## A screenshot of a video game

# Driller Remastered

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API Versions

Version: Direct x11

Release Version

Saved it weirdly and wouldn’t load.

Instructions

Walkthrough load screen onwards

Game Loads and Title Screen is seen, has ‘load’, ‘new’ and ‘settings’ as option buttons. The title of the game along with the company logo is in the top middle part of the screen, buttons below it. Theres a screen shot of the game behind this.

When opening a save for the first time, there will be a short load screen. When loaded in you will be next to the satellite dish of the first level, this will lead under the archway to the bunker building and the water tank. Around the left corer from here there is a space on the floor which will be the gas pipe that need fixing. Turning around and walking through the ‘gap’ in the big walls will be the trigger into the next level.

The second level you come in through the wall gap (which will still be a gap in level 2, just not a trigger point) you will see two large building either side and a sign poster. Walking through these towards the next gap will show that the gas pipe for this level in on the wall behind the right hand building.

Credits

Cerys Hopkins

Other IP

Based on the video game Driller (Space Station Oblivion in the USA).

Developed by: Major Developments

Published by: Incentive Software.

Issue List

* Saved it as a whole level, not individually, as such was unable to load into visual studios nor unity (with textures)