

MANIC MINER: THE LOST LEVELS

Introduction:

Following the success of Manic Miner on the Spectrum several versions were released for other systems such as the Oric-1, Dragon 32, Amstrad CPC, BBC Micro and the Gameboy Advance.

After watching [Manic Miner Ports](#) by [RetroGamerDiaries](#) I wondered if it would be possible to convert these levels back into the original Spectrum format.

Manic Miner: The Lost Levels tries to do this as close as the original game mechanic allows.

Dragon 32

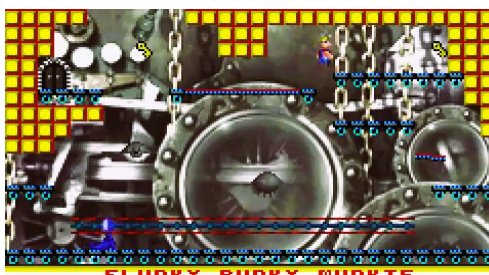


Spectrum Version



The level Guards all need to be the same sprite, so they are all Penguins.

Gameboy Advance



Spectrum Version



The level Guards can't move over other objects, so the Seal is above the conveyor.

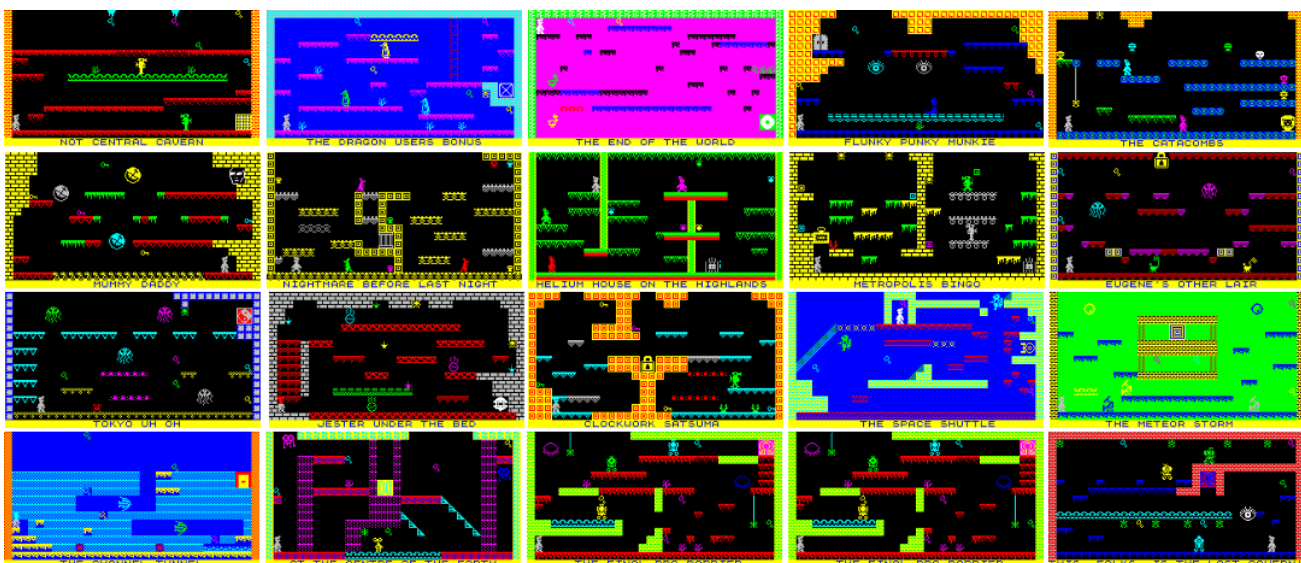
As with the original version there are only 20 levels, but apart from that all the gameplay is identical to the original. As far as I have tested the usual pokes and the **6031769** boot will work.

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The Lost Levels:

01	Not Central Cavern	Oric-1	Level 28
02	The Dragon Users Bonus	Dragon 32	Level 21
03	The End Of The World	Oric-1	Level 22
04	Flunky Punky Munkie	Gameboy Advance	Level 1
05	The Catacombs	Gameboy Advance	Level 4
06	Mummy Daddy	Gameboy Advance	Level 7
07	Nightmare Before Last Night	Gameboy Advance	Level 10
08	Helium House on the Highlands	Gameboy Advance	Level 13
09	Metropolis Bingo	Gameboy Advance	Level 16
10	Eugene's Other Lair	Gameboy Advance	Level 19
11	Tokyo Uh Oh	Gameboy Advance	Level 22
12	Jester Under the Bed	Gameboy Advance	Level 25
13	Clockwork Satsuma	Gameboy Advance	Level 28
14	The Space Shuttle	Oric-1	Level 23
15	The End	Dragon 32	Level 22
16	The Meteor Storm	BBC Micro	Level 19
17	The Channel Tunnel	Oric-1	Level 27
18	At The Centre Of The Earth	Oric-1	Level 21
19	The Final BBC Barrier	BBC Micro	Level 20
20	This, folks, is the Last Cavern	Amstrad CPC	Level 20

Here are the level screens in gameplay order.



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Credits:

This version was made using the **JSWED v2.3.7** by John Elliott, and a big thanks to John for his support with some of the questions that I had when first using the editor.

The loading Screen was created in **Multipaint** by Tero Heikkinen.

All the levels were tested on original hardware from Cassette and 3" Disk as well as the **ZX Spin** v 0.666 and **ZXBaremulator** version 3.2 emulators.

The .tap and .tzx files were assembled in **BASin** release 14b.

Labels for Cassette were created in **LibreOffice Impress**.

A big thanks to Daniel Gromann at **JSW Central** for testing all the levels, all the advice about the gameplay. It would not be possible without his support.

For me this was just a bit of tinkering to just see if it was possible and It was a great learning experience putting these levels together.

I'm thrilled to see it made available to anyone that wants to give it a go.