INTRODUCTION

Lemmings

Welcome to the crazy mixed up world
of **3D Lemmings!**

You and you alone are responsible for helping scores of friendly, innocent and harmless little Lemmings reach safety. You and you alone will be to blame if they end up drowning, burning, or exploding into Lemming bits. Think you can handle it? Eh?

Congratulations! If you're reading this far, you've decided that you CAN handle such awesome responsibility and you're ready to put your best mouse-clicking-finger forward for the challenge. Be prepared to gasp in wonder at the glorious 3D landscapes, and be ready to chortle helplessly as Lemmings stream off walls into the sea or pour down hillsides to an untimely end. That's the thing about this game you see. You might just find it a little too tempting to lead the gormless blighters round the wrong corner and off to Lemmings heaven...

But you must resist the temptation! The future of Lemmingdom is in YOUR hands. So get serious, furrow your brow, and don't laugh. The Lemmings need your help. The Lemmings will appear on each level of the game by falling through a trapdoor into a dangerous and hostile environment. They will blunder around, bumping into walls and other obstacles, following each other even if it means wandering into a pretty obvious 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 ever 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.

So put down your pastrami double swiss anchovy and cream cheese pizza, knock back your can of Mexican fermented pepper juice and dive headlong into the huge pulsating world of **3D Lemmings**. There'll be laughter and there'll be tears, but beware!

You won't sleep for a year.

INSTALLATION
IBM PC CD-ROM Loading Instructions

Place the CD into the CD-ROM drive and select the CD drive from the DOS prompt, typically D:>.

To configure the game for your system type **setup** and press **enter**.

This will allow you to choose the correct sound card and other details specific to your machine.

When you are satisfied with your selections press escape to return to DOS.
The setup program will save a small file to C:\LM3D.CD\LM3D.CFG which holds the configuration information.

To play the game, type **L3D** from the DOS prompt.

You should be aware that it is possible to alter a few of the game features to suit your system at this point. Instead of typing **L3D** from the DOS prompt to start the game as described above, you are able to type the following commands:

L3D<space>**a** turns off the sound in the rendered animation sequences.

L3D<space>**l** will give you low resolution Lemmings.

L3D<space>**sn** (where **n** is a number between 0 and 64) will control the size of the sample buffer. This means that if you choose a lower number, there will be fewer sound effects - this will save a lot of base memory should this be necessary.

Also be aware that there are 2 video modes available in **3D Lemmings**. Using the wrong one on your machine will result in poor quality graphics. If you find that the quality of the graphics is poor, you should change to the other video mode. Refer to the section headed **Configuration Screen** for further details.

Note:
The game requires between 430KB and 560KB of conventional memory depending upon the sound configuration selected, and 3MB of EMS (expanded memory). That is, in your CONFIG.SYS file, the EMM386 line should include at least the following:

<drive>:<path>\EMM386.SYS 2688.

If played on a machine with eight or greater megabytes of RAM, and the value of your EMS line in your CONFIG.SYS is 5632 or greater then the game will automatically use higher resolution graphics for the Lemmings.

CONTROLS

You can play **3D Lemmings** using a mouse, a keyboard, or a combination of the two. We recommend that you use the keyboard to move the camera positions through the 3D world when selecting your view points, and a mouse to actually play the game. For the full breakdown of keyboard functions, see the chapter headed **Keyboard Commands**.

MAIN MENU

The main menu is your gateway into the 3D Lemmings world. Are you sure you want to go in? We can't guarantee your sanity, and you may find yourself tearing out hair and chewing your fingernails down to the knuckle. Still want to play? Then read on...

There are five icons on the main menu. You choose the one you want by moving the mouse pointer to it and then LEFT clicking. If you are not using your mouse, you can use the keyboard to move the pointer - see the chapter headed Keyboard Commands for the relevant keys.

Play: Choosing this icon or pressing the 'f1' key will take you to a screen showing all the levels in this difficulty that you can play. When you first play the game, only the initial level in this difficulty rating will be displayed for you to choose. If you have already completed some levels (shown in green) you will be able to pick any of these to play again, or you can pick the first level which hasn't been completed (shown in red). If there are more levels to choose from than will fit on the screen then you can scroll through the levels by LEFT clicking on the arrows at the top and bottom of the screen. This screen also shows the most Lemmings you managed to save and your best time for each level.

Code: This will bring up the Password Screen. You must then enter the code for the level you wish to play. If the code is valid you will be taken directly to the selected level. If it's invalid, a message will be displayed and you will be taken back to the title screen. The 'f2' key also activates this function.

Options: This function takes you to the Configuration Screen. This allows you to alter some of the game's parameters to suit the system you are playing on. See the chapter headed Configuration Screen for further details. The 'f12' key also activates this function.

Level Select: You can alter the difficulty of the game by choosing a skill rating from four available choices. These are FUN, TRICKY, TAXING and MAYHEM. There is also a practice mode which allows you to have a go at dealing with all the different skills and obstacles in 3D Lemmings. A LEFT click will cycle through the skill ratings. If you are using a keyboard, the UP and DOWN cursor keys increase and decrease the skill ratings respectively.

Exit: This function will quit the game. The 'Esc' key also activates this function.

PRACTICE MODE

The practice mode in 3D Lemmings allows you to have a go at dealing with all the skills and special obstacles you will come across during the game. You will find it very useful to practice all the skills and obstacles and just experiment moving your viewpoint around.

To select practice mode, move the pointer to the Level Select icon on the title screen. LEFT click to increase skill levels, RIGHT click to decrease them. Stop once you have selected 'Practice'. You can also use the UP and DOWN arrow keys on the keyboard to do this.

With 'practice' selected, LEFT click on the Play icon, or press the 'f1' key.

You will be taken to a screen which shows you every skill icon and every special obstacle included in the game. As you move the pointer across the icons, the function of each icon will be displayed at the bottom of the screen. To choose one of the icons, simply move the pointer over it and LEFT click.

Having chosen a skill, you will be taken to a revolving view of the level along with the skill/function name, the number of Lemmings supplied, the number of Lemmings to be saved, the release rate, time allowed, and the skill rating. Along the bottom of the screen are 3 icons: 'Continue' which allows you to play the practice level, 'Demo' which runs a demonstration of the level, and 'Menu' which takes you back to the practice menu.

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. Make sure you read the appropriate manual sections so you are familiar with allocating skills and moving the cameras.

OBJECTIVE SCREEN

Once you begin the game, you will be taken to a screen which gives a few details about the level you're about to play. The picture will give you a flavour of the level's style, while the text will give you the level title and its number.

LEFT clicking the mouse or pressing the 'f1' key will play the level.

RIGHT clicking the mouse or pressing the 'f2' key will take you back to the title screen.

Pressing the 'Enter' key will show a rotating view of the level along with some extra information. This tells you the level title, the number of Lemmings available, the number of Lemmings you have to rescue, and the difficulty rating.

PLAYING THE GAME
MOVING THE CAMERAS

When you begin a game of 3D Lemmings, you will see a long distance view of the three dimensional world, along with a trap door hanging in the sky from which the helpless Lemmings fall. In order to play the level, you will probably want to move your point of view around so you can see things more clearly and find out what dangers lie in wait.

There are four cameras available for you to use. Each one can be moved to a different location so you can then quickly switch from one camera view to another. To cycle through the four camera views, or to move one of them to another location, you must LEFT click on the camera icon on the right hand side of the game screen (easy to spot - it's just like a movie camera!). You can then move the camera's position using either the mouse or the keyboard.

Using a mouse: Press the RIGHT button and move the mouse. The view point will change accordingly. You may find it useful to spend a little time just getting used to the way the camera moves in relation to your mouse. To move the camera vertically up or down, you LEFT click on the sliding scroll bar which appears on the right hand side of the screen.

Using a keyboard: Probably the easiest way to move the camera. The direction commands are listed in the chapter headed Keyboard Commands along with all the other keyboard functions.

MAP
As you play 3D Lemmings, 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. On any levels which are not played entirely inside an enclosed area, the current camera can be moved anywhere on the map instantly by RIGHT clicking on the location required to view, and dragging the camera to the point you wish to view from.

ALLOCATING SKILLS
Lemmings are quite independent little chaps and will quite happily march along by themselves without your interference thank you very much. Unfortunately, this will almost inevitably result in them strolling headlong into a major tragedy - your interference is therefore essential.

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 on the 3D Lemmings game screen - they are both made up of various icons. One runs along the bottom of the screen, the other down the right hand side. To allocate a skill, choose the skill icon you require and move the mouse pointer over it. LEFT click on it, then move the mouse pointer to the Lemming you wish to give the skill to. Another LEFT click 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 very difficult to pick out the one you want. The arrow icon will help you make sure you're choosing the correct one. LEFT clicking on this icon will toggle the function on and off. When it is highlighted, move the pointer over your chosen Lemming and LEFT click. 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 LEFT clicking on different Lemmings until you get the one you wanted. Once you're happy with your choice, LEFT click on the Lemming skill icon you want to allocate, 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. LEFT clicking on the icon will cause the point of view to cycle through all the Lemmings walking around on the level.

Face icon: To enter Virtual Lemming mode, you LEFT click on the face icon and then LEFT click on a chosen Lemming. You will then view the world through his eyes. Who knows - maybe you'll find yourself thinking his thoughts too. While you're in Virtual Lemming mode, LEFT clicking on a skill causes the current Lemming to take that skill immediately. LEFT clicking 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 LEFT click on the face icon again.

If you want to cycle through all the Lemmings on the level while you're in Virtual Lemming mode, LEFT click on the arrow icon.

It is possible to turn your Virtual Lemming's head through 90 degrees so you can have a good look at what's happening on either side of you. You do this by clicking the RIGHT mouse button, with the position of the pointer controlling the direction in which the head turns. However, you should remember that this will NOT work if your Virtual Lemming is a BASHER, DIGGER, or MINER.

Lemming skill icons: A Lemming in its natural state simply walks forwards until it meets an obstacle. They do have a few skills up their sleeves however, but it's up to you to help them make use of those skills so they can reach safety. There are nine skill icons - you will notice 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. When no number appears with a skill icon, you will not be able to allocate that skill at all.

Blocker: This skill causes the chosen Lemming to stand still with his arms outstretched, blocking the path so that no more Lemmings can pass. Blocker Lemmings will stand there all day if you give them the chance. If you need to get the Lemmings past a blocker, they will either need to dig under him, or... ahem... blow him up.

Turner: As you can imagine, the ability to go round corners is fairly important in a 3D world. You can help the Lemmings to do this by making one of them into a 90 degree turner using this skill icon. Allocate the skill as normal, but once you have LEFT clicked to choose the particular Lemming, you will need to LEFT click again to indicate the direction in which the Lemming should turn. An arrow will point in the direction the Lemmings will turn to help in this function.

Bomber: Sometimes you have to be cruel to be kind. This sad fact of life is brought home to you when you realise that the only way to get rid of a blocker is to blow him up. This skill has its uses at other times too, but you'll find that out for yourself. Once the skill has been allocated, a countdown will appear above the chosen Lemming's head and then... boom.

Builder: Lemmings are very efficient bridge builders. They 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 (they always use the same number of those), when the bridge reaches an obstacle, or when they bang their heads. You should remember that when a builder is about to run out of bricks, he will let you know. Listen carefully!

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. If you need that same Lemming to be a basher again later in the level, you have to allocate the skill all over again. Lemmings can't bash through everything - steel causes them particular difficulties. If they're in the middle of a good bash and then they come across a substance they can't get through, they'll just turn round and go back the way they came.

Miner: If you choose this skill, your Lemming will begin to mine diagonally downwards in the direction he was heading. Miners will carry on until they run out of stuff to mine - again, they'll also stop if they come across material that they can't get through.

Digger: A digger Lemming will begin digging downwards, but in this case they'll go vertically. 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 dig through, he won't go any further.

Climber: Give this skill to a Lemming and he'll find that he can climb up vertical surfaces with ease. In fact, he'll do it every time he comes to a vertical surface. Unlike most of the other skills, it's a case of once a climber, always a climber. 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: It's easy to ensure a safe descent from any height. Just give your Lemming an umbrella and he'll float gently to the ground. Once you've given a Lemming a brolly by allocating this skill, he'll keep it until the end of the level.

Right Status bar

There are more icons down the right hand side of the game screen. From top to bottom these are:

In: The number displayed here tells you how many more 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: This number tells you how many Lemmings are currently roaming round on the level.

Clock icon: The clock counts downwards, and tells you how long you have in minutes and seconds before the level self-destructs. Each level has its own time limit.

Bomb: When it's all getting a bit too much for you and you want to start the level again, DOUBLE LEFT click on the bomb icon. It will blow up all the Lemmings and the level will be aborted. You may find that watching scores of Lemmings explode before your eyes is a deeply moving experience. Alternatively, you may find it hilarious.

Fast forward: This icon is represented by a single red arrow that changes to two green arrows when activated. A LEFT click here toggles the game between normal and fast forward mode. Once you've chosen fast forward, all the Lemmings will move at approximately 3 times their normal rate. Very useful when the Lemmings have a long way to walk.

Camera: LEFT clicking here will cycle the point of view through the 4 camera positions. You are able to alter the position of each camera - see the section called 'Moving the camera' for further details.

Paws: LEFT clicking 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. This can be very useful, particularly if the on-screen action's getting a little frantic or you just need to think about your strategy.

Spin left icon and spin right icon: LEFT clicking on these icons will spin the current level to the left or right of its centre point.

Increase flow icon and decrease flow icon: LEFT clicking 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.

The map, the bottom status bar and the right status bar can be removed from the screen by LEFT clicking on the red button in the corner of each of the 3 screen features.

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: This 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 either accidentally or on purpose, or if you abort the level by any other means.

Once the level is over you will be given a resume of your progress. This will consist of:

1. The number of Lemmings you managed to rescue.
2. The number of Lemmings you were required to rescue.
3. If the level was successfully completed, you will be given a password so you can skip the finished levels in the future.
4. A comment on your efforts.

There will be two icons at the bottom of the screen. If you successfully completed the level you will be able to go to the 'Next Level' (LEFT click) or the 'Main Menu' (RIGHT click). If you failed, you will be able to 'Retry' (LEFT click) if you want to replay the level, or go to the 'Main menu' (RIGHT click).

AUTO REPLAY

If at first you don't succeed, don't put your fist through the monitor. 3D Lemmings requires tender loving care and patience. To help you keep cool under pressure, the Auto Replay function will record all your moves as you play a level, and if you fail (what do you mean 'if'?) 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 clicking the mouse or by pressing the 'esc' key. Take our word for it - this is VERY useful.

SPECIAL OBSTACLES

The levels in 3D Lemmings contain a number of special obstacles which affect the behaviour of the Lemmings. As you encounter them, you will learn to anticipate their effects and use them for your own ends.

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 problem is, the Lemmings alternate between turning left and right 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. There are two different kinds of trampoline: RED ones increase the height and distance the Lemming travels by 1 block each time they bounce, while BLUE ones decrease the height and distance by 1 block each time they bounce.

Lemmings will bounce off turner blocks while in flight and will land on suitable platforms including ladders. If a Lemming lands on anything other than a crash mat (see below) after having fallen more than the specified distance, they may be stunned, or they might even explode.

Crash mats: These allow Lemmings to fall from any height without being stunned or killed. This applies to all Lemmings, whether or not they have been given the floater skill.

Springs: These fling the Lemmings to a predetermined area, any distance and any height from the spring, in any direction. If the Lemming hits an obstruction while being thrown, it will explode.

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. These are usually covered in ice or snow. Once a Lemming has stepped onto a slippery block, 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'. This means that if a Lemming is already using the feature, the other Lemmings will walk past it.

KEYBOARD CONTROLS

All the functions which appear as icons on the screen can also be used direct from the keyboard. You can also move the pointer and cameras from the keyboard if you have no mouse or would rather not use it.

RETURN / ENTER	toggle fast forward on and off.
A	rotate world to the left.
S	rotate world to the right.
⬜	enlarge 3D window.
⬜	shrink 3D window.
P	toggle pause mode on and off.
ESC	abandon level and try again.
⬜	toggle Virtual Lemming mode on and off.
H	toggle Highlight Lemming mode on and off/cycle through Lemmings when in Virtual Lemming mode.
C	cycle through camera views. Keys 1 2 3 and 4 will also change the view to that of the respective cameras.
T	move mouse pointer up.
F	move mouse pointer left.
G	move mouse pointer right.
V	move mouse pointer down.
SPACE	LEFT mouse click.
ALT Q	blow up all the Lemmings!
F1	activate blocker.
F2	activate turner.
F3	activate bomber.
F4	activate builder.
F5	activate basher.
F6	activate miner.
F7	activate digger.
F8	activate climber.
F9	activate floater.
F11	return to title screen or practice menu depending which type of level you are currently playing.
F12	bring up the Configuration Screen.

Remember that you can only allocate skills when you have them available.
The number which appears by each skill icon will tell you how many times you can use that skill.

Numeric keypad

7	move camera forward and left.
8	move camera forward.
9	move camera forward and right.
4	rotate camera to the left.
6	rotate camera to the right.
1	side step camera to the left.
2	move camera backwards.
3	side step camera to the right.
-	move vertically up.
+	move vertically down.
ENTER	fast forward.

Pressing SHIFT at the same time as one of the camera movement keys will move the camera at approximately 3 times normal speed.

The keyboard commands can also be reconfigured from the defaults in the 'SETUP' program used to define the soundcard and hardware options to be used for the game.

CONFIGURATION SCREEN

Pressing ⌨F12 on the keyboard will bring up the Configuration Screen. This allows you to alter some of the parameters within 3D Lemmings so that you can tailor the game to the system you are playing on. The general rule is that the more features you turn OFF using this screen, the faster the game will run. This is most useful on slower machines.

To turn features ON or OFF: Move the pointer to the appropriate part of the screen and LEFT click.

Block texture mapping ON or OFF: When turned off, textures will be removed from the background details.

Land texture mapping ON or OFF: When turned off, textures will be removed from areas of land leaving them as flat areas of colour.

Sea texture mapping ON or OFF: When turned off, the sea will be displayed as a flat area of colour.

Sky texture mapping ON or OFF: When turned off, the sky will be displayed as large flat areas of colour.

Set 3D window size: The smaller you set the window, the faster the game will run.

Soundcard music volume: Adjusts volume of soundcard music.

Sound effects volume: Adjusts volume of sound effects.

CD music volume: Adjusts volume of CD music. **NOTE:** Setting CD music volume to a value of 0 and setting the Soundcard music volume to a value greater than 0 will result in Soundcard music being used and vice versa.

Mouse button reversal: This enables you to reverse the effects of the mouse buttons. If you choose to activate this option, anything which previously required a LEFT click will now require a RIGHT click and vice versa.

Change video mode: If you experience problems with the screen 'shearing' at high speeds and the mouse pointer flickering, choose another video mode. There are 2 available - mode 1 will generally give better results, but it does not work on all machines.

Mouse pointer speed: Adjust the speed at which the mouse pointer responds to mouse movements with this option.

Camera speed: You can alter the speed at which the cameras move around the 3D world with this option. It is recommended that you set the speed to '2' if you are using a mouse to move the camera, or '4' if you are moving using the keyboard.

Replays ON or OFF: When ON, the 'AUTO REPLAY' function described earlier in the manual will be activated. When OFF, you will not be able to activate this function.

3D Lemmings also gives you the chance to turn the rendered animation sequences on or off. However, this facility is only available from within the SETUP utility.
CD Anims ON or OFF: When ON, the rendered animations will be seen at the completion of a difficulty skill (CD-ROM VERSION ONLY). When OFF, the animations will not be played.

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