Subject: Manic Miner
Posted by ol.sc on Thu, 23 Apr 2020 21:24:32 GMT
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Hi,

There's Manic Miner for the Apple II :-)

Manic Miner was released in 1983 for the Sinclair ZX Spectrum - see
https://en.wikipedia.org/wiki/Manic_Miner.

In 2010 Stefan Wessels created a remake of the game for the C64 in C.
Video: https://www.youtube.com/watch?v=_3_V-8X8J5o
Project: https://github.com/StewBC/manicminer

In 2020 he implemented a remake of the game for the Apple II in
assembler.
Video: https://www.youtube.com/watch?v=OGxj_g1ImhM
Project: https://github.com/StewBC/mminer-apple2/
Image: https://github.com/StewBC/mminer-apple2/releases

Don't miss to read
 https://github.com/StewBC/mminer-apple2/blob/master/README.m d - it
contains quite some interesting details.

Manic Miner runs on every 64kb Apple II.

The Apple II version...
- Loads from ProDOS
- Does all file I/O in the directory the game is located
- Allows to quit to the ProDOS dispatcher
- Doesn't fiddle with the Reset vector

From that perspective it should be compatible with TotalReplay out of
the box...

Regards,
Oliver

Subject: Re: Manic Miner
Posted by Your Name on Thu, 23 Apr 2020 22:29:16 GMT
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On 2020-04-23 21:24:32 +0000, Oliver Schmidt said:
>
> Hi,
>

> There's Manic Miner for the Apple II :-)
>
> Manic Miner was released in 1983 for the Sinclair ZX Spectrum - see
> https://en.wikipedia.org/wiki/Manic_Miner.

It was also released for the C64 at around the same time.
<https://www.c64-wiki.com/wiki/Manic_Miner>

There were also various other official versions (see the further below).

> In 2010 Stefan Wessels created a remake of the game for the C64 in C.
> Video: https://www.youtube.com/watch?v=_3_V-8X8J5o
> Project: https://github.com/StewBC/manicminer

In 2018 someone was porting the game over to the Commodore VIC-20.
< https://vintageisthenewold.com/manic-miner-vic-20-port-work- in-progress-by-kweepa/>

> In 2020 he implemented a remake of the game for the Apple II in
> assembler.
> Video: https://www.youtube.com/watch?v=OGxj_g1ImhM
> Project: https://github.com/StewBC/mminer-apple2/
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> https://github.com/StewBC/mminer-apple2/blob/master/README.m d - it
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>
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> - Loads from ProDOS
> - Does all file I/O in the directory the game is located
> - Allows to quit to the ProDOS dispatcher
> - Doesn't fiddle with the Reset vector
>
> From that perspective it should be compatible with TotalReplay out of
> the box...
>
> Regards,
> Oliver

You might want to add it to the Manic Miner page, which currently says:

Official ports exist for the Commodore 64,[10] Commodore 16, Amstrad CPC,[11] BBC Micro, Dragon 32/64, Commodore Amiga, Oric 1, Game Boy Advance,[12] MSX, SAM Coupe and mobile phones.

Unofficial ports exist for the IBM PC compatibles (Windows, DOS and Linux), Apple Macintosh, Atari ST, ZX81, TRS-80 Color Computer, Sony PlayStation, Nintendo 64, Neo Geo Pocket Color, Acorn Archimedes, Orao, Z88, PMD 85, HP48, Microsoft Zune[14], Acorn Atom[15], Commodore 128[16] and Commodore VIC-20.

<https://www.wikiwand.com/en/Manic_Miner>

Subject: Re: Manic Miner
Posted by qkumba on Fri, 24 Apr 2020 15:38:32 GMT
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> From that perspective it should be compatible with TotalReplay out of
> the box...

Yes, I added it yesterday. No changes needed.

Subject: Re: Manic Miner
Posted by erolfi on Fri, 24 Apr 2020 19:33:28 GMT
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Il giorno venerdì 24 aprile 2020 17:38:35 UTC+2, qkumba ha scritto:
>> From that perspective it should be compatible with TotalReplay out of
>> the box...

This is a wonderful game and an Apple II port is a very nice idea.

I would like also to see and Apple IIe version with Double High Res support to avoid the scrolling solution.

Subject: Re: Manic Miner
Posted by ol.sc on Fri, 24 Apr 2020 22:39:57 GMT
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On Fri, 24 Apr 2020 08:38:32 -0700 (PDT), qkumba
<peter.ferrie@gmail.com> wrote:

>> From that perspective it should be compatible with TotalReplay out of
>> the box...
>
> Yes, I added it yesterday. No changes needed.

:-))

Oliver

Subject: Re: Manic Miner
Posted by gids.rs on Sat, 25 Apr 2020 05:03:37 GMT

On Friday, April 24, 2020 at 1:33:31 PM UTC-6, ero...@gmail.com wrote:
> Il giorno venerdì 24 aprile 2020 17:38:35 UTC+2, qkumba ha scritto:
>>> From that perspective it should be compatible with TotalReplay out of
>>> the box...
>
>
> This is a wonderful game and an Apple II port is a very nice idea.
>
> I would like also to see and Apple IIe version with Double High Res support to avoid the
scrolling solution.

Dbl hi-res still only has an effective color resolution of 140 pixels, so converting it won't help.