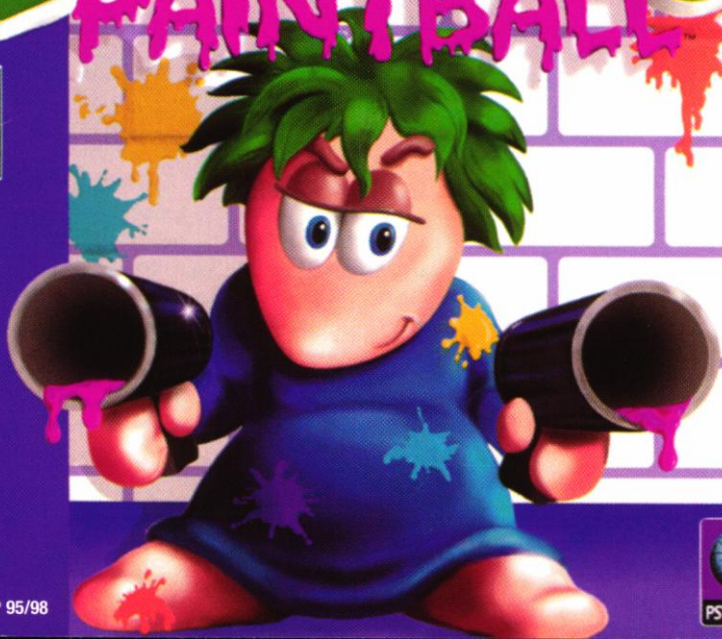


Lemmings

PAINTBALL



PC
CD
ROM

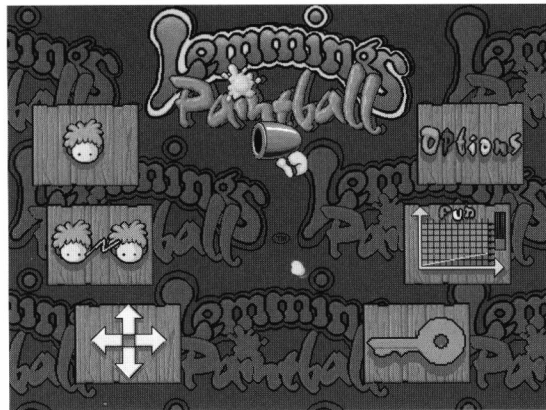


Windows® 95/98



Lemmings PAINTBALL

Everyone knows the Lemmings. Green, furry, and totally harmless...but tool 'em up with a pump-action paintgun and pretty soon they'll be spraying the town white and covering you in a variety of hard-wearing finishes. You'll be in control of up to four helpless Lemmings. They'll fall from the sky, then you've got to point 'n' click until they've found the flag(s) that are their passport to the next level. Each level is harder than the last, and along the way you'll have to solve no end of tricky puzzles. Remember to keep a look out for the enemy Lemmings who have paintguns of their own, a bad case of trigger paw, and an overwhelming urge to cover you in paint.



Main Menu

STARTING THE GAME

Insert the 'Lemmings Paintball' CD-ROM to launch the installation program. You will be given the option to install. Click on Install and follow the instructions. Once installed, left click on the Start icon to access the Lemmings Paintball short cut and run the game. Alternatively, the same box used to install will appear giving you the option to play. Left click the Play button to start Lemmings Paintball. The next time you insert the CD, the same box will appear but will give you the option to Play Lemmings Paintball rather than install it.

NOTE: You must have the CD in a local CD drive to be able to play Lemmings Paintball.

Options Screen



MAIN MENU

One-Player: Left click to play the one-player game.

Network Play: Left click to play the network game.

Full Screen View/Window View: The game can be viewed full-screen or contained within a window. Left click to toggle between the two views.

Options: Left click to access the Options Screen.

Skill: Left click to cycle through the four skills of Fun, Tricky, Taxing and Mayhem.

Password: Left click to access the Password Screen. You can skip levels you've already completed.

OPTIONS SCREEN

Zoom will alter the window size using toggle on/off option;

FX will toggle sound effects on/off; **Film** will toggle movie sequences on/off; **Music** will toggle in-game music on/off;

Return will return to Main Menu

PASSWORD SCREEN

Complete a level of Lemmings Paintball and you will get a password so that you don't have to replay levels you've already finished. Enter the password in future. Every time a new level on each skill category is completed, your password will change. Return to this screen to view your current password, which is also displayed on the Completion Screen. In the two-player

game, passwords are unnecessary as all the two-player levels are accessible. Your one-player password will be unaffected.

OBJECTIVE SCREEN

You will see the Objective Screen before each level of the game.

Skill: Tells you which skill category the up-coming level is in.

Level Name: Tells you the name of the up-coming level.

Number Of Lemmings: Tells you how many Lemmings will start the level.

Number Of Flags: Tells you how many flags you need to complete the level.

Time Available: Tells you how much time you have to complete the level.

Along the bottom of the Objective Screen are four buttons.

OK: To Play the level

Return: To go to Main Menu

Previous Level: To select the previous level. If you are currently on the first level, the button will be marked with a red cross

Next Level: To select the next level. Until you have completed the current level successfully, the button will be marked with a red cross.

PLAYING THE GAME

Score: Indicates your current score. Fail the level, and your score will revert to what it was when you started the level. Succeed, and your score will be retained between levels.

Timer: Counts downward and indicates how long you have left to complete the level.

Paws: To pause the game.

Panel Icons: Each Lemming on the level is represented by an icon. Keys being carried by the Lemming are shown in the 3 small boxes. When the box is filled with a colour, the Lemming is carrying a key of that colour. The gauge underneath shows how much paint is left in the gun. The colour of this gauge represents the Lemming; the same as the highlighter underneath the Lemming's feet.

STARTING A LEVEL

Each Lemming is marked by a coloured highlighter which corresponds to one of the four panel icons. One Lemming will be highlighted with a star, and others with small circles. The "star" is the leader. When the star is filled, you are in control of that lead Lemming and the other Lemmings in its group.

Your aim is to help the Lemmings collect the flags dotted around the landscape—up to four flags on any one level. Each Lemming can collect one flag. If there is more than one flag, all of them have to be collected to complete the level. When a Lemming has collected a flag, the appropriate panel icon will indicate this.

MOVING THE LEMMINGS

Once the Lemmings have fallen out of the trapdoor, you will see a paw-shaped pointer. The mouse moves the pointer. The pointer will indicate whether or not the Lemmings can move to that area. An outstretched paw means the area is accessible. A wagging finger means it is not.

To select the Lemmings you want to move, simply left click on them or on their panel icon. Select the lead Lemming first.

Select a Lemming, and a rotating arrow will appear above its head. Select all the Lemmings you want to move, left click on an area which is accessible. This will form the Lemmings into a group and move them in formation to that point.

When a Lemming bumps into an obstacle, it will then attempt to find a path to the point indicated. Sometimes, however, the Lemming will not be able to find a path, and you will have to move it around the obstacle by clicking a direct path.

NOTE: If you right click on a Lemming, the screen will focus on that Lemming and it will become the leader of its group. This can be useful for collecting certain objects as it is the leader of a group that will pick up an object.

MOVING LEMMINGS YOU CAN'T SEE

If you cannot see a Lemming, use the panel to select or focus on a single Lemming or group. Right click on the appropriate panel icon to focus on a Lemming and make it the group leader. Left click on the panel icon while the Lemming is off screen, and the screen will again focus on the Lemming—the rotating arrow will appear above its head to indicate you are forming a group.

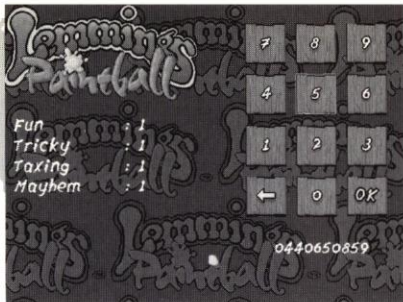
COLLECTING FLAGS

To complete a level, your Lemmings need to collect all the flags on that level. There can be up to four flags. Make sure there are no obstacles between the selected Lemmings and the flag. Move the pointer over the flag until it turns into a thumbs-up sign, then left click. The Lemmings will walk to the flag and the lead Lemming will take it. Remember, each Lemming can only collect one flag, so you may need to change the leader of the group. If it's the last flag on the level, you can award yourself a brief period of rejoicing because that means the level's complete! Now for the next one...

USING THE PAINT GUNS

Each Lemming is equipped with a paint gun loaded with paint. The panel icons carry a gauge showing how much paint is in each gun.

Your Lemmings can come under a paint attack from enemy Lemmings. To engage them in a bout of paint battling, select one or more of your Lemmings and right click the mouse to fire. Use the mouse to aim. Enemy Lemmings only have to be hit once to be painted out of the level, but, beware, it only takes one splat to knock out your Lemmings too.



Password Screen

USING LEVERS

Dotted around many of the levels are levers which operate lifts or other items of machinery. Make sure there are no obstacles between the selected Lemmings and the lever. Move the pointer to the lever until it turns into a thumbs-up sign, then left click. The Lemmings will walk to the lever and the lead Lemming will push it down. This will operate the feature connected to that lever.

COLLECTING KEYS

On some levels barriers have to be unlocked using a key before a Lemming can pass. The Lemming needs to collect the keys which are hidden inside exploding boxes. Make sure there are no obstacles between it and the selected Lemmings. Move the pointer over the box until it turns into a thumbs up sign, then left click. The Lemmings will walk to the box, the lead Lemming will squeeze it until it pops, and the key will be revealed. Left click on the key and it will be taken by the lead Lemming. On the lead Lemming's panel icon one of the three small boxes will be shaded. This shows that the Lemming is carrying a key of that particular colour. Once the Lemming has a key, a barrier can be unlocked. If a Lemming carrying a key is hit by a paint ball, the key will return to its original position.

USING BALLOONS

The large balloons can be used by the Lemmings to fly to another part of the level. Make sure there are no obstacles between the selected Lemmings and the balloon. Move the pointer to the balloon, wait for a thumbs-up sign, then left click. The Lemmings will walk to the balloon and the lead Lemming will take it. The appropriate panel icon will show the balloon. NOTE: A Lemming can collect more than one balloon—one of each colour. The balloon last collected is shown on the appropriate panel icon. When you have used it, the balloon previously collected is shown, and so on. To use the balloon, move the pointer to the panel icon and left click on the balloon. The Lemming will float across the screen until it reaches a barber's pole of the same colour where it will fall back to earth.

LIFTS

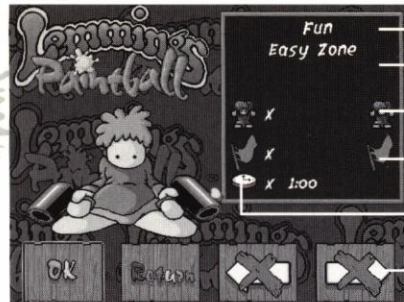
Around the landscape you will encounter lifts—sections of landscape that can move up or down, sometimes triggered by levers. To use a lift, make sure there is a Lemming standing on the ground that will move.

MOVING PLATFORMS

Around the landscape you will encounter moving platforms—

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Objective Screen



inaccessible. To use a moving platform, make sure you have only one Lemming in the group and move the pointer over the stationary platform until it changes to a thumbs-up, then left click. If the platform moves before the Lemming reaches it, the Lemming may fall off.

PRESSURE PADS

Hidden around the landscape are blocks that trigger objects to do things. For example, a lift can be made to move up or down by standing on a block near it. On more difficult levels, you may not be able to see the effect of standing on a pressure pad.

SLIPPERY BLOCKS

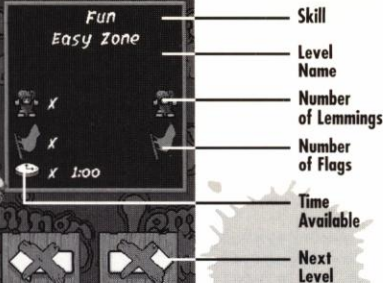
On some of the levels there are slippery blocks. Once a Lemming has stepped onto a slippery block, it will slide across until it reaches a normal non-slippery block.

NOTE: Some slippery blocks are connected to pressure pads hidden around the landscape.

TRAMPOLINES

If a Lemming falls onto a trampoline while attempting to reach an area where you have left clicked, it will bounce forwards in the direction it was heading, hopefully clearing any obstacles in its path. If you are on a platform above a trampoline, you can use the trampoline by left clicking on it.

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CATAPULTS

To use a catapult, move the pointer over it until it changes to a thumbs-up then left click. The group of Lemmings will form a line and use the catapult in turn. NOTE: Sometimes catapults are hidden inside exploding boxes.

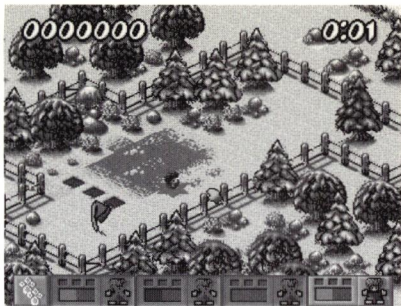
DUPLICATORS

When one of your Lemmings has been eliminated, you can duplicate one of your remaining Lemmings using a duplicator. To use a duplicator, you must have fewer than 4 Lemmings available. Select one Lemming and move the pointer over the duplicator until it changes to a thumbs-up. Left click and after a short while, two Lemmings will appear at the back of the duplicator. Add some paint to a Lemming's gun by getting it to collect a paint ball bonus. These are yellow balls which bounce on the ground.

PAINT BONUSES

To get a Lemming to pick up a paint ball, make sure there are no obstacles between the selected Lemmings and the paint ball. Move the pointer over the paint ball and left click. The selected Lemmings will walk to the paint ball and the lead Lemming will take it. The Lemming's paint gun gauge will register the extra ammunition. If your lead Lemming already has a full paint gun, it will not be able to pick up any more paint balls.

Playing Screen



Pause

Yellow
Lemming
Icon

Blue
Lemming
Icon

Purple
Lemming
Icon

Red
Lemming
Icon

TIME BONUSES

Give yourself some extra time to complete a level by getting a Lemming to collect a time bonus from stopwatches which float above the ground. To pick up a time bonus, make sure there are no obstacles between the selected Lemmings and the bonus. Move the pointer over the bonus and left click. The selected Lemmings will walk to the bonus and the lead Lemming will take it. The timer in the top right corner of the screen will register the extra time.

POINTS BONUSES

Score some extra points by getting a Lemming to collect a points bonus. These are bronze-coloured pots. Make sure there are no obstacles between the selected Lemmings and the bonus, move the pointer BEYOND the bonus and left click. The selected Lemmings will walk through the bonus and the points will be added to your total score.

PAUSING THE GAME

Left click on the 'Paws' icon to pause the game. You will then be offered the in-game menu. Move the mouse to highlight the option you require, then left click to select it.

COMPLETION SCREENS

SUCCESS: Collect all the flags on the level before the allotted time runs out. Left click on OK to return to the Objective Screen. The next level will be selected and available to play. Take a note of your password to access this level when you play the game another day.

FAILURE: You will have failed to complete a level if all your Lemmings are killed, or if the timer reaches zero before you have collected all the flags. Left clicking on 'OK' will allow you to play the level again. Left clicking on 'Return' will take you back to the Main Menu.

KEYBOARD COMMANDS

See Help for complete listing.

SETTING UP A TWO PLAYER

See Help for complete instructions on setting up a two-player game of Paintball.

LEMMINGS

Lemmings is an intriguing game in which you help hordes of mindless but delightful Lemmings to escape hostile environments. The Lemmings appear on each level after being dropped through a trap-door. Your job is to assign skills and powers that will help them survive each level of the game. Your goal is to save as many Lemmings as possible, hopefully enough to advance to the next level!

STARTING THE GAME

Load Windows '95 in the usual way. Insert the "Lemmings Paintball" CD-ROM. You will be given the option to 'Play Lemmings'. Next time you insert the CD, you will be given the option to 'Uninstall Lemmings'. Left clicking here will remove any files the game has saved to your hard disk.

TITLE SCREEN/PLAY LEVEL/ CHOOSE LEVEL SCREEN

Title Screen: Once the game has loaded, you will see the title screen. Assuming you want to continue, move the mouse until the pointer is over PLAY LEMMINGS, and select.

Play Level: If this is the first time you have played, left clicking here will take you straight to the first level. If you have already completed some levels, left clicking will take you to your next uncompleted level.

Choose Level: Left click to go to the LEVEL SELECT screen.

LEVEL SELECT SCREEN

You will be offered two collections of games—ORIGINAL LEMMINGS or OH NO! MORE LEMMINGS, with four difficulty categories FUN, TRICKY, TAXING and MAYHEM to choose from. You will be given a list of all the levels already completed in that category—marked by a red tick. You will also be given the next uncompleted level in the sequence—not be marked with a tick. Choose any of the completed levels and play again, or choose the next uncompleted level. With the level chosen, a left click on the title will bring you the Objective Screen giving much needed information about what you're going to be up against. Double left click to start the game.

THE OBJECTIVE SCREEN

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

Mini-Map: This miniaturised version of the level, will give an idea of what you will be facing.

Number of Lemmings: The face icon tells how many Lemmings will come tumbling out.

Number to be Saved: The exit icon tells you the number of Lemmings that must make it out alive to reach the next level.

Time: The clock icon shows how much time left 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.

THE LEMMINGS GAME SCREEN

The View Screen: Here you will view the level, where all the gameplay takes place. 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.

In between the entrance and exit, the Lemmings can pass (or be stopped by) a number of different objects—mostly just ground in its various forms (dirt, rock, brick, etc.), but others have special properties. Ground with arrows pointing in one direction can only be dug through 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. Scroll in both directions to see the entire level by left clicking on the arrows at either end of the screen. Alternatively, left 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: The far left will show how many Lemmings you have to save to complete the level successfully. The right hand gives three pieces of information—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. The third is **TIME** followed a number, which counts downwards, telling how much time is 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 are the icons showing the different Lemming skills. See the Lemmings Icons chapter for a description of their functions.

The Micro-Map: Shows a miniaturised map of the entire level. Lemmings currently on the level show up as green dots. A large yellow box marks the portion displayed on the viewscreen. Left 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.

Pull Down Menus: Pull down **FILE** menu by left clicking on it and then dragging the mouse downwards. Pick one of the choices by highlighting it.

Give Up: Takes you straight to the Level Completion screen.

Restart This Level: Takes you back to the beginning of the current level.

Choose Level: Returns you to the Level Select screen.

Exit: Allows you to quit the game.

Options: Select this to change in-game options:

Sound Effects: Left click here to turn sound effects on or off.

Music: Left click here to turn in-game music on or off.

Visual Sound Effects: Left clicking here will switch the visual sound effects on/off.

Zoom: Increases or decreases the size of the gameplay screen.

Pause When Not On Top: Pause the game when you open another application while Lemmings is running.

Graphics Options: Left click to choose between low resolution and high resolution graphics.

LEMMINGS ICONS

In Lemmings, you have no immediate control over the actions of your green-haired friends. The only thing you can do is give them various skills and abilities so they can help themselves (and their friends) make it safely to the exit. These skills are given out 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. The contents of the panel are described below:

Climber: Climbs walls. A climber will always be a climber until the end of the level.

Floater: Allows a Lemming to fall safely from any height. Once given it remains until the end of the level.

Bomber: Activates the chosen Lemming's self-destruct mechanism. A countdown will appear above the unfortunate Lemming's head, and eventually the Lemming will explode.

Blocker: This Lemming will stand with his arms outstretched to block the passage of his fellow Lemmings.

Bridge Builder: This Lemming will build a bridge, upwards at the same angle, in the direction in which he was heading when converted. Builders stop when they run out of bricks, meet an obstacle, and also when they hit their heads.

Basher: This Lemming will bash horizontally, and only when a suitable surface is directly ahead. As soon as he breaks through the wall, he'll stop and become a walker again.

Miner: Causes the Lemming to break out a mining pick, and mine diagonally downward in the direction in which he was heading.

Digger: Immediately causes the Lemming to begin burrowing vertically. Lemmings can't dig through steel.

Increase Flow of Lemmings: Causes Lemmings to come out of the trap-door at an increased rate.

Decrease Flow of Lemmings: Slows the rate at which the Lemmings come out of the trap-door. Cannot slow the Lemming flow below the original rate shown by the number above this icon.

Paws: Pause. Freezes the action, giving you a chance to think, 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: Left clicking this icon will speed up everything on the viewscreen until you left click it again.

Armageddon: Blows all the Lemmings into Lemming bits. Use this when there is no hope of completing a level. Double left click to activate!

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.

CONTROLLING YOUR LEMMINGS

To perform a task, highlight the desired skill by left clicking the appropriate portion of the Icon Panel; then, move crosshair over desired Lemming. A simple left click assigns this skill to the targeted Lemming. Be sure you have a skill available before you try to assign it.

Sometimes, the Lemmings will get clumped together so closely that you will not be able to distinguish one from another. Hint: you should hold down the Left Cursor Arrow key on the keyboard while you're assigning a skill, the skill will only be given to a Lemming who is walking left. Hold down the Right Cursor Arrow key to make sure you're giving the skill to a Lemming walking right.

KEYBOARD CONTROLS

See Help for listing of quick keys.

LEVEL COMPLETION SCREEN

This screen comes up when you're done with a level. The computer tallies up all the Lemmings that you were entrusted with. If your performance as the Lemmings' saviour was good enough you will be allowed to proceed to the next level.

You will then be given three other prompts from which to choose:

Next Level or Replay Level: If you successfully completed the level, left click here to go on. If you didn't manage to save the required number of Lemmings, you can try the level again.

Action Replay: Restart the current level from the beginning and replay all the actions just performed. At any point during the replay, left click the mouse to take manual control of the game.

Choose Level: Takes you back to the Level Select screen.

Pull Down Menu: Options can also be chosen using the pull down menu at the top of the screen.

Tech Support

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Technical support representatives are available at the above numbers Monday – Friday, 9 am–5 pm, Pacific Standard Time. You may also send helpline@psygnosis.com or by writing:

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Psygnosis Online:
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