



MANIC MINER: THE LOST LEVELS 128K

Introduction:

After using the JSW64 version of the Game Engine for [Deeper and Down](#) I thought that I could go back to the **Lost Levels** and used what I had learned and put all the levels together in 1 game with a lot of the missing features.

So here are **The Lost Levels 128K**:

Level	Platform	Level
01 Not Central Cavern	Oric-1	Level 28
02 The Dragon Users Bonus	Dragon 32	Level 21
03 Home at Last?	Oric-1	Level 17
04 Back to Work	Oric-1	Level 18
05 Down the Pit	Oric-1	Level 19
06 In a Deep Dark Hole	Oric-1	Level 26
07 Eddie's Forest	Nintendo DS	Level 11
08 The Hall of the Mountain Kong	Oric-1	Level 20
18 At The Centre Of The Earth	Oric-1	Level 21
10 The Channel Tunnel	Oric-1	Level 27
11 The End Of The World	Oric-1	Level 22
12 The Space Shuttle	Oric-1	Level 23
13 Where's the Hyperspace Button?	Oric-1	Level 25
14 The Meteor Storm	BBC Micro	Level 19
15 The Airlock	Oric-1	Level 24
16 Flunky Punky Munkie	Gameboy Advance	Level 1
17 The Catacombs	Gameboy Advance	Level 4
18 Mummy Daddy	Gameboy Advance	Level 7
19 Nightmare Before Last Night	Gameboy Advance	Level 10
20 Helium House on the Highlands	Gameboy Advance	Level 13
21 Metropolis Bingo	Gameboy Advance	Level 16
22 Eugene's Other Lair	Gameboy Advance	Level 19
23 Tokyo Uh Oh	Gameboy Advance	Level 22
24 Jester Under the Bed	Gameboy Advance	Level 25
25 Clockwork Satsuma	Gameboy Advance	Level 28
26 The End (see Note:)	Dragon 32	Level 22
27 The Final BBC Barrier	BBC Micro	Level 20
28 This, folks, is the Last Cavern	Amstrad CPC	Level 20
29 And Finally !	Ending Screen	Not Playable



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Changes:

Here are the new Level Screens in Gameplay order:



These are the level changes:

Not Central Cavern	Added Switch to top of level.
The Dragon Users Bonus	Changed Guards to match original level.
Home At Last?	Couldn't adapt Guards!! Kept 48K Guards. Corrected Guard position.
Back To Work	Changed Guards to match original level, added diagonal Guard.
Down The Pit	Changed Guards to match original level. Changed Stairs to Ramp.
In A Deep Dark Hole	Changed Conveyor icon.
Eddie's Forest	Changed Guards and Cells to match original level.
The Hall Of The Mountain Kong	Changed Guards to match original level.
At The Centre Of The Earth	Couldn't adapt Guards!! Kept 48K Guards. Changed Cells to match original level.
The Channel Tunnel	Couldn't adapt Guards!! Kept 48K Guards.
The End Of The World	Changed Guards to match original level, added extra Key as requested.
The Space Shuttle	Kept 48K Guards. Added Switches, changed Fire icon to Ramp.
Where's The Hyperspace Button?	Changed Guards and cells to match original level.
The Meteor Storm	Added Beam effect.
The Airlock	Changed Guards to match original level.
Flunky Punky Munkie	Changed Guards and Cells to match original level.
The Catacombs	Changed Cells to match original level
Nightmare Before Last Night	Moved Key, increased Green Guard speed.
Metropolis Bingo	Changed Guards and Cells to match original level.
Eugene's Other Lair	Changed Cells to match original level, added missing and extra Key as requested.
Tokyo Uh Oh	Changed Cells to match original level
Jester Under the Bed	Changed Guards to match original level.
The End	Changed Guards to match original level. Side exit works but not well.
The Final BBC Barrier	Added Beam effect. Changed Guards to match original level.
This, folks, is the Last Cavern	Changed Guards to match original level.



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Notes:

The side exits in level 26 "**The End**" work but not well, if anyone has suggestions about fixing this please let me know.

As this is 2 games in one the life count for Willy is increased to 7.

Credits:

This version was made using the **JSWED v2.3.7 (JSW64)** by John Elliott.

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

All the levels were tested on original hardware from Cassette 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.

This document was created in **LibreOffice Impress**.

Final Credit:

A big thanks to Daniel Gromann at [JSW Central](#) for suggesting a 128K version and the additional items in some levels.

Also big thanks to everyone in the community for all the suggestions about the Gameplay and enjoying the two 48K versions of the **Lost Levels**.

Hope that you enjoy this as well.

All the best, Byron