LEMMINGS

A Game For The Apple II By Sirius™

LEMMINGS ■ O Ɔ

The object of Lemmings is two-fold. First you must catch and lock up pairs of non-breeding Lemmings before they over-populate and go on a suicide dive into the ocean. Sceondly, you must perform this thankless task before going crazy. Here's what you're up against:

YOU: As an employee of SPCA, you are in charge of locking up pairs of non-breeding Lemmings into every vacant building in town. (Non-breeders are simply 2 Males, 2 Females or 1 Neuter with any other Lemming.) Since you can carry only one Lemming at a time, pairing off the right combination of these furry-faced rodents is no easy task. With no special equipment to aid you, your assignment becomes a battle of wits. Here's hoping you can keep those wits long enough to win the game!

LEMMINGS: Male and Female Lemmings randomly appear from a manhole at the edge of town. They breed wherever they meet; in the streets, in the buildings . . . everywhere! Each mating produces one Baby Lemming of undetermined sex. These Babies will eventually mature into breeding adults, so keep your eye on them. All Lemmings, Male, Female and Neuter alike, turn senile if left to roam the streets too long. (A Senile blinks back and forth from a Baby to a Neuter on the screen.) There is no warning given when this transition is about to occur, although they won't change if you are carrying them. Any contact with a senile Lemming will confirm your appointment with the Grim Reaper.

SPCA TRUCK: This truck roams the streets, ready to take any Male or Female Lemming you happen to be carrying to the SPCA for neutering. (The neutered Lemmings are then returned to the streets.) The SPCA Truck can also be helpful in running over the dangerous old Senile Lemmings; the younger Lemmings are quick enough to dodge its wheels.

BUILDINGS: Here's where you want your non-breeding pairs of Lemmings locked up. There are four entrances to each Building. Each door will close and lock as you exit. Any Lemming in a building that is not completely locked will eventually find its way out, so you must hurry back with another critter to complete your non-breeding pair and lock the remaining doors. Warning . . . you must be carrying a Lemming when you enter a Building containing another Lemming or you will scare the other resident Lemming away. If you accidentally lock up a breeding pair? Well, the little critters mate and Mom, Dad and Junior break down the doors and head back to the streets.

OTHER BUILDINGS: Free space! These Restaurants and Stores can't be entered so there's no need to concern yourself with them. At the higher levels there are fewer Restaurants and Stores and more empty Buildings to fill with Lemmings.

To Start:

Insert the Lemmings diskette in drive #1 and boot as normal. In a few seconds you will be presented with the demo. Press the SPACE BAR and select a control mode. After selection, the game will display the current skill level. Then get ready — here come the Lemmings!

Control Modes:

Atari-type Joystick: Press "2" to play with an Atari-type joystick connected to a Sirius Joyport. Consult your Joyport manual for standard switch settings. Tilt to maneuver and press the FIRE BUTTON to catch or drop Lemmings.

Other Products By
Sirius Software, Inc.

Beer Run: is a light-headed game of suspense. Can you catch the Artesians before the Guzzlers and Bouncers catch you? Enter the Sirius Building and find out!!!

Joyport™: The Joyport allows expansion of the Apple game paddle port to support four Apple paddles (with all buttons) or two Atari-type joysticks. (The Joyport does not allow use of Atari-type paddles.)

Dark Forest: Three of your kingdoms' most valued treasures are missing and you must comb the countryside to recover them. An adventurous game of strategy and conquest for up to six players!

Hadron: Hadron is a wild chase through a speeding asteroid belt. Fabulous 3-D effects actually allow your ship to duck behind asteroids while following enemy space craft to their home base.

Phantoms Five: Phantoms Five simulates a fighter-bomber mission in real time, three dimensional color graphics. While you try to make your bombing run you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player.

Jellyfish: KILLER JELLYFISH ATTACKS NUCLEAR RECOVERY SUB! While trying to remove nuclear waste capsules from the ocean floor, the U.S.S. Dogstar was attacked by giant Jellyfish and vicious Octopuses. "When we shot them, they just broke up into smaller pieces, stated the ship's Captain. Scientists suspect that nuclear leakage is responsible for the incredible behavior of these usually docile sea creatures. Another sub, possibly Soviet, was sighted during the undersea mission."

Fly Wars: Long, long ago, in a garage far, far away, there existed an Insect War. A brave alliance of underground Spider Fighters had challenged the tyranny and oppression of the Raygunites. Armed with B.S. (bug spray) and aided by Black-hearted Beetles, the Fly Fighters have wiped out all of the Alliance Fighters but one . . .

Cyclod: Cyclod (sí'klöd) n., pl. cyclods. 1. In Myopian legend, a cross between a clumsy mason and a one-eyed snake charmer. 2. In Ophidian legend, the name of one of three bug-eyed brickfighters known as Mascara, Glaucoma, and Cornea. 3. In Sirius legend, the video representation of a game wherein an eyeball fights snakes with bricks.

Audex: Audex is a collection of powerful utility programs that allow you to create sounds then shape them, edit them and play them back in your own Applesoft or Assembly language programs. A user manual is provided that includes many programming examples and complete instructions for using all the utility programs.

Minotaur: In ancient Greece, the King of Crete built a Labyrinth to contain Minotaur, the ferocious offspring of his wife with a bull. Theseus slew Minotaur and stopped the tribute of human sacrifices. Now you have a chance to take Theseus' place and re-live this classic story. Fight against Charon, the Momus, Dragons, Furies and other frightful creatures. Helping you will be Virgins, Wings and Elixer.

Kabul Spy: To: Kabul Spy From: S.S. HQ Mission: Find Professor Paul Eisenstadt — Captured in May of 1981, he is being held by the KGB somewhere in Northern Afghanistan. You will be given: a money belt, 300 Rubles, a small pistol, a sharp knife and . . . a cyanide pill. We will help you if we can. Caution advised.

Copts and Robbers: While searching for the tomb of the Pharoah Tuttut, you have accidentally fallen into a pit. On the wall a sign reads, "Those who came before you came to rob me; they all died. You will be trapped here for eternity unless you return the four jewels and the vase to the vault room."

Snake Byte: What has 48K BYTES and is addictive? SNAKE BYTE! A game that works like a charm. A tale of Perilous Purple Plums that's ahead of its time. A game you can sink your teeth into. An antidote for boredom. Snake Byte. Fangs alot, Sirius Software.

Twerps: Sirius does it again! Another whimsical, challenging game with a cast of top-starring characters. Meet Captain Twerp! Thrill at the shooting Orbiters! Be amazed by the swooping Glingas! Gasp in terror at the drooling Gleepnoks! A game you'll really want to tell all your friends about.

Computer Foosball: Now you can play Foosball in your pajamas! No more dressing up and braving the elements to get your kicks in a smoky, noisy arcade. Now, you and up to three of your friends can play Foosball at home. Divide into Grud and Robot teams and bash the ball around the screen. Have a Foosball slumber party. Save money on gas. Save money on drinks. Save money on clothes. Computer Foosball. We care about your comfort.

Borg: DERANGED GRUD TERRORIZES COUNTRYSIDE. Protected by Borg, the invincible Drageroo, and a notorious bank of dragons, the infamous Grud has surrounded his hide-out with electrified mazes. Can no one crack the code and rid us of this menace? — Sirius Press Service, Grudonia

Outpost: Logsheet — Wednesday: I am still alone and unarmed in the space outpost, and I am under attack by the Kamicosmic-Gruds. I have only the propulsion unit and the meteor shield to fight them, but they know about the base corners where no shield exists. Must end quickly, I hear exploding torpedos . . .

Pulsar II: An exciting unique two-game series that provides an incredible variety of play options. Each game part has eight levels of play and score can be transferred between the two. The object of the first part, "Pulsar," is to destroy the spinning shields around the pulsar and destroy it. The second part, "Wormwall," places you in one of the strangest mazes ever created.

Gorgon: The earth has entered a time warp ... and the battle has just begun. Strange creatures are appearing and some have been reported stealing people from the surface of the earth. As a fighter pilot you must defend the planet by destroying these creatures and saving the people who have been carried away.

Autobahn: Have you ever wanted to drive at 120, 160, or even 200 kilometers per hour? The Autobahn is the only place to travel that fast. This arcade game provides driving excitement through heavy traffic, puddles, dark tunnels (with headlights), and even includes an occasional fire truck to avoid.

E-Z Draw 3.3: The professional's tool for developing graphics images on the Apple II. Now including the Higher Text character generator by Ron and Darrel Aldrich and 20 different and imaginative font styles. Written by Jerry Jewell and Nasir Gebelli.

The Pascal Graphics Editor: A complete editing package for creating fonts, pictures, and partial images within the Apple Pascal environment. Includes powerful utilities for use in your own programs for drawing ellipses, triangles, parallelograms, moving or saving blocks and saving and loading of pictures to disk or to an array. This package is for the professional who needs advanced editing of graphics and the ability to define character sets of various styles and sizes.

Epoch: Explosive fast action with new 3-D effects. Complete with high speed docking and a time warp that is sure to give you vertigo. Playable with game paddles or joy stick.

Sneakers: Get ready for unending variety and fun as you stomp the Sneakers, Saucers, Fangs, H-Wings, Meteors, Scrambles, and Scrubs. Sneakers offers five levels of difficulty and awards bonus points to perfect players. Written by Mark Turmell.

Contact Your Local Computer Dealer For More Information

Space Eggs: It will crack you up! This is a terrific arcade game that will have you hatching little spiders, wolves, lips and fuzzballs. Your problem is dealing with your creations. Each package includes a multi-color T-shirt iron-on that says, "I FRIED THE SPACE EGGS."

Orbitron: This game places you in the center of an orbiting space station protected by a revolving force shield. The object is to fight off enemy forces which attempt to place killer satellites in orbit around your station. And look out for the meteor showers!

Gamma Goblins: A "Bloody" good game for the true-blue game freak. A real heart stopper! Your mission is an exploratory operation (code name BLUE). Your purpose is to deliver whole blood to Hemophilia, a city in the sky, and return to Anemia base. This is an arcade game with great challenge and incredible variety.

Apple-compatible Paddles or Joystick: Press "1" to select Apple paddles or joystick. When using paddles, one knob controls up and down movement and the other controls right and left movement. Pressing CTRL-X will reverse these responses. Press either FIRE BUTTON to catch or drop Lemmings. If using an Apple joystick, tilt the stick to manuever and use the FIRE BUTTON to catch or drop Lemmings. Pressing CTRL-X will reverse the joystick's directional axis.

Keyboard: Press number "0" for the keyboard mode. The movement keys are as follows:

To catch or drop a Lemming, press the SPACE BAR.

	up				up	
	I				**A**	
left **J**		**K** right		left ←		→ right
	M				**Z**	
	down				down	

Convenience Controls:

ESC = Pauses the game until pressed again
CTRL-S = Toggles the sound between the speaker and the cassette output port
CTRL-V = Toggles the high volume control
CTRL-Q = Returns to the demo

Levels Of Play:

There are 8 stages of difficulty in Lemmings. You will automatically advance to the next level after successfully completing a level or you can select a level of play by pressing CTRL-R followed by a number 1 through 8. The current skill level is displayed before the round begins.

Scoring/Screen Display:

You gain 3 points for each Lemming given to the SPCA Truck, 6 points for each separate Lemming placed in a Building and 50 points for each pair of non-breeding Lemmings locked up. Avoid the Senile Lemmings. If one touches you, you're history and the game's over. Having more than 15 Lemmings on the loose at one time also ends the game. Over-population causes the Lemmings to make a frantic suicide dive into the sea at the edge of town.

The current score is displayed at the top of the screen and a tally of "loose Lemmings" is kept at the bottom.

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. All of our products are tested prior to shipment. We have placed a duplicate of the game on the backside of the disk in case the front is damaged.

Sirius Replacement Policy: We will replace any defective disk with a new one for $5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

Designed By Terry E. Bradley And Jerry W. Jewell
Programmed By Dan Thompson
Written In Assembly Language

Requires An Apple II Or II + Computer With 48K
And One Apple Disk Drive
Boots Directly With Either 13 Or 16 Sector Controller
Playable With Keyboard, Apple-compatible Joystick Or Game Paddles
Or With Atari-type Joystick Connected To A Sirius Joyport

Sirius Software, Inc.
Sacramento, California
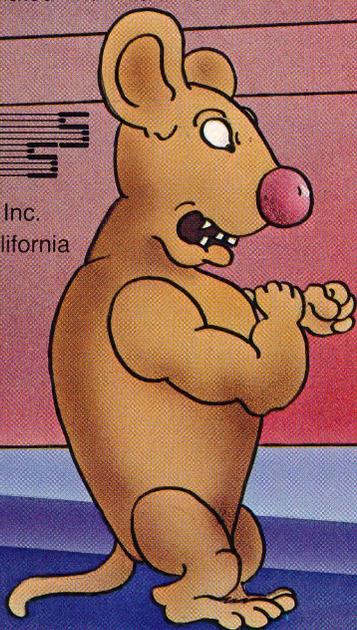
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JOYPORT