

Nintendo

CGB-ALEE-USA

GAME BOY COLOR

Donkey Kong



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

Thank you for purchasing LEMMINGS™ for the Nintendo® Game Boy® COLOR System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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Introduction	3	The Game Screen	9
Getting Started	4	The Icon Panel	10-12
Control System	5	Level Completion Screen	13
Main Menu	6	Hints and Tips	13
The Objective Screen	8		

INTRODUCTION

Lemmings are tiny, green-haired rodents of very little brain. In fact, they're so simple they rely on YOU to make all their decisions for them!

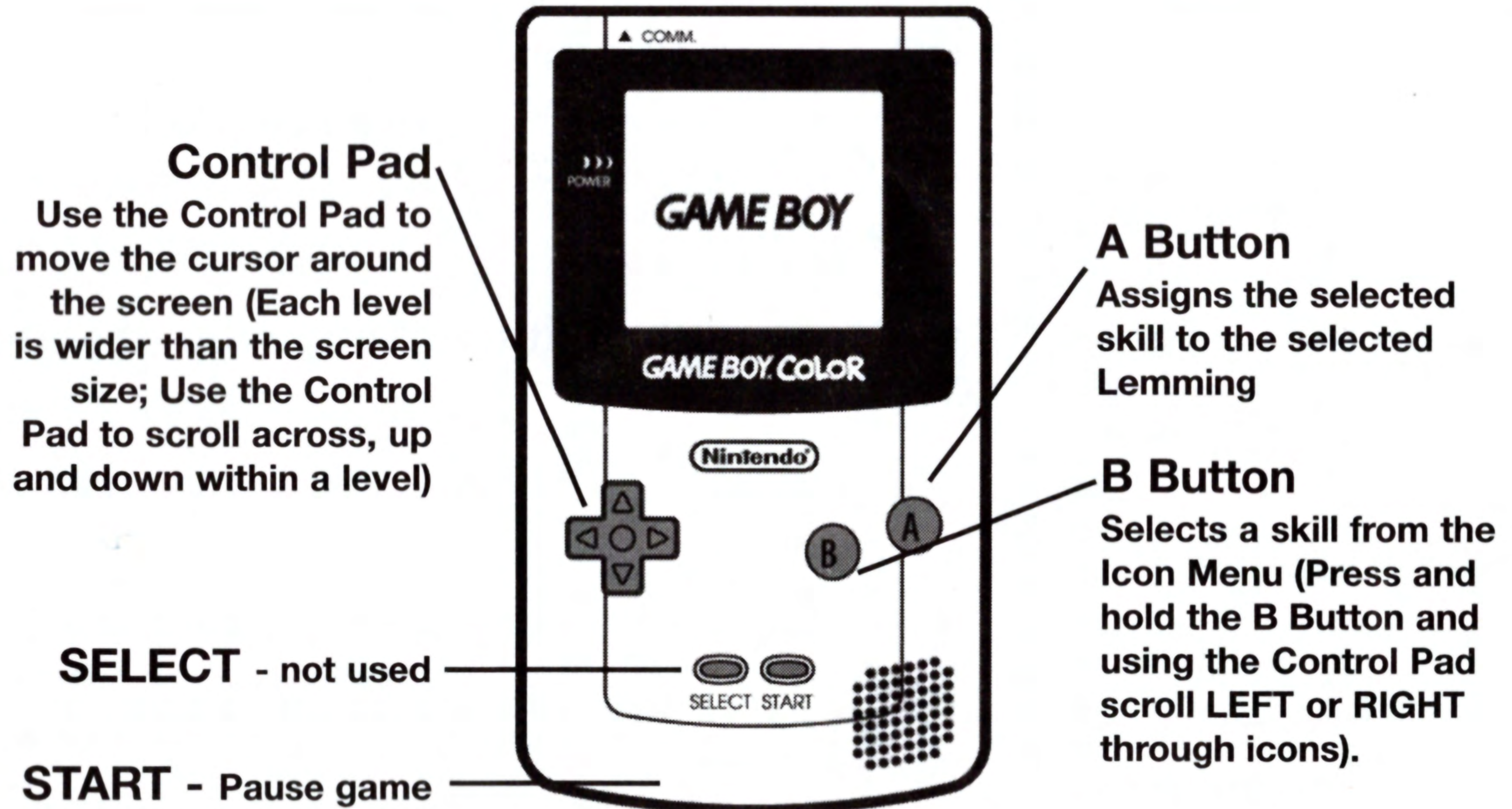
Our hapless band of Lemmings are currently migrating en masse to warmer climes but, completely oblivious to their lethal surroundings, are unwittingly walking straight in to danger. Thankfully you can help them on their journey by guiding the little fellows safely on their way. By assigning special skills to individual Lemmings such as Builder, Blocker or Climber you can ensure they traverse each of the levels intact.

Lemmings may lack brains, but you'll need all yours to keep them alive!

GETTING STARTED

- 1. Make sure the power is OFF on your Nintendo® Game Boy® COLOR.**
- 2. Insert your LEMMINGS™ Game Pak into the Game Pak slot as described in the instruction manual.**
- 3. Slide the power switch to ON by pushing it toward the top of your Nintendo® Game Boy® COLOR.**
- 4. In a few moments the game Title Screen will appear. Using the Control Pad press LEFT or RIGHT to select desired in-game option.**
- 5. Press UP/DOWN on the Control Pad to select either Music or Game Style settings. Press RIGHT and LEFT on the Control Pad to change the current setting.**

CONTROL SYSTEM



- NOTE:**
- If you press and hold the A & B buttons simultaneously you will reset the level
 - To return to the Title Screen during the game press SELECT, START, A Button and B Button simultaneously

MAIN MENU (ONE PLAYER GAME)

There are two game modes featured: Normal (the original Lemmings game) or OH NO! (Oh No! More Lemmings). We advise beginners to start with Normal.

Below the 'Normal' game heading there are a number of difficulty settings to choose from. Use the CONTROL Pad to select from the following levels of difficulty and press the A Button to start:

- Fun (Easy)
- Tricky (Medium)
- Taxing (Hard)
- Mayhem (Extra Hard)

Below the 'OH NO!' game heading there are also a number of difficulties to choose from. Use the Control Pad to select from the following levels of difficulty and press the A Button to start:

- Tame (Easy)
- Crazy (Medium)
- Wild (Hard)
- Wicked (Extra Hard)
- Havoc (For Professionals only!)

MAIN MENU (ONE PLAYER GAME)

Once you have selected a difficulty setting you will be able to select what level you wish to play. Use the Control Pad to scroll through the levels and press the A Button to select the desired level. Each time you successfully complete a level the game will automatically save your progress.

To return to a previous screen press the B button (only applicable in menu screens).

IMPORTANT: First-time gamers will only be able to access the first level of each difficulty setting. As you progress through the levels a new level will open up.

OPTION:

Adjust the volume sound effects options using the Control Pad (Press LEFT and RIGHT to decrease or increase the volume levels).

OBJECTIVE SCREEN

Every time you begin a new adventure the Objective screen will be displayed. Press the A Button to start the level:

Mini-Map	The layout of the level
Rating	The difficulty setting of the level
Level Number	Number of the level within the difficulty setting
Level Title	The name given to a level sometimes hides a clue!
Number Of Lemmings	Number of Lemmings that will come tumbling through the Trap Door
Number To Be Saved	Number of Lemmings you must guide to safety in order to successfully complete the level
Time	Amount of time you have to complete the level

THE GAME SCREEN

The first thing you should look for is the Trap Door, through which a steady shower of Lemmings will tumble to the ground. Next, quickly look for the location of the EXIT (Level exits come in a few different designs but usually resemble an archway). Each level is wider than the screen size; Use the Control Pad to scroll across, up and down within a level.

NOTE: Some levels have multiple Trap Doors and Exits!

The status bar provides information on the current level:

- **SV** Number of Lemmings you must save
- **OUT** Number of Lemmings that have fallen through the trap door
- **IN** Number of Lemmings that have walked through the exit
- **TIME** How much time you have remaining (When the time runs out your success is evaluated on the percentage of Lemmings saved, meaning you can run out of time but still progress to the next level if the required quota is met)

THE ICON PANEL

Lemmings will keep on walking and walking and walking. That's what Lemmings do. Usually in to danger! In order to guide the Lemmings to safety you must help them overcome numerous obstacles such as changes in terrain, for example rocky outcrops and brick walls, chasms, as well as broken bridges, lava pits and cunning traps – ignore these at your peril! To do this you will need to allocate special abilities or skills to certain Lemmings.

A special skill is allocated to a Lemming by first selecting the desired icon from the Icon Panel and then assigning it to the Lemming of your choice. To do this, press and hold the B Button and using the Control Pad scroll LEFT or RIGHT through icons, then assign the skill by positioning the on-screen crosshair over the chosen Lemming. When the crosshair turns into a square-shaped target press the A Button to allocate the skill.

The contents of the Icon Panel are outlined below:

- | | |
|----------------|--|
| Climber | A climber will scale vertical surfaces, climb walls and will remain a climber until the end of the level |
| Floater | A Floater Lemming uses his umbrella to safely float down from extremely high places |

THE ICON PANEL

- Bomber** Kamikaze Lemmings! They will explode after a five second countdown (A Bomber can be assigned to a Blocker in order to remove him and free any trapped Lemmings)
- Blocker** Blockers impede the progress of fellow Lemmings by standing stock still (Useful in preventing Lemmings from plummeting off a cliff face) NOTE: Free a Blocker by digging beneath him
- Builder** A Builder constructs an angled bridge in the direction he is heading. Each Builder has twelve tiles and only builds upwards, but will immediately stop building should he meet an obstacle, hit his head, or run out of tiles. NOTE: When a Builder is about to run out of tiles you will hear a clicking sound. After placing the last tile he will hesitate for a moment and shrug his shoulders before carrying on. You can reallocate a Builder skill to the Lemming at this point if you wish him to continue building.
- Basher** A Basher digs horizontally to create a tunnel. He will only dig through a suitable surface (not metal and not against the flow of directional arrows). While tunnelling, if he bumps into something he can't dig through he will stop, give up and turn around. When he breaks through to the other side he will stop digging and become a Walker again.

THE ICON PANEL

- Miner** Miners dig diagonally downwards until they run out of material to dig through, they then tumble from their tunnel to the ground below. Miners can not dig through metal.
- Digger** Diggers burrow vertically downwards and, like a Miner, will fall through the hole he has created if he breaks through the other side. Diggers can not dig through metal.
- Armageddon** Causes ALL Lemmings within the level to explode in to atoms! Armageddon is only to be used when all hope of completing a level is lost.

IMPORTANT: Each skill on the Icon Panel has a limited supply, indicated by the number above each icon. A blank space above the icon means that particular skill is not available.

NOTE: Terrain featuring arrows pointing in one direction means that the substance can only be dug through (by bashing or mining) in that direction alone. Most metallic obstacles cannot be dug through at all.

LEVEL COMPLETION SCREEN

If you saved the required number of Lemmings needed to complete the level successfully, as outlined on the Objective screen, you can select 'NEXT' to move on to the next level. If you did not successfully save the required quota you can select 'REDO' to reattempt that level. If you select 'CHOOSE', however, you can return to the Stage Select screen to pick another level altogether.

HINTS & TIPS

- At the beginning of each level press the START button to pause the game and then scan the entire level to plan your strategy before you commence play
- If your solution appears too complicated look for a simpler one (except in the higher levels where the solution is usually more difficult than it seems anyway!)
- In the earlier levels, focus your attention on one Lemming at a time. Later levels will require multi-tasking
- Turn Lemmings back the way they came from by creating a Miner to burrow down diagonally for a while, then assign a Blocker skill to the same Lemming and the unfinished tunnel will act as an Lemming-reversing conveyor belt!
- Experiment giving a Lemming more than one skill. Sometimes wonderful things can happen! (Non-applicable to Blockers)
- Lemmings can squeeze through the tiniest of gaps – is this a talent or a downfall...?
- To prevent Lemmings wandering in all directions (other than trapping them between two Blockers) dig a vertical hole deep enough to trap them, then assign Builder status to the Digger. This way, he won't dig himself (and the rest of them) off the screen.

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