

NeverMind

Lennart Johannesson

COLLABORATORS

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REVISION HISTORY

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Chapter 1

NeverMind

1.1 NeverMind 0.65β - (c) 1997 Lennart Johannesson

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?

Instructions

How do I play?

Keys & Moving

The keys, which are they?

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?

- "Mmmmm Chocolate!"
/Homer S.

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: ____/\
|| \/

Press:

"Esc" to quit.

"L" to load a new blockset.

The arrow keys to move around.

The numeric keypad to mark/unmark mines in a specific direction.

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 seem simple enough? Well, there's actually mines in your way, which you'll have to avoid too. You will only now know how many

mines you have around yourself. And for example if you know that there are 0 (none)

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>

1.9 -Acknowledgments!-

Special thanks to:

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

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

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

Fredrik Olsson, for CoolNESS

Hans Guijt, for fMSX!

Jeremy Friesner, For Amarquee And Netris

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

Martin "M2M" Persson, for his nice visits at the weekends.

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
- * lowlevel.library (V40 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)

- * 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 -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 projekt,
a Zelda clone! But I don't want to start it until I'm finished with this game. ;)

What I intend to add in "The Future":

- * Finish the bar function which reports surrounding mines, score etc.
- * Add score and highscore-tables etc.
- * Add more different landscape types (PLEASE! Mail me if you are willing to ↔
make some graphics)
- * Make a font for the game (Could need some help here, any volunteers?)
- * Add music and maybe sound too?
- * Also need some new good graphics (Mail me if you want to do some nice ↔
graphics)
- * Write a pathfinder, to see if the level could be completed (Need some help ↔
here)
- * Someone wanted a workbench version. (If I get enough time for that)
- * Add 2-player modes (Thanks Josh Yates-Walker, for the suggestion)
- * + Lots of other things...Suggestions are welcome!

Things I'm currently working on:

- * Adding my own font
- * Write a title (and option) screen.

1.12 -Bugs-

- * Textwidth is dependening on your system. Will change when I get ↔
a NeverMind.font
-

from someone... Maybe YOU would like to do one, then contact
me
.

1.13 -History-

The (so far) history of NeverMind:

0.65B: (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!

0.64B: (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!)

0.63B: (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.

0.62B: (97-07-24)

Added Messages when you complete board, or die.

Made a new screenwiper.

0.61B: (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!

0.60B: (97-07-18)

First Initial Release.

V0.10B-V0.50B: (97-06-08 -> 97-07-17)

Internal versions (Never released)
