

# Guide card v0.8.4

**CyberLeo: Pixels of the Sampo** · CyberLeo Games. A C64-style digging game in Vaskilahti, the world of Whispers of the Sampo: dig, dodge and gather the pixels of the Sampo. Five levels, difficulty A–E. For all ages, best from 7 up.

PLAY
cyberleogames.com

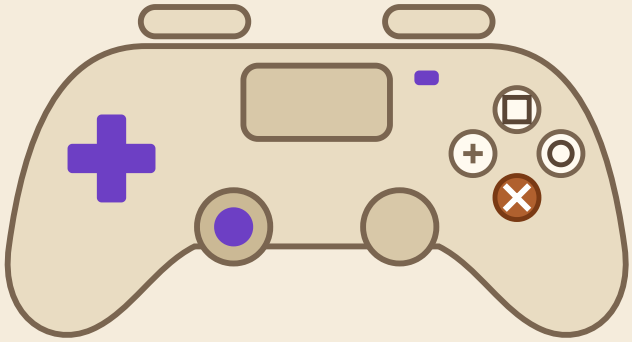
## Goal DIG · DODGE · GATHER

- Dig the soil as CyberLeo and gather the level's **pixels of the Sampo** (violet crystals). The top bar shows collected / needed.
- Once you have enough, the **whispering gate** opens – follow the blue arrow and step in before the **time** runs out.
- A rock falls when you dig beneath it. **Under a resting rock you are safe, under a falling one you are not.**
- Never go next to a will-o'-the-wisp or a hiisi. Drop a rock on them!

## Gamepad PS5 · XBOX · OTHER STANDARD PADS

**D-pad / left stick**
move · select in menus

**Options / Start**
pause



**✕ / A**
paw strike · confirm

**○ / B**
back

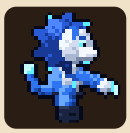
## Keyboard COMPUTER

| | |
|---|---|
| ↑ ↓ ← → W A S D | move and dig |
| Space + direction | paw strike: dig or grab a pixel without moving |
| direction into a rock | hold a moment: push the rock |
| Esc | pause |
| R | restart the level |

## Phone and tablet LANDSCAPE

| | |
|---|---|
| **Left stick** | move – hold a direction |
| **Paw button** | hold + direction: paw strike |
| **II at the top** | pause |

Turn your phone sideways. Add the game to your home screen to play it full screen.



**Paw strike**
CyberLeo digs or grabs the next square **without moving**. That way you can dig under a rock without ending up beneath it.

## The soil of Vaskilahti — WHAT YOU WILL FIND



**CyberLeo**
you – dig, dodge and gather



**Rapakivi rock**
falls and rolls – can be pushed sideways



**Stone wall**
explosions break it, digging does not



**Will-o'-the-wisp**
follows the walls, explodes next to you



**Whispering gate**
closed



**Pixel of the Sampo**
10 points · extra ones 25 points



**Soil**
diggable ground



**Copper bedrock**
unbreakable, stops the wisps



**Hiisi**
treasure guard – rock on it = 9 pixels



**Gate open**
step in to clear the level

## Levels — NORMAL DIFFICULTY B

| | LEVEL | TIME | PIXELS | TIP |
|---|---|---|---|---|
| 1 | **Kekri Field** | 220 s | 18 | Dig the soil and gather pixels. A rock falls when you dig beneath it. |
| 2 | **Under the Threshing Barn** | 160 s | 30 | Dig under the rock piles from the side and keep moving – they collapse behind you. |
| 3 | **Ditch of the Wisps** | 150 s | 24 | A wisp explodes next to you. Drop a rock on it! |
| 4 | **The Ruin Arch** | 170 s | 29 | A hiisi guards the treasure: drop a rock on it and it shatters into pixels. |
| 5 | **The Church Vault** | 200 s | 33 | The vault's hiisi folk sleep in the crypts. Drop the rocks through the gaps. |

## Difficulty A–E — CHOOSE IN THE MENU

| LEVEL | | TIME | PIXELS | TIME BONUS |
|---|---|---|---|---|
| A | **easy** | 130 % | 75 % | 4 pts/s |
| B | **normal** | 100 % | 100 % | 5 pts/s |
| C | **demanding** | 85 % | 110 % | 6 pts/s |
| D | **hard** | 70 % | 120 % | 7 pts/s |
| E | **master** | 60 % | 130 % | 8 pts/s |

## Score and records

- Pixel 10 pts · every pixel beyond the quota 25 pts.
- Time bonus: seconds left × the difficulty bonus.
- Your best score is saved per level and per difficulty.
- Cleared levels are marked in the menu.

## Tips

- Dig under a rock **from the side** or with the paw – never stand under a falling rock.
- Wisps and hiisi folk follow the walls: wait until they are far away.
- On the harder levels you often need the hiisi's pixels.
- In the pause menu you can restart the level. Settings: music, sound effects, CRT filter, gamepad sensitivity and language.