



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.



STARTING THE GAME

1. Load Windows '95 in the usual way.
2. Insert the 'Lemmings Paintball' CD-ROM into the CD drive, making sure the printed side faces upwards, and close the drawer.
- 3 The installation program will then be launched.
- 4 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



Left click any button to see an explanation of its purpose.

OPTIONS SCREEN



Click any button to see its purpose

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.

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

OBJECTIVE SCREEN

You will see the Objective Screen before each level of the game. Click anywhere for an explanation.



PLAYING THE GAME

This is the game screen. Left click on the map for explanations



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 then 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...

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 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.

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.

POINTS BONUSES



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.

COMPLETING SUCCESSFULLY



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.

FAILING TO COMPLETE



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.

KEYS for MENU SCREENS

UP, DOWN, LEFT, RIGHT CURSOR ARROWS to navigate around option screens

ENTER or *SPACE* to select options or skip through intro screens

At anytime you can use *F4* to toggle between full-screen and window view

KEYS to use DURING the GAME

P to Pause game

LEFT/RIGHT CURSOR ARROWS will select Lemming groups

1, 2, 3, 4 will select Lemming 1, 2, 3 or 4 as lead Lemming

7, 8, 9, 0 will use a balloon with Lemming 1, 2, 3 or 4.

SETTING UP A TWO-PLAYER GAME

You can play a two-player game of Paintball using two computers. You can play an opponent at Paintball using one of these methods:

A)

If you and your opponent are on the same Local Area Network (LAN) you can play each other without the need for a modem, or separate cabling. You can even connect two computers together using a pair of network cards and a network cable.

B)

If you and your opponent are connected to the Internet, you can play each other while on-line.

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 and choose :

Contents Tab,

How To Use a Network

Setting up your computer to connect to the Network

(Windows may require access to the installation disk .)

If your computer is connected to the network then....

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, then 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 FOR A LOCAL AREA NETWORK.

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(Windows may require access to the installation disk during this process).

Now see SETTING UP YOUR TCP/IP PROTOCOL on the next page

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](#), otherwise follow the instructions for STARTING A TWO-PLAYER GAME. Note, you need only connect to 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, not the DIAL-UP ADAPTER.

-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 don't, you must obtain a unique IP address. [If you don't know what your IP address is and you are just connected to a local network, you can just specify any address eg. 1.2.3.4. If your opponent also doesn't 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.

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: However, you must use the START SPEC button for playing an opponent on the Internet.

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.

TROUBLE SHOOTING - Installation/Loading

Depending on the way that your machine and CD drive are configured, you may have trouble operating the Autorun feature that the game uses. If this is the case, you may have to disable the MSCDEX.EXE driver which is loaded in your AUTOEXEC.BAT

Edit your Autoexec.bat file by clicking `Start/Run`, and typing `EDIT AUTOEXEC.BAT`. Then place `REM` at the start of the line that loads in `MSCDEX.EXE`, click on `File` and then `Exit`. You will then be prompted to save the file; choose `Yes`, and then `Restart` the machine for the change to take effect.

If you still have trouble with Autorun, start the game by clicking `Start/Run`, and typing in `D:\AUTORUN`, then click `OK` (if `D:` is your CD drive).

TROUBLE SHOOTING - Uninstalling

Paintball Lemmings is designed to specifically use the Uninstall Shield program which is used by Windows 95 to remove all traces of the game from your Windows setup and hard drive. It is most important that you use this program to uninstall the game as manually deleting the Shortcut in the Start Menu or from your hard drive can result in traces of the game files being left in the Windows 95 System Registry and Start Menu, and may cause problems installing the game later.

The correct way to Uninstall the game is to click Start/Settings/Control Panel, then select Add/Remove Programs. Select Lemmings Paintball and then click Remove.

If you do accidentally delete the game files from the hard drive (default directory is C:\GAMES\LEMBALL) then the following procedure can be used to fully delete the game. However if a mistake is made while editing the Registry, it could affect the way Windows 95 runs, so this procedure is advisable only for experienced users.

1. Click Start/Run, type REGEDIT and click OK.
2. Open up the HKEY_LOCAL_MACHINE branch.
3. Open up SOFTWARE, then VISUAL SCIENCES.
4. Select Lemmings Paintball, click the right mouse button and select Delete.

Close the Registry editor, then click Start/Settings/Taskbar. Switch to the Start Menu Programs tab, select Lemmings Paintball (default path is Programs/Visual Sciences/Lemmings Paintball) and click Remove.

TROUBLE SHOOTING - Sound

Lemmings Paintball uses the sound settings from the information that Windows 95 has about your sound card. If you have any problems with sound during the game you should check the setup of your sound card within Windows, as well as any volume settings that may be stored by the mixer program for your card.

TROUBLE SHOOTING - Mouse

Any adjustments to the mouse action within the game can be altered by changing the values for the mouse settings in the control panel. Click on Start/Settings/Control Panel and then Mouse to make any adjustments.

TROUBLE SHOOTING - Display

Depending on your graphics card, monitor and Windows screen resolution, you may find that certain parts of the animation and the video sequences appear slow and jerky. If this is the case, try changing the game screen size from full screen to window, by pressing F4.

TROUBLE SHOOTING - Quitting the game

When playing in Full Screen mode, the menu bar is not displayed at the top of the screen. To quit the game, press F4 to change to a window, then select File and Exit.

TROUBLE SHOOTING - Cdrom Caching

To allow animations to play smoother, ensure CD Caching is on using control panels/system/performance - select file system from the button, then cd rom. Select large cache size and then the appropriate cd rom specification in the window.

TROUBLE SHOOTING - Program appears to hang

Problems may be encountered when playing paintball in full screen mode. Since pressing the 'alt' key by accident when running an application under Win '95 will cause menu-activation, this gives the effect that the game has 'hung' or 'crashed'. The simple solution to this problem is to press 'alt' again. This will allow you to drop out of 'menu' selection and continue playing.

TROUBLE SHOOTING - Networks

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

GAME DEVELOPED BY

Visual Sciences

GAME BASED ON ORIGINAL CHARACTERS CREATED BY

DMA Design

GAME PROGRAMMING

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David Cowan

Richard Swinfen

ViSOS PROGRAMMING

Russell Kay

Richard Swinfen

David Lees

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LEVEL DESIGN

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Keith Hopwood

MANUAL EDITORS

Damon Fairclough

Richard Swinfen

IN-HOUSE DANCERS

Steed Higgins and Top Division

STUNT DOG

Ben

TEA BOY

Gareth Ashe

GRANDAD

Charlie Smith

VERSION

Lemmings paintball for Windows 95 Version 1.0 1995



This is what you are looking for



Something like this

Left Click this button to start a SINGLE PLAYER game

Left Click this button to start a TWO PLAYER networked game

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

Left click this button to access the Options Screen.

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

Left click this button to access the [Password](#) Screen. This allows you to skip levels you have already completed.

Enter your password number by number to gain access to the required level. Your password will change each time you successfully complete a level. Make sure that you note it down! Passwords are not needed for a two player game.

This is a typical password - It is NOT a real one !

Tells you which **skill category** the up-coming level is in.

Tells you the **name** of the up-coming level.

Tells you **how many Lemmings** will start the level.

Tells you **how many flags** you need to complete the level.

Tells you **how much time** you have to complete the level.

Left click here to play the level.

Left click here to return to the [Main Menu](#).

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.

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.

YOU WAN' AN ARGUMENT OR SUMMAT?....No? Then click somewhere else !

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.

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

Left click here to pause the game.

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.

This is us!. Purple is the lead lemming and we are on the move

This is the lemmings paint gauge. You will see it at the bottom of your game screen - one for each of your



lemmings

The three little boxes hold items that the lemming has found



The LEAD lemming has a STAR highlight



Exploding box containing keys





Click to pause the game

Turns SOUND EFFECTS on/off

Turns MUSIC on/off

Turns MOVIE clips on/off

ZOOMS between window and full screen

