Manic Miner – Quirky bedroom creation becomes a home computer classic

Video transcript: clip from _Games Britannia_, Episode 3, first broadcast on BBC Four on 21 Dec 2009

BENJAMIN WOOLLEY:

There couldn't be a better example than this: Manic Miner. It looks horrible and sounds dreadful.

You're a miner exploring a series of excavated coal scenes, picking up treasure whilst avoiding a plethora of ever more surreal moving objects.

CHARLIE BROOKER:

It was a really basic game, but it had a weird, Pythonesque sense of humour to it, which is a very British thing.

And a lot of those early British games did. When you died, you'd get sort of squashed by a Pythonesque foot - would descend from the heavens and crush you. I think that was what appealed to me, was the weird humour of it.