

MANIC MINER THE LOST LEVELS DS

Introduction:

While making The Lost Levels I found out that there was a port for the Nintendo DS that includes all the Oric-1 levels that I hadn't converted along with some of the ones that I have already done (typical) but missing most of the Gameboy Advance versions.

It tries to replicate the levels from the original system as close as the original game mechanic allows.

Oric

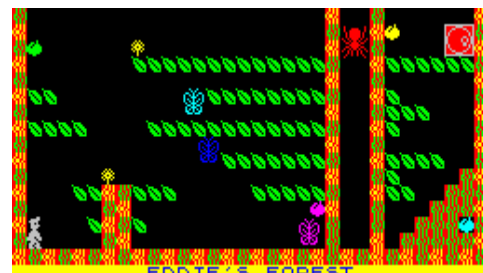
DS (Homebrew)

Spectrum Version



DS (Homebrew)

Spectrum Version



Note: The 2 DS (Homebrew) screenshots have been modified so that the level title is at the bottom of the screen purely for comparison purposes.

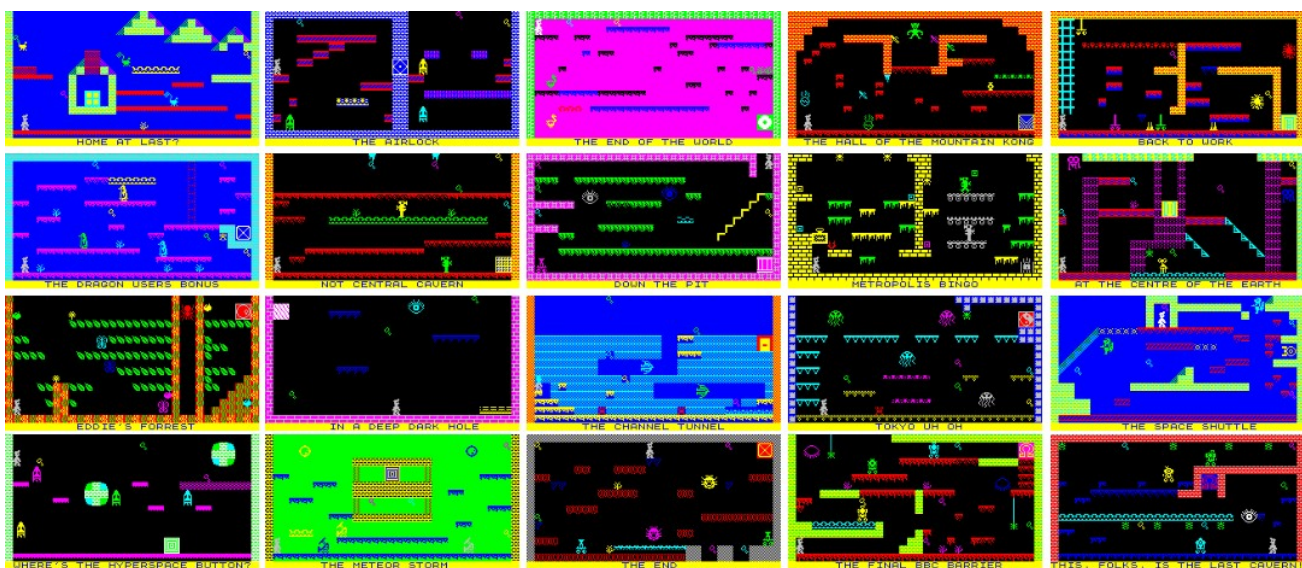
As with the original version there are only 20 levels, but apart from that all the gameplay is identical to the original. As far as I have tested the usual pokes and the **6031769** boot will work.

MANIC MINER: THE LOST LEVELS DS

The Lost Levels DS:

01	Home at Last?	Oric-1	Level 17
02	The Airlock	Oric-1	Level 24
03	The End of the World	Oric-1	Level 22
04	The Hall of the Mountain Kong	Oric-1	Level 20
05	Back to Work	Oric-1	Level 18
06	The Dragon Users Bonus	Dragon 32	Level 21
07	Not Central Cavern	Oric-1	Level 28
08	Down the Pit	Oric-1	Level 19
09	Metropolis Bingo	Gameboy Advance	Level 16
10	At The Centre Of The Earth	Oric-1	Level 21
11	Eddie's Forest	Nintendo DS	Level 11
12	In a Deep Dark Hole	Oric-1	Level 26
13	The Channel Tunnel	Oric-1	Level 27
14	Tokyo Uh Oh	Gameboy Advance	Level 22
15	The Space Shuttle	Oric-1	Level 23
16	Where's the Hyperspace Button?	Oric-1	Level 25
17	The Meteor Storm	BBC Micro	Level 19
18	The End	Dragon 32	Level 22
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 (this is the same as the DS).



MANIC MINER: THE LOST LEVELS

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 mentioning the DS version to me as this game would not have happened without this.

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.