NeverMind

Lennart Johannesson

COLLABORATORS

	TITLE : NeverMind		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Lennart Johannesson	August 16, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

NeverMind

1.1 NeverMind 0.71ß - (c) 1997 Lennart Johannesson

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        NeverMind - A Classic Avoid Mines Game For Amiga!
        -------------------------------------------------
                    (c) 1997 Lennart Johannesson
                    95lenjo@ostrabo.uddevalla.se

        Disclaimer              Don't blame me!
        Distribution            NeverMind is Freeware!

        System Requirements     What do I need to run Nevermind?
        Installation            How do I install...?

        Introduction            What is Nevermind?
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        Keys & Moving           The keys, which are they?
        Blocksets               Available Blocksets!

        The Author              Who wrote Nevermind?
        Acknowledgments         Thanks to...

        Bugs                    Get those bugs out of here!!
        Future                  What to expect in the future!
        History                 When? What? Where?


    -"OSSSSSSST" (OST=CHEESE in swedish)
         /Lento (me)
```

1.2 Disclaimer

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 Disclaimer
 ==========
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This program is provided "as is" without warranty of any kind, either
expressed or implied, including, but not limited to, the implied warranties
of merchantability and fitness for a particular purpose. The entire risk as

to the quality and performance of this program is with you. In no event can
I be liable to you for damages of any kind arising out of the use of this
program, or the inability to use it.

1.3   -NeverMind is Freeware-

NOTE: Please report any bugs you find while using this software.
       NeverMind may be distributed freely, as long as the original
       archive is kept intact.

NeverMind is Freeware.
Just send me an email telling me that you're using it, and list any suggestions,
(Not mentioned in the Future section), that you have for improving it. :)

Permission is given to include this program in a public archive
(such as a BBS, FTP site, PD library or CD-ROM) providing that all parts
of the original distribution are kept intact.

1.4   -Every Key Fits In A Lock-

Some of the keys in NeverMind: ___/\
                                || \/

In Game Keys:
   "Esc" to quit.
   The arrow keys to move around.
   The numeric keypad to mark/unmark mines in a specific direction.

Menu keys:
   Up and down to move in the menu.
   Space or return to select, or alter an option.

You are also able to use the joystick to move around. But in that case, you are ←
   not able to
mark mines (at least not yet). By the way, moving around with the keyboard is way ←
   much faster.

1.5   -Some Brief Instructions For NeverMind-

How to play the game:
It's quite easy, you start in the upper left corner of the screen and your target
is to reach the lower right. Does it sound simple enough? Well, there's actually
mines in your way, which you'll have to avoid too. You will only now how many ←
   mines
you have around yourself. And for example if you know that there are 0 (none) ←
   mines
surrounding. There are no mines to the upleft, up, upright, left, right, belowleft ←
   ,
below or belowright of you. Some examples:

```
    UL   U   UR
      \   |   /
       \  |  /
        \ | /
         \|/
   L ---*--- R   You are --> *
        /|\
       / | \     <-- 0 Mines Surrounding
      /  |  \
    BL   B   BR




  Mine Mine Mine
      \   |   /
       \  |  /
        \ | /
         \|/
 Mine ---*--- Mine   You are --> *
        /|\
       / | \     <-- 8 Mines Surrounding (Should never happen. But if it does,  ↵
          theres a bug!)
      /  |  \
  Mine Mine Mine
```

To move around read the keys section.

Note: There might be a chance that you won't be able to complete the the field.
      So it will be forever, unless anyone can write me a pathfinder.

From version 0.64 you are also able to mark mines, see the keys section.

Well, go ahead, try it! You'll probably find the rest out yourself.

Good Luck!
/Lennart Author Of NeverMind

1.6   -A Brief Introduction To NeverMind-

The Story

Once, I played a game on a HP48-calculator, I think it was called MineHunt
or something similar. Some years later (1997) I decided to make a clone.
Of course for my favourite computer, Amiga. So I started, and here's the
result. Try it out, and see what you think. Then, if you'd like, write
to Me and give me your opinions about it. I'd really appreciate some help.
You might want to check out what to expect in future versions.

NeverMind is not misspelled, anyway, here's the story:

   I was thinking of a name for the game, but all
     names were already taken, so I thought:
             "NeverMind"

Enough history for me...I want to learn how to play!

1.7   -Installation-

From version 0.65 of NeverMind there's an installer-script, just click on the
"NeverMind.Install icon and you'll be guided thru the installation, very simple.

1.8   -The Author Of NeverMind-

NeverMind is being written by me, Lennart Johannesson. I'm a computer science ←
   student
at the "Ostrabo Gymnasium" in Uddevalla, Sweden. And are now (1997) studying on my ←
    third year.

My config is:
A1200:
 * 68030 at 33Mhz (MBX 1230)
 * 68882 at 50Mhz
 * 16 Megs. of Fast Ram
 * 1.2 Gb HD

If you would like to get in contact:
E-Mail: 95lenjo@ostrabo.uddevalla.se

Or you could write to my snail mail adress:
Lennart Johannesson
Fyrbaksg. 18A
456 34 Kungshamn
SWEDEN

(I may not answer all snail-mail letters. But if I can, I will)

Or, you can always get my adress at the "Emulators-HQ" homepage :)
http://www.netrunner.com/emulators-hq/index.htm

The music was made by Martin Persson.
E-Mail: martin.persson@mbox308.swipnet.se

1.9   -Acknowledgments!-

Special thanks to:

Giorgio Signori, for making all the icons, thanks m8 :)

Martin "M2M" Persson, for making the music for NeverMind and
                      for his nice visits at the weekends.

I would also like to thanks the following people: (Sorted by name)

Bengt & Per Johannesson, for letting me play on their N64:s :)

Björn "Hbe" Johansson, for reporting bugs & stuff!

Fredrik Olsson, for CoolNESs

Hans Guijt, for fMSX!

Jeremy Friesner, For Amarquee And Netris

Juan Antonio Gómez Gálvez for AmiMSX, AmiGB, AmiMasterGear and AmiNES

Mattias "Mr.Cool" Melin, for his nice Parties.

Mikael "The Bomb" Jansson, for anoying me with phonecalls every day.

Morgan Johansson & Fredrik Schultz, for A/NES

Patrik "The Squirrel" Alexandersson, for being such a nice friend!

Ville Helin, for Wzonka-Lad!

1.10   -System Requirements-

NeverMind is multitasking, you can switch screens with left-amiga + M.
But I don't guarantee that NeverMind is safe for your system.

 To run NeverMind, you will (probably) need the following:

   * Kickstart 3.0 or later
   * All data-files in the "data" drawer and the "NeverMind" font
   * lowlevel.library (V40 or later)
   * diskfont.library (V39 or later)
   * asl.library (V39 or later)
   * Should work without AGA (Tried it out on a friends UAE, worked fine)
   * A keyboard or joystick/joypad (Keyboard is recommended, and faster)
   * medplayer.library (V?? Not included, don't know if it's copyrighted)
     Although the game should work without this one, running silent.

   * A Numeric keypad (Not needed but nice if you would like to mark mines,
     in that way, you can't run into them ;)

1.11   -Blocksets available for NeverMind-

If YOU would like to create one, contact me.

These are the available blocksets for NeverMind:
"Desert" by Lennart Johannesson
"MagicWB" by Lennart Johannesson
"Sea1" by Lennart Johannesson
"Sea2" by Lennart Johannesson
"Space" by Lennart Johannesson

1.12   -The Future-

Please note, by sending Me mail and telling me that you like this product, you ↩
   cheer me up, which
leads to quicker development. When I'm finished with this game, I will continue ↩
   with my next project,
a Zelda clone! I could need some help creating that game gfx/music/sfx/code, so... ↩
   contact me.
But I don't want to start it until I'm finished with this game. ;)

What I intend to do in "The Future":
     * Add more different landscape types (PLEASE! Mail me if you are willing to ↩
       make some graphics)
     * Write a pathfinder, to see if the level could be completed (Need some help ↩
       here)
     * Add 2-player modes (Thanks Josh Yates-Walker, for the suggestion)
     * Add SFX option?
     * Create and setup a homepage for my Utilities & Games!
     * + Lots of other things...Suggestions are welcome!

Things I'm currently working on:
     * Finish the score function and add highscore-tables etc.
     * Fixing some of the bugs

There will probably never be a wb-version (Due to lack of time).
Maybe if I get some time over, but I don't think I will, sorry.

1.13   -Bugs-

 * NeverMind sometimes lock up when you start it (I will fix that soon, don't ↩
   worry)
 * Keyboard and joysticks movements, falls through to the NeverMind screen. (Will ↩
   be fixed)

1.14   -History-

The (so far) history of NeverMind:

0.72ß: (97-12-28)
Added NewIcons, by Giorgio Signori!

0.71ß: (97-12-14)
Added music, Module: Mod.Never_Surrender   Author: Martin Persson
Reduced the heavy CPU usage by approx. 3000% :)
Added new blockset, MagicWB!

0.70ß: (97-12-11)
Added a first attempt to score (not finished yet though).
Added possibility to use the return key on the main menu :)
Corrected a silly bug, that made it possible to mark the exit!

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0.69ß: (Never Released)
Corrected bugs in the mark mines function reported by Björn "Hbe" Johansson!

0.68ß: (97-11-18)
Added optional difficulty-levels to the menu.
Corrected a bug in the installer (How silly!)

0.67ß: (97-11-17)
Added first attempt to a title menu, and a nice logo ;)

0.66ß: (Never Released)
Added my own font (NeverMind.font) to the game :)

0.65ß: (97-09-28)
Made the installer-script for the game.
Added MagicWB-icons to the package, icons by Giorgio Signori!
Added "Space" Blockset, thanks to Martin "M2M" Persson, for the suggestion!

0.64ß: (97-08-31)
Added a way to mark mines with numeric keypad, so you can't run into them.
(Please Replace your block files with the new included ones!)

0.63ß: (97-08-14)
Fixed a bug in the keyboard handling.
Now you always start with no surrounding mines.
Added a file selector to select different block sets by pressing "L" on keyboard  ↩
    :)
Added "Desert" block set.

0.62ß: (97-07-24)
Added Messages when you complete board, or die.
Made a new screenwiper.

0.61ß: (97-07-21)
The game restarts when you die, until you complete the level or press ESC.
Also fixed the gamebar a little ;)
Added Joystick/joypad support!

0.60ß: (97-07-18)
First Initial Release.

V0.10ß-V0.50ß: (97-06-08 -> 97-07-17)
Internal versions (Never released)
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