DMA DESIGN

The Manual

ENGLISH EDITION

PSYGNOSIS

MS-DOS (MUST BE INSTALLED ONTO A HARD DRIVE)

1. Boot your computer with DOS V.3.0 or higher. To use a mouse, ensure that your mouse driver is installed.
2. Insert disk 1 into drive A. Select drive A by typing A: and type INSTALL C:, replacing C: with the appropriate designation of your hard drive.
3. Then follow the on-screen instructions.
4. To run after installation, log onto the relevant disk and change to the L2 directory by typing: CD \L2
5. To execute type L2
6. To change installation setting, type INSTALL

AMIGA

1. Insert disk 1 into the internal drive and turn on the computer. If external drives are available, insert disk 2 into df1 & disk 3 into df2.
2. Lemmings 2 will now load the Psygnosis & DMA logo, followed by the intro sequence and all game data.
3. If only one drive is used, follow the on-screen disk swapping prompts to load all the required data.

ATARI ST

1. Turn off the computer & monitor
2. Insert disk 1 into the internal drive and subsequent disks into any appropriate external floppy drives.
3. Power up your monitor, then your computer.
4. The game will now load.

THE OBJECTIVE

By now, you'll probably be aware of the horrible plight the Lemmings face. Not only do they have to leave their lovely little hovels for good, but they also have to escape their island before they perish in the Darkness that's coming. Must be one of those days.

Your objective therefore is to save as many Lemmings as possible from each tribe and help them to escape the Island, although if you've read the story and decided that some of the Lemmings are a little too self-centred to be given a place on the ark, don't worry, we quite understand!

Lemming Island is made up of 12 lands, each holding a piece of the Talisman and containing a tribe of Lemmings with a distinct, er, culture. You must guide at least one Lemming from each tribe through 10 levels. That way, as you progress each tribe's piece of Talisman will be taken to the ark which, when joined to the remaining eleven pieces, will form the complete talisman and allow the tribes to escape. But be warned, only the number of Lemmings rescued on level 1 will progress to level 2!

BRONZE, SILVER OR GOLD TALISMAN

The number of Lemmings saved throughout the tribe determines what type of Talisman piece (Gold, Silver or Bronze) the player is awarded. If the tribe is saved with only a few Lemmings remaining, then only a bronze is awarded. If the tribe is saved with superb playing, then a gold is awarded. Silver comes between the two. After playing each level, you are awarded a medal which indicates whether you are on course for a gold, silver or bronze piece. The ultimate accolade is to have a gold piece of Talisman for every tribe. Good luck!

LOOP PUBLISHING

Once the intro sequence has loaded, the main menu will be displayed.

MAP
Click on the map icon for a map of Lemming Island.

LOAD
Load a saved game.

SAVE
Save a game to disk to continue at a later date.

EXIT
Exit the game.

PRACTICE
Before you plunge into the game, you may wish to click on the practice icon. You will be presented with a blank panel and must choose which Lemming skills you want to try out. You can then play one of four practice levels. Nuke your Lemmings to exit!

PLAY
When you come to play for real, choose a tribe and enter the preliminary screen. This screen shows you precisely which skills the Lemmings have to help them through the level. It also gives an outline of the land and tells you the time you have in which to save our playful pals.

Also, if you have previously played some levels, you can return to these levels from this screen - letting you try and increase the number of Lemmings you've saved!

Your objective on each screen is to get as many Lemmings as possible from their trap door (from which they fall onto the screen) to the level exit (to be found in the form of a house or doorway). The screen can scroll in eight directions by moving the pointer across the appropriate edge of the screen and can jump-scroll with a press of the right mouse button. This centres the play area around your cursor.

At the bottom of the screen is a list of 8 Lemming skills - the number of times that skill is available is written inside the skills box. This number will count down as you use that skill.

To use a skill, click within the skill box you wish to use, select a Lemming you wish to use that skill and press the left mouse button.

THE F1-F8 KEYS correspond to the eight skills boxes. And remember, there are many cunning devices on-screen that you'll need to master to save the Tribes so keep your eyes peeled!

PAUSE THE GAME. Commence play by reselecting pause or clicking on another icon.

FAN. Blow certain airborne Lemmings around using the left mouse button.

DOUBLE CLICK on the annihilation icon to end the level and, sniff, say goodbye to all those lovely Lemmings.

FAST FORWARD MODE.
Reverts to normal speed when a tool or skill is used or by clicking the icon again.

NUMBER OF LEMMINGS REMAINING IN THE TRIBE.

NUMBER OF LEMMINGS SAVED.

TIME REMAINING.

When you have completed that level, the number of Lemmings that are left is displayed along with a medal.

The medal is equivalent to the Talisman piece you are on track for with that tribe.

YOU ARE THEN GIVEN THREE OPTIONS:

1. Play the next level with the number of Lemmings saved from this level.

2. Replay the level to try and save more Lemmings

3. Return to the menu screen

From here you can save your game or go to the world map to change tribes.

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The disk(s) included with this product are guarantied 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 disk should be returned directly to **Psygnosis Ltd** 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 loading 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 DISKS ONLY to **Psygnosis Ltd**.

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AMIGA TECHNICAL

The Skills

Skills can be divided into several categories:

Wind Skills
Lemmings who are affected by the Fan.

Ground Removing Skills
Lemmings who remove part of the ground.

Building Skills
Lemmings who create more of the background.

Shooting Skills
Lemmings who fire or launch something.

Movement Skills
Change the way Lemmings move.

Misc Skill
Extraordinary Lemming skills.

Quick Commands

F1-F8	Select skills
Space	Use fan
M	Toggle Music On/Off
S	Lock vertical scroll
P	Pause
Return	Fast forward
Z & X	Step to adjacent icons
Escape	Level restart
Tab	Toggle 50/60Hz

WIND SKILLS

Ballooner
A Lemming made into a Ballooner will rise into the air vertically and keep rising. A Ballooner can't be changed into anything else unless the Balloon bursts.

Magic Carpet
Magic Carpets float above the ground and adjust their height to follow the terrain. If they go over the edge of a cliff they will sink downwards until they settle again. They only change back when they hit something.

Jet Pack
Jet Packers float above the ground and only move with the aid of the fan. There is a time limit for the Jet Pack fuel of about 10 seconds.

Twister
Twisters spin round very quickly and stay on one spot. When the Fan is used, they can be blown into the ground where they spin downwards, leaving a tunnel behind them. If they are blown off the ground they will stop being a twister.

Surfer
A Lemming who's drowning or swimming can be turned into a Surfer and will only move by using the fan. A Surfer will automatically jump off his Surfboard at the edge of the water.

Parachuter
A Parachuter floats downward and can be blown horizontally by the Fan as he descends. This is a permanent skill.

Hang Glider
A Hang Glider will sail downwards at an angle until he hits the ground and can't be changed to anything else whilst still Hang Gliding.

Icarus Wings
Lemmings with Icarus Wings fly horizontally until they encounter an obstacle and can be blown in any direction with the Fan.

GROUND REMOVING SKILLS

Scooper
A Scooper will dig down diagonally as far as possible with his spade. He can be changed into something else while still Scooping.

Club Basher
Bashes through obstacles, clearing a path horizontally. He can be changed into something else while he's Bashing away.

Digger
A Digger digs down as far as he can go, leaving a vertical hole behind him. He can be changed into something else whilst still Digging.

Basher
A Basher smashes his way through obstacles in a horizontal straight line. He can be changed into something else when he is still Bashing.

Miner
Miners dig down at an angle, leaving a tunnel behind them. They can be changed into something else whilst still Mining.

Fencer
A Fencer will cut away the landscape and leave a tunnel at a slightly upwards angle. He can be changed into something else when he is still Fencing.

Stomper
A Stomper jumps up and down and smashes a vertical trail through the ground. He can be changed into something else when he is still Stomping.

Laser Blaster
A Laser Blaster will vapourise landscape that is directly above. He can be changed into something else while he is doing this.

Flame Thrower
A Flame Thrower will remove a part of the Landscape in a single blast. He can't be changed into anything else when he is doing this.

Exploder
An Exploder will explode, making a crater in the landscape. The Lemming doesn't survive. He carries on doing whatever it was he was doing for five seconds before exploding. Any Lemming can be made into an exploder.

Bomber
A Bomber will lay down a bomb at his feet. The bomb will then explode, making a crater in the landscape. The Lemming survives the explosion.

BUILDING SKILLS

Filler
A Filler will pour a setting liquid from a bucket which will follow the shape of the ground as much as possible. It hardens when it comes to rest. He can't be interrupted when he's pouring.

Builder
Builders will build a ramp sloping upward from 12 bricks. A Builder can be interrupted any time by changing him to something else.

Planter
Planters grow plants. They help to form part of the landscape when they're fully grown and are useful for walking on.

Stacker
A Stacker will build a wall from 12 bricks. When he completes it he will be standing at the top of the wall and will resume walking.

Platformer
A Platformer will build a horizontal ramp from 12 bricks. He can be stopped once he's started, although he will stop if he hits a wall or obstacle.

Sand Pourer
A Sand Pourer creates a mound of sand. Sand Pourers can't be stopped or changed into anything else once they have started.

Glue Pourer
A Glue Pourer is similar to the Filler with a crucial difference. The cement from a Filler that's poured will drip down through a hole but Glue from a Glue Pourer will not. Glue will stop when it reaches the underside.

SHOOTING SKILLS

ARCHER
One click for a Lemming to load his bow. Moving the cursor will make the Archer aim to that point and another click makes him fire the arrow which will stick in the landscape. The distance from bow to cursor determines the power of the shot.

THROWER
A Thrower will throw a rock which will stick to the landscape. He throws it a greater distance if he was Runner to begin with.

BAZOOKA
A Lemming armed with a Bazooka can fire a shell in an arc across the landscape. Where the shell lands it blows away some of the landscape.

SPEARER
A Spearer throws a spear which will embed itself in the landscape. He throws it a greater distance if he was a Runner to begin with.

MORTAR
A Mortar Lemming will fire a shell into the air. Where the shell lands, a bit of the landscape will be blown away.

ROPER
A Roper fires a grappling hook which pulls a line after it. One click aims, another click fires to where the cursor is. The Lemmings can then walk on the line.

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MOVEMENT SKILLS

WALKER
This is the standard Lemming. He dawdles across the landscape, but can't cross any obstacles which are too steep.

RUNNER
A Runner moves faster than a Walker. When a Runner is made into a Jumper it jumps further than if it had been a Walker. This is a permanent skill.

JUMPER
A Jumper will jump once when clicked. If it was a Walker to begin with then the distance jumped will be short. If it was a Runner to begin with then the distance jumped will be greater.

HOPPER
A Hopper hops until he hits an obstacle or is given another skill. He can only be given another skills if he's on the ground.

SKATER
Certain areas of ice cause Lemmings to slip and fall over. Skaters can overcome this problem by staying upright and skating over the ground. This is a permanent skill.

KAYAKER
A Lemming can cross water by using a Kayak. He can only be changed to this skill when he is in the water. He will then move across the water until he reaches land.

SWIMMER
Swimmers swim through water and then climb out of it. This is a permanent skill. Whenever he encounters water again he will be able to swim, no matter what he does in between swims.

ROLLER
Rollers roll all across the landscape. They can build up speed and take off into the air if there's a ramp, allowing them to cross gaps. A Roller can be changed to another skill.

CLIMBER
Climbers can climb up vertical surfaces but will fall off if they encounter an overhang. The ability to climb is a permanent skill.

BOOTER
With special boots, a Lemming can walk up any surfaces and even upside down along ceilings. They can be changed to another skill, but only if they are not on a wall or ceiling.

MISC SKILLS

SKIER
A Skier will glide smoothly across the landscape and jump snow ramps, if there are any, to cross the gaps.

POLE VAULTER
A Pole Vaulter lifts himself into the air with a pole after a short run. If the pole touches any obstacles then the attempt fails.

SLIDER
A Slider is like a climber in reverse. When he comes to an edge he will flip over and slide down as long as it is a vertical surface. If a Slider drops off onto the ground, he will move the opposite way that he was facing originally. When he comes to a drop he will hang there for a second, giving the chance to change him into a shimmier. Sliding is a permanent skill.

ROCK CLIMBER
A Rock Climber can scale vertical surfaces and also get around overhangs up to 45 degrees. The ability to Rock Climb is a permanent skill.

SHIMMIER
A Shimmier will jump into the air and try to grab onto the ceiling. He then shimmies along the ceiling for as long as possible. If he runs out of roof then he stays there for a second allowing for a change of skill.

DIVER
A Diver takes a plunge off cliffs.

ATTRACTOR
Choosing this skill will make the Lemming play music and cause other Lemmings close by to stop and dance.

FLOATER
A Floater will slowly float down to the ground if he falls from something. The ability to float is a permanent skill.

BLOCKER
A Blocker simply prevents Lemmings from passing. He can be changed back to a Walker by blasting the ground from underneath him.

SUPERLEM
A Super Lemming flies into the air and follows the cursor. If he hits the cursor or hits the ground then he returns to normal.

SOME OF THE CREDITS

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