

Lemmings



"Look what I can do!"



Climb



Float



*Blow Up Blockers
(he he)*



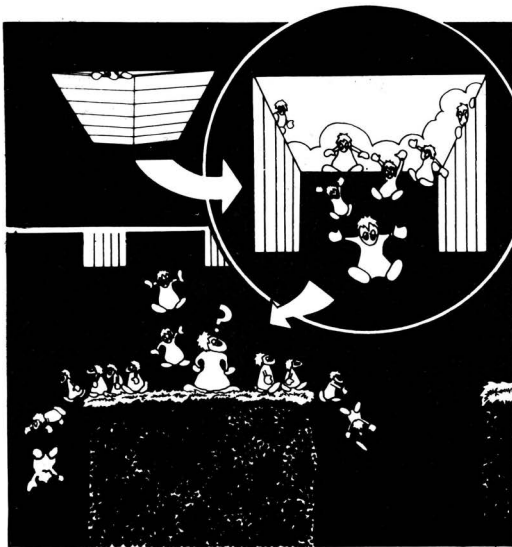
Block



Build Bridges



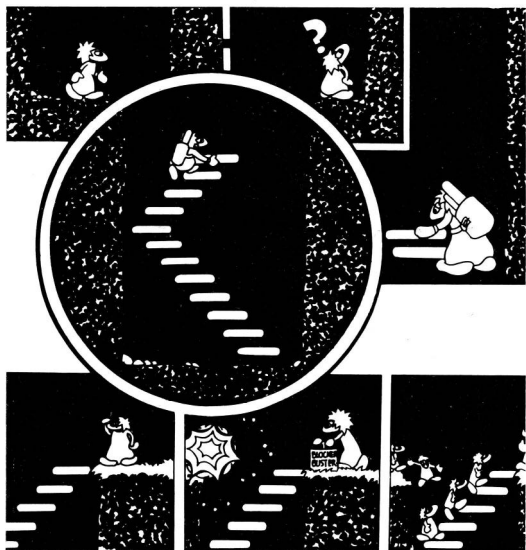
Dig Tunnels - across, diagonally and down



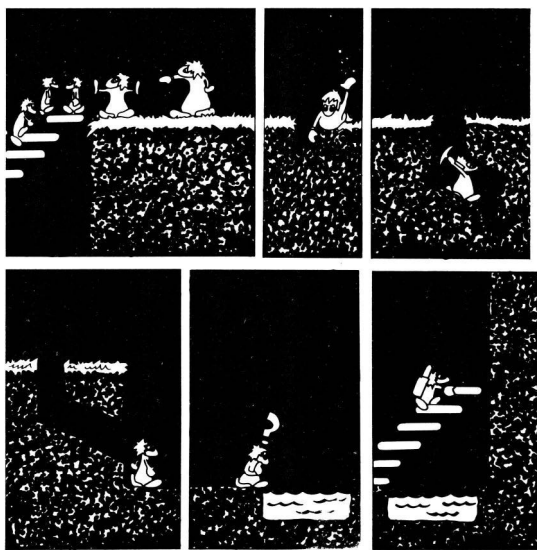
"Uh oh! I'm going to have to work fast if I'm going to save my buddies"



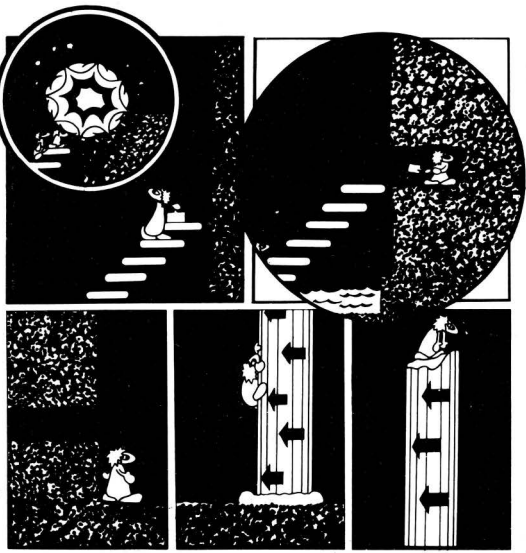
"Two blockers are required to stem the flow of Lemmings going over the edge - Now a quick leap over the side . . . I hope my brotly opens . . . Safe!"



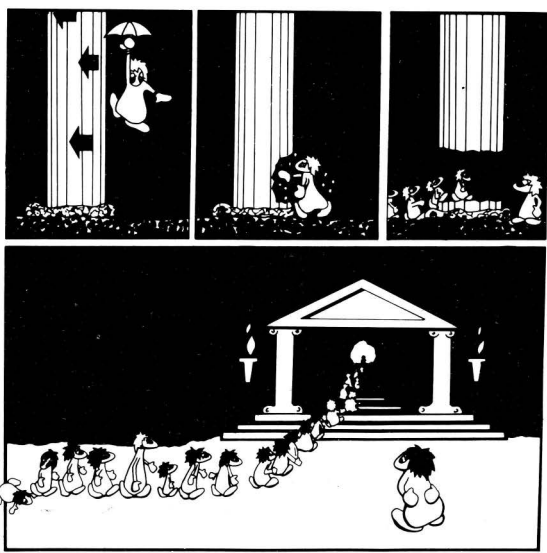
"I could probably climb this cliff but my buddies wouldn't be able to. Time for a spot of bridge building I think. Now to dispense with my blocker and let the rest of my pals through."



"Another Blocker here and it's tunnel time! Oops! Mustn't get my feet wet Another bridge I think."



"Now if I get rid of my last Blocker all the guys can troop through while I tackle this one way column - I'm bushed."



"Another safe landing, a quick dig through in the direction of the arrows and its everybody out."

Loading Instructions

Double-Click on! Lemmings to start the game. If you have other desk top programs running and 1 meg of memory you may get a message " Application Needs 664K To Start Up ". Clear tasks out and start again. Alternatively click on! Door (floppy disk only) and follow on screen prompts.

Monitors

This product supports:-

STANDARD 50HZ 625 line monitors

Multisync monitors

VGA letter box modes (new hardware)

Video RF Modulators for normal TV use

It does not support:-

Video enhancer hardware/software used in conjunction with some of the more esoteric monitors with fast frame refresh rates.

LEMMINGS

The Game

An intriguing game in which you help hordes of mindless but delightful creatures - known as Lemmings - to escape hostile environments in over 100 play levels. Lemmings drop through a trapdoor in each level and, as they are creatures of very little brain, they need all the help they can get to survive the dangers that lie within. Lemmings are very cute but also very dumb. They will mindlessly walk off cliffs, into water, hazards and traps or they will mill around bumping into walls or other obstacles unless you help them get their act together. You can assist them by giving them certain skills and powers that will help them get through each level of the game. Once you have assigned skills (shown as icons on the bottom of the screen in each level) to certain Lemmings they can use those skills to help them and their fellow Lemmings cope with the dangers that surround them. Each level of the game is an increasingly difficult environment that the Lemmings must navigate. At each level you have a different number of skills available for assignments; you have different times available for mastering that level and you have varying numbers of Lemmings that you must save to complete that particular level. A quick brain, the ability to plan ahead and lifetime's dedication to the Save A Lemming Campaign are required to get the right Lemming to perform the right action at the right time. A forgotten Blocker, a rogue Miner or a misplaced bridge could spell disaster for every Lemming on screen.

Before Play Commences

Load Lemmings, as per the instructions on page 1, until you see the Main Menu screen.

Lemmings is organised into four increasingly difficult game categories: FUN, TRICKY, TAXING and MAYHEM. The FUN category consists of 30 levels and is designed to familiarise you with the game concept and how to work with Lemmings skill attributes. You don't have to start with this category. You can go directly to any of the higher skill categories but we suggest that you begin with at least a few of the levels in the FUN category to get the feel of the game before proceeding to the more difficult categories. TRICKY, TAXING and MAYHEM increase in difficulty, with the MAYHEM level being the most difficult. Each of the game categories has 30 levels.

Passwords

After you complete each level you are shown a password on screen. Make a note of it, as you will be able to go directly to that level when you play Lemmings again and don't wish to re-play a level you have already mastered.

Main Menu Screen

Click on the START icon to begin a game.

Click on the New Level icon to select a level that you've reached before and enter the password

Click on the Music/FX icon to toggle between playing Lemmings with music and limited sound effects or no music but full sound effects

Click on the up/down arrows icon (on the right-hand side of the screen) to select category of play: FUN, TRICKY, TAXING or MAYHEM.

Game Controls

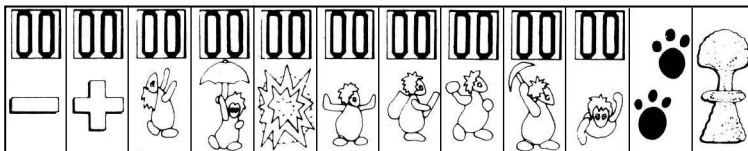
Mouse

Point and click on your chosen icon keys to highlight it then - if required - point and click on selected Lemming

Pushing your mouse left or right to the screen edge scrolls faster. You may also scroll the screen by dragging the cursor over the small map (right of icon panel) or instantly zoom to any area of the level by clicking in the map.

Each level displays an access password when completed.

F5 toggles speaker on/off F1 volume down F2 volume up



Icons (from left to right):

1 *Decrease flow of Lemmings on to the level

2 *Increase flow of Lemmings on to the level

The following are the skills you can give to Lemmings

3 Climber - climbs vertical surfaces

4 Floater - A brolly (umbrella) opens to ensure a safe descent

5 Bomb to dispatch single Lemmings (one way to get rid of Blockers)

6 Blocker - stands with arms outstretched to block the passage of fellow Lemmings

7 Bridge Builder - builds bridges. each builder has only twelve building bricks. When a Builder has laid his twelfth brick he turns to look at you for an instant if you click on him again he will lay another twelve bricks (if you have any Builders remaining) and so on until you run out of Builders. If you don't click on him after he lays his twelfth brick he becomes a Walker again.

8 Basher - digs horizontally, will only dig when a suitable surface is directly ahead of him

9 Miner - uses a pick to dig diagonally down

10 Digger - burrows vertically

11 *Pause - gives you time to think

12 Nuke 'Em destroys all Lemmings - should you find yourself in a "no win" situation (double click to activate)

The green display to the right of the icons depicts the whole level.

The square cursor on that display depicts the current area shown on-screen.

Each skill may only be used a limited number of times (shown above each icon).

* (one-player mode only).

Directly above the icon panel are (left to right):

Lemming identifier, plus the number of Lemmings currently under the cursor

Number of Lemmings currently occupying the level

% of rescued Lemmings

Time remaining to complete level

Some Points to Note

Metal (shown as square plates and usually used to contain liquids) can not be dug through or exploded away.

Builders stop constructing bridges:

(i) When they run out of bricks

(ii) If the bridge hits a solid object

(iii) If the Lemming hits his head while building

Miners and Diggers keep digging until they dig through an earth layer, after which they fall through the bottom of the earth layer.

Bashers keep digging until there is no more material in front of them to dig.

A Lemming designated as a Climber or Floater retains these skills until the current level is ended or until he dies.

A Lemming given both these skills is referred to as an Athlete.

All other skill icons take effect as soon as you click on a Lemming - make sure that there is something to dig in front of a Basher or he will give up right away and you will have wasted a skill.

CREDITS

Lemmings by DMA Design Music by Matt Furniss Archimedes by Shaun Hollingworth Paintings by Adrian Powell

Animation by Gary Timmons Manual Text by Nik Wild Graphics by Scott Johnston

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