



ACTUAL PSP SCREENSHOTS FROM MERCURY (NOT SHOWN TO SIZE)

# LIQUID LAUNCH

**GAME TITLE:**  
ARCHER MACLEAN'S MERCURY

**PLATFORM:**  
PLAYSTATION® PORTABLE

**PLAYERS:**  
1-2 (2ND PSP AND GAME REQUIRED)

**CONTROLS:**  
ANALOG

**PUBLISHER:**  
IGNITION ENTERTAINMENT LTD

**DEVELOPER:**  
AWESOME STUDIOS

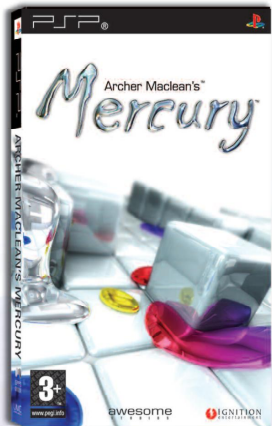
**LAUNCH:**  
ON RELEASE OF PSP HARDWARE

**IN GAME:**

**MANUAL:**  
TERRITORY SPECIFIC

**BARCODE:**  
5060050942373

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"ARCHER MACLEAN'S MERCURY, WITH ALL IT'S IRRESISTABLE PREMISE AND PAINSTAKING EXECUTION, SHOWS REAL PROMISE OF BEING THAT ONE IN A MILLION..."

EDGE MAGAZINE CHRISTMAS 2004



# Archer Maclean's<sup>\*</sup> Mercury<sup>\*</sup>



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## WORLDS IN MERCURY

THE LEVELS IN MERCURY ARE PLAYED ACROSS SIX DIVERSELY THEMED WORLDS EACH WITH THEIR OWN DISTINCT GRAPHICAL STYLE AND AMBIENT MUSIC.

<b>NEON</b> (TRAINING CAMP)	
<b>QUARTZ</b>	
<b>AQUA</b>	
<b>XERO</b>	
<b>HELIOS</b>	
<b>NANO</b>	

# Archer Maclean's Mercury



## AVAILABLE FOR THE PSP HANDHELD ENTERTAINMENT SYSTEM AT LAUNCH

ARCHER MACLEAN'S MERCURY HAS BEEN SPECIFICALLY DESIGNED TO TAKE FULL ADVANTAGE OF THE UNIQUE GAMING EXPERIENCE OFFERED BY THE SONY PSP. USING THE NEW MACHINES POWERFUL GRAPHICS, PROCESSING ABILITIES AND THE WI-FI MODES, AWESOME STUDIOS HAVE PRODUCED A BRAND NEW GENRE DEFINING PUZZLE GAME WHICH IS QUITE POSSIBLY THE MOST IMAGINATIVE AND COMPELLING GAME TO BE RELEASED IN RECENT YEARS.

THE AIM OF THE GAME IS SIMPLE. WITHOUT SPILLING TOO MUCH, YOU GUIDE YOUR VARIOUS COLOURED MERCURY BLOBS AROUND EACH 3D MAZE SIMPLY BY 'TILTING' THE LEVEL. WATCH AS THE LIQUID METAL BLOBS EBB AND FLOW AROUND THE COUNTLESS CHALLENGES ENCOUNTERED ALONG THE WAY.

AFTER A SHORT SPELL IN THE TRAINING CAMP WORLD, PLAYERS EXPERIENCE A SMOOTH LEARNING CURVE AS YOU WORK YOUR WAY THROUGH EACH LEVEL FROM START TO FINISH EVENTUALLY UNLOCKING THE NEXT WORLD BEYOND. NEGOTIATE OBSTACLES AND HAZARDS, SOLVE PUZZLES, COMPETE AGAINST EVER TIGHTENING TIME AND PERCENTAGE LIMITS, WHILST AVOIDING ALL THE TRAPS AND PREDATORS, AND GO ON TO FINALLY DEFEAT END OF LEVEL BOSS MODES TO COMPLETE EACH WORLD.

THE GAME HAS INSTANT PICK UP AND PLAY APPEAL WITH NO INSTRUCTIONS NEEDED, AND YOU CAN SPEND MINUTES OR HOURS IMMERSSED IN THE GAME. HOWEVER SKILL, TIMING, AND DEXTERITY ARE ALL REQUIRED TO NAVIGATE THE 70 PLUS LEVELS, SPREAD ACROSS THE 6 UNIQUELY THEMED WORLDS.

## FEATURES IN MERCURY

- 72 LEVELS OF LIQUID MAYHEM!
- 6 WORLDS THAT GET PROGRESSIVELY HARDER
- 30+ TYPES OF INTERACTIVE OBJECTS, ENEMIES AND USEFUL LEVEL-SOLVING DEVICES
- GAME TYPES INCLUDE RACE, PERCENTAGE, TASK, COMBO, BOSS AND SECRETS MODES
- WIFI 2-PLAYER MODE FOR ALL LEVELS
- SCORE SYSTEM FOR PLAYERS TO MAX-OUT ON
- UNLOCKABLE LEVELS PER WORLD FOR HI-SCORER'S & BONUS 7TH WORLD TO FIND
- TRAINING CAMP FOR BEGINNERS TO PRACTICE BLOB CONTROL AND COLOUR MANIPULATION
- ULTRA REALISTIC LIQUID MERCURY GRAPHIC EFFECTS NEVER BEFORE SEEN IN A GAME
- POSSIBLY THE MOST ADDICTIVE GAME YOU'LL EVER PLAY !



## 30+ LEVEL COMPONENTS

HERE ARE JUST A FEW OF THEM...

JACOB'S LADDER	ELEVATOR
GRAVBENDER	PUSHER
PLATFORM	STAN
TELEPORTER	FLUX TRANSMITTERS
PILEDRIVER	GRAVITYDOOR
SPINNER	PAINTSHOP
BRIDGE	SWITCH AND BEACON



## 2 PLAYER WI-FI RACE MODE

**PLAYER 1**

**PLAYER 2**

MULTIPLAYER GAMES ARE SYNCHRONISED WIRELESSLY, WITH YOUR OPPONENT'S WHEREABOUTS DEPICTED AS GHOST BLOBS ON YOUR SCREEN. PLAYERS RACE EACH LEVEL UNDER THE SAME CONDITIONS USING A DOUBLE INFO DISPLAY BUT ONLY THE ONE COUNT DOWN TIMER. YOU MUST TRY TO OUT-RACE OR OUT-WIT YOUR OPPONENT!

EASY TO LEARN, HARD TO MASTER, AND HIGHLY ADDICTIVE...