NeverMind

Lennart Johannesson

COLLABORATORS

	TITLE : NeverMind		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Lennart Johannesson	July 22, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

NeverMind

1.1   NeverMind 0.99ß - (c) 1997-1998 Lennart Johannesson

```
                    NeverMind - A Classic Avoid Mines Game For Amiga!
        --------------------------------------------------
              (c) 1997-1998 Lennart Johannesson
              95lenjo@ostrabo.uddevalla.se


    Disclaimer
      Don't blame me!

    Distribution
      NeverMind is Freeware!


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```

"Next version will probably be the last. Hopefully I will by then have fixed
 most of all bugs and NeverMind won't crash on exit anymore, of course there
 will be a highscore joiner too. Now go enjoy playing NeverMind with scores!"
     /Lennart

1.2   Disclaimer

```
 Disclaimer
 ==========
```

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).(joysupport is currently disabled)
By the way, moving around with the keyboard is way much faster.

1.5   - We don't need no stinkin' Menus! -

                  Well, not much to say! See the
                  keys
                   section for more info.
The preferences are saved on exit!

On the settings menu you can change a number of option, a short description ←
   follows:

There are 4 different difficulty levels:
*Beginner – For beginners and rookies...
*Novice – Recommended for those who tried Beginner level ;)
*Professional – If you've managed Novice, this is the one for you!
*HBe-Expert – *WARNING* only for super-mega-turbo-experts!!

Change Blockset, changes the ingame graphics.

Select Another Screenmode, makes it possible for you to use your favourite ←
   screenmode.
You should select a screenmode close to 320*256, but do NOT select a screenmode ←
   that is
smaller than this!!!

Music On/Off (You can turn the music off and use your favourite music player ←
   instead or run quiet)

1.6 -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
```

1.7   -How To Score-

You've probably asked yourself the following question many times: "How Do I Score ↩
    ?"
The answer is: Go out and rent the movie "Beavis & Butthead Do America", and watch
it onethousand times. Just kidding!

Well, how to get as much score as possible you'll have to find out yourself,
but here is a brief introduction of how the score system works:

To start with, there's one highscore table for every difficulty level, so a there' ↩
    s
a total of four highscore tables.

You get score-points like this:
* Every time you step on new, unvisited block you get 5 plus points.
* Every time you step on a visited block block you get 1 minus point.

If you reach exit, final score is calculated like this:
* 400 plus points at Beginner difficulty
 * 600 plus points at Novice difficulty
  * 800 plus points at Professional difficulty
   * 1000 plus points at HBe-Expert difficulty

* 5 plus points for every correct marked mine
* 5 minus points for every incorrect marked mine

1.8   -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!

1.9 -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.

1.10 -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 (1998) studying on my ↩
     third year.

My config is:
A1200:
 * 68030 at 33Mhz OverClocked->40Mhz (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 email-adress from my (NeverMind) homepage:
http://hem.passagen.se/lentoboy/index.html

If that fails check out my "The Emulators-HQ" homepage:
http://www.netrunner.com/emulators-hq/index.htm

The music was made by Martin Persson (martin5@swipnet.se)

1.11 -Acknowledgments!-

Special thanks to:

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

Martin "Marto" 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 "FluBBa" 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!

1.12 -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
   * 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 ;)

1.13 -Blocksets available for NeverMind-

                  If YOU would like to create one, contact
                  me
                  .

These are the available blocksets for NeverMind:

|-----------|---------------------|-----------|
Blockset	Made by	Date
Desert	Lennart Johannesson	31-Aug-97

```
| Fire      | Lennart Johannesson | 24-Jan-98 |
| MagicWB   | Lennart Johannesson | 14-Dec-97 |
| Sea1      | Lennart Johannesson | 31-Aug-97 |
| Sea2      | Lennart Johannesson | 31-Aug-97 |
| Space     | Lennart Johannesson | 06-Sep-97 |
|-----------|---------------------|-----------|
```

1.14 -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. ;)
Currently I'm also working on a NES-rom editor, and a hockey game. The hockey game ←
    will probably be
in style with Sensible Soccer.

What I (if I get time) intend to do in "The Future":
    * Add 2-player modes (Thanks Josh Yates-Walker, for the suggestion)

Things I'm currently working on:
    * Fixing bugs and creating a highscore joiner program.

If you would like to draw a blockset, let
                  me
                   know.
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.
```

1.15 -Bugs-

```
Crashes on exit? (I think this occur sometime, but I don't know why yet)
```

1.16 -History-

```
The (so far) history of NeverMind:
0.99ß: (98-04-02)
HighScore fully implemented, at last! (Read the Scores section.)
Now the mouse pointer is blanked when starting NeverMind.
Homepage is now available at http://hem.passagen.se/lentoboy/index.html

0.86ß: (98-02-03)
```

Hopefully fixed a bug which caused NeverMind to crash sometimes!

0.85ß: (98-01-28)
lowlevel.library no longer required ;)
Temporary removed the Joystick support.
Rewrote the keyboard routines, now they are systemfriendly and
pressed keys do not fall through from workbench anymore :)
Hopefully removed the lockup bug when starting the game.
Added an option to enable/disable music.
Reorganized the menu system & added a new option for screenmodes.
Added new blockset, "Fire", made by Lennart Johannesson (me) ;)

0.75ß - 0.84ß: (No Releases)

0.74ß: (98-01-22)
Added pathfiner, now there's always a possibilty to reach the exit.
Added a new difficulty level, "HBe-Expert" wanted by Björn "HBe" Johansson!
Added screenmode requester, hopefully nevermind will work better on gfx-boards now ←
    ;)

0.73ß: (98-01-13)
Now, on exit, the games saves all your settings! :)

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!

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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