PlayStation

NTSC U/C

PlayStation™



3D Lemmings™

KIDS TO ADULTS

K-A

AGES 6+

SCUS-94601

Clockwork Games

Psygnosis

Welcome to the world of **3D Lemmings!**

Lemmings are rodents with very little brain. In fact, they're so dumb, they rely on YOU to make all their decisions for them. They will appear on each level of the game by falling through a trapdoor into a hostile environment. They will blunder around, following each other even if it means wandering into a death trap. You have to lead them out of the level by giving them the skills and powers which will help them reach safety. As you progress through the levels the environments will become more difficult and challenging, but your aim is always to save as many Lemmings as possible. Hopefully you'll rescue enough to advance to the next level.

There'll be laughter and there'll be tears, but beware!
You won't sleep for a year.



STARTING THE GAME

To play **3D Lemmings** on your Sony PlayStation:

1. Set up your Sony PlayStation in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the CD drive and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the CD drive and press the Power button to begin play.

CONTROLLING THE GAME

You can play **3D Lemmings** using a joypad or a mouse.
Throughout the manual, instructions will be given for both.

MAIN MENU

Once the game has loaded, there will be an animated introduction.
If you want to skip this, press button **X** on joypad or click **left** mouse button . You will then see the main menu screen.
The main menu gives you five choices. These choices are displayed one at a time in the top right corner of the menu screen. Use **left** and **right** arrows on your joypad, or move the mouse left and right to cycle through the choices.
Play: To play the game, display this option and then press button **X** on joypad or click **LEFT** mouse button.
If you are just beginning a game session and have not loaded a previous game, you will be taken to the first level of your chosen difficulty rating. If you have loaded a previous game or are returning to a game from the main menu, you will be shown a list of completed levels (in green). You will also be shown the next level - if you have never attempted this level it will be displayed in white. It will be shown in red if you have attempted but not completed it. Pressing button **X** on joypad or clicking the **LEFT** mouse button will play the chosen level. The screen also tells you how many Lemmings were saved and how much time was still available on all the completed levels. Pressing button **O** or clicking the **RIGHT** mouse button will take you back to the main menu.
Level Select: Alter the difficulty of the game by choosing a skill rating. The choices are FUN, TRICKY, TAXING and MAYHEM. There is also a PRACTICE mode. Cycle through the choices by pressing button **X** or **O** on your joypad, or by clicking on your **left** and **right** mouse buttons
Codes: This allows you to skip levels you have already completed. Select the password screen by pressing button **X** on joypad or clicking the **left** mouse button. When using a joypad, move the cursor to the letters you wish to enter using the arrow buttons then select them by pressing button **X**. With a mouse move to your chosen letters and then click on the **left** mouse button. When you have entered the complete code, select '**End**' option by using the D-Pad or mouse to move the cursor over the 'End' icon and then press button x or click on the left mouse button to select it. If your password is valid, you will be taken to the chosen level.
Options: Press **X** or **left** click the mouse to select the option screen

See the following section headed '**Option Screen**' for full details.

Load/Save: You are able to save current games using Sony PlayStation Memory Cards. Select this option by pressing button **X** on joypad or clicking the **left** mouse button. See the section headed
'**Loading and Saving Games**' for more information.

OPTION SCREEN

Use the **up** and **down** joypad arrows or move your mouse to highlight the following variable options.

Mono/Stereo: Toggle mono or stereo sound on and off by pressing button **X** on joypad or clicking the **left** mouse button.
Music Vol: Increase and decrease the volume of in-game music by pressing button **X** and O. on joypad or clicking the **left** and **right** mouse buttons.
Sound Vol: Increase and decrease the volume of sound effects by pressing button **X** and O. on joypad or clicking the **left** and **right** mouse buttons.
Cursor Speed: Increase and decrease the rate at which the cursor moves by pressing button **X** and **O**. on joypad or clicking the **left** and **right** mouse buttons.
Screen Position: Press button **X** on joypad or click the **left** mouse button. Use the joypad arrows or move the mouse to alter the position of the game screen. Select a final position by pressing **X** on joypad or clicking on the **left** mouse button.
Control Port One/Two: Press button **X** on joypad or click the **left** mouse button to toggle between the two control ports.
Replays On/Off: Press button **X** on joypad or click the **left** mouse button to toggle the game's replay function on and off.
Map Transparency: The level map which appears during each game can have 1 of 4 levels of transparency. Alter this by pressing button **X** on joypad or clicking the **left** mouse button.
Configure Controls (Joypad only): You can alter the control settings with this option. Press button **X** to select, then refer to the section headed '**Configuring The Controls**' for more information.

Left/Right handed Mouse (Mouse only): You can configure your mouse so that it's suitable for left or right handed players by **LEFT** clicking here to toggle between the two. This manual will assume you have chosen a right handed mouse which is a default setting. Remember that if you alter this option, a **LEFT** click according to the manual will mean a **RIGHT** click on your mouse and vice versa.

Exit: Press button **X** on the joypad or click the **left** mouse button to select and return to the main menu.

CONFIGURING THE CONTROLS

Pre-set joypad controls

There are four pre-set joypad control configurations in **3D Lemmings.**

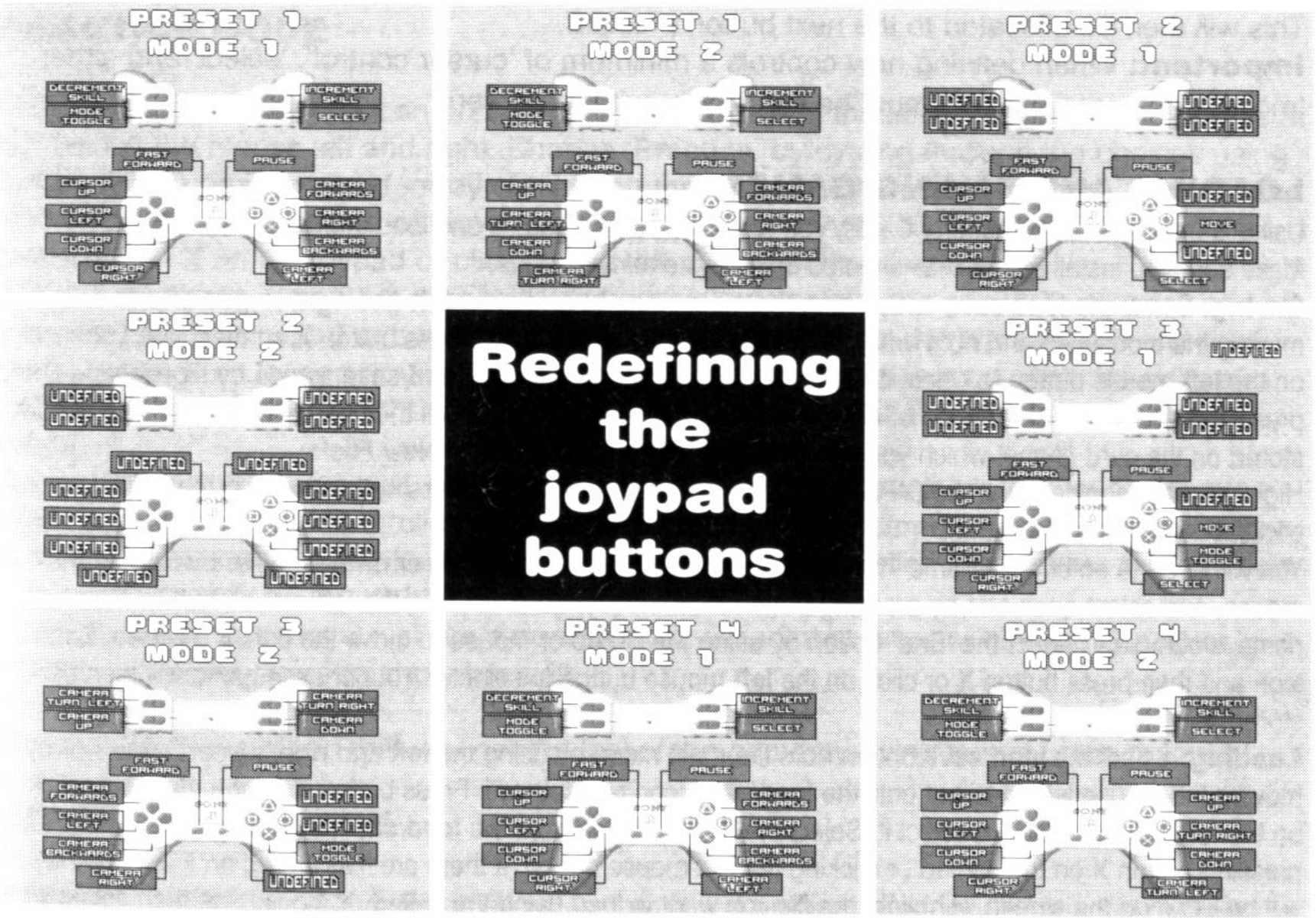
Select '**Configure Controls**' from the Option Screen.

To view the different pre-set arrangements, move left and right using the joypad arrows. You will see a picture of the joypad with all buttons labelled with their function. Display the pre-set you want to use, then select '**Exit**'.
Important: This manual will assume you have chosen **Pre-set 1** which is a default setting. If you decide to use a different pre-set option, you should refer to the diagrams in this manual until you are used to using the new controls.

Redefining the joypad buttons

To edit controls, select pre-set 5 on the configure controls screen. When pre-set 5 is selected, an '**Edit**' option will appear below the '**Exit**' option. Select '**Edit**' then joypad button **X**. A new menu will appear down the left of the screen.

Pre-set 1: Allows you to copy the pre-set 1 controls into pre-set 5 and edit them.
Pre-set 2: Allows you to copy the pre-set 2 controls into pre-set 5 and edit them.
Pre-set 3: Allows you to copy the pre-set 3 controls into pre-set 5 and edit them.
Pre-set 4: Allows you to copy the pre-set 4 controls into pre-set 5 and edit them.



Redefining the joypad buttons

Mode 2 icons on: Allows you to select whether icons are displayed in movement mode 2.
Mode 2 switch: If this is selected, you must press on a key once for the controls to change between mode 1 and mode 2.
Mode 2 hold: If this is selected, you must press and hold keys for the controls to change to mode 2. If the key isn't held, controls will be mode 1.
Control mode: Toggles between modes 1 and 2 for editing.
Clear controls: Undefines all buttons in both modes 1 and 2.
Use: Exits back to the previous menu.
To redefine the buttons, move the highlighted option using the **up** and **down** arrows on the joypad or by moving the mouse. Select the one you want by pressing button **X**.

This will then be allocated to the next button pressed.
Important: When defining new controls a minimum of 'cursor control', 'select' and either 'move' or camera controls must be defined to exit this screen.

LOADING AND SAVING GAMES

Using Sony PlayStation Memory Cards, you can save current games and load them again at a later date. Make sure you install the card as directed in the system instructions.

Saving: Select the **load save** option from the main menu by using the **left** and **right** joypad arrows or by moving the mouse left and right until the **load save** icon is displayed. Press button **X** on the joypad or click on the **left** mouse button to select it. Select the '**Save**' option from the **load save** screen by highlighting it and pressing button **X** on the joypad or clicking the **left** mouse button. You will then be given a list of files already stored on the card (if any) which you can overwrite, or you can create a '**New File**'.
Highlight your choice using the D-Pad or mouse and then select it by pressing button **X** on the joypad or clicking the **left** mouse button.
You will need to enter a file name - highlight your chosen letters using the arrow buttons or by moving the mouse, and select each one by pressing button **X** on the joypad or clicking the **left** mouse button. When the name is complete, select the '**End**' option by using the D-Pad or mouse to move the cursor over the '**End**' icon and then press button **X** or click on the **left** mouse button to select it. Your chosen game will then be stored.

Loading: Select the **load save** option from the main menu by using the **left** and **right** joypad arrows or by moving the mouse left and right until the **load save** icon is displayed. Press button **X** on the joypad or click on the **left** mouse button to select it. Select the '**Load**' option from the **load save** screen by highlighting it and pressing button **X** on the joypad or clicking the **left** mouse button. If there are files stored on the card, they will be listed on the screen. Highlight the file you want to load using the D-Pad or mouse and then select it by pressing button **X** on the joypad or clicking the **left** mouse button. You will be asked if you are sure you're selecting the correct file - choose '**Yes**' or '**No**'. If you chose '**Yes**', the file will be loaded.

Utils: Select the **load save** icon from the main menu by using the **left** and **right** joypad arrows or by moving the mouse left and right until the **load save** icon is displayed. Press button **X** on the joypad or click on the **left** mouse button to select it. Select the '**Utils**' option from the **load save** screen by highlighting it and pressing button **X** on the joypad or clicking the **left** mouse button. You will then be able to choose between loading saving a game from to Memory Card 1or 2 or erasing any games you may have previously saved to either Memory Cards 1 or 2. The loading and saving methods are described above.

PRACTICE MODE

Display the '**Level Select**' icon on the main menu by using the left and right joypad arrows or by moving the mouse left and right. Choose '**Practice**' by cycling through the choices using button **X** or **O** on the joypad, or by clicking on the left and right mouse buttons. Then use the left and right joypad arrows or move the mouse left and right to display the '**Play**' icon and press button **X** on the joypad or click on the **left** mouse button to select it.

You will be shown a menu of every skill and special obstacle in the game. To practice one of the skills, use the joypad arrows or move the mouse to highlight the chosen icon and then press button **X** on joypad or click **left** mouse button. For an explanation of all the skills and how to allocate them, read the sections headed '**Allocating skills**' and '**Status bars and icons**'.

Once you have chosen a skill, you will see a revolving view of the level. To play the level press button **X** on joypad or click **left** mouse button. To see a demo of the level press button on joypad or press both mouse buttons. To return to the practice menu press button **O** on the joypad or click on the **right** mouse button.

You play the practice level just like a normal level, except that there will be a BIG pointer indicating exactly where to apply the skill.

We strongly recommend that you get the feel of the game by trying lots of practice levels!

OBJECTIVE SCREEN

When you play the game, every level you attempt will be preceded by an objective screen which tells you how many Lemmings will enter the level, and how many you have to save.

The objective screen gives you three choices.

Pressing button **X** on the joypad or clicking on the **left** mouse button plays the level.

Pressing button **O** on the joypad or clicking on the **right** mouse button takes you back to the main menu.

Pressing button **^** on the joypad or both mouse buttons shows a rotating view of the level along with some extra information.

PLAYING THE GAME

Your aim is to get as many Lemmings as possible from the trap door where they enter the level, to the level exit. If you save the required number of Lemmings (or more!) you can progress to the next level. You only have a limited amount of time to complete the level.

MOVING THE CAMERAS

When you begin a game, you will see a view of the level, along with a trap door hanging in the sky from which the Lemmings fall. In order to play the level, you may want to move your point of view.
There are four cameras available. Each one can be moved to a different location.

Moving the camera with a joypad: The camera icon is halfway down the right hand of the game screen. Highlight it by using the joypad arrows (make sure you are in joypad mode 1), then cycle through the four views using button **R1**. You can move any of the camera positions by using your joypad. Refer to the joypad diagram in the section headed '**Configuring the controls**' for full movement details. Remember, joypad mode 1 allows you to move in four directions. Using button **L1** to toggle mode 2 on will giving you greater freedom of movement. You should spend some time getting used to moving the camera before you try and play the game.

Moving the camera with a mouse: To cycle through the four camera views, click on the **left** mouse button on the camera icon on the right hand side of the screen. To change any of the views, press the **right** button and hold it down while moving the mouse. The viewpoint will change accordingly. Spend a little time getting used to the way the camera moves in relation to your mouse. To move the camera vertically up or down, click on the **left** mouse button on the scroll bar on the right of the screen.

MAP

As you play, you will see an aerial map of the current level in the top left corner of the screen. This shows the location of all the Lemmings on the level. The default setting is OFF. Press button **R1** on the joypad or click on the **left** mouse button on the map icon to toggle it ON OFF.

ALLOCATING SKILLS

A Lemming in its natural state can only walk forwards. If it meets an obstacle, it turns round and walks back the way it came.
The way to interfere with the Lemmings' progress is by choosing instructions and then allocating those instructions to a particular Lemming. You do this by referring to the **skill icons** which appear on the **bottom status bar**. There are two status bars. One runs along the bottom of the screen, the other down the right hand side.
Allocating skills with a joypad: Make sure you are in joypad mode 1. Use the **L2** and **R2** buttons to cycle through the skill icons. These are explained in the section headed '**Status bars and icons**'. To allocate a skill, highlight the one you want then move the pointer using the arrow buttons to the Lemming you want to give it to. Then press button **R1**.
Allocating skills with a mouse: Choose the skill icon you require and move the mouse pointer over it. Click on the **left** mouse button, then move the pointer to the Lemming you wish to give the skill to. Another click on the **left** mouse button will dispense the skill to your chosen Lemming.

STATUS BARS AND ICONS

Bottom status bar



Arrow icon: Sometimes you will find a lot of Lemmings milling around in a small space and it will be difficult to pick out the one you want. The arrow icon will help you make sure you're choosing the correct one. Selecting this icon by pressing **L2** or **R2** on the joypad or moving the pointer to it and clicking on the **left** mouse button will toggle the function on and off. When it is highlighted, move the pointer over your chosen Lemming and press button **R1** on the joypad or click on the **left** mouse button. The chosen Lemming will then be marked with a white arrow above its head. If you then find you have selected the wrong one, you can keep pressing button **R1** on the joypad or clicking on the **left** mouse button on different Lemmings until you get the one you want. Once you're happy with your choice, select the Lemming skill icon you want to allocate by using buttons **L2** and **R2** on the joypad to highlight the icon then pressing button **R1**, or by clicking the **left** mouse button on the chosen icon and the skill will be given to the specified Lemming straight away.
The arrow icon also has another function, although this only applies when you are playing in Virtual Lemming mode. Highlighting the icon and pressing button **R1** on the joypad or clicking on the **left** mouse button will cause the point of view to cycle through all the Lemmings walking around on the level.



Face icon: To enter Virtual Lemming mode, select the face icon and then press button **R1** on the joypad or click on the **left** mouse button on a Lemming. While you're in Virtual Lemming mode, selecting a skill causes the current Lemming to take that skill immediately. Pressing button **R1** on the joypad or clicking on the **left** mouse button on another Lemming will switch your point of view to that of the newly chosen Lemming. You will return to normal mode when your Virtual Lemming exits the level, or when you select the face icon again by using buttons **L2** and **R2** on the joypad to highlight the icon then pressing button **R1**, or by moving the mouse pointer to it and clicking on the **left** mouse button.

If you want to cycle through all the Lemmings on the level while you're in Virtual Lemming mode, by using buttons **L2** and **R2** on the joypad to highlight the icon then pressing button **R1** repeatedly, or by moving the mouse pointer to it and clicking on the **left** mouse button repeatedly.

It is possible to turn your Virtual Lemming's head through 90 degrees. You do this by pressing the joypad arrows while in mode 1, or by holding down the **right** mouse button and moving the mouse. The position of the pointer controls the direction in which the head turns. This will NOT work if your Virtual Lemming is a BASHER, DIGGER, or MINER.

Lemming skill icons: There are nine skill icons - you will notice on the screen that each one is accompanied by a number. This represents the number of times you can use that particular skill on the level you are currently playing. If there is no number, that skill cannot be allocated.



Blocker: Causes the Lemming to stand still so that no more Lemmings can pass.



Turner: Help the Lemmings turn corners by making one of them into a turner. Allocate the skill as normal, but once you have pressed button **R1** on the joypad or clicked on the **left** mouse button to choose the particular Lemming, you will need to press the same button again to indicate the direction in which the Lemming should turn. An arrow will appear on the screen to show which direction the Lemmings will turn. Use the arrow buttons on the joypad or move the mouse until the arrow is pointing in the required direction then press button **R1** on the joypad or click on the **left** mouse button.



Bomber: You will usually use this function to get rid of a blocker. Once the skill has been allocated, a countdown will appear above the chosen Lemming's head and then... boom.



Builder: To build a bridge, allocate this skill. Lemmings always build upwards, always at the same angle, and always in the direction they were heading when they became a builder. They will stop building when they run out of bricks, when the bridge reaches an obstacle, or when they bang their heads.



Basher: This skill will cause your chosen Lemming to bash horizontally through any suitable surface in front of him. Once he emerges through the other side, he'll revert to a walker. Lemmings can't bash through everything - steel causes them particular difficulties.



Miner: Causes the Lemming to mine diagonally downwards in the direction he was heading. Miners will carry on mining until they run out of stuff to mine - again, they'll also stop if they come across material that they can't dig through.



Digger: A digger Lemming will dig vertically downwards. If the Lemming runs out of material to dig through, he'll fall through the hole he has created. If he comes across a material he can't mine through, he won't go any further.



Climber: Gives Lemmings the ability to climb up vertical surfaces. You won't have to give this skill to the same Lemming twice because he'll retain the talent until he exits the level.



Floater: This skill enables a Lemming to float safely to the ground from any height. Lemmings retain this skill until they exit the level.

Right status bar



In: The number tells you how many Lemmings need to reach the exit. The number will change from white to green when you have rescued more than the required number of Lemmings.



Out: Tells you how many Lemmings are currently on the level.



Clock: Counts downwards, and tells you how long you have before the level self-destructs.



Bomb: When you want to start the level again, press button **R1** on the joypad twice or double click the **left** mouse button.



Fast forward: This single red arrow changes to two green arrows when activated. Press button **R1** on the joypad or click the **left** mouse button here to toggle the game between normal and fast forward mode. If you are using a joypad, you can also activate fast forward by pressing the **select** button on the joypad.



Camera: Pressing button **R1** on the joypad or clicking the **left** mouse button here will cycle the point of view through the 4 camera positions.



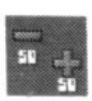
Map: Pressing **R1** on the joypad or clicking the **left** mouse button will toggle the map on/off if the map is available for this level.



Paws: Pressing **R1** on the joypad or clicking the **left** mouse button here will toggle the pause mode on and off. Once you're in pause mode, you can still move the cameras around to alter the view, but the Lemmings won't move and the timer won't count down. Pressing START on the joypad will also activate this function



Spin left icon and spin right icon: Pressing **R1** on the joypad or clicking the **left** mouse button on these icons will spin the current level to the left or right of its centre point. This is not available on internal levels.

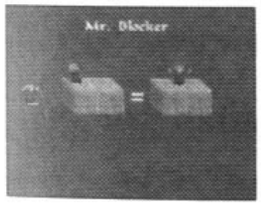


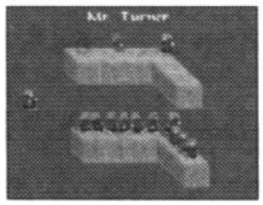
Increase flow icon and decrease flow icon: Pressing **R1** on the joypad or clicking the **left** mouse button on these icons will increase and decrease the rate at which the Lemmings enter the level. A slower rate is easier to handle, but you can't slow it below the starting rate.

EXTRA INFORMATION TO HELP YOU ALLOCATE SKILLS

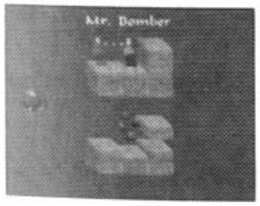
The levels in 3D Lemmings are built out of blocks and all Lemming actions take place on a block by block basis. When given a skill, a Lemming will walk to the next block or half block boundary before performing that action. Which boundary they stop on is dependent upon the skill given (see below). An understanding of this system will help enormously with playing the game successfully.

For example, creating a blocker will cause the Lemming to walk to the end of the block before the action takes place.

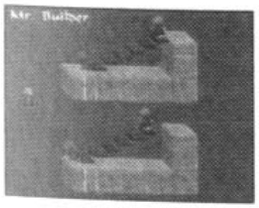




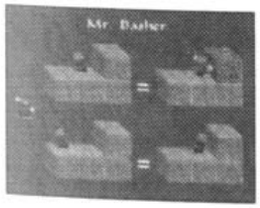
Blocker and Turner: Both these will walk to the edge of the block they are on and then block or turn respectively.



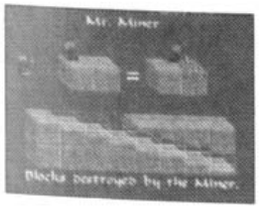
Bomber: A bomber Lemming will walk forward until the timer above their head reaches zero. They will then damage the block they are standing on and to a lesser extent will damage the four adjacent blocks.



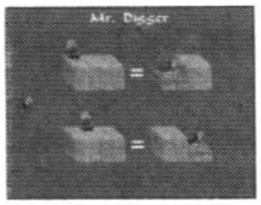
Builder: When a Lemming is clicked on with this skill it will walk forward to the next block or half block boundary and then start building.



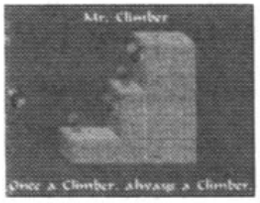
Basher: When a basher is created, the Lemming will walk forward for up to one block and will start bashing as soon as they reach anything in front of them. If after walking a whole block they have not reached anything they can bash into then they will lose this skill, e.g. become a walker again.



Miner: A miner will walk forward to edge of the current block they are on and then start mining the block in front.



Digger: If a digger is selected in the first half of the block then the Lemming will start digging in the centre of the block they are in. If they are selected in the second half they will walk to the centre of the next block and then start digging.





Climbers and Floaters: When either of these skills are given to a Lemming they will retain the skill for the duration of the level and will start climbing or floating whenever the opportunity arrives.

COMPLETION SCREEN

A level will be over if you manage to rescue the required number of Lemmings within the allotted time.

It will also be over if you run out of time before saving the required number of Lemmings, if all your Lemmings are killed, or if you abort the level by any other means.

Once the level is over you will be given a resume of your progress. If you completed the level successfully, you will be given a password so that you can skip the level in the future. Two icons at the bottom of the screen give you the chance to **'Retry'** (press button **X** on the joypad or click on the **left** mouse button) or go to the **'Main menu'** (press button **O** on the joypad or click on the **right** mouse button).

AUTO REPLAY

This function records all your moves as you play a level. If you fail then retry the level immediately, these moves will be played back up until the last move you made. You can take manual control of the replay at any time by pressing button **X** on the joypad or click on the **left** mouse button. The **O** button on the joypad or **right** mouse button toggle fast forward on/off

SPECIAL OBSTACLES

Splitters: These are pagoda-type structures which will split your line of Lemmings into two separate columns. As they walk through, they will turn 90 degrees and continue moving in the new direction. The Lemmings turn left and right alternately as each one passes through.

Trampolines: When a Lemming walks or falls onto a trampoline, it will bounce forwards and upwards in the same direction it was previously moving. RED trampolines increase the height and distance the Lemming travels by 1 block each time they bounce. BLUE ones decrease the height and distance by 1 block each bounce.

Crash mats: Allow Lemmings to fall from any height without being stunned or killed.

Springs: These fling the Lemmings to a predetermined area, any distance and any height from the spring, in any direction.

Teleports: These occur in pairs. Whenever a Lemming moves across a teleport, it will be transported to the other one of the pair.

Slippery blocks: On some of the levels there are slippery blocks. Once a Lemming has stepped onto one, it will slide across until it reaches a normal non-slippery block. The only skills you can allocate to a Lemming in mid-slide are bomber, climber and floater skills.

Rope slides: When a Lemming crosses a block that contains the start of the rope slide he will automatically be transported across the rope to the end of the slide.

NOTE: Only ONE Lemming at a time can use the following features - SPRINGS, TELEPORTS and ROPE SLIDES. If a Lemming is already using the feature, the other Lemmings will walk past it

Credits

PlayStation Version Programmers
Robert Rawson
Andrew Brechin

2D Graphics and Animation
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Candy levels produced in association with Jelly Belly
the original gourmet jelly bean

GAME BASED ON ORIGINAL CHARACTERS CREATED BY DMA DESIGN

CLOCKWORK GAMES are
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Martin Hall
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