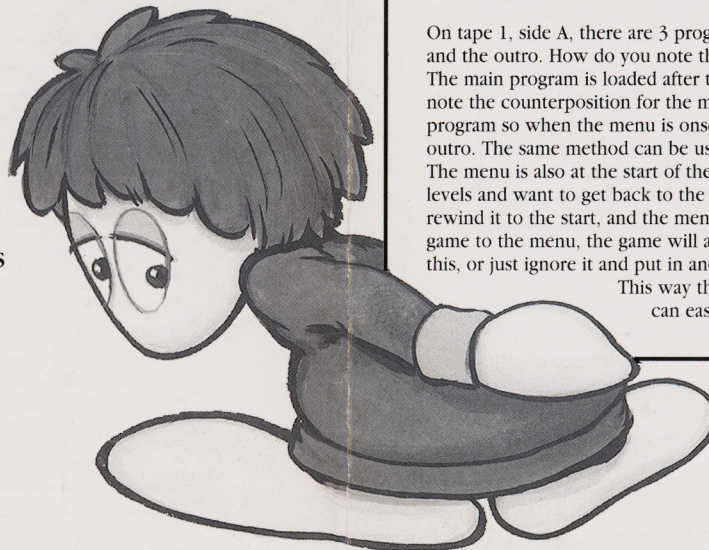


PSYCNOSTIS



Additional tape loading instructions



Getting the game started

To load the game, with intro, insert tape 1, side A, and rewind to start. Press Shift and Run/Stop to load game.
To load the game without intro, insert tape 1, side B, and rewind to start. Press Shift and Run/Stop to load game.

Lemmings ingame tape access.

Lemmings comes on three tapes. The first one consists of the program and menu files, the other two consist of the levels. To avoid a lot of tape winding and waiting Lemmings comes with a tape counter sheet. Also, there is a copy of the menu at the start of each tape, thus avoiding winding and rewinding of tape 1.

The tape counter sheet.

On tape 1, side A, there are 3 programs : the intro, the main program/menu and the outro. How do you note the positions of these?
The main program is loaded after the intro, so when the intro is running note the counterposition for the menu. The outro is loaded after the main program so when the menu is onscreen, note the counterposition for the outro. The same method can be used for side B.
The menu is also at the start of the other 2 tapes, so if you played a few levels and want to get back to the menu you can insert any tape and rewind it to the start, and the menu will be loaded. When you exit the game to the menu, the game will ask for tape 1, side A. You can do this, or just ignore it and put in another tape, as stated above.
This way the level you were playing can easily be accessed again.

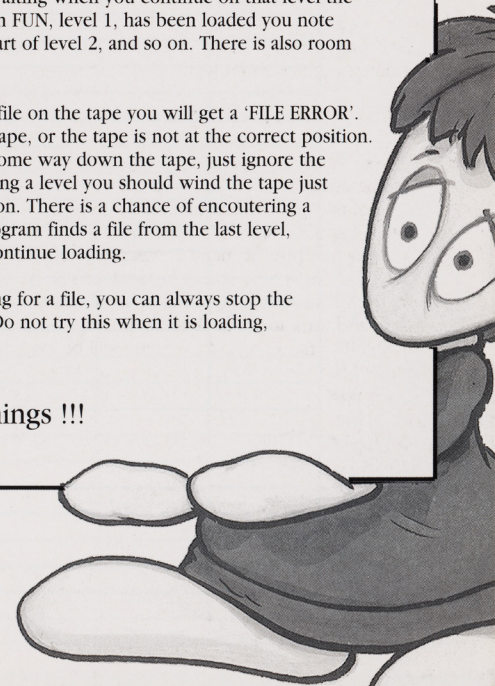
The menu is also at the start of the other 2 tapes, so if you played a few levels and want to get back to the menu you can insert any tape and rewind it to the start, and the menu will be loaded. When you exit the game to the menu, the game will ask for tape 1, side A. You can do this, or just ignore it and put in another tape, as stated above. This way the level you were playing can easily be accessed again.

When playing Lemmings, you should always make notes of the counter position, this avoids a lot of waiting when you continue on that level the next time. For instance, when FUN, level 1, has been loaded you note the counter position as the start of level 2, and so on. There is also room to write down the passwords.

If the program finds a wrong file on the tape you will get a 'FILE ERROR'. You either put in the wrong tape, or the tape is not at the correct position. When you're loading a level some way down the tape, just ignore the error a few times. When loading a level you should wind the tape just a bit before your noted position. There is a chance of encountering a 'FILE ERROR' because the program finds a file from the last level, but just press the button to continue loading.

When the program is searching for a file, you can always stop the tape, and wind or rewind it. Do not try this when it is loading, this will crash the game.

Enjoy playing Lemmings !!!



T A P E C O U N T E R S H E E T

fun

Tape 1-a Lemmings
Tape 1-b The shortcut

level	counter	password
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

tricky

intro counter

level	counter	password
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

taxing

menu counter
menu

level	counter	password
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

mayhem

outro counter
outro

level	counter	password
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
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