HORACE MINER 2 (Codenamed “Horace 6”) – Instructions:

Horace is stuck down the mines again. You need to guide Horace to pick up all the fruit to allow him to get to the next level before his air runs out. When all the fruit are collected, jump Horace into the bell to get to the next level. Horace must also avoid the monsters.

TIPS:

You can stand on top of monsters and fruit. Watch out when on the monsters though!

KEYS:

Q - Jump

I - Left

P - Right

You can see Lives remaining, Air remaining, Score and High score at the bottom of the screen.

GAME BACKGROUND:

I used to write Spectrum Software back in the 1980s. I stopped writing in 1987 due to the fact that I thought the Spectrum was dead by that time. I started to write software again for the ZX Spectrum in 2013 as it takes my mind off the day to day stresses. It keeps the mind running and is quite rewarding and relaxing.

I am a great fan of retro games and before programming sessions, I like to listen to 80’s music to get me into the right mood, especially music from 1982/83.

I wanted to create a sequel to Horace Miner which returned to the graphics of the first Horace game. I wanted to write the game quickly but also keep all the old ingredients such as the start screen, graphics and sound. The game had to be simple but not too easy.

To get the game written in record time, I had to rip the graphics and sound from the original game

The hard part was designing and testing the levels.

The whole game was written using Spectaculator Spectrum emulator and ZX-Editor for the PC.

Hopefully I have succeeded in keeping the traditional Horace gameplay and appeal.

I hope you have fun with this game as I did writing it.

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