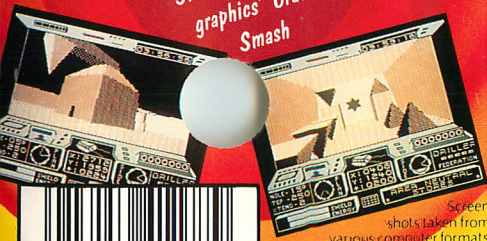


**GOLDEN
JOYSTICK
GAME OF
THE YEAR**

"A work of
genius" Amstrad Action
"Dazzlingly original and very
playable" ACE
"Stunning use of 3D
graphics" Crash
Smash

CRASH AWARDS:
BEST GRAPHICS
BEST GAME
**MOST
IMAGINATIVE
GAME**



Screen
shots taken from
various computer formats



DRILLER



DRILLER



LOADING

Hold down SHIFT key and RUN/STOP key.

Press PLAY on tape.

CONTROLS

MOVEMENT MODE ATTACK MODE

Move Forward	↑	Cursor Up	↑
Move Back	=	Cursor Down	=
Turn Left	Q	Cursor Left	Q
Turn Right	W	Cursor Right	W
Fire (if cursor on)	SHIFT	Fire Lasers	SHIFT
ALSO JOYSTICK CONTROL		ALSO JOYSTICK CONTROL	
SPACE	Toggles between Movement & Attack Mode		

OTHER CONTROLS

Look Up	P	Tilt Left	<
Look Down	L	Tilt Right	>
Increase Angle	A	Increase Step Size	S
Decrease Angle	Z	Decrease Step Size	X
Rise Vertically	R		
Fall Vertically	F		
Information Screen	I	(LOAD, SAVE & TERMINATE OPTIONS ARE AVAILABLE HERE)	
U Turn	U		
Drill	D	(TELEPORT RIG FROM EVATH AND DRILL AT THIS POSITION)	
Cancel Drilling	C	(TELEPORT RIG BACK TO EVATH)	
Cursor on/off	+	MOVEMENT MODE ONLY	

YOUR MISSION

Evath has two moons, Mitral and Tricuspid. Mitral has been heavily mined by an outlawed people, the Ketars, who have now fled the moon. A vast amount of gas has built up underneath Mitral's surface, and should Mitral explode, thousands of Evathians will be wiped out as Evath is thrown out of orbit. The resulting freeze will wipe out your planet's entire population! Scientists have calculated a meteor is due to strike Mitral in a matter of hours and this alone will cause this disaster.

Your Overall Mission is to make safe each of the 18 sectors of Mitral by positioning a drilling rig over the gas pockets in each sector before the meteor strikes.

In order to achieve this you will need to:-

- (i) Gain access to and enter each of the 18 sectors.
- (ii) Determine the gas centre and place the drilling rig on each sector to release at least 50% of the gas below. (Use geological clues, intuition or trial and error for this).
- (iii) Locate and absorb sufficient Rubicon crystals for your continuing survival.
- (iv) Avoid and/or destroy the laser beacons, and Skanners.

DRILLING

To tap the pocket of gas beneath each platform, you must place a drilling rig over it.

By pressing the appropriate key on your console, a signal is emitted, which informs those on Evath of your co-ordinates. The signal is conveyed by satellite so that the response is almost instantaneous - a drilling rig is teleported to you and



materialises in front of your excavation probe within your viewing screen. Exact positioning of the rig is difficult, but can be mastered after some experience.

Drilling rigs are very costly in terms of materials and workmanship - if you make an error in your positioning, the rig must be teleported back to Evath in order that it may be used again. Waste is not allowed. The teleporting process of drilling rigs uses energy from both the sending and receiving devices.

The closer you get to the centre of each underground gas accumulation, the more gas will be tapped. If the amount of gas tapped is 50% or more of the total contained in that pocket, then drilling has been successful and that sector is now declared safe.

You will have to leave the rig in position, as although the gas tapped is displayed and your rating increased, it is actually slowly released over a period of time.

EXCAVATION PROBE - ARMOUR: Durable, heavy-duty plutonium/lead alloy plating.

ENERGY: Powerful energy reserves stored in Rubicon crystals.

MOVEMENT: You can travel forwards, backwards, turn left or right as well as being able to make 180 degree U-turn. The speed of the probe can be changed by altering the step-size of forward/backward movement, or the angle or turn.

DRILLING: The probe contains the means to transmit teleporting signals to Evath necessary to position drilling rigs - This is the most essential part of your mission.

DOCKING - At least one jet has been left on Mitral by the Ketars and should you locate one, you can transfer into it by simply docking your excavation probe into the underside of the vehicle. If docking is successful, you will now be in control of the jet and your probe will be left. To reverse this procedure, land the jet directly over the probe.

RECONNAISSANCE JET - ARMOUR: No specialised armoured cover - vulnerable to attack, will not withstand repeated damage.

They are designed and built purely for their use as scouting ships and they therefore are not nearly fast or powerful enough to leave Mitral or to fly over very high structures. The jet engines work by utilising the energy of their Rubicon crystals in conjunction with the sparse atmosphere of the moon. The result is a highly efficient, if limited method of travel.

LASER BEACONS

The Ketar defence system includes various laser beacons that are positioned throughout the platforms of Mitral. It is also believed that beacons are positioned on the actual Moon itself!

If you are detected within the range of a laser beacon, you will be attacked! Laser beacons fire highly damaging, high intensity lasers - and they do not miss!

If under attack, your options include:

i) Backing off out of range ii) Making a run for it to get behind the beacon iii) Shooting the beacon (unpredictable results)

ENERGY AND YOUR MISSION

Whatever transport you are using at a particular time, e.g. probe or reconnaissance jet - your lasers, shield, light and motion are all dependent on Rubicon crystals. However, time and use will decrease your stores of energy and the beam of an attacking laser will decrease the strength of your shield. The manufacture of Rubicon relies on the presence of sunlight during the process, and for this reason you will find that stores of them are more concentrated on the lightest side of Mitral, the face that is illuminated most brightly by Vascular. When you reach the dark side of the moon, energy could be in short supply!

The crystals that you will find on Mitral are those intended for the purpose you have in mind. Their stores of energy are easily transferred to the Rubicon you have on board. Just by shooting a crystal relays the energy along the laser beams (which have the same light wavelength), back to your vessel. The storage crystal is usually destroyed thus, and your own are replenished.

There are two varieties of Rubicon crystals that have been left by the Ketars; they are similarly shaped but have different functions:- Once increases your total energy count, whereas the other increases the strength of your shield. The process for both is the same because the shield utilises the same energy in another way. Experience will teach you the difference in appearance between the two crystals types.

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