

NeverMind

Lennart Johannesson

COLLABORATORS

	<i>TITLE :</i> NeverMind		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Lennart Johannesson	August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	NeverMind	1
1.1	NeverMind 0.85ß - (c) 1997-1998 Lennart Johannesson	1
1.2	Disclaimer	1
1.3	-NeverMind is Freeware-	2
1.4	-Every Key Fits In A Lock-	2
1.5	- We don't need no stinkin' Menus! -	2
1.6	-Some Brief Instructions For NeverMind-	3
1.7	-A Brief Introduction To NeverMind-	4
1.8	-Installation-	4
1.9	-The Author Of NeverMind-	4
1.10	-Acknowledgments!-	5
1.11	-System Requirements-	5
1.12	-Blocksets available for NeverMind-	6
1.13	-The Future-	6
1.14	-Bugs-	7
1.15	-History-	7

Chapter 1

NeverMind

1.1 NeverMind 0.85B - (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!
System Requirements	What do I need to run Nevermind?
Installation	How do I install...?
Introduction	What is Nevermind?
Instructions	How do I play?
The Main Menu	How to alter options...
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?

- "Excellent, it's all falling into place!"
/Mr.Burns (Simpsons)

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 -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!

1.8 -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.

1.9 -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 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

1.10 -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 "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!

1.11 -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 ;)

1.12 -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
Seal	Lennart Johannesson	31-Aug-97
Sea2	Lennart Johannesson	31-Aug-97
Space	Lennart Johannesson	06-Sep-97

1.13 -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)
- * Add 2-player modes (Thanks Josh Yates-Walker, for the suggestion)
- * Create and setup a homepage for my Utilities, Games & Modules!
- * + Lots of other things...Suggestions are welcome!

Things I'm currently working on:

- * Finish the score function and add highscore-tables etc.

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.

1.14 -Bugs-

(* NeverMind sometimes lock up when you start it (I will fix that soon, don't ←
worry)
But if this does happen, it will probably start up anyway in a minute or two.)
I think I have eliminated this bug, but I'm not quite sure.

1.15 -History-

The (so far) history of NeverMind:

0.85B: (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) ;)

0.75B - 0.84B: (No Releases)

0.74B: (98-01-22)

Added pathfinder, now there's always a possibility 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 ←
;)

0.73B: (98-01-13)

Now, on exit, the game saves all your settings! :)

0.72B: (97-12-28)

Added NewIcons, by Giorgio Signori!

0.71B: (97-12-14)

Added music, Module: Mod.Never_Surrender Author: Martin Persson

Reduced the heavy CPU usage by approx. 3000% :)

Added new blockset, MagicWB!

0.70B: (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!

0.69B: (Never Released)

Corrected bugs in the mark mines function reported by Björn "HBe" Johansson!

0.68B: (97-11-18)

Added optional difficulty-levels to the menu.

Corrected a bug in the installer (How silly!)

0.67B: (97-11-17)

Added first attempt to a title menu, and a nice logo ;)

0.66B: (Never Released)

Added my own font (NeverMind.font) to the game :)

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)
