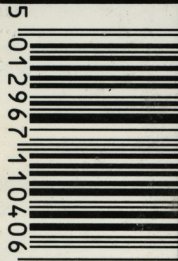




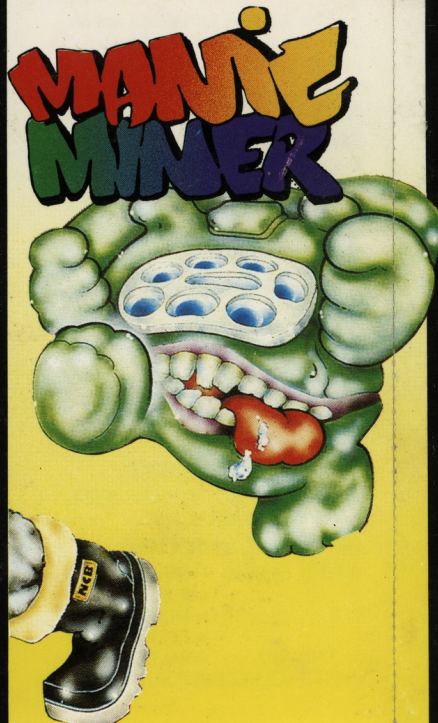
Can you get past the poisonous pansies, spiders, slime and violent robots! to mine the valuable metals and make your fortune.



TITLE
MANIC MINER
MACHINE TYPE COMMODORE 64 128
1C 0292



MaD·MaD·MaD
MASTERTRONIC added DIMENSIONS



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 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 the flashing 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 which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

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Virgin Mastertronic Limited 1985

Made in Great Britain
Design: Words & Pictures Ltd. London



LOADING INSTRUCTIONS

Hold down **SHIFT** key and press **RUN/STOP**.

TO MOVE USE KEYS

Q, E, T, U, or O = **MOVE LEFT**
W, R, Y, I, or P = **MOVE RIGHT**
SHIFT TO SPACE = **JUMP**
OR JOYSTICK IN PORT 2

FRENCH

Pouvez-vous braver les pensées, les araignées, la bave et les robots violents et aller exploiter les précieux métaux qui vous rendront riche?

INSTRUCTIONS DE CHARGEMENT

Tenez la touche **SHIFT** enfoncée et appuyez sur **RUN/STOP**.

Pour vous déplacer, utilisez les touches:

Q, E, T, U, ou O = **DEPLACEMENT A GAUCHE**
W, R, Y, I, ou P = **DEPLACEMENT A DROITE**

SHIFT A ESPACEMENT
 = **SAUT**

ou manche à balai sur Entrée 2.

GERMAN

Können Sie an dem üblen Schleim vorbeikommen, den giftigen Stiefmütterchen und Spinnen, den

brutalen Robotern ausweichen, um die wertvollen Erze zu fördern und auf diesem Weg an Reichtum gelangen?

Die **SHIFT**-Taste gedrückt halten und auf **RUN/STOP** drücken.

TASTATURBEWEGUNG

Q, E, T, U, oder O = Bewegung nach links
W, R, Y, I, oder P = Bewegung nach rechts

SHIFT oder LEERTASTE
 = Springen

ODER JOYSTICK IN PORT 2

ITALIAN

RETRO COPERTINA

Ce la fai a superare le violette velenose, i ragni, la melma e i robot violenti, per andare a scavare i metalli preziosi e diventare ricco?

ISTRUZIONI DI CARICAMENTO

Tenendo premuto il tasto **SHIFT**, premere **RUN/STOP**.

PER MUOVERE, USARE I TASTI

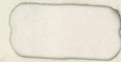
Q, E, T, U, oppure O = MUOVE
 = SINISTRA
W, R, Y, I, oppure P = MUOVE
 = DESTRA
SHIFT/BARRA = SALTA
OPPURE JOYSTICK IN PORTA 2



Programmers...

Don't be duped by other companies claims – when it comes down to publishing budget software there's really only one choice.

If you think you can meet our standards send a copy of your game with instructions to:



THE MAGIC POST BOX. Mastertronic,
 2-4 Vernon Yard, Portobello Road, London W11 2DX.

MASTERTRONIC

Nobody does it better!