

# Lemmings

TM



THE  
COMPLETE  
LEMMINGS  
MANUAL

USA

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hole diggin', barrier makin', mountain climbin' . . . LEMMINGS Lipsmackin', cliff leapin', bridge buildin', excavatin'.

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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.

- 10199
- 13662
- 17125
- 20588
- 24051
- 27514



*"Look what I can do!"*



*Climb*



*Float*



*Blow Up Blockers  
(he he)*



*Block*

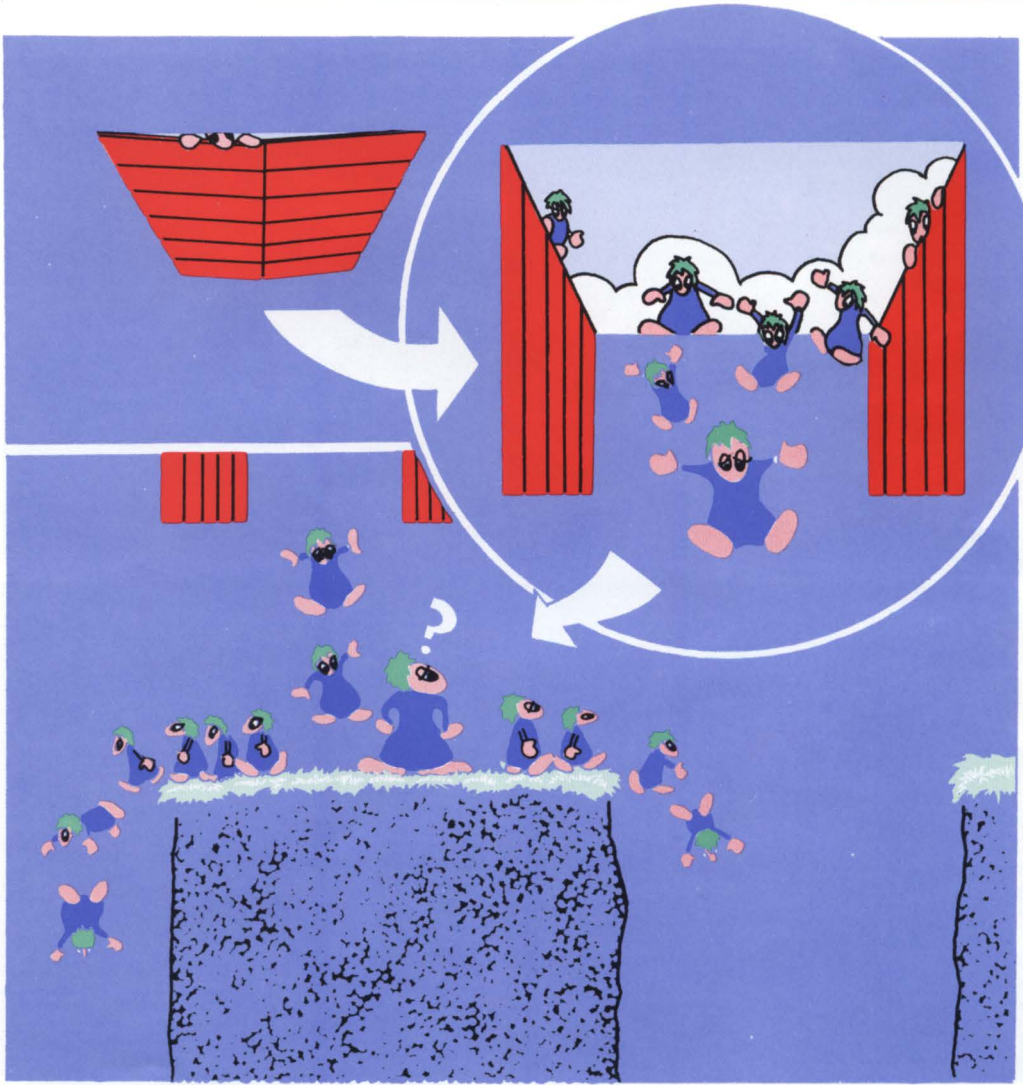


*Build Bridges*



*Dig Tunnels – across, diagonally and down*

- 25848
- 29311
- 774
- 4237
- 7700
- 11163



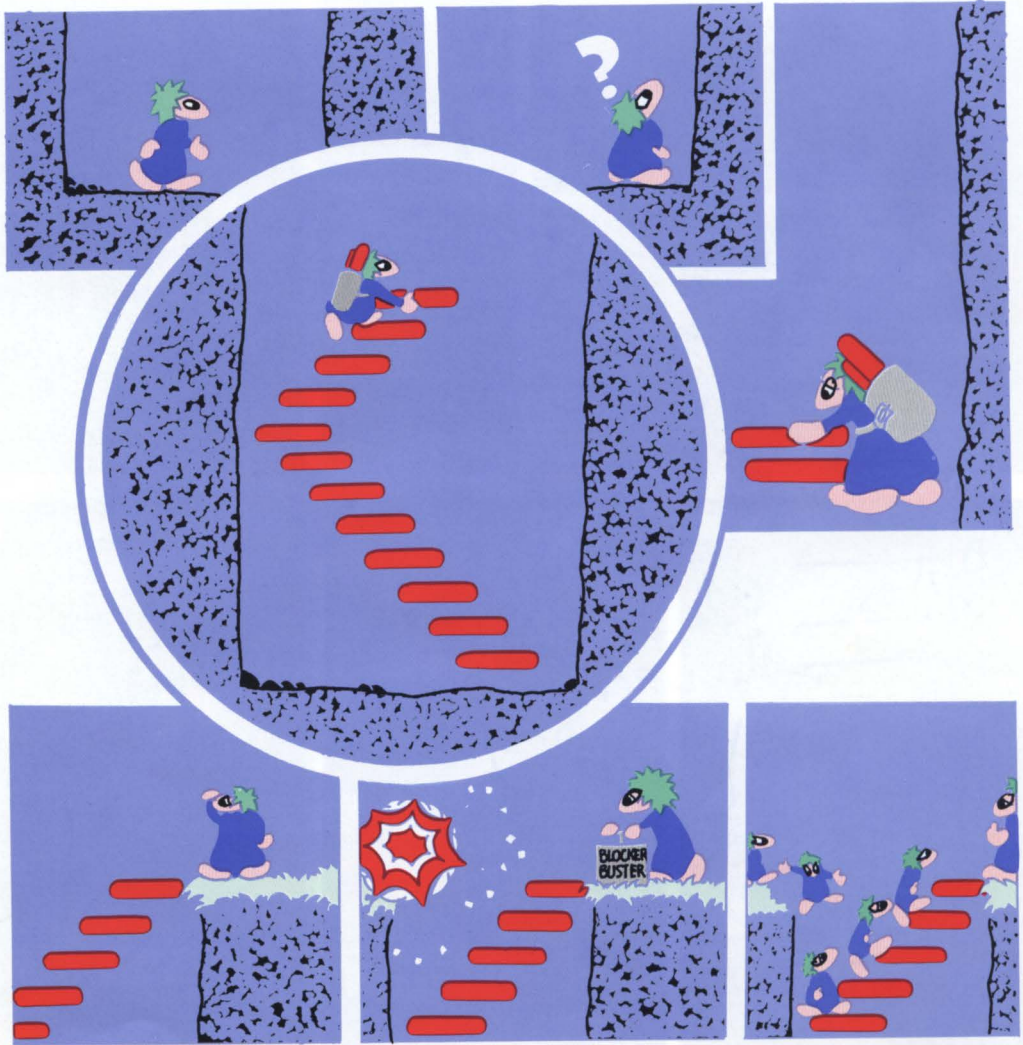
*"Uh oh! I'm going to have to work fast if I'm going to save my buddies"*

- 9497
- 12960
- 16423
- 19886
- 23349
- 26812



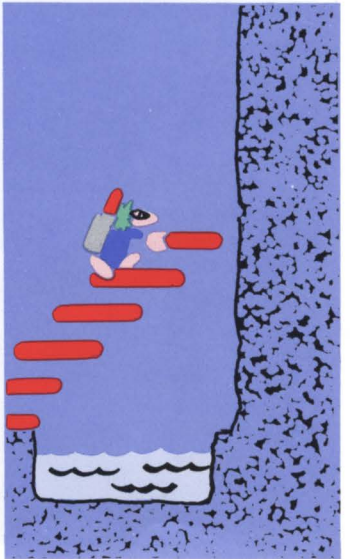
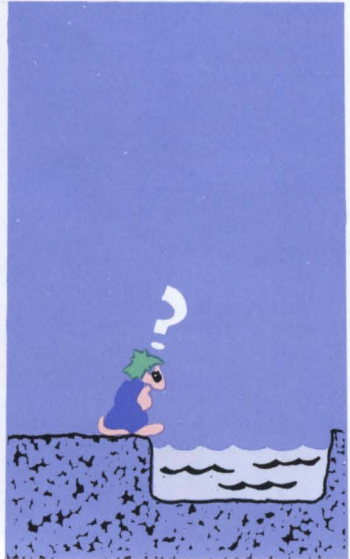
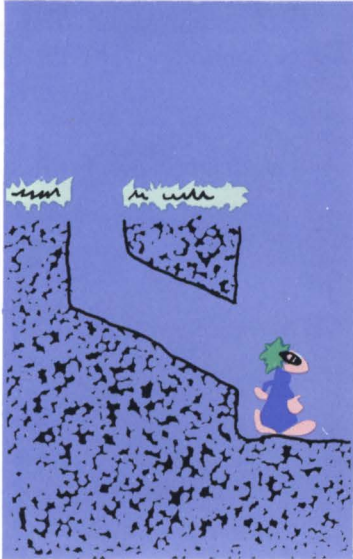
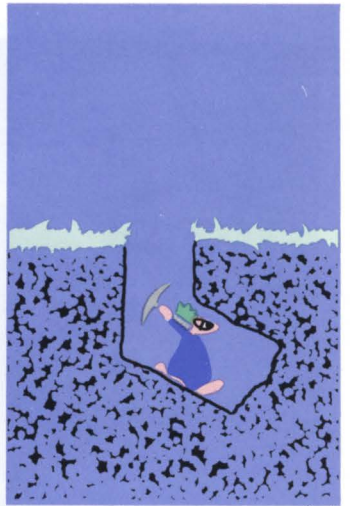
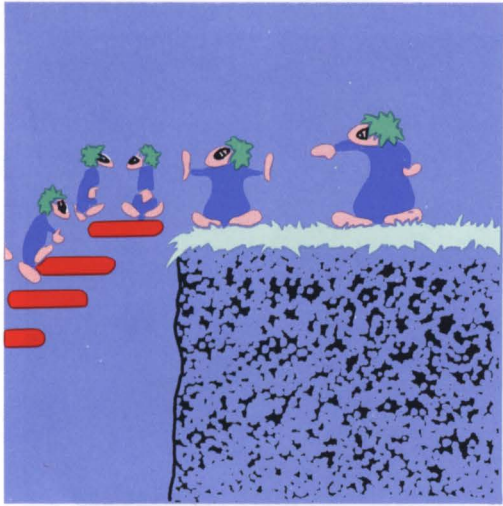
25146  
28609  
72  
3535  
6998  
10461

*“Two blockers are required to stem the flow of Lemmings going over the edge -  
Now a quick leap over the side . . . I hope my broolly 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."*

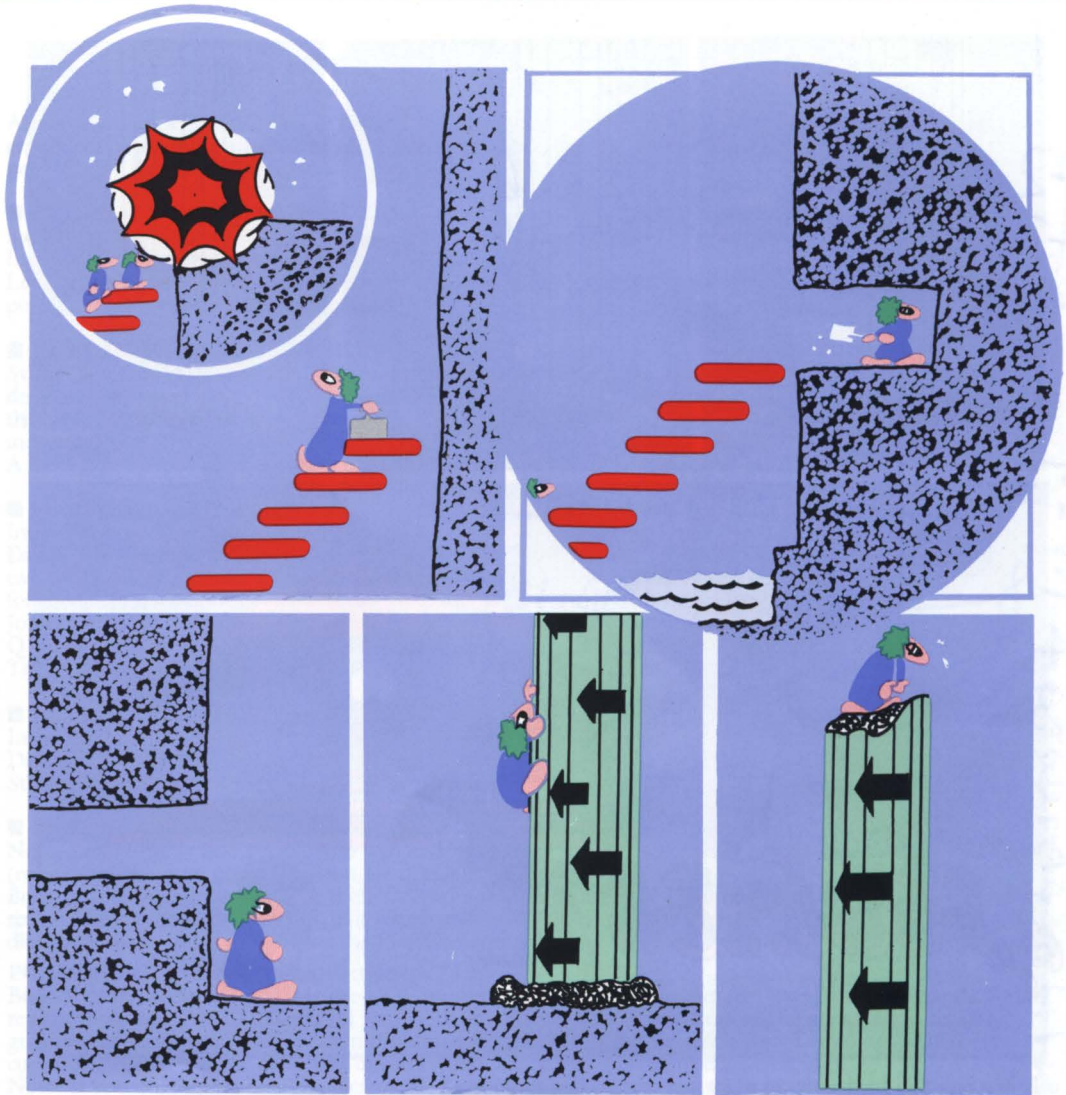
8795  
12258  
15721  
19184  
22647  
26110



- 24444
- 27907
- 31370
- 28333
- 6296
- 9759

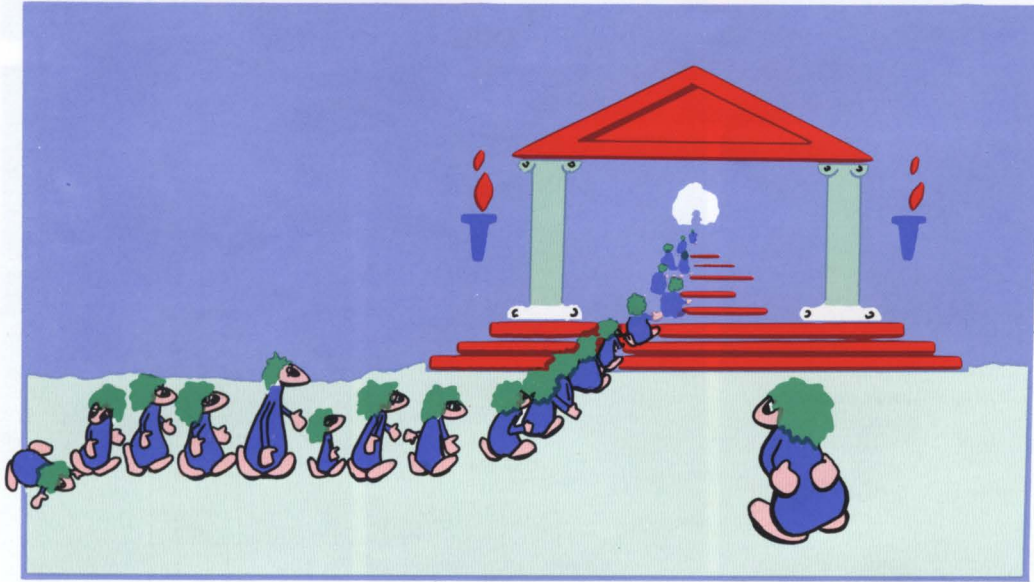
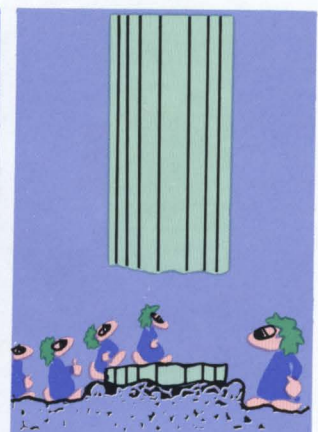
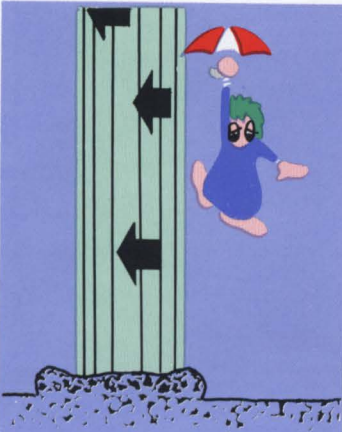
*“Another Blocker here and it’s tunnel time! Oops!  
Mustn’t get my feet wet:  
Another bridge I think.”*





*“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!”*

8093  
11556  
15019  
18482  
21945  
25408



- 23742
- 27205
- 30668
- 2131
- 5594
- 9057

*“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:  
Q Cursor UP : A Cursor DOWN : I Cursor LEFT : O Cursor RIGHT : Spacebar Icon Selection.  
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 **N** - Override (turn off) Mouse auto detect  
**D** - Amstrad PC 1640 (EGA only) & 2086 **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.

## ■ LEMMINGS 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 **LEMMINGS** 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 | <i>Any type of PC, use this mode for windows applications and Tandy machines</i> |
| 2. High Performance PCs    | <i>May not be compatible with all PCs (see below)</i>                            |
| 3. IBM PS/2 machine        | <i>For High-Performance mode on an IBM PS/2</i>                                  |
| 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 **N** - Override (turn off) Mouse auto detect  
**D** - Amstrad PC 1640 (EGA only), & 2086 **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\LEMMINGS\DATADISK** (or the name of the directory in which you installed Lemmings Data Disk, if different). Hit return then type **LEMMINGS** 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.

23040  
 26503  
 29966  
 1429  
 4892  
 8355

# 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.*

6689
10152
13615
17078
20541
24004

## 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.

22338  
25801  
29264  
727  
4190  
7653

**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.

***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.

5987  
9450  
12913  
16376  
19839  
23302

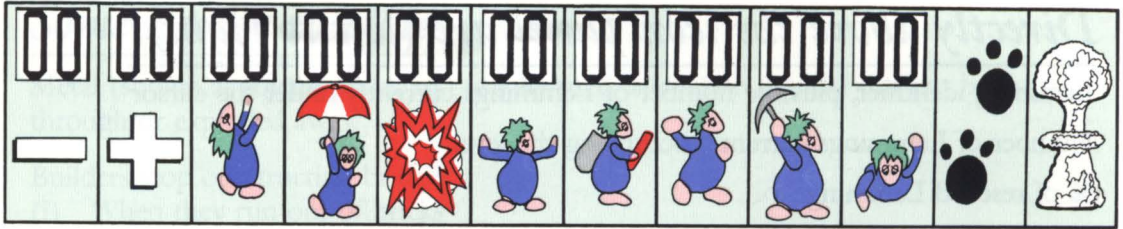
Keyboard Controls (PC Version)

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

21636  
25099  
28562  
25  
3488  
6951





## 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 broly (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)

5285  
8748  
12211  
15674  
19137  
22600

*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.

20934  
24397  
27860  
31323  
2786  
6249

## 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.

The Psygnosis warranty is in addition to, and does not affect, your statutory rights.

## CREDITS

Lemmings by DMA Design

Amiga by David Jones

Atari ST by Brian Watson

PC by Russell Kay

Animation by Gary Timmons

Graphics by Scott Johnston

Music by Brian Johnston & Tim Wright

Paintings by Adrian Powell

Manual Text by Nik Wild

USA Play Tester: Alex Wolosenko

Printed by Hesketh Data

## PASSWORDS

LEVEL	PASSWORD	LEVEL	PASSWORD
2	IJJL DLCCCL	19	MUNNHCADDR
3		20	JNNHC MOEDP
4	HNLHCIOECW	21	L NHC AKLFAQ
5	LDLCAJNFER	22	FLCTJLLGA
6	DLCIJNLGCT	23	LCENLLFHV
7	HCAONNLTKY	24	CIOLLNHTDP
8	CINL DLIC	25	CAJHMPHJDB
9	CAKHMDLJK	26	ISHONHADM
10	IKHOLHCKG	27	NJMLC AEDU
11	NJMLHCFLD	28	HONHCIOMDG
12	HMDLCIOMD	29	MNHC AJLHDX
13	MDLCAKLMG	30	NHC IJLMOD
14	DLCIJNMOM	31	HCEOLONPOY
15	LCA NMDPFW	32	CIOLMFLQDU
16	CMOLALHOL	33	CAJLLDMAEV
17	CANHLFLBOT	34	MKJL LFCCE
18	IJJHFLBLDP	35	WHLDMGAD
		36	HLD MCMEEW
		37	LDMCAJNFER
		38	DMCIJLLGEV
		39	ICENOLLHEM
		40	CA NLLDMLEO
		41	CEJHMPMNEQ

# PASSWORDS

LEVEL	PASSWORD	LEVEL	PASSWORD
42	I J H O L I C K E L	2	23
43	N H M D M C A L E S	3	24
44	J M L I C M O M E N	4	25
45	O L I C E J N M E A	5	26
46	L M B I W N O O E Y	6	27
47	I C A O L M A P	7	28
48	C I N L M D M D M O	8	29
49	C A K H M M I B F M	9	30
20	I W L F M C C F R	10	1
21	O H L F M C X D F M	11	2
22	H L F M C I O E F W	12	3
23	L F M C E L T F S	13	4
24	N M B I W N G E S	14	5
25	B E N O N F I F M	15	6
26		16	7
27		17	8
28		18	9
29		19	10
30		20	11
31		21	12
		22	13

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