

MIND-ROLL™

Relax. Take a deep breath and leave your body behind. You're now the Orb of Id, ready to bump, bash, roll, and crash through ten different planes of an insane, 3D puzzle. Slide around shocking, electric seas, bounce off invisible walls, and pick up keys and amulets to escape disturbingly infinite mazes. Move fast to finish each plane in time, but don't get careless — one step over the edge and you'll fall into the deep, dark Void of Freud.

Loading Instructions

1. Set up your system and plug a joystick into joystick port 2.
2. For **Commodore 64/128**, make sure your disk drive is empty. Turn on the disk drive first, then turn on the system. For **Commodore 128**, hold down **C** when you turn on the system to set it to C64 mode.
Insert the *Mind-Roll* disk into the drive, label side up. Type **LOAD "*"8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down **C** and press **Run/Stop**.)
For **Amiga 500 or 2000**, insert the *Mind-Roll* disk into the drive and turn on your system.
For **Amiga 1000**, insert a disk containing Kickstart version 1.2 into the drive and turn on your system. When asked to insert the Workbench disk, insert the *Mind-Roll* disk instead.
3. The program loads and the title screen and demo game appear. Press the fire button to begin play.

Game Controls

Roll.	Push joystick handle in any direction. Release joystick handle to stop.
Jump.	Press fire button.
Pause a game.	Press Run/Stop . Press it again to resume play.
Return to the opening screens.	Within a plane, press Run/Stop then T .
End a session.	Reboot your system.

Play the Planes

From the opening screens, press the fire button to see the Choose Plane table. Select the plane you want to play by typing its number, then press the fire button to begin. After you successfully complete a plane you return to the Choose Plane table to select the next plane.

Use the Designer screen to set up the planes in the order you want to play them. Follow these steps:

1. From the opening screens, press **F7** to display the Designer screen.
2. Type the number of the plane you want to play first. That number appears in the highlighted box on the far left and the box moves to the right. Then type the numbers of the other planes in the order you want to play them. Be sure to enter a plane's number once only.
3. To change a number, push the joystick handle right or left to move the highlighted box to the number you want to change. Then type a new number. Again, be sure a number appears once only in the list.
4. Press the fire button when you're finished. The opening screens appear. Press the fire button to see the Choose Plane table with your first choice highlighted, then press the fire button again to begin play.

As you successfully complete each plane, the Choose Plane table appears with your next selected plane highlighted. Press the fire button to continue play.

Note: Completing each plane increases the difficulty of other unsolved planes.

Surviving the Planes

Time is your worst enemy. The upper right corner of the screen shows the time units you have left to complete the plane. As you roll through the planes, keep an eye out for the symbols below. Some are beneficial, some are bothersome, and some are downright lethal. Touch the Goal to complete each plane. You end a game and return to the Choose Plane table if you bump into an Eliminator or time runs out.



Key



Energizer



Surprise



Amulet



Time Booster



Lift Up



Lift Down



Teleport



Eliminator



Goal



Electric Sea

Id's Up to You!

Plane 1 Roll or bounce the length of the plank and drop through the Void into five subplanes. Two hints: In subplane 3, avoid the Electric Sea — it speeds up the clock. Slalom to the finish in subplane 5.

Note: If you leave plane 1 before you finish all five subplanes, when you return to plane 1 you will continue on one of the remaining subplanes.

Plane 2 Roll over Keys (in the right order) to open doors. Roll near Keys to make more Keys appear. Use Teleports to scout out the entire maze.

Plane 3 Stay out of the Electric Sea! Find four hidden Amulets to make the Goal appear.

Plane 4 Race down the track as fast as you can. Avoid time-draining blocks and use Lifts up and down, as you have a limited number of jumps.

Plane 5 Fill the puzzle with tiled squares.

Plane 6 Grab the three sets of Surprises to make the Goal appear. If you roll over a Surprise in the wrong order, pneumatic tubes suck you up and deliver you to an Eliminator. Avoid the time-eating Electric Sea!

Plane 7 Pick up extra Time Boosters — you can use them in other planes.

Plane 8 Roll over all four Keys in one of the four mazes before you run out of time!

Plane 9 Bash out all the cubes. Energizers temporarily boost your speed. Avoid the flashing squares!

Plane 10 Bounce from platform to platform, but tackle only one unit of height at a time to avoid a time penalty. Get to the Goal as fast as you can!

Scoring

When you successfully complete a plane, any time units remaining convert to points. (For example, 5 time units remaining earns you 5 points.) Time left when you finish a plane also carries over to the next plane you play. You score points by rolling over the following:

Keys and Surprises 2 points each Amulets 5 points each

Bonus rounds, worth 20 points (and sometimes extra time), follow the planes you successfully complete. Follow the arrows to play bonus rounds. Press the fire button to continue play after bonus rounds.

For Commodore 64/128, a score of over 100 points wins you a place on the Master Table. A highlighted box appears next to your score. Move the joystick handle left or right to scroll through the alphabet. When the letter you want appears, press the fire button. The highlighted box moves to the right. Continue using the joystick to enter three initials. When you press the fire button at the third initial, you return to the opening screens.

Note: Game scores are not saved to disk on the Commodore 64/128.

For Amiga, scores of the first five games are recorded in the Master Table. As you continue playing, higher subsequent scores replace those scores. At the Master Table, type your name next to your score. Press **Return** to enter your name in the table and save your name and score to disk.

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