

MINDROLL

QUEDEX ★ ★ = USA

THE QUEST FOR ULTIMATE DEXTERITY...



THALAMUS

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 3-D 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 and gameplay — Amiga

Set up your system and plug a joystick into joystick port 2.

Insert disk into drive and turn on your system.

The program loads and the title screen and demo game appear. Press fire button to begin play. The *Choose Plane Table* appears. Highlight the plane you want to play by typing its number. Press fire button to begin. After you successfully complete a plane return to *Choose Plane Table* to select the next plane.

Use the *Designer Screen* to set up planes in the order you want to play them:

From opening screens press **F7** to display *Designer Screen*.

Type number of plane you want to play first. Number appears in highlighted box on far left and box moves to right. Now type numbers of other planes in chosen order of play. Enter a plane's number only once.

To change a number, push

joystick right or left to move highlighted box to number you want to change and type new number. Be sure a number appears only once on list.

When finished press fire button and opening screens appear. Press fire to see *Choose Plane Table* with your first choice highlighted. Press fire to play.

When you solve a plane, the *Bonus Plane* appears. Follow arrows to play. When *Bonus Round* ends press fire to continue. Completing each plane increases difficulty of as yet unsolved planes.

Loading instructions and gameplay — PC/Compatibles

Boot up your system. For joystick control, plug in your joystick before booting up.

Insert disk into drive A. At the **A>** prompt, type *mindroll* and press **Enter**. A graphics mode selection screen appears.

Select your graphics mode,

then press **Enter**. The title screen appears.

Press **Spacebar** or the fire button to begin. The *Choose Plane Table* appears.

Highlight the plane you want to play by typing its number from keyboard or keypad. Press **Spacebar** or fire button. The selected plane appears and you begin.

During your game, follow on-screen prompts when to switch disks in drive.

When you solve a plane, the *Bonus Plane* appears. Follow arrows to play. When bonus round ends, press fire button or **Spacebar**. The *Choose Plane Table* reappears to select the next plane. As the game progresses, the table shows only the numbers of planes you haven't yet solved. Solving each plane increases difficulty of unsolved planes.

Game Controls

Amiga

Roll Push joystick handle in

any direction. Release handle to stop.

Jump Press fire button

Pause Press **P**. Press again to resume play

Return to opening screens

Within a plane press **ESC**

End a session Reboot your system

Help Press **Help** for a list of key commands. Press **Return** to resume play.

PC/Compatibles

Numeric keypad = Joystick



Spacebar = Fire Button

Roll Push joystick handle in any direction, or use keys.

Jump Press **Spacebar** or fire button

Toggle music on and off Press **M**

Return to Choose Plane Table Within a plane press **Esc**

Return to DOS At the Choose Plane Table press **Esc**

Survival!

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



The Planes

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. If you leave plane 1 before solving all five subplanes, you can return to it later to complete them.

Plane 2 Roll over *Keys* (in 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, using diagonal controls for left and right moves. Avoid time-draining blocks and use *Lifts* up and down, as you have a limited number of jumps.

Plane 5 Fill the puzzle with the 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 Seal*!

Plane 7 Pick up extra *Time Boosters* — you can use them on the other planes.

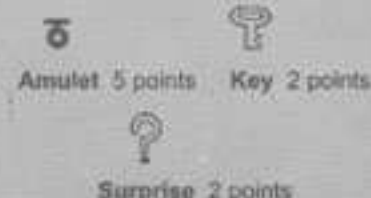
Plane 8 Roll over all four *Keys* in one of the four mazes before you run out of time!

Plane 9 Bash out all the cubes. *Energisers* temporarily boost your speed. Avoid 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

You score points by rolling over these symbols:



When you successfully complete a plane, any time units remaining convert to points, i.e. 5 time units equal 5 points. Time left when you finish a plane also carries over to the next plane you play. *Bonus Rounds* are worth 20 points and sometimes extra time.

Amiga

Scores of the first five games are recorded in the *Master Table*. As you continue playing, higher subsequent scores replace these. 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.

PC/Compatibles

A high score wins you a place on the *Master Table*. When the table appears, type your name, then press **Enter**. Your name and score will be saved to disk.

Another in an ongoing series to frustrate and enrage brought to you courtesy of THALAMUS and

Stavros Fessoulas: Original programming EPYX inc: Co-creation
David J.G Birch: Pulling it all together Oliver Frey: Packaging design
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