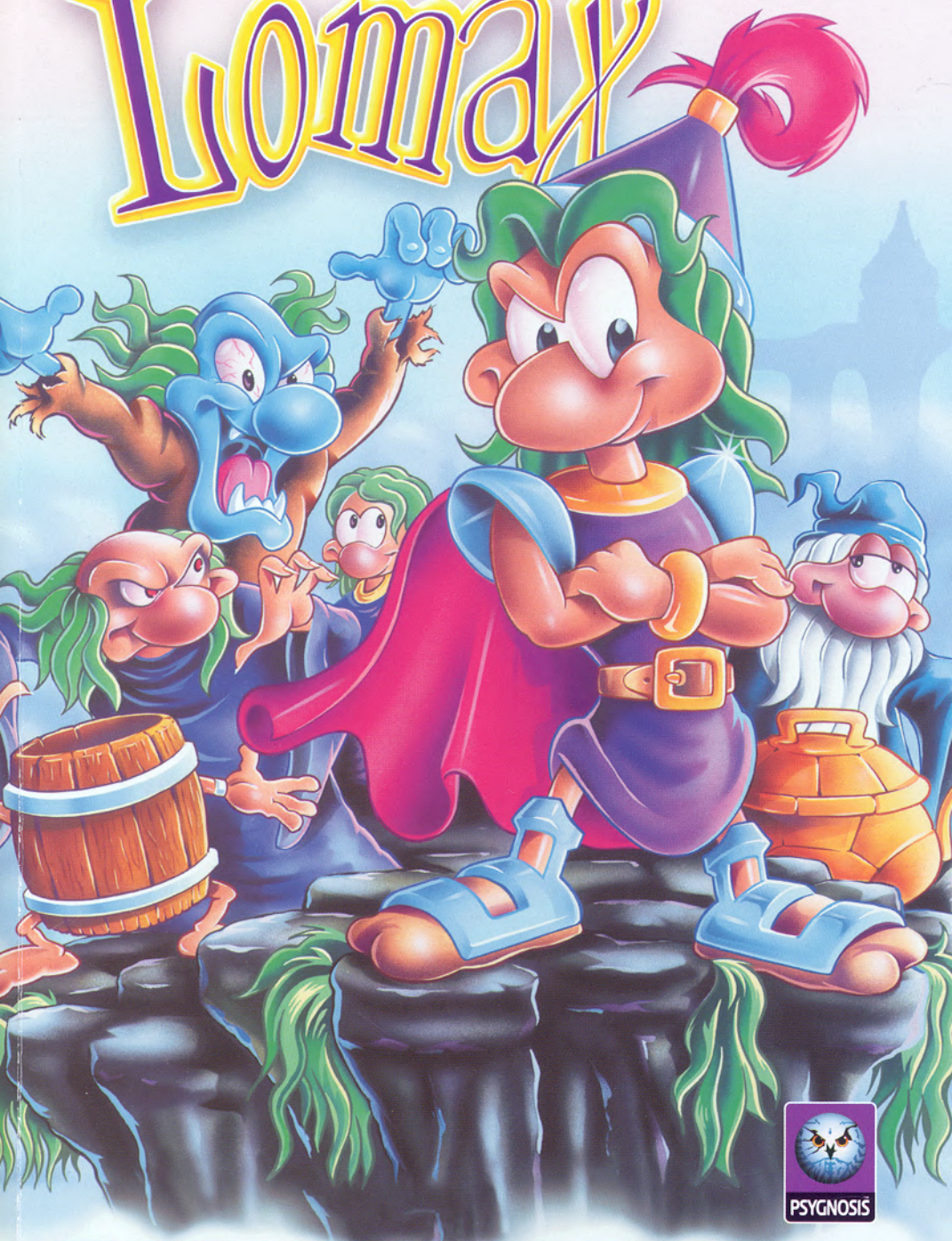


Lomax



ENGLISH



DEUTSCH



FRANÇAIS



ESPAÑOL



ITALIANO

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INTRO

Lomax is tough. Lomax is cool. He rescues damsels in distress and leaps yawning chasms in a single bound. He gets up at dawn and parties hard, then he breakfasts on raw steak and parties some more. By the time he gets to bed he's saved empires from collapse, gone over water falls in a barrel, drunk whole rivers dry, fought with monsters and dragons and tigers and still remembered to brush his teeth. Lomax could fight you any day. With one arm tied behind his back. And a bag on his head.

Lomax is the business!

Yeah, in his dreams.

He's not actually that hard. And he's a bit scared of heights. And as for monsters and dragons and tigers... just the thought of them turns his stomach.

But now LemmingLand has fallen under the evil spell of Evil Ed and there's only one Lemming left to break his evil grip. And that's Lomax.

Does LemmingLand really stand a chance?





STARTING THE GAME

Insert the Lomax CD into any CD drive then wait a few seconds for Windows 95 to recognise the newly inserted CD.

The Set-up program will then automatically appear on your desktop. You will be offered three options:

INSTALL LOMAX & RUN:

This will copy all the files needed to play Lomax to your hard-drive. Make sure you have at least 12 MB of free space on your hard-disk.

You will be asked to specify the destination folder - the default is 'C:\Lomax'. Use 'Browse' to browse through the list of existing folders and drives on your computer.

After copying has been completed successfully, you will be asked to specify a group name where a shortcut will be created. The default is 'Psygnosis'.

Again, you can use 'Browse' to select an already existing group within your Start Menu. Alternatively, you can press 'Cancel' if you don't want Set-up to create a shortcut at all.

After the installation process is complete, Lomax will be started automatically.

RUN LOMAX FROM CD:

This will simply run Lomax directly from the CD without using any hard-disk space. This option is only really recommended for fast CD drives.

INSTALL DIRECTX 3:

This will install DirectX on your computer. DirectX is needed to play Lomax. If DirectX 3 or higher is already installed on your machine then this step is not required.

NOTE: After the game has been installed on your computer, it will be started automatically next time you insert the Lomax CD. However, if you want to run the Set-up program again (to re-install DirectX, for example) you should right click the CD symbol and select 'Open' from the pop-up menu. This will bring up the usual directory information, and from there you can start Set-up by double clicking its icon.

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ONTROLLING THE GAME

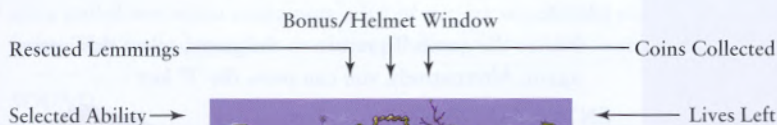
Lomax can be controlled by the keyboard, a joystick/joypad, or a combination of these. However, the keyboard is the game's default controller.

DEFAULT CONTROLS

<i>'P' Key</i>	Pause
<i>'Space' Bar</i>	Access Ability Selection Menu
<i>Left Arrow Key</i>	Walk/Run Left
<i>Right Arrow Key</i>	Walk/Run Right
<i>Up Arrow Key</i>	Climb Up/Move Into Screen
<i>Down Arrow Key</i>	Climb Down/Move Out Of Screen
<i>'W' Key</i>	Jump/Spin
<i>'E' Key</i>	Throw Helmet
<i>'Q' Key</i>	Activate Selected Ability
<i>'S' Key</i>	Use Extra Helmet
<i>Right 'CTRL' Key</i>	Run
<i>'Page Up' Key</i>	Look up
<i>'Page Down' Key</i>	Look down

T

HE GAME SCREEN



TITLE SCREEN

Once the game is running, the first thing you will see is the Title Screen. If you don't start the game immediately, a few demo sequences will run alternately with the Title Screen. To interrupt a demo sequence, press any key and you will be returned to the Title Screen (where you will see the Lomax logo rotating into the screen).

To start a game, press any key while on the Title Screen.

PULL-DOWN MENUS

There are 3 pull-down menus along the top of the screen; these are the File Menu, the Language Menu and the Help Menu. These 3 menus will be present throughout the game while in window-mode. During fullscreen-mode the menus will disappear; to access them you must revert to window-mode by pressing 'ALT' and 'ENTER' together.

FILE MENU

NEW GAME

Resets the game to the Lomax Title Screen.

PAUSE

Pauses the game. To return to the game, select this option again. Alternatively, you can press the 'P' key.

ENTER PASSWORD

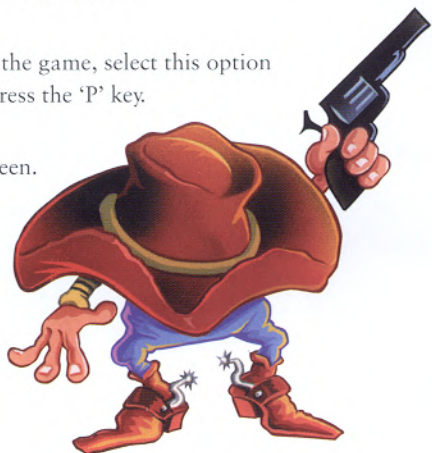
Takes you to the Password Screen.

PROPERTIES

Takes you to the Properties Menu.

EXIT

Exits the game.



PASSWORD SCREEN

When you complete a level of Lomax, you will be given a password. Note this password down and keep it safe. You can then enter the password using the Password Screen to return to the same point in the game.

The 8 character passwords are made up of up to 4 different symbols; a cross, a circle, a square and a triangle. Left click on the correct symbols in sequence until the band of 8 characters shows your password. If you need to amend individual characters, you can left click on them directly followed by a left click on the correct symbol. Left click on 'OK' when the password is entered correctly.



PROPERTIES

Once you're in the Properties Menu, you can left click on either System or Controls. These allow you to set certain functions depending on personal preference or on the power of your hardware.

SYSTEM

DISPLAY

Allows you to alter the size of the game window. Left click on the arrow to see a pull-down menu containing a list of pre-set screen sizes you can choose from. This list is dependent on the capabilities of your hardware.

SOUND

EFFECTS

Hold down the left mouse button on the slider and move it up or down to control the volume of spot sound effects. Click in the check box beneath the slider to toggle sound effects on or off.

AMBIENT

Hold down the left mouse button on the slider and move it up or down to control the volume of ambient sound effects. Click in the check box beneath the slider to toggle ambient sound effects on or off.

CD MUSIC

Hold down the left mouse button on the slider and move it up or down to control the volume of in-game music played directly from CD. Click in the check box beneath the slider to toggle CD music on or off.

NOTE: Turning a function off using the check box is not the same as setting the volume to zero - it allows the game to run slightly faster whereas altering the volume has no effect on the game's speed. This may be important on a slow machine.

USE 4 CHANNELS ONLY

The game will normally use 8 channels for sound. Checking this box will result in the game using 4 channels and should improve the speed of the game on slow machines. However, ambient sounds will be disabled.

When all settings are correct, left click on 'OK'.

CONTROLS

You can alter the game controls according to your preferences with this menu.

Move the mouse pointer to the function you wish to alter, left click, then simply press the key or joystick button you want to use for that function.

If you press a key which has already been assigned to another function, you will not be able to make the change.

When all controls are set correctly, left click on 'OK'.



LANGUAGE MENU

This is a pull-down menu which allows you to select from English, French, German, Italian and Spanish.

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HELP MENU

CONTENTS

Lists the contents of the Help Menu and allows you to go directly to the section you want.

INFORMATION

Gives the experienced user some information about the capabilities of their machine, and whether Lomax takes advantage of them.

ABOUT LOMAX

Brief information about the game.

M

MAP SCREEN

The Map Screen shows Lomax's progress on his mission to reach and defeat Evil Ed. You will be returned to this screen each time you have completed a level.

Press any button to continue the game.

PASSWORD

If you have been returned to the Map Screen after having completed a level, a password will be displayed. It will be made up of 8 characters corresponding to the cross, circle, square and triangle symbols on the Password Screen. You can enter passwords by selecting 'Enter Password' from the File Menu.



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LAYING THE GAME

The Control Summary can be found at the beginning of the manual for easy reference.

LIVES

Lomax begins the game with 3 lives. If he's not wearing a helmet and he is successfully attacked, or if he falls into or onto something that's dangerous to him, he'll lose a life.

Lomax is also allowed 3 'continues'. This means that even when he runs out of lives and the game is over, you can choose to continue with a fresh batch of 3 lives from the beginning of the current level.

When you reach the Continue Screen, you will be given the option to continue if you wish. Use the Left or Right arrow keys to move Lomax towards 'Yes' or 'No', then use any of the action buttons to make Lomax jump up to the appropriate trap door.

MOVING

WALKING

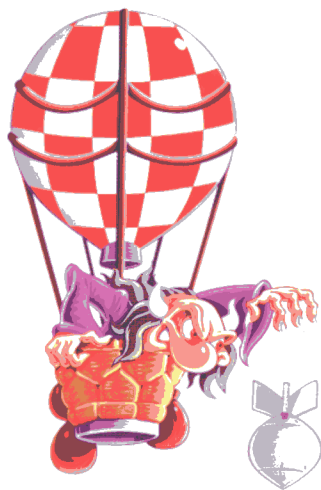
Press the Left or Right arrow keys to make Lomax walk left or right. At certain points in the game, Lomax will be able to move into and out of the screen. When Lomax is at one of these points, press the Up arrow key to move into the screen. Press the Down arrow key to move out of the screen.

RUNNING

Press the Left or Right arrow keys together with the right 'CTRL' key to make Lomax run left or right.

CROUCHING

Press the Down arrow key to make Lomax crouch down.



JUMPING

Press the 'W' key to make Lomax jump up in the air. Lomax will jump left or right if he's moving at the same time as he jumps. He will jump even further if he's running at the time.

COLLECTING OBJECTS AND ABILITIES

As Lomax explores LemmingLand, he'll have the chance to pick up various objects and abilities on the way. These are often hidden in pots which Lomax can break by doing a Spin Attack on top of them or by throwing a helmet at them. Successfully attacking an enemy will sometimes reveal a coin which Lomax can collect.

COINS

Coins can be collected by running through them. When 100 coins have been accumulated, Lomax gains an extra life. The coin counter will then begin counting again from zero.

ABILITIES

Abilities are represented by small icons. When an ability has been picked up by running through the icon, it will become available on the Ability Selection Menu. This menu can be accessed at any time during the game by pressing the 'SPACE' bar. Refer to the section headed Ability Selection Menu for instructions on how to use this menu and to find out what all the available abilities are.

ATTACKING ENEMIES

Most of Lomax's enemies will be Hench Lemmings. These used to be normal, well-balanced Lemmings but they've been possessed by Evil Ed's evil spell. They're out to get Lomax so they can perform no end of mischief on him before he even reaches Evil Ed. However, a successful Spin Attack or thrown helmet will free the imprisoned Lemming from the spell.



SPIN ATTACK

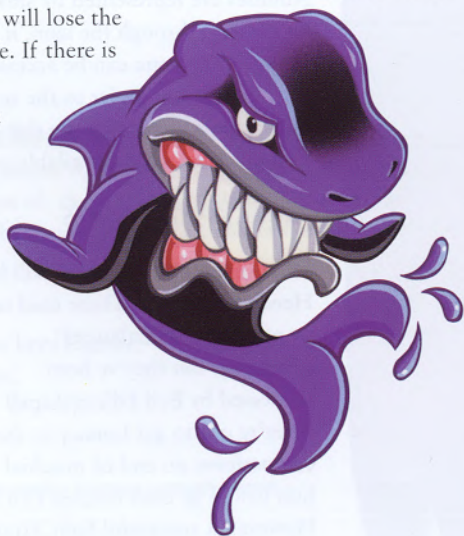
This is Lomax's standard attack movement. Press the 'W' key twice to make Lomax spin. He will spin after the second key press. The Spin Attack can be used to attack enemies as well as destroying certain other elements such as clay pots.

MAGIC HELMET ATTACKS

Throwing a magic helmet at an enemy is a very effective method of attack. However, Lomax will have to find a helmet before he can use one. Helmets can be found in various places - try and break each pot you see just in case there's one hidden inside. Pick up the helmet by running or walking through it. Once Lomax has picked up a helmet, it can be thrown by pressing the 'E' key. Of course, it's a magic helmet so it will always find its way back to Lomax's head every time it's thrown.

If Lomax is wearing a helmet and manages to pick up another one, the spare helmet will be displayed in the Bonus/Helmet Window at the top of the screen. This spare helmet can be brought down onto Lomax's head at any time by pressing the 'S' key.

Helmets also give Lomax a degree of protection. If he's wearing one when he's successfully attacked, he will lose the helmet but he won't lose a life. If there is a spare helmet in the Bonus/Helmet Window when Lomax is hit, it will automatically drop down onto his head.



ABILITY SELECTION MENU

Abilities are represented by small icons which Lomax can discover and pick up at various points on his journey. Lomax acquires an ability by walking or running through the revealed icon.

Once an ability has been acquired, it will become available on the Ability Selection Menu. Access this menu by pressing the 'SPACE' bar at any time during the game. The game will pause, and Lomax will be surrounded by a ring of 6 ability icons. Use the Left and Right arrow keys to rotate the ring. As an available icon passes over Lomax's head, the Selected Ability icon in the top left corner of the screen will indicate how many times Lomax can use that ability.

Once the icon you want to select is over Lomax's head, press the 'SPACE' bar to return to the game.

To make Lomax use the ability, press the 'Q' key during the game. The Selected Ability icon in the top left corner shows how many times the ability can be used. Each time it is used, this number will be reduced by 1. When the ability is unavailable, this icon will become transparent.



DIGGING ICON

Gives Lomax the ability to dig horizontally through certain obstacles. Each time you press the 'Q' key, Lomax will cycle his arms once.

BUILDING ICON

Gives Lomax the ability to build a bridge. Each time you press the 'Q' key, Lomax will place a small platform in front of him onto which he can jump. The platform will float in the air for approximately 10 seconds before falling to the ground and breaking.

BOMB HELMET ICON

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, pressing the 'Q' key will make Lomax throw his helmet like a hand

grenade. It will drop onto the floor and explode. Of course, if Lomax strays too close to the explosion, he could be hurt too...

FLAMING HELMET ICON

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, pressing the 'Q' key will make Lomax throw his flaming helmet. It will travel much further than normal and takes out more enemies than the plain old helmet can.

HOVER HELMET ICON

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, press the 'W' key to make Lomax jump into the air then press the 'Q' key and keep it held. The Hover Helmet will not keep Lomax airborne forever, but you can steer him using the arrow keys. Let go of the 'Q' key to drop to the ground.

GRAB HELMET ICON

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, pressing the 'Q' key will make the red feather on Lomax's helmet shoot out and attach itself to a suitable surface such as a hovering platform or a black pole. This will pull Lomax towards it. Very handy for getting across gaps which are too wide to jump.

RUNNING ON BARRELS

Sometimes, Lomax will be able to jump onto a barrel and roll it left or right by running on it. This is particularly handy for getting across water.

Make Lomax jump onto the middle of the barrel, then press the Left arrow key to run left (moving the barrel to the right), or press the Right arrow key to run right (moving the barrel to the left).



SPRING LOADED PLATFORMS

Look out for spring loaded platforms around the place. If Lomax jumps onto one, he'll find that he can bounce even higher. There are also a few points in the game where the spring loaded platforms catapult Lomax into or out of the screen. And you never know how useful that might be!

CLIMBING ROPES

Lomax is able to grab hold of ropes and climb up or down them - all it takes is a bit of practice. When you see a dangling rope, make Lomax jump towards it. He'll grab hold and hang there waiting for further instructions. Use the Up and Down arrow keys to climb up and down the rope. Use the 'W' key to jump off the rope. If Lomax has a helmet, he can still throw it while hanging from the rope by pressing the 'E' key as normal.

ROPE BARRIERS

Dotted around each level are a number of small rope barriers. Each time Lomax loses a life, he will restart his next life at the last barrier he ran through.

Of course, if he loses ALL his lives, the game is over.

WISE OLD LOROCK'S HAT

Occasionally, you will see a sparkling magic wizard's hat hanging in the air. This belongs to Wise Old Lorock, an ancient Lemming with a maze-like mind crammed full of useful advice. Get Lomax to jump up and touch the hat - he'll be rewarded with some priceless advice from Wise Old Lorock himself. After you've read the message, just move Lomax in any direction to return to the game.



FALLING INTO WATER

Water is dangerous as Lomax can't swim. However, if he lands in water and you quickly press the 'W' key, he will leap back up in the air. You never know, he might be able to jump to safety. Unfortunately, if he lands back in the water, he will lose a life.

REACHING THE BONUS LEVEL

Free as many Hench Lemmings from Evil Ed's spell as you can. Each time you rescue 50 Lemmings, the word 'Bonus' will appear in the Bonus/Helmet Window at the top of the screen and you'll be allowed to enter a bonus level once the current section is complete.

PLAYING THE BONUS LEVEL

Bonus levels are stuffed full of coins for Lomax to collect. However, his visit will be subject to a time limit.

Lomax can do everything in a bonus level that he can do in a normal level.





C

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