Contents

The Welcome Window

This window is the first one you see when you start Lemmings.   Right under the Lemmings logo, you will see two lemmings holding cards: Click on the Play Level card to play the next uncompleted level in your game.   Click on the Choose Level card to choose a new level to play.   This will bring up the <u>Level Selection Dialog</u>.

Play Level

Click on this card to play the next uncompleted level in your game.

Choose Level

Click on this card to choose a new level to play.   This will bring up the   Level Selection Dialog.

File Menu

The **File** menu on the Welcome window has four selections:

- **Next Level -** select this option to start the next uncompleted level in your game.
- **Choose Level -** select this option to choose a new level to play using the <u>Level Selection Dialog</u>.
- **Set Options -** select this option to set the game options using the <u>Options Dialog</u>.
- **Exit -** select this option to leave the game and return to Windows.

Select Level

This is where you select a level to play.   There are a lot of things displayed on this screen, but they are in three basic sections:

- The Level Display Tree.
- The Level Information Display
- The Level Map

Level Display Tree

The Level Display Tree is where you select the level that you want to examine or play.   It operates very much like the File Manager in Windows, except that instead of files and directories, you arere choosing between Lemmings games, groups of levels, and the levels themselves.   The highest level, illustrated with yellow file folder icons, allows you to select a particular Lemmings game, such as the original Lemmings or Oh, No! More Lemmings!, provided, of course, that you have installed the game in question.   If you have successfully completed all of the levels in a game, the file folder will show a red check mark - and you deserve congratulations!

If you open one of the Game folders, you will find a series of blue file folder icons.   These represent the different difficulty levels available within a particular game.   For the original Lemmings, for example, there are four folders, named Fun, Tricky, Taxing, and Mayhem.   As the name gets more sinister, of course, the difficulty of the levels gets higher.   You would expect something Fun to be easier than something Taxing, after all!   Again, if you have successfully completed all of the levels in a particular difficulty level group, its icon will show a red check mark.

Opening one of the blue file folder icons (by clicking on it, of course) will show you one or more document icons, very similar to the icon File Manager uses to display a file.   Here, it represents an individual game level, and if you click on one, you will have selected that particular level to display and possibly to play. Notice that all of the levels probably are not displayed (unless you have completed all of the levels in this group) - the only levels displayed here are the ones you have already successfully completed (marked, again, by a red checkmark), and the next level that you have *not* completed - the level that would have been selected if you had chosen Next Level instead of Choose Level.

When you click on one of the levels to select it, it will be highlighted, and the level information will be displayed.   Double click, and you will start to play that level immediately.

Level Information

When you have selected a level, all of the things you need to know about it are displayed on the right-hand side of the Level Selection window.   At the top, there are three icons:

● 	The total number of Lemmings who will drop from the entrance on this level, represented by an icon with the head of a lemming.

● 	The number of lemmings you need to save in order to successfully complete this level, represented by an icon in the shape of an exit.

● 	The amount of time you have to complete the level, represented by an icon in the shape of a stopwatch.

Underneath those three icons are eight icons, each one representing one of the lemmings skills which you select in the game.   Each icon has a number underneath it, which is the amount of the particular skill available to you during play.   In order, the icons are:

● 	The number of Climbers
● 	The number of Floaters
● 	The number of Bombers
● 	The number of Blockers
● 	The number of Builders
● 	The number of Bashers
● 	The number of Miners
● 	The number of Diggers

The Level Map

On the lefthand side of the window, under the <u>Level Selection</u> display, is a small picture of the entire level, so you can get a preview of the level.

The Lemmings Game Window

The Lemmings game window is where the actual game is played.   There are four sections which make up this window:

- The Title Bar shows the name of the level in play, and, when the game is paused, will say Paused.
- The Game Screen is the picture of the level in its full glory, and is where all of the game action occurs.
- The Icon Bar holds the icons you use to control the game.
- The Map Bar shows a map of the entire level, and can be used to scroll the screen to the part of the level you want to see.

The **FILE** menu for the game window has five selections:

- **Give Up -** select this option to quit this level entirely, and return to the Welcome Screen.
- **Restart This Level -** select this option to start this level over from the beginning.   This is useful if you have gotten yourself into a situation where you cannot win.
- **Choose Level -** select this option to choose a new level to play using the Level Selection Dialog.
- **Set Options -** select this option to set the game options using the Options Dialog.
- **Exit -** select this option to leave the game and return to Windows.

The Icon Bar

The Icon Bar is where you select the lemmings skills you wish to use, or activate the other features of the game.   From left to right, the icons on the Icon Bar are:

- Climber
- Floater
- Bomber
- Blocker
- Builder
- Basher
- Miner
- Digger
- Plus
- Minus
- Paws
- Fast Forward
- Armageddon

You can move the Icon Bar anywhere on the screen that you like.   To do this, position the cursor on an area on the Icon Bar that is *not* one of the icons.   You will see the cursor change to a four-armed cross shape.   Hold the left mouse button down and drag the Icon Bar to where you want it, then release the mouse button.   The new position is saved, and the Map Bar will reappear there whenever you run Lemmings.

The Map Bar

The Map Bar shows you a representation of the level you are playing, at a much smaller scale.   The level map itself is shaded in grey, and the lemmings on the level are represented by small yellow dots. The yellow box that you see over the map bar shows you where on the map the large game window display is.   If you move the cursor over the Map Bar, and then click and hold the left mouse button, you can move this box, and the display in the game window will scroll to follow it - a very quick way to move to a distant point on the map!

Like the Icon Bar, you can move the Map Bar anywhere on the screen that you like.   To do this, position the cursor on the very edge of the Map Bar.   When you see the cursor change to a four-armed cross, hold the left mouse button down and drag the Icon Bar to where you want it, then release the mouse button.   The new position is saved, and the Map Bar will reappear there whenever you run Lemmings.

The Game Screen

The game screen is where all of the action occurs during the game.   You will want to get very familiar with the game screen, all of its features, and how to use them.

The game screen shows you only a part of the entire level, which is far too large to fit into one Windows window (unless, perhaps, you are one of the very fortunate few who have a very large monitor, and screen resolution to match!).   The entire level is shown on the Map Bar, and in order to see the part of it you want, you need to scroll the screen.

There are many things to be seen in the level display.   Here are the ones you want to watch out for in particular:

- **The entrance -** this doorway is where the lemmings drop onto the playing field.   Usually, when a level starts you can see the doorway more-or-less centered in the window.   Watch out, though, because there may be more than one doorway!
- **The exit -** this is where you want the lemmings to end up.   After all, that *is* the point of the game! The exits are recognizable (when you can see them at all - they can be hidden!) by their appearance.
- **Ground -** what the lemmings walk on.   Most ground can be removed by diggers, bashers, miners, or the explosion of a bomber, but some of it is indestructible.   The indestructible areas generally look like steel plates, and you will hear a CLANK when you try to dig through them.
- **Water, fire, and other traps -** these are the hazards your lemmings must avoid on their quest. All of them are deadly, in one way or another.   If it is a trap (and not a large water area or fire pit), you can avoid the danger by avoiding the trigger - but it is entirely up to you to find out just where that trigger is.   Good luck!
- **One-way arrows -** areas marked with these moving arrows can only be dug through if your lemming is digging in the direction of the arrow.   Try the other way, and you will have used up a digging skill for naught!

At the bottom of the game screen, you will find the Status Line.   This shows you your progress in the level, and has four things you will want to notice:

- The number of lemmings you need to save to successfully complete the level
- The number of lemmings dropped so far.
- The number of lemmings who have reached the exit.
- The time remaining in this level.

Scrolling the Screen

There are three ways to move the game screen so that it shows the part of the level you want to work with:

● **Scrollbars -** you can use the standard Windows scrollbars, just as you would in any Windows application.   Note that there is no vertical scrollbar.   This is because the Lemmings game screen only moves horizontally; you see it at full-height all the time.

● **Mouse -** You can use the right mouse button to scroll the screen.   Position the mouse somewhere near the middle of the screen, then click and hold the right mouse button.   Drag the mouse left or right, and the screen will scroll in that direction.   The further you move the mouse, the faster the screen will scroll.   If you start with the mouse pointer all the way to one side or the other, though, you will not be able to move in that direction at all, so it is best to start your scroll from the middle.

● **Map Bar -** If you click on the Map Bar, its box cursor will snap to the location you click on, and the game screen will scroll to that location instantly.   Hold the mouse button down and drag the box cursor left or right, and the game screen will scroll left or right to follow it.

Options

Using the Options Dialog, you can set the game options to the ones you desire.   There are four categories of options you can change:

● **Sound -** you can choose to enable or disable the sound effects, music, and visual sound effects (this option puts the sound effects onto the game screen as text) individually.   If you are experiencing problems with the game seeming to run very slowly, try turning off the music (especially if you do not have a MIDI-capable sound card) or sound effects, and relying on the visual sound effects instead.

● **Graphics Resolution -** you can choose either Low or High resolution for the graphics used during the game.   While the high resolution graphics are more attractive, they are also much larger, and thus require the computer to do much more work to display them.   This might result in a slowdown of the game.   Try both options to determine which works best for your system, your display, and your desires.

● **Zoom -** this option allows you to make the game display one, two, or four times its normal size. This is a very helpful option if you have a high-resolution display, as otherwise the lemmings can be very small, indeed.

● **Pause when not on top -** this option, when selected, will automatically put the game into the Pause mode if the game window isn nott the top window on the Windows screen.   This is very handy if you are playing Lemmings while doing other work, for example.   Of course, we know that nobody would do that, now, would they?

The options settings are saved automatically when you close the Options Dialog, and will be in effect until you change them again.

Playing the game

The object of Lemmings is very simple - or so it would seem.   All you have to do is get the lemmings from the entrance to the exit.   Unfortunately, there are a lot of obstacles to overcome between here and there.   Things like chasms, cliffs and seas.   Traps, mazes and a limited amount of time.   We are confident, however, that you will see it through!

Here is a description of how a Lemmings game works.   At the beginning, an entrance opens with a cheery Lets Go! from the as-yet-unseen lemmings.   The lemmings begin to drop from the entrance (the rate at which they drop is different for each level, from one every three or four seconds to six or eight per second).   When they hit the ground, they start walking.   At first, all of the lemmings walk towards the right-hand side of the screen.   When they are blocked by something, though, they turn around and walk the other way.   They would continue to walk until time ran out except for two things: first, they might fall into the sea, fall off a cliff, run into a trap or any one of a number of things which cause their premature demise.   Second, they might be changed from simple walking lemmings to something far more useful. That is how you help the lemmings in their quest to get out - by causing them to take actions which will help them over the obstacles in their path (see How to Make Lemmings Do Things for details on how this is done).   You cause them to build a safe path from their entrance point to the exit, and once you haveve done that, the rest, as they say, is simple.   If you have gotten enough lemmings out the door safely (that number depends on the particular level you are playing), then you have successfully completed the level, and it iss off to the next one - probably a bit more difficult.

For more details on various aspects of playing the game, see the following topics:

About Lemmings

A lemming is a type of arctic rodent which, every few years, feels the need to thin out the population by running into the Arctic Ocean.

Psygnosis ,DMA Design, and Visual Sciences have joined forces to bring you this hilarious depiction of lemming life, creating one of the most popular games in years.   Oodles of individuality and expressiveness are packed into the tiny figures on your screen, from their hair to the tips of their little paws.   There is nothing like a trip to Lemmingland!

The History of Lemmings (the game)

Lemmings was developed by DMA Design in Scotland, originally appearing on the Amiga platform in February 1991 and on the Atari ST in March 1991.   Universally positive response led to the release of Lemmings on MS-DOS platforms in May 1991.   The year 1992 saw the release of many other versions of Lemmings, including Super Nintendo and Genesis.   In October 1992, Psygnosis released Lemmings for the Macintosh. Many other versions of Lemmings have appeared in the years since - see More Lemmings Products for details.

Over two years in the making, Lemmings features the talents of many dedicated programmers, animators, graphic artists, musicians, sound experts, and level designers.   The little critters have captured the hearts of many people, including those who would not ordinarily touch a video game with a 10-foot pole.

Expressive animations, hilarious sound effects, engaging soundtracks, and mind bending puzzles have come together to form an incredibly addictive pastime equaled only by such legendary games as Tetris and the Mario series.

The basic game is played with a viewport into the lemmings environment.   Without the benefit of your expert tutelage, the lemmings will wander about aimlessly, stumbling over cliffs, into traps, off the screen, into whatever is in front of them.   Your job, as the overseer of the lemmings, is to preserve the species as well as possible, by guiding them from lemming hatch to exit.

How to make lemmings do things

The first step in causing your lemmings to do something other than just mill about is to decide just what you want them to do.   You have eight different choices, and to select one, just click on the appropriate icon on the Icon Bar:

- Climber
- Floater
- Bomber
- Blocker
- Builder
- Basher
- Miner
- Digger

Next, pick a lemming to give the skill to.   You do this by moving the cursor over the lemmings on the game screen.   When the cursor is over a lemming, it will change from a cross to a box.   At that point, if you click the left mouse button, the skill you have selected will be assigned to the lemming who is under the cursor.   Note that there is only a limited number of skills available. Each time you assign a skill to a lemming, the count for that particular skill will go down by one - and when it reaches zero, you will not be able to use that skill any more.   Be frugal with your lemmings skills - as one of the levels says, Careless Clicking Costs Lives!

Skills

There are nine skills which a lemming can possess.   For all but one of these, you have to choose the skill and give it to one particular lemming.   All of the rest of the lemmings will remain whatever they were before.   The eight assignable skills are:

- <u>Climbing</u>
- <u>Floating</u>
- <u>Bombing</u>
- <u>Blocking</u>
- <u>Building</u>
- <u>Bashing</u>
- <u>Mining</u>
- <u>Digging</u>

If a lemming has none of these skills, or is not using the one he has, he remains a plain walker (the ninth skill), walking along the landscape.   Walkers walk until they either fall or are forced to turn around, and that is about all that they do.

Climbers

The Climber skill allows the lemming to whom it is given to climb vertical surfaces instead of simply turning around and walking the other way.   A Climber will climb only as long as he is going straight up.   At the slightest obstruction, he loses his grip, and falls.   As you can imagine, this could be deadly if he is too high!

A lemming who is made a Climber remains a Climber until the end of the game.   When a Climber is later made a <u>Floater</u> as well, he becomes an Athlete, a very powerful lemming indeed!

Floaters

The Floater skill gives a lemming a brolly (umbrella to you non-British types), which he will unfurl any time he falls too far.   A Floater cannot be killed by falling, but he can (and will) be killed by what he falls into, should it be fatal.   No matter what kind of raingear you are wearing, you are in trouble if you fall into the ocean!

A lemming which is made a Floater remains a Floater until the end of the game.   When a Floater is later made a <u>Climber</u> as well, he becomes an Athlete.

Bombers

The Bomber skill is very useful - but very, very deadly.   It is certain death, in fact, as the lemming who becomes a Bomber starts a countdown (you will see the numbers over his head - 5, 4, 3, 2, 1), and at the end of it, he explodes, taking a certain amount of the surrounding territory with him.   Exploding, as you can imagine, gives the poor lemming a massive (if short-lived) headache, so just before he explodes you will see him holding his head in both hands and wailing Oh, no!.

You could say that a lemming who becomes a Bomber remains one until the end of his life.   But then, that is only five seconds away...   You can make any lemming a Bomber, no matter what he is doing at the time.   In fact, this is one of only two ways to make a <u>Blocker</u> stop blocking.

Blockers

The Blocker skill causes the lemming to whom it is given to hold out his arms and shake his head, which lets all of the other lemmings know that they will not be able to walk past him.   Blocking is very useful if you need to keep most of the lemmings away from a dangerous area until the lemmings who are working there complete their work and make it safe.   A blocker remains a blocker until one of two things happens: he dies by being made a <u>Bomber</u>, or the ground is dug out from under his feet. See <u>Using Blockers</u> in the <u>Hints</u> topic for more information on this.

Builders

The Builder skill turns the lemming who receives it into a mason.   He proceeds to pull bricks from a stack he is carrying in his backpack, and uses them to build a bridge upwards from where he starts. This is enormously useful, and often the only way that the lemmings can get over a gap in the ground. You have to be careful, though - selecting the Builder skill only gives the lemming twelve bricks, and after that, he will become an ordinary Walker again.   You can tell when he is getting close to running out of bricks by listening for the tell-tale clink which happens on the last three bricks in the pack.

You can turn any lemming except a <u>Blocker</u> into a Builder at any time you like.   This makes this skill very useful for stopping another type of lemming from doing whatever it was he was doing.   For more useful Builder hints, see <u>Using Builders</u> and <u>How to turn Builders around</u> in the <u>Hints</u> topic.

Bashers

Lemmings have mighty fists, although you would not think of it to look at them.   No matter what they look like, though, they can bash their way through dirt and stone almost at will, and you use the Basher skill to do it.   A lemming who is assigned the Basher skill will proceed to bash his way straight through whatever lies in front of him, subject only to a few constraints.   First, he will only bash as long as there is something to bash; as soon as his fists meet empty air, he stops being a Basher and goes back to simply walking along.   Second, he cannot bash through either steel or a one-way wall (at least, not in the wrong direction), and if you try, you will just hear the CLANK of defeat.

Miners

Make a lemming a Miner, and you have given him a pickaxe and a new trade in life.   He will start to dig diagonally downward with his pickaxe, and will not stop until he either hits something he cannot dig through, like steel or a one-way wall going the wrong way, at which point you will hear a CLANK, and he will drop his pickaxe and start walking again.   He will also stop if he cannot dig through anything any more - swinging a pickaxe through thin air is hard work for nothing!

Diggers

Lemmings are most adept at using their paws for digging.   Make a lemming a Digger, and he will dig straight down, through whatever lies in his path.   Provided, of course, that he *can* dig through it.   You cannot dig through steel, and you cannot dig through air, and if your Digger comes up against either one, he will just stop digging on the spot, and return to his normal duties, namely walking about aimlessly.

Choose your weapons - uh, skills

The first step in causing your lemmings to do something other than just mill about is to decide just what you want them to do.   You have eight different choices, and to select one, just click on the appropriate icon on the <u>Icon Bar</u>:

- <u>Climber</u>
- <u>Floater</u>
- <u>Bomber</u>
- <u>Blocker</u>
- <u>Builder</u>
- <u>Basher</u>
- <u>Miner</u>
- <u>Digger</u>

Next, pick a lemming to give the skill to.   You do this by moving the cursor over the lemmings on the game screen.   When the cursor is over a lemming, it will change from a cross to a box.   At that point, if you click the left mouse button, the skill you have selected will be assigned to the lemming who is under the cursor.   Note that there is only a limited number of skills available. Each time you assign a skill to a lemming, the count for that particular skill will go down by one - and when it reaches zero, you will not be able to use that skill any more.   Be frugal with your lemmings skills - as one of the levels says, Careless Clicking Costs Lives!

Overall Strategy

There are a few elements of overall Lemmings strategy that can make all the difference between solving levels with ease, and becoming one of the most frustrated beings imaginable.

Look at the objectives

Take a good look at the information shown on the <u>level selection</u> dialog, in the <u>level information</u> section.   This will give you an idea of what you are going to be trying, how many lemming skills you have to try it with, and other clues to how you should approach the level.   Pay special attention to the title of the level, as there may be a clue embedded within it.

Look at the level

Once in the game, pause the level so that you can take a look around.   Pay special attention to the <u>Map Bar</u>   Scroll back and forth in the level, looking for extra exits and entrances, as sometimes there can be as many as four of each!

Check out your resources

Now, take a look at the <u>Icon Bar</u>, taking inventory of how many of each kind of lemming you have available.   Then, plan your route: Are you going to need to block the majority of the lemmings while one goes ahead to prepare the route?   Can you afford to lose that blocker?

Use the Pause control

Do not forget: You can also pause the game to change lemming attributes, when you do not have enough time to move your pointer down to the bottom of the screen and back. Use the pause control as much as you desire - that is what it is there for, after all!

Keep track of your lemmings

Keep track of your lemmings! Do not forget that a climber can get to the top of an object, hit his head, and fall back down ... sometimes plummeting to a fatal splat on the ground.

Do not give up!

Finally, do not get discouraged.   All levels are solvable -- it is just that some require split-second timing. Many, many people have become Masters of Lemmings, and you can, too!

Hints and tips

Here are some additional advanced hints and tips:

- **Using Blockers**
- **Using Walkers**
- **Using Builders**
- **What to do about Fallers**
- **Squeezing through Gaps**
- **Turning Builders Around**
- **Using Blocker Arms**
- **Sending out a Worker**
- **Dealing with Bridges**
- **More Lemmings Fun**

Using blockers

A blocker is not a permanent attribute, as you can remove him by digging out the ground underneath him.   Be careful, though, as a blocker standing on steel must be blown up!   Also, if you need to save a blocker, do not make him block on a thin piece of ground.   When another lemming starts digging, both may fall to their doom.

Using Walkers

A lemming will always walk in the same direction, unless there is a wall to turn him around.   For instance, if you make a lemming who is facing towards the right dig straight downwards, and he falls through his hole, he will start walking to the right again. This may seem trivial, but it is one of the most commonly overlooked facts of lemming life.

Using Builders

A bridge builder will turn around when he builds into a wall.   This technique can save you precious seconds on a time-intensive level.   A lemming can simply build a bridge instead of walking until he runs into a wall.   Make the lemming dig vertically for about 3 or 4 digs (watch his arms!), and then build a bridge.

What to do with Fallers

A single pixel can mean the difference between life and death for a falling lemming!   By simply building a bridge at the bottom of a fall to shorten his falling distance, you can have a lemming walk away from an otherwise fatal plunge.

Squeeze through gaps

Lemmings can squeeze through unbelievably tiny gaps.   You can make use of this fact, but it can also be a major problem.   Look carefully at the route you plan for tiny spaces in the floor.

How to turn builders around

When a bridge builder encounters a blocker, he will turn around but continue building!   This is great for gaining additional height in tight spots.

Use the Blocker's arms

A blockers arms are the key to his ability.   If a lemming lands between a blockers arms, he will continue on his way, disregarding the blocker completely.   An example of this detail put to good use is when you want lemmings who are landing from a cliff to continue walking, but not turn around.   If you make a blocker immediately after a lemming lands on the ground, the remaining lemmings will walk past him, unable to turn around and dump themselves into the ocean, or whatever hazard needs to be avoided.

How to send out a worker

The solutions to many levels hinge on your ability to separate one or more lemmings from the crowd so that you can clear or set up a route to the exit without the others doing themselves in.   Here are some basic methodologies that may help:

The most obvious way is simply to use two blockers.   If you need to save the blocker, consider using the dig-underneath-him method previously mentioned.

Use the landscape!   If you can get all the lemmings trapped in a pre-existing pit, and have one climb out, then you have had the game do your work for you!

If there is no pit to get the lemmings trapped in, make one!   Have a vertical digger dig a pit just deep enough to trap the lemmings.   Then have him build a bridge to stop him from digging into oblivion. Sometimes, if you have the first lemming out of the hatch dig, a lemming will escape the pit.   Voila! You now have a worker lemming!

More Lemmings Fun

Once you have finished all of the Lemmings levels, or even if you have not quite gotten through all of them, that need not be the end of your Lemmings fun.   Not at all!   There are still a lot of different ways to play with the game, and we are sure that your imagination will think of many that we have not even begun to consider!   Here are two that we especially like - try them out!

- **Go For 100%!**
  If you really enjoy saving lemmings, try going through and solving as many levels as possible with 100 percent saved!   Be forewarned, though, some of these solutions are *extremely* difficult, and require pixel-perfect lemming positioning and split-second mouse control. Many of the levels already require 100% solutions for success, but there are many others which can be solved 100%.   We will leave the task of figuring out which ones these might be to you.

- **Time Trials**
  If you like competing against your friends, another way to determine who is higher on the Lemmings Master rating list is by how much time it took you to do a level.   Simply keep track of how much time is remaining when the last lemming goes bouncing into the exit, and you will have a good index of how you performed.

More Lemmings Products

Of course, the evolution of Lemmings has not stood still since 1992.   There are now a number of different Lemmings products which you might find worth a look at.   Oh, enough of false modesty - you **WILL** want to check these out, we promise!

- Oh, No! More Lemmings!
  100 more Lemmings levels, in five new difficulty levels, and new graphics and a few features never before seen in a Lemmings game!

- Holiday Lemmings 1994
  64 levels of Holiday Lemmings madness, featuring Christmas season themes and Lemmings in Santa Claus caps and red robes.   What could be more festive?

- Lemmings 2 - The Tribes
  The second in the Lemmings series of games, this one adds things the original Lemmings could only dream about.   Twelve different tribes of Lemmings, each with its own costumes and look, in an eight-way-scrolling world with many new traps, dazzling new graphics, incredible new Lemming skills, and much, much more.   One hundred twenty levels of sheer Lemmings fun.

- An All New World of Lemmings (in the U.S., Lemming Chronicles)
  The lemmings have left Lemmings Island, and started on their journey to their new home.   Ninety levels of brand-new action, with bigger Lemmings, new challenges, and, this time, enemies to watch out for.

- Lemmings - The Official Companion
  Stuck?   Just cannot seem to solve Tricky 23?   Here is just the thing for you - the official Lemmings Hint Book.   It contains all of the solutions to all of the levels in the original Lemmings Game, plus more besides - it also includes a special version of the original IBM PC Lemmings game with 16 new levels, and their solutions.   Although this bonus disk will not run under Windows, it is still a fun addition to your Lemmings collection.

Look for these, and other Lemmings products, at your local retailer.

Click on this icon to activate the Climber skill.

Click on this icon to activate the <u>Floater</u> skill.

Click on this icon to activate the <u>Bomber</u> skill.

Click on this icon to activate the <u>Blocker</u> skill.

Click on this icon to activate the <u>Builder</u> skill.

Click on this icon to activate the Basher skill.

Click on this icon to activate the Minerskill.

Click on this icon to activate the <u>Digger</u>skill.

Click on this icon to increase the rate at which lemmings drop from the entrance, up to the maximum of 99.

Click on this icon to decrease the rate at which lemmings drop from the entrance, down to the minimum drop rate for this level.

Click on this icon to pause the game.   Click on it again to resume play.

Click on this icon to put the game into Fast Forward mode, where everything moves much faster.

Double-click on this icon to nuke all of the lemmings and end the turn.

Dealing with Bridges

If you build a bridge and lemmings start walking all over it, it may be difficult to see what your builder lemming is doing.   In this case, destroy the bridge behind your builder, either with a bomber or some sort of digging attribute.   You will have to rebuild the bridge later, but you will have a clear view of the builder, since the remainder of the lemmings will be busy falling through the gap in the bridge.

Troubleshooting

Palette problems

Lemmings has been optimised to work in 256 colors if it is run in any other color depth then you may experience problems with colors. See your windows manual or graphics card manual for details on changing color depth.

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.

CREDITS

Windows Production and Design	Visual Sciences Ltd.
Original Game Design	DMA Design
Screenplay	Russell Kay, David Lees
Costumes	Mark Ireland, Geoff Gunning
Animation	Geoff Gunning
Stunt Dog	Ben
Original Music Produced By	Tim Wright, Tony Williams
Music Conversion	PC Music
Key Grip	David Cowan
Catering	Clark and Sheila Brittas
Best Boy	Richard Swinfen
Foley Artist	Brian Marshall
Produced By	Bill Allen, Richard Baxter
Product Manager	David Dyett
Windows Help File	Michael Farren, Bill Allen, Richard Baxter
Trained Assassins	Paul Charlesly
	Craig Duddle
	Paul Evason
	Chris Rowley
	Lol Scragg
Quality Assurance	Stuart Allen
	Paul Evason
	Nevin Gaston
	Lee OConnor
	Pat Russell
	John Walsh
	Jonathon Wild
General Dogsbody	Andrew Parsons
Manual By	Damon Fairclough (remixed from an original by Mark Tsai
Graphic Design By	Keith Hopwood

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 miscellaneous other medical catastrophes. The appropriate authorities have been informed but have ruled that maltreatment of computer animals, even lemmings, does not come under their jurisdiction.