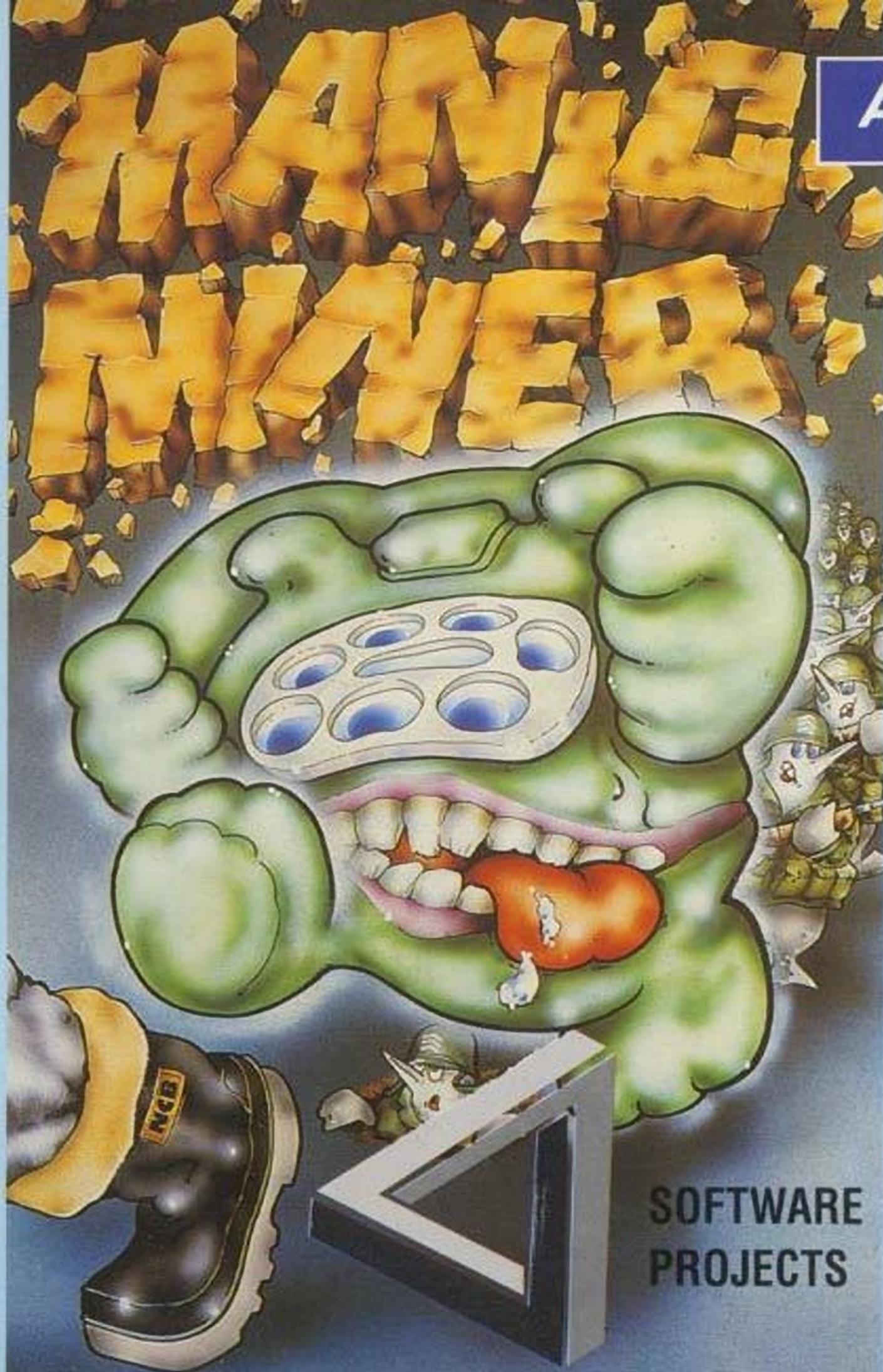


AMIGA



**SOFTWARE
PROJECTS**

MANIC MINER

Miner Willy, while prospecting down Surbiton way, stumbles upon an ancient, long forgotten mine-shaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines.

Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store.

In order to move to the next chamber, you must collect all keys in the room while avoiding nasties like POISONOUS PANSIES and SPIDERS and SLIME and worst of all, MANIC MINING ROBOTS. When you have all the keys, you can enter the portal. The game ends when you have been 'got' or fallen heavily three times

AMIGA

MANIC MINER

LOADING INSTRUCTIONS

1. Place disk in disk drive
2. Your programme will now load

Amiga translation by Steve McMaster from the original Spectrum game by Mathew Smith.

MANIC MINER Copyright 1983 by Software Projects Ltd.

Unauthorised copying, lending, hiring, public broadcasting, transmission or distribution is prohibited without the express written permission of
Software Projects Ltd.

MANIC MINER may not be hired or offered for sale on any optional buy back basis without prior written consent of
Software Projects Ltd.

All rights of the Author are reserved worldwide

Software Projects Ltd.,
Unit 7, Bear Brand Complex
Allerton Road,
Liverpool L25 7SF
Telephone: 051-428 7990
Fax: 051-428 9089