

## INSTRUCTIONS FOR MANIC MINER

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MANIC MINER WILL RUN ON ANY 48K SPECTRUM.

To load MANIC MINER, simply enter:

LOAD ""

— then hit the ENTER key and follow the computer's prompts. Leave the tape running until the game starts up automatically.

### THE GAME

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. Can YOU take the challenge and guide Willy through the underground caverns to the surface and riches. 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.

### GAME CONTROL

Three keys are used to control the game:

Q, E, T, U or O — Move left

W, R, Y, I or P — Move right

Shift to space — Jump

### ALSO KEMPSTON JOYSTICK COMPATIBLE

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Think you can write a better game than this? We'd love to see it. Send a copy on cassette to:

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