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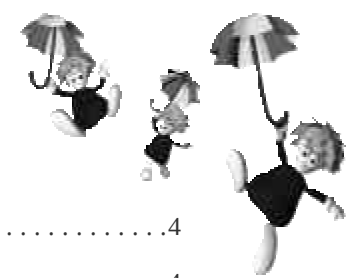


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Minimum Specifications

Operating System	Windows 95/98
Computer	100% PC compatible
CPU	Pentium 166
Hard Drive	500 MB free space required
CD-ROM	24x speed
RAM	64MB
Input Device	Microsoft compatible mouse
Graphics	DirectX compatible 3D accelerator (4Mb)
Sound	All DirectX compatible cards

Recommended Specifications

Operating System	Windows 95/98
Computer	100% PC compatible
CPU	Pentium II 333
Hard Drive	500 MB free space required
CD-ROM	24x speed
RAM	64MB
Input	DeviceMicrosoft compatible mouse
Graphics	8Mb 3D accelerator – DirectX 7a (supplied on CD)
Sound	All DirectX compatible cards

We will help you wherever we can to ensure you get the most from *Lemmings Revolution* but we are unable to provide any hardware support. If you have any questions regarding your computer then please contact your computer manufacturer's technical support department.

Installation

1. *Lemmings Revolution* should autorun (automatically start to work) when the game CD is inserted in your machine (and you have closed the CD-ROM drive's door). If it doesn't, click on the START menu of your Windows desktop, click RUN, Type D:SETUP (or the relevant letter for your CD-ROM drive) and press ENTER. Then click OK.
2. You will now be presented with the game's Installation screen. Follow the on-screen instructions to install the game to your hard disk including which language version of the game you wish to install.
3. Now you will be asked if you wish to install DirectX 7a. Choose YES unless you are confident that you have the appropriate version already installed, as DirectX 7a is a prerequisite for *Lemmings Revolution* to run. If in doubt, run the program as you will only be asked if you wish to Reinstall DirectX if the same version is first found on your machine.



Uninstall

If, for whatever reason, you should wish to uninstall *Lemmings Revolution*:

1. Click on the START menu of your Windows Desktop, move to PROGRAMS, select TAKE2, select LEMMINGS REVOLUTION and use the Uninstall program provided.



Running The Game

The installation program has placed a shortcut to *Lemmings Revolution* on your Windows Desktop. Double-click it to launch the game. Alternatively you can open the Windows START MENU and select PROGRAMS, then TAKE2 followed by LEMMINGS REVOLUTION. Click on the LEMMINGS REVOLUTION icon in the next menu to launch the game.

Main Menu

Here you will be presented with four main options :

- Start New Game
- Play Current Game
- Options
- Quit to Windows

To select an option on the menu left click the desired choice with your mouse. You can also press the ESC key on any screen to go backwards through the menu system or left click on the Return button.

START NEW GAME

Here the player can start a brand new *Lemmings Revolution* experience. Please note that selecting this option will write over the current game position if there is one saved. Only use this option if you are playing the game for the first time or you are sure you want to start a completely new game.

PLAY CURRENT GAME

Selecting this option will place the player back on the last level they were trying to complete in a previously saved game. Progress is saved after each level so using this option will return the player to the point in the game where they last quit.

OPTIONS

Here, players can select their own audio preferences. Simply move the pointer over the arrows next to either 'MUSIC' or 'SFX' to adjust their volumes.

QUIT

If this option is selected, the player is prompted as to whether they are sure they would like to quit before the game returns to the menu or exits to Windows.

Lemmings Revolution: The Introduction

After years of risking life and limb, the migration was over. The Lemmings had found their promised land and made themselves at home. Some took shelter in the forests, some by the ocean, while others settled in the desert. Some Lemmings even colonised the snowy wilderness, while those with particularly good building skills constructed magnificent towers which circled the land. In places the rocks were rich with precious stones which the Lemmings had no trouble mining with their renowned digging expertise. After their perilous exodus it seemed as if their troubles were finally over...

Little did they know that their adventures had become the stuff of legend and had attracted particular interest among the weasels. This was bad news as weasels have always taken great delight in the misfortune of others and, true to form, weasal cinemas erupted with roars of laughter as footage of the Lemmings' gruesome mishaps played to packed houses for months on end.



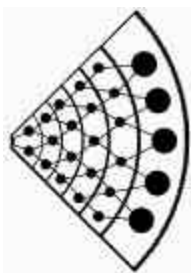
To make matters worse, weasels are very fond of practical jokes (the more elaborate the better) and, when they eventually grew tired of the same old re-runs, decided that the Lemmings' honeymoon was over.

One dark night, every Lemming was captured and packed away into boxes while the weasels set to work. No home was safe, and even the mines were sabotaged as they planted traps, puzzles and pitfalls that the Lemmings would surely never survive....

Now, the only means of escape is their hot air balloons. Unfortunately these have been strategically positioned to lure the Lemmings into danger. They'll need your help if they are to have any hope of reaching them!



The ‘Revolutionary’ Map Screen



Selecting a new game or a previously saved game will bring up the *Lemmings Revolution* map screen. Here the player can plot their Lemmings’ course to freedom, using each ‘branch’ as a stepping stone to their final goal.

The player starts in the center of the circle and as one level is completed, several others appear further on in the branch. For example, as the first level is completed the player then has the choice of the next two levels. As soon as that level has been completed another three levels in the chain become unlocked. Using this path system there are a number of different routes available to the player, some easy and some fraught with danger!

To select a level simply move the mouse pointer over a flashing node (this means that the level has been opened but not completed) and click on the left mouse button.

Game Controls

Before you start your escapades, it would be a good idea to learn the controls. They’re fairly simple to learn, but can you put them to good use?!

MOUSE

This is your primary weapon in the battle against the evil weasels. To select anything onscreen, click on the left mouse button. To rotate the game area hold the right button down and move the mouse left or right.

P This is used to pause the game at any time. This doesn’t just stop the action as you can still give Lemmings their skills and rotate the level. This may not seem important at first but frugal use of the pause function can save your Lemmings from certain death!

LEFT/RIGHT ARROW KEYS

Pressing the left arrow key whilst the pointer is over a group of Lemmings will highlight a Lemming travelling to the left. Likewise, if the right arrow key is pressed the pointer will select a Lemming travelling to the right. This is extremely useful when you need to select a single Lemming from a mass group.

SPACE BAR

Tapping the space bar allows the player to zoom into the action. The right mouse button can then be used to navigate in this close-up view. Tapping the space bar again will return the player to the default view.

ESC

Pressing the escape key brings up several options:

Resume - Resumes the current game

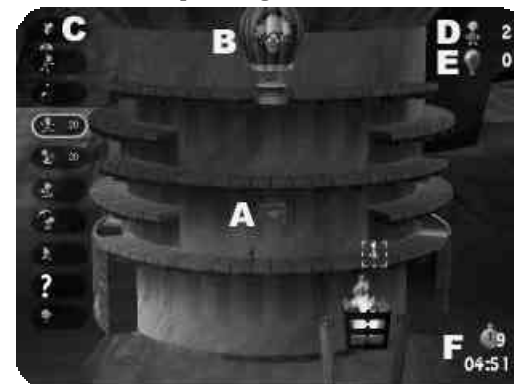
Try Again - Restarts the current level

Quit - Quits back to the main menu

Audio - Adjust the music and SFX volumes

The Game Screen

Here is a breakdown of the all-important game screen:



- A** The starting box from which Lemmings are released.
- B** The finishing point... Can you get them safely to the balloon?
- C** Skills palette. Here you can select skills with which to endow your Lemmings.
- D** The number of Lemmings released.
- E** The number of Lemmings already saved in the balloon.
- F** Time elapsed/remaining.

Meet The Lemmings

The evil weasels have captured three specific species of Lemmings. Each species has evolved over their many peaceful years to cope with their environments whilst still retaining that vital Lemming look. Let’s meet them:



These are your normal ‘common’ or ‘garden’ Lemmings. They are cute in every possible way but cannot swim or navigate that nasty hot stuff they call lava.



These Lemmings have distinguished white and blue features and have developed the ability to swim. They can’t, however, manage to survive a nice hot lava bath.



These Lemmings are a fetching shade of green and are impervious to acid. However they haven’t yet perfected their breaststroke.



Lemming Skills

There would be no point in trying to escape if our loveable Lemmings didn't possess a few skills. On the left of the game screen are all the skills that a Lemming would want to own. Skills can be selected by left clicking on a Lemming icon with a number next to it. The number denotes how many of those skills remain... They aren't infinite so use them wisely! Once a skill has been selected highlight a Lemming using the cursor and press the left mouse button.



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



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



EXPLODER An Exploder will explode, making a crater in the landscape and obliterating the Lemming. He will, however, carry on what he was doing for five seconds before exploding. Any Lemming can be made into an Exploder.



BLOCKER A Blocker prevents Lemmings from passing him. He can be changed back to a normal Lemming by blasting the ground beneath him.



BUILDER A Builder will build a ramp slowly upwards for 12 tiles. He can be interrupted from what he is doing at any time by giving him another skill.



BASHER A Basher smashes his way through obstacles in a horizontal direction. He can also be given another skill while he is still bashing.



MINER Miners dig down in a diagonal direction, depending on which way they are walking, leaving a useful tunnel behind them. They can also be changed into something else while they are mining.



DIGGER A Digger digs vertically downwards as far as he can go, leaving a hole behind him. He can also be assigned another skill while he is digging.

Weasel Traps

Life is never plain sailing for the little Lemmings. They will encounter several devilish traps along their route to freedom. So as not to give the game away, here's a quick guide to a few of them:



WATER

These innocent pools of H₂O can be a hazard to some species of Lemmings. Those pools, with protruding piping, can be drained. You'll just have to work out how for yourself!



LAVA

These hot pools of burning lava are lethal to all Lemmings except those with asbestos feet!



ACID

These lovely green pools of concentrated acid are extremely dangerous. Only the most stupid of Lemmings would dare to cross this pool... Well, would *you*?!



TIMED DOORS

Tiny pressure pads activate these doors. As soon as the counter reaches zero the door closes and your Lemmings are trapped. Maybe that's a good thing. Then again...

Lemming Extras



This directional material can only be destroyed in the direction of the arrows. This could be up, down, right or as shown, to the left.



Switches, unsurprisingly, switch objects on or off. This could be beneficial or disastrous... You decide.



Laser gates work in a similar vein to switches. As a Lemming breaks the beam, an event is triggered. This could open the door to Lemming Utopia or release horrible evils into the world! Only trial and error will tell...



Speed-up pads are great when you're in a hurry. Timing is essential though as speeding up at the wrong time could see your Lemmings to an early grave.



Ohh, floaty light! That's the feeling you'll get as your Lemmings hit those Anti-gravity pads. Mind you, what goes up must come down!



Teleporters are a great invention when you know where they take you. Unfortunately, in this case, you don't! Be prepared to send your Lemmings unknowingly into oblivion.

WALKTHROUGH

To help you on your way - and to give your Lemmings a fighting chance! - here is a 'walkthrough' to one of the trickier levels:

“NOW YOU'RE STALKING”

- 1) Make the 1st Lemming a Climber + Floater.
- 2) Make the 2nd Lemming a Digger next to the metal pole to the right of the entrance.
- 3) Once he has dug down, block the tribe in the lower platform.
- 4) Make the 1st Lemming a Builder before he falls into the exit and then Dig down in between the two one-way block sections.
- 5) Bash through the right facing one-way block and then build up over the gap.
- 6) Continue to build up to the left wooden platforms, until the last one, where you should allow the Lemming to drop down into the 1st hole you created.
- 7) Now bash through the one-way blocks to the left to free the rest of your eager little chums.
- 8) Make one last bridge to gap the hole to the exit.
- 9) Nuke the last Lemming to set the balloon free.



HINTS & TIPS

- Pausing the game may not seem that beneficial, but for later levels hit that 'P' as often as is Lemmingly possible so you can get a good fix on where you are and where you need to get to!
- Zooming in not only looks nice, but when you're faced with pixel perfect positioning it's definitely the option to take
- There's more than one way to make your Lemmings turn around without the need for a Blocker. Use the skills provided so every season they turn, turn, turn!
- Different switches in different orders do different things, so watch out!
- Multi-skill Lemmings are fantastic but remember what skills have been assigned to which Lemming!

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