

Getting started

- 1. Insert cartridge.
- 2. Turn on power.
- 3. Press FIRE button to begin play.
- **4.** Use joystick to move miner through mineshaft, hurdle boxcars, boulders and claim jumper, and to claim gold.

Function keys

- f1-Restart game.
- f3-Change level of play.
- f7—Freeze the action.

Scoring

Each pile of gold is worth 100 points.
Hurdling runaway boxcars earns 30-40 points,
depending on how athletic you are.
Crossing a chasm is worth 20 points.
Quick work earns bonus points (up to 150).

Things to know

- **1.** There are nine levels of play. New levels feature more gold and faster action.
- 2. There are two alternating mazes.

3. You begin each level with three miners. Bonus miners will appear at levels 3, 5, 7 and 9.

4. Oxygen is limited in the mine. If you run out you

will asphyxiate.

Playing the game

This game will give you a golden

opportunity to get rich.

It will also give you unlimited opportunities to get killed.

But as they say, nothing ventured, nothing gained. So here goes.

You're inside an abandoned mine filled with glittering piles of gold. Your job is to collect the gold and get out before you breathe all the oxygen.

Sound simple enough? Good. Now here's

the catch.

There are other things in the mine besides gold.

Runaway boxcars, left over from Gold Rush days, are constantly careening through the passageways, completely out of control. The only way to avoid these things is to hurdle them.

Dangerous as they are, you can use the boxcars to your advantage, as a shortcut across chasms. You'll have to figure out how to execute this difficult maneuver yourself. But remember, timing is essential and chasms are bottomless.

Danger also lurks in the form of the evil Claim Jumper. He's unscrupulous, and will kill you if he gets his hands on you. But, fortunately, he's not too clever. Treat him like a boxcar.

Oh, and one more thing. Should you hear a strange noise, get ready to jump. There's a boulder on its way with your name on it!

