

Mr. Driller Alternate Controller FAQ

by Xexex

Updated to v1.3 on Apr 12, 2006

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MR DRILLER
For Dreamcast[†]
A Guide to Controlling Mr Driller

by
Tim Miller

v1.3 12 April 2006

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[†] This FAQ is specific to the Dreamcast version of the game. Not that you'd find maracas for the Playstation or the Game Boy Colour, but just in case you were wondering!

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1 - INTRODUCTION

1.1 - What is Mr Driller?

It's a puzzle game, by Namco. Well, more accurately, it's a puzzle/platform/action hybrid, which doesn't fall into any of those categories at all really. You play as a little man in a pink suit (which is the reason my girlfriend refers to this as "the pink blobby game"), who must drill through blocks to get to the bottom. This is more than just a rush to the bottom - blocks disappear when they group together, and you've got to collect air capsules as you descend.

Mr Driller was also released in the arcade, on the Playstation, on the PC, and on the Gameboy Colour. Mr Driller 2 is available for Gameboy Advance.

Information on Mr Driller can be found at
http://www.gamerwiki.com/index.php/Mr_Driller

1.2 - What's the point of this guide?

Mr Driller is fabulous when played on a normal controller. But Namco didn't stop there - you can use all manner of things to control Mr Driller. This FAQ details how.

1.3 - You've got it wrong! Can I email you? Can I use this FAQ on my site?

See Section 6. I have no idea why this should be at the beginning, but people seem to look for it here ...

2 - WHAT ARE THE BASIC CONTROLS?

Controlling Mr Driller is simplicity itself. You can drill in four directions, you can walk in two.

To drill upwards, press up and drill.
To drill downwards, press down and drill.
To drill leftwards, press left and drill.
To drill rightwards, press right and drill.

To walk right, press right.
To walk left, press left.

You can also walk up a step - if there is a single block height wall to your left, you can keep holding left and you'll walk up onto it. You don't need to press up! Similarly for the right.

In terms of the objectives of the game - firstly, read the manual, and secondly (if you haven't got a manual¹), there are other FAQs at <http://www.gamefaqs.com> - I'd recommend checking there. It's a simple enough game, but with huge amounts of depth to it (excuse the pun).

¹ Which is only really acceptable if you bought a second-hand game or a rented one, and the manual wasn't included. If you've got a pirated version, you can stop reading now.

3 - CONTROLS ON EACH OF THE CONTROLLERS

In almost all cases, I would recommend having at least one ordinary controller plugged into the Dreamcast. This will allow you to plug in a VMU to save options on. It will also allow you to navigate menus a little easier.

3.1 - The Dreamcast Controller

On the Dreamcast controller, the following buttons are used, as defined in

Section 2:

up/down/left/right - directional pad (d-pad)
drill - button A
pause - start

Other buttons also work for drilling, but A seems to be the most comfortable for me.

3.2 - The Fishing Rod

The fishing rod is simply recognised as a normal controller, so I would recommend the following buttons for ease of use:

up/down/left/right - analogue pad
drill - button Y
pause - start

However, there is an extra method of control. The fishing rod contains motion sensors which detect left and right movements (to a limited extent), and up and down movements (to a greater extent). If you flick the rod forwards, it should drill. Jerking it to the left and the right may make Mr Driller move, but often it does not. So you can instead use the analogue pad for this, and flick to drill.

Note that there is no d-pad on the fishing rod, so you have to use the analogue stick instead. This does make controlling Mr Driller a little harder - you have to move the stick further, which makes movement a little sluggish.

3.3 - The Light Gun

As with the fishing rod, the light gun is recognised as a simple controller. Therefore the optimum configuration to use is:

up/down/left/right - directional pad (d-pad)
drill - trigger
pause - start

A word of warning - do not try this one-handed, you will probably only get to about 50m! It's best to use your left thumb on the d-pad, and your right index finger on the trigger (or the other way round).

3.4 - The Dreamcast Keyboard

If Namco claims to support this, they are fibbing. It works, but only just. The controls are as follows:

up - up cursor
down - down cursor
left - left cursor
right - right cursor
drill - any one of a number of buttons
pause - ESC

The buttons that work for drilling seem to be pretty random. A and D work, but S doesn't. I recommend A.

This has the odd effect of directional movements on the right hand and drilling on the left. It's not difficult to adapt, however.

3.5 - The Dreamcast Microphone

Now we can have some real fun. Plug in a controller, and the VMU, and the microphone into slot 2. The controls are now as follows:

up/down/left/right - directional pad (d-pad)
drill - shout
pause - start

It doesn't matter what you shout. "Drill!" and "Down!" were what came to mind, though "Arrrrrrrrrrrrrrrrrrgh!" is good to get you down quite a few blocks.

With this set up, you should see a small box in the top-left corner of the screen, labelled "MIC", with two small white marks and a line that fades from green to red. The line measures the sound currently being detected by the microphone; when it passes the second white mark Mr Driller will drill. Luckily, you don't have to be too loud for this to happen. Unluckily, you don't have to be too loud for this to happen. Don't have music playing in the background, or Mr Driller will go on a mad drilling spree, straight through X-blocks and to his oblivion.

If it gets too much for your voice, you can also press the A button to drill.

3.6 - The Samba de Amigo Maracas

You thought J100 was too much to pay for one game? Well, the maracas work on two!

You will not get high scores like this, I warn you in advance. You will get aching arms and want to kick Mr Driller in revenge. He is unbelievably stupid at times. The general controls have you holding both maracas in a neutral position, very close to your body, at medium height. This is the "base position". The controls then are:

To drill upwards, hold both maracas up and shake.
To drill downwards, hold both maracas down and shake.
To drill leftwards, hold the left maraca out to the left and shake.
To drill rightwards, hold the right maraca out to the right and shake.

To walk right, hold the right maraca out to the right.
To walk left, hold the left maraca out to the left.

In practice, the controls are more like:

To walk right, hold the right maraca out to the right. Then hold it further to the right, and move the left maraca rightwards as well. Then try and stop Mr Driller on top of the blue square, but fail and have him carry on to the X-block. Now move him slowly back to the blue square by edging the maracas to the left, and as you try and make him stop, move the maracas too far to the right and make him walk right again.

You see now why you won't get a high score.

After a while the controls become easier. And it's good fun! Menus are also negotiable by holding the maracas to the left or right to rotate them, and pressing the right button as the "start button".

3.7 - The Dance Mats

I hope you're fit. Dance mats work by just mapping pads in the mat to controller buttons. The giant directions in the middle of the mat correspond to the d-pad, and the buttons around the outside are the action buttons.

up/down/left/right - directional pads
drill - pad A
pause - start (if available)

Again, you will need a different controller plugged in to take the VMU.

3.8 - The Steering Wheel

Back to the less 'fun' controllers now. Left and right on the steering wheel correspond to left and right, and you'll have to use one of the thumb buttons to drill. And for up and down ... well, there's no "yaw" on the controller, so you'll have to use the d-pad.

up/down - directional pad (d-pad)
left/right - turn the wheel
drill - button A
pause - start

I've had an email from Pekka Salmia who adds:

"You can use '+' for up and '-' for down (these are the gear shifting buttons on the wheel) and in addition to 'A', also 'B', 'L' and 'R' can be used for drilling. The d-pad is not necessary to play the game (which should reduce the boringness of the wheel in this context ever so slightly)."

Thanks ever so much Pekka.

3.9 - The Dreamcast Mouse

Namco lets us down here. The Dreamcast mouse isn't supported at all. Boooo!

3.10 - The Pop'n'Music Controller

Ted on rec.games.video.sega pointed out this was missing.

"The Pop'n'Music controller is also supported. The controller can be sensitive; for me the options were constantly revolving the first time I tried it, since a button was sticking down."

up - left yellow
down - left green
left - left white
right - left blue
drill - red, right green, blue, white or yellow

Cheers, Ted!

4 - RUMOURS SHOT DOWN IN FLAMES

Mr Driller has a keyboard on screen if you're controlling him with a keyboard.

Er, no - you're thinking of Typing of the Dead.

You can shoot away blocks with the light gun.

Er, no - there is no "real" light gun support - you drill like normal.

The blue animals are replaced by fish if you use the fishing rod.

Er, no - you're just being silly now.

5 - ACKNOWLEDGEMENTS

Thanks to:

Mike Jenkins for checking this guide for structure

Tamsyn Heritage for the "pink blobby game" comments

Matt Andrews for spotting missing words

Dave R for pointing out the existence of the PC version

Pekka Salmia for information on the steering wheel

Ted for information on the Pop'n'Music controller

Namco for supporting the maracas. Really!

6 - CONTACT DETAILS AND LEGAL STUFF

The email address associated with this FAQ is mrdriller@economic-truth.co.uk - you should use this for all correspondence.

I (Tim Miller) retain all copyright over this document, since I wrote it. If you want to use it on your website, email me and ask. I will probably say yes, and specify that the actual content is not altered in any way (formatting will probably be OK - not changing to American spelling though ...). However, you must ask first.

If you notice any errors on this FAQ, please email me. If you have any suggestions to additional material, please email me. If you have any questions that aren't answered, please email me. In all cases, don't be offended if I don't get back to you immediately, or don't take your comments completely on board. I'm just like that.

6.1 - Version History

v0.1 : 5 March 2002 - Added everything and sent to GameFAQs

v0.2 : 6 March 2002 - Found a couple of typos and erroneous references

v0.3 : 7 March 2002 - Made corrections and clarifications from Tam and Matt

v1.0 : 27 March 2002 - Added a few more controllers and tidied it up

v1.1 : 16 July 2002 - Added more information about the steering wheel
v1.2 : 11 March 2003 - Added information about the Pop'n'Music controller
v1.3 : 12 April 2006 - Added GamerWiki information

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