

# Jim THE Miner

## GAME manual



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PROGRAMMED BY  
ALFREDO ANRIAS

Jim The Miner is compatible with  
your Atari 2600, VCS, and Atari 2600+  
console system.



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## GAME CONTROLS



↔↔ - Move character left and right

↑ - Jump (only works when on the ground)

**FIRE BUTTON** - Use pickaxe to mine

**Console Switches:**

**RESET** - Restarts the game

**B&W/COLOR** - Switches between the two stories!

### TWO STORIES, ONE GAME

#### COLOR MODE - JIM'S STORY

Protagonist: Jim, the fearless miner

Ally: Kelly, his adventure partner

Enemy: Fossilized Stone Skeleton that regularly emerges from the earth

Setting: Glowing caves with rock formations

#### B&W Mode - THE STORY OF HANK

Protagonist: Hank, Jim's best friend

Ally: Geena, Hank's girlfriend

Enemy: Albino Scorpion King who resurrects from his grave

Setting: Abandoned and mysterious mines

# SCORING SYSTEM

Common Gems:

Gold - 32 points

Silver - 46 points

Emerald - 50 points

Diamond - 64 points

Special:

Treasure Chest - 60 points + Bonus - Interaction with your ally!

Bonus:

Interaction with Kelly/Geena - Earn points while interacting with your loved ones.

## MODE SWITCH

How it Works: Press the B&W/COLOR key on the physical console

COLOR: Activates Jim and Kelly's story

B&W: Activates Hank and Geena's story.

## OVERVIEW

JIM/HANK - THE MINER is an action-adventure game with TWO STORIES IN ONE!

COLOR Mode: Control Jim and find Kelly in the caves

B&W Mode: Control Hank and reunite with Geena in the abandoned mines

Dig up valuable gems, collect treasure chests, avoid ancient threats, and live two parallel adventures while accumulating points!

## B&W MODE - HANK'S WORLD

### Hank

Jim's best friend, traditional miner

Vintage equipment and characteristic hat

### Geena (Ally)

Hank's girlfriend

Appears after collecting the Treasure Chest

Contact Geena: Special story + points!

### Stone Skeleton (Enemy)

A colossal, rocky skeleton, a legendary being that inhabits mining caves.

Behavior: Appears unexpectedly in various locations, emerging from the sandy ground.

Formed from animated stones, a fossilized skeleton, and moss.

**WARNING:** Collision removes a life!

## CHARACTERS BY MODE

## COLOR MODE - JIM'S WORLD

### Jim (Player 0)

Main miner in the color story

Colorful clothes and modern equipment

Searching for Kelly in the glowing caves

### Kelly (Ally)

Jim's adventure companion

Appears after collecting the Treasure Chest

Contact Kelly: Earn bonus points!

## Albino Scorpion King (Enemy)

This gigantic mythical creature, according to legend, was created from the remains of ancient miners and decomposing scorpions.

The Albino Scorpion possesses an extremely deadly venom. Like the Stone Skeleton, this arachnid emerges from its lair in various parts of the ground; there is a vast underground gallery where this creature lives.

**DANGER: Collision removes a life!**

### DANGERS AND PUNISHMENTS

**Loses Life (-1 life):**

**Collision with Stone Skeleton (COLOR Mode)**

**Collision with Albino Scorpion King (B&W Mode)**

**Collision with Stalactite (-10 points to the score)**

**Visual Indication:**

Your controllable character becomes disoriented and sees stars: becomes paralyzed for a few moments after being hit.

**Distinct sound: Sound effects indicate each type of event.**

## GAME CYCLE (BOTH MODES)

**Mine:** Use the pickaxe to dig up a gem

**Collect:** Pick up gems to increase your score

**Treasure:** Every 5 gems collected, a Treasure Chest appears

**Ally:** Treasure Chest + Kelly or Geena - maximize points!

**Survive:** Avoid mode-specific threats

**Repeat:** Continue the adventure

## TIPS AND STRATEGIES BY MODE

**COLOR Mode - Jim and Kelly:**

Classic style for traditional Atari 2600 players

**General Strategies:**

Switch modes to vary the experience

Each mode has a different difficulty: B&W is more challenging!

Master both characters for maximum score

**Golden Tip - Avoid mining while the Stone Skeleton or the Albino Scorpion King is present, your pickaxe may attract fatal electrical discharges emitted by these creatures energized by mysterious minerals from the mines.**

## GAME OVER

7 lives in total (in both modes)

Lives represented by heart icons

Game Over when all lives are lost

Game Over screen with special music (La Cucaracha)

**CONTINUE:** Even if you lose, don't get discouraged, try again to get higher scores.

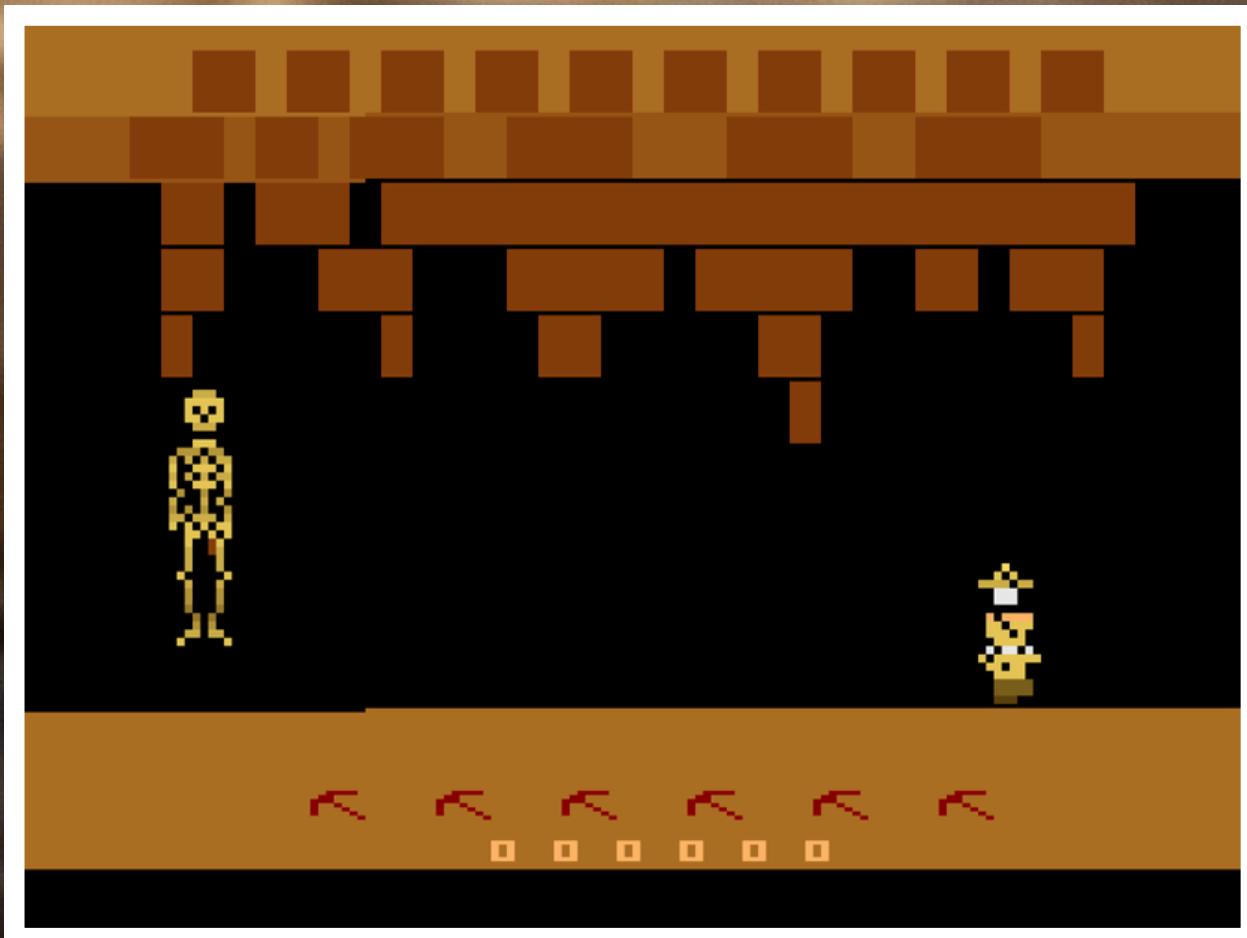
## TITLE SCREEN

**COLOR** Mode: Animation of the horse and Jim

Money bag in both modes

Stalactites falling in the background

Fun fact: After exiting the animated title screen with JIM and his donkey Pangare carrying a load of precious stones in a mining cart to the surface, you will be directed to an intermediate screen showing what the original Jim character looked like. To exit this intermediate screen, simply press down on your preferred controller. If you want to play with the original character, you will need to visit the Atariage website and download the available development versions (<https://forums.atariage.com/topic/382234-jim-the-miner-homebrew-2025/>)



## OVERVIEW

**JIM/HANK - THE MINER** is an action-adventure game with **TWO STORIES IN ONE!**

**COLOR Mode:** Control Jim and find Kelly in the caves

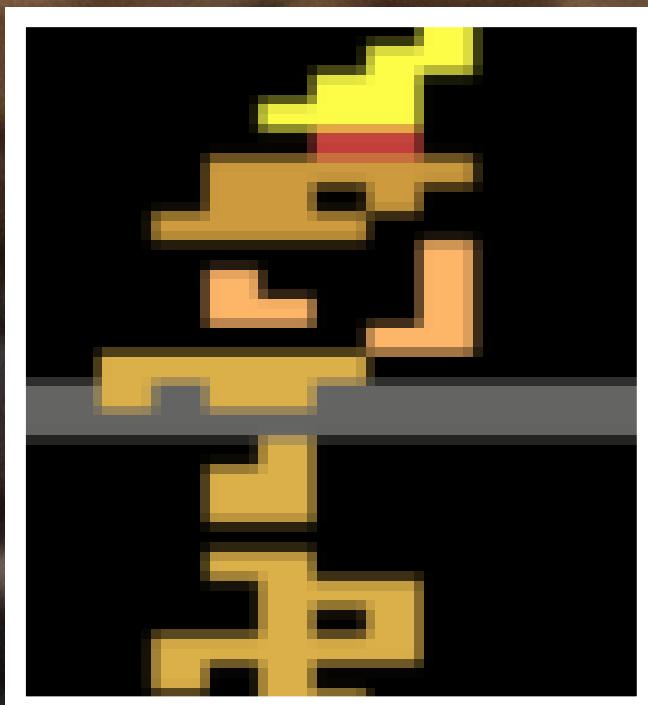
**B&W Mode:** Control Hank and reunite with Geena in the abandoned mines

Dig up valuable gems, collect treasure chests, avoid ancient threats, and live two parallel adventures while accumulating points!

## GAME OBJECTIVE

Accumulate the highest possible score by mining valuable gems while...

# CREDITS



**Programmed by: Alfredo Arias**  
**Design: Alfredo Anrias**  
**Published by: Olioni Games Inc.**

**A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.**

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**END.**