



INSTRUCTION BOOKLET



LEMMINGS RELOADED

Original Concept by DMA Design (1991)

Original C64 Version by E&E Softw. (1994)

Based on Lemmings © Psygnosis / Sony Interactive Entertainment - All rights reserved.

This is an unofficial non-commercial fan project.



This C64 2026 Tribute to the Lemmings Legacy was brought to you by:

Jörg Karwath - Code

John Henderson - Hend – Graphics and level design

Ben Dibbert - Nordischsound - Music

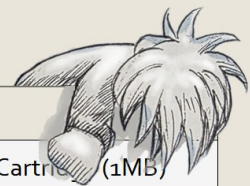
Markus Spiering - Courage - Principal Tester

LEMMINGS RELOADED

WELCOME TO LEMMINGS RELOADED!

Lemmings was designed as a cartridge game only and works on C64 PAL systems (NTSC is not supported). The digital and completely free version comes in 3 file formats:

Filename	Type	Runs on
lemminas-easy.crt	EASYFLASH	Ultimate/VICE and Cartridge (1MB)
lemmings-gmod2-ultimate.crt	GMod2	Ultimate/VICE
lemmings.bin	GMod2	Cartridge (512kB) - for flashing only



Playing on Commodore C64 Ultimate or old C64 with Ultimate II+ cartridge

Copy either „lemmings-easy.crt“ or „lemmings-gmod2-ultimate.crt“ file onto the USB memory stick. Enter the C64 configuration menu, choose the Lemmings file and press enter. The game will start. Note: Before turning off power you have to save the game onto the memory stick again, otherwise you'll lose your save game data like your star ratings. Go into the configuration and write the cartridge e.g. as file „savegame“. Next time, start from there.

VICE or other compatible emulators

Start VICE, in menu choose „Attach Cartridge Image“, select either „lemmings-easy.crt“ or „lemmings-gmod2-ultimate.crt“ file and the game will start. Additionally in „Preferences / Settings“ choose „Cartridges“, select EasyFlash or GMod2 and activate „Save image when changed“ or „Enable writes to GMod2 EPROM“. Save the settings. This makes sure that all game-data is automatically saved after closing VICE.

For further technical information refer to the Technical Requirements section at the end of this manual.

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Creating your own physical cartridge



EasyFlash 3 and Kung Fu Flash - Both are highly recommended cartridges that have USB or SD card support for easy uploading of the lemmings-easy.crt file. EasyFlash 1 or 3 without USB requires a SD2IEC device in order to be able to load the 500kB+ file for flashing. In this case copy the lemmings-easy.crt onto the SD card of your SD2IEC drive first, then start the flash procedure in the cartridge.



GMod2 cartridges:

For cheaper dedicated new cartridges GMod2 is recommended. New GMod2 cartridges usually come with a flash-utility pre-installed which make the flash-process easy. SD2IEC is also required to provide loading the 500kB+ long „lemmings.bin“ file for flashing.

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NAVIGATING THE MENU



Play - Play a game and continue from your last played level!

Info – Check on the current status of your growing achievements alongside the basic controls!

RUN/STOP or right mouse button click brings you back to the main menu (true for all menu options)

Level Select - Choose any level you have already played to try again.

Click on the arrows on the top left to work the treadmill and scroll down and up the level list.

Select a level, then „Let’s go!“.

The current star rating of each level is displayed.

Play and finish a level to reach the next. Levels you haven’t unlocked yet are marked in **red**. You can also enter access code via the keyboard and press Return. (NB - the game stats are saved on the cartridge too)



Jukebox - 30 tracks to discover as you play

With each level accomplished a new track is activated in the Jukebox and can be listened to. Click on the buttons to pre-select a tune, then **click the Lemotron64** to activate the music player. No coins needed — Lemmings are our currency!

Click again to stop playing. Clicking on the „Title“ area selects all fields at once. Shuffle will give a random song experience.

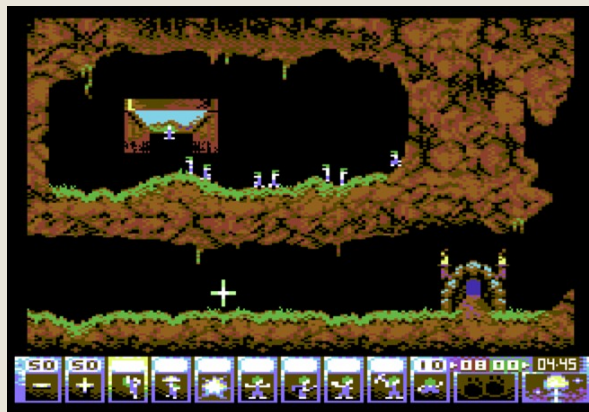


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PLAYING THE GAME - LET'S GO!!

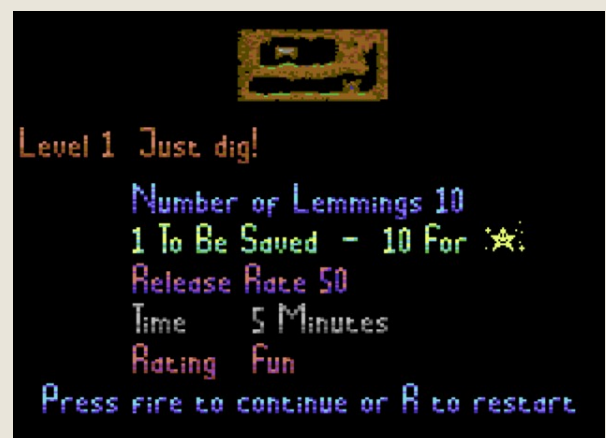
"Lemmings drop through a trapdoor onto each screen and, as they're creatures of very little brain, they need all the help they can get to survive the dangers that lie within.

To assist these cuddly, yet suicidally stupid creatures you use your mouse/joystick (similar to a lemming but has more buttons) to select a skill from the panel of icons at the base of the screen. Once Highlighted you then choose a suitable Lemming, from the hundreds on screen, to perform that skill. You have a strict time limit in which to get a required percentage of the little perishers through each level." - **Psygnosis**



And thus your quest begins:

Each level starts with a miniature graphic and the parameters. Make sure to remember the number of Lemmings to be saved to reach the next level! A certain number of Lemmings is needed to achieve a Gold Star Rating but if you only manage Bronze or Silver you can always come back later and try again to be the perfect player! (Every achievement is automatically stored on the cartridge (or manually when playing with a cartridge file) and you can still write down the level access code to share with others)



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IN-GAME CONTROLS!

Or use the **MouSTer adapter** to plug a USB mouse into your C64!

Playing on a new Commodore Ultimate? Perfect, just plug your USB mouse in, it will work. (Might require a firmware update on early Ultimate models).

Mouse: Port 1

Joystick: Port 2

Keyboard:

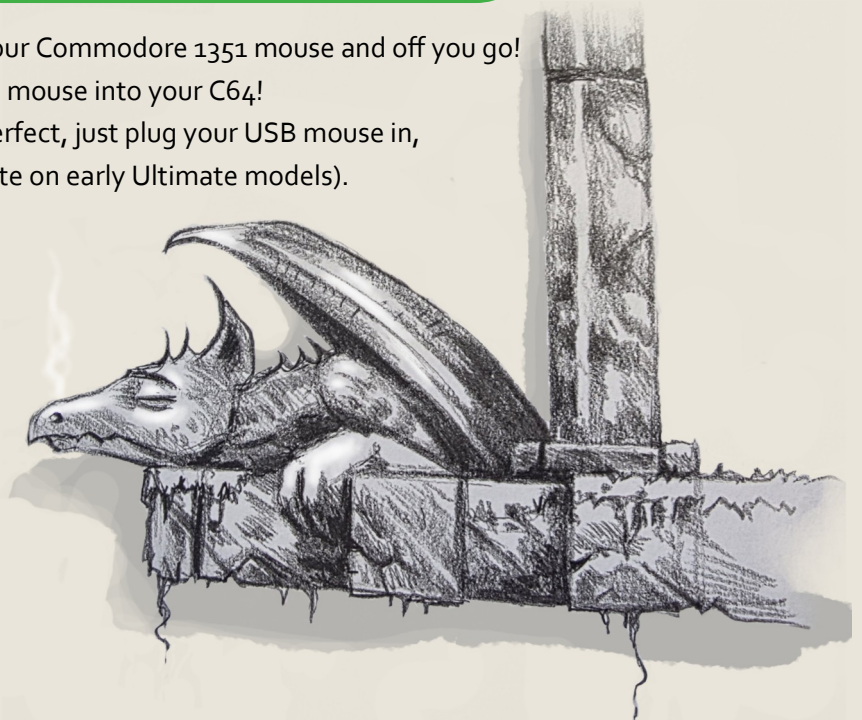
Keys 1-8, Choose skill

+ and – Lemmings release rate

P **Pause**

S Mute music (SFX still active)

Runstop Quit



Lemmings drop initially through the trap door. Use the crosshair to: **Scroll the screen** (Once the crosshair reaches the left or right screen border it starts scrolling -*Click the right mouse button for fast scrolling*), **Choose a skill** at the bottom of the screen, **Change the release rate**, **Pause the game (P key)** or **NUKE!**



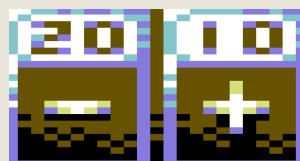
Amount of Lemmings currently in the playfield (**red**) next to the Number already saved (**green**) .

Time left to complete the level.

Paws - Pause Lemmings movement.

NUKE - Double-click to explode remaining Lemmings!

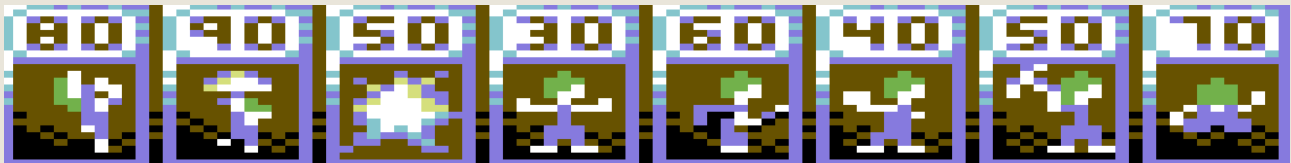
Release rate - defines how quickly the Lemmings drop down from 99 (quickest) to 1 (slowest). Here the minimum is shown.



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OUR HEROES SKILLS!!

Choose a skill first then click on a Lemming to tell what to do. This sounds easy and straightforward - but wait for it! Once a Lemming drops out of the door you need to assign one of eight skills to decide for him what to do next, otherwise it will just walk on, and that rarely ends well! The number above a skill shows you how many you have left, blank means the skill is not available in this level.



- 1. Climber** - The climber comes into action when hitting a wall which he attempts to climb up until it ends. When he hits an overhang though he gives up, falls back down, and turns around. Once a climber, always a climber!
- 2. Floater** - A Lemming is a sturdy creature but falling from too high will not end well so, use this skill to allow your Lemming to float down safely every time.
- 3. Bomber** - Sometimes a Lemming must be a hero. After a couple of seconds it is time to say goodbye but not without a **BIG farewell!**
- 4. Blocker** - A Lemming goes where it goes - until it touches a blocker which makes him turn around. Be aware though that a blocker is rarely moving again.
- 5. Builder** - Build a stairway to get up or cross gaps. You have just 12 bricks to lay until you need more. A builder hitting ground or a wall will give up and turn around. For the last 3 bricks you'll hear a sound. After that he will walk on unless you make him build more.
- 6. Basher** - Digging through ground horizontally is a nice skill and often very much needed. Iron is tough though, diggers don't like it and stop working. He also stops when there is nothing to dig anymore and continues walking.
- 7. Miner** - Like a basher but going diagonally down. The pickaxe is a useful tool indeed!
- 8. Digger** - Sometimes you have to dig just straight down. There we go.

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TIPS, TRICKS AND NOTES!

Lemming skill rules: Not all skills are available in every level, also the number of each skill is limited. Once assigned a climber or floater it always sticks. Dig into too much iron and the digging stops. Step over a void and a Lemming will fall — every single time. Assigning a new skill in tight groups of Lemmings might be difficult but continuing or changing a skill will be easier.

Selecting from a clump of Lemmings:

If there is a huge clump of Lemmings it is hard to choose the desired one. But if a Lemming already has a skill e.g. is a builder then even when surrounded by a lot of walkers it will get priority to continue as builder when clicked on in the clump.

Also if you put the crosshair just on the right side of a clump of Lemmings the left walkers get priority e.g. for building out of a ditch like shown on this picture. This works the same on the other side of course.



When the going gets too tough!

Excessive building or digging consume memory resources and in certain circumstances your Lemming will just stop and can't be argued to continue.

Rethink your strategy and start the level anew.

Even if it seems impossible to find a solution for a level - there is one! Same for all the Gold star ratings – they can be done!

Fun facts

The game started as a proof of concept to do Lemmings with sprites and then evolved into the full game.

Development was 1 year from 7/2025 to 7/2026.

Largest level? „Rendezvous at the Mountain“ occupies all RAM and plays music from ROM exceeding 64KB in total.

Easter Eggs? Oh yeah, a couple hidden in the levels.

Playing a cracked version? Why? The game is free anyway. Makes the game much harder or even impossible to solve too.

This game has a HUGE number of unique charsets (every level is bespoke), possibly the most in any C64 game to date?!

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TECHNICAL NOTES!

Technical Requirements – Cartridge Compatibility Overview

This table summarizes compatibility for 512 KB cartridge images (EasyFlash and GMod2 formats) across legacy hardware, modern recreations, and software emulators. It focuses on read support, write/save support, and whether cartridge-based saves (levels played and star achievements) persist automatically. Note that even without saves the game is fully playable by entering level-access codes like in the legacy Lemmings.

Platform / Device / Emulator	Type	OS / Hardware	EasyFlash Support	GMod2 Support	Automatic Cartridge Saves	Mouse support	Minimum Version / Notes
C64/C128 EasyFlash cartridge	Legacy Hardware	Real C64/ C64C	Full (Read + Write)	No	Yes	1351, USB with adapter	Any EasyFlash 1/3 cartridge
C64/C128 GMod2 cartridge	Legacy Hardware	Real C64/ C64C	No	Full (Read + EEPROM)	Yes	1351, USB with adapter	GMod2-compatible flash cart
C64 Ultimate Ultimate 64	FPGA Recreation	Real C64 form factor	Full (Read + Write)	Full (Read + EEPROM)	Manual	1351, USB	Writes to RAM during play. Use menu → "Save EasyFlash" or "Save Cartridge" to persist
Ultimate II+	Hardware Extension	Real C64	Full (Read + Write)	Full (Read + EEPROM)	Manual	1351, USB with adapter	Same as Ultimate: Use menu (F5). In-game writes are temporary until manually saved via menu
THEC64 Mini / Maxi	Modern Recreation	Dedicated hardware	Full (Read)	No	Manual	No* / Yes	*Tested on Mini Black Edition 1.7.0.
VICE 64/128	Software Emulator	Win / macOS / Linux	Full (Read + Write)	Full (Read + Write)	Yes (needs to be configured)	USB	Version 3.8 and up

*THEC64 Mini/Maxi: .cjm-file provided for mapping important keys on joystick. Copy this file into the same directory on the USB drive where the file lemmings-easy.crt is.

4 slots for save game feature. Mouse support if mouse is plugged in a boot time. THEC64 Mini needs a USB hub for this because it has only 2 slots integrated, 1 for the memory stick, 1 for the joystick.

For using **EasyFlash** cartridges on **Ultimate** machines enter „Cartridge and ROM Settings“ and set „Bus Operation Mode“ to „Dyn. & Writes“

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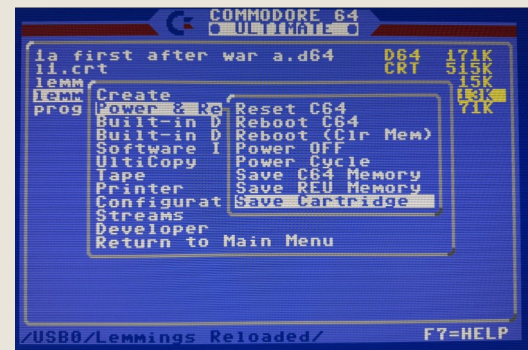
C64 Ultimate / U64 / U64 Elite / U64E2

These machines are all based on the motherboard designed by Gideon and therefore have similar capabilities. The user interface between the original Commodore and the third party versions is different though.

Turbo mode on Commodore C64 Ultimate / U64 / U64 Elite / U64E2

By activating the Turbo Mode in the C64 Ultimate there will be no slow down in Lemmings Reloaded whatsoever, also menu changes are lightning fast. To activate find the „Turbo Boost“ setting in the main menu of the Ultimate. Choose „Turbo Control“ and set to „C64U Turbo Registers“. Save the setting. (CPU Speed setting is irrelevant since the game sets its own speed at 48MHz).

Restart the game and it will show a blue screen while booting, acknowledging it detected the proper boost settings. If no blue screen is shown check the settings again. To activate the Turbo Boost press „T“ in the main menu which will show a light-blue screen. To deactivate press „T“ again showing a green screen.

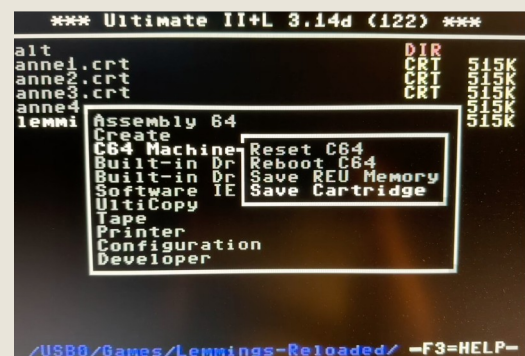


How to save game data on the Ultimate machines

In contrast to real cartridges the game data is not automatically saved but has to be saved manually before switching off the C64. Note that the user interface is different between the Commodore C64U and the other Ultimate variants.

On Commodore C64U enter the main menu and first go into the Disk File Browser and choose the directory where you want to store the save game. Then press F1, choose „Power & Reset“ then „Save Cartridge“. Use this cartridge file the next time you want to continue with the game.

On other Ultimate variants enter the main menu, again choose the directory where to store, then press F5 and choose „C64 machine“ then „Save Cartridge“. Use this cartridge file the next time you want to continue with the game.



Sound settings

The music in Lemmings Reloaded was composed for the SID chip 8550 so this is the recommended setting to use throughout. Also set the UltiSid audio emulation for digi sound to level „High“.

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Turbo mode on C128

The C128 is automatically detected and when starting the game a blue screen is shown. To activate the Turbo mode press „T“ in the main menu which will show a light-blue screen. To deactivate press „T“ again showing a green screen.

Initializing Game-Data in physical cartridges

After a level is finished the game data is automatically saved to the cartridge. In case you want to clear this data and start from scratch, switch on the C64 and hold the key „E“ (Erase) pressed until the screen flashes „green“. That's it, all game data is removed.

And that's it ! – Oh NO!!!!

We hope you enjoy Lemmings Reloaded as much as we enjoyed creating it!

Lunatic Lab Team.

