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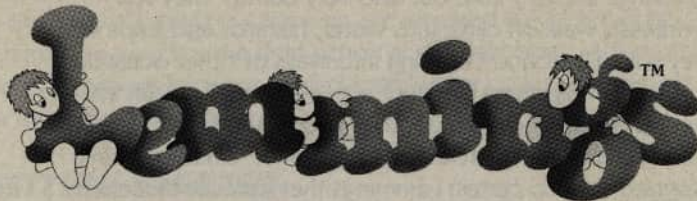
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Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.*
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.*
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.*
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.*
- 5) Store the Game Pak in its protective case when not in use.*



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 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; each one must be mastered within a set amount of time, and you have varying numbers of Lemmings that you must save to complete each 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.

GETTING STARTED

1. Make sure that your GameBoy is turned off.
2. Insert your LEMMINGS Game Pak into the cartridge slot.
3. Turn on the GameBoy.
4. After the copyright notice appears, press START to begin your game.

BEFORE PLAY COMMENCES

When Lemmings has loaded you will see the Main Menu Screen.

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

The four icons at the bottom of the screen on the Menu Page are from left to right:-

START - Start Game

NEW LEVEL - Enter password to bypass a completed level

FUN/TRICKY/TAXING/MAYHEM - Change the difficulty level

MUSIC/FX - Select Music or sound effects.

Press the Control Pad left and right to position the pointer over the icon required then pressing BUTTON A, B or SELECT will either start the game, display the password screen or toggle between the music and sound effects.

When the pointer is over the difficulty icon pressing the Control Pad up or down will increase or decrease the current difficulty level.

Pressing the START key on the menu page will start the game regardless of the icon you are currently pointing at.

NEW LEVEL

This screen allows you to enter a six character password. Press the Control Pad left and right to change the character

above the flashing cursor and use Button A and B to move to the next or previous character position.

Pressing the START key will enter the password.

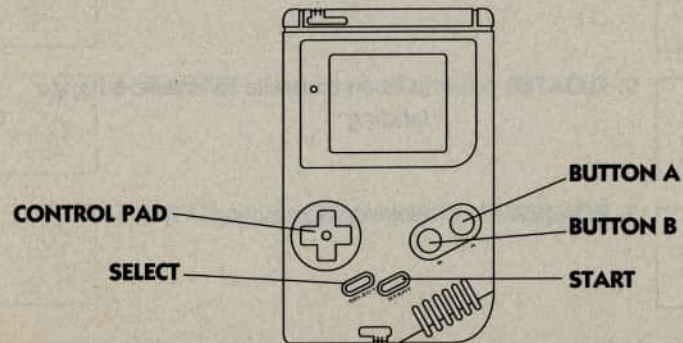
THE INFORMATION SCREEN

This screen displays a map of the level you are about to play, the name of that level, the number of Lemmings that will be released, the number you must save, the release rate of the Lemmings and the time available to complete the task.

Pressing Button A on this screen will take you to the game play screen.

GAME CONTROLS

During the game pressing Button B will display the task icons at the bottom of the screen and moving left and right will highlight each icon in turn. When you release Button B the task will be selected.



Use the Control Pad to control the on screen cursor. This cursor will change shape when you are assigning a task to a Lemming by selecting one of the following icons:-



- 1. CLIMBER** - Climb vertical surfaces



- 2. FLOATER** - Uses an umbrella to ensure a happy landing



- 3. BOMBER** - Blow up a Lemming



- 4. BLOCKER** - Stop other Lemmings from walking past this point



- 5. BUILDER** - Build a bridge containing up to 16 bricks



- 6. BASHER** - Dig horizontally



- 7. MINER** - Dig diagonally down



8. DIGGER - Dig vertically



9. PAUSE ICON - Pause game



10. NUKE 'EM ICON - Blow up all Lemmings on screen.

Each icon except for Pause and Nuke has a number above it to indicate the number of times that icon may be used.

To get a Lemming to perform a task first select the task to perform, then move the cursor over a Lemming and the cursor

will change from a cross to a square. Now press BUTTON A and the Lemming will begin his task.

Releasing BUTTON B when the Pause or Nuke icon is selected will automatically perform that action.

The game may also be paused by pressing the START BUTTON.

COMPLETION SCREEN

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.

HINTS AND TIPS

- * Some screens cannot be dug, bashed or mined. (e.g. Metal.)
- * A Lemming who is made a Floater or Climber will retain that skill until it dies.
- * Lemmings will stop building if they reach a solid object or bang their heads.
- * A Lemming will turn around if it bangs its head whilst building.
- * Pause the game when you play a new screen to help you decide on an appropriate strategy.
You may scroll the screen whilst in pause mode.
- * If you make a Lemming a basher when there is nothing to bash you will waste a task.