

DEFENDERS OF OASIS™



Sir, we're finally prepared to conquer Shanadar.

4 Megs. of Role-Playing Action!
Travel through 7 different
kingdoms loaded with classic
role-playing combat,
weapons and magic.

COMING IN CHRISTMAS '92!

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SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Lemmings* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Lemmings* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Lemmings* is for one or two players.

Gear-to-Gear Cable

Insert Sega Cartridge



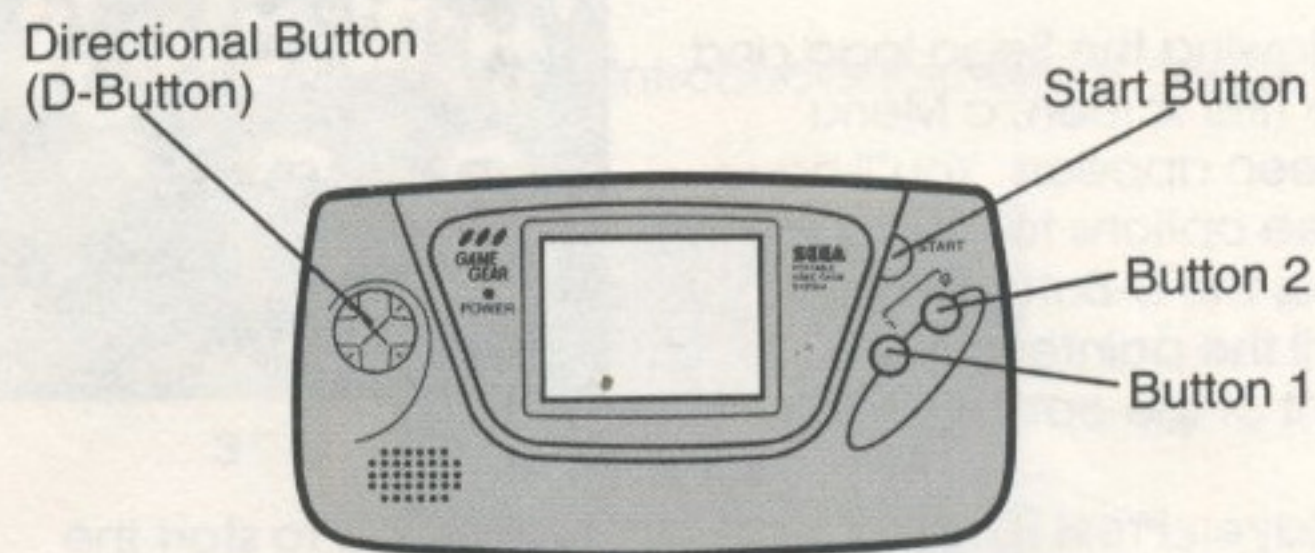
Meet the Lemmings

What are Lemmings? Officially they are described as small rodents that live near the Arctic. Once every few years, the Lemming population explodes, and they begin migrating aimlessly forward until they tumble into the sea and drown. We define Lemmings as small, cute, fuzzy, but incredibly stupid creatures whose prime occupation is to wander aimlessly until they meet their demise.

Lemmings may be mindless, but they fortunately have certain skills that you can assign to them to help them get past most dangerous obstacles. You'll learn where and when to assign these skills to certain Lemmings, who will then create a safe path toward an exit for the rest of the milling horde. Your success is measured by how many Lemmings you save.

It will take speed, planning and plenty of brainpower to guide them to safety through 120 hair-raising levels. And the higher you go, the harder the little perishers are to keep track of! Can you save their species from extinction?

Take Control!



Directional Button

- Moves the cursor around the game and Menu screens.
- Cycles through the letters on the Password screen.
- Selects the next space on the Password screen.

Start Button

- Enters the password.
- Pauses the game. Press again to resume play.

Button 1

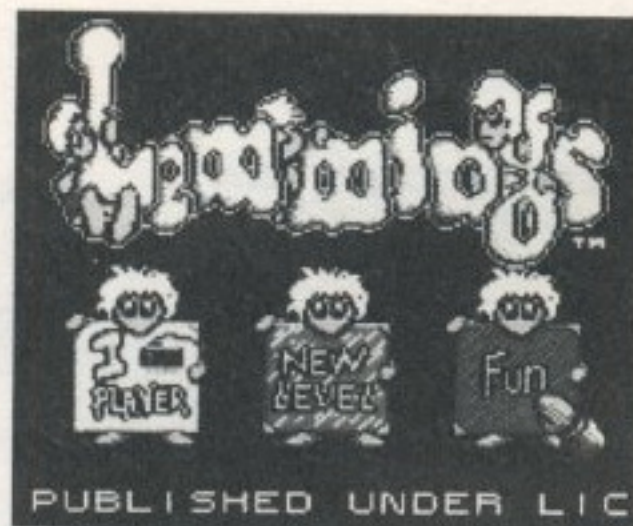
- Previews the game.
- Begins game play.
- Brings up the Menu screen if a round is lost.

Button 2

- Makes selections on the Menu screen.
- Speeds up the scrolling action of the game screen when pressed together with the D-Button (move the cursor to the edge of the screen).
- Selects a Lemming highlighted with the cursor.
- Selects a task for a Lemming to perform.
- Begins replay of a round that was lost.

Getting Started

Following the Sega logo and the Title screen, a Menu screen appears. You'll have three options to choose from. Press the D-Button left or right until the pointer appears in front of the option you want.



1 Player: Press Button 2 when this is selected to start the game at the first level of the category shown at the far right.

New Level: Press Button 2 when this is selected to bring up the Password screen. For more information on passwords, see page 13.

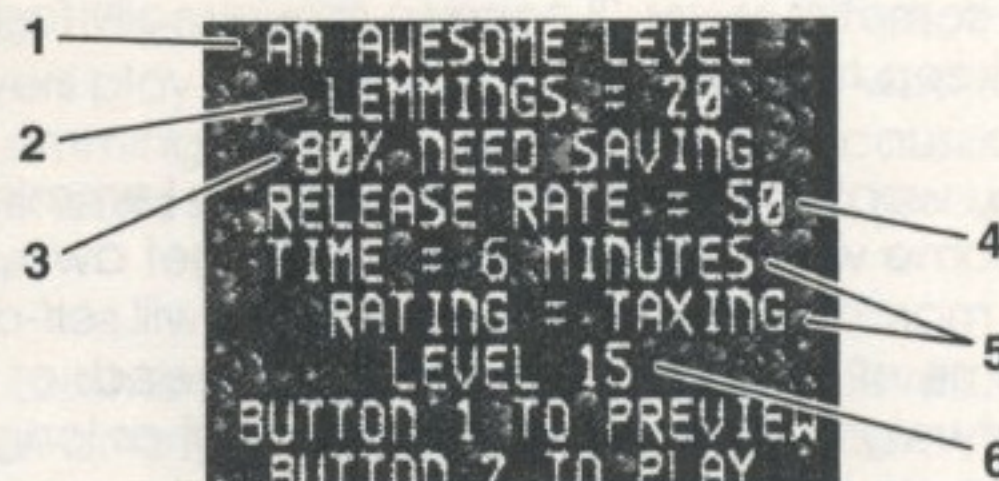
Game Category: Select this option with the D-Button and press Button 2 to select the game category you want to begin with. There are four categories: Fun, Tricky, Taxing and Mayhem. Each category has 30 levels, each more challenging than the last.

If you are playing Lemmings for the first time, it's best to start in the Fun category to become familiar with the game and the tasks the Lemmings can perform. The first few rounds are especially helpful in giving you ideas for later, when the going gets tougher.

When you have chosen the category you want to play, move the pointer to 1 Player and press Button 2 to begin the game.

The March Begins

The game begins with an introductory screen showing the following:



1. The name of the level you are about to play.
2. The number of Lemmings to be used.
3. The percent of Lemmings to be rescued.
4. The rate at which the Lemmings will be dropped through the trap door.
5. The time allotted for the level.
6. The level number and category.

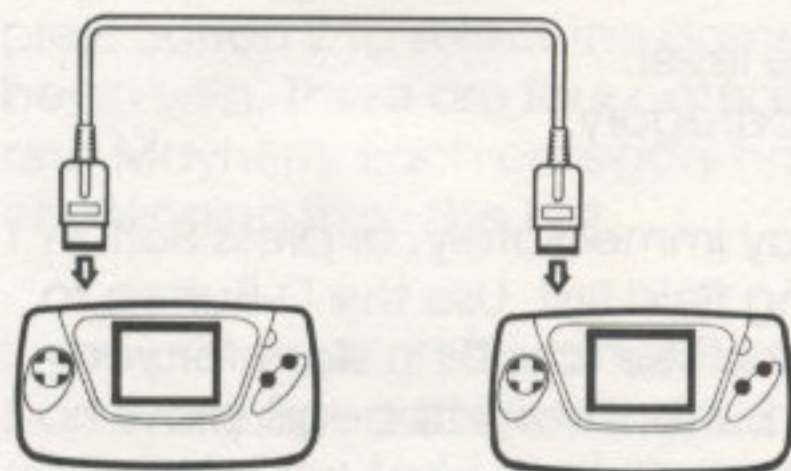
Press Button 2 to begin play immediately, or press Button 1 to get a look at the playing field first. Use the D-Button to scroll around the screen and see what's in store for you. When you're ready, press Button 1 or 2 to begin play.

The object of the game is to guide a certain number of Lemmings (maximum: 20) through a course fraught with deadly obstacles within a limited amount of time. The Lemmings drop in from a trap door at the top of the screen and begin marching to the right until blocked, or until they meet their demise.

To assist them in escaping a given level, use the D-Button to select a skill from the options located at the bottom of the screen and press Button 2. Then move the cursor to highlight the appropriate Lemming, and press Button 2 to make the Lemming perform the skill. Learn to move quickly – sometimes you'll have to move really fast in order to keep track of the little guys.

Often you won't be able to save all of the Lemmings on screen. Some will get trapped, some will get away from you and march to their doom; and some will self-destruct in the name of duty. Just remember: the needs of the many outweigh the needs of the few... just as long as you rescue the minimum percentage of Lemmings required by a game level.

Head-to-Head



Challenge a friend to see which of you can save the Lemmings faster! You must each have a Game Gear unit and a *Lemmings* game cartridge, and you need one Gear-to-Gear Cable™. Insert a game

cartridge into each unit, connect the cable between the units and turn the power to both units on.

Either player can choose an option or start the game. The button functions are the same as in the one-player mode. The one-player icon is replaced with the two-player icon

as soon as you connect the Game Gear units and turn the power on.

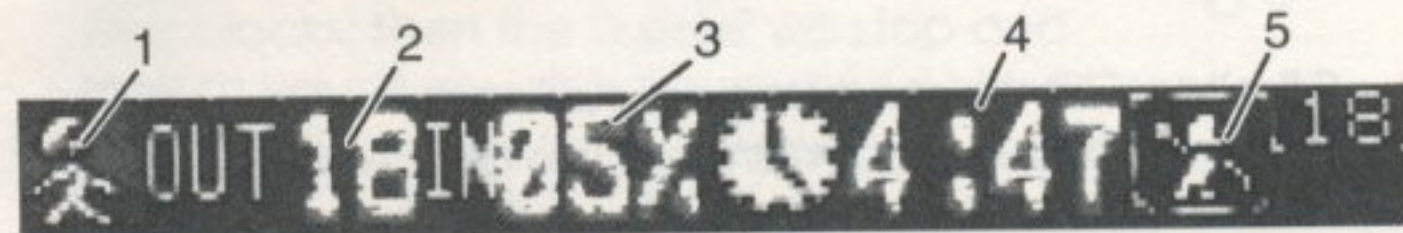
Each player starts with 20 Lemmings, or 20 individual lives. In the case of a level which has, for example, 10 Lemmings, the other 10 would be saved for another level. The players play the same level. The player who rescues his/her Lemmings first wins the section and causes any of the opponent's Lemmings who've not been rescued to explode!

5 Bonus Lemmings are awarded every five levels, with the maximum at any one time being 20. The game starts at Fun 1 unless you select a different level. If one of the players loses all 20 of his/her Lemmings, the other player wins. Make sure the cable doesn't come disconnected during play!

The Game Screen

Information Bar

During game play, check this bar at the bottom of the game screen for some basic information on how you're doing:

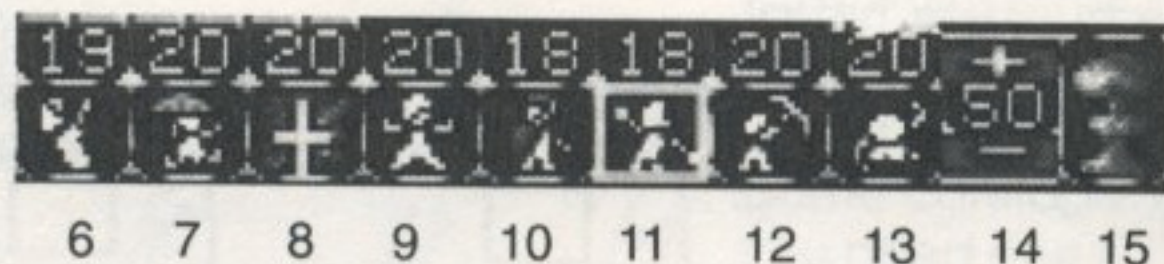


1. **Activity Window:** When a Lemming is highlighted with the cursor, this window shows what skill (i.e. Walker, Climber, Floater) the Lemming has been assigned.

2. **Number of Lemmings Occupying This Level.** Shows how many Lemmings still need to escape.
3. **Percent Rescued:** Shows how many Lemmings have safely gone through the exit.
4. **Time Remaining.** Shows the time you have left to get as many of the Lemmings to safety as you can.
5. **Skill Window:** Shows what skill you last selected. The number to the right of the screen shows the remaining number of times that skill is available.

Icon Menu

Place your cursor on the information bar at the bottom of the screen, and the information will change to a menu of the skills you can make the Lemmings perform. Lemmings who have not been assigned skills will be referred to as Walkers.



6. **Climber:** Climbs most vertical surfaces. Once you have commanded the Lemming to Climb, he will continue to be a Climber for the rest of the level. Even if he is commanded to perform another skill (digging, for example), he will become a Climber again as soon as that task is done.



7. **Floater:** Opens an umbrella to Float safely down from heights that a normal Lemming could not survive. Once commanded, a Lemming will be a Floater for the rest of the level.



8. **Bomber:** Causes a single selected Lemming to explode, taking part of the surrounding area with him. A Bomber will not, however, hurt other Lemmings nearby. The Bomber will count down from five before exploding.



9. **Blocker:** Stops other Lemmings from walking past him. A Blocker can be turned into a Bomber, or if another Lemming tunnels under him, he will become a Walker again. A Blocker cannot be assigned any new skills (other than Bomber) unless he is first turned back into a Walker.



10. **Builder:** Builds bridges upward and in the direction he is facing. Each bridge consists of 12 building blocks. The Game Gear will beep as the Builder lays down his last four blocks; then the Builder will stop and look at you. If you don't command him to continue Building, he will go back to being a Walker.



11. **Basher:** Digs horizontally in the direction he is going, and will continue to do so as long as there is a suitable surface in front of him. When he runs out of surface, he will stop Bashing and go back to being a Walker. He will only Bash if a suitable surface is directly in front of him, so timing is important here. He can be commanded to do another task while Bashing, but will have to stop Bashing to carry out the new task.



12. **Miner:** Digs downward and in the direction he is facing until, like the Basher, he is commanded to do another task or he runs out of suitable surface to Mine.



13. **Digger:** Digs straight down until commanded to do another task or he runs out of suitable surface to Dig.



14. **Lemming Release Rate:** Shows the rate that the Lemmings drop in through the trap door. To increase the rate (up to 99), place the cursor over the plus sign and press Button 2. Release Button 2 when the counter reaches the desired rate. To decrease the rate, place the cursor over the minus sign and press Button 2. However, bear in mind that you can't decrease the release rate past the rate assigned for that level.

15. **Nuke 'em:** Destroys all Lemmings currently on that level. This is used when you want to clear the screen of excess Blockers, or you find yourself in a "no-win" situation.

Each skill can only be used for the number of times indicated above each icon. For example, if there is a number 10 above the Basher icon, you can use the Basher skill ten times during play on an entire level.

Basic Command Guidelines

Here are some solutions to some of the basic problems you will come across. Of course you may come up with better solutions of your own.

• The Lemmings come upon a steep cliff.

- Solution 1: Command a Blocker to keep Lemmings from going over the cliff.
- Solution 2: Command Lemmings to Float safely down.
- Solution 3: Build a bridge to the other side.
- Solution 4: Mine downward, creating a sloping path to safety.
- Solution 5: Use a Blocker to keep Lemmings from falling while a Miner tunnels downward. Then command the Miner to Build a bridge across to safety.

• A wall blocks the Lemmings' path.

- Solution 1: Command a Basher to dig through the wall.
- Solution 2: Command the Lemmings to Climb over the wall.
- Solution 3: Build a bridge up to the top of the wall.
- Solution 4: Command two Lemmings to Climb up the wall. Then command the first to Block the next from passing by. When the second

Lemming turns back, command him to Mine down toward where the remaining Lemmings are trapped.

- **A trap blocks forward progress.**

Solution 1: Build a bridge over the trap.

Solution 2: Mine down toward the trap, then turn the Miner into a Basher and tunnel beneath the trap.

Points to Note

- Metal plates cannot be exploded away or dug through.
- Barriers with arrows on them can only be penetrated in the direction the arrows are pointing.
- Some vertical surfaces (i.e. dirt) may be too slippery to Climb.
- Miners and Diggers keep digging until they dig through an earth layer; after which they fall through the bottom of the layer.
- Bashers keep digging until there is nothing in front of them to dig.
- Climbers and Floaters, once designated, retain their skills until the level ends, or until they perish.
- Lemmings tend to give up quickly when assigned difficult tasks such as Digging, Mining or Bashing. When you assign a Lemming one of these tasks, make sure there is something immediately in front of him to dig; otherwise he'll give up and you will have wasted a skill.

- Builders stop constructing bridges:
 1. When they run out of blocks.
 2. If the bridge hits a solid object.
 3. If the Builder bumps his head while Building.

Pause for Thought

If you need to take a break for any reason, you can stop the timer during game play by pressing the Start Button. When the game is in Pause mode, you can use the D-Button to move the cursor around the screen. You can also select skills, but you cannot select Lemmings. Press the Start Button again to resume play.

Clearing the Level

At the end of a given Level, you will see a Status screen showing how well you did: the percentage of Lemmings you saved and the percentage you needed to save. If you did not clear the level, you have the option of trying that level again (press Button 2), or of going back to the Menu screen (press Button 1).

```

LEMMINGS ACCOUNTED
YOU RESCUED  00%
YOU NEEDED   80%

ROCK BOTTOM!  I HOPE
YOU NUKED THAT LEVEL

PRESS 1 FOR MENU
PRESS 2 TO REPLAY
  
```


Passwords

If you cleared a given level, you will also see the Password for the next level on the Status screen. Write it down – that way you can continue playing the next level at any time without having to start at the beginning of a given category.



To use the password, use the D-Button to select "New Level" from the Menu screen at the beginning of the game and press Button 2. The Password screen will appear. Press the D-Button up or down to cycle through the characters on each space, then press the D-

Button right to enter each character and go on to the next space. If you make a mistake, simply press the D-Button left to move back to the space you want to change, and press the D-Button up or down to change the letter. Press the Start Button to enter the Password.

If the password is correct, the title and category of the desired level will appear, followed by the Menu screen. Select "1 Player" with the D-Button and press Button 2. The Introduction screen for the desired level will then appear. If the password is incorrect, the words "Wrong Code" will appear on the screen and you will return to the Menu screen.

Note: The Password option is not available in the two-player mode.

Survival Tips

- Bombers can be used in place of Diggers to get through a barrier. Several Bombers used consecutively will create a large hole going downward. For Bombing accuracy, turn your Bomber into a Blocker at the spot you wish to Bomb. If you don't have any Blockers, you will have to time it so the Lemming explodes in just the right spot.
- Watch your timer. Sometimes your time may run out before all the Lemmings have even been released. To prevent this, you want to increase the speed of their release.
- If you make a mistake and don't want to wait for time or Lemmings to run out before making your next attempt, be merciful and Nuke the Lemmings from the screen.
- Builders do not Build as fast as other Lemmings walk, so command a Blocker to stop the other Lemmings from walking off the uncompleted bridge. When the bridge is completed, turn the Blocker into a Bomber. But be careful - if the Bomber is too close to the bridge, his explosion might destroy part of it. You can dig under the Bomber to release him from his duties, but if you dig too close to the bridge, you might ruin it.

