

Mercury – summary of hidden features 27/3/05.

- Mercury is considerably bigger than it might first appear, with many secrets to unlock.
- 6 worlds of 12 levels each making **72 levels initially**, not including the Easter Egg levels...
- First time players have to spend a few minutes working through the World 1 = TUTORIAL world
- The 'real' fun begins during world 3 in preparation for the fiendishly clever worlds 4 / 5 / 6.
- **Maxed out Hi-scores** unlock a huge or devious **Bonus level per world**.
- BUT ... unlock all 6 worlds and an entire **SECRET 7TH world** of ninja fun levels opens up.
- This secret 7th **world is located 'under' the central game hub**. It also hints at Mercury 2.
- Every game object has an main function, but **can be used for cheating through levels** quicker. EG, miss-use a Gravbender or Teleporter to 'flick you over' a wall rather than be used normally. Stan, the rolling cube, does have a pattern of behavior and can be controlled by the blob to your advantage.
- With speed and dexterity you'll find you can 'leap' between impossible platforms. Many of the more complex levels have **disguised short cuts** to aid your level score for unlocking bonuses.
- There's **help screens** on Select key, describing the 30 or so characters
- **Reconfigurable controls** – swap the zoom and rotate buttons
- **Ghost-mode multiplayer blob racing on all 72 normal levels**. (not the bonus levels)
- D-pad controls camera blob focus. Up/Down to toggle between main blob and all blobs (which causes camera to step back). D-pad L/R for selecting other blobs to look at. Triangle/Square for tilt up/down, Shoulder buttons for rotate. Check Options menu for other features.



The floor moves slowly around under the walls ...



Use gravbenders to leap the gaps whilst steering the blob mid air ..



Looks like a playground, but you try solving it !



Paint shops in mid air ?? Switches on walls ? No way !