teleporter 2, Dynamite, TNT, Shield, Hull Repair, Drill Repair, Sonic Bomb, Ice Bomb, Radiation Bomb, Coal Burner, Petroleum Refinery, Natural Gas Burner, Nuclear Reactor, Nuclear Reactor X, Jet Glider, Tractor Beam, **BlackDragon** Heating Unit, Matter Transmitter and Lightning Charger.

-Coal Burner

Allows you to burn Coal to charge your battery. 1 Coal = 10 MW.

-Petroleum Refinery

Allows you to refine Petroleum into pure gasoline fuel. 1 Petroleum = 20 L of fuel.

-Natural Gas Burner

Allows you to burn Natural Gas to charge your battery. 1 Gas pocket = 50 MW.

-Nuclear Reactor

Takes radioactive material and converts it into energy to charge the battery.

-Nuclear Reactor X

Takes radioactive material and converts it into energy to charge the battery. Nuclear Reactor X is twice as efficient as Nuclear Reactor. The following minerals can be used with both Reactors:

	Nuclear Reactor	Nuclear Reactor X
Thorium:	100 MW	200 MW
Uranium:	150 MW	300 MW
Plutonium:	250 MW	500 MW

-Jet Glider

Allows you to cruise along the surface a lot faster than on your own threads, but consumes more fuel and strains your engine more. It will not glide over magma fields or through any solid obstacles.

-Tractor Beam

Allows you to mine in all four directions from you without removing the soil. Other secrets are for you to find out.

-Dynamite

Blasts a hole of 30 ft in diameter.

-TNT

Blasts a hole of 50 ft in diameter.

-Teleporter 1

Use this teleporter to teleport horizontally to the right or to the left. It only works on the surface and teleports you to a random place approximately 5000 ft in the direction you are facing. It will fail if the destination is occupied by any obstacle.

-Teleporter 2

Use this to teleport from the surface to the farthest place you have dug or back to the base when you are below the surface.

-Hull Repair

Repairs 250 hits of damage to your Hull.

-Drill Repair

Completely repairs you Drill.

-Sonic Bomb

Buy one and find out.

-Ice Bomb

Buy one and find out.

-Radiation Bomb

See "Ice Bomb".

-Shield

Temporarily protects your ship from any damage.

-BlackDragon Heating Unit

Melts the ice from your ship's hull and keeps the cabin warm.

-Matter Transmitter

Transmits up to 500 lbs of the minerals in your cargo bay to the base for instant cash. The cheapest minerals are transmitted first.

-Lightning Charger

Charges the battery with 150MW when struck by lightning. Only work when flying above the surface. Does not work when gliding.

Miscellaneous

Powering the Ship

The ship is powered by burning the fuel in the fuel tank. If there is energy in the battery, that energy is used instead until the battery is empty. It takes about 0.45 L of fuel per minute to run the ship's basic machinery, which includes lighting, basic heating and a stereo speaker making life under Crematoria not as miserable. Any radiator purchased is turned on when the temperature is above 0F. All **BlackDragon** Heating Units that are installed are automatically turned when the temperature falls below -10F. One unit consumes 1.5 L of fuel per minute. The following table lists the minimum affective temperature of the Heating Units.

# of Units	Minimum Temperature, F	Fuel Consumption, L/min
0	-100	0
1	-150	1.5
2	-225	3
3	-300	4.5
4	-375	6
5	-425	7.5

If the temperature falls below the specified limit, frost starts to form on top of the ship and the digger is in danger of freezing over.

Mineral Missions

You are sometimes given mineral missions to complete when you leave the base. You get a mission after you have mined more than 200\$ worth of minerals. Missions are configured to the furthest you travel to the right. Thus you get more minerals of higher price the farther out you travel. They also hint on the type of minerals you should be collecting at this time. Any collected mineral is counted towards the total even if is converted to energy or the cargo bay is full. The mission is considered completed if you collected all the necessary minerals and made it to the base. If you complete a mission, you are giving a substantial monetary price (usually 3 x the profit from all the mission minerals). You are sometimes given an extra save upon the completion. All the mineral types that you need to collect are displayed in a small panel above the gauge bar. You can cancel the current mission by pressing the red "X" on that panel. To see the amounts of minerals left to collect, go to the "Game" menu on the menu bar and select "Mission".

Charts

Minerals (Prices listed for the difficult level)

Name	Weight, lb	Price, \$	Rx
Coal	40	15	
Petroleum	50	40	
Iron	30	30	
Copper	25	50	
Quartz	15	75	
Lead	80	90	8
Bronze	30	120	
Silver	30	250	3
Gold	30	750	5
Palladium	25	1000	30
Cesium	20	1250	25
Platinum	35	1500	30
Opal	5	2500	
Topaz	5	3000	
Emerald	5	4000	
Sapphire	5	5000	

Ruby	5	7500	
Diamond	5	12000	
Amazonite	5	20000	
Thorium	35	25000	100
Uranium	30	30000	200
Plutonium	25	50000	500
Moonstone	1	100000	300
Starstone	1	200000	1000
Sunstone	1	300000	2000
Kryptonite	1	500000	5000
Dark Matter	1	1000000	10000

Upgrades

Name	Price, \$	Amount		Weight, lbs
Engine		Power, HP		
Stock	0	150		75
Small	500	250		100
Medium	2000	400		150
4-cylinder	10000	600		200
6-cylinder	30000	750		250
12-cylinder	200000	1000		350
Turbo-X	1500000	1500		500
Fuel Tank		Volume, L		
Stock	0	50		10
Small	300	100		15
Medium	1000	200		20
Large	4000	500		30
Extra Large	60000	1000		50
Gigantic	500000	2000		75
Super	3000000	3000		100
Cargo Bay		Volume, lbs.		
Stock	0	500		100
Small	1000	1000		150
Medium	3000	2000		250
2-Chamber	10000	3000		350
4-Chamber	40000	4000		500
Large	200000	5000		600
Gigantic	1000000	6000		700
Radiator		Max. temperature	Fuel consumption, L/min.	
Stock	0	100	0.3	20
Small	2000	200	0.6	30
2-Turbine	6000	300	0.9	50

3-Turbine	30000	400	1.8	70
Eon	80000	500	3	100
Freon	500000	600	6	110
Liquid Nitrogen	2000000	800	9	120
Hull		Max. damage, hits		
Stock	0	5		120
Bronze	400	10		150
Steel	2000	30		170
Tungsten	7000	100		200
Diamond-Coated	15000	250		220
Kryptonite	50000	600		300
Energy-Shielded	200000	1200		500
Bio-X Shielding		Max. radiation, Rxs.		
Stock	0	20		15
Iron-Coated	1000	50		20
1" Lead	5000	200		30
3" Lead	20000	500		70
5" Lead	100000	2000		120
Energy Deflector	500000	10000		150
Super Shield	3000000	60000		250
Drill		Drill Life, DL		
Stock	0	100		30
Steel	2000	200		50
Carbide	8000	500		80
Tungsten	50000	1000		100
Ruby	250000	2000		110
Diamond	1000000	5000		120
Nano-Tube	7500000	10000		150
Battery		Energy, MW		
Stock	0	50		25
Small	400	100		30
Lithium-1	1000	400		50
Lithium-2	10000	1000		75
Cadmium	50000	2000		100
Hydrogen-Cell	1000000	6000		100
Kryptonite	10000000	10000		120

Distance-Time Temperature Chart for Surface.

	0	5000	10 K	15 K	20 K	25 K	30 K	35 K	40 K	45 K	50 K
0:00	-379	-363	-341	-315	-284	-248	-208	-164	-116	-65	-11
0:30	-380	-391	-396	-395	-390	-379	-363	-341	-315	-284	-248
1:00	-253	-288	-318	-344	-365	-380	-391	-396	-395	-390	-379
1:30	-17	-71	-122	-170	-213	-253	-288	-318	-344	-365	-380

2:00	285	221	159	98	38	-17	-71	-122	-170	-213	-253
2:30	604	541	478	414	349	285	221	159	98	38	-17
3:00	885	835	781	724	665	604	541	478	414	349	285
3:30	1081	1050	1015	976	933	885	835	781	724	665	604
4:00	1157	1153	1142	1127	1106	1081	1050	1015	976	933	885
4:30	1102	1124	1140	1151	1157	1157	1153	1142	1127	1106	1081
5:00	924	968	1009	1044	1076	1102	1124	1140	1151	1157	1157
5:30	654	713	771	825	876	924	968	1009	1044	1076	1102
6:00	337	402	466	530	593	654	713	771	825	876	924
6:30	28	87	147	210	273	337	402	466	530	593	654
7:00	-221	-178	-131	-81	-27	28	87	147	210	273	337
7:30	-368	-348	-323	-294	-259	-221	-178	-131	-81	-27	28
8:00	-388	-395	-396	-392	-383	-368	-348	-323	-294	-259	-221

Depth-Time Temperature Chart for First Base.

	-50	0	50	100	150	200	250	300	350	400	450
0:00	-381	-378	-375	-371	-368	-365	-361	-358	-354	-351	-348
0:30	-383	-380	-376	-373	-370	-366	-363	-359	-356	-352	-349
1:00	-252	-253	-254	-256	-257	-258	-259	-260	-261	-262	-264
1:30	-10	-20	-29	-39	-49	-58	-68	-77	-87	-97	-106
2:00	301	280	260	239	219	198	177	157	136	116	95
2:30	629	597	565	533	501	469	437	405	373	341	309
3:00	919	876	834	792	750	708	666	623	581	539	497
3:30	1120	1071	1022	972	923	874	825	775	726	677	628
4:00	1199	1147	1095	1043	991	939	887	835	783	731	679
4:30	1142	1092	1042	992	942	892	842	792	742	692	642
5:00	960	916	872	829	785	742	698	654	611	567	524
5:30	682	648	614	580	546	512	478	445	411	377	343
6:00	356	333	311	288	266	244	221	199	176	154	131
6:30	38	26	15	4	-7	-18	-29	-41	-52	-63	-75
7:00	-218	-221	-223	-225	-228	-230	-232	-235	-237	-239	-242
7:30	-370	-367	-364	-361	-358	-355	-352	-349	-346	-343	-340
8:00	-391	-388	-384	-380	-376	-373	-369	-365	-362	-358	-354

	500	550	600	650	700	750	800	850	900	950
0:00	-344	-341	-338	-334	-331	-328	-324	-321	-317	-314
0:30	-346	-342	-339	-335	-332	-328	-325	-321	-318	-315
1:00	-265	-266	-267	-268	-269	-271	-272	-273	-274	-275
1:30	-116	-126	-135	-145	-154	-164	-174	-183	-193	-203
2:00	75	54	34	13	-6	-27	-48	-68	-89	-109
2:30	277	245	213	181	149	117	85	52	20	-11
3:00	455	413	370	328	286	244	202	160	117	75
3:30	579	529	480	431	382	333	283	234	185	136
4:00	627	575	523	471	419	367	315	263	211	159
4:30	592	542	492	442	392	342	292	242	192	142
5:00	480	436	393	349	306	262	218	175	131	88
5:30	309	275	241	207	174	140	106	72	38	4
6:00	109	86	64	41	19	-3	-25	-48	-70	-93
6:30	-86	-97	-109	-120	-131	-143	-154	-165	-177	-188

7:00	-244	-246	-249	-251	-253	-256	-258	-260	-263	-265
7:30	-338	-335	-332	-329	-326	-323	-320	-317	-314	-311
8:00	-350	-347	-343	-339	-336	-332	-328	-324	-321	-317

Created by Alexxz4 from using Pariah's guide to MLU 1.