MINE ALERT 2

THE QUEST FOR THE LOST SCIENTISTS





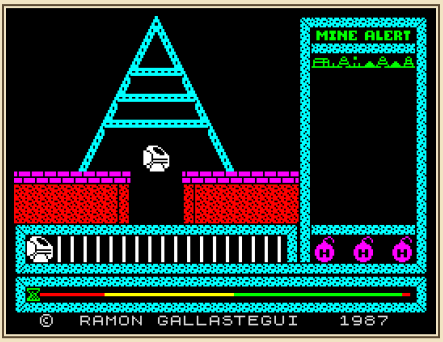
FOR THE ZX SPECTRUM
128K · +2 · +2A · +3

namco/nexgen · 2026

original game by Ramon Gallastegui, 1987

WELCOME, PILOT

Mine Alert was a type-in listing by Ramon Gallastegui, published in MicroHobby issues 146 and 147 in October 1987: a lost mine, three bombs, a time limit, and a brave pilot in a small ship who had to disable them all before they went off. I typed it in and played it a lot back then. Lovely game.



Where it all began: Mine Alert, MicroHobby, 1987, written in Spectrum BASIC.

Mine Alert 2 is a tribute and a sequel. It is written from scratch in Z80 machine code (the ship's flight, the rooms, the enemies) and it has a new theme. Thank you, Ramon, for the huge inspiration.

I am not a graphic artist and my "pixel skills" are pretty limited, so I chose to use assets from other type-ins and from a few games of the time: **Thanos** (a 1988 MicroHobby type-in by Jose Luis Jimenez & Vicente Javier Jimenez), **Abu Simbel Profanation** by Dinamic, **Equinox** by Mikro-Gen and **Jack the Nipper 2** by Gremlin Graphics. Some I drew myself.

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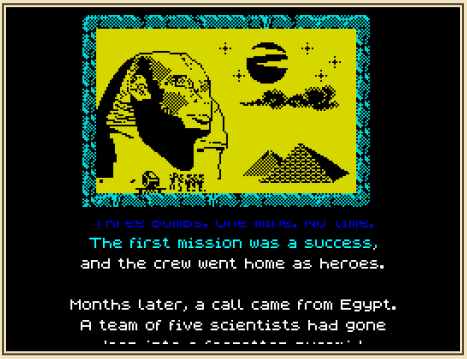
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THE STORY

The first mission was a success, and the crew went home as heroes. Months later, a call came from Egypt.

A team of five scientists had gone deep into a forgotten pyramid, looking for the tomb of a lost king. Then the pyramid woke up. Doors sealed behind them, traps sprang from the walls, and things that should not move began to crawl.

Only a small ship can fly through its narrow halls and chambers. Find the five scientists and bring them back to where you took off.



"Months later, a call came from Egypt."



"The pyramid woke up."

YOUR ORDERS

Find the five scientists. Bring them back to the entrance. And watch your fuel...

GOOD LUCK, PILOT.

GETTING STARTED

REQUIREMENTS

A ZX Spectrum 128K, +2, +2A or +3. Mine Alert 2 uses all of the 128K memory and the AY sound chip. On a 48K Spectrum it says so and returns to BASIC.

LOADING

Choose **Tape Loader** from the 128 menu, or type in 128 BASIC:

```
LOAD ""
```

and start the tape. The loading screen appears first, then the rest of the game loads. The intro starts on its own when the loading is done.



The loading screen.

THE INTRO

The story scrolls up under a framed picture, with music.

ENTER held: the text scrolls faster

SPACE or FIRE: skip to the main menu

You can watch the intro again from the main menu.

THE MAIN MENU



The main menu, under the old red tree.

Move the ship up and down the options with your UP and DOWN controls, the joystick or the cursor keys, and select with FIRE or ENTER.

START GAME	Choose how hard (see DIFFICULTY), then off you go.
REDEFINE KEYS	Press a key for each control in turn. A key already taken beeps and is refused.
JOYSTICK	Changes the joystick: **KEMPSTON**, **SINCLAIR** (the +2's joystick 1, keys 6-0) or **CURSOR** (keys 5-8, 0 fire). The keyboard always works too.
WATCH INTRO	Watch the story once again.

The keys, the joystick and the difficulty are kept until you switch off your Speccy.

DIFFICULTY

START GAME first asks how hard you want the game to be. Choose with UP and DOWN, start with FIRE or ENTER, or press SPACE to go back to the menu. The page opens on the difficulty you played last.



The game is tough, but rest assured it IS possible to complete it: I have tested it several times. Don't be scared, it's not THAT hard, but it is challenging and requires some skill at times.

TOO YOUNG TO DIE

"Help me Mommy, I can't play."

- You are given 5 lives.
- Thrusting burns half the fuel, shooting half the ammo.
- The enemies move at half speed, shoot half as often, and their shots are slower; homing missiles are slower too.

Are you really going to play like that?

HURT ME PLENTY

"The mission, as it was meant to be."

- The game as it was designed: everything in this manual describes this level of difficulty.

I AM GOD ON EARTH

"For the tough crowd. I mean it."

- You start with 2 lives.
- A pickup or a boss reward gives 20% instead of 25%.
- The boss shows up far more often, and moves twice as fast.
- The enemies shoot more often and their shots are faster. Homing missiles are faster too.

Drops, darts, spikes, the scientists and the way the ship handles are the same at every level.

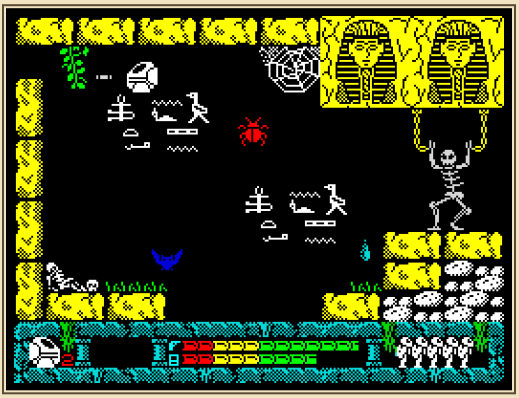
KEYS

Q	up	A	down
O	left	P	right
M	fire	H	pause / go on

BREAK while paused: back to the main menu

All seven can be redefined from the main menu.

THE SHIP



Hall of the chained skeleton: bats, spiders and a drop from the ceiling.

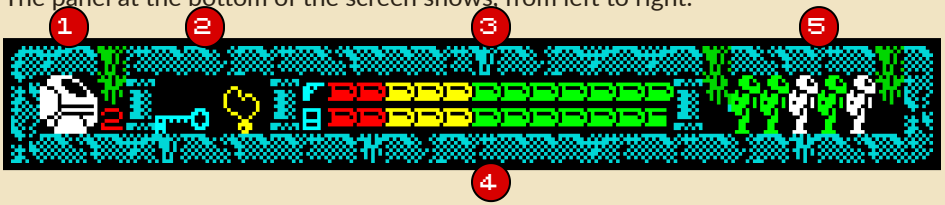
The ship floats. It speeds up while you hold a direction and slowly drifts to a stop when you let go, so plan your braking in tight places. There is no gravity: left alone, it stays where it is. Diagonals work.

Walls just stop it. What kills it is anything deadly: spikes, enemies, their shots, and the boss.

It shoots straight ahead, left or right, the way it last flew. Hold FIRE for a steady stream, up to three shots in the air. Fly off the edge of a room where there is an opening to reach the next room.

THE PANEL

The panel at the bottom of the screen shows, from left to right:



1. **LIVES** The ship and a digit: your spare lives. You start with 3 lives (see DIFFICULTY), so the digit reads 2. When it reads 0, the next loss ends the game.
2. **OBJECTS** Two slots for the objects you carry. Here: a cyan key and a yellow necklace.
3. **AMMO** The top bar (the pistol). Every shot takes a pixel off it. When it is empty, FIRE does nothing.
4. **FUEL** The lower bar. Fuel burns only while you thrust: coasting and shooting are free. A full tank is about a minute and a half of thrust. An empty tank costs a life.
5. **SCIENTISTS** Five figures. Each one turns green when you rescue that scientist. Here, three are safe.

Both bars change colour from green to yellow to red as they run low.

LOSING A LIFE



The ship explodes, then comes back where it came into that room, with a full tank. The ammo does NOT refill, and the objects you carry and the scientists you rescued are kept. After the last life: GAME OVER.



PICKUPS



FUEL BARREL

+25% fuel. *Glug, glug.*



BULLET

+25% ammo. *Click-clack.*



SMALL SHIP

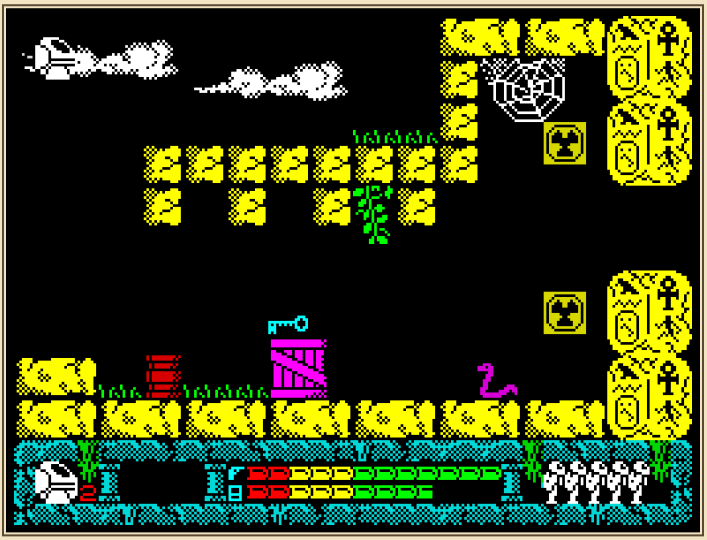
+1 life (9 spare lives at most).

Each one is there once per game: once taken, it is gone.

RADIATION



A yellow and black radiation sign warns of a contaminated area. In there the fuel drains fast, thrusting or not, and the fuel bar flashes. Turn back with fuel to spare, or carry the **shield**.



Radiation signs. Is that a key on the crate? And a barrel by the wall...

OBJECTS

Fly into an object to take it. You can carry two. Taking a third leaves your older object where the new one was (fly off and back on to take it again).

An object is used by flying into what it opens, and it is used up:



KEYS

Open the door of their own colour.



NECKLACES

Free the chained skeleton of their own colour.



ACCESS CARD

Switches off the force fields. Beware: taking it may wake the boss.



SHIELD

Radiation protection (see RADIATION). It is not used up.

SWITCHES AND SECRETS



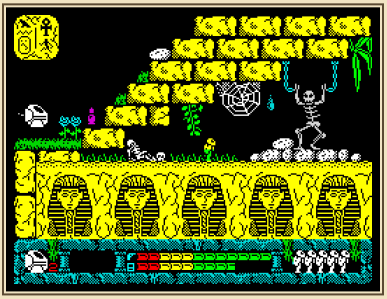
Some switches on the walls are worked by **shooting** them.



Watch out for decorations in **plain cyan**: an idol, a skull, a vase.

Fly into a plain cyan decoration and it goes, and something happens: it may have been hiding an object, or opened a way somewhere else.

When something opens or closes, the game stops for a moment so you can watch the stones slide. If it happened in another room, you only hear a rumble: *something moved somewhere.*



ENEMIES



SNAKES 2 HITS

Slither along the floors and ledges.



BATS 3 HITS

Bounce off the walls and shoot at you. You WILL learn to hate them, oh you will.



SPIDERS

Drop down on their threads and climb back up.



OWLS

Fly across, and shoot at you.



SCARABS 2 HITS

Crawl after you wherever you go.



HOMING MISSILES

Hunt you down. One shot stops them.

THESE CANNOT BE SHOT, ONLY AVOIDED



DROPS NO

Fall from the ceilings, again and again.



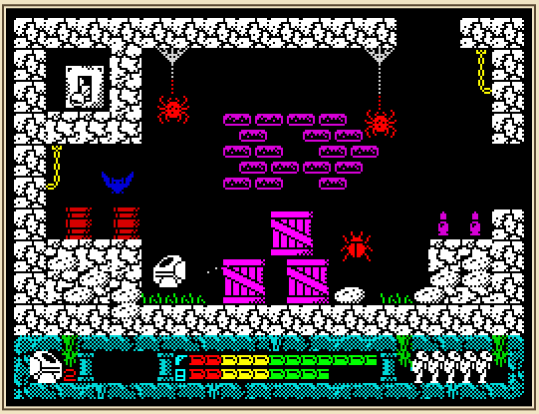
DARTS NO

Fly out of the walls in the worst possible places.



SPIKES NO

Rise from the floor, but only kill when fully out.



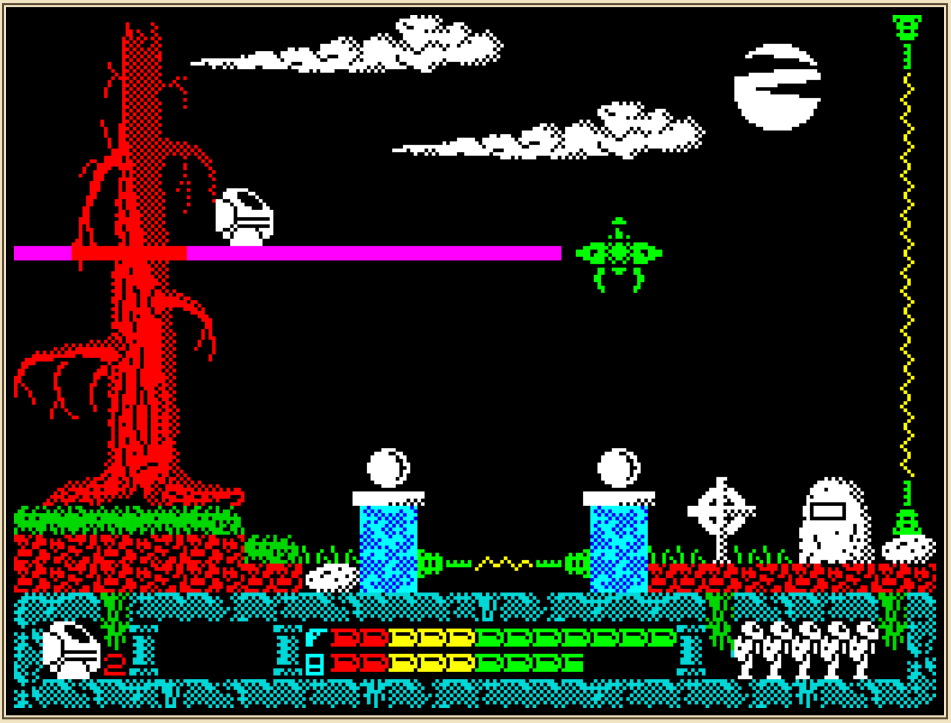
Spiders on their threads, a bat and a scarab. Fire!

An enemy you shoot comes back about 20 seconds later, wherever you are. Enemy shots are aimed at you, and they have a tendency to never miss...

THE BOSS

In some rooms of the pyramid, now and then, the boss appears.

It blinks in (it cannot hurt you yet), every other enemy in the room explodes, and force fields seal the exits: you cannot leave until it is dead.



The beam crosses the whole room, walls and all. Stay above it!

It roams the room, often towards you. Every few seconds it stops and charges with flashing colours, then fires a beam across the room towards your side, just like the Death Star. The beam goes through walls, so better get above or below it, or else.



It takes **15 hits**. When it dies it leaves fuel, ammo, or a bundle of **dynamite**. The dynamite cannot be shot or taken: it blows up three seconds later, and anything too close by goes with it. *Run! I mean, fly!*

The boss can come back again and again, whenever it feels like annoying you some more, but it's not that common.

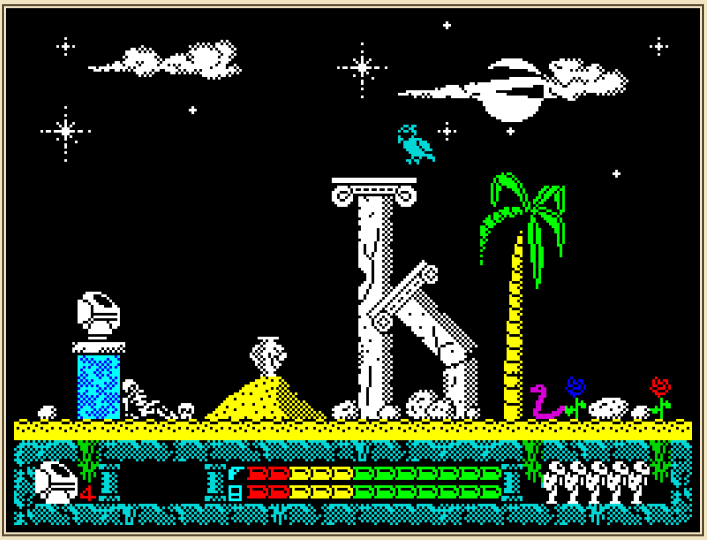
THE SCIENTISTS



The five scientists are trapped all over the pyramid: behind doors, past force fields, in chains, or just lost in the halls. Nothing can hurt them. Fly into one to rescue them; their figure on the panel turns green.

WINNING

Rescue all five scientists, then fly back and land where you took off. Then sit back and enjoy the ending.



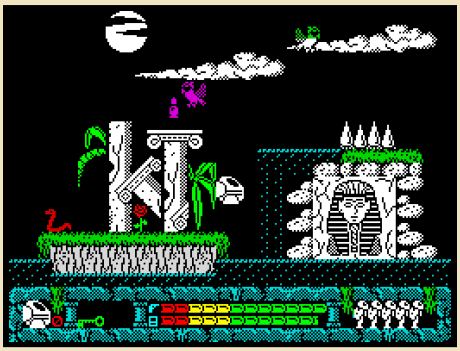
The take-off spot. Remember it: this is where you land.

HINTS

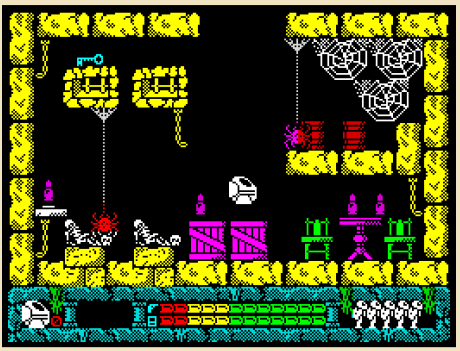
- **Fuel is your clock.** Don't fly about without a reason.
- **Ammo doesn't come back** when you lose a life. Shoot what is in your way, not everything that moves.
- **A swapped object stays where you left it.** Nothing is lost for good.
- **Some gaps might seem impossible** to fit your ship in, but they're not.

THE PYRAMID

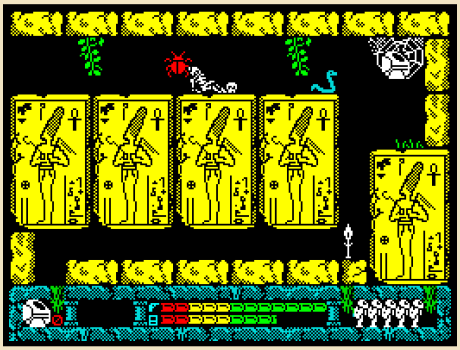
Postcards from the dunes, the oasis, the necropolis and the halls of the lost king.



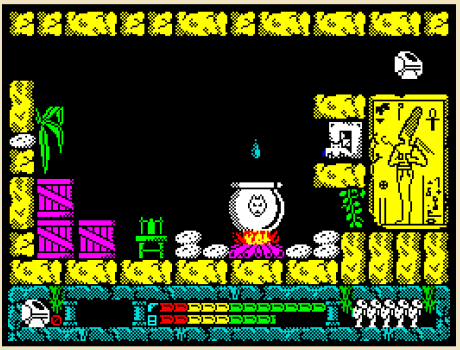
The oasis by moonlight



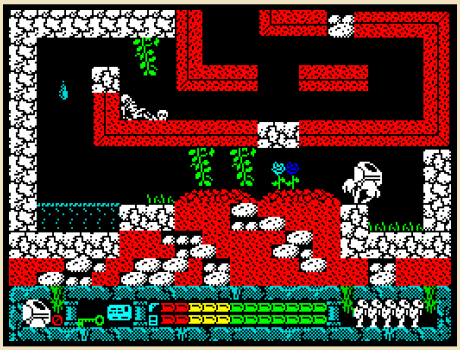
Somebody lived here once



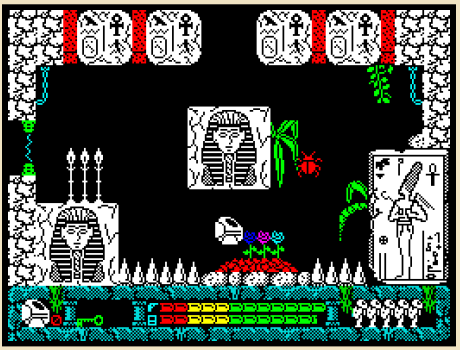
The sarcophagus hall



Something is cooking



Red rock, white stone



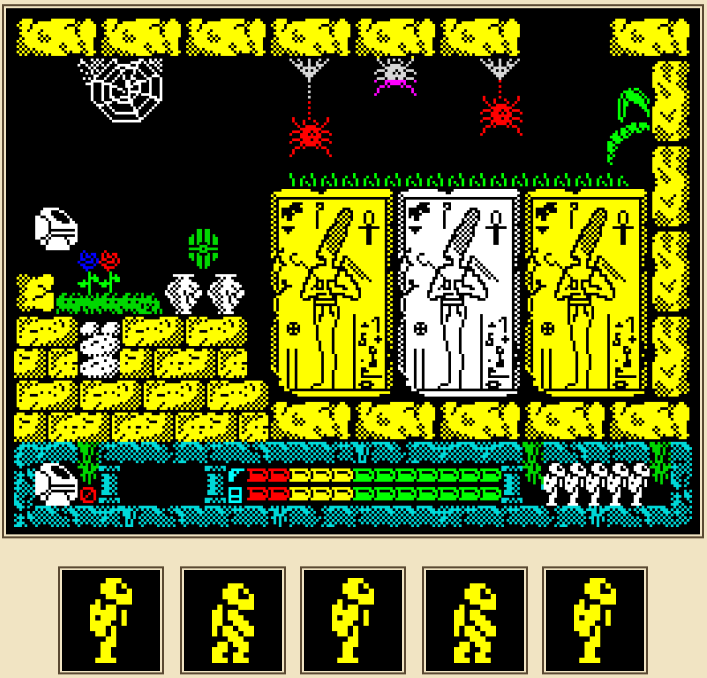
Masks in the dark

CREDITS

ORIGINAL GAME	Ramon Gallastegui, 1987 (in Spectrum BASIC), MicroHobby issues 146 and 147
MINE ALERT 2	namco/nexgen, 2026
GRAPHICS FROM	Thanos (Jose Luis Jimenez & Vicente Javier Jimenez, MicroHobby 1988), Abu Simbel Profanation (Dinamic), Equinox (Mikro-Gen), Jack the Nipper 2 (Gremlin Graphics), and some drawn by namco

AI DISCLAIMER

An AI agent was used to produce tooling to aid in the development of this game: a level designer, graphic converters, help with the AY sound driver, and debugging support.



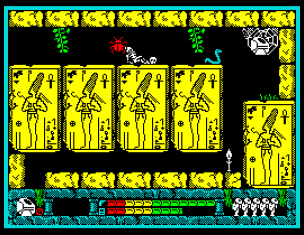
Five scientists are waiting. Good luck, pilot.

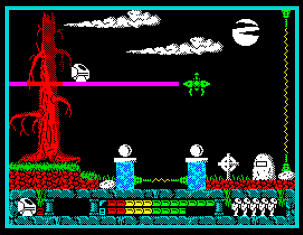
MINE ALERT 2

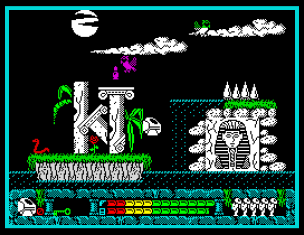
THE QUEST FOR THE LOST SCIENTISTS

The first mission was a success. Now a forgotten pyramid has woken up, and five scientists are trapped inside: behind sealed doors, past force fields, in chains, lost in the dark.

Only a small ship can fly through its narrow halls. Mind your fuel, count your bullets, and watch out for what crawls, flies and drops from the ceilings.







FEATURES

- Over 70 flick-screen rooms: the dunes, the oasis, the necropolis and the pyramid itself
- A floating ship with momentum, six kinds of enemies, traps and a boss
- Keys, necklaces, switches, force fields and secrets to find
- AY music and sound effects; three difficulty levels
- Kempston, Sinclair and cursor joysticks, redefinable keys

FOR THE ZX SPECTRUM 128K, +2, +2A AND +3

Mine Alert 2 © 2026 namco/nexgen. Original game by Ramon Gallastegui, MicroHobby 1987. Graphics from Thanos, Abu Simbel Profanation, Equinox and Jack the Nipper 2.