

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, 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.

LOADING INSTRUCTIONS AMSTRAD CPC 464 MANIC MINER

1. Turn computer on
2. Place cassette on data recorder
3. Rewind cassette to beginning then press Stop/Eject key
4. Press CTRL and small Enter keys simultaneously. The computer will respond by displaying 'Press PLAY then any key':
5. Press PLAY on your data recorder then press a key, 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 SHIFT (SPACE BAR)	=	JUMP
A to H	=	PAUSE
J to ENTER	=	TUNE ON/OFF

CAN ALSO BE PLAYED USING JOYSTICK,
PUSH BUTTON TO JUMP

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PROGRAMS WANTED

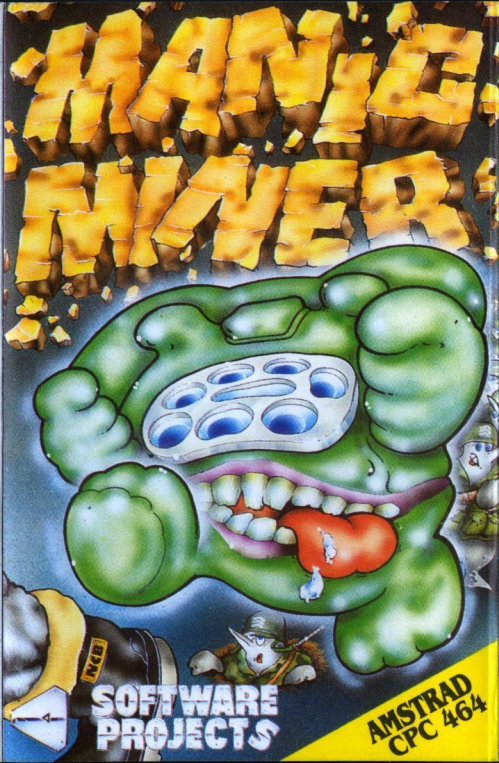
Have you written a good game, utility or educational program and need a Software House to market it for you?

Then why not send your cassette or disk to us at Software Projects for free appraisal and possible acceptance? If you do not want to send your program through the post, then a video on VHS, Beta or Philips format showing the program being played will be of help.

We pay very good royalty rates or will buy your program for a one off payment.

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2 SCREENS FROM MANIC MINER



SOFTWARE
PROJECTS

MANIC MINER

AMSTRAD
CPC 464

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