



for Windows™

LEMMINGS™

for Windows™ LEMMINGS™

MANUAL CONTENTS

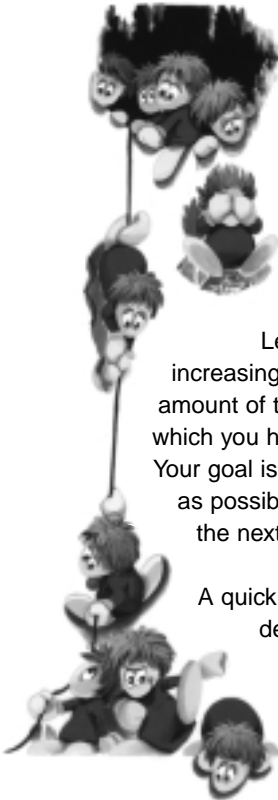
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INTRODUCTION

Lemmings is an intriguing game in which you help hordes of mindless but delightful creatures, known as Lemmings, to escape hostile environments in over 200 unique adventures.

Lemmings appear on each level, after being dropped through a trap-door. As they are creatures of very little brain, they need all the help they can to survive the dangers that lie ahead.



Lemmings are loveable but not very bright. They will mindlessly walk off cliffs, into water, hazards and traps or they will mill around, bumping into walls and whatever obstacles they run across. Your job is to assist them by assigning skills and powers that will help them survive each level of the game. As you progress through the levels, the environments that the

Lemmings must navigate become increasingly difficult. The number of skills, the amount of time, and the number of Lemmings which you have can vary from level to level. Your goal is always to save as many Lemmings as possible, hopefully enough to advance to the next level!

A quick mind, the ability to think ahead, and dedication to the Save the Lemmings 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.

INSTALLATION

To install Lemmings For Windows from floppy disk:

1. Load Windows in the usual way.
2. Insert the set-up disk into drive A.
3. From the Windows Program Manager File menu, choose Run.
4. In the Command Line box, type **A:\SETUP** and press 'Return'.
5. Follow the onscreen instructions.

To install Lemmings For Windows from CD-ROM:

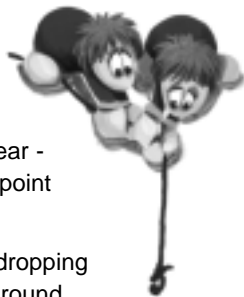
1. Load Windows in the usual way.
2. Insert the CD into your CD drive.
3. From the Windows Program Manager File menu, choose Run.
4. In the Command Line box, type **d:\SETUP** (where d is the letter of your CD drive) and press 'Return'.
5. Follow the onscreen instructions.

USING YOUR MOUSE

You will play **Lemmings For Windows** using a mouse. Whenever the manual instructs you to click the mouse button, it refers to the left hand button unless otherwise stated.

A GUIDED TOUR

When the game has loaded, click the icon which says **'Choose Level'**. You will be taken to the Level Select Screen which will be fully explained later in the manual. For now, just move the pointer using the mouse to **'Original Lemmings'** and double click on it. This is located in the top left area of the screen. You will then be offered a choice of difficulty levels - **'Fun'**, **'Tricky'**, **'Taxing'** and **'Mayhem'**. Double click on **'Fun'**. A level title will appear - it's called **'Just dig!'**. Double click on this title. At this point the game screen will appear and the game will begin



The trap-door will open up, and Lemmings will begin dropping out on the screen. Whilst the Lemmings are walking around, let's take this opportunity to explore your interface into the Lemmings world.

Somewhere on the screen, you'll see a white cross. These are the 'crosshairs'. You'll notice that the crosshairs move as you move your mouse. The top three-quarters of your screen shows the Lemmings world.

Many levels are larger than the width of your screen, so you can scroll the screen in a number of ways. The slowest way is to click on the arrows at either edge of the screen immediately below the game world. Clicking on the left hand arrow scrolls the screen to the left. The right hand arrow moves the screen to the right.

Alternatively, you can click on the scroll button which lies between the two arrows and drag it either left or right. The first screen is actually quite narrow, so scrolling the screen to either side shows just blank space. You can also move the mouse left or right while holding down the right-hand mouse button - this will also scroll the screen in the required direction.

By this time, your ten Lemmings should be out on the screen already, happily walking back and forth, and bumping into the walls at either end of their little world. You've already been introduced to the release



hatch, the trap-door through which the Lemmings enter the play screen. Now, look in the lower right-hand corner of the level, where you'll see an archway with a path and blue skies beyond. This is the exit. The object is to get the Lemmings from the trap-door to the exit. Sounds simple, right? Not!

Take a look at the very bottom of the screen. At the left hand side is some text which says "Save 1 of 10 Lemmings". If you move the crosshairs over a Lemming, you will notice two things: the crosshair turns into a box, and the word "Walker" appears in this text region. This tells you that there is a Lemming under the pointer, and he is currently walking.

In the bottom right hand corner of the screen are three pieces of information. The first tells you how many Lemmings are currently roaming around on this level. The second tells you how many have already made it to the exit. The third bit of text tells you how much time remains in minutes and seconds. (Please note: on slower machines, the 'seconds' recorded by this clock may not be exactly accurate to real time.)

Immediately below the game world portion of the screen, you'll see a row of little pictures of Lemmings engaged in various activities. These represent the Lemmings skills you have available to you. (Please see the section titled "The Lemmings Icons" for a more complete description of the icons and what they do.) Now, click on the icon with a digging Lemming on it (it's the one with a '10' above it). You should see the digging Lemming on the icon begin to move. Then, move your crosshairs up to the main Lemmings screen, and select a Lemming out of the crowd to become your industrious Digger Lemming (i.e. wait until there's a Lemming under the pointer, and then click the left-hand mouse button).

You will now see a Lemming flinging dirt upwards with his tiny little paws, and you will watch him progress gradually downwards until eventually, he breaks through the bottom. At this point, the other Lemmings will fall through the hole he has created, and head out through the exit. (Some Lemmings may fall through and head towards the left, but eventually, they will hit the wall on the left side of the screen, and turn back towards the right.)

Congratulations! You have now solved your first Lemmings level! Enjoy the view as the Lemmings hop into the exit. You have embarked on the journey to becoming a Lemmings Master.

LEVEL SELECT SCREEN

Lemmings levels are designed to get more difficult as you progress through the game. This screen allows you to choose the difficulty of the game and also to skip levels you have already completed.

You will initially be offered a choice of two collections of Lemmings games. You can choose '**Original Lemmings**' (over 100 ground-breaking levels which first introduced our furry friends to the world!), or '**Oh No! More Lemmings**' (100 further levels to drive Lemmings fans over the edge!).

Double clicking on any of these will bring a choice of four difficulty categories to the screen. These are '**Fun**', '**Tricky**', '**Taxing**' and '**Mayhem**'. Once again, you can choose the difficulty of the game by double clicking on the category you want to play. '**Fun**' is the easiest while '**Mayhem**' is the hardest.

Having made your choice, you will be given a list of all the levels already completed in that category - these will be marked by a red tick. You will also be given the next uncompleted level in the sequence although this will not be marked with a tick. You can choose any of the completed levels and play them again, or you can choose the next uncompleted level. The levels have titles such as '**Just Dig!**', which often provide clues as to how you might tackle the level.

Once you've decided which level you want to play, one click on the title will bring you the Objective Screen (which has a chapter all to itself) giving much needed information about what you're going to be up against. A double click will start the game.

THE OBJECTIVE SCREEN

This screen describes what you and your Lemmings will be facing on the upcoming level. You will see this page every time you and your little friends embark on a new adventure.

When you choose the level you require from the Level Select Screen, click once on its name and you will be given several pieces of useful information.

Mini-map: This is a miniaturised version of the level, so you can get an idea of what you will be facing. It is in the bottom left hand section of the screen.

Number of Lemmings: The icon with a cuddly Lemming's face tells you how many Lemmings will come tumbling out of the hatch.

Number to be saved: The icon showing the exit from each game world tells you the number of Lemmings that must make it out alive to win admission to the next, more challenging adventure.

Time: The clock icon shows how much time you've got to complete the level.

Available skills: There are 8 icons showing each of the Lemming skills. The number indicates how many times (if any!) you can use each skill on the upcoming level.

If you now take the pointer back up to the name of the level and double click, the game will begin.

THE LEMMINGS GAME SCREEN

The Viewscreen: This part of the screen allows you to view the level, where all of the actual game play takes place. In this part of the screen you will see an entrance, an exit, and several solid objects. The entrances are wooden trap-doors from which the Lemmings emerge onto the level. The exits come in a few different designs, but each resembles an archway through which the Lemmings disappear. A given level may have multiple entrances and exits.

In between the entrance and the exit, the Lemmings can pass (or be stopped by) a number of different objects. Most of these objects are just ground in its various forms (dirt, rock, brick, pastel tile), but others have special properties. Ground with arrows pointing in one direction can only be dug through (bashing or mining) in that direction. Most steel cannot be dug through at all. In addition, some levels have traps which the Lemmings must bypass.

Each level is more than one computer screen wide. It is necessary to scroll in both directions to see the entire level. To do this you can click on the arrows at either end of the screen immediately below the game world. However, this is rather slow. Alternatively, click on the scroll button which lies between the two arrows and drag it left or right. This will scroll much quicker.

The Status Line: This line lies at the bottom of the screen. On the far left is a message which tells you how many Lemmings you have to save to complete the level successfully. As you pass your pointer over Lemmings on the viewscreen, the message will change to tell you what the Lemming you are pointing at is doing.

At the right hand end of the status line are three pieces of information. There is the word **“Out”** followed by a number, then **“Home”** followed by a number. These numbers tell you how many Lemmings are currently on the level, and how many have already passed through the exit. Every Lemming who enters the level increases the **“Out”** category by one; every Lemming who falls off the screen, explodes, etc. decreases the **“Out”** category by one. Every Lemming who passes through the exit decreases the **“Out”** category by one and increases the **“In”** category.

The third piece of information at this end of the status line is “**Time**”. This number, which counts downwards, tells you how much time you have left to finish the level. When time runs out, the level is evaluated on the percentage of Lemmings saved - this means you can run out of time, but still finish the level.

The Icons: Underneath the viewscreen showing the game world are the icons showing the different Lemming skills. See the Lemmings Icons chapter for a description of their functions.

The Micro-map: To the right of the skill icons is a miniaturised map of the entire level. Lemmings currently on the level show up as green dots. In addition, a large yellow box marks the portion displayed on the viewscreen. Clicking on the mini-map centres the viewscreen on the region clicked, making it possible to jump from one side of the level to the other without scrolling across the portions in between.



It should be remembered that you can drag the Viewscreen, the Icons, the Micro-map and the Status Line around the screen by moving the mouse towards the edge of the appropriate window until the pointer turns into an arrowed cross. Click the mouse and you can drag the window to another part of the screen. The locations mentioned in this manual assume you have not moved anything to another part of the screen. If you do, this new location will be saved ready for the next time you play the game.

Pull down menus: At the top of the screen is a pull down **File** menu. You can have a look at this by clicking on it and then dragging the mouse downwards. Once you have read the choices on offer you can pick one by highlighting it with the mouse and then releasing the mouse button.

The menu allows you to ‘**Give up**’ when you no longer want to continue playing the level you are on. It has the same effect as blowing up all your Lemmings and takes you to the level completion screen. You can ‘**Restart this level**’ which will take you back to the beginning of the current level. You can ‘**Choose level**’ which returns you to the Level Select Screen, or you can ‘**Exit**’ when you want to stop playing the game altogether.

On the **File** menu, you can also choose to look at **Options**. This gives you the chance to turn the sound effects on and off by clicking next to '**Sound effects**'. You can also alter the volume by clicking on the volume slider and dragging it left or right. '**Music**' will accompany the game with in-game music. Click on the square box and the music will be turned off.

Clicking next to '**Visual sound effects**' will toggle words such as 'Splat!' on and off. These appear when Lemmings hit the ground, explode, or do anything else that's noisy. This is useful if you have no sound card.

Zoom: Increases or decreases the size of the gameplay screen. Remember, the bigger the picture size, the more scrolling you'll have to do. You can choose magnifications of '**x1**' (the smallest), '**x2**', or '**x4**' (the largest).

'**Pause when not on top**' causes the game to pause when you open any other application while Lemmings is running.

You can also choose between '**Low resolution**' and '**High resolution**' on the '**Graphics options**'. '**High resolution**' will give a better quality picture, but '**Low resolution**' will speed up the game.

Help: Consult this menu when you need information while playing the game and don't want to look through the manual. Follow the on-screen instructions for use.



LEMMINGS ICONS

In Lemmings, you have no immediate control over the actions of our little green-haired friends. The only thing you can do is promote some of them to the upper echelons of Lemmingdom by giving them various skills and abilities to help themselves (and their friends) make it safely to the exit. These varying abilities are assigned by selecting icons on the gameplay screen, and assigning them to the Lemming of your choice.

The Icon Panel is your control panel for the game, and your interface into the universe of the Lemmings. The contents of the panel are described below.

Climber: Climbs walls. This causes a Lemming to break out his super-sticky shoes and gloves so he can scale vertical surfaces.

Note: A climber will always be a climber until the end of the level. (His super-sticky shoes and gloves get stuck to his little paws).

Floater: An umbrella ensures a Lemming's safe descent from any height. A Lemming who has been given one of these will employ it at every opportunity, whether or not it's really necessary. **Note:** Once given an umbrella, the Lemming will have one until the end of the level.

Bomber: Activate the chosen Lemming's self-destruct mechanism. A five second countdown timer will appear above the unfortunate Lemming's head, and eventually the Lemming will explode in a colourful shower of confetti. They really hate it when this happens.

Note: This is one way to remove a blocker.

Blocker: This Lemming will stand with his arms outstretched to block the passage of his fellow Lemmings. These guys are very patient. They'll willingly stand around until the level timer runs out, if you let them.

Bridge Builder: This Lemming will build a bridge. The bridge always goes upwards at the same angle, in the direction in which he was heading when he was converted. Each builder has twelve tiles. When he runs out, he will hesitate for a moment, shrug, and will then become a walker, unless you have him do something else (build again, for instance.) Builders will stop building immediately when they run out of bricks, or when the bridge runs into an obstacle, and also when they hit their heads. You can't build a bridge downwards at an angle. **Note:** When a Builder is about to run out of bricks, he will make a clicking noise. Listen carefully!

Basher: This Lemming will dig horizontally, and will only dig when a suitable surface is directly ahead of him. As soon as he breaks through the wall he's digging in, he'll stop and become a walker again. (He'll also stop if he runs into a substance that he can't dig through, in which case he'll turn around.) **Note:** Lemmings can't dig through everything. The most notable exception is steel, shown on the screen as dull grey rusty plates.

Miner: Immediately causes the Lemming in question to break out a mining pick, and dig diagonally downward in the direction in which he was heading. Miners will dig until they run out of diggable material. Usually, they will then fall out of their little tunnel, hopefully onto solid ground underneath. Lemmings can't mine through steel.

Digger: Immediately causes the Lemming to begin burrowing vertically. If the Lemming runs out of material to dig through, he will simply fall through the hole he has created. Lemmings can't dig through steel.

Increase flow of Lemmings: This will cause the Lemmings to come out of the Lemming trap-door at an increased rate.

Decrease flow of Lemmings: This will slow the rate at which the Lemmings come out of the Lemming trap-door. Changes will be reflected in the number above the "Increase" icon. **Note:** You cannot slow the Lemming flow down past the original rate shown by the number at the top of this icon.

Paws: Pause. Freezes the action, giving you a chance to think things through, or take a look at the level. You can choose skill icons and assign them to a Lemming while the game is paused, but the Lemmings won't move and the timer won't count down.

Fast Forward: Clicking this icon will speed up everything on the viewscreen until you click it again. Useful when your Lemmings have an awful long way to walk.

Armageddon: Blows all the Lemmings into Lemming bits. Use this when there is no hope of completing a level. This gives a wonderful pyro-lemming-technic display, and is a great tension reliever. Note: This requires a double click to activate!

As you have probably already discovered, you assign a skill to a Lemming by clicking on a particular skill icon, and then clicking on a Lemming with your mouse pointer. The Lemming in question should immediately begin performing the activity which you've



assigned to it. The only exception to this rule is the Climber and Floater skills. A Lemming who has been granted either of these skills will not take advantage of these until they're confronted by a vertical wall, or a cliff. A Lemming who has been made a Climber and a Floater becomes an Athlete, and will be shown as such when you highlight him with your pointer.

Important Note: You only have a limited supply of each skill for each level. This is demonstrated by the number above each icon. A blank space immediately above the icon indicates that you have none of these skills left.

The number above the large minus sign (the Lemming-flow decrease icon) is the original Lemming release rate for the level. The number above the large plus sign (the Lemming-flow increase icon) is the current Lemming release rate for the level. You can, of course, adjust the rate at which the Lemmings appear on the level by clicking on the large plus and minus icons. However, you can never decrease it below the original release rate. A release rate of 1 is a very gradual progression of Lemmings, approximately one every two or three seconds. A release rate of 99 is a veritable flood of Lemmings - they just keep coming!

CONTROLLING YOUR LEMMINGS

To get a Lemming to perform a task, you first highlight the desired skill by clicking on the appropriate portion of the Icon Panel. Then, you move your crosshair over the desired Lemming. (At this point, the crosshair will turn into a box, framing the Lemming.) Then, a simple mouse click will assign this skill to the targeted Lemming. Be sure you have a skill available to you before you attempt to assign it, otherwise nothing will happen.

Sometimes, the Lemmings will get clumped together so closely that you will not be able to distinguish one from another. As you can imagine, it is very difficult to select a particular Lemming under these circumstances. However, if you hold down the Control (CTRL) key on the keyboard while you're assigning a skill, your assignment will only be given to a Lemming who is a Walker (i.e.. not digging, not building, etc.)

Remember, some play levels are wider than the width of your monitor's screen. Keep an eye on the micro-map in the lower left hand corner of the screen to see how the Lemmings off screen are doing.

To scroll your window on the Lemmings world back and forth, simply click on the arrows at either end of the scroll bar which lies beneath the viewscreen. If this is too slow for you, just click on the scroll button between these two arrows and drag it left or right. If you're really in a hurry, you can just click on the micro-map to adjust your screen position.

Keyboard controls:

Occasionally you may prefer to carry out some of the Lemmings commands using the keyboard. This is particularly useful when the on-screen action is getting a little hectic and you want to pause the game immediately without moving the mouse. The commands which can be carried out from the keyboard correspond to the following keys:

- 1 - selects the 'Climber' skill.
- 2 - selects the 'Floater' skill.
- 3 - selects the 'Bomber' skill.
- 4 - selects the 'Blocker' skill.
- 5 - selects the 'Builder' skill.
- 6 - selects the 'Basher' skill.
- 7 - selects the 'Miner' skill.
- 8 - selects the 'Digger' skill.
- + (plus key) - increases the flow of Lemmings.
- (minus key) - decreases the flow of Lemmings.
- 9 - pauses the game.
- 0 - activates fast forward.
- P - pauses the game.
- CTRL** - ensures that a skill is assigned to a Walker when the Lemmings are closely clumped together.
- F1** - brings up the 'Help' menu if you need some assistance.



LEVEL COMPLETION SCREEN

This screen comes up when you're done with a level, one way or another! At this point, the computer tallies up all the Lemmings that you were entrusted with, whether they are alive, in Lemming heaven, squished flat, or whatever. Then, the computer determines whether or not your performance as the Lemmings' saviour was good enough to allow you to go onto the next level, and gives you an encouraging message.

You will also notice three other prompts which you can point at and click on. These are:

Next level: if you successfully completed the previous level. If you didn't manage to save the required number of Lemmings, you will be offered the chance to **Replay Level** so you can have another go.

Action Replay: This will restart the current level from the beginning, and replay all the actions just performed. At any point during the replay, you can click the mouse and take manual control of the game again.

Choose level: Takes you back to the level select screen.

Pull down menu: These options can also be chosen using the pull down menu at the top of the screen. You can have a look at this by clicking on it and then dragging the mouse downwards. Once you have read the choices on offer you can pick one by highlighting it with the mouse and then releasing the mouse button. The menu available on this screen is:

File: Pulling down this menu gives you the choice of '**Next level**' (if you've just completed a level, this option takes you to the next one), '**Choose level**' (takes you to the Level Select Screen), '**Action replay of last level**' (replays the level including all your actions - just click on the mouse to take manual control of the game again), or '**Exit**' if you want to leave the game completely.

HINTS AND TIPS

1. If your solution seems too complex, look for a simpler one (except in the higher levels, where the solution is more difficult than it seems.)
2. One way to keep Lemmings from roaming around (aside from the obvious two-blocker method) is to dig a hole deep enough to trap them, and then making the digger build so he doesn't dig himself off the screen.
3. An obstacle with arrows on it may only be dug through in the direction in which the arrows point. For instance, if a mountain has arrows going from left to right on it, a basher Lemming can only dig through from the left side to the right side. He won't be able to go in the other direction.



4. You can 'stretch' a bridge by waiting for the builder to take a step or two before having him build again.
5. Most of the time, you only need to focus your attention on one Lemming at a time. Of course, that doesn't mean that multitasking isn't always useful...
6. There is no tip number 6.
7. When you are first faced with the gameplay screen, pause the game and look over the entire level, planning your strategy before starting to play.

8. Lemmings are incredible contortionists, and can squeeze through the most minuscule gaps. This can be useful, but it's more likely to be extremely annoying.
9. When Lemmings with different skills interact, strange and wonderful things can happen. Experiment!
10. With the exception of the blocker, a Lemming performing a skill can be made to perform another. This is also an extremely useful fact.
11. Remember, the difference between a Lemming going splat and a Lemming walking away from a fall can be a single pixel!
12. If you can't blow up your blocker, you can always try going 'around' him.
13. Make sure you have plenty of refreshments and munchies on hand. Extended play can make you very hungry and thirsty!
14. Try not to play Lemmings for more than 20 hours at a sitting. Your eyes may begin to bug out slightly.

CREDITS

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Boom Operator 'Booming' Jack McBoom
In-House Dancers Wobbly Albert and his
..... Anxious People



FURTHER LEMMINGS TITLES



Psygnosis would like to clarify that this product has not been tested on live animals in anyway, although we did massacre thousands of computer Lemmings in the process, in the course of which several hundred Lemmings actually survived, but ended up suffering ruptured spleans and other miscellaneous medical catastrophes. The appropriate authorities have been informed but have ruled that maltreatment of computer animals, even Lemmings, do not come under their jurisdiction.

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