# NEVERMIND

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# NEVER MIND

**Welcome to the most challenging test of joystick-juggling and mind-muddling ever created on your computer (or anybody else's for that matter). Two hundred and fifty screens of isometric three dimensional puzzlement guaranteed to turn all but the most impossibly intelligent brains into vegetables. A combination of computer-generated and hand crafted puzzles that will keep you glued to your computer for ever (well alright, for a very long time then). If you complete this game you will be heralded as brainbox of the century, if you don't, well... NEVER MIND!**

The game consists of a specially constructed series of rooms. Each room is made up of three surfaces at right angles to each other. You may walk upright on each surface, regardless of its orientation.

Each surface is divided into a series of large tiles. You are free to move between these in any direction except diagonally. Moving between surfaces is achieved via warp tubes. By simply standing on these you will be warped to another surface. Only trial and error will reveal how the warp tubes are linked.

Some of the tiles on one or more of the surfaces will, when placed correctly, form a picture. One or more tiles have been removed from each picture and placed in strategic positions in the room.

Your task is to restore each picture within the set time limit. If you succeed you may progress to more difficult rooms.

**The Picture Tiles**

Each time you enter a room you will see it being constructed before your very eyes. You will also discover that you have a blank tile in your possession.

To exchange this for a picture tile you must first stand on the tile that you want and then press fire. The blank tile will now be under you and you will carry the tile that was previously there. You may now repeat this process with other tiles until the picture is reconstructed. Finally you should be carrying a spare tile when you exit the room.

The rooms start with a picture of 3 by 3 tiles with one fragment removed. In later rooms there will be two or three pictures to reconstruct, each on a different surface, and animated as well!

**The Time Limit**

Each room must be completed within a set time. This is a mere forty-five seconds for the first screens, but you are allowed larger amounts of time for the more difficult rooms.

If you are quick enough to finish a room with time to spare you will be awarded a bonus. You may also, if you are feeling confident, set a

lower time limit and increase the size of your bonus as a result.

**The Chess Pieces**

On some screens you will encounter giant chess pieces. These move around the rooms picking up tiles and moving them to random locations and generally making a nuisance of themselves. So you will find it even harder to complete the rooms. Frustrating isn't it?

**...And there's more**

As if time limits and chess pieces were not enough you will also have to contend with the following devious features:

*Islands and Causeways* — later rooms are divided into islands which are linked by causeways of moving blocks which you will have to traverse to get from one island to another. But do be sure you are quick about it: after a while the causeway may begin to dissolve leaving you stranded.

*Dissolving Tiles* — In some rooms you won't even be able to rely on the ground you stand on. Now you see it, now you don't...

*Transporter Tiles* — As if you hadn't already got quite enough problems on your hands, one minute you're busy pottering about putting tiles in place and the next you find yourself unexpectedly thrust into a completely different room... well, nobody said this would be easy!

**Help is at hand...**

If you manage to reach a high enough level, you will be given a password that will

allow you to enter the game at a more difficult room. In addition you can also use the cheat key for some extra help. This will show you the game sequence at an accelerated rate, giving you a chance to observe the order in which blocks dissolve and so forth. There is, however, a time penalty for using this feature.

**Note for Pinstriped Games Addicts**

Psygnosis realise that this game is so unbelievably addictive that even the most conscientious employees will be sorely tempted to play it at work (tut tut!). They have therefore generously provided a BOSS KEY (Enter). On detecting the approach of your employer simply tap this, and you will appear to be engaged in work of such incredible brilliance that you are bound to be promoted on the spot.

Psygnosis take no responsibility, however, for unemployment caused by tardiness with said boss key.

# LOADING INSTRUCTIONS

First: always switch off your machine **for at least 30 seconds** before loading. Then...

**ATARI ST owners:** Insert *Never Mind* disk into Drive A. Switch on the monitor/television followed by your computer.

**AMIGA owners:** Switch on. If the display prompts for a Kickstart disk, insert one into the internal drive. When the display prompts for a Workbench disk, insert the *Never Mind* disk into the internal drive.

**PC owners:** Insert the *Never Mind* disk into drive A. Type A: (return). Then type NM (return) to load the game.

Playing controls appear on the following page.

**VIRUS WARNING!**

This product is guaranteed by Psygnosis Ltd to be virus free. Psygnosis Ltd accept no responsibility or liability for damage caused to this product through virus infection. Please see the inside back cover of this manual.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game...Please see the inside back cover for more information regarding viruses and your warranty.

## NEVER MIND CONTROLS

### IBM PC and compatibles

| | |
|---|---|
| Q | Move man forward in current direction |
| A | Enter Warp Tube |
| O | Rotate man counter clockwise |
| P | Rotate man clockwise |
| SPACE | Exchange tile / Exit/Enter room |
| ESC | Return to option page |
| F10 | Pause Game |
| F9 | HELP (time is lost while this is on) |
| ENTER | BOSS KEY |

The Q,A,O,P, and SPACE controls are replaced by the joystick when selected. (see Amiga and ST controls).

### AMIGA and ST

| | |
|---|---|
| JOYLEFT | Rotate man counterclockwise |
| JOYRIGHT | Rotate man clockwise |
| JOYUP | Move man forward in current direction |
| JOYDOWN | Enter Warp Tube |
| FIRE | Exchange Tile / Enter/Exit room |

Use the mouse to move the pointer and press the left button to select Icons. These are

| | |
|---|---|
| HELP | Show completed picture |
| PAUSE | Pause the game |
| X2 | Double Bonus |
| X4 | Quad Bonus |

# WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS', which will always cause the product to cease working. Psygnosis Ltd will replace free of charge any disks which have manufacturing or duplication defects. These disks should be returned directly to Psygnosis for immediate replacement.

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# CREDITS

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