



Paintball

english

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A large, stylized white paint splatter graphic is centered on the page, partially overlapping the table of contents. The word "Paintball" is written in a black, handwritten-style font at the bottom center, with a small paint splatter above the letter 'i'.

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INTRODUCTION

Everyone knows the Lemmings. Green, furry, totally harmless...

Oh yeah?

Tool 'em up with a pump-action paint gun and before you can sing, "Who wanna be a painter man?" they'll be spraying the town white with a hint of plum and covering you in a variety of hard-wearing finishes. Gloss? No problem. Eggshell? You got it. Woodchip? Whatever you like sir, so long as it doesn't clash with the curtains.

Lemmings Paintball puts you in control of up to four helpless Lemmings. They'll fall from the sky into a cuddly isometric landscape, then you've got to do the 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 involving levers, gates, sliding blocks, blazing fires, huge balloons and gallons and gallons of paint. Not to mention the enemy Lemmings who have paint guns of their own, a bad case of trigger paw, and an overwhelming urge to cover you in more paint than the Sistine Chapel ceiling.

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STARTING THE GAME

Load Windows '95 in the usual way.

Insert the 'Lemmings Paintball' CD-ROM into the CD drive making sure the printed side faces upwards.

The installation program will then be launched.

This program will present you with the option to install Lemmings Paintball. Left click on the Install button and follow the instructions.

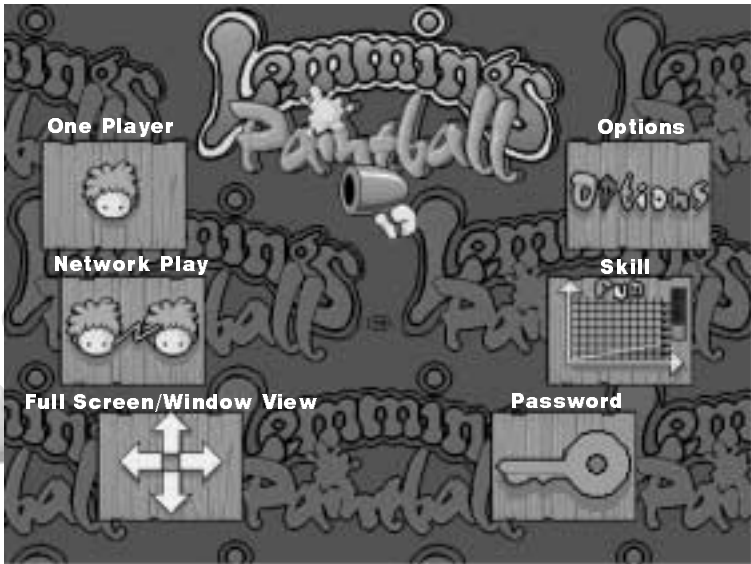
Once the game is installed, you can left click on the Start icon to access the Lemmings Paintball shortcut and run the game. Alternatively, the same box used to install the game will appear giving you the option to play. Left click the Play button to start Lemmings Paintball.

The next time you insert the CD, the same box will appear but it 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 able to play Lemmings Paintball.



MAIN MENU



One-Player:

Left click here to play the one-player game.

Network Play:

Left click here to play the network game.

Full Screen View/Window View:

The game can be viewed full-screen or contained within a window. Left click here to toggle between the two views.

Options:

Left click here to access the Options Screen.

Skill:

Left click here to cycle through the four skill settings of Fun, Tricky, Taxing and Mayhem.

Password:

Left click here to access the Password Screen. This allows you to skip levels you have already completed.

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OPTIONS SCREEN



Zoom:

When viewing the game in a window as opposed to full-screen, it is possible to alter the window size using the Zoom option. Left click here to toggle Zoom on or off. Zoom on views the game through a large window. Zoom off views the game through a reduced size window.

FX:

Left click here to toggle sound effects on or off.

Film:

Left click here to toggle movie sequences on or off.

Music:

Left click here to toggle in-game music on or off.

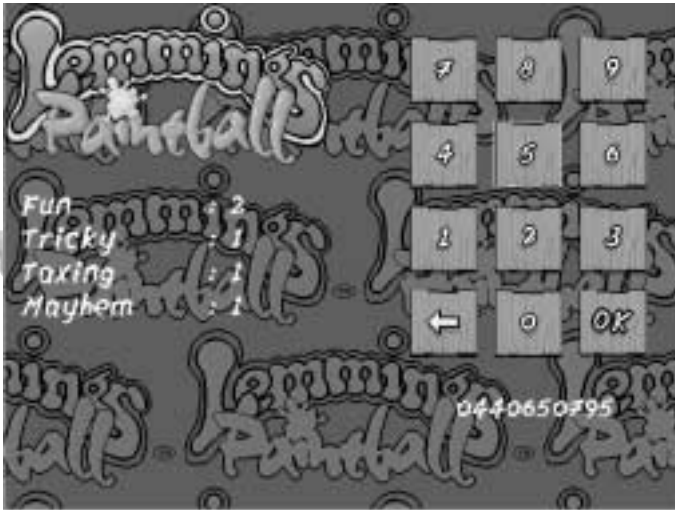
Return:

Left click here to return to the Main Menu

The word 'Paintball' in a stylized, bubbly font, positioned at the bottom of the page. It is partially obscured by a large, white, paint-splatter-like graphic that originates from the 'Zoom' section and spreads across the lower half of the page.

PASSWORD SCREEN

When you complete a level of Lemmings Paintball, you will be given a password so that you don't have to replay levels you've already finished. You can then enter the password on the Password Screen to skip completed levels in the future.



Passwords in Lemmings Paintball are made up of numbers. To enter a password, move the pointer to each number in turn and left click. To delete the last number you entered, left click on the arrow button. To enter the complete password, left click on 'OK'.

If you have entered a valid password, the table on the left of the screen will show you the last level on each difficulty that can be played. You will be returned to the Main Menu.

If you enter an invalid password it will be ignored, the old one will be restored and you will be returned to the Main Menu.

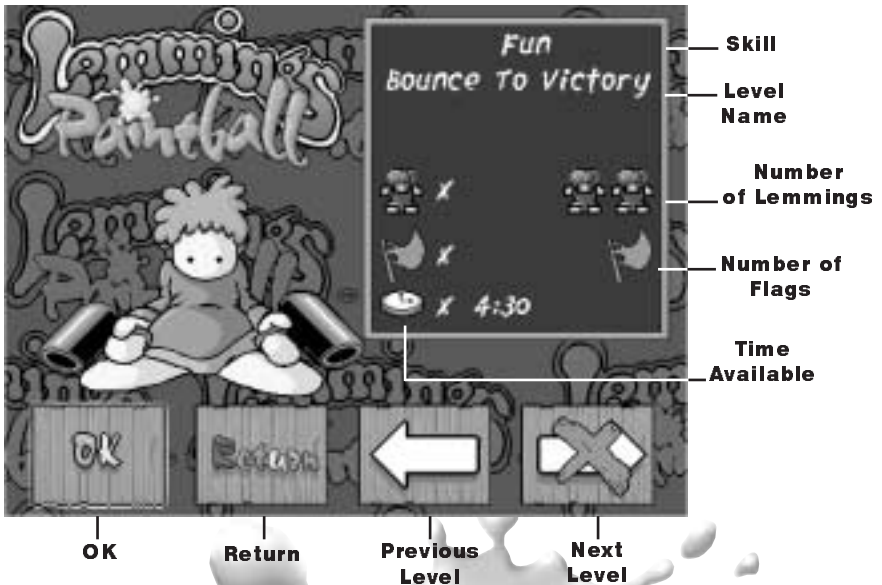
Every time a new level on each skill category is completed, your password will change. You can return to this screen to view your current password. Remember that your current password is also displayed on the Completion Screen.

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

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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.

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Along the bottom of the Objective Screen are four buttons. These are:

OK:

Left click here to play the level.

Return:

Left click here to return to the Main Menu.

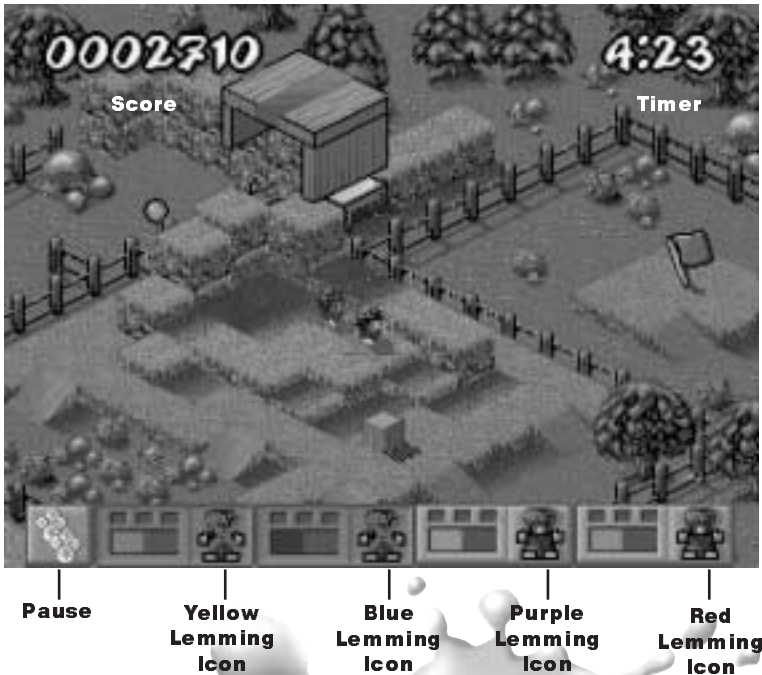
Previous Level:

Left click here to select the previous level. If you are currently on the first level of the game, the button will be marked with a red cross and you won't be able to select it.

Next Level:

Left click here to select the next level. If you have not yet completed the current level successfully, the button will be marked with a red cross and you won't be able to select it.

PLAYING THE GAME



Score:

Indicates your current score. If you fail the level, your score will revert to what it was when you started the level. However, if you succeed, your score will be retained between levels.

Timer:

Counts downwards and indicates how long you have left to complete the level.

Paws:

Left click here to pause the game.

Panel Icons:

Each Lemming on the level is represented by one of the icons on this panel. 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 the Lemming has left in its gun. The colour of this gauge represents the Lemming; it is the same as the highlighter underneath the Lemming's feet.

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STARTING A LEVEL

When you start a level, one or more floating trap doors will open and the Lemmings will fall through onto the landscape below.

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, while the others will be highlighted with small circles. The Lemming marked by a star is the lead Lemming. 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. There can be up to four flags on any one level. If there is more than one flag, all of them have to be collected to complete the level. Remember that each Lemming can only collect one flag. 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 somewhere on the screen. When you move the mouse, the pointer moves too. As you move the pointer around the screen, it will indicate whether or not the Lemmings can move to that area. An outstretched paw means the area is accessible. A wagging finger means the area cannot be reached.

To select the Lemmings you want to move, simply left click on them individually, or left click on their appropriate panel icon. The lead Lemming will be the one you select first.

When you select a Lemming, a rotating arrow will appear above its head. When you have selected all the Lemmings you want to move, left click on an area of the screen which the pointer indicates is accessible (shown by an outstretched paw). This will form the Lemmings into a group and move them in formation to that point.

When a Lemming bumps into an obstacle, after a short pause for thought, it will attempt to find a path to the point indicated. Sometimes, however, the Lemming will not be able to work out a path, and you will have to move it around the obstacle by clicking a direct path from where it is standing.

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, you can use the panel to select or focus on a single Lemming or group of Lemmings. Right click on the appropriate panel icon to focus on a Lemming and make it the leader of its group. If you left click on the panel icon while the Lemming is off screen, the screen will again focus on the Lemming and 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 located on the level. There can be up to four flags on any one level.

To collect a flag, 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 using the right mouse button.

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. Each of the panel icons carries a gauge showing how much paint is in each Lemming's gun.

You will sometimes find your Lemmings coming under a paint attack from enemy Lemmings patrolling the level. To engage them in a bout of paint battling, select one or more of your Lemmings and right click the mouse to fire. Move the mouse around to aim shots. Enemy Lemmings only have to be hit once to be painted out of the level, but it only takes one splat to knock out your Lemmings too. So beware...



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USING LEVERS

Dotted around many of the levels are levers which operate lifts or other items of machinery.

To operate a lever, you will need to 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 you will come across barriers that have to be unlocked using a key before a Lemming can pass through. Therefore, the Lemming needs to collect a key before it can raise the barrier.

Keys are hidden inside exploding boxes.



When you come across a box like this, make sure there are no obstacles between the box 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. If you now look at 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, it will be able to raise a barrier that was previously locked.

If a Lemming carrying a key is hit by a paint ball, the key will return to its original position.

USING BALLOONS

Sometimes you will come across a large balloon floating above the ground



This can be used by a Lemming to fly to another part of the level. Again, make sure there are no obstacles between the selected Lemmings and the balloon. Move the pointer to the balloon until it turns into a thumbs-up sign, then left click. The Lemmings will walk to the balloon and the lead Lemming will take it. If you look at the appropriate panel icon at the bottom of the screen, you will see that it shows the balloon. NOTE: It is possible for a Lemming to collect more than one balloon - in fact, they can collect one balloon 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. These are sections of landscape that can move up or down and are sometimes triggered by levers. To use a lift, just make sure there is a Lemming standing on the ground that will move.

MOVING PLATFORMS

Around the landscape you will encounter moving platforms. These are blocks that move between sections that would otherwise be inaccessible. To use a moving platform, first 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.

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.

PAINT BONUSES



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.

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.

TIME BONUSES



Give yourself some extra time to complete a level by getting a Lemming to collect a time bonus. These are stopwatches which float above the ground.

To get a Lemming 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.

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POINTS BONUSSES



Score some extra points by getting a Lemming to collect a points bonus. These are bronze-coloured pots.

To get the Lemmings to pick up a points bonus, 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



You will have completed a level successfully if you 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

MENU SCREENS

UP, DOWN, LEFT, RIGHT CURSOR ARROWS

Navigate round option screens

ENTER or SPACE

Select options or skip through into screens

ANY TIME

F4 - Toggle between full-screen and window view

DURING GAME

P - Pause game

LEFT/RIGHT CURSOR ARROWS

Select Lemming groups

1, 2, 3, 4 - Select Lemming 1, 2, 3 or 4 as lead Lemming

7, 8, 9, 0 - Use balloon with Lemming 1, 2, 3 or 4.

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SETTING UP A TWO PLAYER GAME

Here is a description of how to make Windows 95 ready for a two-player game of Paintball and then how to start a game against your opponent. Do not worry if it seems difficult to set up. Once Windows is prepared for Paintball, you can subsequently start a new networked game at any time with the greatest of ease. You may also find that you already have Windows ready for Paintball to start a two-player game immediately.

CONNECTING VIA A LOCAL AREA NETWORK (LAN)

Note, a LAN can comprise just two computers connected together by their respective network cards. If your computer is not already connected to the network. Make sure you have Windows 95 compatible network hardware.

Follow the Windows Help guidelines:

- Contents Tab
- How To
- Use a Network
- Setting up your computer to connect to the Network

Windows may require access to the installation disk during the process.

If your computer is connected to the network
Have you got a TCP/IP protocol installed? To find out, look in the NETWORK PROPERTIES. To do this, click START, SETTINGS, CONTROL PANEL. Double click on NETWORK. You are presented with a dialogue box with information about your network settings. Do you see TCP/IP in the installed components listing? If you do have a TCP/IP protocol installed, see SETTING UP YOUR TCP/IP PROTOCOL below. If you do not, follow the Windows Help guidelines for installing the TCP/IP protocol using the index below. Do not click OK on the NETWORK settings dialogue box until you have configured your TCP/IP protocol as described in SETTING UP YOUR TCP/IP PROTOCOL.

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Windows may require access to the installation disk during this process. If your version of Windows was installed over the network, you may need to find out the location of the installation software on the network.

Note: Now see SETTING UP YOUR TCP/IP PROTOCOL on next page.

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CONNECTING VIA THE INTERNET

To play a two-player game of Paintball via the Internet, you must first connect your computer to your Internet service provider in the usual way. You may wish to use the Microsoft Network service which is easily accessible through Windows® 95, or purchase third party software. If Paintball appears not to work properly once you have connected to your provider, see TROUBLE SHOOTING further on in this section, otherwise follow the instructions for STARTING A TWO-PLAYER GAME. Note, you need only connect your provider before you press the START SPEC button in the Network Options Screen; you do not need to restart the Paintball application.

SETTING UP YOUR TCP/IP PROTOCOL

Note, if your computer already has the TCP/IP protocol installed, the settings may already be set and you will not need to follow these instructions.

Open the NETWORK settings dialogue box, if it is not already. To do this, click START, SETTINGS, CONTROL PANEL. Double click on NETWORK. Now follow these steps to configure your protocol:

In the components installed listing, click on TCP/IP. If there is more than one TCP/IP listed, click on the one that is listed with the name of your network hardware (if you are playing over the LAN), or the with DIAL-UP ADAPTER (if you are playing over the Internet).

Click Properties.

Select the IP ADDRESS (Internet Protocol Address) tab. If you are not sure what your IP address is, click on OBTAIN AN IP ADDRESS AUTOMATICALLY. For connecting to the Internet, your service provider will either give you an IP address, or tell you that you will be given one automatically, but for a local area network, you must have access to a DHCP (Dynamic Host Configuration Protocol). If you dont, you must obtain a unique IP address. If you dont know what your IP address is and you are just connected to a local network, you can just specify any address e.g. 1.2.3.4. If your opponent also doesnt have an address, he could use 1.2.3.5.

If you know what your IP address is, click on SPECIFY AN IP ADDRESS, enter your address and subnet mask. The subnet mask is normally 255.255.255.0. If you know the IP address of the computer that is used to link computer names with IP addresses, click on the DNS CONFIGURATION (Domain Name Server Configuration) tab. Click on ENABLE DNS and enter the name of your computer in the HOST box. Enter the IP address of the DNS computer in DNS SERVER SEARCH ORDER and click ADD.

Click the ADVANCED tab and click on SET THIS PROTOCOL TO BE THE DEFAULT PROTOCOL. Click the OK button. You have now configured the TCP/IP protocol sufficiently for use with Paintball. Click the OK button in the NETWORK settings dialogue box. Windows may need to restart in order for the changes to take effect, and will prompt you to do so.

The logo for the game 'Paintball' is displayed in a stylized, handwritten font. The word 'Paintball' is written in a dark color, with a white outline or shadow effect around the letters, giving it a 3D appearance. The letters are slightly irregular and slanted, consistent with the game's theme.

STARTING A TWO-PLAYER GAME

Start the Lemmings Paintball application as normal. Once you have arrived at the first Options Screen, click on the button with two lemming heads. This brings you to the Options Screen for starting a two-player networked game. You have two choices. You can either start a game with a specific computer, or start Paintball looking for other computers on the local network that are ready to play a two-player game. If you know the IP address of the computer you wish to play with, click on START SPEC, and follow the instructions for PLAYING WITH A SPECIFIC COMPUTER below. If you do not know the IP address, click on START LAN and follow the instructions for PLAYING WITH A COMPUTER ON THE LAN.

Note: Paintball requires a minimum data transfer rate to be maintained. Data transfer rates below this will cause the link to fail. Internet play, especially via two independent service providers, may cause such a failure and is therefore not the responsibility of Psygnosis Ltd.

PLAYING WITH A SPECIFIC COMPUTER

After clicking on the START SPEC button, enter your name in the bottom window, as prompted, and press enter. At this stage, Paintball will attempt to start the networking system. This will only succeed if you have successfully followed the instructions above to prepare Windows first. Your name will appear in the central window along with your IP address and computer name. At this stage you could inform your opponent of your IP address if he does not already know. Similarly your opponent could do the same.

Now enter the IP address of the computer you wish to play with and press enter. Alternatively, if you have set up a DNS (Domain Name Server - see SETTING UP YOUR TCP/IP PROTOCOL FOR A LOCAL AREA NETWORK), you can enter the name of the computer at this prompt. Your opponent's details should now appear in the top window. If they do not, you may have entered the wrong IP address or computer name, check with your opponent.

Click on your opponent's details. They will change colour to red. When your opponent has done the same, you will both be taken to the Objective Screen.

See SELECTING A NETWORK LEVEL.

If your opponent selects first, his details will start to flash red, indicating he is ready to play with you. Just click on his details as before and you will both be taken to the Objective Screen.

PLAYING WITH A COMPUTER ON THE LAN

After clicking on the START LAN button, enter your name in the bottom window, as prompted, and press enter. At this stage, Paintball will attempt to start the networking system. This will only succeed if you have successfully followed the instructions above to prepare Windows first. Your name will appear in the central window along with your IP address and computer name. Paintball will now look on the LAN for opponents who have followed the same steps.

When opponents have been found, their details will be listed in the top window. The details of opponents who wish to play a game with you will flash red. You can choose to play any of the opponents in the list by clicking on their details. Once you have both agreed to play each other, you will both be taken to the Objective Screen.

SELECTING A NETWORK LEVEL

Once you have agreed with your opponent to play a game you will be taken to the Objective Screen. You may select a level from the batch designed specifically to be played with two players. Either player can select a level; the opponent will see your selection on his Objective Screen. When one player presses the OK button, the game will begin.

For further information, refer to the Psygnosis website at:
<http://www.sepc.sony.com/sepc/psygnosis/sisdex.htm>



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TROUBLE SHOOTING

The START LAN method of finding opponents will only work if your IP address has the same first 3 numbers as the others on the LAN, and if your subnet mask is set to 255.255.255.0. See SETTING UP YOUR TCP/IP PROTOCOL FOR A LOCAL AREA NETWORK.

If you are connecting via the Internet, but in the Network Options Screen, your local area network I.P. address appears next to your name, you may have entered your name before connecting to your service provider. Return to the main Options Screen, connect to your provider, then press the two-player game button again. If this does not work, you may not have set the TCP/IP protocol for the Dial-Up Adapter to be the default protocol, see SETTING UP YOUR TCP/IP PROTOCOL for details.

Paintball's networking system uses the Windows 95 library WinSock. Sometimes, third party Internet software will override the original installation of Windows 95 WinSock with an older version that will not work with Paintball. To allow Paintball to work, you must remove any references to WinSock in your config.sys file (usually in the root directory of your c:\ drive) and install the TCP/IP protocol from the Windows 95 installation disk. See Windows Help topic below for more information:

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CREDITS

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GAME BASED ON ORIGINAL CHARACTERS CREATED BY DMA Design

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