



MR.DRILLER™

PlayStation® Classic

THE STORY SO FAR...

Welcome to Downtown, a city like any other. At least it was, until a very strange thing happened. From somewhere deep below the surface, big blocks started to pop out of the earth right into the middle of the city. Soon the whole place was buried in big bright blocks. No one could walk anywhere because blocks... well, blocked the way.

The townspeople got together to hammer out a solution – they needed a professional rock buster to dig below Downtown to get to the bottom of the mystery. A professional rock buster like Mr. Driller!

Always ready for some thrilling drilling action, Mr. Driller jumped at the chance for a little subterranean adventure.

Falling blocks that could squish me at any moment, you say? Small pockets of breathable air underground, you say? Ever-present danger, you say? Count me in!

As he bravely prepared to use his power tool to save Downtown, Mr. Driller knew that this was a perilous job unlike any he'd ever taken on before; but if he could drill down deep enough through the blocks, maybe he could solve the mystery?

IN-GAME CONTROLS

TRIANGLE/CIRCLE/CROSS/SQUARE	use drill
UP	point drill up
DOWN	point drill down
LEFT	move Mr. Driller/point drill left
RIGHT	move Mr. Driller/point drill right
START button	pause the game.

MENU CONTROLS

TRIANGLE button

Previous screen/Cancel

CROSS button

Confirm selection

GETTING STARTED

You will be prompted to select your desired language. Choose from either English, French, German, Italian or Spanish. Press UP and DOWN to scroll through the choices and press the CROSS button to confirm. A short introductory movie will then play. After viewing this, the Title Screen will be displayed. Press the START button and the MODE SELECT SCREEN appears.

MODE SELECT SCREEN

On the MODE SELECT SCREEN you will be given the following options. Select one of them by pressing LEFT/RIGHT, and then pressing the CROSS button.

ARCADE MODE

Save Downtown! Drill your way to 500 metres (Easy) or 1,000 metres (Hard) to uncover the secret of the blocks. See the ARCADE MODE section of this manual for further instructions.

SURVIVAL MODE

Mr. Driller has one chance to dig down as deep as he can until he either achieves his goal, runs out of air or gets squashed. This mode features NORMAL, HARD and EXPERT levels. See the SURVIVAL MODE section for further information.

TIME ATTACK MODE

Race against the clock on 10 different courses, each with its own time challenge and level of difficulty. See the TIME ATTACK MODE section further on for more information.

HIGH SCORES

Check out the high score rankings.

OPTION

Change the game settings to match your abilities.

OPTIONS

Press UP/DOWN to select an option. Press the CROSS button to open a selection. Press LEFT/RIGHT/UP/DOWN to change a setting and press the TRIANGLE button to return to the previous screen.

ARCADE MODE SETTINGS

ARCADE DIFFICULTY

Select either EASY, NORMAL, HARD or EXPERT for the 500 metre and 1,000 metre games. Try out the 500 metre game for starters.

NUMBER OF LIVES

Choose from one to five lives. This setting is valid for both the 500 metre and 1,000 metre versions of ARCADE MODE.

SOUND TEST

SOUND: Listen to the tunes from Mr. Driller™. Press LEFT/RIGHT/UP/DOWN to highlight SOUND and then press the CROSS button.

OUTPUT: To change the setting to/from MONO and STEREO.

ADJUST SCREEN

Press LEFT/RIGHT/UP/DOWN to adjust the screen position, and then press the START button to confirm the changes. Press the TRIANGLE button to cancel or press the CROSS button to revert to the default settings.

HIGH SCORES

The top 10 rankings of each mode can be viewed here. Press UP/DOWN to select a mode, and then press the CROSS button to view that score table. Press the CROSS button again to exit back to the main HIGH SCORES screen.

ARCADE MODE

Press UP/DOWN to toggle between TODAY'S RANKING and TOTAL RANKING.

Press LEFT/RIGHT to toggle between the 500 metres and 1,000 metres ARCADE MODE rankings.

SURVIVAL MODE

Press LEFT/RIGHT to view rankings for NORMAL, HARD and EXPERT.

TIME ATTACK

Press LEFT/RIGHT to view the rankings for the various courses.

PLAYING THE GAME

Mr. Driller wields a pneumatic drill to smash through blocks and descend deep underground. He can drill blocks in any direction (up, down, left or right) and move left, right or down. He can also move up one block to the left or right if there is room to stand on a block.

Mr. Driller starts the ARCADE MODE with three (default) lives and when he loses all three, it's GAME OVER. In TIME ATTACK and SURVIVAL MODES he only has one life.

BLOCKS

Break blocks using the CROSS, CIRCLE, TRIANGLE and SQUARE buttons. blocks of the same colour form groups which disappear when Mr. Driller breaks any one of them. Unsupported blocks fall. Falling blocks will stop falling when they meet another supported block of the same colour. Falling blocks that meet and connect

to the same colour blocks to make four or more will disappear without being drilled.

Brown X-blocks require five strikes before they break. If any block falls on Mr. Driller, he gets squashed and loses one life. Breaking blocks can sometimes cause a chain reaction – blocks disappear in all directions causing the ones above them to fall. So, look out!

AIR CAPSULES

There is little air underground so Mr. Driller must find air capsules in order to breathe. To use an air capsule just walk into it.

Mr. Driller starts each life with his Air Meter at 100%. A circular counter on the right of the game screen counts down as his air supply is used up.

Each Air Capsule restores some of Mr. Driller's air supply, but breaking an X-block consumes 20%.

When the Air Meter drops below 30%, a skull and crossbones will appear above Mr. Driller, and a warning alarm will start along with a countdown. As soon as his supply of air exceeds 30%, the skull and crossbones will thankfully disappear. If the counter reaches 0%, Mr. Driller will lose a life.

CLOCKS

In TIME ATTACK MODE, Mr. Driller grabs clocks to reduce his elapsed time.

ARCADE MODE

Save Downtown! Drill your way to 500 metres (Easy) or 1,000 metres (Hard) to uncover the secret of the blocks.

Press LEFT/RIGHT on the MODE SELECT SCREEN to select ARCADE MODE and press the CROSS button to confirm. Press LEFT/RIGHT to choose either the 500 metres or 1,000 metres game and press the CROSS button to start.

SCORING IN THE ARCADE MODE

There are multiple ways of scoring points within the ARCADE MODE.

Every block that Mr. Driller breaks earns you 10 points.

Sticking the blocks together into groups of four with strategic drilling causes them to disappear and earn you 30 points per block.

AIR CAPSULES

You will earn 100 points for the first Air Capsule you uncover. Each subsequent Air Capsule after that earns 100 points more than the previous one: i.e. the second Air Capsule earns 200 points, the third earns 300 points, and so on.

FINDING THE UNDERGROUNDERS

Undergrounders are strange subterranean beings hidden in the blocks. Every time a group of X-blocks disappears, you earn hidden points. Accumulate 30 of these X-blocks and an Undergrounder will appear behind a normal block. Each Undergrounder is worth 765 points.

DRILLER BONUS

Get bonus points if Mr. Driller reaches his goal with lives to spare – you'll bag a massive 30,000 points per unused life.

TIME BONUS

Reach the goal in record time and gain TIME BONUS points. Every second of the set regulation time limit you have left over at the end of each level will be converted into the equivalent number of bonus points.

Other bonuses such as the High Score Bonus are around so be sure to challenge yourself.

THE GAME SCREEN (ARCADE MODE)

LIVES REMAINING

Each time Mr. Driller gets squashed or runs out of air, he loses one life. Set the number of lives for ARCADE MODE (from one to five) in the OPTIONS MENU.

DEPTH METER

Displays how far Mr. Driller has travelled.

SCORE

Displays current score. Even if Mr. Driller loses a life, he does not lose any points.

AIR METER

Displays how much air Mr. Driller has. At 30%, a skull and crossbones appears over him and when the meter reaches 0%, he loses one life.

LEVEL

Every time Mr. Driller descends 100 feet, he clears one level.

WINNING THE ARCADE MODE

If Mr. Driller wins the 500 metres game, he will receive a congratulatory message, but to really find out what happens to Mr. Driller, you have to win the 1,000 metres game.

ARCADE MODE RESULTS SCREEN

When Mr. Driller loses all his lives, it's GAME OVER and the RESULTS SCREEN will display the following information:

PROGRESS GAUGE

Mr. Driller's face appears on an arrow and the gauge shows how far he has drilled down. Mr. Driller's expression changes depending on his performance. The happier he looks the better you've done.

DEPTH

The depth Mr. Driller reached before he ran out of lives.

SCORE

The total number of points Mr. Driller earned in this game.

TIME

The total time elapsed.

SURVIVAL MODE

In SURVIVAL MODE Mr. Driller has only one life. Otherwise, the rules are the same as for ARCADE MODE

DEPTH

The depth at which Mr. Driller starts the game is dependent on the difficulty level chosen.

NORMAL

Start at the surface

HARD

Start at 1,000 metres

EXPERT

Start at 2,000 metres

REPLAY

When Mr. Driller loses a life (or if he wins), the REPLAY SCREEN appears and a replay of the round begins instantly – handy to get the chance to review your performance.

Press the CIRCLE button to slow down the replay, and press the CIRCLE button again to play it at normal speed.

To freeze or resume the replay, press the CROSS button. To pan the camera view up or down, press UP/DOWN. To end the replay and open the RESULTS SCREEN, press the START button.

SURVIVAL RESULTS SCREEN

The gauge on the left displays Mr. Driller's progress in percentages of the total depth.

DEPTH: How far down he made it during the last attempt.

RECORD: The record depth achieved in previous attempts.
This is the number to beat!

TIME ATTACK MODE

TIME ATTACK is a race against the clock where you don't have to worry about running out of air. Instead of Air Capsules, you grab clocks throughout the course to reduce your time.

PLAYING TIME ATTACK MODE

Select TIME ATTACK on the MODE SELECT SCREEN and then press the CROSS button. To select a course, press LEFT/RIGHT and then press the CROSS button to start the game. Not all courses are available when you first start TIME ATTACK MODE, but upon clearing all available courses, more are opened up.

TIME ATTACK RULES

You are racing against the clock to beat the previous record best time. Pick up a clock and the time displayed on it will be subtracted from your elapsed time. There are clocks everywhere, but you must grab them without getting squashed.

Breaking an X-block will cost you an additional 5 seconds.

In TIME ATTACK you only have one life. Get squashed and it's game over for Mr. Driller.

PAUSE/GAME OVER SCREEN

From the RESULTS SCREEN press the CROSS button and the GAME OVER SCREEN will be displayed.

CANCEL

Resume the action from where you paused.

RETRY

Restart the adventure from the beginning of the current challenge.

CHANGE COURSE

This option appears in TIME ATTACK MODE only. Select it if you want to try a different TIME ATTACK course.

SAVE

Save your game settings and ranking data.

EXIT

Return to the MODE SELECT SCREEN.

NAME ENTRY SCREEN

If your final score ranks among the Top 10 for the ARCADE, SURVIVAL or TIME ATTACK modes, you may list yourself in the game rankings.

To see if you made the grade, press the START button or the CROSS button during the RESULTS SCREEN. If you are in the Top 10, the NAME SCREEN will appear and

your ranking will be displayed at the top.

To enter your name, press UP/DOWN/RIGHT/LEFT to select a character, and then press the CROSS button to confirm your selection. Repeat the process for each character you wish to enter.

To correct a character, press the TRIANGLE button or select the " ← " icon and press the CROSS button to erase the character.

When you have finished entering your name, place the cursor on OK and press the CROSS button to confirm.

GAME TIPS

- Rule number one is to watch out for falling blocks! The deeper you drill, the faster the blocks will fall. To stay on top, you'll have to dig down deep.
- Blocks quiver just before they fall and if they fall onto Mr. Driller, he'll be squashed flat like a pancake! So either run out of the way of overhead quivering blocks or drill them before they fall.
- Even if you have plenty of air, Air Capsules are worth big game points.
- Look out for chain reactions. If many blocks are disappearing around Mr. Driller, many others may be falling from above.
- Find cover when everything seems to be falling. Hide under supported block overhangs until things cool down.

- Sometimes Air Capsules or clocks are trapped by blocks. Try to remove the supporting blocks so that they will fall, stick to other blocks or disappear. This way, trapped Air Capsules and clocks will become easier to pick up.
- Drill! Drill! Drill! Once you start drillin', there's no chillin'!

