

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

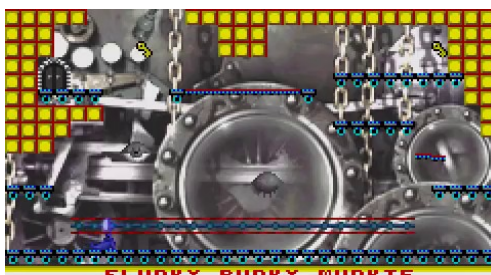


Spectrum Version



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.

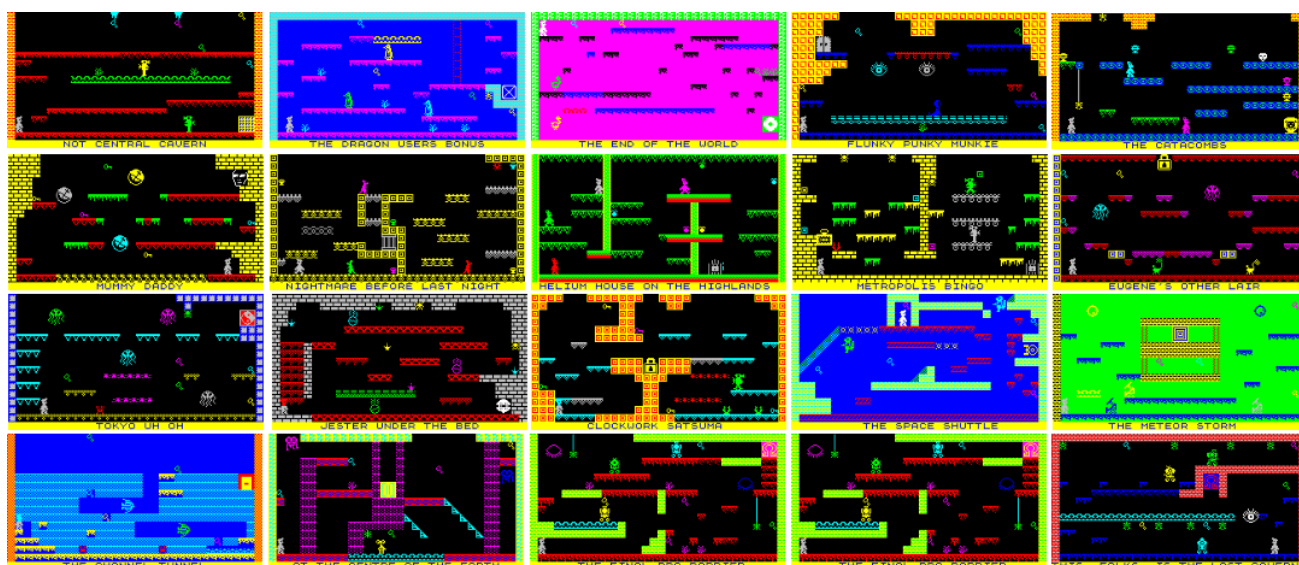
As with the original version there are only 20 levels, but apart from that all the gameplay is identical to the original. As far as I have tested the usual pokes and the **6031769** boot will work.

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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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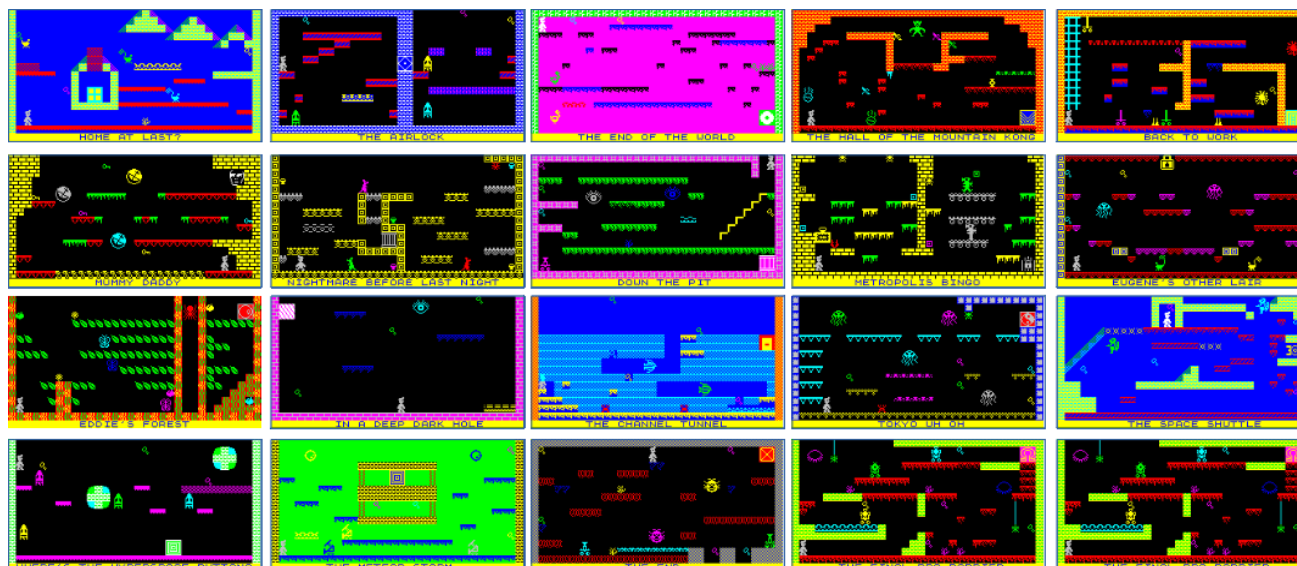
The Lost Levels DS:

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.

So there are 2 versions, it's a compromise.

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).



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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 Cassettes were created in **LibreOffice Impress**.

Final Credit:

A big thanks to Daniel Gromann at **JSW Central** for testing all the levels, all the advice about the gameplay and just for making this available. 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.

As much as possible both version try to capture the spirit of the original levels within the limitations of the 48K Spectrum.

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

All the best, Byron