

OFFICIAL README

MANIC MINER
ULTIMATE

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INTRO

All of those people, who have downloaded this game, perhaps, feel sometimes nowadays how they wanted to bring back those times, when they were playing all those 16k games like world-wide famous Nightlore, Boulder Dash, Elite, Dizzy and the gorgeous Manic Miner. We had to buy audio cassettes with these games and wait, until they would be downloaded into our ZX Spectrums...

The time has changed and all the limits had gone. Modern computers can handle with huge amounts of graphics, obtain huge memories and super fast processors.

The progress is an unstoppable thing. But everybody always wants to remember all the best things from our youth. I hope, that one of you best children memories is Manic Miner.

The original Manic Miner is a such game, in which we know every pixel from the upper left till the lower right in all the rooms.

Thanks to my colleagues, there are a lot of wonderful and geniusly made remakes of that game exist in the net.

Once I had an idea. How the Manic Miner would be looked like if Matthew Smith wouldn't create it? When playing UMM - imagine, that not Manic Miner nor Jet Set Willy didn't exist. UMM story begins at the beginning of MANIC MINER... A year ago, I sat at the brilliant JSWED by John Elliott and tried to imagine it. Impressed by all the existed JSW\MM games of my friends, I've started working under the old new world, in which a simple young miner, called Willy, tries to change his fate by finding a treasure...

What it looks like, you can find out by loading Umm.tap in your ZX emulators.

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WARNING

Speaking of violence in Spectrum games is a joke, as for me. But not less, I have to warn you about it, before playing UMM.

If some organizations like ESRB would rate my game, they would probably rate it as a mature 17+ game, because of using some not recommended content in UMM.

A lot of scenes in the game contain dead corpses, dying people, blood, gore, acts of violence and a lot of more restricted actions.

The game also is not recommended for people with weak nerves. The gameplay is built on some points that the player doesn't await to happen. Everything changes so fast that player can be shocked. This is new to the slow-motion gameplay of the former Jet Set Willy-based games.

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PLOT

After the secret of the standing stones, the mystery of the Britannia, had been explored, the world government soon built a huge complex next to the Stonehenge. It is called "Stonehenge Mine Complex" - or SMC.

This complex is used in many purposes. All the work in the complex is under high secret. All the workers live in the complex and have no access to the outer world. All the purposes are unknown. Tides of mystery lie on the SMC.

Obtaining unlimited funds, the complex has all the modern machinery, technology and all what is needed to operate it well.

The World Government tries to invite more and more people to work in the complex. Having visited it once, nobody else went out of the huge citadel alive.

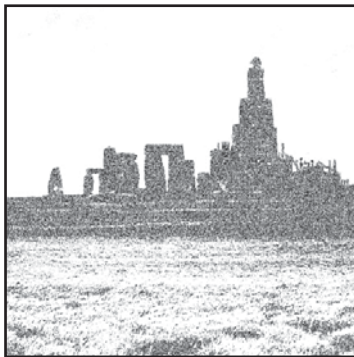
But what is situated inside?

TIMES

- LONDON, ENGLAND



THE



Tired of trying to live in boredom? Tired of stresses, happen in world and people, who doesn't understand you? We can solve your problem in the only place where a human can obtain the eternal happiness and feel himself like in a paradise.

Then say "bye" to everything that makes you to live like in the cage! Sign a few papers and forgot everything. Now your fate will be changed to the best in the Stonehenge Mine Complex! This is the real place, where the dream will finally come true.

We've built a Stonehenge citadel where there will be a place for everybody to work and to live happily, not worrying about your tomorrow. Have you anybody seen somebody, who said, that living in the SMC is bad? We both now the answer. All you need is just to get a chip in your right hand to let our security know if you're ok. If anything will make you to feel bad, our highly-trained specialists will help you! Nothing bad will happen to you while you live here!

So take your SMC train to Stonehenge railstation and you're here! Leave all the worries on the outer side of the Stonehenge citadel. Live and work in happiness.

Of course it is not easy to leave so much in a minute. But let us tell you, that while living here you will obtain as much money as you will need. You will feel such feelings, that you would never feel in the outer world now.

We have discovered an ancient city under the Stonehenge. It was belonged to an ancient race to our minds. The race that could do what we can only dream to. And all we need - is to posse its secrets. That's why we need personnel to work here.

Want to feel yourself like in a dream? Then come here. We always wait for newcomers! You won't be hungry, you will always have enough money for everything what you will wish to obtain here.

SMC

What is SMC itself? — will you ask. It's a complex, which is consisted from two parts. The eastern and the western part. The eastern part is a working complex. And the western complex is where the city is situated. There will live all your family, awaiting for you.

They are connected by the underground railroad system. The eastern complex is where you work. Note, that all the heavy work is made by the robots. They are fully controlled by the powerful high-technology processors and will help humans to work safely.

The whole complex has a well-trusted security. Don't be shocked when you see them. They are penguins. Better to say mutants. A special kind of a creature, that has both abilities of a human and a penguin. They represent the force that will help all the workers to live in peace. If some accident will happen, the nearest squad of pinguins will come to help you.

All the newbies will be instructed in what to do in SMC. But even when learning, you will be a well-paid person. You can visit cool places, where you can relax, like our famous "Manie Miner Pub", where a beautiful pub manager will serve you any drink you wish.

Life, where there is no need to think about the future. You will have a lot of food, a lot of nice blondies or brunettes, that will want you every night and some easy work during the day. Plus if you will get boring even after this - you will have anything you wish to. Yes, we have no restricts on drugs and some medicine. Use it in all the quantities here if you need it. Our medical personal won't make you feel dizzy after it.

If you want to meet new step in world - come here. It is safety here. No need to worry. Come - we always wait for you.

Sincerely yours, SMC administrator, the Eugene.

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TECH

The game is based on MANIC MINER by Matthew Smith. JSW64 is by John Elliott. I used JSWED, the game editor also by John Elliott.

The game has 64 rooms. Every room has 17 cell types (including an item bitmap), up to 31 guardians, up to 8 unique sprites per room, large amount of sprites in game, three included tunes and four large bitmap screens.

I can proudly call my game the demonstration of what can a bit modified engine by Matthew Smith do. Every room is a fresh idea of a gameplay without using a patch code. (Except using a new guardian type - a droplet)

I used to use all the known quirky features and interesting features, both possible by JSW and/or JSW64.



NOTICES

This game is a result of almost my endless work during more then the whole year. Ofcourse, I didn't sat next to the monitor all this time. But idea of exploring new features in the engine didn't left my mind in all the time.

Now, when the game is made, I can proudly say that I've finished it. I always wanted to create a game with its own world and atmosphere. I hope, that I've got it.

We have an unrepetable atmosphere of a JSW horror and new playing style. The main difference is, ofcourse, that the aim has changed. Now, collecting items isn't necessary. The main aim is to escape.

You can get extra lives by collecting medikits. Gaining items is a local room problem, needed to activate machinery.

...



AS LILLY TOUCHED A MAGIC ARTIFACT —
AND STRONG WAVE



HELLO

This game is dedicated to the memory of my grandmother Vera Ivanovna, who loved me, as nobody else ever had. (1924-2004).

- Want to thank all my Club colleagues. (Hope you will find the secret room in the game). Sorry, if somebody's missed. No memory =)

- Want to thank all the people, whom I love. Golden-hearted friends. Alex Marakushev, Andrew Feofanov, Ivan Vetroff, Barinov Michael, Paul Hlupin, Carl Murray and to the most beautiful girls in the world: Helen Podturkina, Anna UKOS, Maria Filatova, Sinushina Sveta, Popovich Ulya, Savina Lusya, Kutepova Dunya, Bondarenko Oksana, Kisileva Lilya, Bogacheva Anna and many else.

- "MUSE", "RADIOHEAD", "FLEUR", "SPLIN", "CRANBERRIES" for the inspiring in music. (and many more)

- My teachers in Moscow State University of Printing Arts.

- My mom, without her, I would never exist and create UMM and this PDF file =)




RIGHTS

Ofcourse, the game is absolutely free. The only thing, which I ask you about is to write me about what you think after having played my game. There is nothing better for me than reading you commentaries about my work. So please write me if you have a free minute.

igorekmak@mail.ru

You can rip off any material from the game. As I ripped from other games (Especially, from Manic Miner). But it would be nice if you will write me about it before.

I'm not very good in the copyright politics, but I hope no interestes had been corrupted during this text and everything will be fine. =)



ENGINE PROGRAMMER

John Elliott

BASED ON MANIC MINER

Matthew Smith

UMM IDEA

Igor Makovsky

ROOM DESIGN

Igor Makovsky

GRAPHICS

Igor Makovsky

MUSIC AND SOUNDS

John Elliott

FULL PDF DESIGN

Igor Makovsky



PLAY ALSO:

- JET CAT FROSYA
- ZX HEROES

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MAKOVSKY IGOR, 2006.