

Nintendo

GAME BOY COLOR

MR. DRILLER



namco

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

CGB-BMDE-USA

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

EVERYONE

For more information on this product's rating, visit <http://www.esrb.org> or call 1-800-771-3772

LICENSED BY

Nintendo

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.



TABLE OF CONTENTS

Prologue	P. 2
Getting Started	P. 3
Modes	P. 4
Controls	P. 5
Gameplay Basics	P. 6
• Blocks	P. 6
• Air Capsules	P. 7
• Scoring	P. 8
• Levels	P. 9
2500 ft & 5000 ft Modes	P. 10
Survival Mode	P. 13
Results	P. 14
Game Tips	P. 15





PROLOGUE

Welcome to **Downtown**, a city like any other. At least it was until a very strange thing happened. From somewhere deep down below, big blocks started popping out of the ground 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 and tried to hammer out a solution. Something or somebody deep underground was at the bottom of this mystery. They needed a professional rock buster to drill below Downtown and Mr. Driller was the perfect choice.

If he drilled deep down through the blocks maybe he would uncover the mystery!

Mr. Driller is always ready for some drilling action so he jumped at the chance for a little adventure. As he prepared to drill toward the earth's core, he knew that this was a dangerous journey. With only small pockets of breathable air underground and falling blocks that could squish him, the dangers were aplenty. Mr. Driller readies himself to tap into his inner powers and save Downtown. Is he worried? Not one bit!



GETTING STARTED



Use this screen to choose a game mode or view previous game scores.

1. After viewing the opening story, press START at Title Screen and the Mode Select Screen appears.
2. Press left/right on the Control Pad to choose a mode, then press the A Button.





MODES

2500 ft Mode

Drill your way to 2500 ft (Easy) and learn the basics of the game (see page 10).

5000 ft Mode

Drill your way to 5000 ft (Hard). This mode is quite challenging so try it after learning the basics of the game (see page 10).

Survival Mode

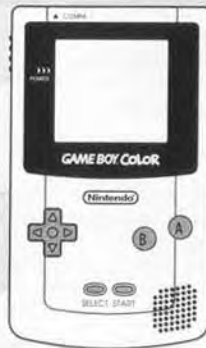
Mr. Driller has one chance to auger down as deep as he can until he either achieves his goal, runs out of air, or gets squashed (see page 13).

High Scores

Check out the high score rankings.



CONTROLS



A Button

Confirm menu selections
Break blocks

B Button

Previous page/cancel
Break blocks

Start Button

Pause menu

Control Pad

Move Mr. Driller or point drill

Up: faces up

Down: faces down

Left: moves left

Right: moves right





GAMEPLAY BASICS

Blocks

- When Mr. Driller breaks blocks (A or B Button), they disappear.
- Blocks of the same color form groups that disappear when Mr. Driller breaks any one of them.
- Unsupported blocks fall. Blocks will stop falling when they meet another SUPPORTED block of the same color.
- Falling blocks that meet and connect to the same color blocks to make four or more will disappear without being drilled.
- Brown X-blocks require five strikes before they break and deplete the air meter by 20%.
- 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. LOOK OUT!



GAMEPLAY BASICS

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 right into it.

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

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

Skull and Crossbones

When the meter drops below 30%, a skull and crossbones appears above Mr. Driller and a warning alarm starts along with a countdown. As soon as his supply of air exceeds 30%, the skull and crossbones disappear. If the counter reaches 0%, Mr. Driller loses a life.





GAMEPLAY BASICS

Countdown

The countdown begins just as the air is about to run out.

Scoring

Break one block

Earn 10 points for every block that Mr. Driller breaks.

Making blocks disappear as a group

Stick the blocks together into groups of four with strategic drilling. When they disappear, you'll earn 30 points per block (a minimum of 120 points for 4 blocks).

Obtain air capsules

Earn 100 points for the first air capsule. Each air capsule after that earns 100 points more than the previous one: 200, 300, 400 and so on.



GAMEPLAY BASICS

Levels

Every time Mr. Driller descends 500 ft he clears one level. Break the level block to clear the stage and proceed to the next level. The air consumption rate and the speed with which the blocks fall will be faster when compared to the previous stage.

Clear the stage and go on to the next level.





2500 ft & 5000 ft MODES

What are the 2500 ft and 5000 ft Modes?

Dig your way to either a 2500 ft or 5000 ft underground goal.

Course Select

Select either the 2500 ft or 5000 ft Mode from the Mode Select Screen. Display the Mode Select Screen by pressing START at the Title Screen.

2500 ft Mode

Drill your way to 2500 ft and learn the basics of the game.

5000 ft Mode

Drill your way to 5000 ft. This mode is quite challenging so try it after learning the basics of the game.



2500 ft & 5000 ft MODES

Various meters along with the score are displayed on the Game Screen. Keep an eye on this data while progressing through the game.

Lives

Each time Mr. Driller gets squashed or runs out of air, he loses one life.

Depth

Displays how far Mr. Driller has traveled.

Score

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

Air

Displays how much air Mr. Driller has.

Level

Every time Mr. Driller descends 500 ft he clears one level.





2500 ft & 5000 ft MODES



Rules

Each time Mr. Driller gets squashed or runs out of air, he loses one life. When Mr. Driller loses all his lives, it's Game Over. Advancing deep underground to the goal will also clear the game. After playing the game, you can view your ranking at the High Score Screen.

*Only the 2500 ft and 5000 ft Modes have a specified depth goal, unlike the Survival Mode where the object is to drill as deep as possible with one life.



SURVIVAL MODE



What is Survival Mode?

Mr. Driller has one chance to auger down as deep as he can until he runs out of air or gets squashed.

Level of Difficulty

This Mode features Normal, Hard and Expert levels that are geared toward the beginner, intermediate and advanced players.





RESULTS

Result Screen

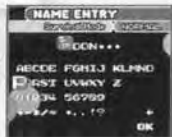
The Result Screen will appear after gameplay is completed. Press either the A or B Button to move to the next screen. When a new high score is achieved the Name Entry Screen appears. If not, the Game Over Screen appears.

Name Entry Screen

If your final score ranks among the Top 10 you can list yourself in the game rankings. After entering your name press O.K. to display the Ranking Screen.

Ranking Screen

The top 10 rankings of each mode can be viewed here. Press either the A or the B Button to move to the Game Over Screen.



RANKING		Score	Level
1	YOSHI	40000	9
2	JUNKO	35000	9
3	DON	28000	7
4	HIGASHI	20000	7
5	ONLEIGN	25000	6



GAME TIPS

- Rule #1 is to watch out for falling blocks! The deeper you dig, the faster the blocks will fall.
- Watch out for chain reactions. If many blocks are disappearing around Mr. Driller, many others may be falling from above.
- Blocks quiver just before they fall. Run away from under quivering blocks before they fall. You can save yourself if you drill a quivering block right above you before it falls. Once it drops, Mr. Driller is a pancake.
- Always try to get air capsules. Even if you have plenty of air, capsules are worth big game points.
- Find cover when everything seems to be falling. Hide under supported block overhangs until things cool down.





NOTES

CREDITS

Published by: Namco Hometek Inc.
Designed and Developed by: Namco Ltd.
Producer (US): Yas Noguchi
Assistant Producers (US): Noriko Wada
Paul Guirao
Director of Marketing: Mike Fischer
Lead Analyst: Ed Chennault

Testers: Raymund Chung
Ryan Chennault
Hall Nguy
Mark Sau
Karl Chen
Eric Coker
Scott Hill
Jared Jackson
James Guirao

Special Thanks: Yoshi Homma
Jesse Taylor
Yoshi Niki
Joey Headen

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product. The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state. Namco Hometek Inc., 2055 Junction Ave., San Jose, CA 95131

