



MiBot

Complete User Manual

Version 5.60 • Updated 2026-08-12
For the Minibia browser game

A beginner-friendly, step-by-step guide to every window, tab and setting.

Table of contents

1. What MiBot is & what you need
2. Quick Start — from zero to botting in 6 steps
3. The license key & Tier 1 vs Tier 2
4. The Profile Selector window
5. The main window at a glance
6. Chrome tab — connecting to the game
7. Main tab — humanize, healing, mana
8. Rune Maker tab — equipment, food, positions, escape
9. Fishing tab
10. Mining tab
11. The MiBot phone app
12. Alerts tab — what you get told about
13. How MiBot answers the captcha
14. Log tab
15. Targeting tab **TIER 2**
16. Cavebot tab **TIER 2**
17. Analytics tab **TIER 2**
18. PVP tab **TIER 2**
19. Appendix — item IDs, coordinates, FAQ

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 sections 6–18 as a reference — one per tab, in the same order they appear in the program.

Coming from an older manual? Three things changed that will trip you up. Alerts no longer go through Discord — they go to the **MiBot phone app** (section 11). The tab bar was replaced by a **navigation rail down the left side** (section 5). And several fields were renamed to match what a player sees rather than what the game client calls it: *hand slot 4/5* is now **Right hand / Left hand**, *Src X/Y/Z* is now **SQM POS X/Y/Z**, and *EXP X/Y/Z* is now **Outside PZ X/Y/Z**.

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, 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). 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 (afterwards it works offline for a grace period).
A phone (optional but recommended)	The MiBot app is a web page you add to your home screen — no install from a store. It is how captchas and alerts reach you. See section 11.

Tier 1 vs Tier 2 in one line. **TIER 1** = healing, mana, runes, food, life ring, fishing, mining, escape, the phone app and captcha handling. **TIER 2** adds the four gold entries: **Targeting** (auto-attack), **Cavebot** (walking routes), **PVP** and **Analytics**. A full comparison table is in section 3.

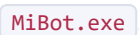
Golden rule. MiBot never plays for you on its own — it only does what you switch on. Start with a couple of features (healing + mana), watch it work, then add more. Always keep an eye on your character until you trust your settings.

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

2 Quick Start — from zero to botting in 6 steps

Do this once, in order. Each step links to a full section later in the manual.

Step 1 — Open MiBot & enter your key

Double-click . The first time, a small box asks for your **license key** — paste it and click OK. (More: section 3.)

Step 2 — Create a profile

The **Profile Selector** appears. Type a name (e.g. your character's name) in “**New profile — name**” and click “**+ Create and open**”. The main window opens. (More: section 4.)

Step 3 — Set up Chrome and launch the game

Click **Chrome** in the left rail. Fill in the path to Chrome, a profile folder, and the game URL, then click  **Launch Chrome**. A fresh Chrome window opens — **log into the game and pick your character**. (More: section 6.)

Step 4 — Configure the basics on the Main tab

On **Main**, switch on **HP Healing** (set your levels and hotkeys) and **Mana**. These are the safety net every character needs. (More: section 7.)

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**, and add it to your home screen. This is how you get captchas and warnings while you are away. (More: section 11.)

Step 6 — Press START and save

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, then click  **Save** so your settings are remembered next time.

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.

3 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 won't 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, so a brief internet drop won't lock you out.
- The **same key** logs you into the phone app — there is no second account to create.

Which tier do I have?

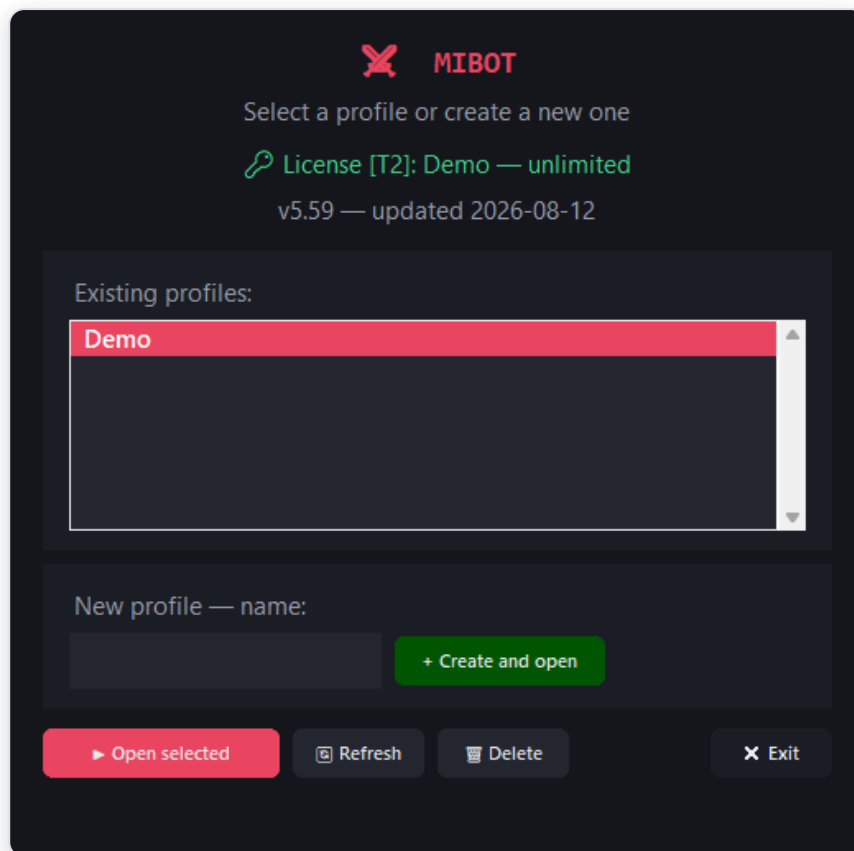
You can see it on the Profile Selector window — a line like `License [T2]: your-name – N days left`. It is also obvious in the main window: on Tier 1 the entries under the gold **TIER 2** heading in the left rail are locked.

Feature	Tier 1	Tier 2
HP healing (UH / Low / Mid / High)	✓	✓
Mana & mana training	✓	✓
Food, Auto-drop runes, Life Ring	✓	✓
Fishing, Mining	✓	✓
Escape from players	✓	✓
Phone app, alerts & captcha handling	✓	✓
Targeting (auto-attack, priorities, chase, spell/rune, lure)	🔒	✓
Cavebot (waypoint routes, rope/shovel/levitate, loot)	🔒	✓
PVP (anti-paralyze, Magic Shield, Haste, auto ring/amulet)	🔒	✓
Analytics (exp/h, loot, waste, net profit, charts)	🔒	✓

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

4 The Profile Selector window

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.

Existing profiles — the list of profiles you've 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 in the main window.

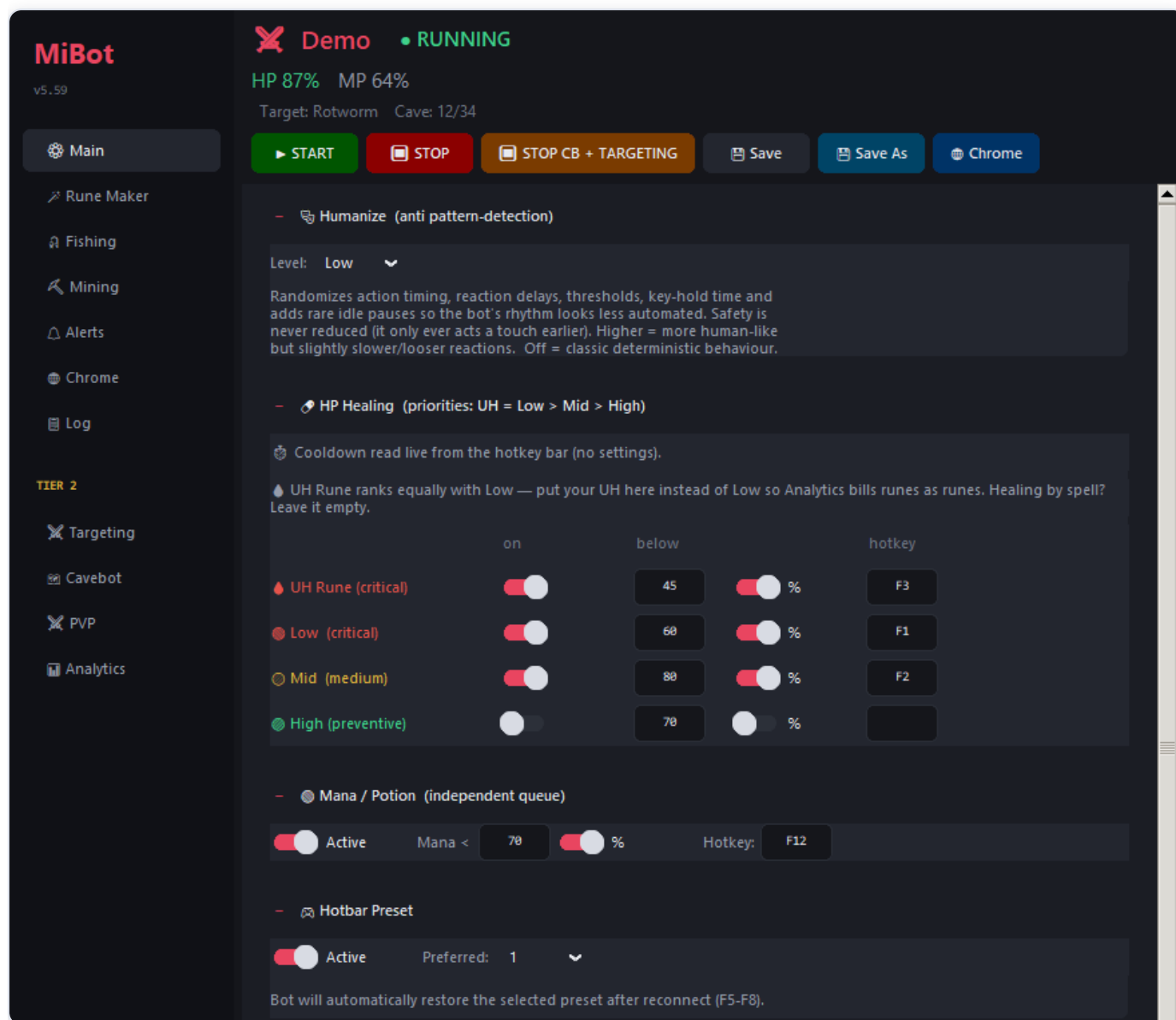
🔄 **Refresh** — rescans the folder for profile files. Use it if you added a settings file by hand while the loader is open.

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

✕ **Exit** — closes MiBot.

Multiple characters at once? Open several profiles — each opens its own main window and runs independently. The window title shows the character and profile so you can tell them apart.

5 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 are listed first; the gold **TIER 2** heading separates the four that need a Tier 2 license.

- **Tier 1:** Main · Rune Maker · Fishing · Mining · Alerts · Chrome · Log
- **TIER 2:** Targeting · Cavebot · PVP · Analytics

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 **Cave** waypoint (e.g. **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. Perfect for stepping away without shutting the bot down. You can also do this from your phone.

 **Save** — saves this profile's settings to disk.

 **Save As** — saves the current settings as a brand-new profile (with a new name).

 **Chrome** — launches the game's Chrome window (same as the button on the Chrome tab).

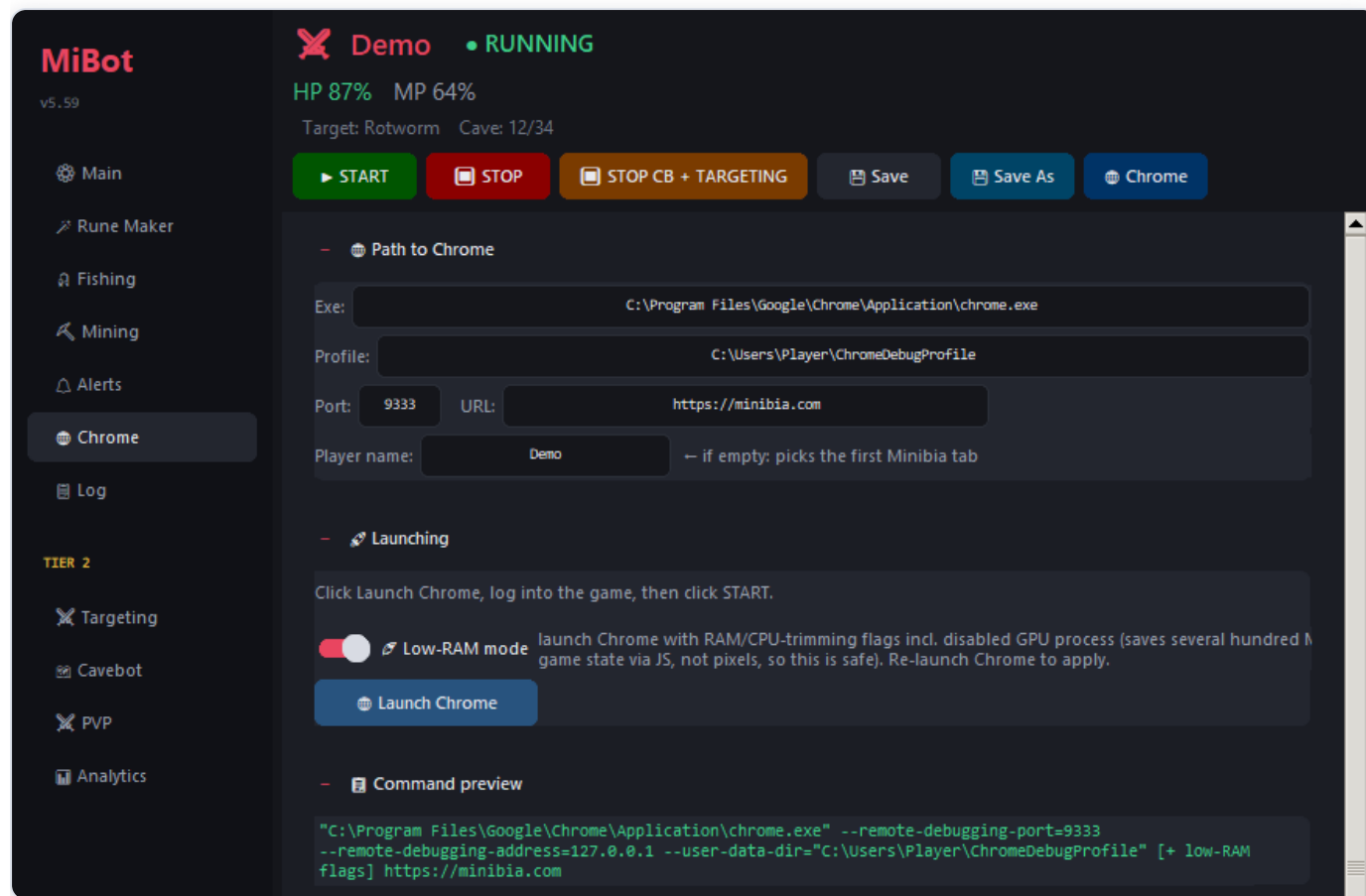
Cards open and close

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.*

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

6 Chrome tab — connecting to the game

This is the **first tab you must set up**. MiBot doesn't open the game inside itself — it launches a special Chrome window and then “attaches” to it. Everything here is done once per PC.



The Chrome tab.

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

Profile — a folder where this Chrome keeps its own login/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 (default works). **Use a different port for each character** if you run several at once.

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

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

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

 **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.

 **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**.

7 Main tab — humanize, healing, mana

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

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** (recommended default), **Med** or **High**. Safety is never reduced — it 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.
- **hotkey** — the key that casts or uses that heal (e.g. **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, just leave the UH row empty.

Mana / Potion

Drinks a mana potion (or casts) when mana falls below your value. **Active** to enable, **Mana** < value, **%** to use a percentage, and the **Hotkey**. Runs on its own queue, independent of healing.

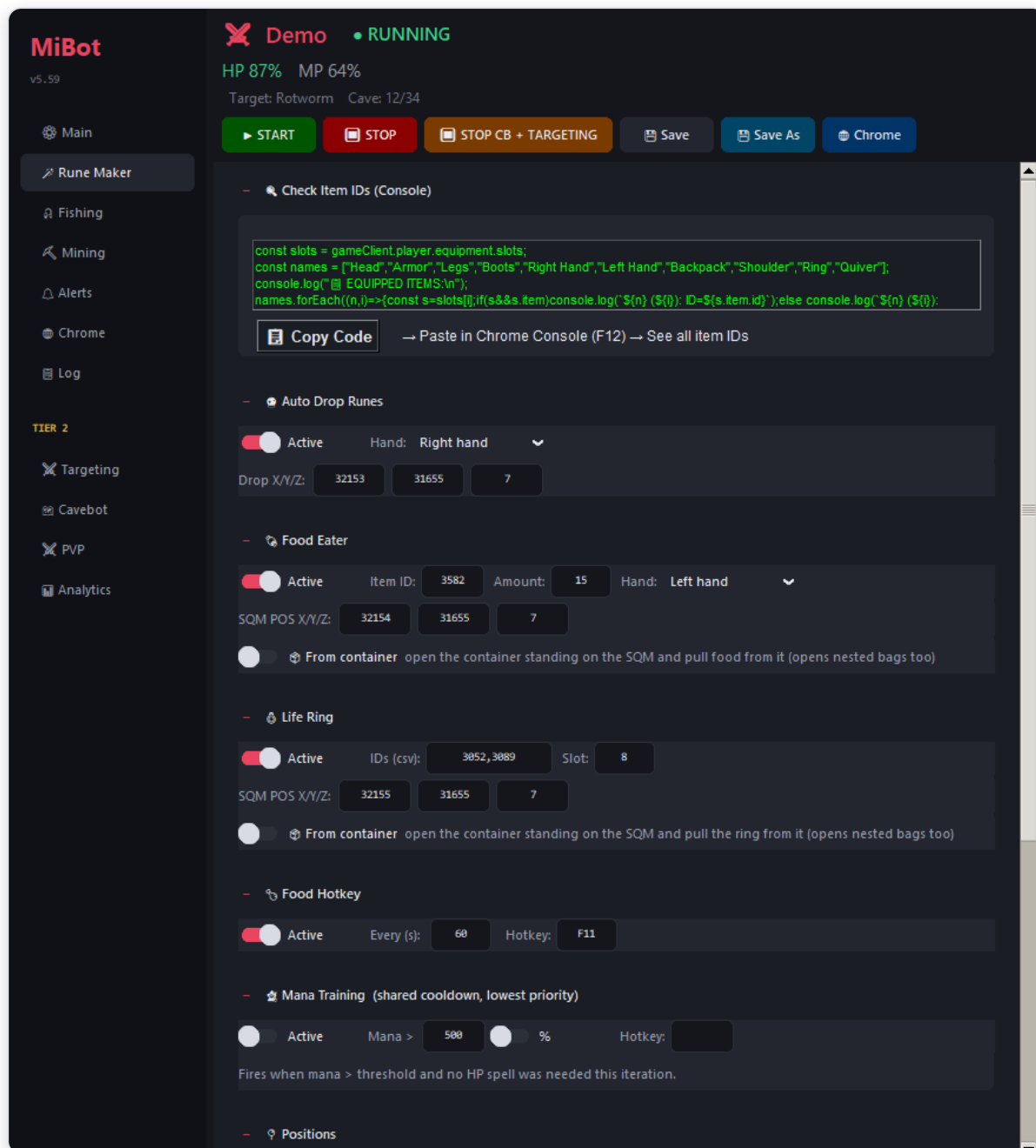
Hotbar Preset

After a reconnect the game can forget which hotbar page you were on. Switch this **Active** and pick your **Preferred** preset — **1 to 4** (the keys **F5** — **F8**) — and the bot restores it automatically, so your hotkeys are always where you expect them.

Also on other tabs. **Mana Training**, **Food Hotkey** and **Positions** live on the **Rune Maker** tab (section 8) — the Main tab is kept to the core survival controls.

8 Rune Maker tab — equipment, food, positions, escape

One combined, scrolling tab: equipment handling, the food and ring automations, mana training, your saved positions, and Escape.



The Rune Maker tab (it scrolls — there is more below the fold).

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.

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 **Slot**, 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 — the ring **Slot**, and the source tile **SQM POS X/Y/Z**.  **From container** works exactly as it does for food.

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 nothing else was needed. Set **Mana > value** (with the optional %) and a **Hotkey**.

Positions

Two saved spots used by other features:

- **Outside PZ X/Y/Z** — the tile your character stands on when hunting, outside the protection zone.
- **PZ X/Y/Z** — the safe spot inside the protection zone. This is where Escape runs to.

Read your live coordinates from the **Current pos** line on the Cavebot tab (Tier 2), or from the game.

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.

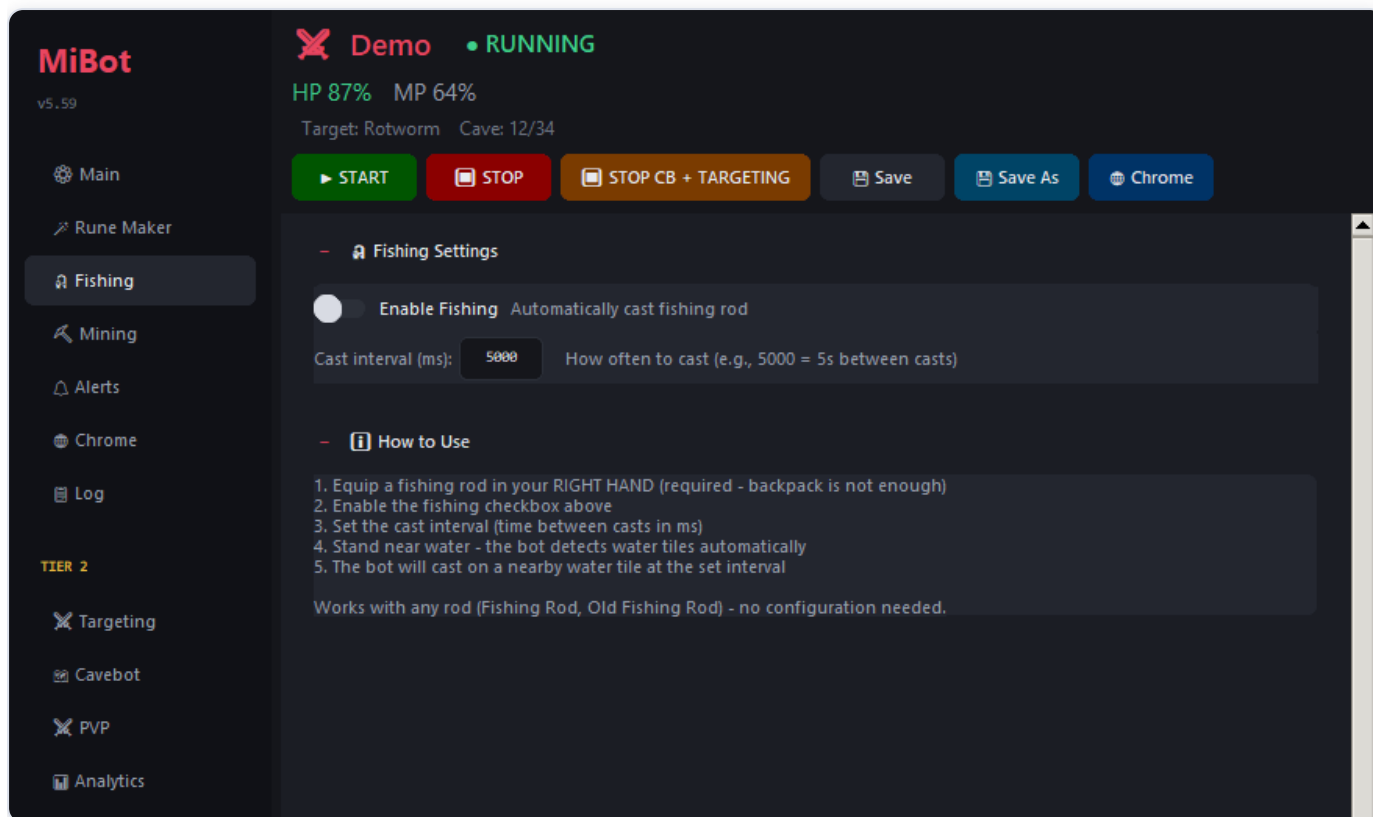
Wait after gone (s) — how long to wait after the player leaves before going back to the hunt.

Sensitivity — **MAX** flees from any player anywhere on screen (any floor); **MID** only from players on **your** floor; **MIN** only from players on your floor **and** within 10 tiles.

 **Player/monster whitelist** — a comma-separated list of **Ignored names**. Friends listed here never trigger an escape.

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

9 Fishing tab



The Fishing tab.

Enable Fishing — turn it on.

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

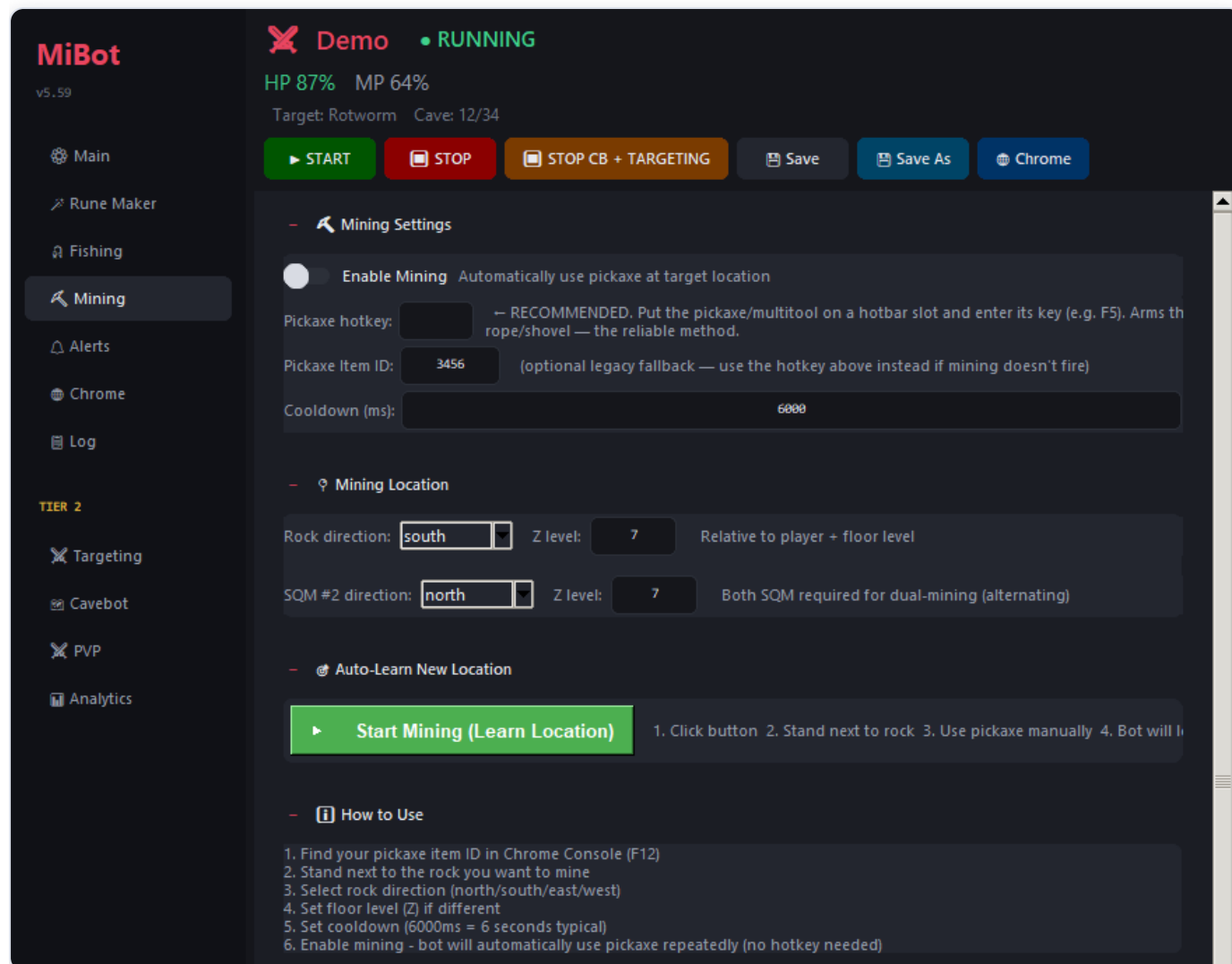
How to use

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, no other configuration needed.

10 Mining tab — mining & forge

Automates mining a rock (or working a forge/anvil): the bot uses your pickaxe on a cooldown, alternating between two tiles when one is “tapped out”.



The Mining tab.

Pickaxe hotkey — the hotbar key that arms your pickaxe. The tool works like rope and shovel: pressing the key arms a crosshair, then the bot uses it on the tile.

SQM direction / Z level — the tile to mine, relative to you. A second SQM lets it alternate between two rocks or anvils.

Start Mining (Learn Location) — the easy setup: press it, stand next to the rock and use your pickaxe manually once — the bot captures the spot and switches mining on for you.

Cooldown. Mining fires on a cooldown floored at 1 second, so it will not spam. Learning mode is the quickest way to configure it.

11 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 tab works too.

What you get

Panel tab — live status of every character on your license, with **Start** and **Stop** for each. You can park a character from the bus.

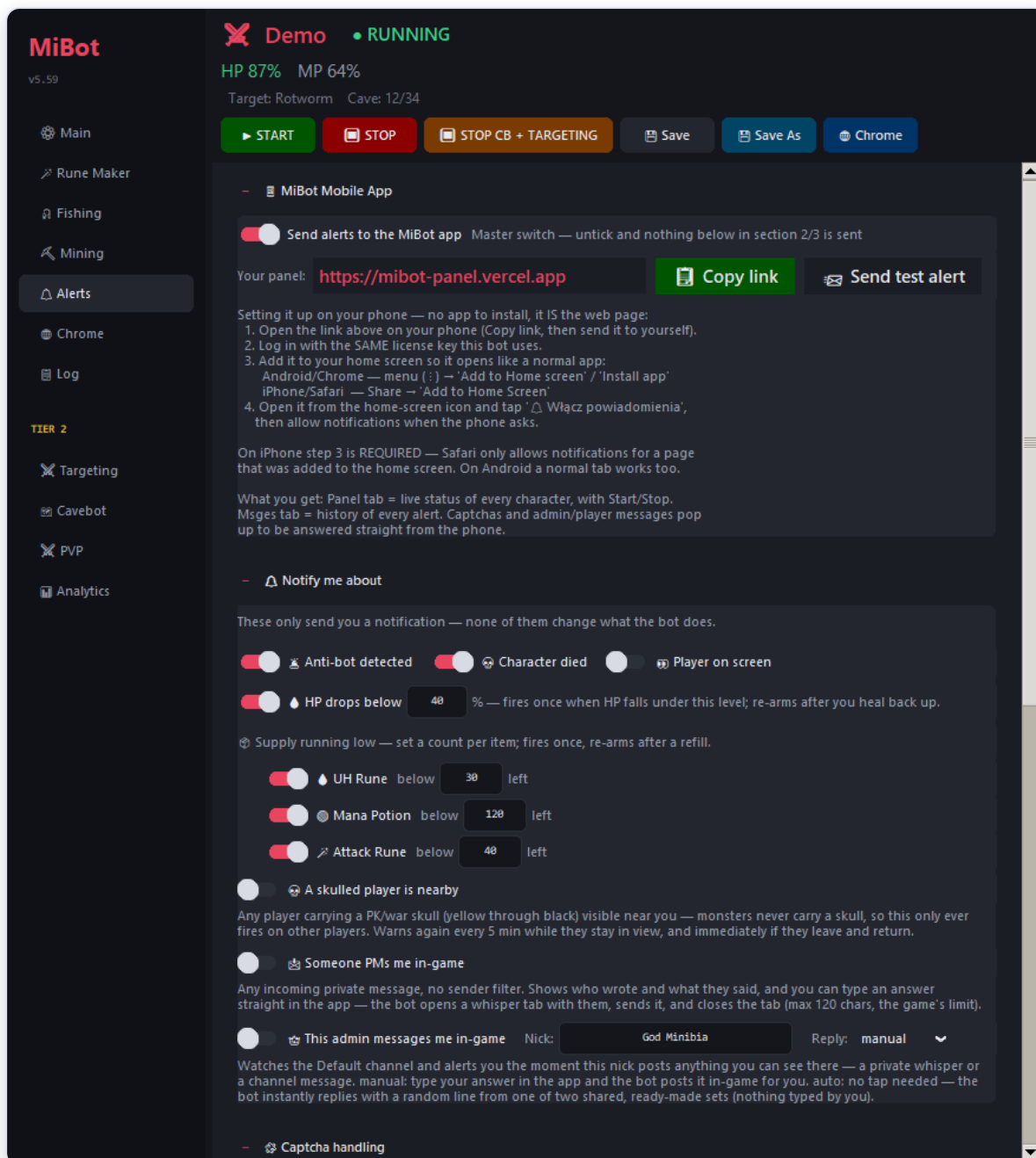
Msges tab — the history of every alert, so nothing is lost if you miss a notification.

Captchas — arrive as a picture with the six tiles numbered **1–6**. Tap the right number and the bot clicks it in game (section 13).

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 game for you.

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.

12 Alerts tab — what you get told about



The Alerts tab.

MiBot Mobile App

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

Your panel — your personal link, with  **Copy link** next to it. Setup is in section 11.

 **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 — none of them change what the bot does.

Anti-bot detected · **Character died** · **Player on screen** — the three 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**). 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. 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).

This admin messages me in-game — watches the Default channel for a chosen **Nick** (default **God Minibia**) and alerts the moment they post anything you can see. **Reply: manual** means you type the answer in the app; **auto** means the bot instantly replies with a random line from a ready-made set, with no tap needed from you.

Captcha handling

Detect captchas and send them to the app — sends a screenshot with the tiles numbered 1–6; you tap the right number and the bot clicks it in game. You also get a short confirmation whenever MiBot solves one **by itself**, so you can tell “no captcha happened” apart from “one happened and was handled”. Untick it and captchas are not detected at all.

Safety automations

Unlike the notifications above, these **do** change what the bot does when something is spotted — pausing the route while a player is near, or reacting when a named admin appears on screen. Each one explains itself on the tab.

13 How MiBot answers the captcha

An unanswered captcha is a dead character, so this is the part MiBot takes most seriously. It tries three 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 verified against the game's own reaction before it is reported.

3. Never seen it? It reasons

Most puzzles are new: the same six images rarely come back. So MiBot also learns **categories** of images and works out which of the six is the odd one out — that generalises to sets nobody has ever answered before.

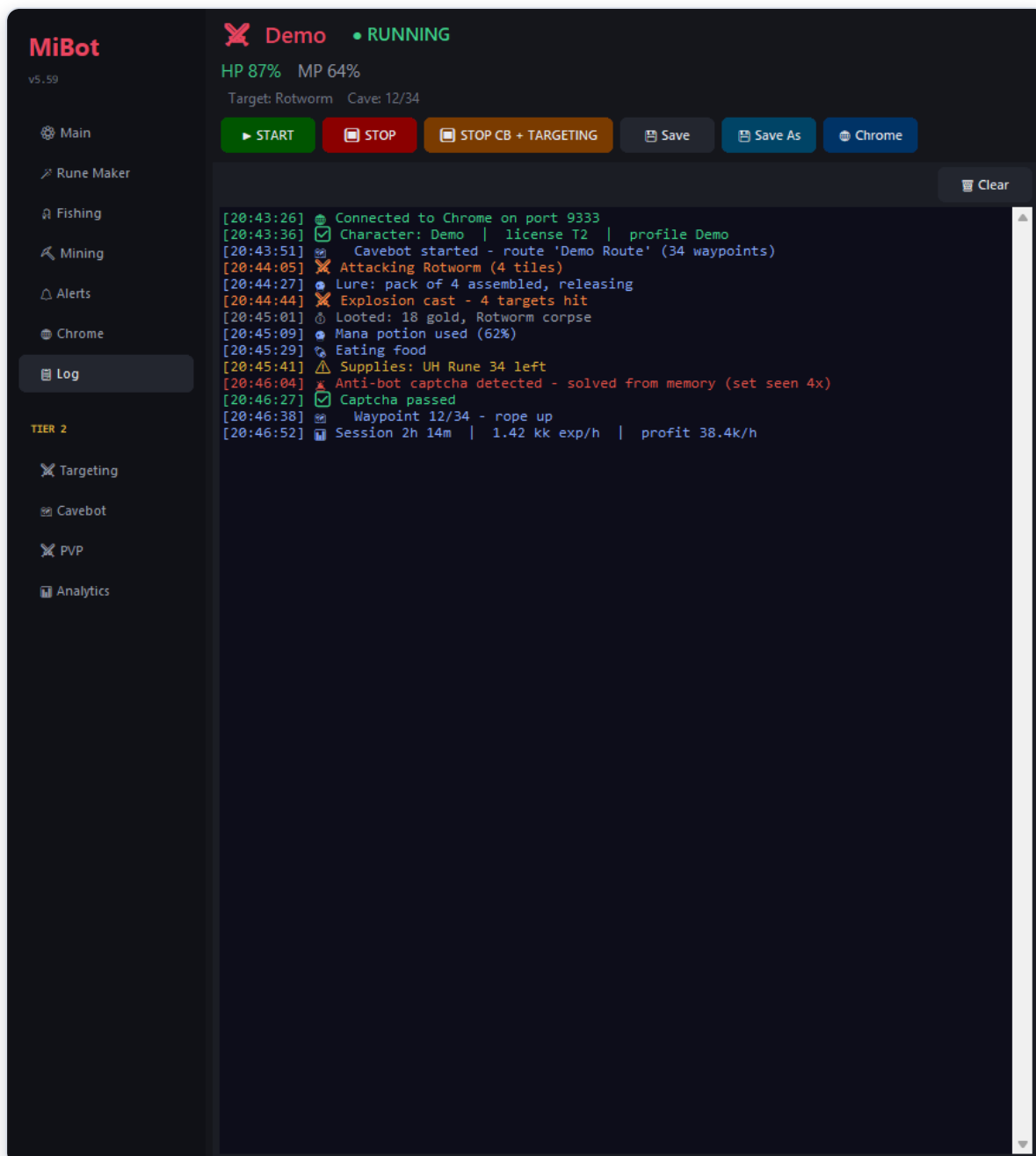
4. Still unsure? Your phone rings

The tiles arrive on the phone numbered **1–6**. You tap a number, the bot clicks it in 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.

14 Log tab



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

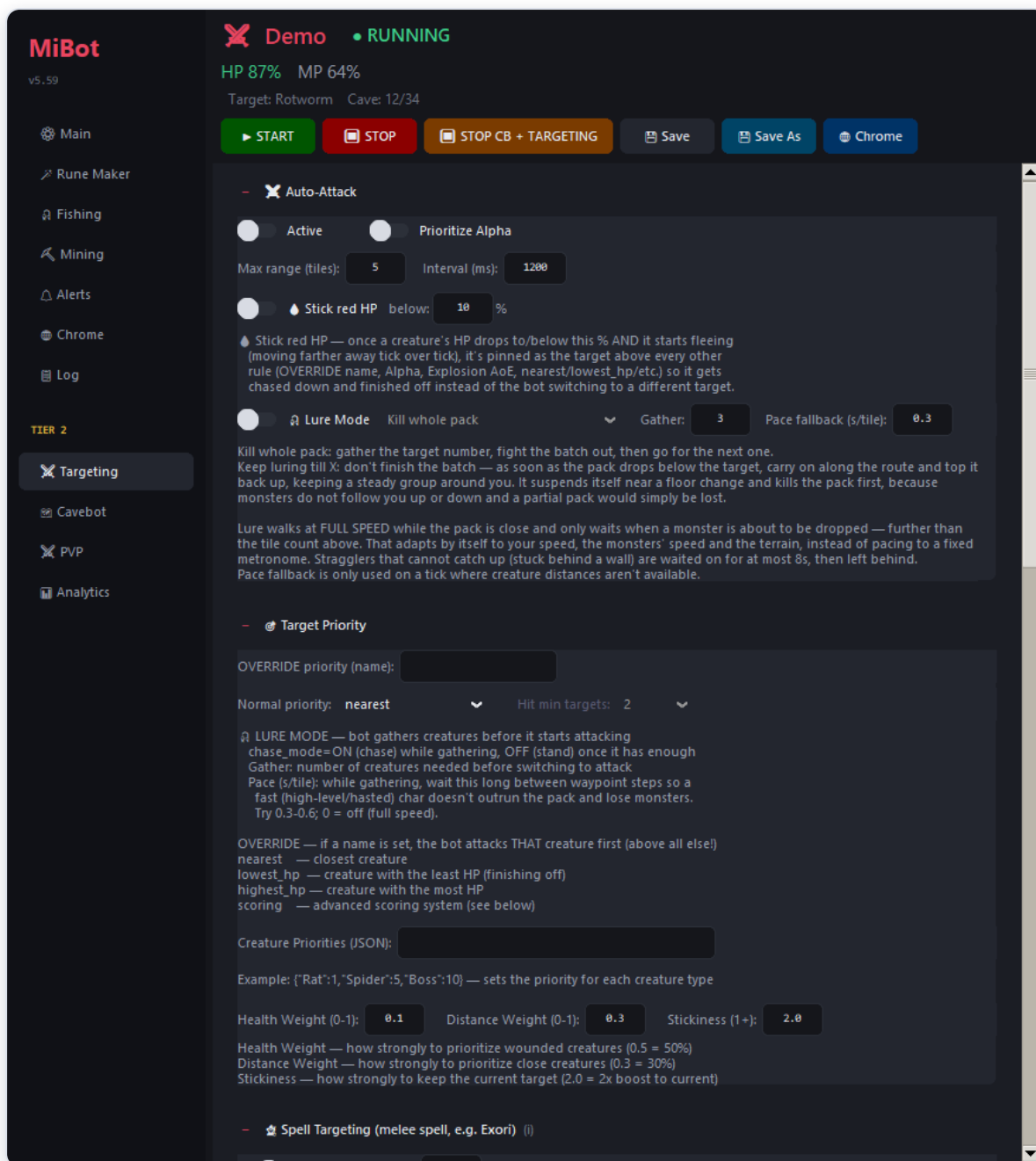
The log is your window into the bot's brain. Every action is printed with a timestamp — heals, mana, attacks, waypoints, loot, escapes, captchas and warnings. When something behaves unexpectedly, this is the first place to look.

Clear — empties the log view.

Reading examples: **Heal LOW (health=...)** = an emergency heal fired; **Waypoint 12/34** = walking waypoint 12 of 34; **Attacking: ...** = a target was engaged; **Captcha passed** = a captcha was answered correctly.

15 Targeting tab TIER 2

The auto-attack brain: who to hit, how hard, and whether to walk after them.



The Targeting tab.

✖ Auto-Attack

Active — master switch for auto-attack.

Prioritize Alpha — favour the strongest creature in a pack.

Max range (tiles) — ignore creatures farther than this. **Interval (ms)** — how often it re-scans for targets.

Stick red HP ... below ... % — once a creature's HP drops to or below this level **and** it starts fleeing, the bot pins it and finishes it off, ignoring every other rule (override name, alpha, nearest, and so on). Without this, a wounded runner escapes while the bot switches to something healthier.

🧲 Lure Mode

Gathers a pack before fighting, which is what makes area spells worth casting. Pick the mode, then set **Gather** (how many creatures to collect).

Kill whole pack — gather the target number, fight the batch, then go for the next one.

Keep luring till X — never finish the batch: as soon as the pack drops below the target, carry on along the route and top it back up, keeping a steady group around you. This suspends a floor change while a fight is on, because monsters do not follow you up or down and a partial pack would simply be lost.

Pace fallback (s/tile) — luring normally walks at full speed and only waits when a monster is about to be dropped, judged by the actual tile count. This fixed pace is only used on a tick where creature distances are unavailable.

Target Priority

OVERRIDE priority (name) — type a creature name here and it is always attacked first, above everything else.

Normal priority — how to choose among the rest: **nearest**, **lowest_hp** (finish wounded), **highest_hp** (tanks first), or **scoring** (advanced).

Hit min targets — with an area spell, hold the cast until at least this many creatures would be caught in it (1–3).

Scoring uses **Creature Priorities (JSON)** — per-type weights such as `{"Rat":1,"Spider":5,"Boss":10}` — plus **Health Weight (0–1)** (prefer wounded), **Distance Weight (0–1)** (prefer close) and **Stickiness (1+)** (how strongly to keep the current target instead of switching).

Spell Targeting & Attack Spell/Rune

Spell Targeting — a melee spell such as Exori. **Active**, its **Hotkey**, an optional **If monster count around ≥ N** condition so it only fires when a cast is worth it, and the **Spell's own cooldown** (0 = read it live from the game).

Attack Spell/Rune — your attack rune. It fires only when a target exists and yields to the spell when that is ready. **Only on** limits it to certain creature names (comma-separated; empty = everyone).

Chase Mode

Chase: 0 — stand still. Recommended for rune and spell mages: the character never wanders.

Chase: 1 — server chase. The game itself walks your character after the target.

Chase: 2 — the bot walks to the target while the server stands. One mover instead of two, so the bot and the server cannot fight each other for control.

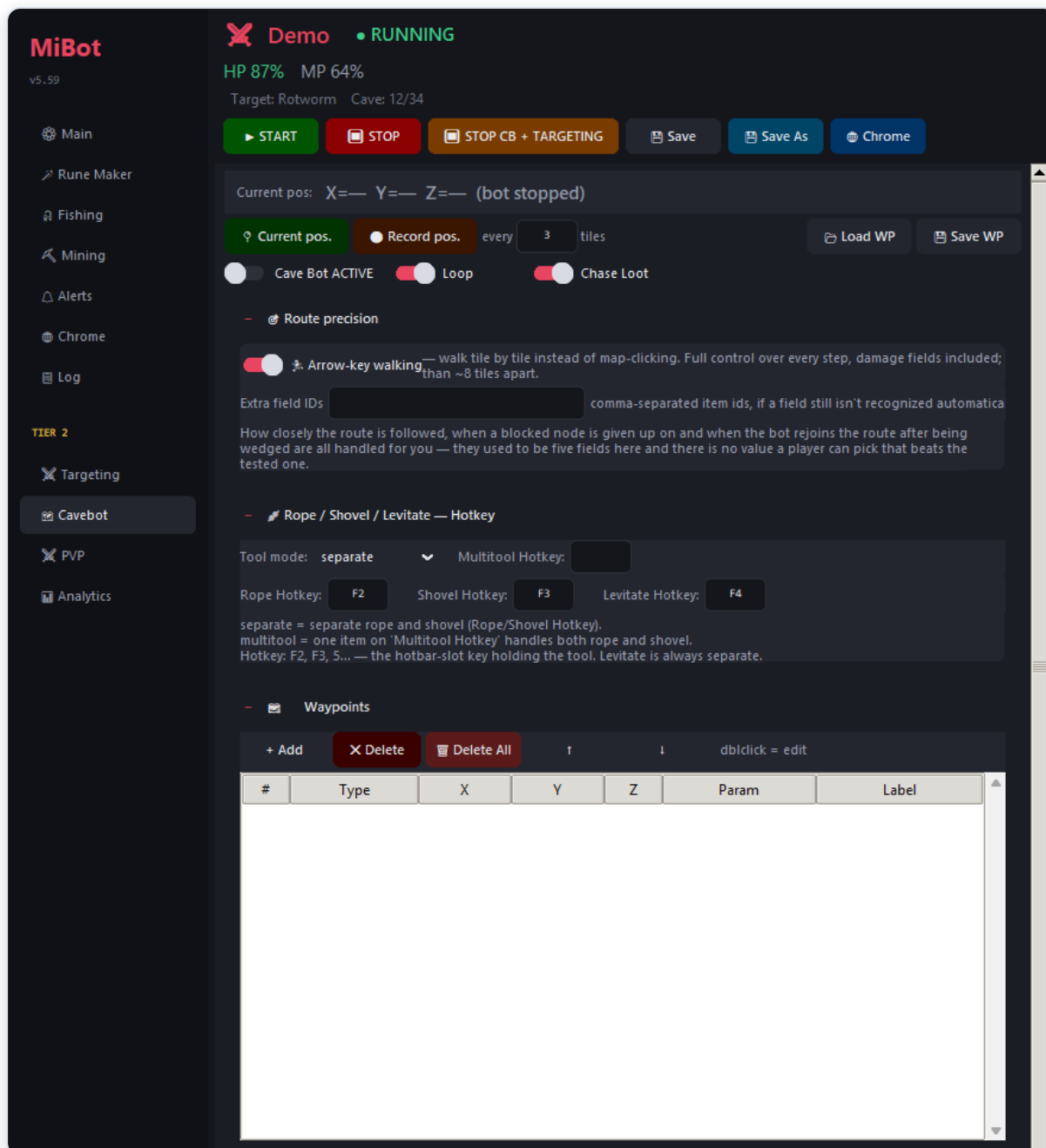
Targeting — **normal**; **diagonal** steps diagonally to dodge beam and wave spells; **straight** lines the target up N/S/E/W for a beam spell such as Exori Vis. Both only apply in melee range.

Creature whitelist

Comma-separated names the bot must **never** attack (e.g. `Rotworm,Cyclops`).

16 Cavebot tab TIER 2

The Cavebot walks your character along a **route** of waypoints — around your hunting ground, up and down ladders, over holes, and back again in a loop.



The Cavebot tab.

Current pos & the toolbar

Current pos — your live X/Y/Z. 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 few tiles and on every floor change. Switch it off when you are done. This is by far the fastest way to build a route.

💾 **Save WP** / 📁 **Load WP** — save the route to a file, or load one.

Options

Cave Bot ACTIVE — start or stop walking the route.

Loop — when it reaches the end, 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.

Route precision

How close counts as “arrived” at a waypoint, when a blocked waypoint is given up on, and how the bot rejoins the route after being wedged are all handled for you. These were once four settings on this tab; they are fixed values now, because there is no answer a player can give that beats the tested one — and a badly chosen one used to make the character circle a monster that had parked on a waypoint.

Arrow-key walking

The cavebot steps with arrow keys rather than clicking the map. This is what lets it cross fire, poison and energy fields, which the game refuses to auto-walk onto.

Leave this on unless your route is sparse. Stepping tile by tile means the bot needs waypoints **no more than about 8 tiles apart**. If you have an old route with long gaps between waypoints, either re-record it or switch this off and let the game walk the long legs for you.

Extra field IDs — if your server has a field type the bot does not know about, add its item ID here so it is treated as crossable ground rather than a wall.

Rope / Shovel / Levitate

Tell the bot which hotkeys hold your tools, so rope, shovel and levitate waypoints work.

Tool mode — **separate** (a rope hotkey and a shovel hotkey) or **multitool** (one item for both).

Rope / Shovel / Levitate / Multitool Hotkey — the hotbar keys that hold each tool.

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.

Waypoints

The route itself, in order. Use **+** **Add**, **X** **Delete**,  **Delete All** and **↑ ↓** to reorder. **Double-click** a row to edit it. Each row shows its **Type**, coordinates, **Param** and **Label**.

The waypoint editor

Opens when you Add or double-click a waypoint:

Type — walk, rope, shovel, levitate, wait or script.

X / Y / Z — the tile.  **Current** fills in where you stand. A new waypoint is pre-filled 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.

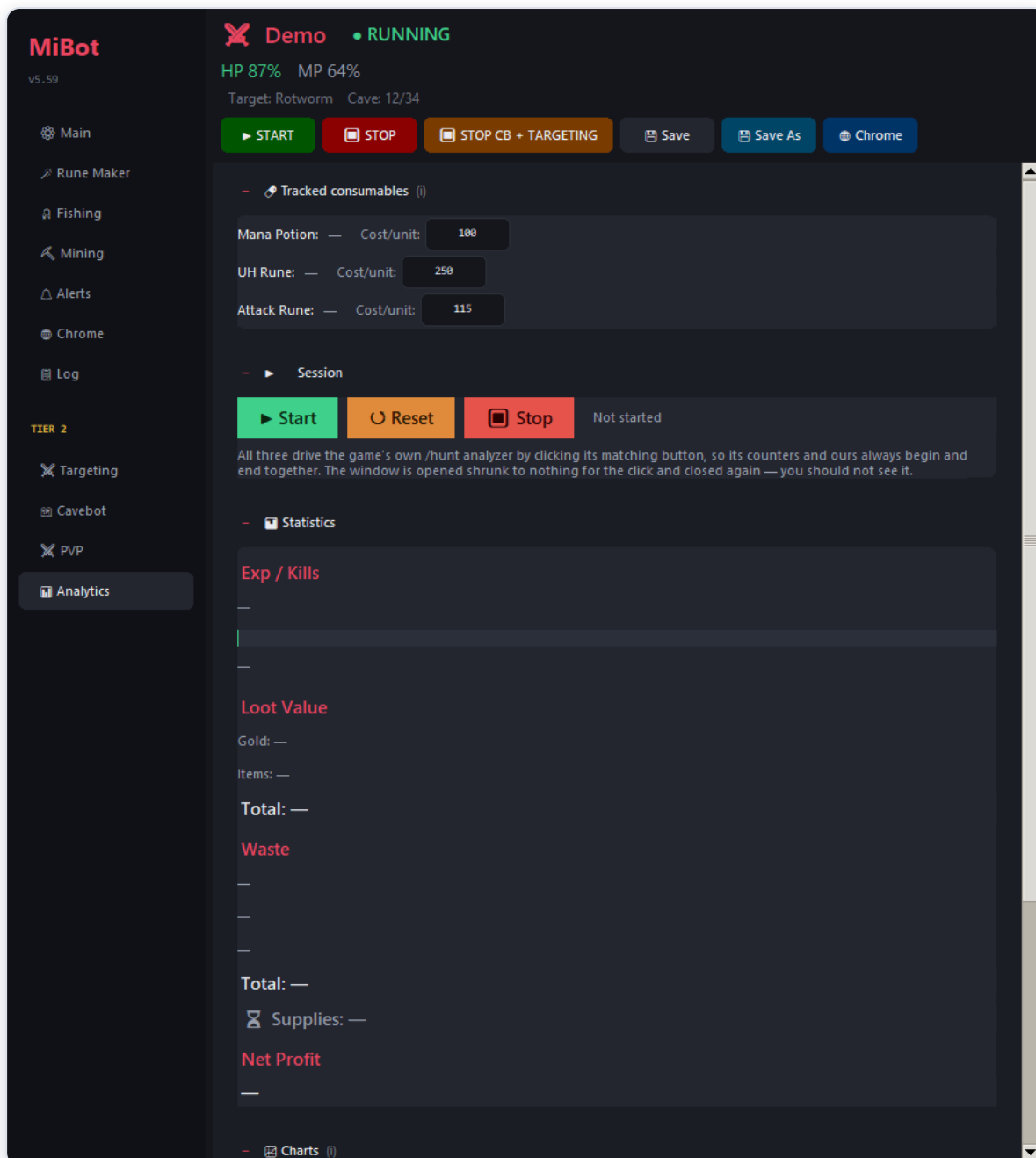
Param — the extra value: seconds for *wait*, JavaScript for *script*, a direction for *levitate*.

Label — an optional note to yourself.

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**. Add rope, shovel and levitate waypoints by hand where they are needed.

17 Analytics tab TIER 2

What the hunt is actually worth. Analytics reads the game's own session data and turns it into money: what you looted, what you burned, and whether you finished ahead.



The Analytics tab.

▶ Session

▶ **Start** / ■ **Stop** — begin or end a measured session. Counting runs from when the bot started, not from when you opened this tab.

The numbers

Exp / Kills — experience gained and creatures killed, with the hourly rate.

Loot Value — **Gold** picked up, the value of **Items** looted, and the **Total**.

Waste — what the hunt consumed, itemised as **Mana Potion**, **UH Rune** and **Attack Rune**, plus a total. Consumption is measured from your actual stock, not from counting how many times the bot pressed a key — so a manual sip or a misfire

cannot skew it.

Net Profit — loot minus waste. This is the number that answers “was this hunt worth it”.

Cost/unit — what you paid for each supply. Set these once and the waste figures become real money instead of item counts.

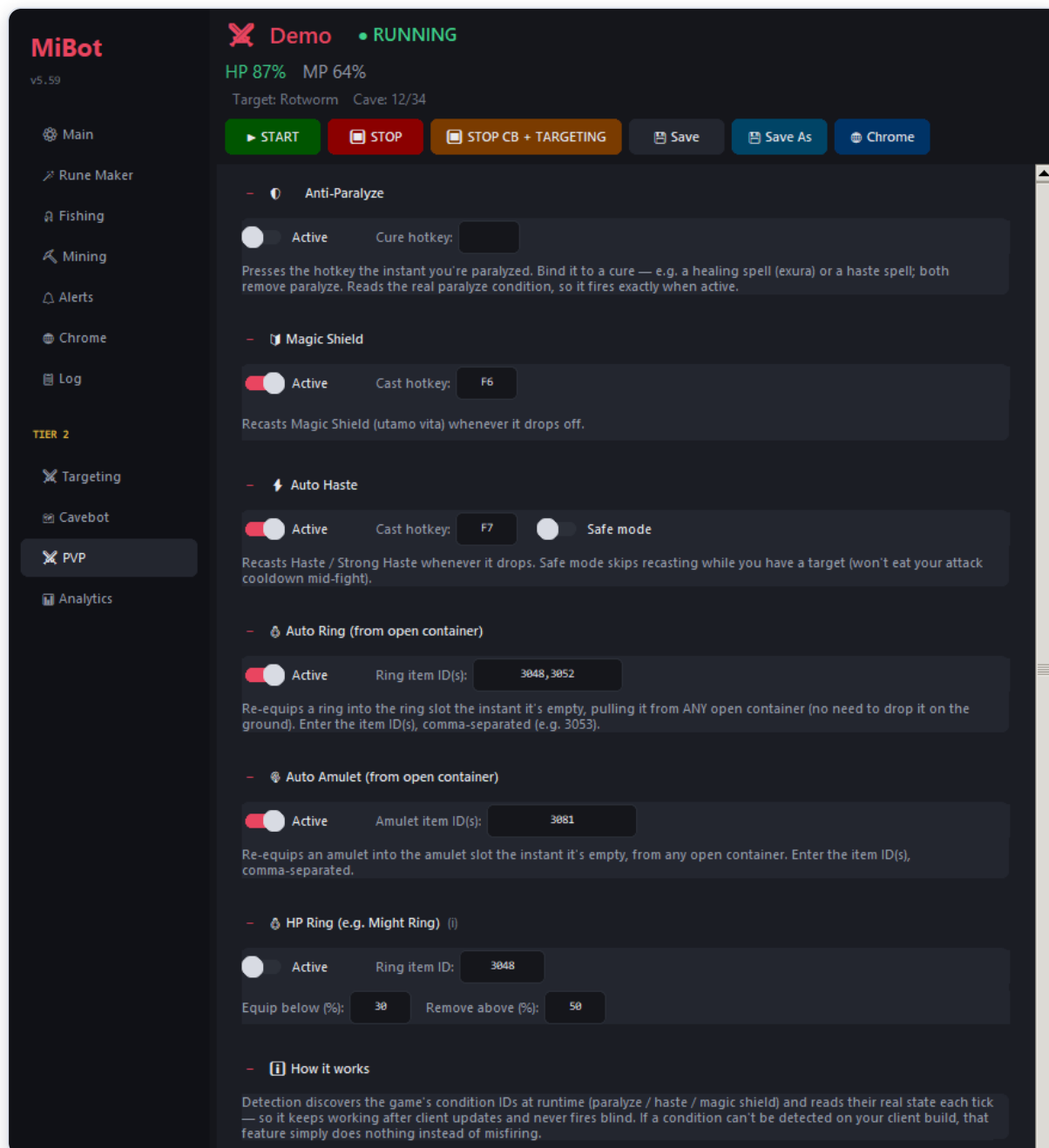
Charts

Gold/h, Items/h, Waste/h and **Net profit/h** are drawn on one timestamped axis, so you can see the moment a hunt stopped paying. Hover anywhere on the chart for the breakdown at that point in time.

Get the waste right. Put your UH rune in the **UH Rune** healing row on the Main tab (section 7). If it sits in the Low row instead, Analytics cannot tell a rune from a spell and your waste — and therefore your net profit — will be wrong.

18 PVP tab TIER 2

Keeps your buffs up and your character mobile in a fight. Detection reads the game's real condition states, so it fires exactly when needed and never blind.



The PVP tab.

Anti-Paralyze — the instant you are paralyzed, it presses your **Cure hotkey**. Bind it to something that removes paralyze (a healing or haste spell).

Magic Shield — recasts Magic Shield whenever it drops. Set the **Cast hotkey**.

Auto Haste — recasts Haste or Strong Haste whenever it drops. **Safe mode** skips recasting while you have a target, so it will not eat your attack cooldown mid-fight.

Auto Ring — re-equips a ring the instant the ring slot is empty, pulling it from **any open container** (nothing is dropped on the ground). Enter the ring **item ID(s)**, comma-separated.

Auto Amulet — the same for the amulet slot.

Robust by design. The bot discovers the game's condition IDs at runtime, so these features keep working after client updates. If a condition cannot be detected on your client build, that feature simply does nothing instead of misfiring.

19 Appendix — item IDs, coordinates, FAQ

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 every equipped item's ID. For items in a bag, right-click → Look, or ask your seller for the common IDs.

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.

Running several characters at once

- Open one profile per character — each gets its own window.
- Give each a **different Chrome Profile folder and Port** on the Chrome tab.
- Set the **Player name** so each bot attaches to the right game tab.
- All of them appear together on the **Panel** tab of the phone app, each with its own Start and Stop.

Frequently asked questions

Question	Answer
The Tier 2 entries are locked.	You have a Tier 1 license. Ask your seller to upgrade, then restart MiBot.
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 restart.	You did not Save. 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 the home-screen step is required. Then use Send test alert .
Where did the Discord alerts go?	They were removed. Everything goes through the phone app now — section 11.
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 put your UH rune in the UH Rune healing row rather than in Low.

Still stuck? Ping your seller on the MiBot Discord — the same server where you got your license.

— End of manual · MiBot v5.60 · 2026-08-12 —