THE COMPLETE LEMMINGS MANUAL
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VIRUS WARNING!

This product is guaranteed by Psygnosis to be virus free. Psygnosis Ltd. accept no responsibility for damage caused to this product through virus infection. Please see page 20 of this manual for details.

To avoid virus infection always ensure that your machine is switched off for at least 30 seconds before trying to load this game... Please see page 20 for more information regarding Viruses and your Warranty.
“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 brolly 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

Always switch off your machine for at least 30 seconds before loading the game. Failure to do so may result in virus contamination of the Lemmings disks. See the virus warning and the warranty notice on page 20 for further information.

■ LEMMINGS: AMIGA VERSION
Switch your computer on. When Workbench is requested insert Disk 1 of Lemmings into the internal drive. Insert Disk 2 when prompted. Lemmings is played with a mouse plugged into the mouse port. A second mouse, plugged into the joystick port, is required for a two-player game.

■ DATA DISK: AMIGA VERSION
Switch your computer on. When Workbench is requested insert the Lemmings Data Disk into the internal drive. Insert Disk 1 of the original Lemmings when prompted. This prompt will not appear if you are playing the Stand Alone version of the Data Disk. Lemmings Data Disk is played with a mouse plugged into the mouse port. A second mouse, plugged into the joystick port, is required for a two-player game.

■ LEMMINGS: ATARI ST VERSION
Insert Disk 1 of Lemmings into the internal drive. Switch on your monitor/TV then your computer. Insert Disk 2 when, and if, prompted. Lemmings is played with a mouse plugged into the mouse port. For a two-player game we have implemented the following controls — as the Atari ST doesn't support two mice — for the 2nd player only:
Joystick plugged into port 2 or:
The 2nd player may select icon by pressing Function keys F1 to F8.

■ LEMMINGS DATA DISK: ATARI ST VERSION
Insert the Lemmings Data Disk into the internal drive. Switch on the monitor/TV then your computer. Insert Disk 1 of the original Lemmings game when prompted. This prompt will not appear if you are playing the Stand Alone version of the Data Disk. See above for playing instructions.

■ LEMMINGS: PC VERSION (mouse recommended)
Note: Lemmings is best played with a mouse; remember to load your mouse driver before loading Lemmings (refer to your mouse documentation for details).
Boot your computer as usual. At the DOS prompt, insert Disk 1 of Lemmings into drive A. Type A: and hit return. Then type LEMMINGS. Hit return and follow the on-screen instructions until the Main Menu is displayed. From this point, follow the Play Game instructions.

PC Hard Disk Installation Instructions:
Boot your computer as usual. At the DOS prompt insert Disk 1 of Lemmings into Drive A. Type A: and hit return, then type INSTALL and hit return. Follow the on-screen instructions. You are asked to select a graphics mode to install and are then prompted for the drive letter in which your Lemmings Disk 1 is currently situated and the drive and directory into which you wish to install Lemmings.
Note: If you only install one graphics mode, Lemmings will occupy less space on your hard disk and will also bypass the graphics adaptor selection screen when running the game.

PC Loading Instructions from Hard Disk (after installation):
Boot your computer as usual. At the DOS prompt insert Disk 1 of Lemmings into drive A. Type CD\LEMMINGS (or the name of the directory in which you installed Lemmings, if different to this) and hit return. Then type LEMMINGS and follow the on-screen instructions.

Before Lemmings loads you are presented with a machine-type selection screen which displays options such as:
1. PC, Compatibles or Tandy
   Any type of PC, use this mode for windows applications and Tandy machines
2. High Performance PCs
   May not be compatible with all PCs (see below)
3. IBM PS/2 machine
   For High-Performance mode on an IBM PS/2
   7391
   10854
   14317
   17780
   21243
   24706
On the selection screen you will notice an option for “High Performance PCs”; we suggest you try this option if you have a 386 machine, or higher, with EGA or VGA facilities. However, should this not be successful, please try option 1.

Those familiar with DOS may bypass the selection screen by using the following command line parameters:

**O** - PC or compatibles  **X** - High Performance PCs  **P** - PS/2 machines  **M** - Mono monitors (not always necessary)  **A** - Override (turn off) AdLib™ auto detect  **D** - Amstrad PC 1640 (EGA only) & 2086  **N** - Override (turn off) Mouse auto detect  **T** - Override Tandy auto detect (may be required if using a Compaq Machine)

This program is protected: It requires periodic access to Disk 1 to enable it to function correctly. On occasion the program requests you to place Disk 1 in your floppy drive.

If you require any help with the above then type HELP to call up a Help File.

PC Lemmings is EGA, VGA and Tandy 16 colour compatible.

**LEMMININGS DATA DISK: PC VERSION** (mouse recommended)

Note: Lemmings Data Disk is best played with a mouse; remember to load your mouse driver before loading Lemmings Data Disk (refer to your mouse documentation for details).

Boot your computer as usual. At the DOS prompt, insert Data Disk appertaining to your system (EGA/VGA or Tandy) into drive A. Type A: and hit return. Then type LEMMININGS and hit return.

Before Lemmings Data Disk loads you are presented with a machine-type selection screen which displays options such as:

1. PC Compatibles or Tandy  
   Any type of PC, use this mode for windows applications and Tandy machines
2. High Performance PCs  
   May not be compatible with all PCs (see below)
3. IBM PS/2 machine  
   For High-Performance mode on an IBM PS/2
4. Amstrad PC1640 & PC2086

On the selection screen you will notice an option for “High-Performance PCs”; we suggest you try this option if you have a 386 machine, or higher, with EGA or VGA facilities. However, should this not be successful, please try option 1.

Those familiar with DOS may bypass the selection screen by using the following command line parameters:

**O** - PC or compatibles  **X** - High Performance PCs  **P** - PS/2 machines  **M** - Mono monitors (not always necessary)  **A** - Override (turn off) AdLib™ auto detect  **D** - Amstrad PC 1640 (EGA only) & 2086  **N** - Override (turn off) Mouse auto detect  **T** - Override Tandy auto detect (may be required if using a Compaq Machine)

From this point, follow the Play Game instructions.

**PC Hard Disk Installation Instructions:**

Boot your computer as usual. At the DOS prompt insert Lemmings Data Disk into drive A. Type A: and hit return, then type INSTALL and hit return. Follow the on-screen instructions. You are asked to select a graphics mode to install and are then prompted for the drive letter in which your Lemmings Data Disk is currently situated and the drive and directory into which you wish to install Lemmings Data Disk.

Note: If you only install one graphics mode, the Lemmings Data Disk will occupy less space on your hard disk and will also bypass the graphics adaptor selection screen when running the game.

**PC Loading Instructions from Hard Disk (after installation):**

Boot your computer as usual. At the DOS prompt insert Lemmings Data Disk into drive A. Type CD (or the name of the directory in which you installed Lemmings Data Disk, if different). Hit return then type LEMMININGS and follow the on-screen instructions.

These programs are protected: The Data Disk requires periodic access to Disk 1 of the original Lemmings program to enable it to function correctly. On occasion the program requests you to place Disk 1 in your floppy drive. The stand alone Data Disk is manual protected and requires you to enter the number on the page requested on-screen.

If you require any help with the above then type HELP to call up a Help File.

PC Lemmings is EGA, VGA and Tandy 16 colour compatible.
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 assignment; 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 11, until you see the Main Menu screen.

Lemmings is organised into increasingly difficult game categories. The first category is designed to familiarize 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 first category to get the feel of the game before proceeding to the more difficult categories.

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.

AMIGA & ATARI ST VERSION
Main Menu Screen:
Click on the One-Player icon to begin a one-player game.

Click on the Two-Player icon to begin a two-player game.

Click on the New Level icon to select a level that you’ve reached before. Enter the password then select a one- or two-player game.

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.

Categories have no effect in a two-player game.

A two-player game consists of its own levels which increase in difficulty as play progresses.
**PC VERSION**

**Main Menu Screen:**

F1  starts the game

F2  enables you to enter the passwords for later levels

F3  toggles between Music and Sound Effects. Music is only available if you have an Adlib/soundblaster Sound Board fitted to your machine

F4  selects control method – Joystick, Mouse or Keys

ESC  returns to DOS

Up/Down  scrolls through categories.

Arrow Keys

There is no two-player game in the PC Version.

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**Game Controls (Amiga, Atari ST & PC)**

**Mouse (A second mouse is required for a two-player game)**

Point and click on your chosen icon (or use Z, X or the cursor keys) to highlight it then – if required – point and click on selected Lemming.

Pushing your mouse left or right to the screen edge scrolls the play area – simultaneously holding the right mouse button 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.

P  pauses the game (not on PC Version).

Each level displays an access password when completed.
Keyboard Controls (PC Version)

Q  moves cursor up
A  move cursor down
O  moves cursor left
P  moves cursor right
Spacebar  Fire/Click
F1  Decrease flow of Lemmings on to level
F2  Increase flow of Lemmings on to level
F3  Climber
F4  Floater
F5  Bomb
F6  Blocker
F7  Bridge Builder
F8  Basher (horizontal digger)
F9  Miner (diagonal digger)
F10 Digger (vertical digger)
F11* Pause
F12** Nuke Em

*  PAUSE on keyboards with no F11 key
**  DEL on keyboards with no F12 key

ESC  exits from the current level to level title page (pressing ESC again at this point returns you to the main menu).

NOTE – There is no Two-Player option on the PC version
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

The Two-Player Game

In two-player mode the screen is vertically divided in two by a Lemming level indicator. This indicator displays the amount of Lemmings each player has successfully rescued from each level.

The left player controls blue Lemmings, the right, green. Each player has his own exit and competes to get as many Lemmings (either his or his opponents) safely through it.

Each player has 40 Lemmings in his team on the first level but on later levels this number is dependent on how many Lemmings were saved by individual players in the previous level.

i.e. Lemmings saved are added to players’ initial 40 for the next level.

Lemmings instinctively head off in the direction of their own exit as soon as they enter the level.

Each player has his own set of skill icons.

Pressing the ‘P’ key pauses the game.

Both players have to click on Nuke ‘Em for Lemming annihilation to take place.

The two-player game is played until both players fail to rescue any Lemmings.
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.
WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS' which will always cause the product to cease working. Psygnosis Ltd will replace, free of charge any disks which have manufacturing or duplication defects. These disks should be returned directly to Psygnosis for immediate replacement.

Psygnosis Ltd will in no way assume responsibility or liability for 'VIRUS' damage which can always be avoided by the user switching off the computer for at least 30 seconds before trying to play this product. If disks have been destroyed by a 'VIRUS' then please return the disk(s) directly to Psygnosis Ltd. and enclose £2.50 to cover replacement costs. When returning damaged product please return the DISKS ONLY to Psygnosis.

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CREDITS

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