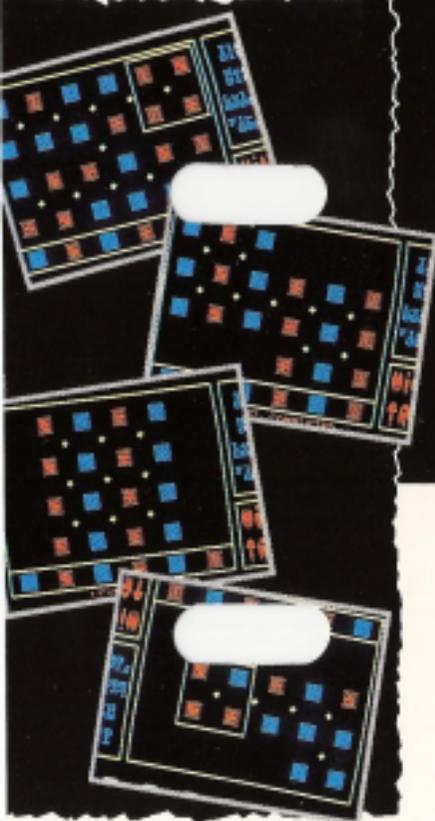




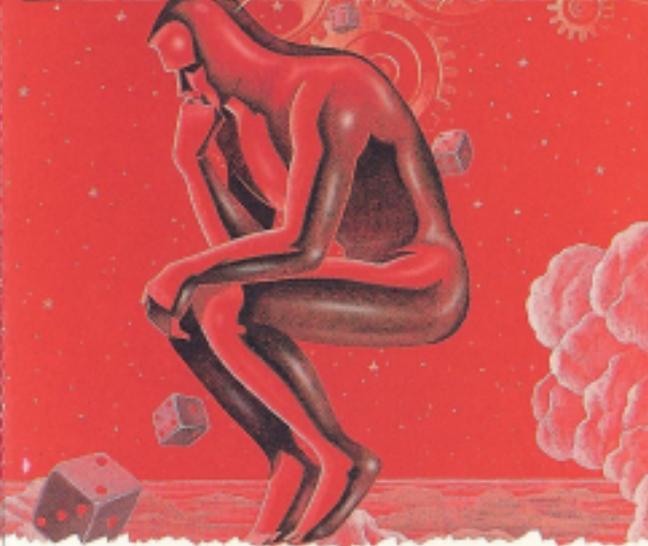
Startle your brain with a series of fiendishly tricky puzzles – only the quickest thinkers can survive in MINDTRAP, a game that calls for dexterity and quick decisions.



5 012967 800611

MINDTRAP

MINDTRAP



LOADING INSTRUCTIONS

Amstrad: 464: Press CTRL and small ENTER.
6128: Type | tape and press RETURN. Press CTRL and small ENTER.

CONTROLS

Amstrad: ↑ – up; ↓ – down; ← – left;
→ – right; space – swap; shift – fire.

Or Joystick

Up, down, left and right move the frame used to manipulate the cubes. The four cubes inside the frame can be rotated anticlockwise by pressing Fire and Left or clockwise by pressing Fire and Right.

MINDTRAP – What you're up against . . .

Keeping the world a neat and tidy place is not easy, especially if you find yourself inside the world of Mindtrap. Coloured cubes have been scattered all over a floor, and your objective is to shuffle them around until the screen contains six neatly colour-coded columns of cubes. Stack the cubes up so they align vertically with the colour markers at the bottom of the screen, but don't hang around – there's a time limit on each level and you've only got a finite number of moves in which to get everything neatly in place.

IA 0295



MASTERTRON_zC



MASTERTRON_zC



A MEMBER OF THE VIRGIN MASTERTRON GROUP OF COMPANIES
WARNING: ALL RIGHTS OF THE PUBLISHER AND THE COPYRIGHT OWNER OF THE WORK REPRODUCED RESERVED. UNAUTHORIZED COPYING, HIRING, LENDING, PUBLIC PERFORMANCE, RADIO OR TELECASTING OR DIFFUSION OF THIS PRODUCT PROHIBITED. THIS PROGRAM IS SOLD ACCORDING TO VIRGIN MASTERTRON TERMS OF TRADE AND CONDITIONS OF SALE COPIES OF WHICH ARE AVAILABLE ON REQUEST
©Mastertron Limited 1989
Made in Great Britain

A giant cursor, or frame, can be shifted around the screen and is your main ally as you attempt to restore order. The frame 'holds' a group of four cubes, and can be pivoted around its centre in order to move a quartet of cubes clockwise or anticlockwise in 90 degree increments. Run out of time, or use up all the moves allowed on the current level and Mindtrap has won . . .

In the early stages, the challenge is fairly straightforward – you're working in two dimensions, dealing with cubes scattered on a single plane, or floor. When you hit Level 33, however, things start getting a mite trickier: from here on, the world of Mindtrap becomes three dimensional. Level 33 contains two floors which have to be sorted into tidy order, but only one floor is shown on screen at a time – it's up to you to decide which floor to start work on. Then, just as you've nearly tidied up one floor you realise that you haven't got all the cubes you need to do the job. Some ratbag has shuffled cubes between the floors . . .

Fire/Up and Fire/Down can be used to move the display between floors, and the swap key is used to move cubes between floors – pressing it exchanges the four cubes in the frame on the current floor with the four cubes in the corresponding position on the floor above. The swap system 'wraps around', so pressing the swap key on Floor One exchanges a set of cubes with the bottom floor.

Just as you reckon you have mastered tidying up two floors at a time, Mindtrap piles on the challenge. Try working against the clock with three floors to a level. Or even five.

Taking Bite-Sized Chunks

Even the most puzzle-hardened game player would be scared by the prospect of solving a million levels of Mindtrap. So we told the programmers to cool it, and limit the size of the challenge. So they put in 999,999 levels to keep you amused. Even if you've played the game several times, it's simply not going to be possible to zip through from Level One to the end in an afternoon – so the programmers have devised a special, personalised password system so that you can leave the game and restart at exactly the same point.

After loading, you can choose to start a new game or resume play exactly where you left off. Type in your name, and Mindtrap generates a detailed password after each level is completed – passwords are linked to the name typed in when the game started, so to resume play another day you'll have to remember the password and your own name! Difficult, huh? Restoring a game by using the password system allows you to continue from exactly the place where you left off – the total number of moves and the time elapsed in the original game are restored along with the game position.

The only advice we can offer, is to try and get coloured cubes arranged in the frame in pairs, and then move pairs into the right place until everything is hunky dory. Until the next level, that is. Enjoy the challenge!

© Activmagic 1989



Programmers...

Don't be duped by other companies claims – when it comes down to publishing budget software there's really only one choice.

If you think you can meet our standards send a copy of your game with instructions to:

THE MAGIC POST BOX. Mastertronic,
2-4 Vernon Yard, Portobello Road, London W11 2DX.

MASTERTRONIC
Nobody does it better!