

COMMODORE 64 MANIC MINER (SECOND EDITION)

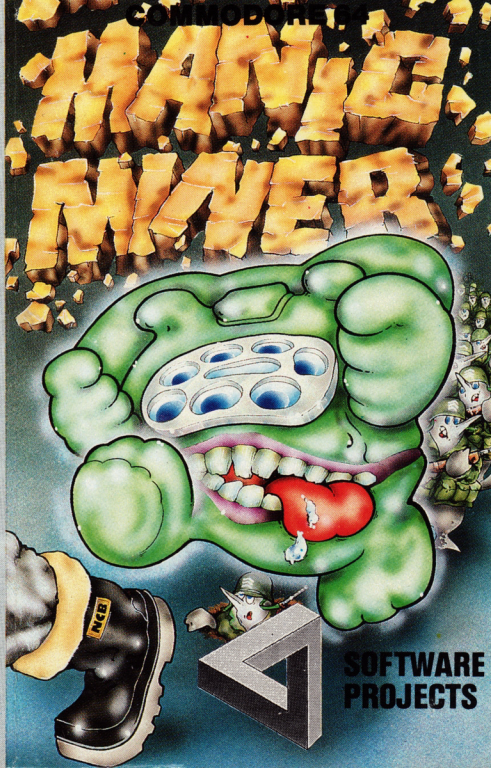
LOADING INSTRUCTIONS

1. Place tape in recorder.
2. Ensure tape is rewound to beginning.
3. Press SHIFT and RUN/STOP keys at the same time or type LOAD and press RETURN.
4. Press Play on your cassette recorder.
5. Your program will now load.

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

COMMODORE 64 TRANSLATION BY
CHRIS LANCASTER FROM THE ORIGINAL
SPECTRUM GAME BY MATTHEW SMITH



SOFTWARE PROJECTS **MANIC MINER** COMMODORE 64

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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 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.

Software Projects are always looking for new and original games. If you have written one then why not send it into us for free evaluation with no obligation by either party.

We pay good royalties or you have the option of an outright payment, whichever suits you.

Interested? Send a sample of your game or 'phone.

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