

# MANIC MINER

## The Deeper Caverns and Down, Down, Deeper and Down



### Introduction:

This follows on from the **Lost Levels and Lost Levels DS** in that it is a conversion from another system in this case it is the Sam Coupé version.

In the Sam Coupé version after the first 20 levels that follow the original Manic Miner, there were another 20 called **The Deeper Caverns** then another 20 called **Down, Down, Deeper and Down**.

As before it tries to do this as close as the original game mechanic allows but this time using the **JSW64** 128K game engine as some features like trampolines and switches were impossible to replicate in the original game engine.

### The Deeper Caverns

Sam Coupé version



Spectrum Version

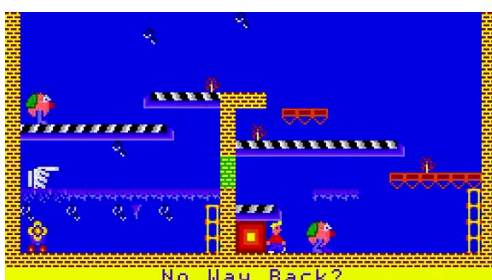


### Down, down, deeper and down

Sam Coupé version



Spectrum Version



**Note:** The 48K Demo of **The Deeper Caverns** is included in the .zip file.  
The gameplay order, screens and sprites are slightly different but all levels are playable.

# MANIC MINER The Deeper Caverns

## The Deeper Caverns

The Gameplay follows the order of these next 20 levels, level 20 **The Final Frontier** is used as a link into **Down, Down, Deeper and Down** so the top of this screen is slightly different to the original Sam Coupé version.

- |    |                             |    |                             |
|----|-----------------------------|----|-----------------------------|
| 01 | The Hollow Chamber          | 11 | Battle of the Bits          |
| 02 | The Office                  | 12 | A Night on the Tiles        |
| 03 | Cheese-Plant                | 13 | The Twilight Zone II        |
| 04 | The Dodgy Mine Shaft        | 14 | Dante's Inferno             |
| 05 | The Big Drop                | 15 | The Freezer                 |
| 06 | Order Processing Department | 16 | Blue Stick-Waggling Bananas |
| 07 | The Rocky Outcrop           | 17 | Round The Bend              |
| 08 | The Twilight Zone, Part I   | 18 | Teddy Bears' Picnic         |
| 09 | Son of Kong Beast           | 19 | The Clock Tower             |
| 10 | Trainspotters' Paradise     | 20 | The Final Frontier          |

Here are the level screens in gameplay order.



### Notes:

Some of the levels with Trampolines have been modified to prevent falling too far.

Kong falling from the platform has been changed for something else. Pull the switch and find out.

Levels with a lot of sprites, switches or items will be slower.

# MANIC MINER

Down, Down, Deeper and Down

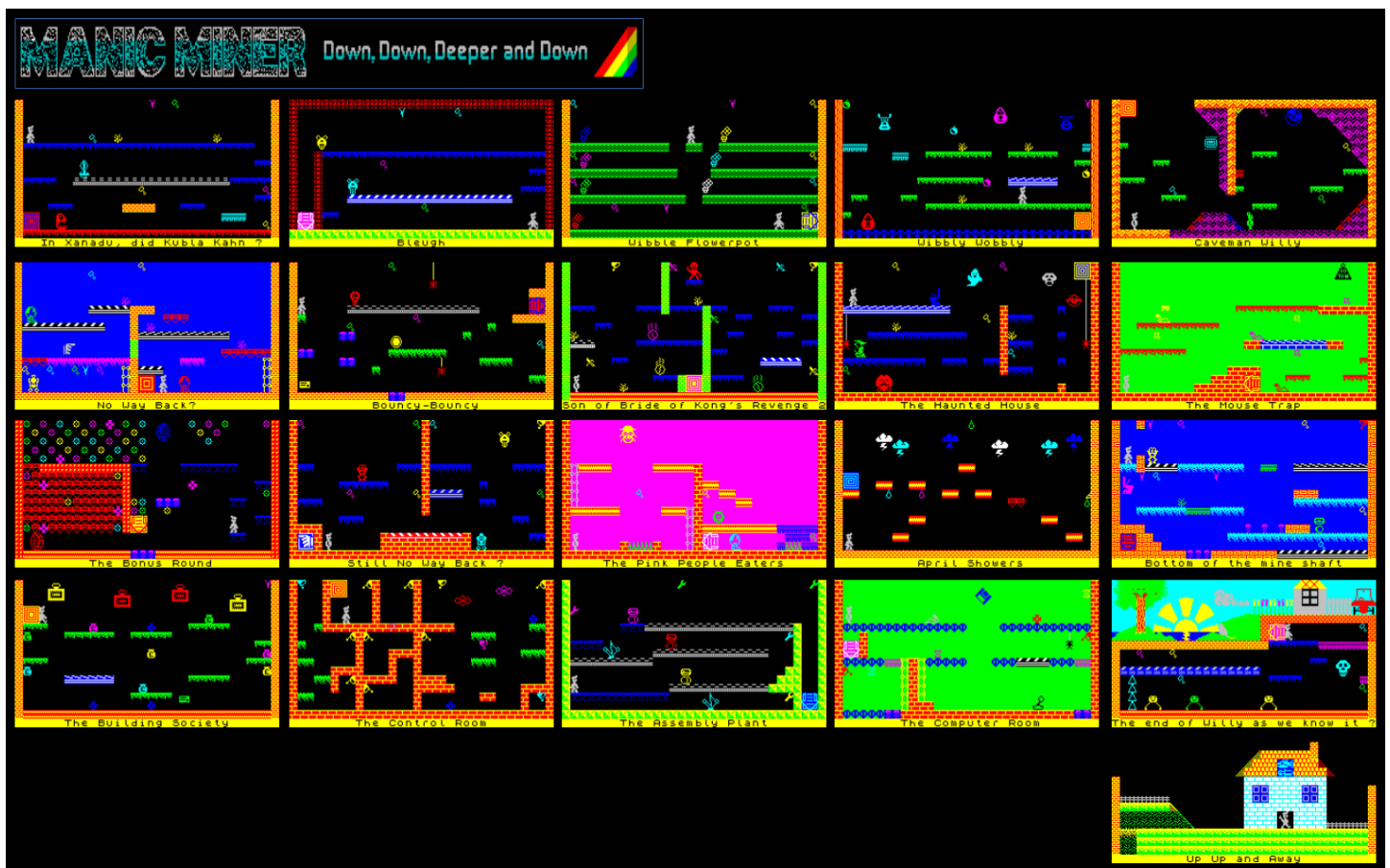


## Down, Down, Deeper and Down

This follows on directly from **The Deeper Caverns** with an additional 20 levels. There is an ending level (**Up Up and Away**) but it is not playable, like JSW the game just stops here (until the air runs out and then it loops).

- |    |                                  |    |                                  |
|----|----------------------------------|----|----------------------------------|
| 21 | In Xanadu, did Kubla Khan ?      | 31 | The Bonus Round                  |
| 22 | Bleugh                           | 32 | Still No Way Back ?              |
| 23 | Wibble Flowerpot                 | 33 | The Pink People Eaters           |
| 24 | Wibbly Wobbly                    | 34 | April Showers                    |
| 25 | Caveman Willy                    | 35 | Bottom of the mine shaft         |
| 26 | No Way Back ?                    | 36 | The Building Society             |
| 27 | Bouncy-Bouncy                    | 37 | The Control Room                 |
| 28 | Son of Bride of Kong's Revenge 2 | 38 | The Assembly Plant               |
| 29 | The Haunted House                | 39 | The Computer Room                |
| 30 | The Mouse Trap                   | 40 | The end of Willy as we know it ? |
|    |                                  | 41 | Up Up and Away !                 |

Here are the level screens in gameplay order.



### Notes:

The items in the **The Bonus Round** had to be reduced as it exceeded the limit for the overall game.

Because of this additional items have been added to other levels.

The Pokes for Infinite Lives, WRITETYPED and finishing the game without collecting all the items will work.

# MANIC MINER

The Deeper Caverns and  
Down, Down, Deeper and Down



## Credits:

This version was made using the **JSWED v2.3.7 (JSW64)** by John Elliott, and a big thanks to John for his support with some of the questions that I had about the game ending.

The loading Screen was adapted from the Sam Coupé original and edited in **Multipaint** from Tero Heikkinen.



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

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

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

## And Finally:

A big thanks to "Spider" from the Jet Set Willy & Manic Miner Community for suggesting doing this version to me as well as testing all the levels and the tips about the loader.

Also Daniel Gromann at **JSW Central** for testing all the levels and the advice about the gameplay. And answering my constant questions, many thanks.

This was another great learning experience putting the levels together and designing the new sprites, the **JSW64** opens up a lot more possibilities within the level gameplay.

As before it tries to capture the spirit of the original levels from the Sam Coupé but now within the limitations of the 128K Spectrum.

Thanks to everyone in the community for being so positive about the **Lost Levels**, I hope that this continuation will be received as well.

All the best, Byron