

411 0995
WORLD'S
BIGGEST BOOKSTORE
83425

Mark Tsai with
A.J. Aranyosi



Learnmimi's™

The Official Companion
with Exclusive Game Disk



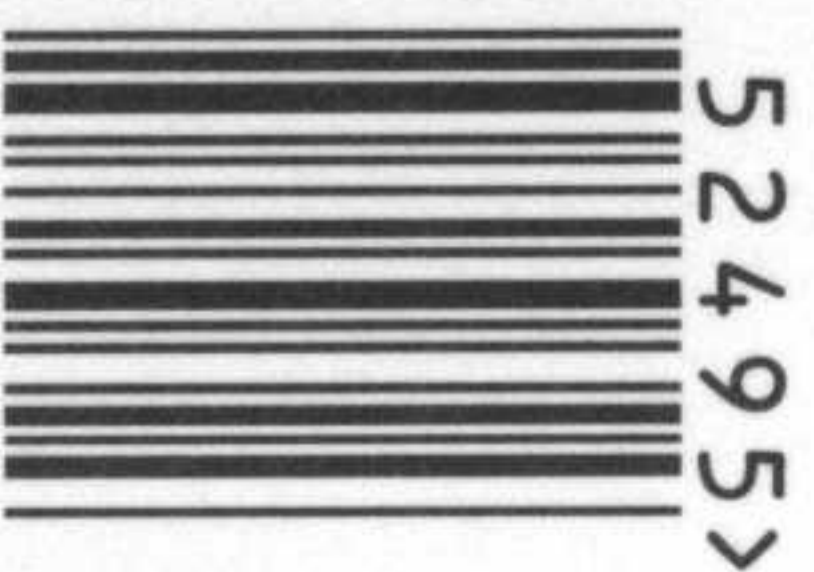
BONUS!!! The Enclosed Disk
Includes 16 Exciting Levels,
NOT AVAILABLE ANYWHERE ELSE,
Especially Created for **YOU**
by **Psygnosis!**




ISBN 1-55958-188-3

EAN

9 781559 581882

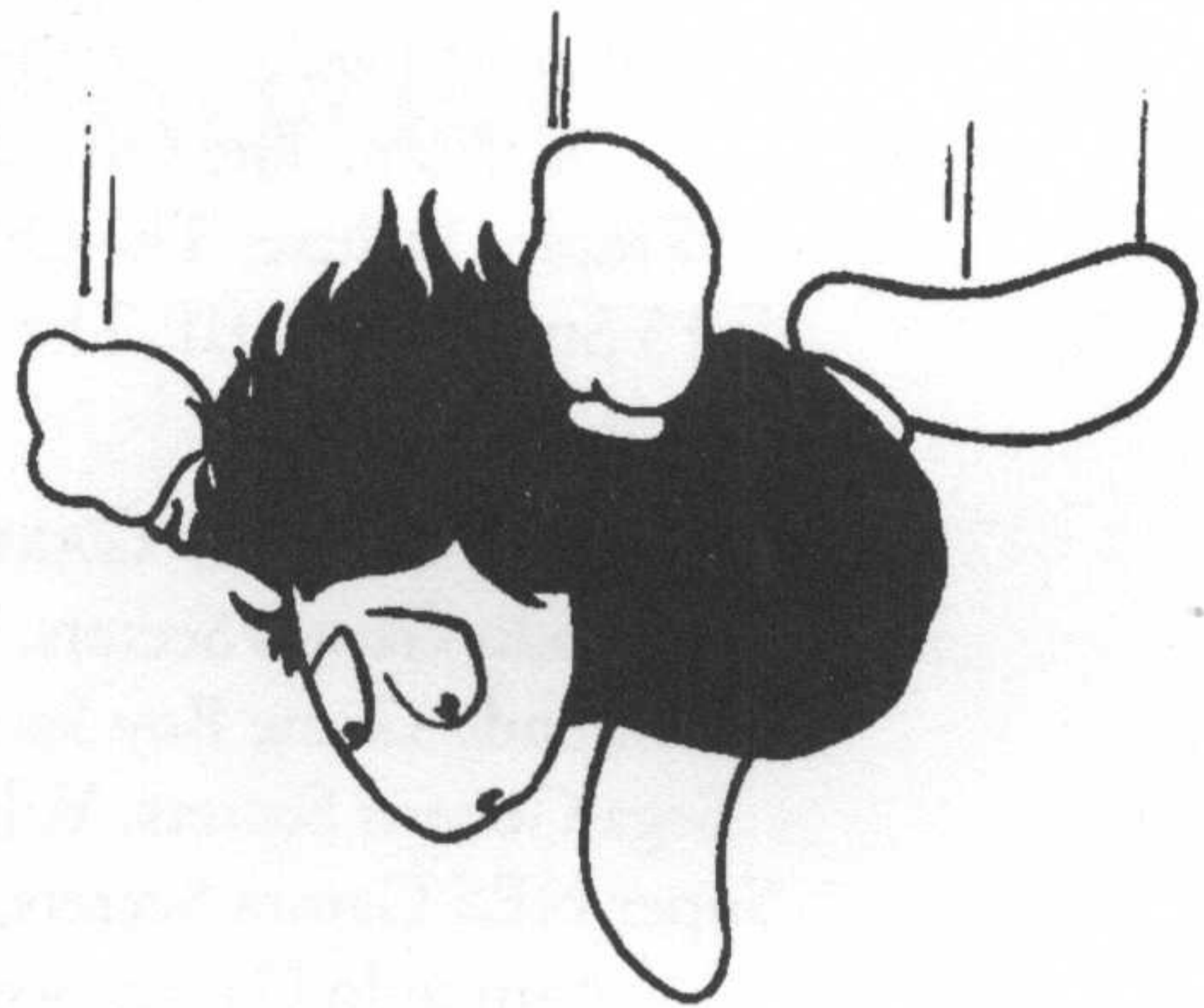


Michael Hong



Lemmings

The Official Companion



SECRETS OF THE GAMES SERIES

COMPUTER GAME BOOKS

- SimEarth: The Official Strategy Guide
- Harpoon Battlebook: The Official Strategies and Tactics Guide
- JetFighter II: The Official Strategy Guide
- The Official Lucasfilm Games Air Combat Strategies Book
- Sid Meier's Civilization, or Rome on 640K a Day
- Wing Commander I and II: The Ultimate Strategy Guide
- Chuck Yeager's Air Combat Handbook
- Ultima: The Avatar Adventures
- Ultima VII and Underworld: More Avatar Adventures
- A-Train: The Official Strategy Guide
- PowerMonger: The Official Strategy Guide
- Dynamix Great War Planes: The Ultimate Strategy Guide
- Global Conquest: The Official Strategy Guide
- Empire Deluxe: The Official Strategy Guide
- Gunship 2000: The Official Strategy Guide
- Falcon 3: The Official Combat Strategy Book (with disk)
- SimLife: The Official Strategy Guide
- Populous: The Official Strategy Guide
- Stunt Island: The Official Strategy Guide
- Prince of Persia: The Official Strategy Guide
- X-Wing: The Official Strategy Guide
- Empire Deluxe: The Official Strategy Guide
- F-15 Strike Eagle III: The Official Strategy Guide

VIDEO GAME BOOKS

- Nintendo Games Secrets, Volumes 1, 2, 3, and 4
- Nintendo Game Boy Secrets, Volumes 1 and 2
- Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5
- Super NES Games Secrets, Volumes 1, 2, 3, and 4
- Nintendo Games Secrets Greatest Tips
- Sega Genesis Games Secrets Greatest Tips
- Super NES Games Secrets Greatest Tips
- Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)
- Super Mario World Game Secrets
- TurboGrafx-16 and TurboExpress Games Secrets, Volumes 1 and 2
- The Legend of Zelda: A Link to the Past Game Secrets
- Super Star Wars Official Games Secrets

How to Order:

Quantity discounts are available from the publisher, Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677; telephone (916) 786-0426. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. Turn to the back of the book for more information.

Lemmings

The Official Companion

Mark Tsai

A. J. Aranyosi



Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677
(916) 786-0426

Copyright © 1993 by Mark Tsai and A. J. Aranyosi

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Library of Congress Catalog Card Number: 93-4796

ISBN: 1-55958-188-3

Executive Editor: Roger Stewart

Managing Editor: Neweleen A. Trebnik

Creative Director: Rusel DeMaria

Project Editor: Becky Freeman

Word Processing: Brittaney Trebnik

Book Design and Production: Marian Hartsough Associates

Layout: Linda Hart

Technical Editor: Psygnosis

Adaptation to Cover Design: The Dunlavey Studio

Special Image Processing: Ocean Quigley

Indexer: Katherine Stimson

Prima Publishing

Rocklin, CA 95677-1260

Every effort has been made to supply complete and accurate information. However, neither the publisher nor the author assume any responsibility for its use, nor for any infringements of patents or other rights of third parties that would result.

93 94 95 96 RRD 10 9 8 7 6 5 4 3 2 1

Printed in the United States of America

TABLE OF CONTENTS

Introduction	1
What's a Lemming?	1
The History of Lemmings	2
A Guide to Lemmingland	2
How to Use This Book	3
General Strategies.....	4
Lemmings Level Access Codes.....	4
Super Hints and Tips.....	6
Fun Level	8
1 Just Dig !.....	10
2 Only Floaters Can Survive This	12
3 Tailor-Made for Blockers	14
4 Now Use Miners and Climbers	16
5 You Need Bashers This Time.....	18
6 A Task for Blockers and Bombers	20
7 Builders Will Help You Here	22
8 Not as Complicated as It Looks.....	24
9 As Long as You Try Your Best.....	26
10 Smile If You Love Lemmings.....	28
11 Keep Your Hair on, Mr. Lemming	30
12 Patience	32



Lemmings: The Official Companion

13	We All Fall Down	34
14	Origins and Lemmings.....	36
15	Don't Let Your Eyes Deceive You.....	38
16	Don't Do Anything Too Hasty	40
17	Easy When You Know How	42
18	Let's Block and Blow	44
19	Take Good Care of My Lemmings	46
20	We Are Now at LEMCON ONE	48
21	You Live and Lem	50
22	A BEAST of a Level	52
23	I've Lost That Lemming Feeling.....	54
24	Konbanwa Lemming San.....	56
25	Lemmings, Lemmings Everywhere	58
26	Nightmare on Lem Street	60
27	Let's Be Careful out There.....	62
28	If Only They Could Fly	64
29	Worra Lorra Lemmings.....	66
30	Lock Up Your Lemmings.....	68
Tricky Level		70
1	This Should Be a Doodle	72
2	We All Fall Down	74
3	A Ladder Would Be Handy	76
4	Here's One I Prepared Earlier	78
5	Careless Clicking Costs Lives	80
6	Lemmingology.....	82
7	Been There, Seen It, Done It.....	84
8	Lemming Sanctuary in Sight	86
9	They Just Keep on Coming	88

Table of Contents



10	There's a Lot of Them About.....	90
11	Lemmings in the Attic	92
12	Bitter Lemming.....	94
13	Lemming Drops	96
14	MENACING !!	98
15	Ozone Friendly Lemmings.....	100
16	Luvlu Jubly	102
17	Diet Lemmingaid	104
18	It's Lemmingentry, Watson.....	106
19	Postcard from Lemmingland	108
20	One-Way Digging to Freedom	110
21	All the 6's . . . (Amiga and PC Version)	112
21	Going Their Separate Ways (Macintosh Version)	113
22	Turn Around Young Lemmings	114
23	From the Boundary Line	116
24	Tightrope City.....	118
25	Cascade	120
26	I Have a Cunning Plan	122
27	The Island of the Wicker People	124
28	Lost Something ?	126
29	Rainbow Island	128
30	The Crankshaft	130
	Taxing Level	132
1	If at First You Don't Succeed	134
2	Watch out, There's Traps About	136
3	Heaven Can Wait (We Hope !!!)	138
4	Lend a Helping Hand	140
5	The Prison !	142



Lemmings: The Official Companion

6	Compression Method 1	144
7	Every Lemming for Himself !!!	146
8	The Art Gallery	148
9	Perseverance	150
10	Izzle Wizzie Lemmings Gets Busy	152
11	The Ascending Pillar Scenario	154
12	Livin' on the Edge	156
13	Upsidedown World	158
14	Hunt the Nessy	160
15	What an AWEWOME Level	162
16	Mary Poppins' Land	164
17	X Marks the Spot	166
18	Tribute to M.C. Escher	168
19	Bomboozal	170
20	Walk the Web Rope	172
21	Feel the Heat !	174
22	Come on Over to My Place	176
23	King of the Castle	178
24	Take a Running Jump	180
25	Follow the Leader	182
26	Triple Trouble	184
27	Call in the Bomb Squad	186
28	Poor Wee Creatures !	188
29	How Do I Dig up the Way?	190
30	We All Fall Down	192
Mayhem Level		194
1	Steel Works	196
2	The Boiler Room	198



Table of Contents

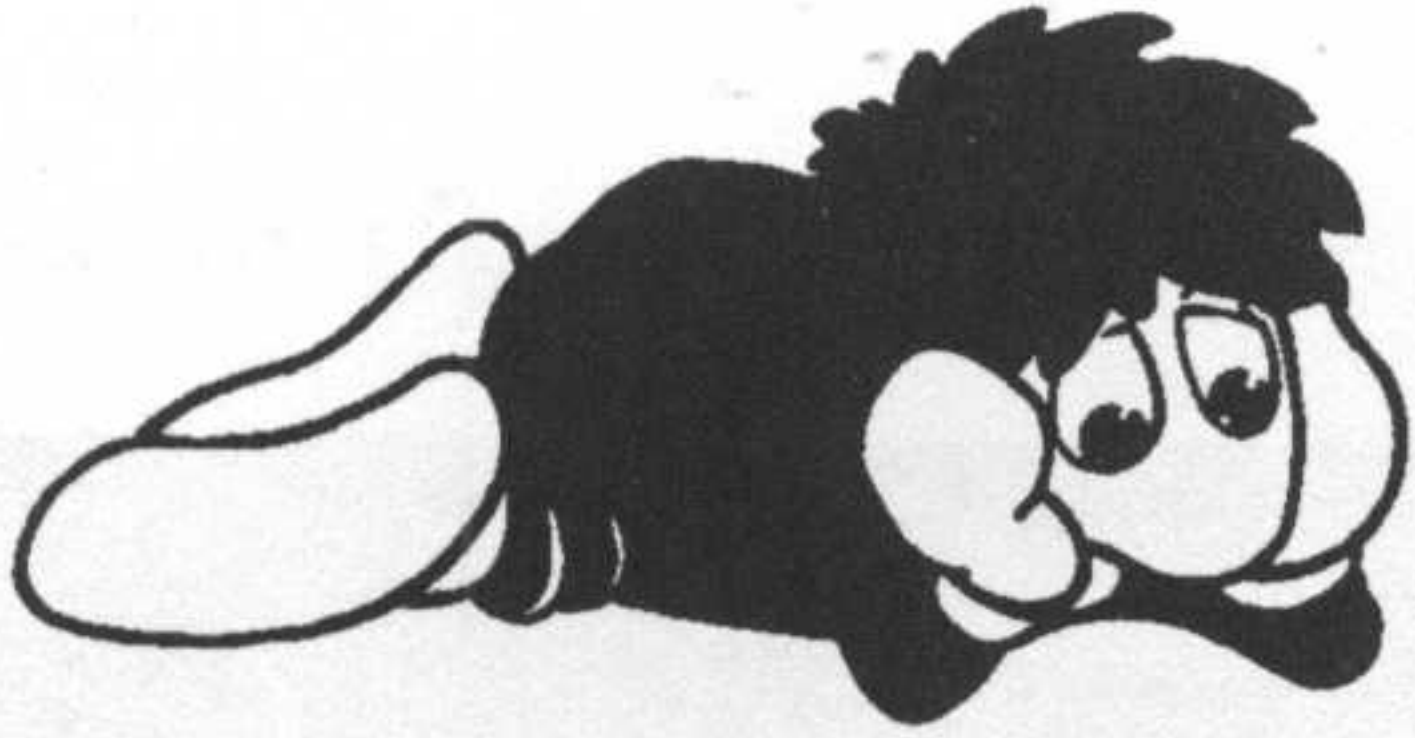
3	It's Hero Time	200
4	The Crossroads	202
5	Down, Along, Up. In That Order	204
6	One Way or Another	206
7	Poles Apart	208
8	Last One out Is a Rotten Egg !	210
9	Curse of the Pharoahs	212
10	Pillars of Hercules	214
11	We All Fall Down	216
12	The Far Side	218
13	The Great Lemming Caper.....	220
14	Pea Soup	222
15	The Fast Food Kitchen	224
16	Just a Minute	226
17	Stepping Stones.....	228
18	And Then There Were Four	230
19	Time to Get Up !	232
20	No Added Colours or Lemmings.....	234
21	With a Twist of Lemming Please.....	236
22	A BeastII of a Level	238
23	Going Up	240
24	All or Nothing.....	242
25	Have a Nice Day !	244
26	The Steel Mines of Kessell.....	246
27	Just a Minute (Part Two)	248
28	Mind the Step	250
29	Save Me	252
30	Rendezvous at the Mountain	254



Lemmings: The Official Companion

Prima Bonus Level.....	256
Fun 1 — Digger Conversions	258
Fun 2 — For Every Lemming, Turn, Turn, Turn	260
Fun 3 — Alternate Route.....	262
Fun 4 — Bridge Delay.....	264
Tricky 1 — The Prima Publishing Level	266
Tricky 2 — Lemming Excavation	268
Tricky 3 — Let's Go Sledding !	270
Tricky 4 — The Pipeline	272
Taxing 1 — Wild World of Lemmings !	274
Taxing 2 — Winter Lemmingland	276
Taxing 3 — Oh no! Squish	278
Taxing 4 — Watch Your Step	280
Mayhem 1 — Dolly Dimple?	282
Mayhem 2 — Which Way Do We Go?	284
Mayhem 3 — Old MacDonald Had a Farm	286
Mayhem 4 — Congratulations !	288
More	291
For Additional Challenge	291
100 Percent Solutions	291
Time Trials	291
Two-Player Mode	291

INTRODUCTION

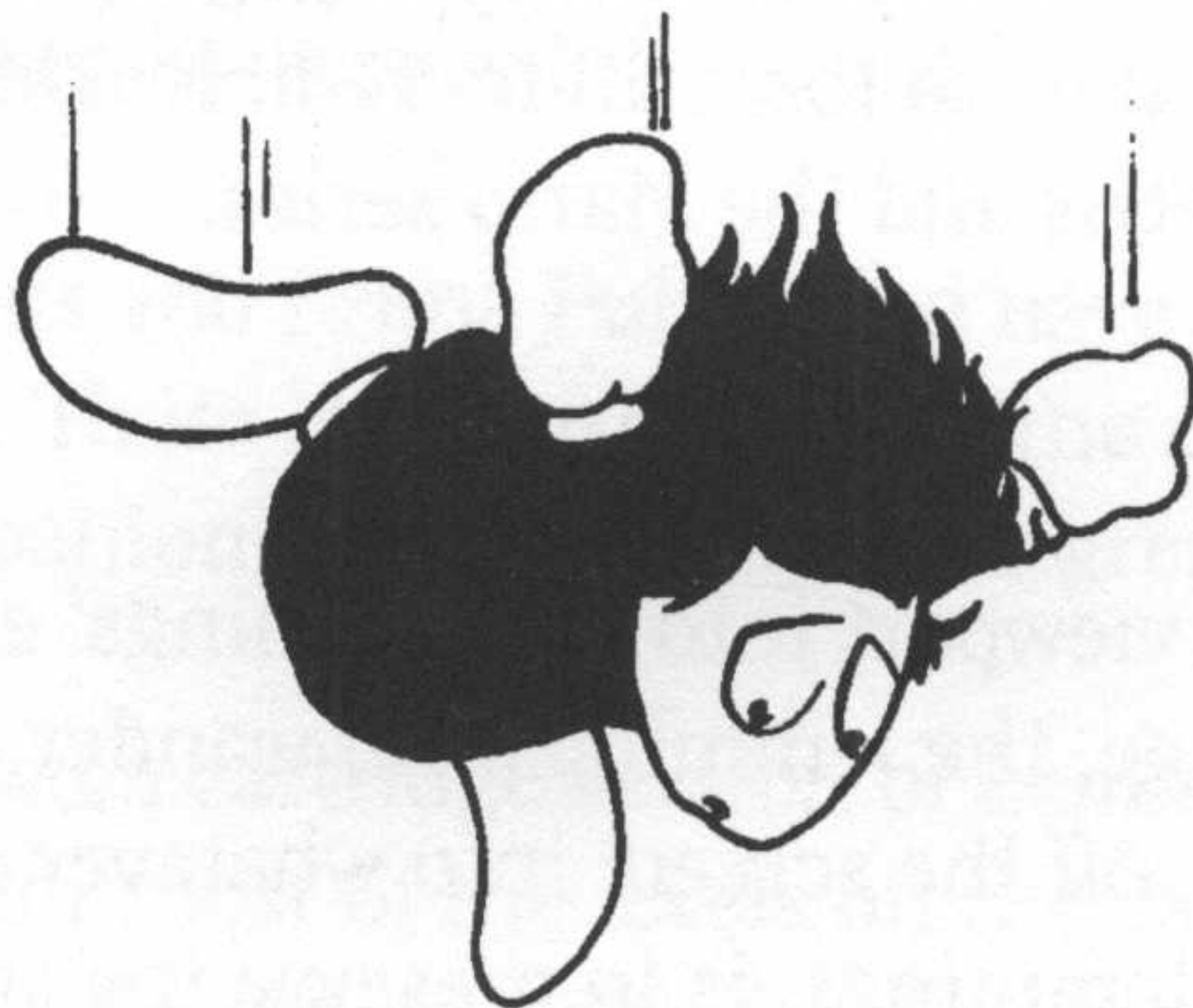


Lemmings is a truly unique game in which a crowd of hilarious little rodents appear on your screen, and your job is to get them home, despite their inclinations otherwise. In its original incarnation, the game consisted of 120 increasingly difficult levels. However, as the *Lemmings* legend has grown, people have added levels in various computer and console formats.

What's a Lemming?

A lemming is a type of arctic rodent which, every few years, feels the need to thin out the population by running into the Arctic Ocean.

Psygnosis and DMA Design have joined forces to bring you this hilarious depiction of lemming life, creating one of the most popular games in years. Oodles of individuality and expressiveness are packed into the tiny figures on your screen, from their hair to the tips of their little paws. There's nothing like a trip to Lemmingland!

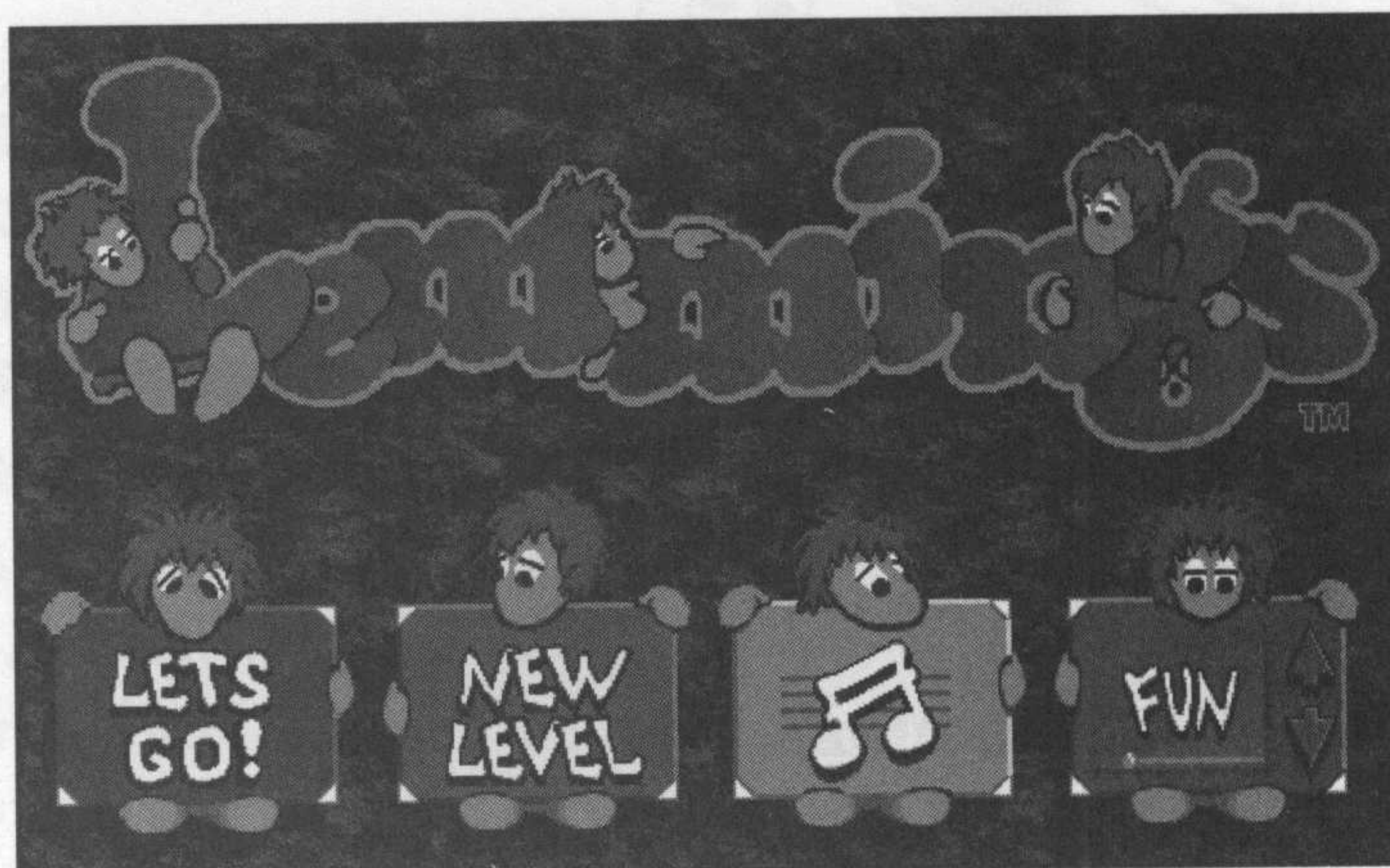




Lemmings: The Official Companion

The History of Lemmings

Lemmings was developed by DMA Design in Scotland, originally appearing on the Amiga platform in February 1991 and on the Atari ST in March 1991. Universally positive response led to the release of *Lemmings* on MS-DOS platforms in May 1991. The year 1992 saw the release of many other versions of *Lemmings*, including Super



Nintendo and Genesis. In October 1992, Psygnosis released *Lemmings* for the Macintosh. Portable *Lemmings*, including Sega Game Gear, Atari Lynx, and Nintendo Gameboy are also scheduled.

Over two years in the making, *Lemmings* features the talents of many dedicated programmers, animators, graphic artists, musicians, sound experts, and level designers. The little critters have captured the hearts of many people, including those who wouldn't ordinarily touch a video game with a 10-foot-pole.

Expressive animations, hilarious sound effects, engaging soundtracks, and mind-bending puzzles have come together to form an incredibly addictive pastime equaled only by such game legends as Tetris and the Mario series.

A Guide to Lemmingland

The basic game is played with a viewport into the lemmings' environment. Without the benefit of your expert tutelage, the lemmings will wander about aimlessly, stumbling over cliffs, into traps, off the screen, into whatever is in front of them. Your job, as the overseer of the lemmings, is to preserve the species as well as possible, by guiding them from lemming hatch to exit.



How to Use This Book:

We recommend that you take a look at Chapter 1 before plunging into the game. If you're already a seasoned *Lemmings* player, then you're probably well beyond the need for the general strategies mentioned at the beginning of the chapter, but the "Super Hints and Tips" section may provide some information that you have not noticed or thought of yet, so it's worth at least skimming through them!

The level solutions are made up of four parts:

- A statistics section, containing the code to access the level quickly. This section also includes the information from the Objective screen. The MS-DOS and Macintosh information is often different from the Amiga information, so read carefully!
- An overview section, containing general information about the level, and special things to look out for.
- The solution to the level, containing a step-by-step solution telling you exactly what to do . . . and where!
- A picture of the level, with markings to show you where to do the steps listed in the solution.

And, sometimes, as an added bonus, there will be a paragraph at the end of the solution with an interesting note about the level, or about the game.

Of course, we encourage you to give the level your best shot before breaking down and reading the step-by-step solution, but keep this book close at hand for those really tough levels!

In addition, Psygnosis and Prima Publishing have provided 16 levels designed especially for this book! These levels use some of the concepts and strategies introduced in this companion guide, so they are a great place to practice your newly acquired abilities!

By the way, if you own a cartridge version of *Lemmings*, the solutions provided in this book are the same for most of the levels on the cartridge. However, many of the cartridge versions have different, or extra, levels. This book is written primarily for the computer versions of *Lemmings*.

GENERAL STRATEGIES

Take a good look at the Objective screen, as shown in the top screen. Pay special attention to how many lemmings you're going to need to save, as this information is not accessible when you're actually in the game. Also, read the title of the level, as there may be a clue embedded within it.

Once in the game, pause the level so that you can take a look around. Pay special attention to the mini-map in the lower-right corner, as shown in the bottom screen, so that you can get an idea of how large the level is. Scroll back and forth in the level, looking for extra exits and entrances, as sometimes there can be as many as four of each!

Then, take a look at the icon bar, taking inventory of how many of each kind of lemming you have available. Then, plan your route: Are you going to need to block the majority of the lemmings while one goes ahead to prepare the route? Can you afford to lose that blocker?

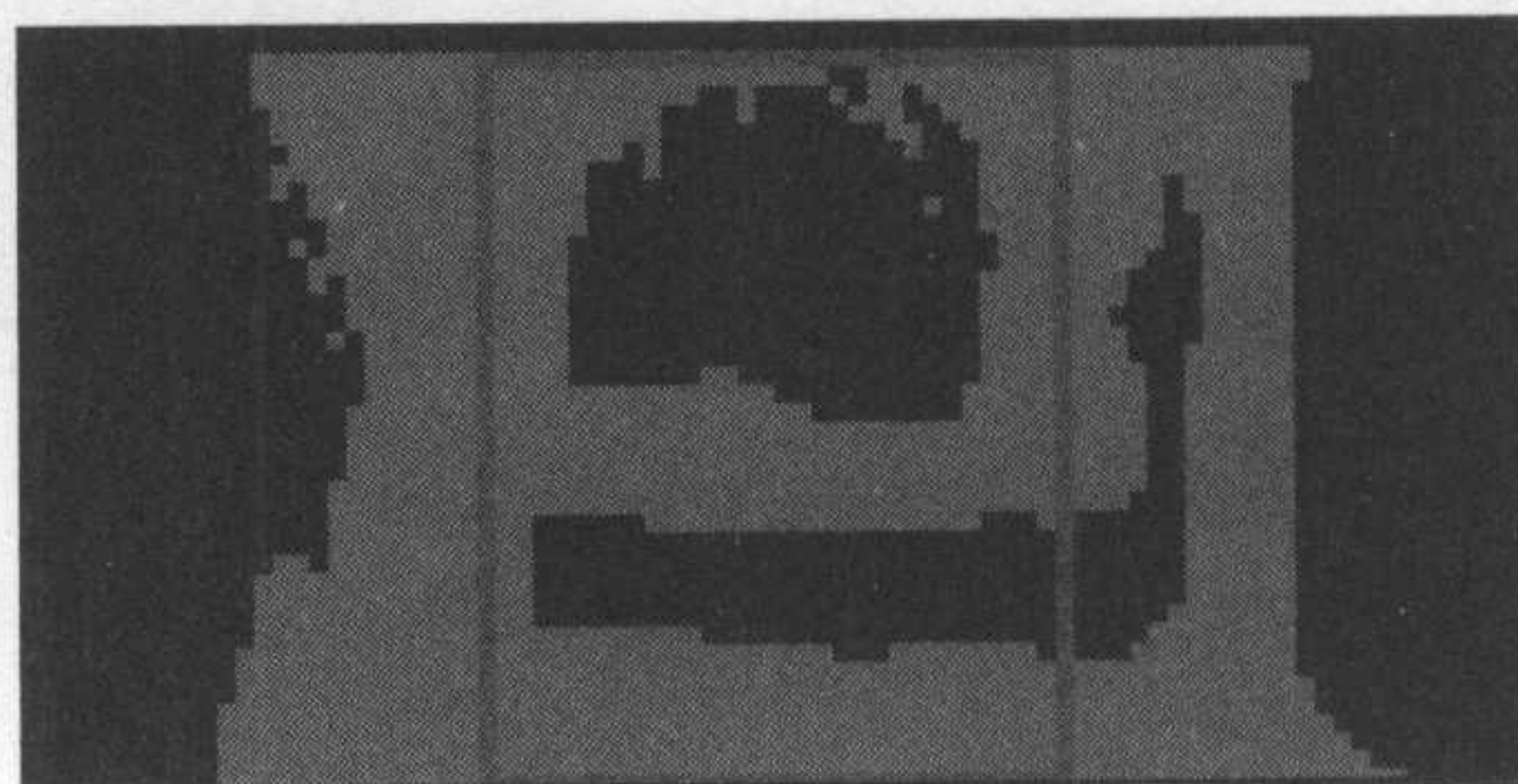
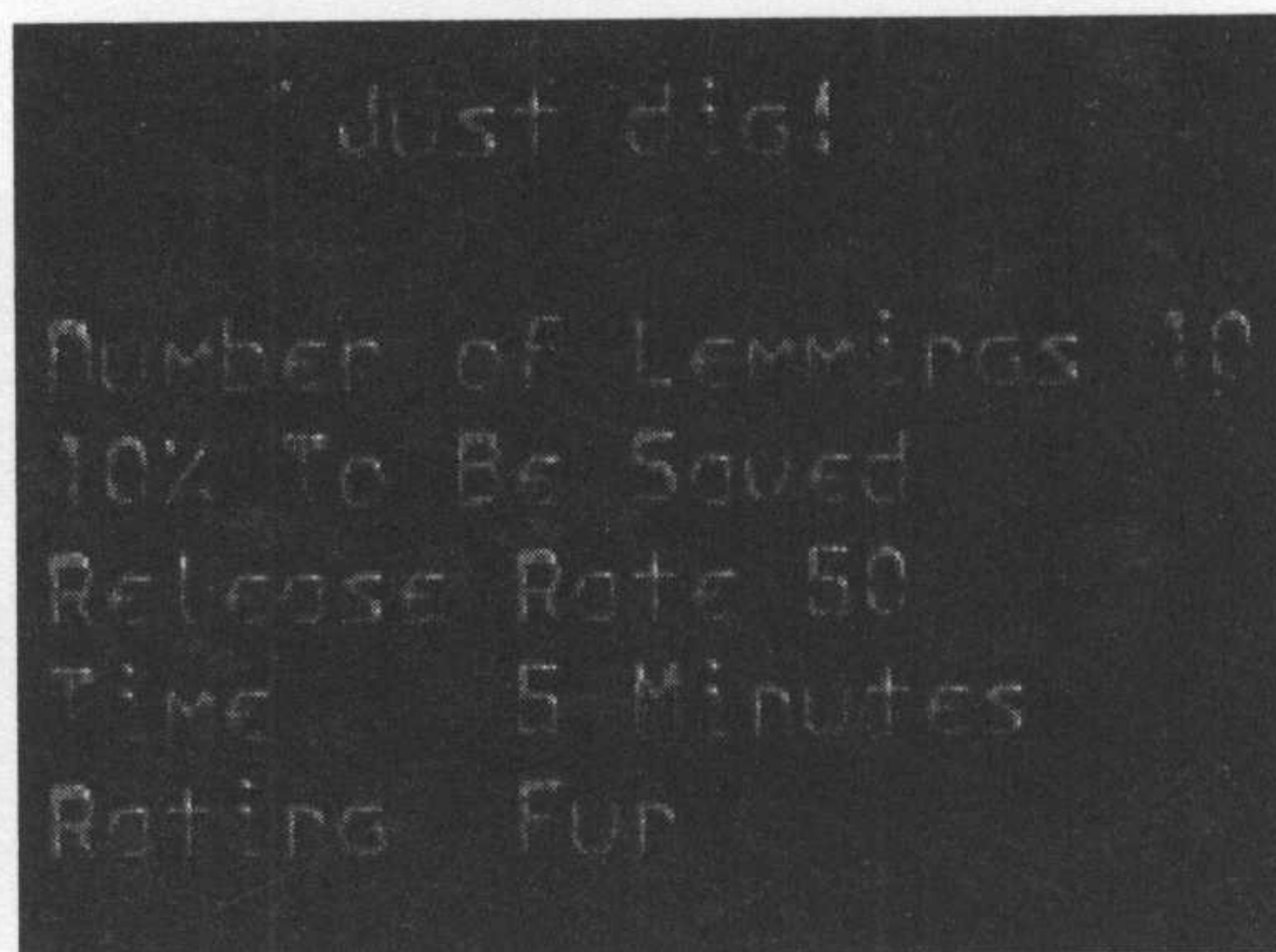
Don't forget: You can also pause the game to change lemming attributes, when you don't have enough time to move your pointer down to the bottom of the screen and back.

Keep track of your lemmings! Don't forget that a climber can get to the top of an object, hit his head, and fall back down . . . sometimes plummeting to a fatal splat on the ground.

Don't get discouraged. All levels are solvable — it's just that some require split-second timing. If you're really, really stuck on a level, use the passwords provided to get you by it. At least you can take a look at all the levels that way!

Lemmings Level Access Codes

There's no real cheat mode built into *Lemmings*, but we can provide you with all the codes to the levels, so that you can take a look at all of them!



General Strategies



Fun	Tricky	Taxing	Mayhem
1.	LCANOMFPDN	MFMCAJLNFX	NKMFLGALHN
2.	IJJLDNCCCN	CMOMMFLQDJ	KONJGONMHU
3.	NJLDNCADCK	CAJKLDMBEW	OOJGGKMNHN
4.	HNLHCIOECW	MKJNMICCEK	FLGKJNMOHJ
5.	LDLCAJNFCK	OJNLICGDEY	LGANNMGPHV
6.	DLCIJNLGCT	HLDMCMNEEW	GKONMOHQHV
7.	HCAONNLHCX	LLICZJLFR	GAJJLEOBIQ
8.	CINNLDLICJ	MKCKJMNGEQ	IJKLDMGCIX
9.	CGKHMDLJCQ	ICEOONLHEP	OHLDMGCDIU
10.	MKHMDLCKCX	CONMLDMIER	ILDMGMOEIQ
11.	OHOLHCCLCY	CAKKOLKJUI	LMIGAKLFIJ
12.	HMDLCINMCY	IJHMDMCKEV	DMGKJOLGIR
13.	MDLCAKLNCS	NIMDMCCLEV	MGCNNLDHIN
14.	DLCIJOMOCN	HOMICKOMEV	GKNNLEOIJ
15.	LCANOMDPCK	OLICAJNNEM	GEJIMDMJIJ
16.	CMOLMDLQCV	LMBKJNOOEK	MJIMDMGKIS
17.	CAJHLFLBDT	KCANOMMPEU	NJMDOGALIO
18.	IJHNFLBCDN	CINNMDMOEV	HMEOGKNMIY
19.	NJNNHCADDR	CAKHNOIBFO	OLIGCJONIX
20.	HNNHCINEDY	KJKLGOCCFX	LIGIJNOOIN
21.	LFLCCJLFDN	OHLFMCADFN	MGANOMEPIW
22.	FLCMKLLGDJ	ILFMCLOEFX	GINOMDOQIQ
23.	LCENLLFHDV	LFMCGJMFFV	GAKILGMBJR
24.	CMNNLNHIDU	FICKKNLGFY	KKJLOKGCJT
25.	CEKHMNHJDV	MCENMLFHFJ	NJLFOGADJY
26.	IKHMFLCKDW	BKOLNGIIFO	ILFMOKOEJR
27.	NJMFLCALDU	CCJKMFOJFW	NOKGCKMFJT
28.	HMNHCIOMDQ	MKKOOICKFX	GOGKJNLGJW
29.	OFHCGKNNDL	OHMFMCGLFM	OGANOLGHJS
30.	FLCMKMMODT	JMFMCKNMFS	GMNONOKIJV



We have heard of a few patches that have been released which allow you to add more attributes when you run out. These are not built into the original program. We cannot recommend them, as unauthorized modifications may damage your *Lemmings* program!

Super Hints and Tips

Here are a couple of specific things to keep in mind as you play a level:

A blocker is not a permanent attribute, as you can remove him by digging out the ground underneath him. Be careful, though, as a blocker standing on steel must be blown up! Also, if you need to save a blocker, don't make him block on a thin piece of ground. When another lemming starts digging, both may fall to their doom!

A lemming will always walk in the same direction, unless there's a wall to turn him around. For instance, if you make a lemming who is facing towards the right dig straight downwards, and he falls through his hole, he will start walking to the right again. This may seem trivial, but it's one of the most commonly overlooked facts of lemming life.

A bridge builder will turn around when he builds into a wall. This technique can save you precious seconds on a time-intensive level. A lemming can simply build a bridge instead of walking until he runs into a wall. Make the lemming dig vertically for about 3 or 4 digs (watch his arms!), and then build a bridge.

A single pixel can mean the difference between life and death for a falling lemming! By simply building a bridge at the bottom of a fall to shorten his falling distance, you can have a lemming walk away from an otherwise fatal plunge.

Lemmings can squeeze through unbelievably tiny gaps. You can make use of this fact, but it can also be a major problem. Look carefully at the route you plan for tiny spaces in the floor.

When a bridge builder encounters a blocker, he'll turn around but continue building! This is great for gaining additional height in tight spots.

A blocker's arms are the key to his ability. If a lemming lands between a blocker's arms, he will continue on his way, disregarding the blocker completely. An example of this detail put to good use is when you want lemmings who are landing from a cliff



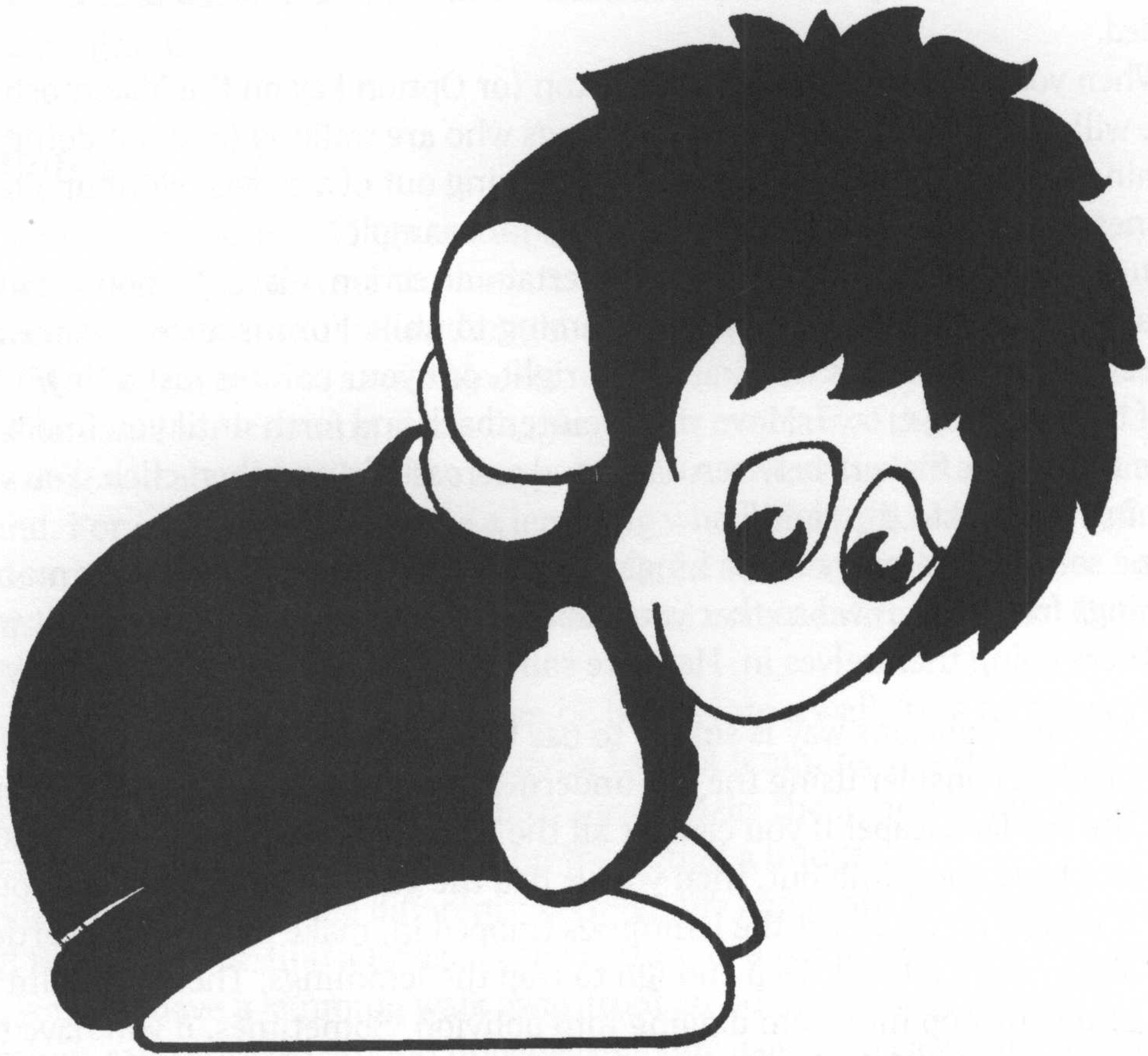
to continue walking, but not turn around. If you make a blocker *immediately* after a lemming lands on the ground, the remaining lemmings will walk past him, unable to turn around and dump themselves into the ocean, or whatever hazard needs to be avoided.

When you press the right mouse button (or Option key on the Macintosh), the game will only allow you to select lemmings who are walking (and not doing anything else). This way, you can pick a lemming out of a crowd, without affecting the ones who are already working (digging, for example).

To select a lemming who is facing a certain direction, place the pointer in the opposite direction that you want the lemming to walk. For instance, if you want to choose a lemming who is walking to the right, put your pointer just a tiny bit to the left of the lemming crowd. Move your pointer back and forth until you find a point where the cursor flickers between a box and a crosshair, and then click. You will get a lemming walking to the right!

The solutions to many levels hinge on your ability to separate one or more lemmings from the crowd so that you can clear or set up a route to the exit without the others doing themselves in. Here are some basic methodologies that may help:

- The most obvious way is simply to use two blockers. If you need to save the blocker, consider using the dig-underneath-him method previously mentioned.
- Use the landscape! If you can get all the lemmings trapped in a pre-existing pit, and have one climb out, then you've had the game do your work for you!
- If there's no pit to get the lemmings trapped in, make one! Have a vertical digger dig a pit just deep enough to trap the lemmings. Then have him build a bridge to stop him from digging into oblivion. Sometimes, if you have the first lemming out of the hatch dig, a lemming will escape the pit. Voila! You now have a worker lemming!
- If you build a bridge and lemmings start walking all over it, it may be difficult to see what your builder lemming is doing. In this case, destroy the bridge behind your builder, either with a bomber or some sort of digging attribute. You will have to rebuild the bridge later, but you'll have a clear view of the builder, since the remainder of the lemmings will be busy falling through the gap in the bridge.



Fun Level

Welcome to the fun category of *Lemmings*! In this group of 30 levels, the cast of lemming characters is introduced to you one at a time, and then you're introduced to a few basic strategies. These levels are relatively easy, but they'll teach you valuable techniques that will come in handy in the more difficult categories!



Fun 1 — Just dig!

Access Code: None

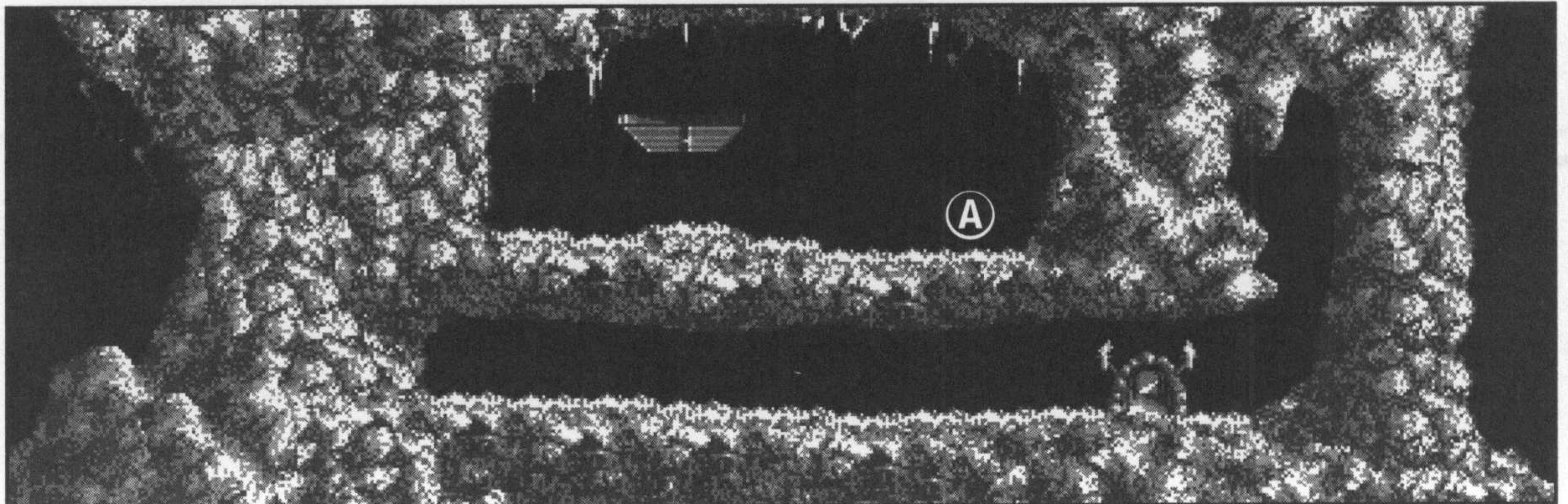
Statistics

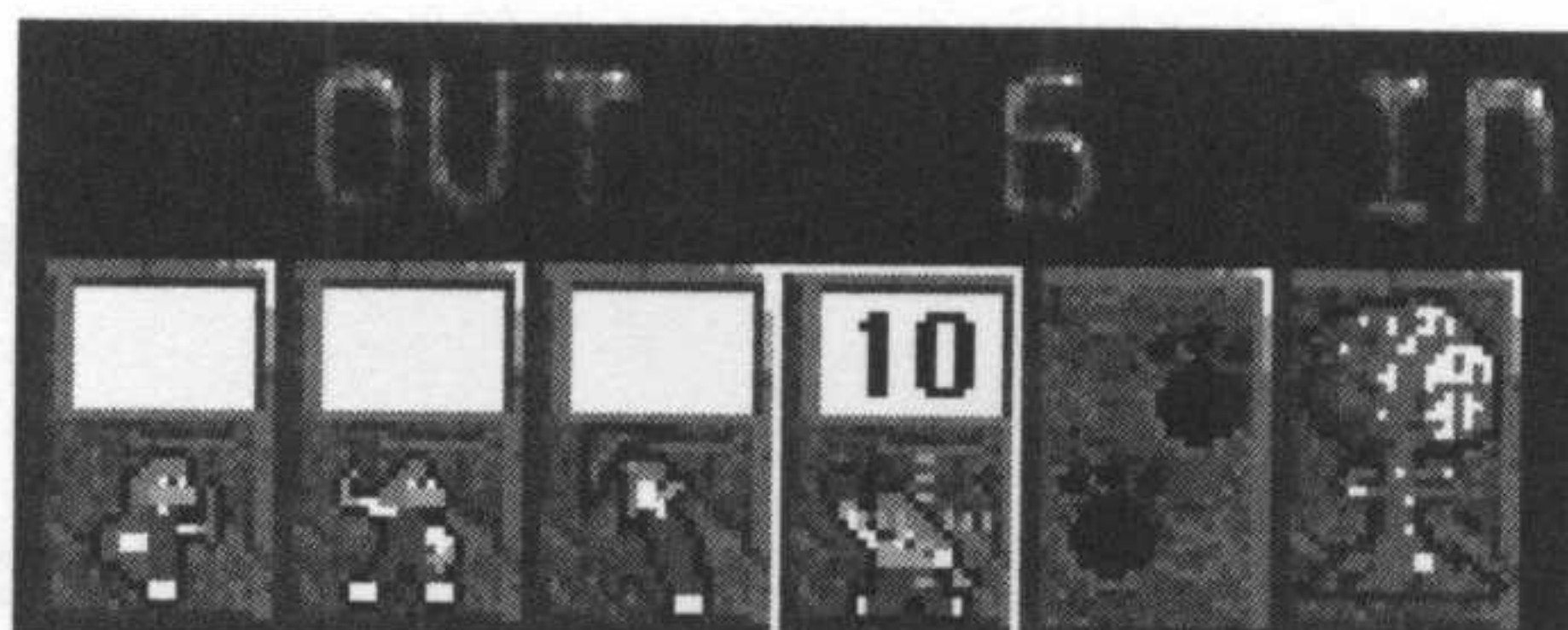
10 lemmings
10 percent to be saved
Release rate 50
5 minutes

Welcome to the first level of the game! If you need help here, it would probably be wise to review the sections describing the icon panel and the play screen. Once you've done that, the title says it all; just make one of the lemmings dig straight down, and they will all fall into the lower section. Once there, they can walk straight to the exit. Don't make them dig from this level, or they will dig straight through the bottom of the screen and fall off the level!

Solution

- 1** Move the pointer down to the digger attribute and click the left mouse button (on the Mac, click the mouse button). A box should now appear around this icon. This box means that the icon is selected.





- 2** Now that you have selected an attribute (in this case, the digger), you need to select a lemming to perform this action. Move the pointer back up to the top of the screen (roughly around point **A**), where the lemmings are walking back and forth. Upon contact with a lemming, the pointer changes from crosshairs into a box. Click the left mouse button. The lemming under your pointer should start digging. He will dig all the way through to the lower level and drop to the ground. The other lemmings will fall into his hole and drop to the bottom. From here they can walk right to the exit.

Notice that on this level, when the lemmings break through the second layer, half of them walk towards the right, and the other half wander to the left. On some of the higher levels, these straggler lemmings can cost you the time between completing a level and having to do it all over again.

If you make ALL of the lemmings dig and fall through to the bottom level, you can control the direction in which they walk. For instance, if you make all 10 dig while they're walking towards the right, they'll all land and walk towards the exit! See the "Hints and Tips" section for more details.



Fun 2 — Only floaters can survive this

Access Code: IJLDNCCCN

Statistics

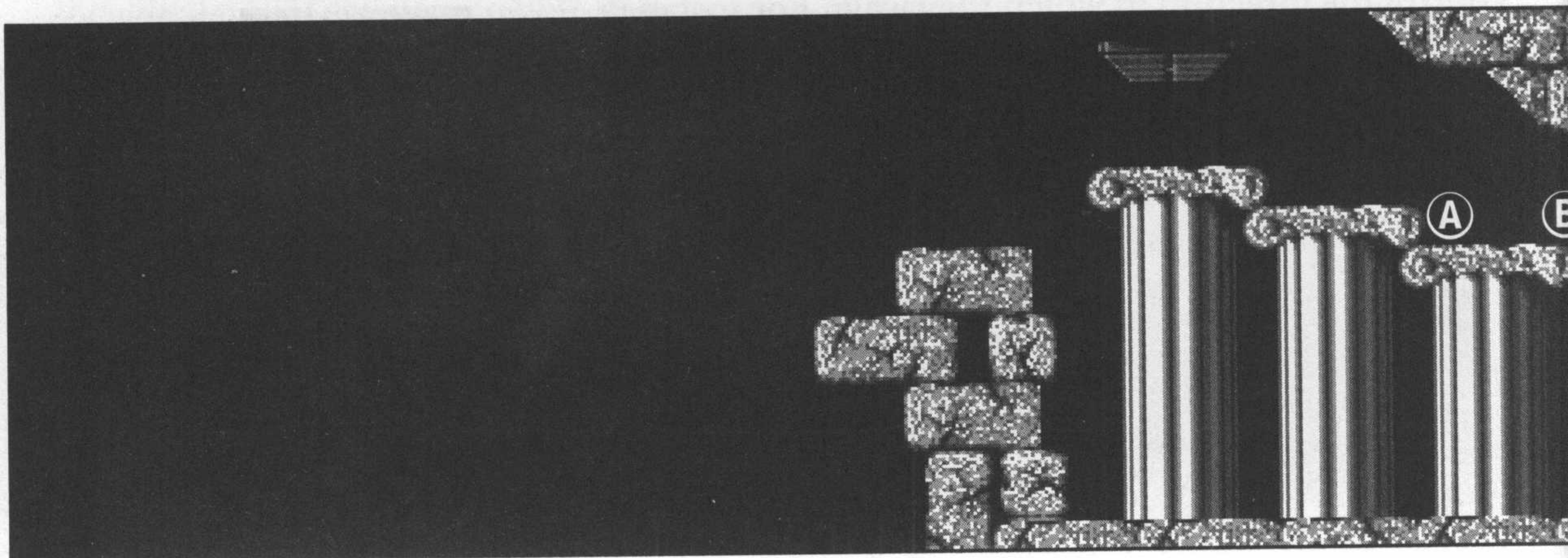
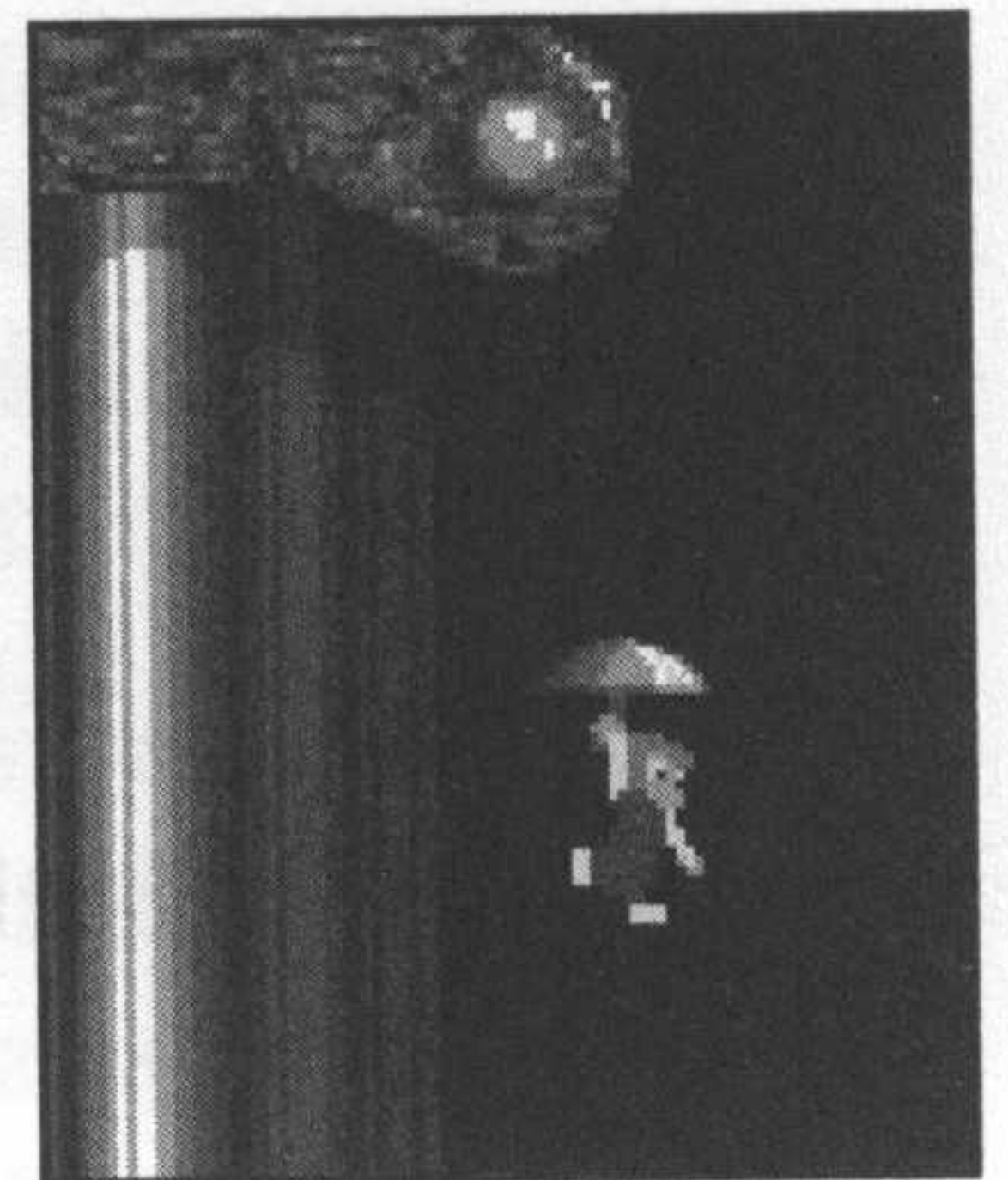
10 lemmings

10 percent to be saved

Release rate 50

5 minutes

Here you learn another type of lemming — the floater. When you make a lemming a floater, he gets a multi-colored umbrella. Every time he drops off a cliff (as lemmings are wont to do), he opens up this umbrella and uses it as a parachute. When he lands, he hides the umbrella but keeps it around in case he drops off another cliff. In this level, you save the lemmings from the large drop after the third pillar by making them all float to safety.

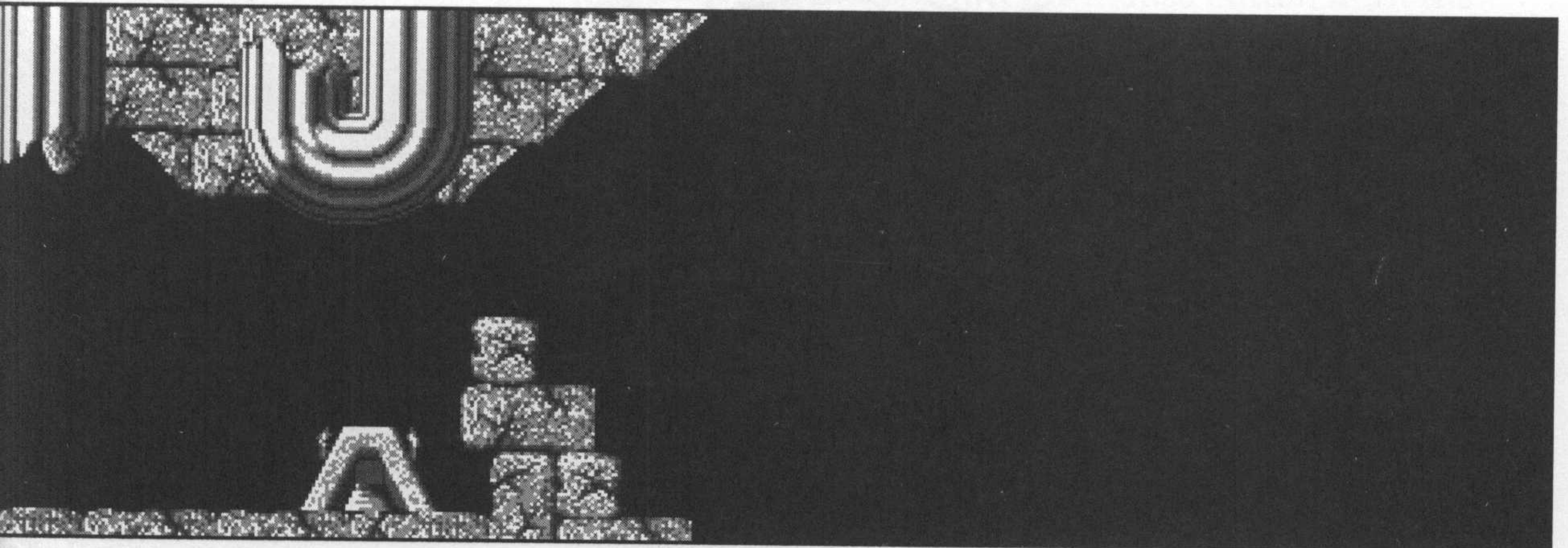
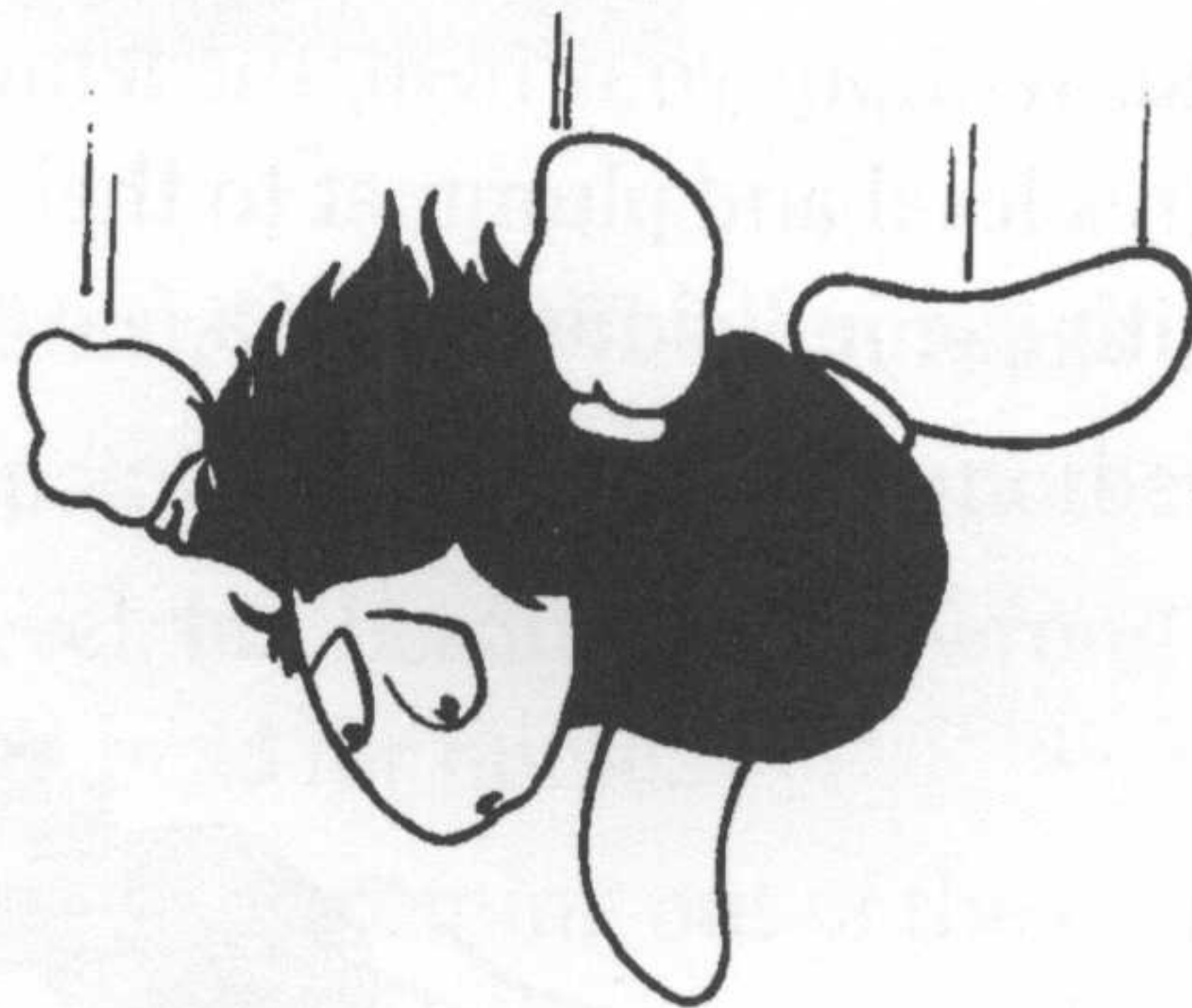




Solution

- 1** Click on the Floater icon. A box will appear around this icon to let you know it has been selected.
- 2** Move your pointer up to **A**. Upon contact with a lemming, the pointer will change into a box. When this happens, click the left mouse button to make each lemming a floater. When a lemming drops off the edge at **B**, he will open his umbrella and float safely down.

See the section on the lemming attributes (“Meet the Lemmings!”) for further details on the floater ability.





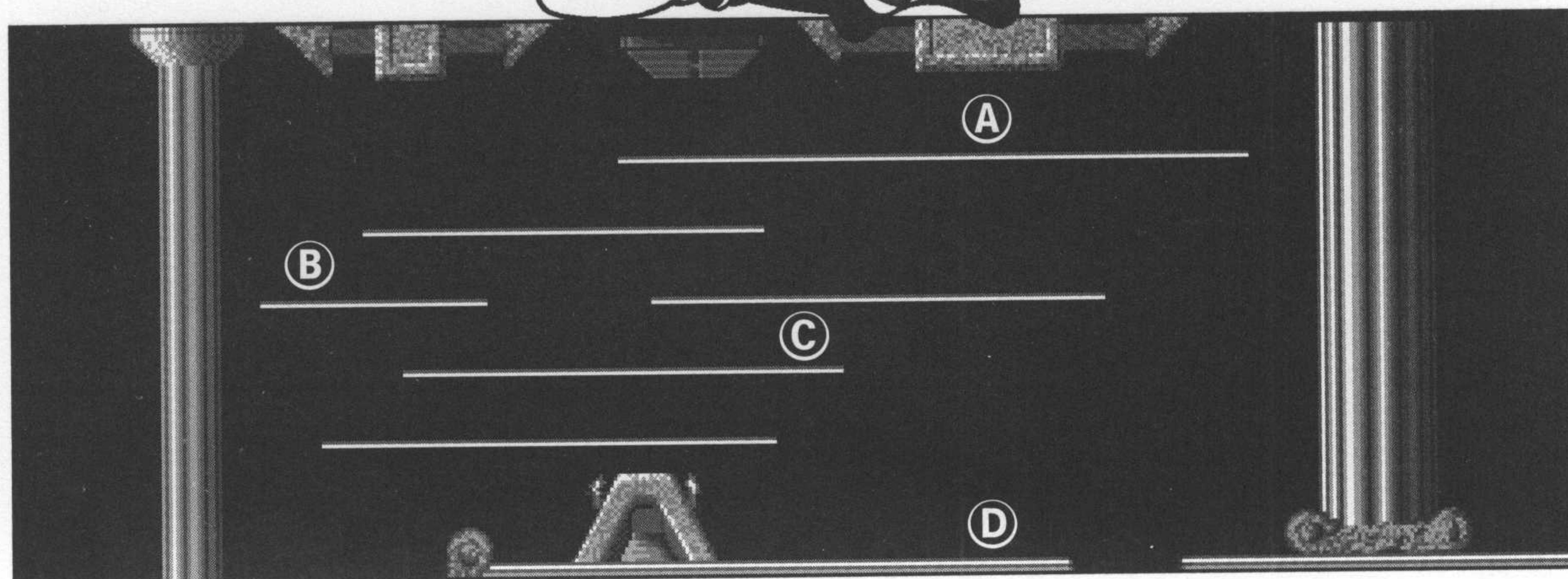
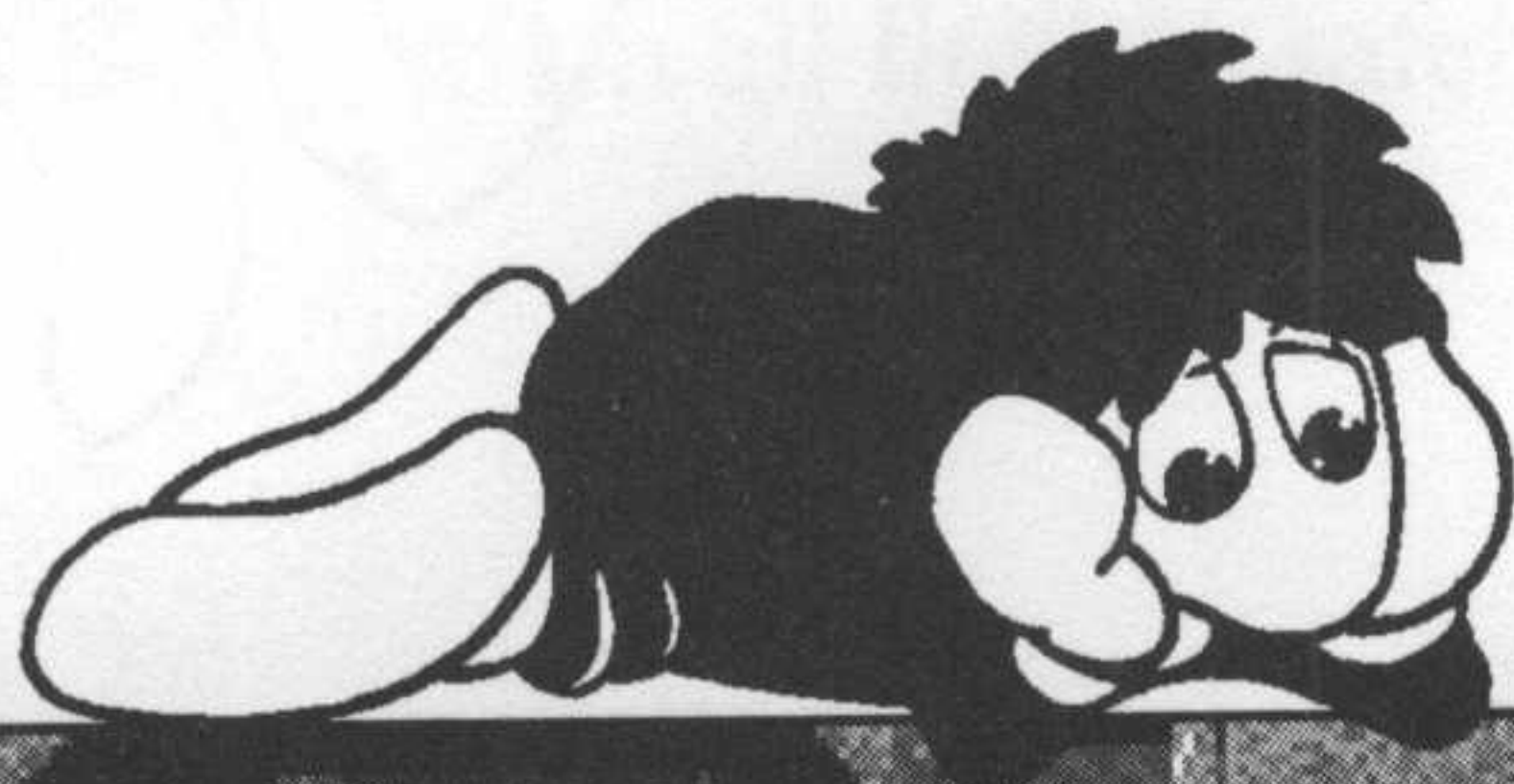
Fun 3 — Tailor-made for blockers

Access Code: NJLDNCADCK

Statistics

- 50 lemmings
- 10 percent to be saved
- Release rate 50
- 5 minutes

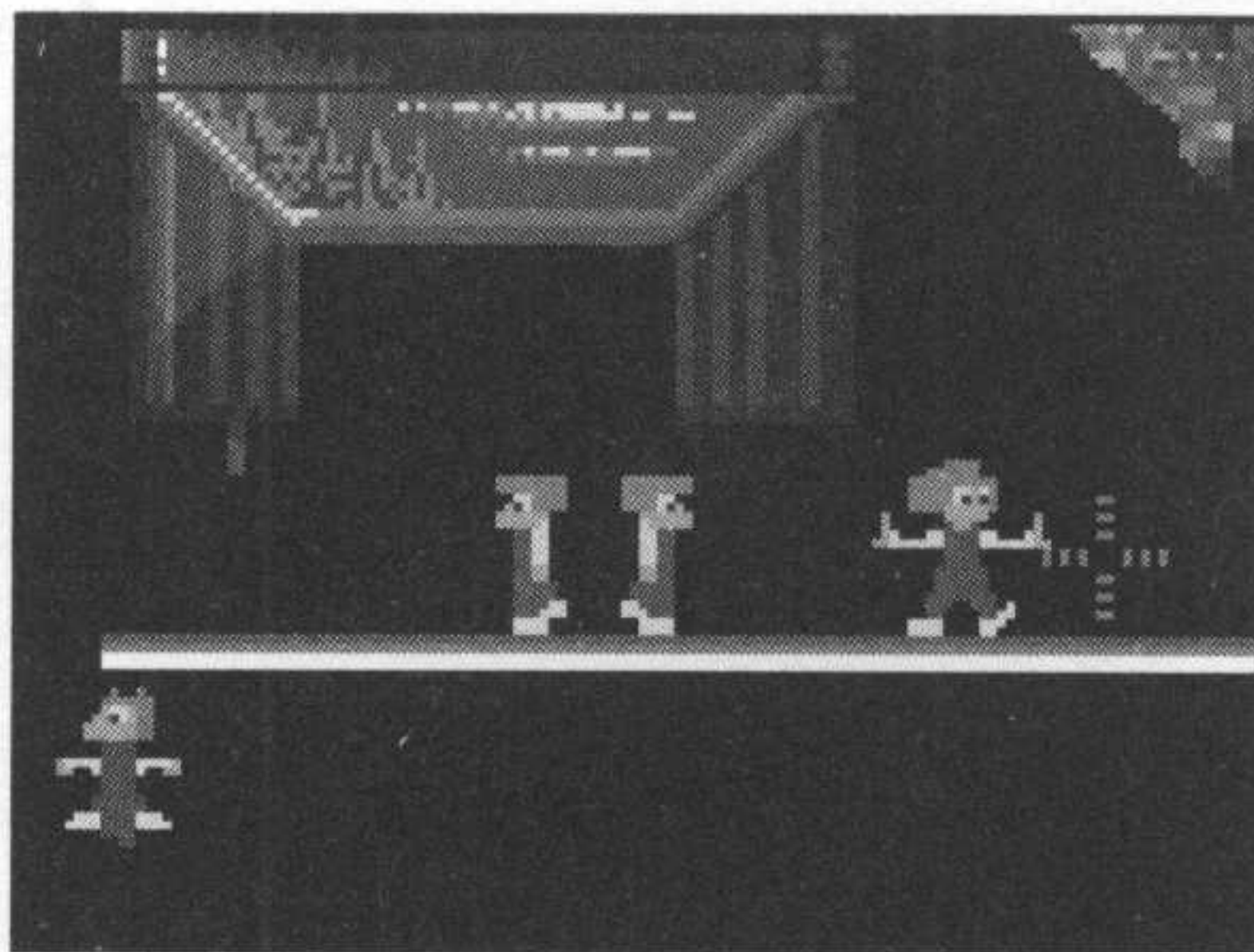
Here, we meet the blocker, a traffic-control lemming, who allows you to turn the tide of lemmings around. Without your help, the lemmings will walk over the edges of the thin platforms on this level and plummet to their messy deaths at the bottom of the screen. However, with the judicious use of a few blockers, you can guide them safely to the exit.





Solution

- 1 Select the blocker from the icon panel. When the first lemming gets to **A**, make him a blocker. The lemmings will hit this blocker and turn around.



- 2 When a lemming reaches **B**, make him a blocker. The lemmings will turn around.
- 3 The lemmings can drop safely from point **C**, so do not put another blocker there.
- 4 The lemmings are now on the exit level, but heading in the wrong direction! Make a blocker at **D** so they turn around and head for home.
- 5 Here's another trick: The lemmings still are coming out of the entrance hatch. To make them come out more quickly, you need to increase the release rate. Move your pointer to the **+** key on the icon bar, and hold down the mouse button until the number reads "99." Note how quickly the lemmings are coming out of the hatch now! You can also decrease the release rate by holding down the **-** key, but you cannot lower the rate below the initial value. The initial release rate always is displayed above the **-** key.
- 6 Once all the lemmings are through the exit, double-click on the Armageddon button to remove your blockers. Don't worry: they'll be back in another level!



Fun 4 — Now use miners and climbers

Access Code: HNLHCIOECW

Statistics

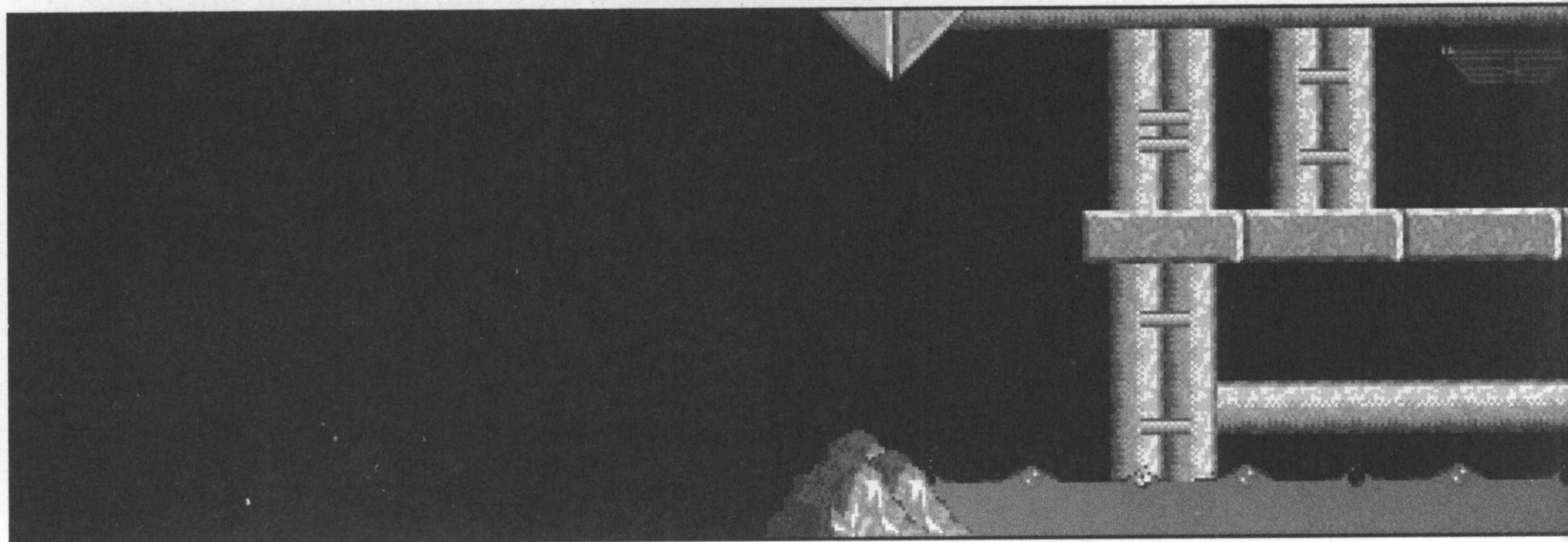
10 lemmings

100 percent to be saved

Release rate 1

5 minutes

This level introduces two new learning attributes at once — the miner and the climber. The miner will dig a diagonal shaft, going downwards and in the direction he was last walking. He will continue digging until he reaches open space. The climber gets sticky gloves and shoes, so he can climb up any vertical surface. Once the surface levels out, he starts walking again. The climber is a permanent attribute, so once you make a lemming a climber, he will always be able to climb. To save the lemmings on this level, you first need to mine them down to the bottom level, then make them climb to the exit.

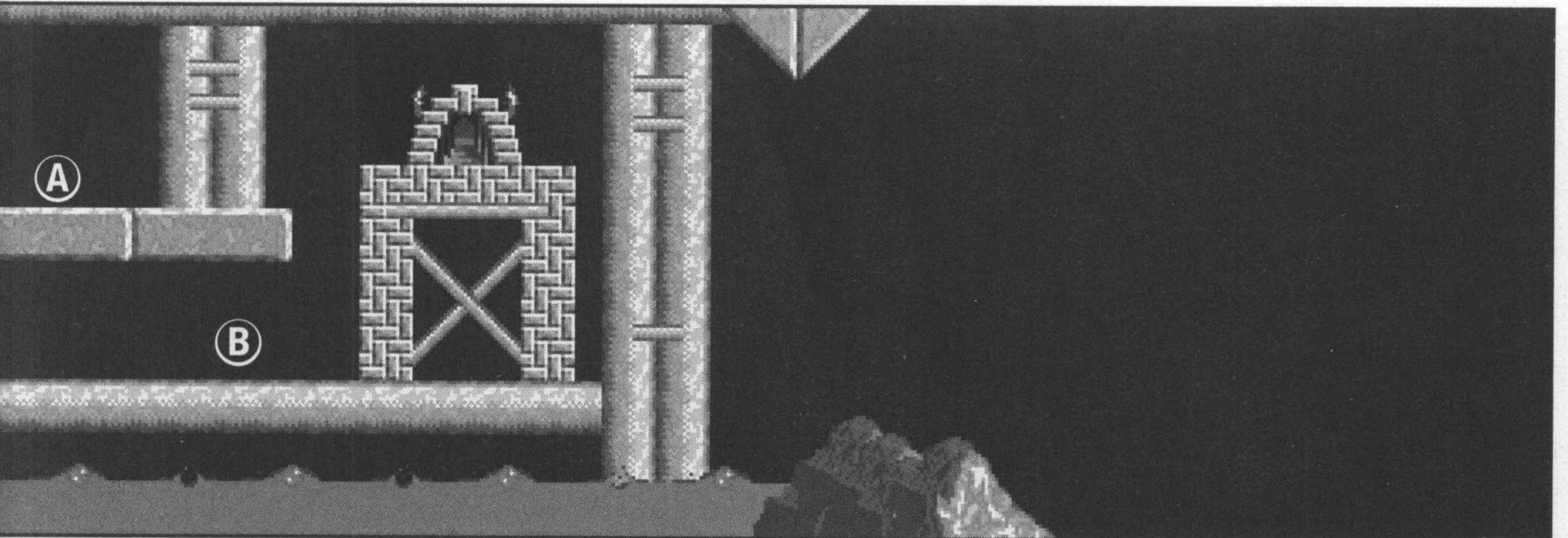
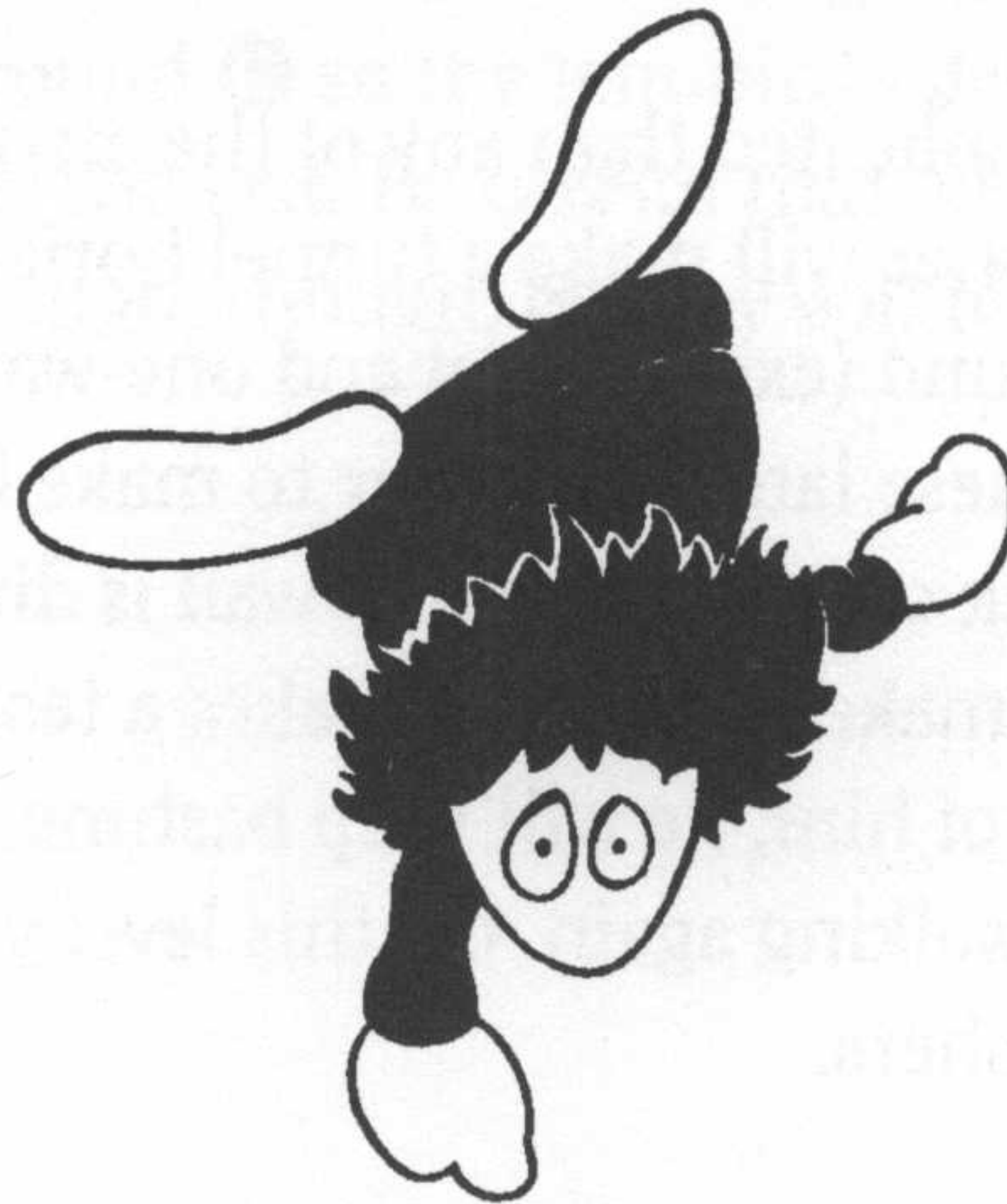
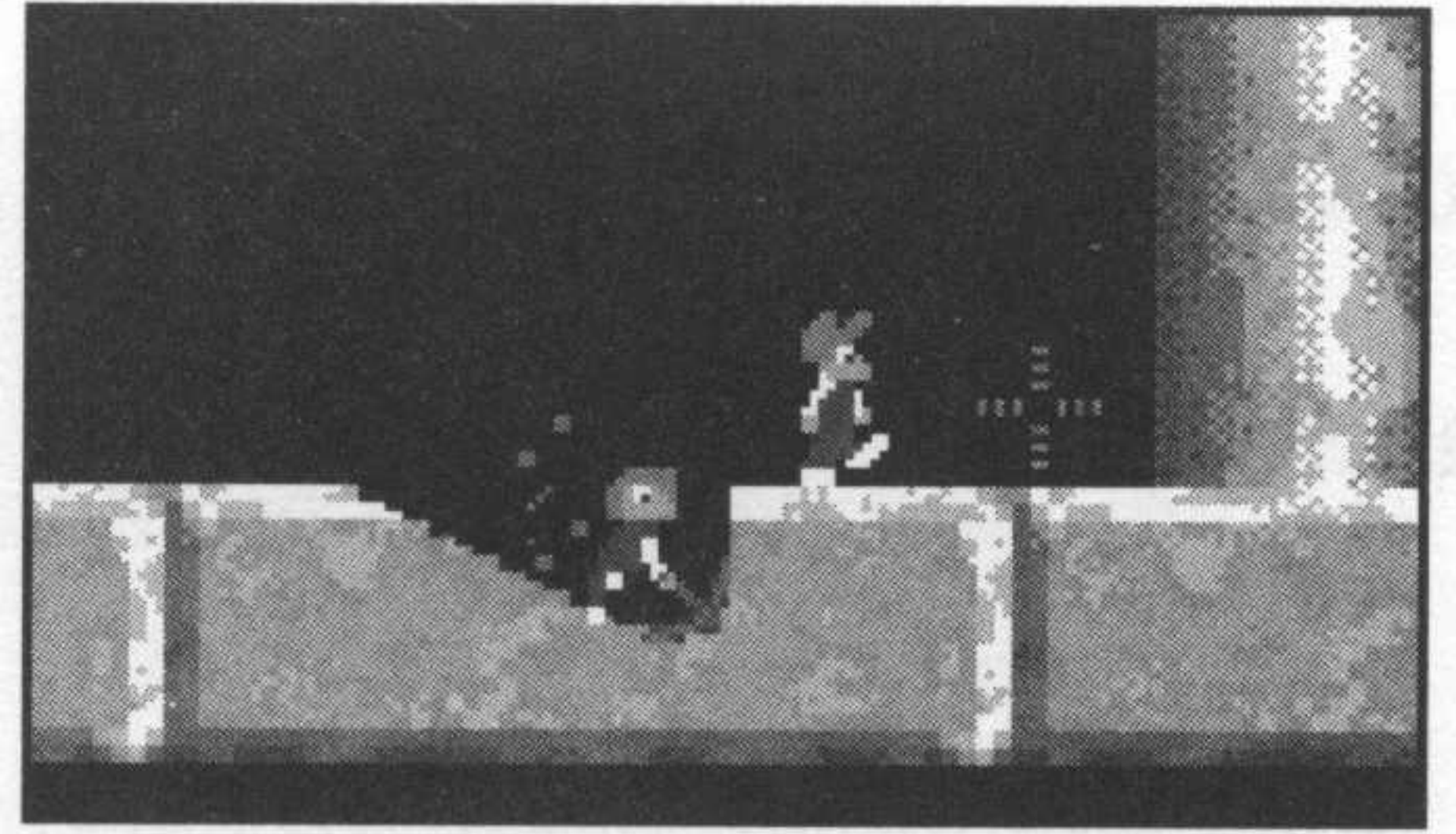




Solution

- 1** Select the Miner icon at **A**. Make one of the lemmings mine at **B**. (At this point, it does not matter in which direction he mines.)
- 2** Make each lemming a climber so they all climb the wall at **B** and head to the exit.

See the description of the attributes (“Meet the Lemmings!”) for more details on both the miner and the climber.





Fun 5 — You need bashers this time

Access Code: LDLCAJNFCK

Statistics

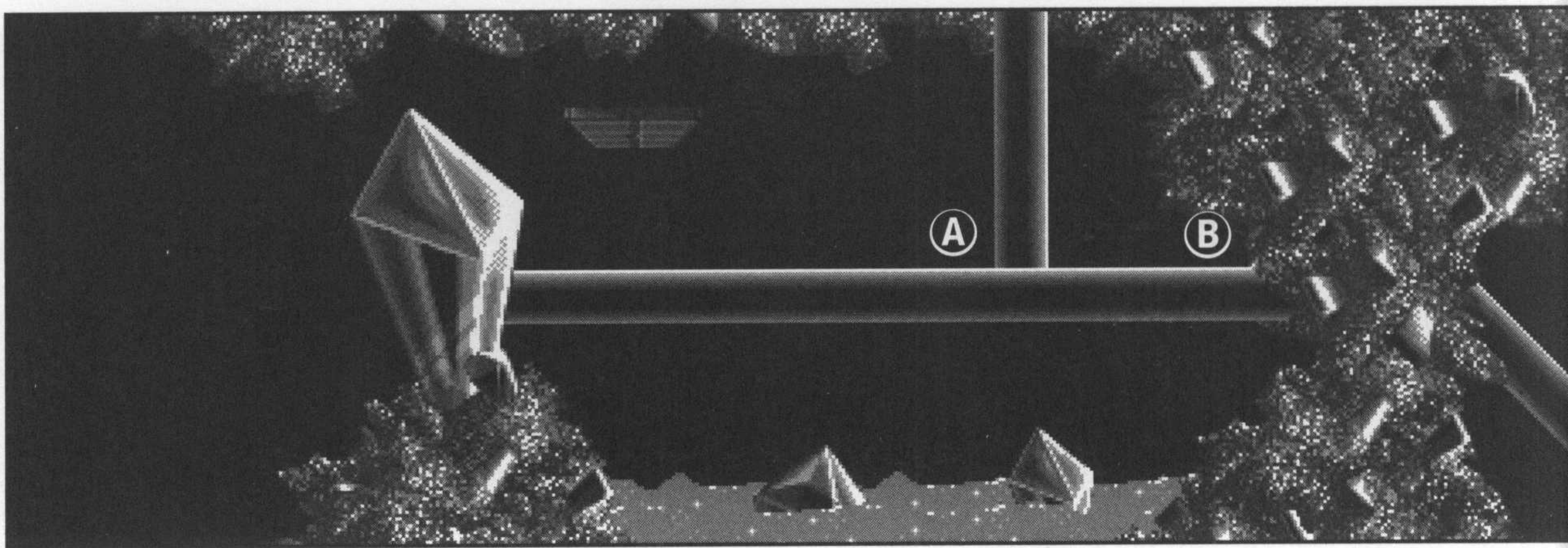
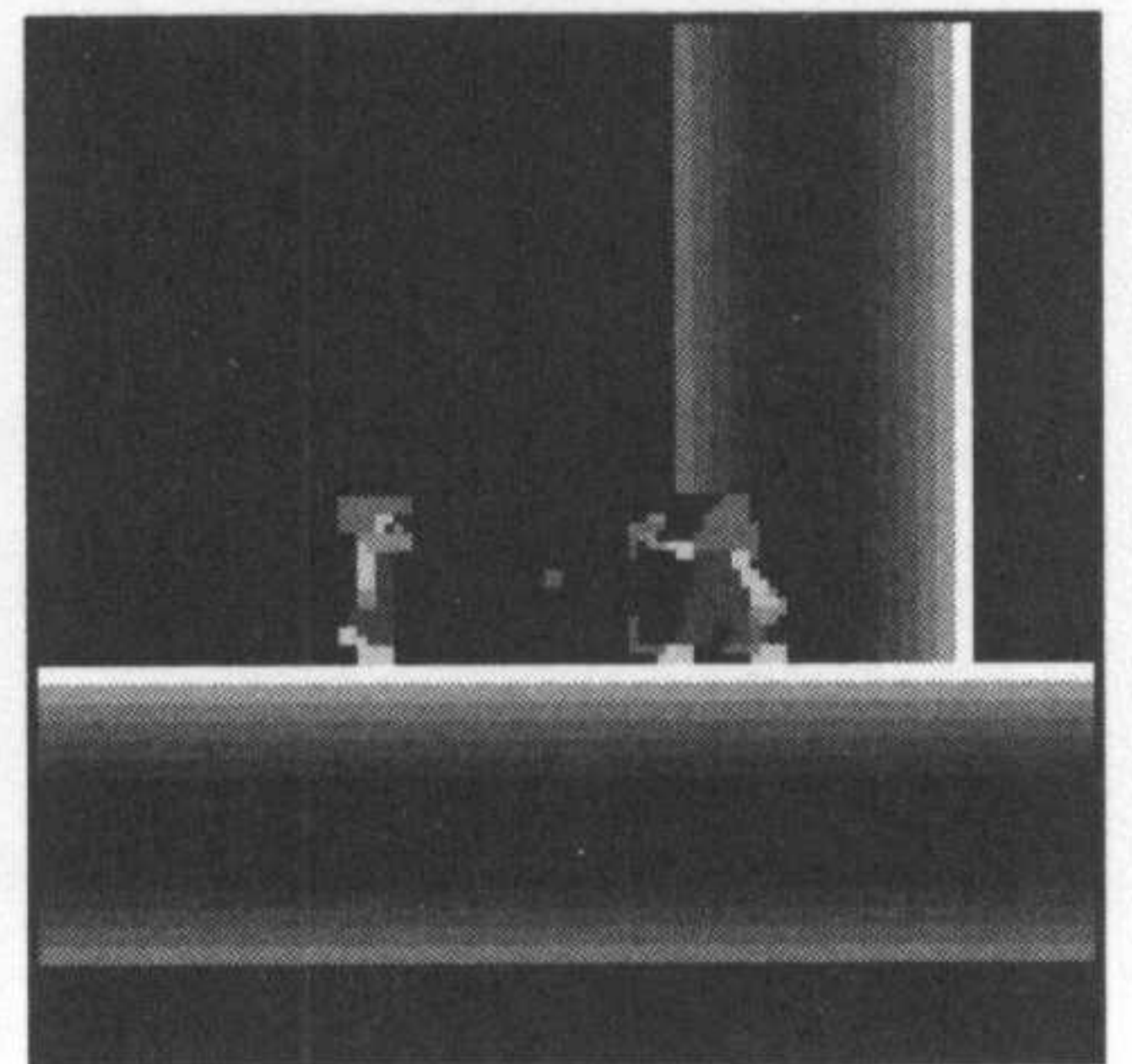
50 lemmings

10 percent to be saved

Release rate 50

5 minutes

Bashing is more complicated than any of the attributes we have seen so far. The basher will make a tunnel horizontally through any kind of ground (except steel and one-way obstacles — you'll see these later). In order to make him bash, though, you need to click on him when the wall is directly in front of him. When you make a basher, he takes a test swing. If there is ground in front of him, he will keep bashing, otherwise, he will start walking again. On this level you'll have lots of practice using bashers.

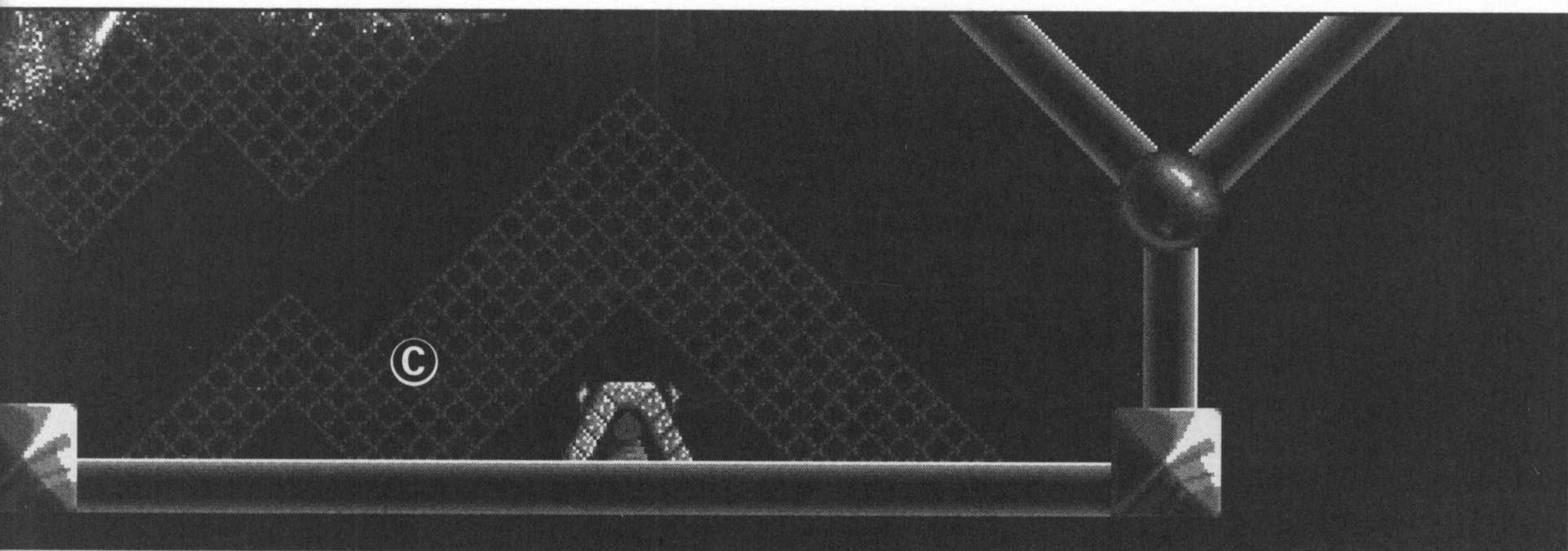




This is the first time that you'll actually need to scroll the screen back and forth to complete the level. You can scroll the screen many ways. Take a look at the description of the play screen for further details.

Solution

- 1** Select the basher on the icon bar. Just before a lemming reaches **A**, click on him and make him a basher. He should bash a tunnel straight through the pole.
- 2** Bash again at **B**, so your basher goes straight through the rock.
- 3** You need to bash a path through the net for the lemmings to reach the exit. Just keep using bashers in the area around **C** so the lemmings get closer to the exit. Eventually you will bash a path to the exit. Be careful that you don't have the lemmings bash while they're too high, though, or they will take a fatal tumble.





Fun 6 — A task for blockers and bombers

Access Code: DLCIJNLGCT

Statistics

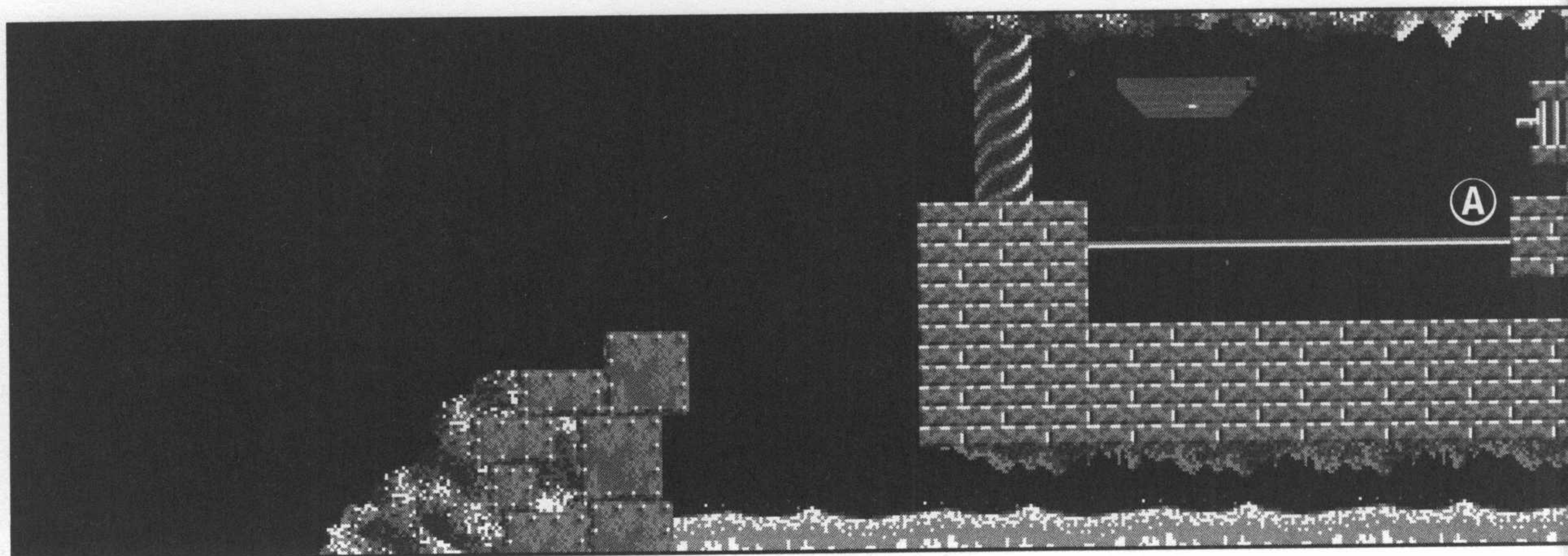
50 lemmings

20 percent to be saved

Release rate 50

5 minutes

Do you remember the blockers from level 3? Here you get to use them again, in combination with the bomber. When you make a lemming a bomber, you activate his self-destruct mechanism. He will count down from five; when he gets to zero, the bomb will go off, taking out the bomber lemming and anything in the immediate vicinity (except other lemmings). In this level you need to use bombers to make a path to the exit. Use the blockers to keep the bombers still, so you can place them where you want them.





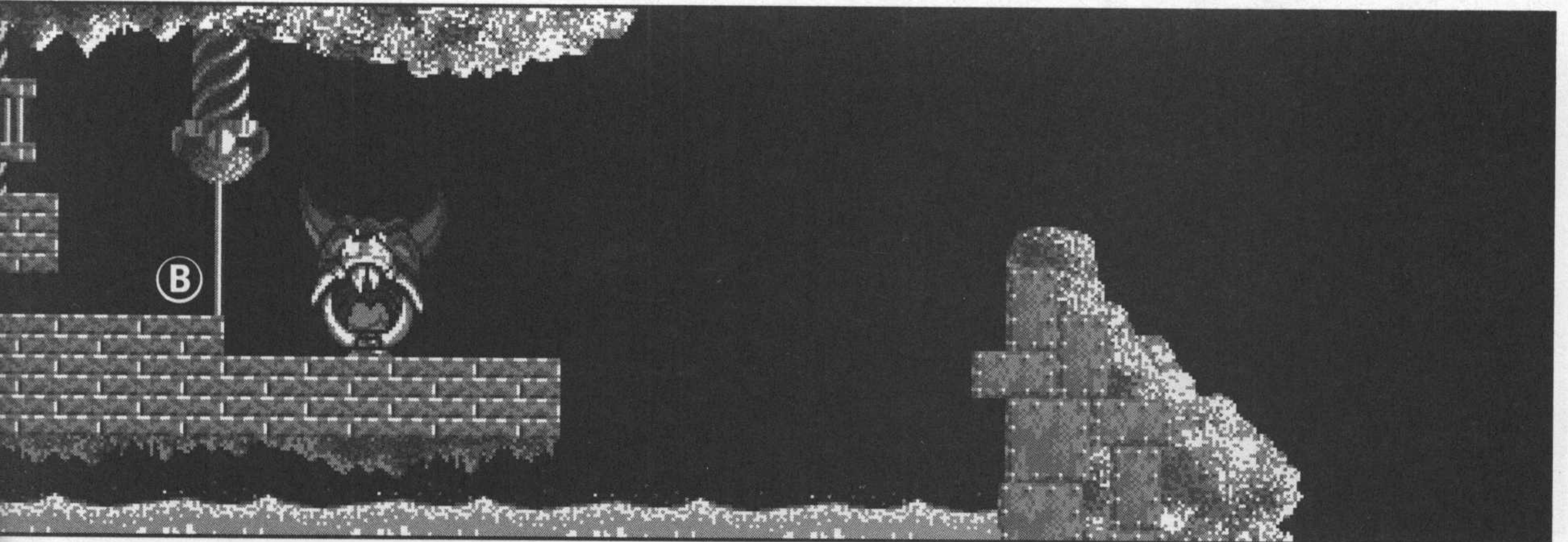
Solution

- 1** Place a blocker at **A**. Once he has stopped, turn him into a bomber. He should make a hole down to the lower level.
- 2** Place a blocker at **B**. Ideally, you want him as close to the wall as possible.
- 3** Make this blocker a bomber. He will blow a hole through the wall, so the other lemmings can reach the exit.



- 4** Increase your release rate to 99, so the lemmings come out quickly. If you don't remember how to do this, see the solution to level 3 of Fun.

See the section on lemming attributes ("Meet the Lemmings!") for further information on the bombers.





Fun 7 — Builders will help you here

Access Code: HCAONNLHCX

Statistics

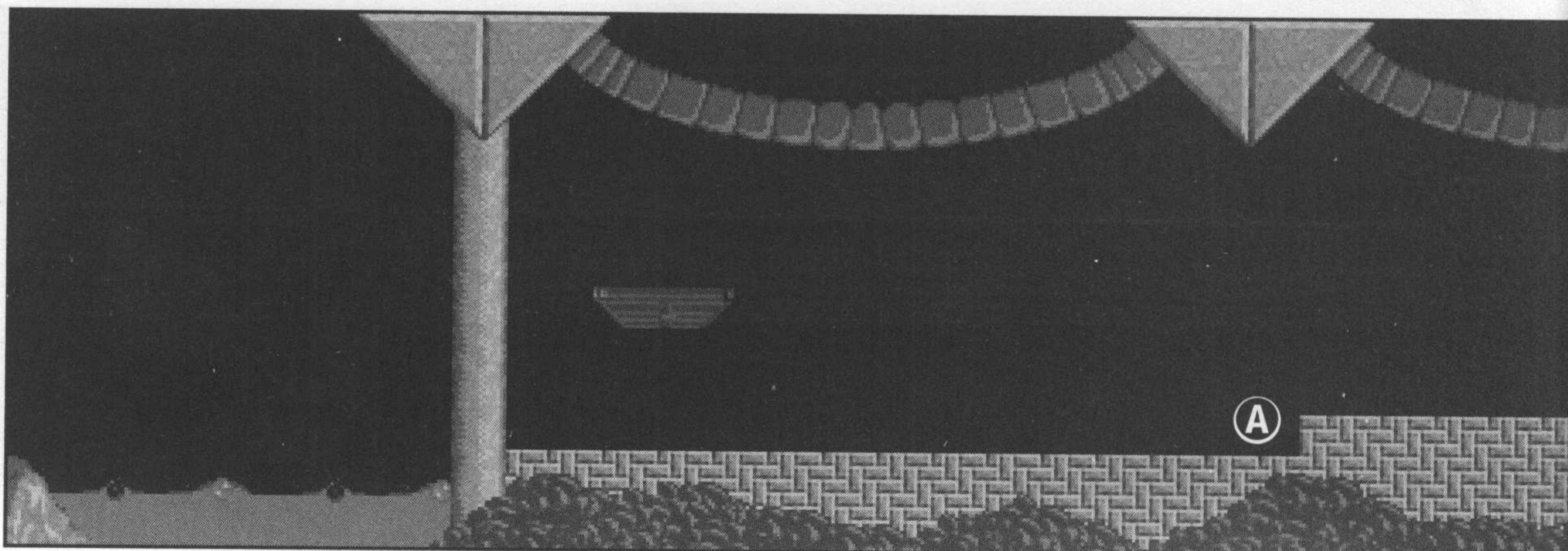
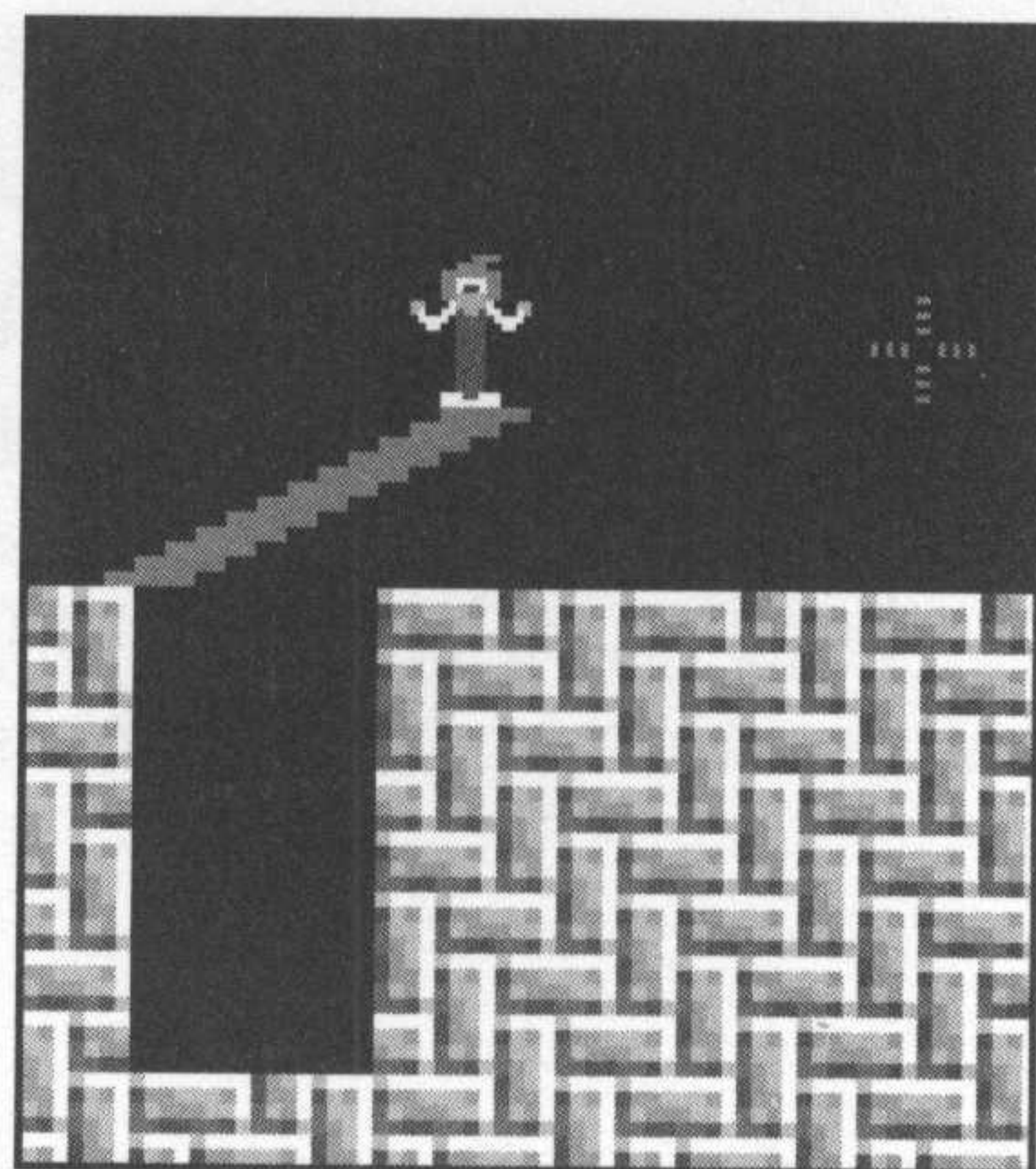
50 lemmings

50 percent to be saved

Release rate 50

5 minutes

It's time to introduce you to the last type of lemming, the builder. When you make a lemming a builder, he pulls tiles out of his knapsack and stacks them on top of each other, making a bridge that goes up in the direction he was last heading. After he lays down 12 tiles — clicking with the last 3 to let you know that he is running out — he will shrug at you before walking again. While he is shrugging, you can make him build again to extend the bridge. On this level you need to use builders to get the lemmings over the first step and past the pit to the exit.

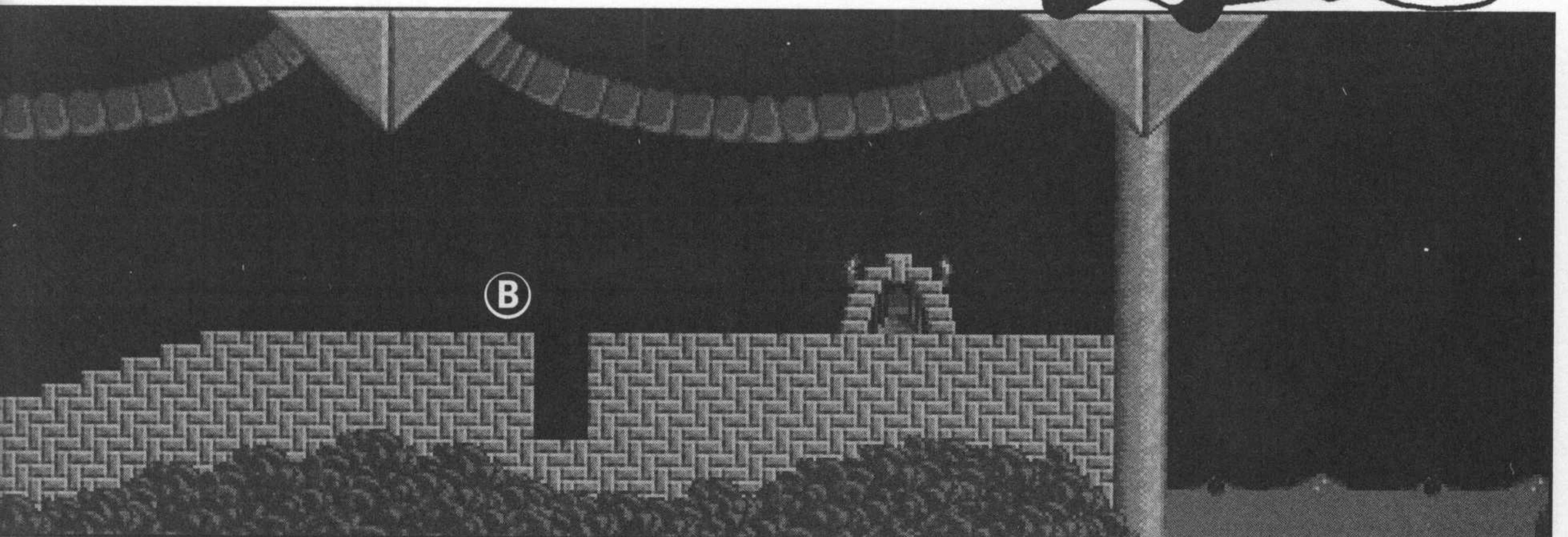
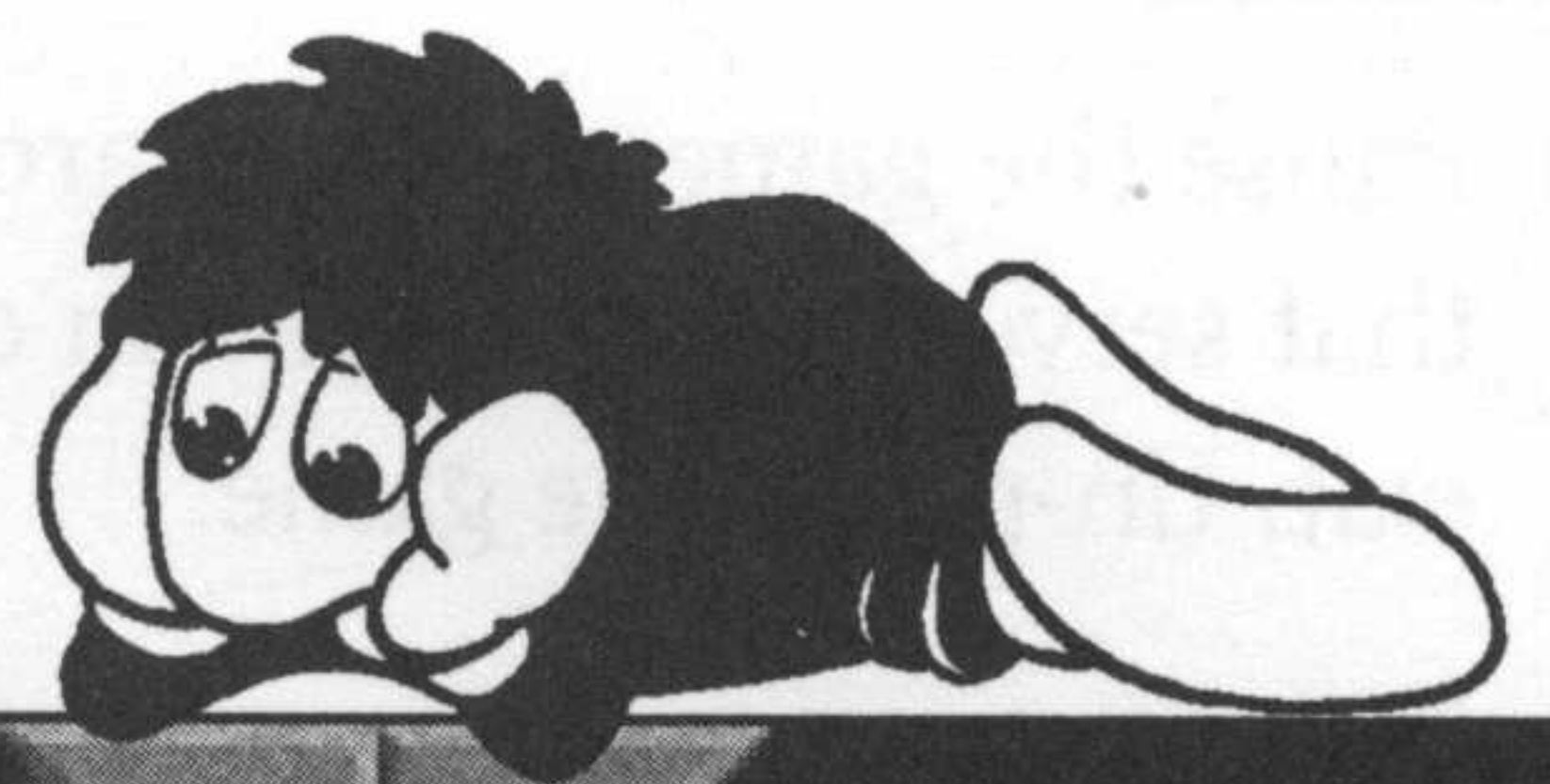




Solution

- 1** Make a lemming begin to build at **A**. The bridge should get the lemmings up the first step.
- 2** When the first lemming reaches **B**, make him build over the gap. A few lemmings will drop into the pit below, but the rest should continue to the exit.
- 3** To free the lemmings from the pit, simply build bridges from one side to the other until the lemmings can walk out of the pit. If you have trouble with this, see the “Hints and Tips” section.

It's not necessary to save the few lemmings that fall into the pit to successfully solve the level. It's good practice for the later levels, though. Besides, the more lemmings you save, the better they feel.





Fun 8 — Not as complicated as it looks

Access Code: CINNLDLICJ

Statistics

Amiga:

100 lemmings
 95 percent to be saved
 Release rate 88
 5 minutes

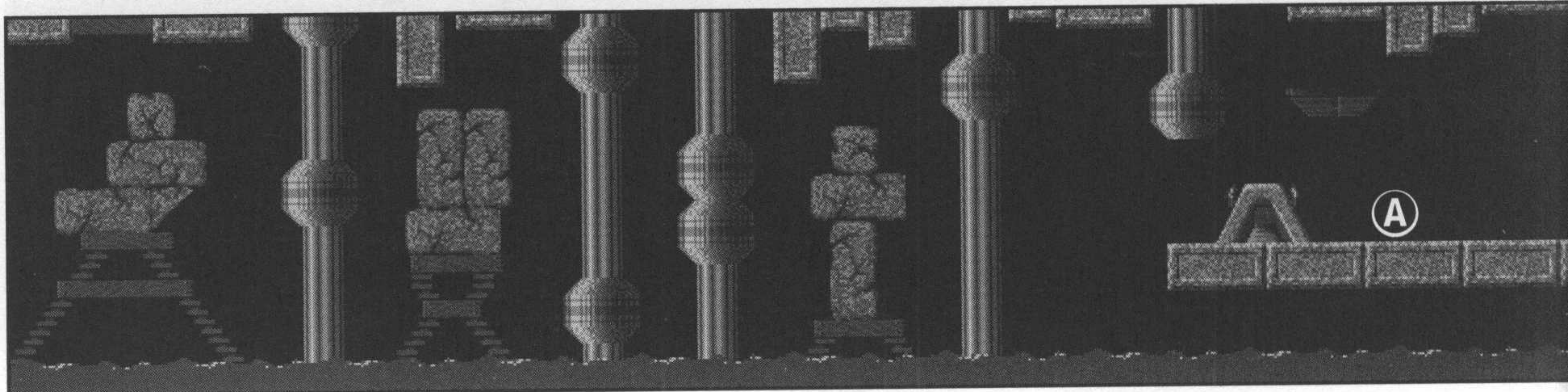
PC and Macintosh:

80 lemmings
 95 percent to be saved
 Release rate 88
 5 minutes

Don't be misled by the many distractions all over this level. The level is as wide as it can be, with pillars and pipes across its entirety. Also, you have 20 of every attribute available. This can make things confusing, but all you really need to do is make the lemmings turn around so they head to the exit.

Solution

- 1 Pause the game and look around. Most of the level is made up of pipes and pillars that serve no function. You only need to worry about the area near the entrance and exit. Un-pause the game.

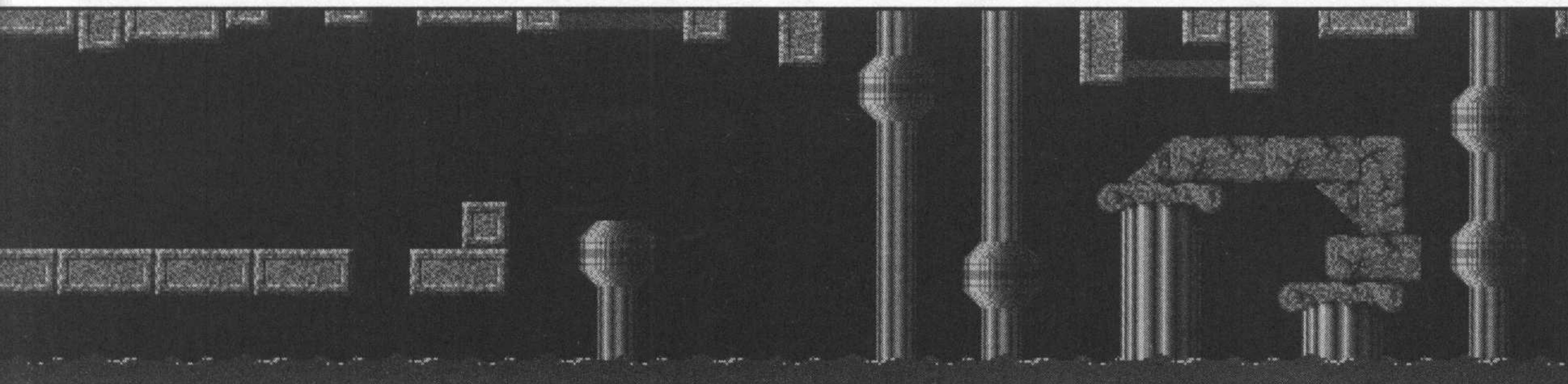




- 2 Make the first lemming a blocker at **A**. The rest of the lemmings will turn around and head to the exit.
- 3 Once the rest of the lemmings are through the exit, bomb your blocker to end the level.

For an Additional Challenge

Note that it is possible to do this level without losing a lemming to a bomber. All you need to do is make the second lemming a blocker. He will turn the remainder of the lemmings around, but one will escape. If you do this, the one lemming who is walking out towards the right of the level can bridge over the gap in the ground, go over to the other side, and build a bridge back. Once this is done, have the lemming dig underneath the blocker, freeing him. The first lemming will go through the exit, and the ex-blocker lemming will head out towards the right. You'll have to make him build a bridge over the gap as well.





Fun 9 — As long as you try your best

Access Code: CGKHMDLJCQ

Statistics:

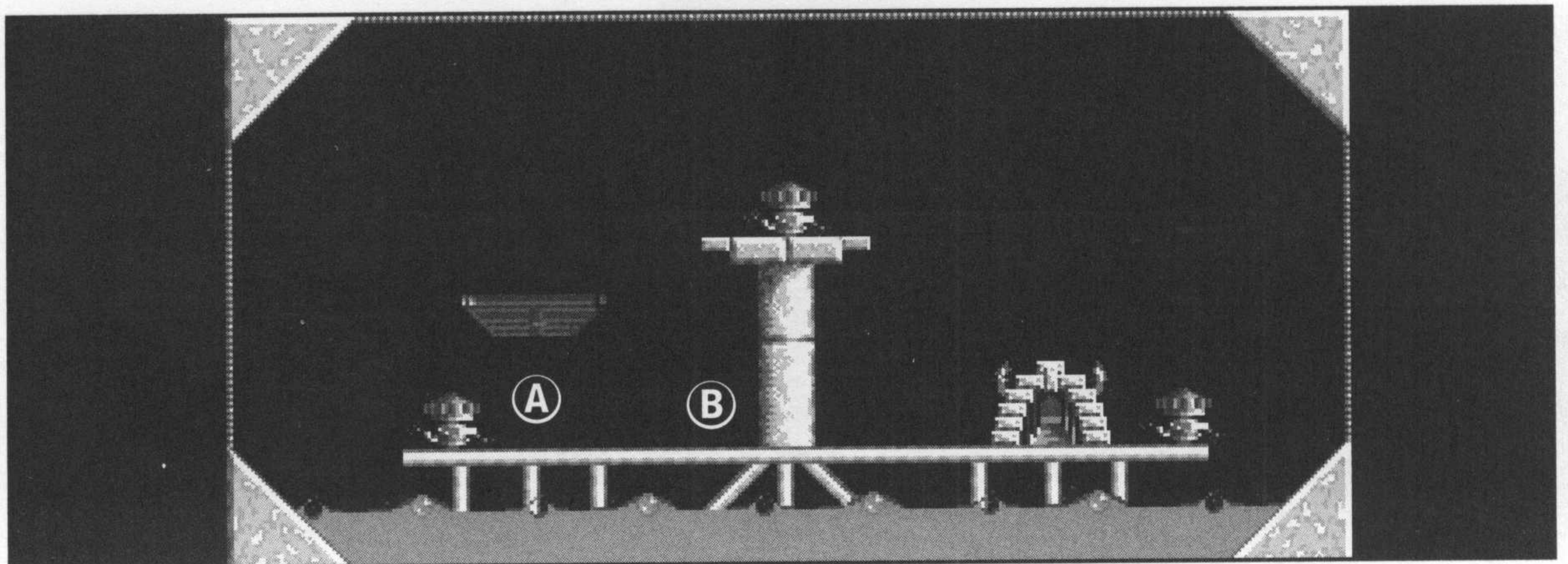
Amiga:

100 lemmings
 90 percent to be saved
 Release rate 99
 5 minutes

PC and Macintosh:

80 lemmings
 90 percent to be saved
 Release rate 99
 5 minutes

The only obstacle keeping your lemmings from the exit of this level is a thin pillar. The danger is the trap to the left. When the lemmings hit the pillar and turn around, they will walk right into the spinning trap and be turned into lemmincemeat. Your job is to keep them from walking into this trap. The easiest way to do this is to use a blocker.

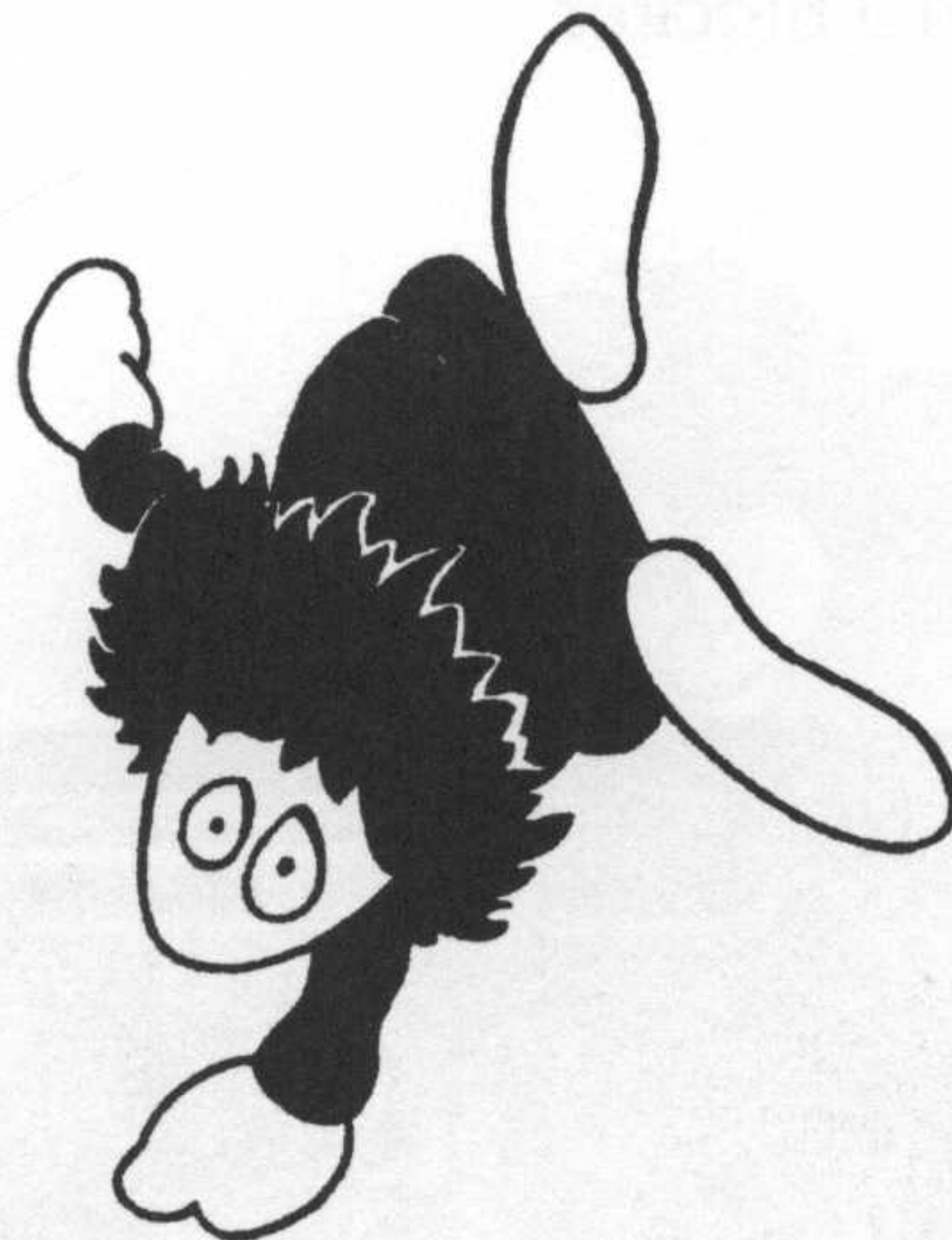




Solution

- 1** Make the first lemming a blocker at **A**, as soon as he lands. The other lemmings will fall right on top of him and head to the right. When they try to head back to the left, however, they will run into his hand and turn around. (See the “Hints and Tips” section for details on blocker technology.)
- 2** Bash through the pillar at **B** to get the lemmings to the exit.
- 3** Bomb your blocker to end the level.

You’ll see this level again later, but with fewer attributes! On Tricky Level 26, you’ll see the same set-up, but you’ll need to save 100 percent of your lemmings (i.e. no blockers allowed!).





Fun 10 — Smile if you love lemmings

Access Code: MKHMDLCKCX

Statistics

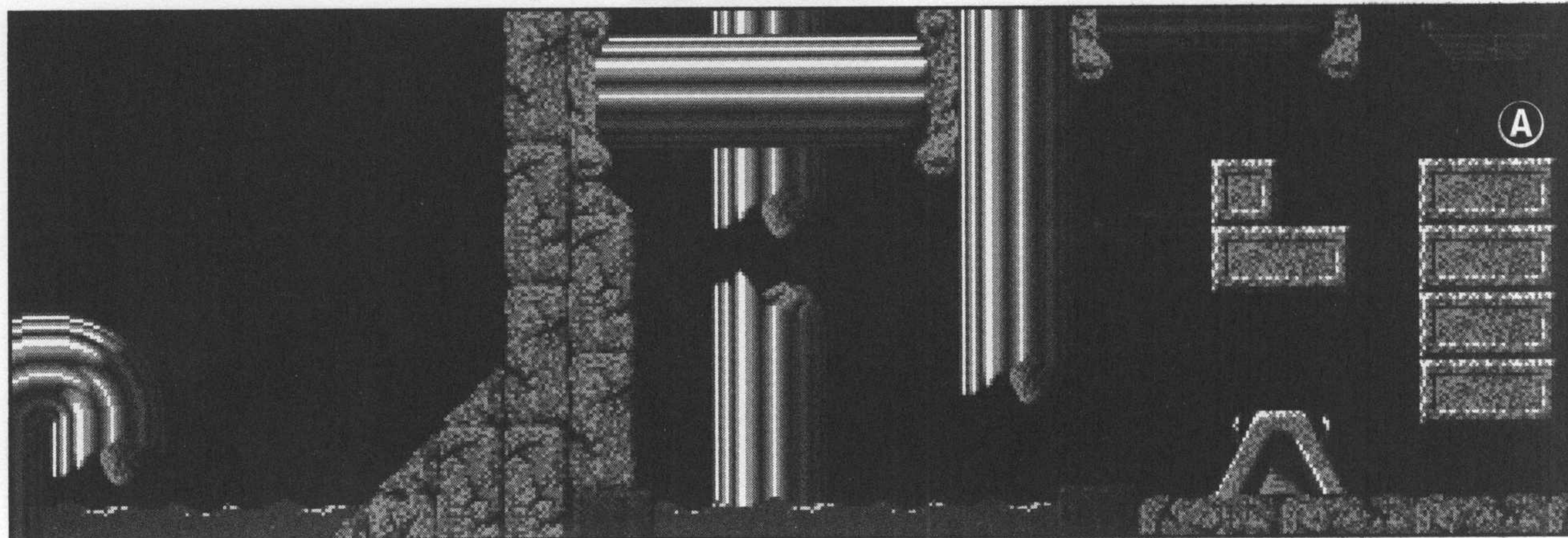
20 lemmings

50 percent to be saved

Release rate 50

5 minutes

From here on, the solutions start to get more complicated. The next few levels often have several solutions, so we will describe the easiest ways to save the required number of lemmings. Quite often you can save more lemmings with an alternate solution. In this level, you need to get the lemmings down safely and turn them around. The easiest way to do this is to use floaters and a blocker.

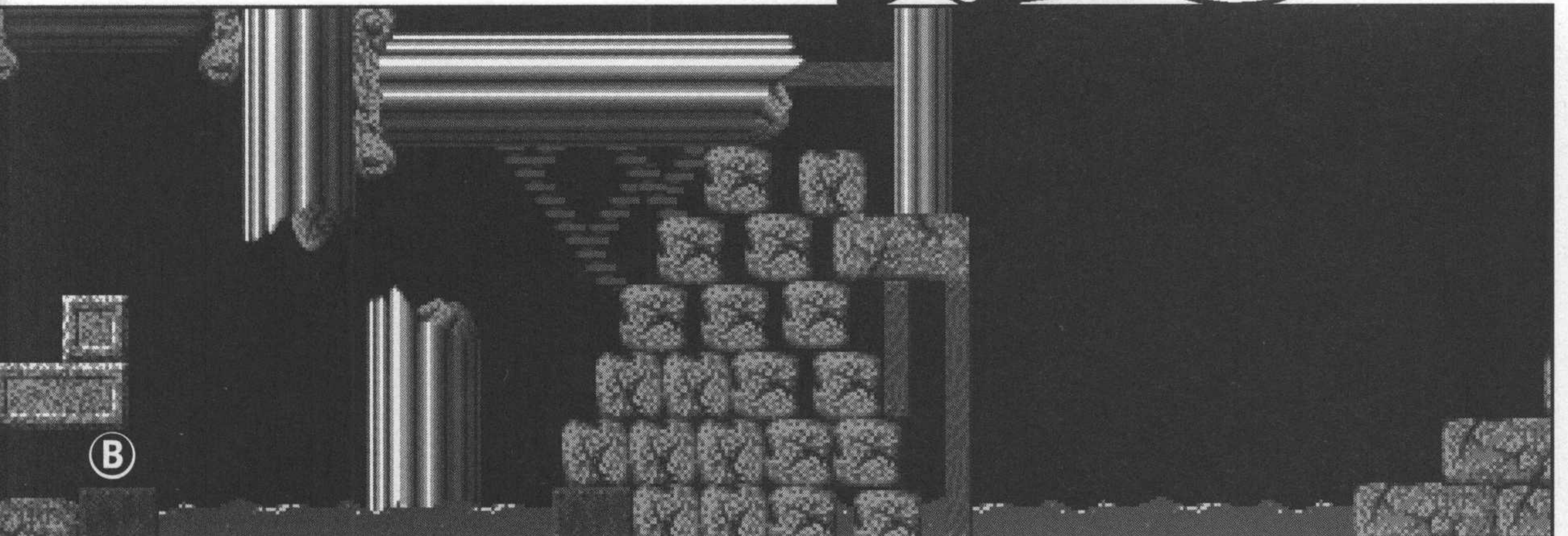
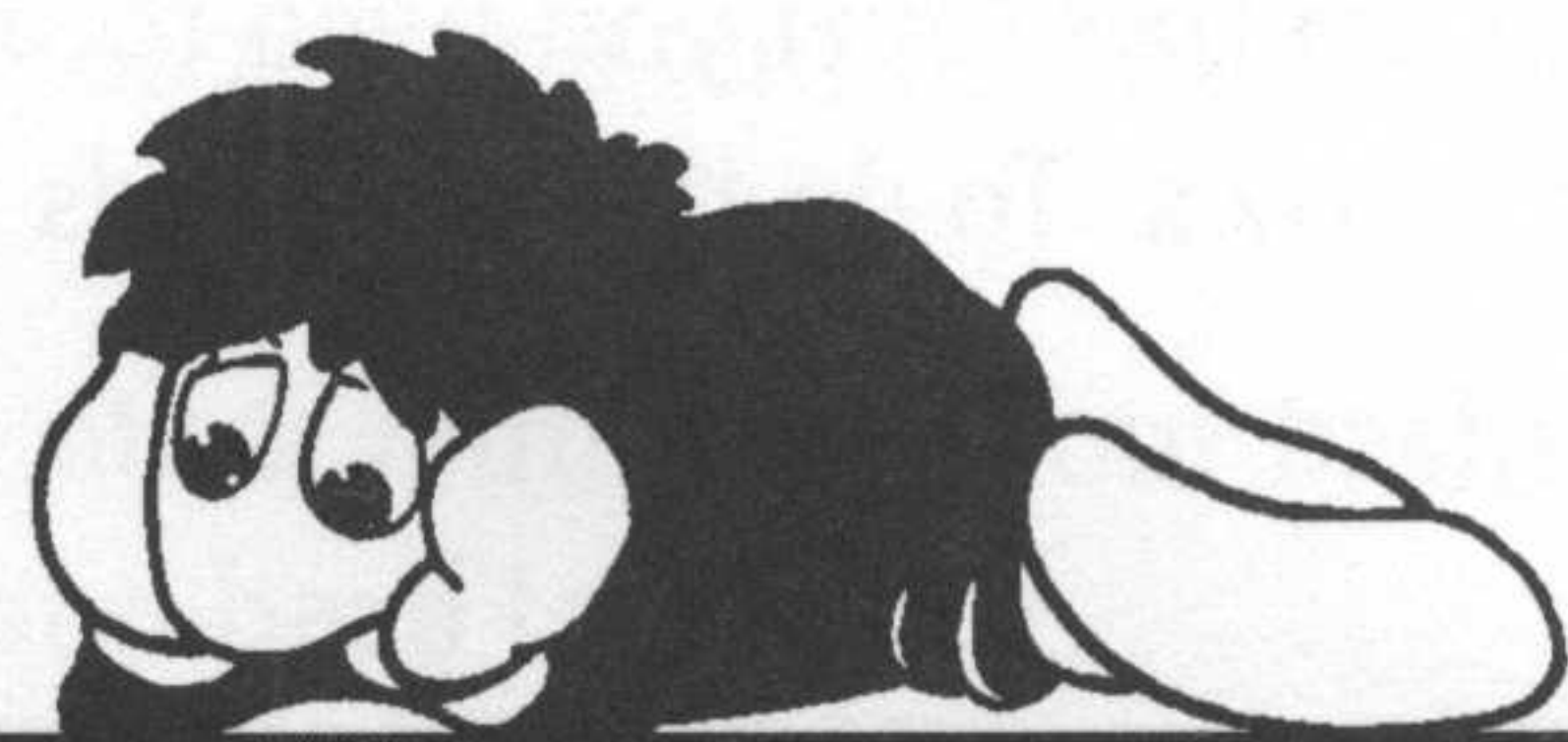




Solution

- 1** Make each lemming a floater before he drops off the edge at **A**.
- 2** When the first lemming reaches **B** make him a blocker, so the others turn around and head to the exit.
- 3** Don't forget to bomb your blocker!

This is another level that you'll be seeing again as Taxing Level 9, only next time, you'll need 100 percent!





Fun 11 — Keep your hair on Mr. Lemming

Access Code: OHOLHCCLCY

Statistics

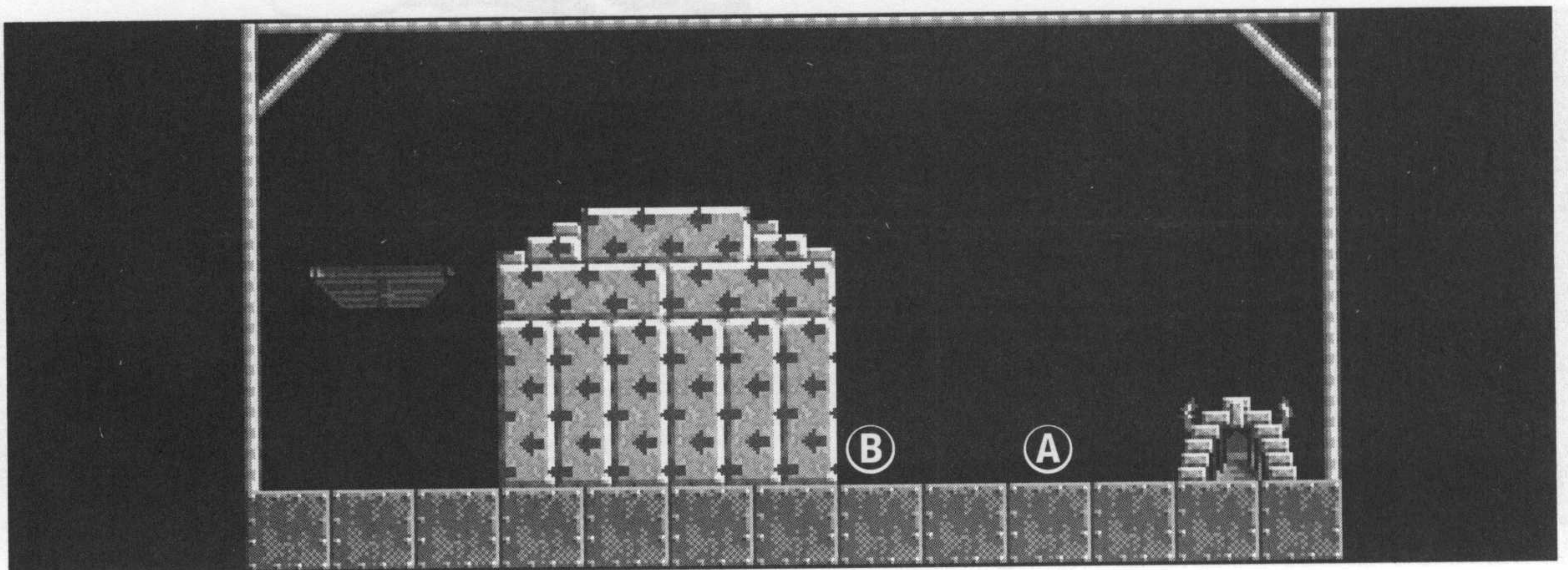
60 lemmings

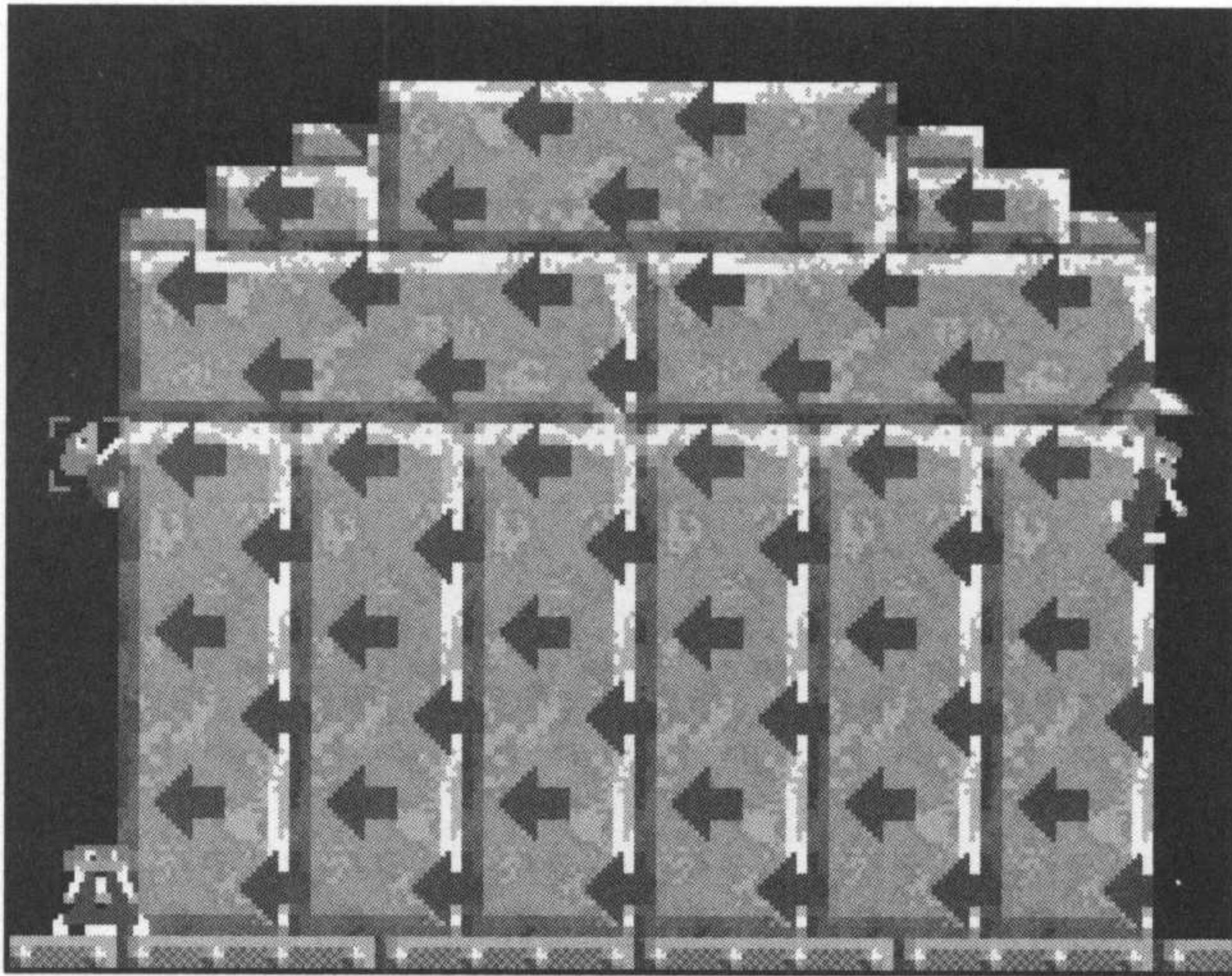
83 percent to be saved

Release rate 50

5 minutes

Here you are introduced to two new types of objects — steel and one-way ground. The ground on this level is made of steel. Lemmings can't dig, bash, or mine through steel. If you make a lemming a bomber above steel, he will take out everything but the steel. In short, you can't go through steel. One-way ground is slightly different. You can bash or mine through it, but only in the direction of the arrows. If you try to go the other direction, the lemmings will treat it like steel. You can always dig through one-way ground, however. In this level you need to make a lemming bash through the hill in the direction of the arrows. To do this he needs to turn around.





Solution

- 1 Send two athletes (climber/floater combinations) over the one-way ground.
- 2 Make the first athlete a blocker at **A**. The second one will hit the blocker and turn around.
- 3 Bash to the left at **B** to open a path to the other lemmings. Your basher will climb up the left-hand wall but float back down and head to the exit.
- 4 Bomb your blocker at **A** to free the lemmings.

For an Additional Challenge

Note that there's a 100 percent solution for this level, as well. If you only make one athlete, you can have him build a bridge over the exit (twice — once in each direction). Then he'll climb the pole on the right side of the screen and head back. Have him bash through the one-way barrier to free the remainder of the lemmings and dig through the bridges to let them into the exit.

This level makes another appearance as Taxing Level 18.



Fun 12 — Patience

Access Code: HMDLCINMCY

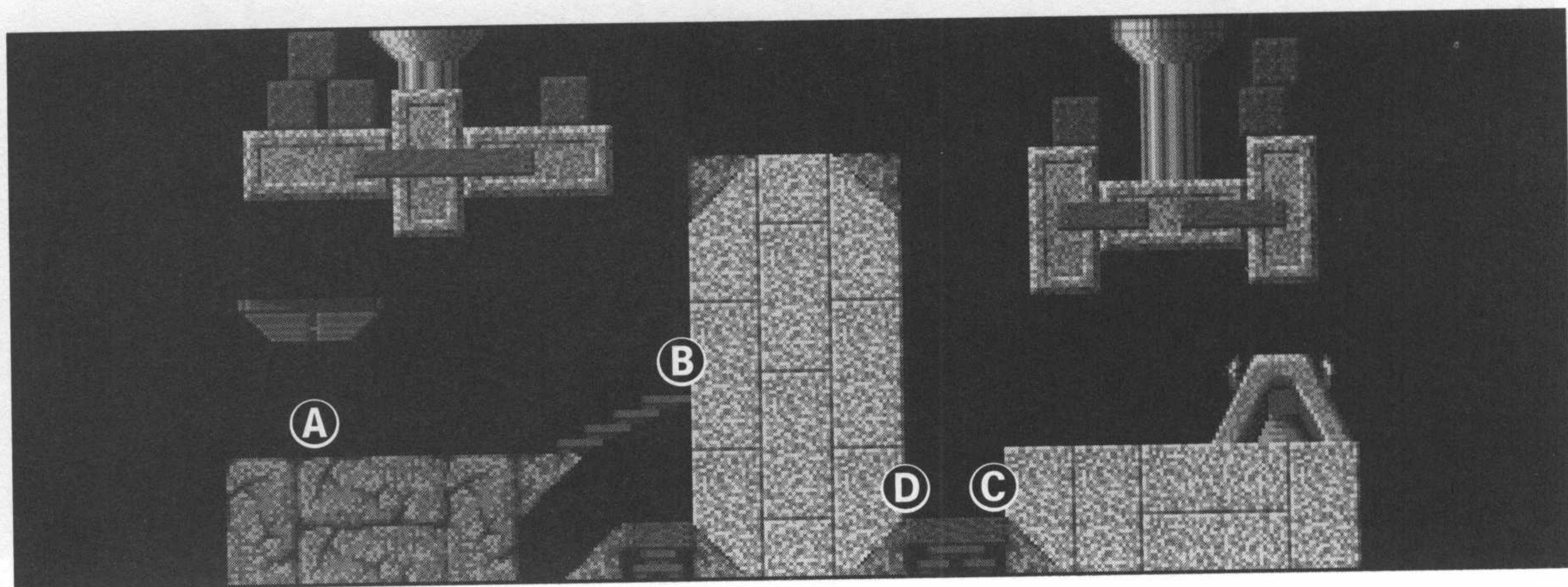
Statistics

80 lemmings
 50 percent to be saved
 Release rate 99
 5 minutes

The lemmings come out fast and furious here! If you don't take quick action, they will all fall off the drop to the left. You need to block this fall, and build a path to the exit.

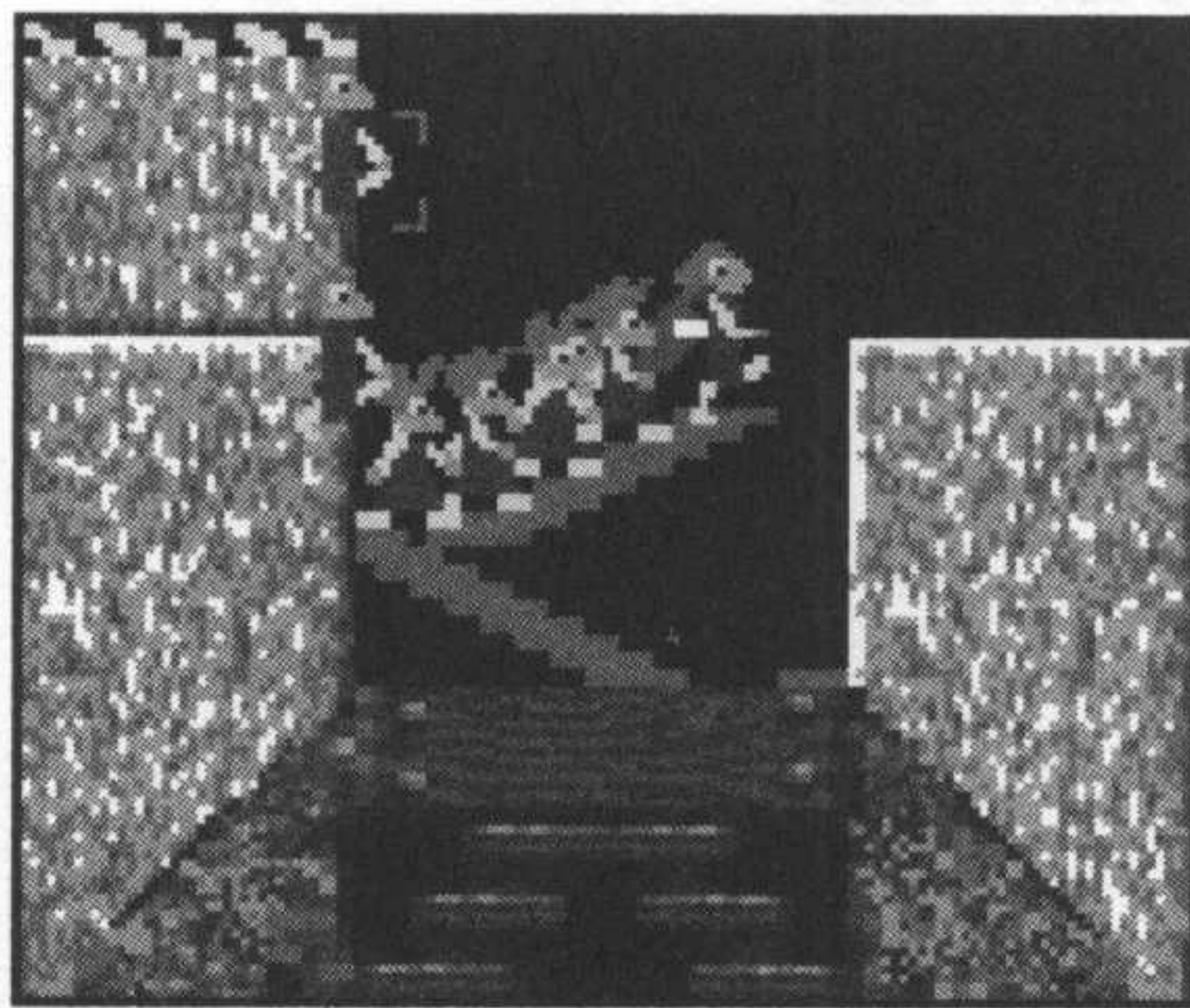
Solution

- 1** Make the first lemming a blocker at **A** as soon as he lands. The rest of the lemmings should continue walking to the right.
- 2** Bash through the block at **B**. The lemmings will gather in the pit at **C**.

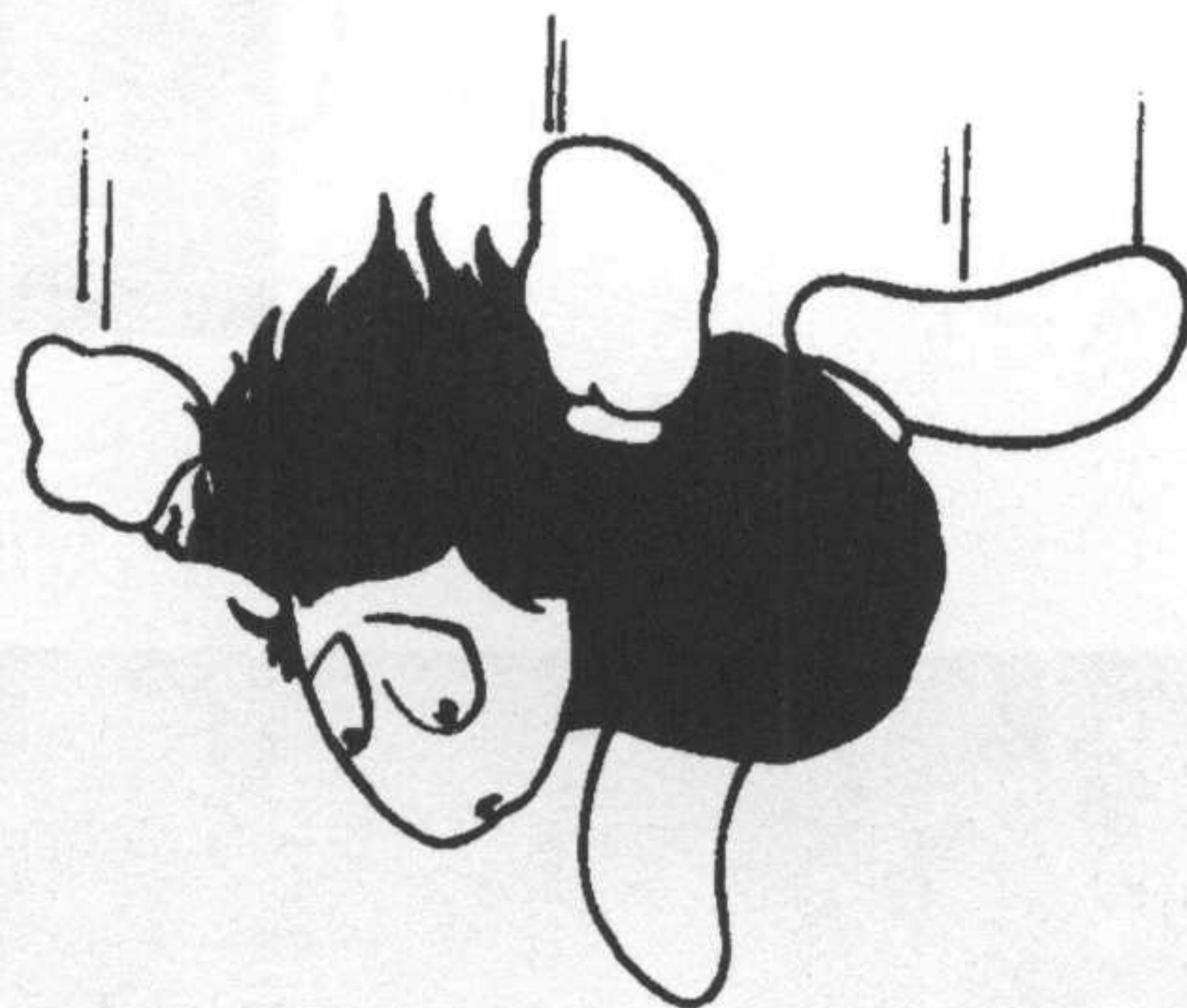




- 3 One bridge is not enough to free them from the pit. Build from **C** to the left, then from **D** back to the right so the lemmings can walk to the exit.



This is another level which reappears, in a far more difficult form, as Tricky Level 23. You're not required to save 100 percent there, but you may be hard-pressed to come up with the required amount.





Fun 13 — We all fall down

Access Code: MDLCAKLNCS

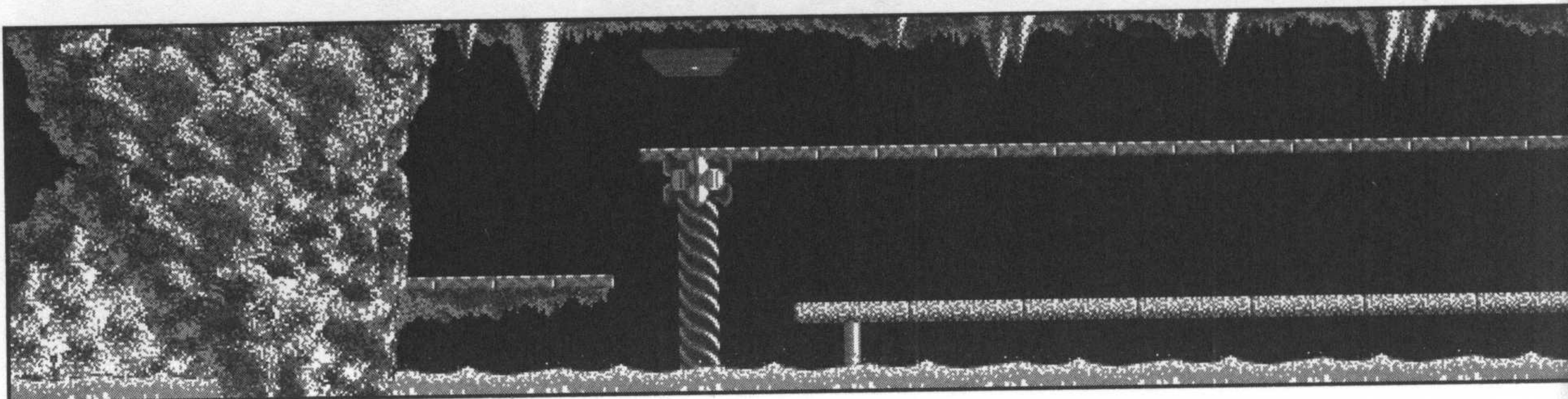
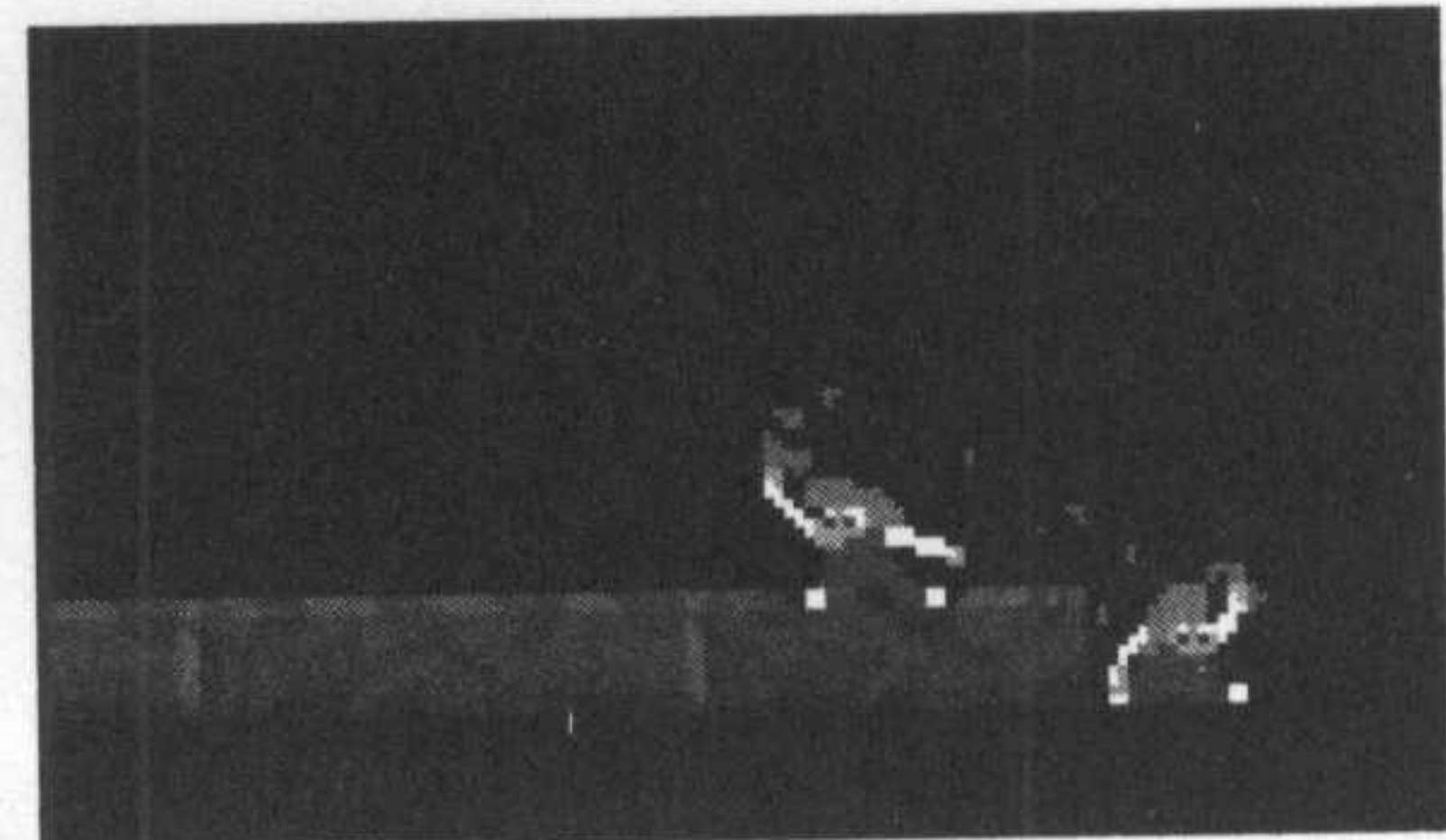
Statistics

20 lemmings
100 percent to be saved
Release rate 1
3 minutes

This is the first of four similar levels. (The other three are in the other categories.) Once again, all you have are diggers. If the lemmings walk to the edge of the platform and drop, they will not survive the fall. However, if they dig through the platform so that they fall from the bottom edge, they will land safely.

Solution

- 1 As each lemming reaches the end of the pier, make him dig. He will land safely and walk to the exit.

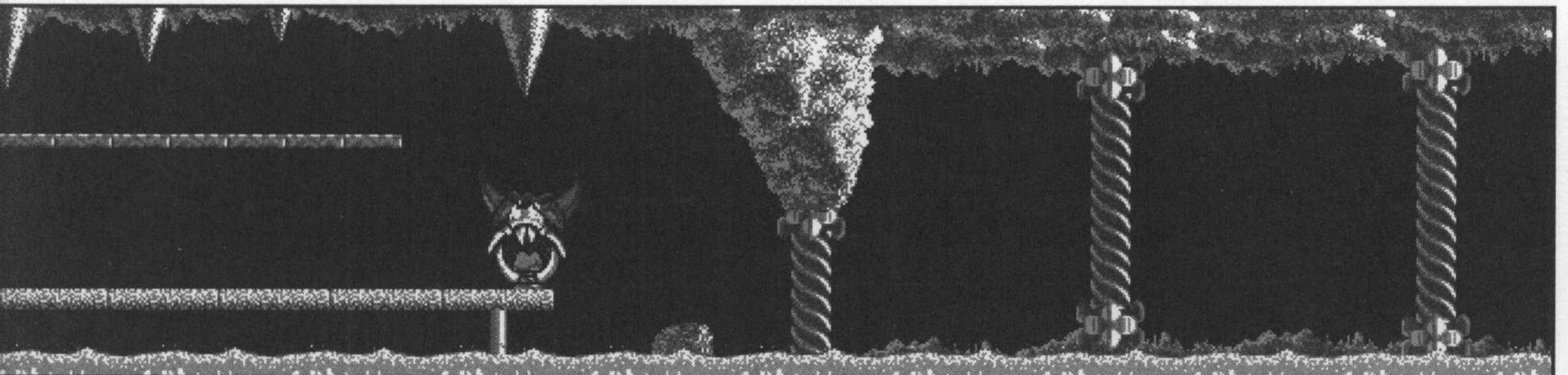




- 2** If you wish, you can increase the release rate so the lemmings come out more quickly.

For an Additional Challenge

Try doing this level at a 99 release rate!





Fun 14 — Origins and Lemmings

Access Code: DLCIJOMOCN

Statistics

80 lemmings

75 percent to be saved

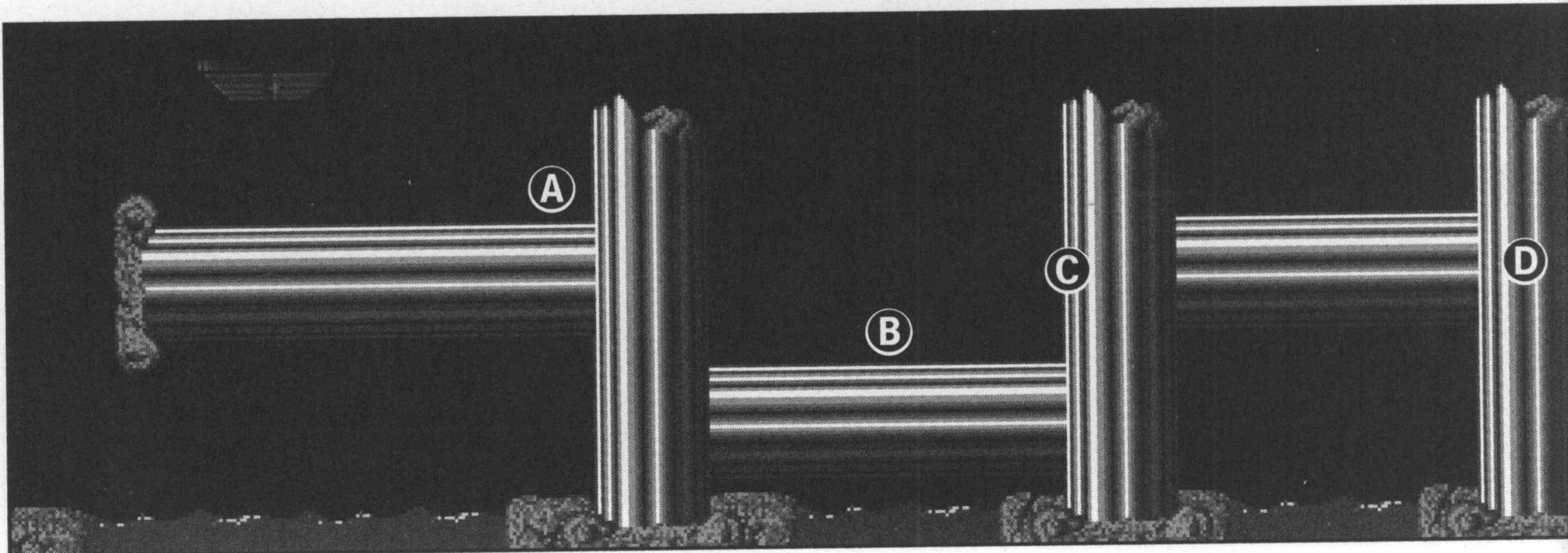
Release rate 20

6 minutes

This level gives you some more practice at mining, building, and bashing. All you need to do is dig through the various pillars to the exit, without digging down too low (or the lemmings will fall and die!).

Solution

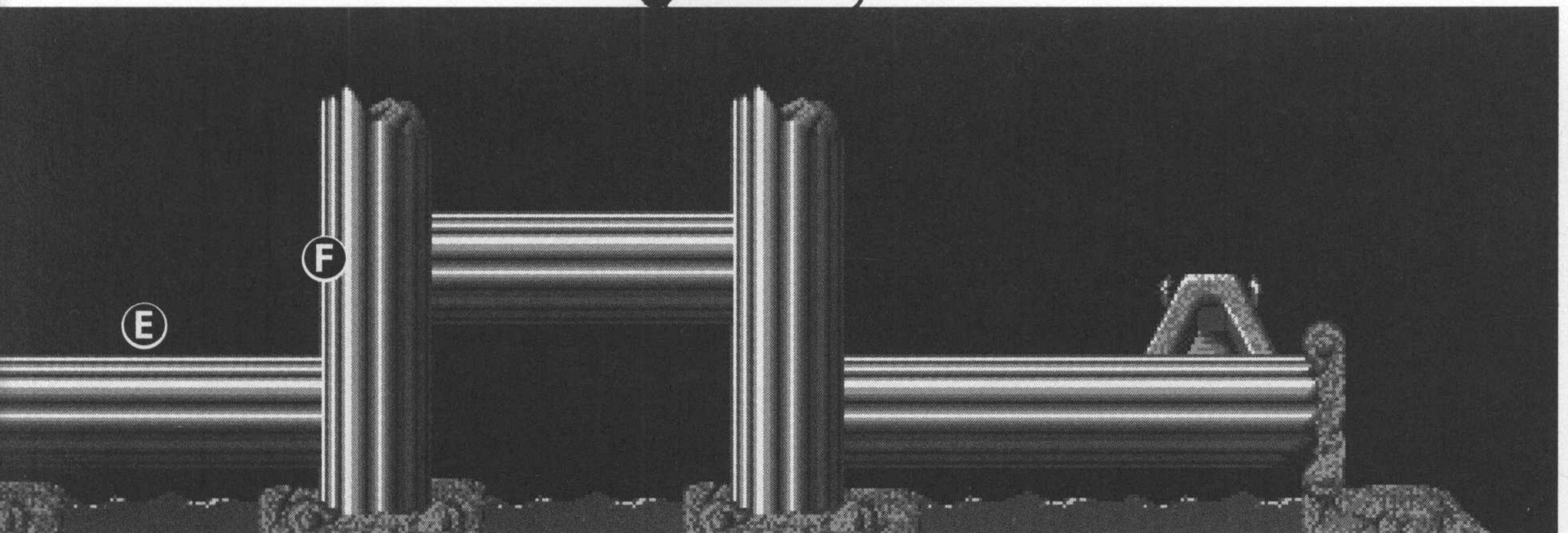
- 1 Make the first lemming mine at **A**.
- 2 Build to the right at **B**. You may need two bridges.





- 3** Once the bridge touches the wall at **C**, bash straight through to **D**.
- 4** Build a bridge at **E**. Again, you may need two bridges.
- 5** Bash at **F** to the exit. All the lemmings will (eventually) walk to the exit.

This level reappears as “The Crankshaft” later on in the game. Again, the difficulty increases quite a bit in its later incarnation.





Fun 15 — Don't let your eyes deceive you

Access Code: LCANOMDPCK

Statistics

Amiga:

100 lemmings
80 percent to be saved
Release rate 40
8 minutes

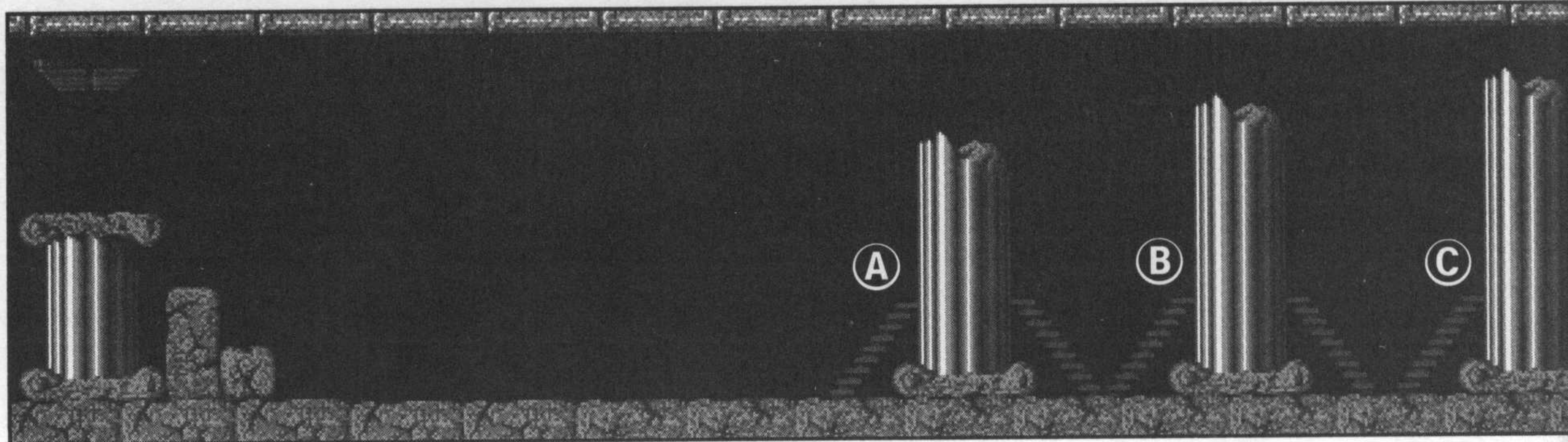
PC and Macintosh:

80 lemmings
50 percent to be saved
Release rate 40
8 minutes

On this level you need to build some bridges to get the lemmings to the exit. Because bridge-building takes time, you want to send one lemming ahead of the rest to make the path. You can do this by placing a blocker behind the first lemming.

Solution

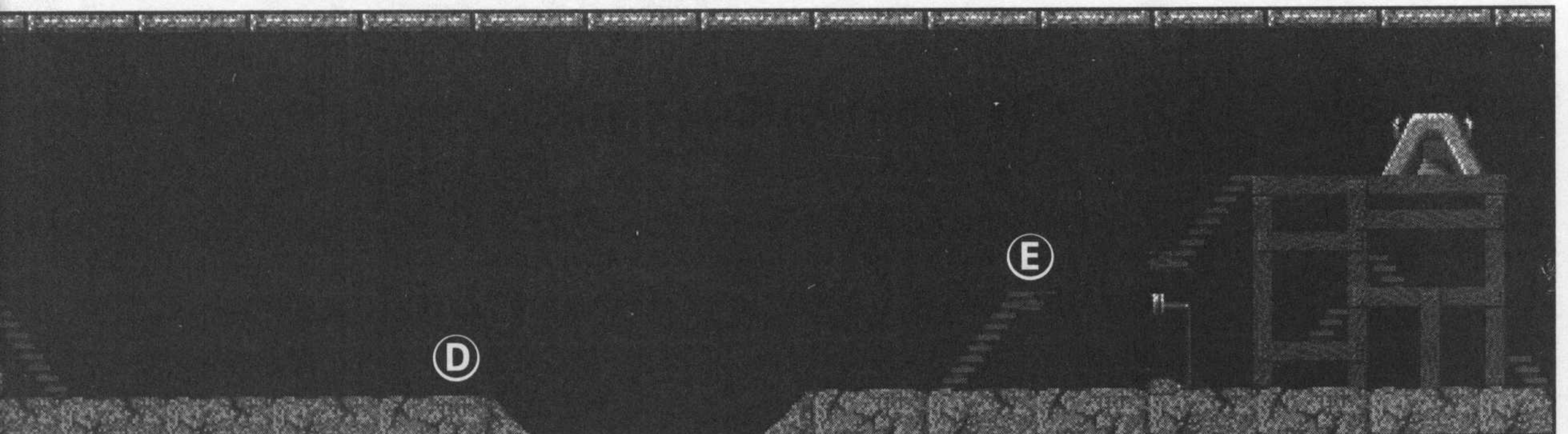
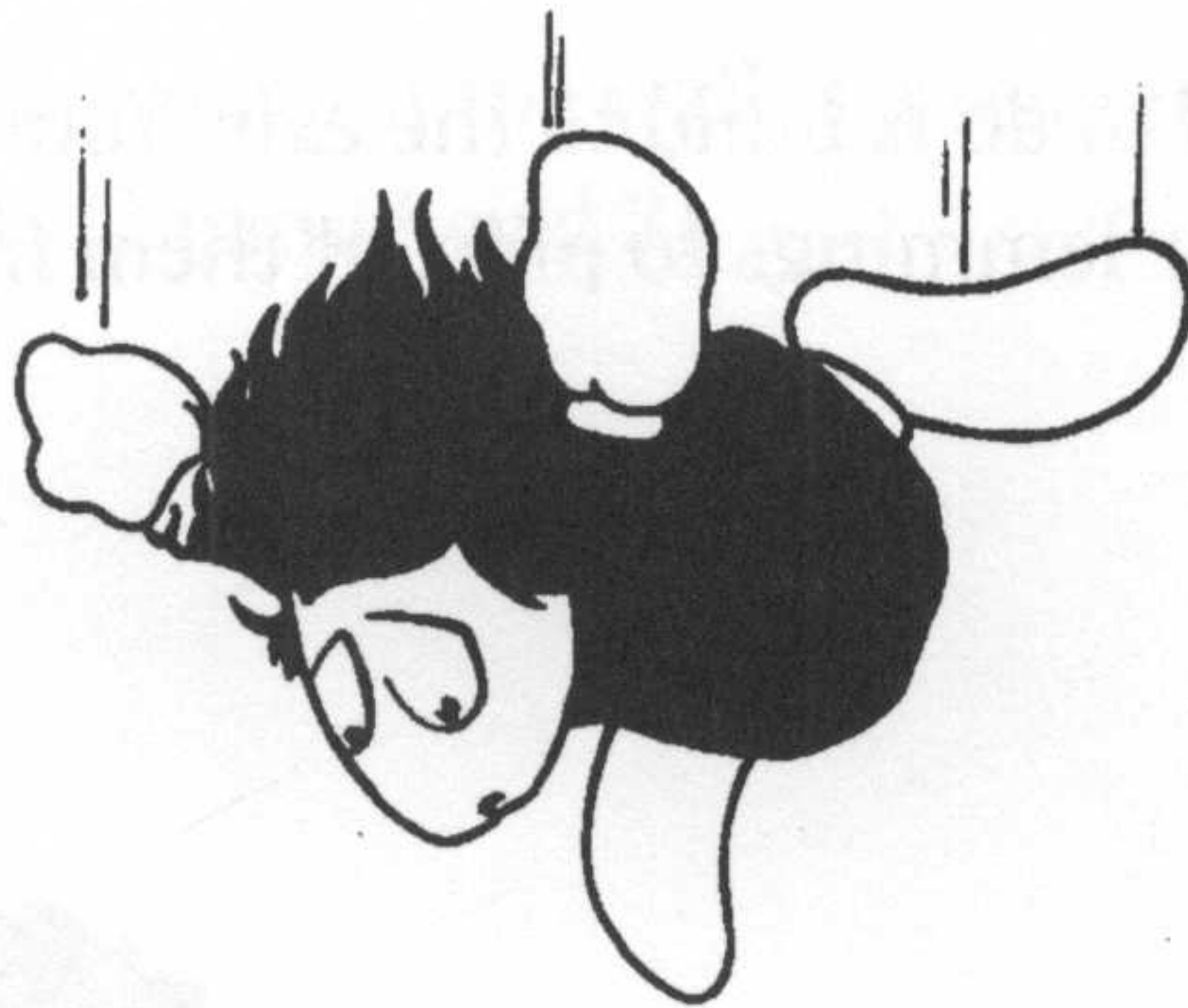
- 1** Bash through the pillar at **A**.
- 2** Bash through the pillar at **B**.
- 3** Bash through the pillar at **C**. Place a blocker behind the basher so that none of the other lemmings can walk through the tunnel.





- 4 Build a bridge at **D** over the gap. This will take five bridges.
- 5 Build at **E** to bridge the gap over the trap.
- 6 Bomb your blocker at **C** to free the other lemmings.

Beware of this level's second appearance as Taxing Level 1!



**Fun 16 — Don't do anything too hasty****Access Code:** CMOLMDLQCV**Statistics**

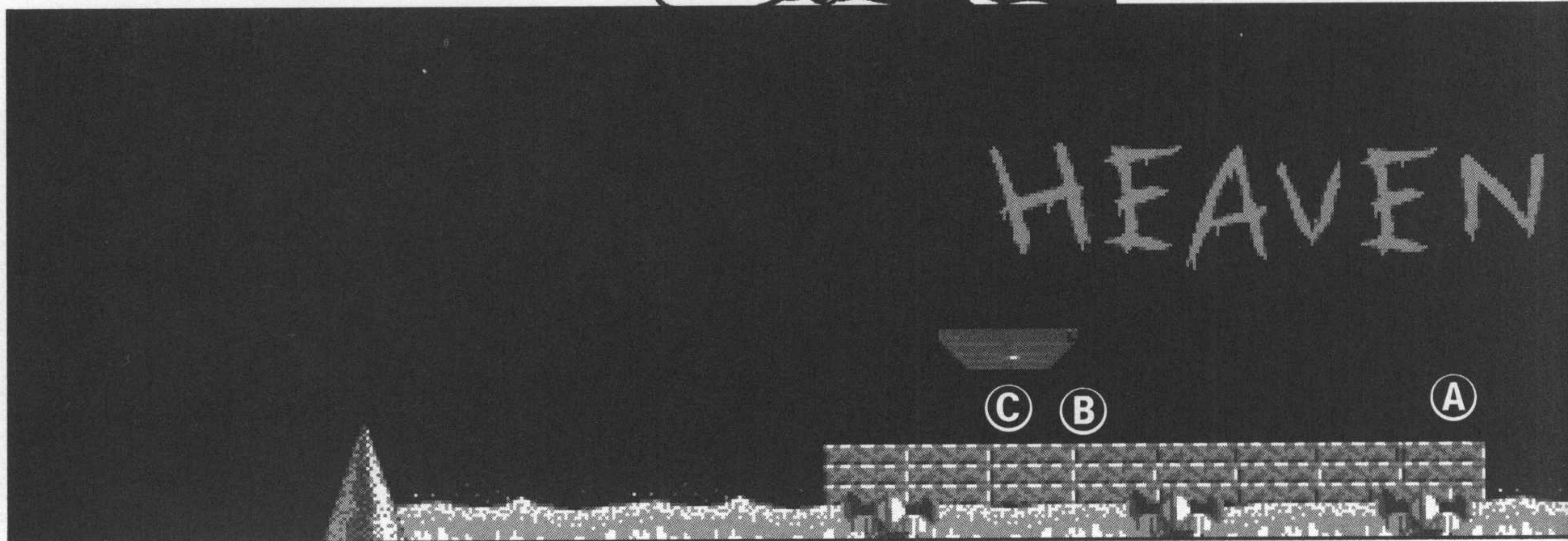
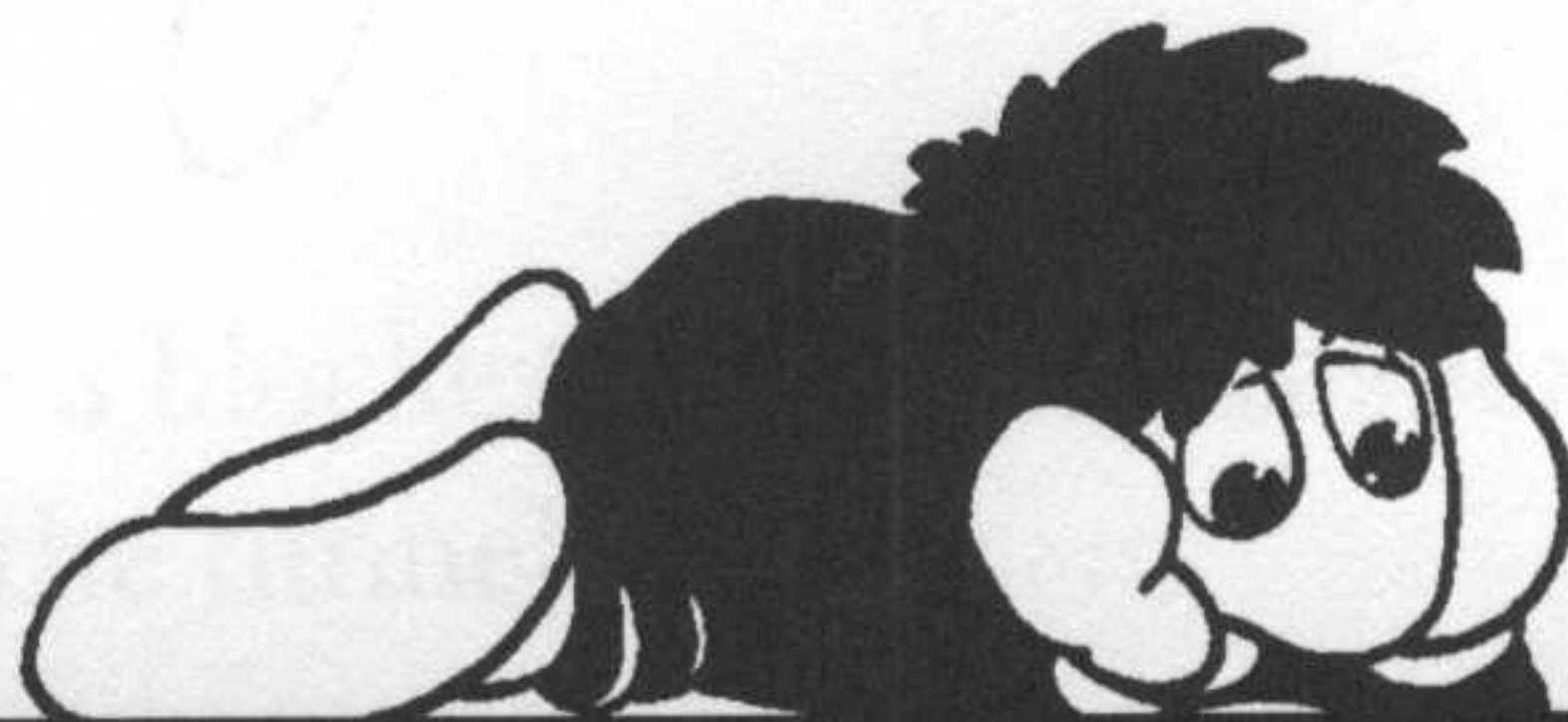
80 lemmings

62 percent to be saved

Release rate 1

8 minutes

On this level, all you need to do is build to the exit. Your bridge builder needs time, so you need to block the other lemmings to prevent them from tumbling into the abyss at the bottom of the screen.

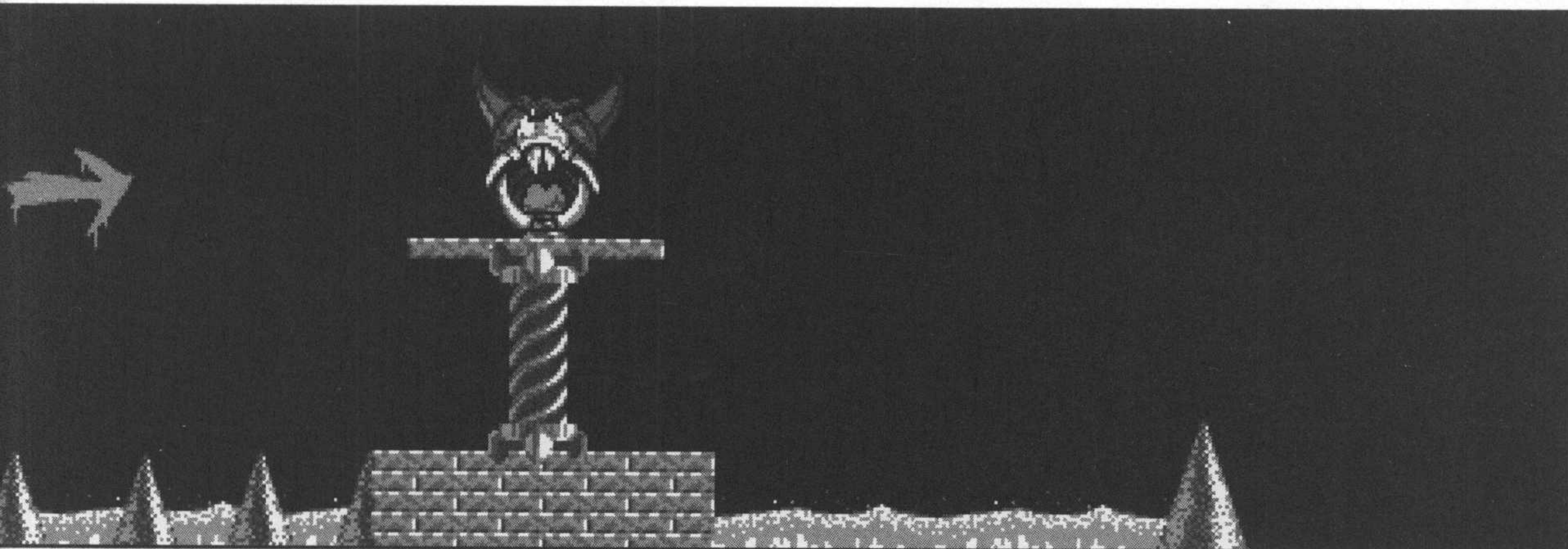




Solution

- 1** Let the first lemming walk to **A**, and make him build here. Eventually you must make him build seven complete bridges to the exit.
- 2** While he is building, place blockers at **B** and **C** so that the other lemmings are all trapped between the blockers.
- 3** Once your builder is finished, bomb the blocker at **B** to free the lemmings.
- 4** Increase the release rate to 99 so the lemmings come out quickly and walk to the exit.

The word “Heaven” spray-painted on the wall is a reference to this level’s second appearance: “Heaven can wait” (Taxing Level 3).





Fun 17 — Easy when you know how

Access Code: CAJHLFLBDT

Statistics

50 lemmings

40 percent to be saved

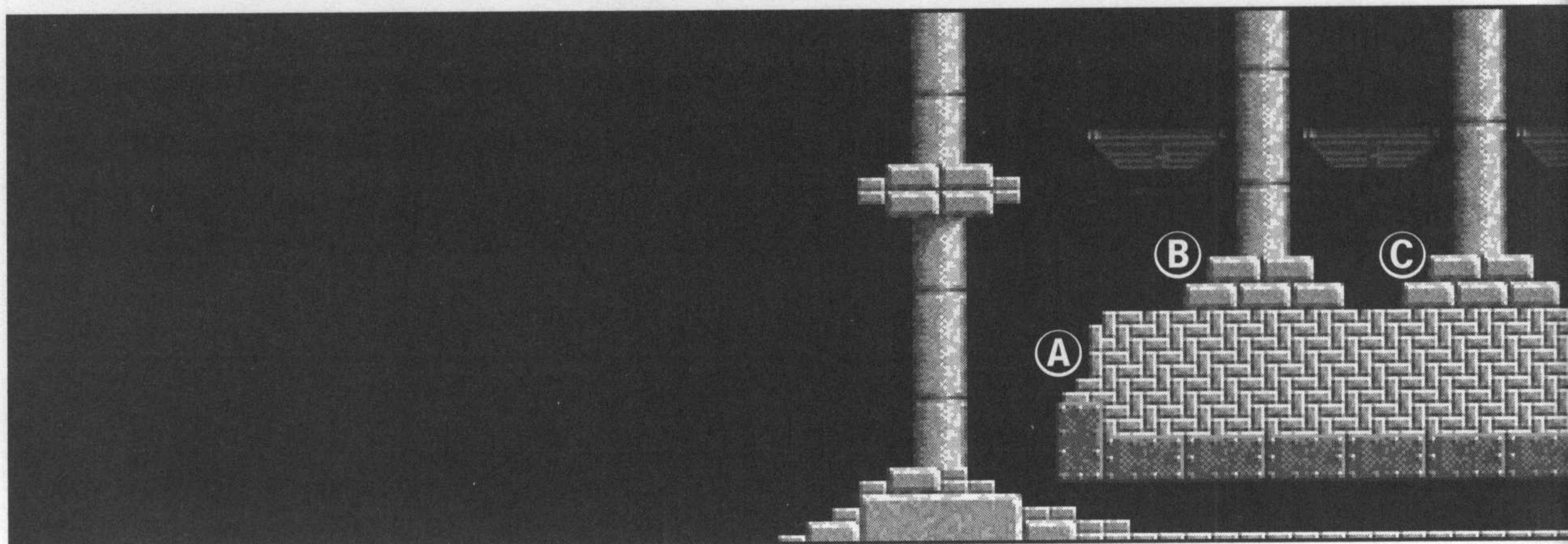
Release Rate 99

5 minutes

Beware the hidden traps on this level! If a lemming walks across the bottom, one of four stompers will come down and crush him. However, the stompers can only crush one lemming at a time. If you send all the lemmings through in one bunch, you will only lose four as they walk past the stompers. To do this, you need blockers to get them tightly packed.

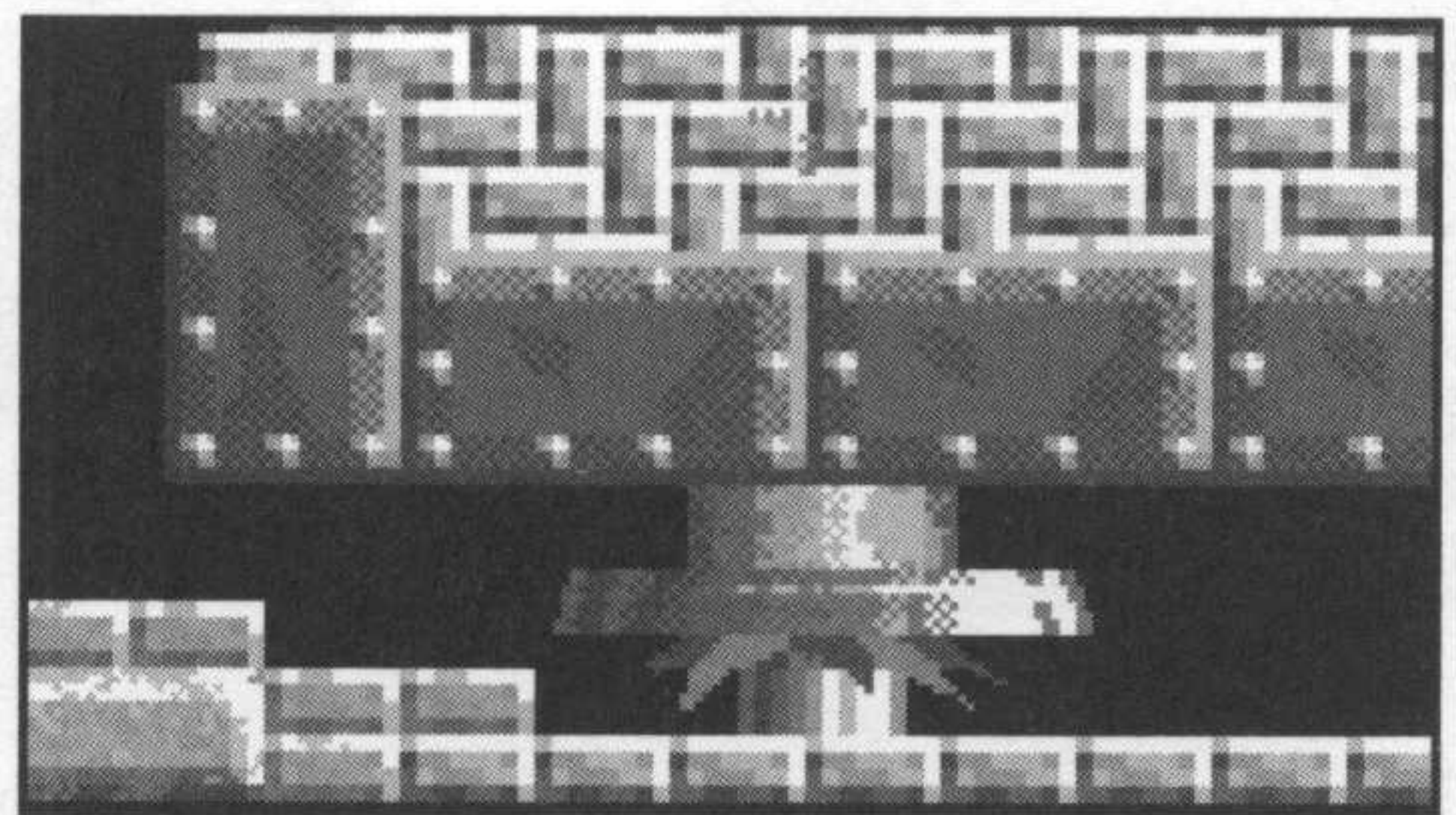
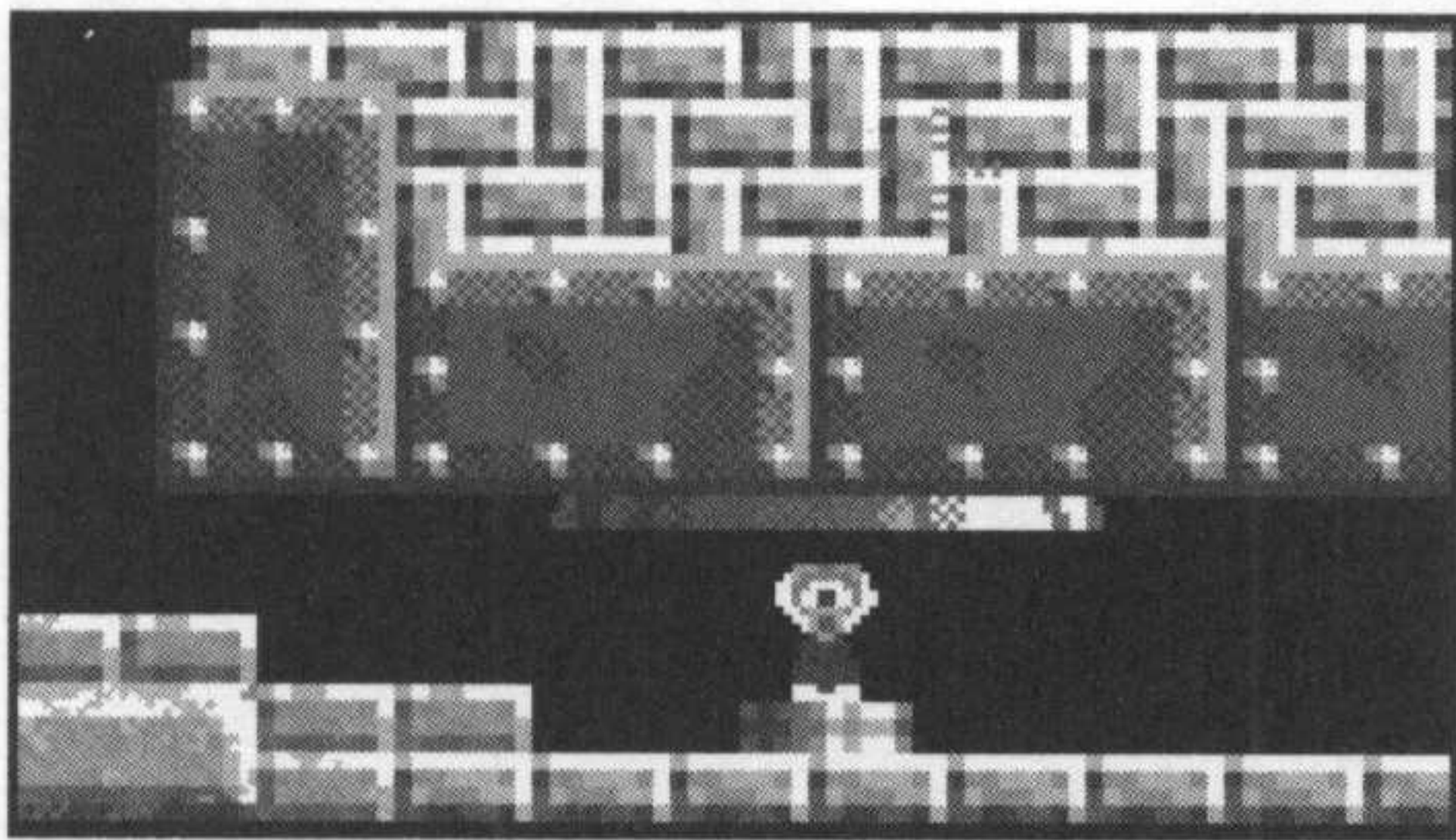
Solution

- 1** Place a blocker at **A**. This blocker should trap the lemmings against the wall.
- 2** Bash at **B** to the right, then bash at **C** and **D**. This will free all the lemmings, so that they fall between your blocker and the wall.

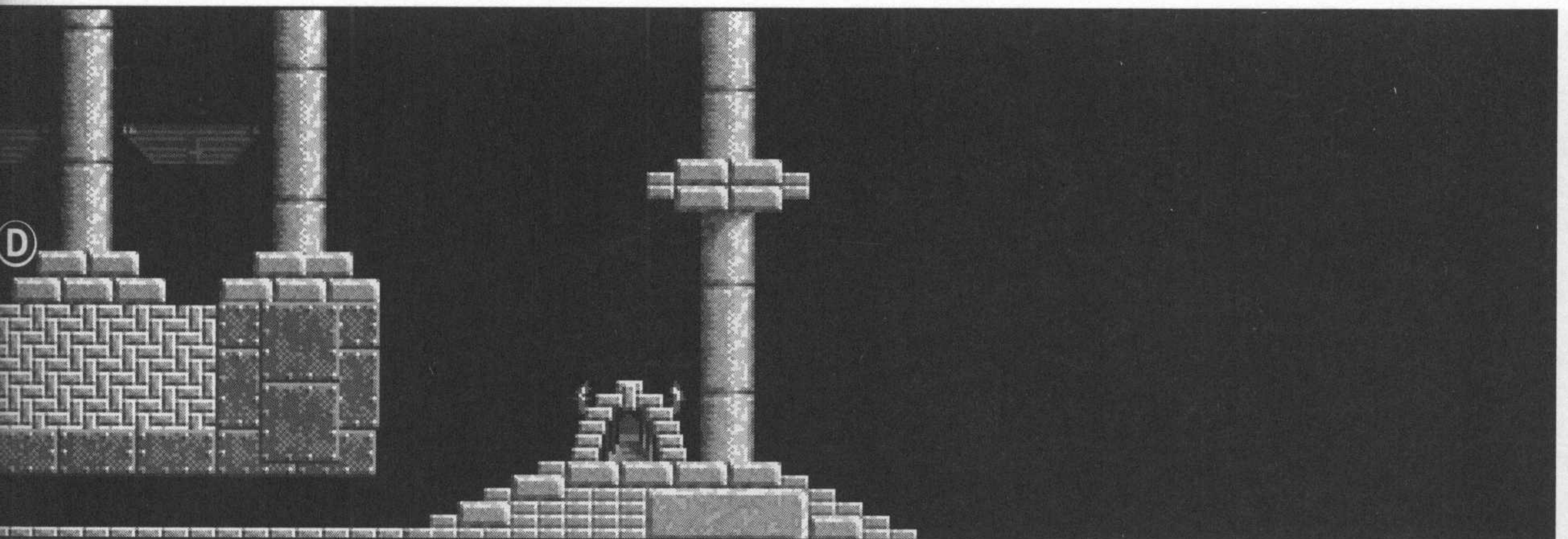




- 3** Bomb the blocker at **A**. The lemmings will walk in a tightly packed group past the stompers. Since the stompers only catch one lemming at a time, most of the lemmings will walk safely to the exit.



This is not actually the way you're supposed to do this level; you're supposed to make a bridge network to the right of the exit that will make the fall just short enough so that the lemmings can fall safely. This level makes another appearance as "Compression Method I," which requires this solution. However, this way's a lot easier — and quicker — than building the bridge network.





Fun 18 — Let's block and blow

Access Code: IJHNFLBCDN

Statistics

70 lemmings

71 percent to be saved

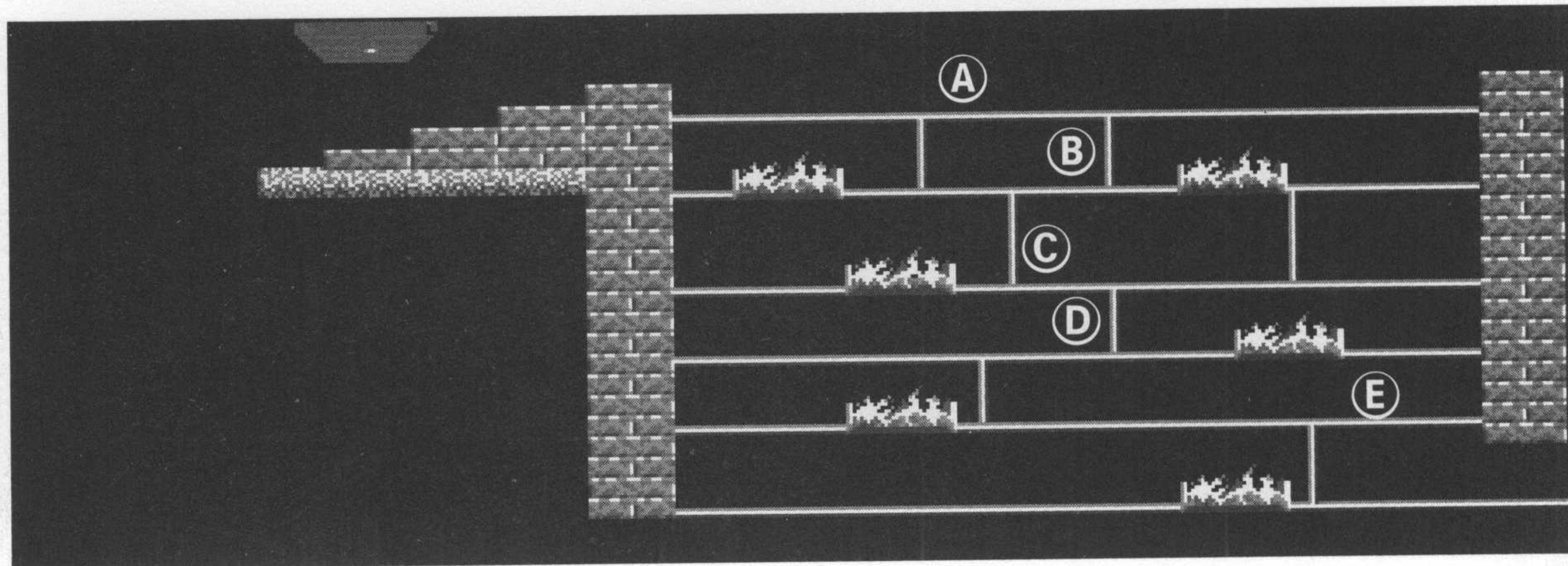
Release rate 80

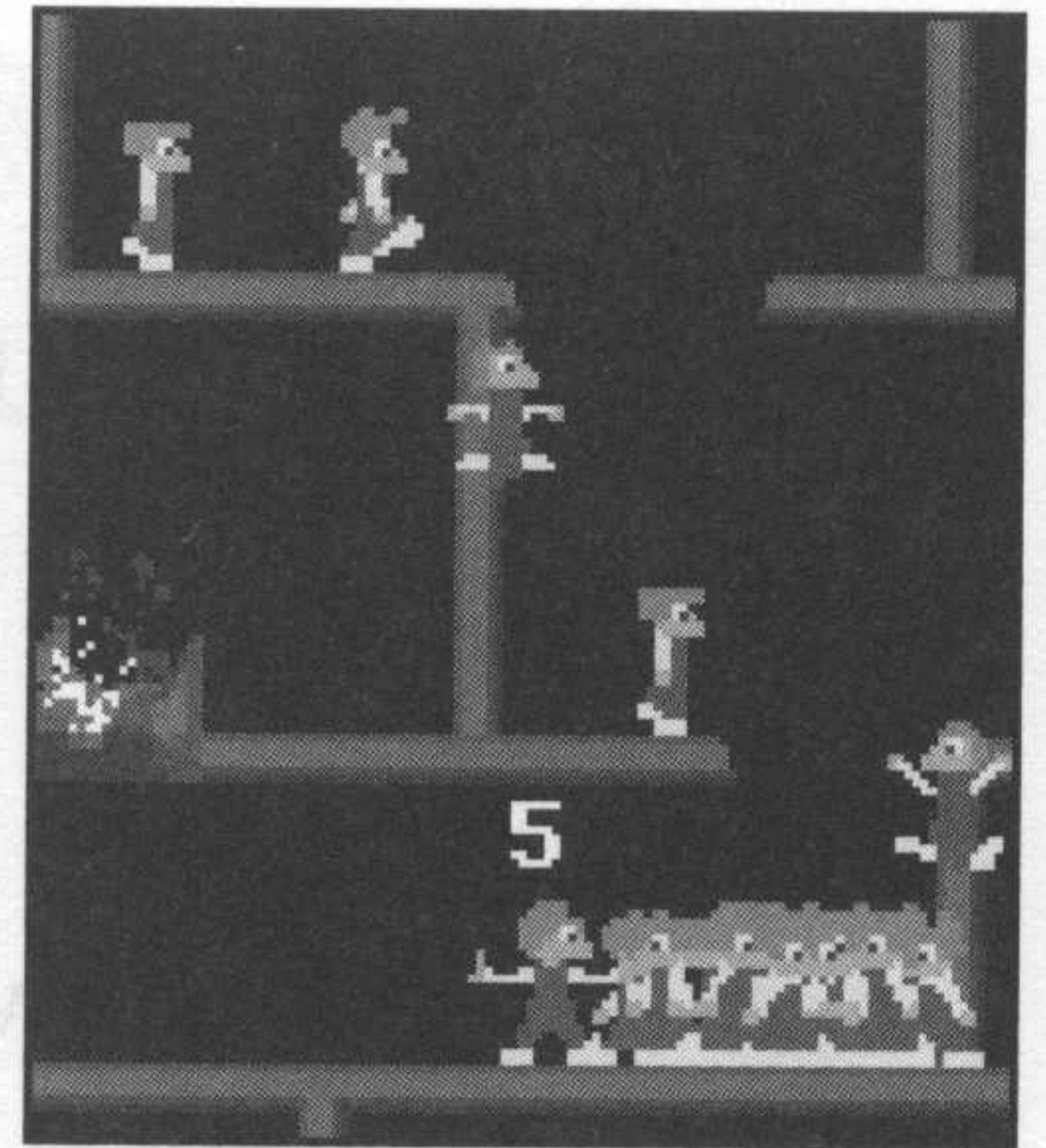
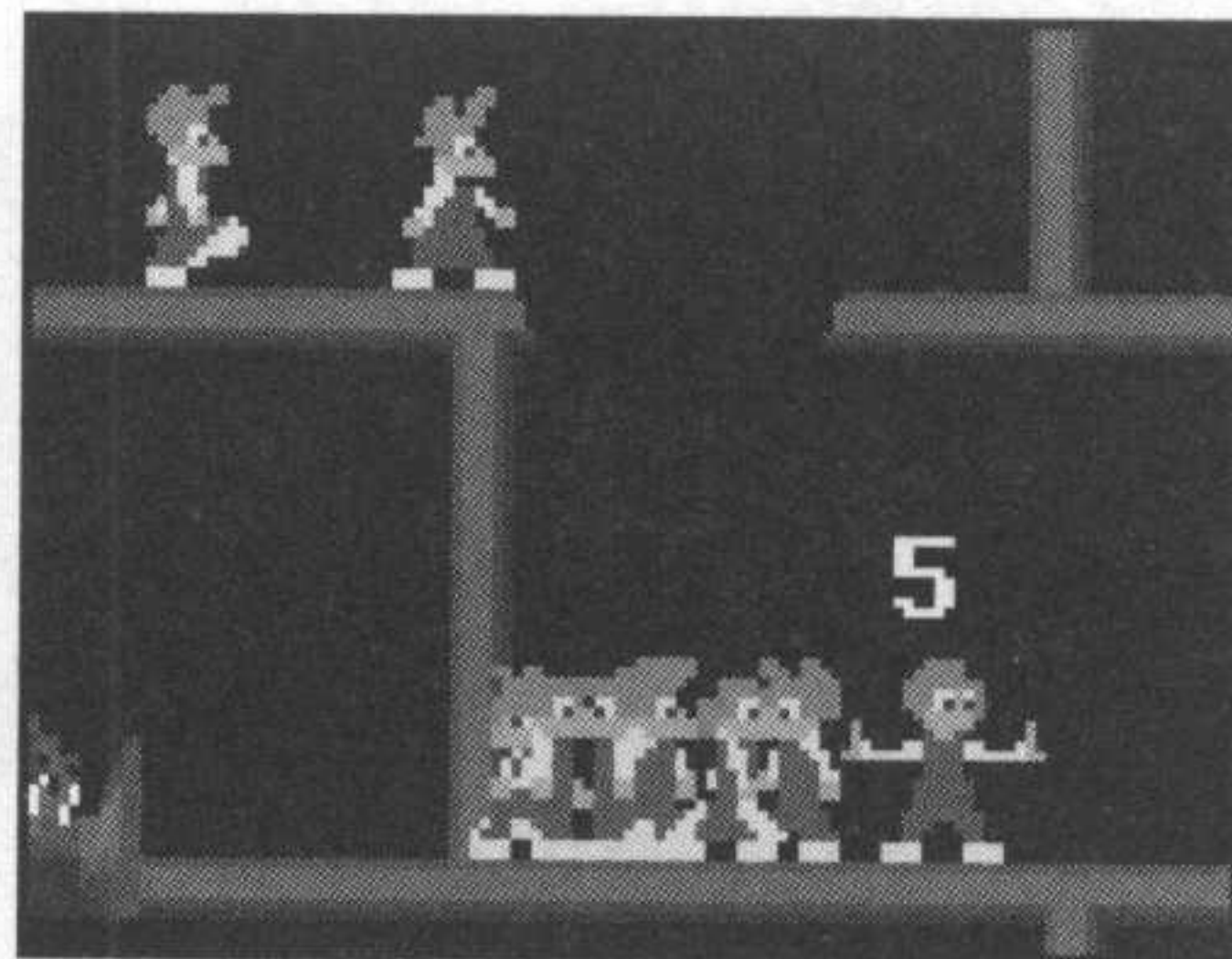
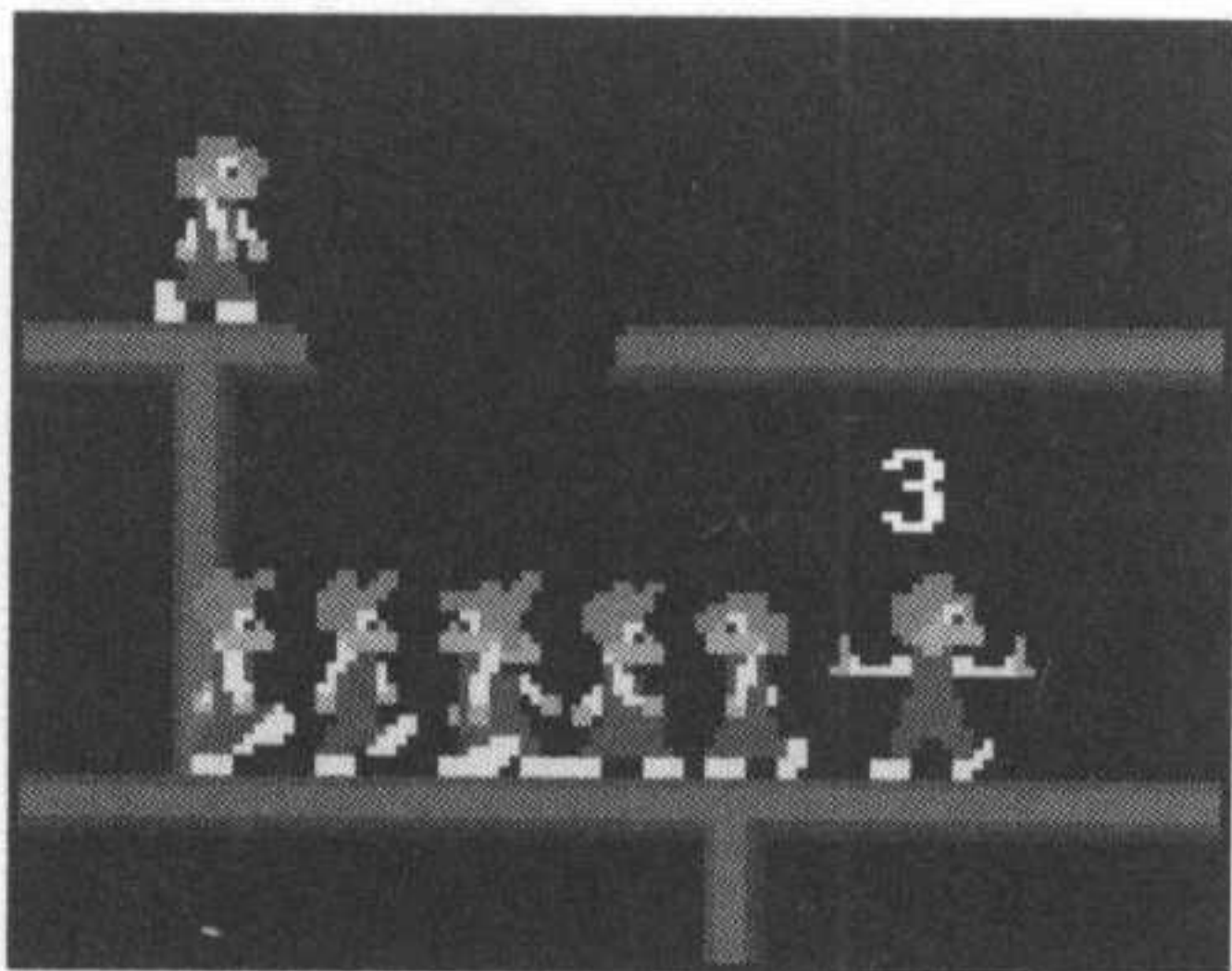
5 minutes

This level is littered with fire pits. Lemmings and fire don't get along too well. To get the lemmings to the exit you need to make a path that avoids the fire pits. All you need to do this are blockers and bombers.

Solution

- 1 Place a blocker at **A** and bomb him.





- 2** Place a blocker at **B** and bomb him. Do the same at **C**, **D**, and **E**. Be careful placing your blockers, however—you can easily make a drop that is too far for the lemmings.
- 3** Increase your release rate to 99.

Gee, can you imagine doing this level without blockers? Well, you'll get your chance, as "Bomboozal" on Taxing Level 19!





Fun 19 — Take good care of my lemmings

Access Code: NJNNHCADDR

Statistics

Amiga:

100 lemmings

70 percent to be saved

Release rate 20

5 minutes

PC and Macintosh:

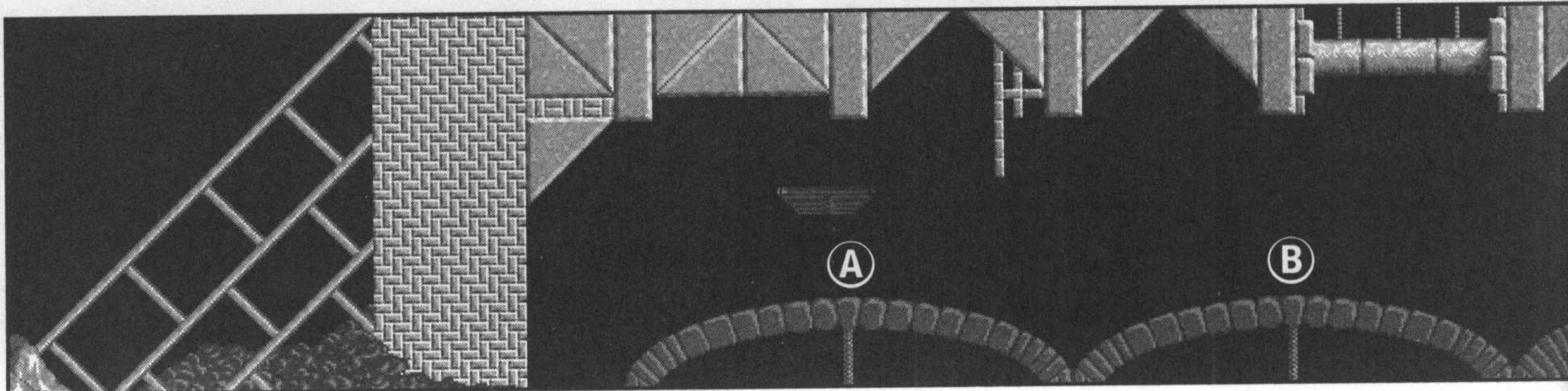
80 lemmings

70 percent to be saved

Release rate 20

5 minutes

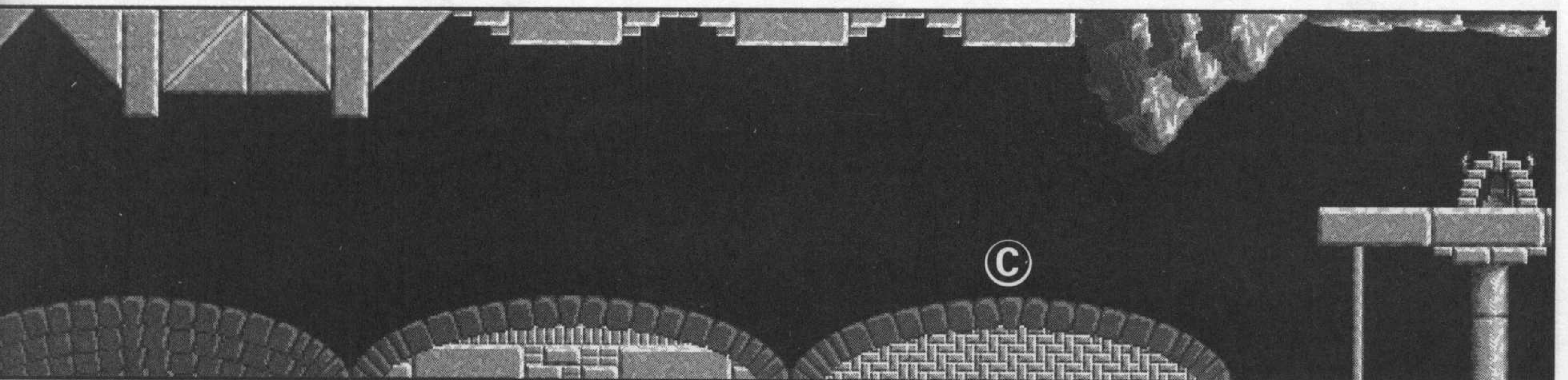
This level is relatively straightforward. Just send a lemming on ahead to build the long bridge at the end of the level, and delay the rest between a pair of blockers.





Solution

- 1 Place a blocker at **A**, so the rest of the lemmings continue to the right.
- 2 Let one lemming walk past **B**, then place a blocker there.
- 3 Build from **C** up to the exit. This will take several bridges.
- 4 Bomb the blocker at **B** to free the other lemmings.
- 5 Increase the release rate to 99.





Fun 20 — We are now at LEMCON ONE

Access Code: HNNHCINEDY

Statistics

50 lemmings

60 percent to be saved

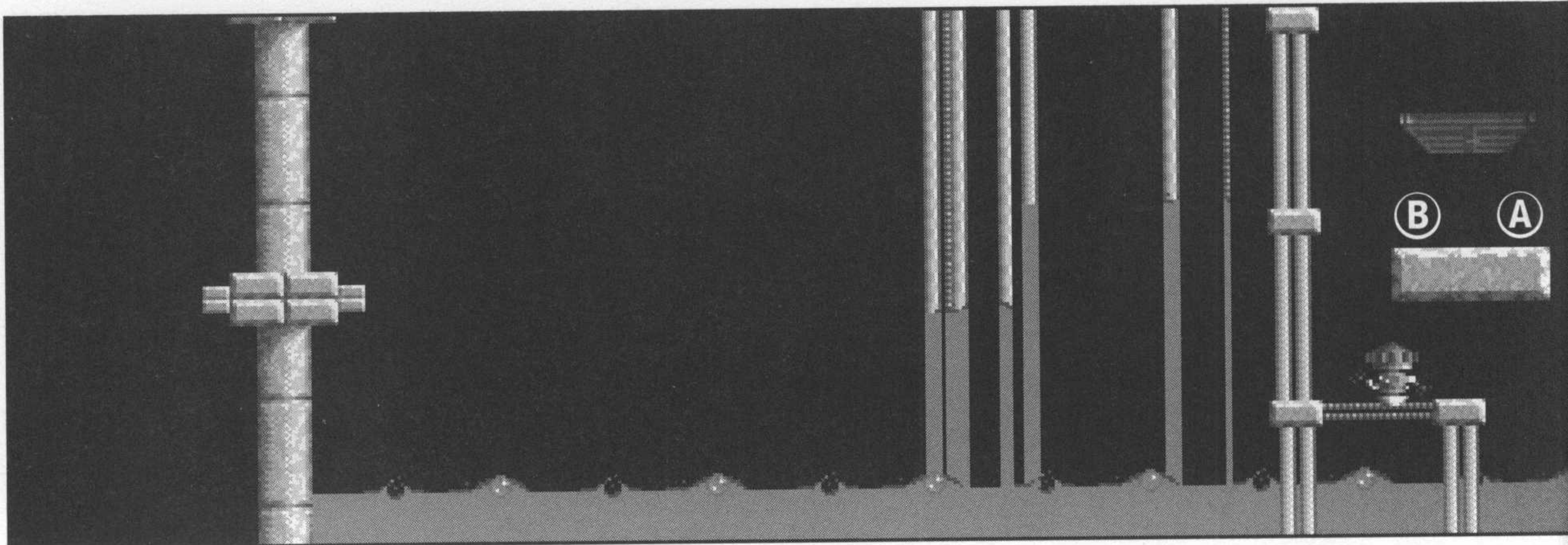
Release rate 10

5 minutes

The first platform here is small, so you have a limited amount of space to block your lemmings. This shouldn't be a problem for you at this point. The problem comes when you need to free the lemmings. If you bomb the blocker, he will take out the bridge, so your lemmings will fall. This time, you need to build over the blocker's head to get out.

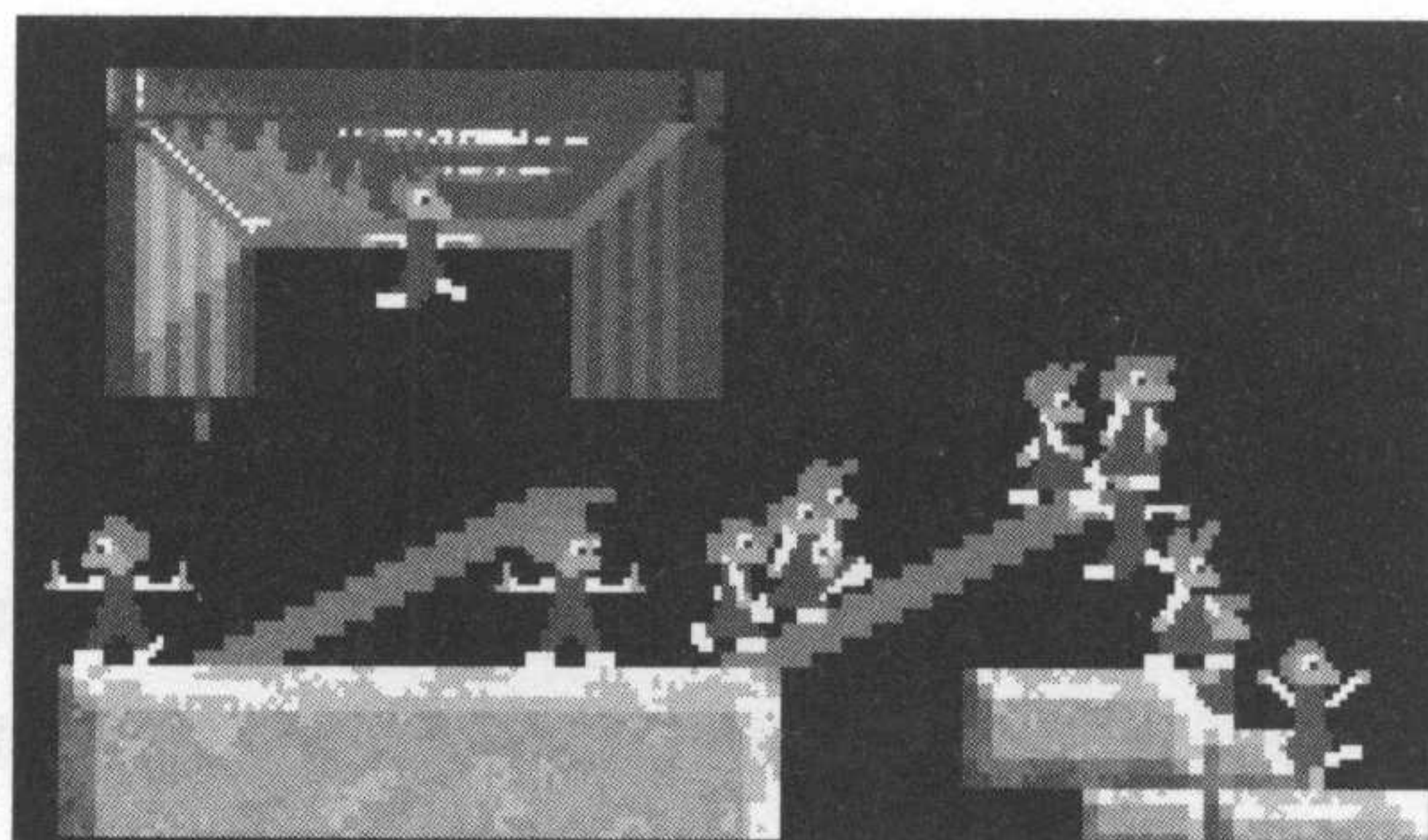
Solution

- 1 Build a bridge at **A**.
- 2 Place blockers at **A** and **B**.

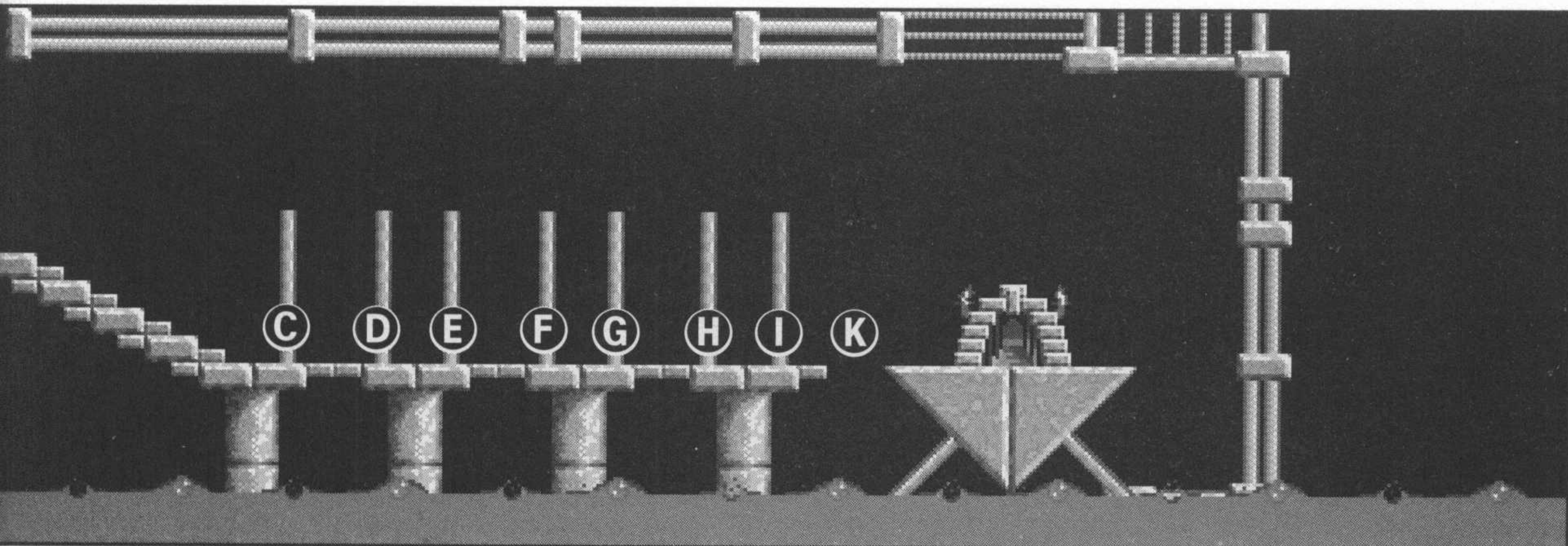




- 3 Bash through the poles at **C**, **D**, **E**, **F**, **G**, **H**, and **I**.
- 4 Build to the exit at **K**.
- 5 Build from **B** to the right, so the lemmings go over the blocker's head and walk to the exit.



This level appears again as “Poles Apart” (Mayhem Level 7). With a serious deficit of attributes, it’s one of the most difficult levels in the entire game.





Fun 21 — You Live and Lem

Access Code: LFLCCJLFDN

Statistics

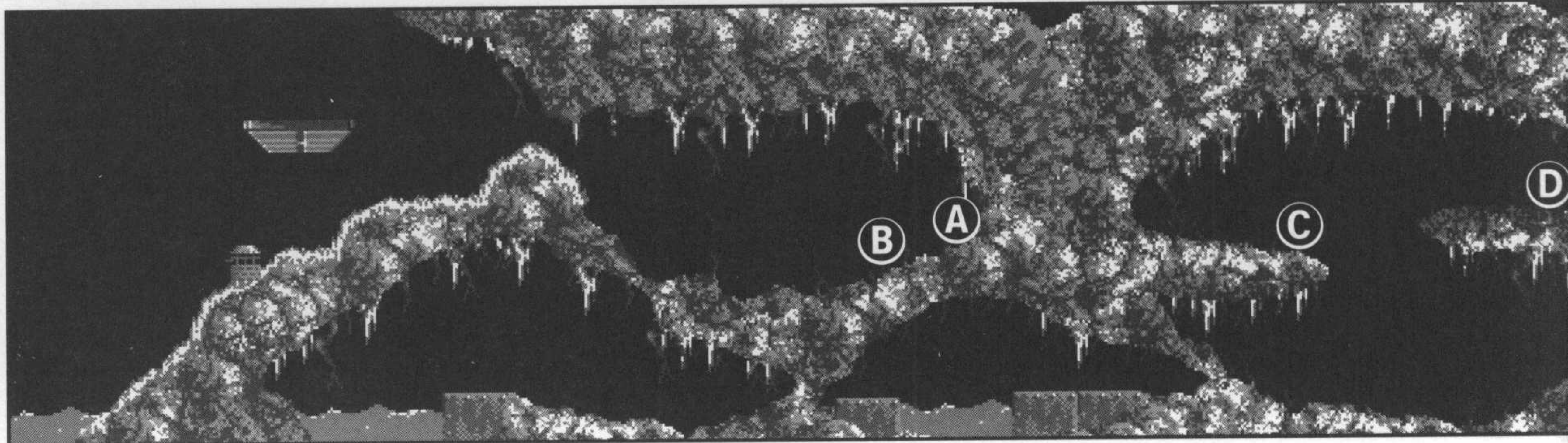
Amiga:

100 lemmings
60 percent to be saved
Release rate 50
8 minutes

PC and Macintosh:

80 lemmings
60 percent to be saved
Release rate 50
8 minutes

This level has a lemming trap near the exit. A lemming trap is like a bear trap, but it's sized for lemmings. You need to build over this trap for the lemmings to make it to the exit.

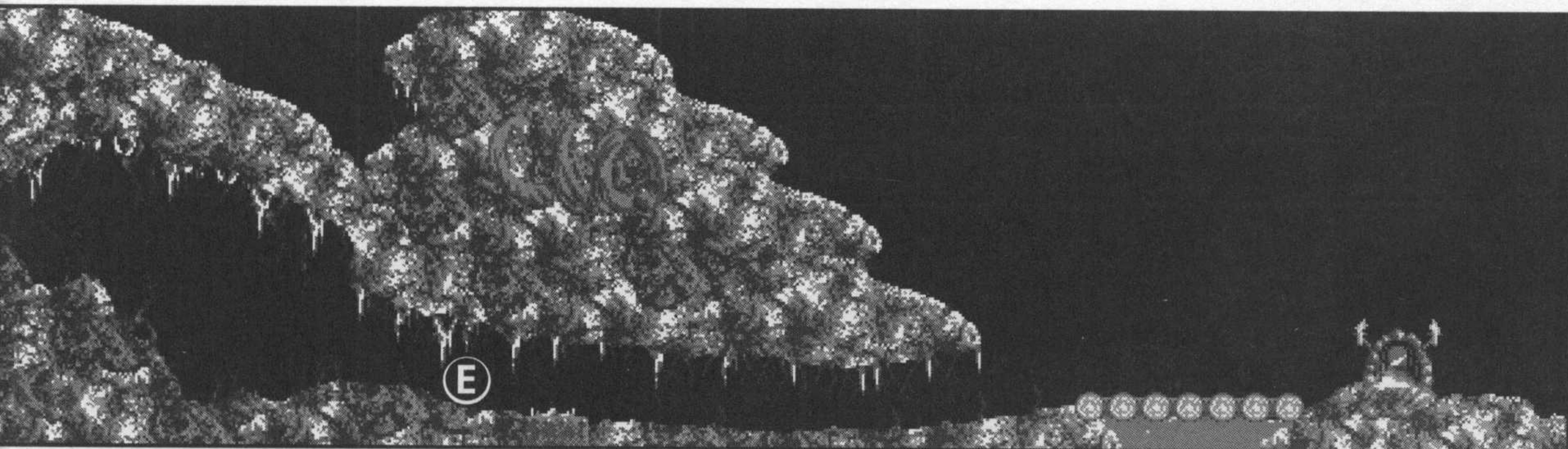




Solution

- 1** Make the first lemming bash at **A**.
- 2** Place a blocker at **B**. The lemmings will be trapped between the blocker and the well to the left.
- 3** Build at **C**. It will take two bridges to span the gap.
- 4** Mine at **D**.
- 5** Build at **E**. (Macintosh users may need to build over or bash through the roots to get to **E**.)
- 6** Bomb the blocker at **B** to free the lemmings.

This level also makes an appearance as Mayhem Level 26: "The Steel Mines of Kessel," where attributes are in very short supply.





Fun 22 — A Beast of a level

Access Code: FLCMKLLGDJ

Statistics

Amiga:

100 lemmings
80 percent to be saved
Release rate 50
5 minutes

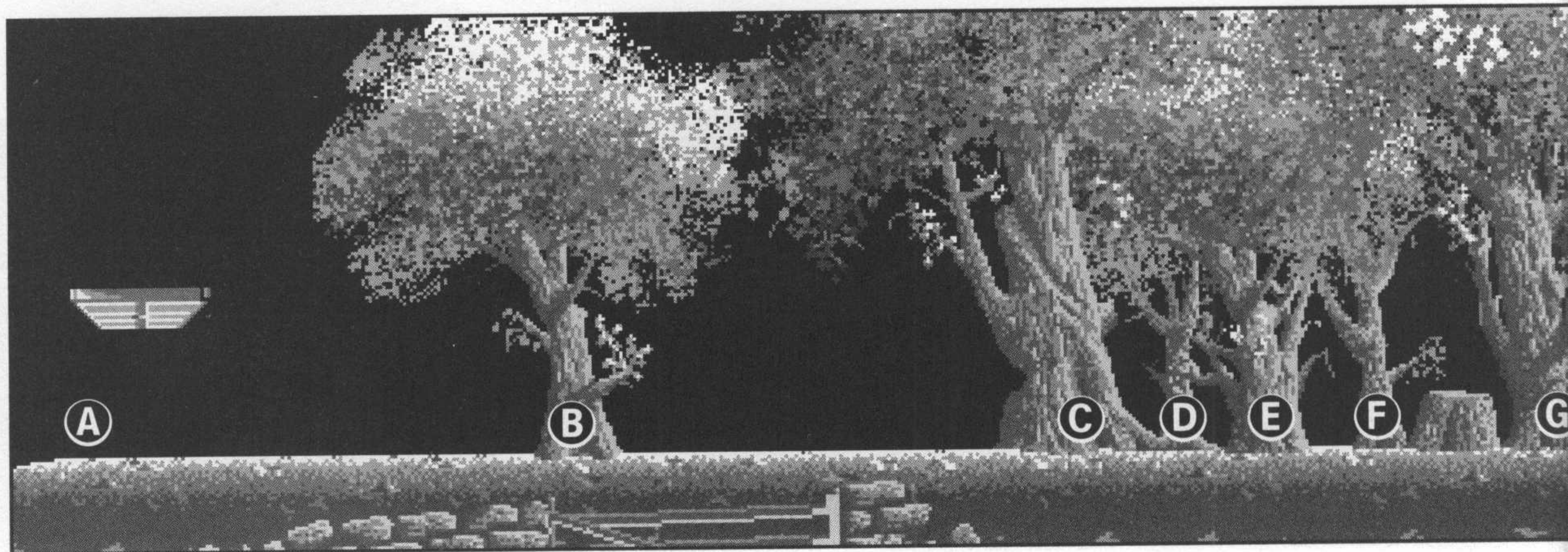
PC and Macintosh:

80 lemmings
80 percent to be saved
Release rate 50
5 minutes

This is the first of four levels based on earlier Psygnosis games. Both the picture and music for this level were adapted from *Shadow of the Beast*. This level takes a while to finish, but it's not particularly difficult. You just need to do a lot of bashing and building.

Solution

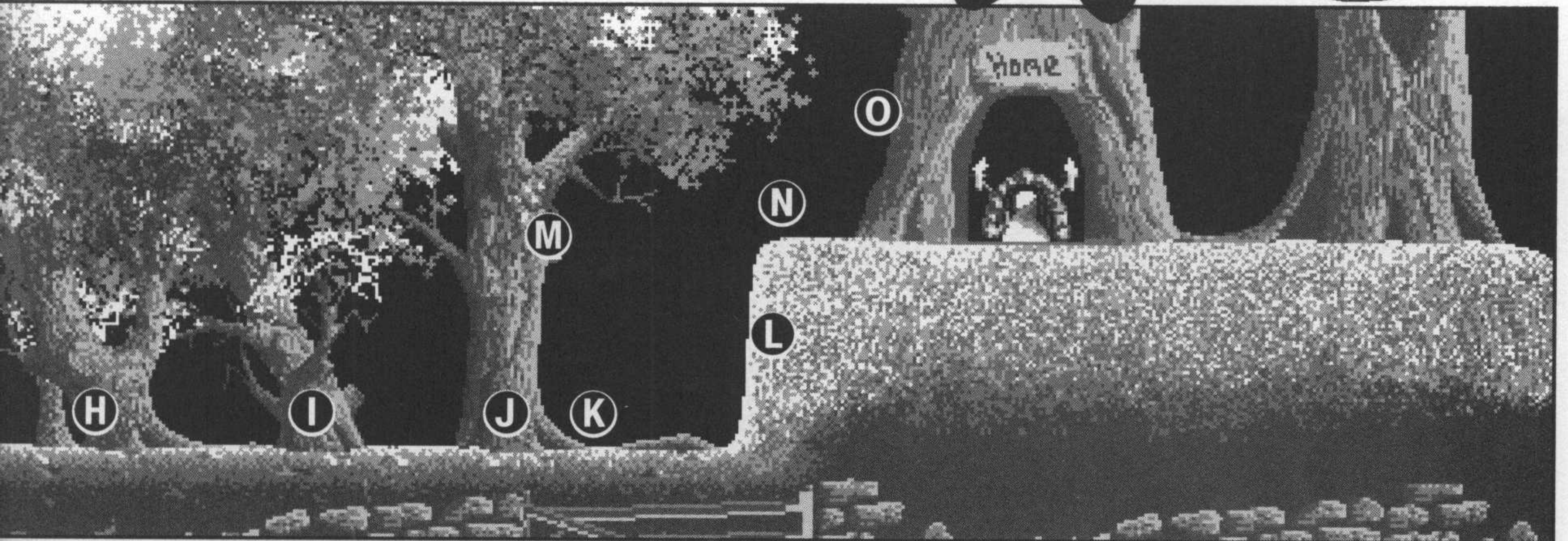
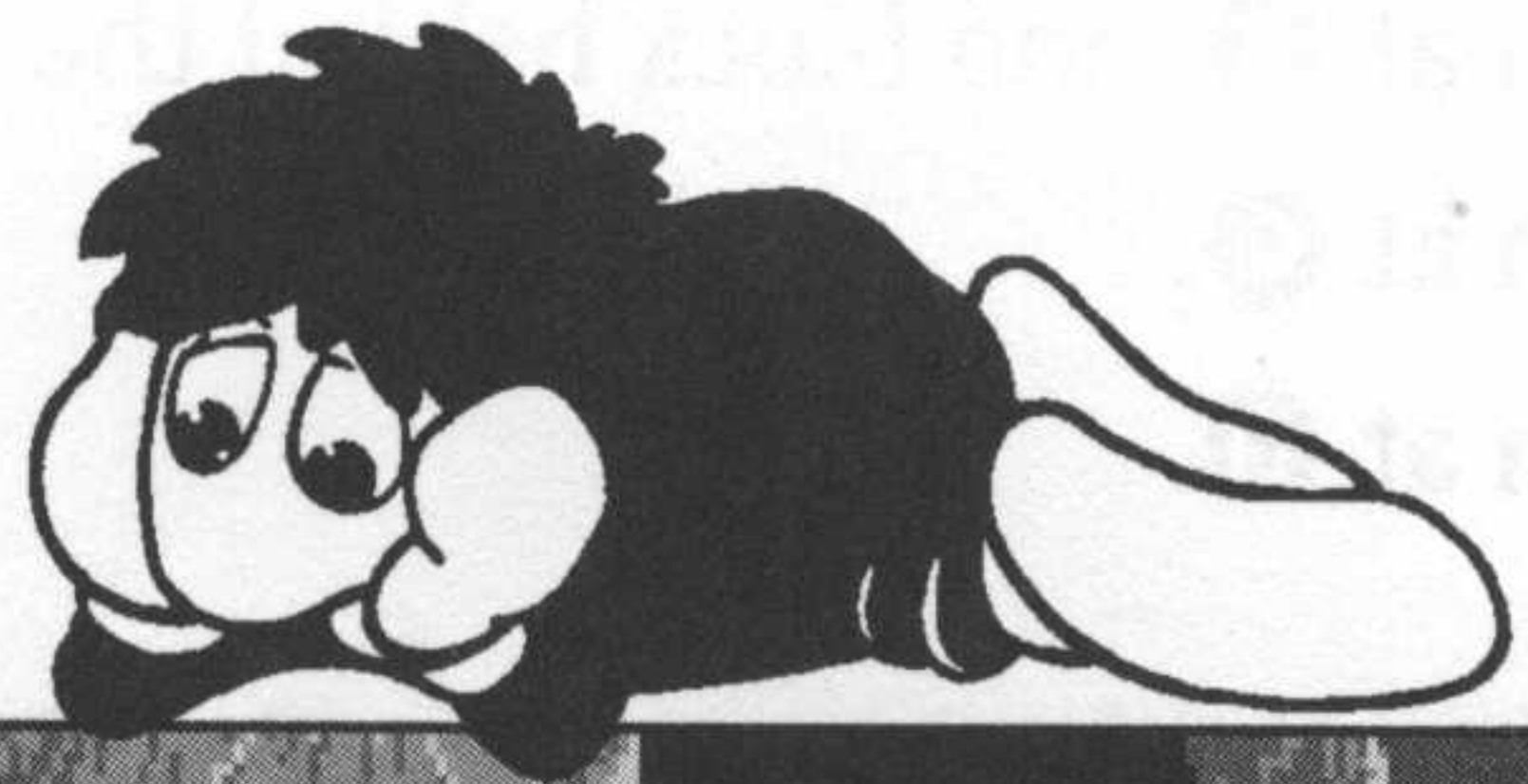
- 1** Place a blocker at **A**.
- 2** Bash through the trees at **B**, **C**, **D**, **E**, **F**, **G**, **H**, **I**, and **J**.





- 3 Build at **K**. When the builder hits the wall at **L**, build to **M**, then back to **N**.
- 4 Bash through the tree at **O** to the exit.

Beware! In some versions of this level, there is a bug in which can trap lemmings at the top of the tree over the exit! If this happens to you, just bomb one of the lemmings up there to blow them out (or you can have one of the trapped lemmings mine, if you wish to save as many as possible).





Fun 23 — I've lost that Lemming feeling

Access Code: LCENLLFHDV

Statistics

80 lemmings

25 percent to be saved

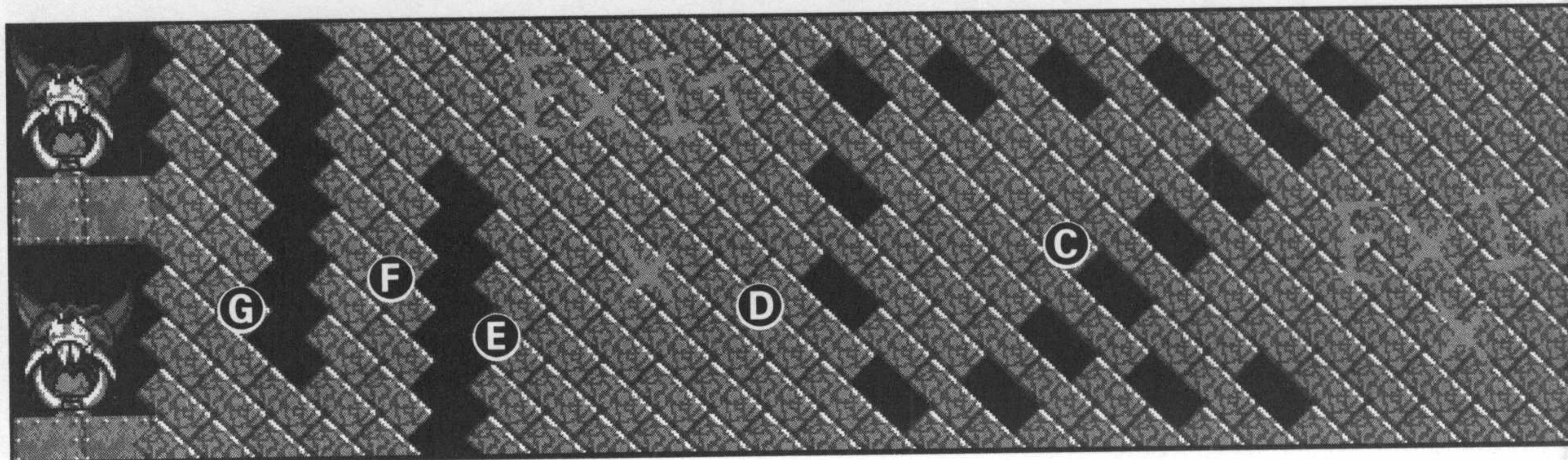
Release rate 50

8 minutes

There are two exits on this level. You can use either, but we suggest heading for the lower exit, as it's easier to reach. The real tricks here are keeping the lemmings away from the flame jets and building bridges over the narrow gaps.

Solution

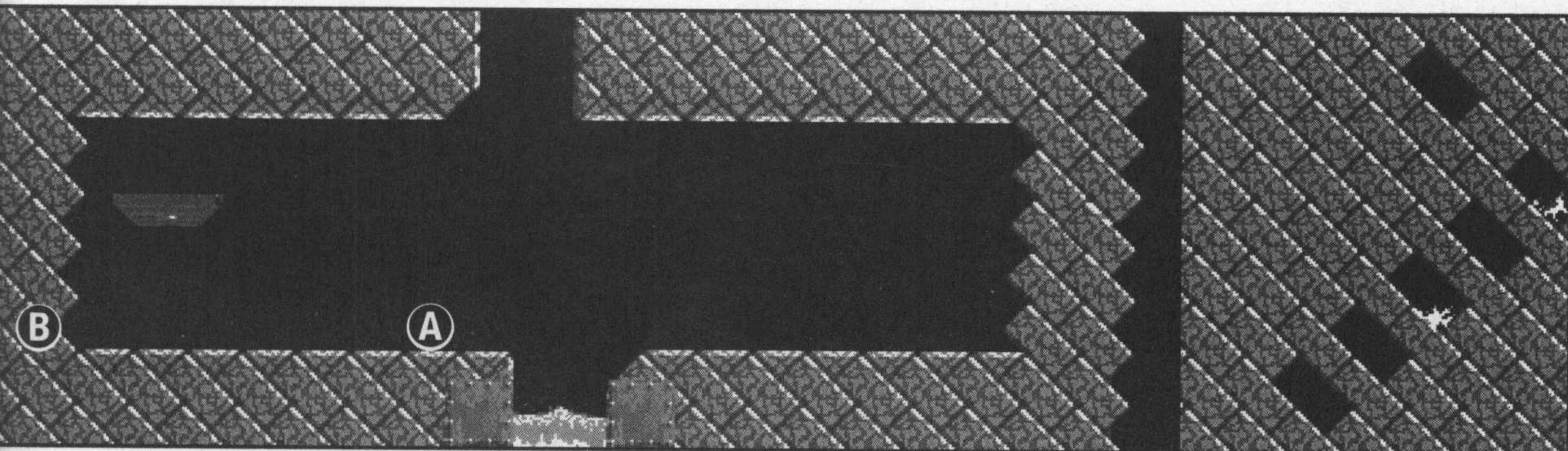
- 1 Block at **A**.
- 2 Bash at **B**, and block behind the basher.
- 3 Bash at **C**.
- 4 Bash at **D**.





- 5 Build at **E**. The builder will turn around, so build again when he's in the tunnel to turn him back toward the exit.
- 6 Bash at **F**.
- 7 If necessary, bash or mine at **G** (depending on how you bashed at **F**, your lemming may head straight for the exit).
- 8 Bomb the blocker at **B** to free the others.

This level reappears as Taxing Level 17: "X marks the Spot." Strangely enough, X really doesn't mark any spot on that level!



**Fun 24 — Konbanwa Lemming san****Access Code:** CMNNLNHIDU**Statistics**

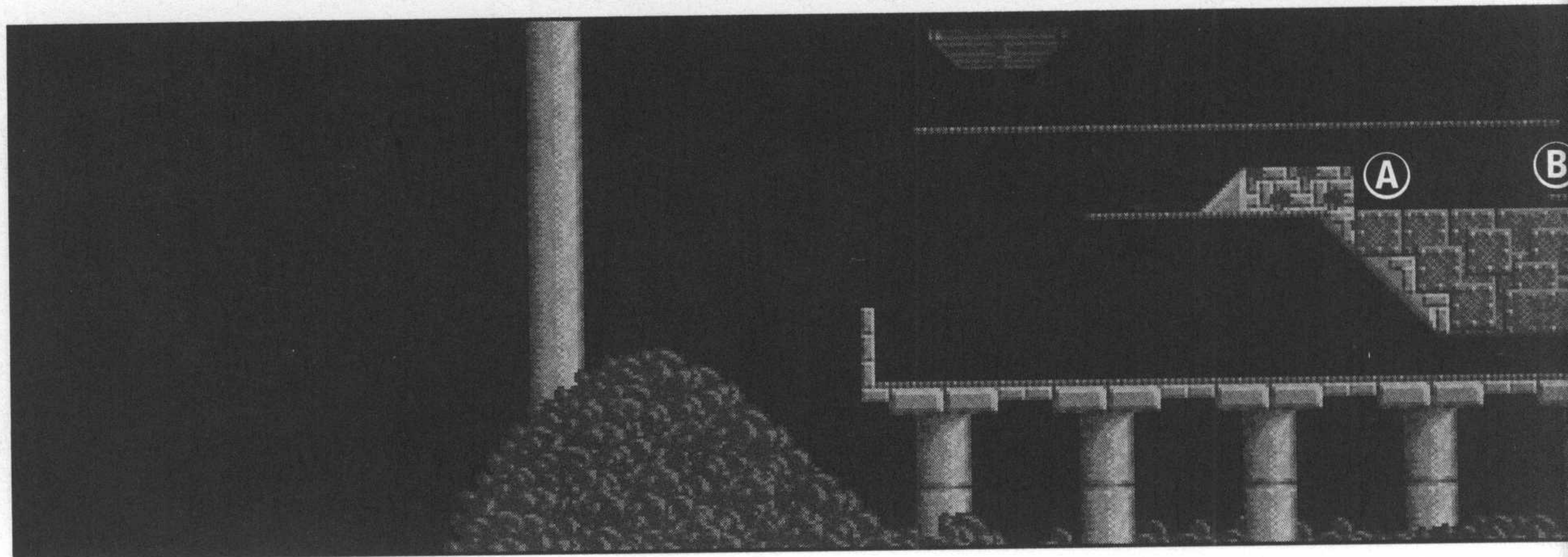
30 lemmings

66 percent to be saved

Release rate 99

5 minutes

The question here is: How do you get the lemmings to the bottom? The answer is that they can fall safely from the platform to the left of the one-way block. The problem is getting them to the left of the one-way block! There is also a stomper trap in the gap above the exit, so beware!

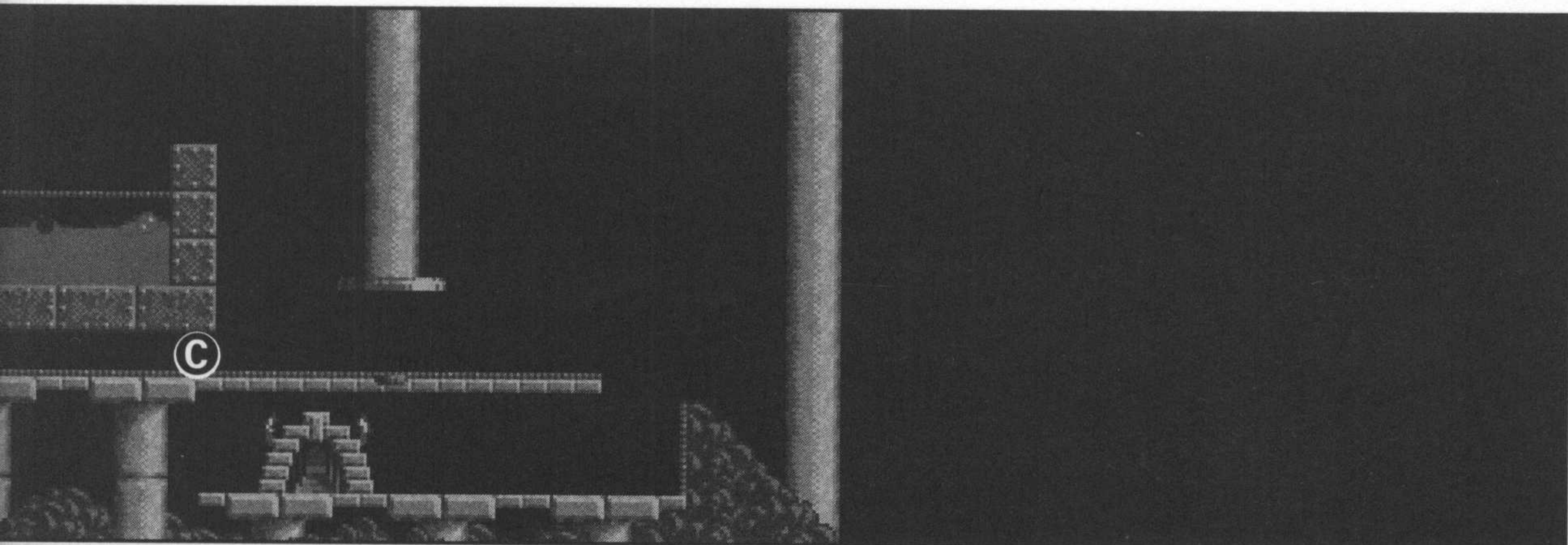




Solution

- 1** Let the lemmings walk to the end of the platform and drop. When they reach point **A** (heading left), make one build over the one-way block.
- 2** Some lemmings will walk into the block and turn around. Place a blocker at **B** to stop them from falling into the water.
- 3** The lemmings will walk over the block and drop down to the lower platform. Mine at **C** to get them to the exit (if you let them keep walking here, they will be caught by the stomper!).

This level shows up again as Mayhem Level 3: "It's Hero Time!" And you'll be a hero if you can make it through that version of this level! The solution given above is the easiest way to solve this level, but in the Mayhem version, you'll need 100 percent of the lemmings to continue!





Fun 25 — Lemmings Lemmings everywhere

Access Code: CEKHMNHJDV

Statistics

Amiga:

100 lemmings
50 percent to be saved
Release rate 99
5 minutes

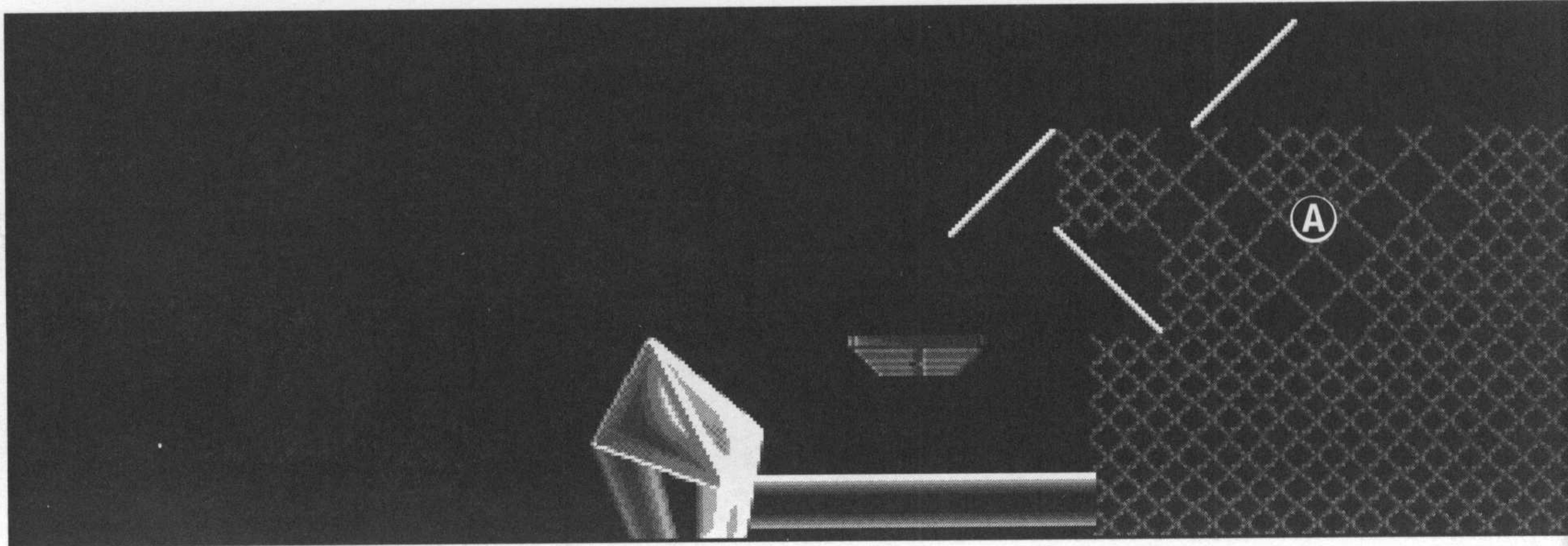
PC and Macintosh:

80 lemmings
50 percent to be saved
Release rate 99
5 minutes

This level has the same type of mesh you saw earlier. This time, however, if the lemmings keep walking up the mesh, they will climb so high that they will fall to their deaths. To stop them from leaping, mine towards the big gaps in the net. This will help keep them low.

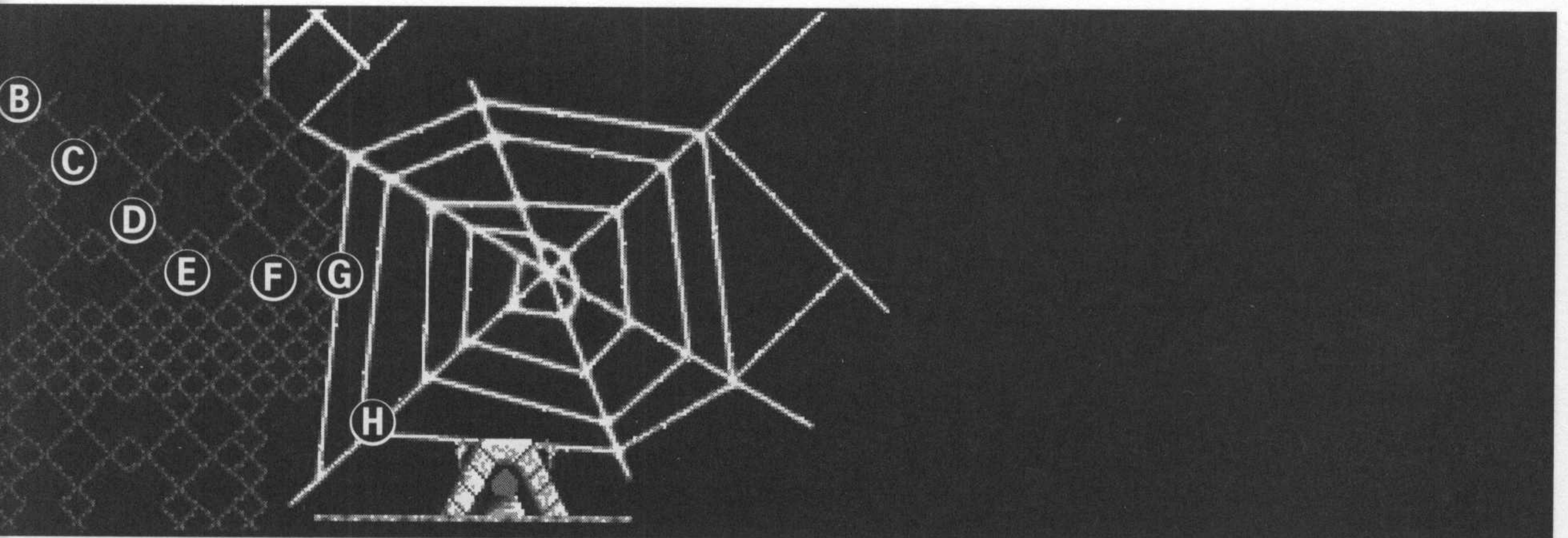
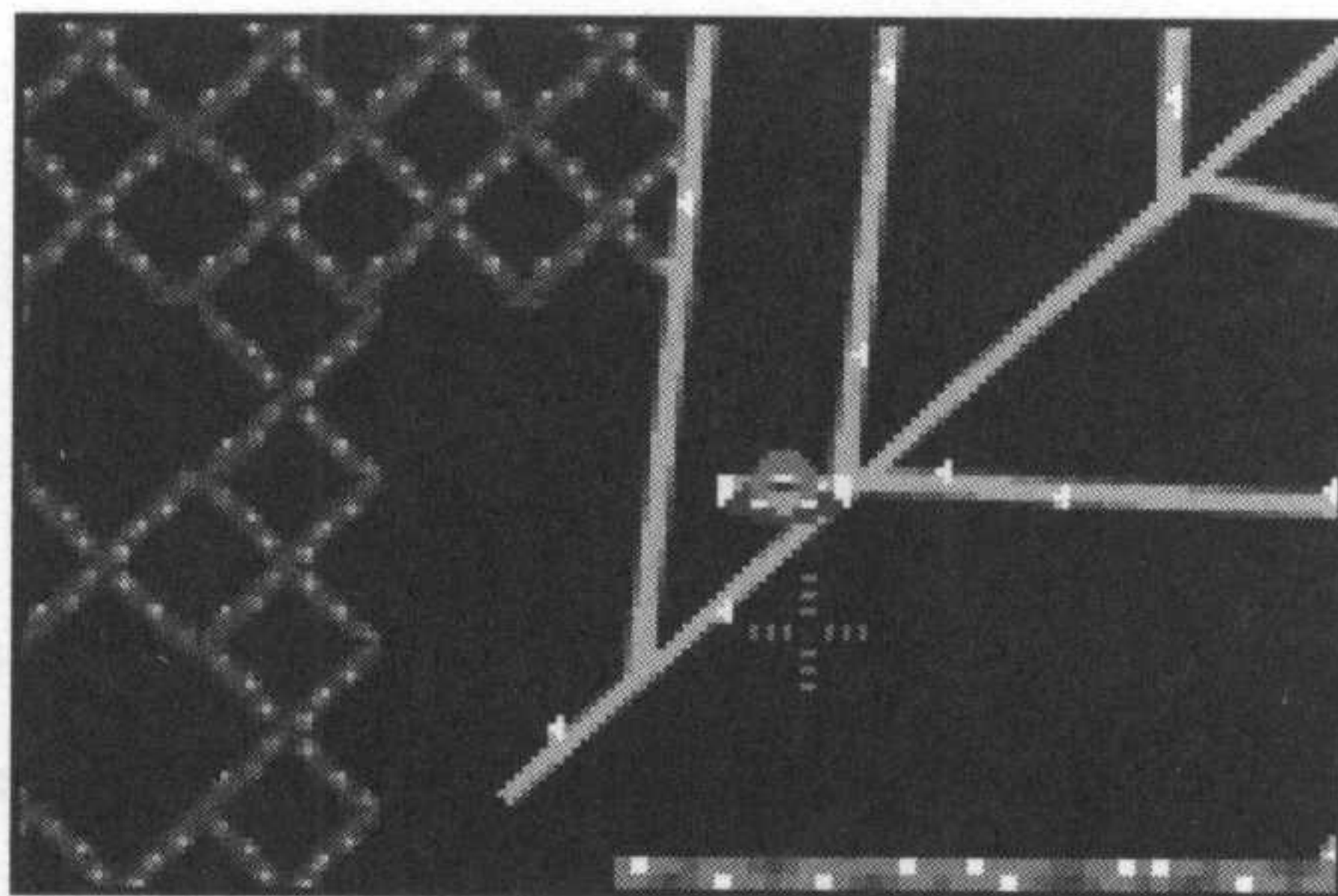
Solution

- 1 Use the miner to bring the lemmings lower in the net. Mining at points **A-H** will get them safely to the exit.





Are you starting to get a good feel for exactly how far a lemming can tumble before he becomes lemming-mush? That fall from the left-most diagonal pole (just above the exit) is just far enough to splat the lemmings. Just a couple of pixels can make the difference between a whole lemming and a flat lemming!





Fun 26 — Nightmare on Lem Street

Access Code: IKHMFLCKDW

Statistics

2 lemmings

100 percent to be saved

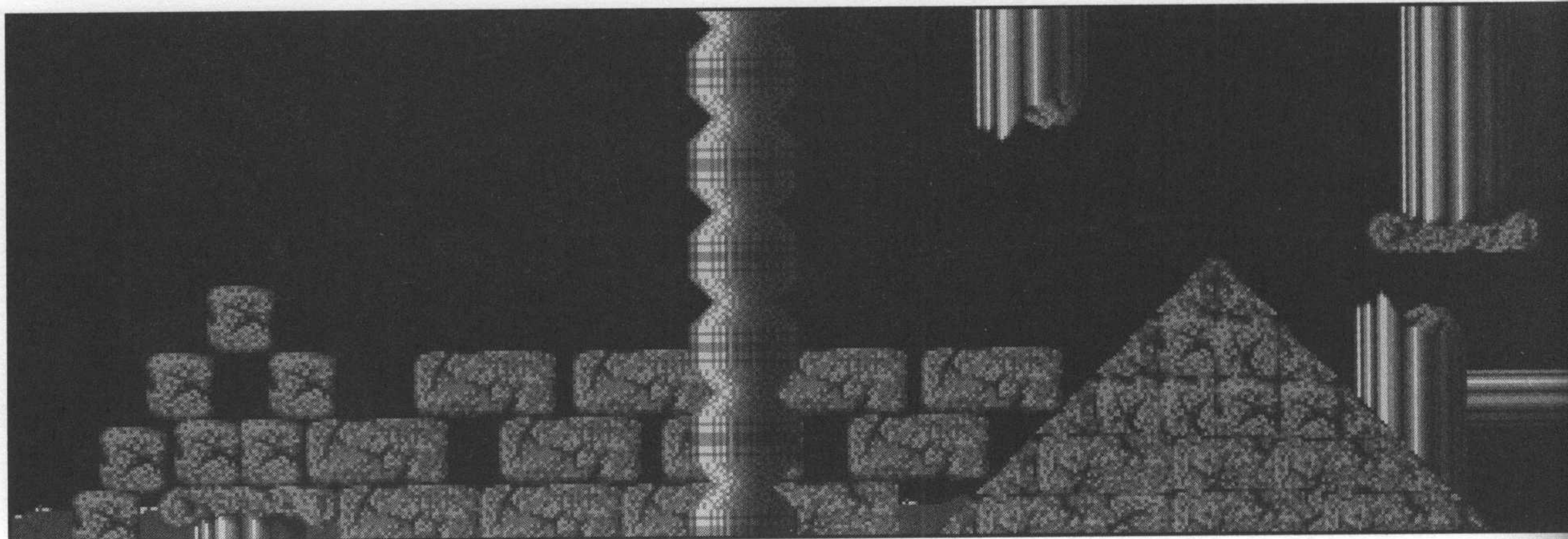
Release rate 30

5 minutes

You only have two lemmings on this level. You also have more than enough of any attributes you might need. The easiest way to complete this level is to make one lemming imitate the other, so they both take the same path to the exit.

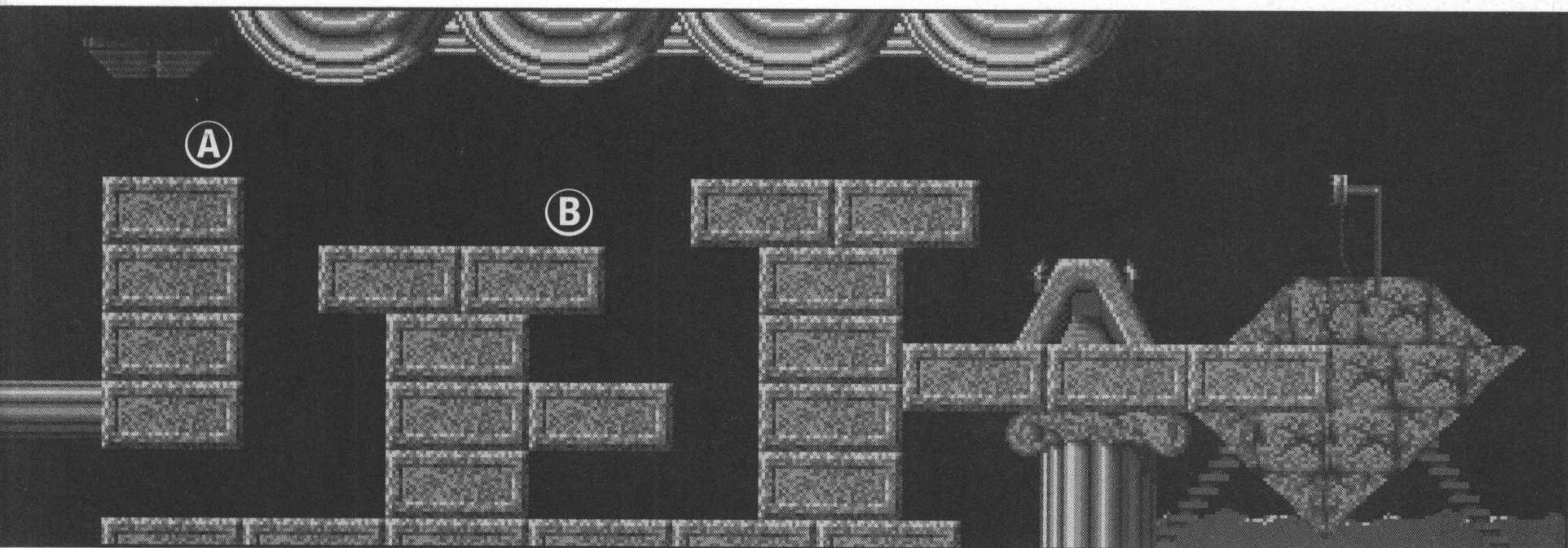
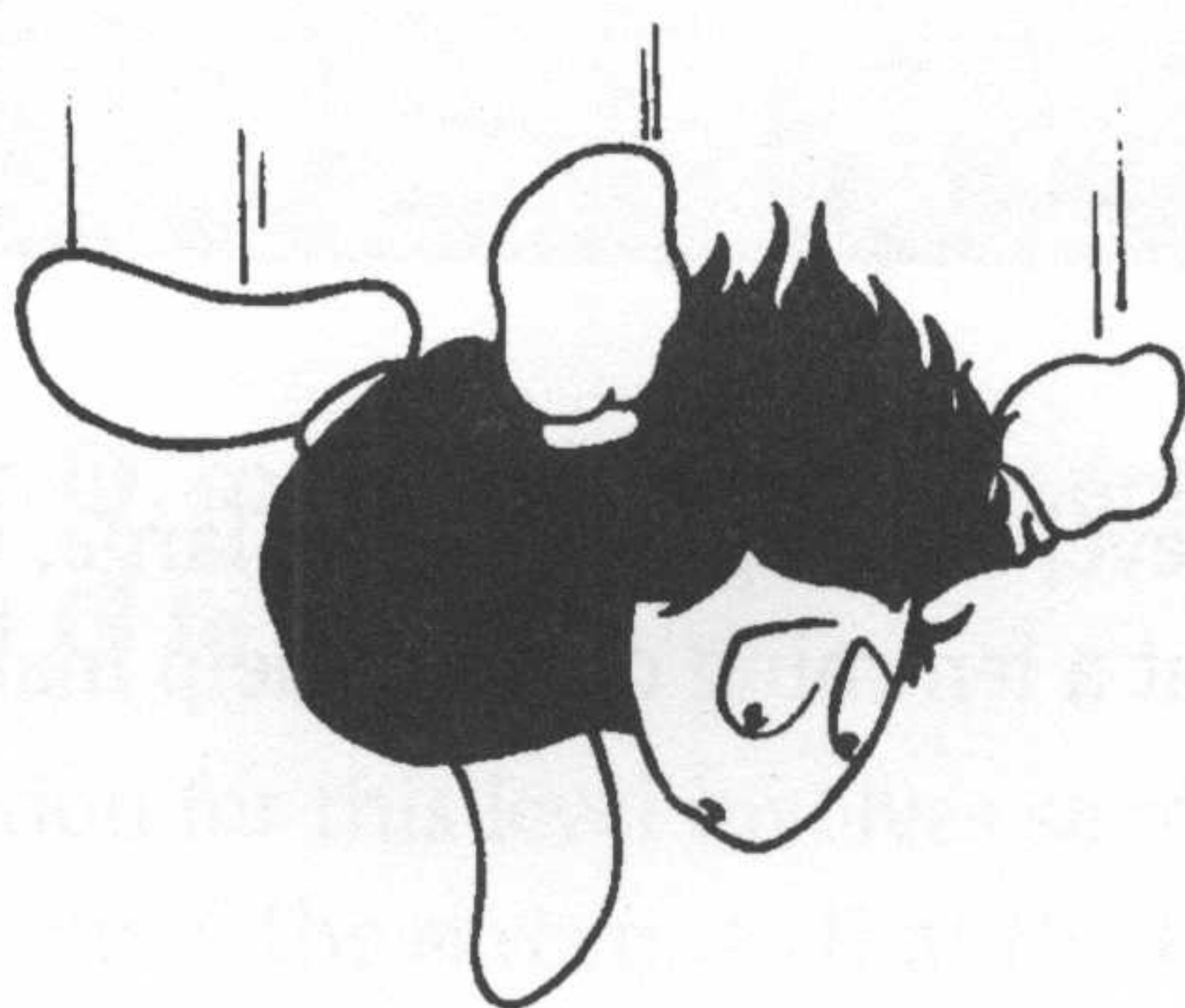
Solution

- 1** Make both lemmings build at **A**.
- 2** Make both lemmings build at **B**.





What a cute name this level has, a reference to a certain horror movie, of course. But you never know when a sequel will appear . . .





Fun 27 — Let's be careful out there

Access Code: NJMFLCALDU

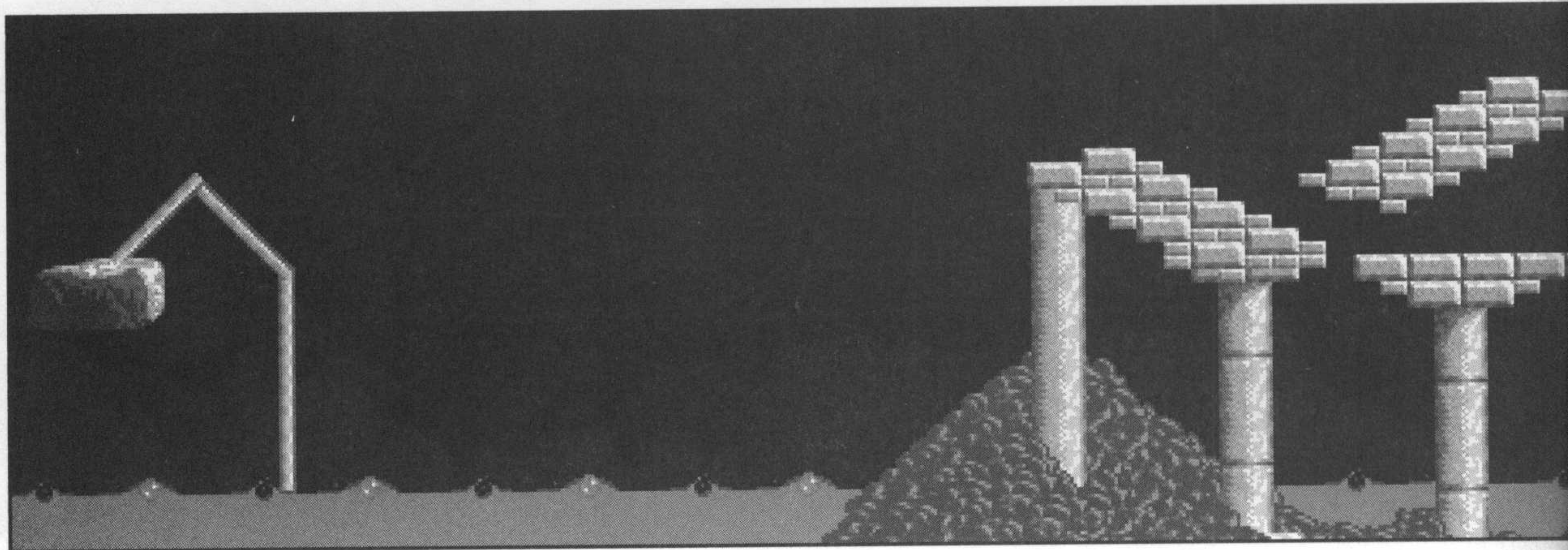
Statistics

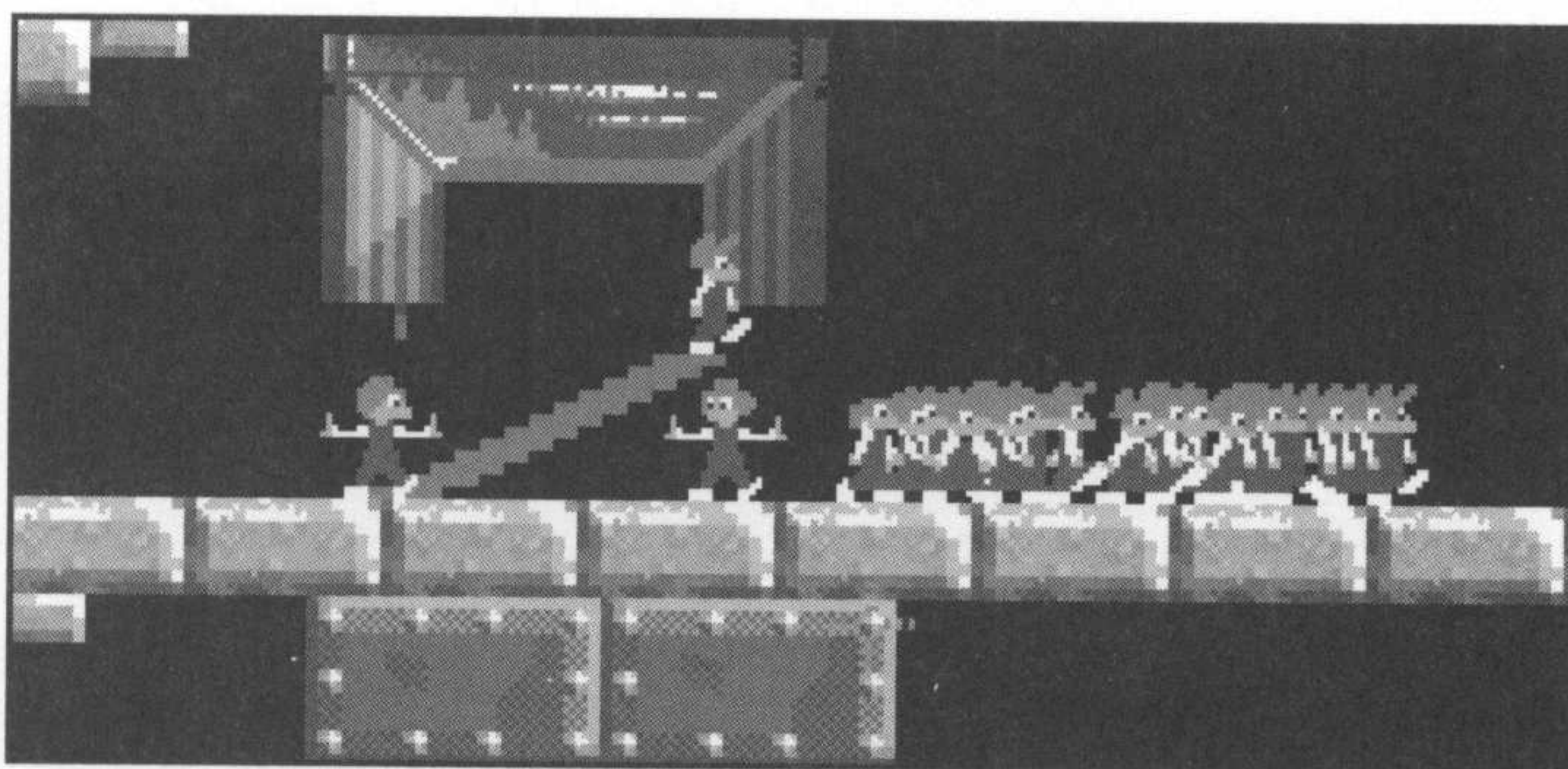
50 lemmings
 50 percent to be saved
 Release rate 1
 5 minutes

The big problem with this level is a large drop. Too large, in fact, for the lemmings to navigate safely. You need to float a lemming down to help make this drop shorter for the rest.

Solution

- 1** Make the first two lemmings floaters, and let them drop off the edge.
- 2** Block at **A** and **B**.
- 3** Make your first floater block at **C**.
- 4** Once the second floater turns around, build from **D** to **E**, then to **F**.

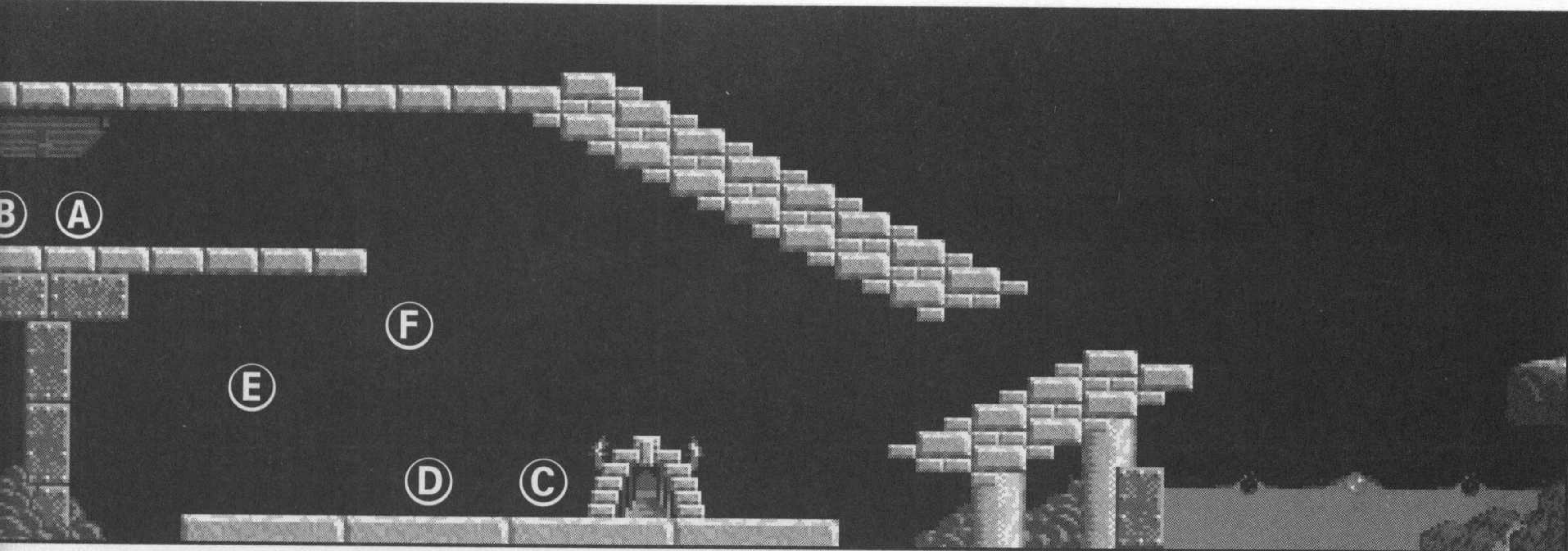




5 Build over the blocker at **A**, so the lemmings drop onto the bridge.

6 Build over the blocker at **C** to the exit.

Another really neat solution for this level involves sending the lemmings to the left, and then building up to the top of the screen, so that the lemmings can loop around the top of the exit, down the right side, and then across the gap. This method is a bit more costly as far as lemming-life is concerned though, since you've got to blow up a lot more blockers.





Fun 28 — If only they could fly

Access Code: HMNHCIOMDQ

Statistics

Amiga:

100 lemmings

60 percent to be saved

Release rate 80

5 minutes

PC and Macintosh:

80 lemmings

60 percent to be saved

Release rate 80

5 minutes

Here your problem is opposite that of the last level. Rather than getting the lemmings down a large drop, you need to get them up a large rise. The easiest way to do this is to build a bridge. Simply find the right place to build the bridge and keep the lemmings out of the lava.

Solution

- 1** Send an athlete over the right-hand wall, and make him block at **A**.
- 2** Send another athlete over the wall, and make him build at **B**.

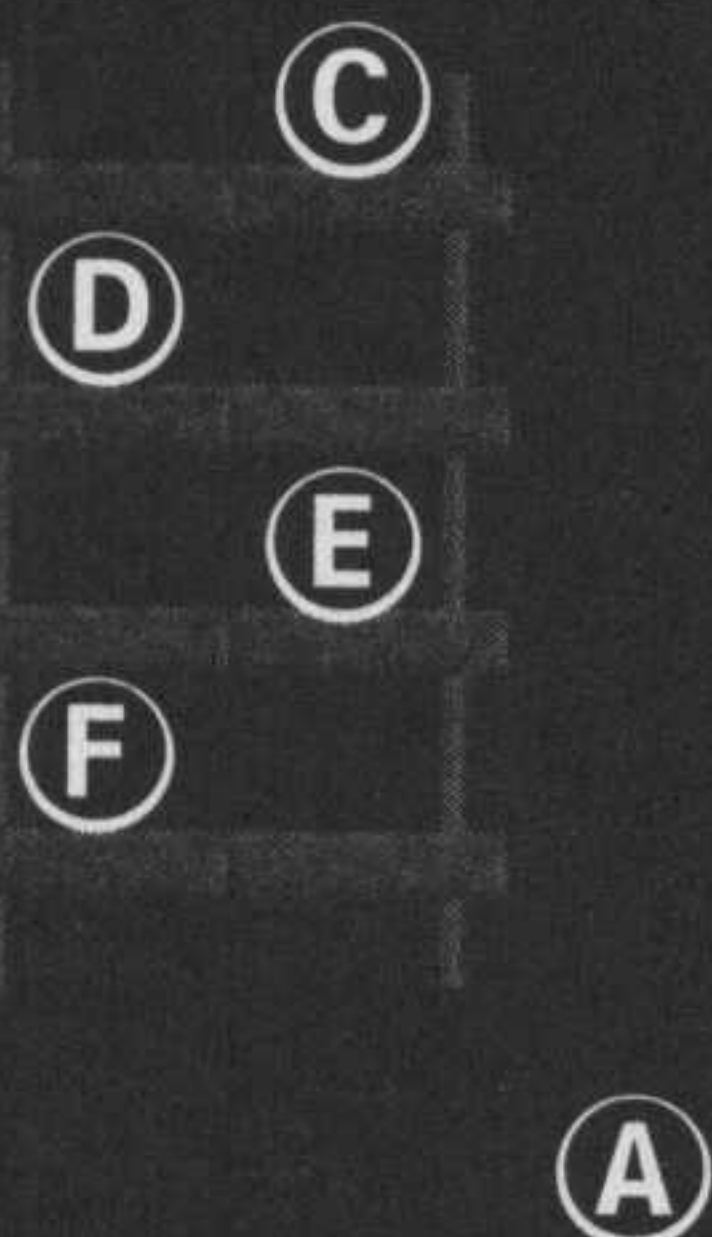




3 Dig at **C**, **D**, and **E**.

4 When the builder finishes, dig at **F** to free the lemmings.

Of course, what you've done here is move the lemmings Down, Along, and Up, in that order.





Fun 29 — Worra lorra lemmings

Access Code: OFHCGKNNDL

Statistics

Amiga:

100 lemmings
60 percent to be saved
Release rate 90
8 minutes

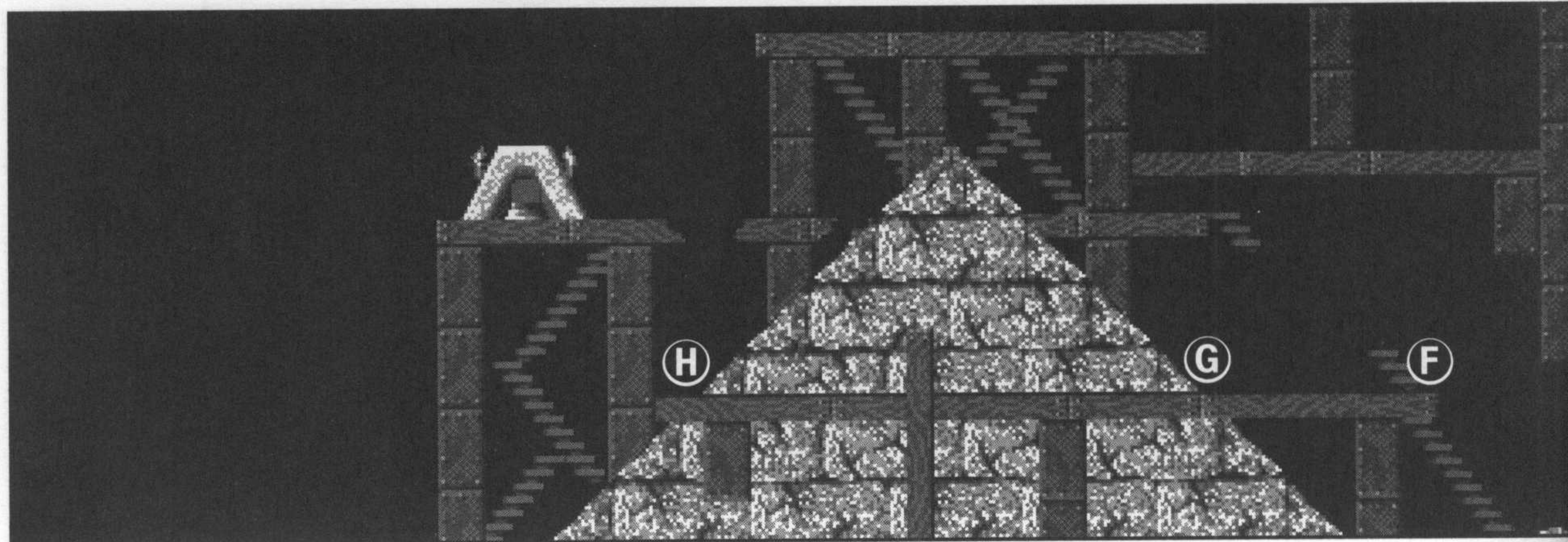
PC and Macintosh:

80 lemmings
60 percent to be saved
Release rate 90
8 minutes

The levels are starting to get more difficult. In this one, you need to navigate the lemmings across the entire game screen to the exit. Fortunately, all you really need here are bashers and builders, and a single blocker.

Solution

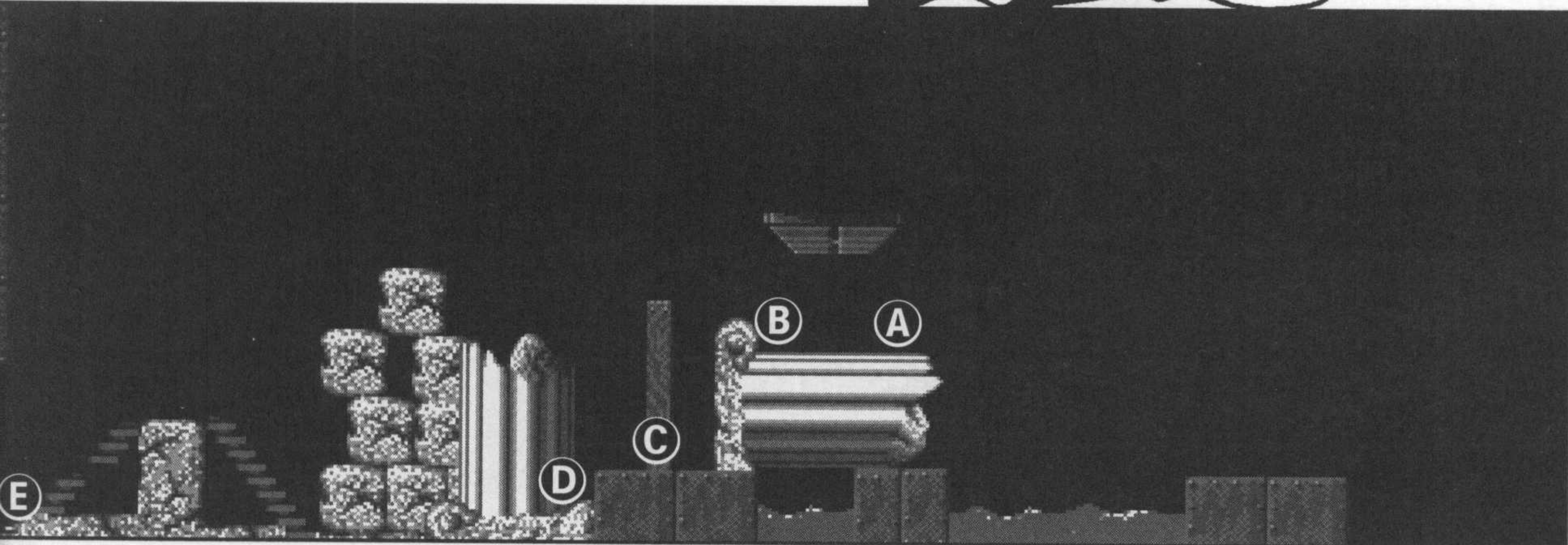
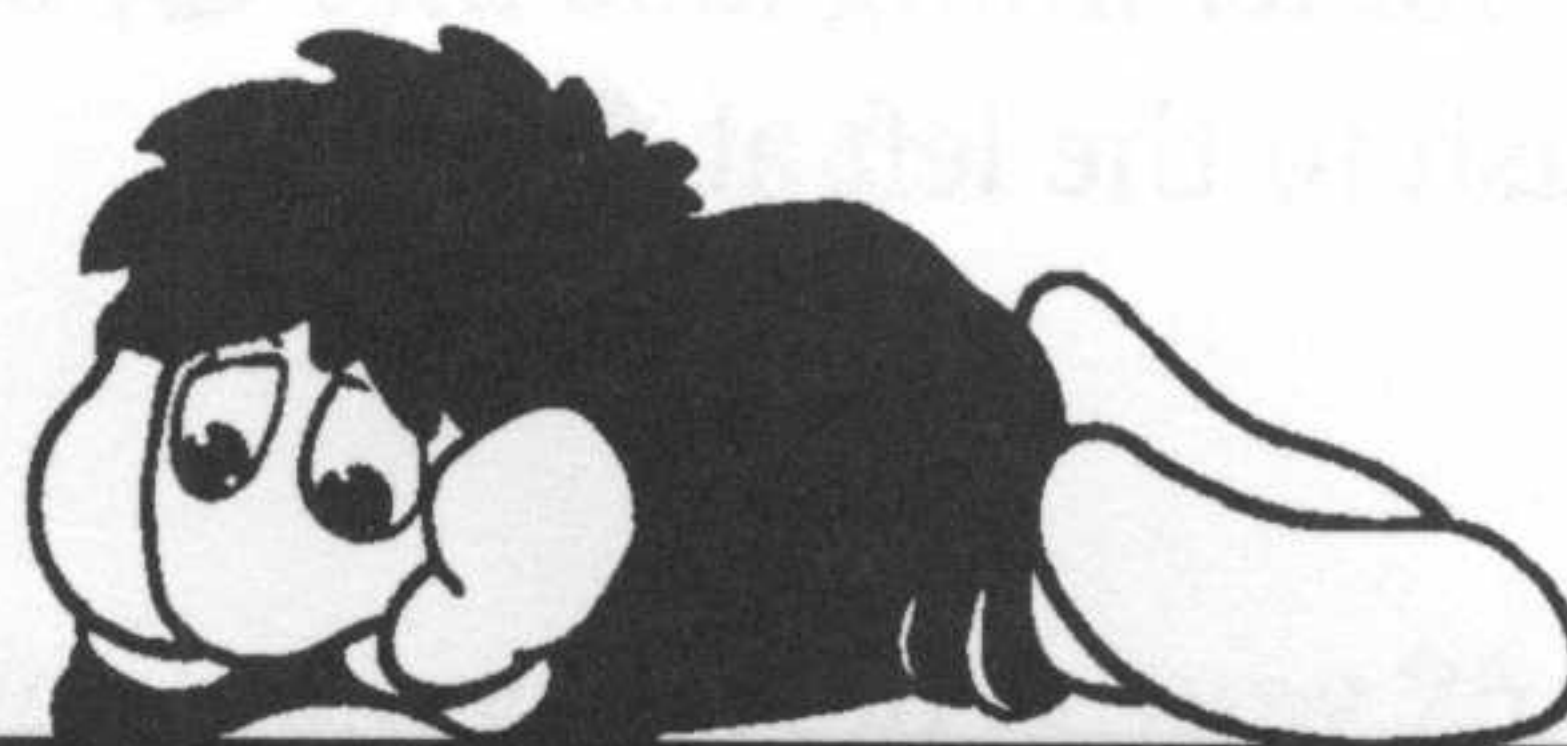
- 1** Block at **A**.
- 2** Bash through **B**, **C**, **D**, and **E**.





- 3 Build from **E** to **F** to get the lemmings up the step.
- 4 Bash at **G**. You can place a blocker behind the basher to isolate him from the other lemmings, but this isn't really necessary.
- 5 Build from **H** back and forth to the exit.

“Worra Lorra” is the phrase “What a lot of” pronounced with a thick Scottish burr. “Whatta lotta” probably looks just as strange when it’s spelled out!





Fun 30 — Lock up your Lemmings

Access Code: FLCMKMMODT

Statistics

60 lemmings

66 percent to be saved

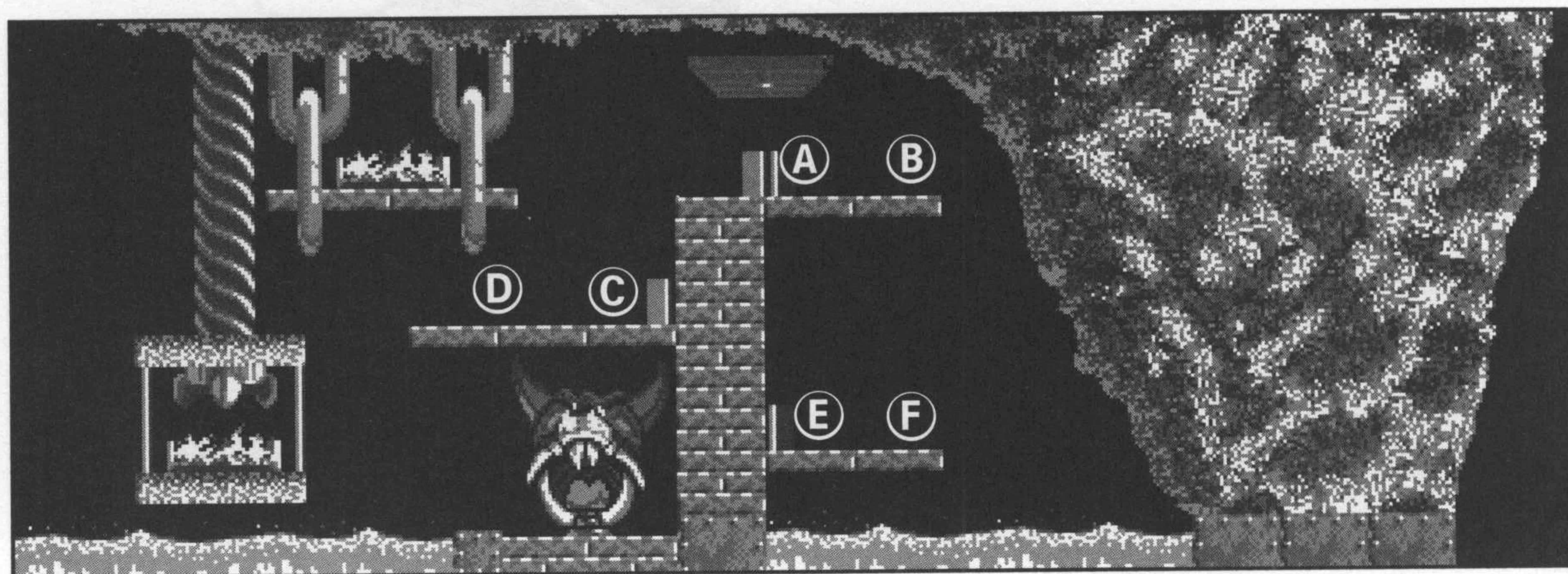
Release rate 10

5 minutes

Unless you're a trained *Lemmings* expert, you're likely to make the lemmings bash the wrong way at some point during this level. Don't worry, because you have a long runway on the other side in case you do just that. If you do, simply block off the platform and bash the other way.

Solution

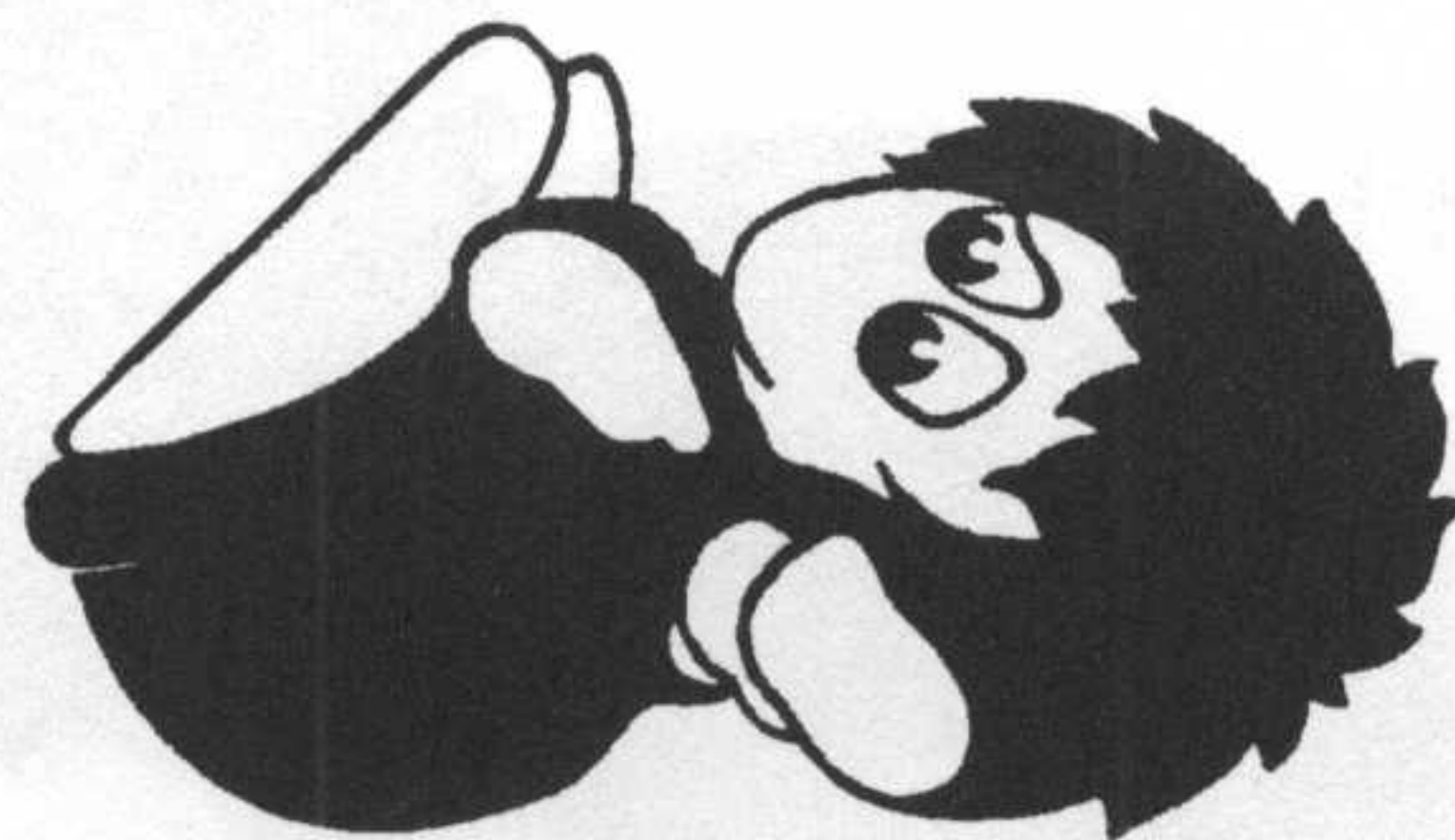
- 1 When the first lemming falls into **A**, bash. If he goes to the right, make him block at **B**, then bash to the left at **A**.



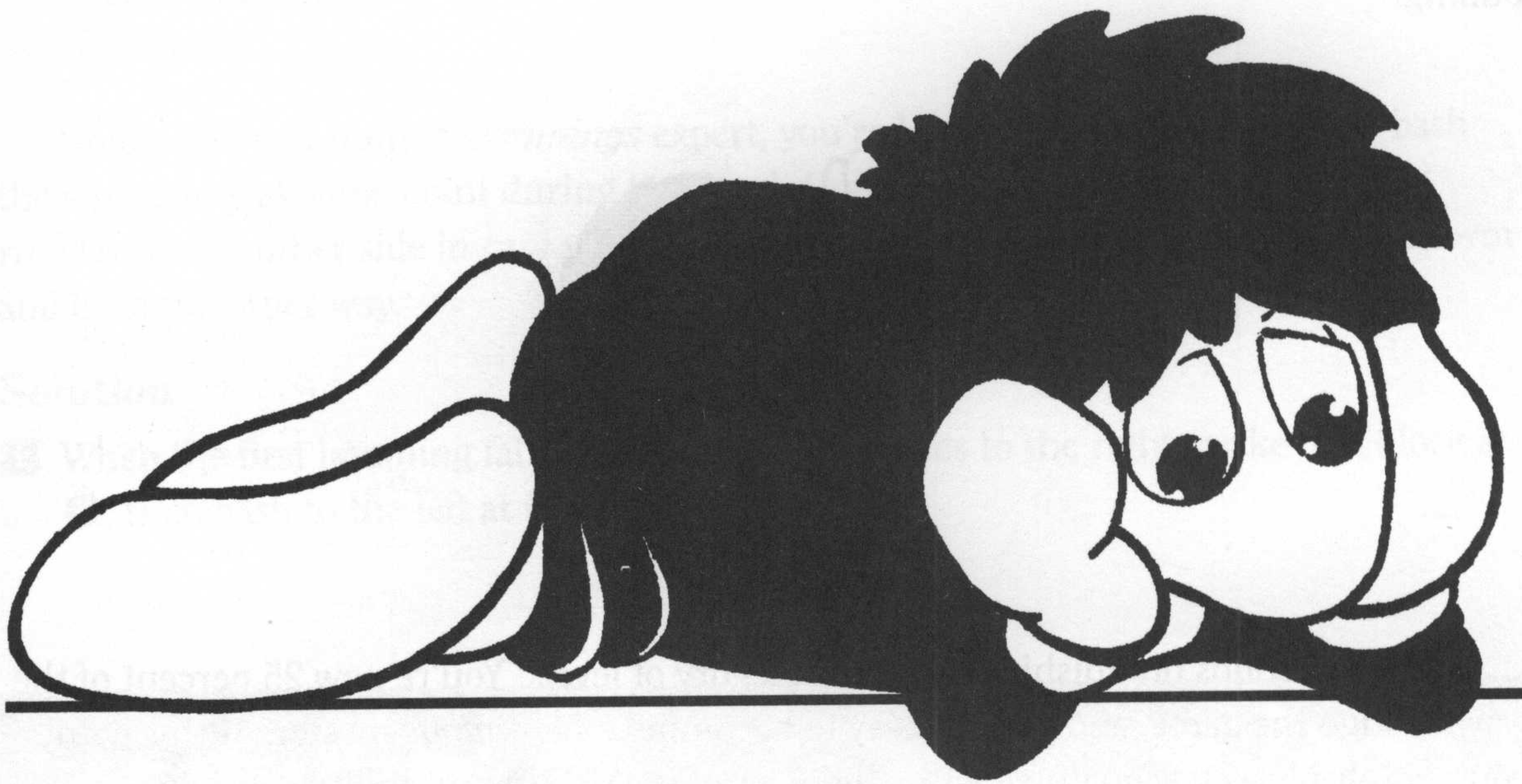


- 2** When a lemming falls into **C**, bash. If he goes to the left, make him block at **D**, then bash to the right at **C**.
- 3** When a lemming falls into **E**, bash. If he goes to the right, make him block at **F**, then bash to the left (and the exit) at **E**.
- 4** Increase your release rate to 99.

This level will also appear as “All or None” later in the game. You’ll need to take a look at the “Hints and Tips” section to master the latter version without a lot of hair-pulling!



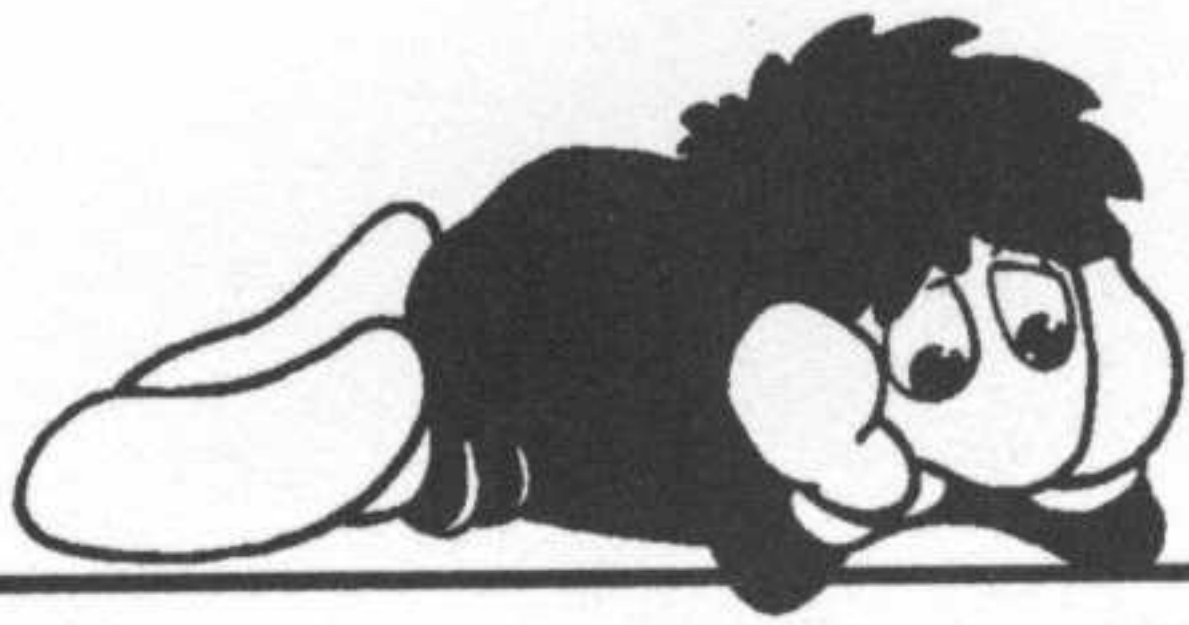
Congratulations on finishing the Fun category of levels! You’re now 25 percent of the way through the game, and on your way to becoming a *Lemmings* master. At this point, you’re probably well acquainted with all the lemming’s skills and abilities. Ready to put all that knowledge to good use? Good luck!



Tricky Level

Welcome to the Tricky category of *Lemmings*! Now, we're going to take a guided tour through the second set of 30 levels.

In this category, you'll be learning about some of the combinations of attributes which will make the lemmings do your bidding. Some of the tricks mentioned in the "Hints and Tips" section will start coming into play, and the levels will start to get a bit more difficult. Not to worry! With this book at your side, you'll be able to breeze through these levels without a problem! Good luck, and we'll see you at the end of the Tricky category!



Tricky 1 — This should be a doddle!

Access Code: LCANOMFPDN

Statistics

Amiga:

100 lemmings
50 percent to be saved
Release rate 50
4 minutes

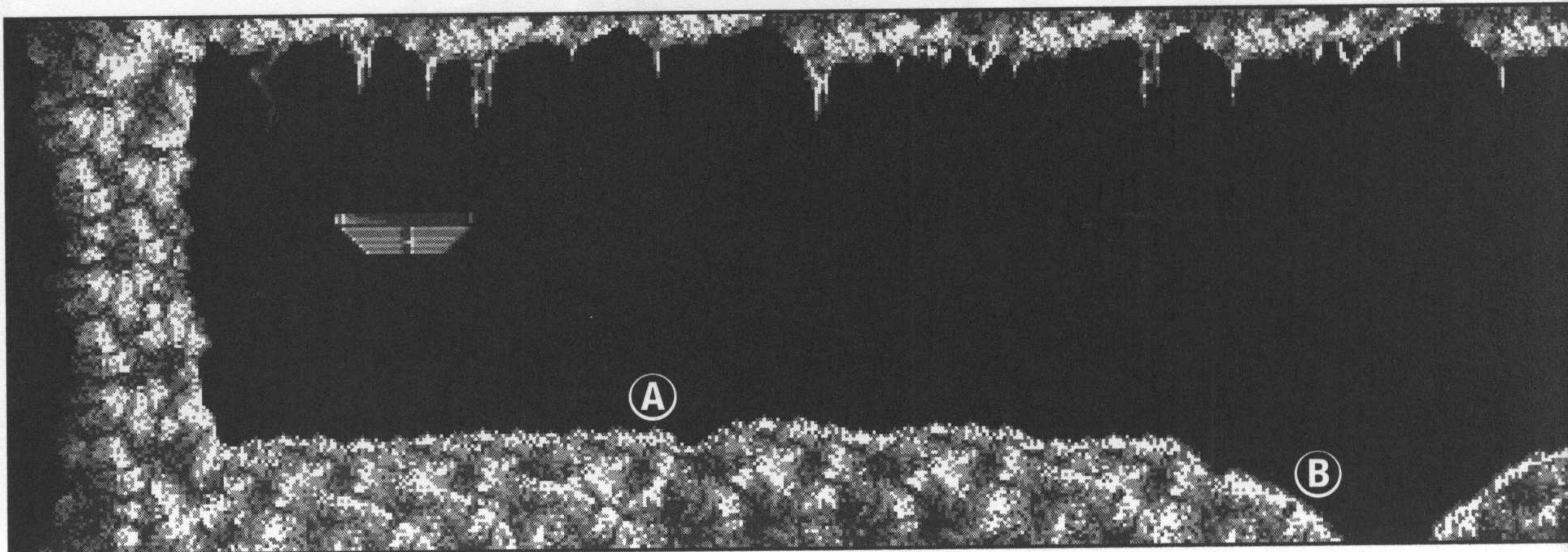
PC and Macintosh:

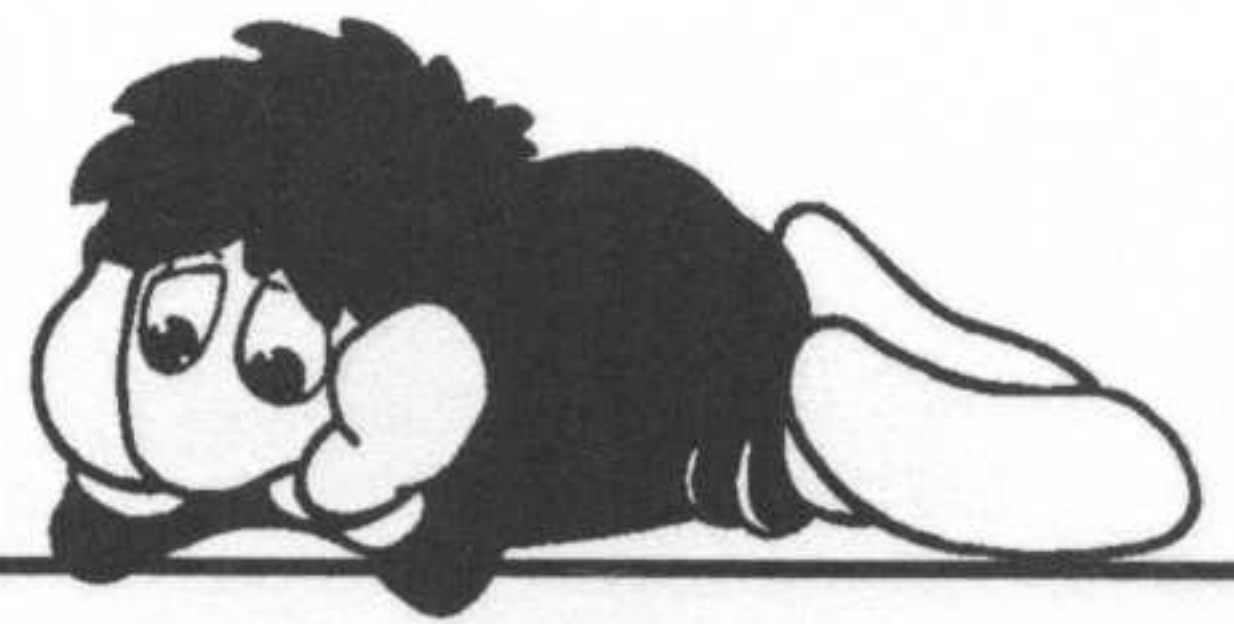
80 lemmings
50 percent to be saved
Release rate 50
4 minutes

Welcome to the first level of Tricky! This level is relatively simple, there's just a gap to bridge over and a wall to bash through. This one should be a doddle!

Solution

- 1** Make the second lemming to pass **A** a blocker.
- 2** Build at **B** with the one lemming who didn't get blocked. This can be done with one bridge, but if you are worried, use two.

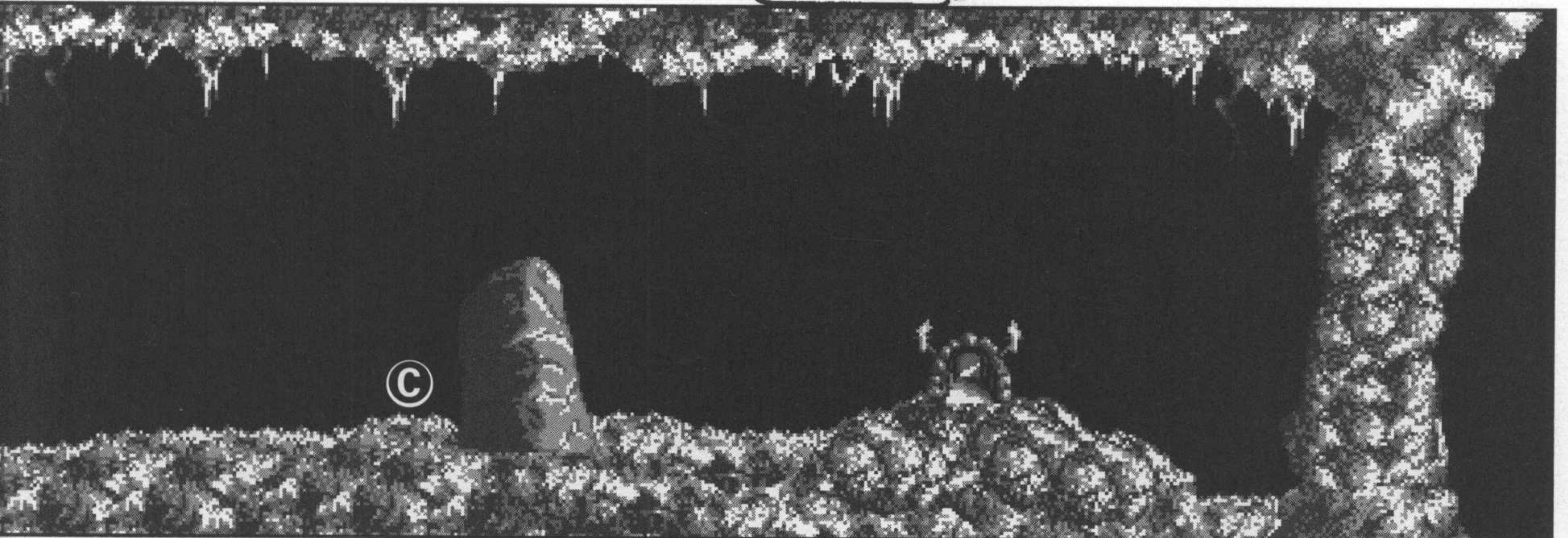


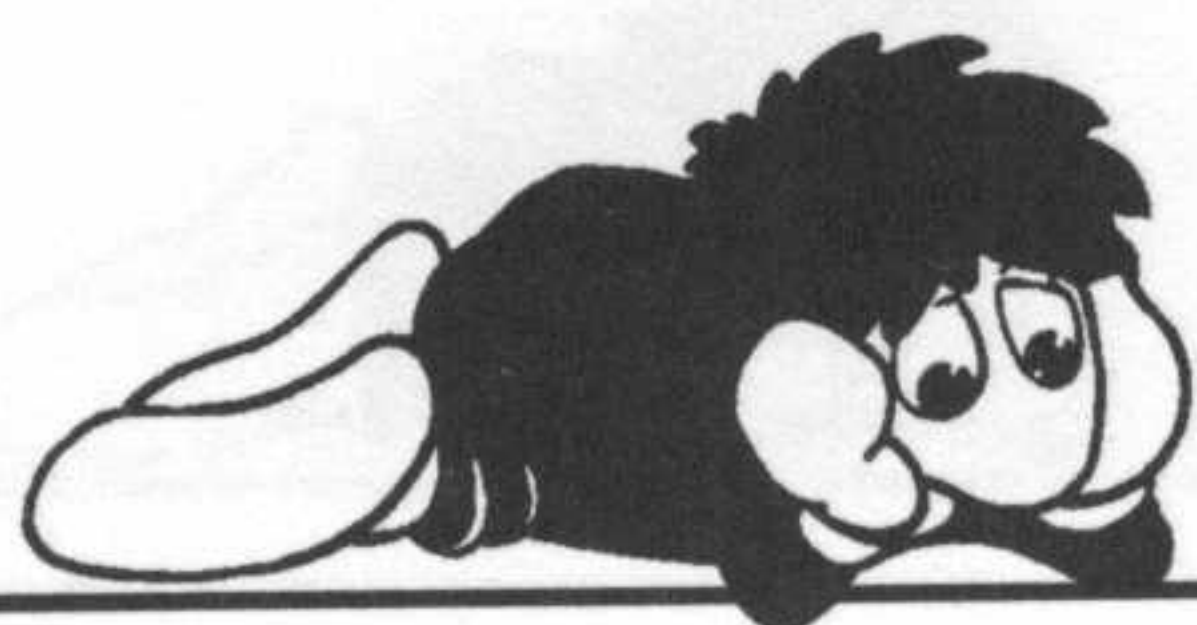


3 Bash through the dirt at **C**.

4 Blow up the blocker at **A** to release the lemmings.

There's another way to do this level, which is sort of neat. If you have the first lemming dig vertically at **A**, one will escape and head towards the yawning abyss. You should have this lemming build a bridge just before he falls into the hole. Then, if you have the first vertically-digging lemming start bashing when he's about a centimeter under the surface of the ground, he will break through the ground above the bridge, far enough behind the first worker lemming to allow time to bash through the pillar.





Tricky 2 — We all fall down

Access Code: CMOMMFLQDJ

Statistics:

40 lemmings

100 percent to be saved

Release rate 1

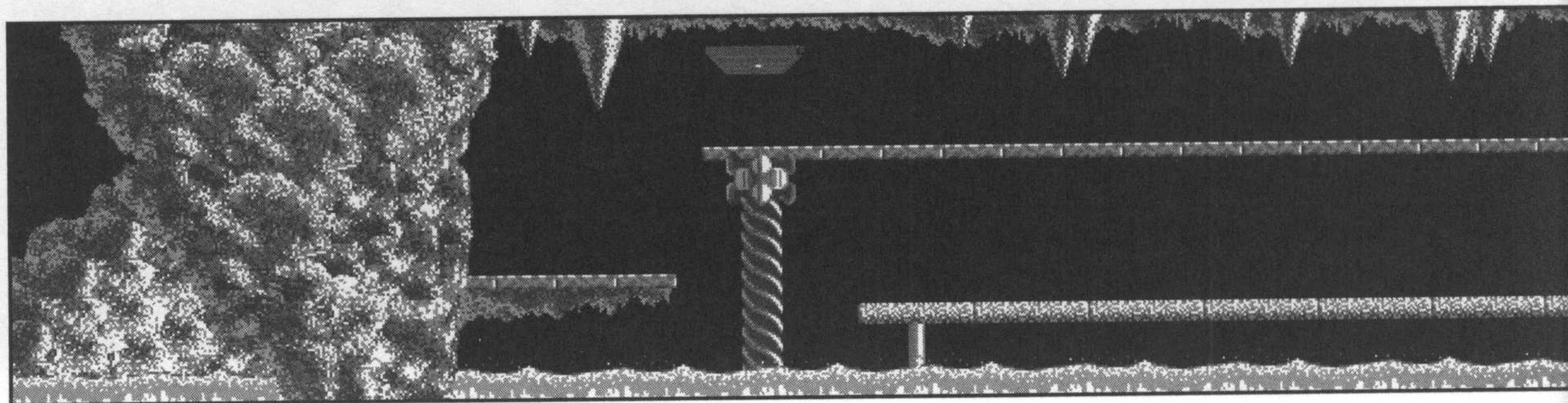
3 minutes

On this level, the lemmings will fall to their deaths from the top of the platform. However, if you have them all vertically dig, falling from the *bottom edge* of the platform is just enough to make the difference between a walking lemming and a splatting lemming.



Solution

- 1** Increase your release rate to 70. This way, if you miss a lemming, he will walk onto the half-dug pit of the next lemming and fall safely.
- 2** Make each lemming dig when he reaches the edge of the platform.

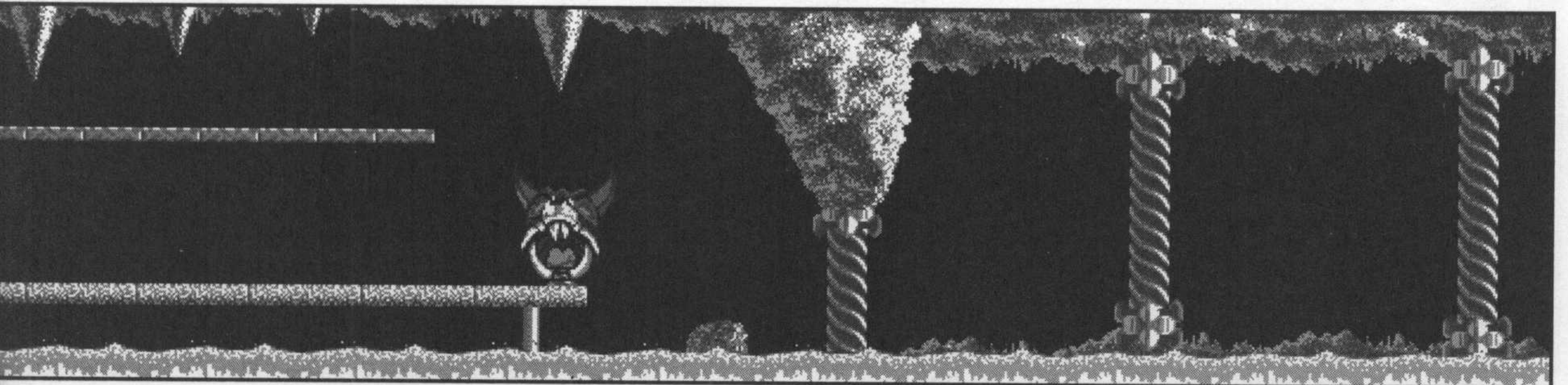
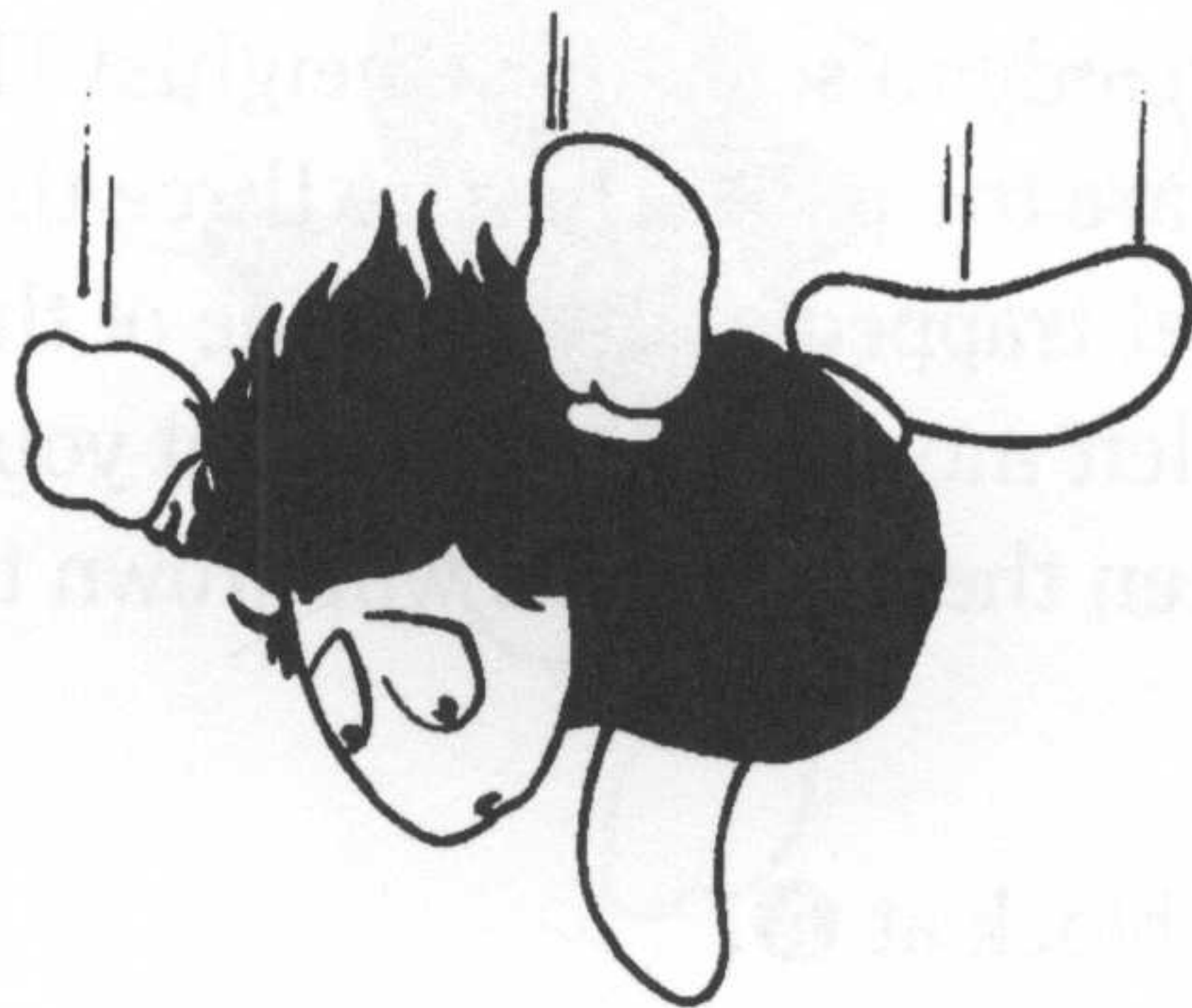


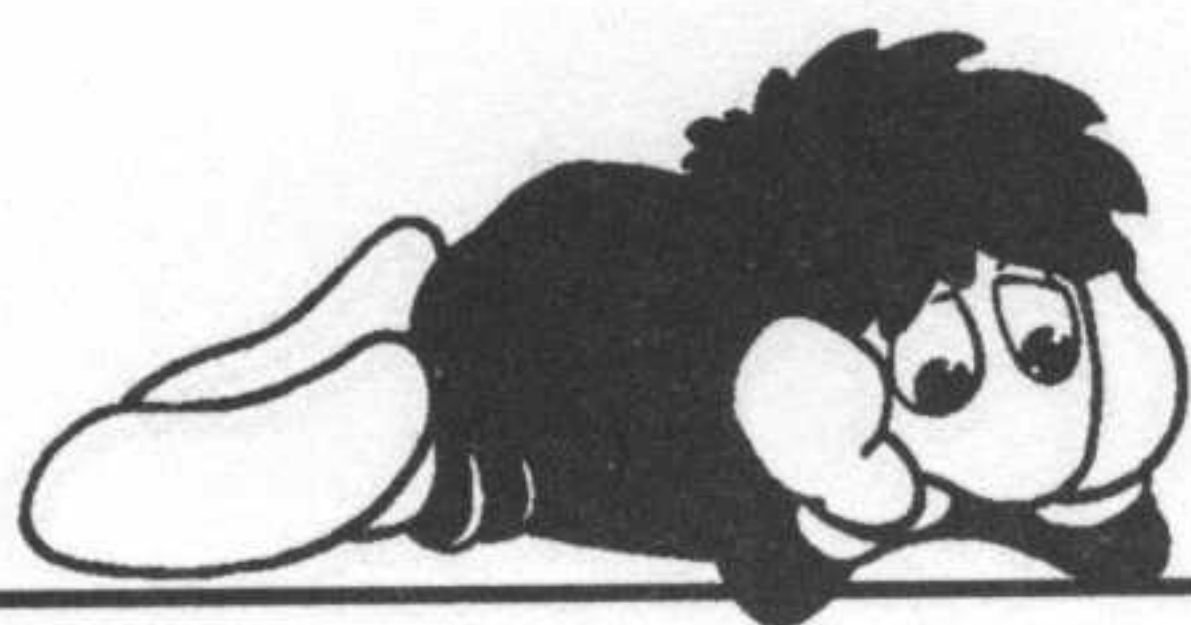


- 3** If you need to scroll the screen, pause the game. Use the keyboard shortcut, so you won't have to move your mouse away from the lemmings.

One way to make this level a bit easier on yourself is by holding down the right mouse button (or holding the Option key down on the Macintosh). This way, the program'll only choose lemmings who are not digging for you to assign attributes to.

For additional challenge, try doing this level at a 99 release rate!





Tricky 3 — A ladder would be handy

Access Code: CAJKLDMBEW

Statistics

Amiga:

100 lemmings
50 percent to be saved
Release rate 50
6 minutes

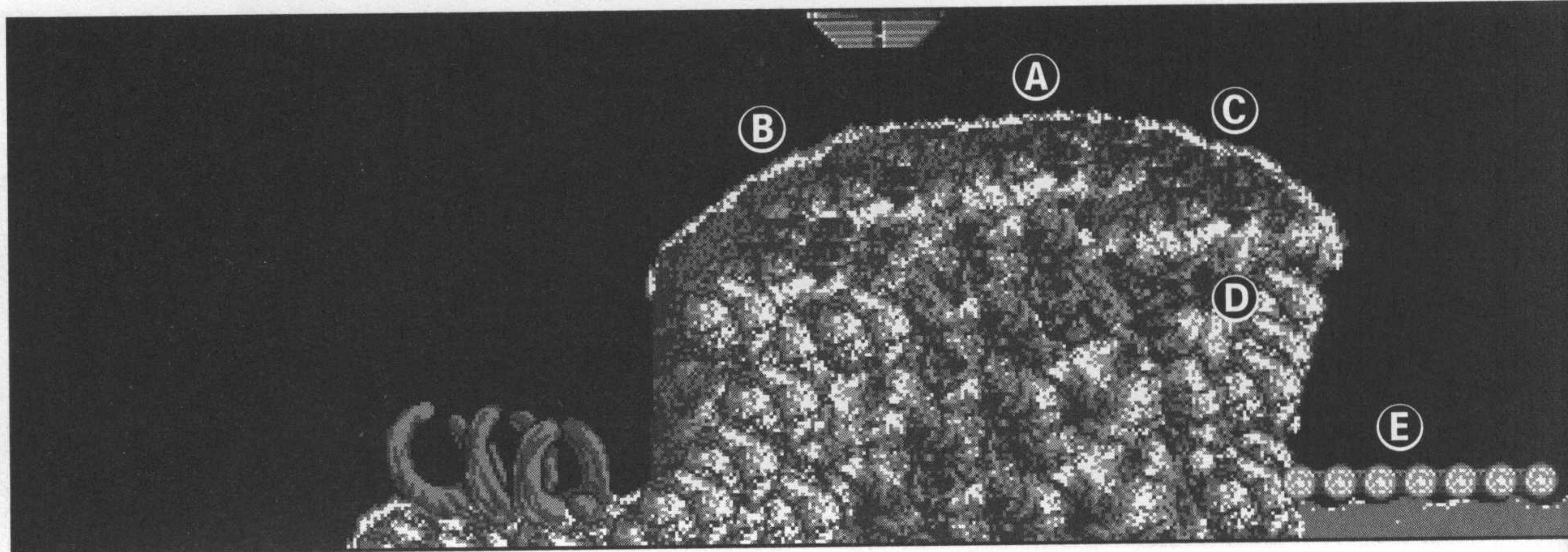
PC and Macintosh:

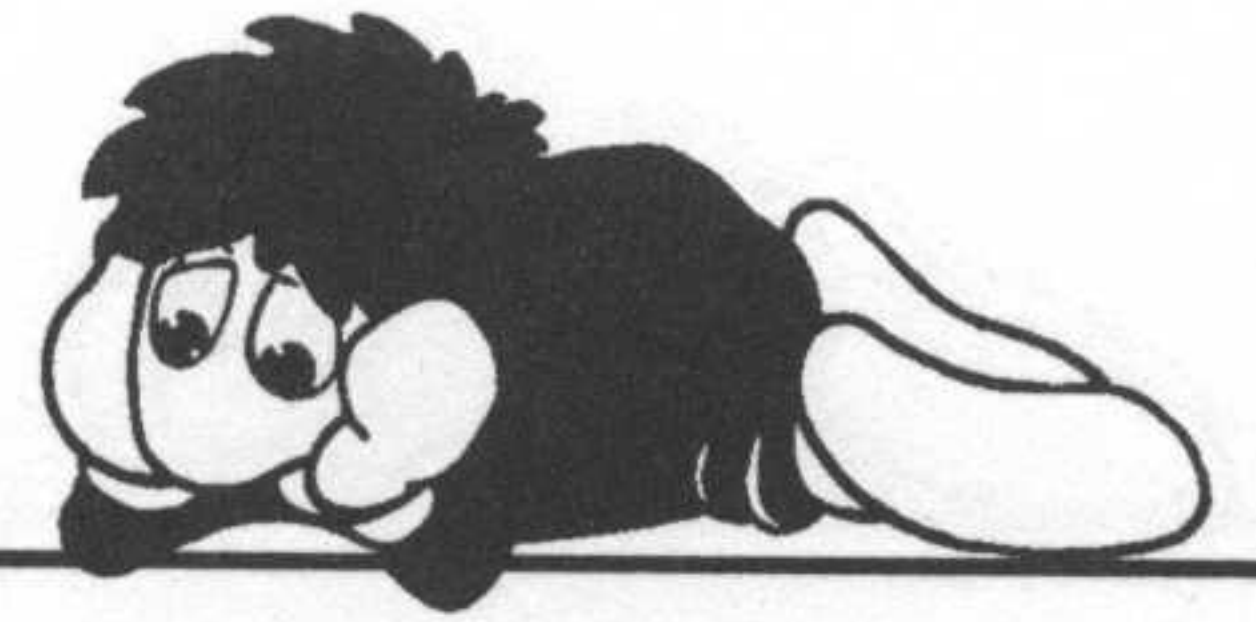
80 lemmings
50 percent to be saved
Release rate 50
6 minutes

Indeed, a ladder would be handy to scale these heights! There's no way to dig upwards. It's up to you to prepare the path. There're three things to beware of on this level: Lemmings will tend to get trapped on the left side of the initial mound of dirt. The fall from the right edge of the left mound is fatal without your intervention. The water in the middle of the bridge between the mountains will drown the lemmings if they fall in.

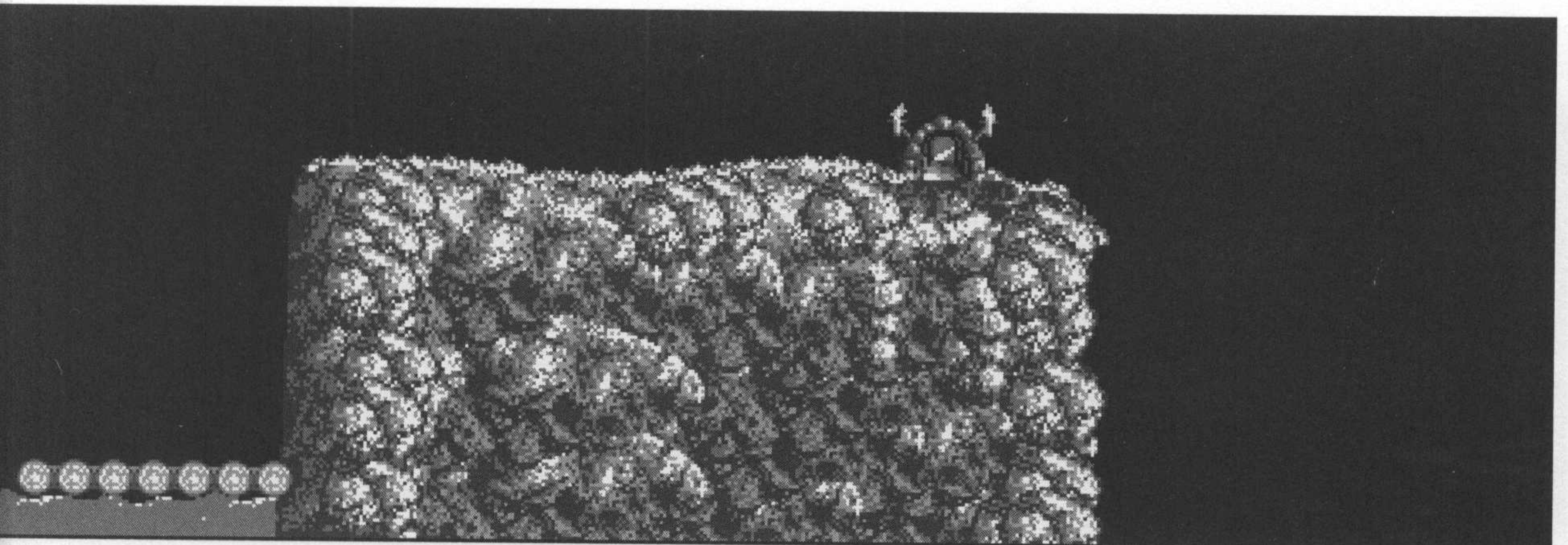
Solution

- 1 Make the second lemming block at **A**.





- 2 Block at **B** to trap the lemmings between blockers.
- 3 Make the first lemming dig vertically at **C**.
- 4 When the digger reaches **D**, mine.
- 5 Build from **E** to the top of the hill.
- 6 Bomb the blocker at **A** to free the other lemmings.





Tricky 4 — Here's one I prepared earlier

Access Code: MKJNMICCEK

Statistics

Amiga:

100 lemmings
20 percent to be saved
Release rate 55
8 minutes

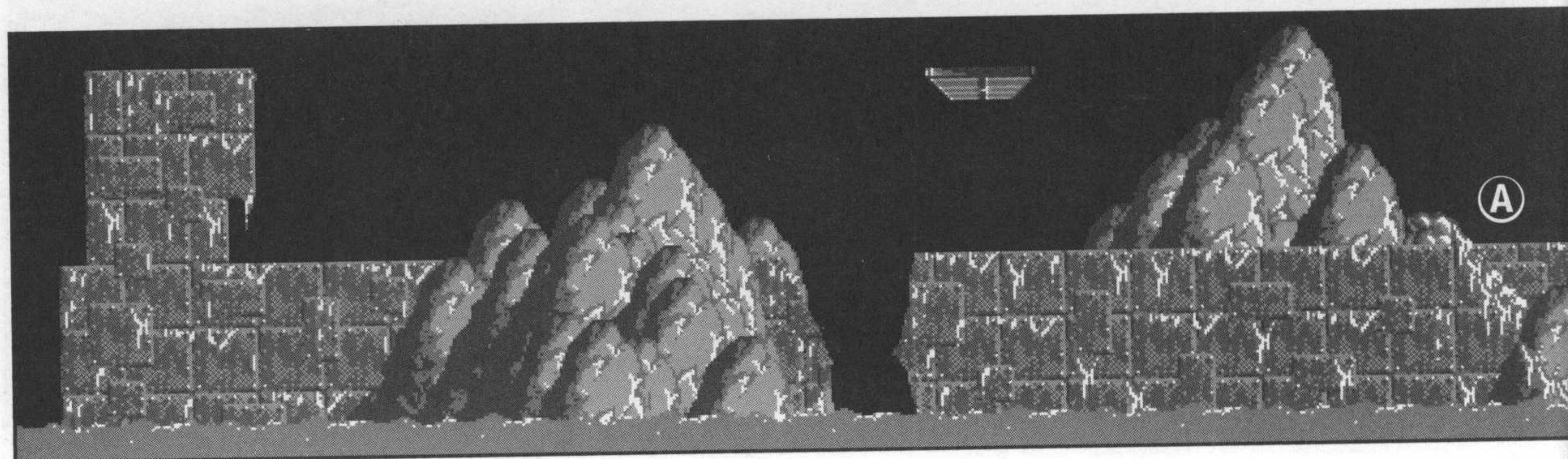
PC and Macintosh:

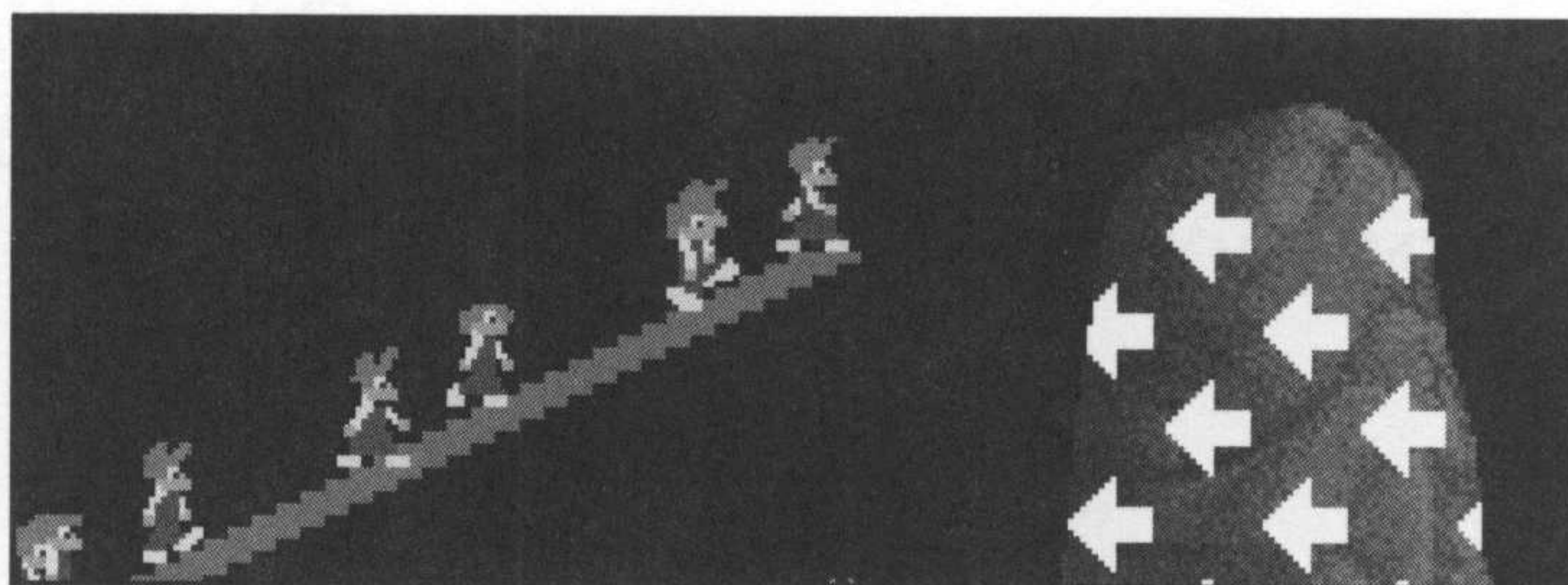
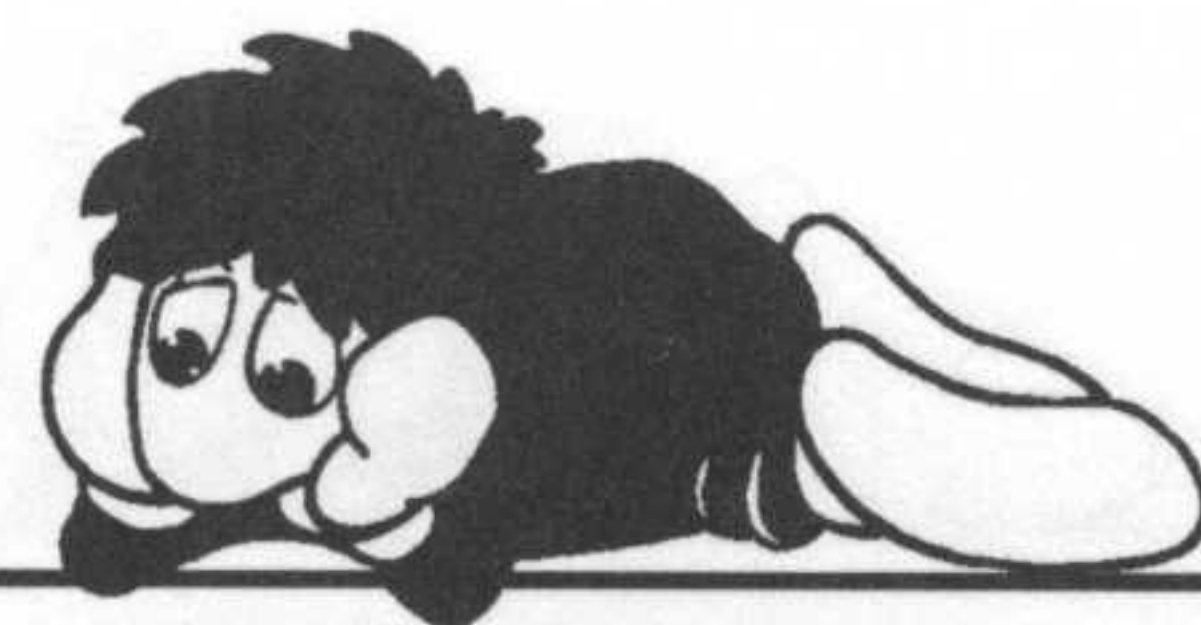
80 lemmings
20 percent to be saved
Release rate 55
8 minutes

This level has such an odd name because it is really an embodiment of the way *Lemmings* is played. One lemming goes ahead and sets up the path while the other lemmings mill about and wait. Also, we make use of the landscape to trap the lemmings, on this level, between the one-way obstacle and the large mountain immediately to the right of the lemming hatch.

Solution

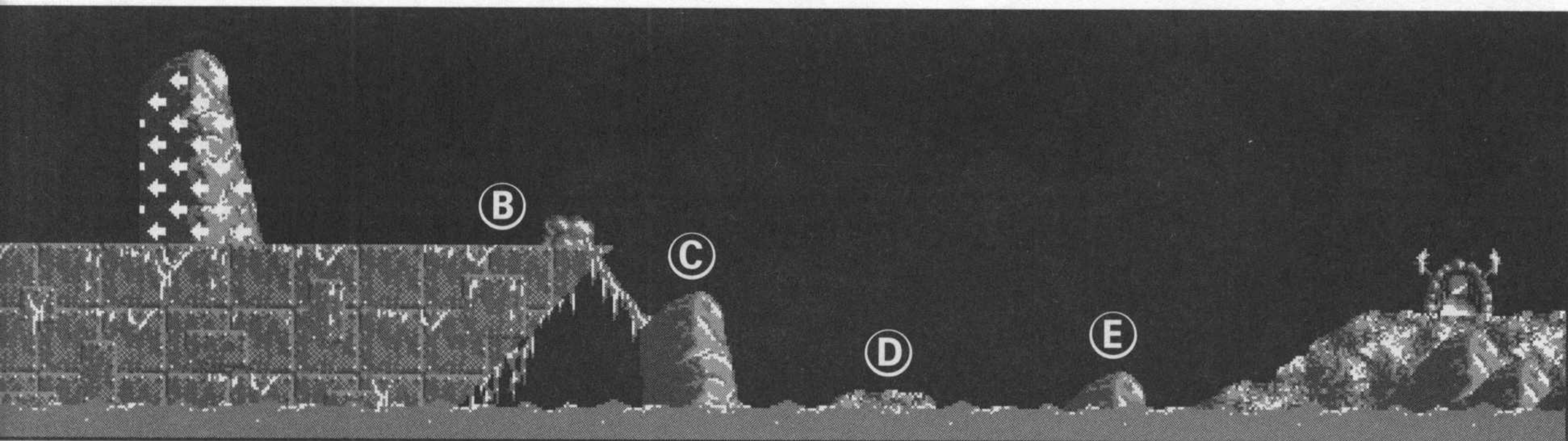
- 1 Make the first lemming a climber. He will go over the one-way rock.





- 2** Start a bridge at **A**. Continue building this bridge until it almost touches the one-way obstacle.
- 3** Make the climber build at **B** to go over the stump.
- 4** Build twice at **C** to the next rock.
- 5** Build twice at **D** to the next rock.
- 6** Build one bridge at **E** to the exit.
- 7** Finish the bridge at **A**. The lemmings will go over the one-way obstacle and walk to the exit.

This is a 100 percent solution for this level!





Tricky 5 — Careless clicking costs lives

Access Code: OJNLICGDEY

Statistics

Amiga:

100 lemmings
20 percent to be saved
Release rate 20
5 minutes

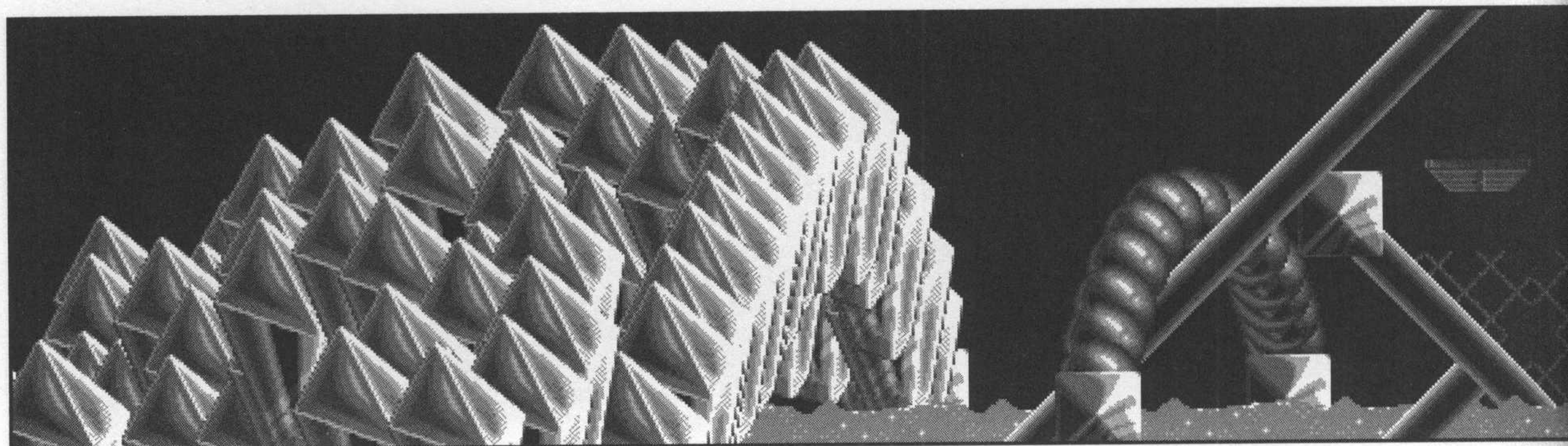
PC and Macintosh:

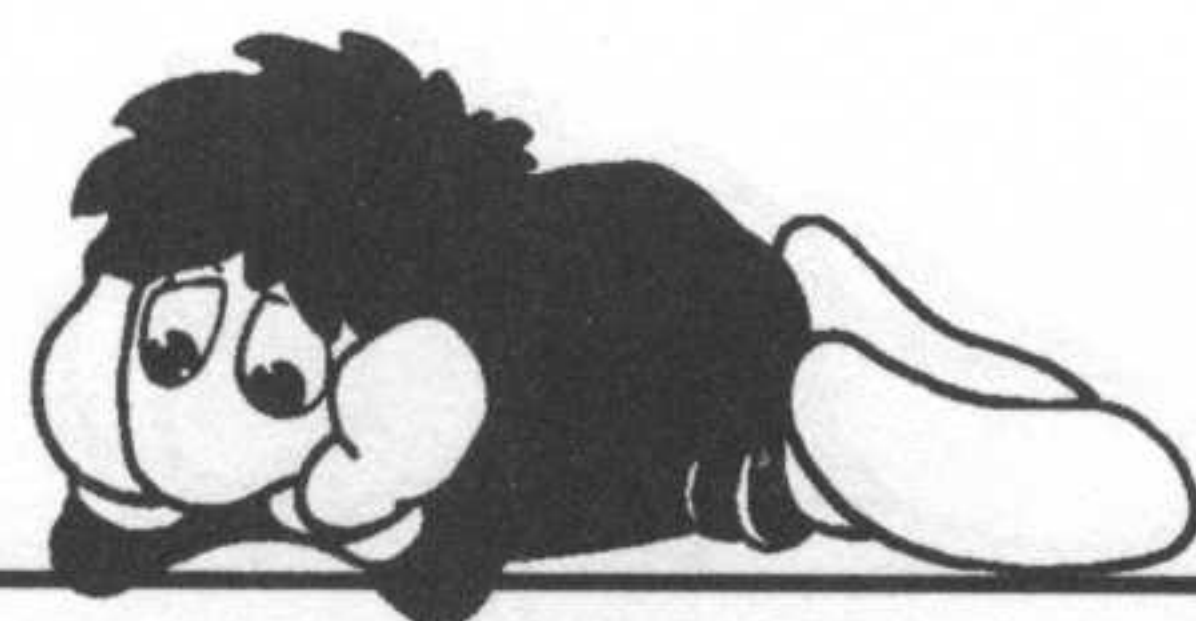
80 lemmings
20 percent to be saved
Release rate 20
5 minutes

We use an interesting technique here: a basher and bridge combination is used to stem the tide of lemmings. One lemming becomes separated and does a quick bashing and bridging combination to go from suspended ball to suspended ball and, finally, across the gap to the exit.

Solution

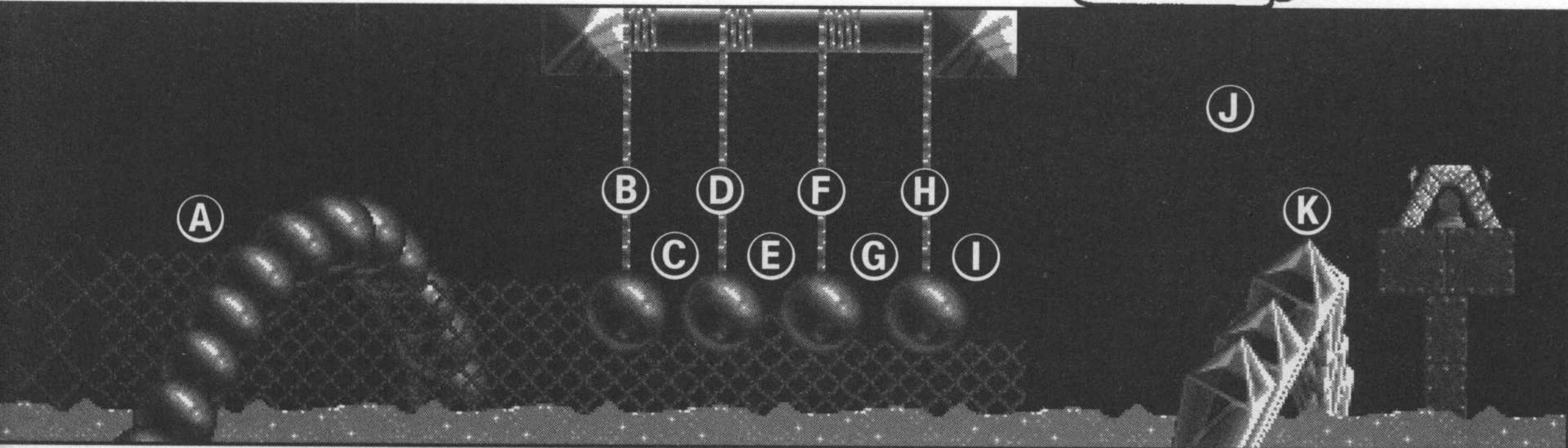
- 1** Make the second lemming bash at **A**. After he bashes a few times, make him build to stop bashing. This will hold back the other lemmings.
- 2** Make the first lemming bash at **B**, then build at **C**. If your lemming drops between the balls, bash across the bottom, then go to step 6.

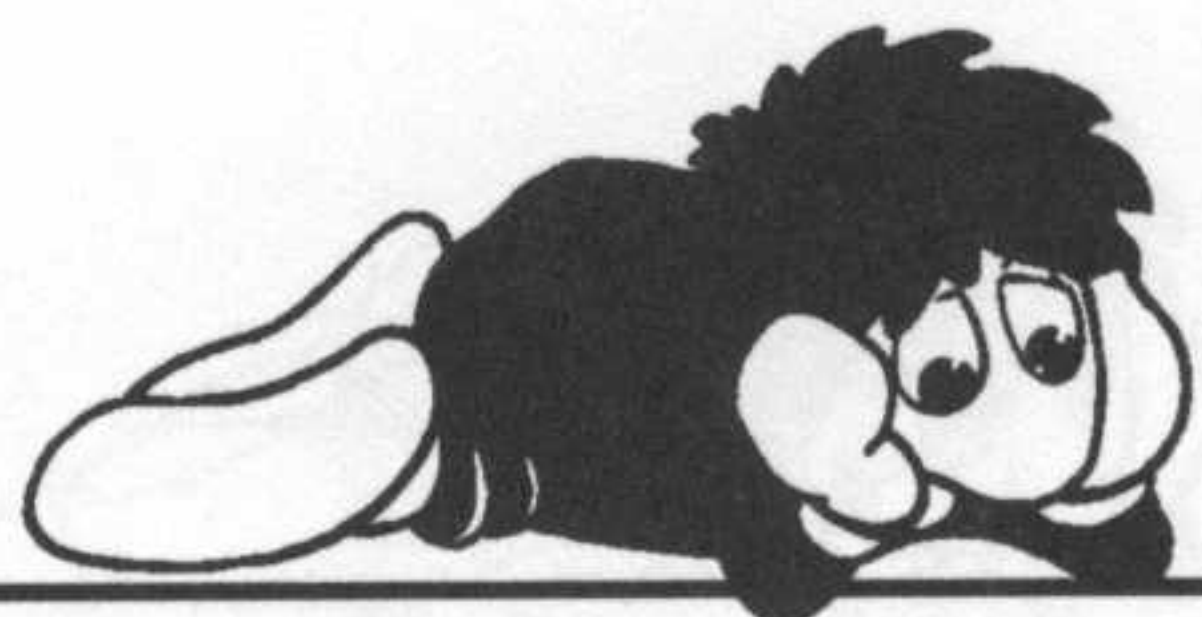




- 3 Bash at **D** and build at **E**.
- 4 Bash at **F** and build at **G**.
- 5 Bash at **H**.
- 6 Build from **I** to the top of the crystal at **J**.
- 7 Drop onto the crystal and build from **K** to the exit.
- 8 Bash the rest of the way through the arc of balls at **A** to free the other lemmings.

This level reappears later in the game as "The Art Gallery," Taxing Level 8.





Tricky 6 — Lemmingology

Access Code: HLDMCMNEEW

Statistics

5 lemmings

80 percent to be saved

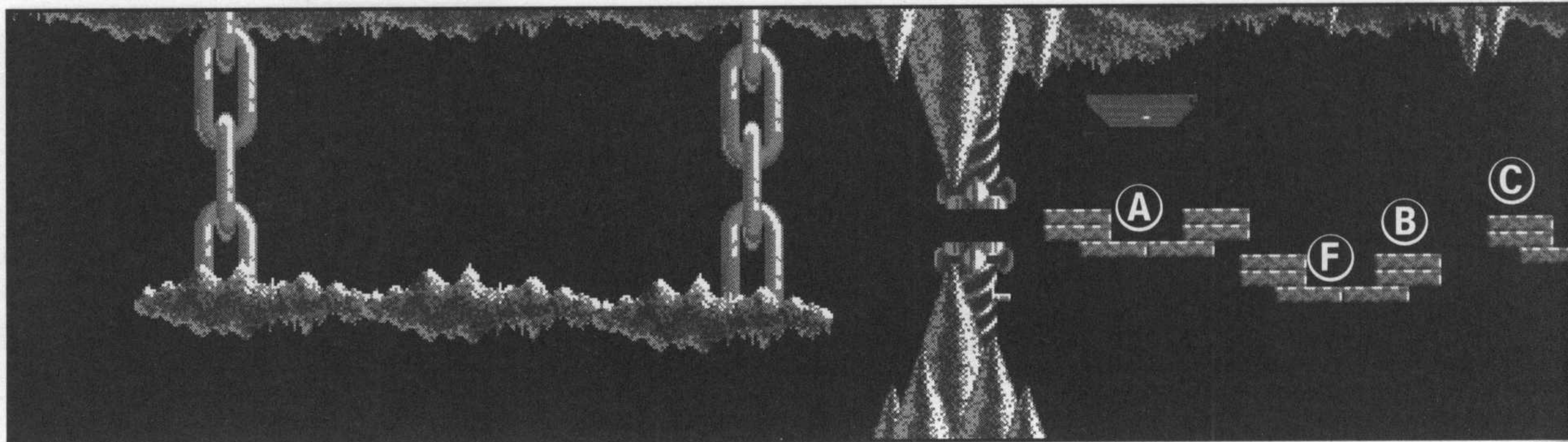
Release rate 50

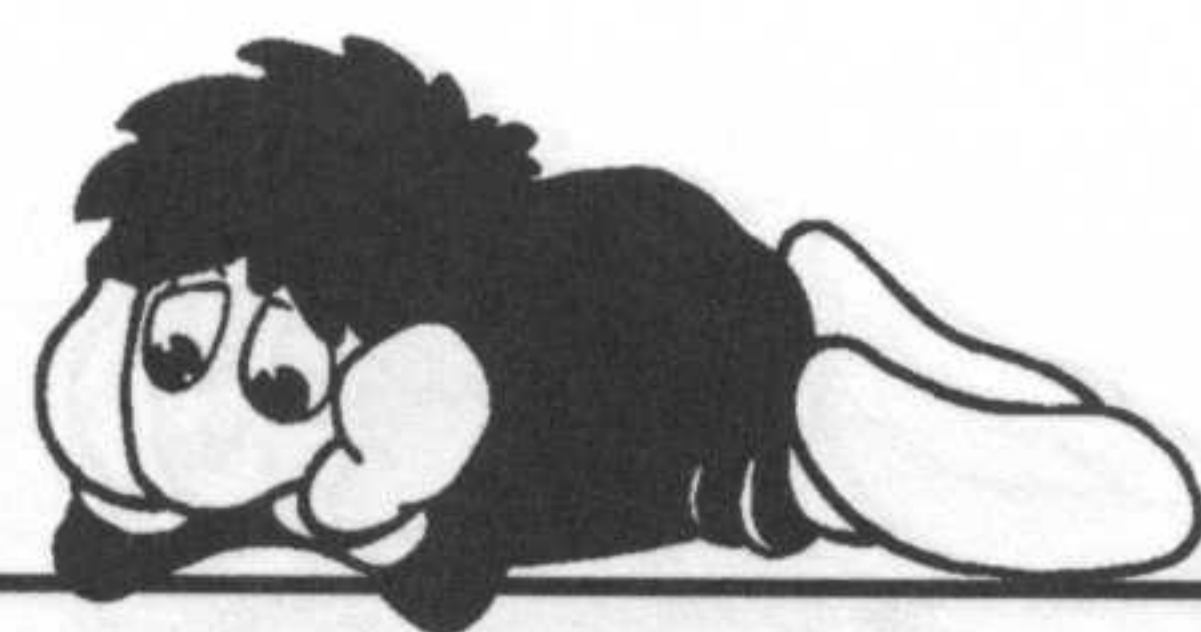
5 minutes

Here we use some floating pits as stepping stones to get the lemmings to their goal. In step 2, we separate a single lemming by making an athlete, while the remainder of the lemmings mill around in the depression.

Solution

- 1** Build at **A** to get the lemmings to the second pit.
- 2** Send an athlete up the wall to build at **B**. This will take two bridges.
- 3** Build from **C** over the third pit.
- 4** When your athlete floats down, build from **D** to the far side of the last pit.
- 5** Build from **E** to the exit.

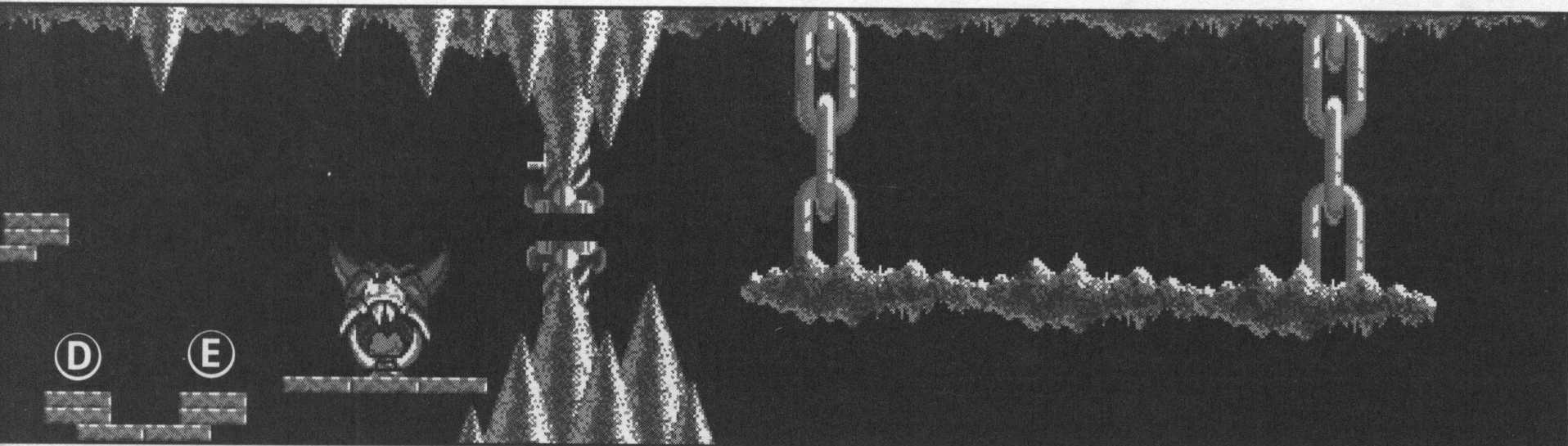


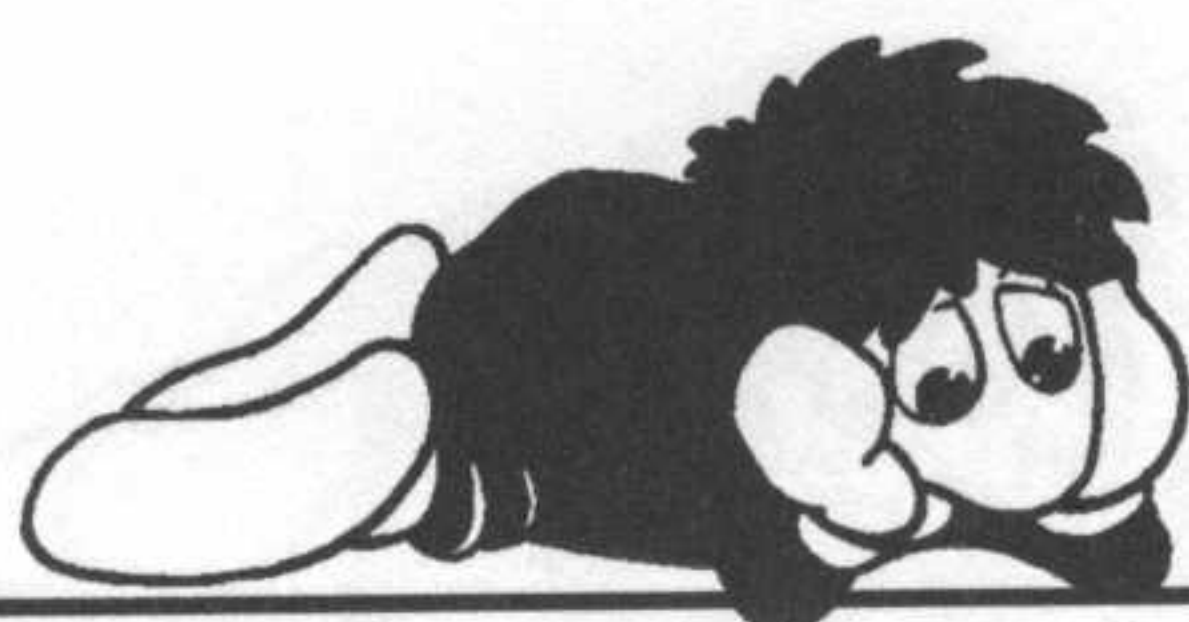


6 Make all your lemmings floaters, then build at **F** to free them.

By now, you should be getting a good feel for exactly how much elevation and width a lemming bridge provides you with. You're on your way to becoming a lemming expert!

This level reappears as level 10 of Taxing: "Izzie Wizzie Lemmings Get Busy" where the lemmings become more than a handful!





Tricky 7 — Been there, seen it, done it

Access Code: LLICCJLFER

Statistics

75 lemmings

73 percent to be saved

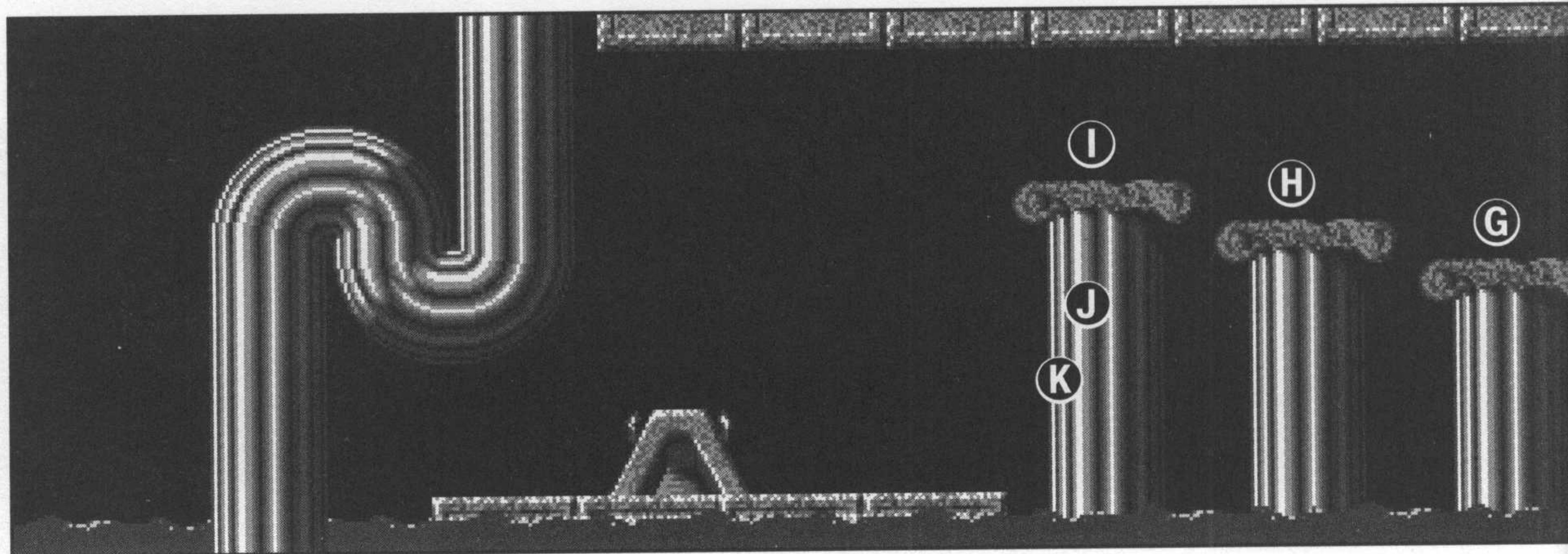
Release rate 20

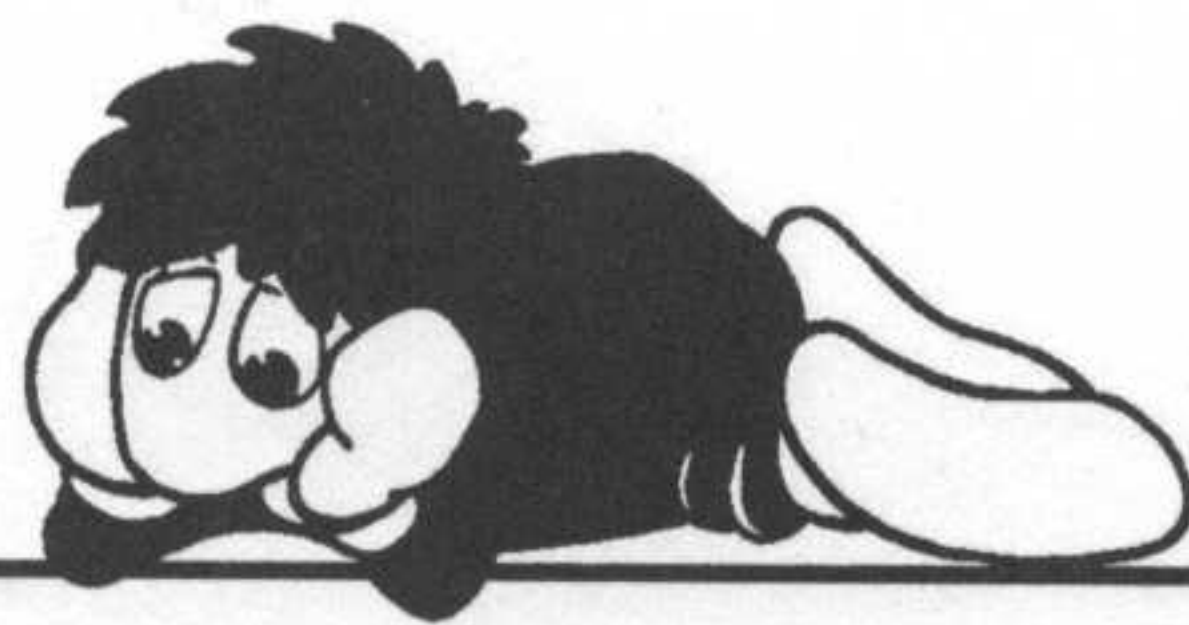
5 minutes

On this level, there are six pillars of increasing height separating your lemmings from the exit. The only problem is, by the time the lemmings get to the highest pillar, the fall will kill them! You'll have to do some fancy lemming-work to get them safely down from the sixth pillar!

Solution

- 1** Make the second lemming to pass at **A** into a blocker.
- 2** Make the one isolated lemming into a builder at **B**.
- 3** Block at **C** to prevent the other lemmings from spilling into the sea.



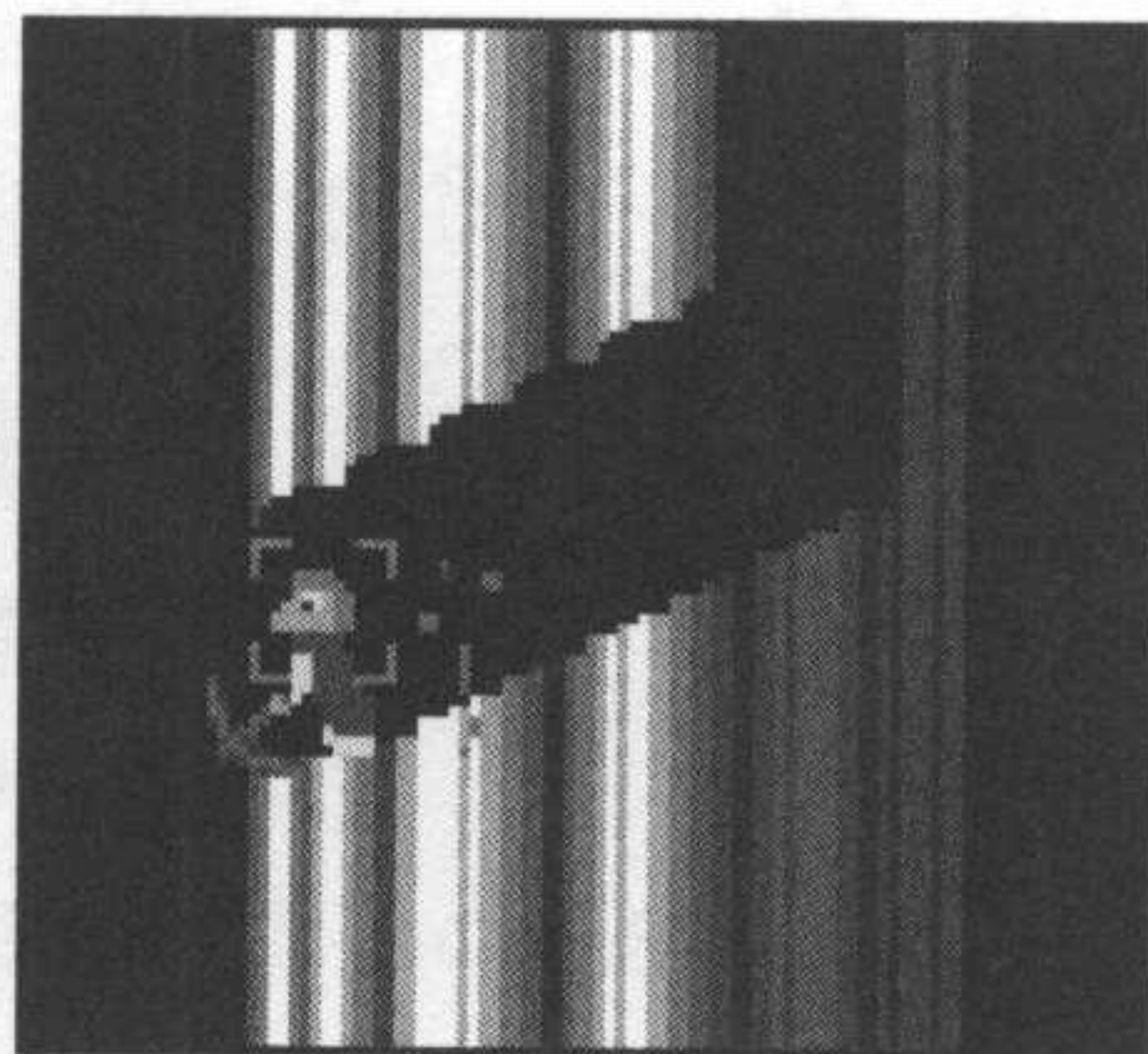


4 Build at **D**, **E**, **F**, **G**, and **H**, from one pillar to the next.

5 Dig at **I**.

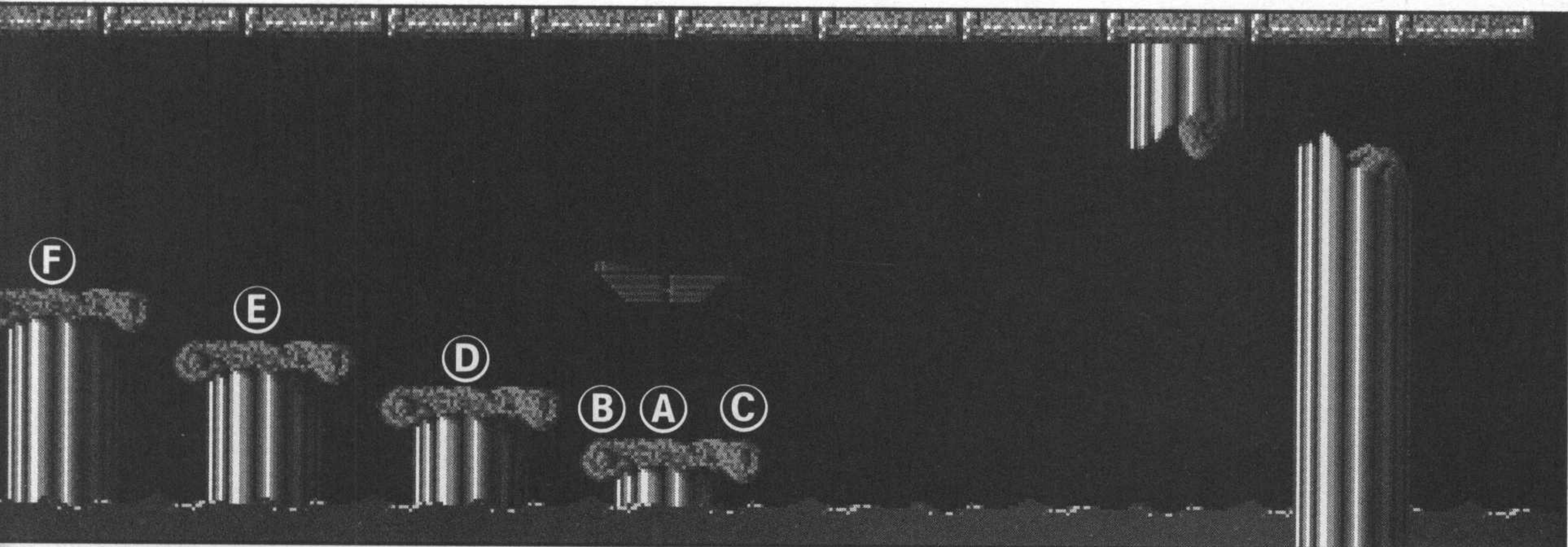
6 When the digger reaches **J**, mine.

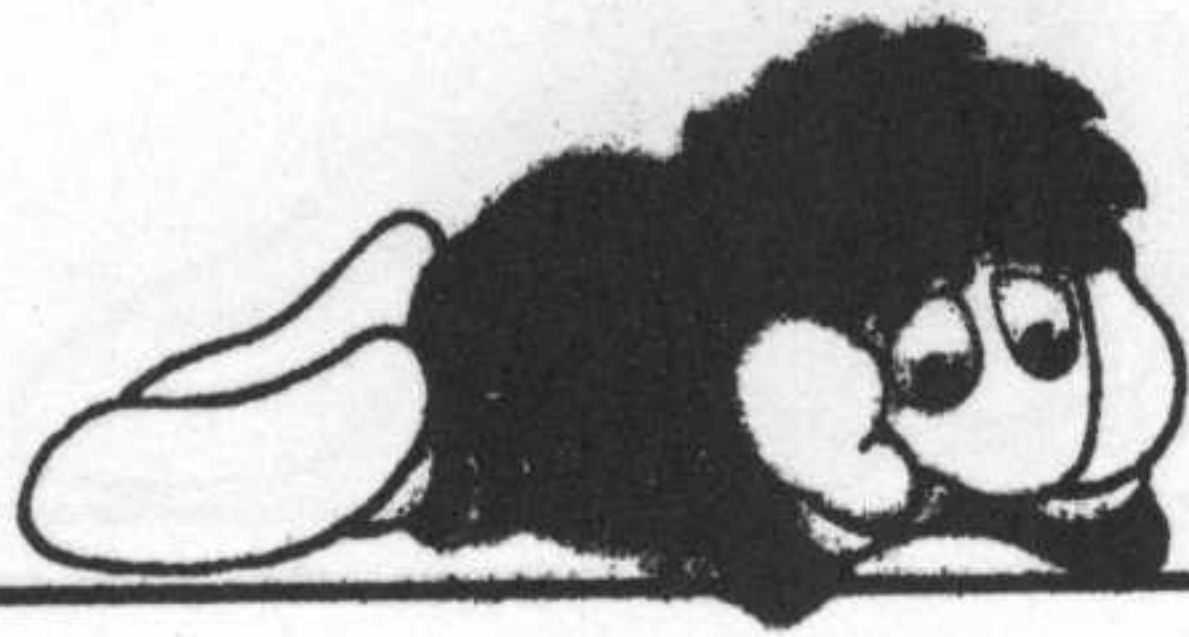
7 When the miner reaches the edge of the pillar, make him build. This should happen roughly around **K**. The bridge will reach the exit platform.



8 Bomb the blocker at **A** to free the other lemmings. If your blocker is too close to the bridge at **B**, build a bridge over him rather than bombing him. Be careful that your miner doesn't dump himself into the ocean!

This level also appears as level 11 of Taxing: "The Ascending Pillar Scenario," where a 100 percent solution is required!





Tricky 8 — Lemming sanctuary in sight

Access Code: MKCKJMNGEQ

Statistics

Amiga:

100 lemmings
60 percent to be saved
Release rate 40
8 minutes

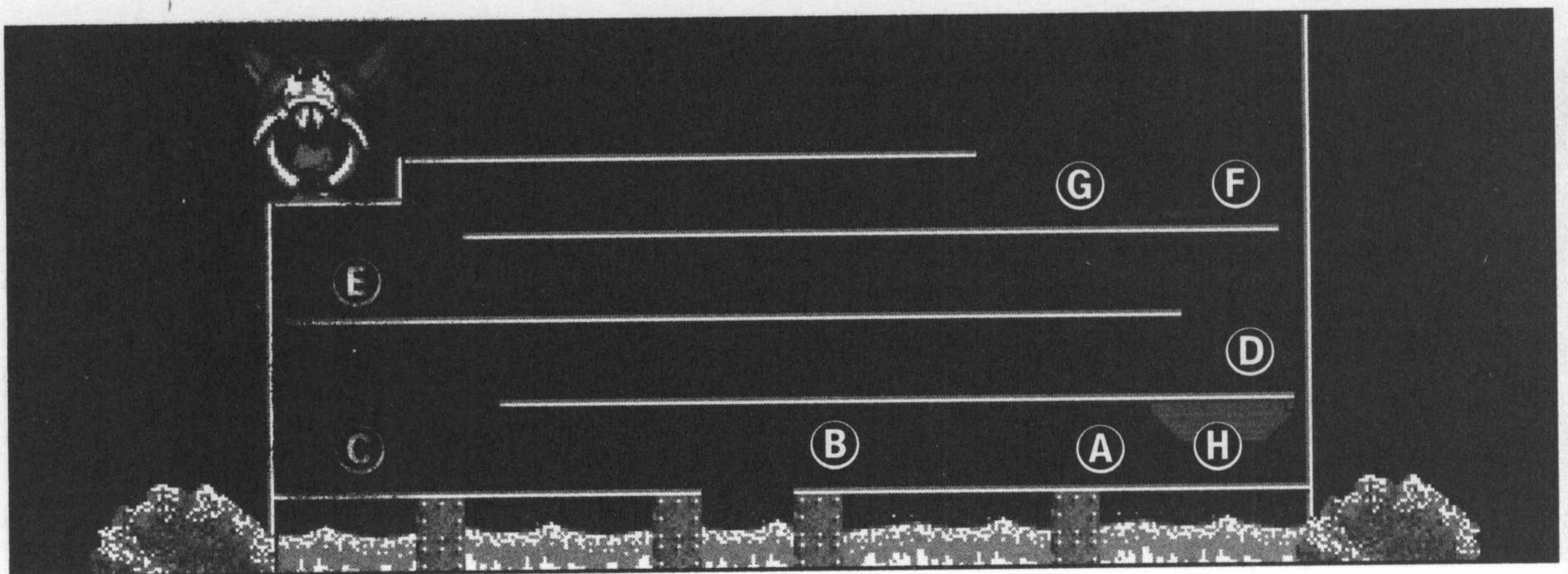
PC and Macintosh:

80 lemmings
60 percent to be saved
Release rate 40
8 minutes

This level requires quick work to prevent any of the lemmings from tumbling into the gap on the bottom platform. Other than that little problem, there are really very few dangers to lemming life on this level. Most of the level just involves some creative use of bridges to get the lemmings up the various levels.

Solution

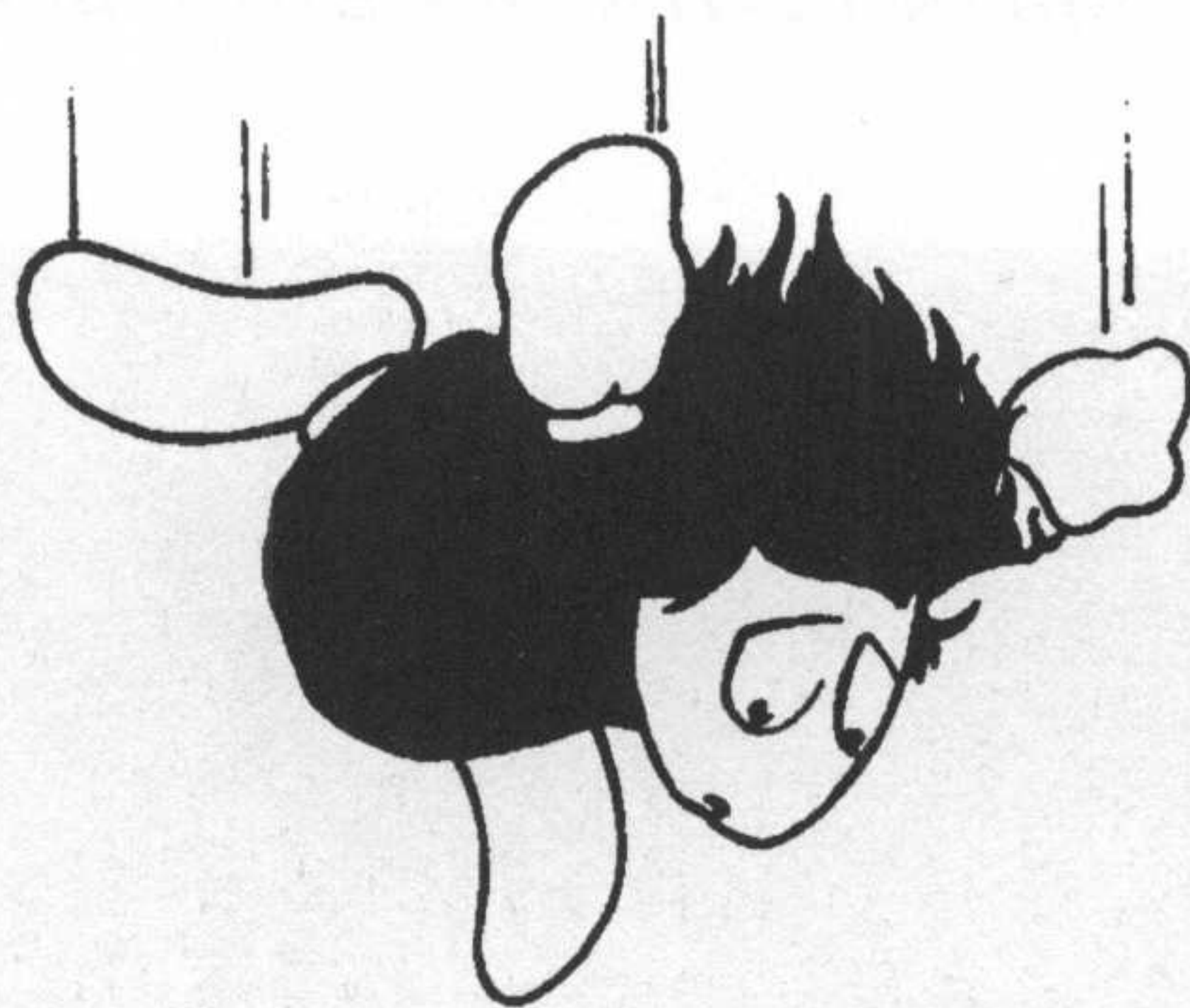
- 1** Make the second lemming to go by point **A** into a blocker.
- 2** Build 2 bridges at **B** to span the gap with the one lemming who wasn't trapped.





- 3 Build two bridges at **C** after the lemming goes all the way to the left wall and turns around. Your bridges will go up and to the right.
- 4 Build a bridge from **D** into the wall on the right side, to cover the small hole at the end of the platform. Then, have the busy worker lemming build back to the left after he runs into the wall to continue his upwards climb.
- 5 At **E**, have the lemming build towards the left. This may take two bridges before he runs into the wall. When he turns around, have him build towards the right, and up to the next level.
- 6 At **F**, have the lemming build to cover the small hole at the end of the platform.
- 7 At **G**, have the lemming build two bridges upwards, and to the left, to complete the path to the exit.
- 8 Build a bridge at **H** to go over the blocker at **A**.

This level also appears as level 23 of Taxing: "King of the Castle." Only in that level, you don't have any blockers available. Uh-oh . . .





Tricky 9 — They just keep on coming

Access Code: ICEOONLHEP

Statistics

75 lemmings

93 percent to be saved

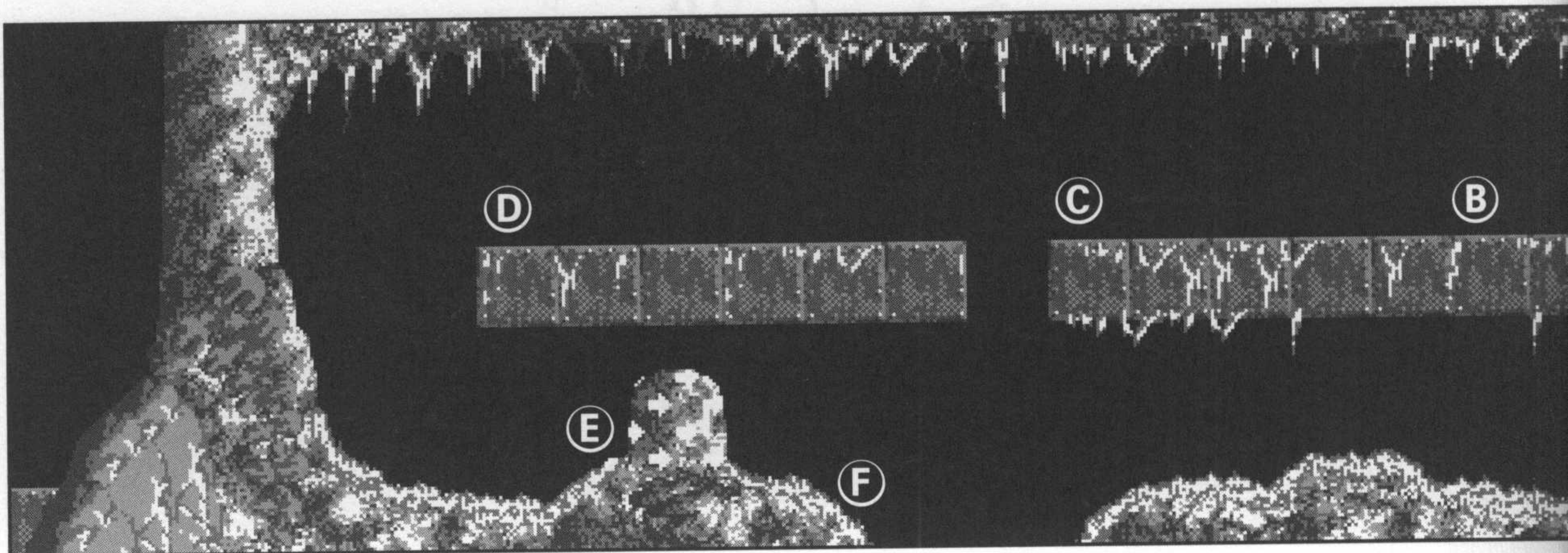
Release rate 50

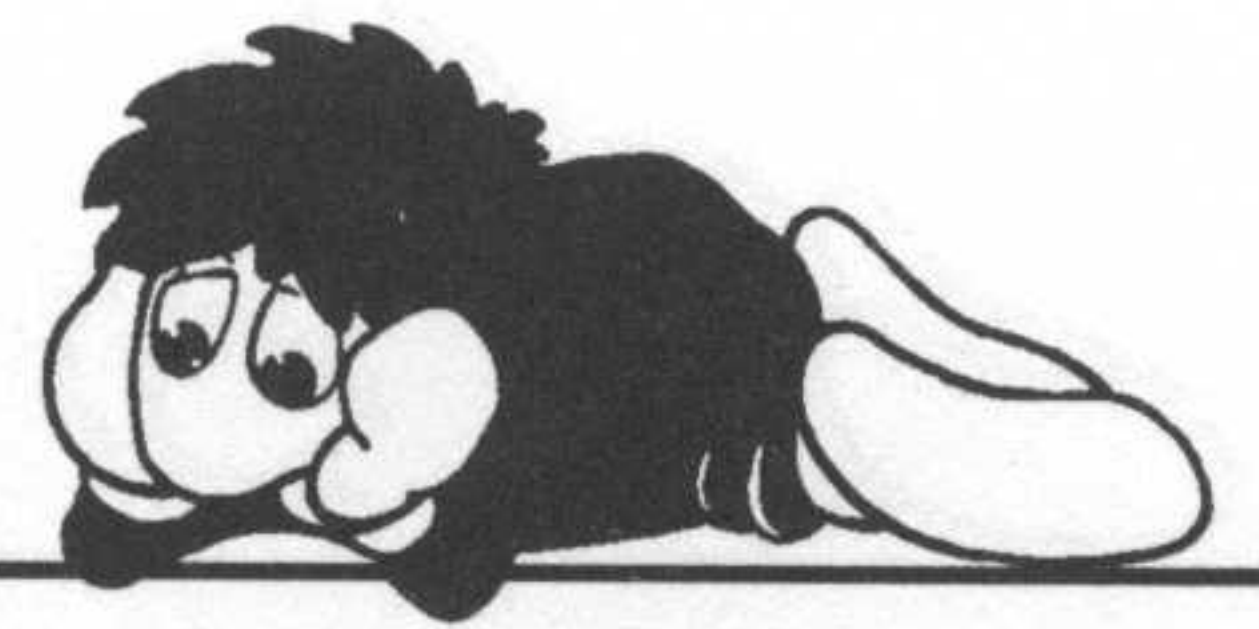
5 minutes

On this level, you have two choices on which way you'd like to go. Either is possible, but we've given the solution to what we think is the easiest route. This solution provides a relatively quick and easy way around the left side of the steel platform, and down to safety.

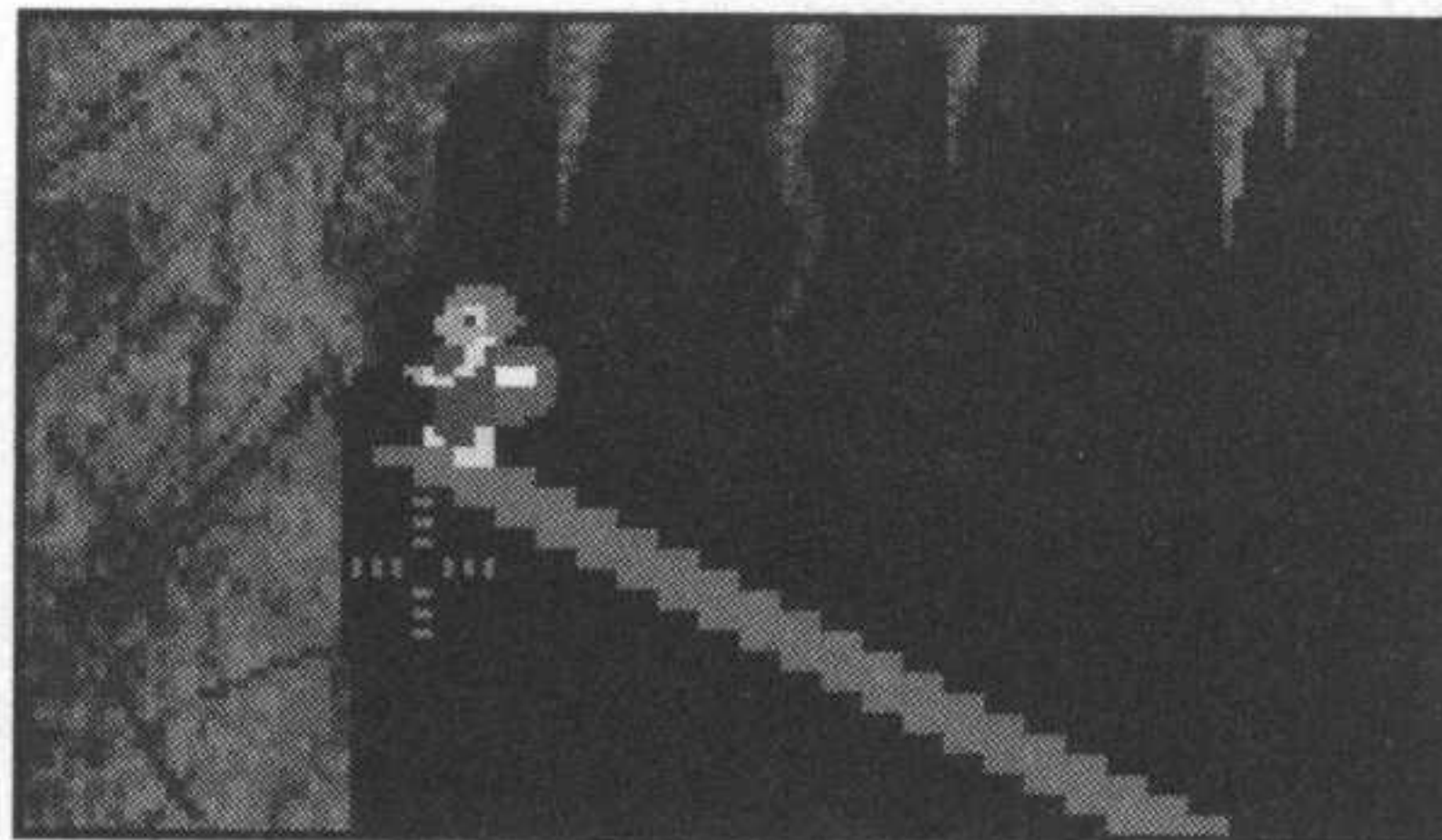
Solution

- 1** Make the first lemming block at **A**.
- 2** Let one lemming walk past **B**, then block there.
- 3** Build over the gap at **C**.



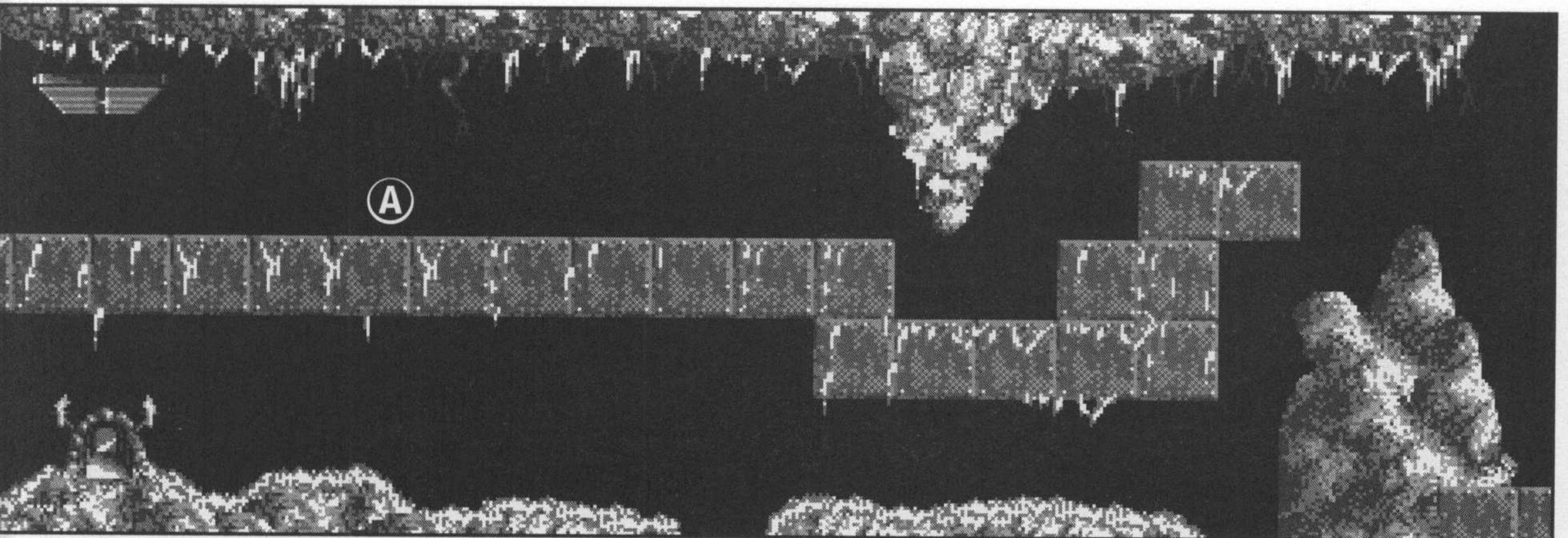


- 4 Build several bridges at **D**. Just before the builder hits the wall, make him bash to stop him. He will land safely and walk to the bottom.



- 5 Bash through the mound at **E**.
- 6 Build at **F** to span the gap to the exit.
- 7 Bomb the blocker at **B**.

Another way of delaying the lemmings while one lemming does the work is by using the small steel bin to the right side of the lemming hatch. If you have one of the lemmings start to build just before he falls into the bin, he will hit his head on the outcropping, and turn back towards the left, while the remainder will tumble into the bin. When you're ready, just have one of the lemmings in the bin build twice to release them all! This will provide you with a 100 percent solution.





Tricky 10 — There's a lot of them about

Access Code: CONMLDMIER

Statistics

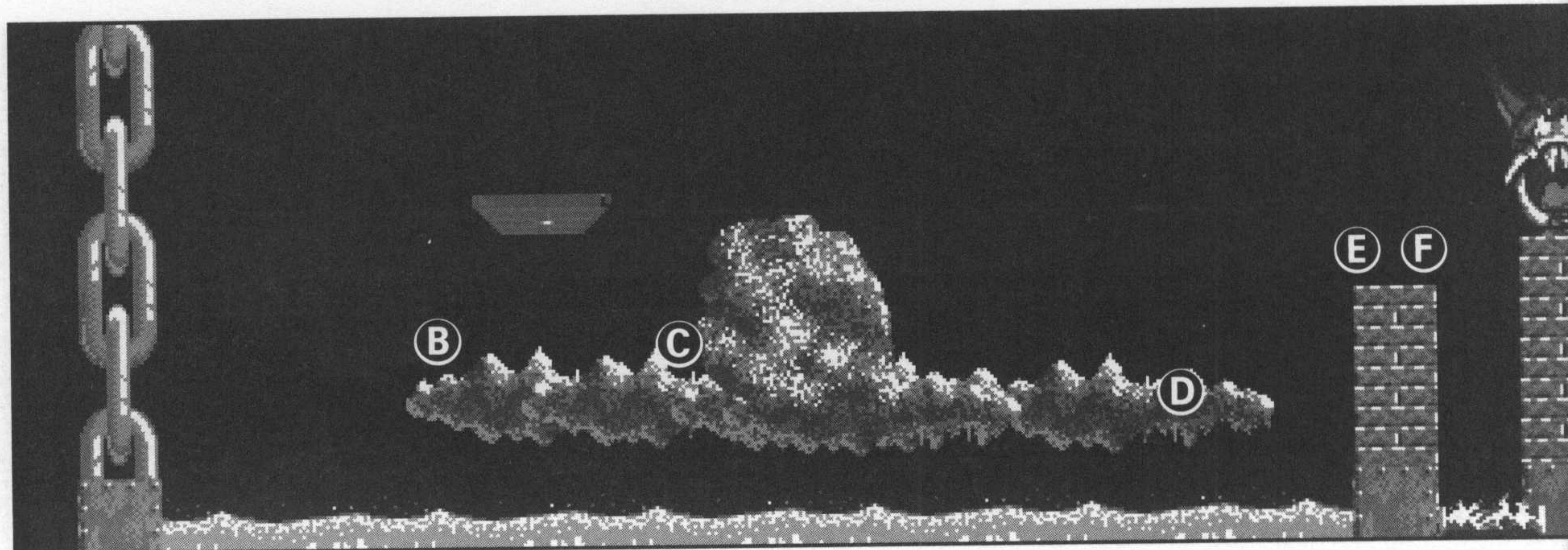
Amiga:

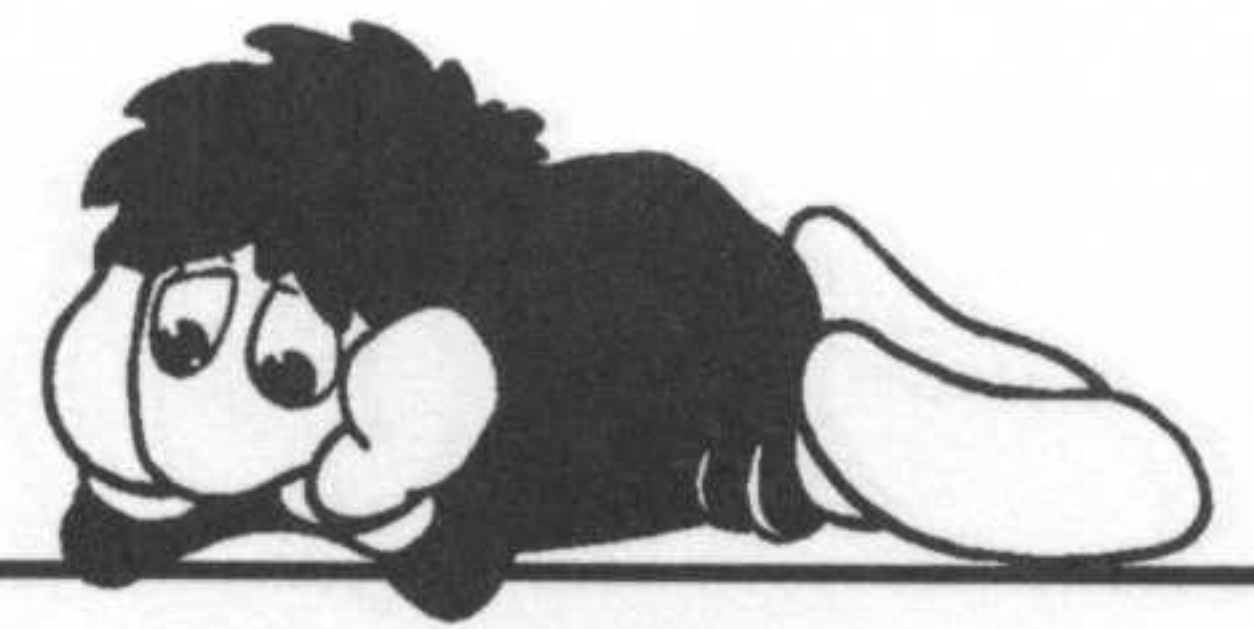
100 lemmings
94 percent to be saved
Release rate 60
8 minutes

PC and Macintosh:

80 lemmings
92 percent to be saved
Release rate 60
8 minutes

This is the first level where lemmings come out of more than one entrance! This is an important reason to scroll back and forth on the level before you start playing the game. Otherwise, you could lose half of your lemmings off of one side, and never know it! This level is almost perfectly symmetrical. We recommend that you do one side of this level first, and then go back and do the other.

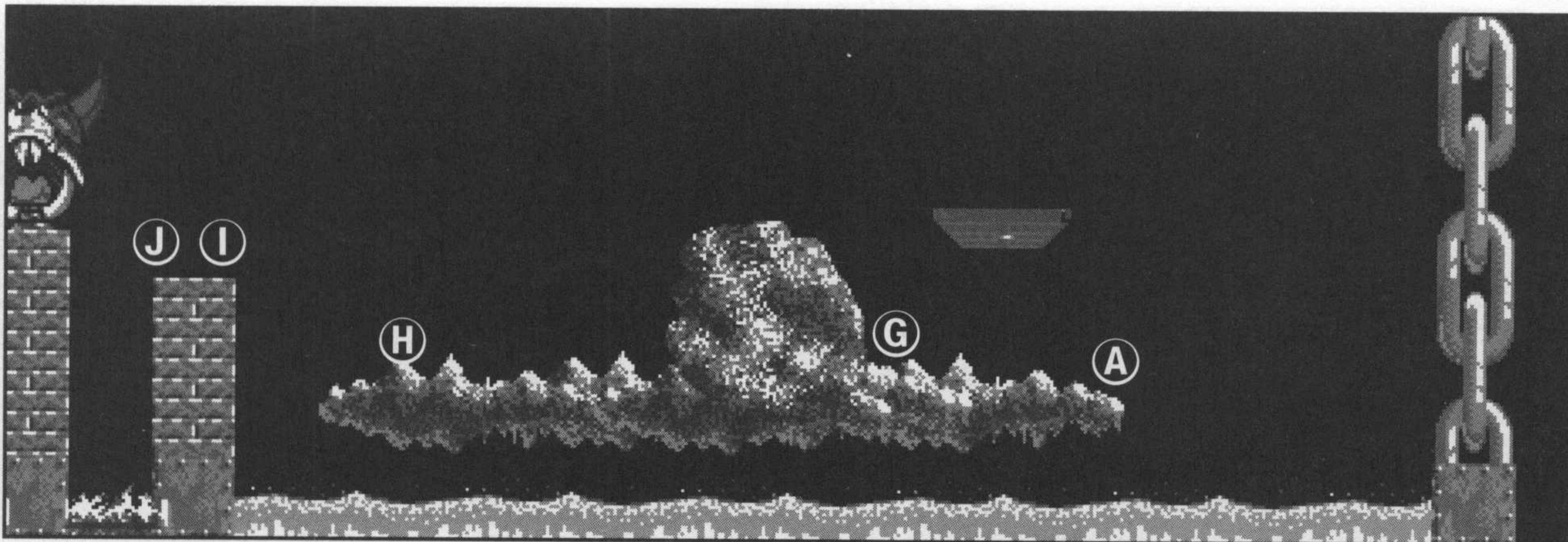


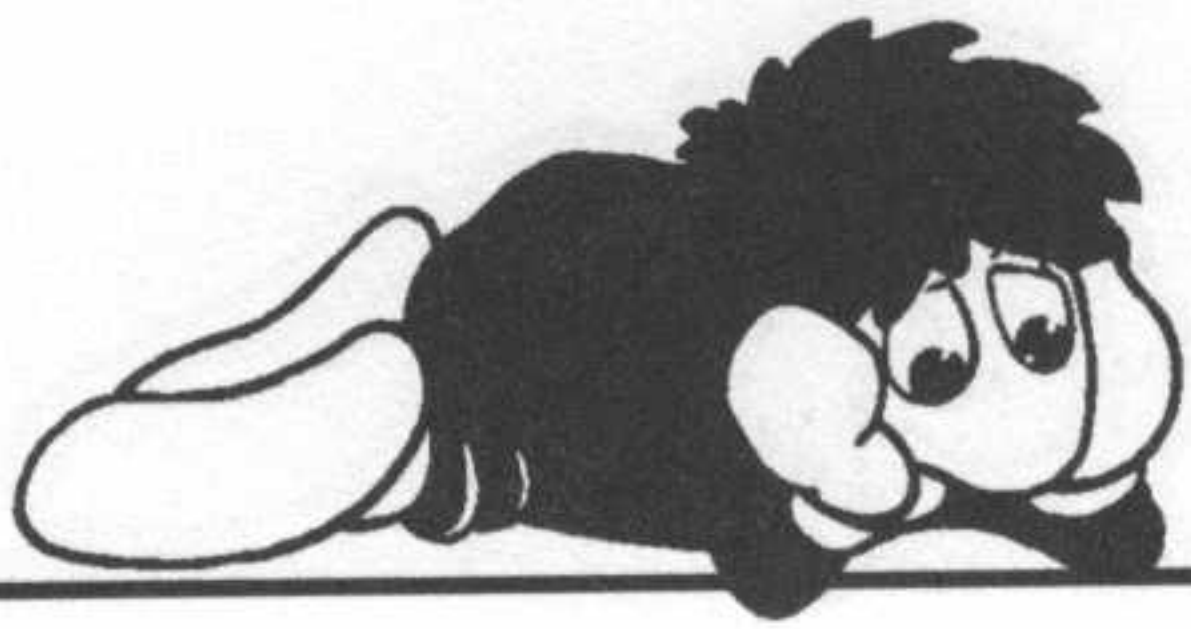


Solution

- 1 Block at **A**.
- 2 Block at **B**.
- 3 Bash at **C**, and block behind the basher.
- 4 Build from **D** to **E**.
- 5 Build from **F** to the exit. When your builder reaches the exit level, make him bash to stop building.
- 6 Bash at **G**, and block behind the basher.
- 7 Build from **H** to **I**.
- 8 Build from **J** to the exit. Bash when the builder reaches the exit level.
- 9 Bomb your blockers at **C** and **G**.

Remember: On the right side of this level, the lemmings will head towards the right, and toward oblivion, while on the left side, the lemmings will head towards the exit. In other words, the lemmings on the right are in more imminent danger than the lemmings on the left. Both sides will need your attention, though.





Tricky 11 — Lemmings in the attic

Access Code: CAKKOLKJEY

Statistics

50 lemmings

84 percent to be saved

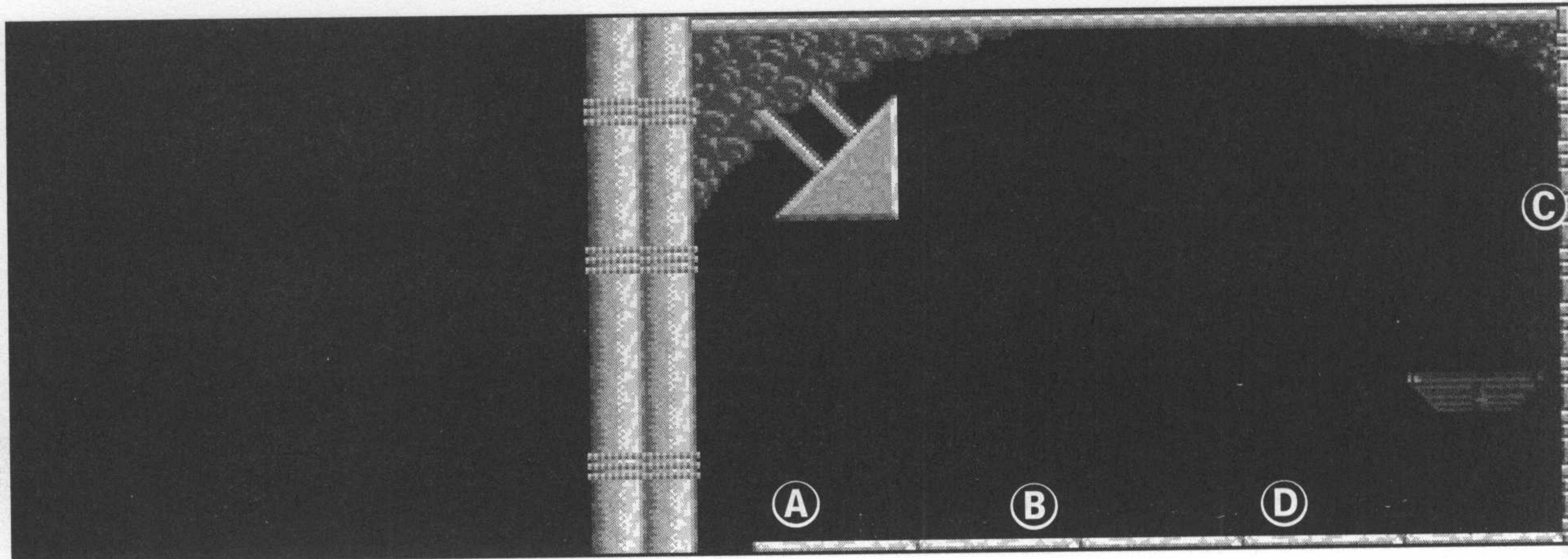
Release rate 20

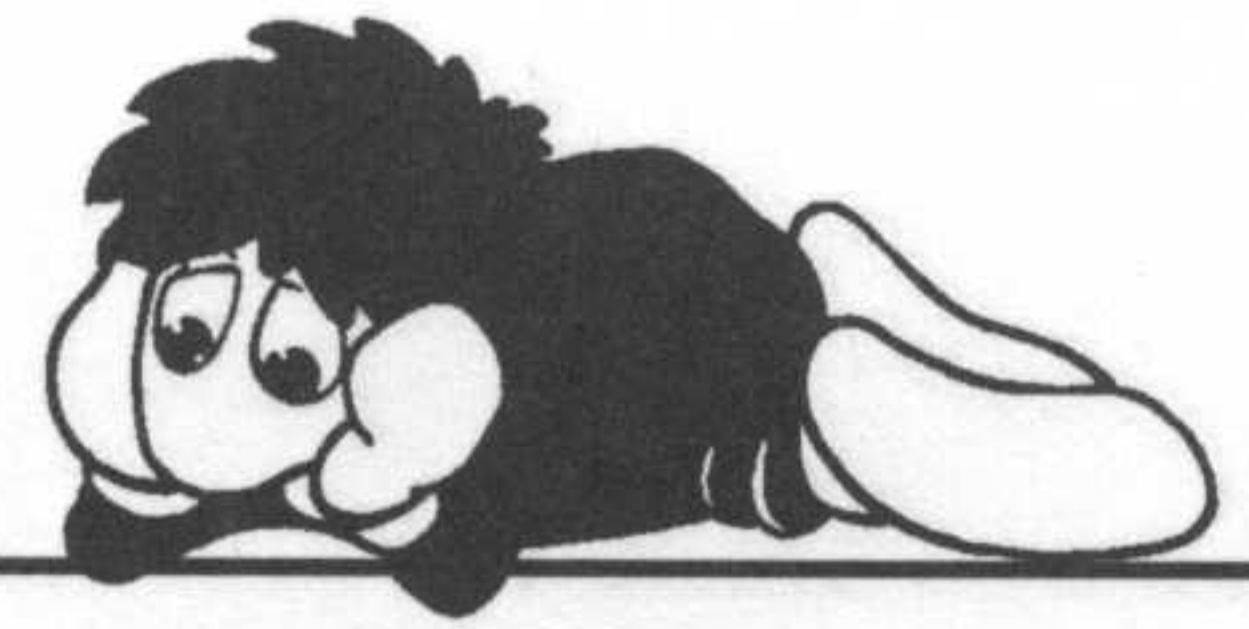
8 minutes

The only major problem in this level is that the exit is so far above the lemming hatch. To build the massive bridge necessary, though, you'll need to take some precautions. Any lemmings falling off of the bridge near the end of the game could take a fatal fall!

Solution

- 1 Make the first lemming to pass **A** build, while he's heading towards the left. If you'd like, you can make the next two lemmings build to slow them down. This is not absolutely necessary, since the level only requires an 84 percent solution.

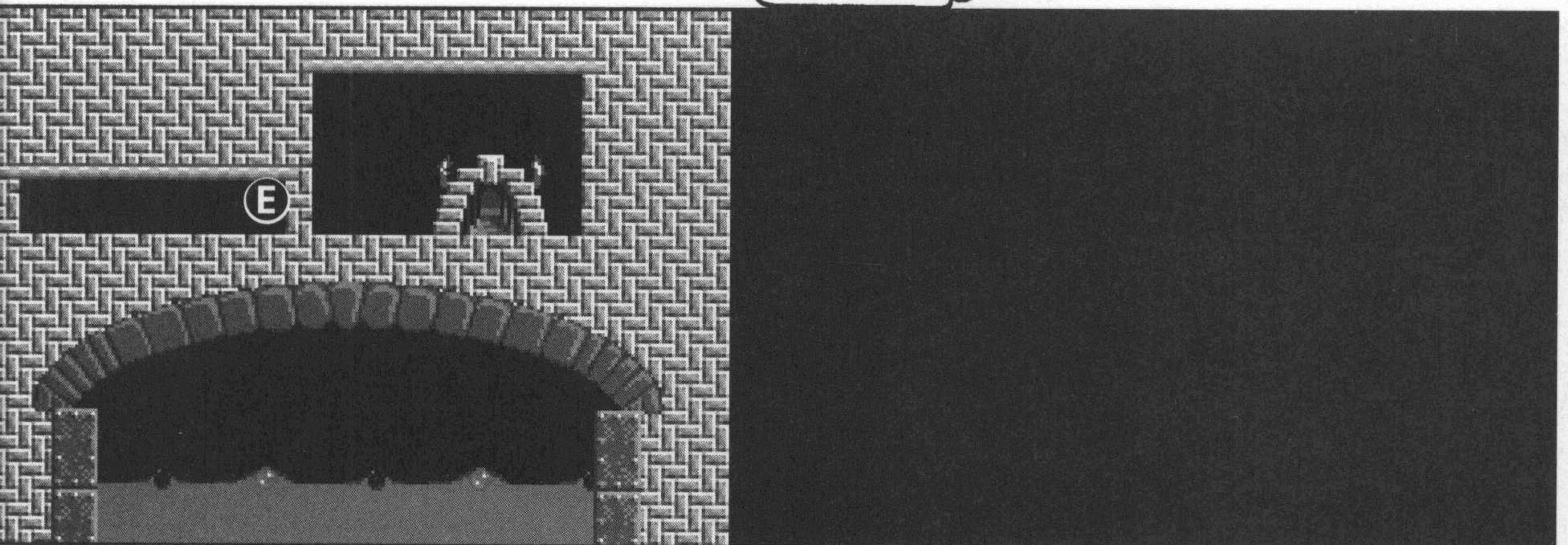


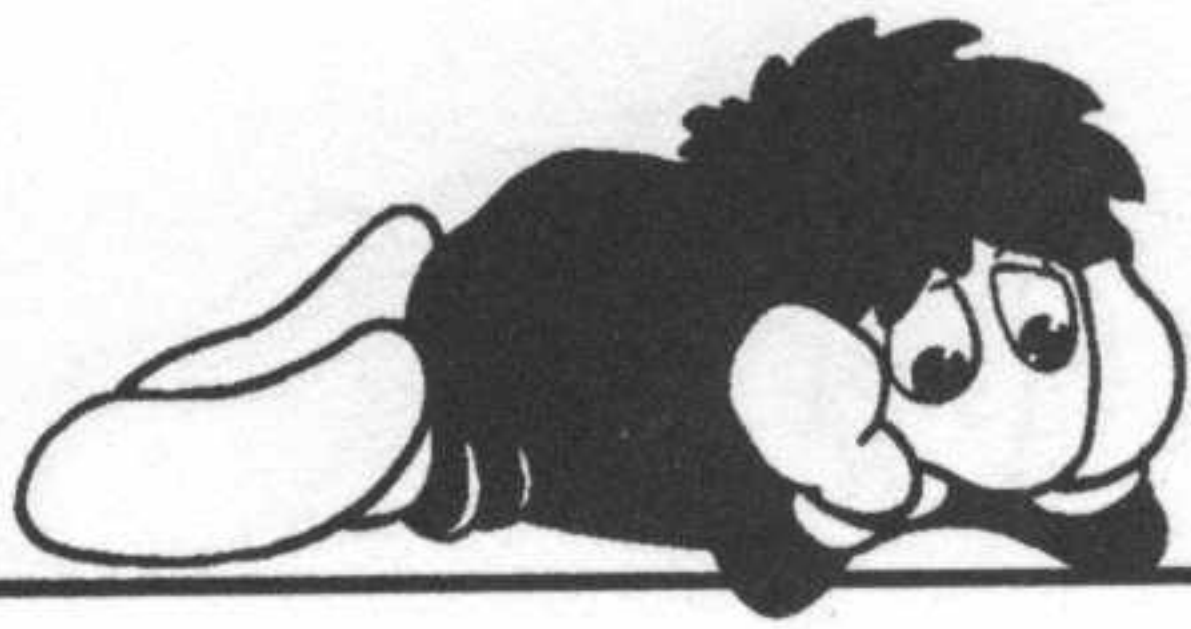


- 2 Build from **B** to the right. Continue building until you reach **C**.
- 3 While you are building the long bridge, build from **D** to the wall. This way, the lemmings who fall from the top of your other bridge will land safely.
- 4 Bash at **C** and **E**.

Another way you could do this level is by having the first lemming build at **B**, and then have a lemming dig to destroy the bridge behind the builder. This way, the builder is separated from the other lemmings, and no lemmings will fall off of the partially completed bridge. When the bridge is finished, have a lemming bridge to fill in the hole, and they'll walk up the bridge as usual.

Mayhem Level 19, "Time to Get Up!", is the more difficult version of this level.





Tricky 12 — Bitter Lemming

Access Code: IJHMDMCKEV

Statistics

50 lemmings

80 percent to be saved

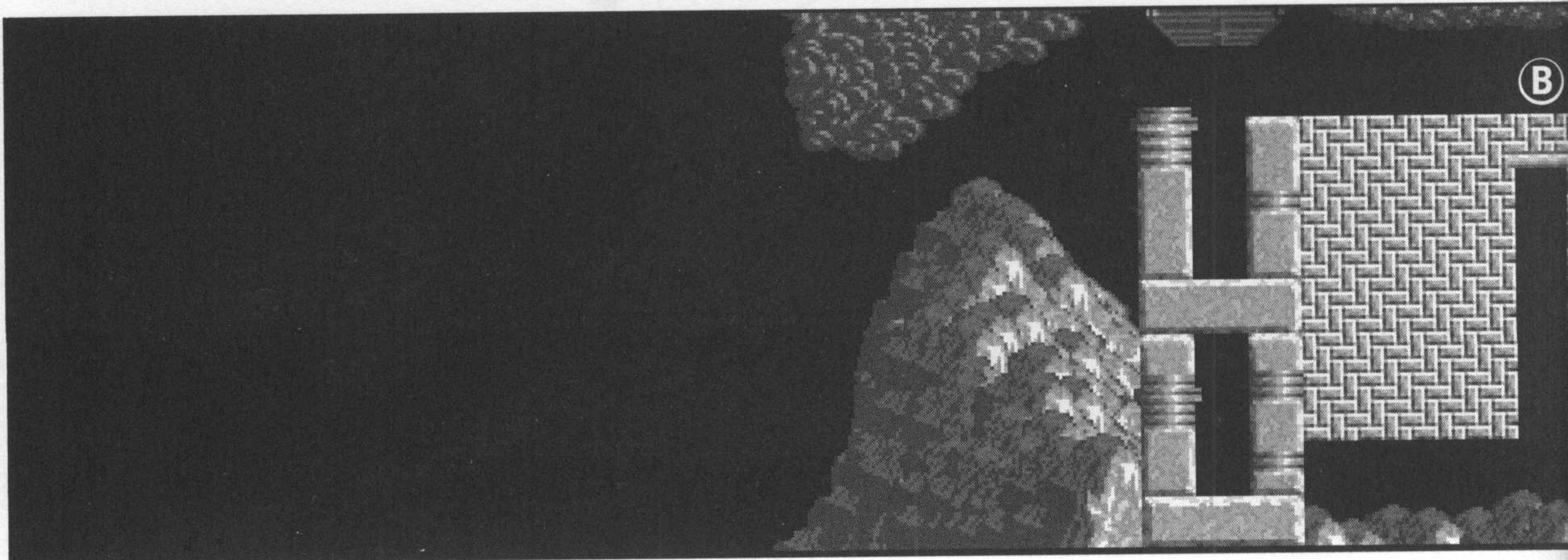
Release rate 1

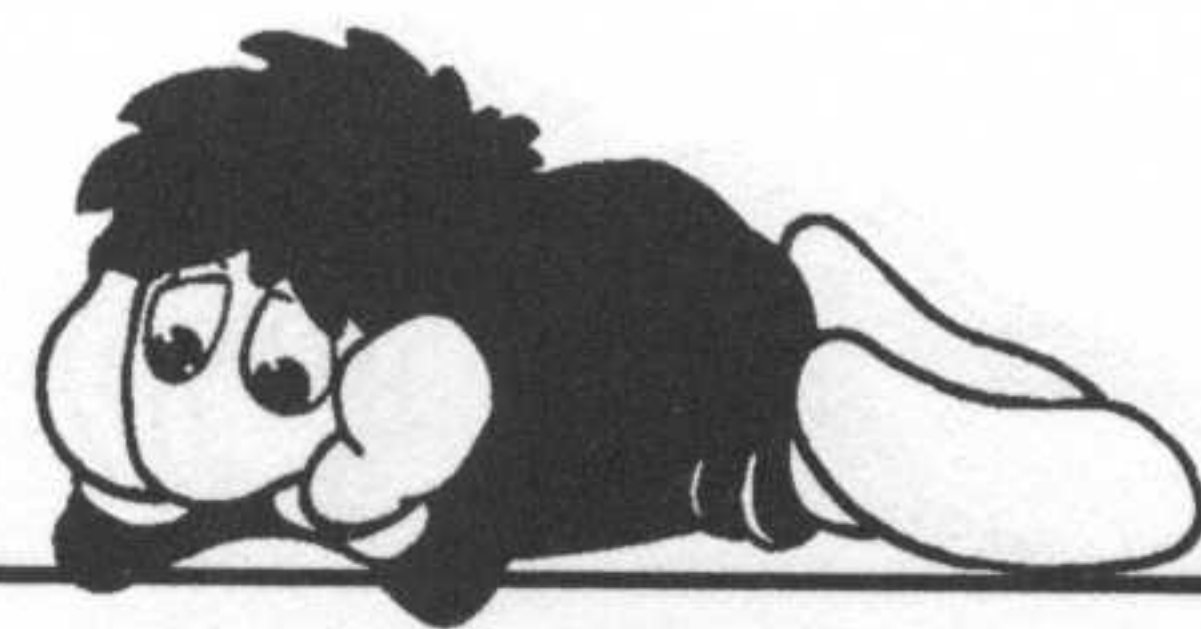
8 minutes

At the beginning of this level, the lemmings will splat unless you give them all umbrellas. We suggest that you accelerate the release, but you may need the aid of the right mouse button (or Option key on the Macintosh) at the faster release rates. Just for fun, you could try accelerating the release rate up to 99, and then try to give all the lemmings umbrellas!

Solution

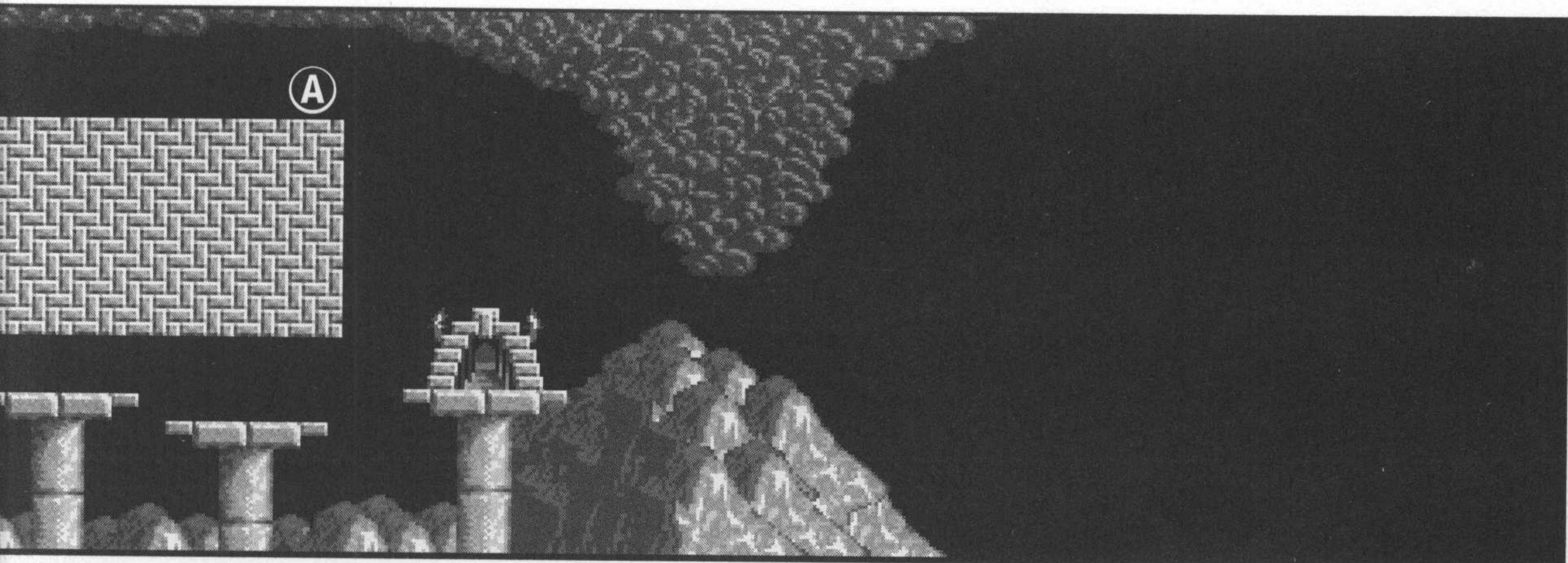
- 1 Increase the release rate to about 50, and make each lemming a floater before he lands.

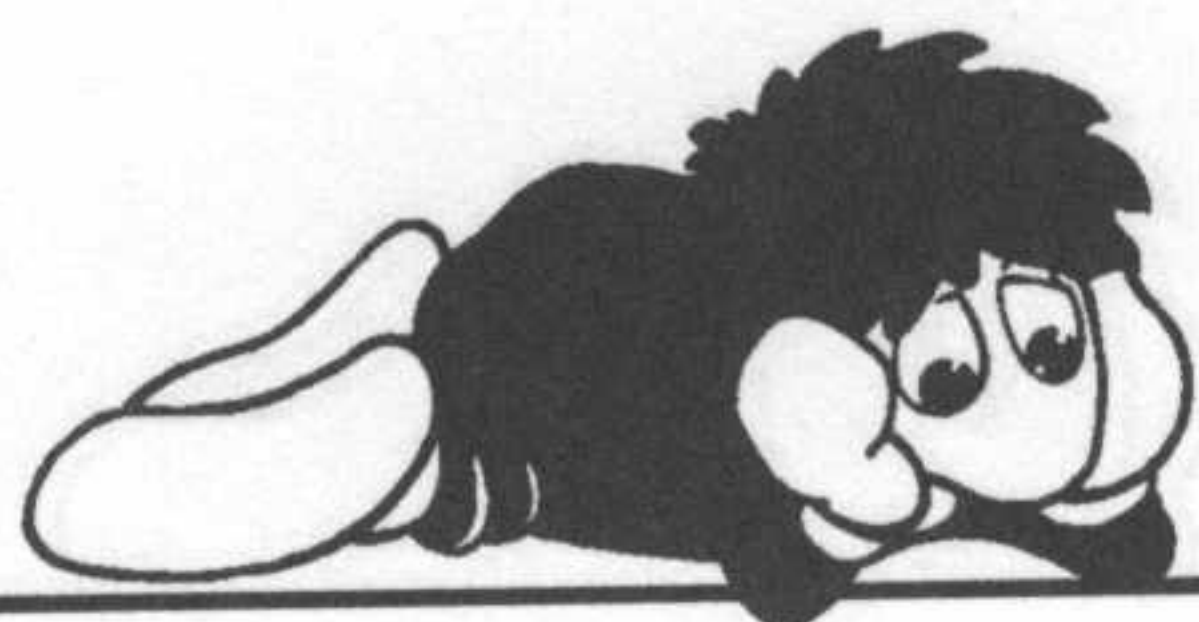




- 2** Send a climber up the right-hand wall. When he gets to **A**, build until he hits his head and turns around.
- 3** Mine to the left at **B** to free the other lemmings.

After a few rounds with this level, Mayhem 21 may look strangely familiar . . .





Tricky 13 — Lemming Drops

Access Code: NIMDMCCLEV

Statistics

Amiga:

100 lemmings

70 percent to be saved

Release rate 1

8 minutes

PC and Macintosh:

80 lemmings

70 percent to be saved

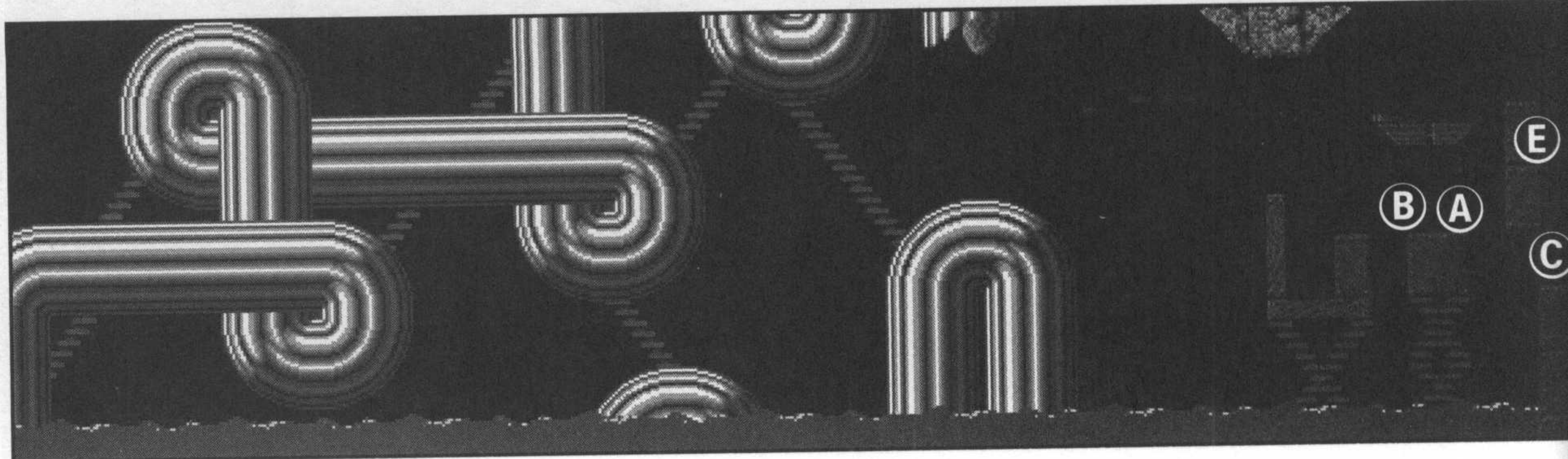
Release rate 1

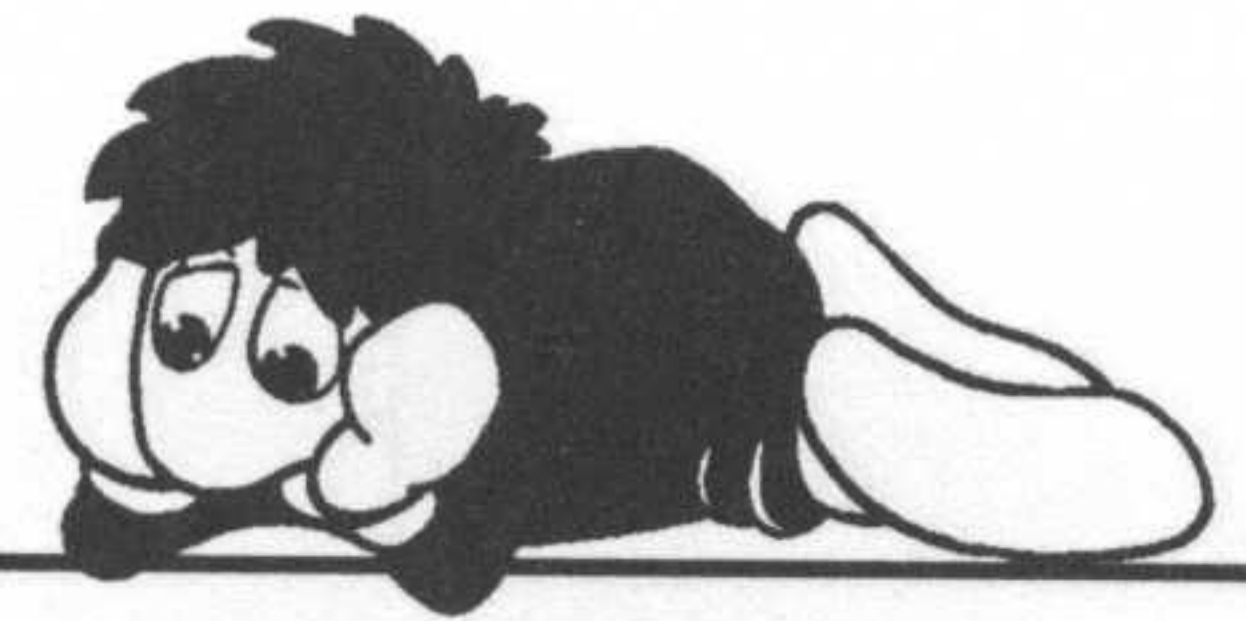
8 minutes

Don't be distracted by all the columns on this level. They have very little to do with the solution, and are just there to distract you. They're sort of interesting to look at, though, since you don't often see stone columns twisted into knots!

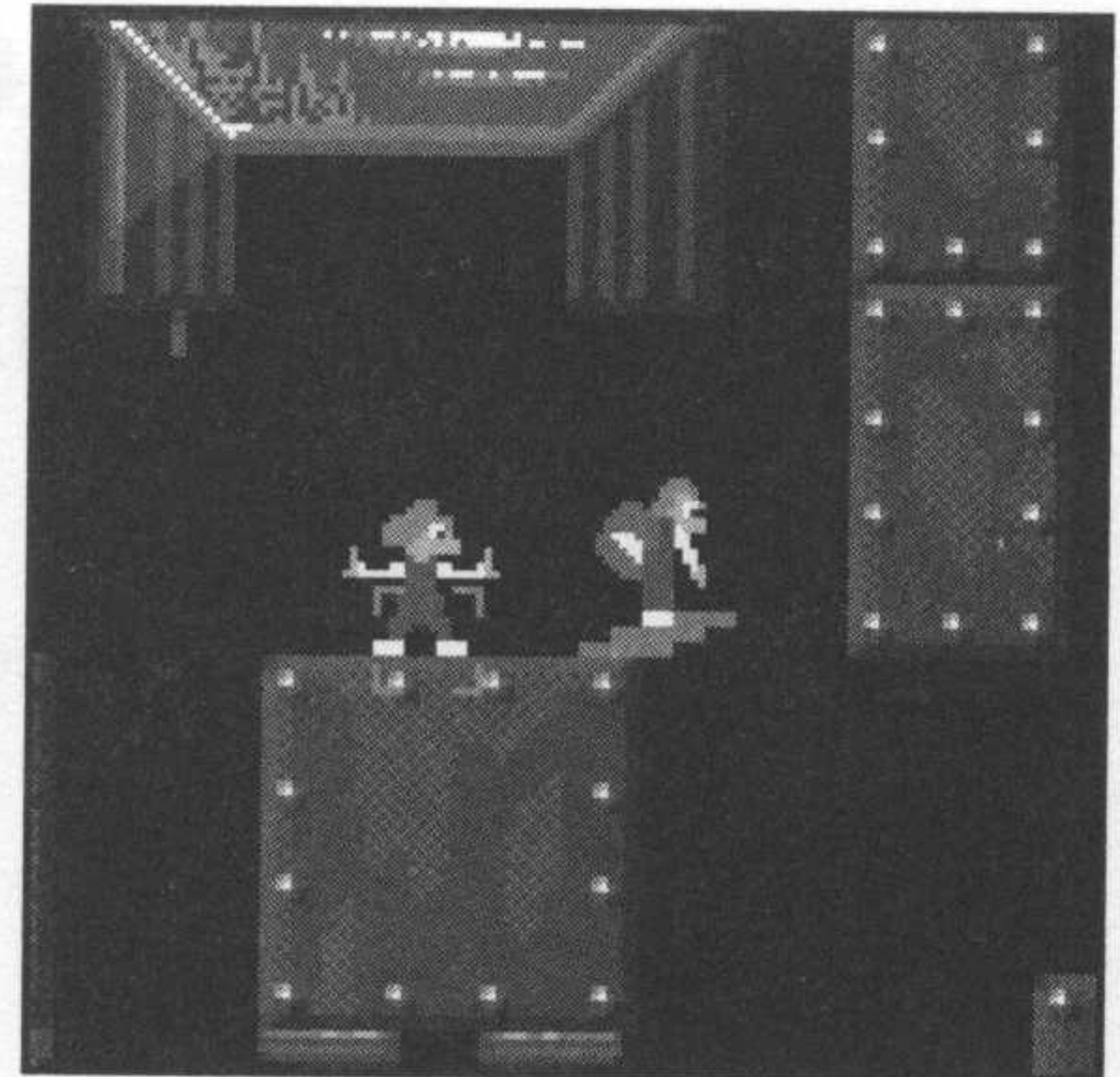
Solution

1 Build at **A**.

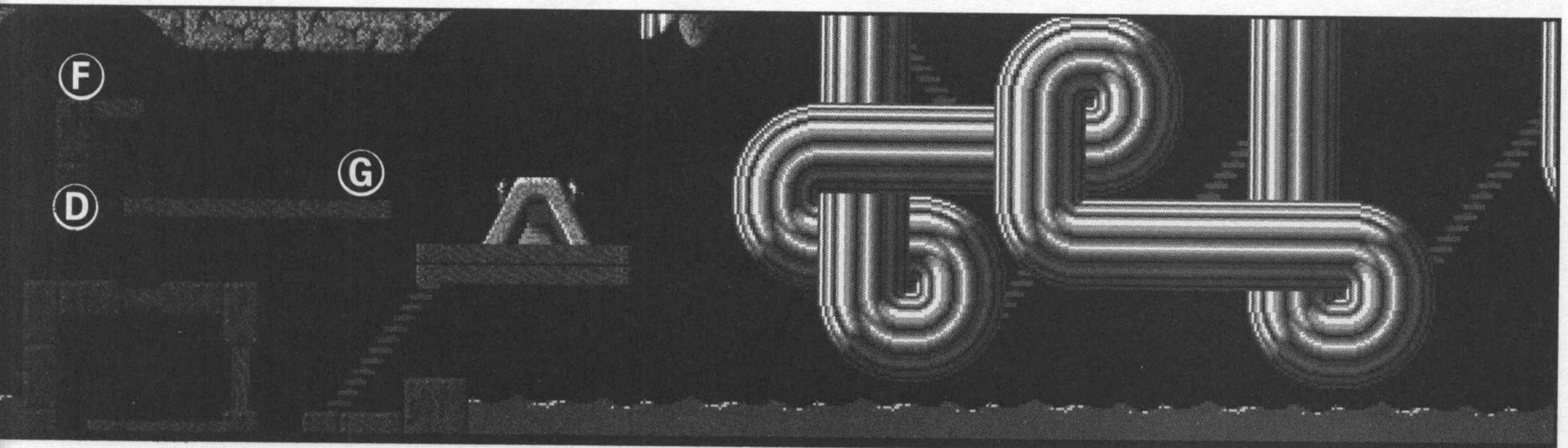


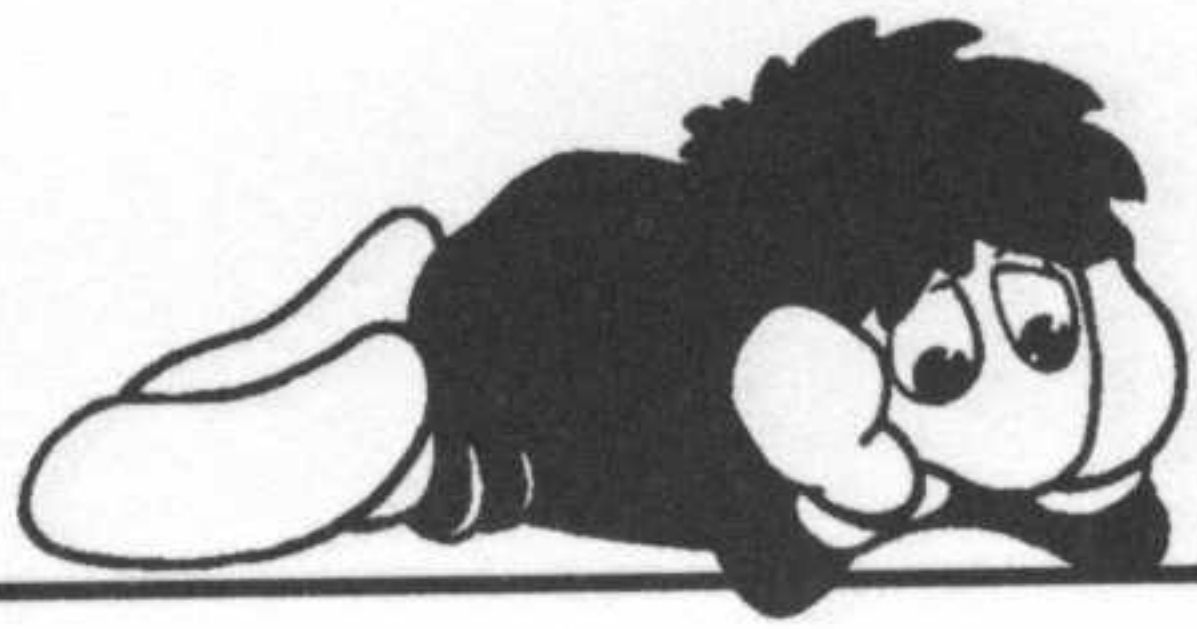


- 2 Make the second lemming out of the hatch into a blocker the instant he hits the ground at **B** (for further details, see tip number 8 in the Hints and Tips chapter).
- 3 Send a climber over the wall to build from **C** to **D**.
- 4 When the builder hits the wall at **D** and turns around, build from **C** back to the left.
- 5 Build into the wall at **D** to turn the lemming around (otherwise he'll climb the wall).
- 6 Build from **D** to **E**, then from **E** to **F**.
- 7 Build at **G** to the exit.
- 8 Dig vertically just to the right of **A** to free the other lemmings.



This is certainly not the only way to win this level! There are quite a few other solutions! Only the most dedicated *Lemmings* player will be able to save 100 percent, though!





Tricky 14 — MENACING !!

Access Code: HOMICKOMEV

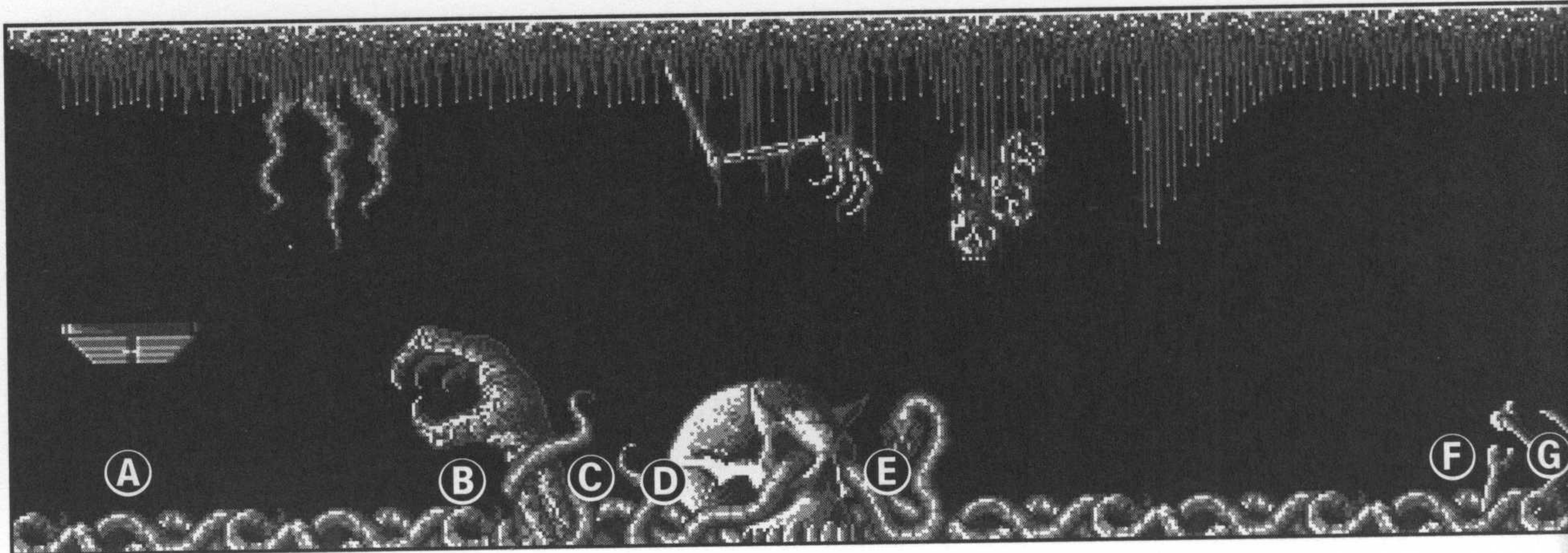
Statistics

80 lemmings
 87 percent to be saved
 Release rate 50
 6 minutes

Here's another game which borrows graphics and music from a previous Psygnosis release: *Menace*. *Menace* is a horizontally-scrolling shoot-em-up which runs with the best of the breed, and was available for the Amiga, MS-DOS compatibles, and for the Atari ST. *Menace* was also written by the same team who wrote *Lemmings*, which is obviously a very different game, both in flavor and in gameplay. Enjoy the walk through spooky Draconia!

Solution

1 Block at **A** as soon as a lemming falls out of the trap door.

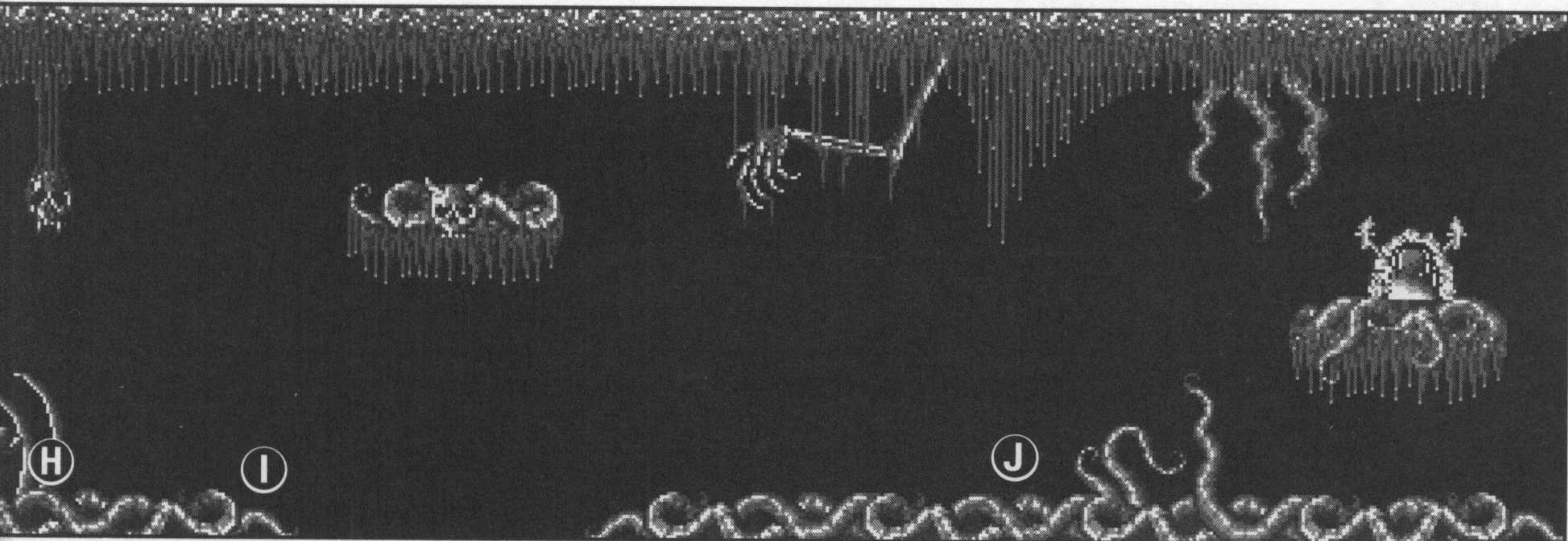
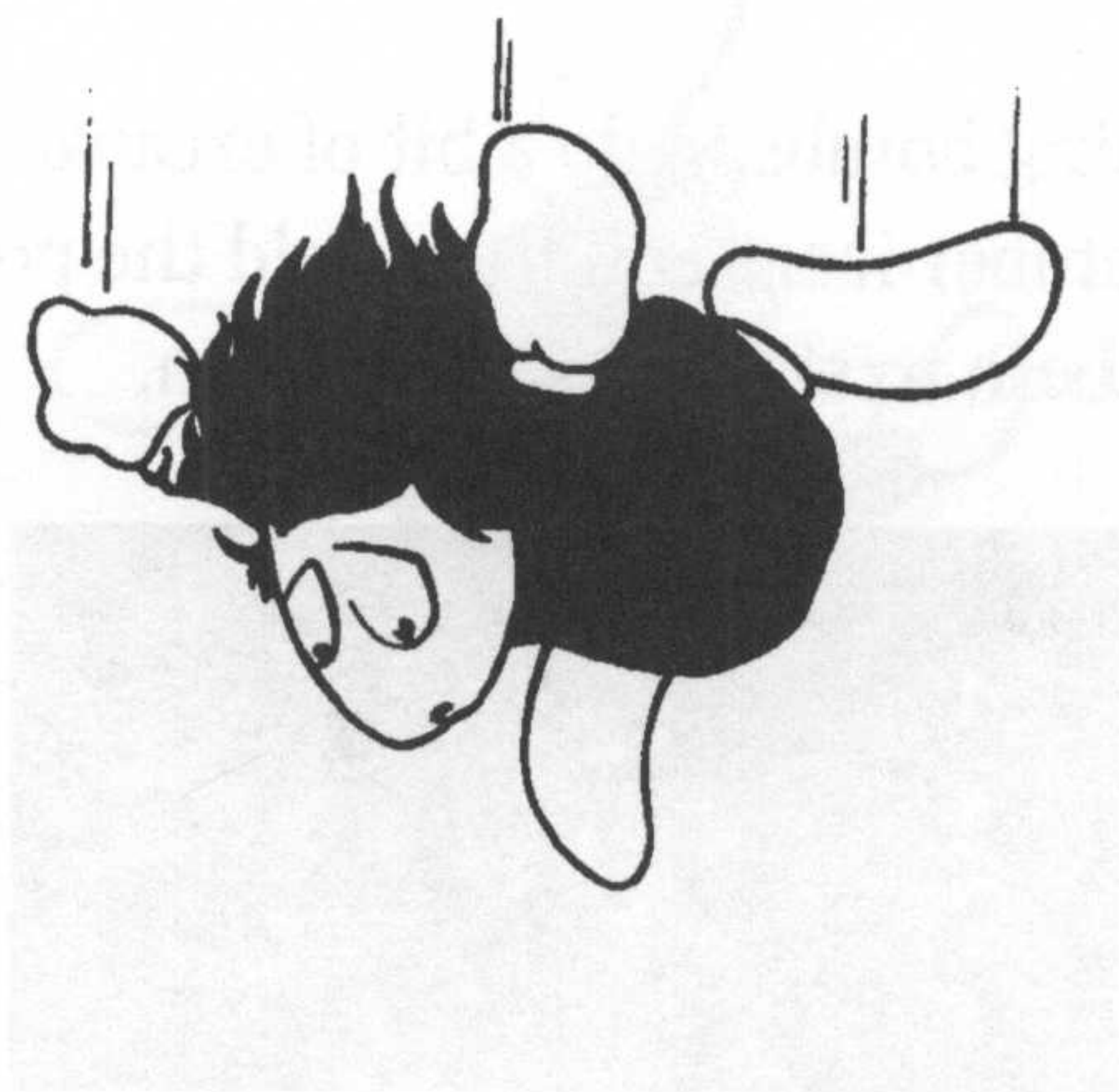


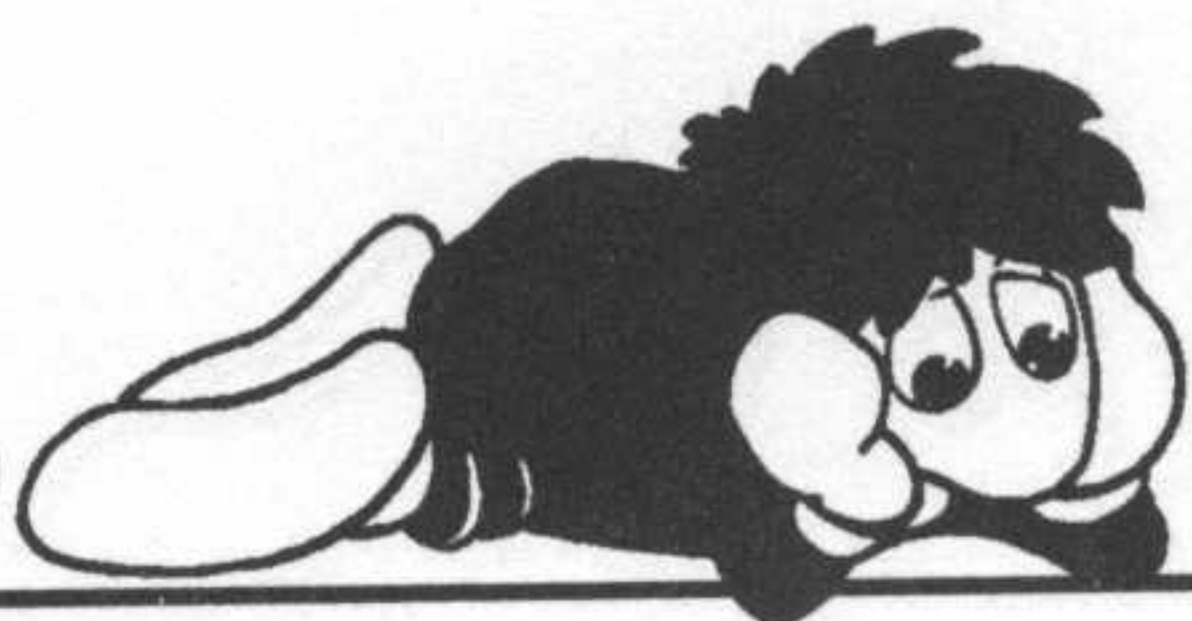
Tricky Level



99

- 2 Bash at **B**, and block behind the basher.
- 3 Bash at **C**, **D**, **E**, **F**, **G**, and **H**.
- 4 Build at **I** over the gap.
- 5 Build from **J** to the exit.
- 6 Bomb the blocker at **B** to release the lemmings from captivity.





Tricky 15 — Ozone friendly Lemmings

Access Code: OLICAJNNEM

Statistics

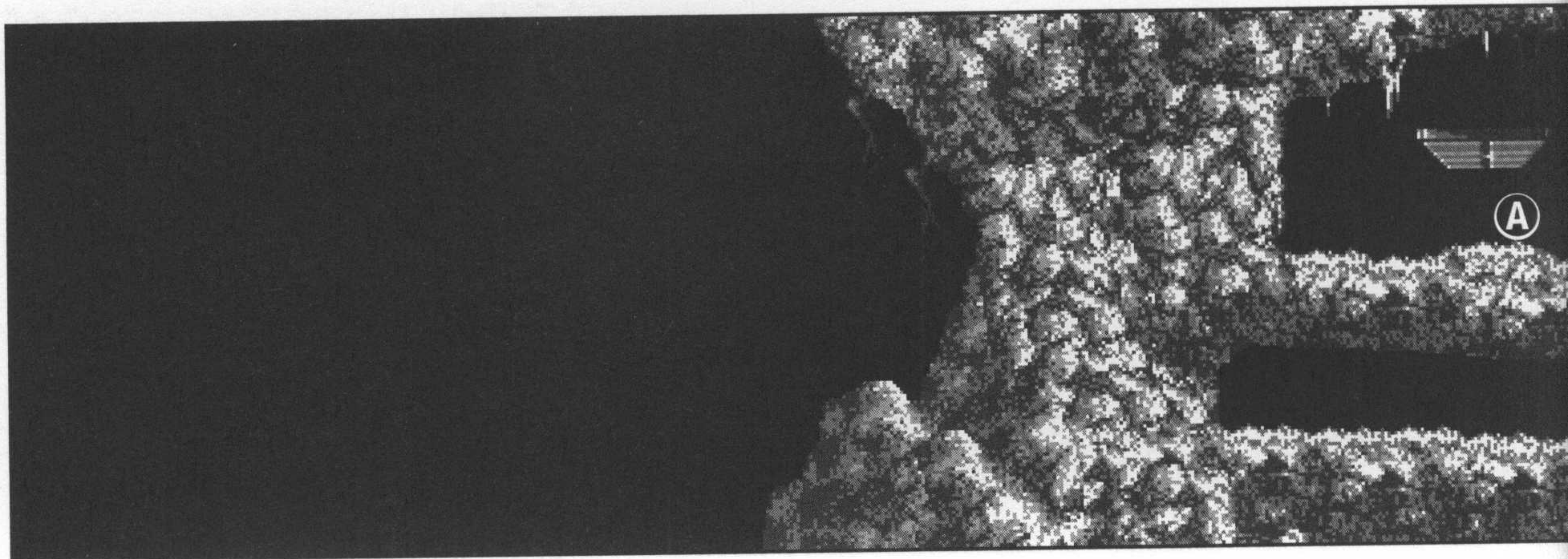
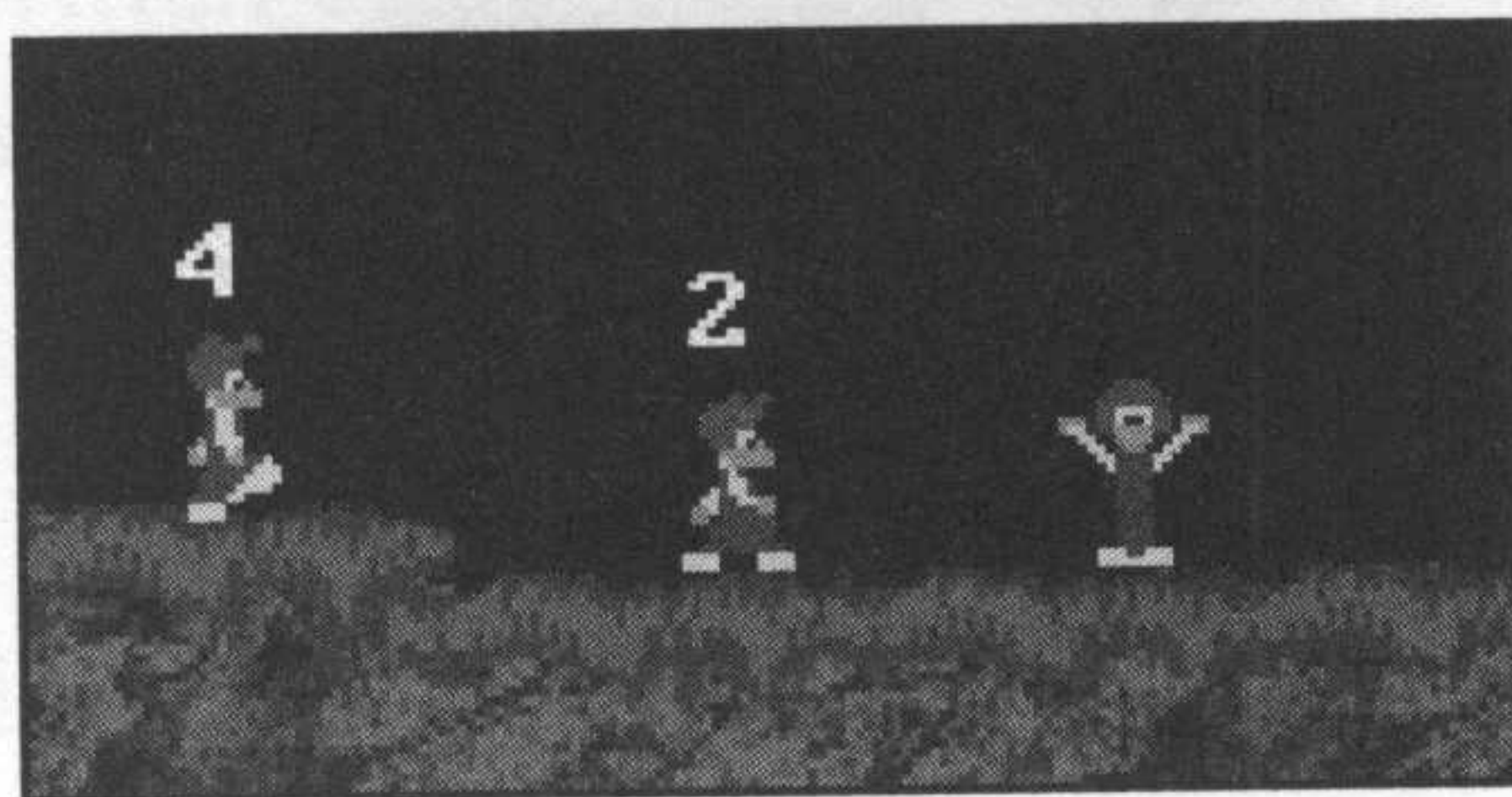
10 lemmings

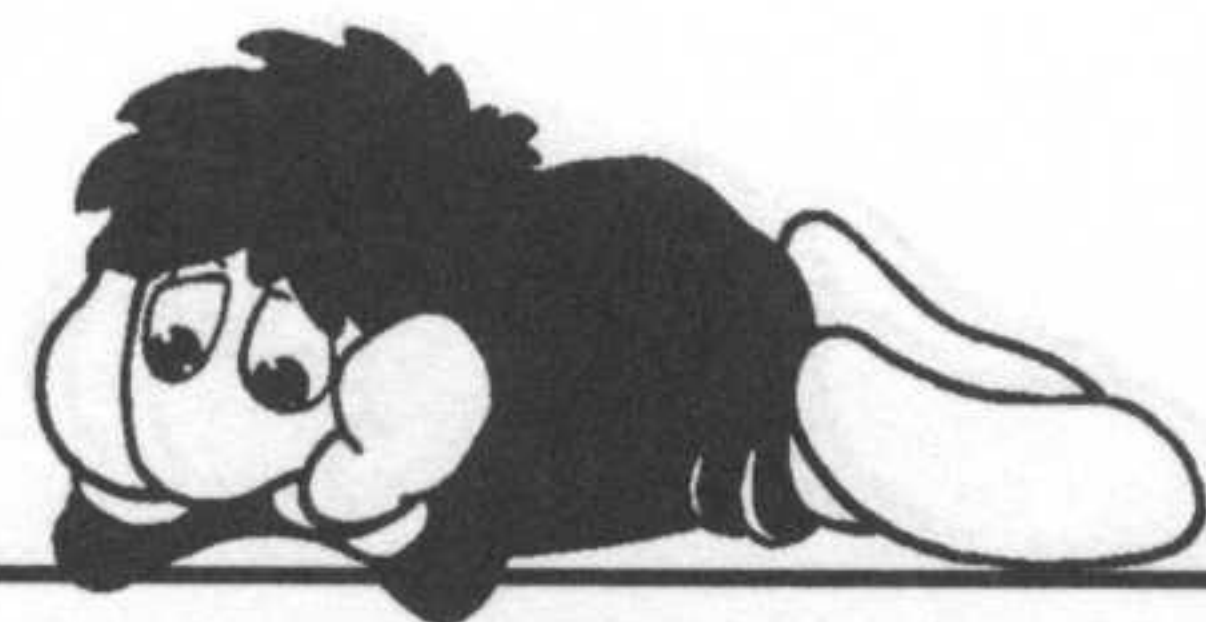
60 percent to be saved

Release rate 50

5 minutes

Here, we use some lemming bombs to do a bit of excavation. The easiest way to solve this level is to activate the bomber icon, and then hold the pointer in one place. As the lemmings walk by, click on them to start the countdown.

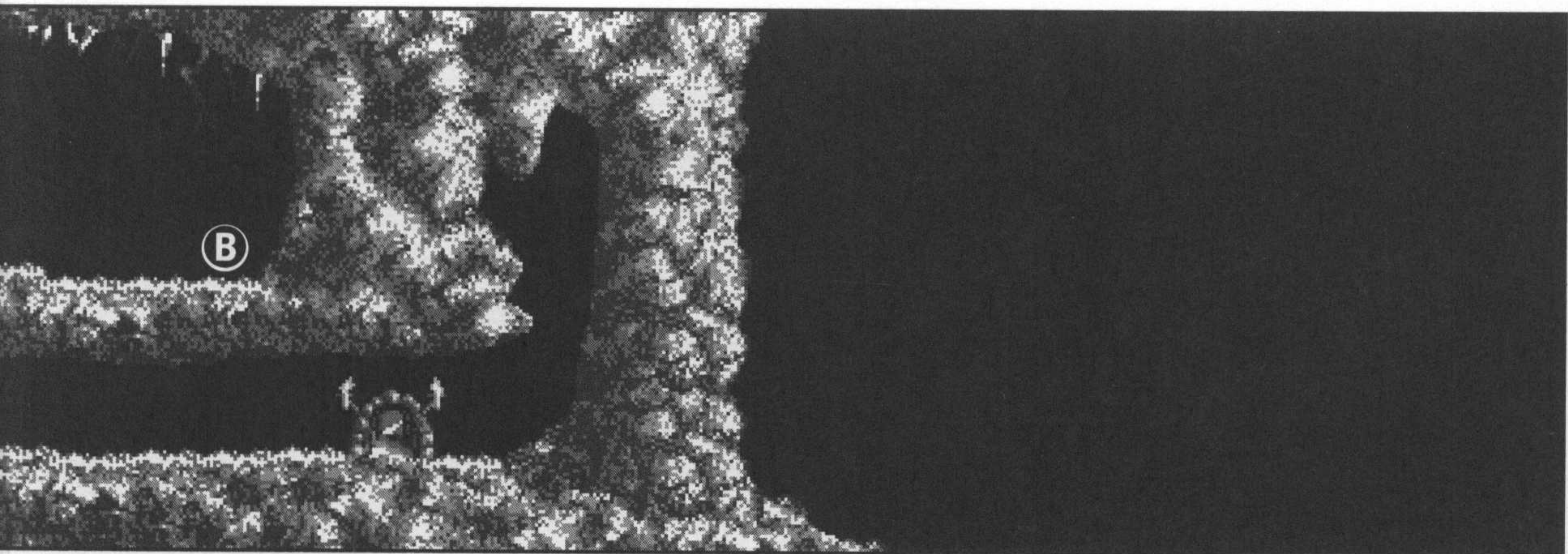
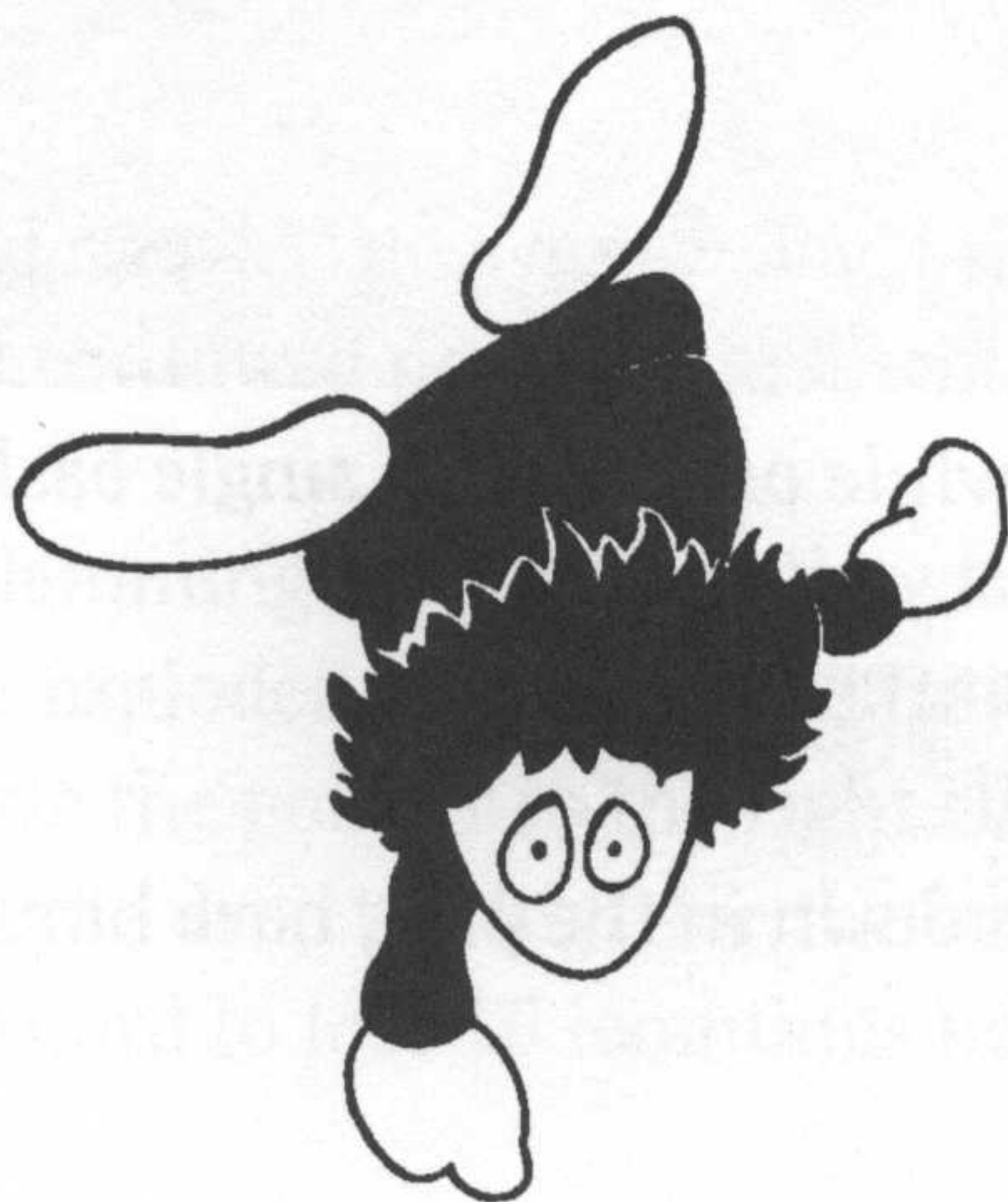


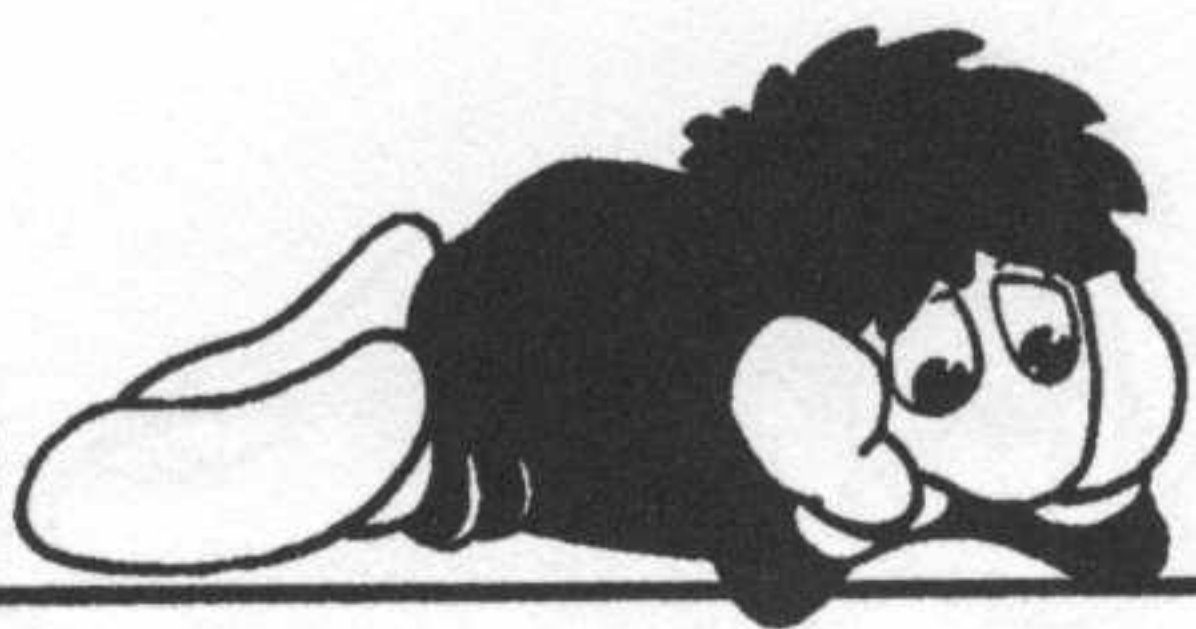


Solution

- 1 Turn 4 lemmings into bombers at **A**, one right after another.
- 2 They will blow a hole to the exit level right around **B**.

For additional challenge: If you experiment with placing the pointer where you click the lemmings to start the countdown, you can do this level and save 70 percent of the lemmings (only losing 3 lemmings!).





Tricky 16 — Luvly Jubly

Access Code: LMBKJNOOEK

Statistics

50 lemmings

80 percent to be saved

Release rate 76

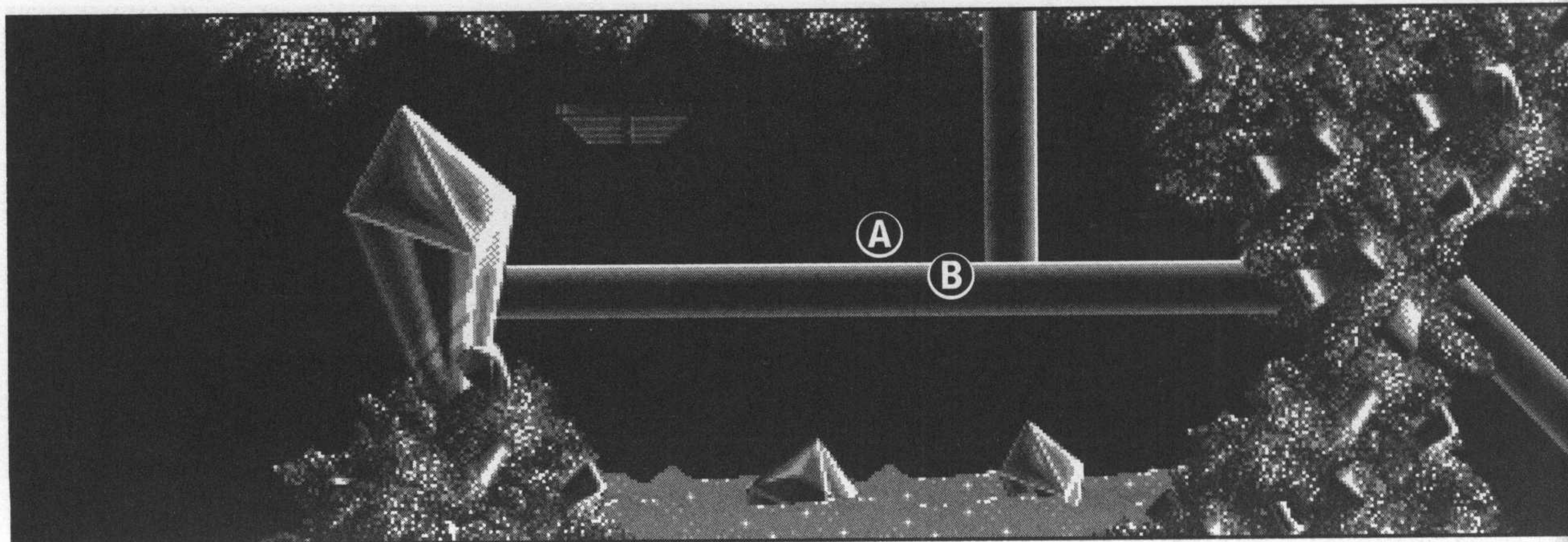
5 minutes

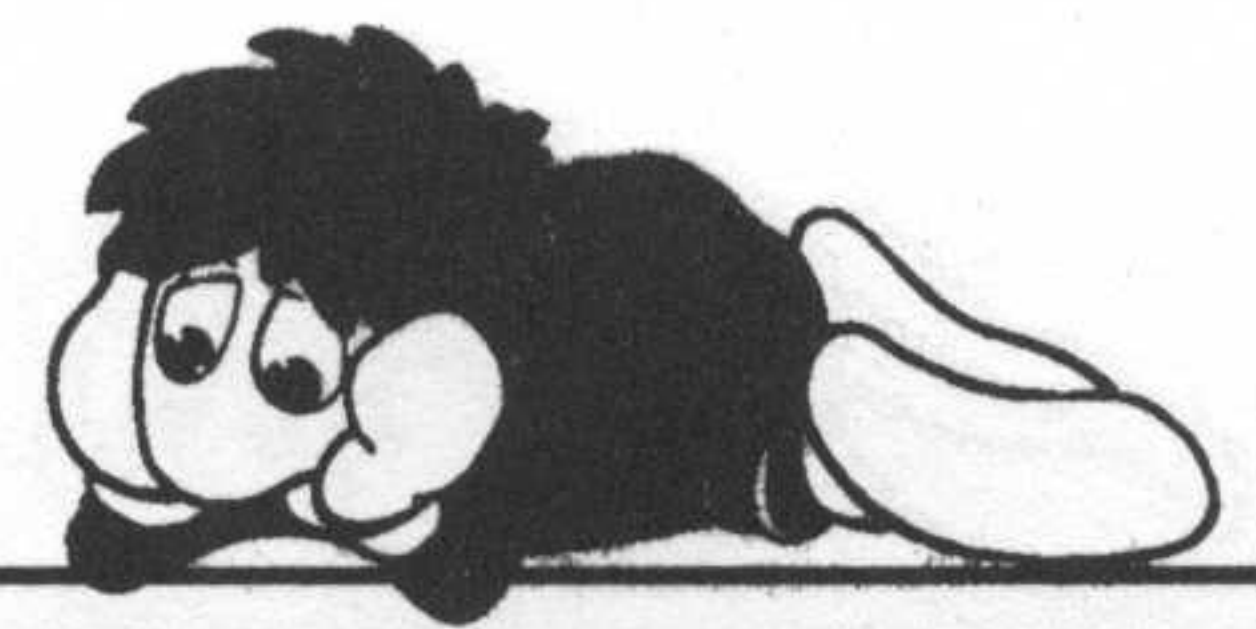
At the very beginning of this level, we save ourselves a basher by having a lemming mine before bashing. This way, the lemming can bash through the pole and through the mound of diamonds and rocks while only using a single basher.

Solution

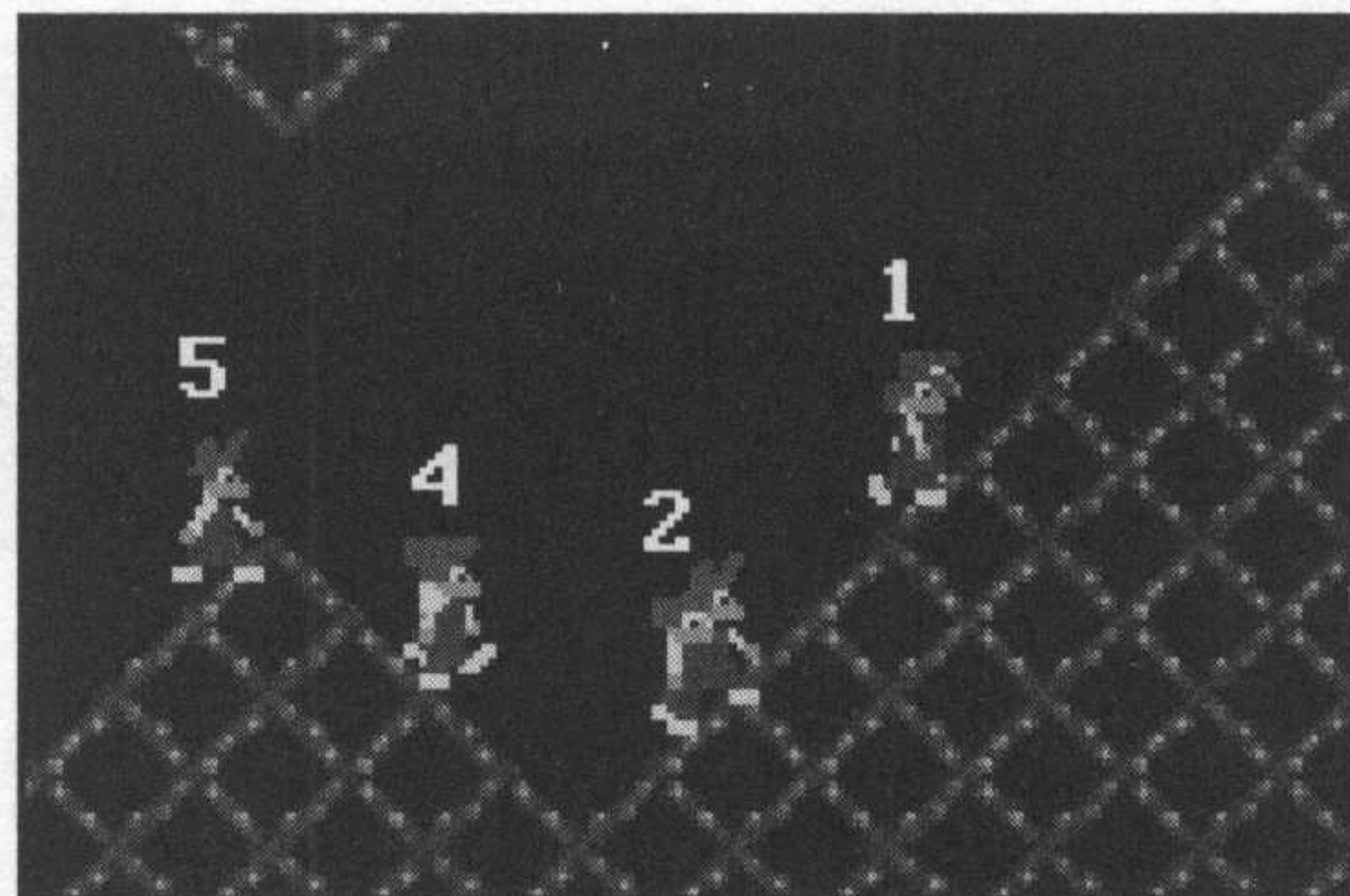
1 Mine at **A**.

2 When the miner lemming is down in the pipe, have him start bashing at **B**.



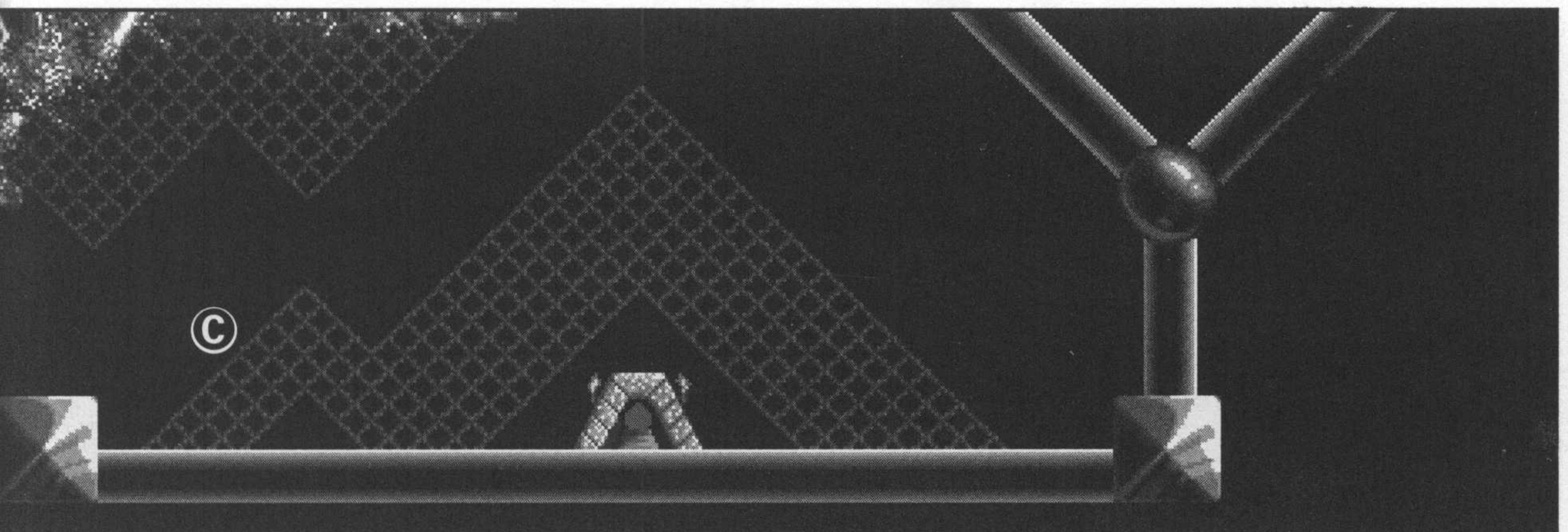


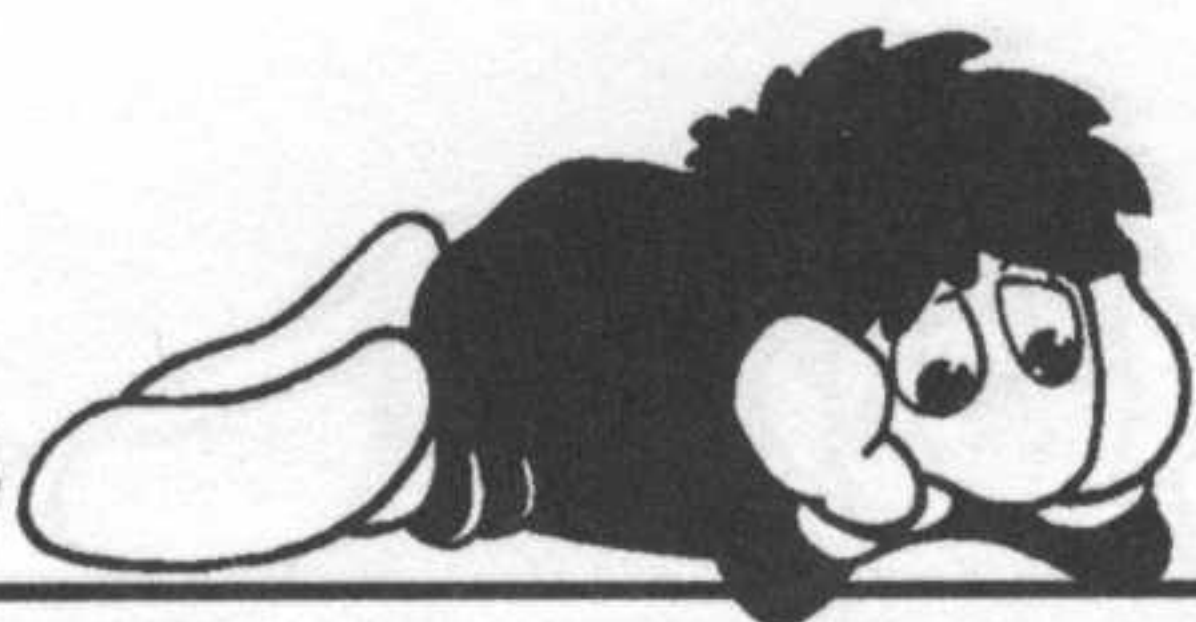
- 3** Make 6 or 7 lemmings bombers at **C** to clear a path to the exit. You will need to move the pointer slightly to the right of point **C** to get the later lemmings to explode in the right place.



During step 3, watch the lemmings carefully as they fall and explode. Since they fall a tiny bit further each time one explodes, you'll want to time the bomber slightly later each time. Make sure you move the pointer to the right slightly each time!

Also, be careful of making the drop too high for the lemmings coming back around from the right side! You can afford to lose 10 lemmings here, but it's possible to solve this level and only lose 6!





Tricky 17 — Diet Lemmingaid

Access Code: KCANOMMPEU

Statistics

50 lemmings

96 percent to be saved

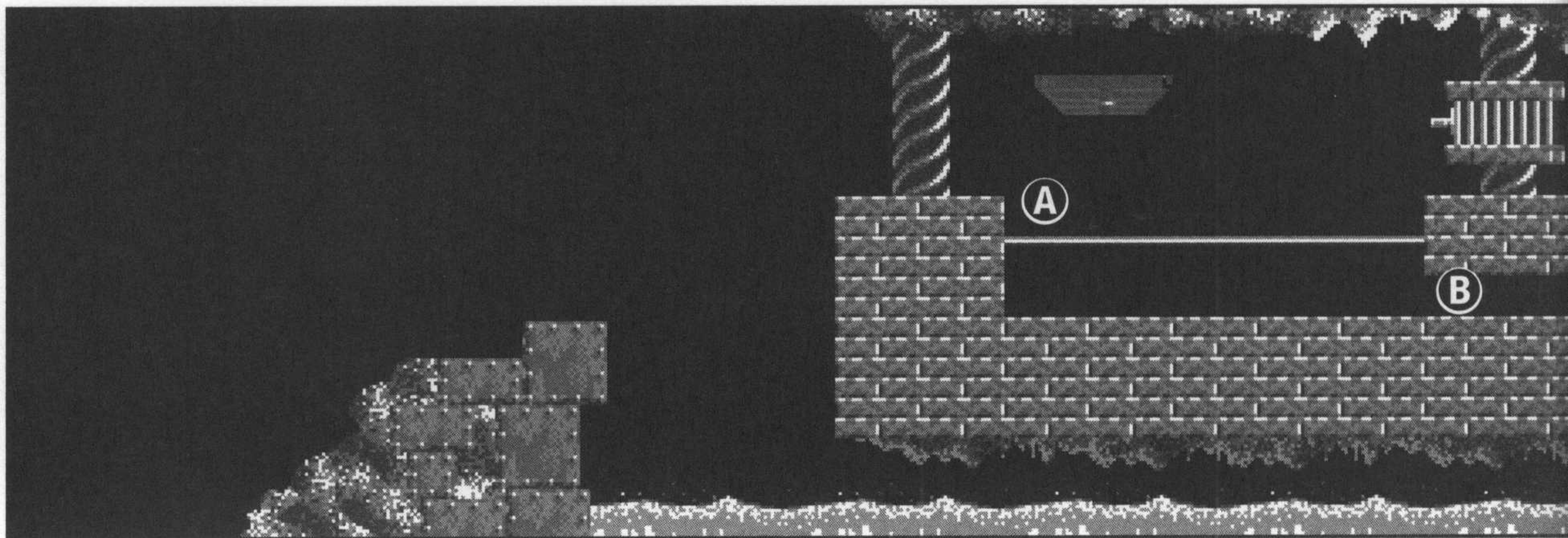
Release rate 50

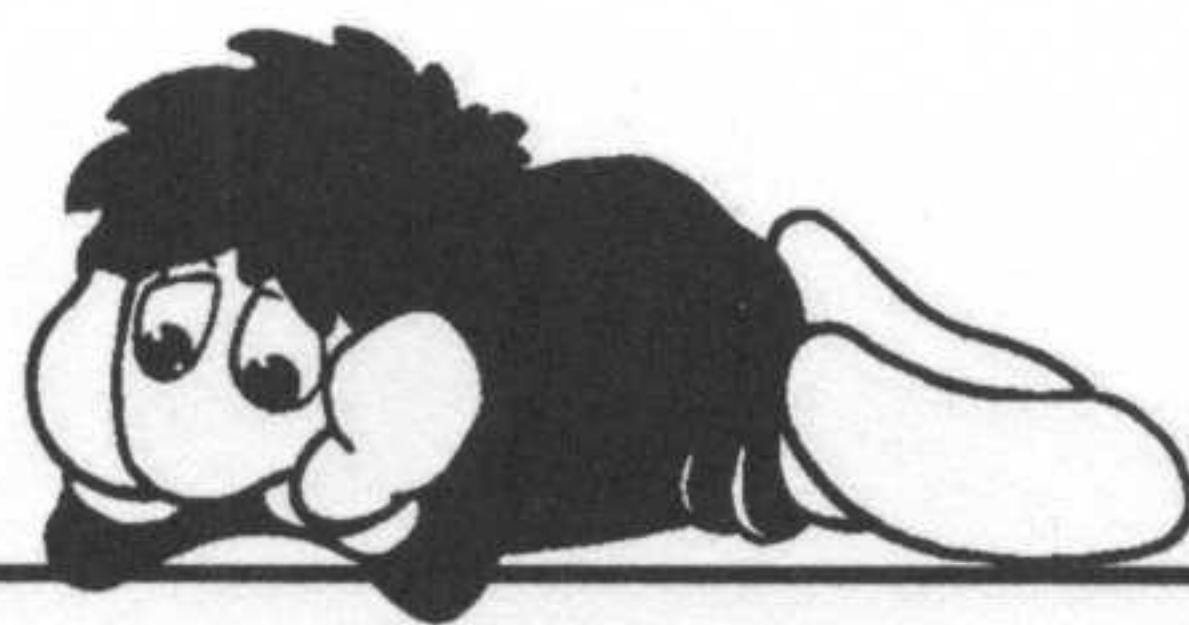
5 minutes

Timing on this level is absolutely critical! Step 1 can be done somewhat arbitrarily, since it doesn't matter where the hole is opened, but the bomber on step 2 must be positioned precisely.

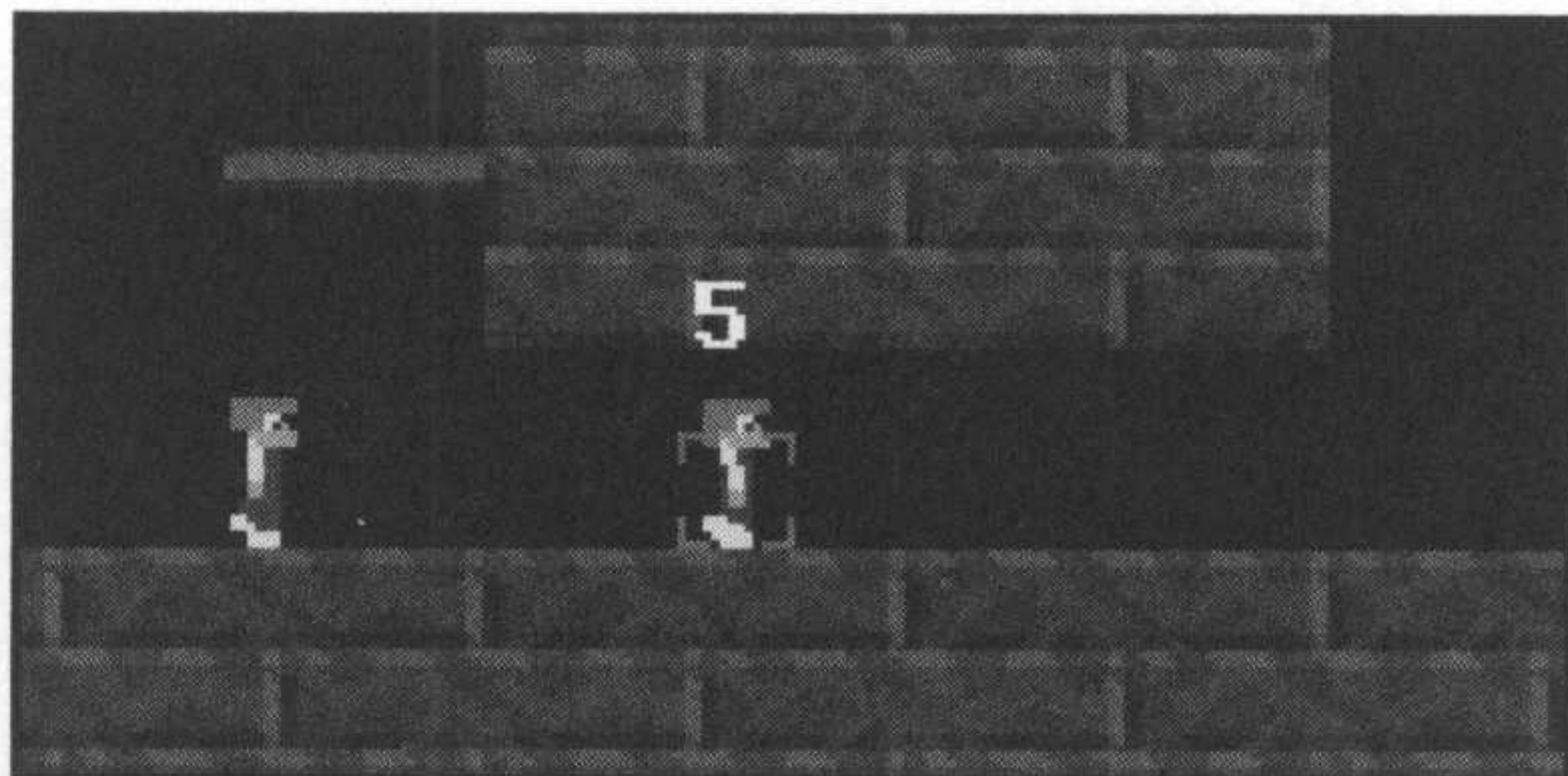
Solution

1 Make a bomber at **A**. He will open a hole to the next level.

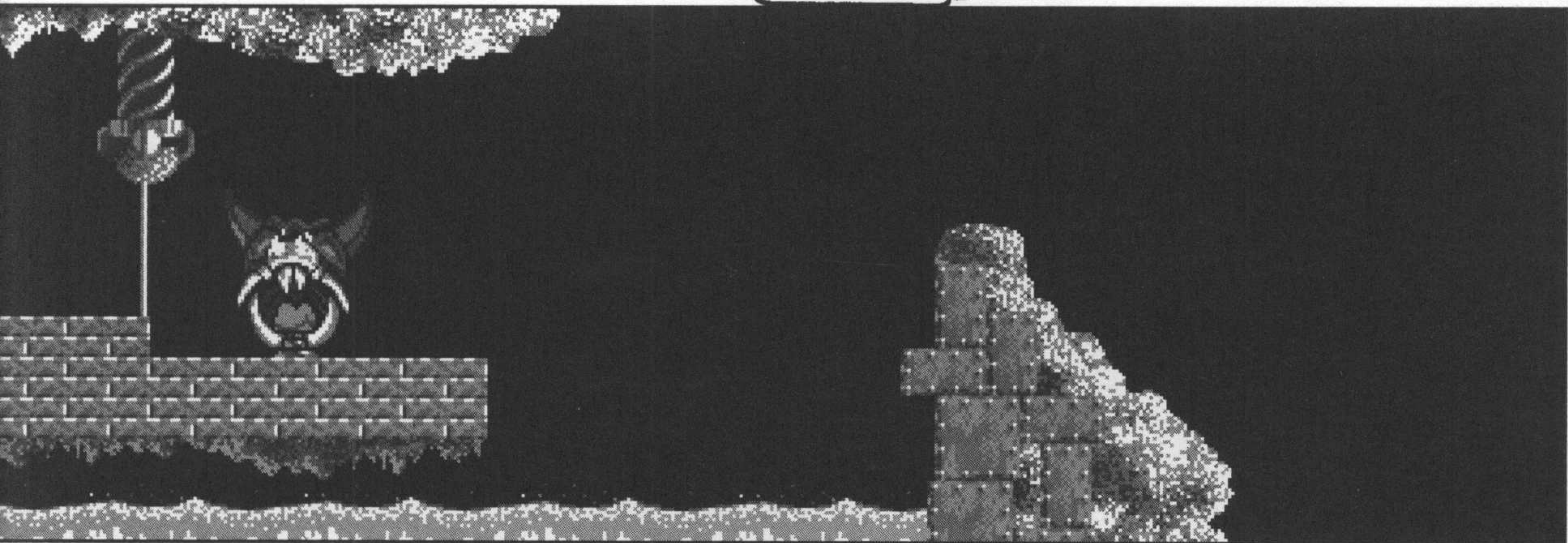


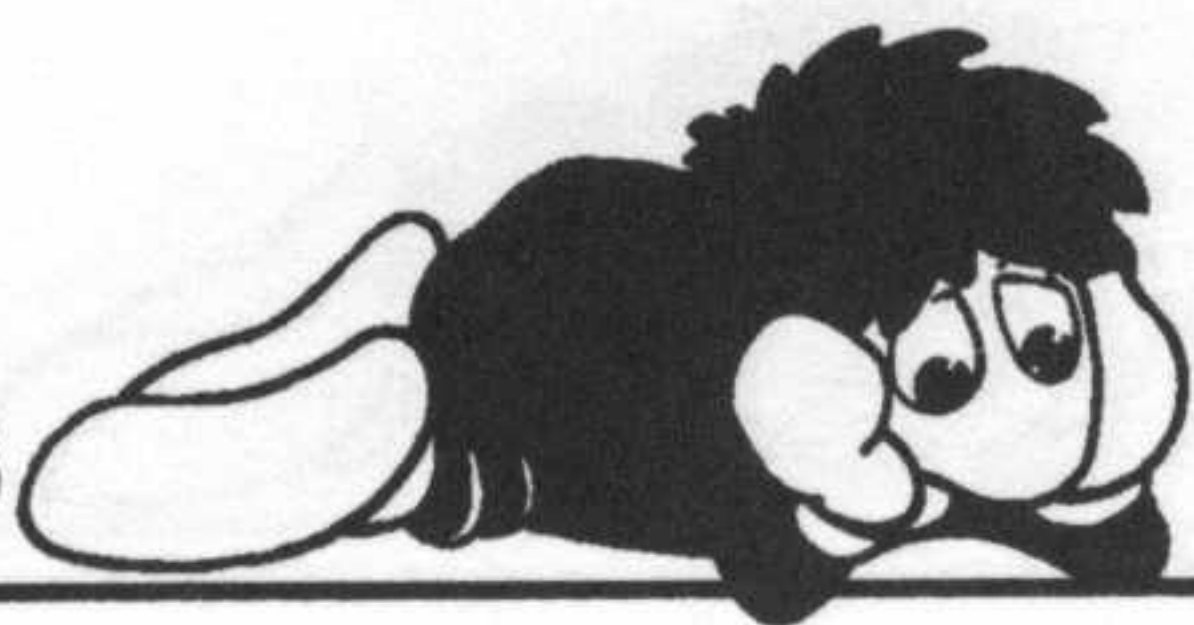


2 Make a bomber at **B**. He will explode next to the wall, opening a hole to the exit.



You only have two bombers on this level, so you only have one try at the bomber in step 2.





Tricky 18 — It's Lemmingentry, Watson

Access Code: CINNMDMQEV

Statistics

10 lemmings

90 percent to be saved

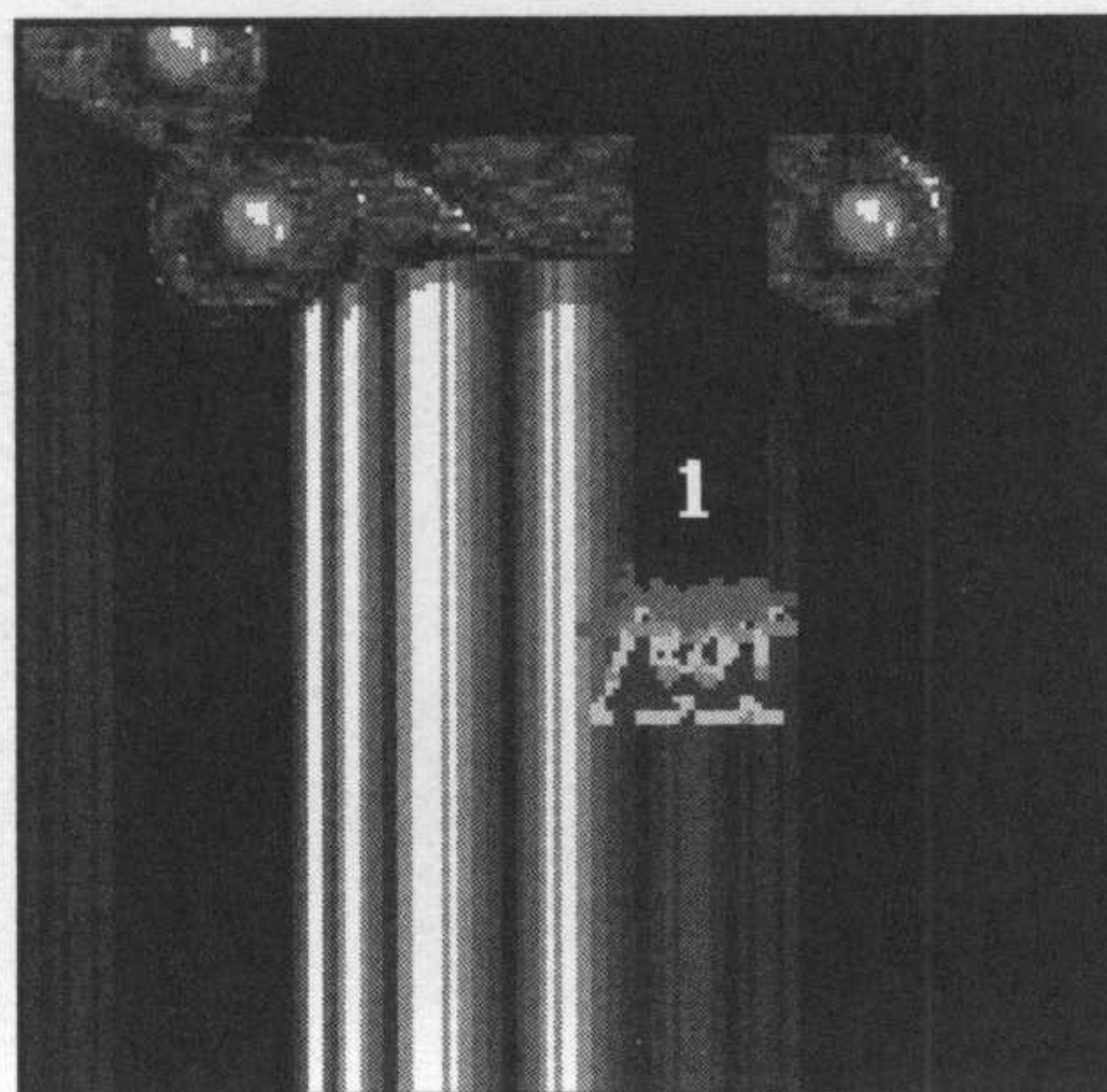
Release rate 50

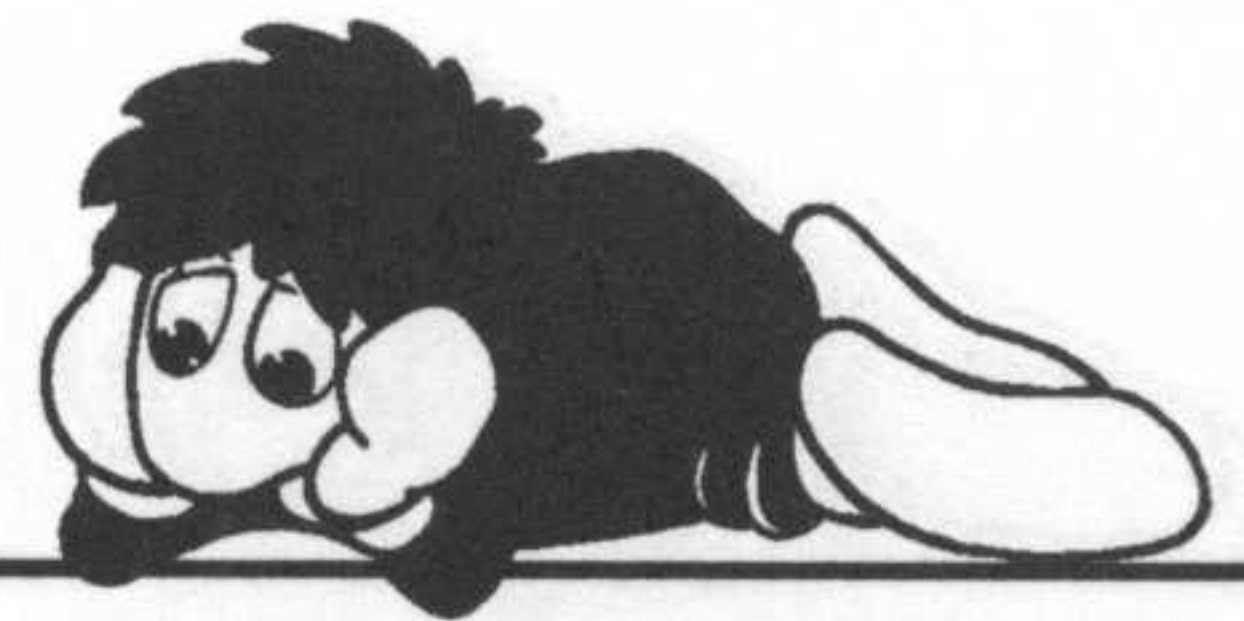
5 minutes

On this level, we'll use a vertically-digging lemming as an elevator, and then have him bomb to open the door to the outside! You may remember seeing this level as Fun Level 2. Look how far you've progressed since then!

Solution

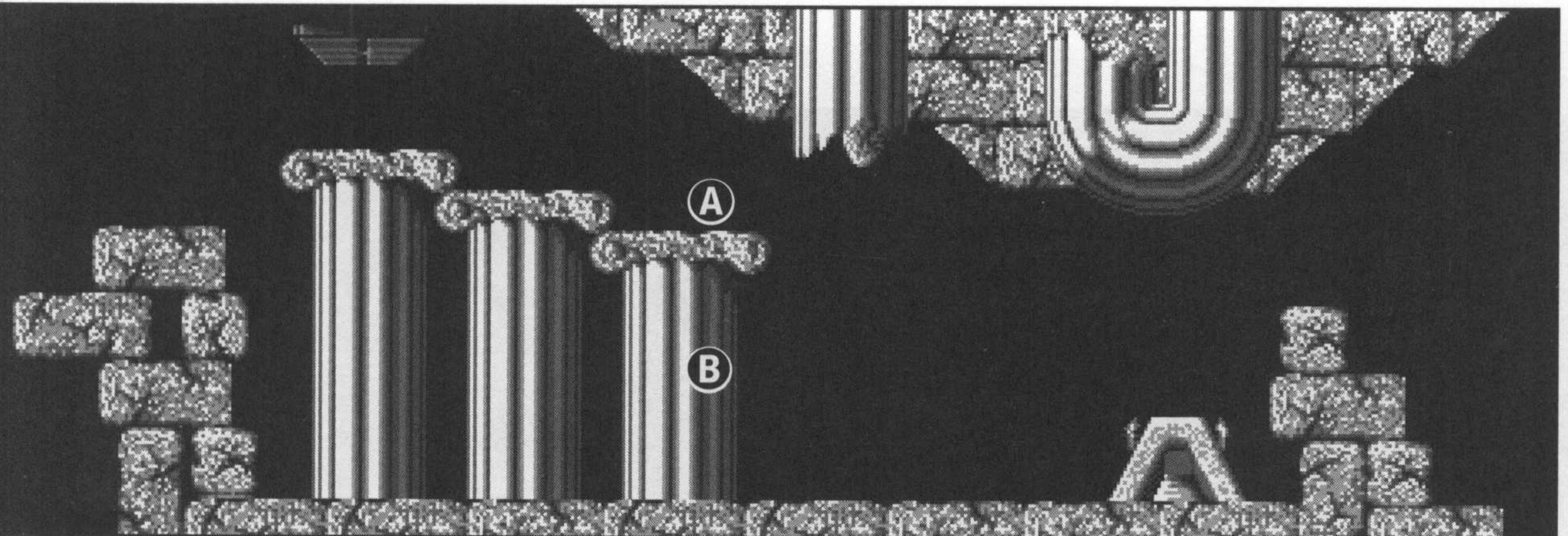
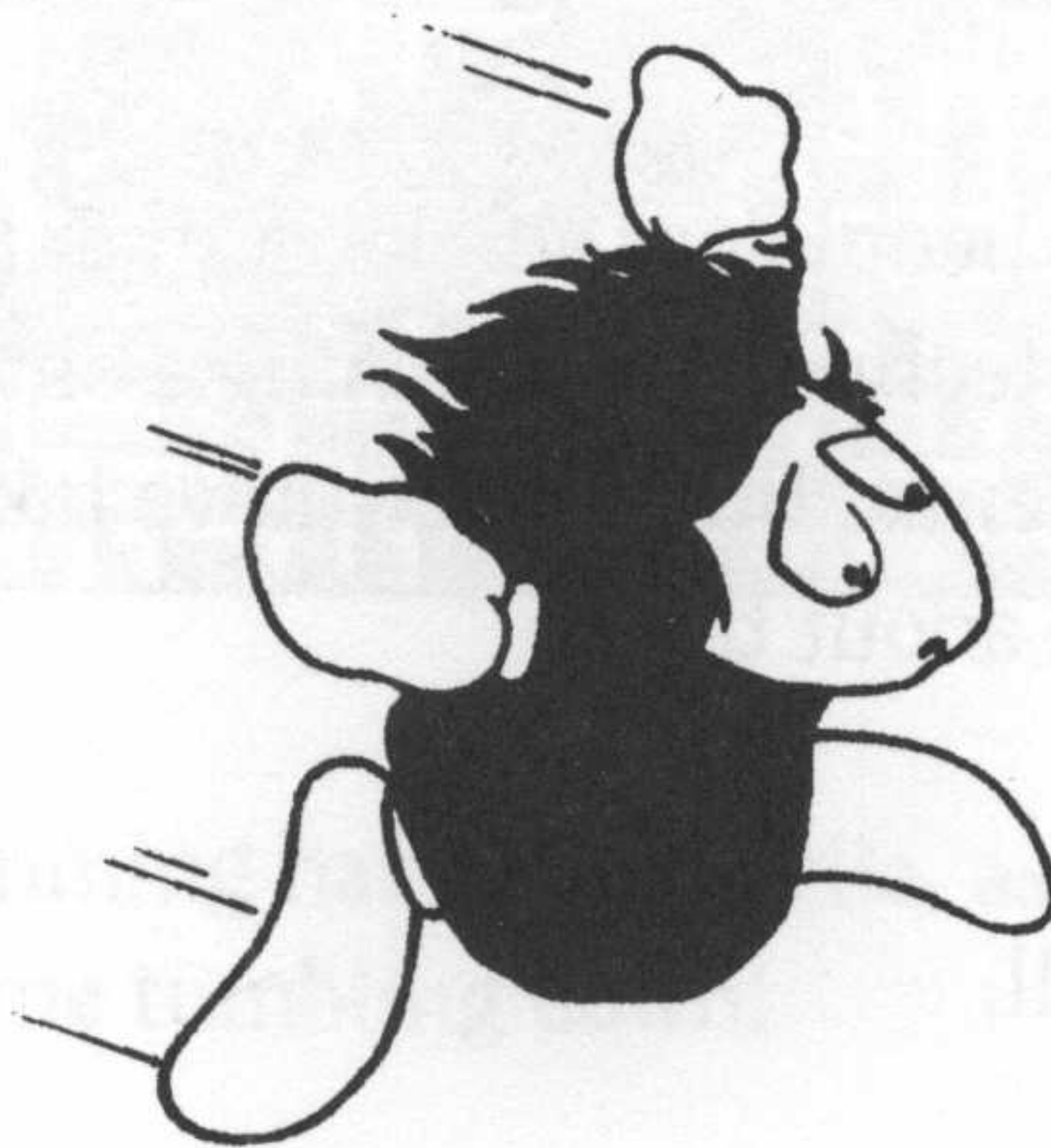
- 1** Make the first lemming dig at **A**. He should leave a thin line to the right of his pit to prevent the lemmings from getting out.
- 2** Make the second lemming a floater at **B**. Don't worry about having to do anything fancy, as one lemming will automatically escape the pit being dug at **A**.

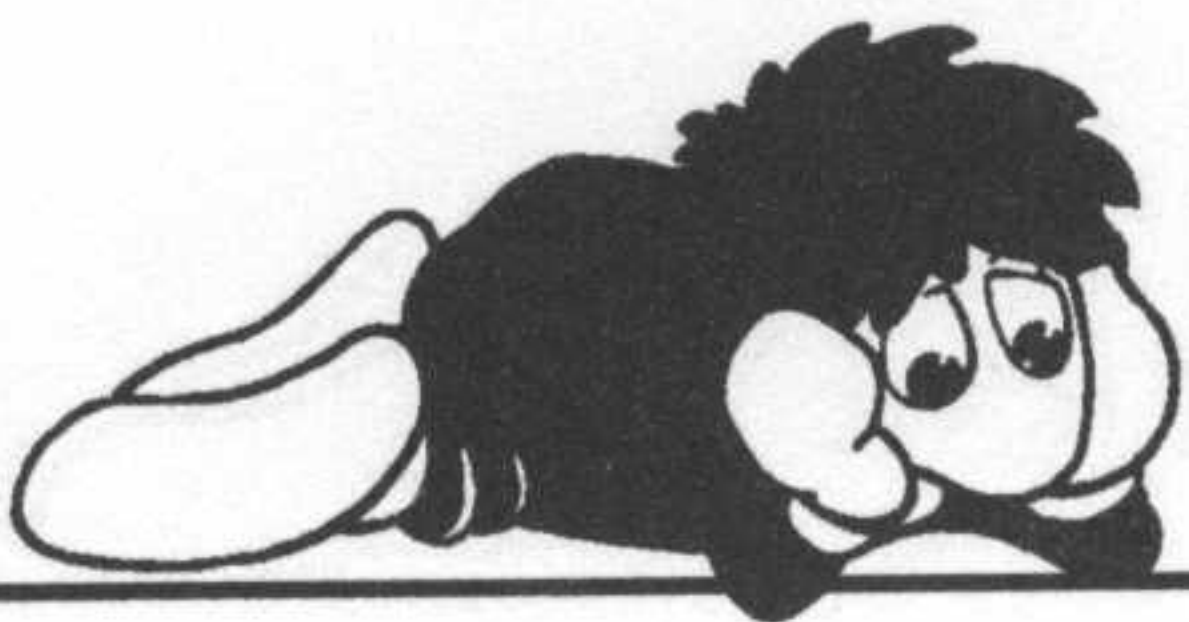




- 3 Turn your digger into a bomber at **B**. This will open up the pit, so the other lemmings can walk to the exit.

You may have to do this level more than once to get the hang of it, as the position of the vertically digging lemming is critical. If he's too far to the left, the bomber won't blow the pit open. If he's too far to the right, all the lemmings will just fall out to their deaths!





Tricky 19 — Postcard from Lemmingland

Access Code: CAKHNOIBFO

Statistics

50 lemmings

100 percent to be saved

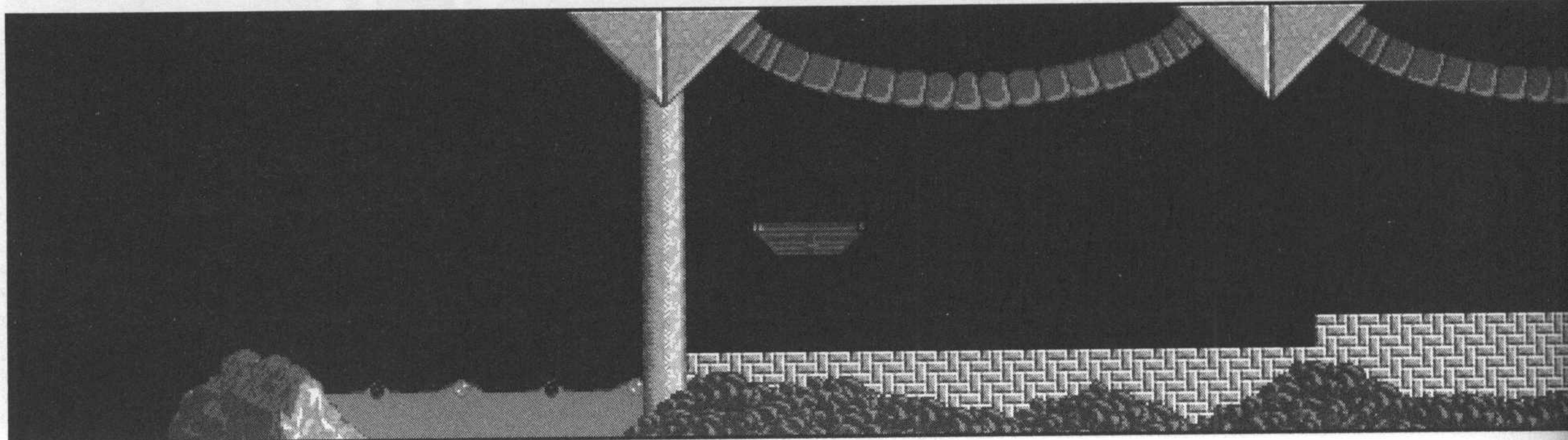
Release rate 50

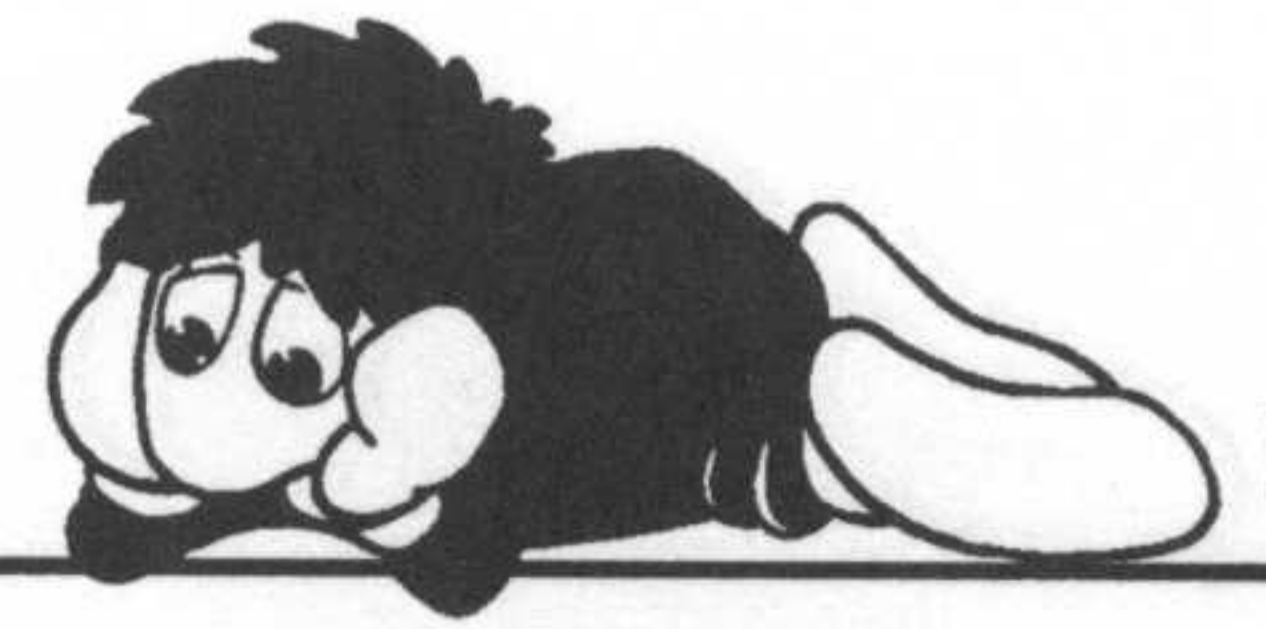
5 minutes

This is probably the level more people get stuck on than any other in the game! This level is the first one to require the technique of turning a single lemming around, without any assistance from his friends. But, since you've taken a look at the "Hints and Tips" section, you already know all about this!

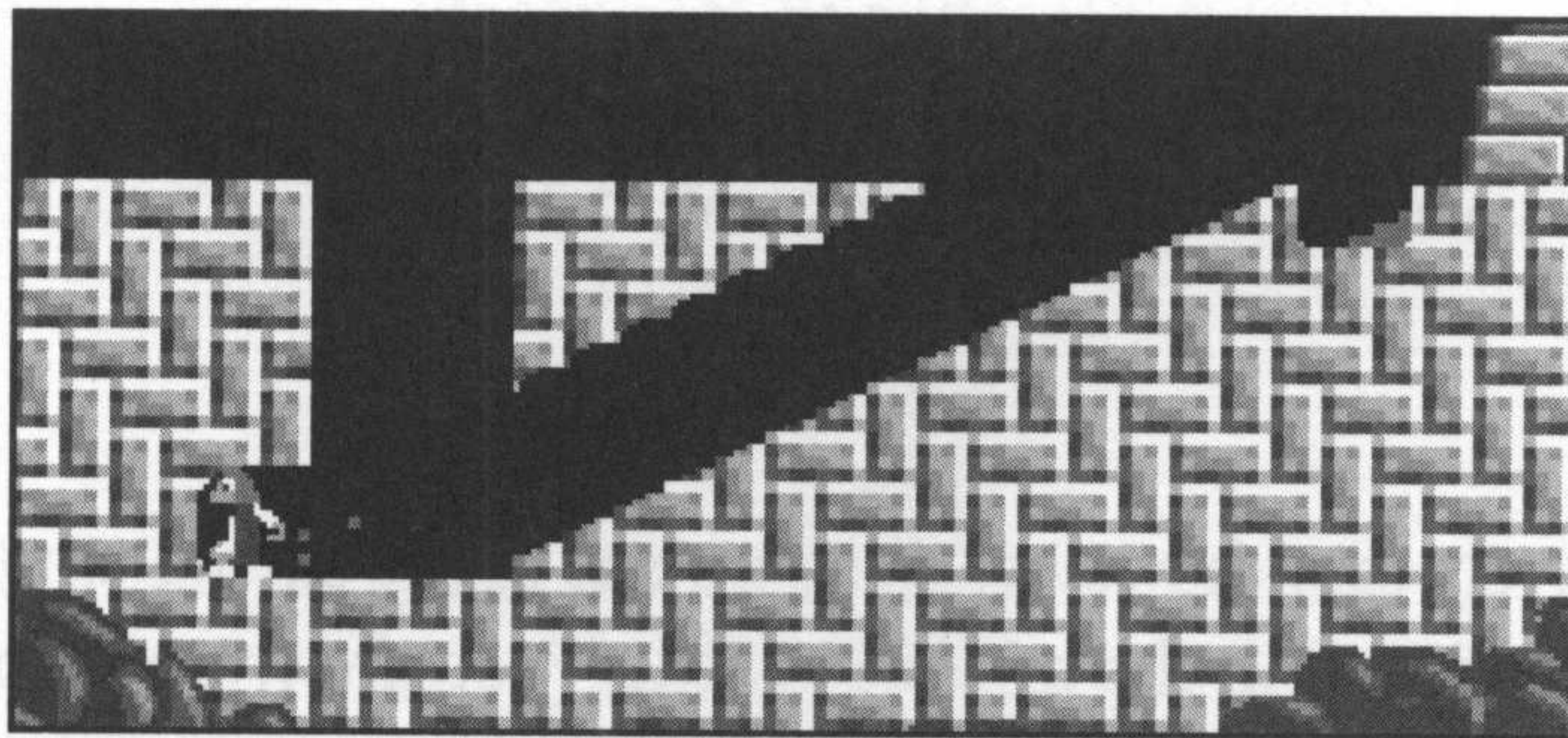
Solution

- 1** Send an athlete up the first wall.
- 2** Dig at **A**.
- 3** When your digger makes about 4 or 5 digs, make him build. He will build a bridge that hits the far wall of the depression he's standing in, and then he will turn around.

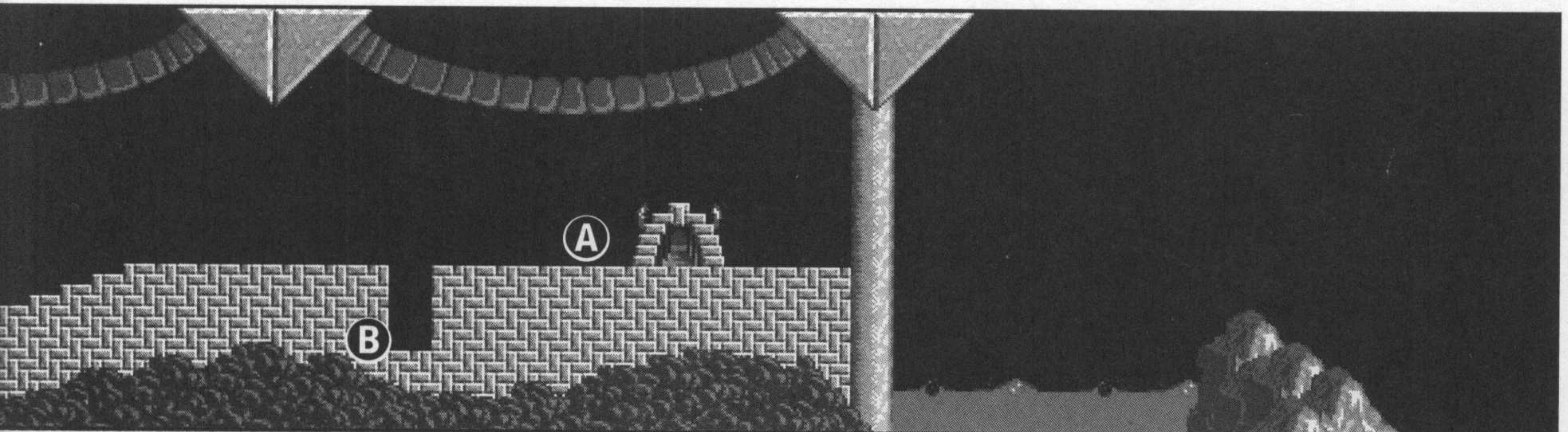


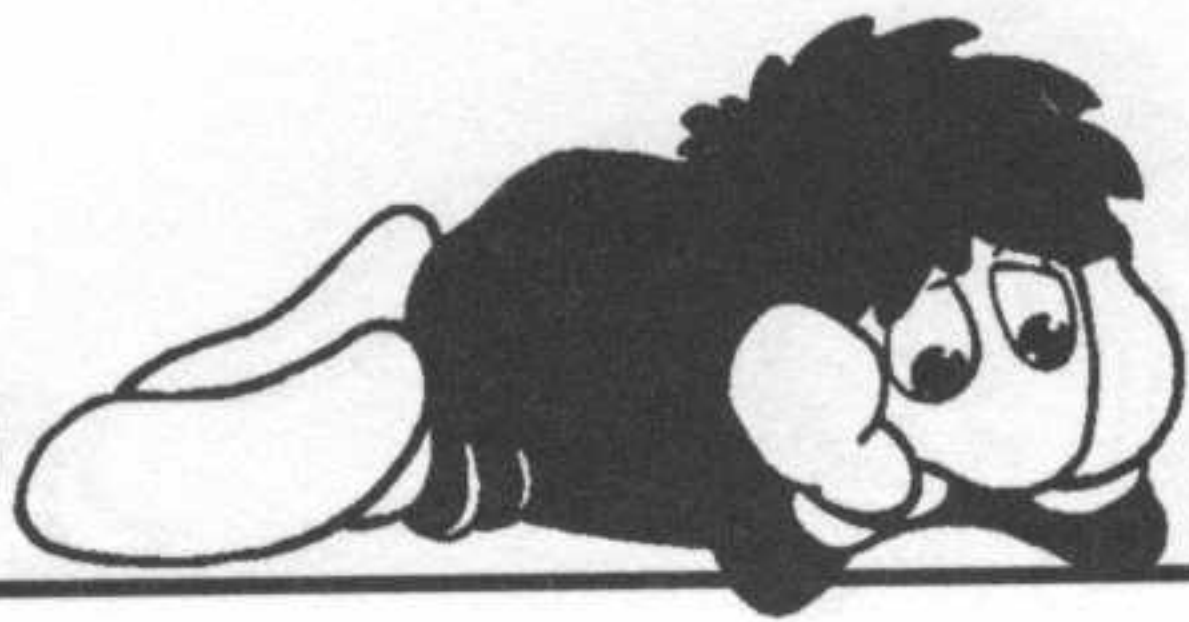


- 4 Mine to make a ramp coming out of the pit.
- 5 When the lemming reaches the bottom of the pit, make him into a basher at **B**. He'll bash all the way back to the left to allow all his friends to come through and go up his ramp!



- 6 Be sure your worker lemming has an umbrella, as he'll climb up the pillar on the left side of the level, and come tumbling down!





Tricky 20 — One-way digging to freedom

Access Code: KJKLGOCFFX

Statistics

Amiga:

100 lemmings
95 percent to be saved
Release rate 60
4 minutes

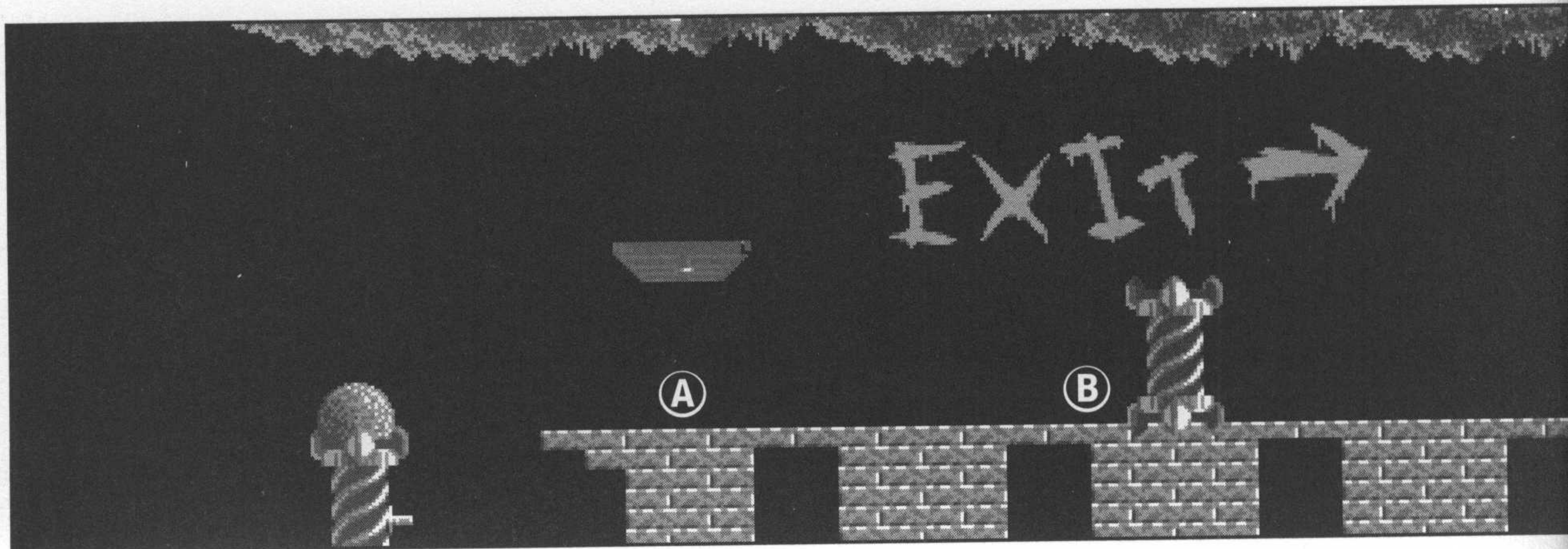
PC and Macintosh:

80 lemmings
95 percent to be saved
Release rate 60
4 minutes

This level is relatively easy, however, it makes use of the turn-a-single-lemming-around technique introduced in the previous level, "Postcard from Lemmingland." This technique turns up frequently in the upper levels, and is a very useful one to know and practice.

Solution

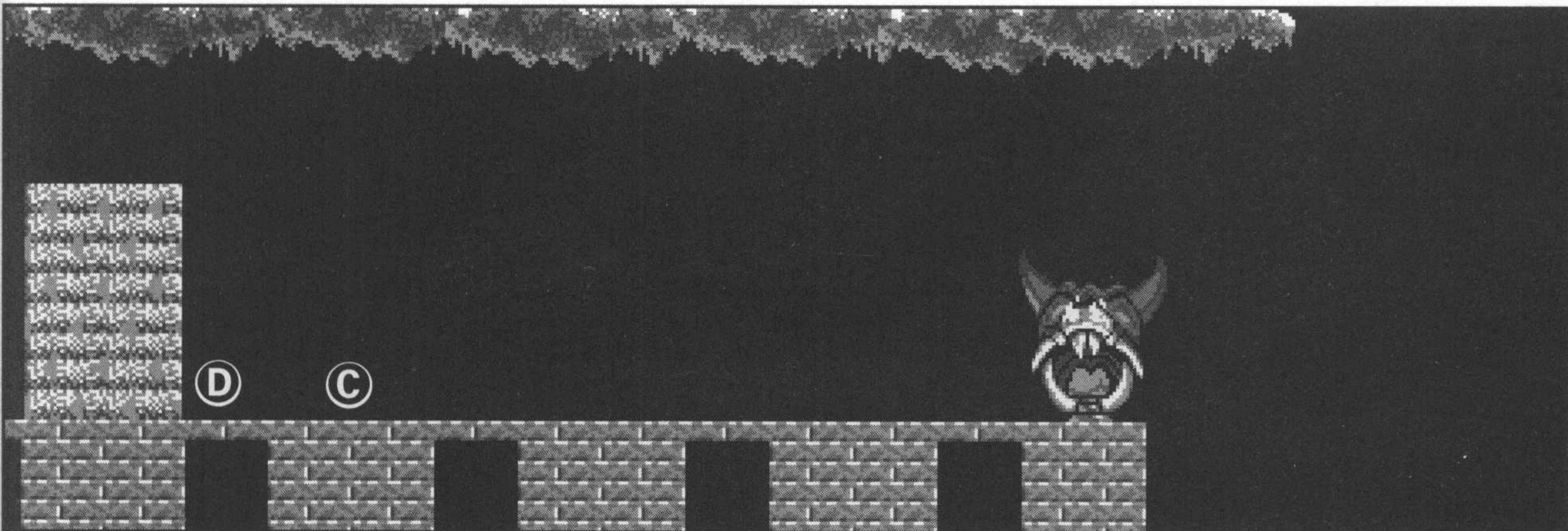
- 1** Block at **A** as soon as the first lemming hits the ground.
- 2** Bash at **B**.





- 3 Send an athlete over the one-way obstacle.
- 4 Dig at **C**. After he takes 4 digs, make him build. This will turn him around.
- 5 Bash through the obstacle at **D**.

Be careful not to try to turn a lemming around over a thin part of the landscape, as he may dig vertically too far, and then plummet off the screen!





Tricky 21 (Amiga and PC Version) — All the 6's . . .

Access Code: OHLFMCADFN

Statistics

Amiga and PC:

66 lemmings

66 percent to be saved

Release rate 66

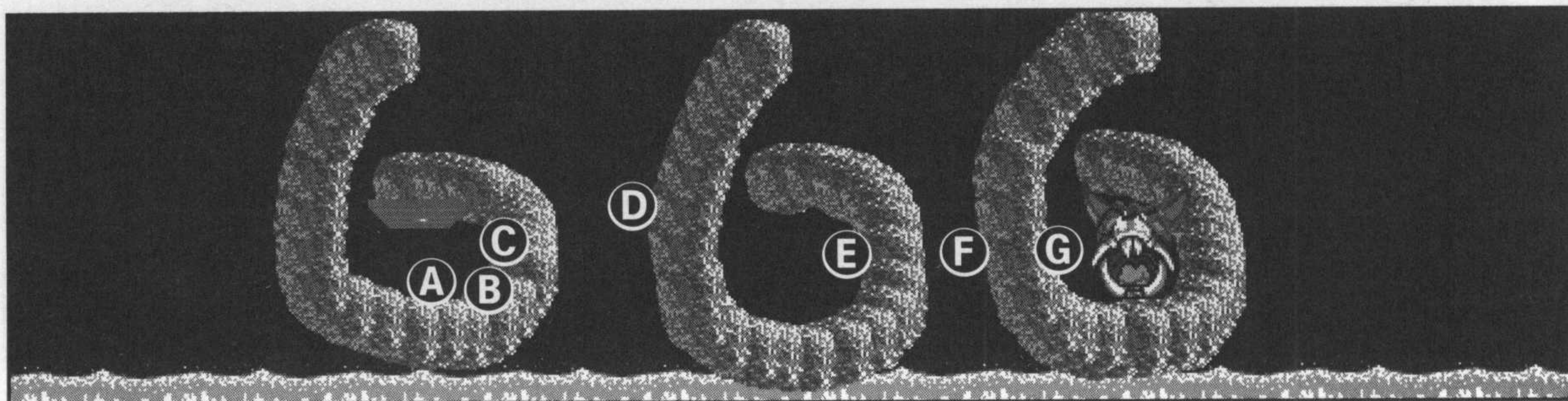
6 minutes

This is the only level which differs between the Amiga/PC and Macintosh versions. Some of the other levels have varying numbers of lemmings or attributes, but this one's completely different! See the next page for the Macintosh solution.

Solution

- 1** Make the second lemming block at **A**.
- 2** Make the first lemming bash at **B**, then build at **C**.
- 3** Bash at **D**.
- 4** Bash at **E**, then build at **F**.
- 5** Bash at **G**.
- 6** Bomb the blocker at **A**. You may need to build a bridge over the bomb crater.

Did you know that you'll encounter the number "6" at least 47 times during the play of this level?





Tricky 21 (Macintosh version) — Going their separate ways

Access Code: OHLFMCADFN

Statistics

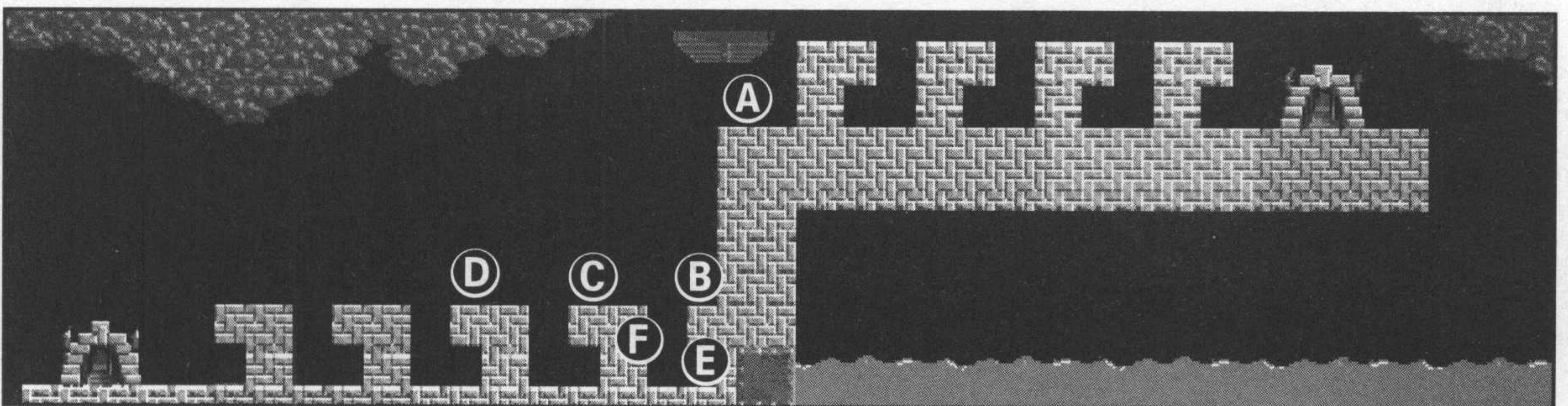
20 lemmings
 100 percent to be saved
 Release rate 1
 5 minutes

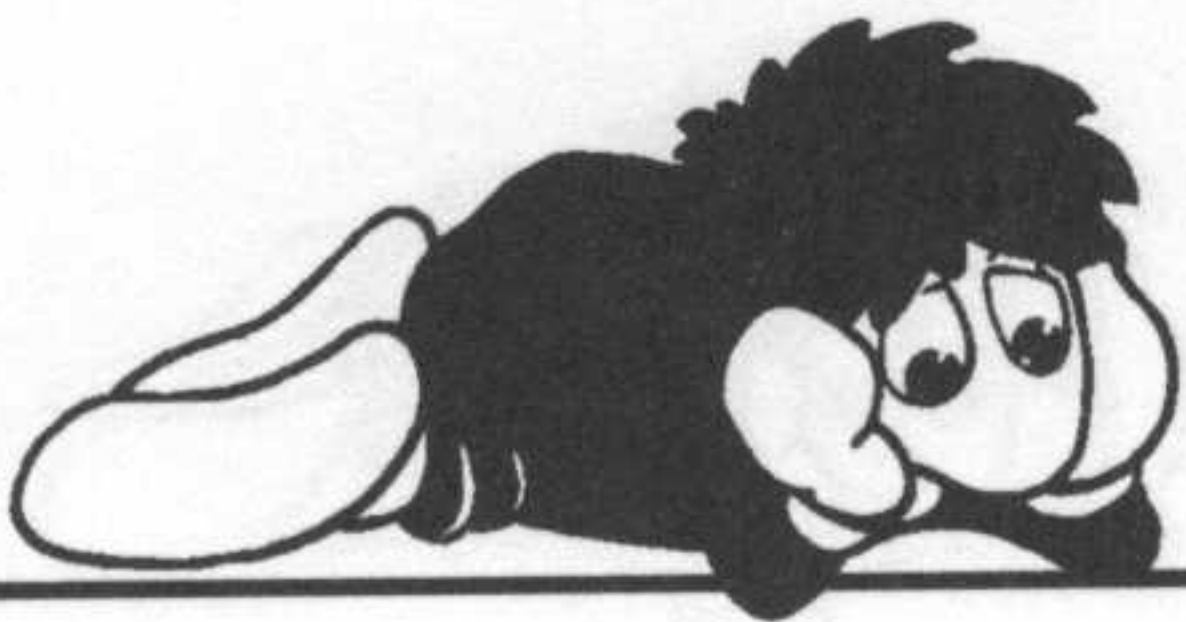
This level has 20 lemmings, but you only have enough resources to have ten go to the exits on each side, hence the name.

Solution

- 1** Make the first 10 lemmings climbers at **A**. They will climb to the right-hand exit.
- 2** Make the other 10 lemmings floaters at **A**. They will drop off the left edge and float down.
- 3** Let the first 9 fall into the pit. Make the last floater build at **B**.
- 4** Build at **C** and then at **D** to the exit.
- 5** Build from **E** to **F**, then from **F** out of the pit to free the other lemmings.

Another way to solve this level would be to give the first lemming an umbrella at **A**, and have then him drop down to **B**. Have the lemming at **B** build all the bridges to the exit, while you have the second through the eleventh lemmings out of the hatch climb over the right-hand obstacles. When you're done with the bridges, you can start giving lemmings umbrellas to finish the trek to the left-hand exit without splatting.





Tricky 22 — Turn around young lemmings!

Access Code: ILFMCIOEFX

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 88
5 minutes

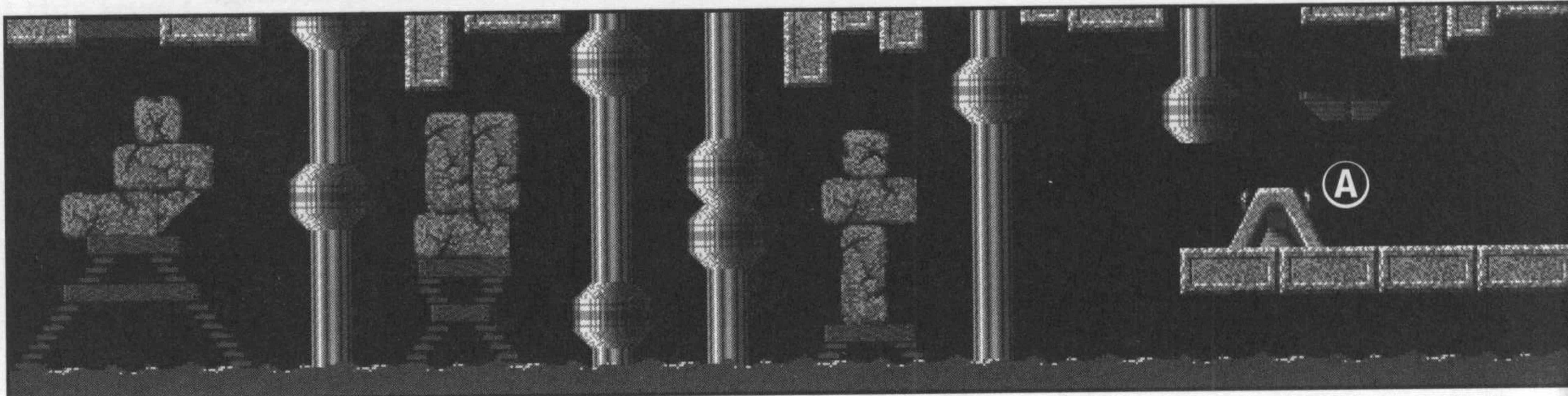
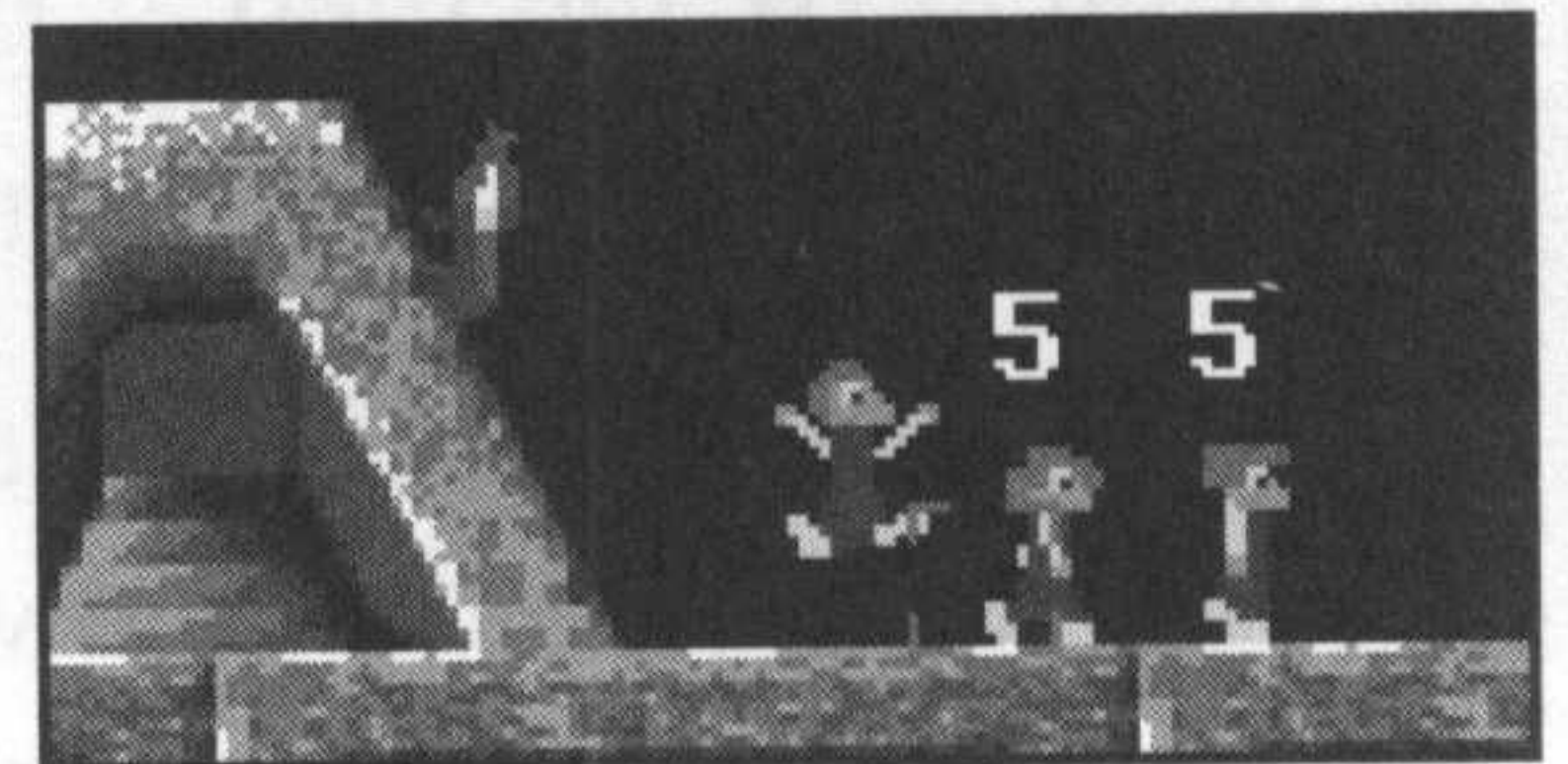
PC and Macintosh:

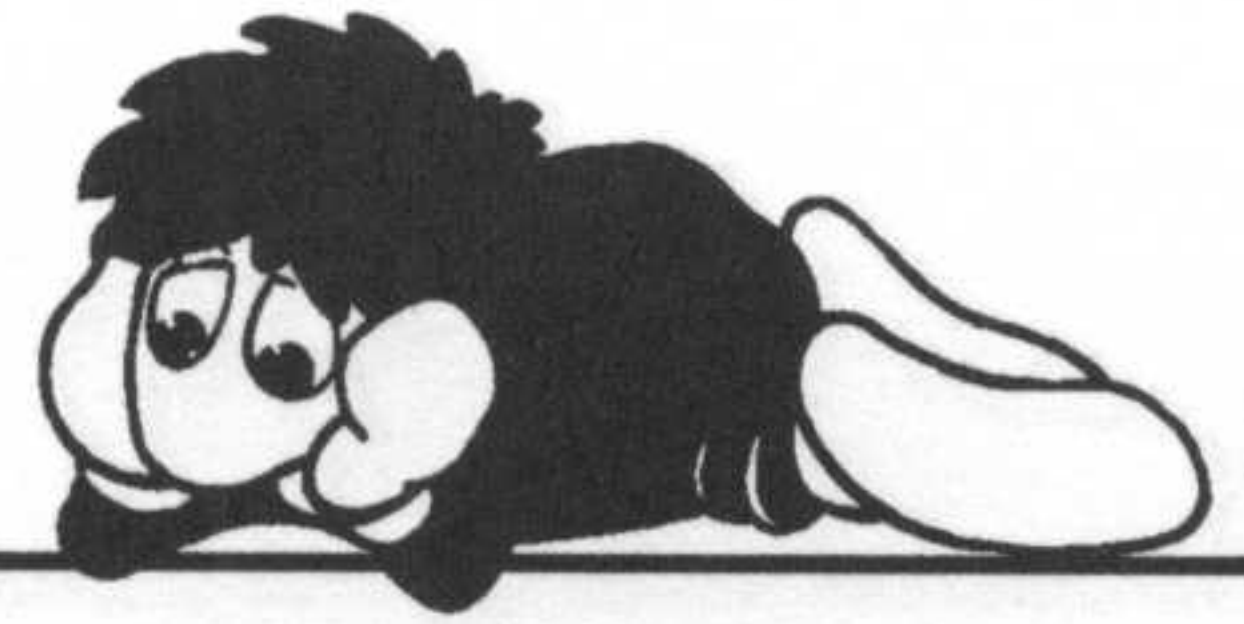
80 lemmings
90 percent to be saved
Release rate 88
5 minutes

All you need to do on this level is turn the lemmings around! The trick, though, is that you've got to do it without losing too many lemmings, and without the aid of your friendly neighborhood blocker. It's a lot easier than it sounds. Some creative lemming bombing will help you through this level.

Solution

- 1 Turn the first lemming into a bomber at **A**.

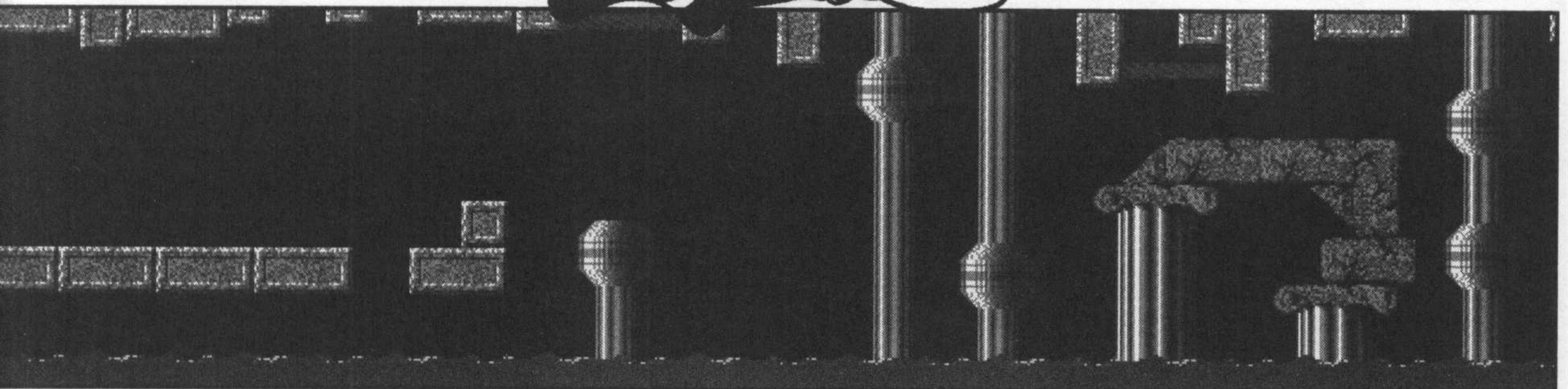


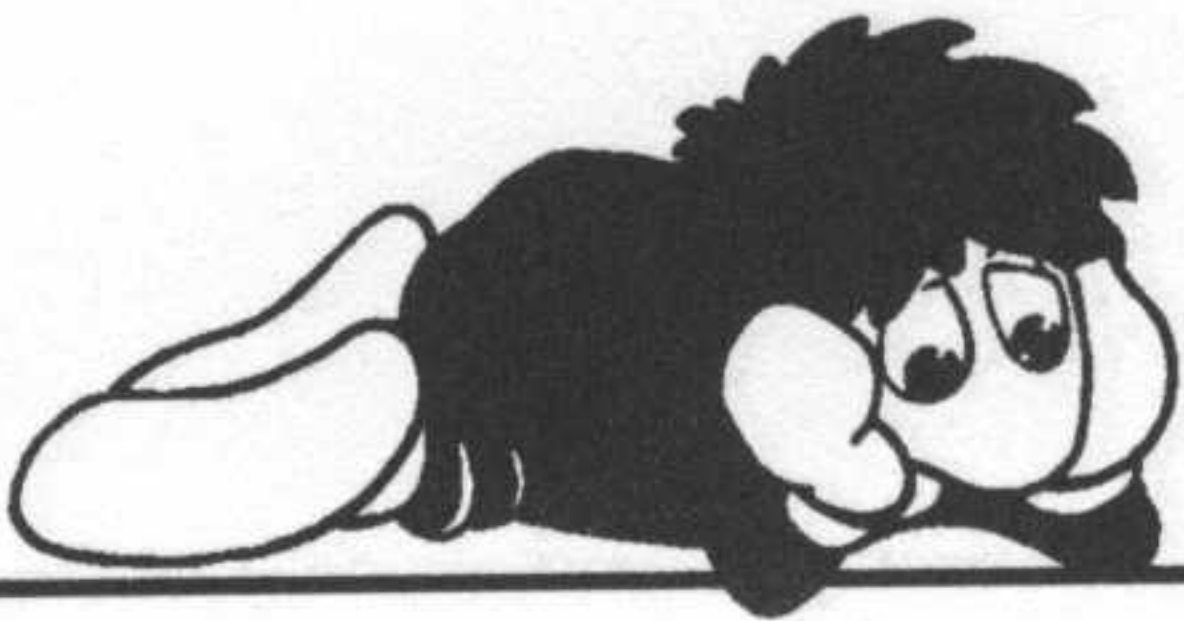


- 2** Turn the second lemming into a bomber about half a centimeter underneath **A**. They will explode to form a crater shaped like a miner's shaft, so the lemmings will walk into it, turn around, and head to the exit.

It's easiest to get the timing right if you pick out the lemmings while they're falling from the lemming hatch. Otherwise, you'll need to try to pick lemmings out of a very tightly packed crowd.

This is not the only way to do this level, but it certainly is the easiest! Other solutions involve complicated bridge networks over by the gap on the right-hand side of the platform, and require split-second lemming control. However, by using these more complicated methods, you can achieve a 100 percent solution on this level.





Tricky 23 — From the Boundary Line

Access Code: LFMCGJMFFV

Statistics

Amiga:

100 lemmings
60 percent to be saved
Release rate 99
5 minutes

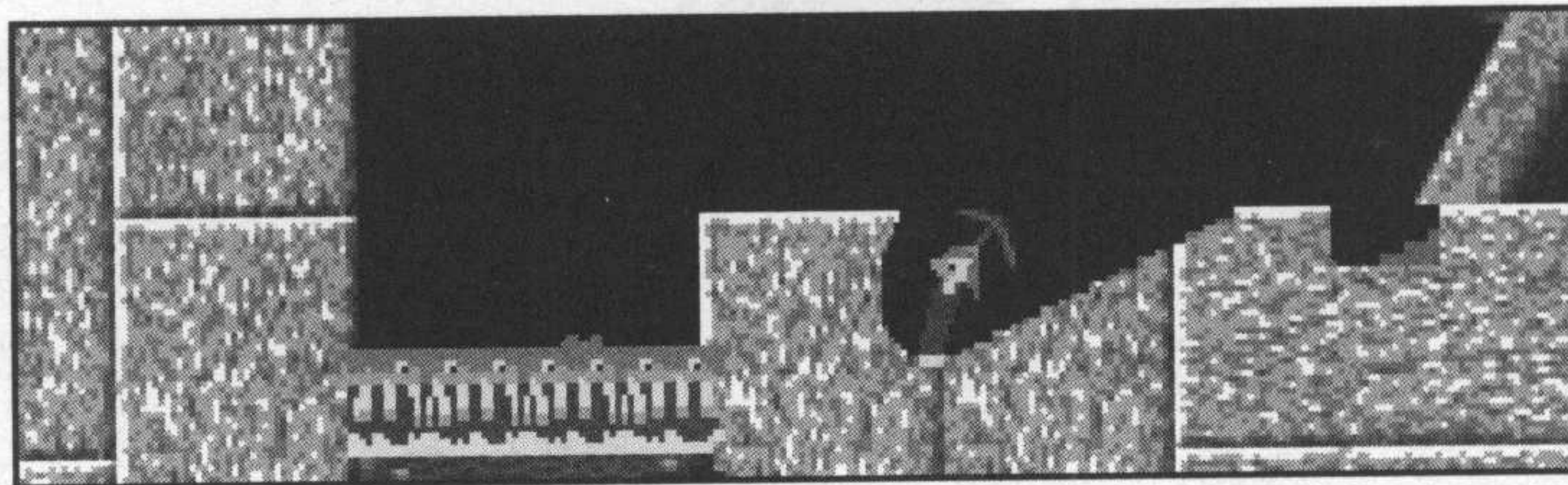
PC and Macintosh:

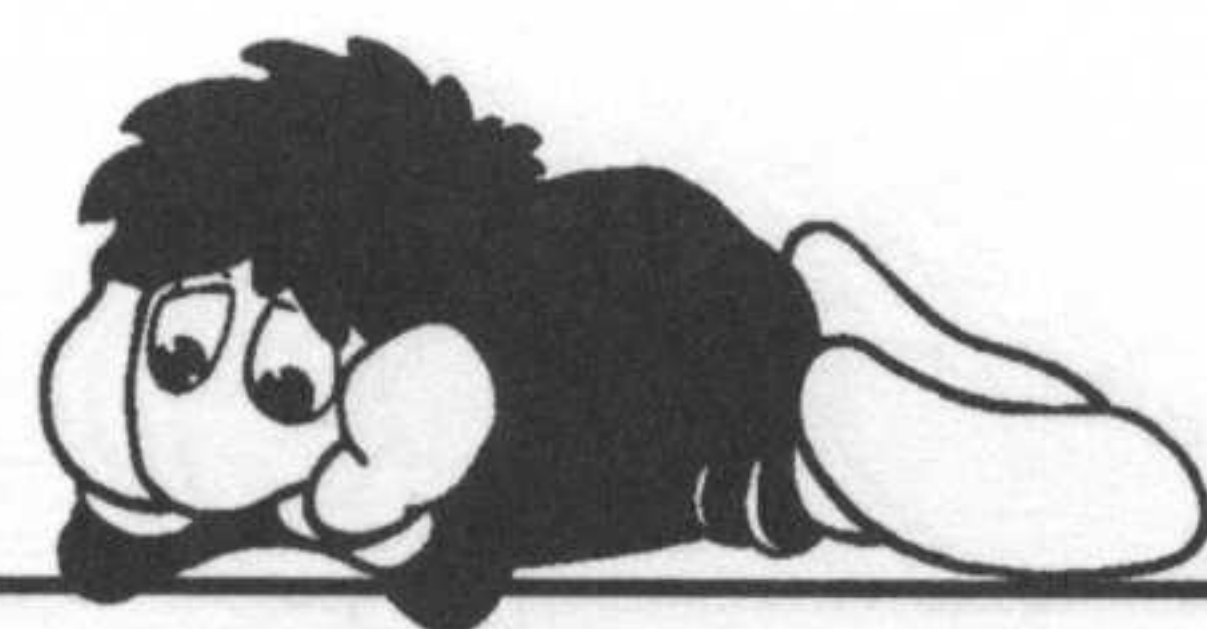
80 lemmings
60 percent to be saved
Release rate 99
5 minutes

This level is another one many people get stumped on. Timing is crucial to success, especially at the very beginning, where the two lemmings bash at **A**. Keep a close eye on the number of lemmings that are alive at any point during this level. You'll need to save 48 lemmings on the PC and Macintosh, and 60 on the Amiga.

Solution

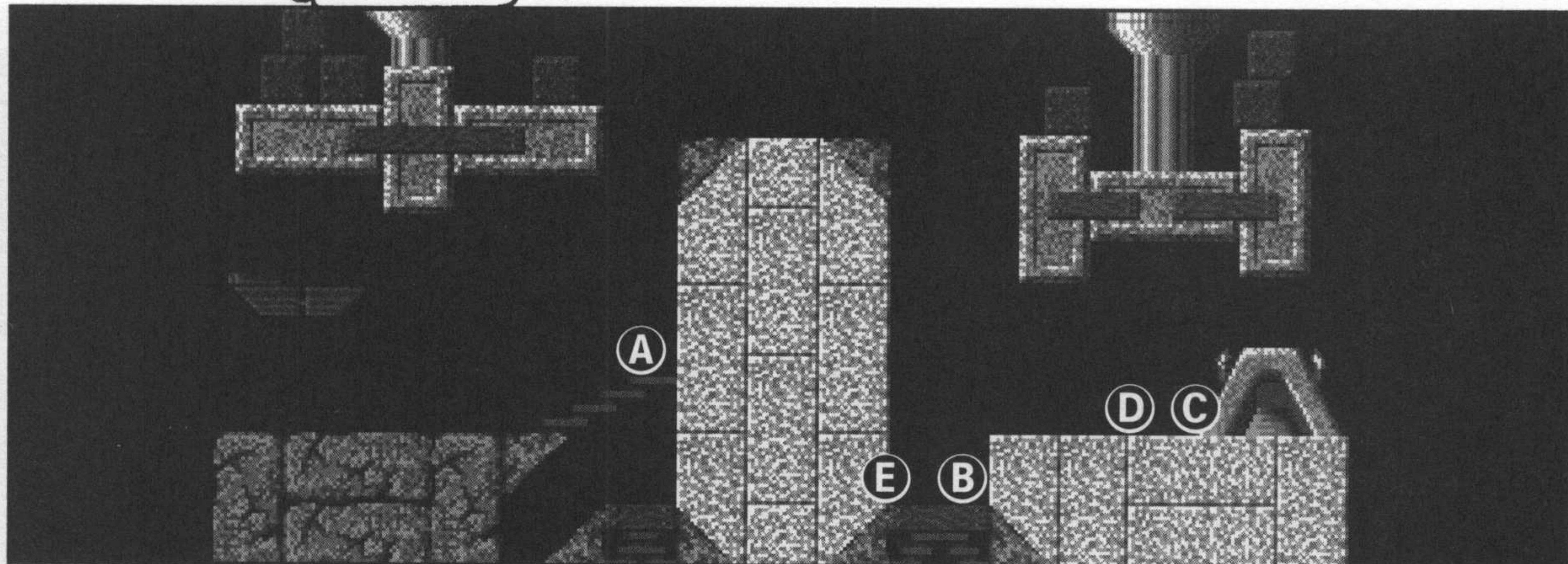
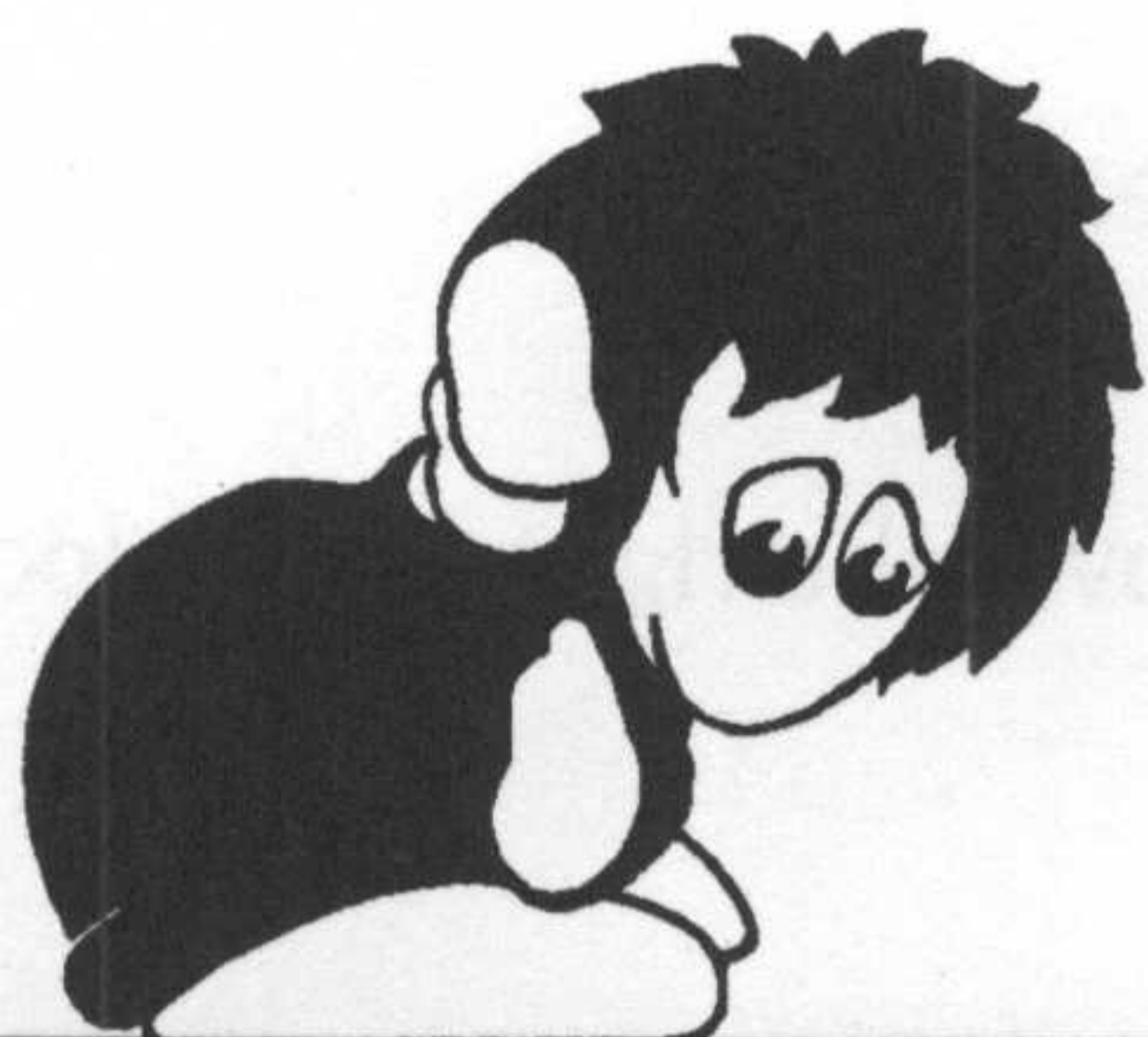
- 1** Make the first two lemmings bash at **A**. Many lemmings will turn around and fall off the left edge. Use the right mouse button or the Option key on the Macintosh to help you select two bashers.
- 2** Make a climber at **B**, so he heads to **C**.

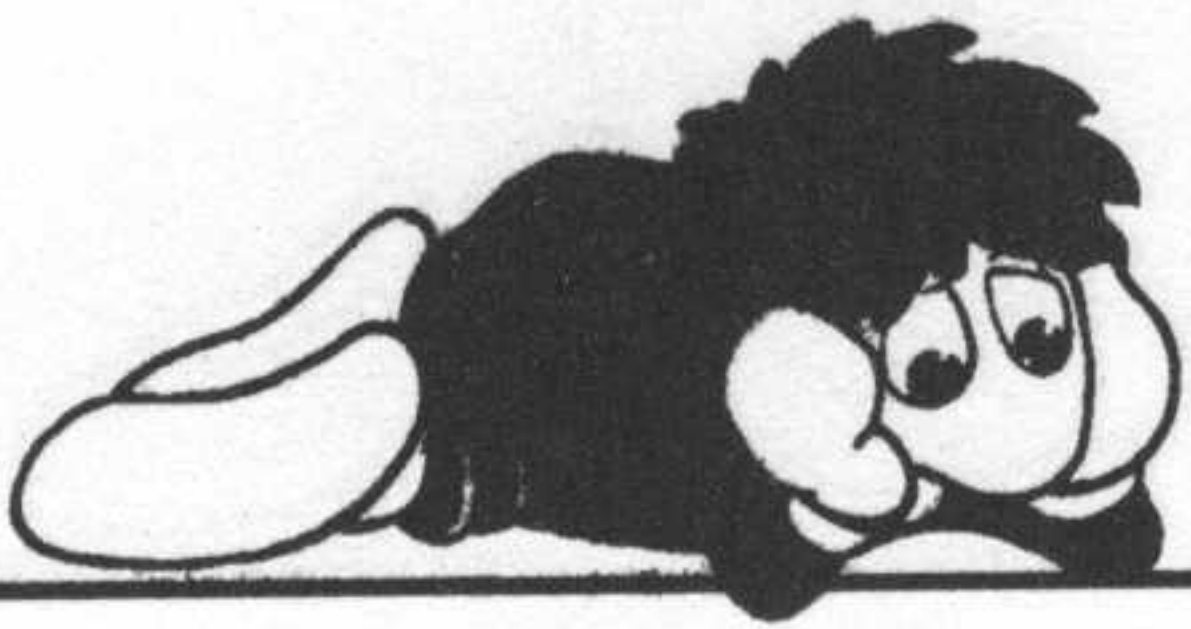




- 3 Dig at **C**. After he takes 4 digs, make him build. This will turn him around.
- 4 Mine from **D** back to the other lemmings.
- 5 The lemmings will head up the mine shaft to the exit. Meanwhile, the miner will continue to **E**. When he reaches this point he will stop, climb, hit his head, and turn around to head for the exit.

Interestingly enough, this level is one of the few where the number of lemmings makes a difference. Because the Amiga version provides 100 lemmings, this level is much easier on the Amiga than on the PC or Macintosh.



**Tricky 24 — Tightrope City****Access Code:** FICKKNLGFY**Statistics**

80 lemmings

93 percent to be saved

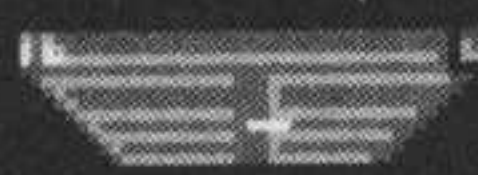
Release rate 85

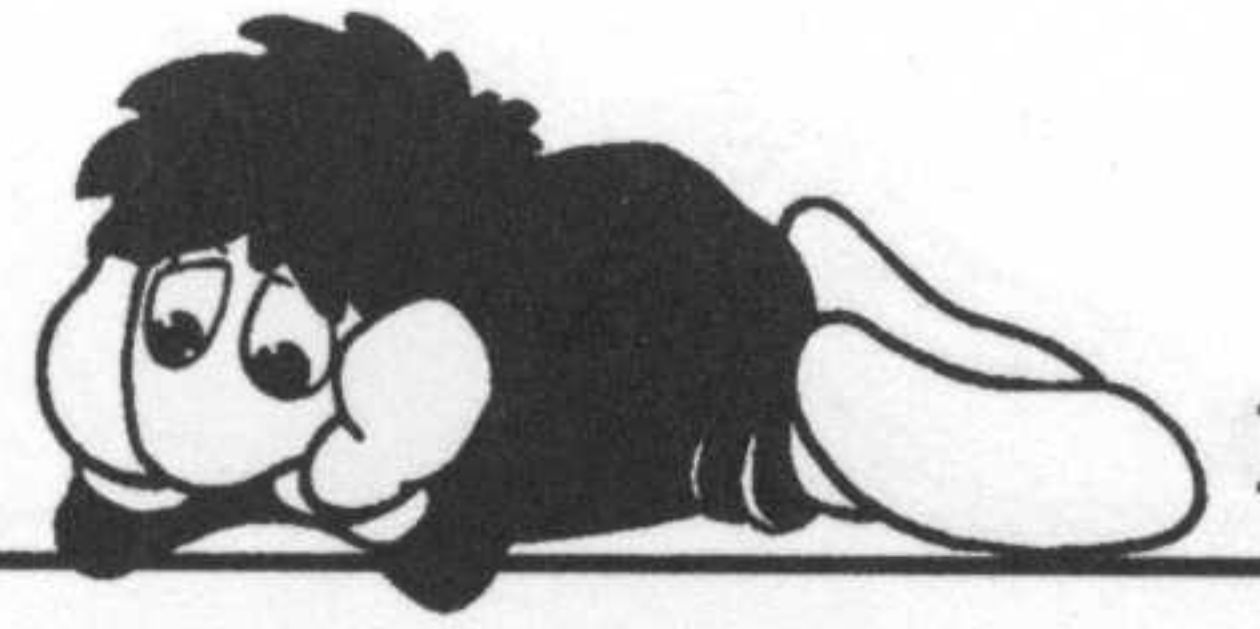
2 minutes

Here we are at Tightrope City! Because of the thin ground, bombing is a definite no-no! Any bombing or digging will most likely buy your lemmings a one-way ticket to nowhere.

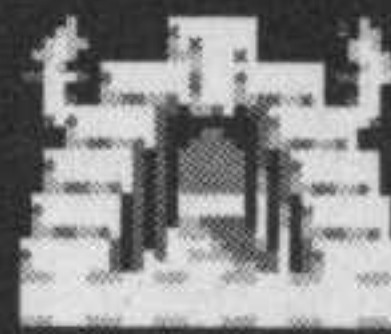
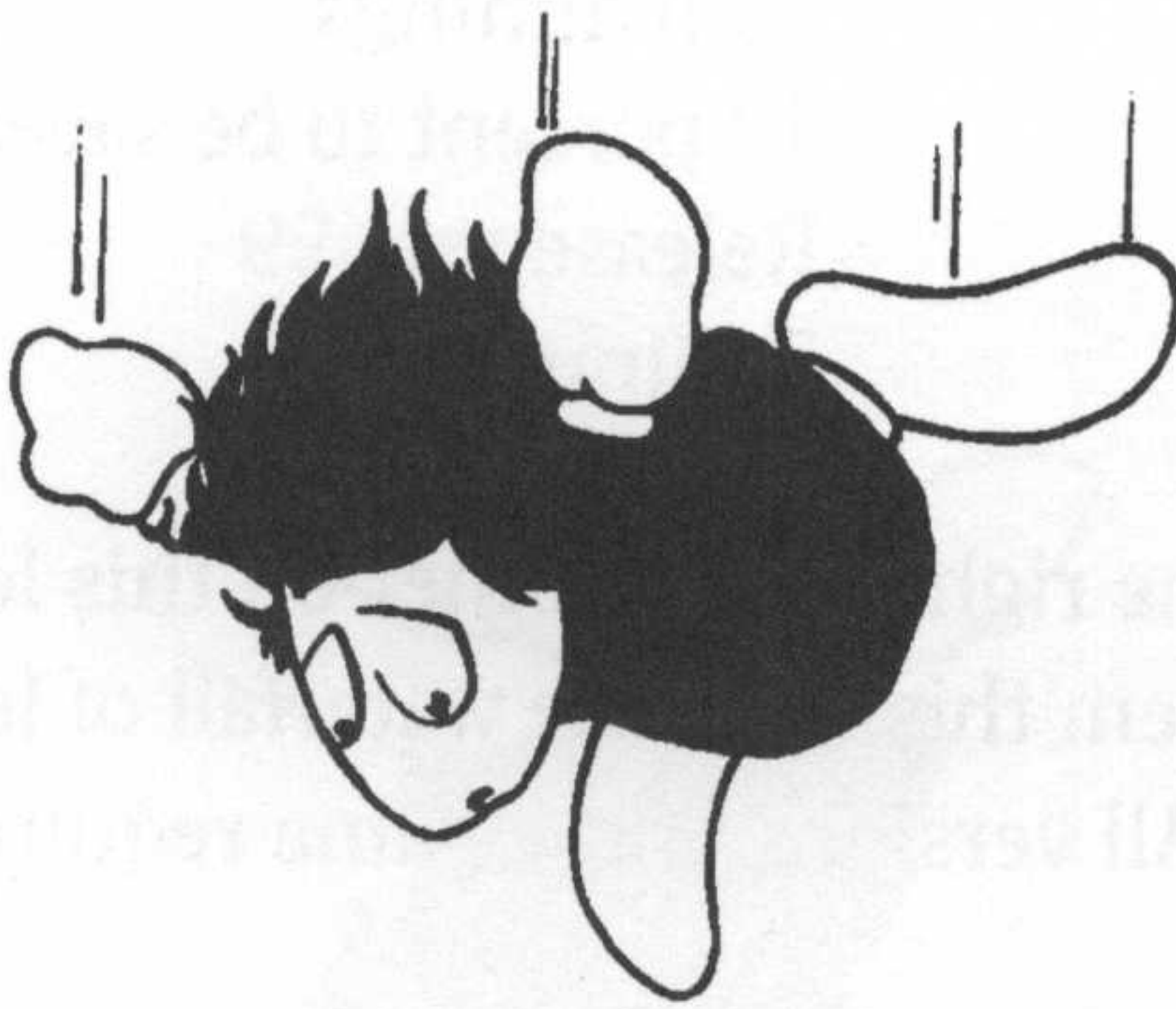
Solution

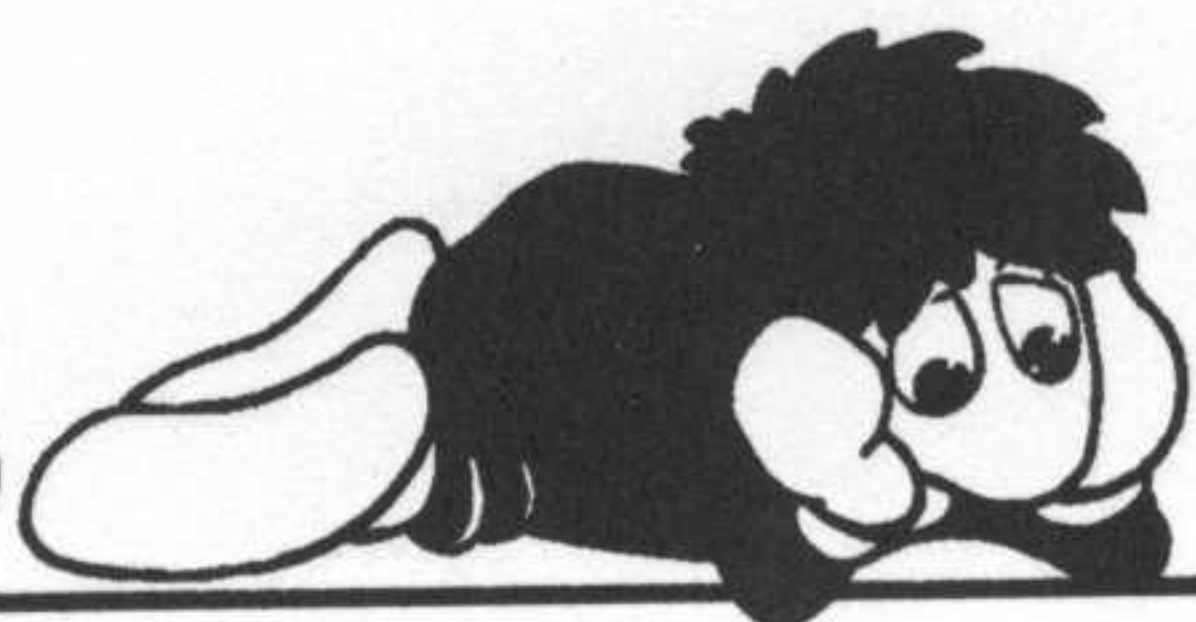
- 1** Block at **A** and **B**, letting only one lemming past.
- 2** Build at **C** to the exit.
- 3** Build at **D** to the right, so the lemmings walk over the right-hand blocker.

**A** **D** **B**



There's a variation on this level on your special Prima *Lemmings* disk! Watch your step on that one!





Tricky 25 — Cascade

Access Code: MCENMLFHFJ

Statistics

Amiga:

100 lemmings

10 percent to be saved

Release rate 99

5 minutes

PC and Macintosh:

80 lemmings

12 percent to be saved

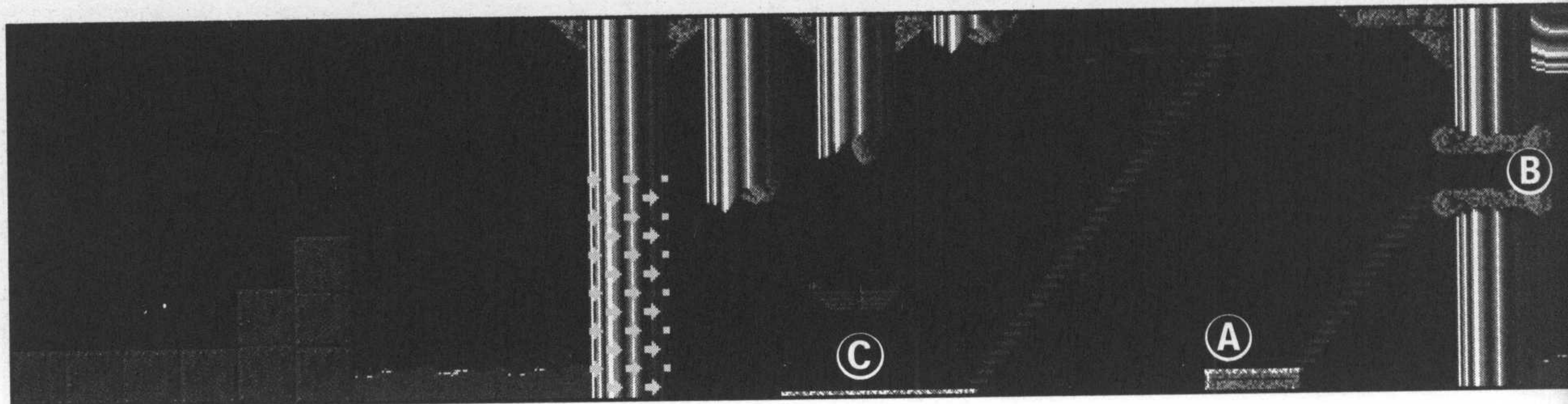
Release rate 99

5 minutes

Oh no! Lemmings splat one right after another on this level, and at the maximum release rate! It's your job to stem this veritable waterfall of lemmings, and save enough to progress to the next level. All versions of the game require that you save ten lemmings.

Solution

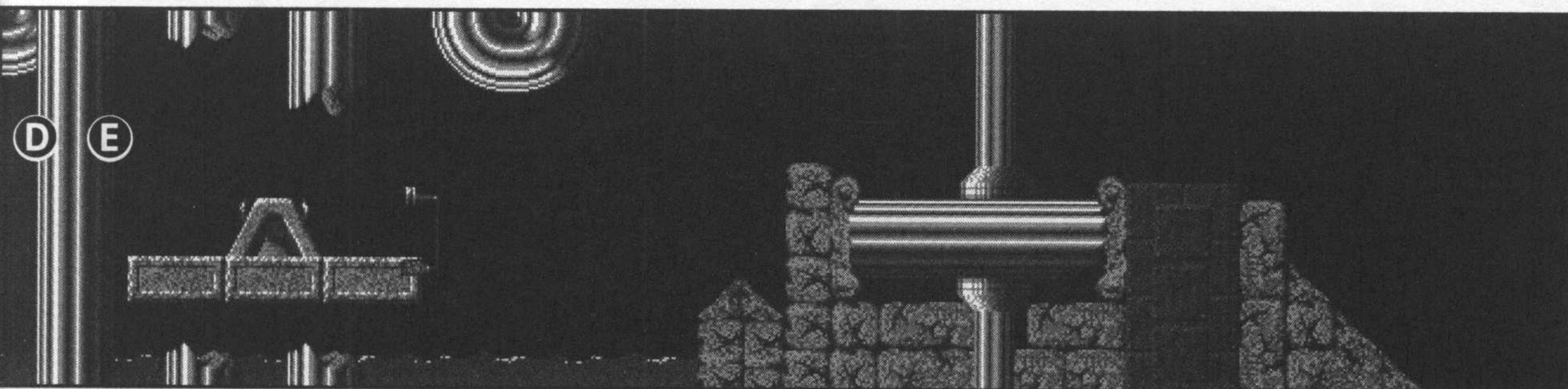
- 1** Make the first lemming a floater at **A**. Ideally, you want to catch him just before he lands to give him maximum lead time on the rest of the lemmings.
- 2** Make him build at **B**.
- 3** While he is building, turn the last 9 lemmings into floaters at **C**.





- 4 Make the builder bash at **D**. Make sure you don't let him turn around before bashing. You don't get a second chance!
- 5 Build again at **E**. This bridge should just barely span the gap before the other lemmings arrive.

Unfortunately, the best possible solution for this level only allows you to save 10 lemmings.





Tricky 26 — I have a cunning plan

Access Code: BKOLNGIIFO

Statistics

Amiga:

100 lemmings
100 percent to be saved
Release rate 99
5 minutes

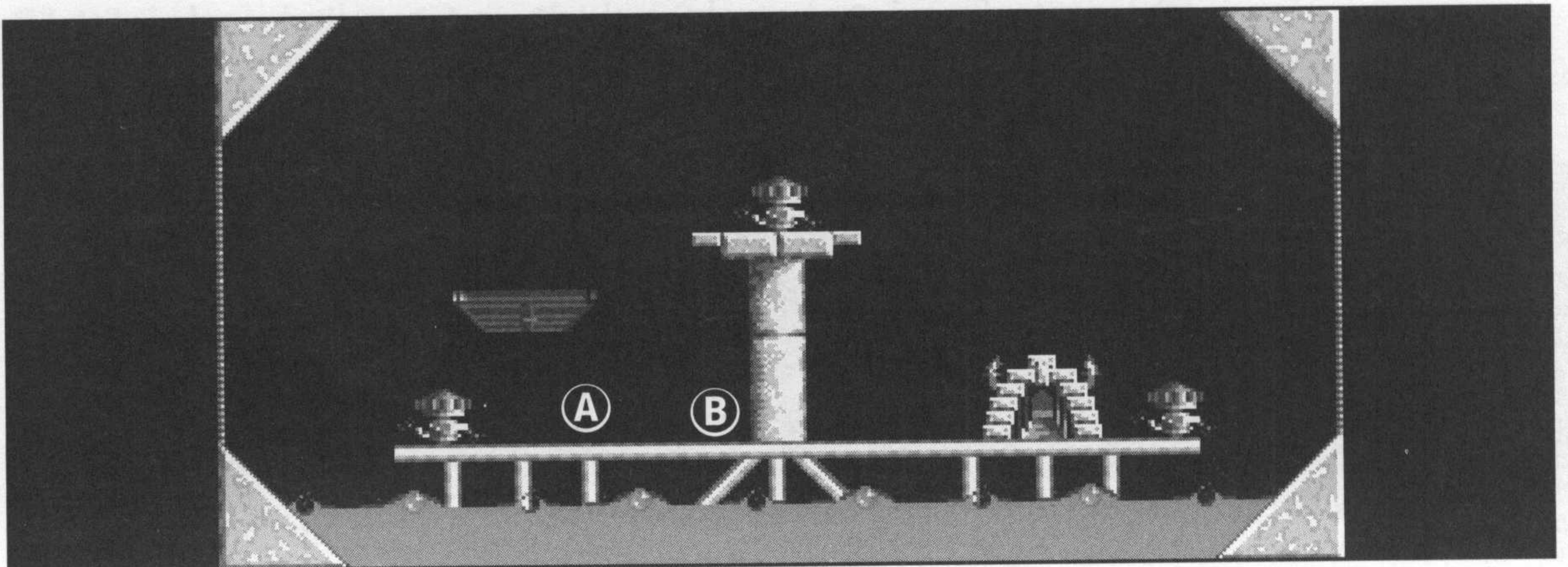
PC and Macintosh:

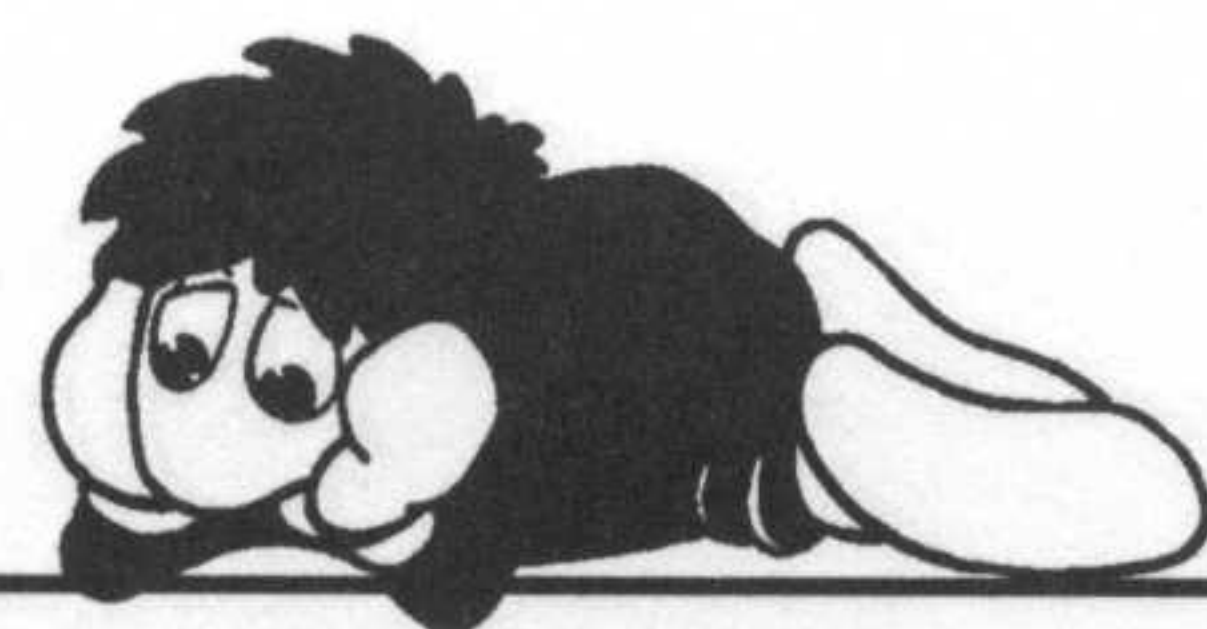
80 lemmings
100 percent to be saved
Release rate 99
5 minutes

The solution to this level is quite difficult to execute. It involves some split-second timing and lemming placement. The wedge mentioned in step 1 must be absolutely solid, with no gaps or spaces between the bridges, otherwise the colorful trap on the left of the platform will have a chance to show you what it does!

Solution

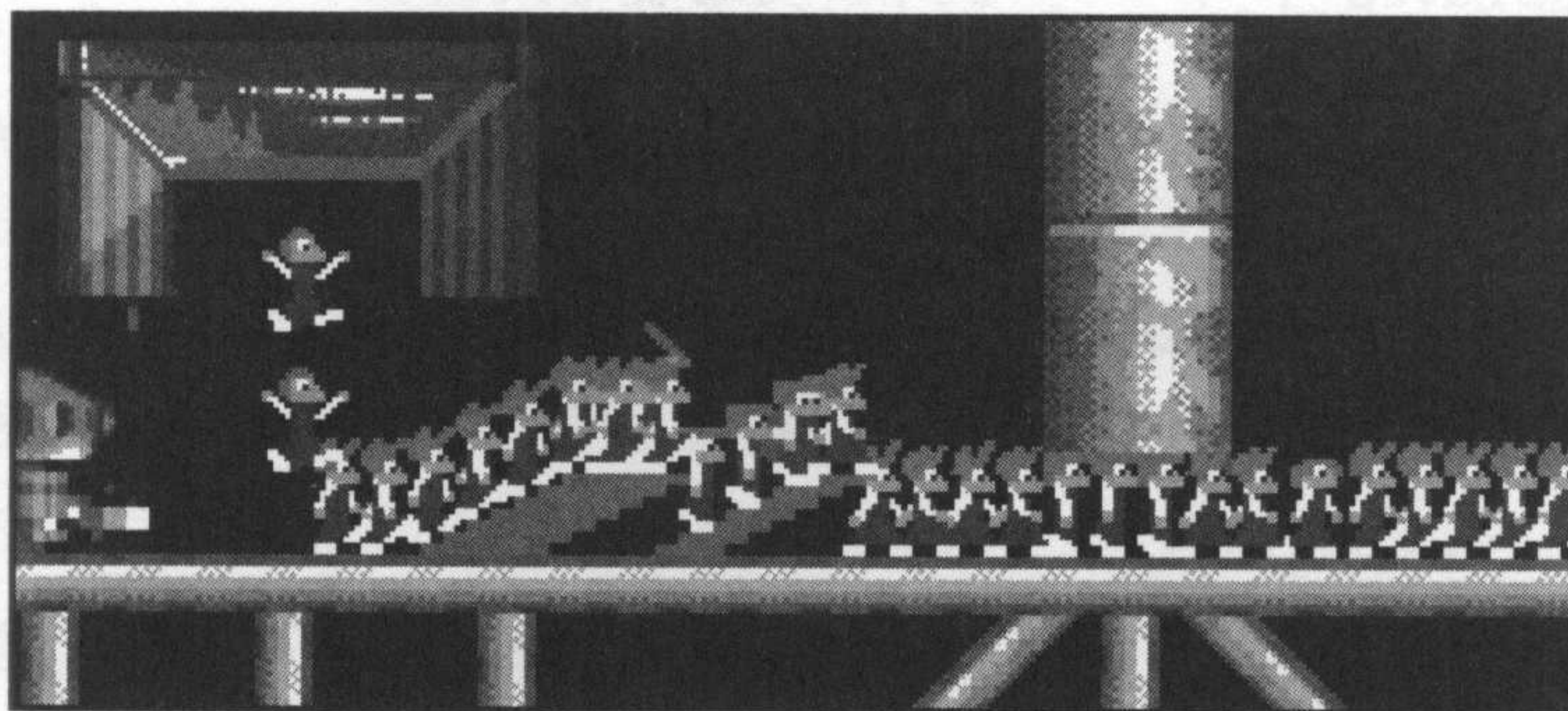
- 1 Make the first lemming build at **A**, then move the pointer slowly to the left and click as fast as possible, so that you have several lemmings building bridges next to each



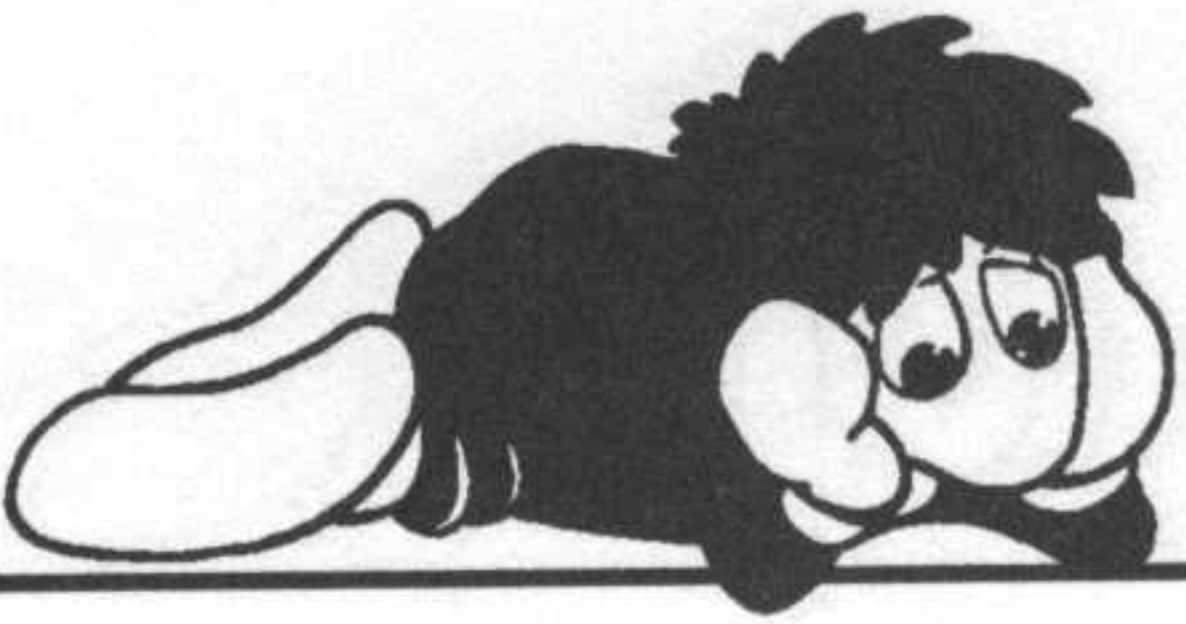


other. Rather than building separate bridges they will create a wedge, so that the lemmings cannot head left towards the trap. Liberal use of the right mouse button (or Option key on the Macintosh) may help you on this step.

- 2** Make the first lemming to get to **B** bash through the pillar.
- 3** If any lemmings turn around while the builders are still low, make them build at **A**. They will build into the wedge and turn back around.



If you can't get the wedge just right, don't be discouraged! We've provided you the access code to get by this level on the next page. Generally, three bridges will be enough to create a high wedge. Don't build too many, though, or the lemmings will start building on top of already existing bridges, causing them to turn around and get munched by the trap!



Tricky 27 — The Island of the Wicker People

Access Code: CCJKMFOJFW

Statistics

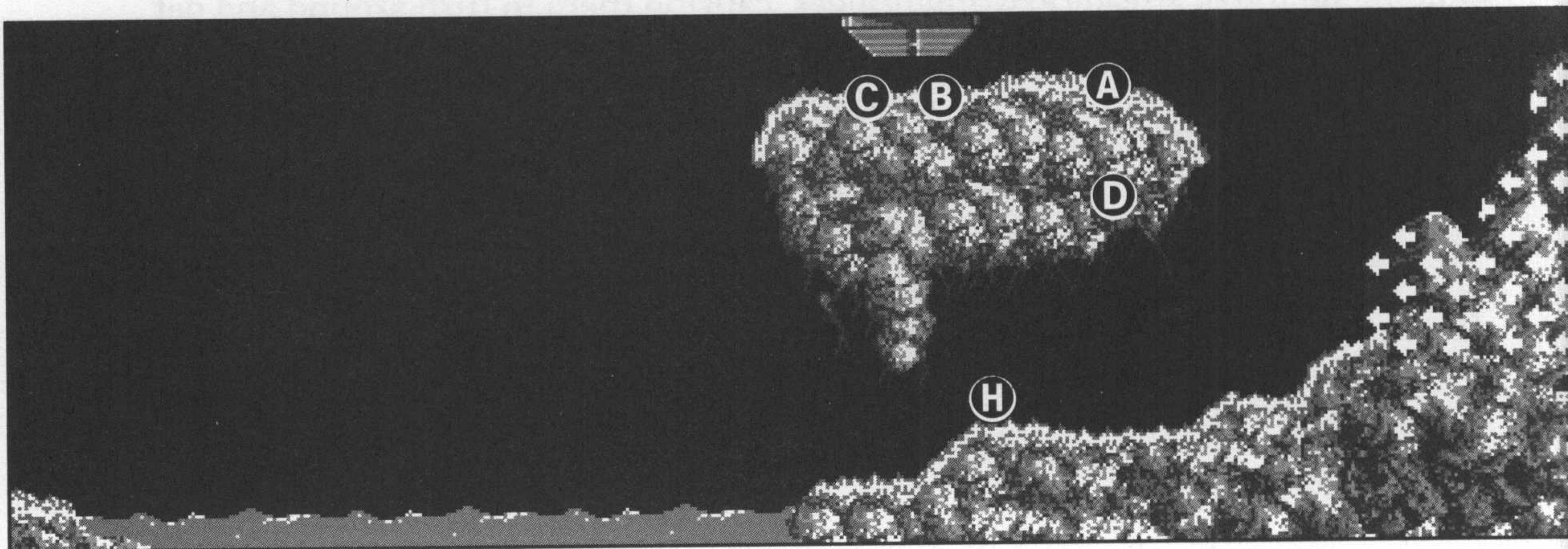
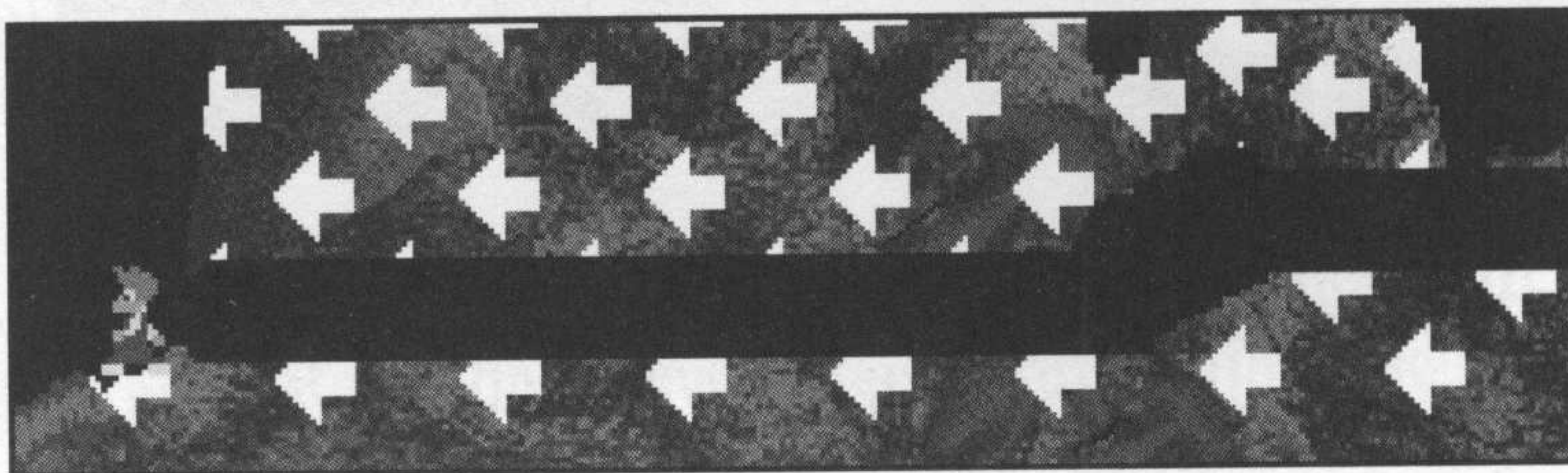
Amiga:

100 lemmings
90 percent to be saved
Release rate 60
5 minutes

PC and Macintosh:

80 lemmings
90 percent to be saved
Release rate 60
5 minutes

All you need to do here is to get the lemmings safely down from their island in the sky, through the one-way obstacle, and then up to the exit. This should be a piece of cake

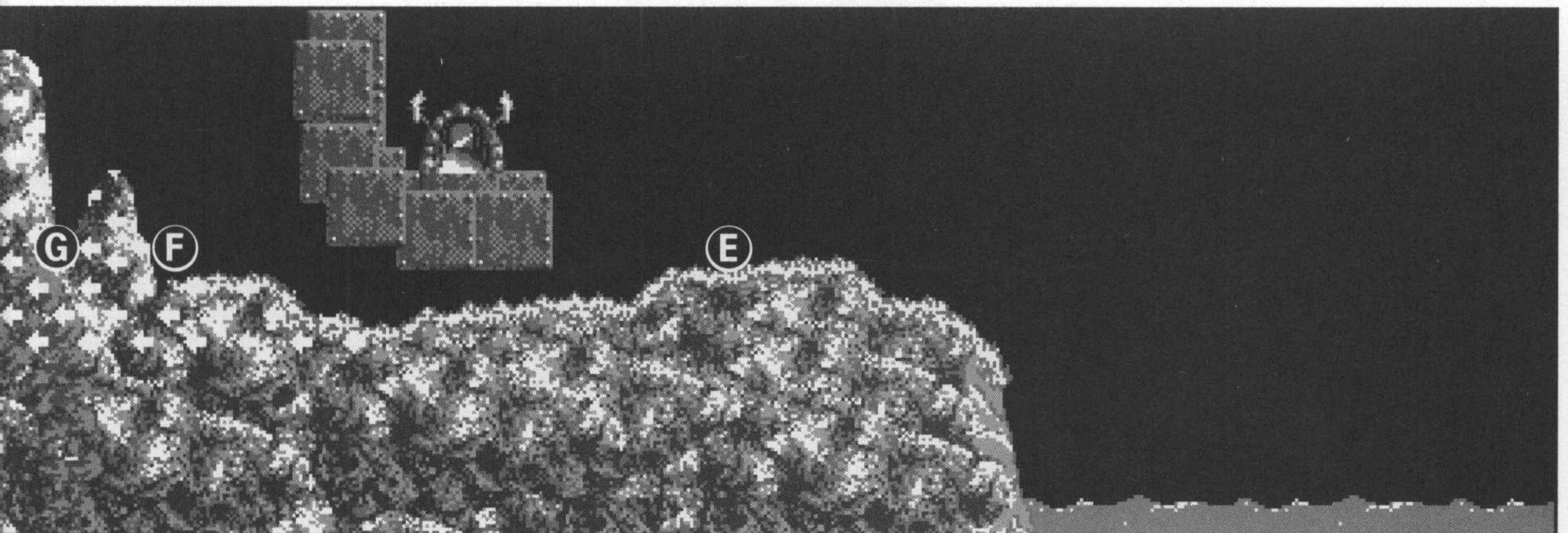




for you at this point! Just take care that the tunnel you dig from right to left lines up properly with the ground on the left side of the mountain. It wouldn't do to have your lemmings bump into a wall and then start spilling into the water!

Solution

- 1 Make the first lemming dig at **A**.
- 2 Place blockers at **B** and **C**.
- 3 Make your digger mine at **D**. While he is mining, make him a climber.
- 4 When he reaches **E**, mine until he has dirt over his head, then make him build. This will make him (and all the other lemmings) turn around.
- 5 Bash at **F**. When he reaches **G**, change him into a miner. Let him take 3 swings, then make him bash again. He will come out on the left side, level with the ground.
- 6 Dig at **H**. After he takes 4 digs, build. This will turn him back around.
- 7 Let him walk into his tunnel at **E** and turn around, then build from **E** to the exit.
- 8 Bomb the blocker at **B** to free the other lemmings.





Tricky 28 — Lost something?

Access Code: MKKOOICKFX

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 70
5 minutes

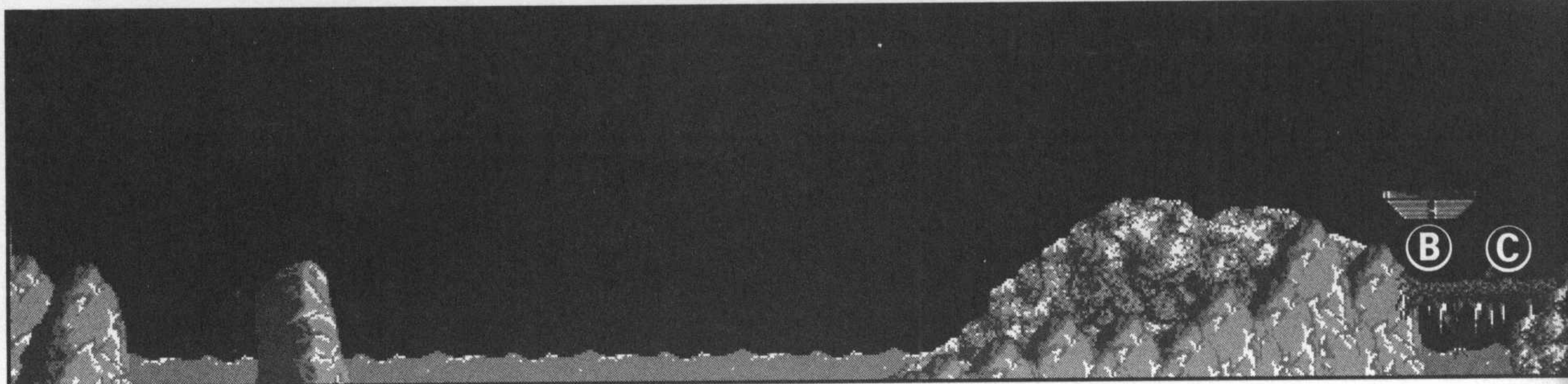
PC and Macintosh:

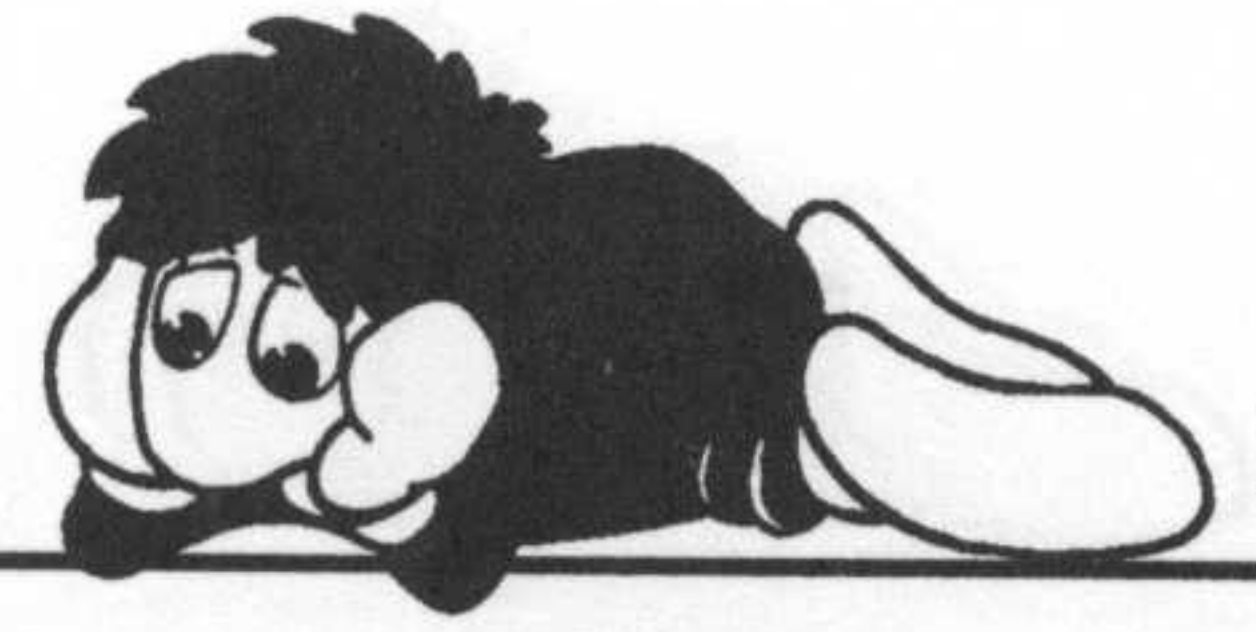
80 lemmings
90 percent to be saved
Release rate 70
5 minutes

Hey! They've gone and hidden the exit on you! No problem, though, we know where it's hiding . . . and so will you!

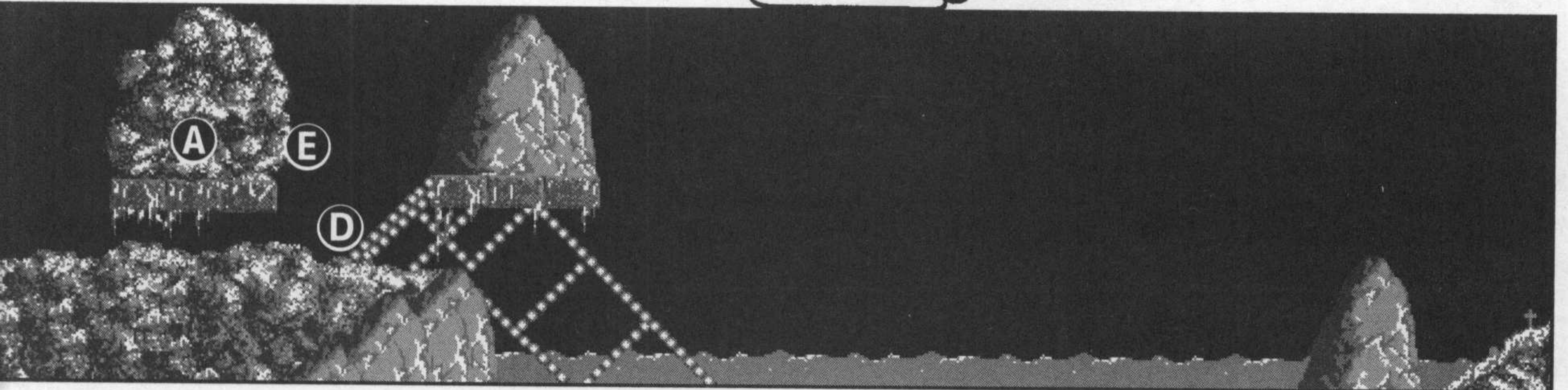
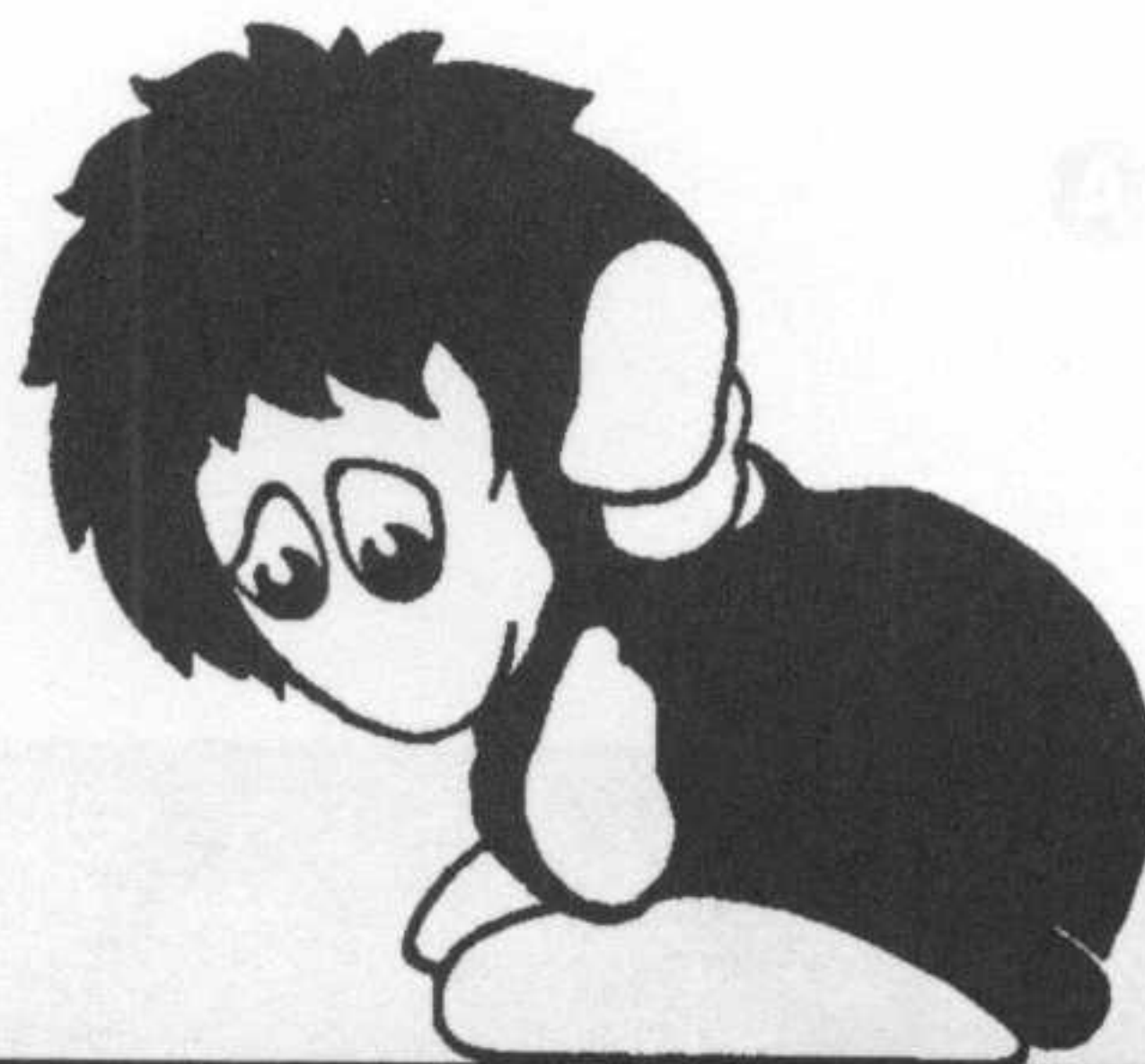
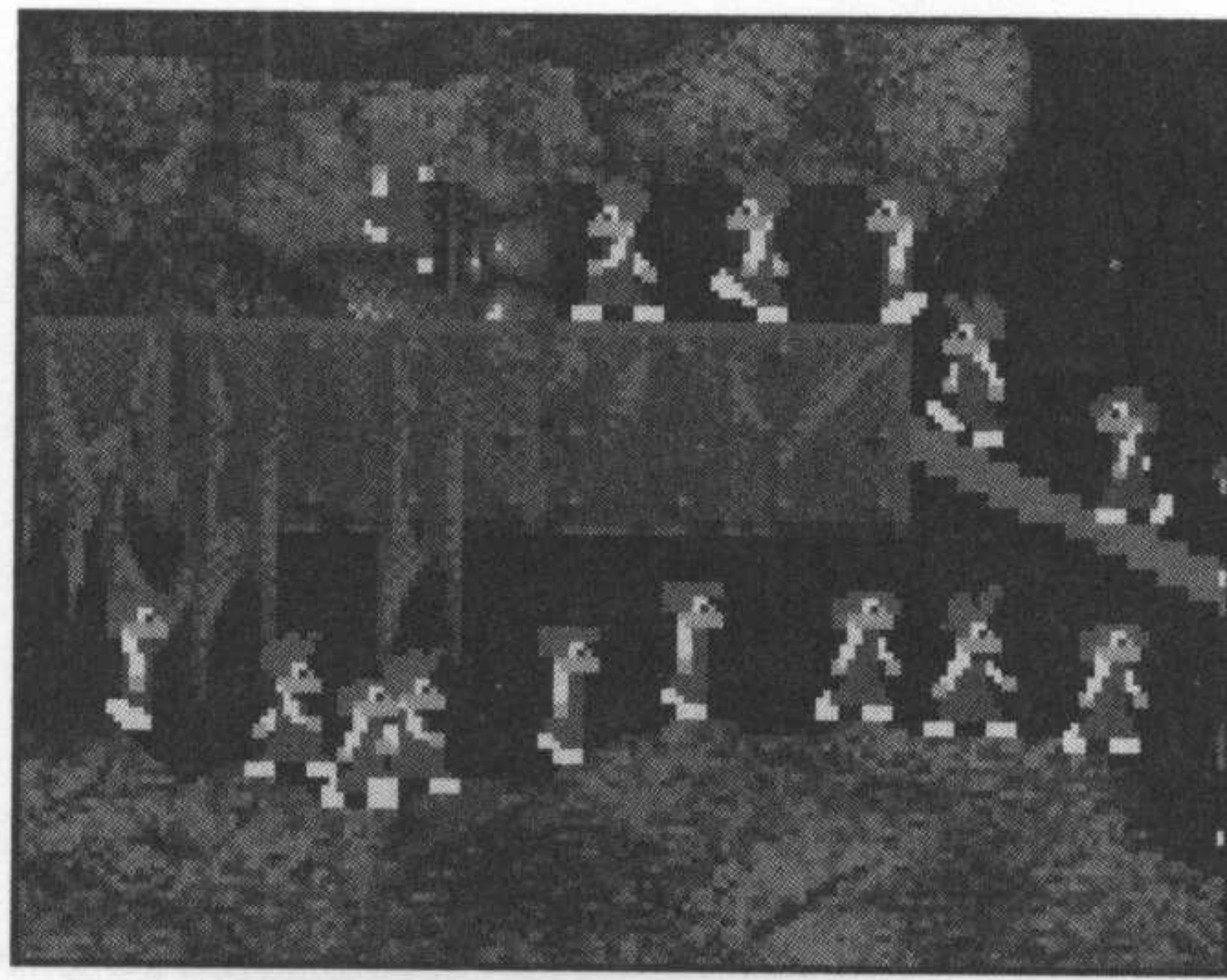
Solution

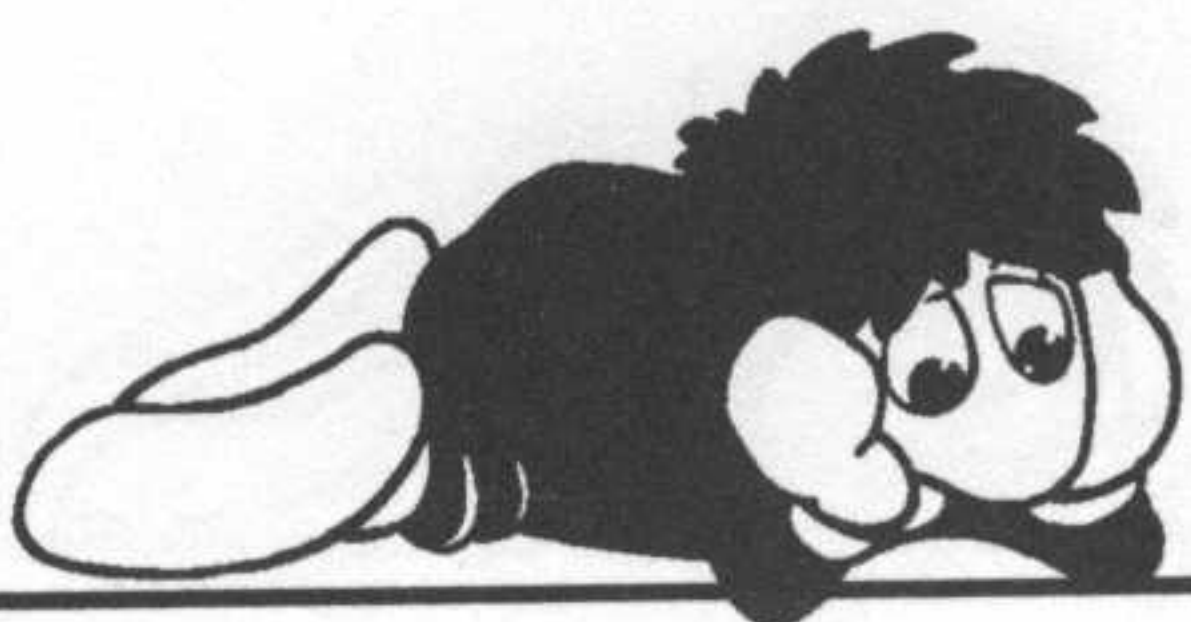
- 1** The exit is at **A**.
- 2** Place a blocker at **B**, as soon as a lemming lands.
- 3** Bash through the stick at **C**.
- 4** Build from **D** to the floating rock containing the exit.
- 5** Bash at **E**. When the basher reaches the exit, he will go in.





If your lemming bashes too high at the end of the level, you'll see the top of the exit, but that's it. In this case, just have the lemming dig down when he's directly in front of the exit, and as soon as he sees the stairs, he'll go in (Boing!).





Tricky 29 — Rainbow Island

Access Code: OHMFMCGLFM

Statistics

Amiga:

100 lemmings
99 percent to be saved
Release rate 70
4 minutes

PC and Macintosh:

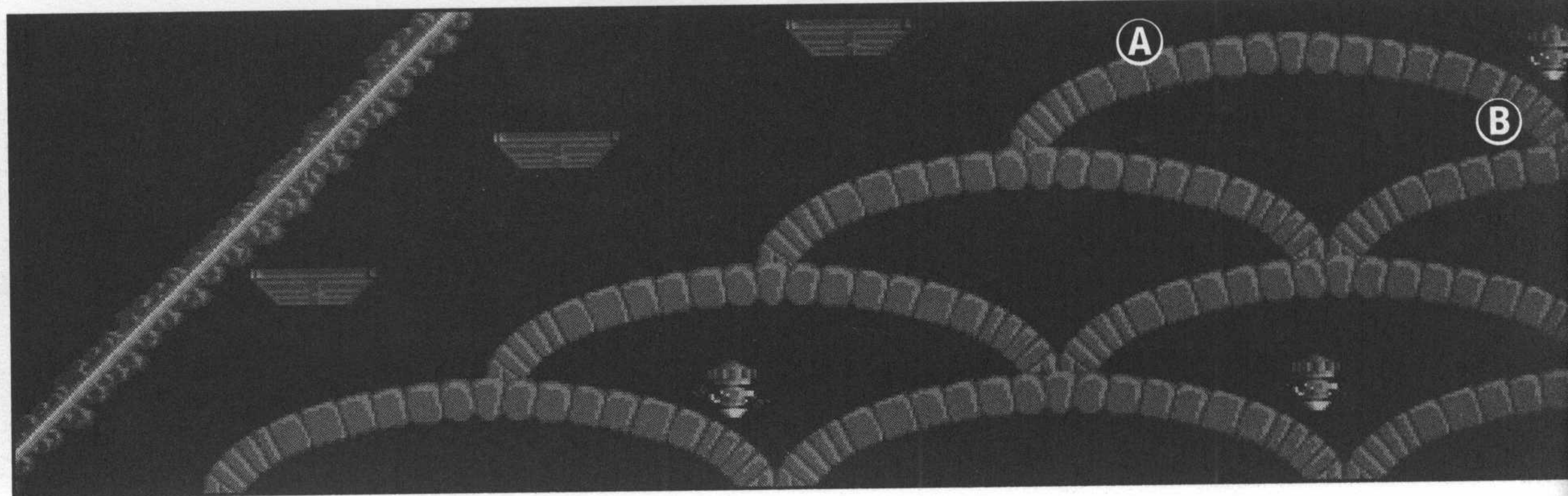
80 lemmings
98 percent to be saved
Release rate 70
4 minutes

What a nice bunch of rainbows! Unfortunately, there's some lethal traps scattered amongst the rainbows! We'll have to avoid them if we want the lemmings to arrive safely at their goal.

There are three lemming hatches on this level but all the lemmings from all the hatches will head up to where the top hatch is without your help.

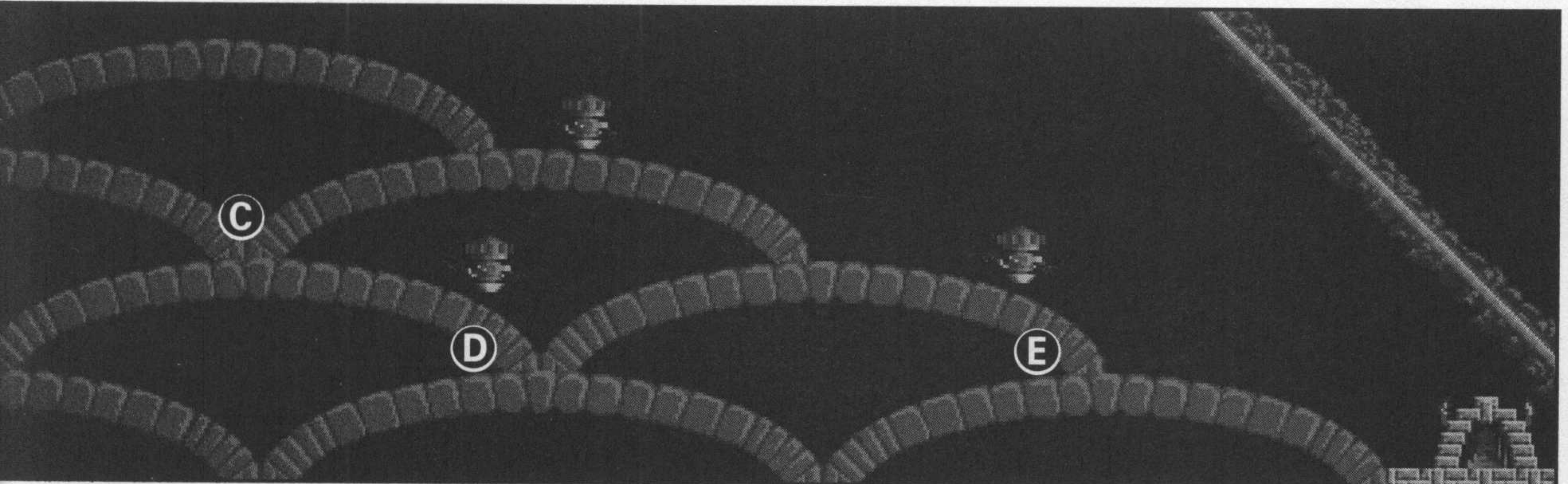
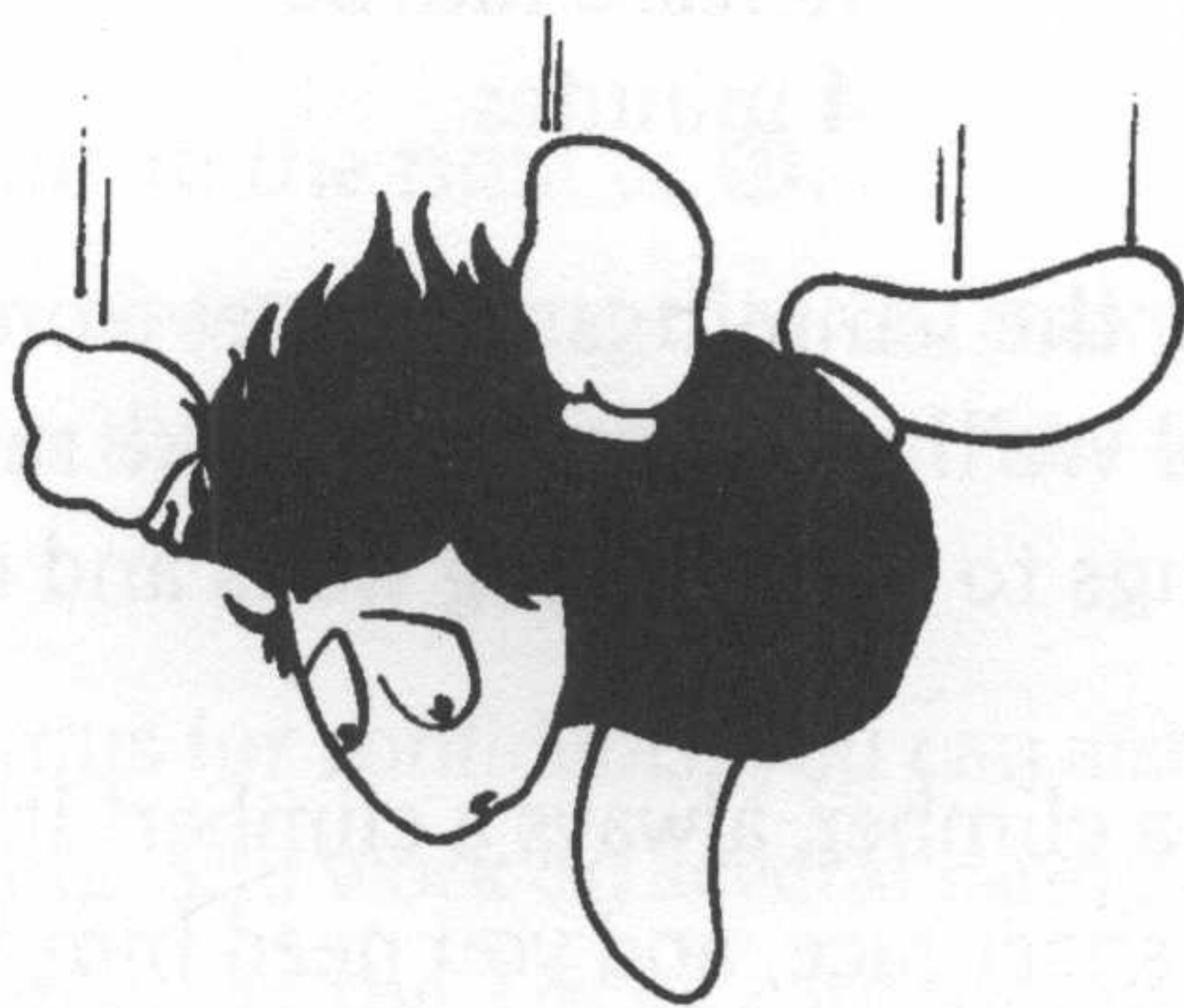
Solution

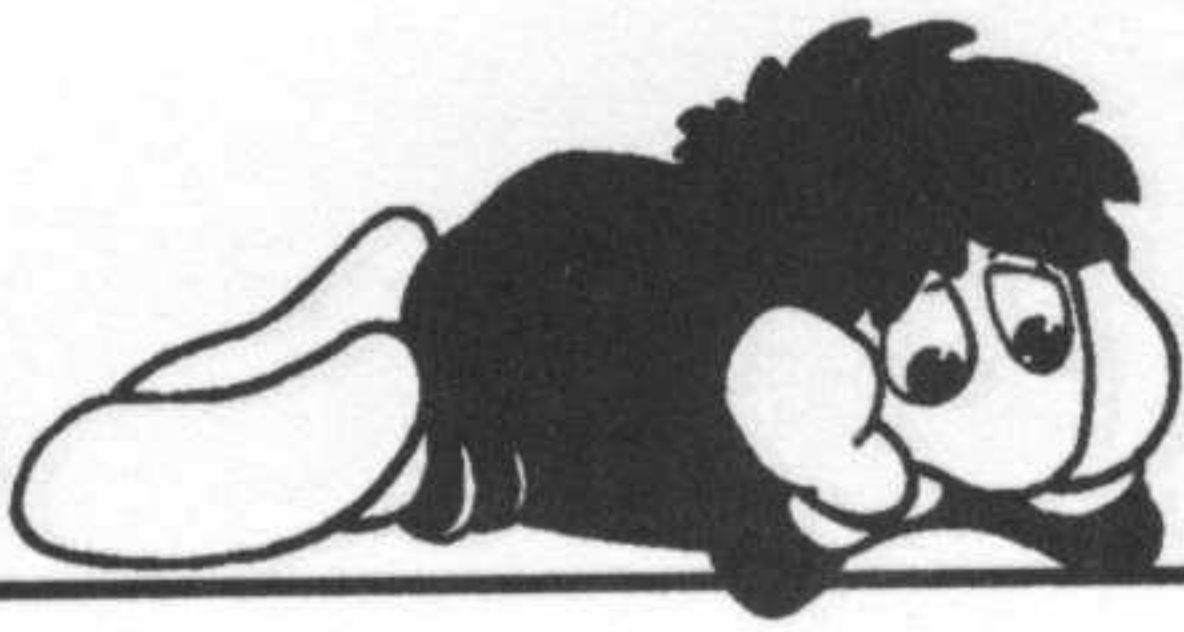
- 1 Make the first lemming dig at **A**.





- 2** Make the first lemming bash at **B**.
- 3** Dig at **C**. Just before the digger breaks through, bash to the right. After he takes 3 swings, make him mine. The lemmings will land safely.
- 4** Bash at **D** and **E** to the exit.





Tricky 30 — The Crankshaft

Access Code: JMFMCCKNMFS

Statistics

Amiga:

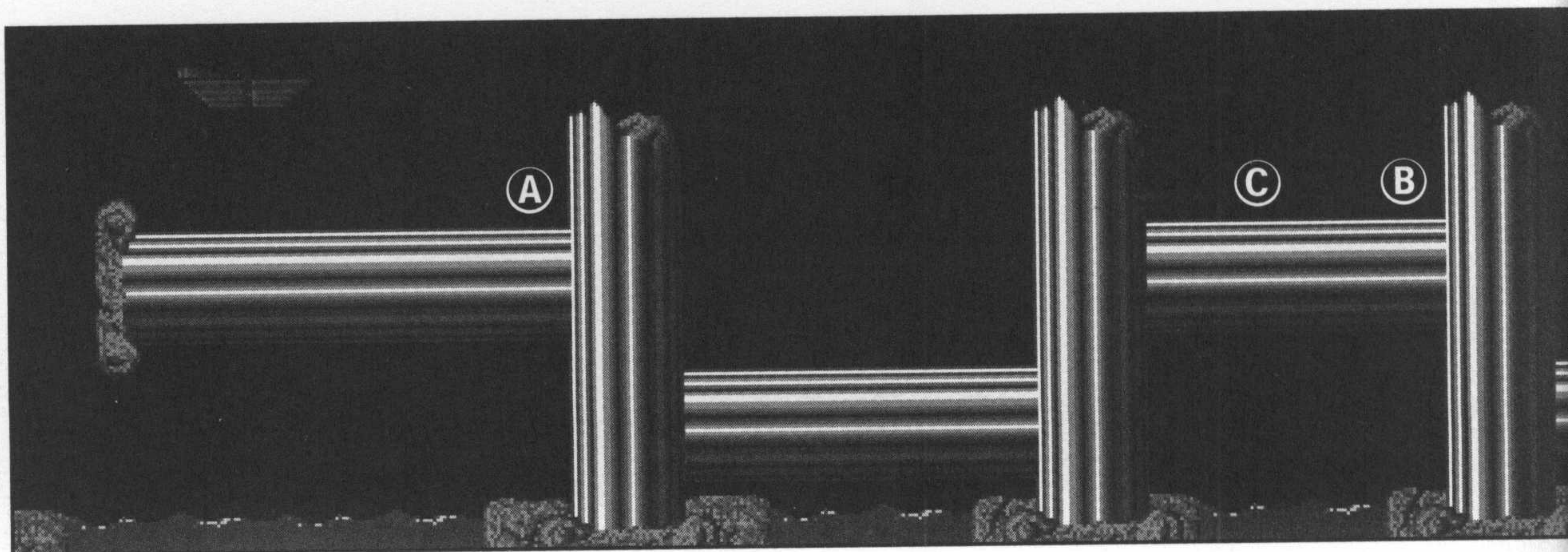
100 lemmings
90 percent to be saved
Release rate 20
4 minutes

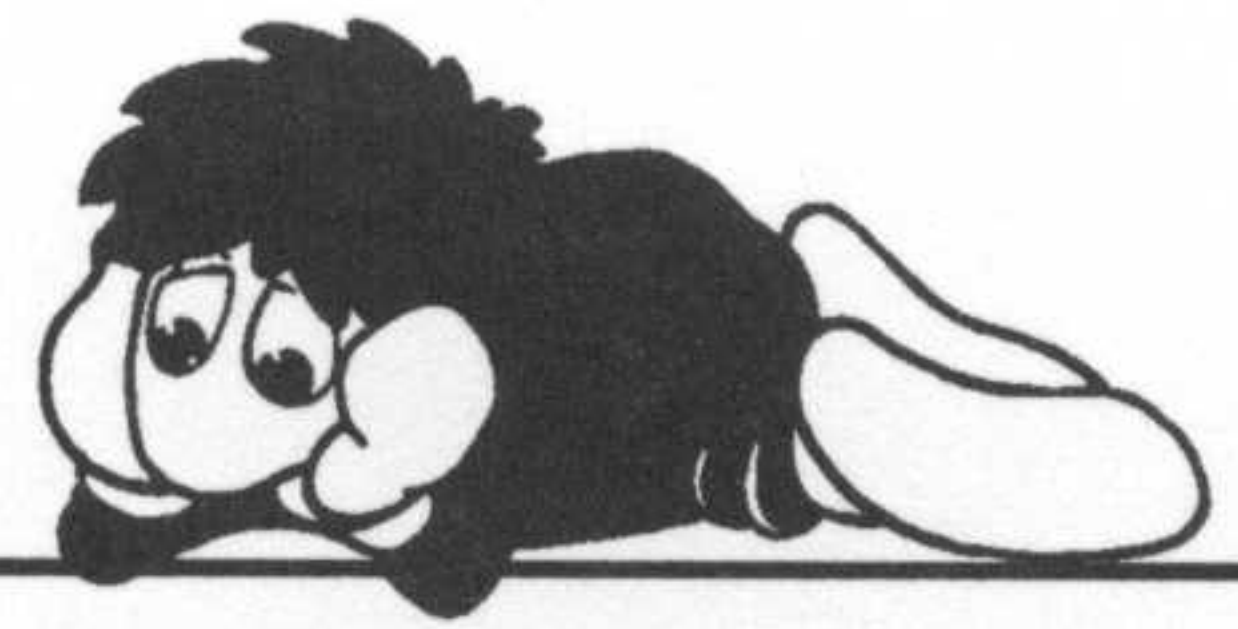
PC and Macintosh:

80 lemmings
90 percent to be saved
Release rate 20
4 minutes

On this up-and-down level, the lemmings must get from one end to the other, but we don't have enough bridges! We'll use miners to make ramps, but first, we've got to get some very athletic lemmings to start scaling walls and digging our diagonal ramps for us.

Don't forget, though, once a climber, always a climber! It's all too easy to forget this when a lemming encounters a sheer face, and you need him to turn around . . . but instead, he scales the wall and ends up on the other side!



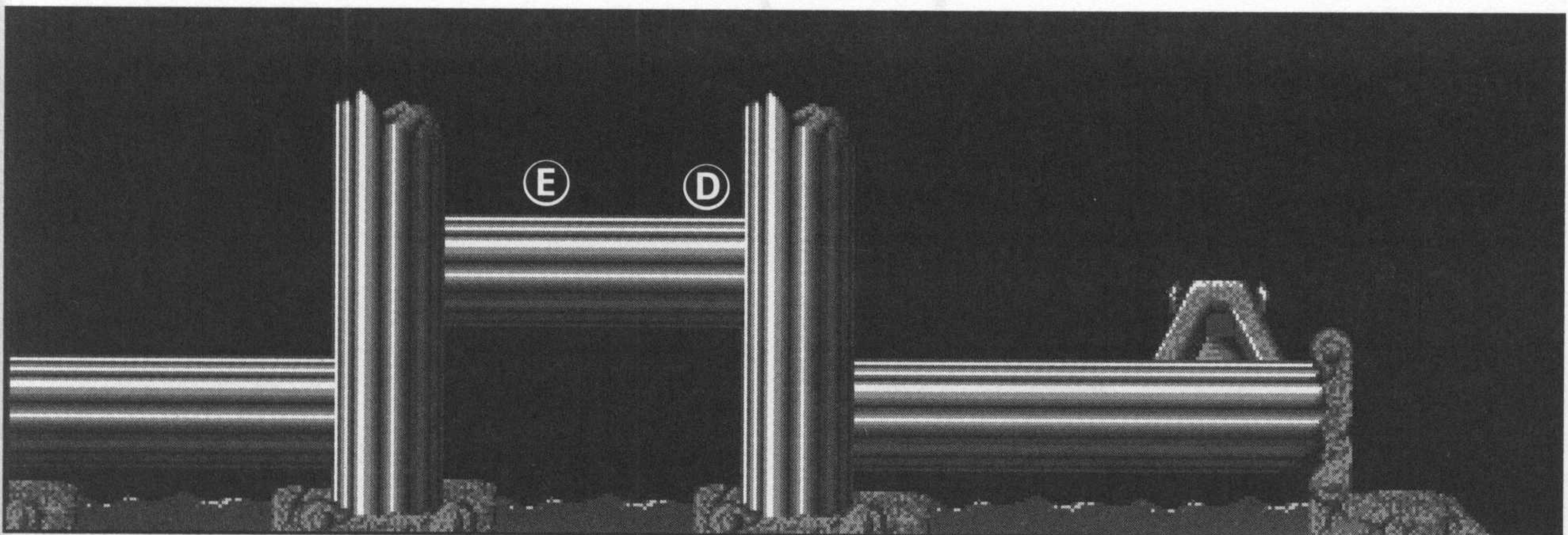


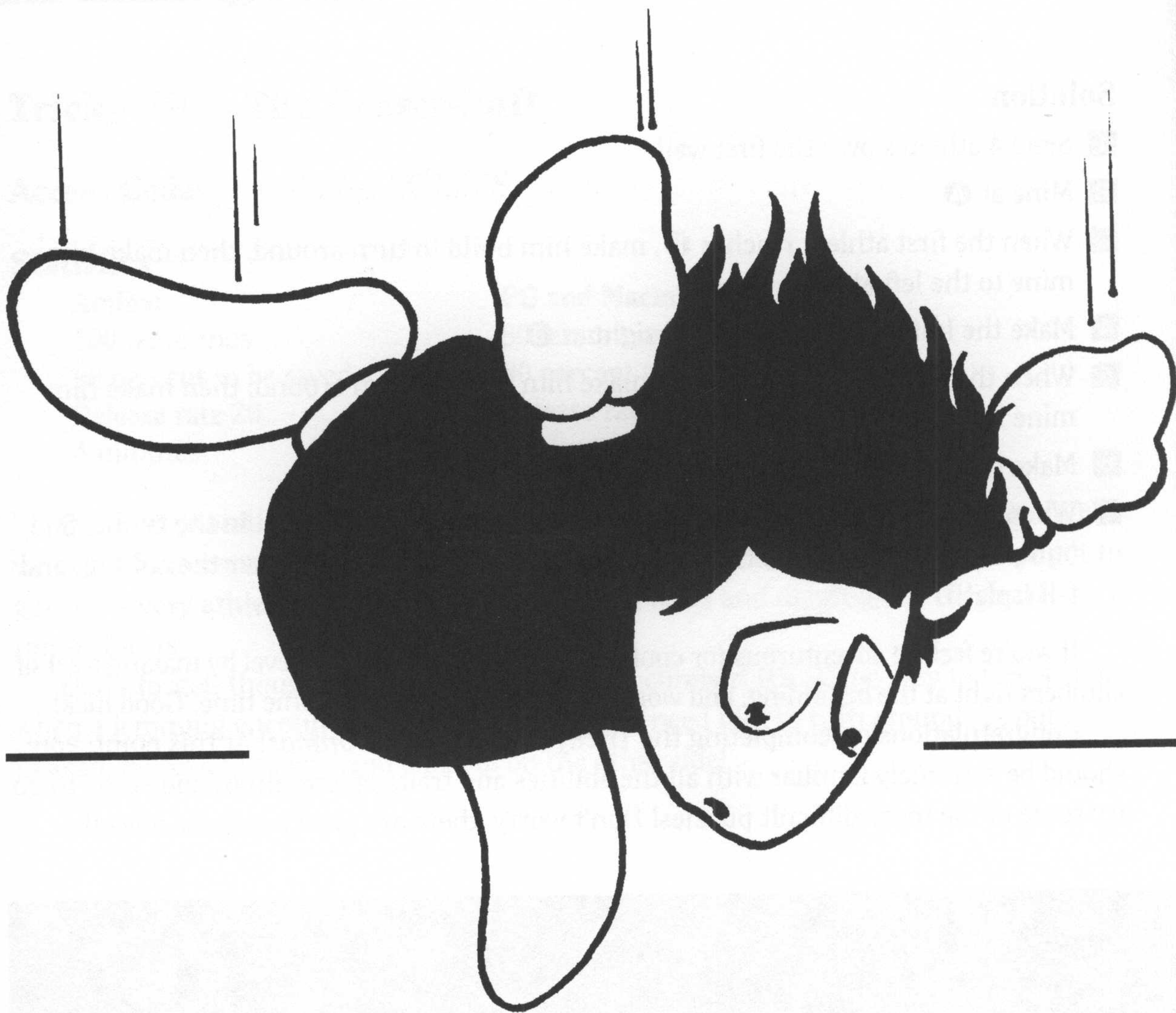
Solution

- 1 Send 4 athletes over the first wall.
- 2 Mine at **A**.
- 3 When the first athlete reaches **B**, make him build to turn around, then make him mine to the left at **C**.
- 4 Make the last athlete mine to the right at **B**.
- 5 When the first athlete reaches **D**, make him build to turn around, then make him mine left at **E**.
- 6 Make the last athlete mine to the right at **D**.
- 7 When your athletes start down the tunnel at **E**, make them build in the tunnel and bump their heads to turn them back around, or they will climb over the column and fall (splat!).

If you're feeling adventurous (or confident), you can also do this level by making a set of climbers right at the beginning, and work on several ramps at the same time. Good luck!

Congratulations on completing the Tricky category of *Lemmings*! At this point, you should be extremely familiar with all the abilities and traits of lemmings, and ready to go try some of the more difficult puzzles! Don't worry, there are plenty of those ahead!

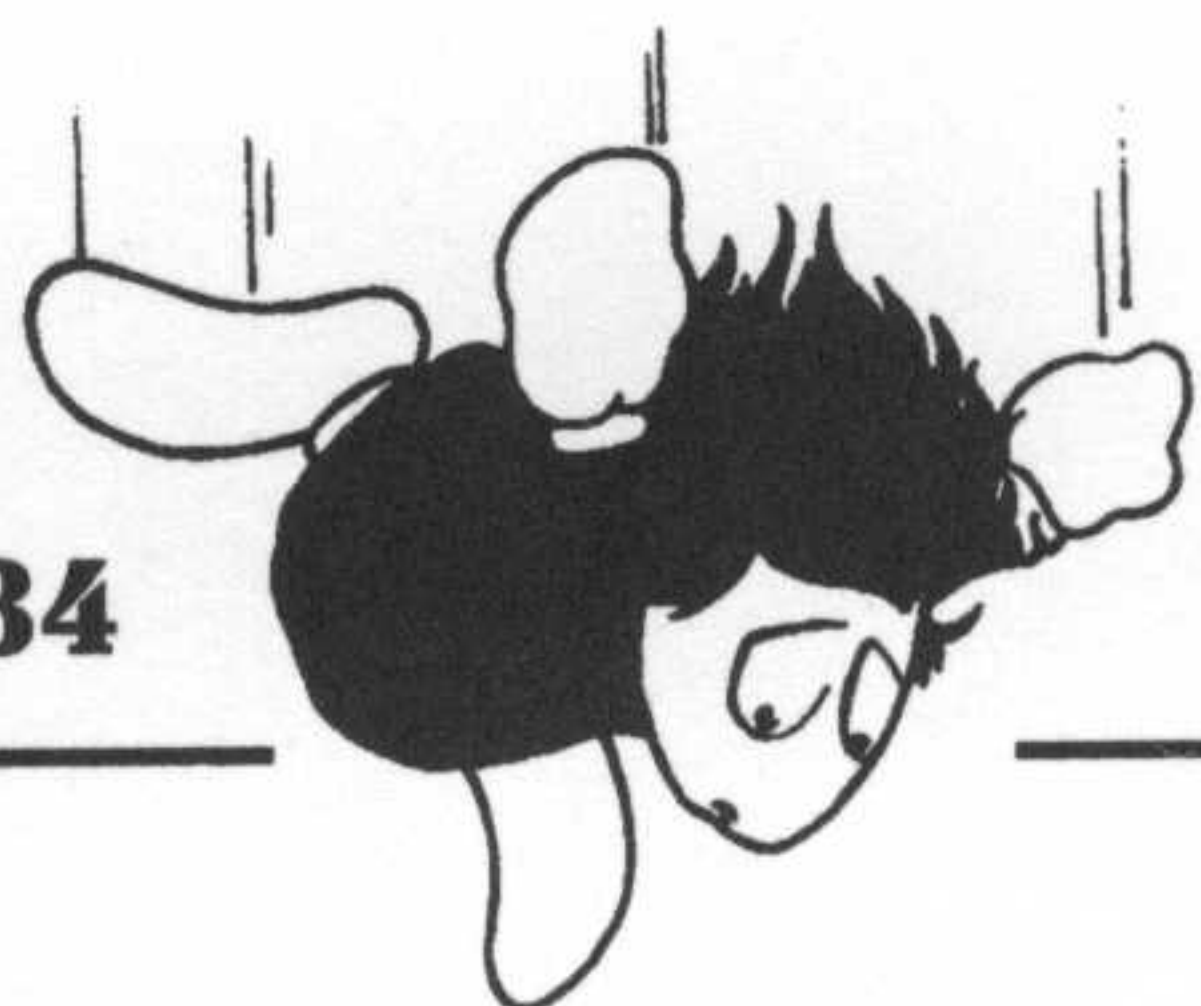




Taxing Level

Welcome to the Taxing Level of *Lemmings*! Needless to say, the levels are increasing in difficulty, but at this point, you're well equipped to deal with them! Of course, if you're in need of an occasional nudge in the right direction, we're always here to lend a guiding hand.

In these descriptions, we're going to start abbreviating the solutions a little bit by omitting steps which should be quite obvious to you at this point (for example, we'll stop mentioning that you should increase your release rate to 99 when the level is solved), except for where it's absolutely vital to the completion of the level.



Taxing 1 — If at first you don't succeed

Access Code: MFMCAJLNFX

Statistics

Amiga:

100 lemmings
99 percent to be saved
Release rate 40
4 minutes

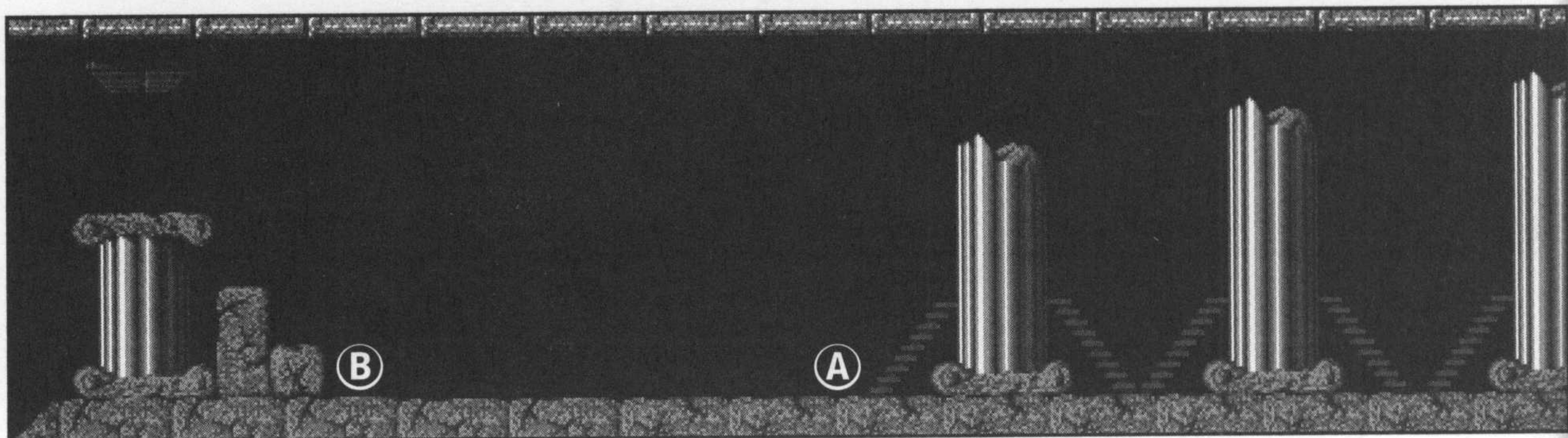
PC and Macintosh:

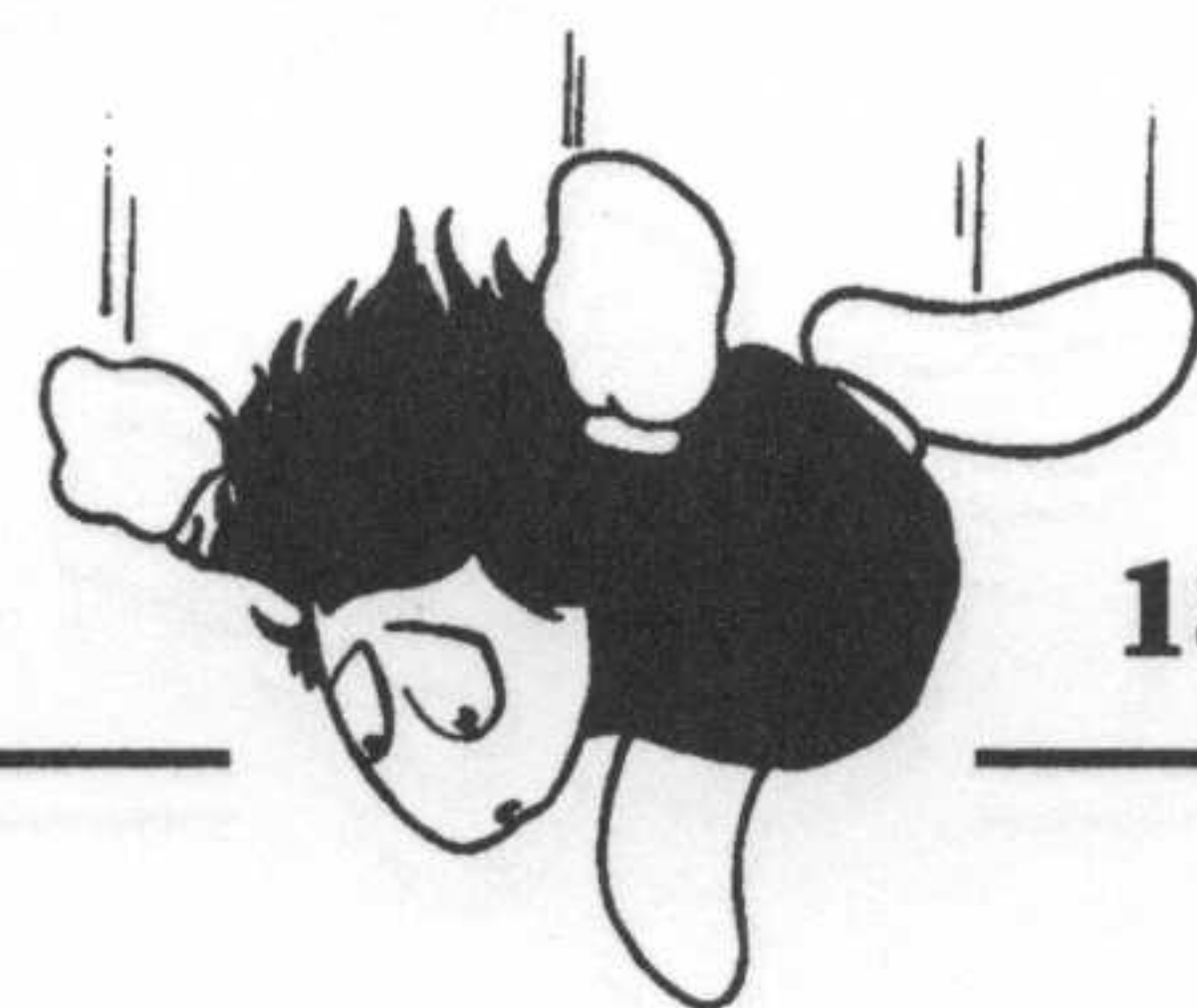
80 lemmings
98 percent to be saved
Release rate 40
4 minutes

Here, we make use of a trick to save 100 percent of the lemmings, even though the level only calls for 98 or 99 percent solution. In addition, the method given here is quite a bit easier than the standard solution!

Solution

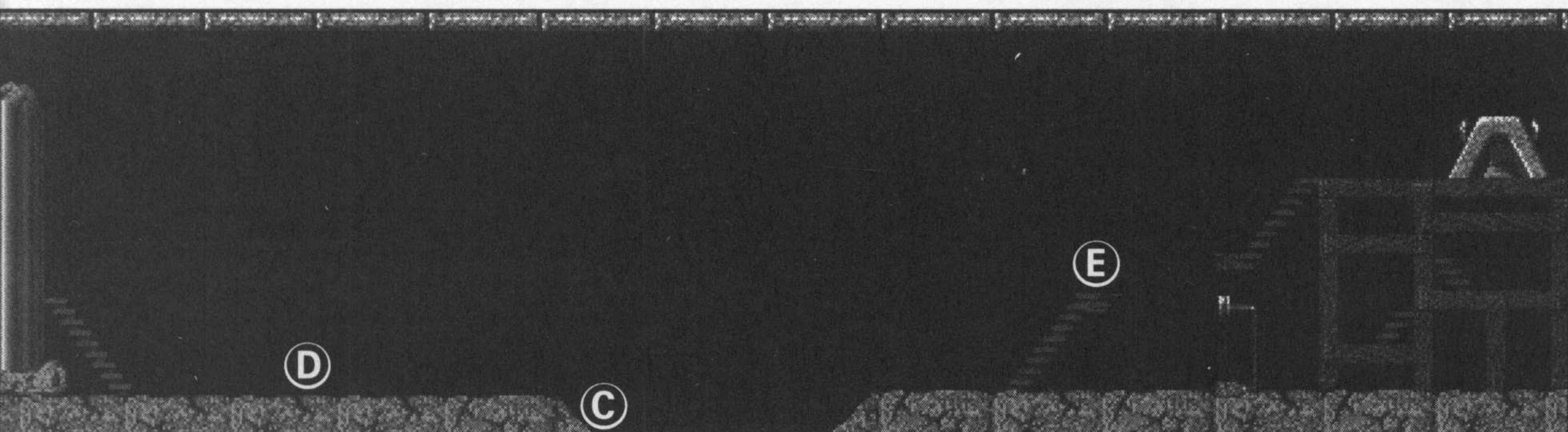
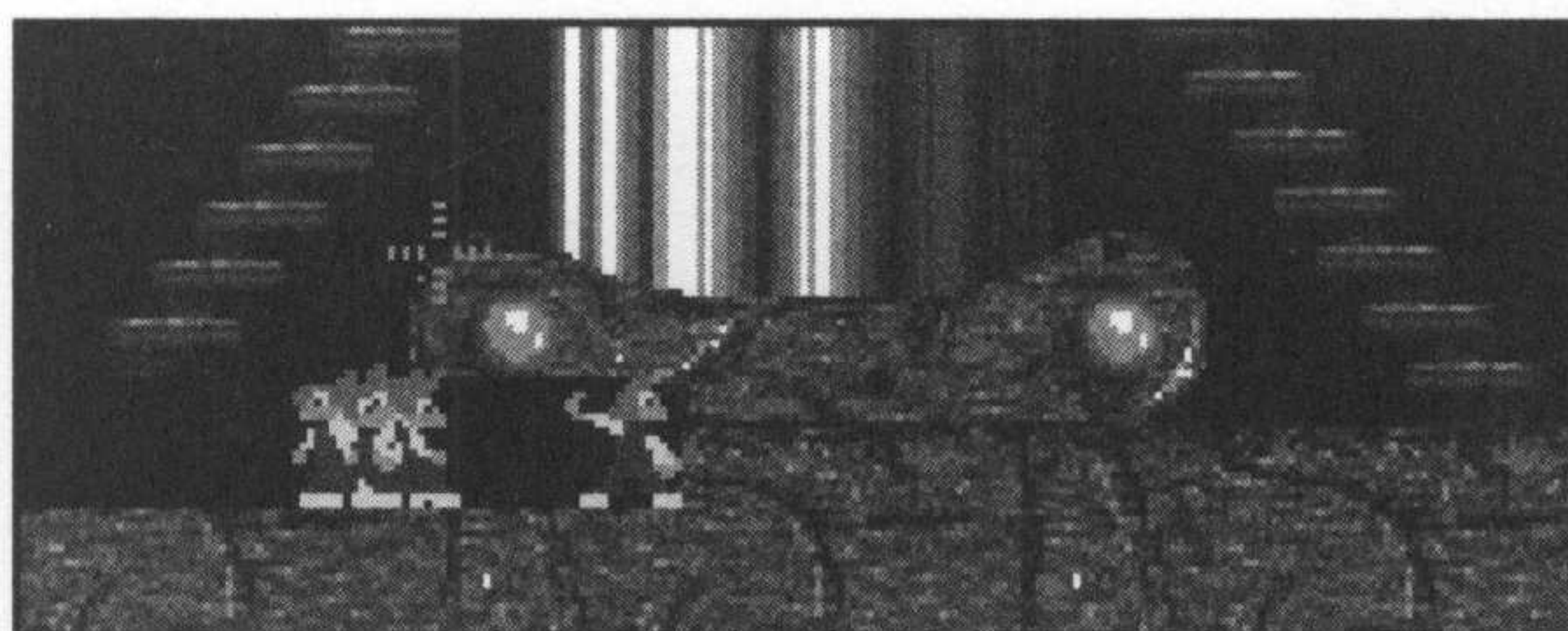
- 1** Make the first lemming an athlete at **A**.
- 2** At approximately 3:20 (3 minutes and 20 seconds remaining on the clock), make a lemming at **B** dig vertically.
- 3** After about 4-5 digs, make the digger lemming into a basher. The lemming will be about halfway underground.

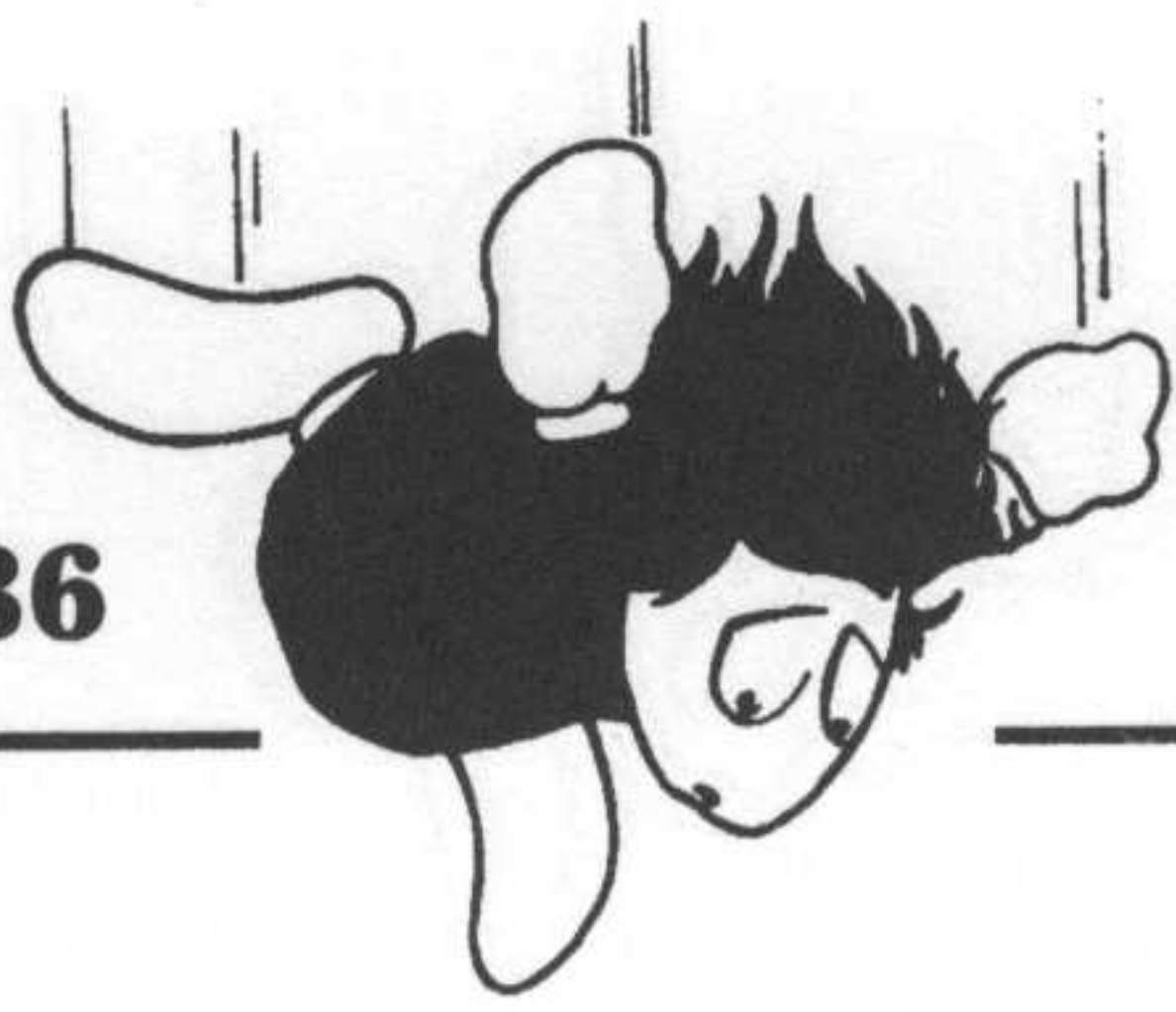




- 4 Have the first athlete begin building his bridge at **C**, just before he falls into the abyss.
- 5 Increase the release rate to 99 at around 2 minutes on the clock.
- 6 If any lemmings start getting out of the trench too early, make a blocker at **D**. The basher will eventually come along and knock the dirt from under the blocker, freeing him to walk again.
- 7 Have the athlete build from **E** to the far set of steps. This will take two bridges.

This rather intricate solution to this level is far easier than the more obvious solution, which involves mining through one of the pillars. Mining through a pillar is especially difficult in this case, as the lemming must be in exactly the right spot, otherwise it just breaks through the stair and ends up trapped underneath. Besides, it's fun to save 100 percent!





Taxing 2 — Watch out, there's traps about

Access Code: FMCOKLMOFX

Statistics:

Amiga:

100 lemmings
80 percent to be saved
Release rate 70
5 minutes

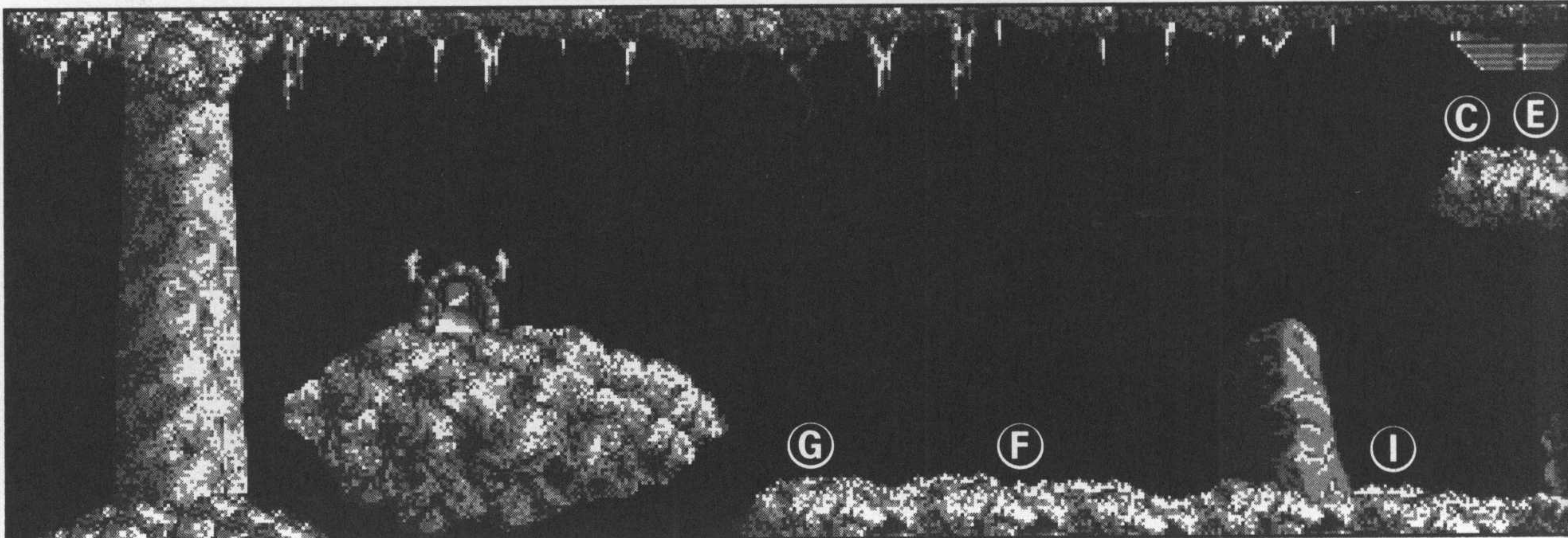
PC and Macintosh:

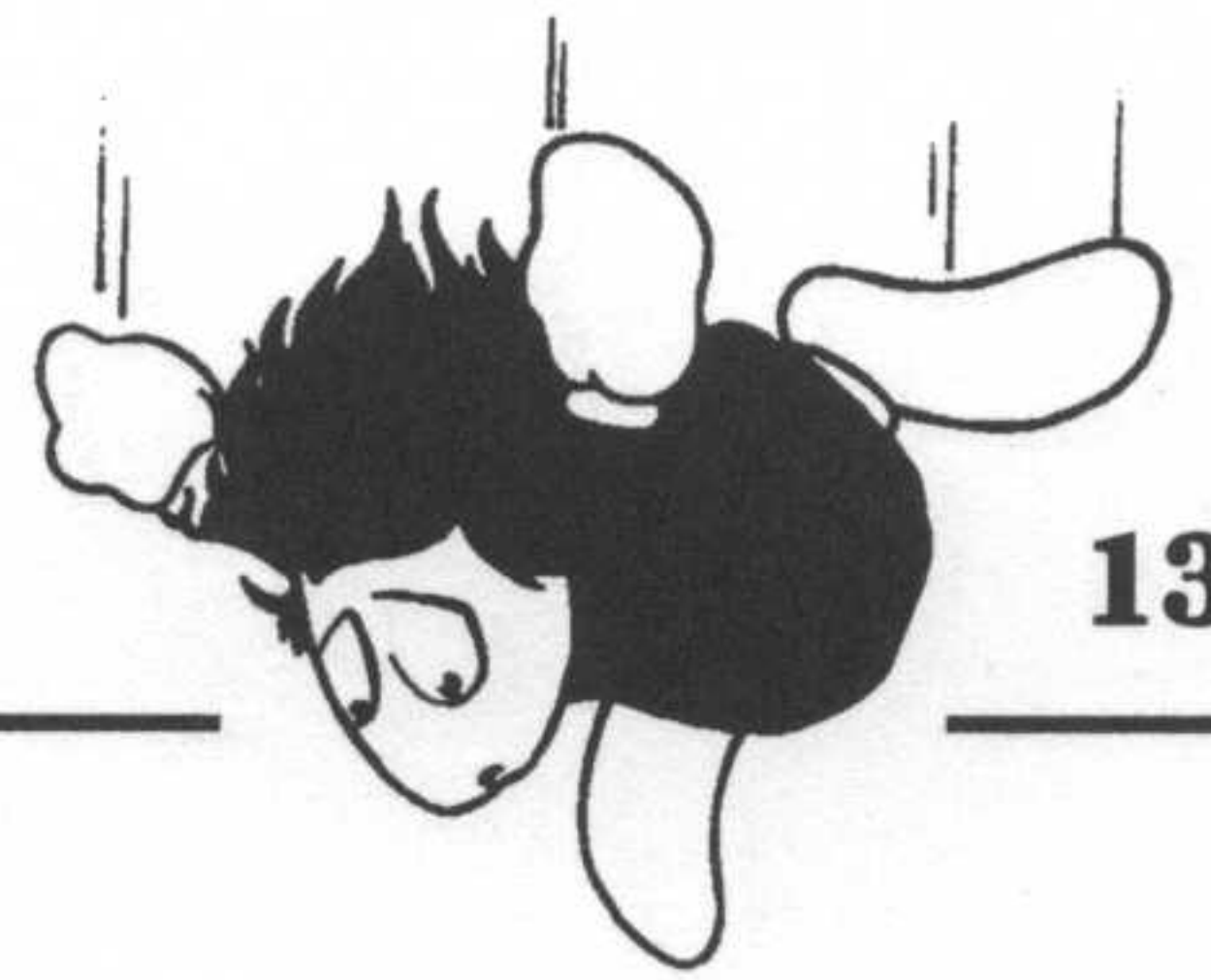
80 lemmings
80 percent to be saved
Release rate 70
5 minutes

There certainly are traps about! There are more ways for a lemming to meet an untimely demise on this level than you can shake a stick at! Stuck in a lemming-trap, squished in a fall, drowned in a pond . . . keep track of all the lemmings coming out of both of the entrances!

Solution

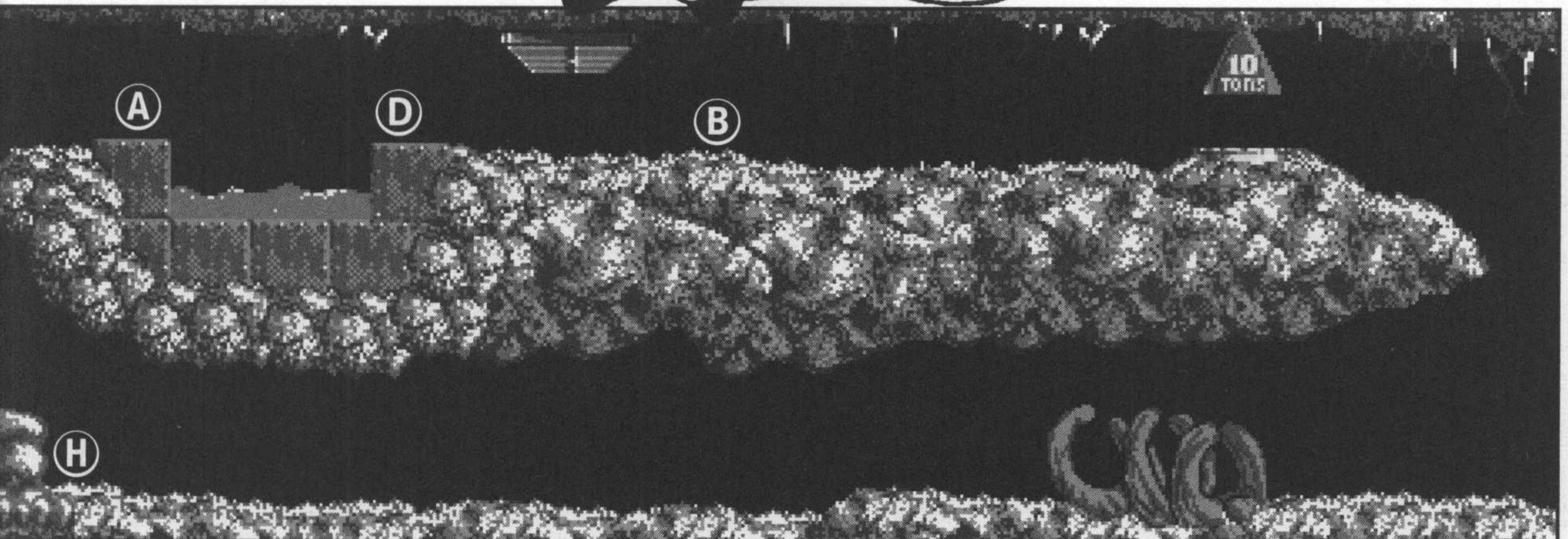
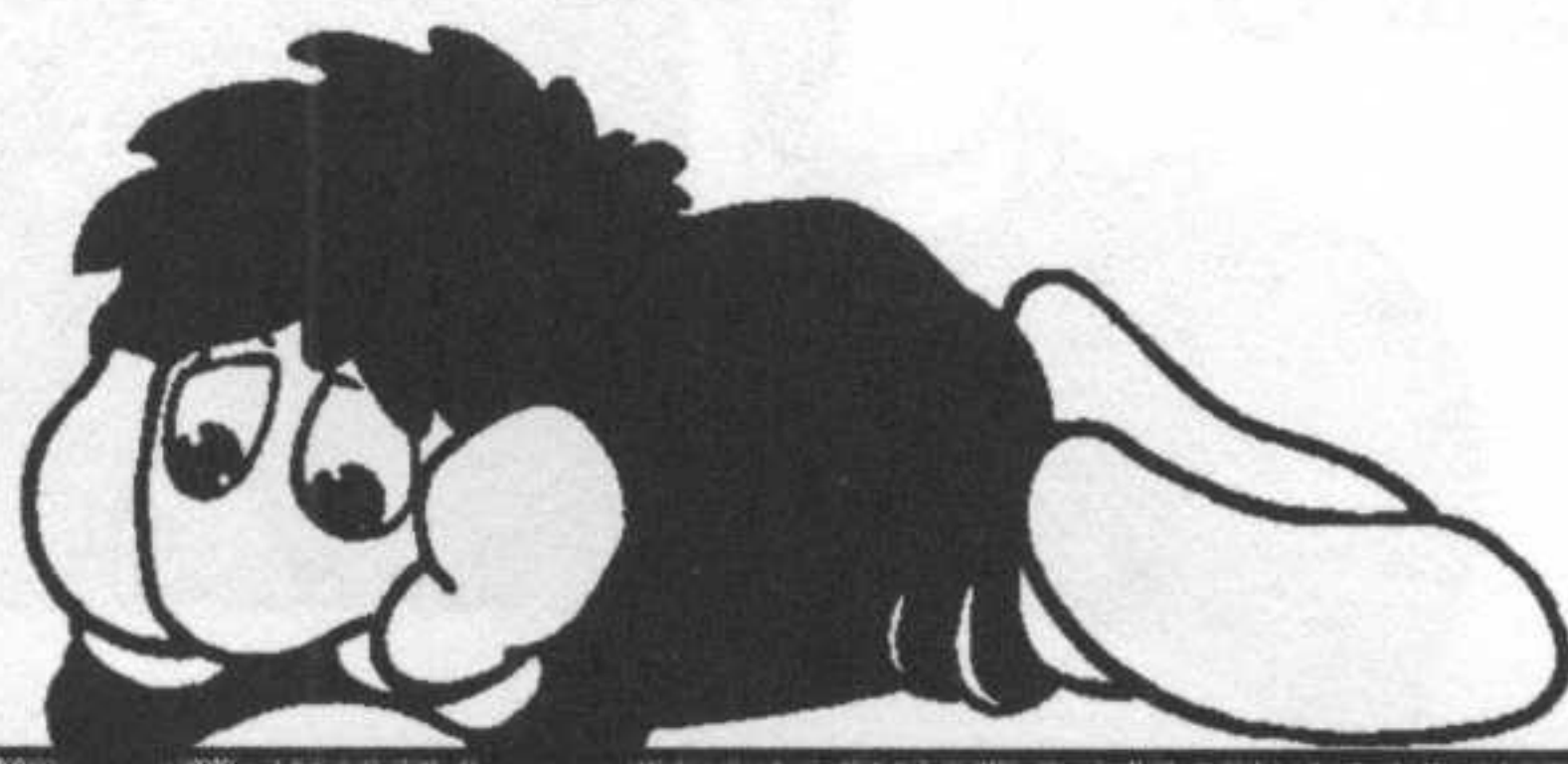
- 1** Block at **A**.
- 2** Mine at **B**.

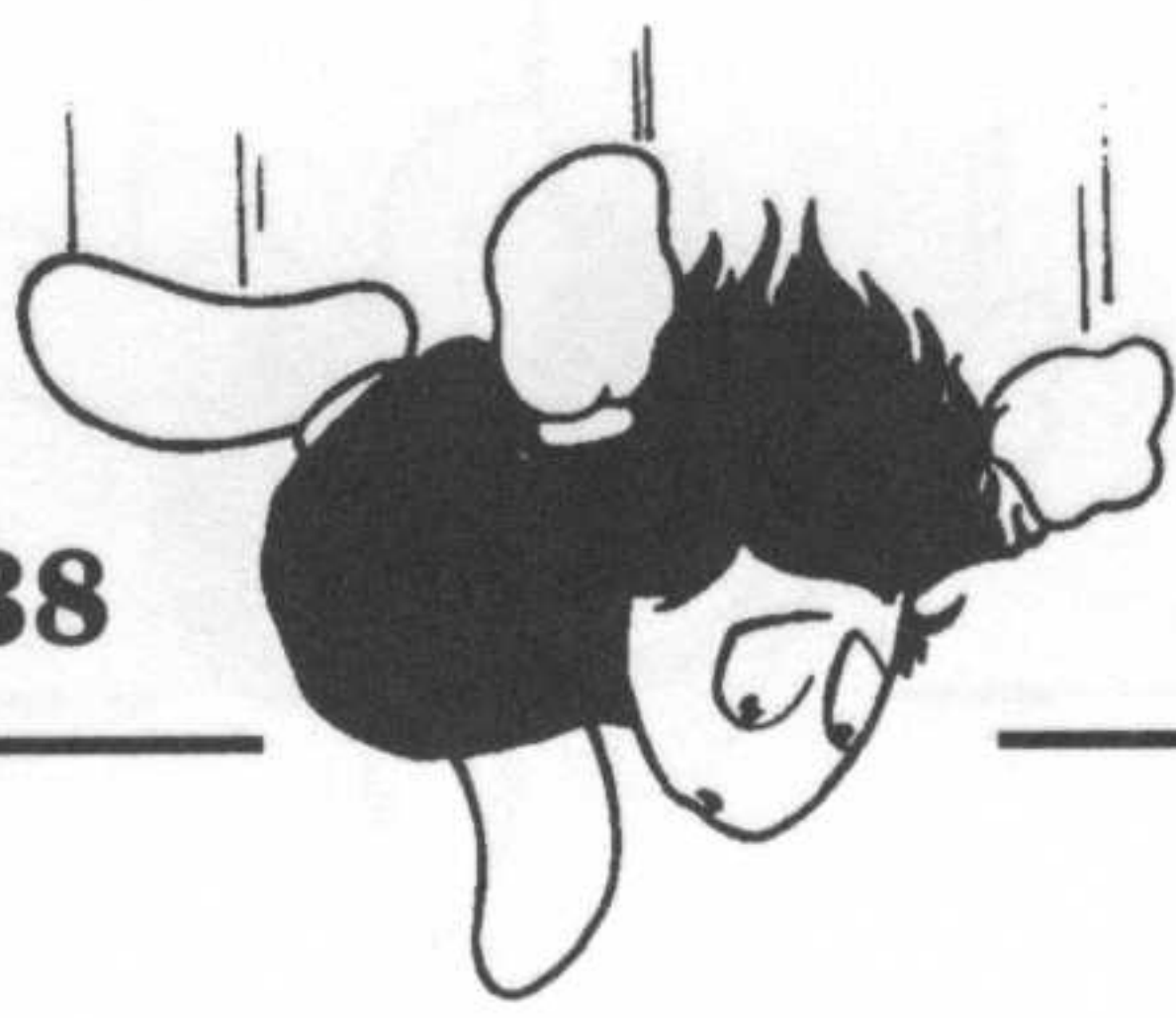




- 3 Build at **C**, so the builder will land on top of the dirt mound.
- 4 Block at **D**.
- 5 Block at **E**.
- 6 Build at **F** over the trap, then build from **G** to the exit.
- 7 Bash at **H** and **I**.
- 8 Bomb the blocker at **E**.

Whew! That was close! Congratulations on successfully navigating your lemmings through all those traps!





Taxing 3 — Heaven can wait (we hope!!!!)

Access Code: ICGOLONPFK

Statistics

Amiga:

100 lemmings
100 percent to be saved
Release rate 1
2 minutes

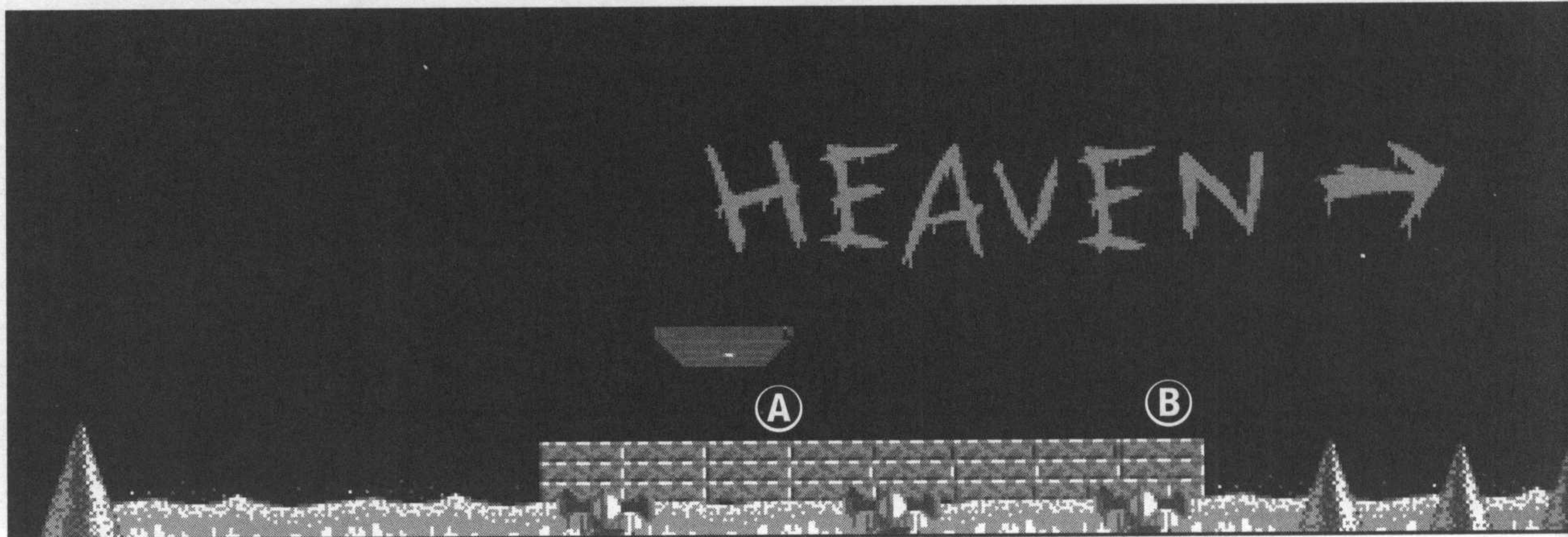
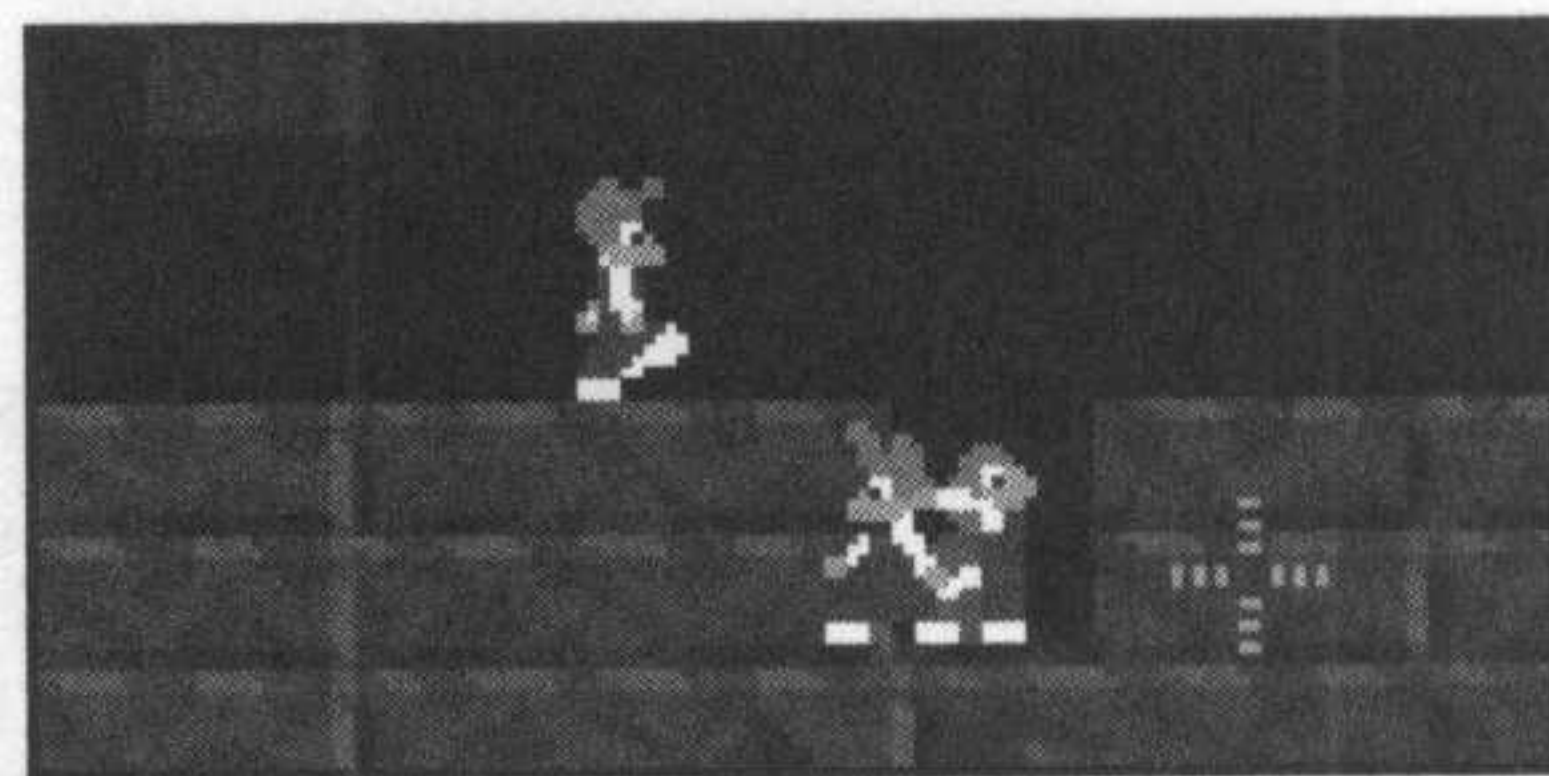
PC and Macintosh:

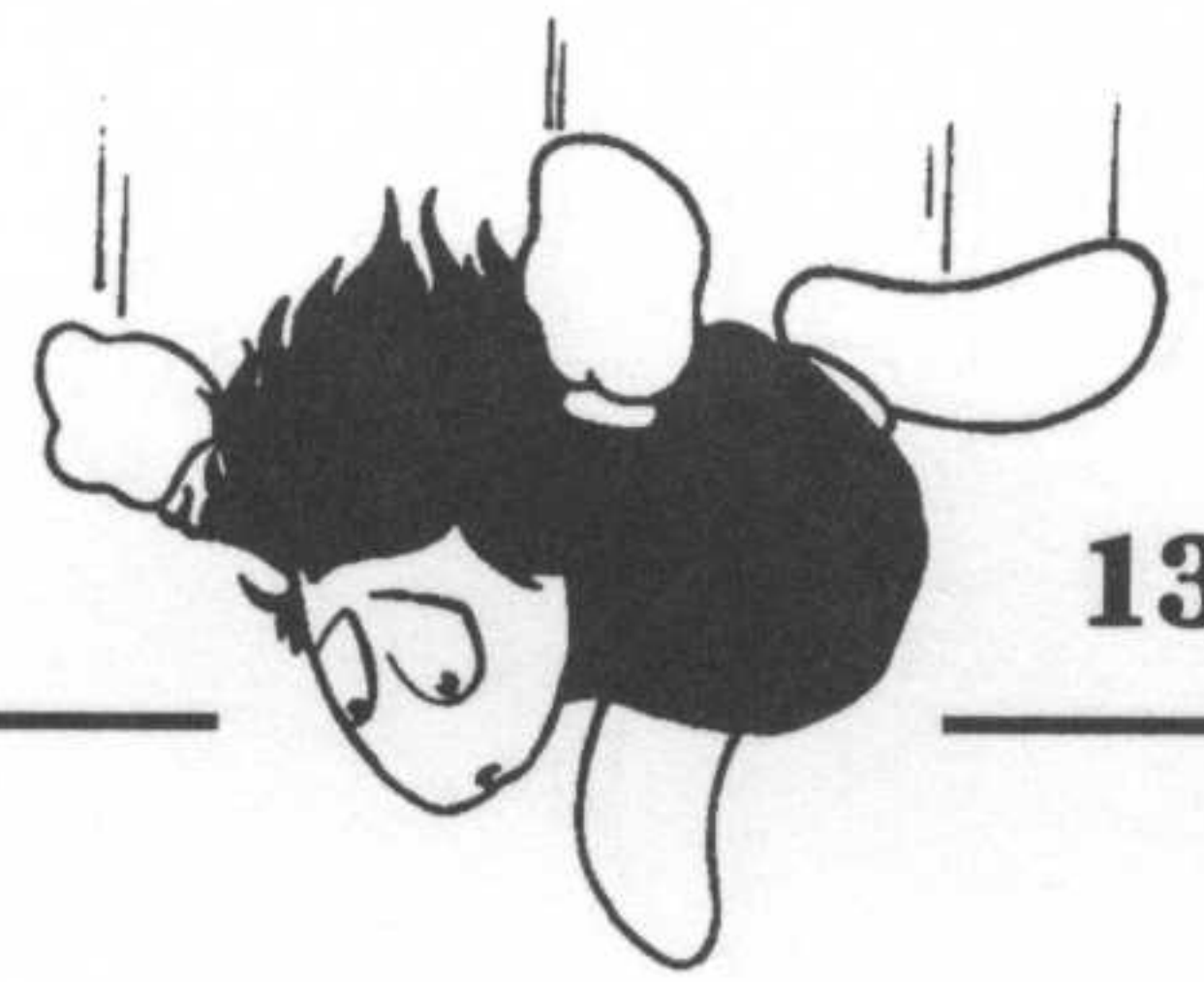
80 lemmings
100 percent to be saved
Release rate 1
2 minutes

On this level you've got to make all the lemmings WAIT while you have a single lemming prepare the way to Heaven (clearly marked by red spray paint)! You'll need the patience of a saint while a lemming builds the 7 bridges to the exit!

Solution

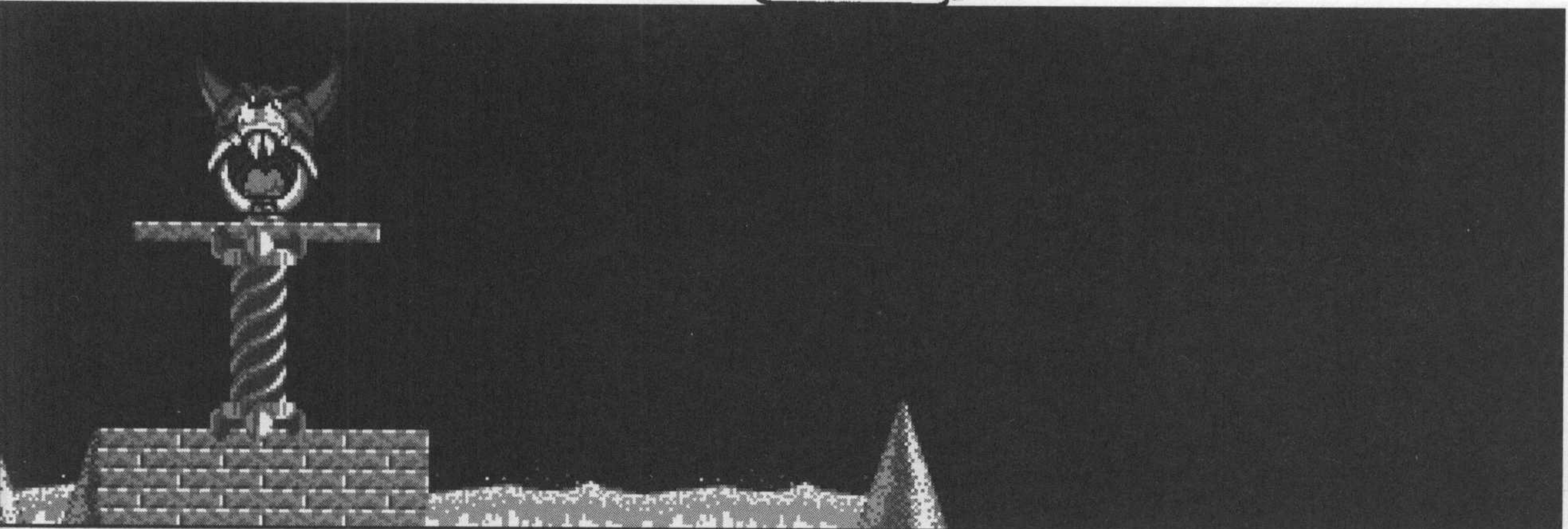
- 1 Make the second lemming dig at **A**.

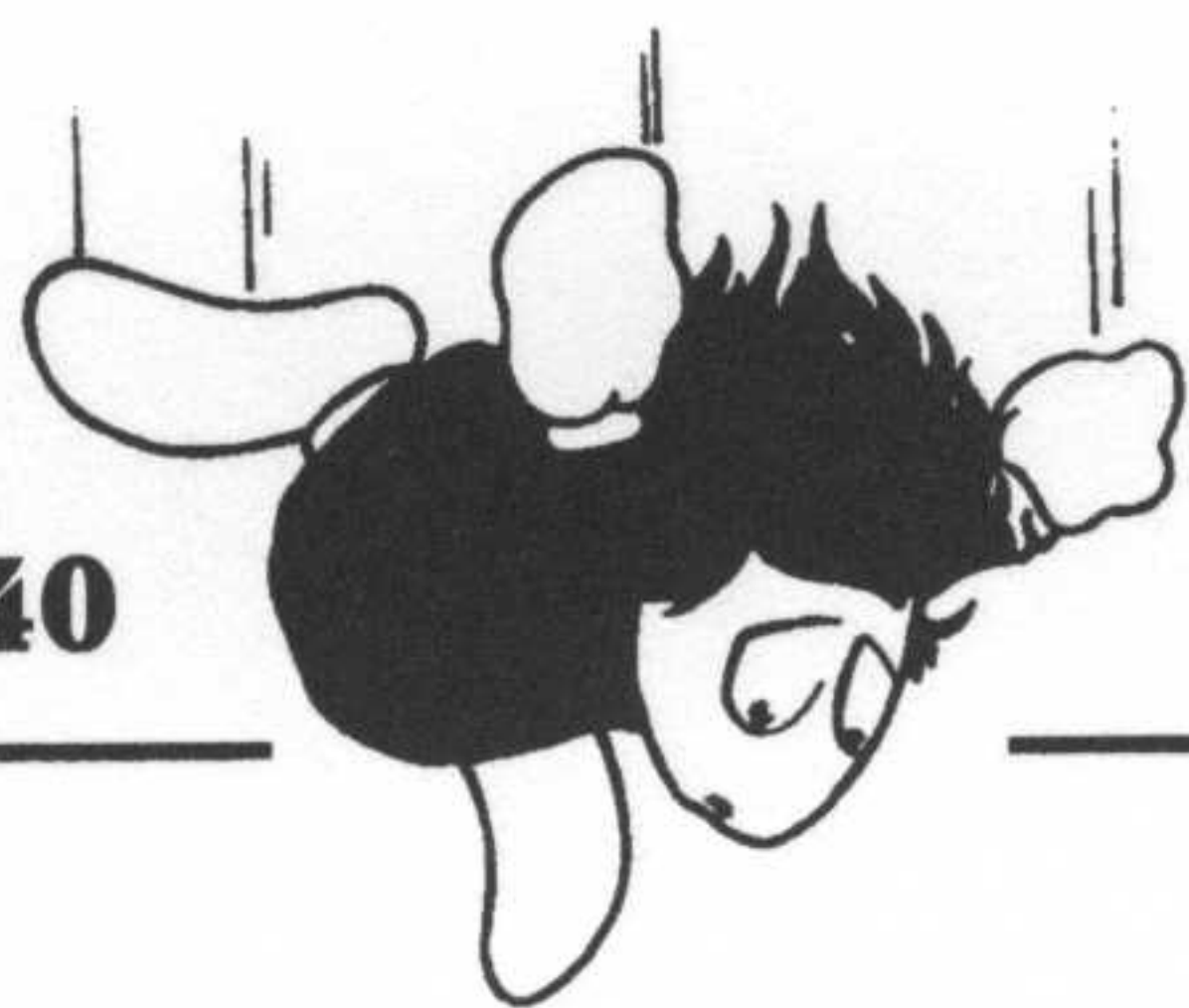




- 2 Make the first lemming build at **B**.
- 3 When the digger is about two-thirds of the way through the platform, make him build to stop digging.
- 4 Increase the release rate to 99 (very important on this level, as timing is tight!).
- 5 Once the builder has started his last bridge, make a lemming build to the right from the pit you created at **A**. This will free the lemmings.

The trickiest part of this level is making a lemming build in the correct direction to get him out of the pit. Take a peek in the “Hints and Tips” section for a strategy to get a lemming headed in the right direction.





Taxing 4 — Lend a helping hand . . .

Access Code: CKNOMGOQFO

Statistics

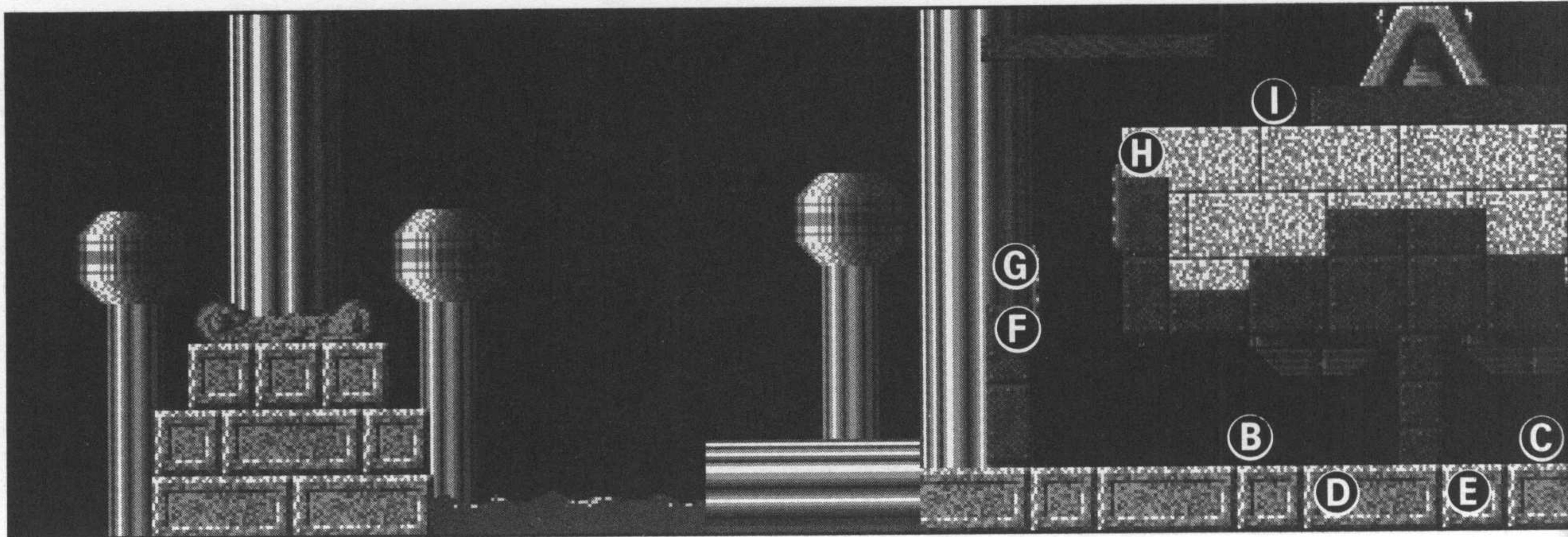
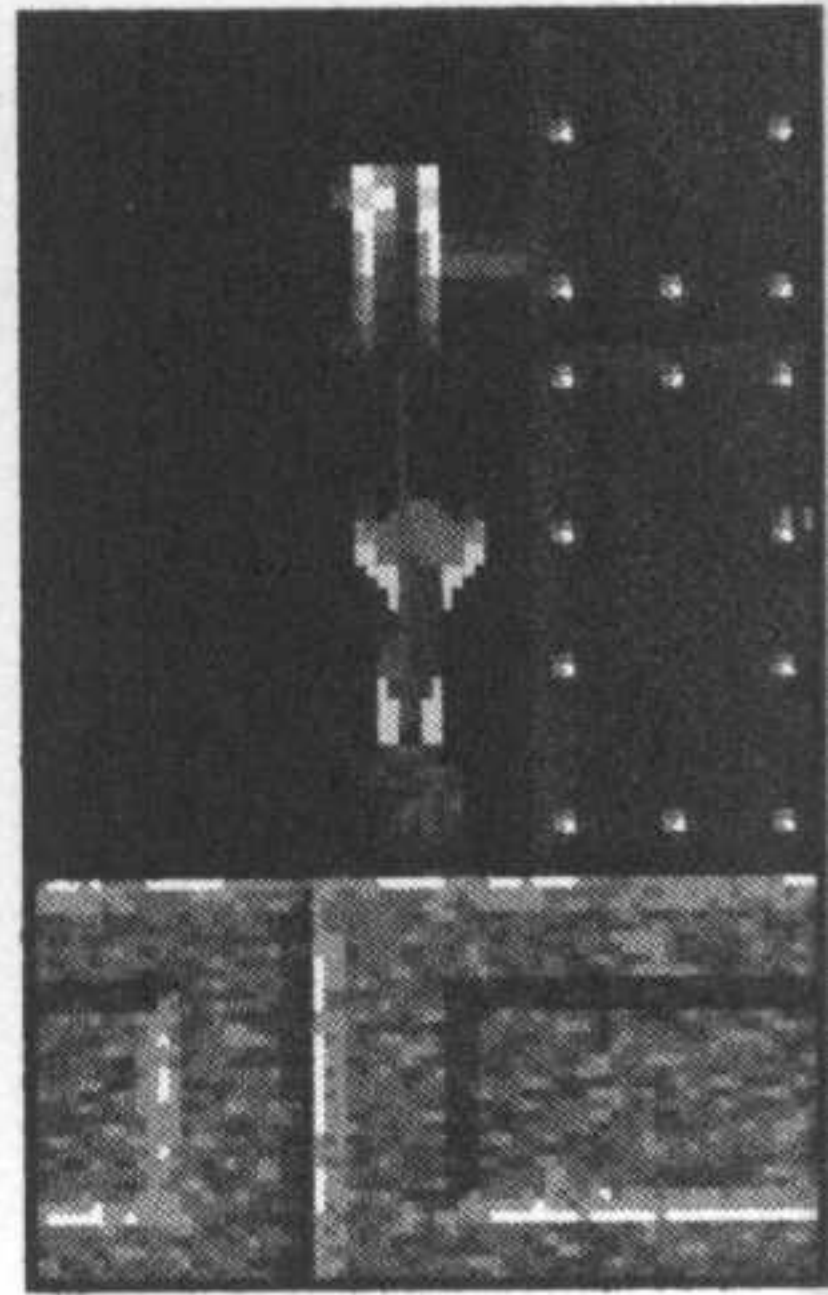
40 lemmings

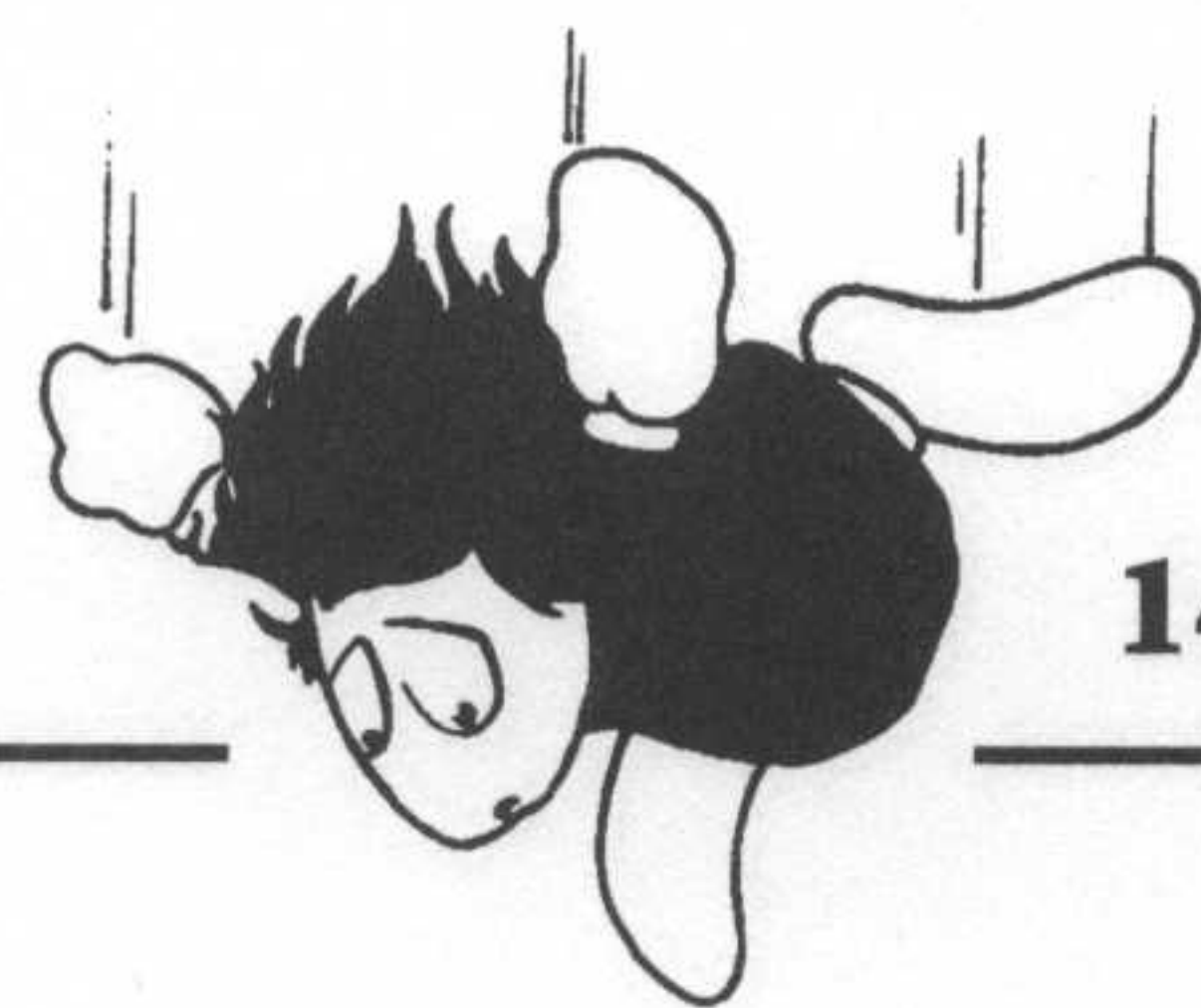
75 percent to be saved

Release rate 50

7 minutes

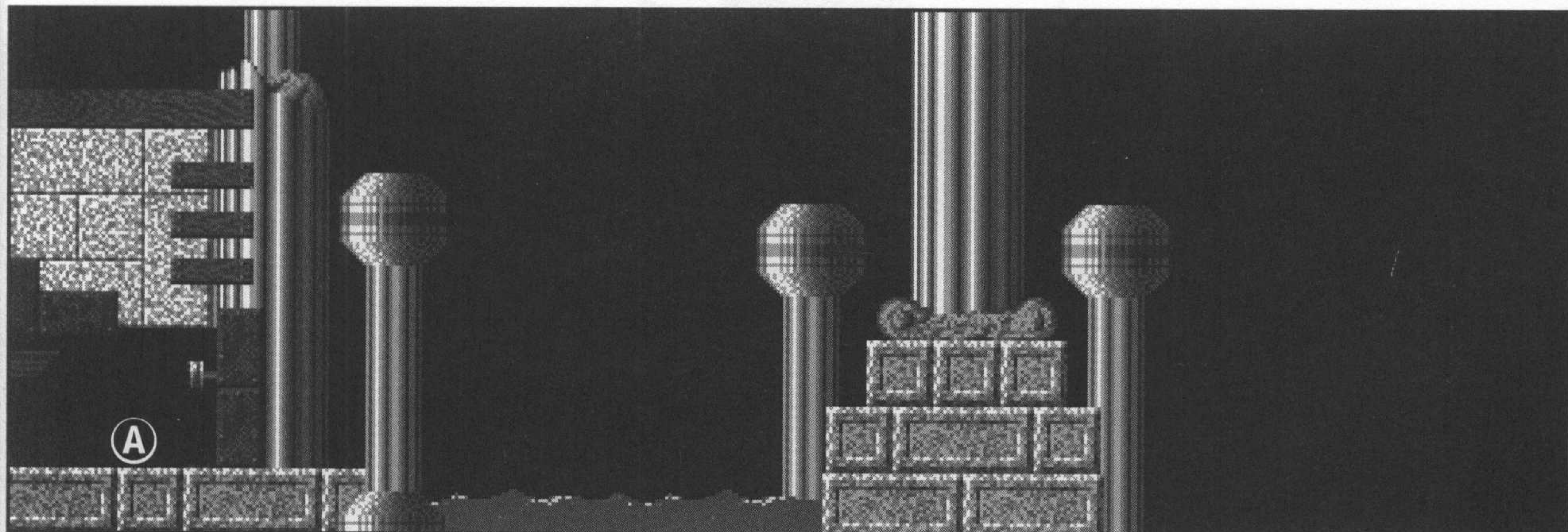
Look out for the lemming noose in the right chamber of this level. It'll thin out your lemming supply very quickly unless you take steps to prevent their deaths. In addition, the two sets of spikes on this level will do in the lemmings very quickly, so take care to avoid them!

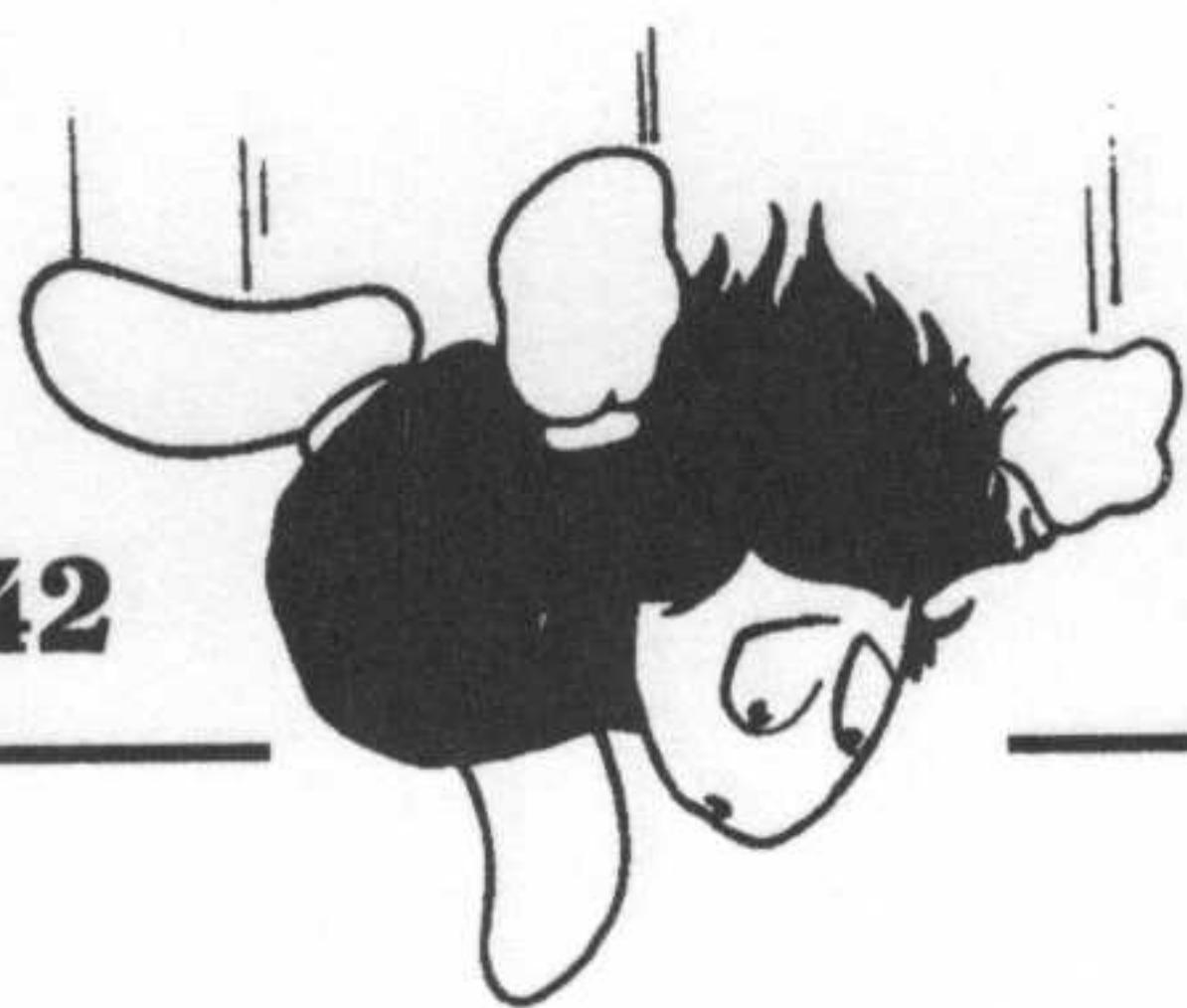




Solution

- 1** Build at **A**. Make the second lemming build as well, or he will walk into the trap.
- 2** Mine to the right at **B**. At the same time, mine to the left at **C**.
- 3** Bash when your miners reach **D** and **E**. This will create a path between the two sides. Make sure the two miners are at roughly the same level when you have them bash. The two bashers will run into each other and stop digging.
- 4** Build from **B** to **F**. Dig through the bridge behind the builder to separate him from the other lemmings.
- 5** Continue building back and forth in the narrow gap to the top. Avoid points **G** and **H**. These are the trigger points for the traps!
- 6** Rebuild the bridge at **B**.
- 7** Build from **I** to the exit.





Taxing 5 — The Prison!

Access Code: GGKHNEHBGO

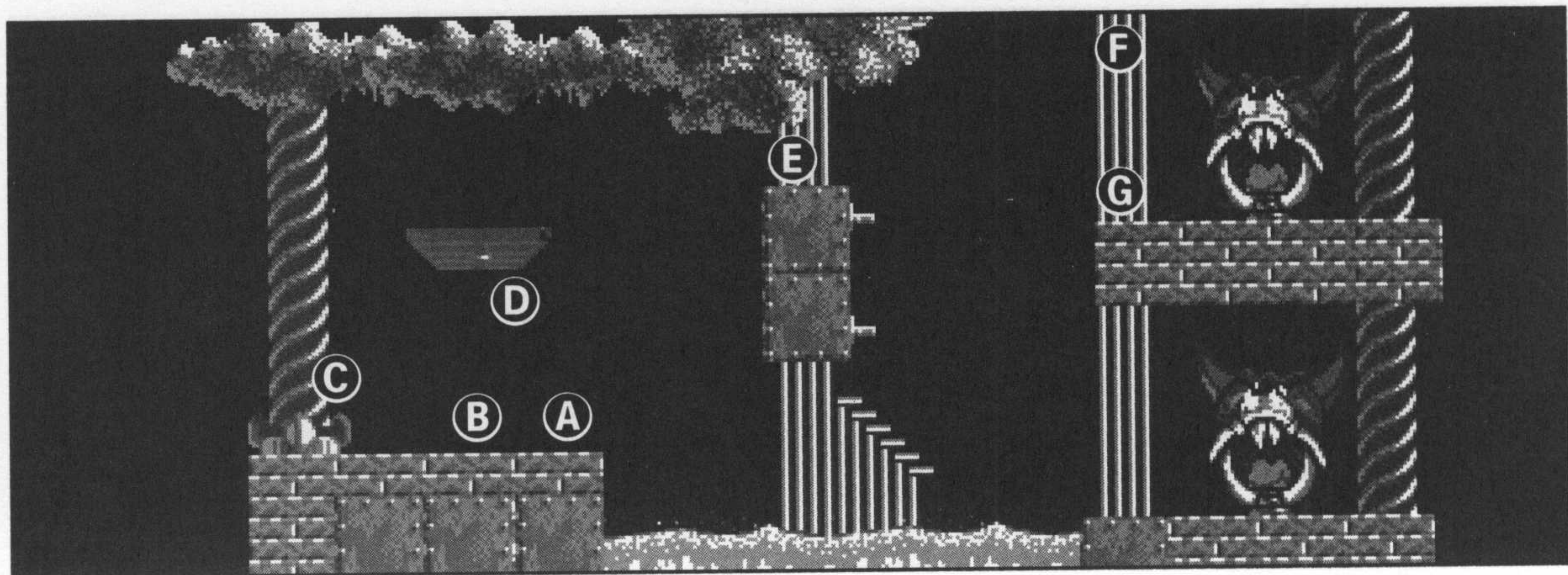
Statistics

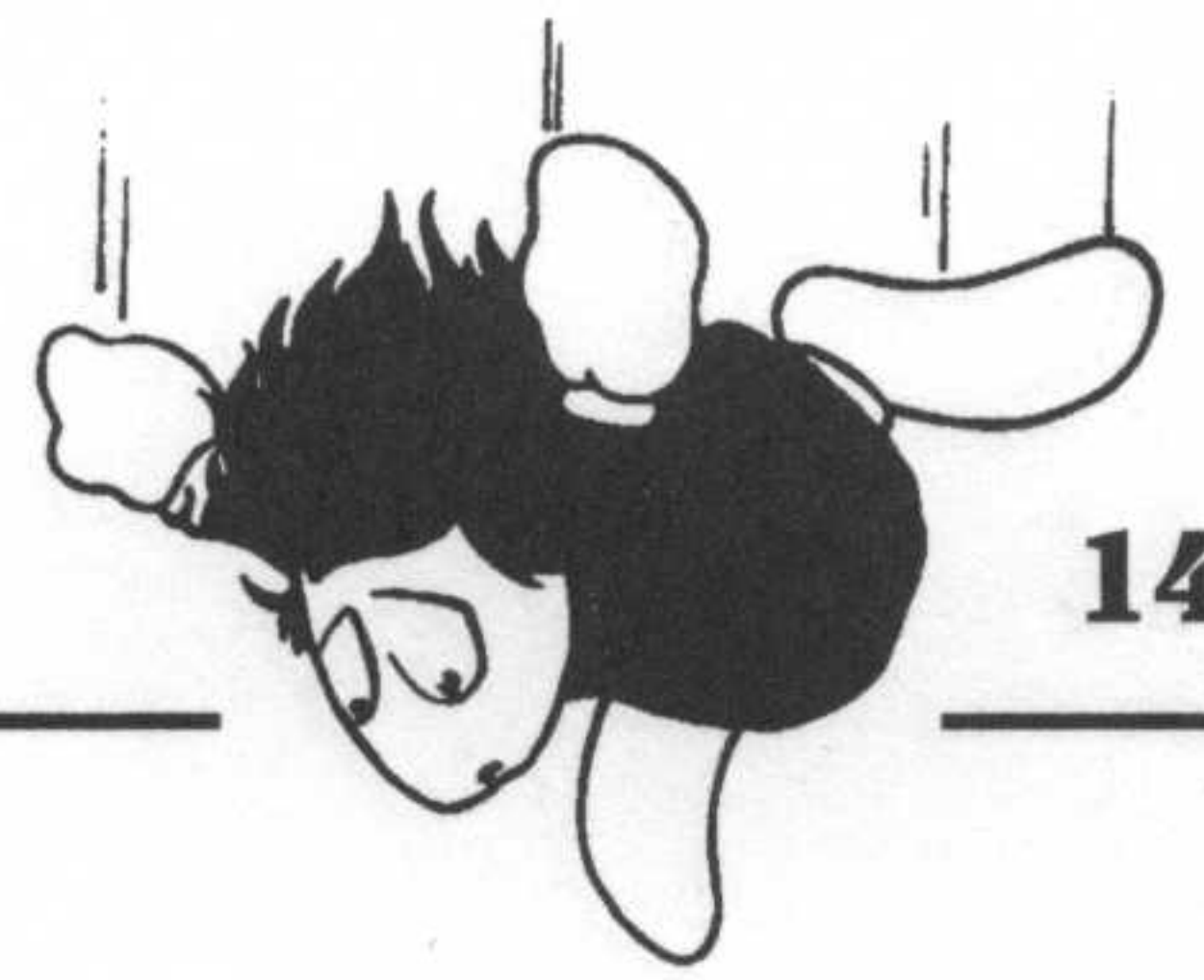
60 lemmings
75 percent to be saved
Release rate 50
5 minutes

“The Prison” refers to those sets of bars in the middle of this level, and if you’re not careful, you’ll certainly find those bars a prison for your lemmings!

Solution

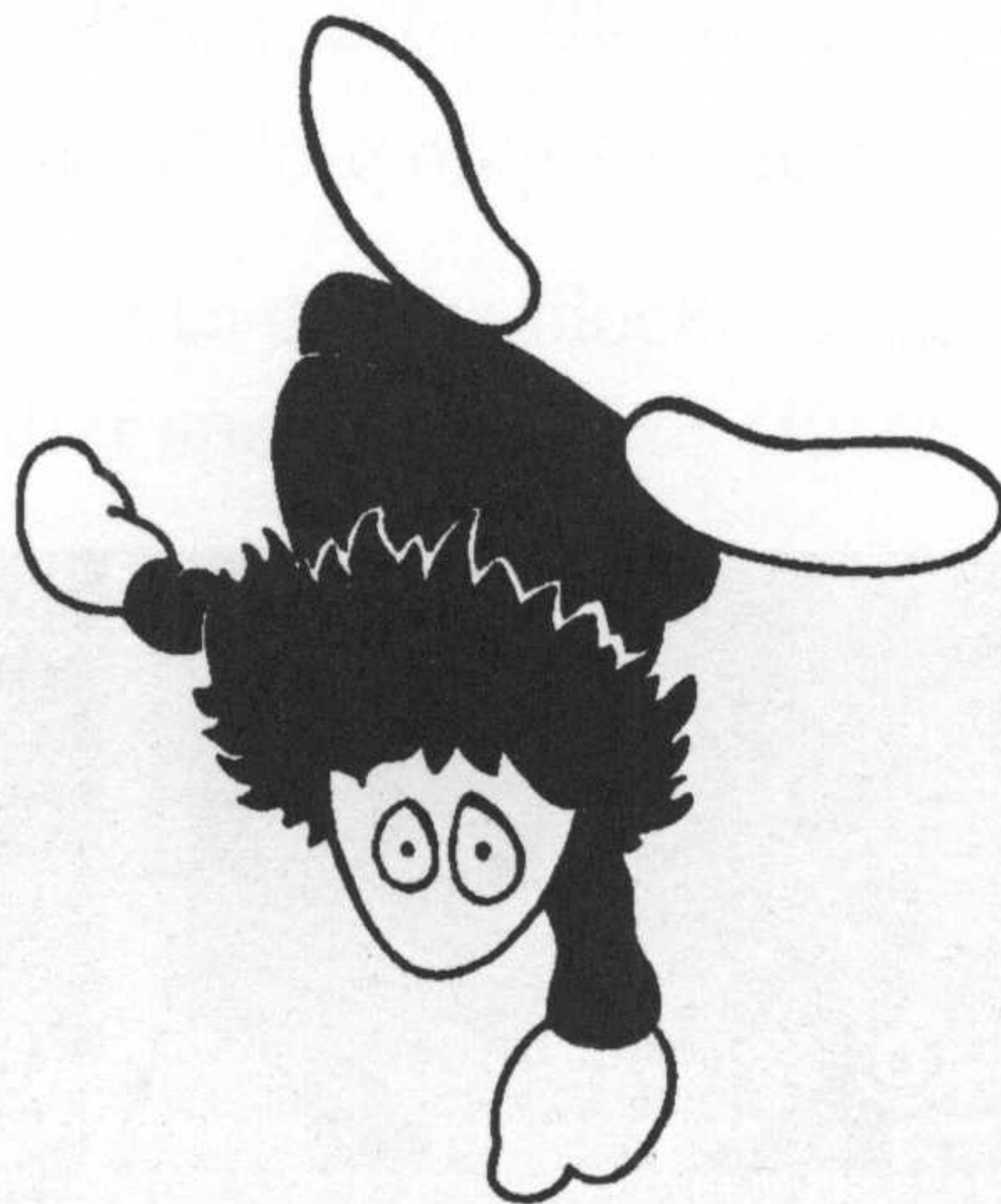
- 1** Block at **A**.
- 2** Build to the left at **B**.
- 3** When the bridge hits **C**, build back to the right.

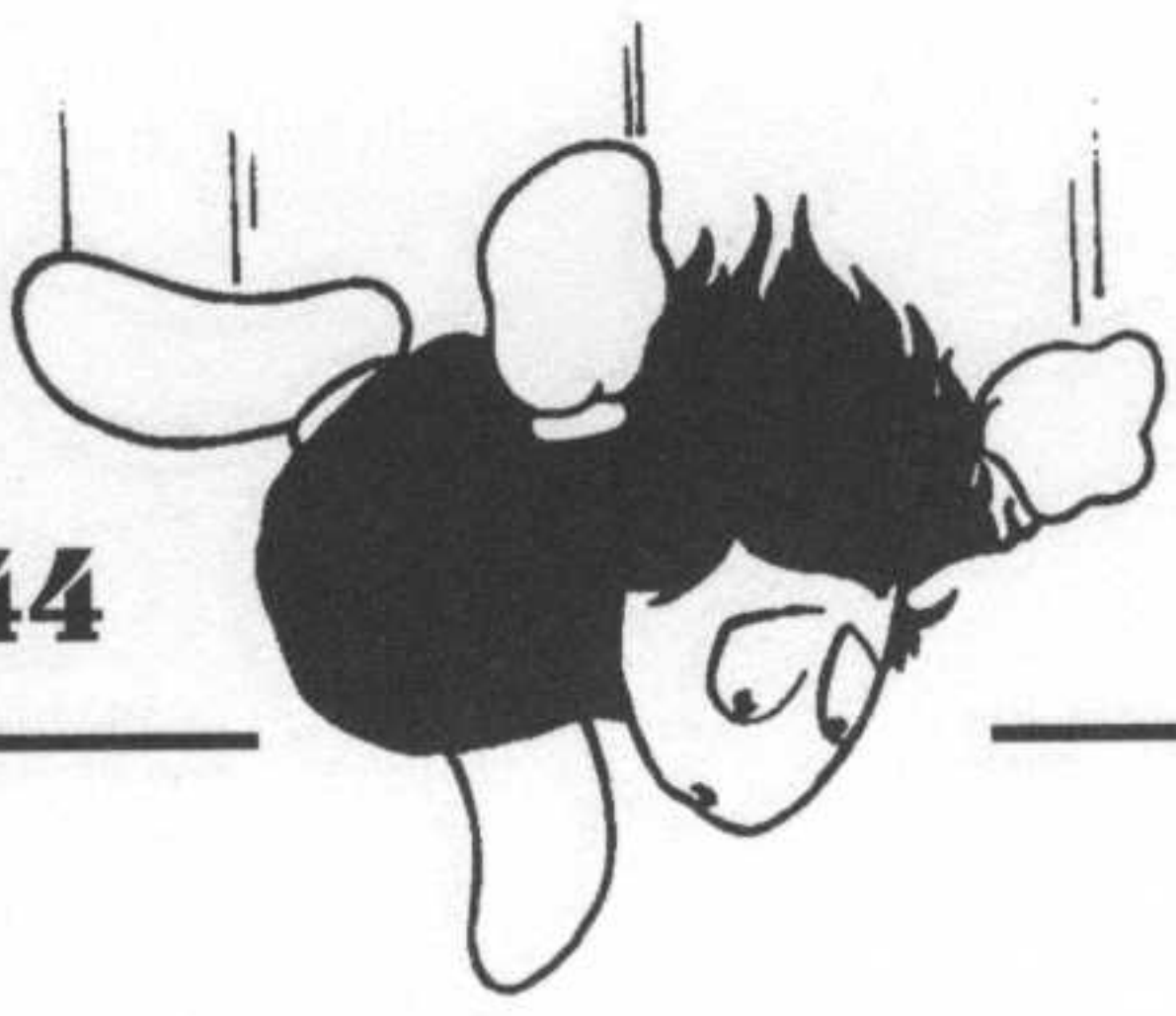




- 4 Once the bridge passes **D**, dig here to prevent the other lemmings from walking up the bridge.
- 5 Continue building up to the bars at **E**.
- 6 Bash twice at **E**. You may need to bash 3 times to get through all the bars. If your lemming turns around, build to the left until he hits his head and turns back.
- 7 Build to **F**.
- 8 Bash at **F**. He will fall to **G**.
- 9 Bash from **G** to the exit.

If your lemmings get stuck between the bars, they'll start walking back and forth very rapidly. For a hint as to how to make sure he's headed in the right direction, check the "Hints and Tips" section!





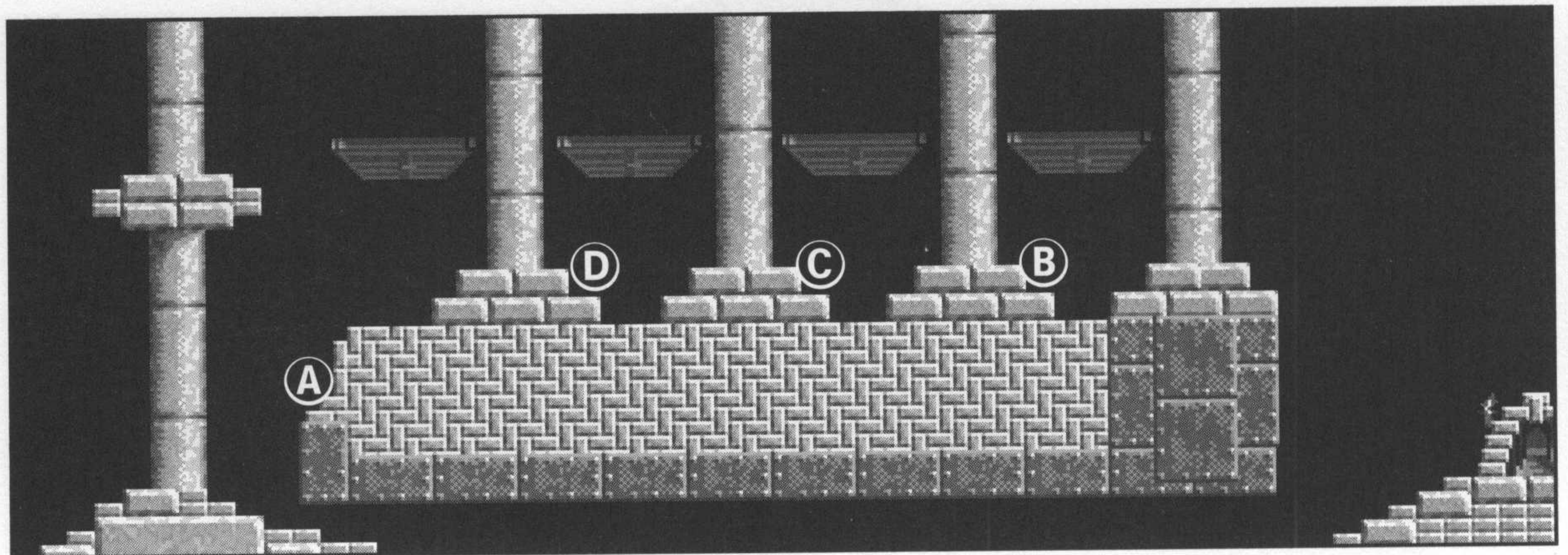
Taxing 6 — Compression Method 1

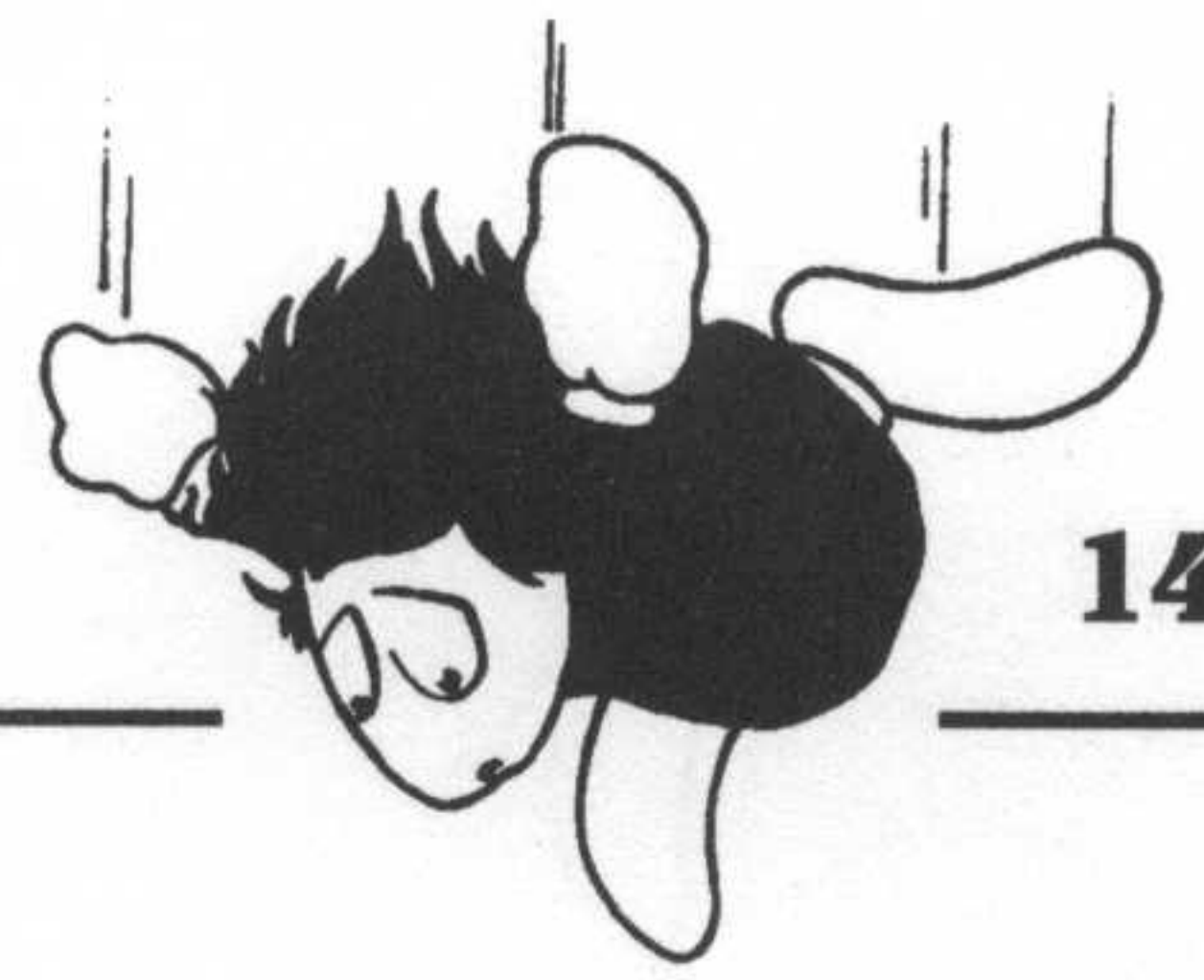
Access Code: KKINMHGCGM

Statistics

- 50 lemmings
- 60 percent to be saved
- Release rate 99
- 3 minutes

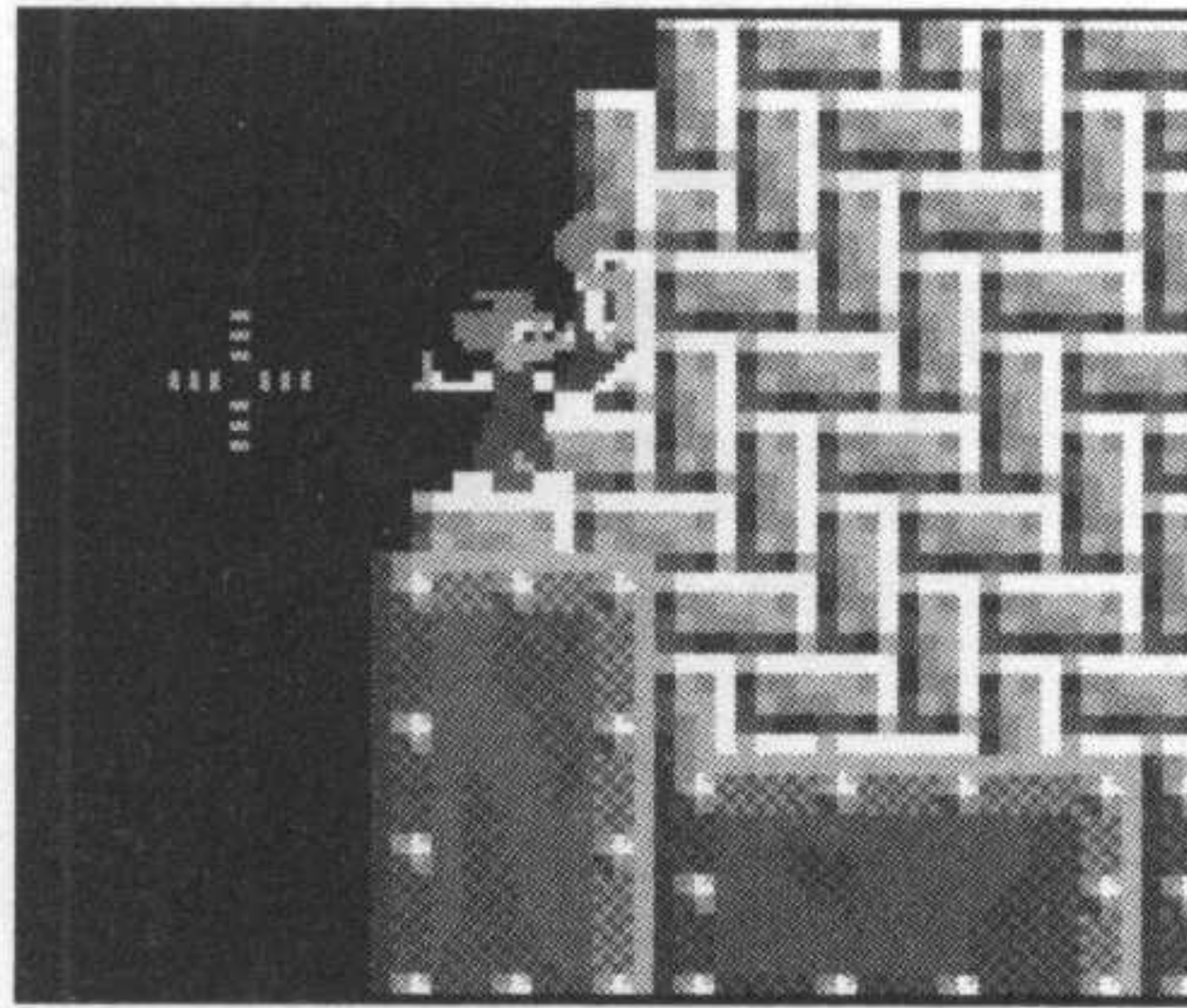
This level has a bunch of hidden stompers underneath the large platform! The trick is that each stomper can only stomp a single lemming at a time. So, if we bunch up the lemmings as closely as possible, we'll be able to sneak past all four stompers while only losing four lemmings!





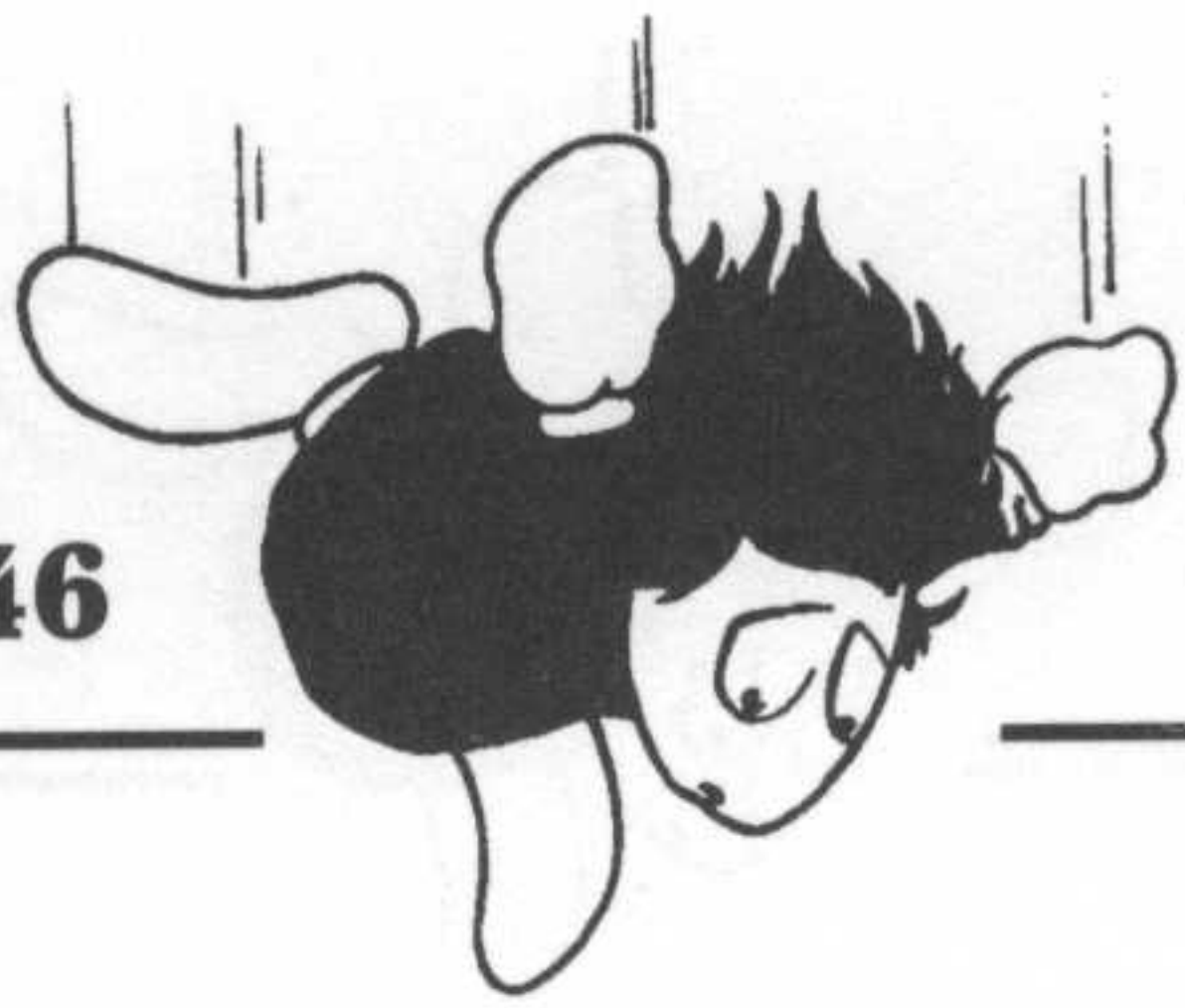
Solution

- 1 Block at **A** almost as soon as a lemming lands on this step. There should be a tiny space between the lemming's right arm and the wall.



- 2 Bash at **B**, **C**, and **D**. The objective here is to get all of the lemmings coming out of the trap doors to go to the left.
- 3 Increase the release rate to 99 to shorten the waiting period.
- 4 Bomb the blocker at **A**. You will lose only 1 or at most 2 lemmings at each stomper.

This may take a couple of tries to get the blocker at **A** to stand in just the right place, or the lemmings will either sneak by him or cluster in a big clump. (We need a small clump!)



Taxing 7 — Every Lemming for himself!!!

Access Code: OKLLHGCDGY

Statistics

Amiga:

100 lemmings
98 percent to be saved
Release rate 55
3 minutes

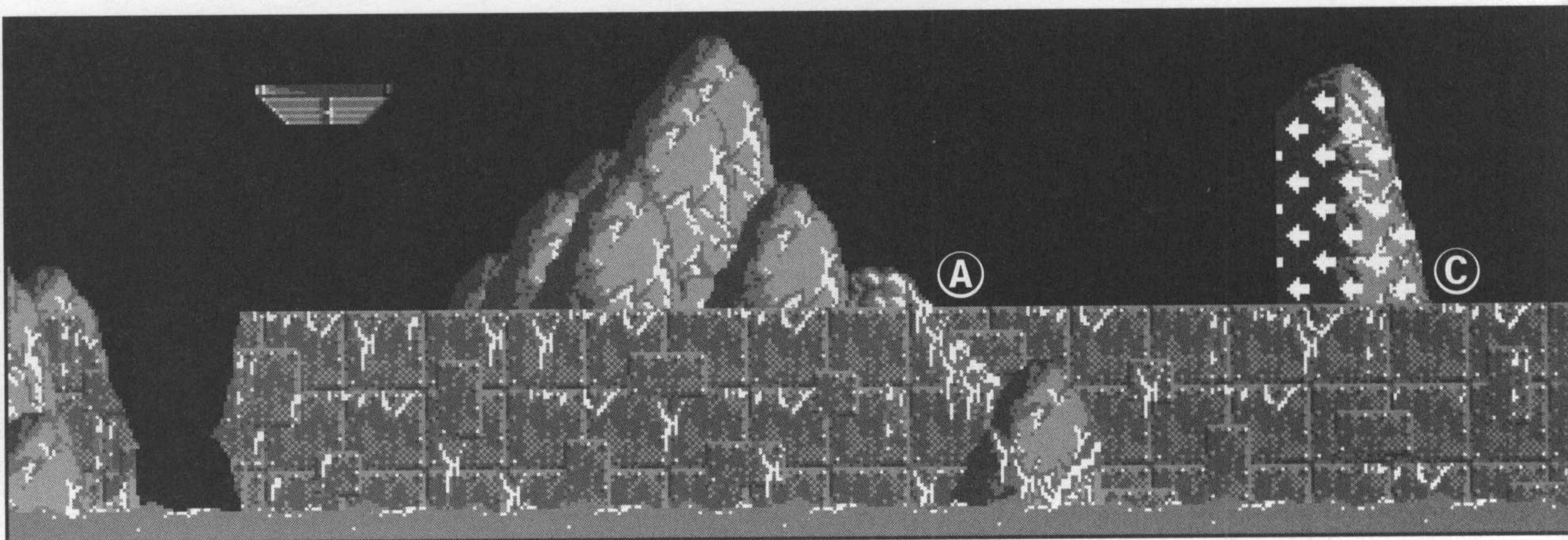
PC and Macintosh:

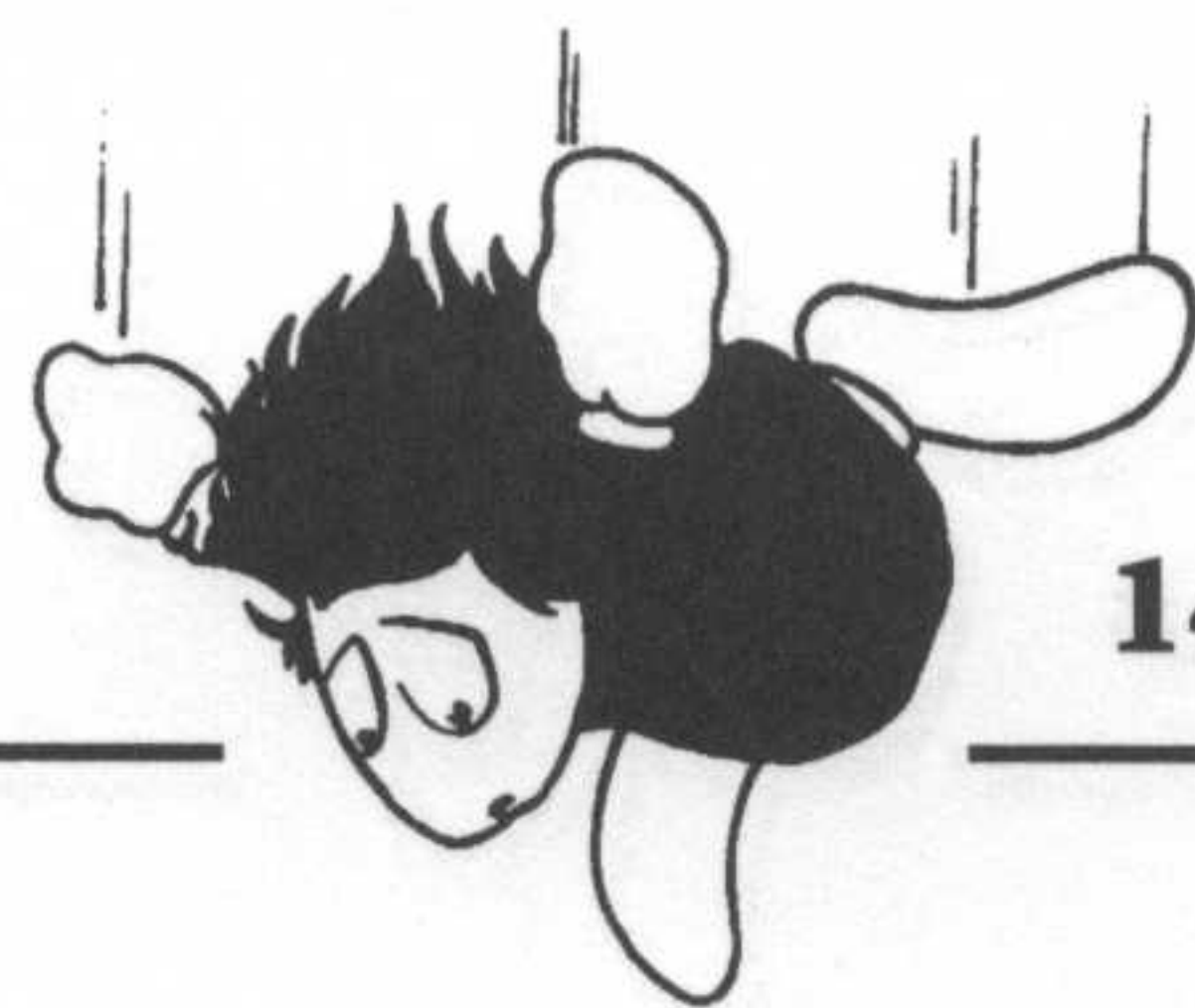
80 lemmings
97 percent to be saved
Release rate 55
3 minutes

The title of this level's a bit misleading, as you certainly don't have every lemming fend for himself! What you need to do is send a lemming ahead to prepare a path through the one-way diggable mountain by blocking all of the rest of the little rodents.

Solution

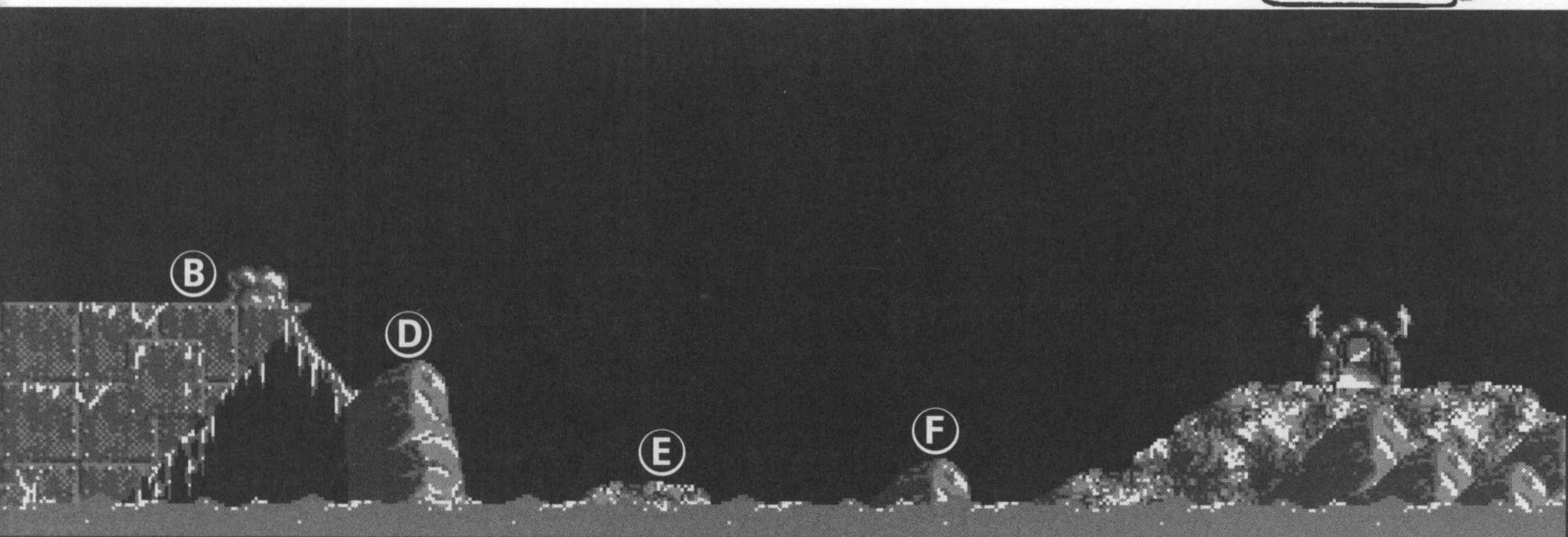
- 1** Make the first lemming a climber before he runs into the one-way barrier.
- 2** Make the second lemming a blocker at **A**. This will trap the bulk of the lemmings between the blocker and the first mountain.

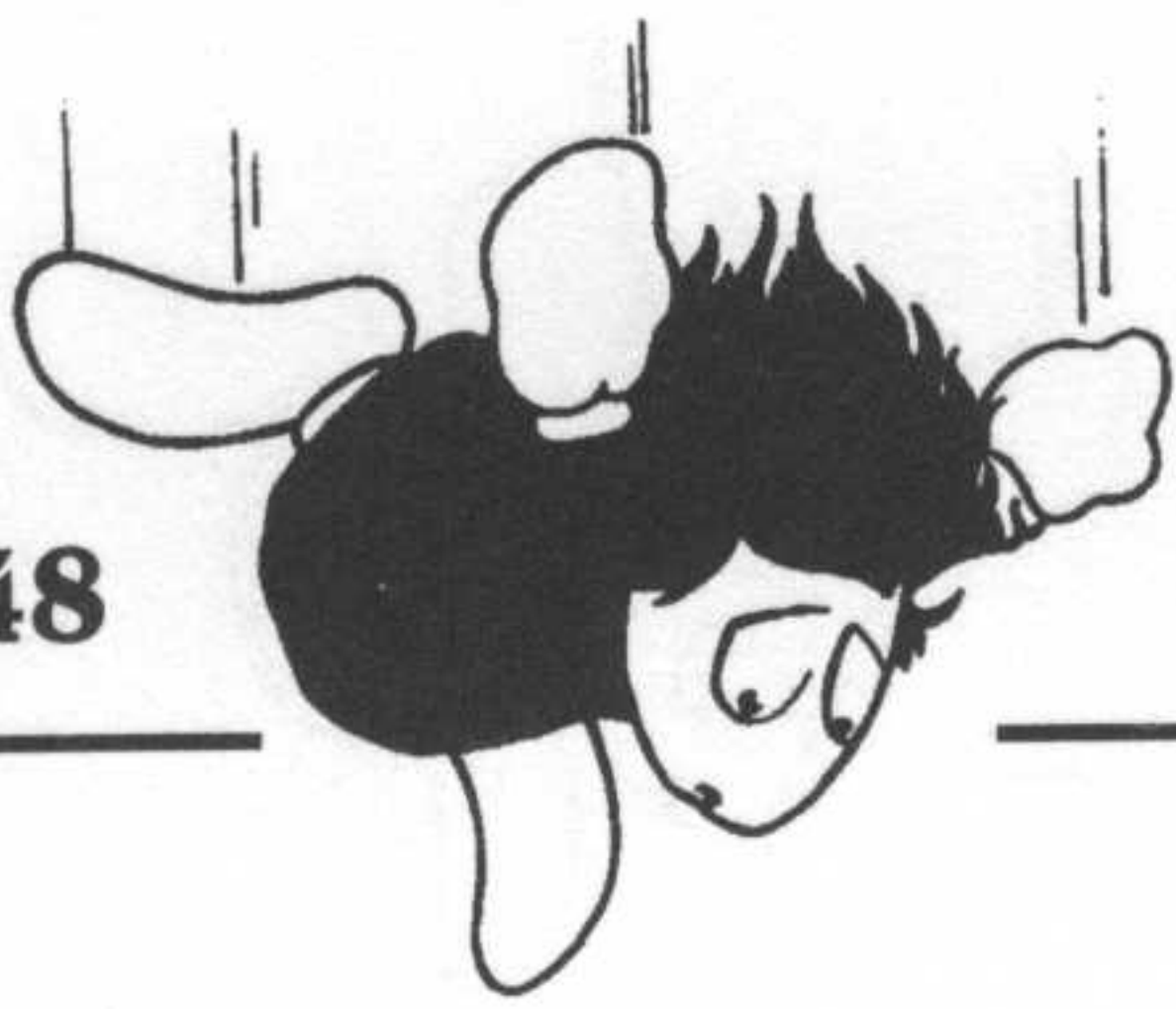




- 3 Make your climber build at **B**. He should build his bridge right into the side of the stump. This will turn him around and make a path over the stump.
- 4 Bash at **C**.
- 5 Build at **D** and **E**.
- 6 Build at **F**, then bomb the blocker at **A** to free the others.

Note to Macintosh owners: In this version, the lemmings may climb back over the first mountain towards the left. In this case, you may need to make an additional blocker underneath the entrance hatch, so that the lemmings will walk through him to the right, but be unable to go past him and fall into the hole.





Taxing 8 — The Art Gallery

Access Code: ILELGIOEGK

Statistics

Amiga:

100 lemmings
 100 percent to be saved
 Release rate 20
 4 minutes

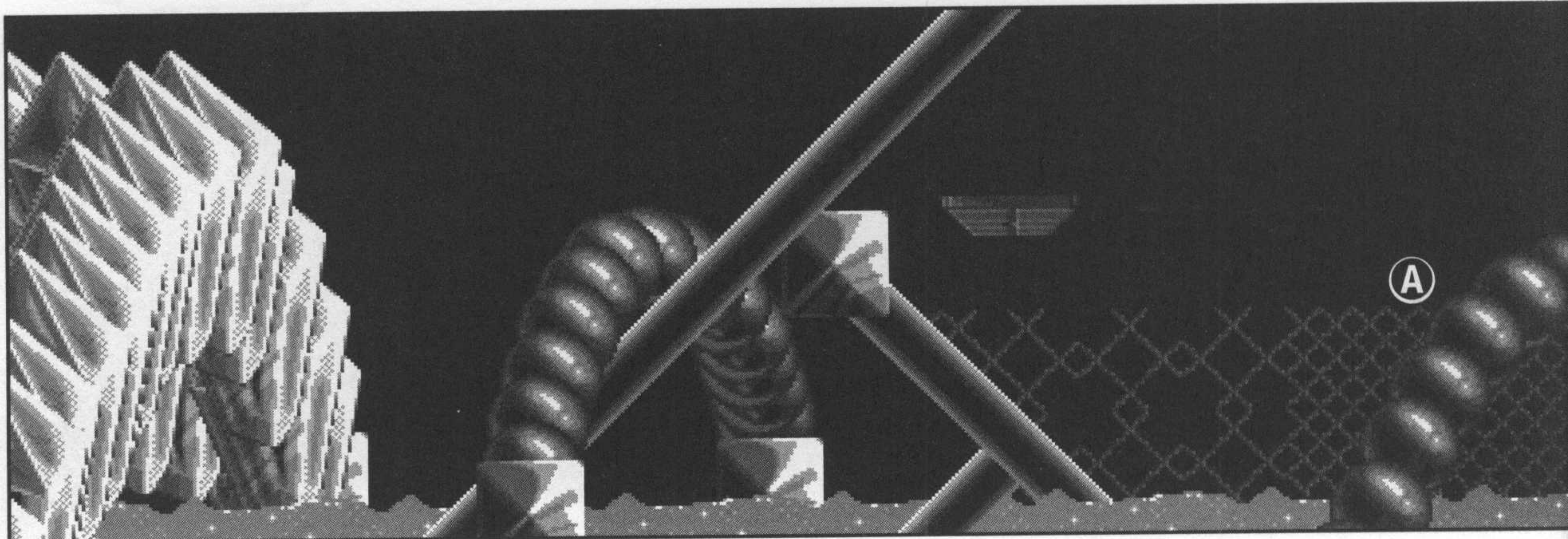
PC and Macintosh:

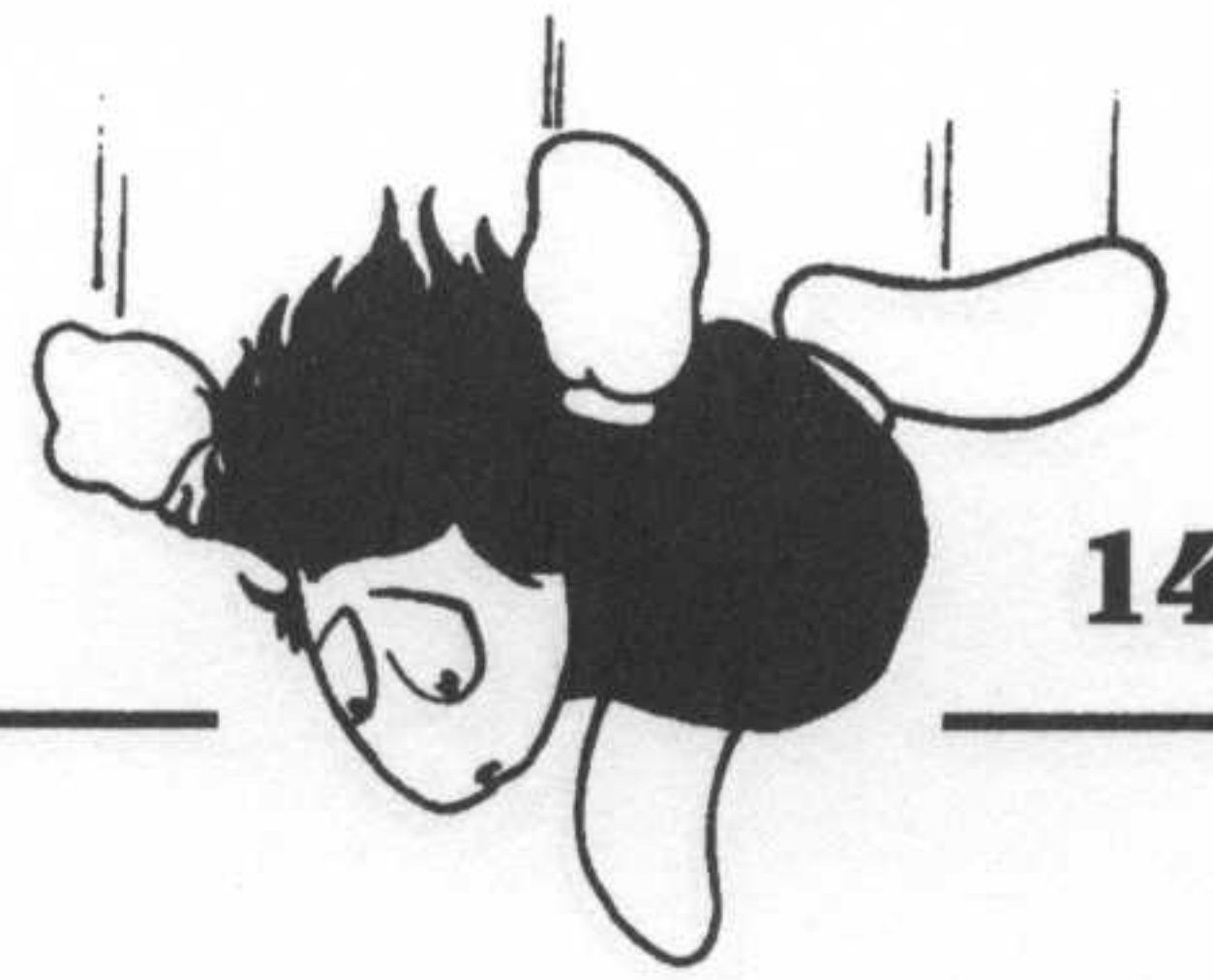
80 lemmings
 100 percent to be saved
 Release rate 20
 4 minutes

On this level you need to prevent all the lemmings from following the first one and falling into the water or off the screen before the last bridge is built. In this case, we'll use a bit of creative landscaping to block the majority of the lemmings.

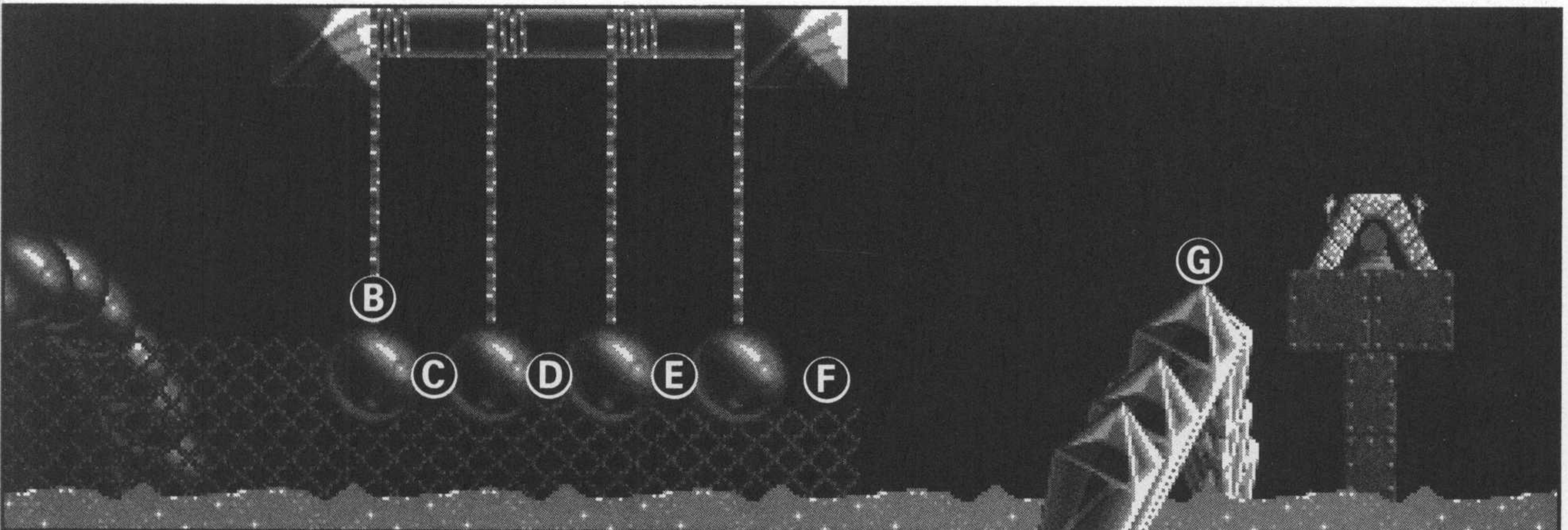
Solution

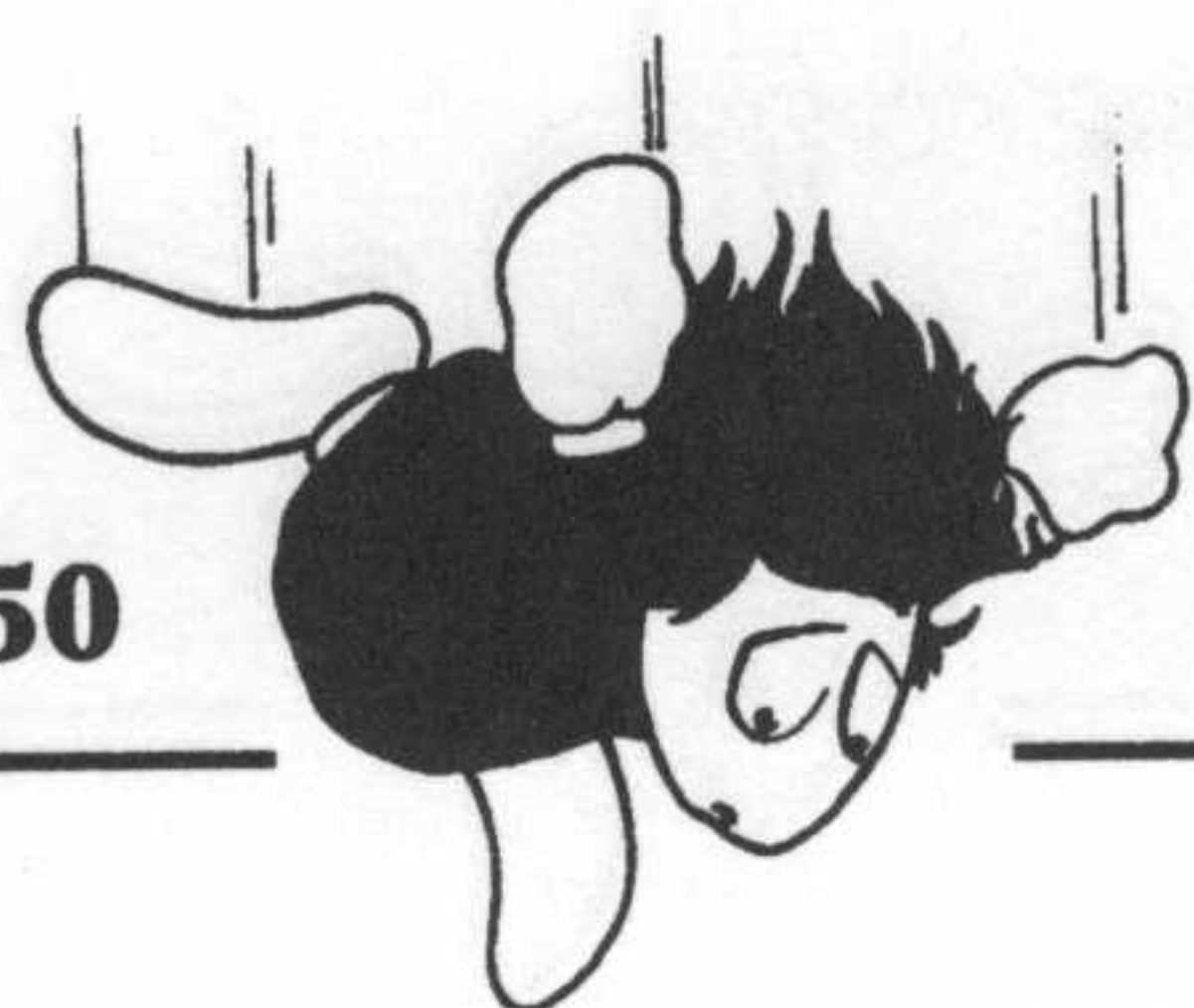
- 1** Make the second lemming bash partway through the balls at **A**. Make him build to stop bashing. This will trap all the lemmings but the first.
- 2** Bash at **B**.





- 3 Bash at **C**.
- 4 Bash at **D**.
- 5 Bash at **E**.
- 6 Build from **F** to the tip of the crystal.
- 7 Build from **G** to the exit.
- 8 Bash the rest of the way through the balls at **A**.





Taxing 9 — Perseverance

Access Code: LENGCJOFGY

Statistics

20 lemmings

100 percent to be saved

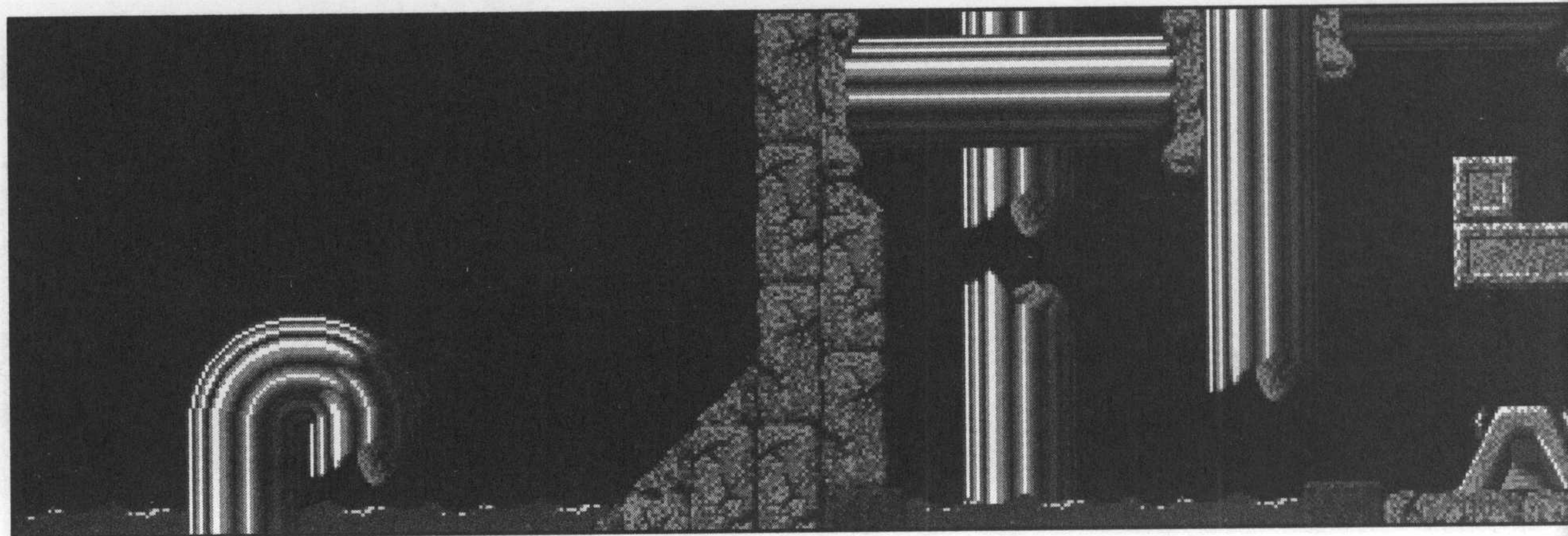
Release rate 50

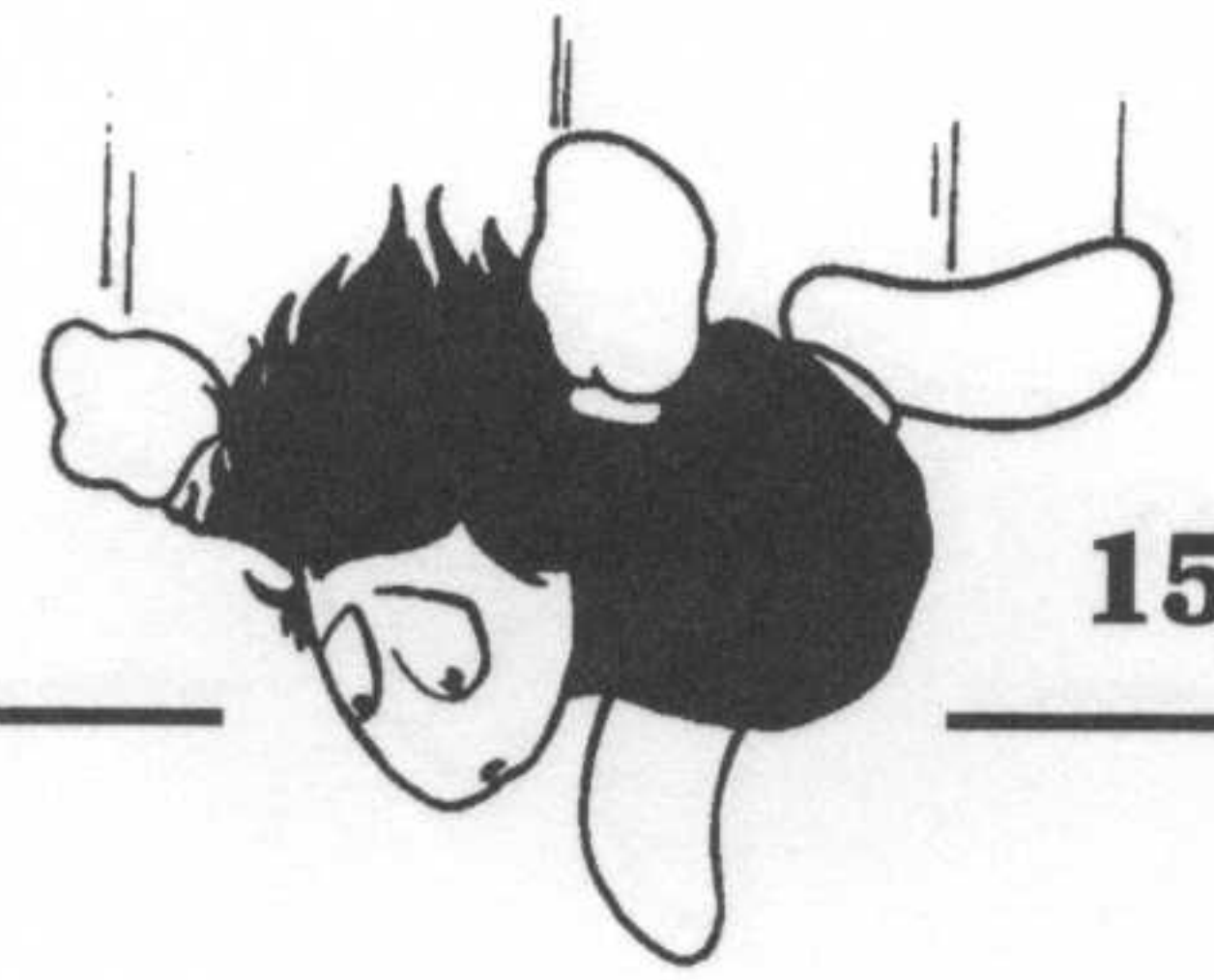
4 minutes

This, although the simplest solution to this level, still requires a certain amount of manual dexterity. You'll use the small L-shaped block on the right-hand side of the large central block as a device to turn all the lemmings around to face the correct direction.

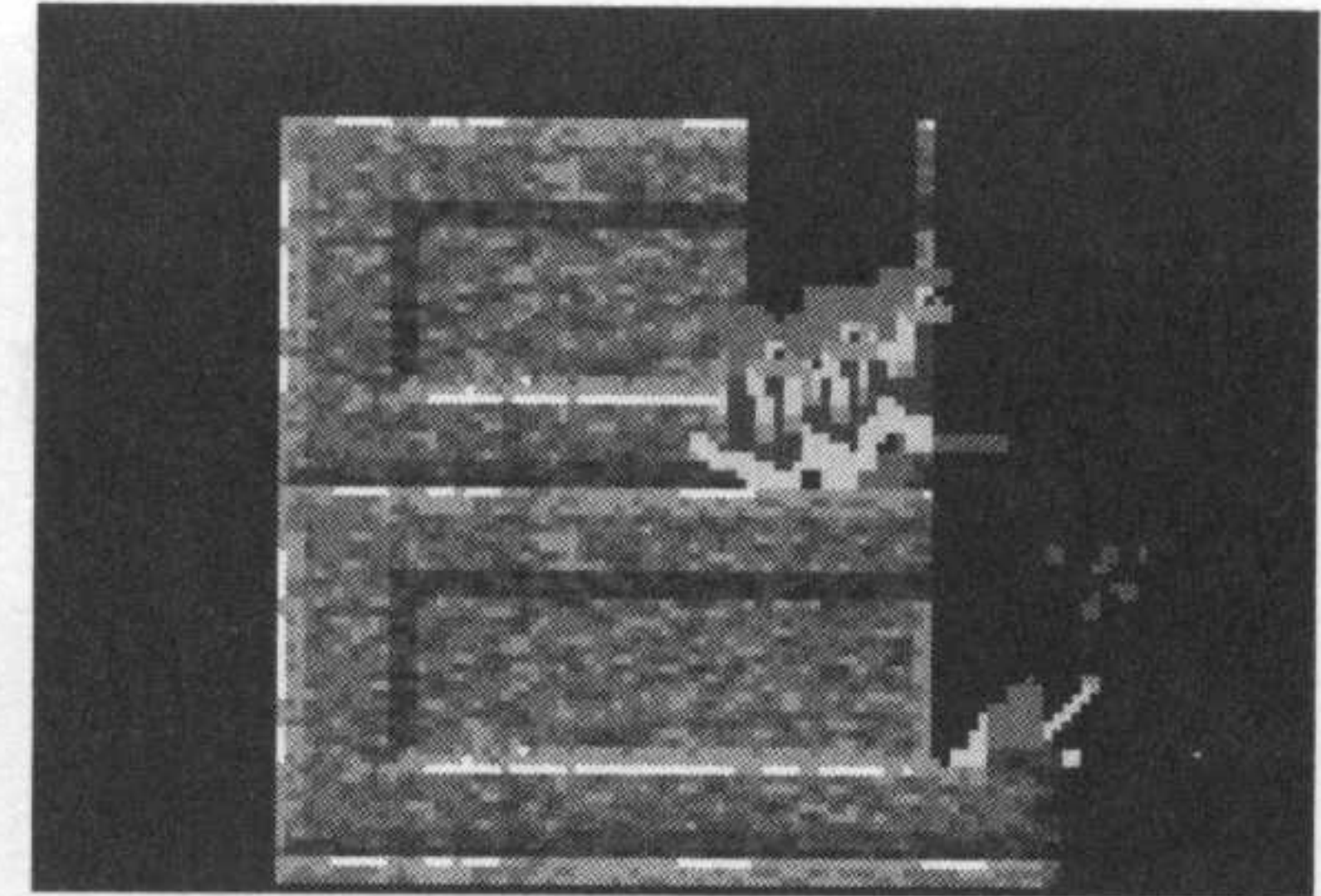
Solution

- 1 Make the first lemming dig at **A**. This point is NOT directly under the lemming hatch, but instead, is a tiny bit to the right. This is to prevent the falling distance from being too far for the lemmings.





2 The second lemming will walk past **A**, since the pit is not yet deep enough to contain him. Make him dig at **B**. This second lemming should shave down the right-hand side of the large block, with one foot hanging off the edge.



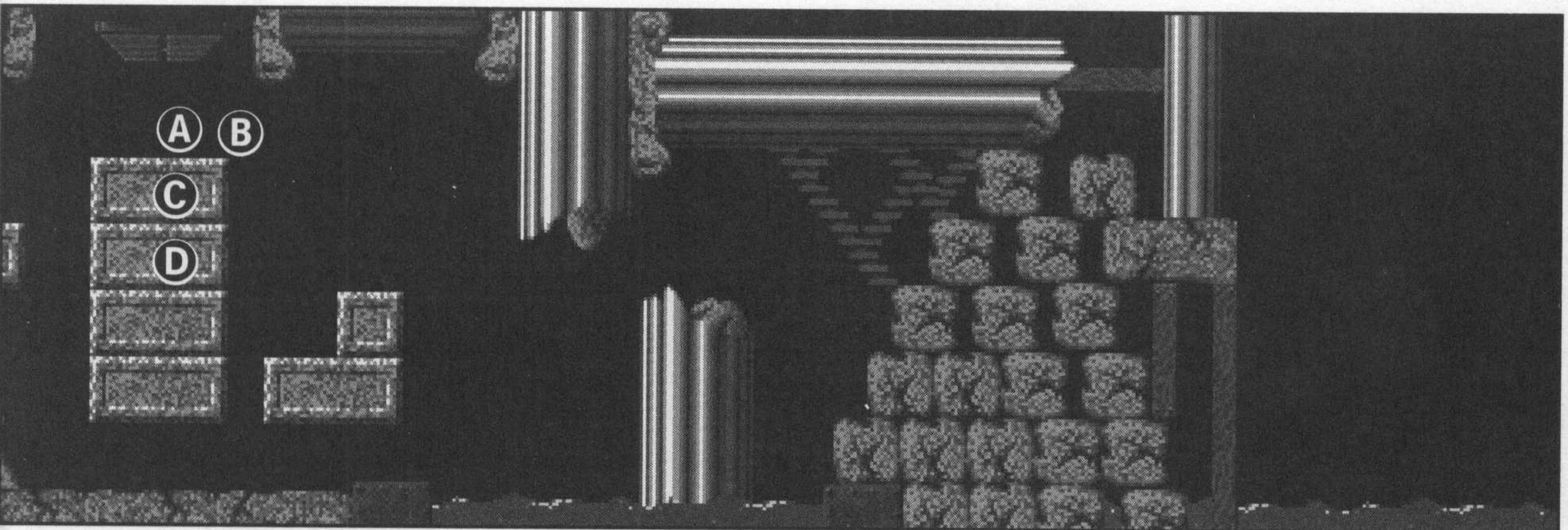
3 This would be a good time to increase the release rate to 99.

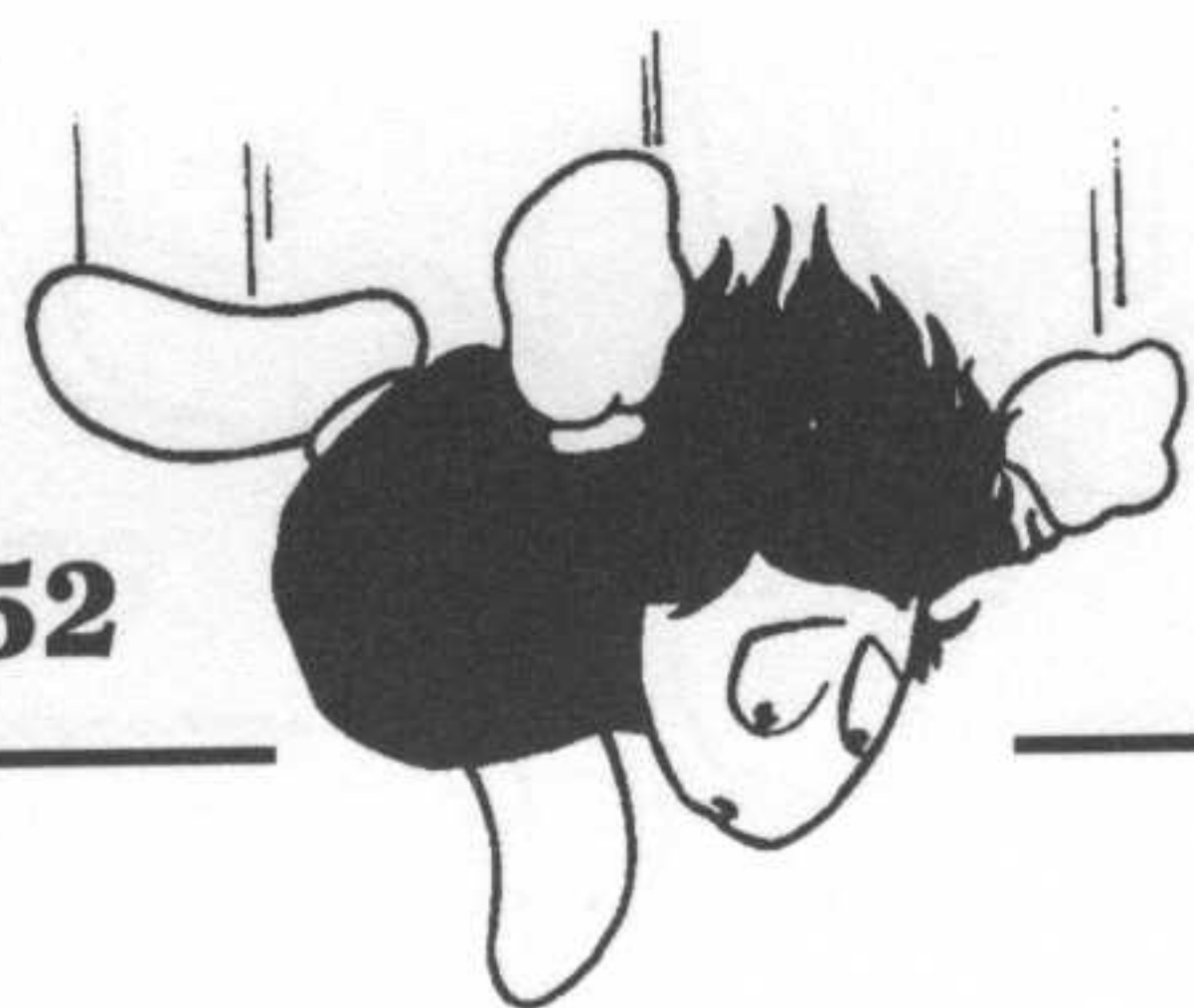
4 When the first digger reaches **C**, make him build to stop him.

5 When the second digger reaches **D**, make him build. He will bridge the gap and land on the L-shaped piece. He will then turn around and walk to the exit.

6 Bash to the right at **C**. The rest of the lemmings will follow the first to the exit. See the "Hints and Tips" section for a strategy which will help your lemmings dig in the right direction.

The lemmings digging at **A** and **B** may take a bit of practice to space just right. Otherwise, they'll either both end up in the same pit, or the lemming at **B** will fall off the edge.





Taxing 10 — Izzie wizzie lemmings get busy

Access Code: ENGIJNLGGO

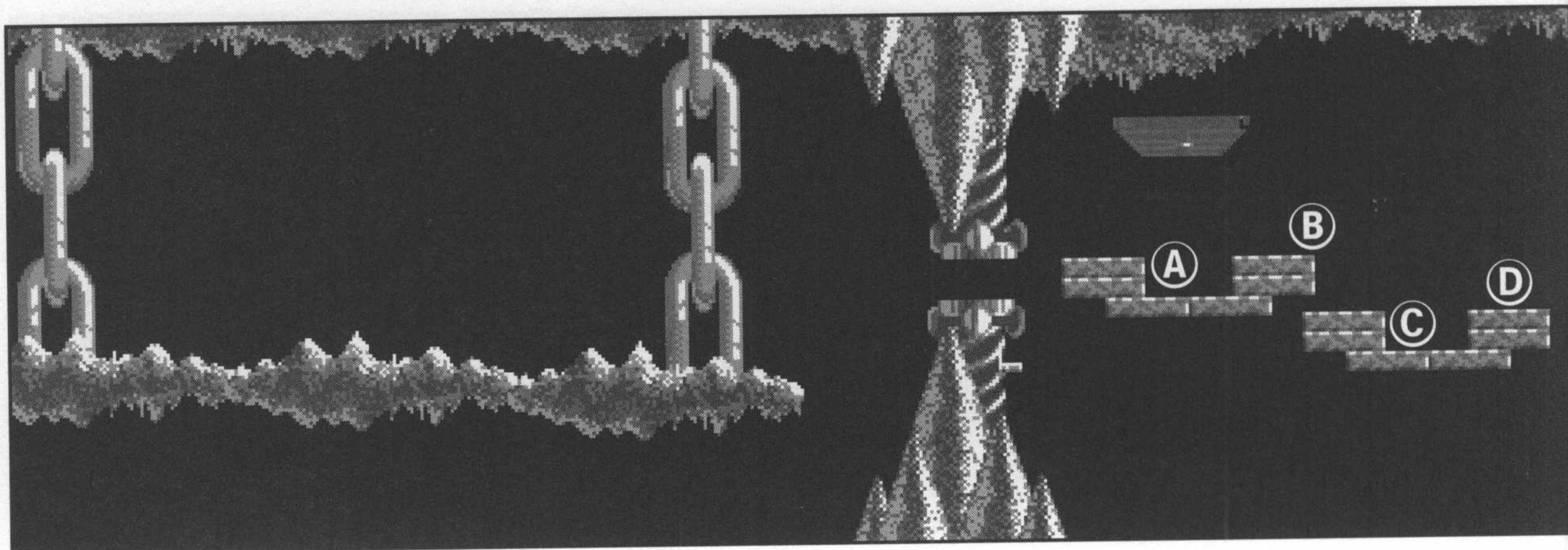
Statistics

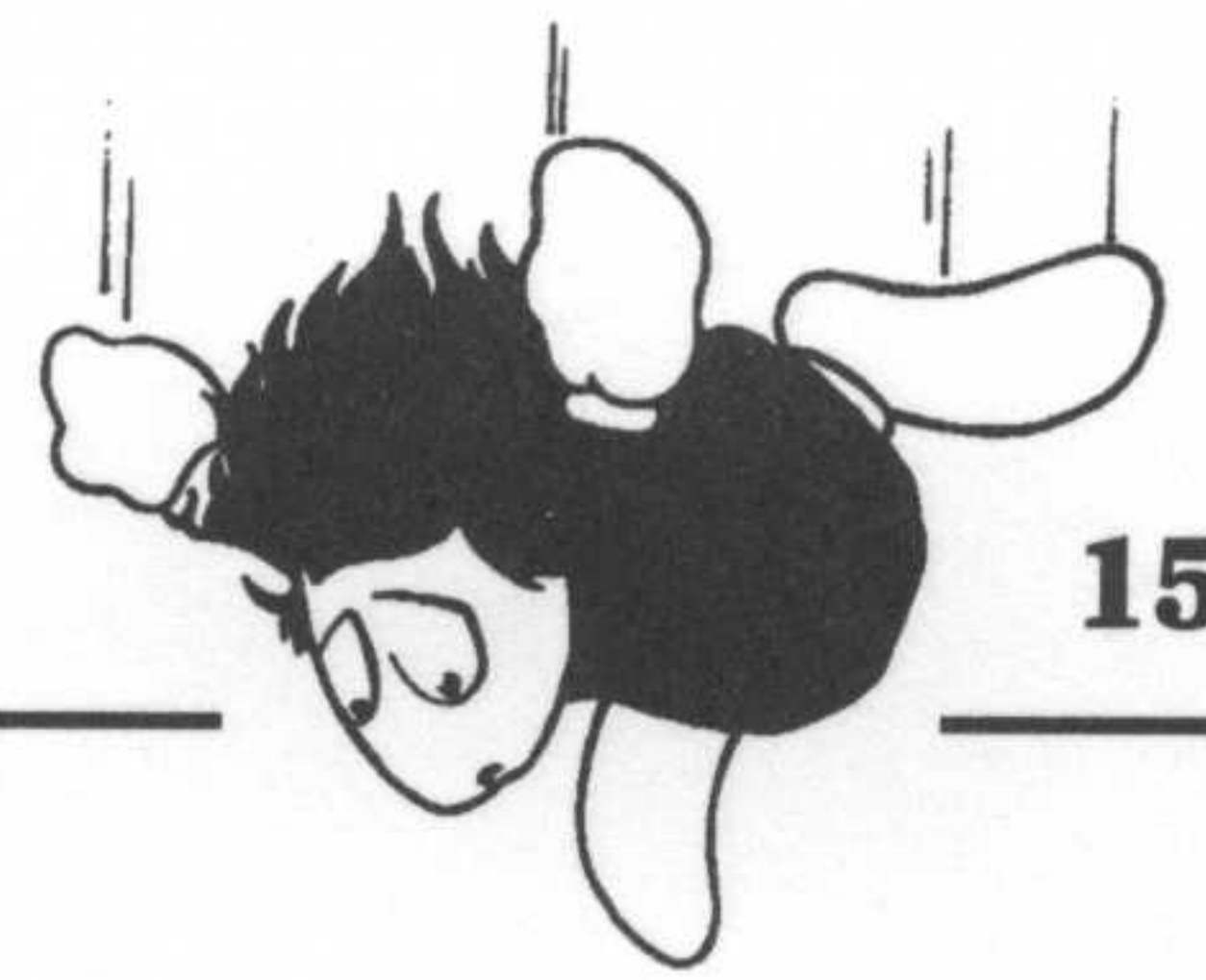
5 lemmings
100 percent to be saved
Release rate 50
5 minutes

On this level, we'll use the landscape to help us separate a single lemming from the rest. Our lone lemming will prepare the path for the other four to get to the exit.

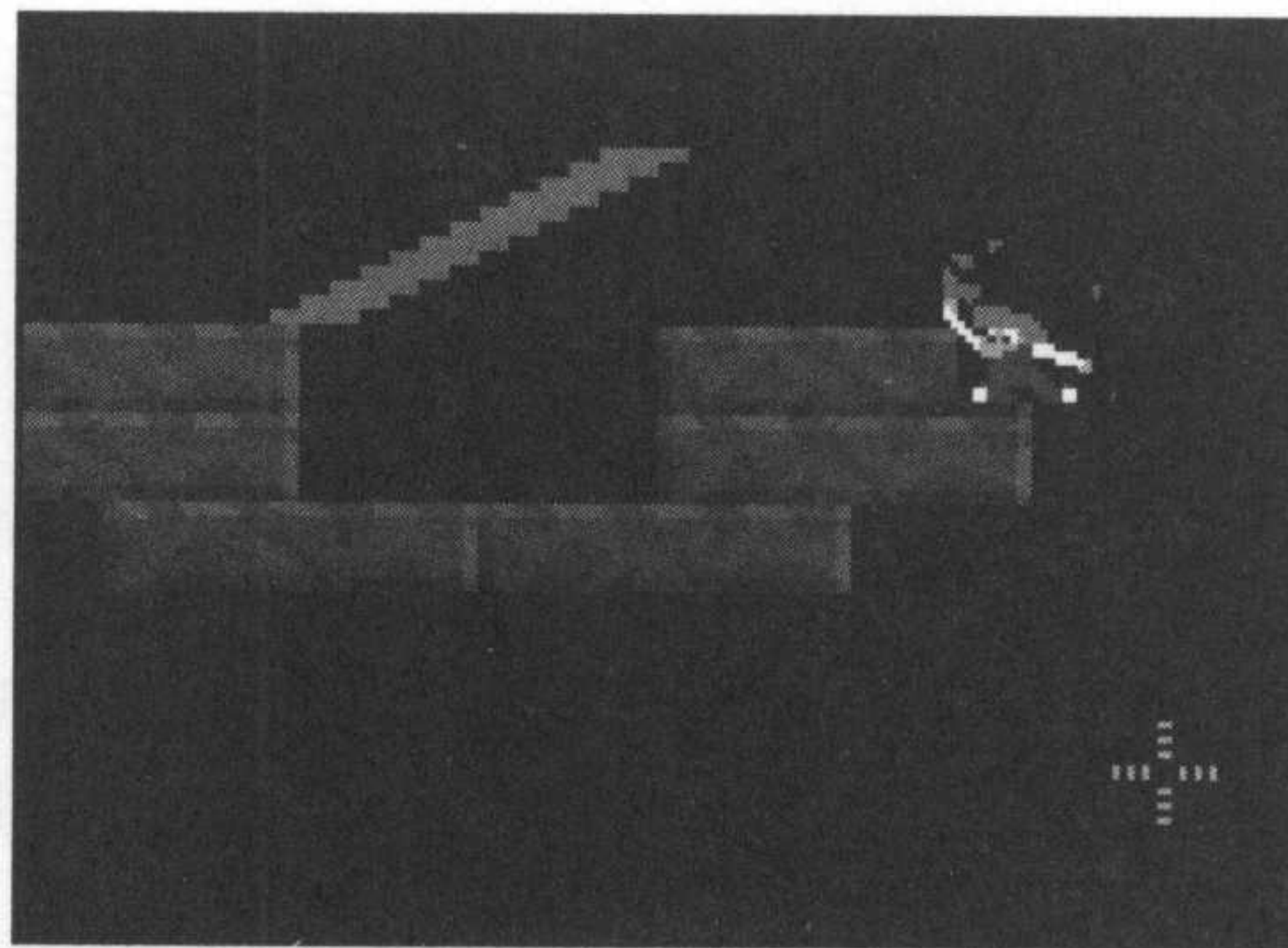
Solution

- 1 Build to the right at **A**.
- 2 Build two bridges at **B**. The rest of the lemmings will drop in the pit at **C**. The builder will continue to **D**.
- 3 Build from **D** to **E**, then from **E** to **F**.

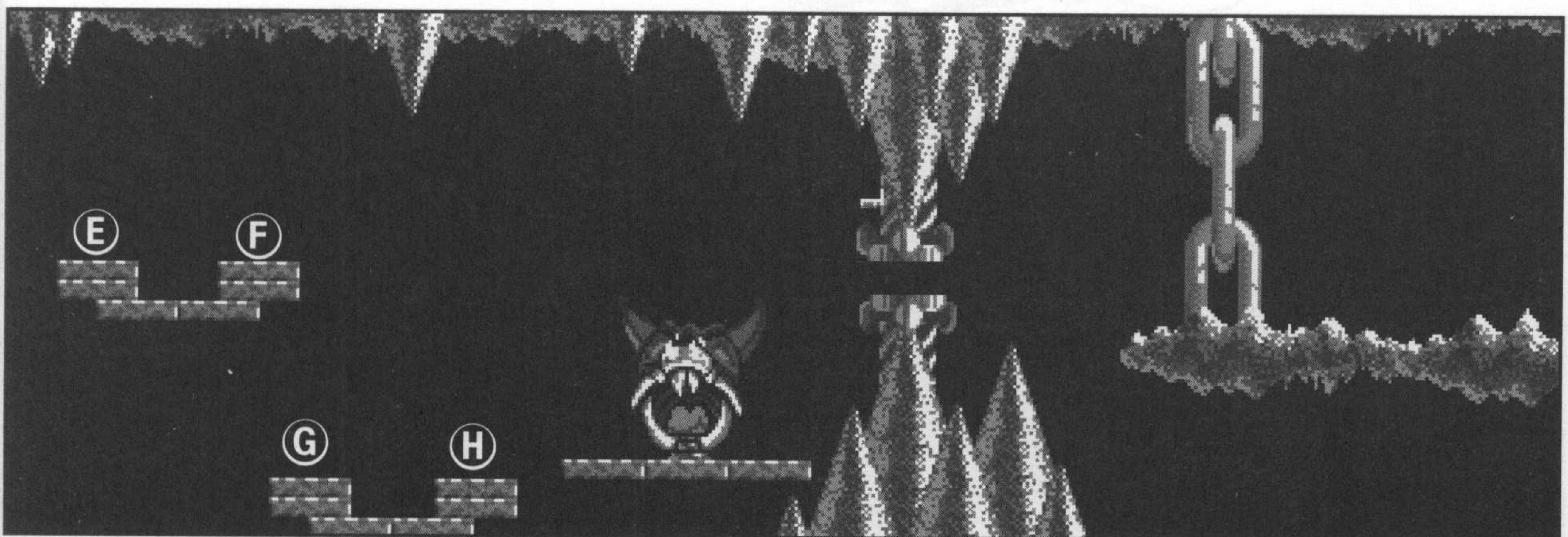


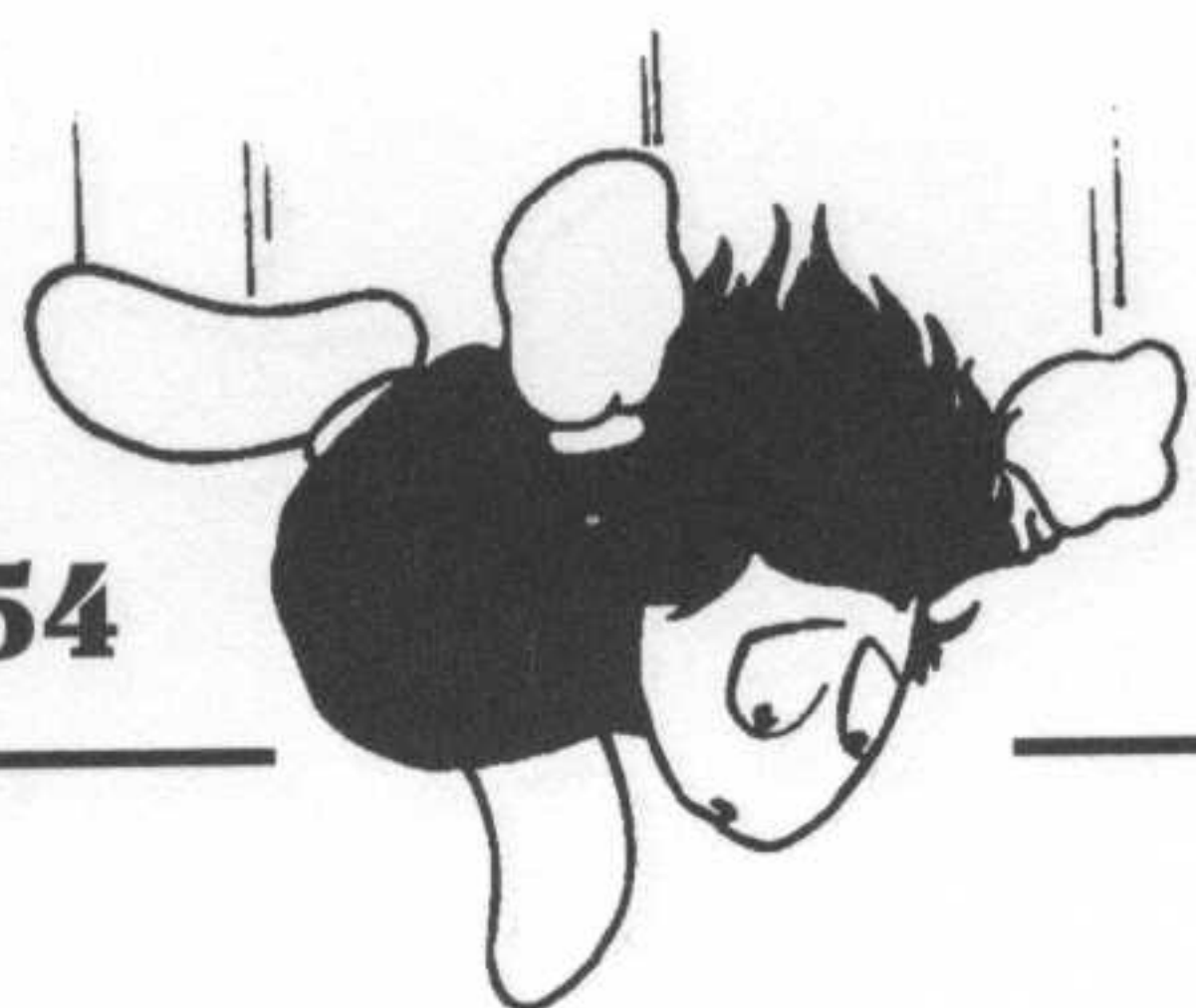


- 4** Dig at **F**. This digger should shave down the right side of the block, possibly with one leg hanging over the right edge. When one line is left in the wall, bash. He will land safely at **G**.



- 5** Build from **G** to **H**, then from **H** to the exit.
6 Build at **C** to release the other lemmings.





Taxing 11 — The ascending pillar scenario

Access Code: LGANNLEHGJ

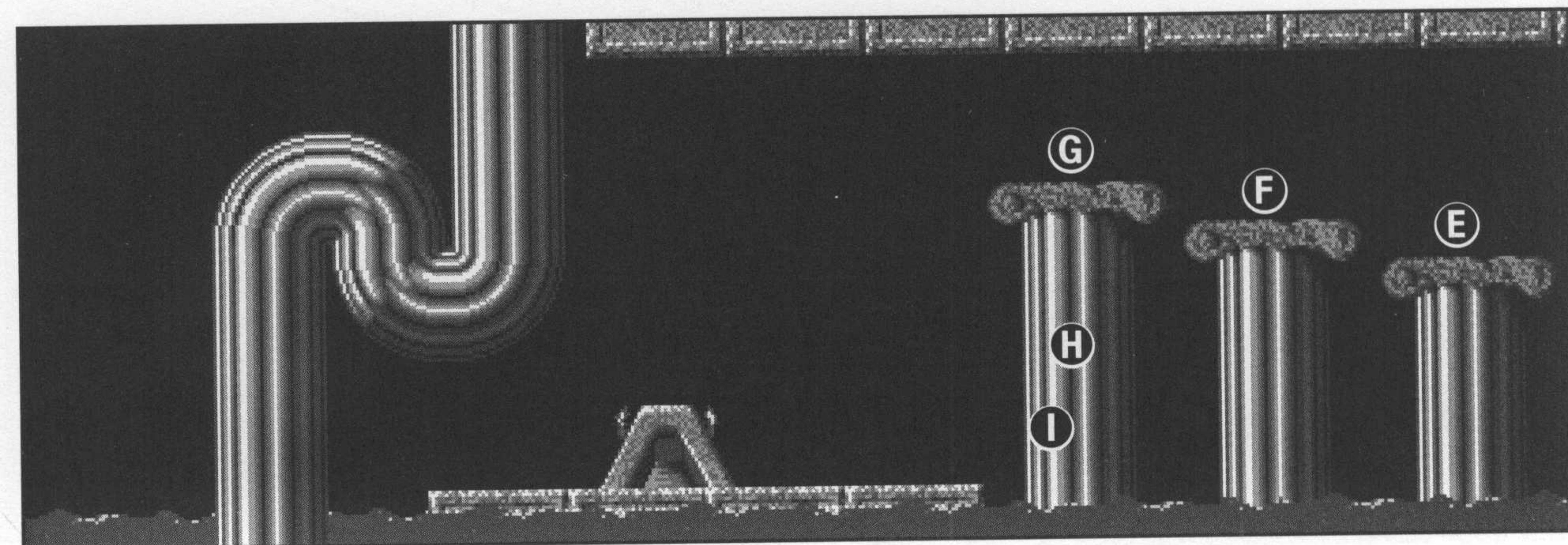
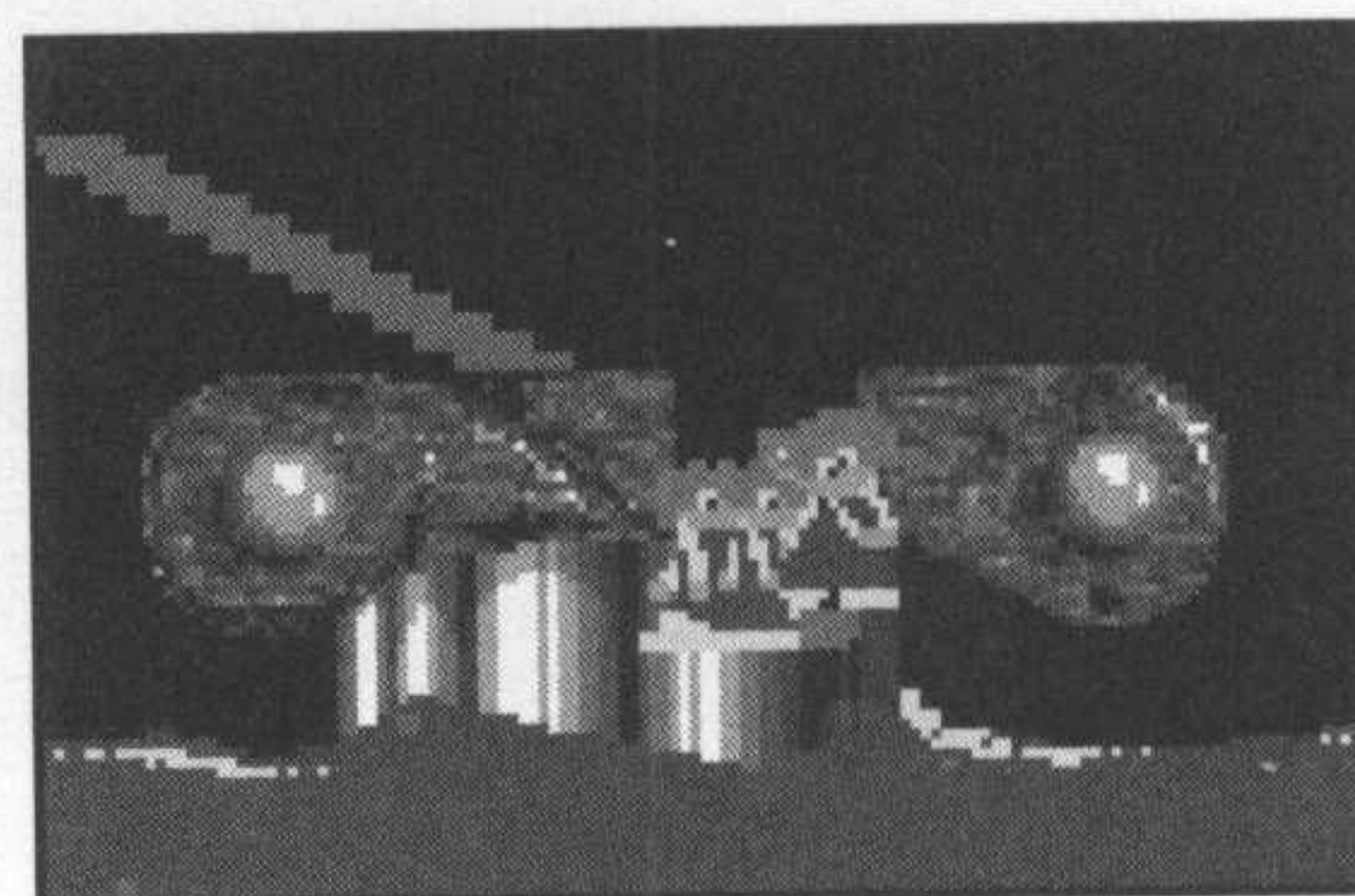
Statistics

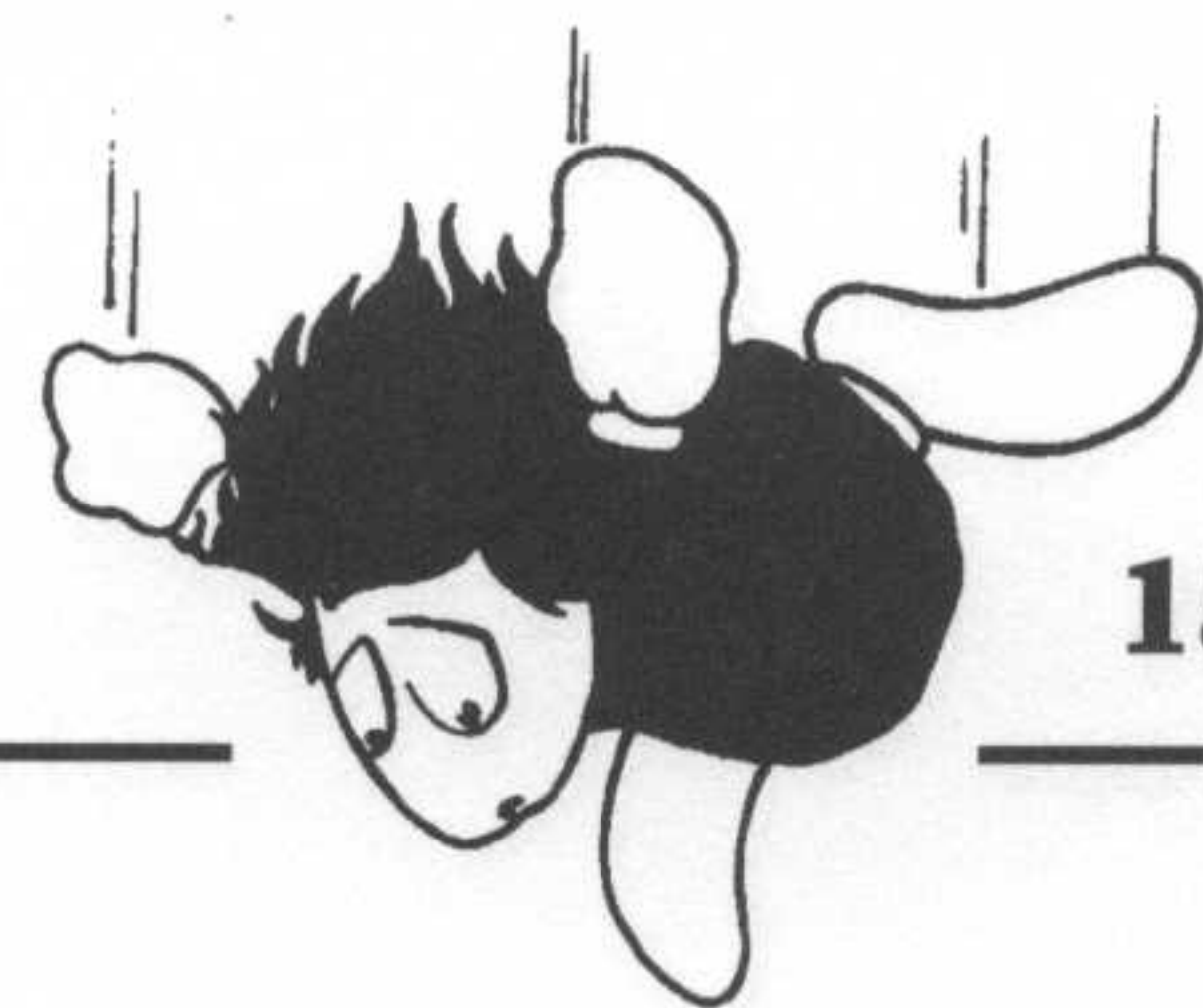
50 lemmings
 100 percent to be saved
 Release rate 20
 4 minutes

The ascending pillar scenario presented here should seem quite familiar. The only major difference is that you must save 100 percent to progress to the next level. Use the vertical digger to trap the lemmings until you're ready.

Solution

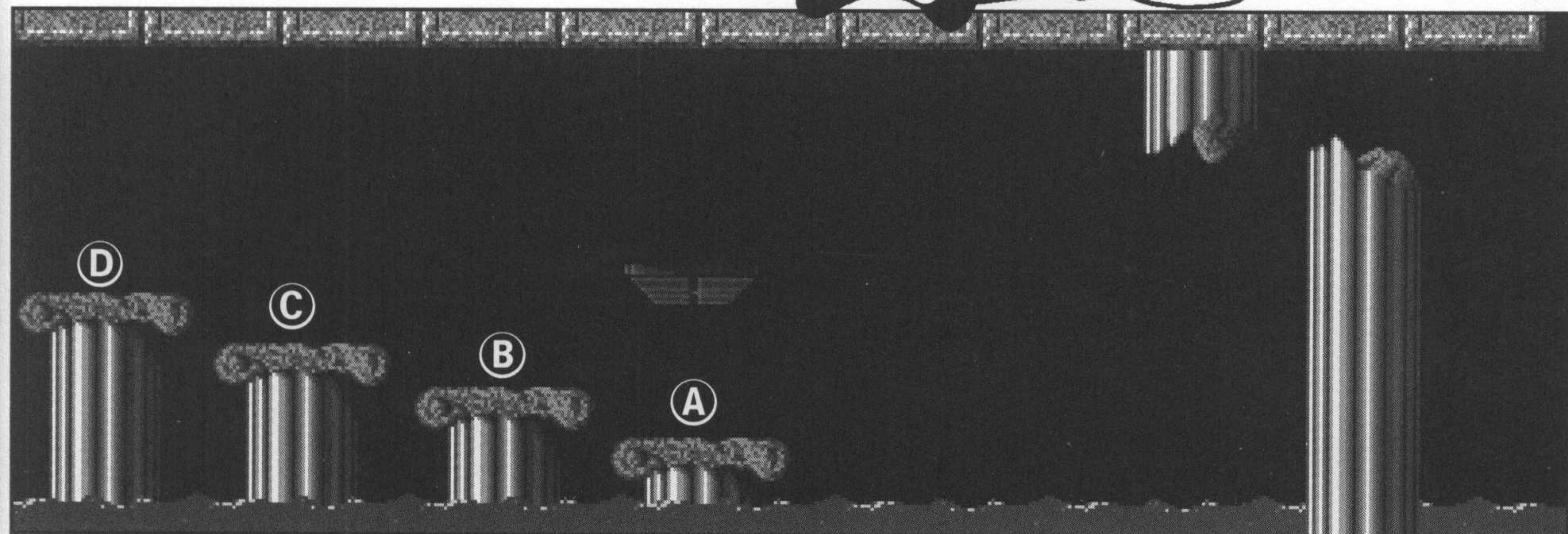
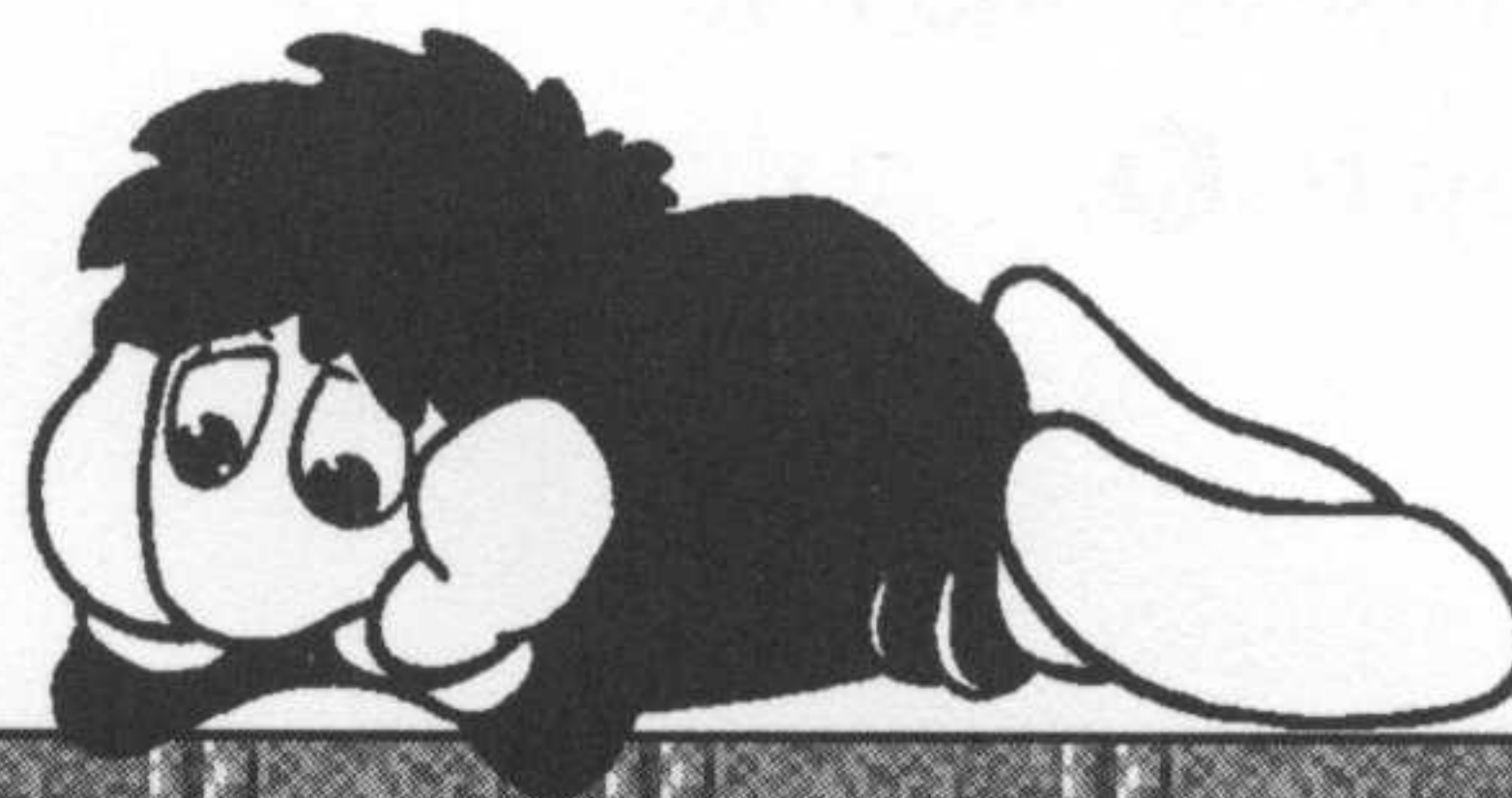
- 1 Dig at **A**.
- 2 When the pit is deep enough to trap the lemmings (about 10 digs), build to stop digging.

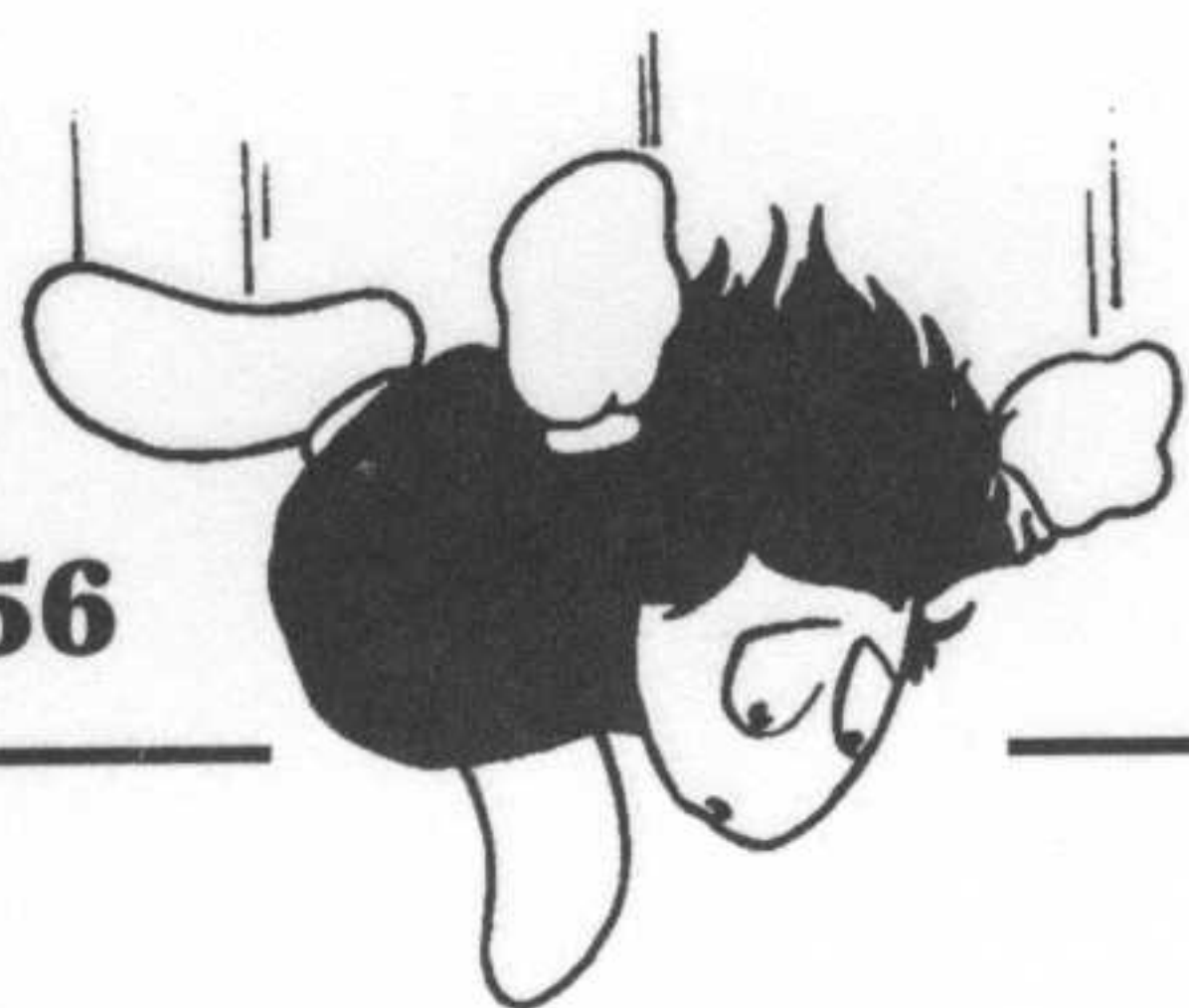




- 3 Send a climber to the left. Use the trick in the “Hints and Tips” section to make sure that he’s heading in the right direction.
- 4 Build at **A**. The bridge should touch the next pillar, but the builder should keep walking. If you build too late, the lemming will turn around
- 5 In the same manner, build at points **B** through **F**.
- 6 Dig at **G**.
- 7 Mine at **H**.
- 8 When the miner breaks through the side of the pillar, build. This should happen right around **I**.
- 9 Build to the left at **A** to free the others.

This level may take you a couple of tries to complete successfully, as the positioning of the bridge-builder is critical.





Taxing 12 — Livin' on the edge

Access Code: GKNNDLIGT

Statistics

10 lemmings

80 percent to be saved

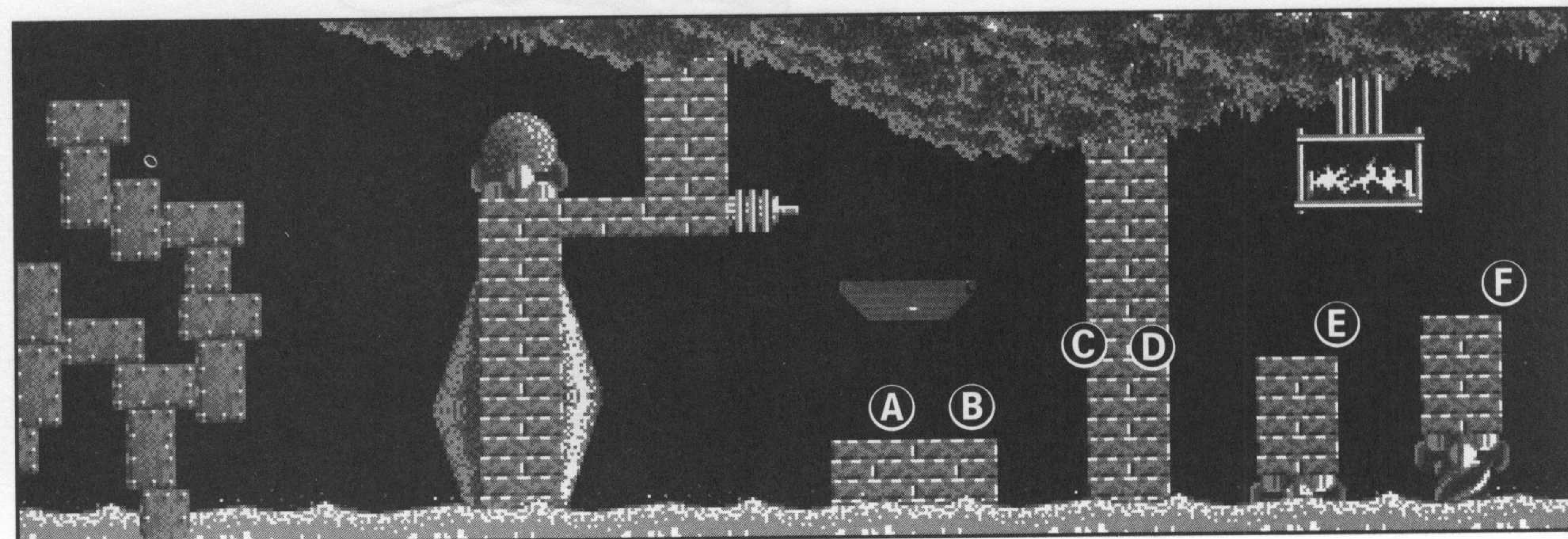
Release rate 1

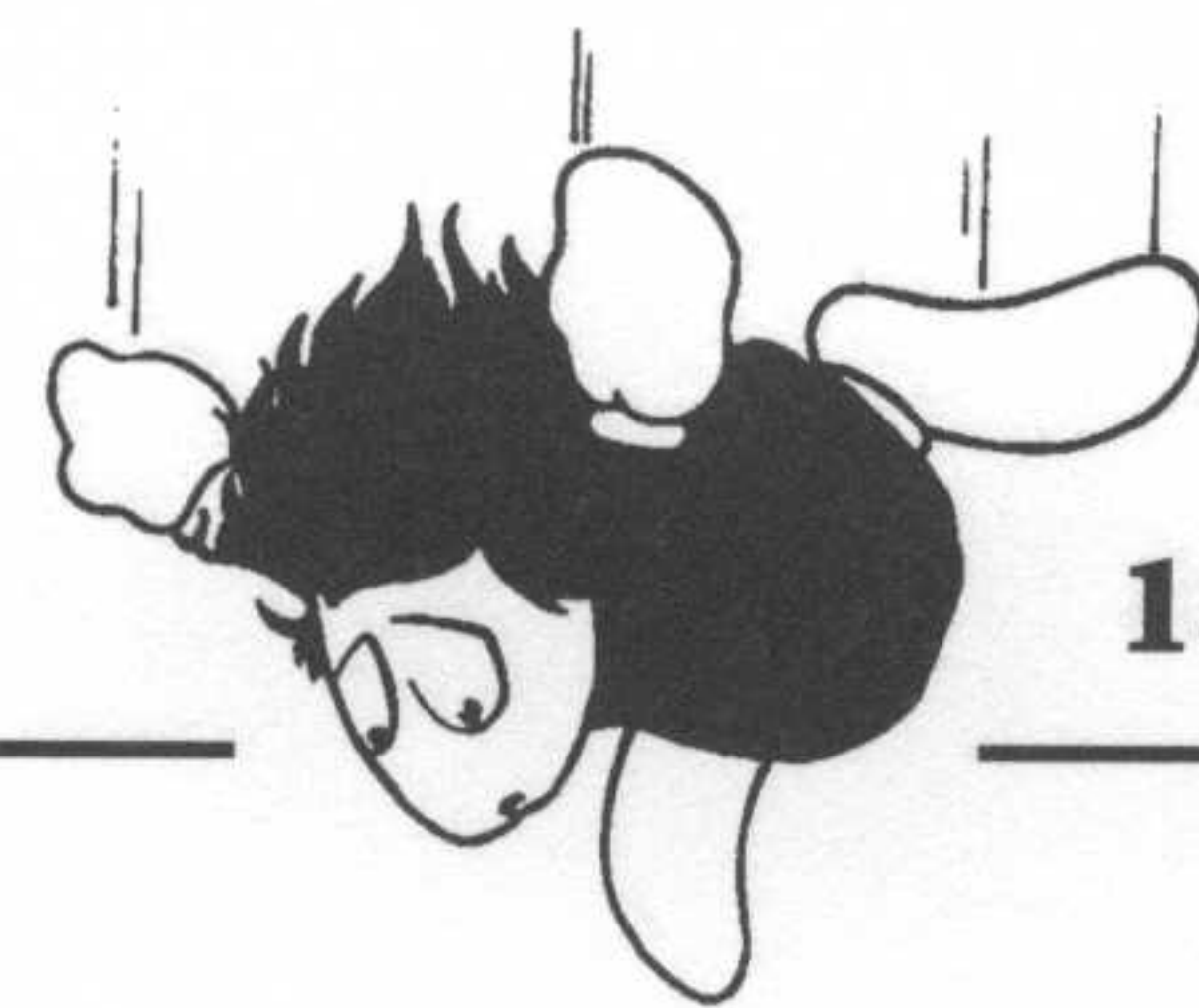
5 minutes

The title here gives you a good clue as to the solution of this level. You have just enough bridges to use one to span each of the gaps leading to the exit. So, the bridges must be built right on the edge of each of the pillars, just before the lemming falls off. No super tips here, just some very careful timing!

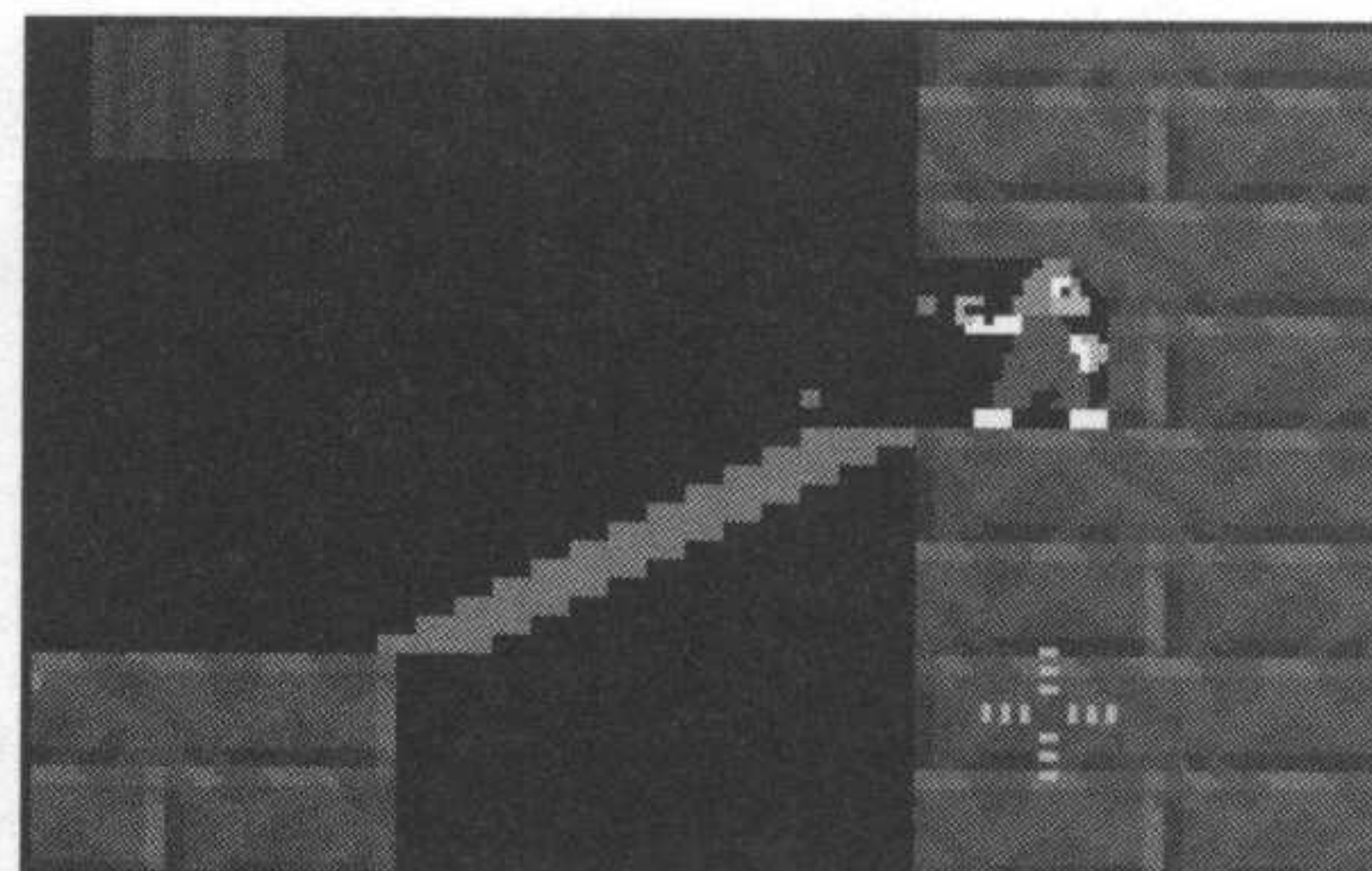
Solution

- 1 Dig at **A**. Build to stop digging.
- 2 Send a climber up to **B**.



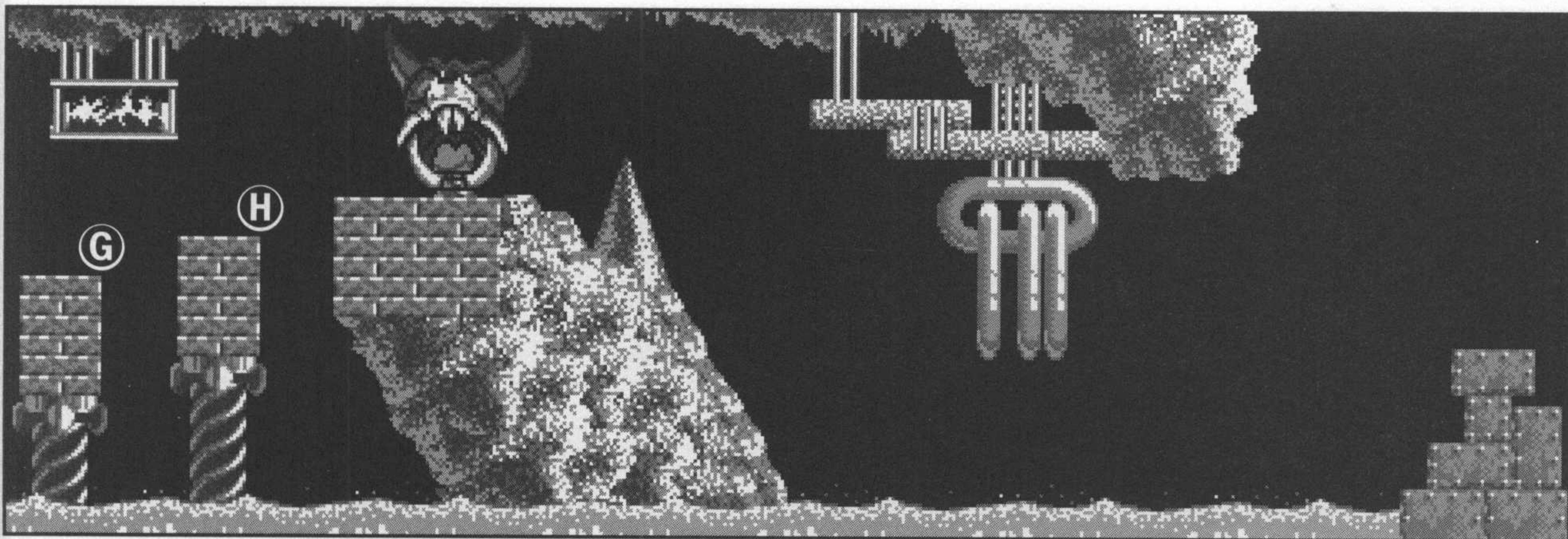


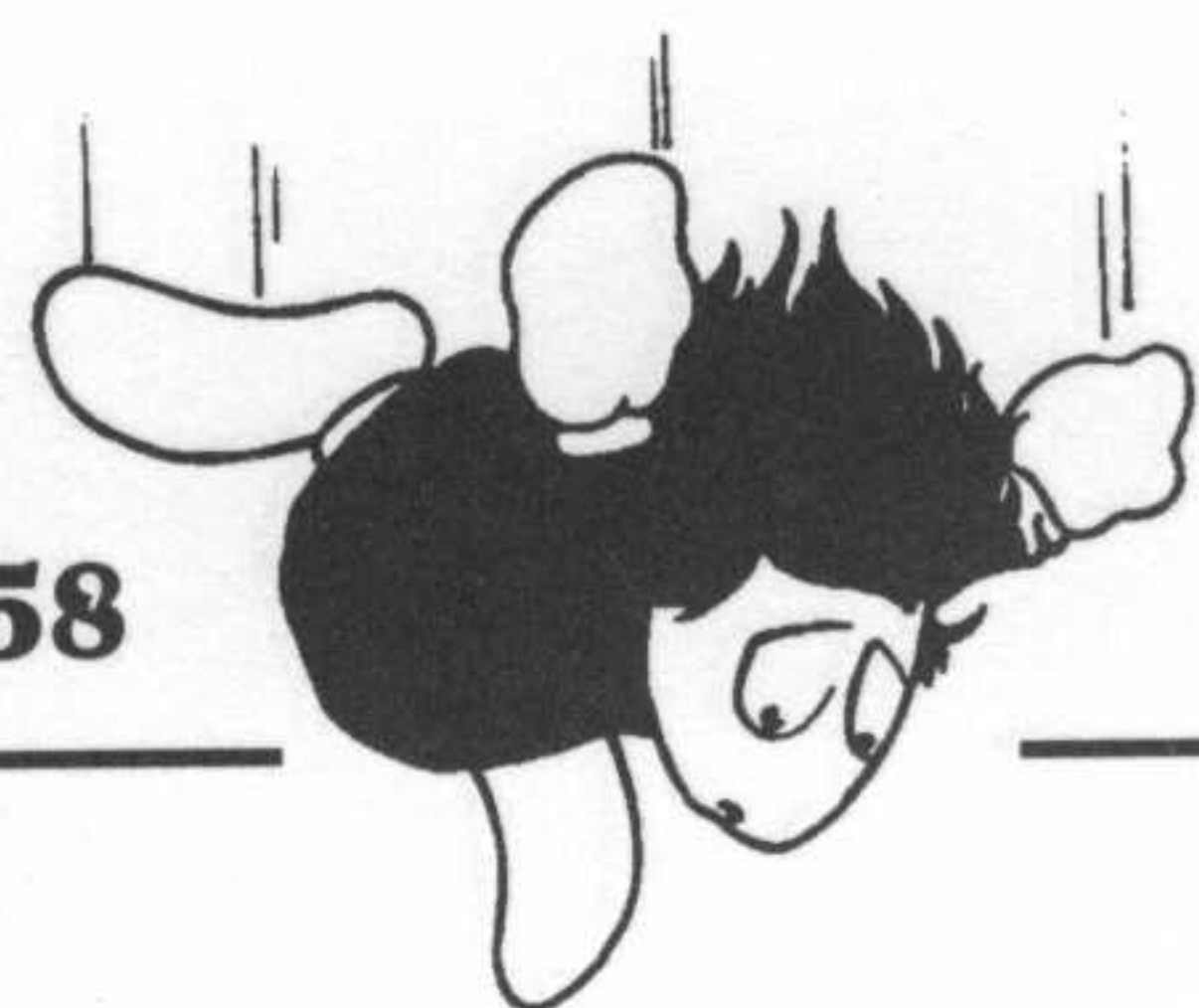
- 3 Build from **B** to the wall. If you make the lemming build just before he falls off the edge, his bridge will reach the wall. Otherwise it will fall short.



- 4 Once the builder shrugs, bash through the wall at **C**.
- 5 When the basher reaches **D**, turn him into a builder just before he falls.
- 6 Build at **E**, **F**, **G**, and **H** using the same technique as in step 3. Each bridge should just span the gap. If you lose your builder at any point, send another climber to continue the job. You can only afford to do this twice, though.
- 7 Build to the right at **A** to free the others.

The easiest way to pick a lemming just before he falls off the edge is to put your pointer at the edge, and wait for the lemming to walk by.





Taxing 13 — Upsidedown world

Access Code: GCJHMMHJGY

Statistics

Amiga:

100 lemmings
99 percent to be saved
Release rate 40
6 minutes

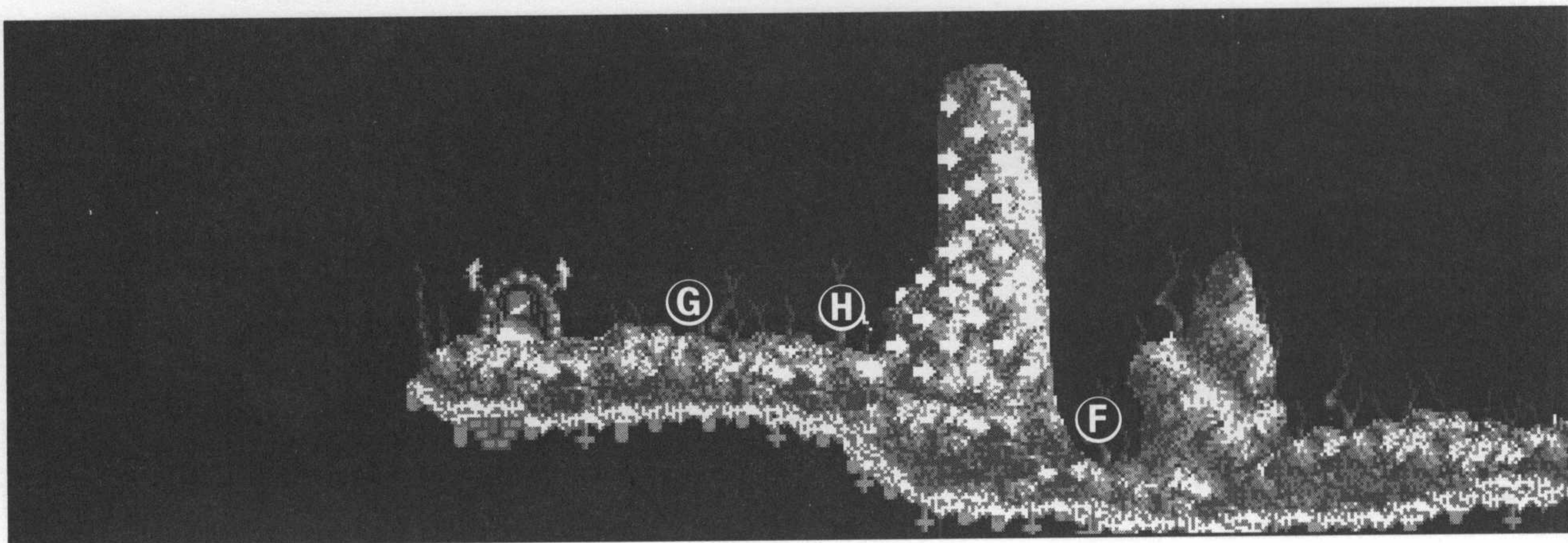
PC and Macintosh:

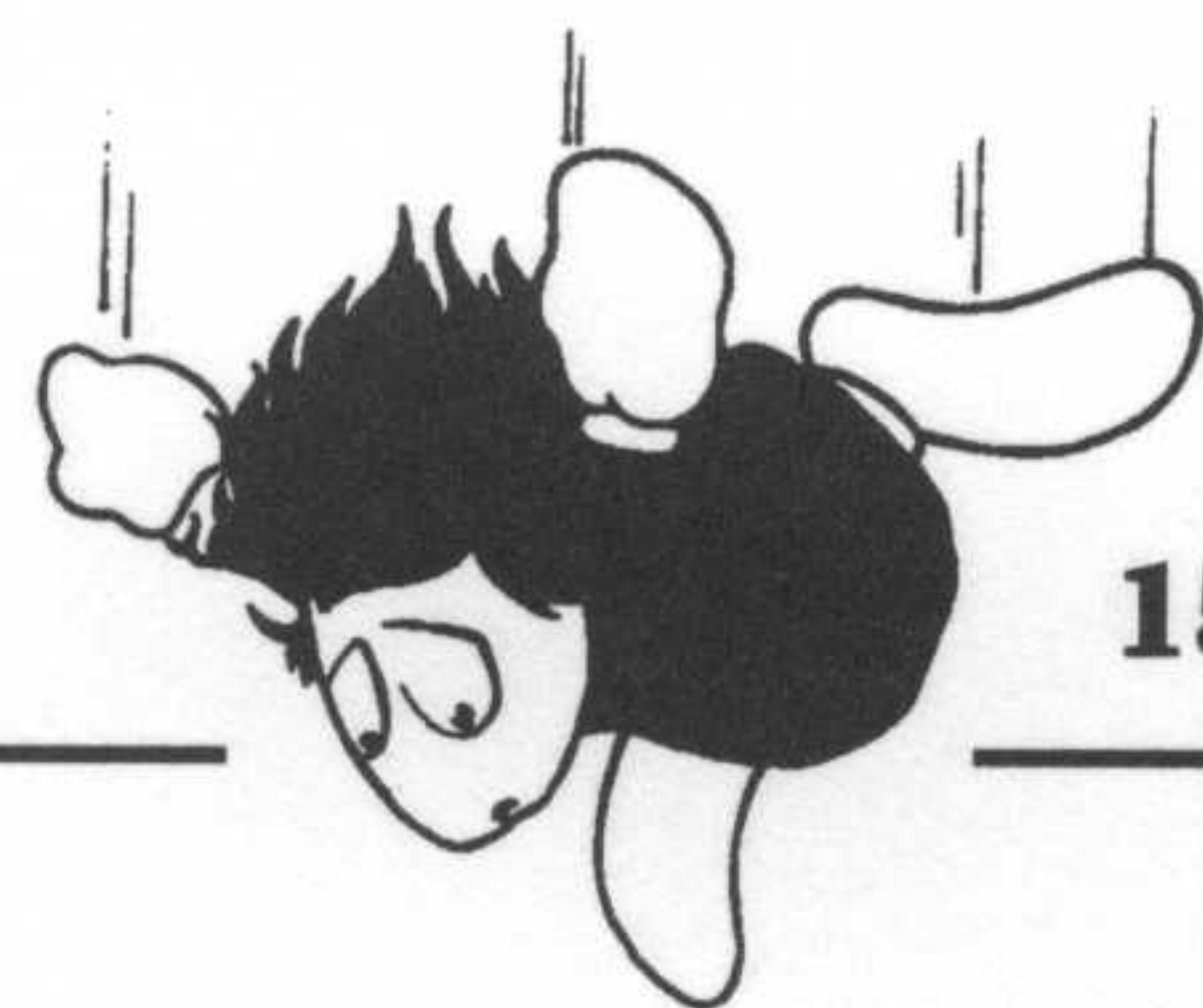
80 lemmings
98 percent to be saved
Release rate 40
6 minutes

Wow, look at all the weird things on the underside of this level. Even the grass grows upside down here! But, there're still four obstacles to overcome to get to the exit, two of which are made of one-way digging material.

Solution

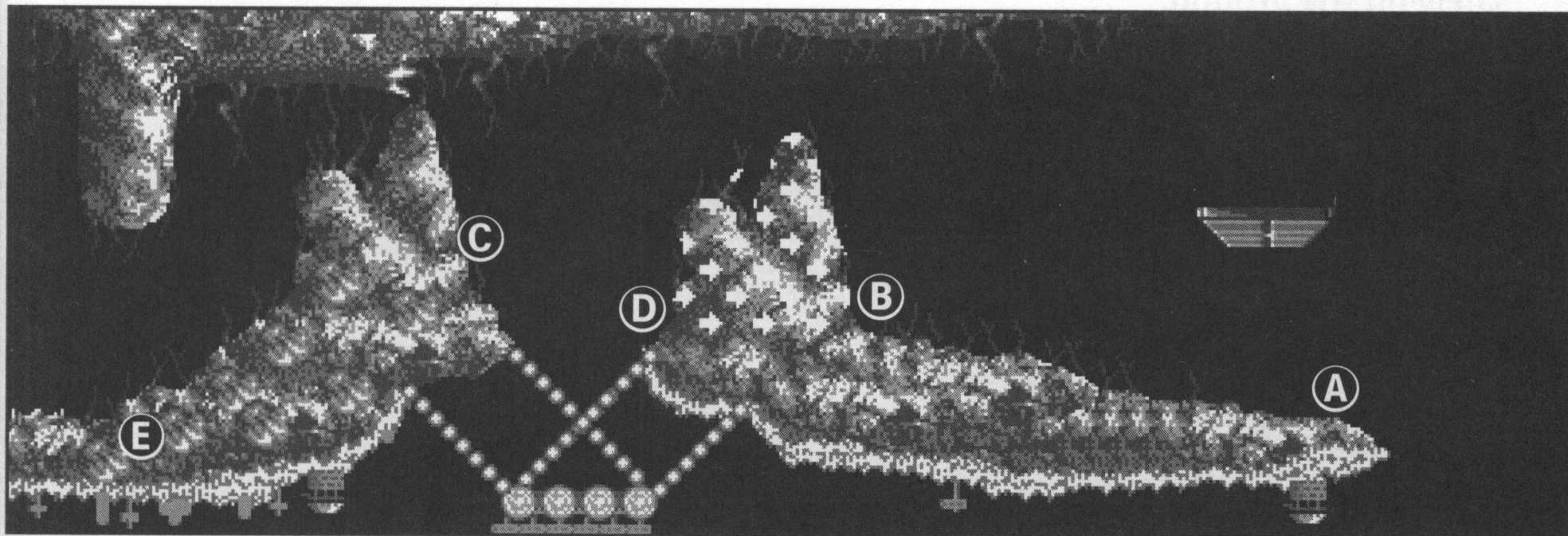
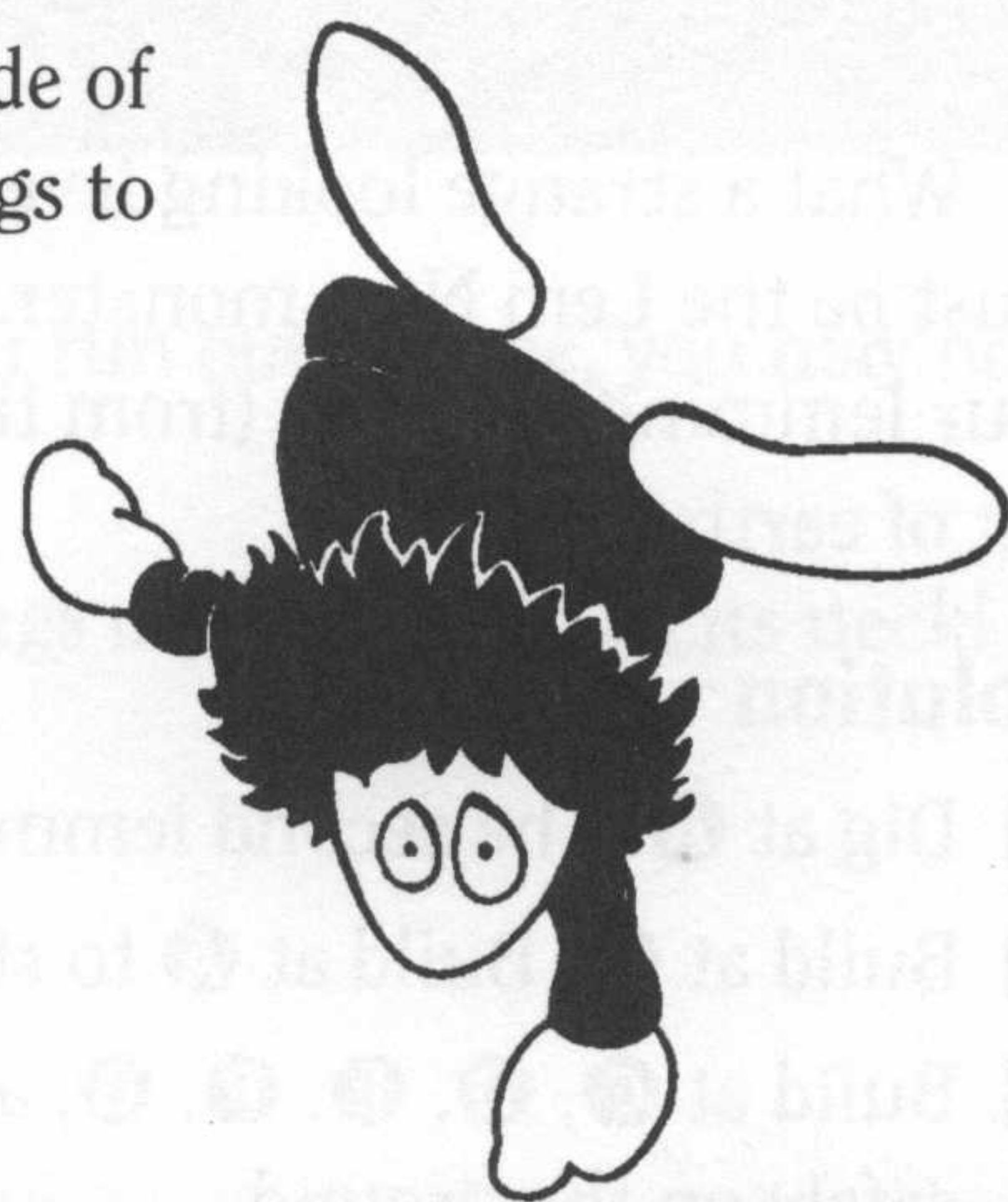
- 1 Block at **A**.
- 2 Send a climber over **B**.
- 3 Build into the wall at **C** to turn the climber around.

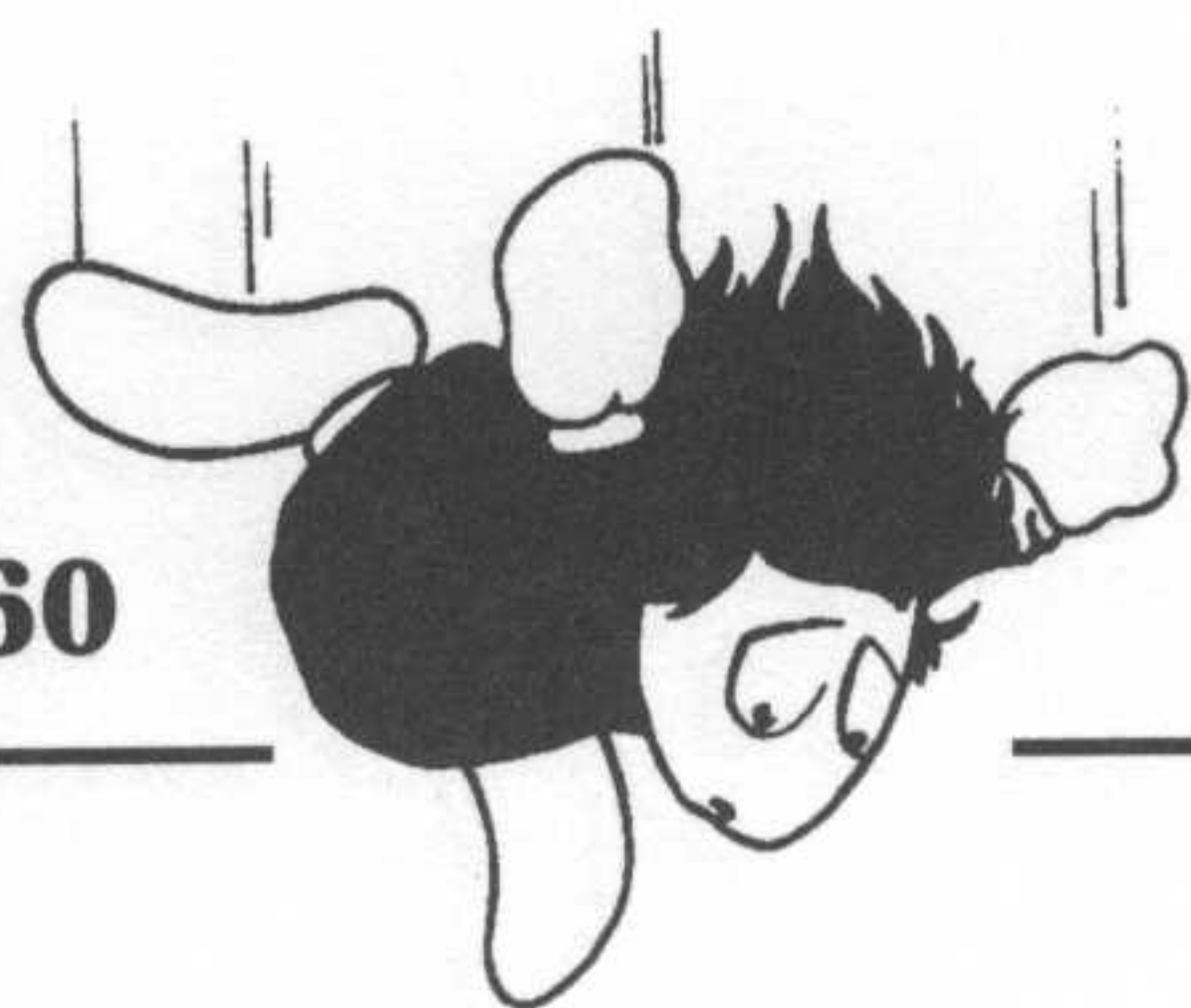




- 4 Bash at **D** through the one-way mountain.
- 5 Mine at **C** with the first available lemming.
- 6 When the miner reaches **E**, bash. He will bash all the way to **F**, then stop by himself.
- 7 Wait for your climber to go over the one-way mountain. When he reaches **G**, build into one of the sticks to turn him around.
- 8 Mine from **H** to the left to free the other lemmings.
- 9 Increase the release rate to 99. Don't bomb the blocker at **A** until your climber turns back around, or you'll lose the climber!

With all of the strange things growing on the underside of the ground on this level, you'd almost expect the lemmings to come out standing on their heads!





Taxing 14 — Hunt the Nessy . . .

Access Code: MKHMDNGKGR

Statistics

Amiga:

100 lemmings
95 percent to be saved
Release rate 30
8 minutes

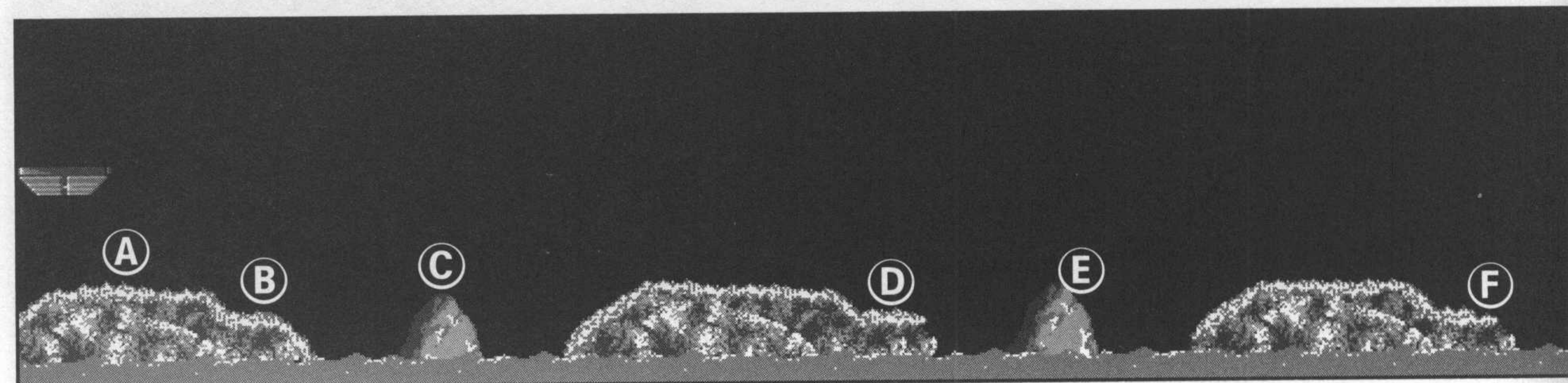
PC and Macintosh:

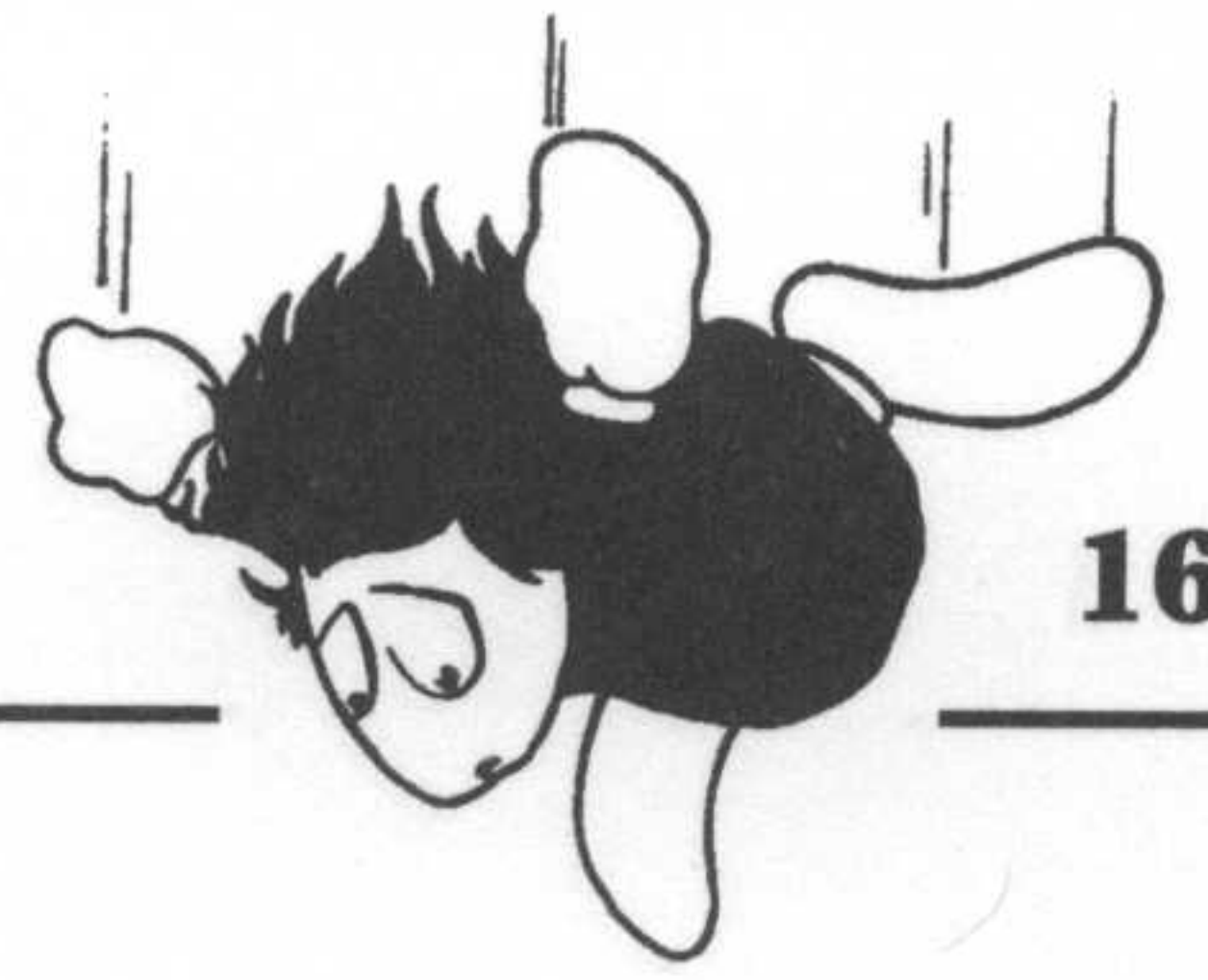
80 lemmings
95 percent to be saved
Release rate 30
8 minutes

What a strange looking level! If you'll scroll to the right, you'll see the head of what must be the Lem Ness monster. It has a very happy expression on its face, though, so your lemmings are safe (from the monster, anyway!). Besides, he looks like he's made out of earth.

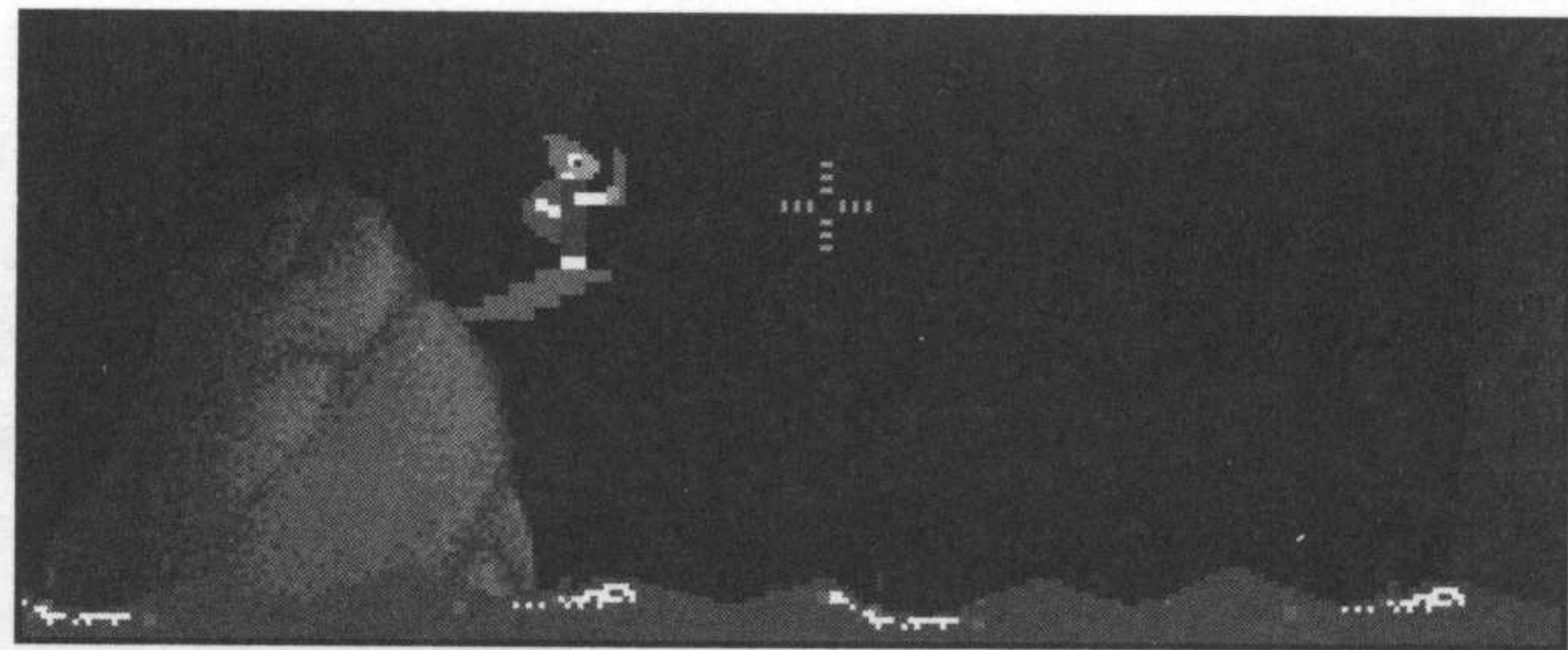
Solution

- 1** Dig at **A**. The second lemming will walk past the digger.
- 2** Build at **B**. Build at **A** to stop the digger.
- 3** Build at **C**, **D**, **E**, **F**, **G**, and **H**. At each point, build until the lemming can land safely on the ground.



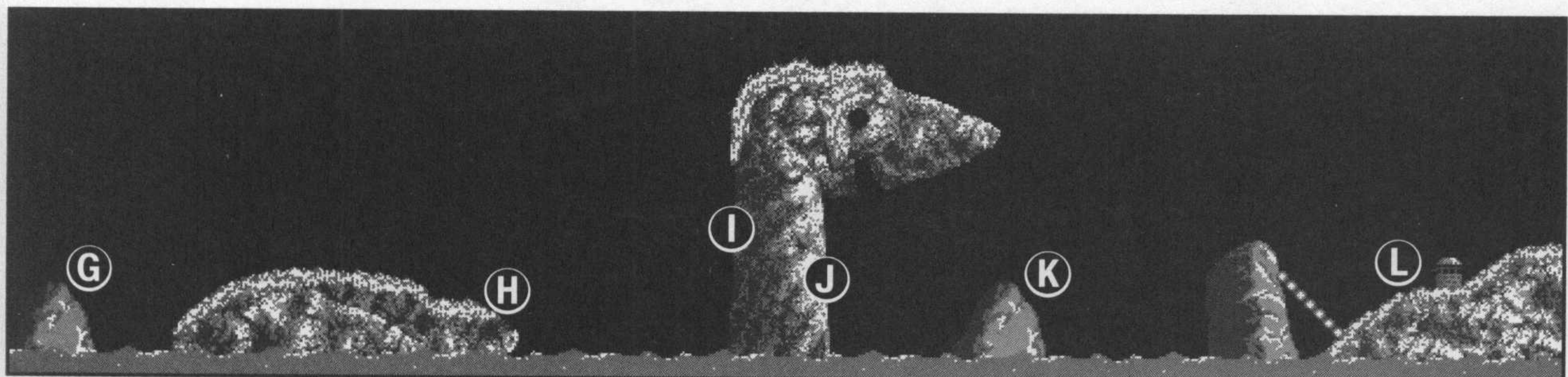


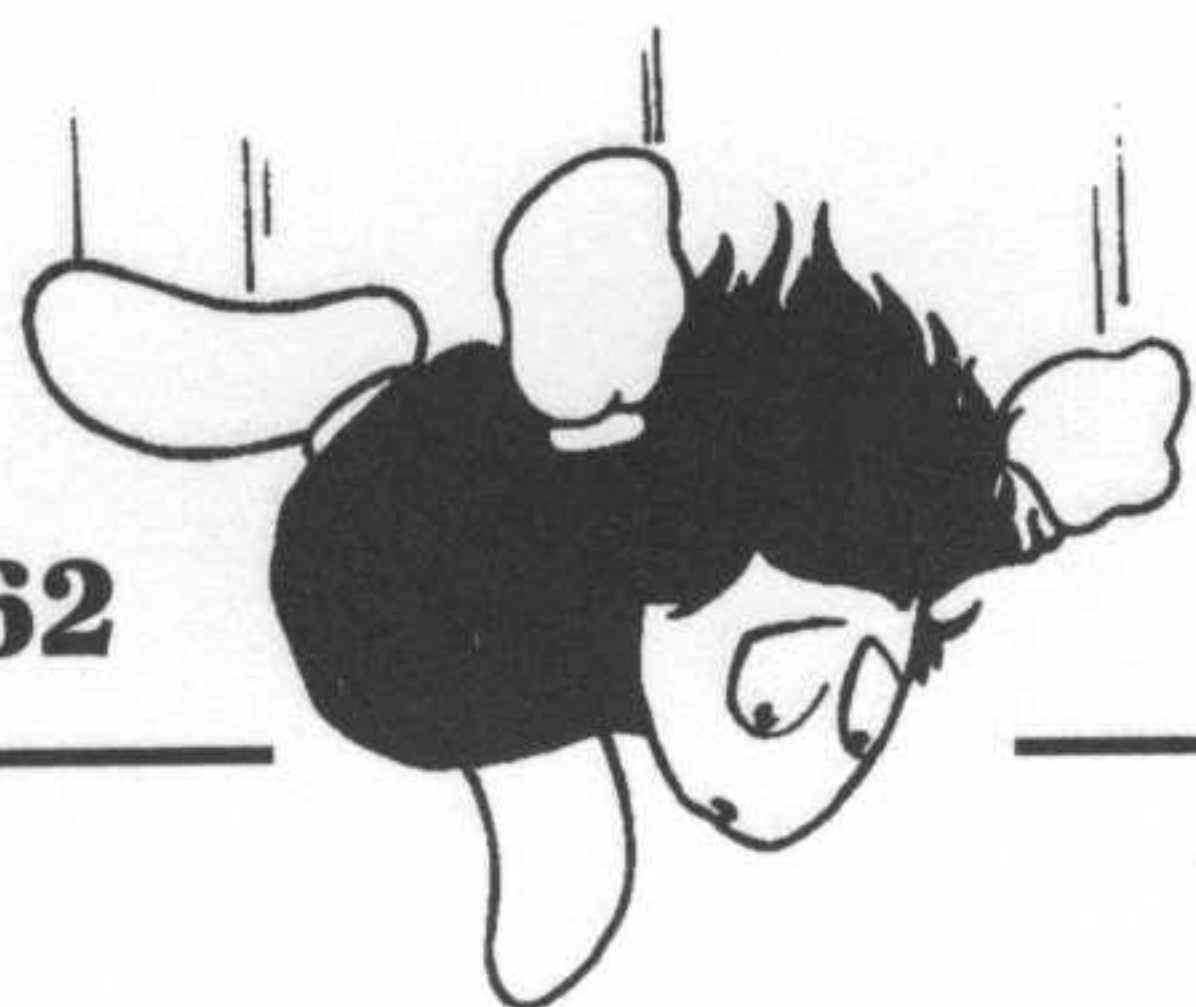
- 4 Bash at **I**, then mine immediately. Otherwise, the next bridge will be too high for the lemmings to fall safely
- 5 When the miner breaks through at **J**, build to the next rock.
- 6 Build from **K** to the next rock. Try to catch the lemming just before he slides off of the right side of the rock, or the bridge may be too high.



- 7 Bash through the well at **L**.
- 8 Build at **A** to release the remaining lemmings. (If you run out of time, you may need to do this before you do step 7.)

I hope the Lem Ness monster didn't mind the lemmings digging through its neck! He looks a bit strange now, doesn't he?





Taxing 15 — What an AWESOME level

Access Code: OHMDLGCLGK

Statistics

Amiga:

100 lemmings
80 percent to be saved
Release rate 50
6 minutes

PC and Macintosh:

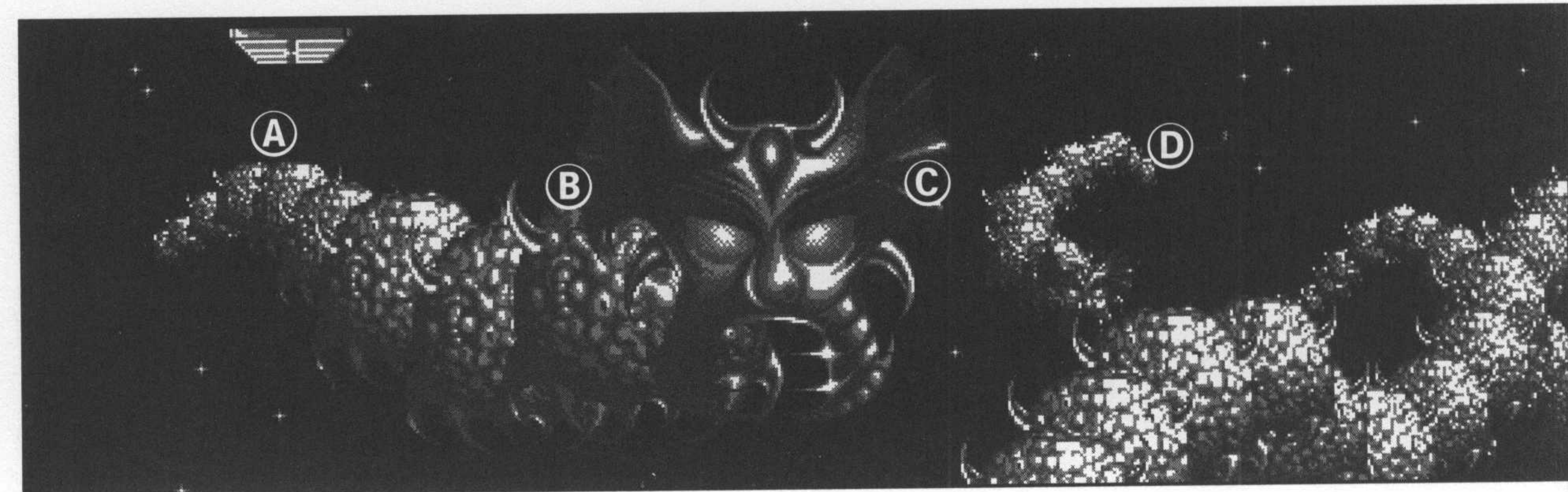
80 lemmings
80 percent to be saved
Release rate 50
6 minutes

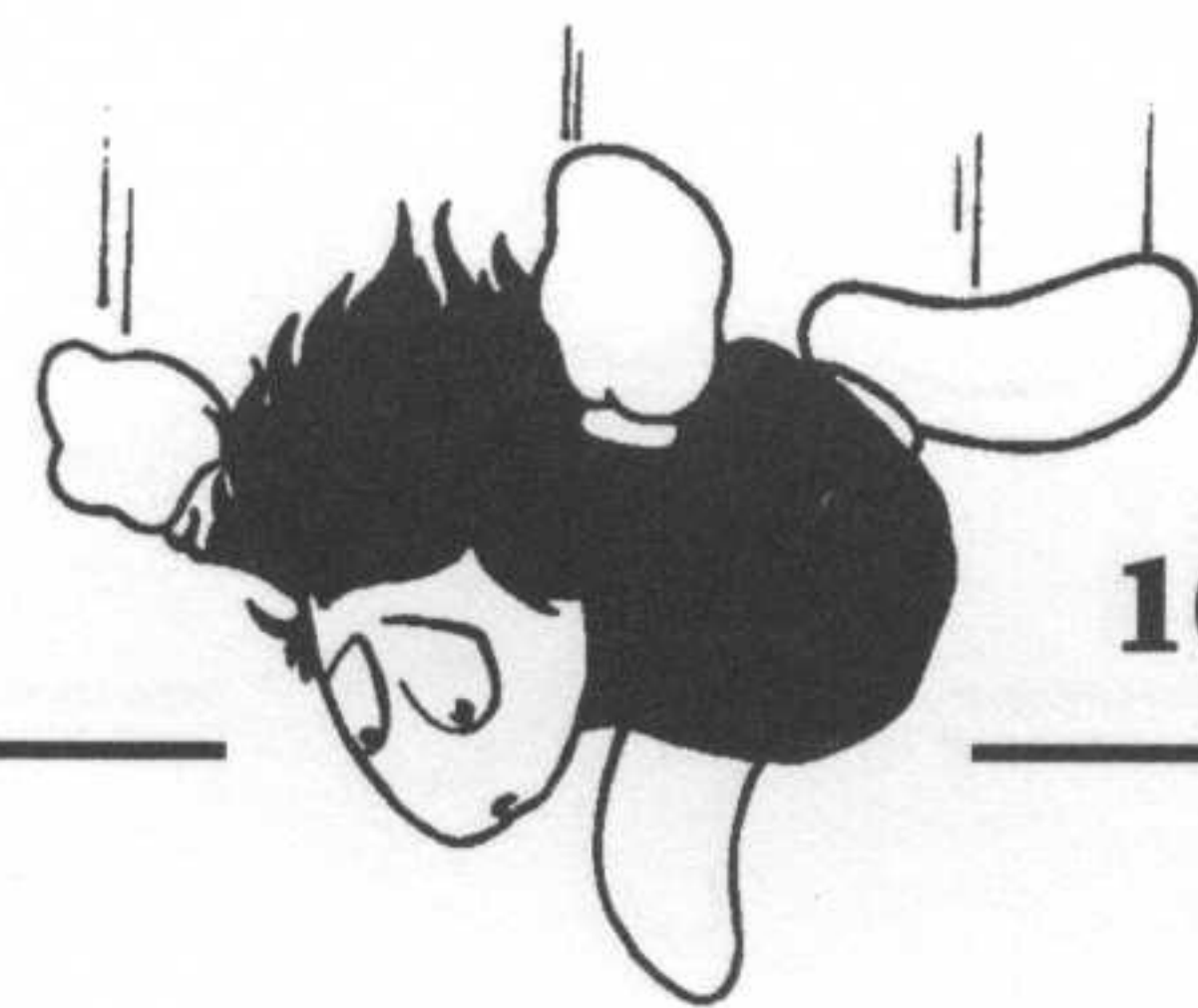
This is the third level which borrows graphics from another Psygnosis game, in this case, *Awesome*. The scary serpents are space beasts from this fabulous arcade game. Unfortunately, this game was only available on the Amiga and Atari ST computers.

Look out for the stars in this level! The lemmings will stop building and turn around if they bump their heads on a star!

Solution

1 Make the first lemming dig at **A**. The second lemming will walk past. Build to stop the digger.

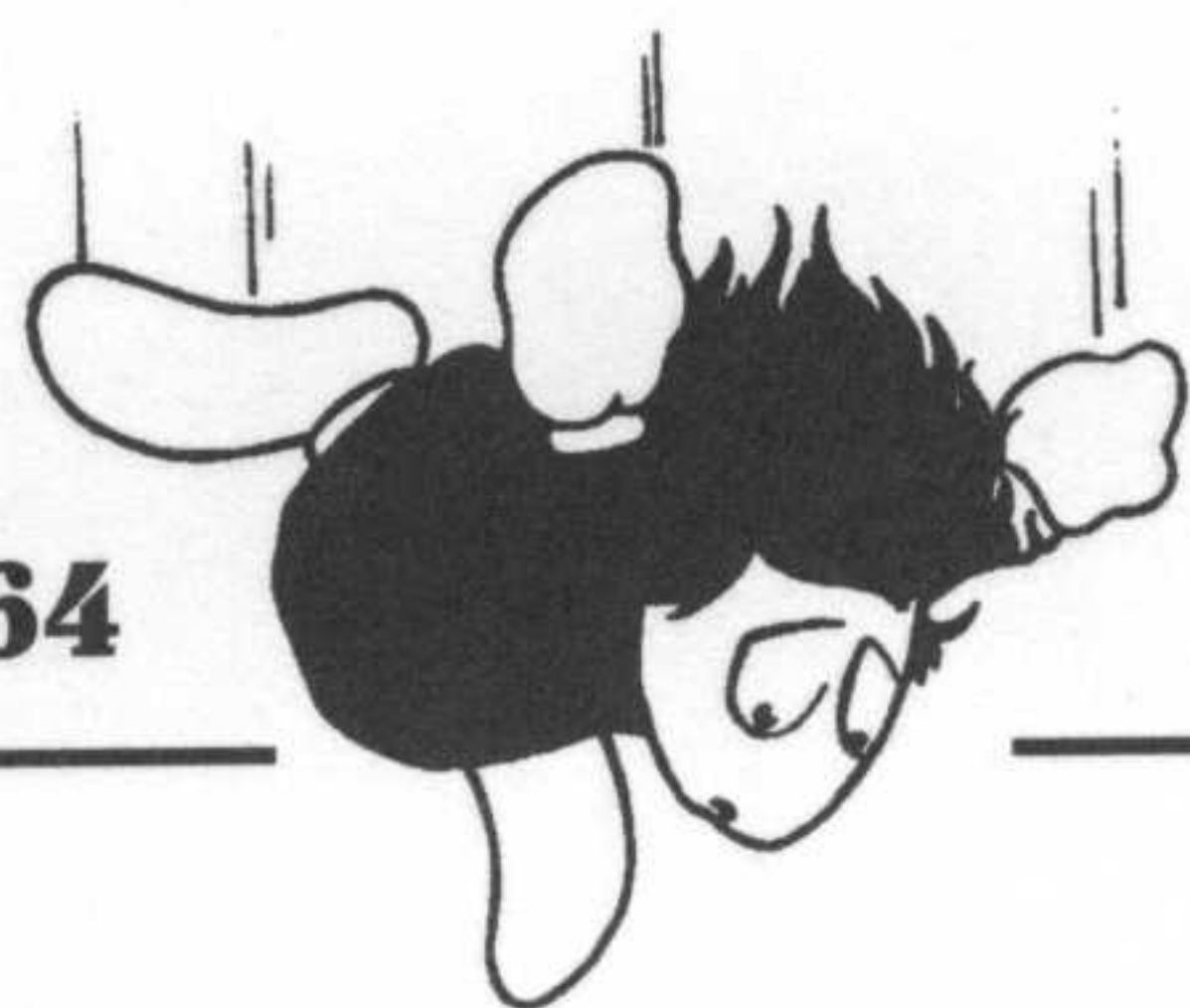




- 2 Bash at **B**.
- 3 Build twice at **C**. If the lemming turns around, build in the tunnel to turn him back. He will land on the tail.
- 4 Build 3 bridges at **D**. If he hits the star and turns around, build into the ear to turn him back.
- 5 Build 2 bridges at **E**.
- 6 Bash at **F**. The lemming will come out the other side of the hump in the serpent's tail.
- 7 Build at **G**. The bridge will be long enough with four builders if you "stretch" them by waiting until the lemming shrugs and takes a step before making him build again. You should have the lemming start building just as he gets to the top of the second large spine.
- 8 Free the lemmings at **A** by either building or bashing.

The spines are the only thing which makes this level at all difficult. Because you cannot control exactly where the lemmings begin building, in some instances, your lemming will run into a star where we don't have one mentioned, or a lemming will get trapped on a spine. In these cases, a bit of improvisation may be necessary. The solution provided here does work, and has some room for error, but your solution may vary somewhat.





Taxing 16 — Mary Poppins' land

Access Code: IMDLGKOMGU

Statistics

Amiga:

100 lemmings
97 percent to be saved
Release rate 50
3 minutes

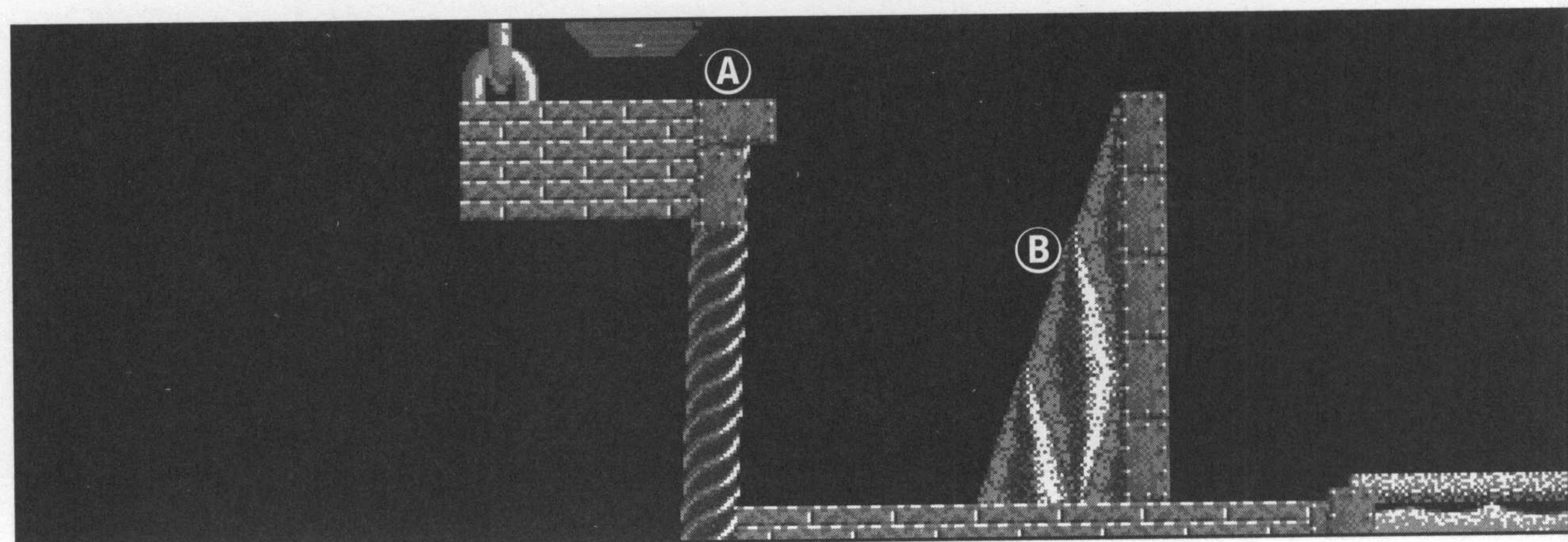
PC and Macintosh:

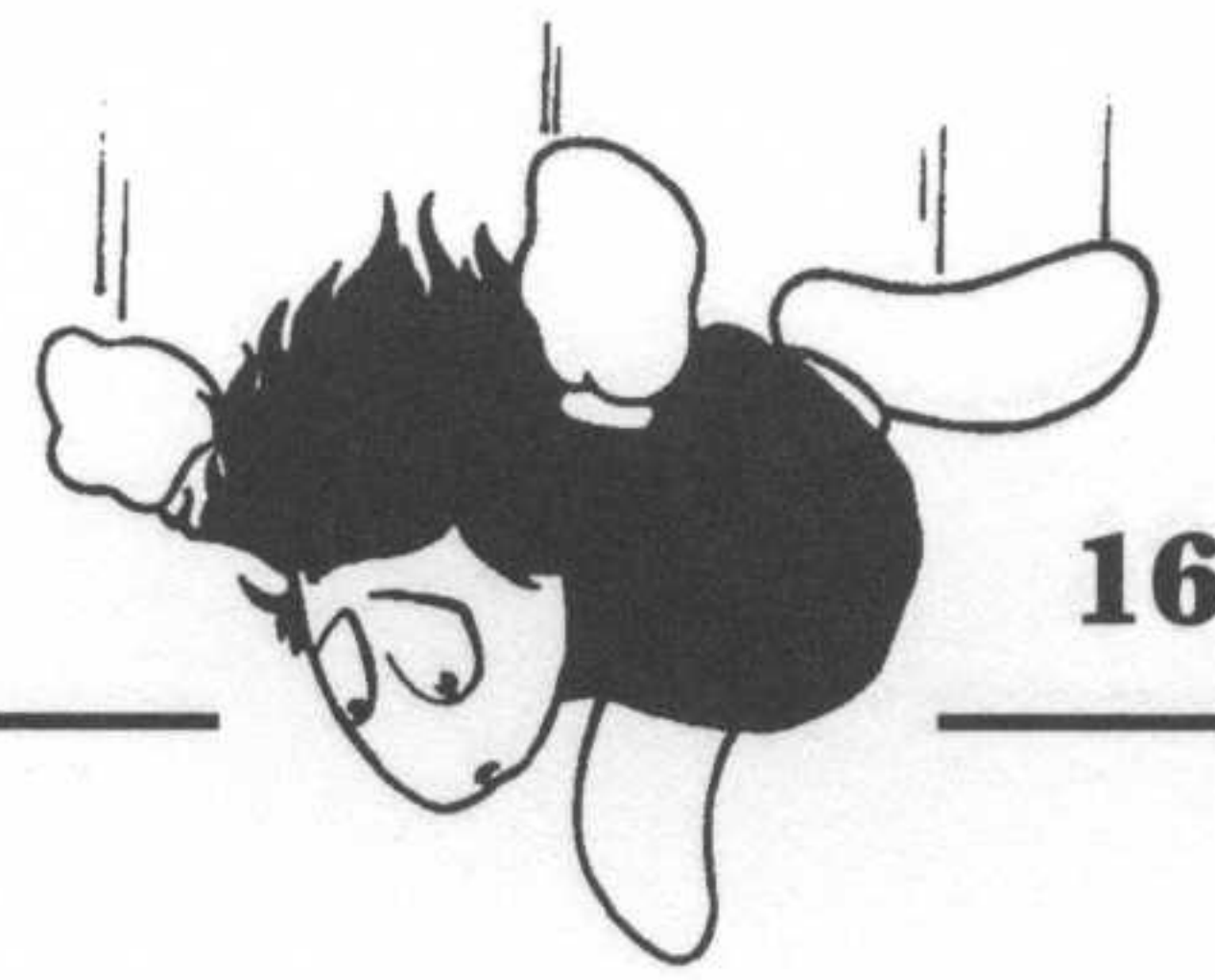
80 lemmings
96 percent to be saved
Release rate 50
3 minutes

The main obstacles between you and the completion of this level are the two large drops in the landscape. All you need to do is have two lemmings go ahead, then turn back and build bridges to shorten the falls. Be careful, though, as time is very limited!

Solution

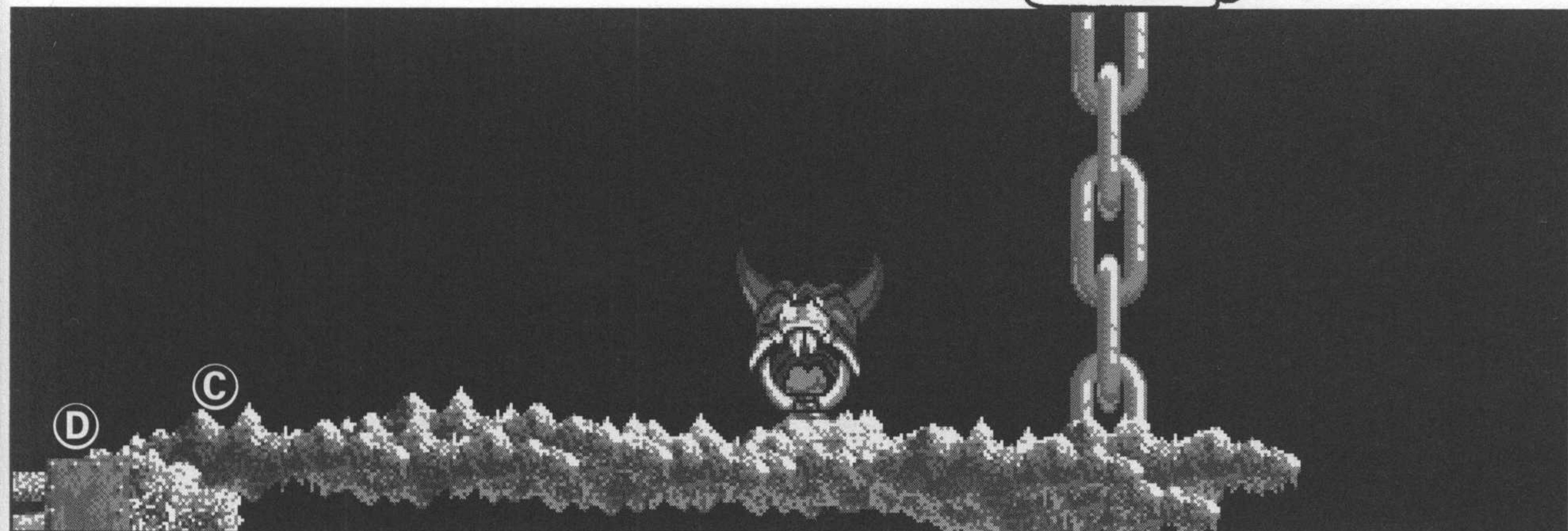
- 1** Send 2 floaters down, then block at **A**.
- 2** Make the second floater build at **B**. When he turns around, make him build to the left.

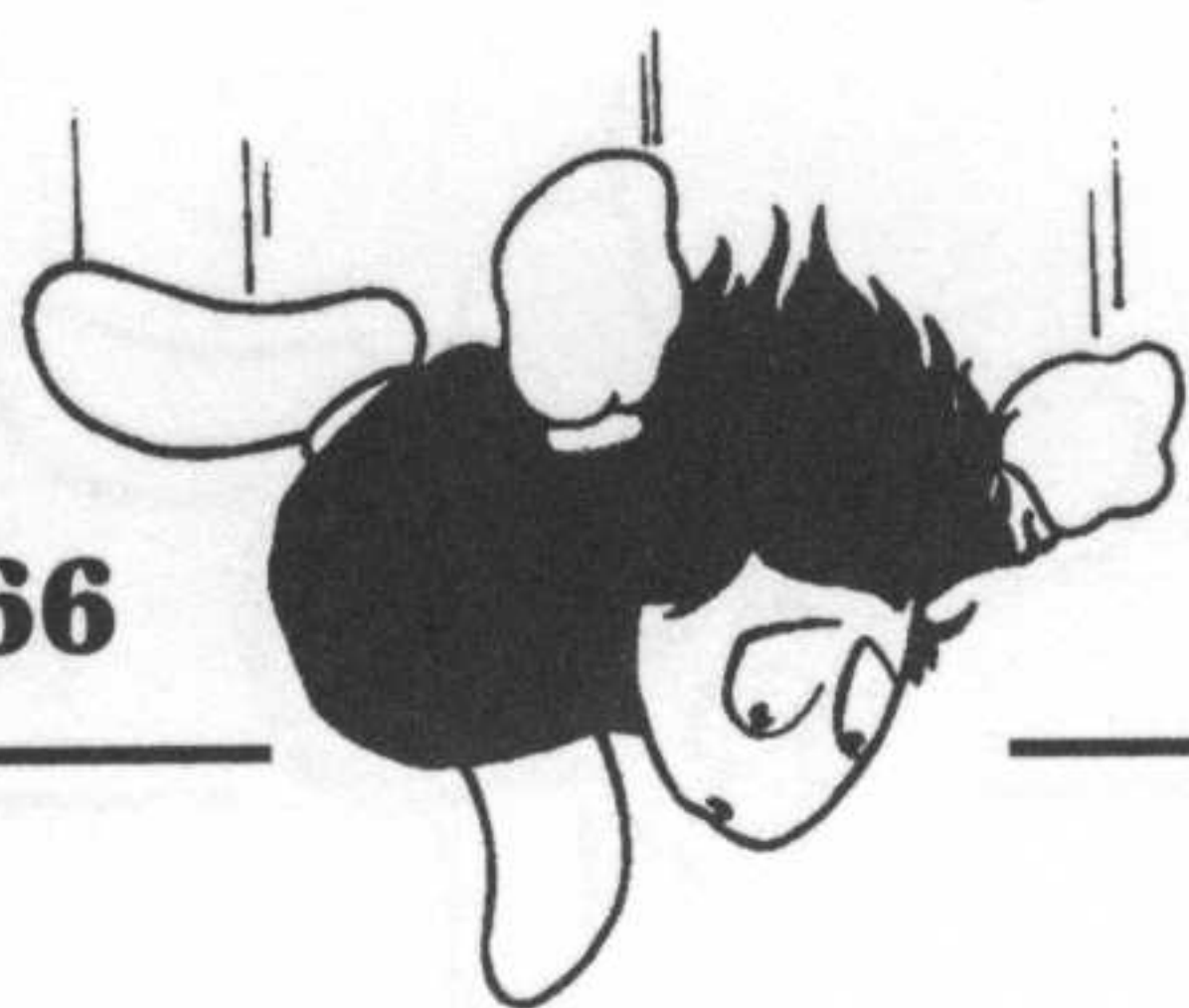




- 3** Start the builder on his second bridge, then make the first floater build into a mound at **C** to turn him around.
- 4** Build from **D** to the left.
- 5** When the builders are nearly done, bomb the blocker at **A** to release the other lemmings.

You'll have to work quickly to catch the floater in step 2, as lemmings tend to climb very quickly.





Taxing 17 — X marks the spot

Access Code: MELGGKLNGR

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 50
7 minutes

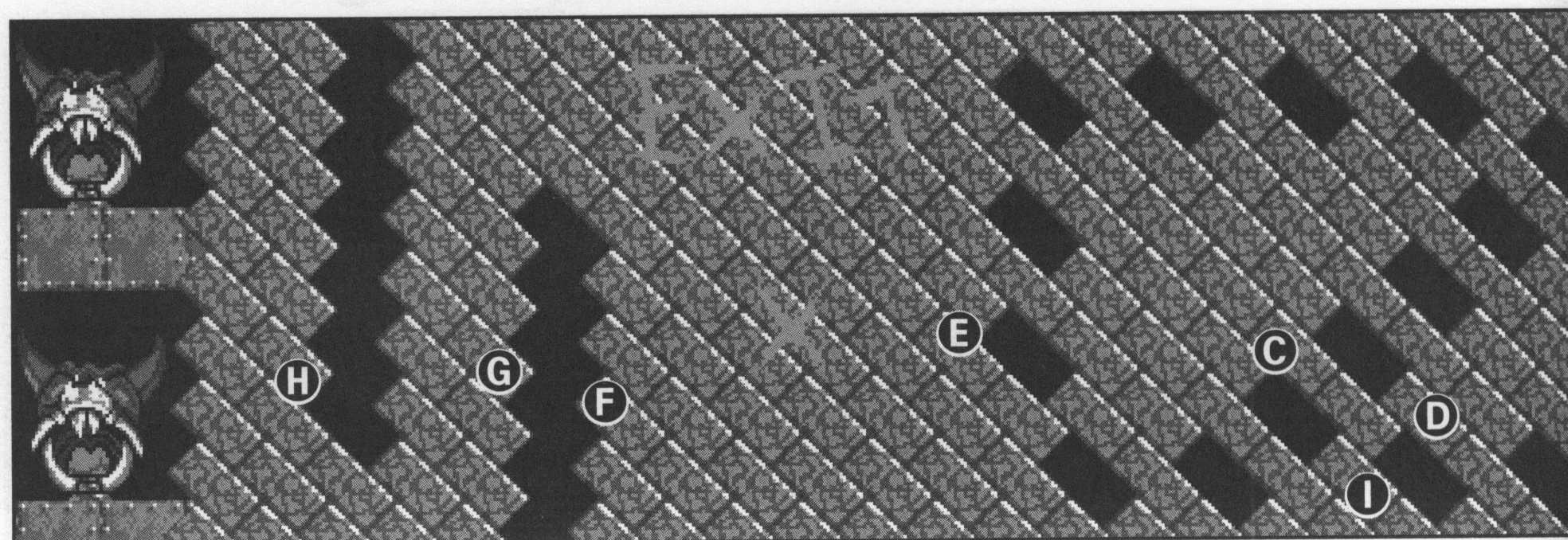
PC and Macintosh:

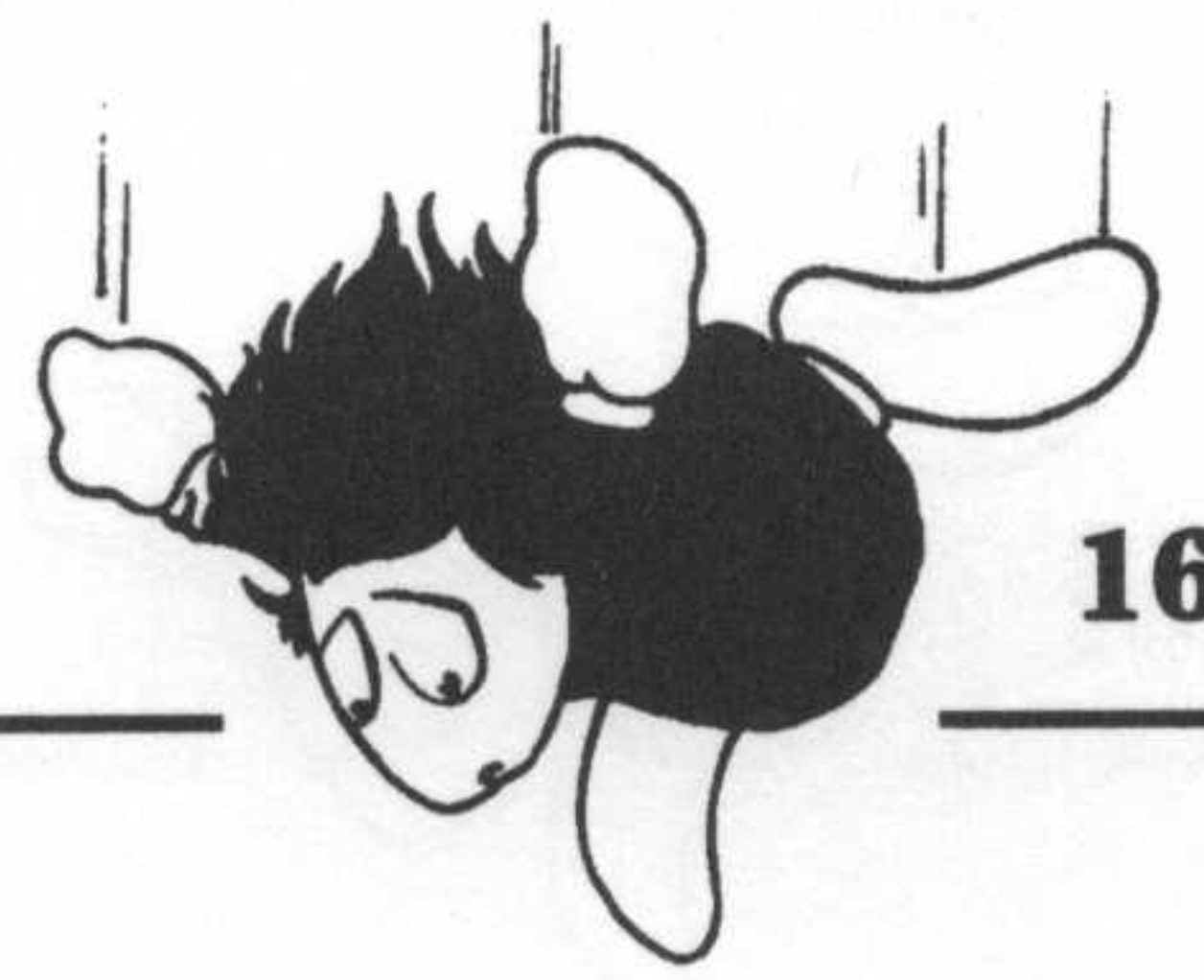
80 lemmings
90 percent to be saved
Release rate 50
7 minutes

The large X's on this level really don't mark any spot, as the exits are all the way over to the left side of the level. Either exit works, but it's generally easier to get into the lower one.

Solution

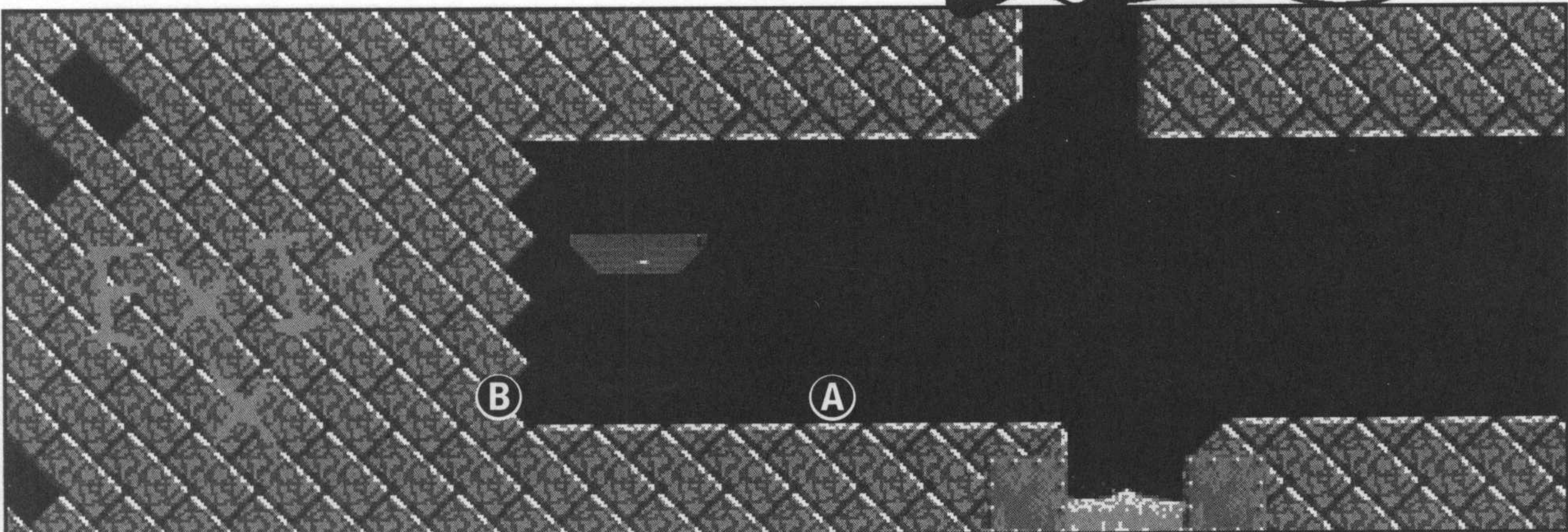
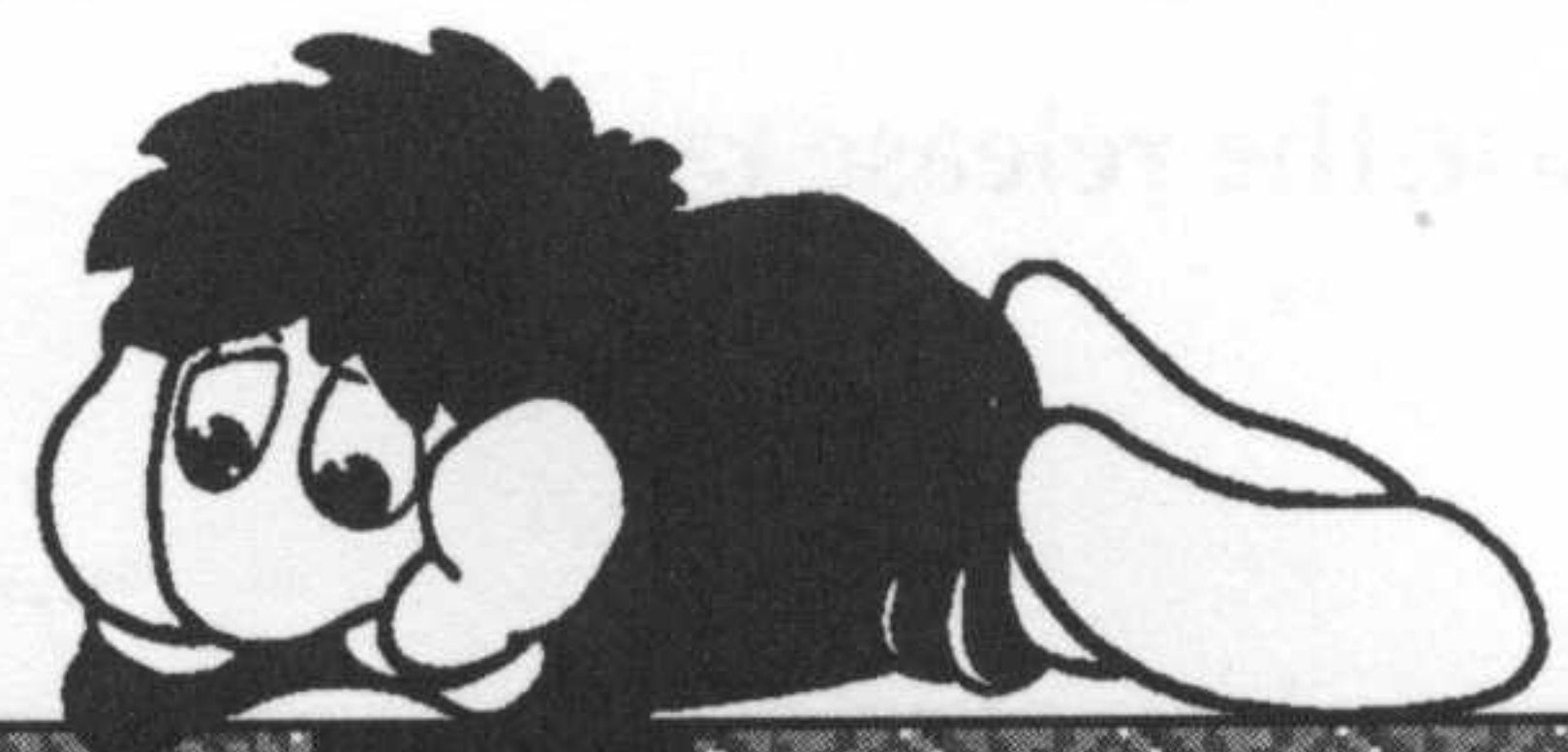
- 1 Mine at **A**. Make the next two lemmings build so they don't fall into the flame.
- 2 Bash at **B**. This should be at the top left-hand corner of the rectangle.

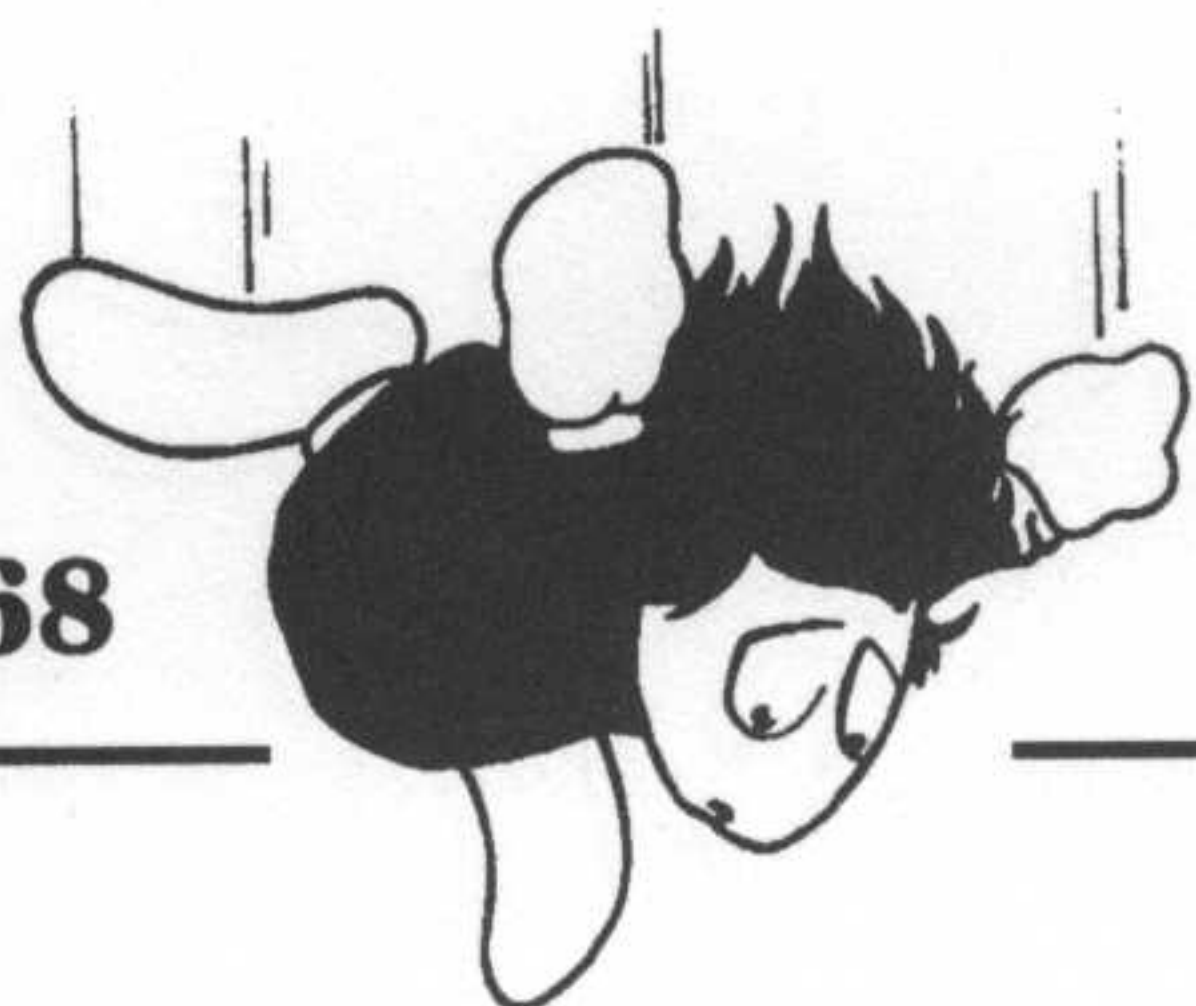




- 3 Bash at **C**.
- 4 Mine at **D** to trap the remainder of the lemmings in the pit.
- 5 Bash at **E**.
- 6 Build at **F**. The builder may turn around. If he does, make him build in the tunnel to turn him back.
- 7 Bash at **G**.
- 8 Bash or mine at **H**.
- 9 Bash to the left at **I** to release the lemmings. Be careful! If this lemming doesn't start bashing at the uppermost left-hand corner, he'll continue bashing too far. Just have him build to stop him from bashing as he gets to the chamber under **C**.

For additional challenge, you can try getting the lemmings to go into the upper exit!





Taxing 18 — Tribute to M.C. Escher

Access Code: DLGIKMMOGU

Statistics

75 lemmings

86 percent to be saved

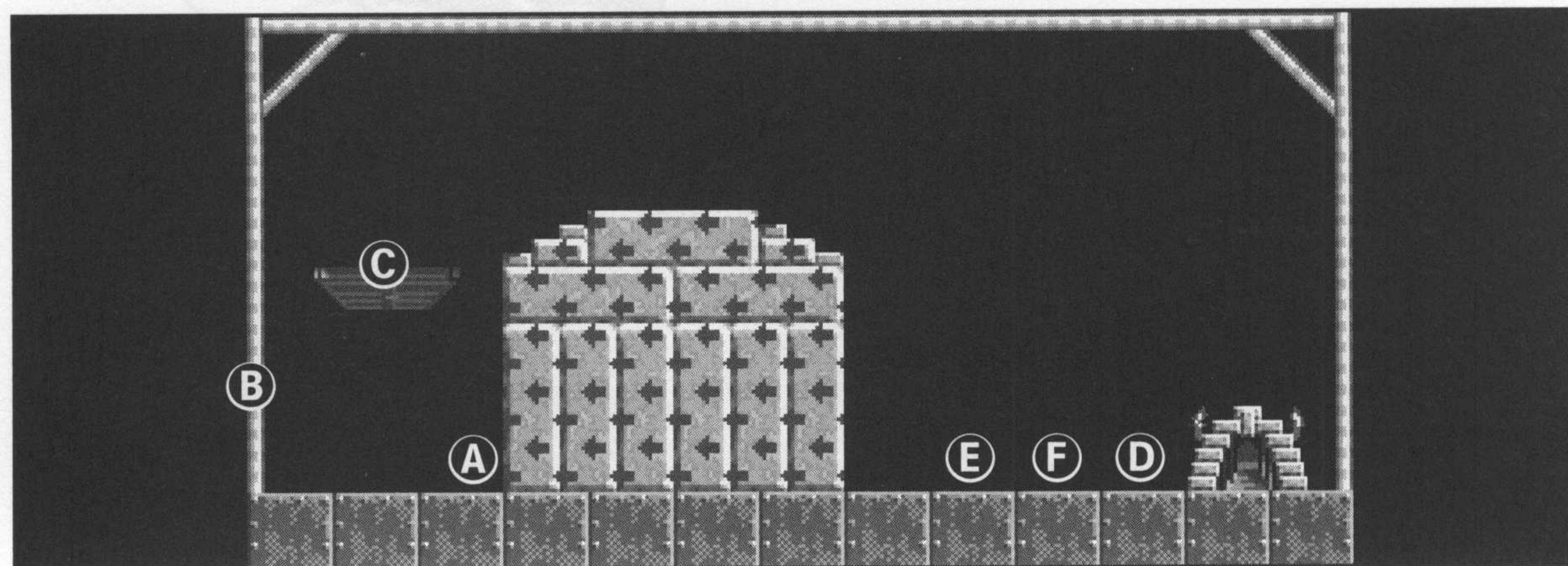
Release rate 50

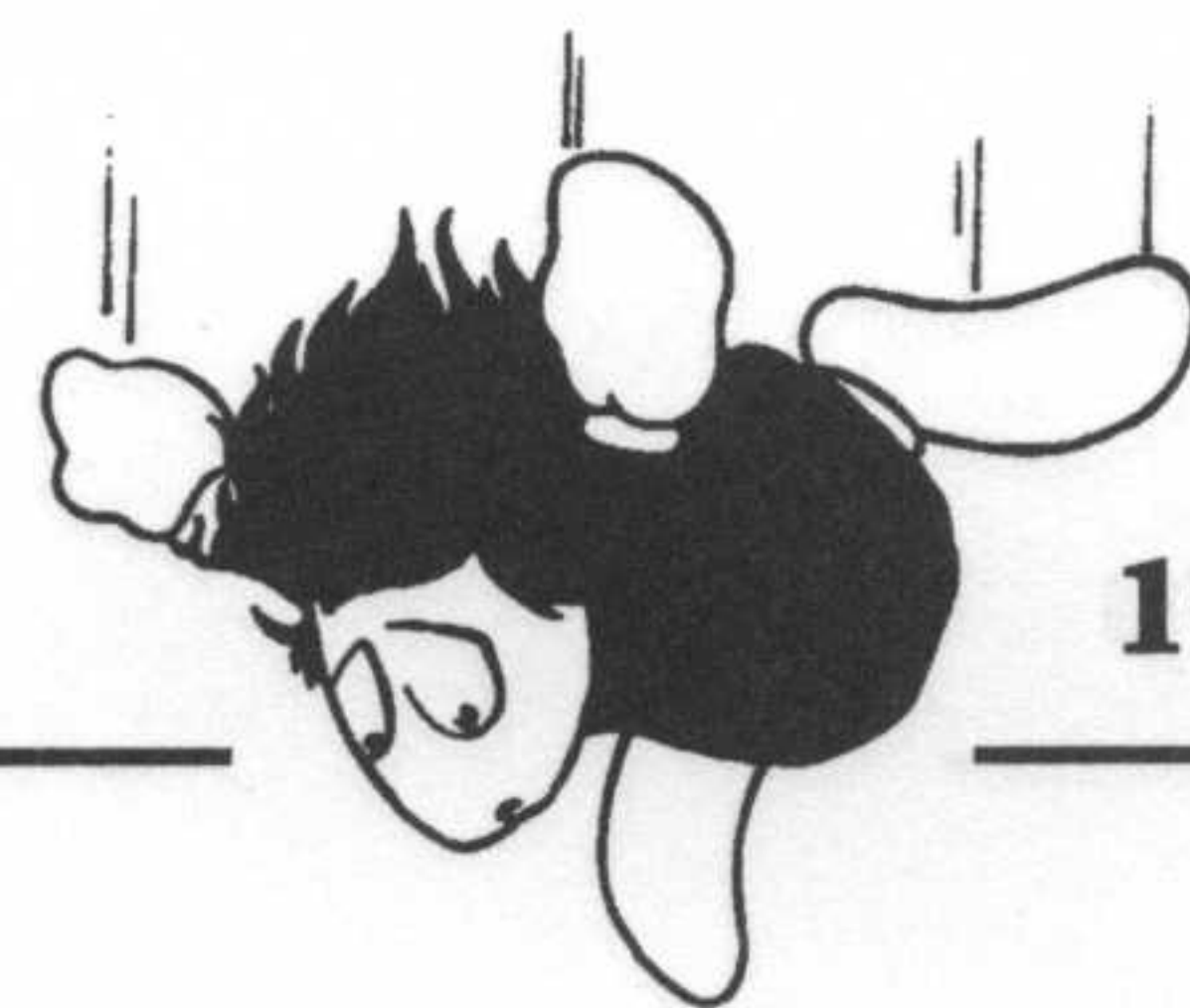
5 minutes

This tribute to the famous artist requires that you build some zig-zaggy bridges to get over the one-way barrier and then have a lemming shorten the fall off of the right side. The one-way barrier remains intact throughout this level, since we use the basher elsewhere.

Solution

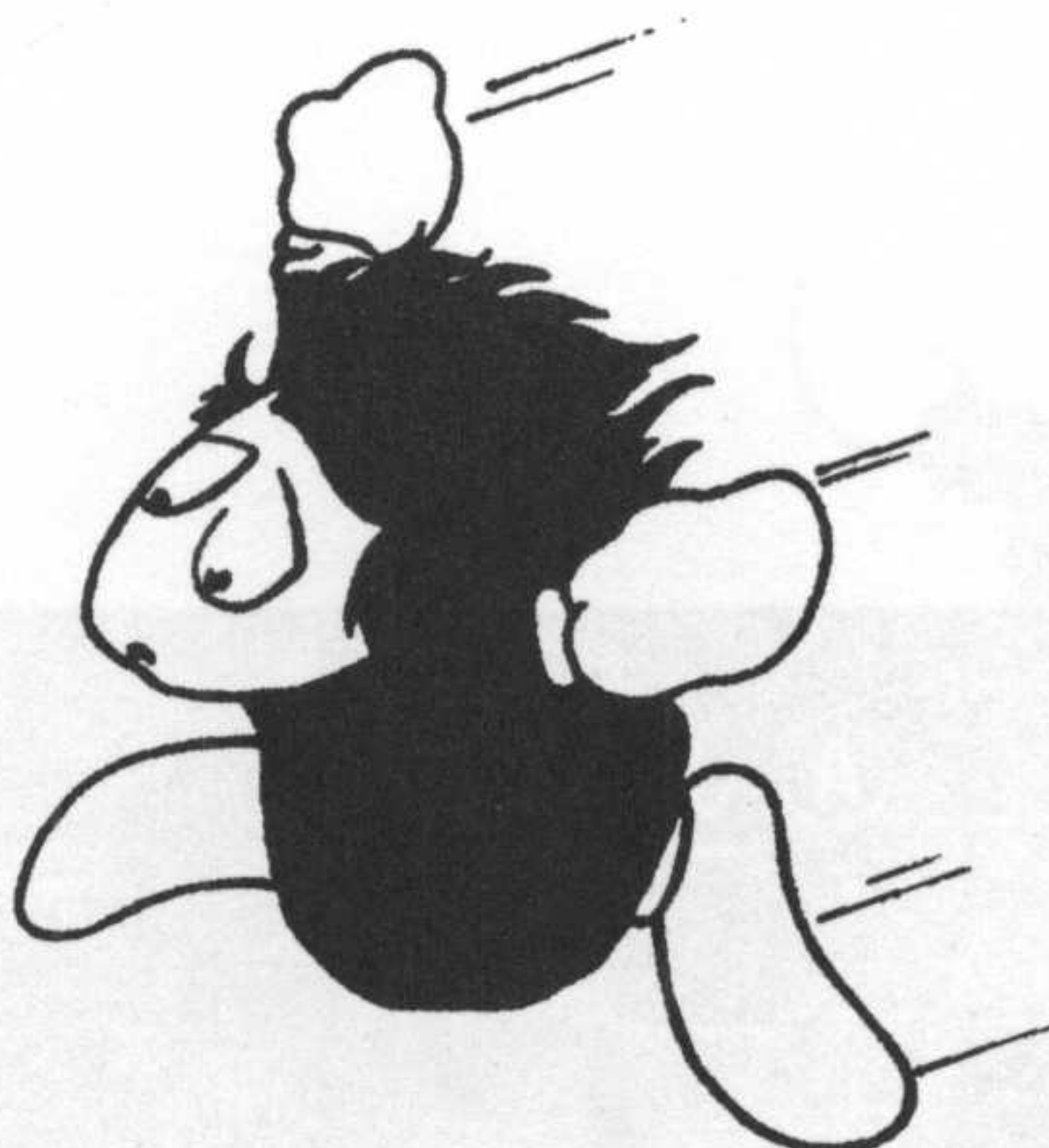
- 1** Build from **A** to the left. This builder should start as far over to the right as possible.
- 2** Increase the release rate to 99.

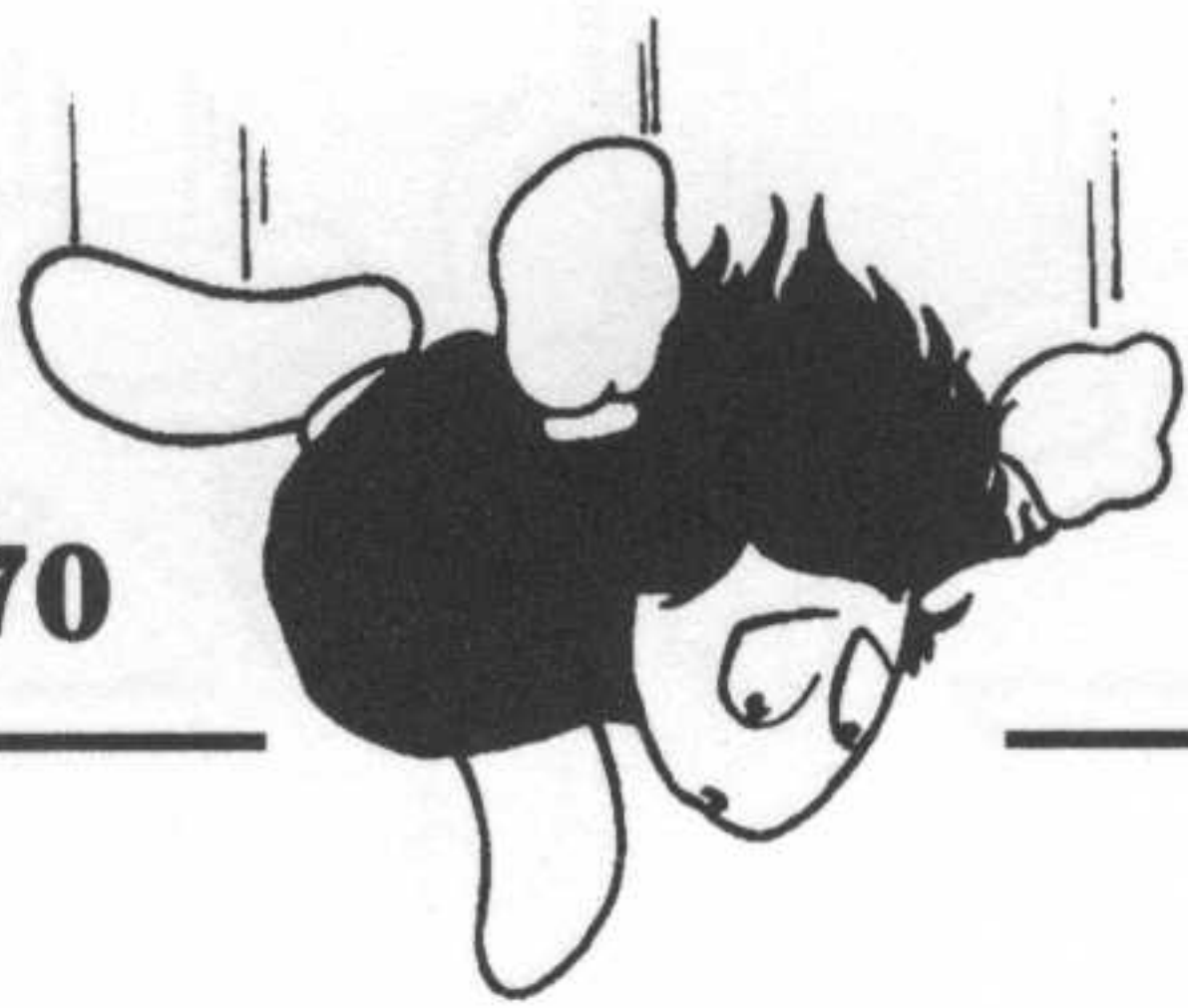




- 3 Build from **B** back to the right. Again, make the builder as soon as the lemming turns towards the right.
- 4 Bash through the bridge at **C** to isolate the builder.
- 5 Make the builder a floater.
- 6 Build from **D** to the right-hand wall. This will take two bridges.
- 7 Build from **E** to the left to make a safe landing for the lemmings.
- 8 Rebuild the bridge at **C** to send the lemmings over the obstacle.
- 9 Make a bomber at **F** to open a hole to the exit.

The tribute to M.C. Escher mentioned on this level goes no farther than the name: the graphics on this level itself have nothing to do with Mr. Escher's bizarre artwork.





Taxing 19 — Bomboozal

Access Code: NGCOLMDPGU

Statistics

70 lemmings

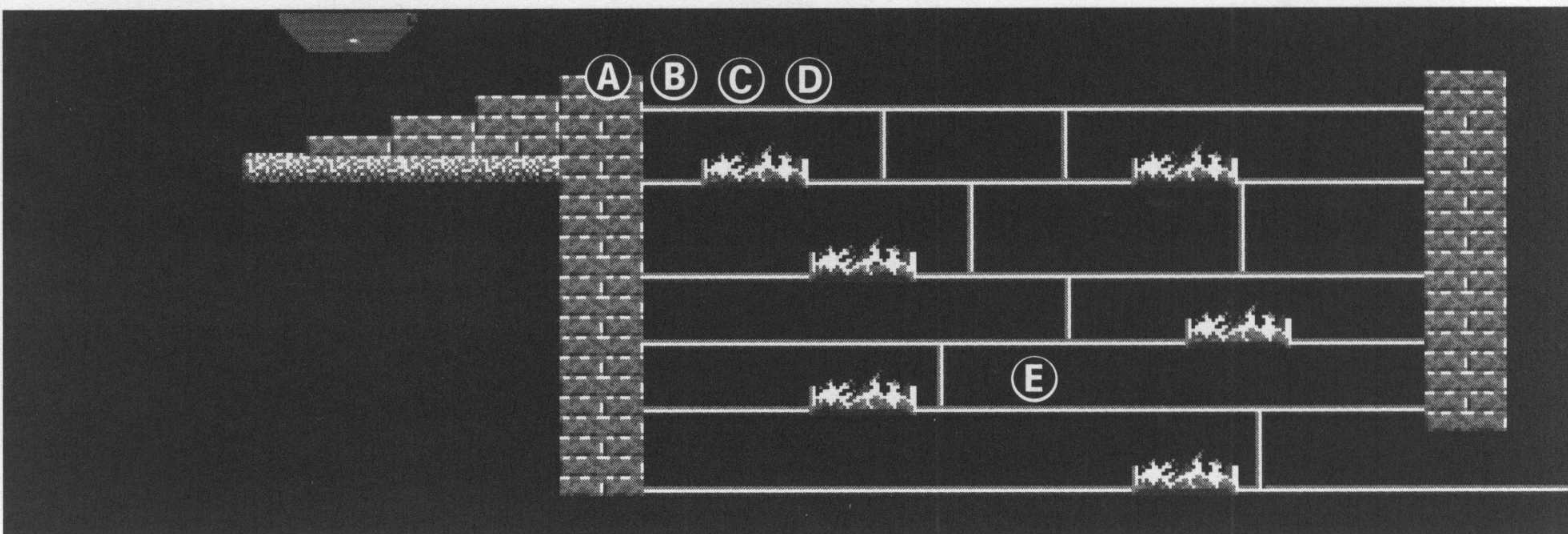
91 percent to be saved

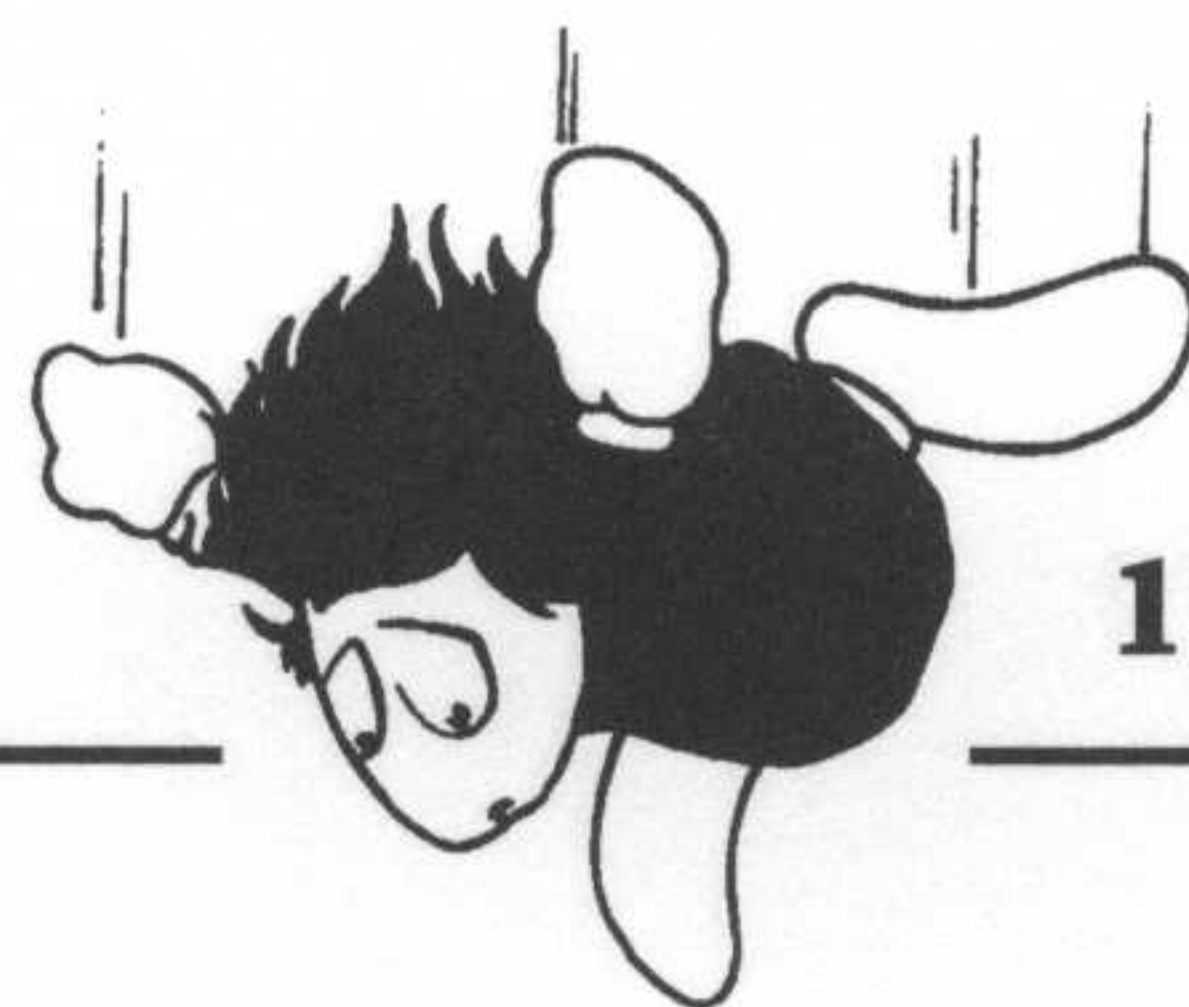
Release rate 80

2 minutes

Timing is absolutely critical on this level! Using bombers as excavators, we'll be able to descend through the various levels. Since we don't have blockers to stop the lemmings by bombing them, we'll have to make them bomb with just the right amount of lead time so that they'll blow their way through the ground.

Be careful about making holes one under another. Otherwise, the lemmings may fall too far and splat at the bottom!

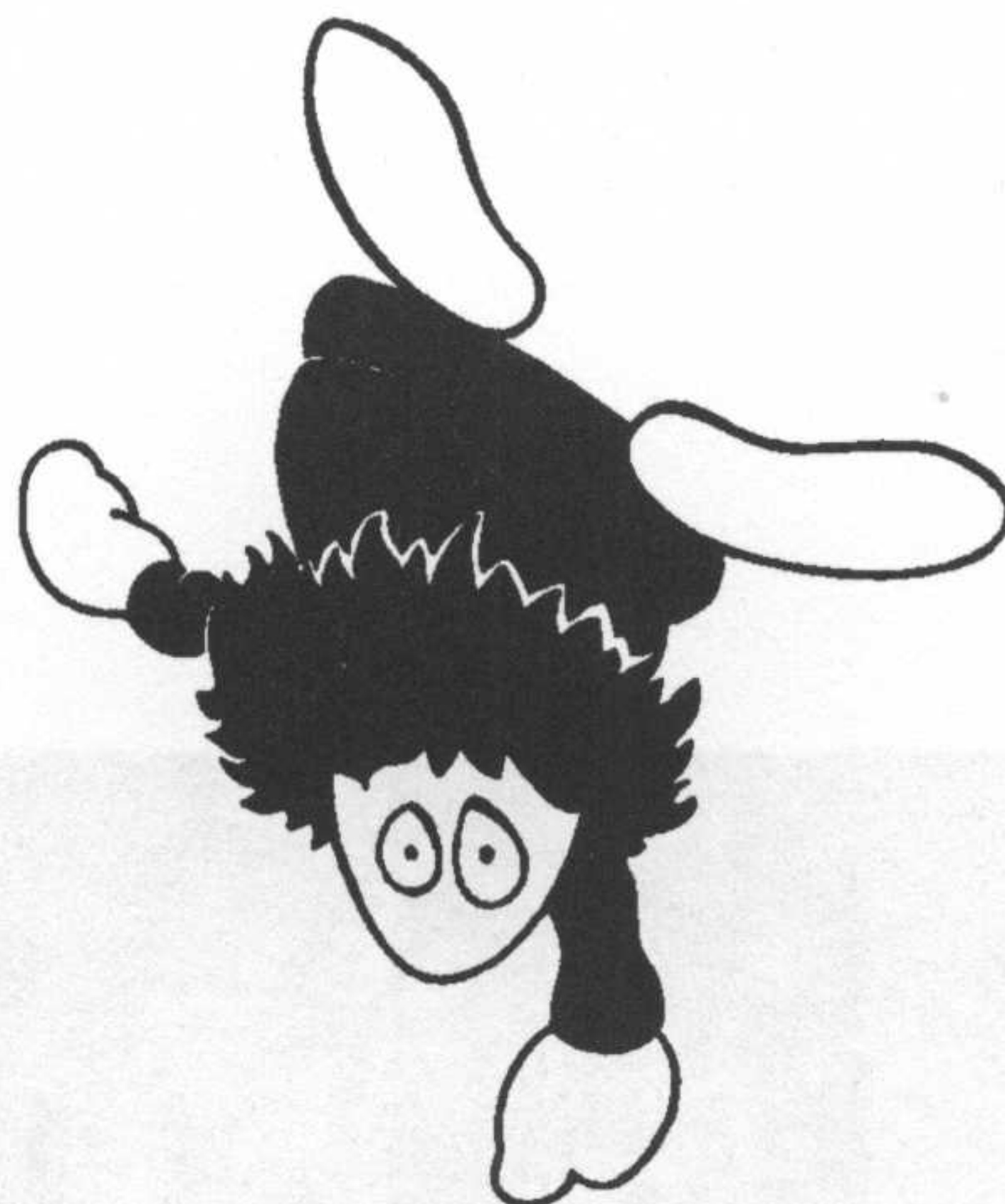


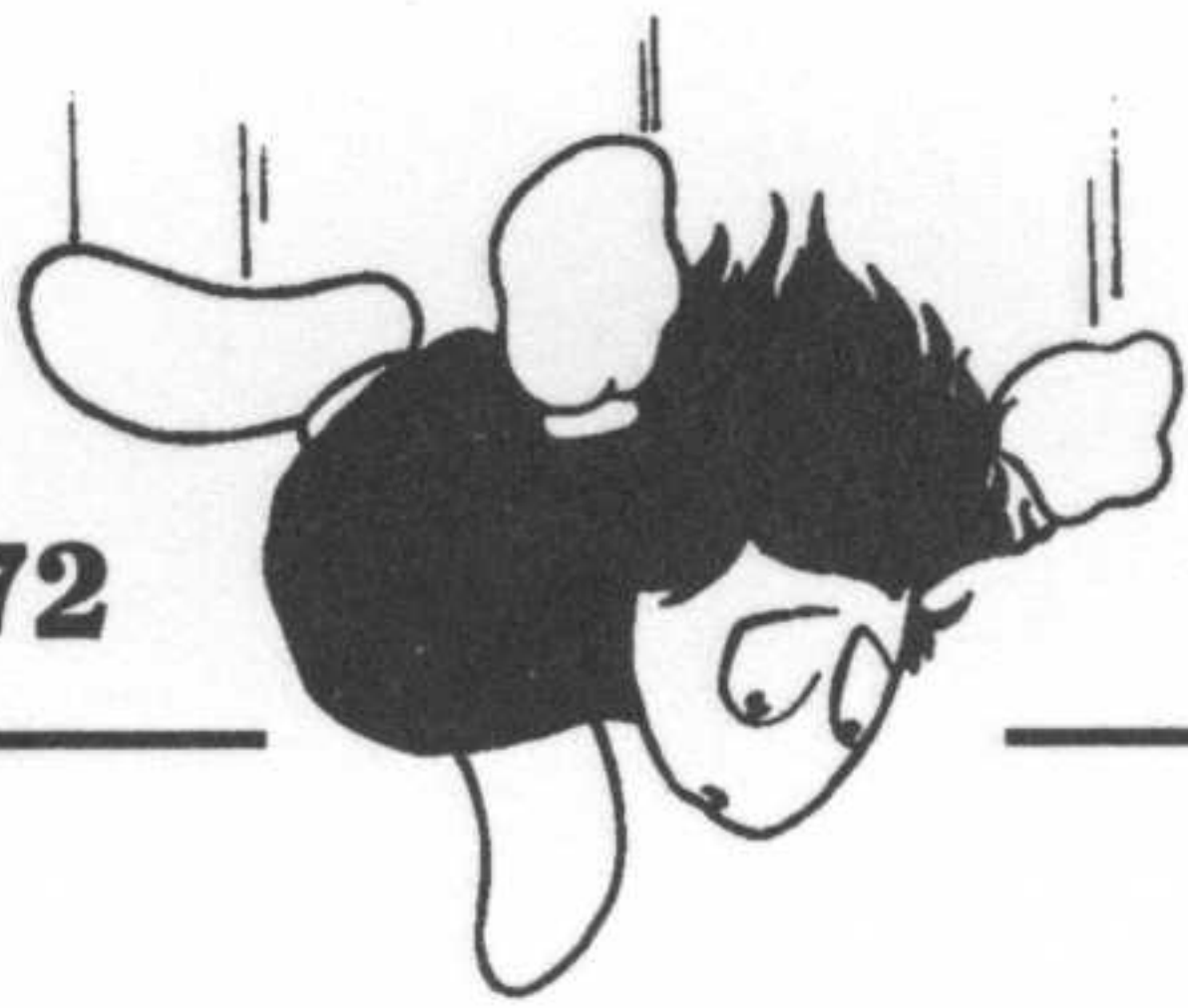


Solution

- 1 Bomb at **A**.
- 2 Bomb at **B**.
- 3 Bomb at **C**.
- 4 Bomb at **D**.
- 5 Bomb at **E**, with a lemming who is walking to the right.

This second appearance of this level is far more difficult than the first, since the position of the lemming when you click on him to bomb is absolutely critical. You'll have a good feeling for how far a lemming walks before he bombs before you're done with this level!





Taxing 20 — Walk the web rope

Access Code: GMOMOMJQGX

Statistics

Amiga:

90 lemmings

88 percent to be saved

Release rate 50

5 minutes

PC and Macintosh:

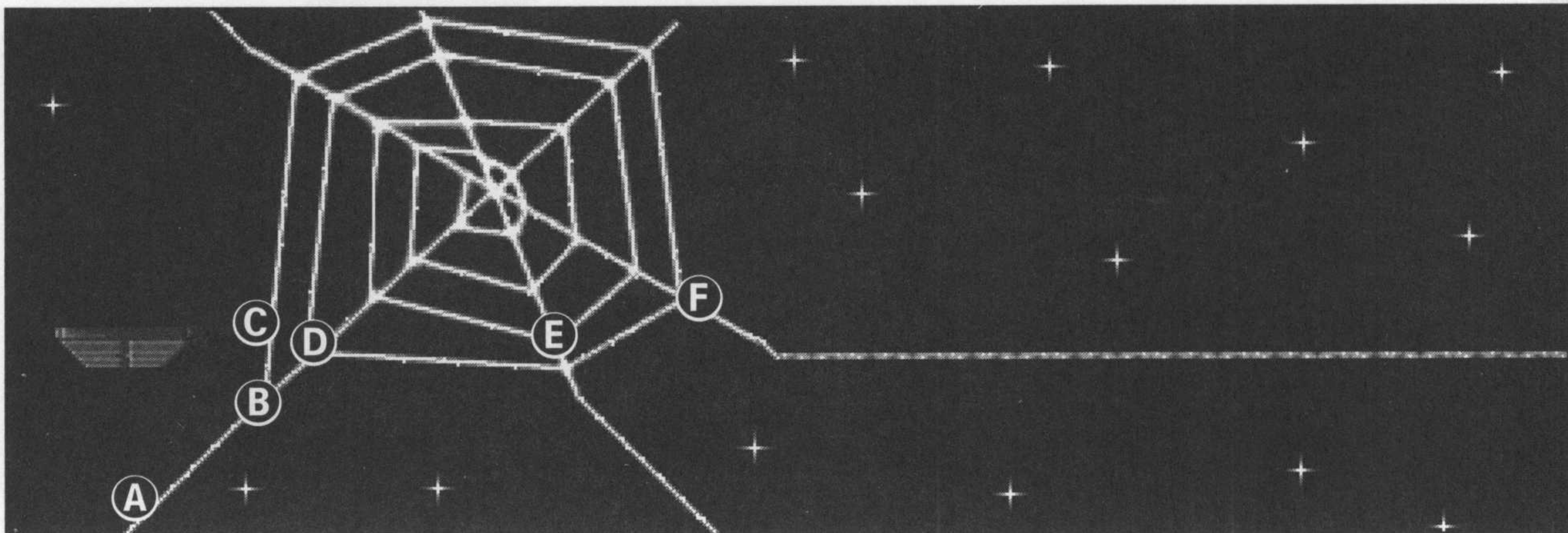
80 lemmings

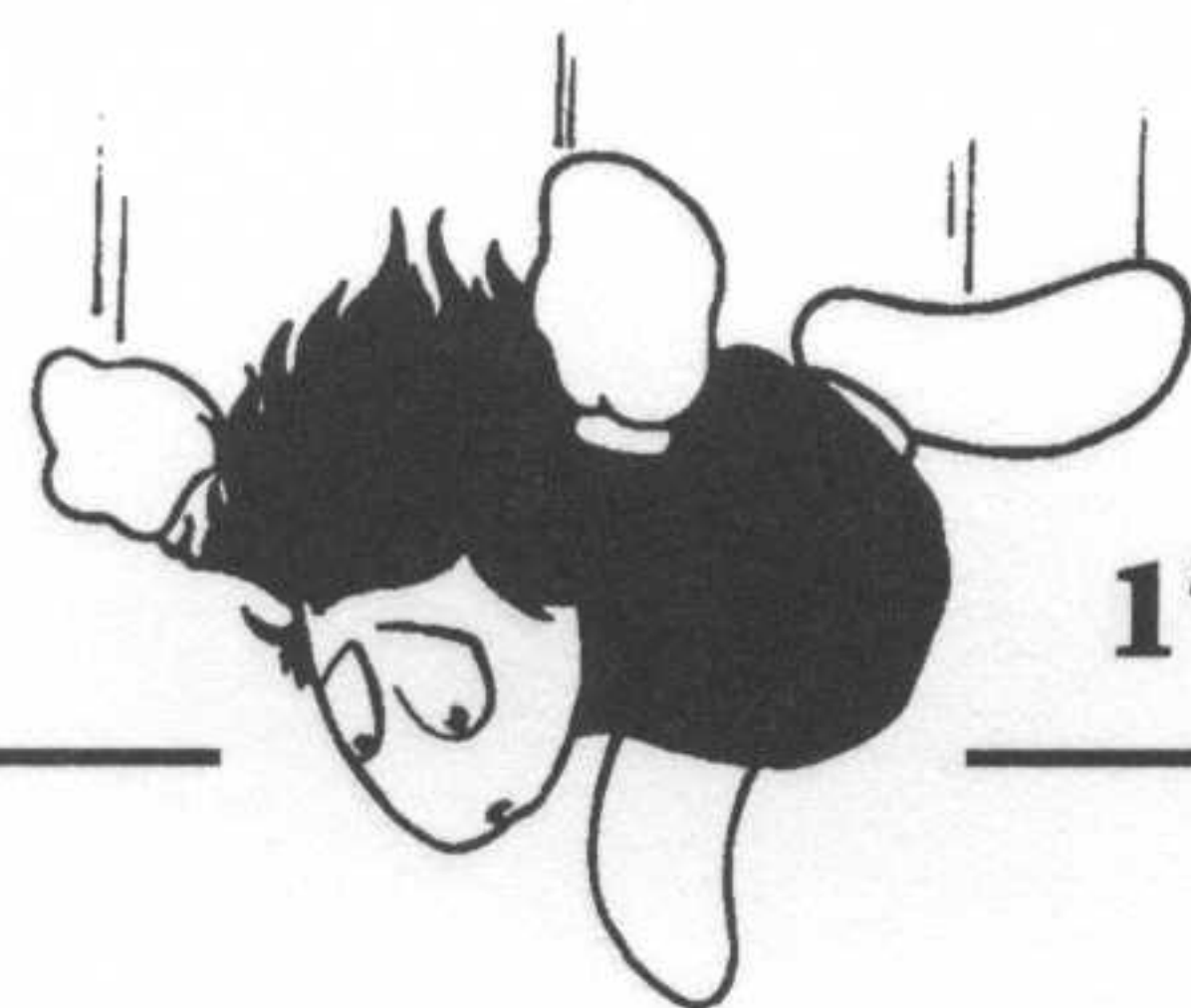
87 percent to be saved

Release rate 50

5 minutes

You'll have to keep a tight rein on your digging lemmings here! They'll just dig their way right off of the screen without your help. Beware of the thin walls and the tightrope between the large webs here, too.

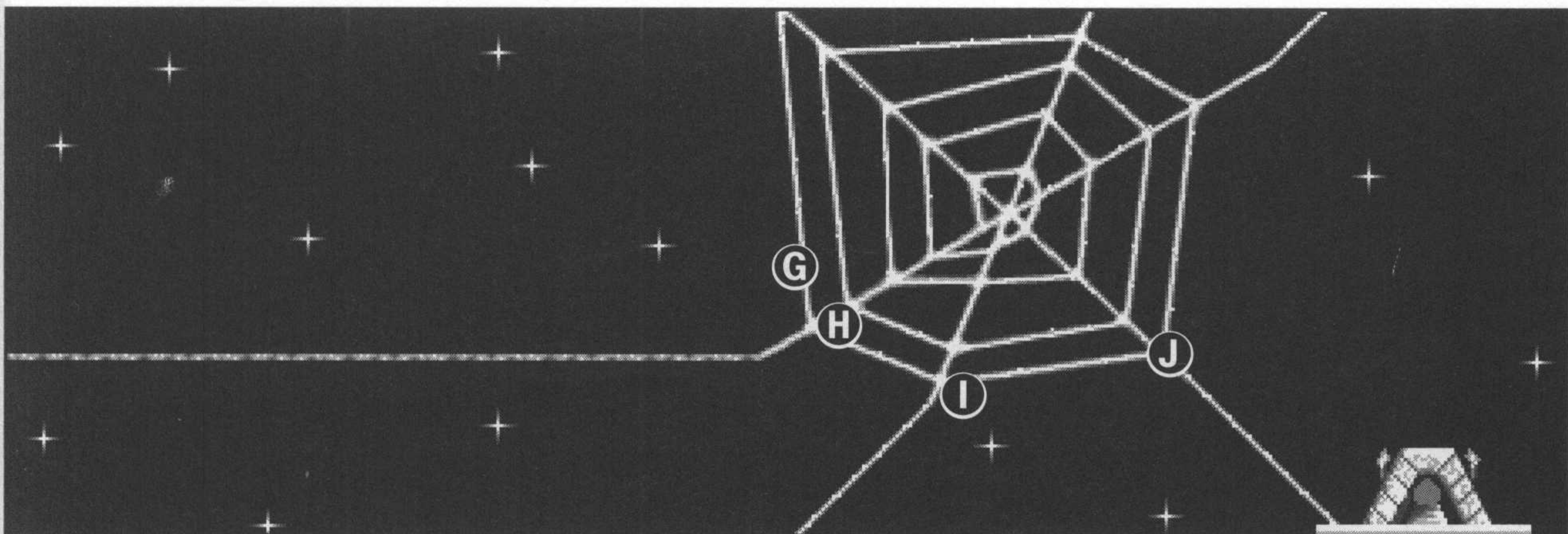


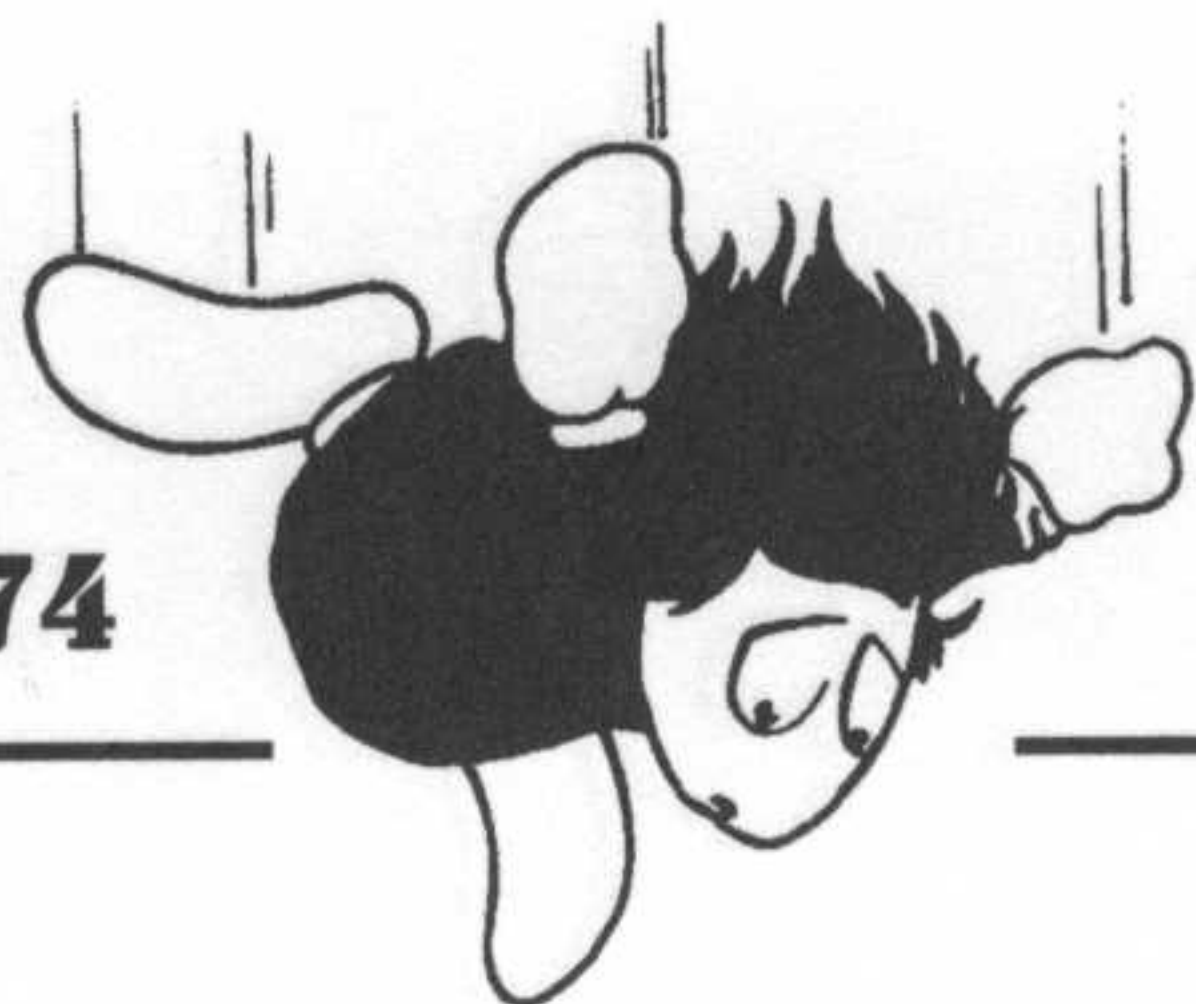


Solution

- 1 Block at **A**, directly where the lemmings land.
- 2 Build to the left at **B**. After 6 tiles, make the builder a blocker.
- 3 Build from the blocker to **C**. Don't worry about building the wrong way, because the builder will hit the blocker and turn to the right.
- 4 Bash at **C**, **D**, **E**, and **F**.
- 5 While the lemmings are walking across the web rope, increase the release rate to 99.
- 6 Bash at **G**.
- 7 Mine at **H**.
- 8 Bash at **I** and **J**.
- 9 Once all your lemmings are out, bomb the blocker to end the level.

I'd hate to meet the spider who spun THIS web!





Taxing 21 — Feel the heat!

Access Code: GCKJNOHBHX

Statistics

20 lemmings

100 percent to be saved

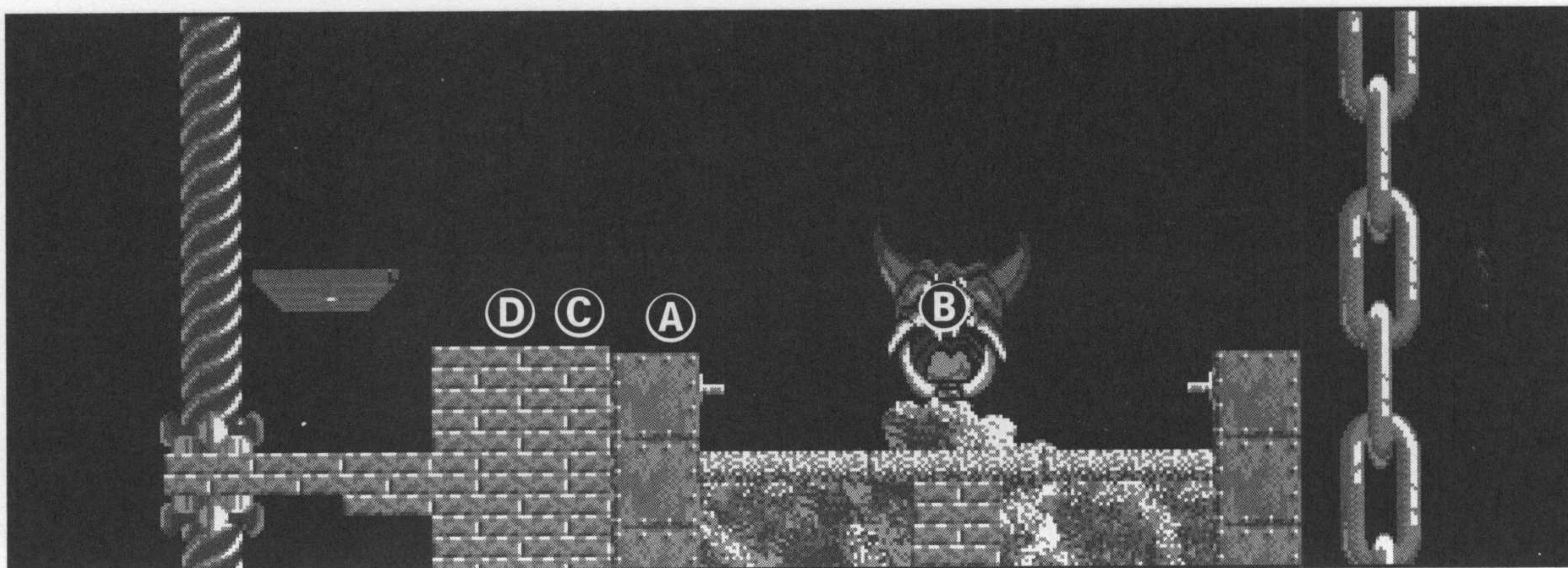
Release rate 70

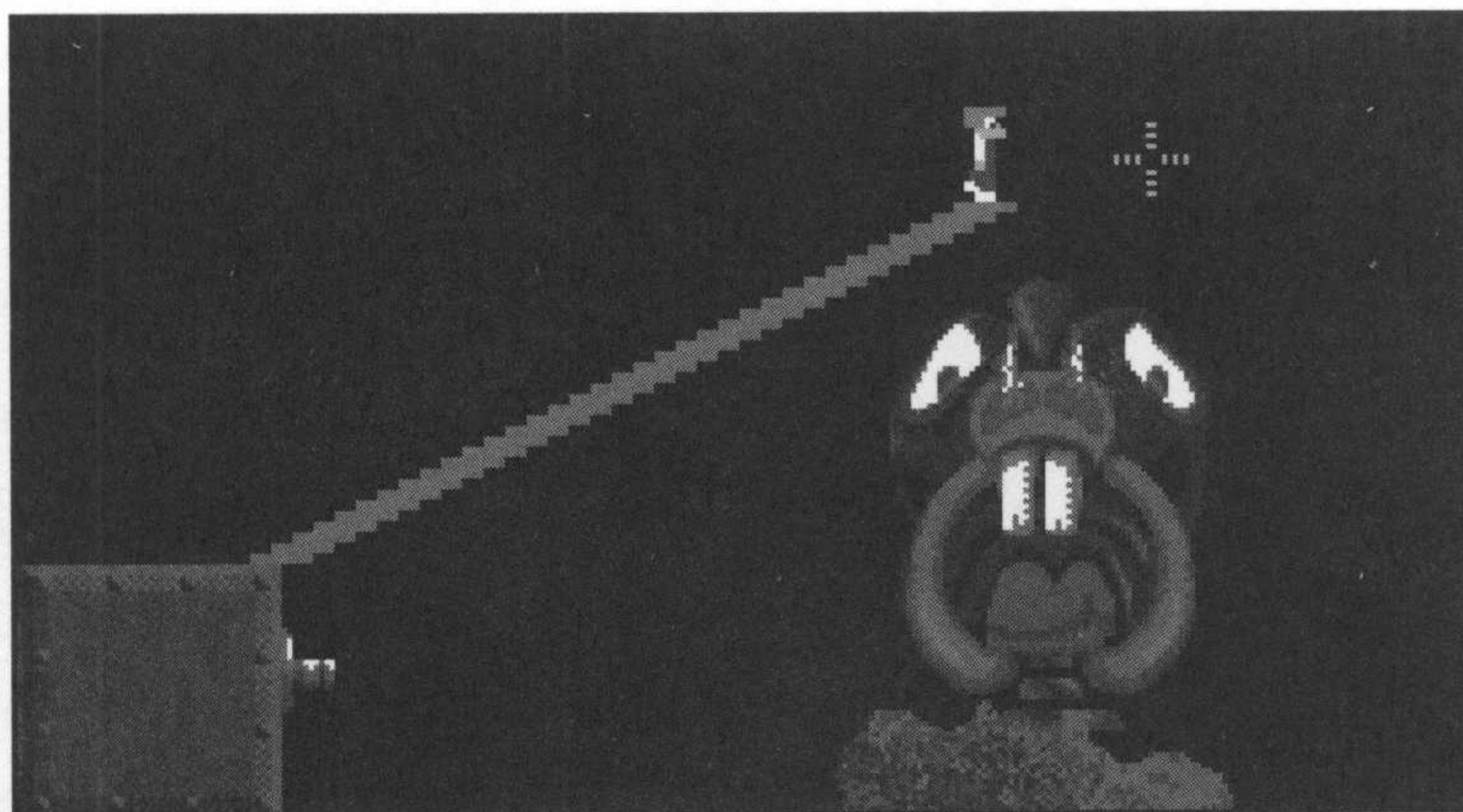
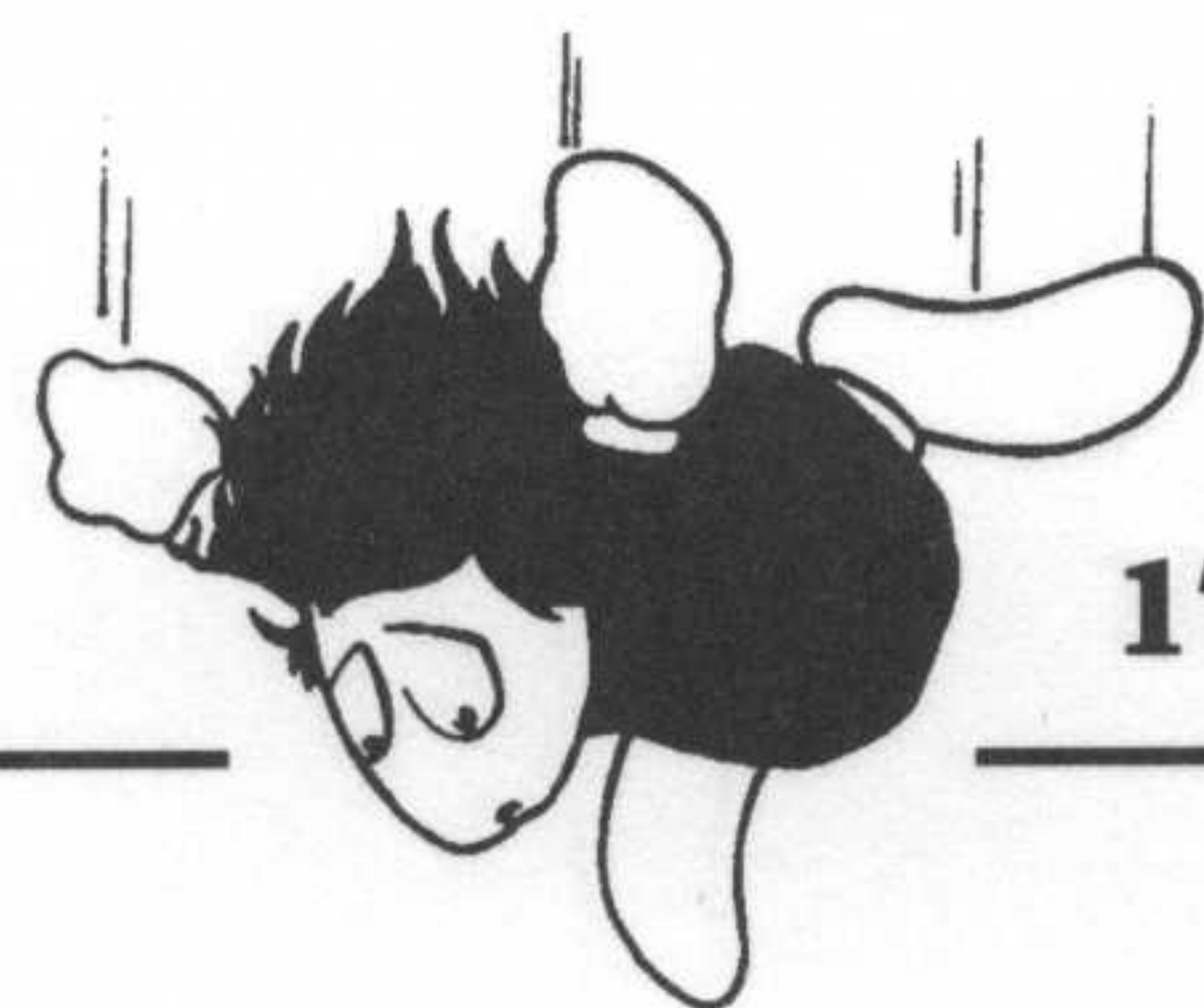
2 minutes

The trick here is that you must build your bridge just to the point between the flames so the lemmings can drop down and exit immediately. It's going to be close, so close that your lemmings' fur may get a bit warm!

Solution

- 1 Send a climber up the wall.

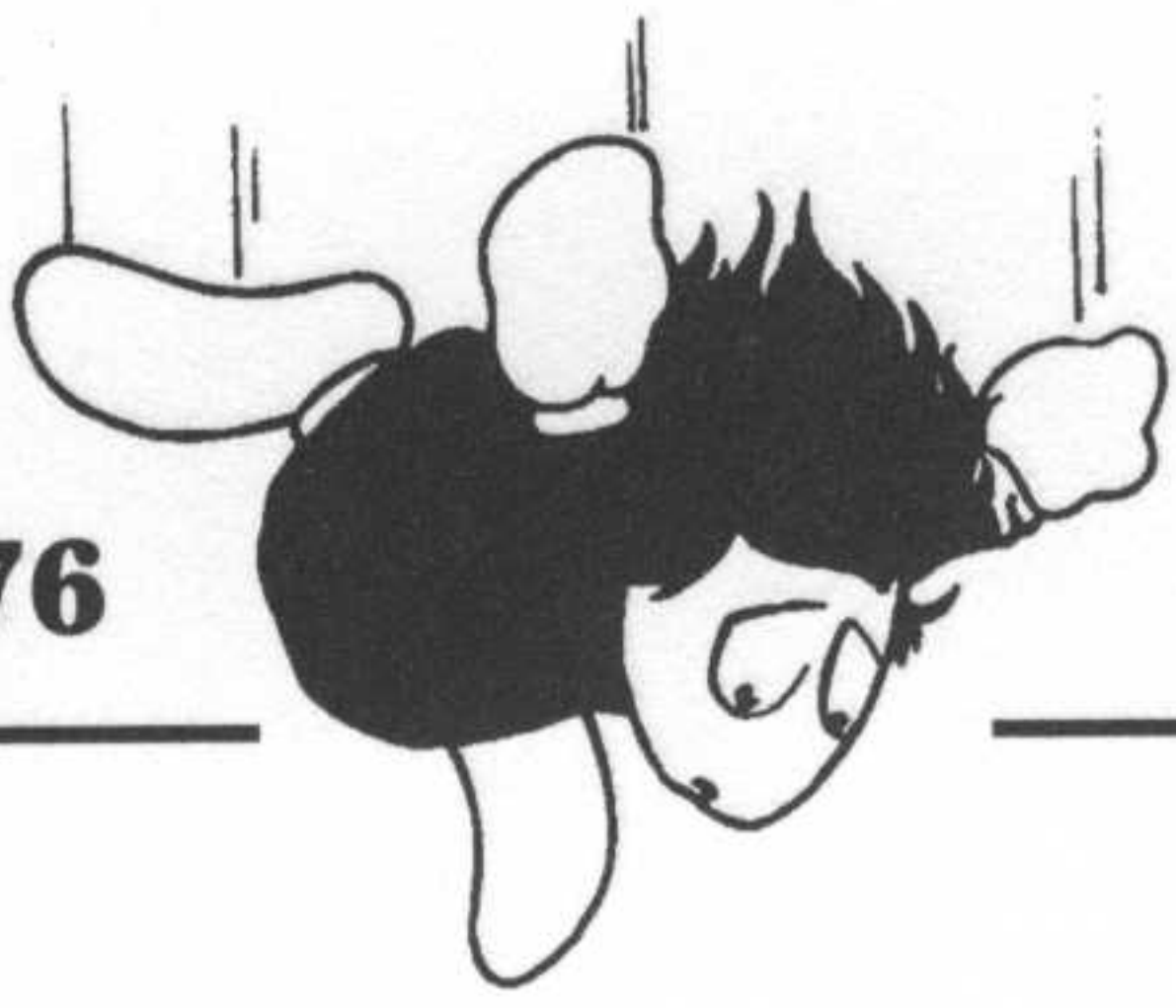




- 2 Build at **A**. On the third bridge, as your builder is just to the left of the stairs underneath the exit, bash to make him stop building (this point is denoted as point **B**). He should fall down and immediately hop into the exit.
- 3 Send another climber up the wall.
- 4 Make this lemming turn around at **C** by making him dig vertically and build.
- 5 Mine at **D** to free the other lemmings.

There's actually a fair bit of leeway between the two flames for you to sneak the lemmings through. It just looks like they're touching!





Taxing 22 — Come on over to my place

Access Code: IJKLFLGCHX

Statistics

Amiga:

50 lemmings
100 percent to be saved
Release rate 1
3 minutes

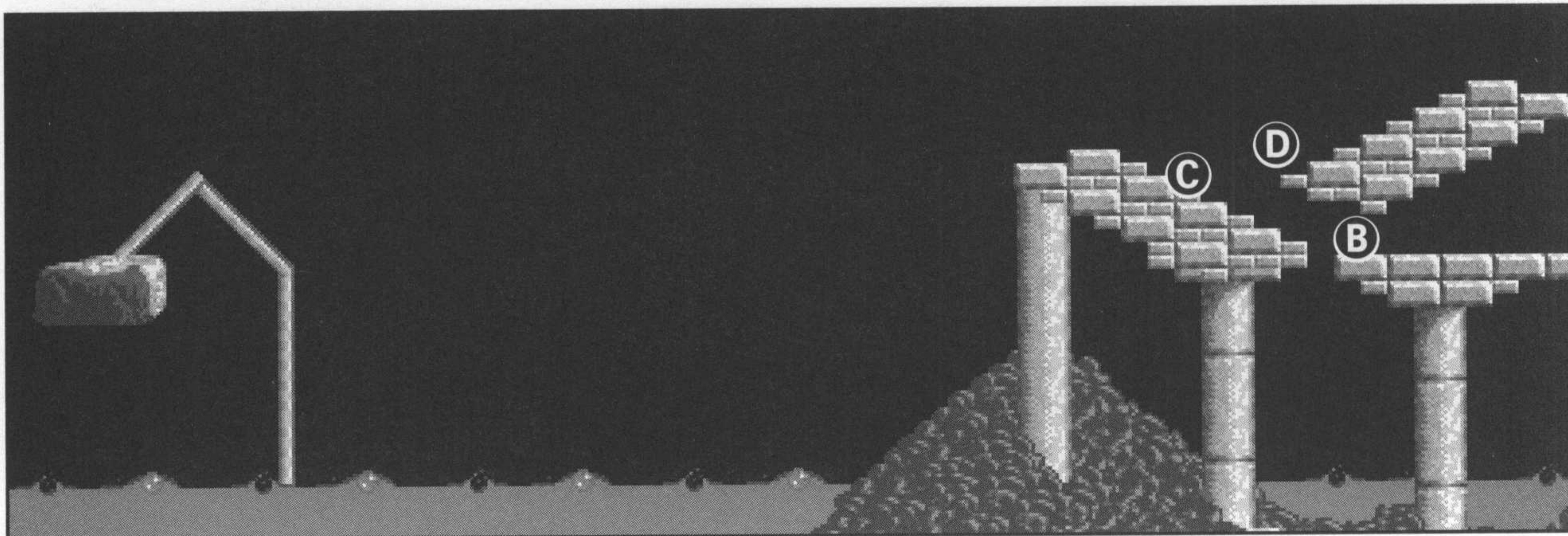
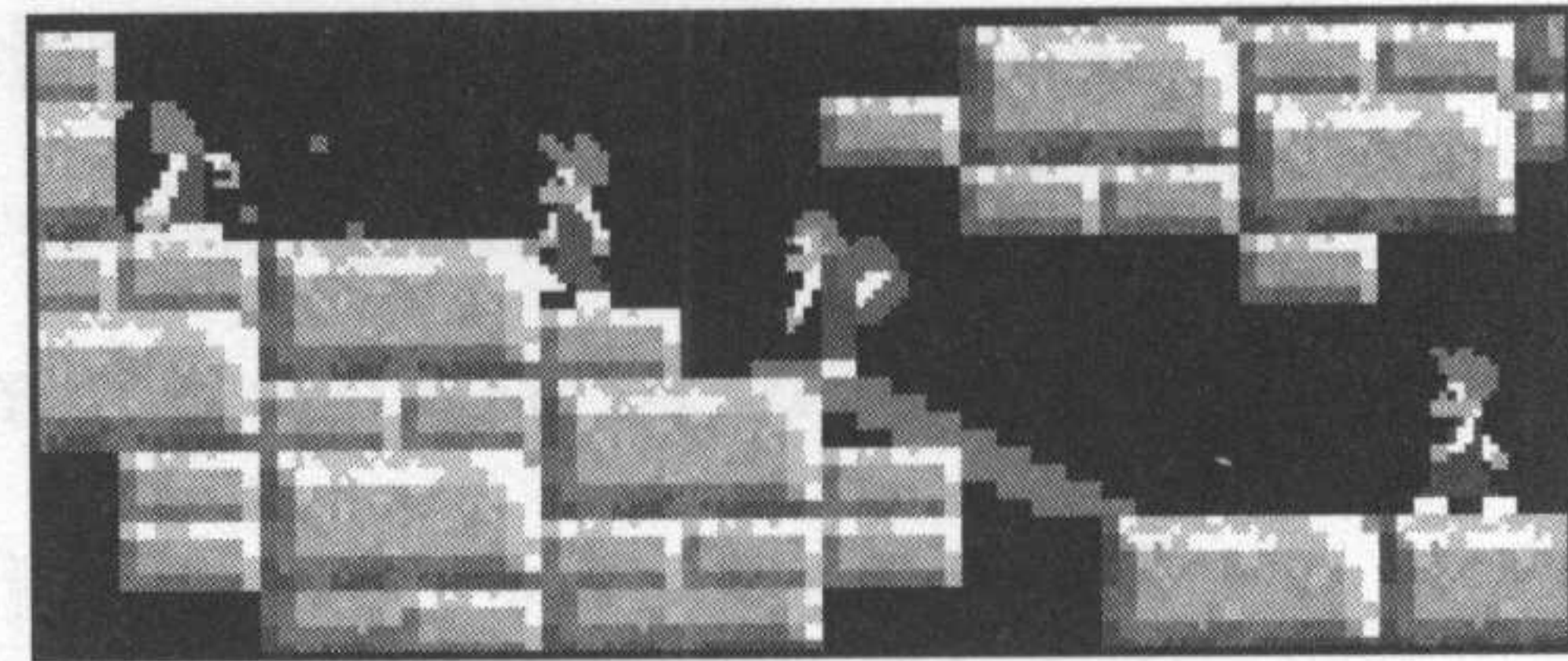
PC and Macintosh:

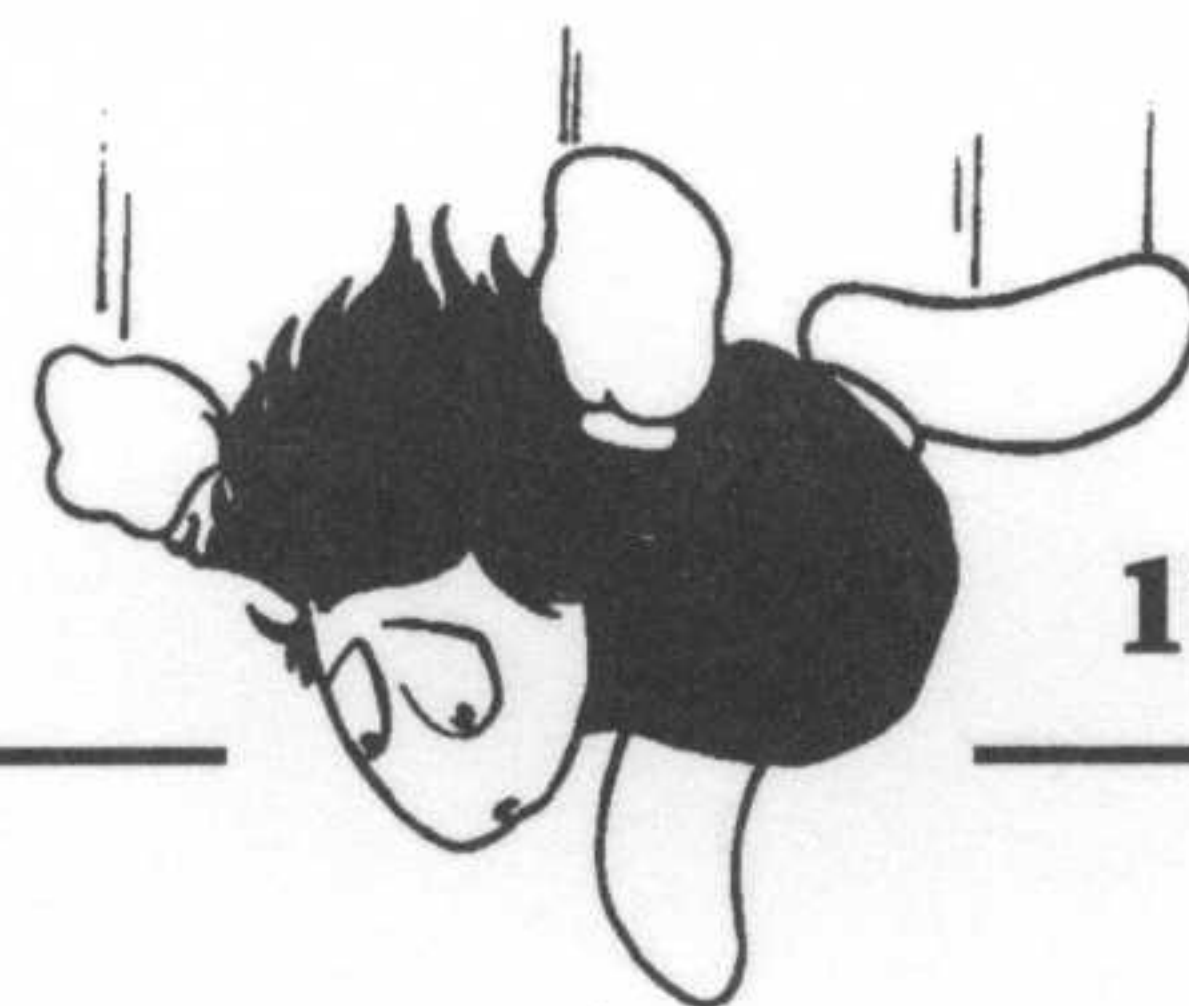
50 lemmings
80 percent to be saved
Release rate 1
5 minutes

Owners of the PC and Macintosh version have an easier time on this level than Amiga owners! PC and Macintosh owners need not follow the steps to save the blocker at the very end, since their goal is only 80 percent.

Solution

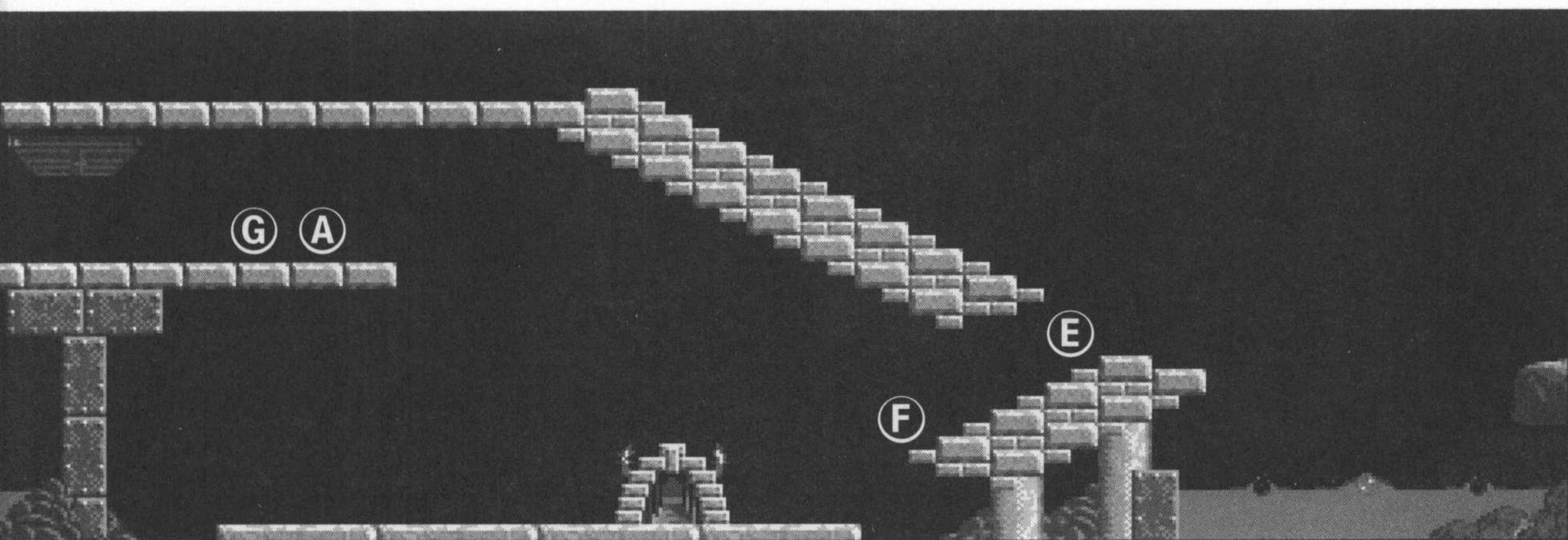
- 1** Make the first lemming a floater, then have the first lemming block at **A**.
- 2** Build at **B**.

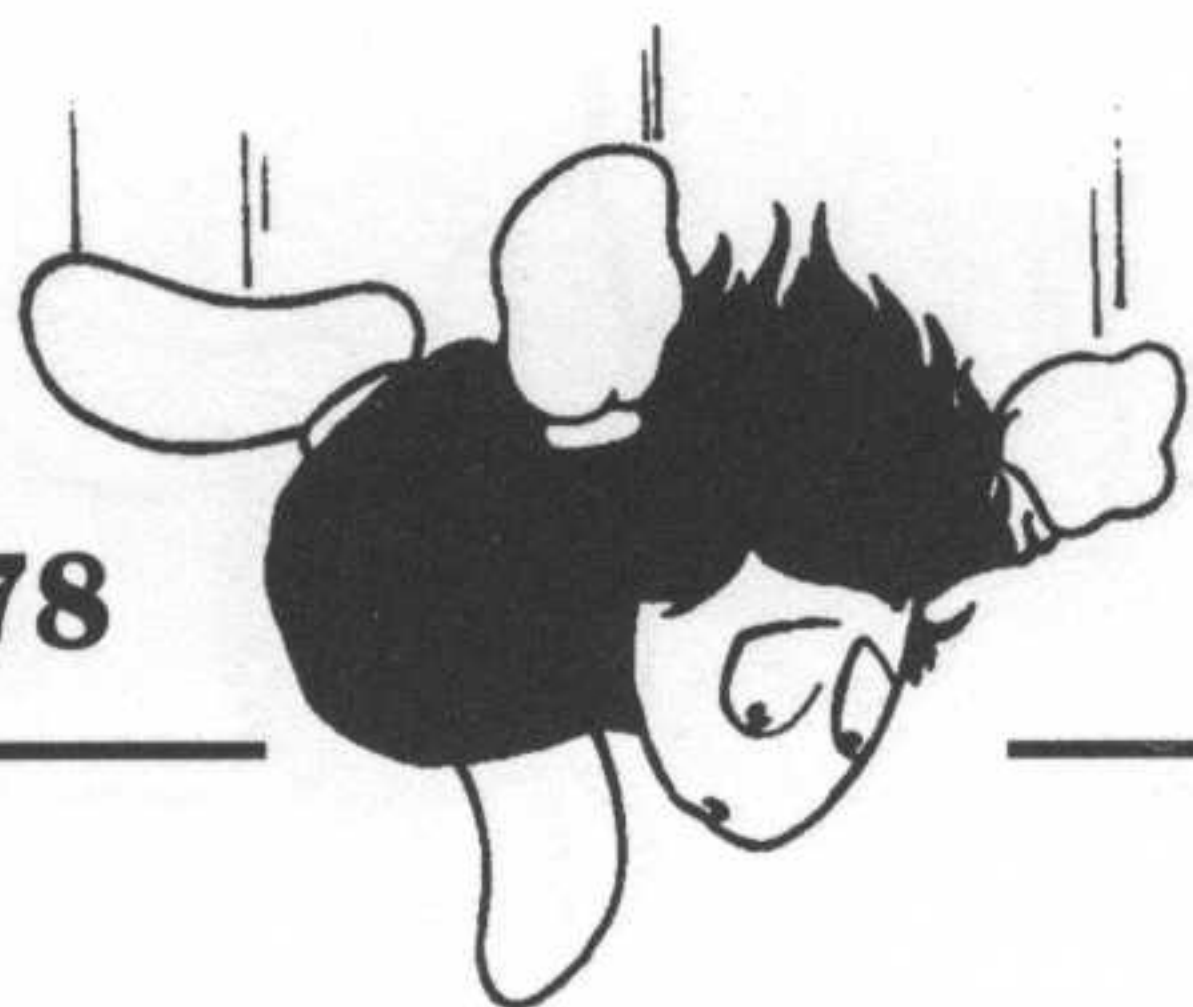




- 3** Bash at **C** for about 10 digs, and then build. The lemming should start bashing just before it makes the jump up the steps. This will stop the lemmings from going over the left edge.
- 4** Build from **C** to **D**.
- 5** Dig away this bridge so only the builder reaches the top.
- 6** Dig at **E**, then build so the lemmings will turn to the left when they come this way.
- 7** Build from **F** to the exit.
- 8** Increase the release rate to 60. Keep track of how many lemmings have come out of the hatch, including the one who has reached the exit.
- 9** Rebuild the bridge from **C** to **D**.
- 10** When the 50th (last) lemming comes out of the entrance hatch, make him a floater.
- 11** As this last lemming approaches the blocker, make him mine at **G**. When he removes the dirt from under the blocker's feet, the blocker will fall down and start walking again. Then he will fall off the left edge and float to the exit. The miner will break through and float to the exit, too.

Wow, that was certainly the long way around to "My Place!"





Taxing 23 — King of the castle

Access Code: NKLFLGCDHW

Statistics

Amiga:

100 lemmings
95 percent to be saved
Release rate 40
5 minutes

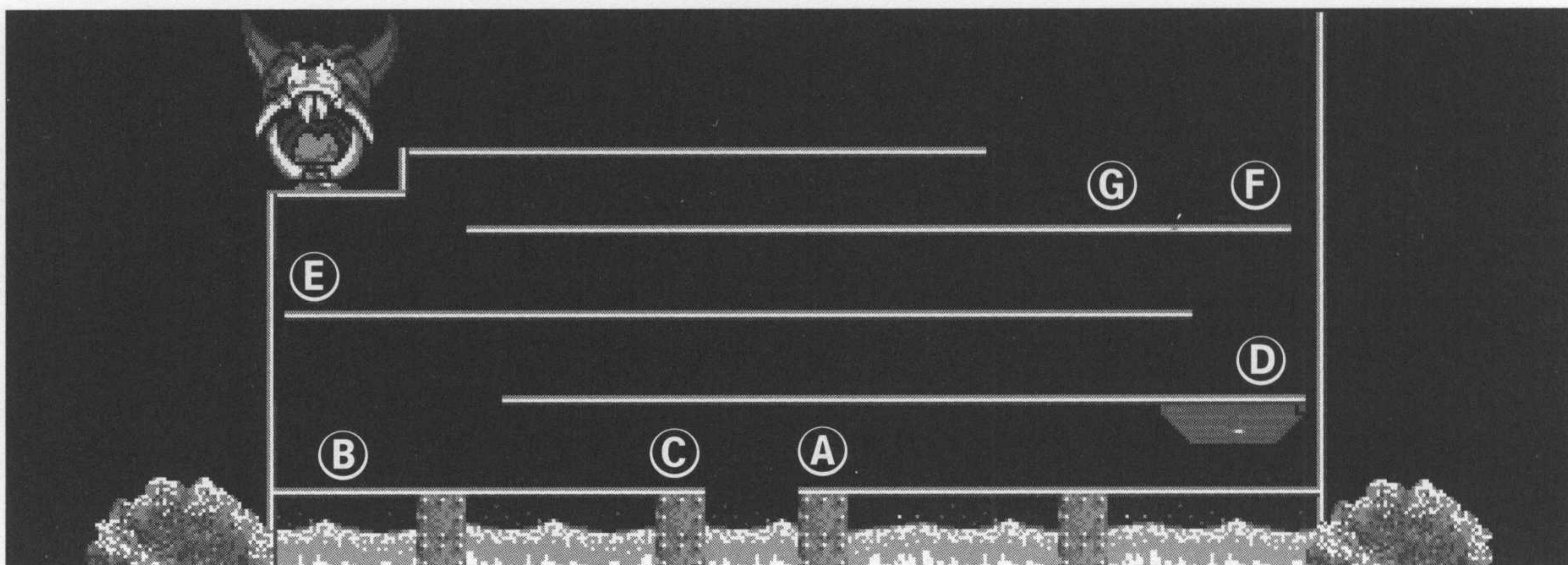
PC and Macintosh:

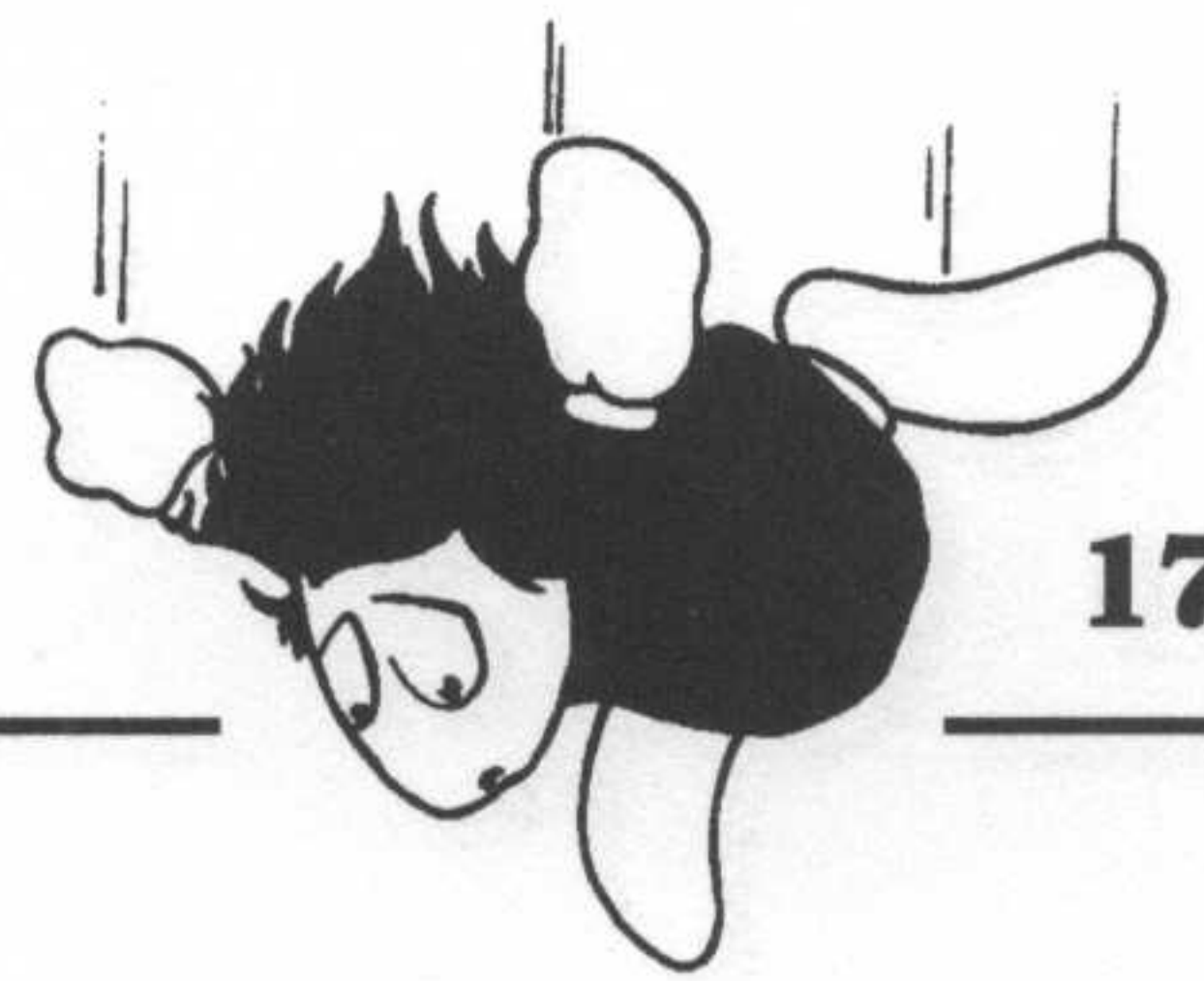
80 lemmings
95 percent to be saved
Release rate 40
5 minutes

Wow! The exit is a long ways from the entrance on this level. There is quite a bit of bridge-building before you get to see the pleasant sight of the lemmings bouncing into the exit! You need to have the lemmings build upwards through all the platforms to get them home.

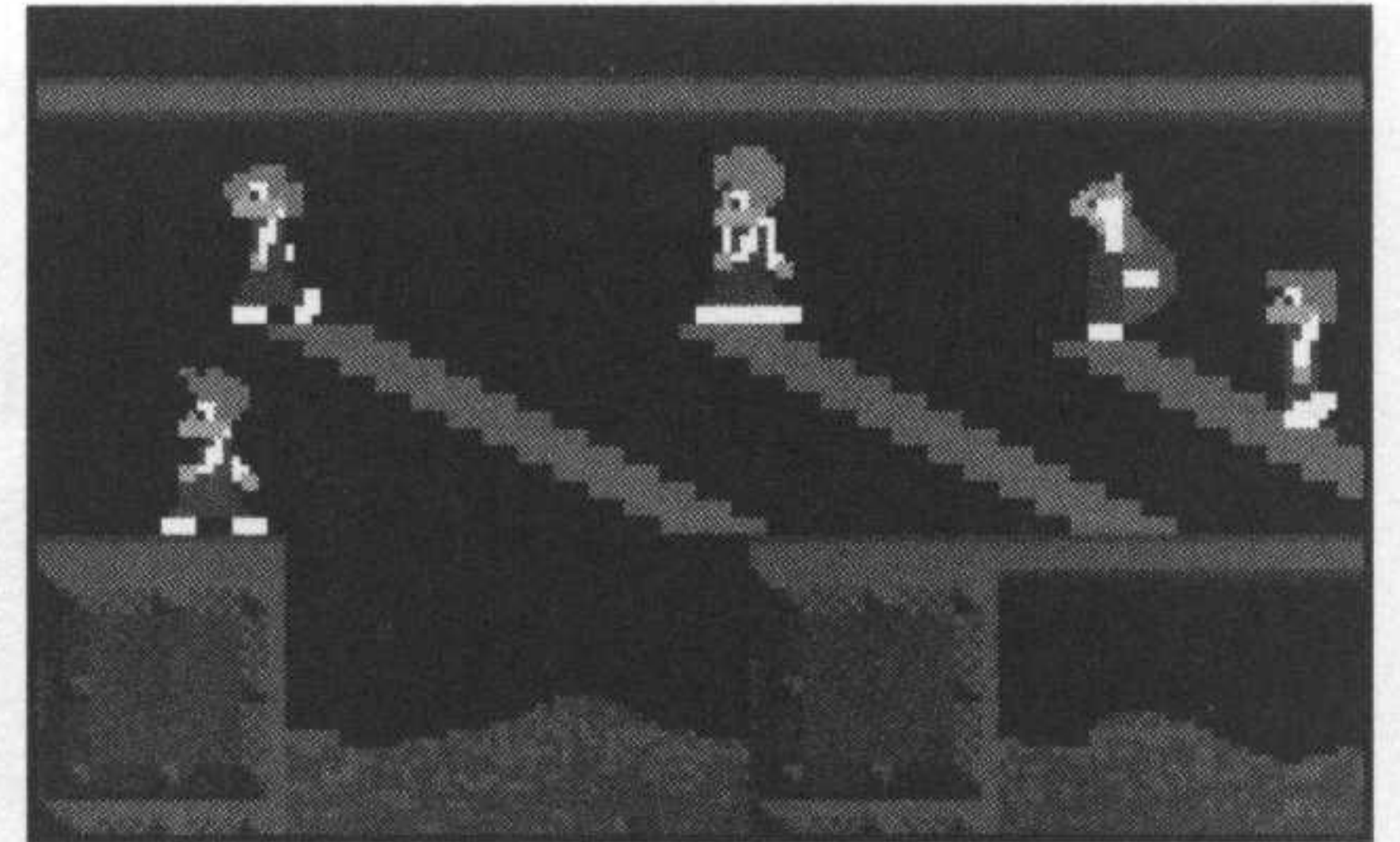
Solution

- 1 Make the first lemming build on the edge of the pit at **A**. If you do this right at the edge, one bridge will span the gap. As soon as you make him build, make the next four lemmings build to slow them down.

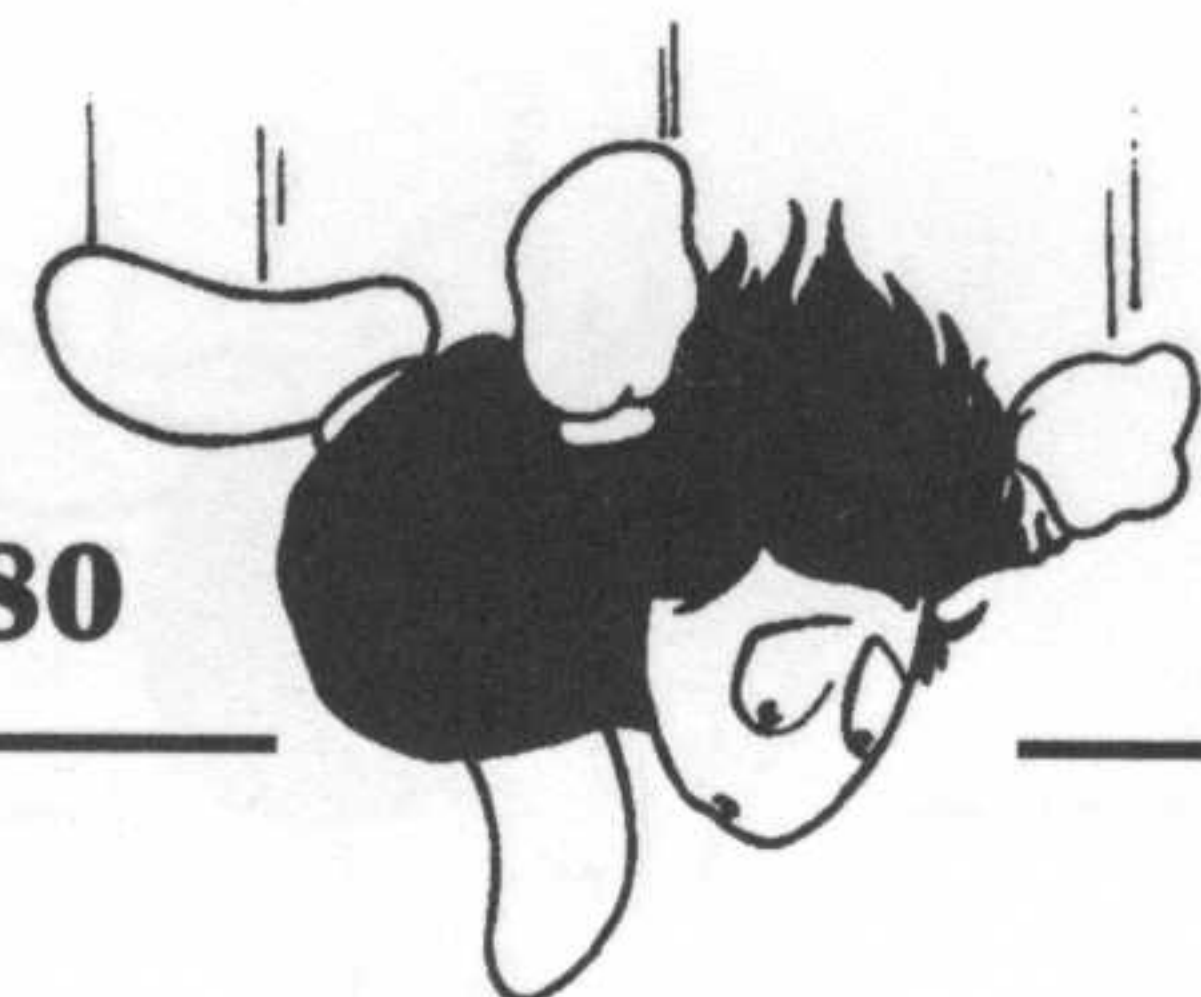




- 2** When the first two lemmings hit the far wall and turn, make the second lemming build to the right at **B**.
- 3** When the first lemming reaches the gap, make him build at **C**. After a few tiles he will hit his head and turn around.
- 4** When the next few lemmings come up this bridge at **C**, make them build. They will lay down one tile and turn around. Eventually they will seal off the gap.
- 5** Finish the bridge at **B**. This should take a total of two bridges.
- 6** Build from **D** to the wall, then back to the next level. This will require three bridges.
- 7** Build from **E** to the wall, then back to the next level. This will use three bridges.
- 8** Build from **F** to the right, into the wall.
- 9** Build from **G** to the left, to the exit. This should take two bridges.



That wasn't so bad! A little practice at bridge-building never hurt anyone, either human or lemming!



Taxing 24 — Take a running jump . . .

Access Code: HLFLGINEHK

Statistics

Amiga:

100 lemmings

99 percent to be saved

Release rate 50

3 minutes

PC and Macintosh:

80 lemmings

98 percent to be saved

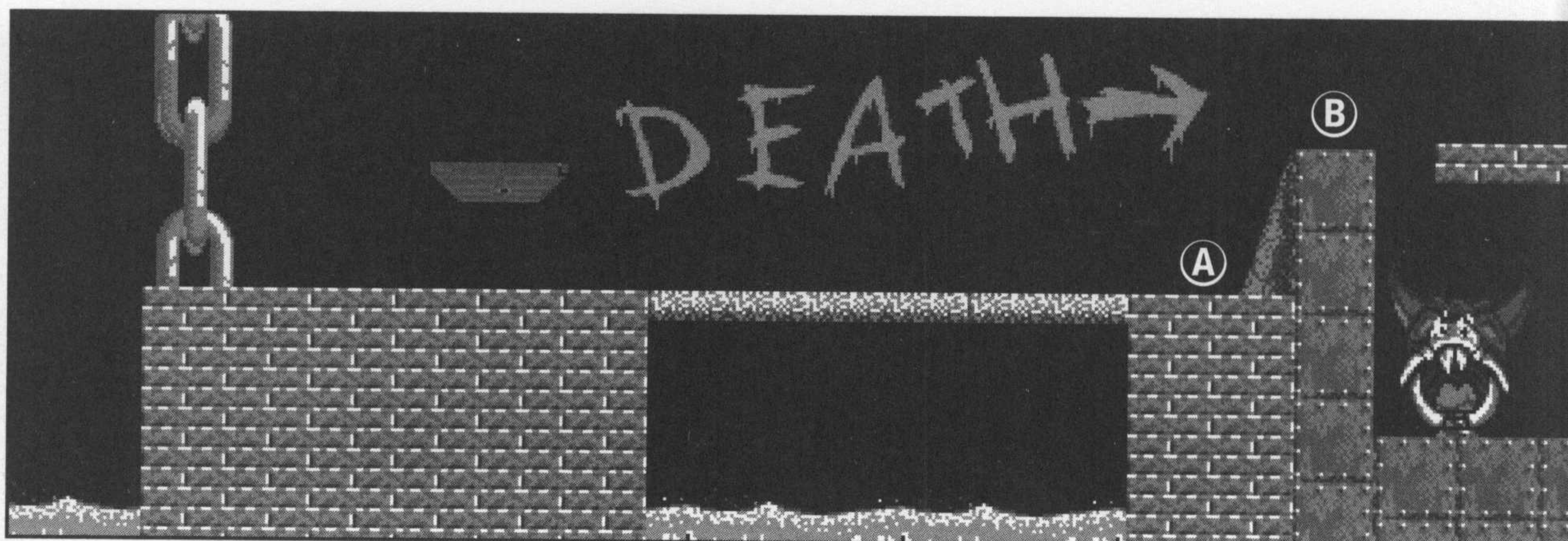
Release rate 50

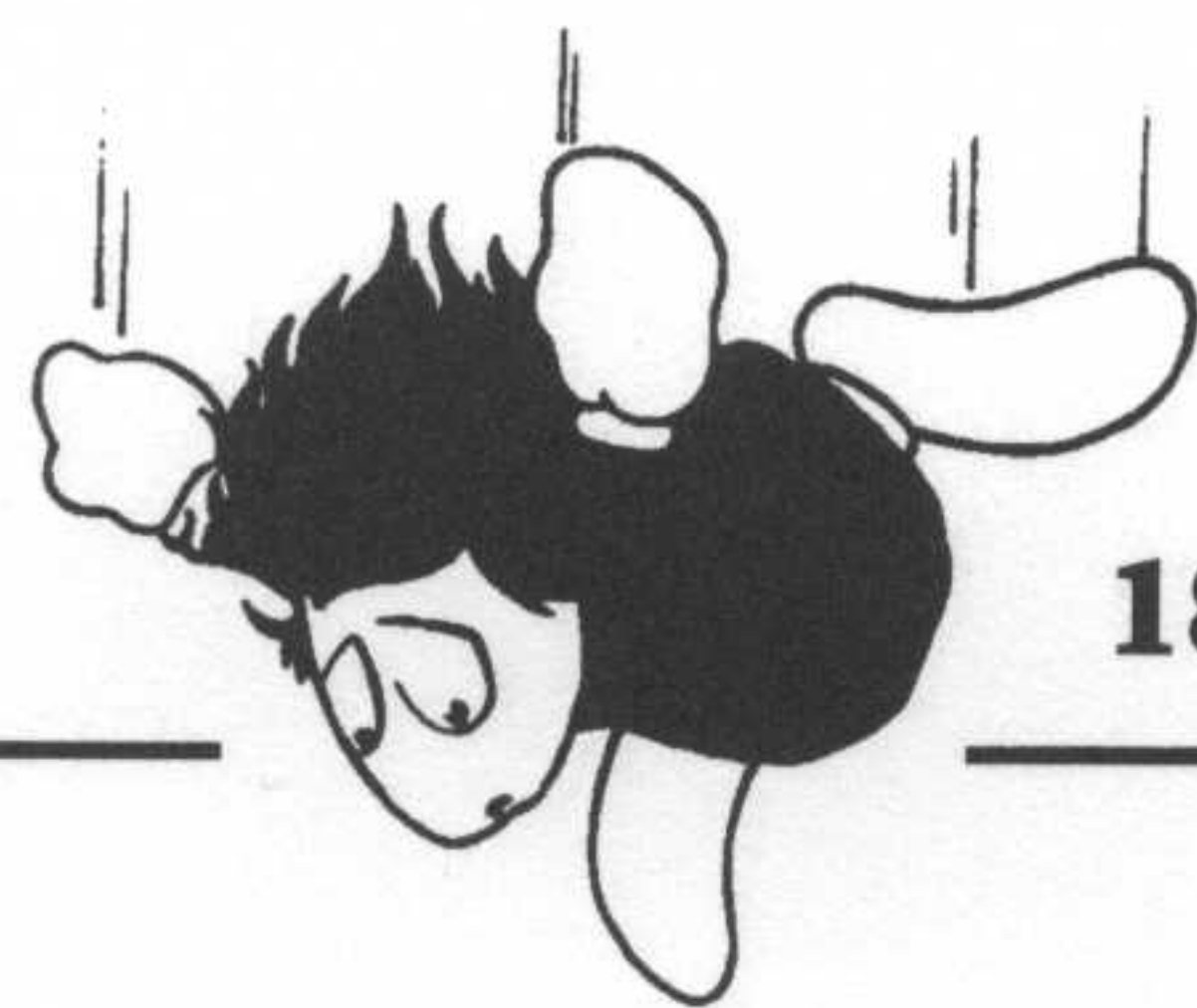
3 minutes

You have nothing but bridge-builders on this level available to save all the lemmings. Also, we'll use a trick to seal off a gap very quickly, with a single bridge tile, as a matter of fact!

Solution

- 1** Let the first lemming walk up the slope. Make the next 6 to 8 lemmings build into the slope at **A** to turn them around.
- 2** Build across the gap at **B**.



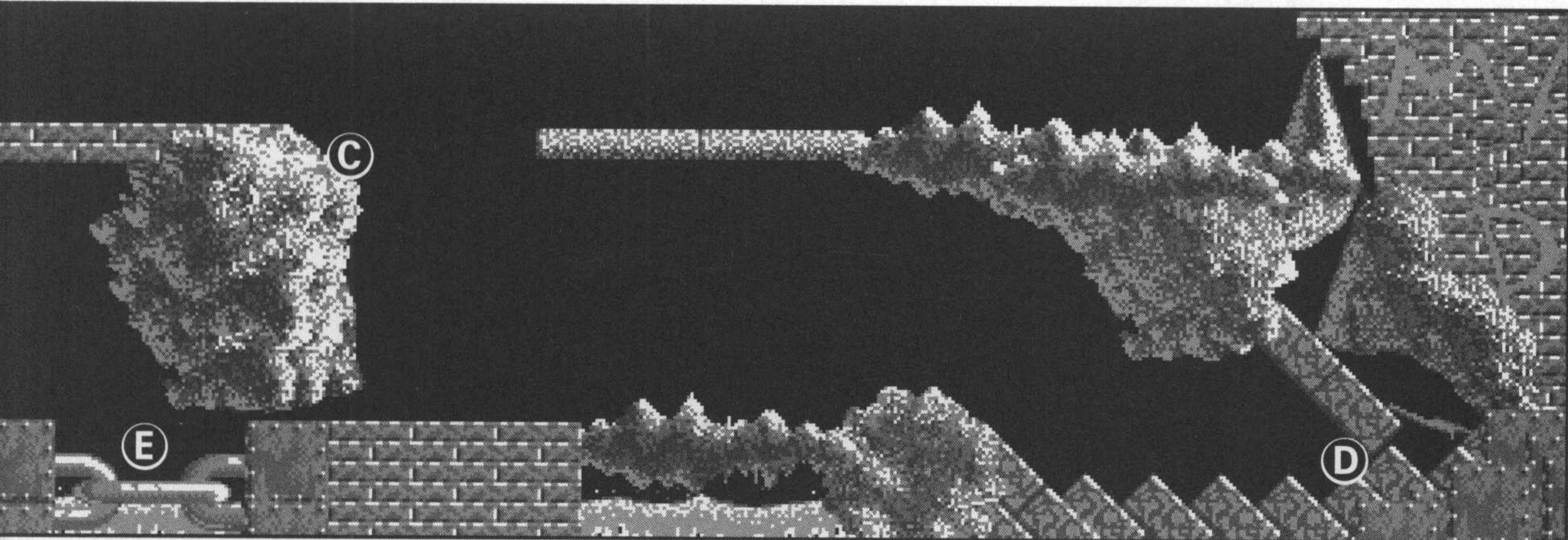


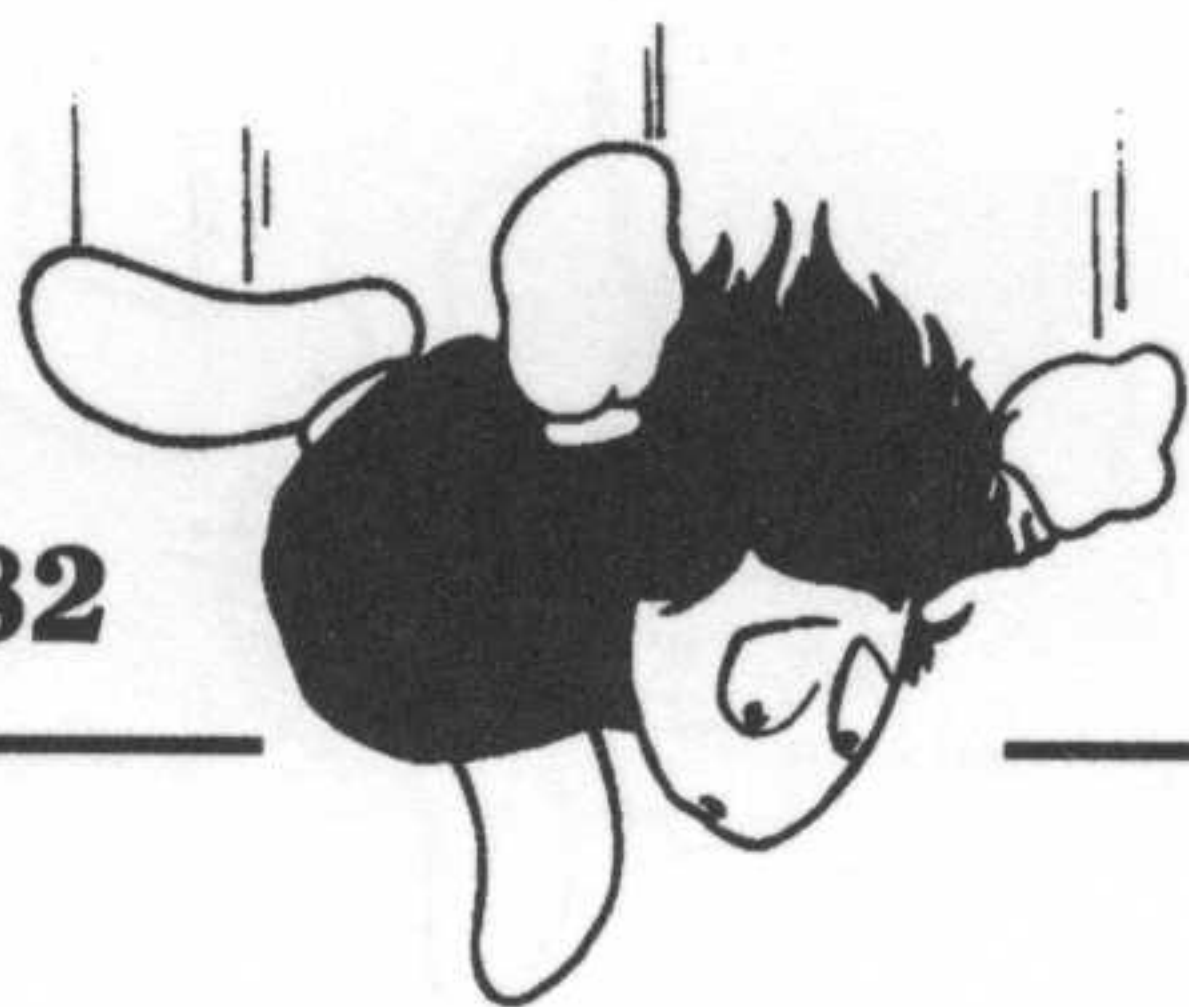
- 3 Drop down the large rock at **C**.
- 4 Build to seal the gap at **D**. One tile in this narrow gap should seal it off completely.



- 5 Increase the release rate to 99.
- 6 Build from **E** to the exit.

A single tile will close off the gap because the lemming will continue walking unless he runs into a solid wall of pixels in the ground more than five pixels high. In this case, the tile adds the single pixel necessary to create that wall!





Taxing 25 — Follow the leader . . .

Access Code: LFLGAJOFHW

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 20
4 minutes

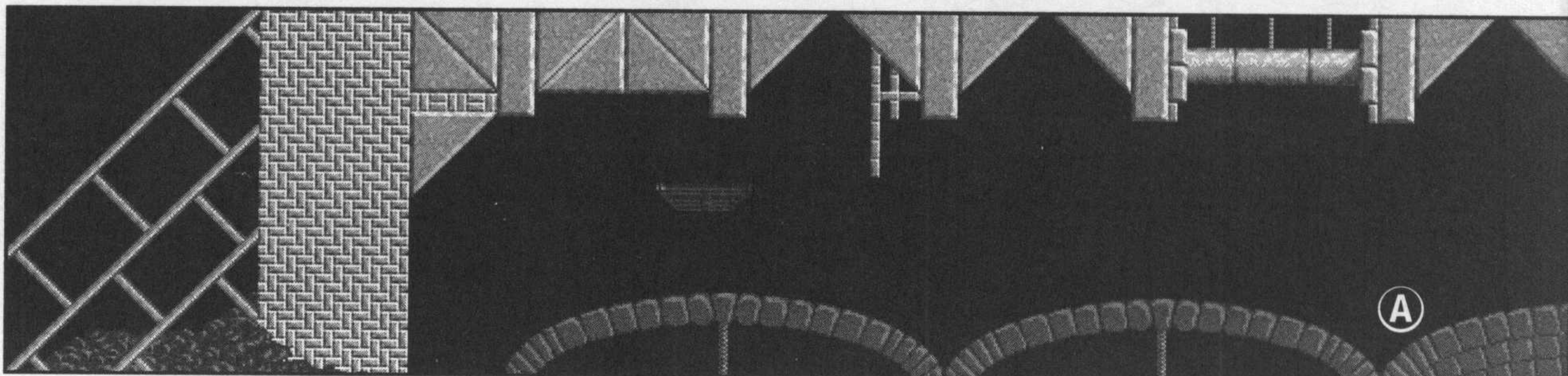
PC and Macintosh:

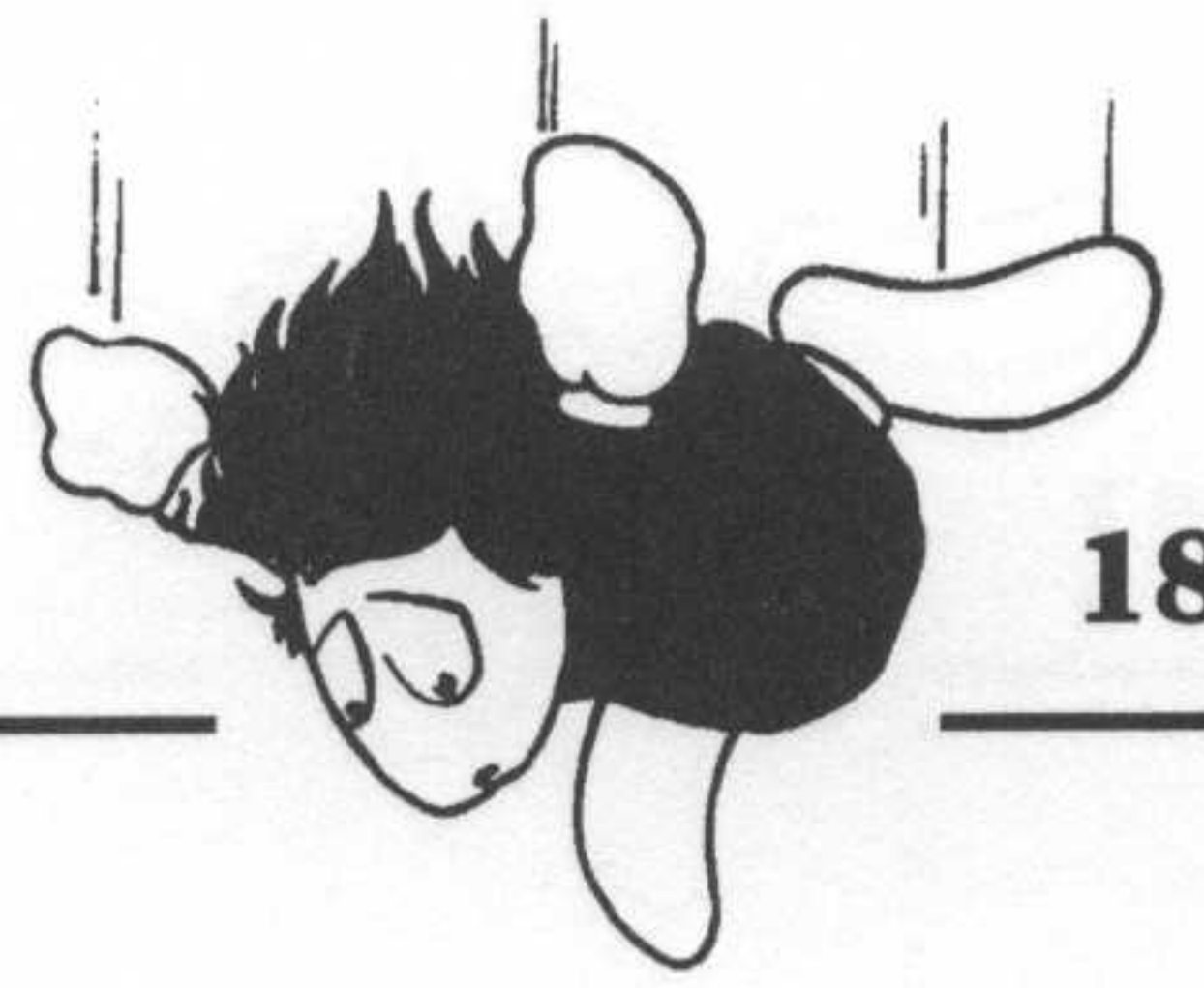
80 lemmings
90 percent to be saved
Release rate 20
4 minutes

The major difficulty on this level is to build a long bridge to the exit before all the other lemmings jump off the end of the rainbow platforms. We'll use two bombers to make a pit to trap the bombers.

Solution

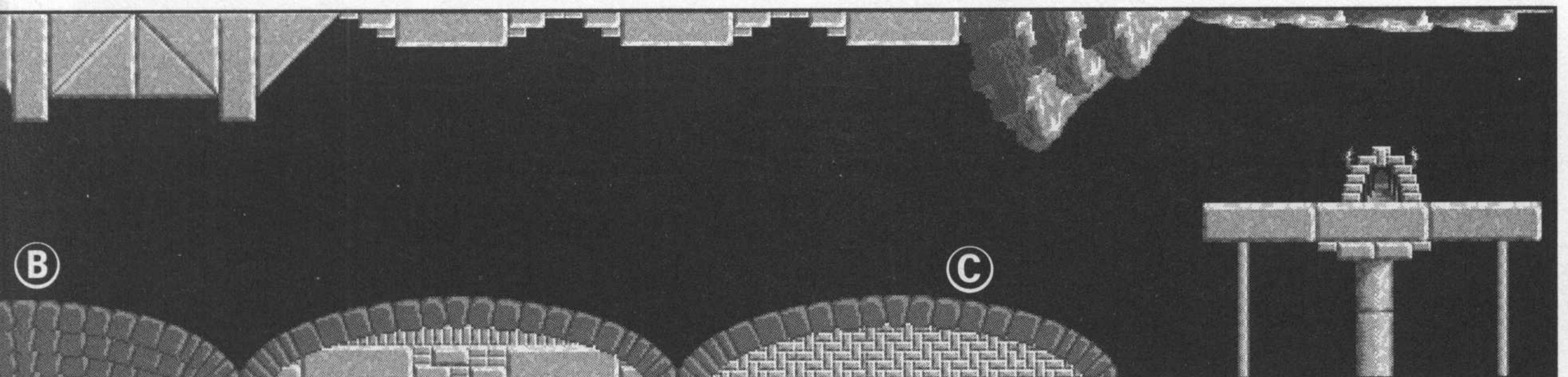
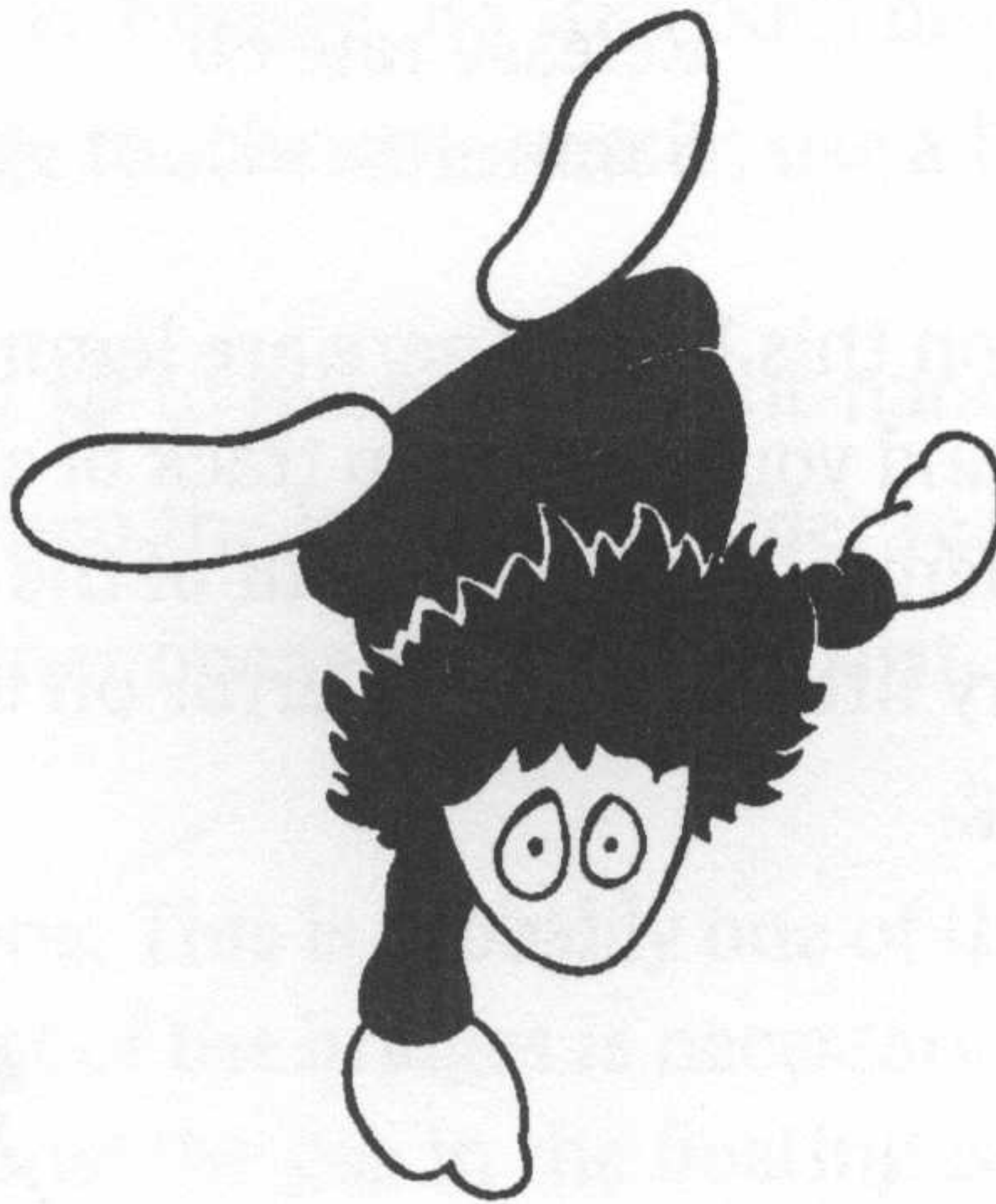
- 1** Let 4 lemmings out, then increase the release rate to 99.
- 2** Make the second and third lemmings into bombers at **A**. All the lemmings should collect in a pit at **B**, except for the first one.
- 3** Build from **C** to the exit.

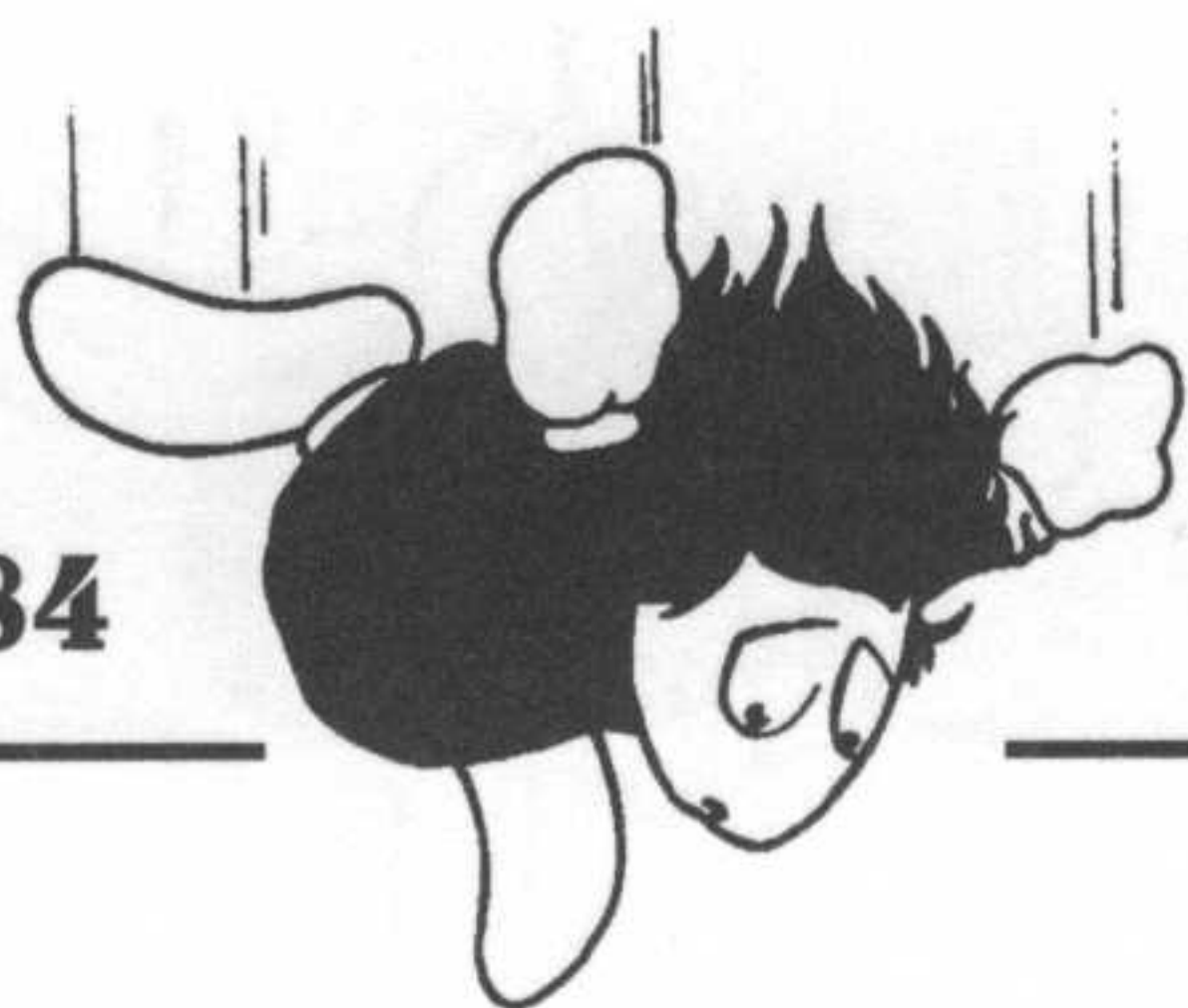




- 4 Bash to the right at the right edge of the pit at **B** to free the others. If your basher goes the wrong way, build to stop him.

Lemmings are very good at following the leader, even when you don't want them to! In this case, two bombers did the trick very neatly.





Taxing 26 — Triple Trouble

Access Code: FLGIKMLGHO

Statistics

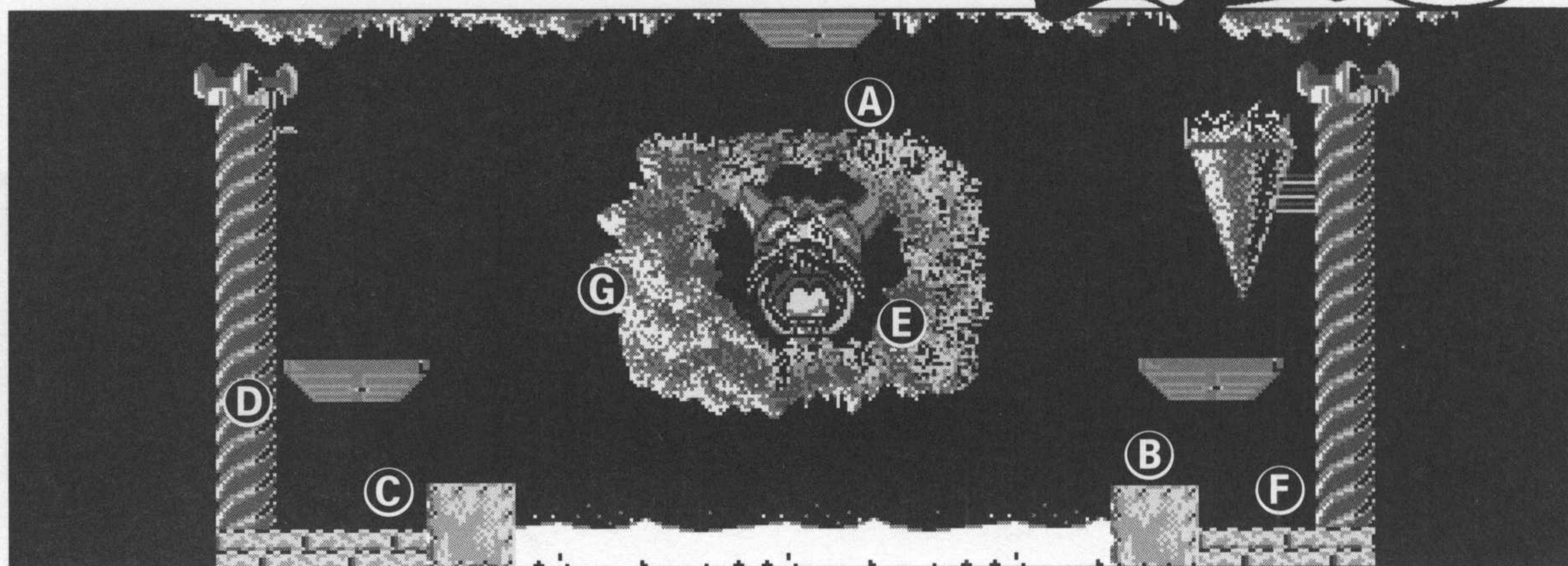
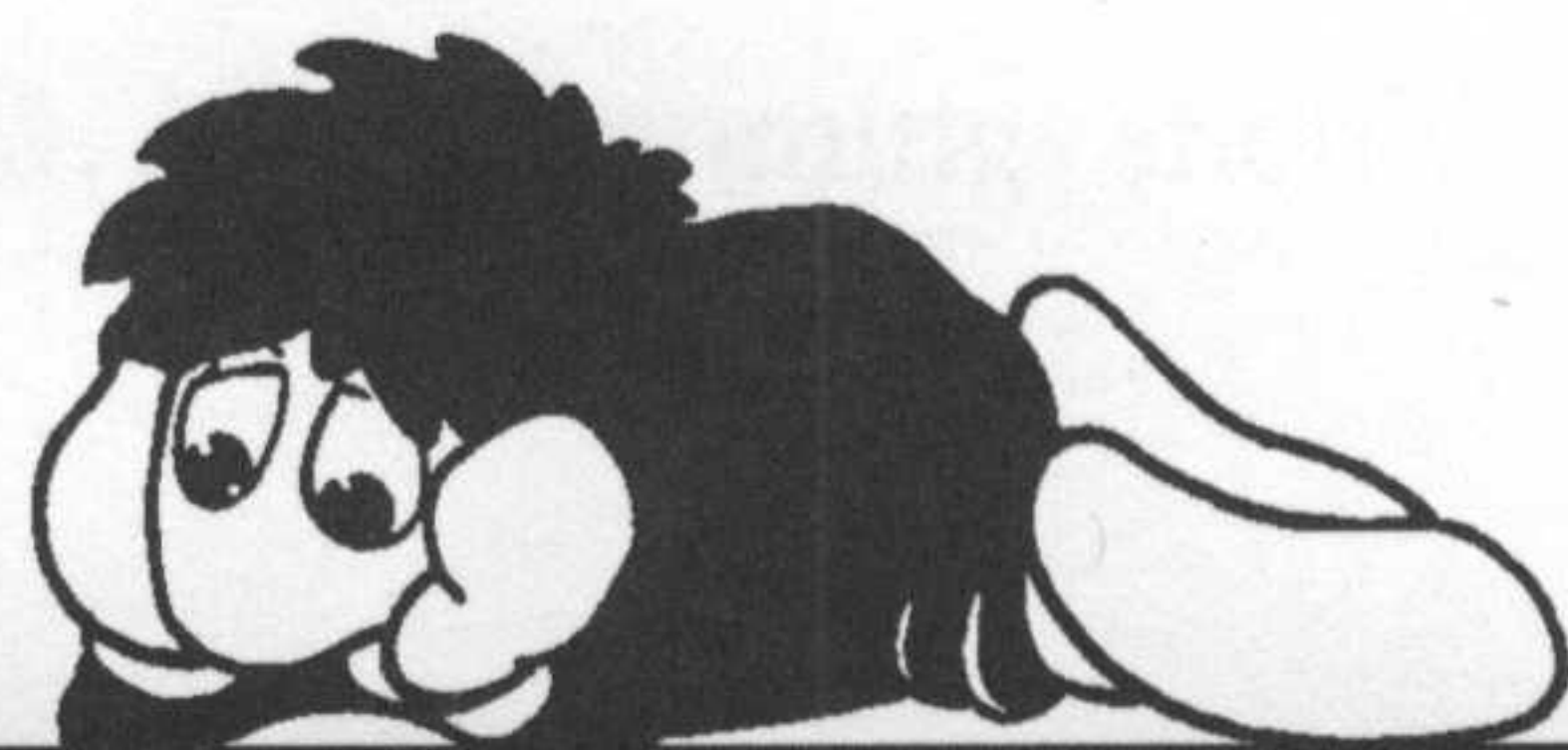
Amiga:

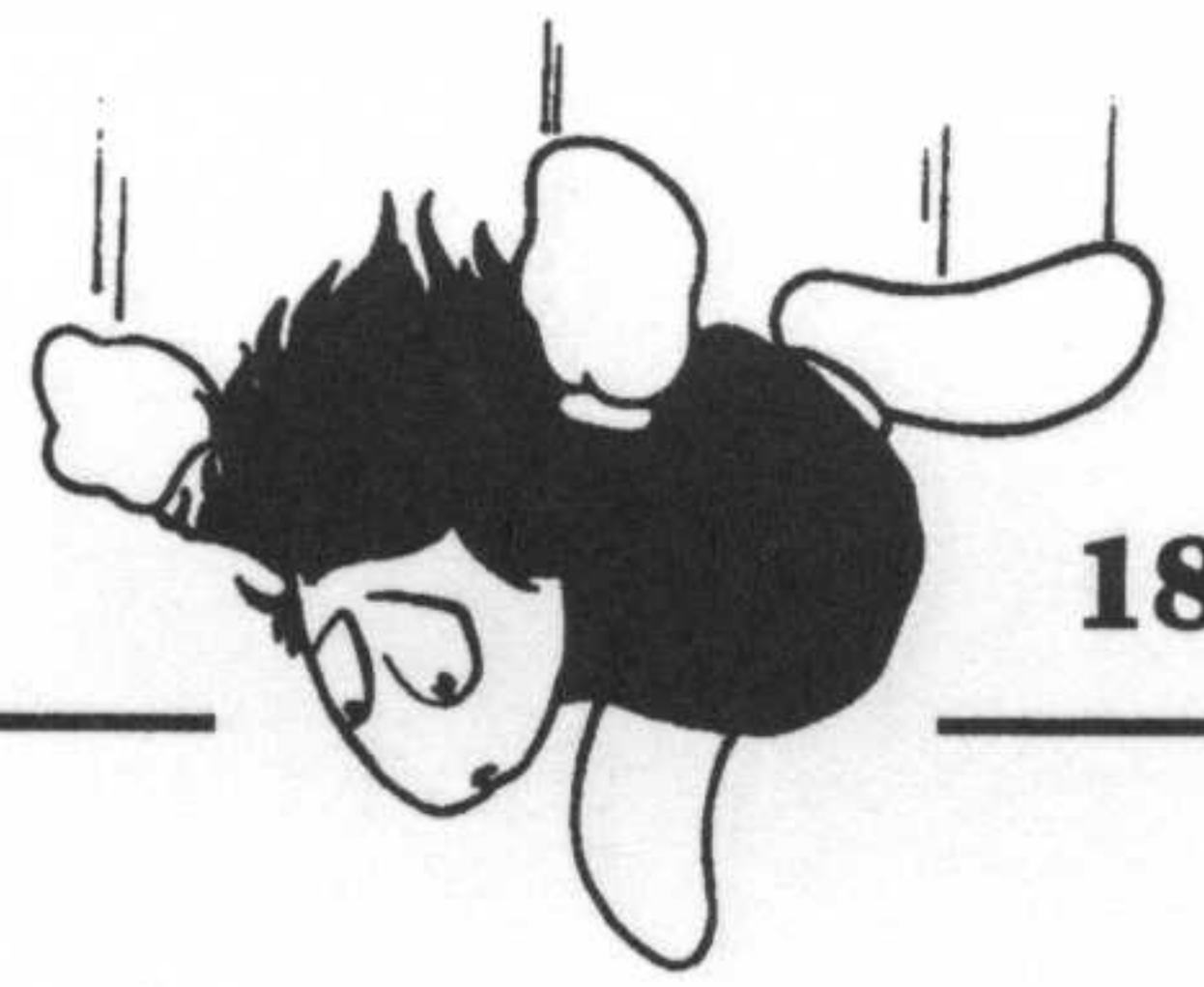
100 lemmings
99 percent to be saved
Release rate 80
5 minutes

PC and Macintosh:

80 lemmings
98 percent to be saved
Release rate 80
5 minutes

Lemmings are everywhere on this level! There are lemmings coming out of three separate hatches on this level, and you must keep track of all of them to successfully finish this level. Deal with the lemmings coming out of the top hatch first, as they're in imminent danger. You have very little margin for error on this level as well, so you can only afford to lose one lemming.

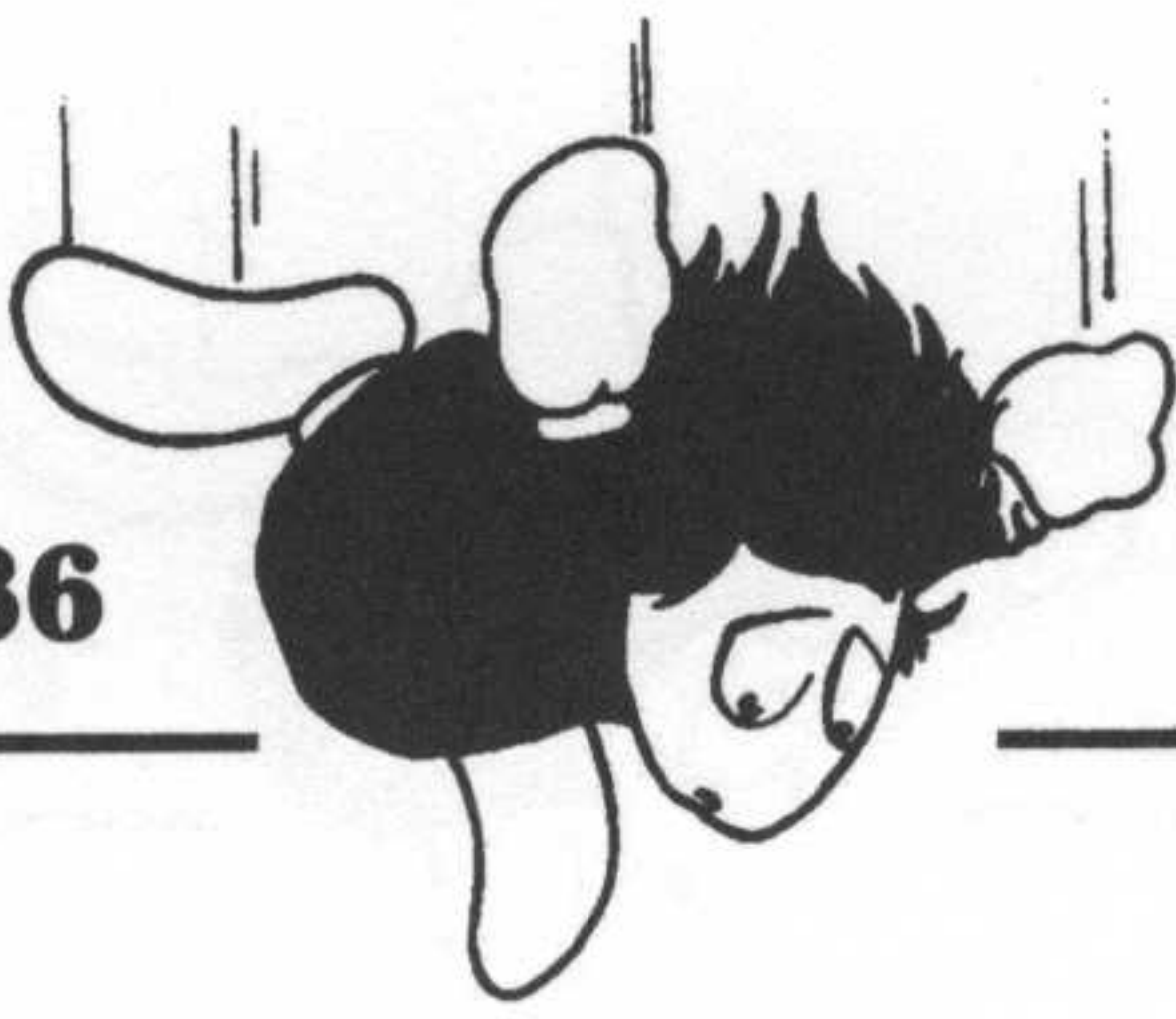




Solution

- 1** Make the first lemming out of the top hatch dig at **A**.
- 2** Make a climber, and have him start building at **B**.
- 3** Build to the left from **C** to **D**. When the lemming starts his second bridge, dig through the bridge behind him to isolate him from the others. Build back to the right at **D**.
- 4** The left-hand builder will reach the center in four bridges. The right-hand builder will reach the center in three bridges. Be sure both bridges touch the center block.
- 5** When the right-hand bridge touches the center, use a lemming from the top hatch to mine at **E**.
- 6** Build a bridge to the left at **F** to release the right-hand lemmings.
- 7** Rebuild the bridge at **C** when the left-hand builder reaches the center block.
- 8** Bash at **G**. When your basher opens a path to the exit, make him build to stop bashing.

Whew! That was a tough one. This is probably one of the most difficult levels in the entire game. Careful placement of the bridges is necessary to get the lemmings to make a bridge which fits tightly against the gap in the floating island where the exit is hiding.

**Taxing 27 — Call in the bomb squad****Access Code:** LGEOMLFHHP**Statistics****Amiga:**

100 lemmings

60 percent to be saved

Release rate 10

5 minutes

PC and Macintosh:

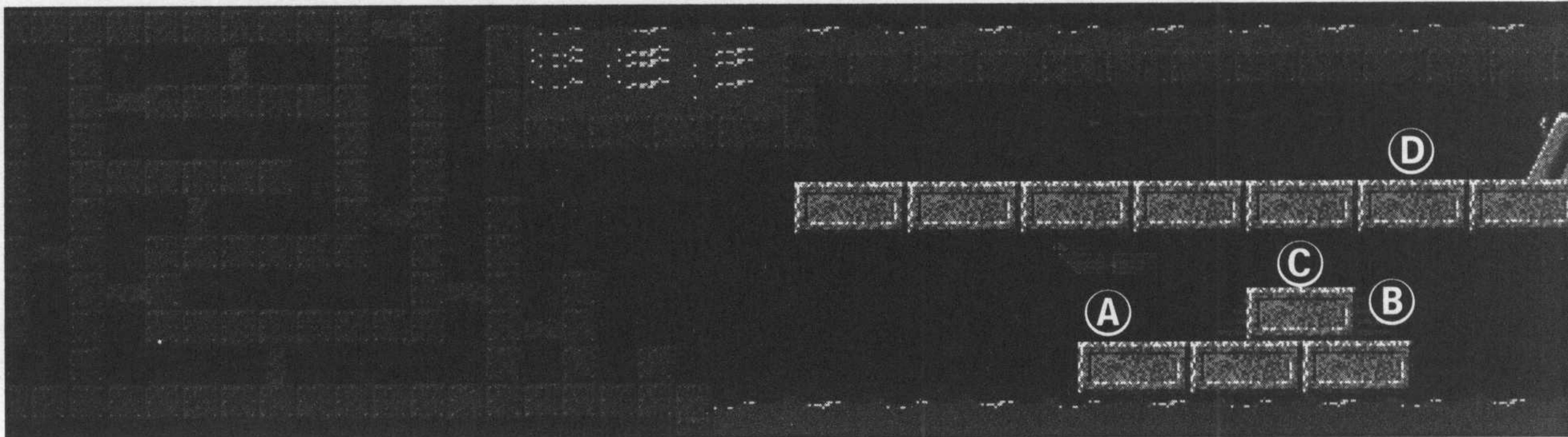
80 lemmings

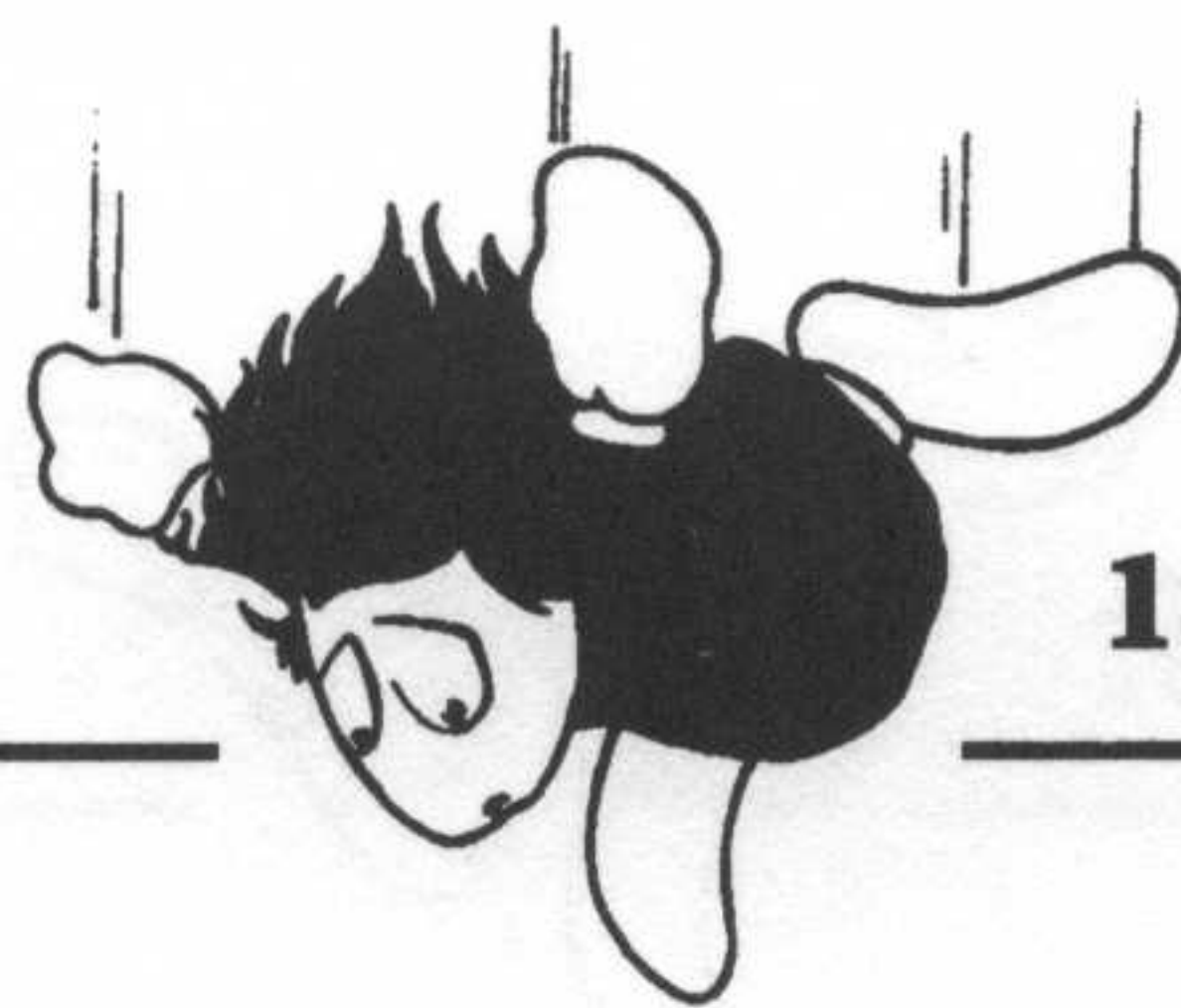
60 percent to be saved

Release rate 10

5 minutes

Oh dear! It's time to use lemmings as excavation tools again. In this level, you must get lemmings embedded as far into the upper platform as possible, and then bomb them, thus blowing away pieces of the top platform to create a path up to the upper exit. The limiting factor in this level is the number of bombers that you have. You have a maximum of 10 attempts to get through the top layer, which should be plenty.

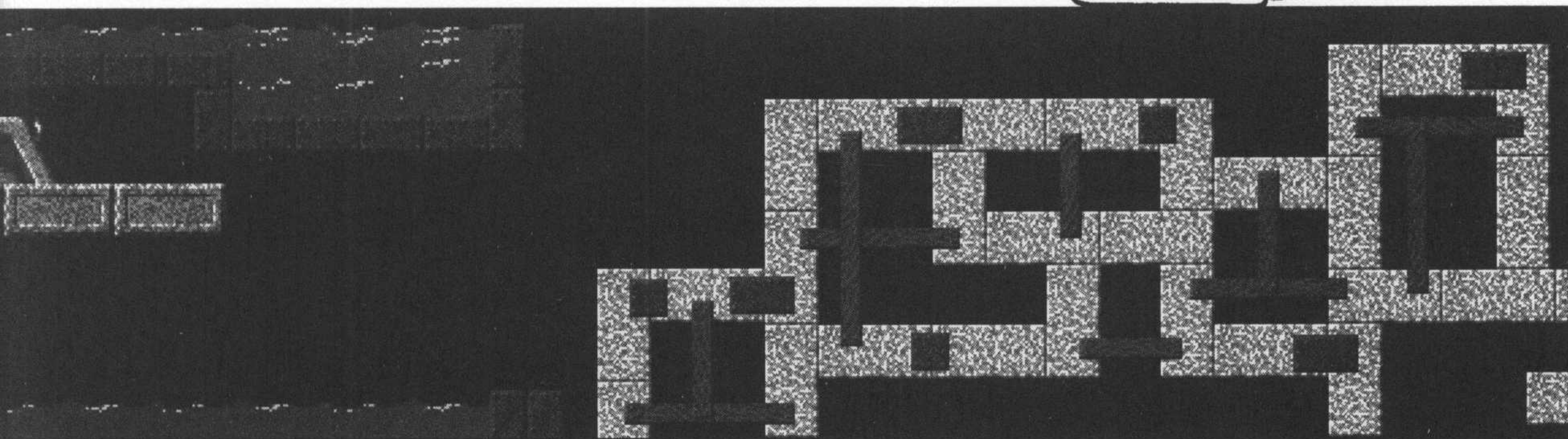


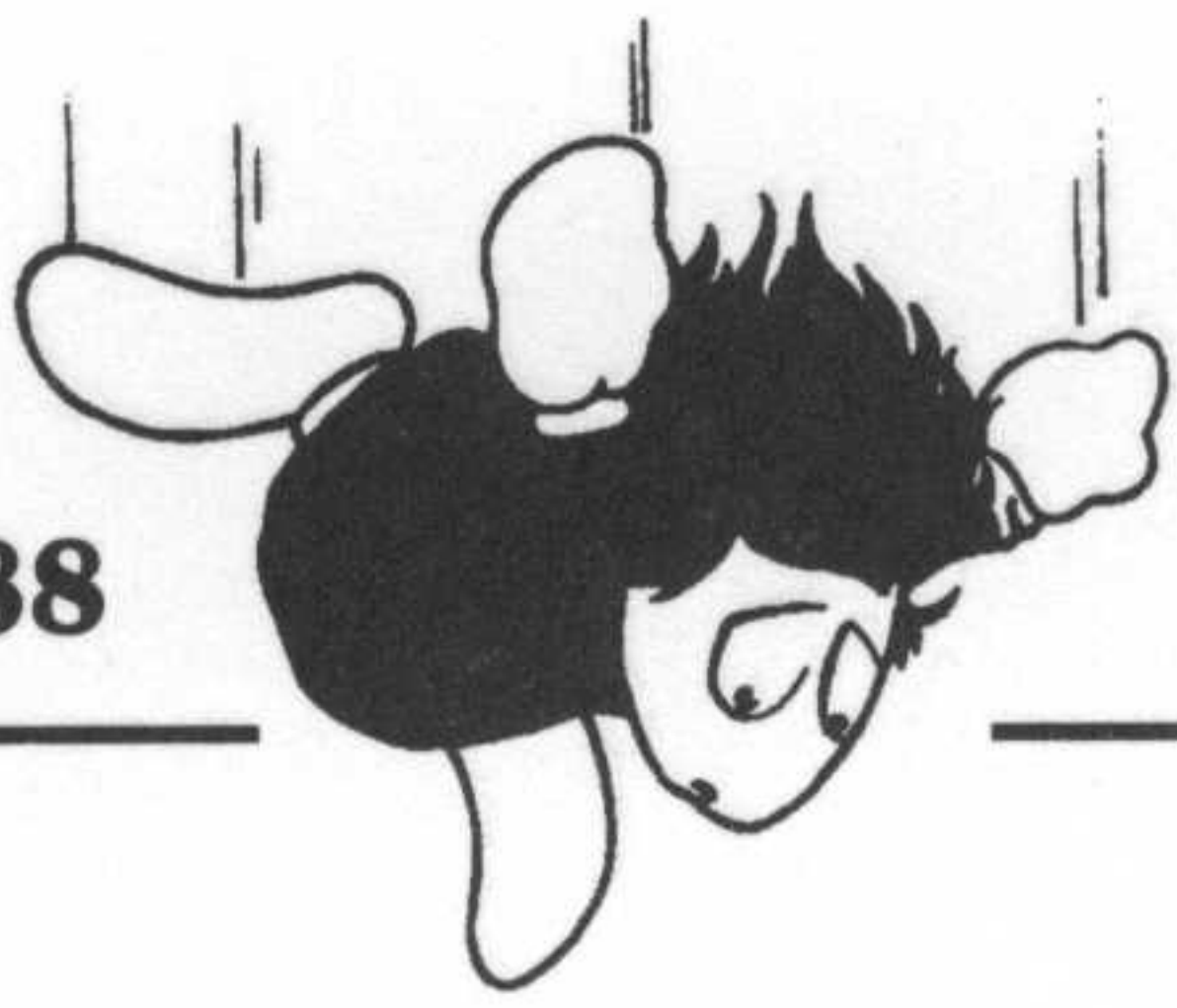


Solution

- 1 Block at **A** and **B**.
- 2 Build to the right at **C**.
- 3 When the builder stops, place a blocker at the top of the bridge and bomb him. This will remove a portion of the ceiling above.
- 4 Rebuild the end of the bridge.
- 5 Block and bomb again at the top of the bridge.
- 6 Repeat steps 4 and 5 until you open a hole to the exit level at **D**.
- 7 Build to the exit.

To minimize the bombers you'll need to make sure that the lemmings are as far up along the curved sides of a lemming crater as they'll go before turning them into blockers.





Taxing 28 — POOR WEE CREATURES!

Access Code: FONNNOLIHU

Statistics

Amiga:

100 lemmings
70 percent to be saved
Release rate 1
5 minutes

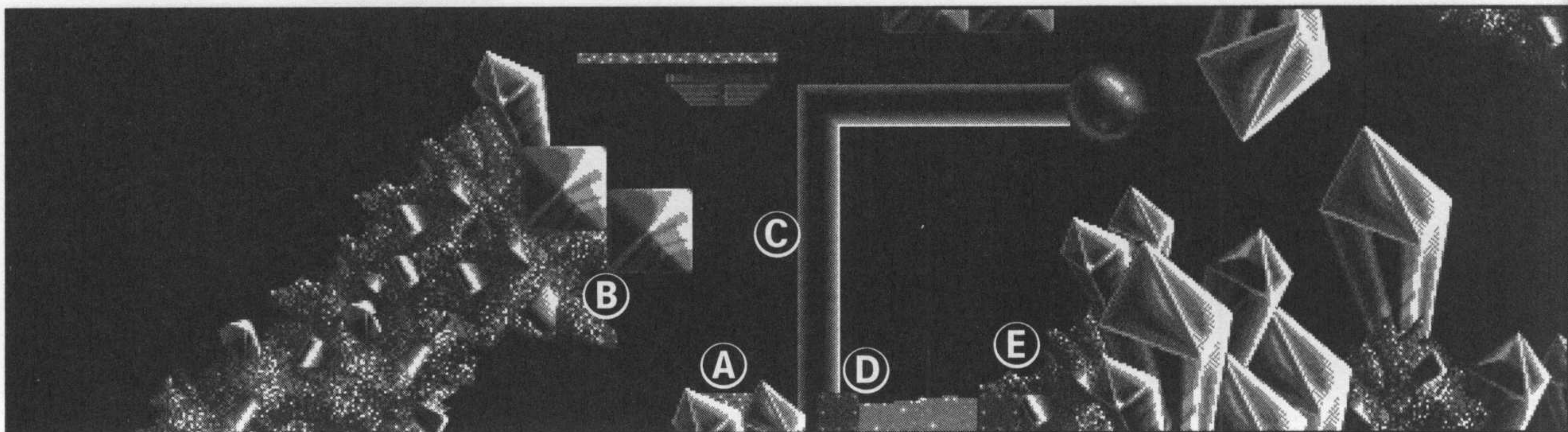
PC and Macintosh:

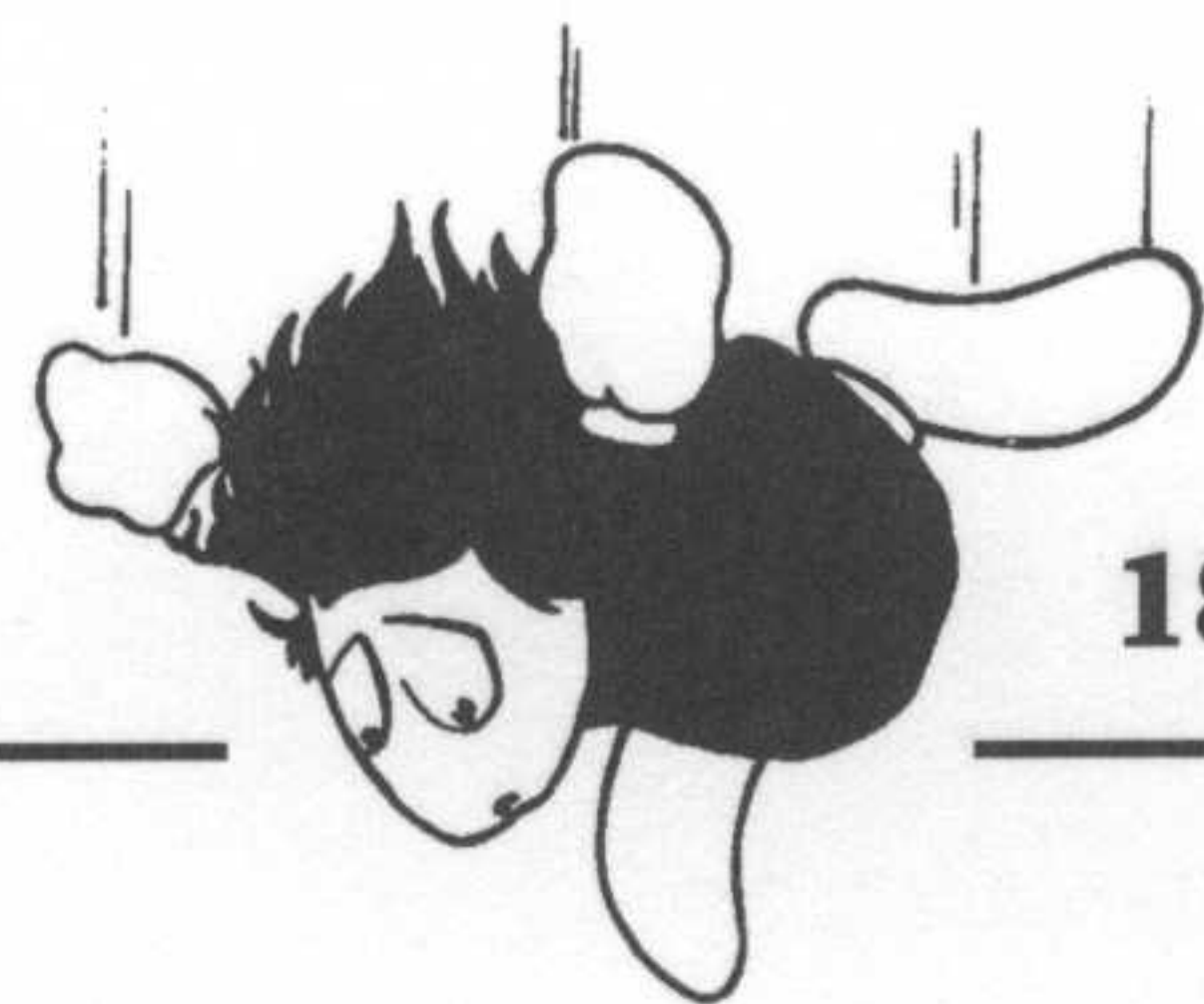
80 lemmings
70 percent to be saved
Release rate 1
5 minutes

The poor wee creatures plummet a long way to their deaths almost immediately after this level starts! You must build a bridge network under the hatch to prevent this from happening. Bridges are in very short supply in this level, so use them conservatively.

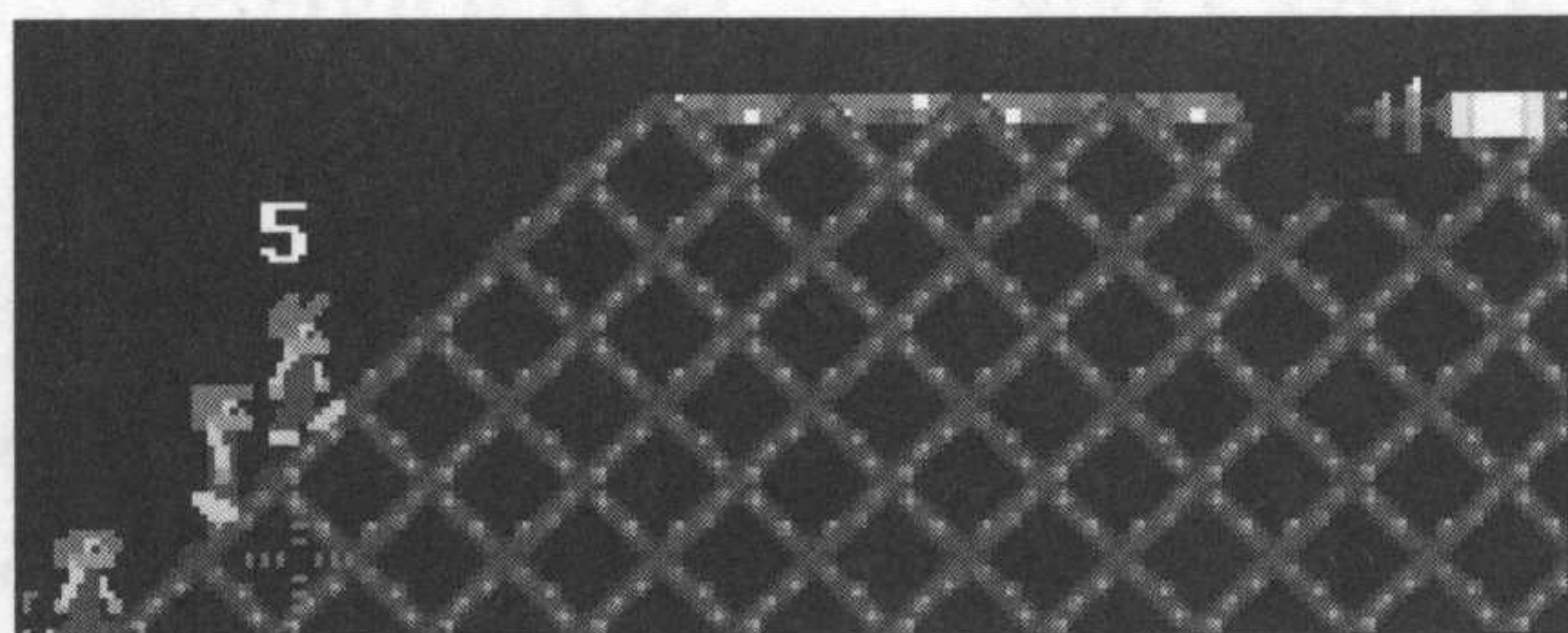
Solution

- 1** Make the first lemming a floater on his way down from the hatch, and build two bridges to the left at **A**.
- 2** Build three bridges to the right at **B**, then one bridge to the left at **C**, so the lemmings land safely. Take care not to start your bridge too early!
- 3** Bash at **C**, and make a blocker behind the basher, in the tunnel.



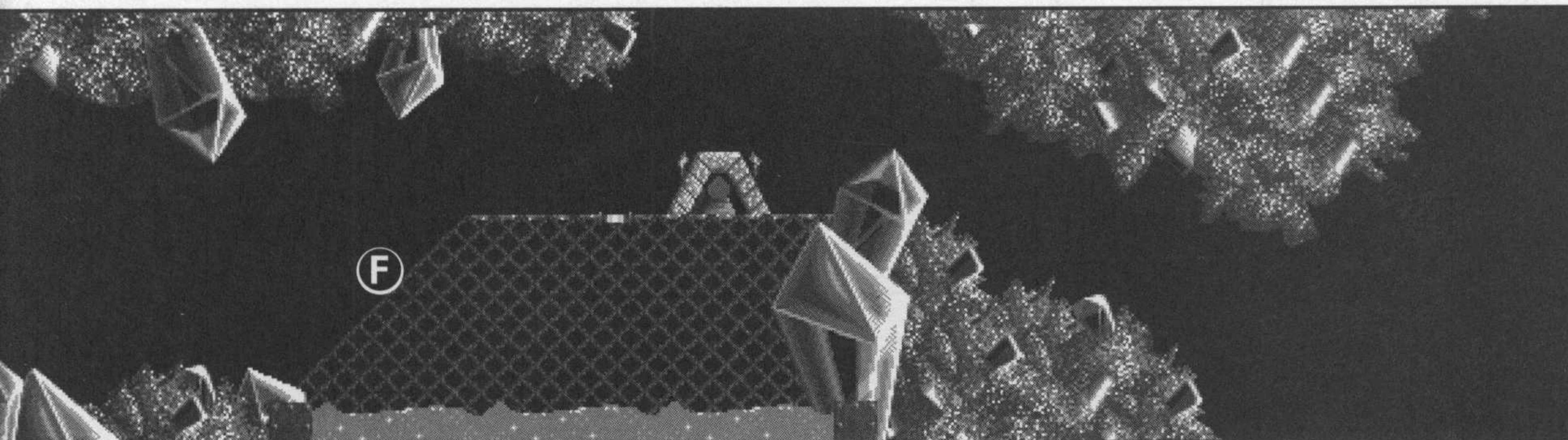


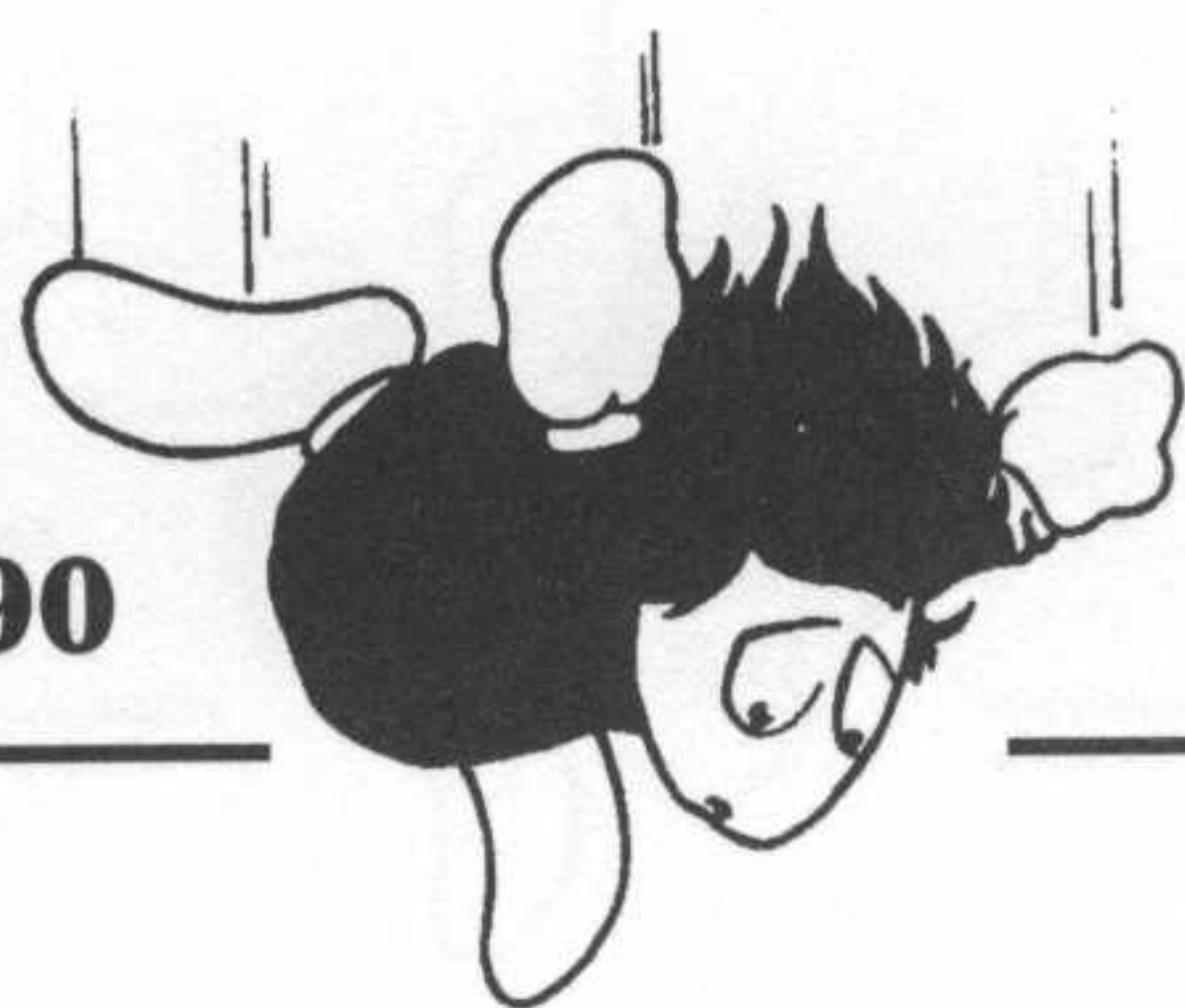
- 4 Make the basher build two bridges at **D**, then bash again at **E**.
- 5 When the basher starts walking again, bomb the blocker at **C**.
- 6 Bomb the first lemming at **F**. This needs to be timed so that the bomber goes off just before the lemming gets to the trap, so the lemmings walk under it.



Another method of doing this level involves making a lemming a floater, and then having him climb up the tall pole immediately to the right of the lemming hatch. When the lemming gets to the top of the pole, have him build until he bumps his head on the overhang, and then have him mine back towards the left. This mining procedure is extremely sensitive to positioning, however. You must mine so that there is a single pixel between the mining shaft and the corner. Otherwise, the lemmings will either fall through the corner of the pipe, or the bridge you build at the end of the shaft will be too high for the lemmings to walk on. After the lemming finishes his mining, you'll want him to build a bridge out under the hatch. This solves a couple of problems in a single procedure, since you'll no longer have to worry about getting across the water, or climbing the crystal mountain.

Give this method a try if you want to try your hand at pixel-perfect lemming control!





Taxing 29 — How do I dig up the way?

Access Code: GEKJOGJJHM

Statistics

Amiga:

100 lemmings
95 percent to be saved
Release rate 80
4 minutes

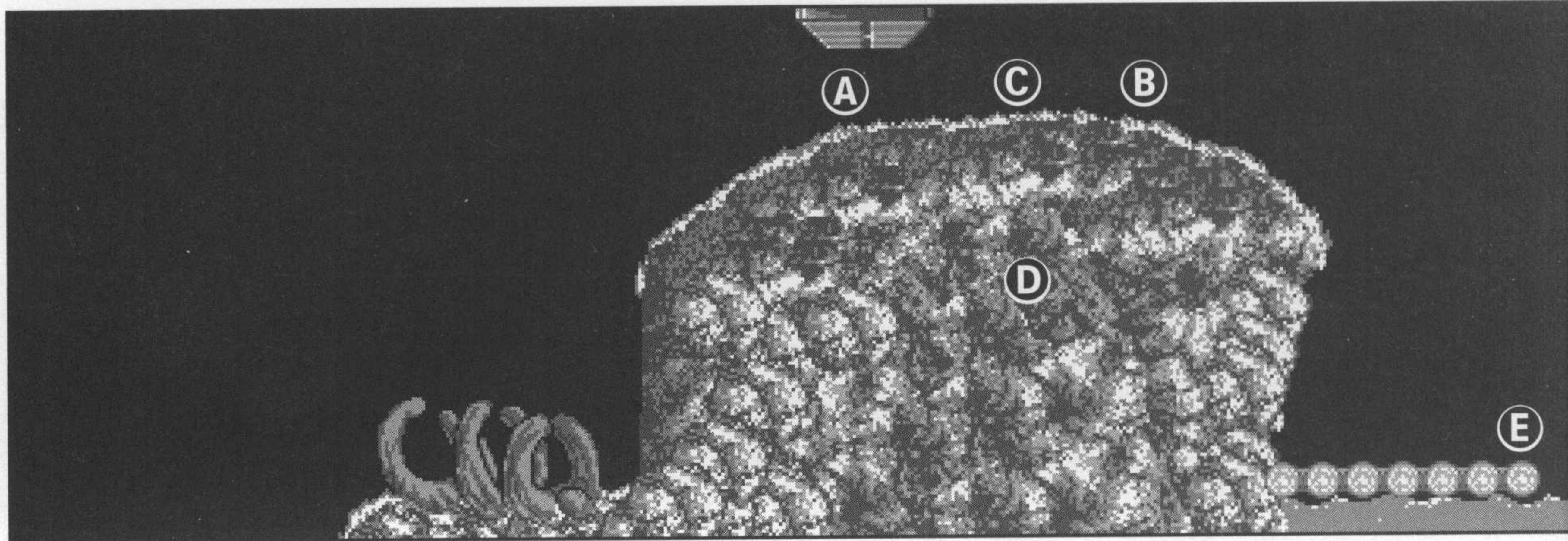
PC and Macintosh:

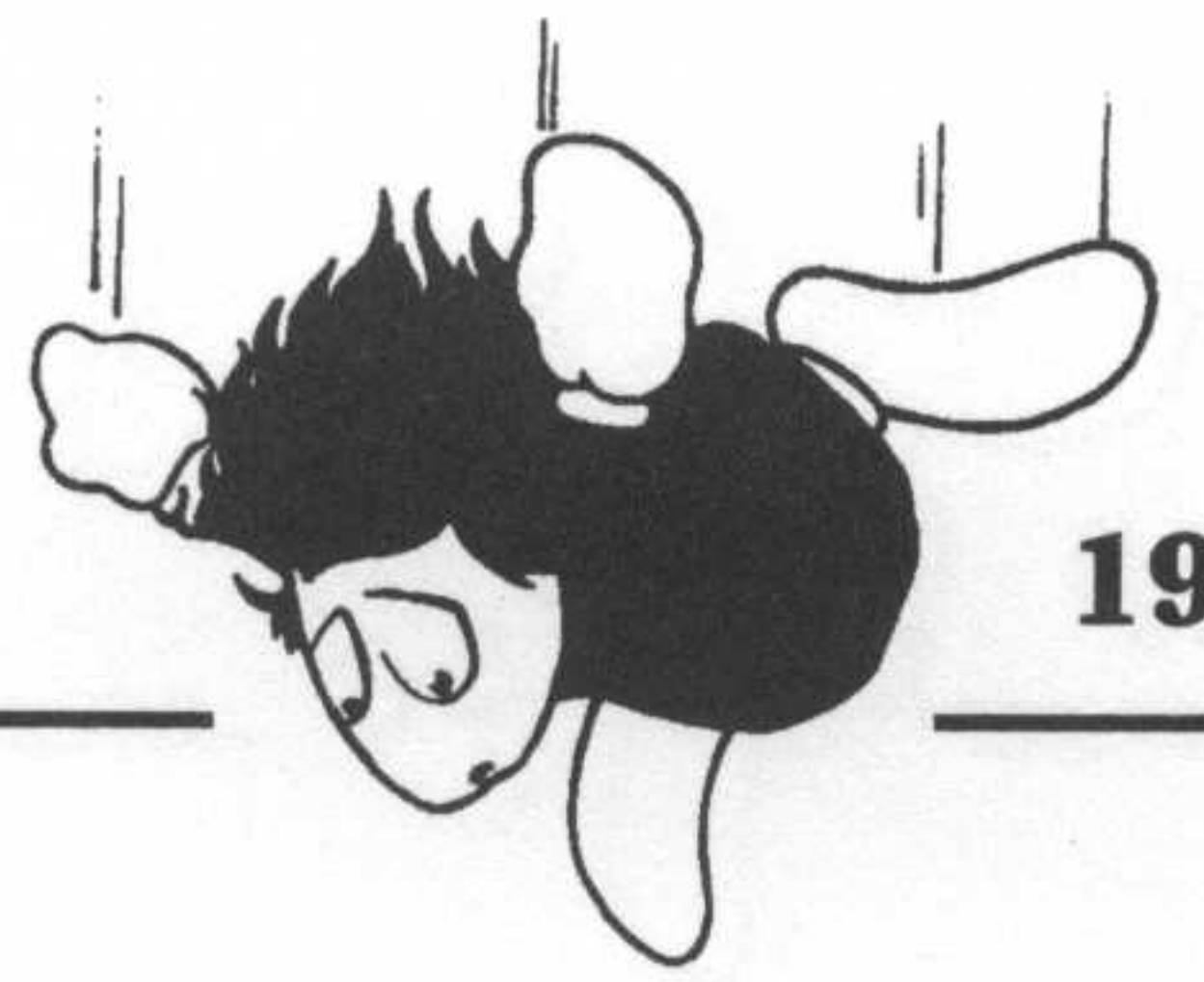
80 lemmings
95 percent to be saved
Release rate 80
4 minutes

This familiar level should be no problem for you at this point. Of course, since you have far fewer bridges available on this level than in previous levels, you'll need to improvise a bit by making a ramp with a miner. All you'll need to do is send one lemming ahead, turn him around near the exit, and then have him make the ramp, heading back towards the left.

Solution

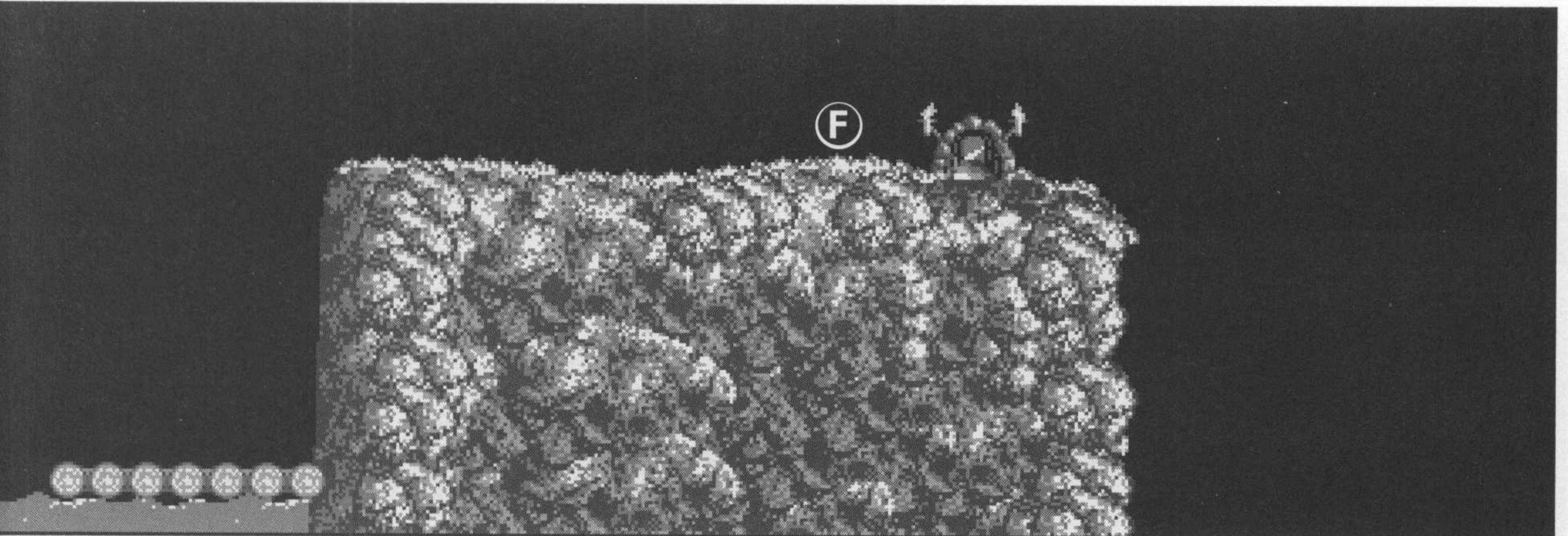
- 1 Make the first lemming block at **A**.

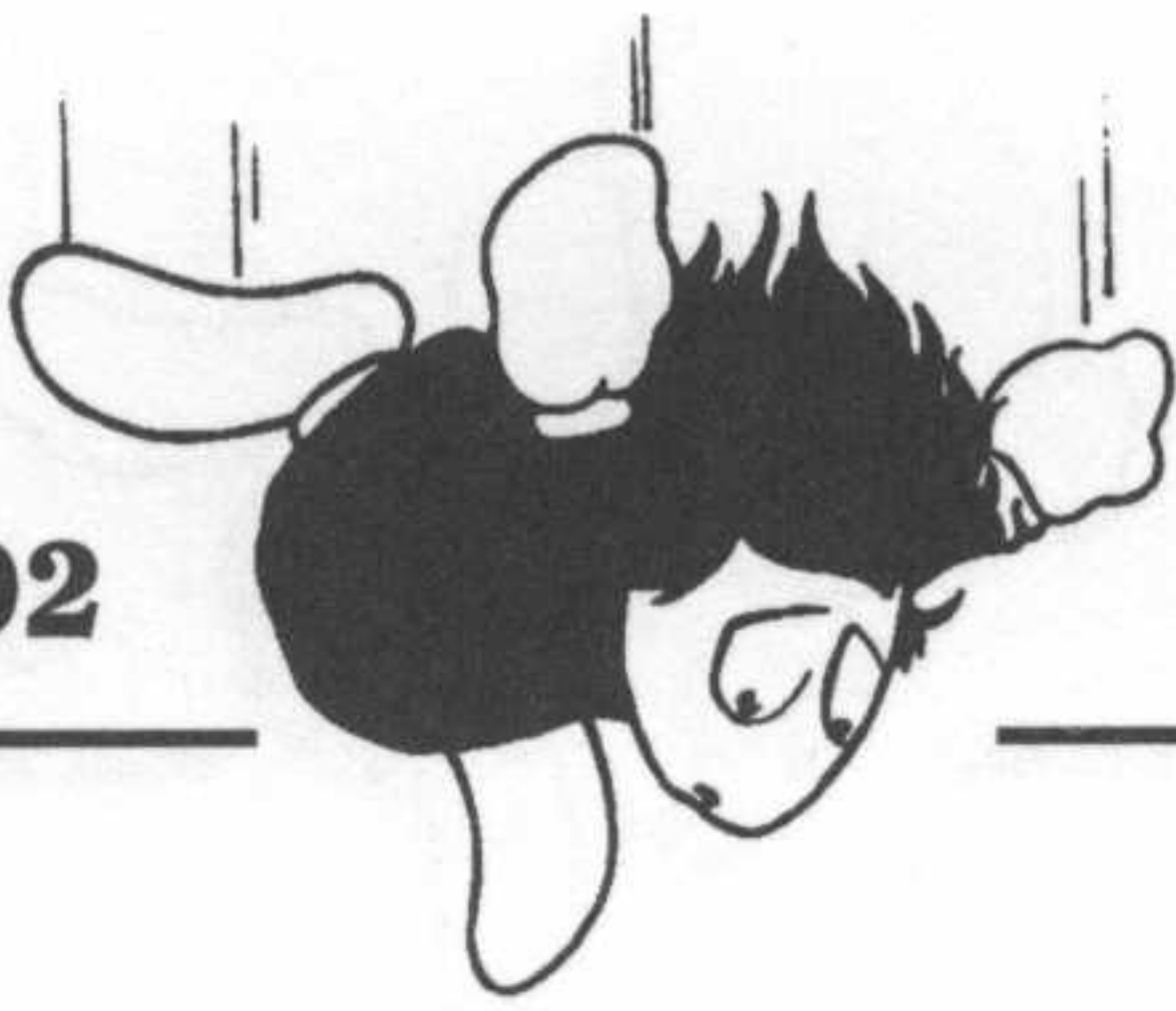




- 2** Let the second lemming walk past, and make the third lemming block at **B**. Make the free lemming a floater.
- 3** Dig at **C**, then use a builder to stop him from digging.
- 4** Build two bridges at **E**.
- 5** Make the builder a climber, so he goes up the wall to the right.
- 6** Dig at **F**. After he takes four swings, make him build. This will turn him around. At this point, have him mine back to the left.
- 7** When this lemming gets back to the gap in the bridge, have him build into the bridge to turn him around.
- 8** Have one of the lemmings in the pit at **D** mine towards the right to free the trapped lemmings.

It may take you a couple of tries to get the ramp lined up with the bridge properly. If you dig too low, though, you can just turn him into a basher on the bridge. If you dig too high, you'll most likely need to start the level over.





Taxing 30 — We all fall down

Access Code: MJIMGLGKHT

Statistics

60 lemmings

100 percent to be saved

Release rate 1

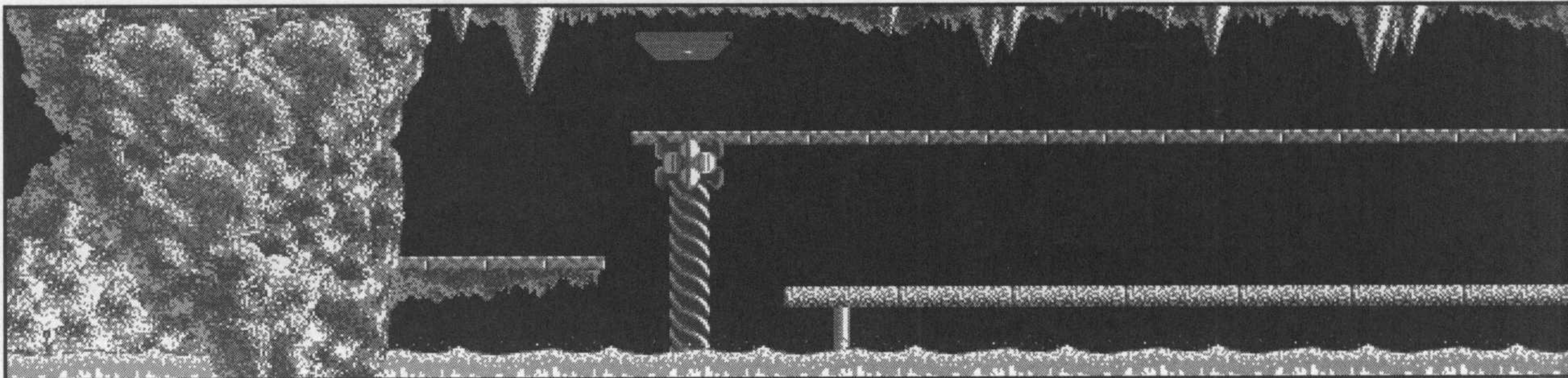
3 minutes

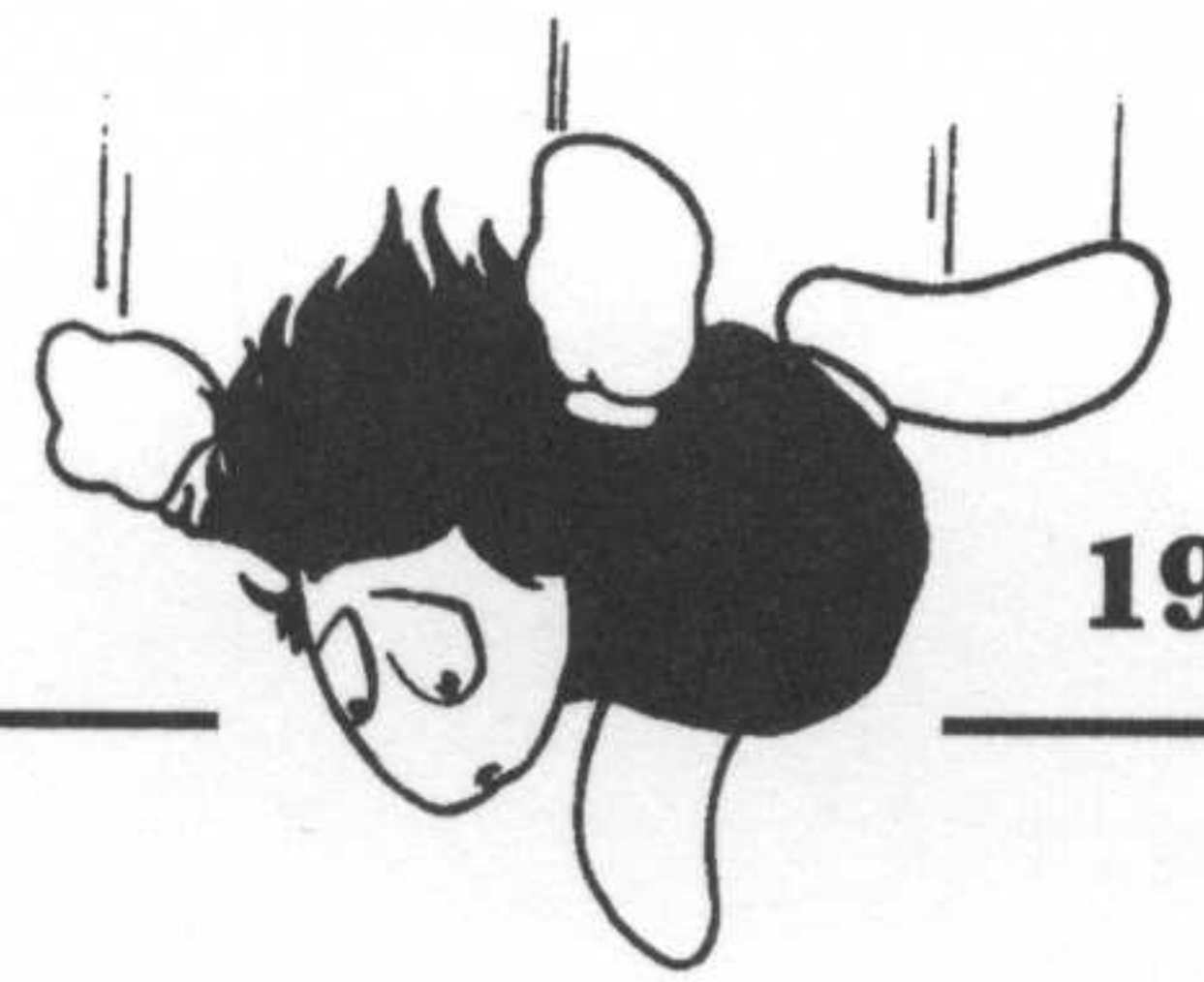
Here we are at the third appearance of this level. Of course, your control will have to have improved significantly for you to successfully solve this version!

The fall from the top of the high platform is just a tiny bit too high for the lemmings to survive. We need to have each lemming dig vertically, so that they'll fall from the bottom of the platform, and walk away safely. Liberal use of the right mouse button (or Option key on the Macintosh) will make lemming selection quite a bit easier.

Solution

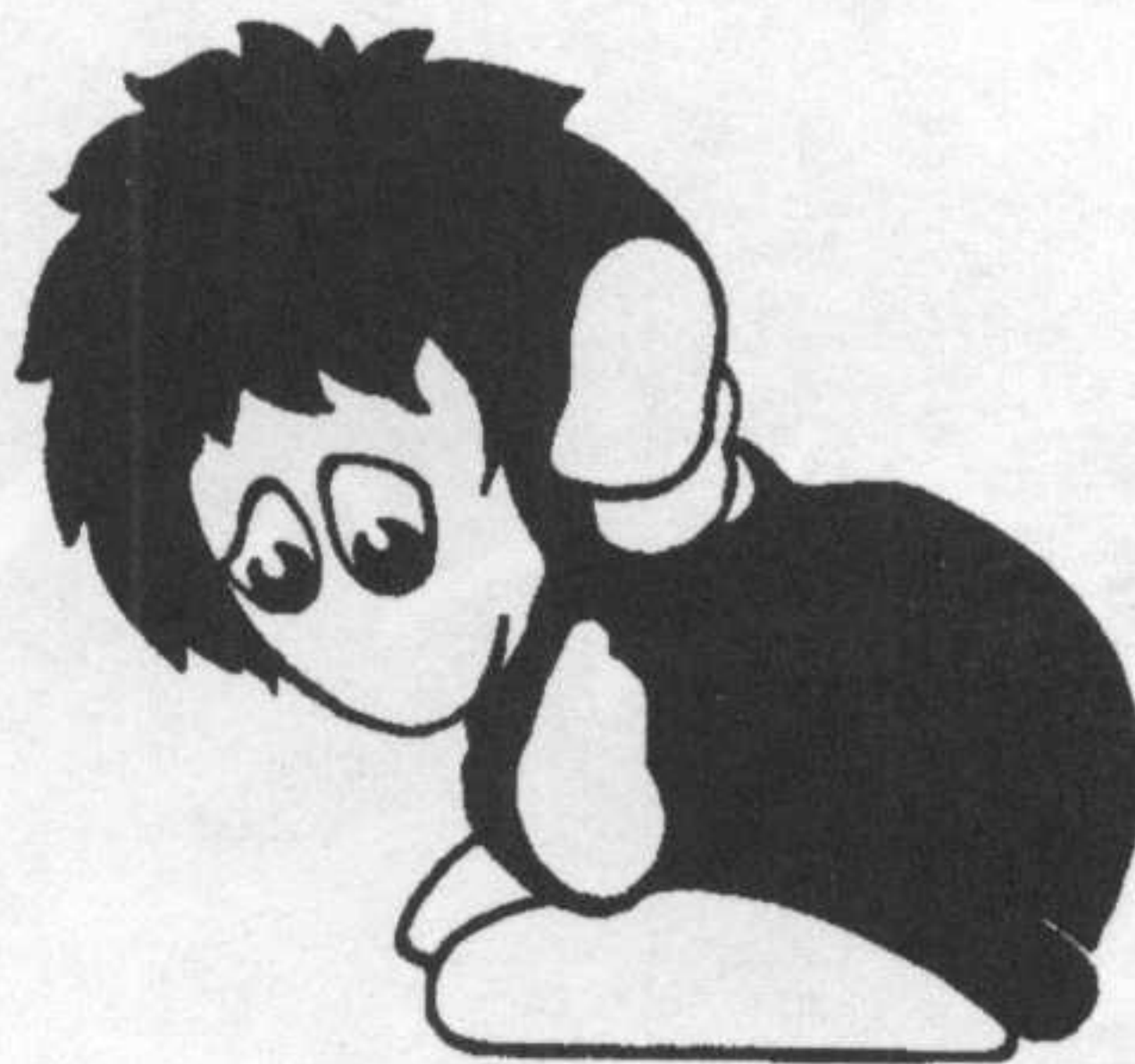
- 1** Increase the release rate to 70. This way, if you miss a lemming, he will step onto the half-dug pit of the next lemming, and fall safely.



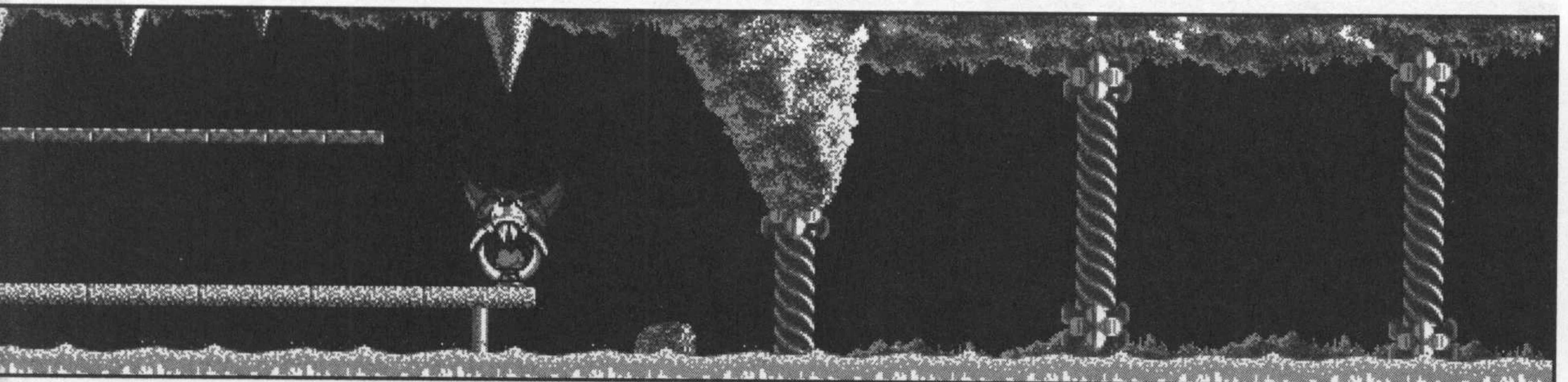


- 2 Make each lemming dig when he reaches the edge of the platform.
- 3 When you need to scroll the screen, pause the game using the keyboard shortcut (**P**) on the Amiga and Atari, (**F11**) on the PC).

As you can see, this is the most difficult version of this level yet!



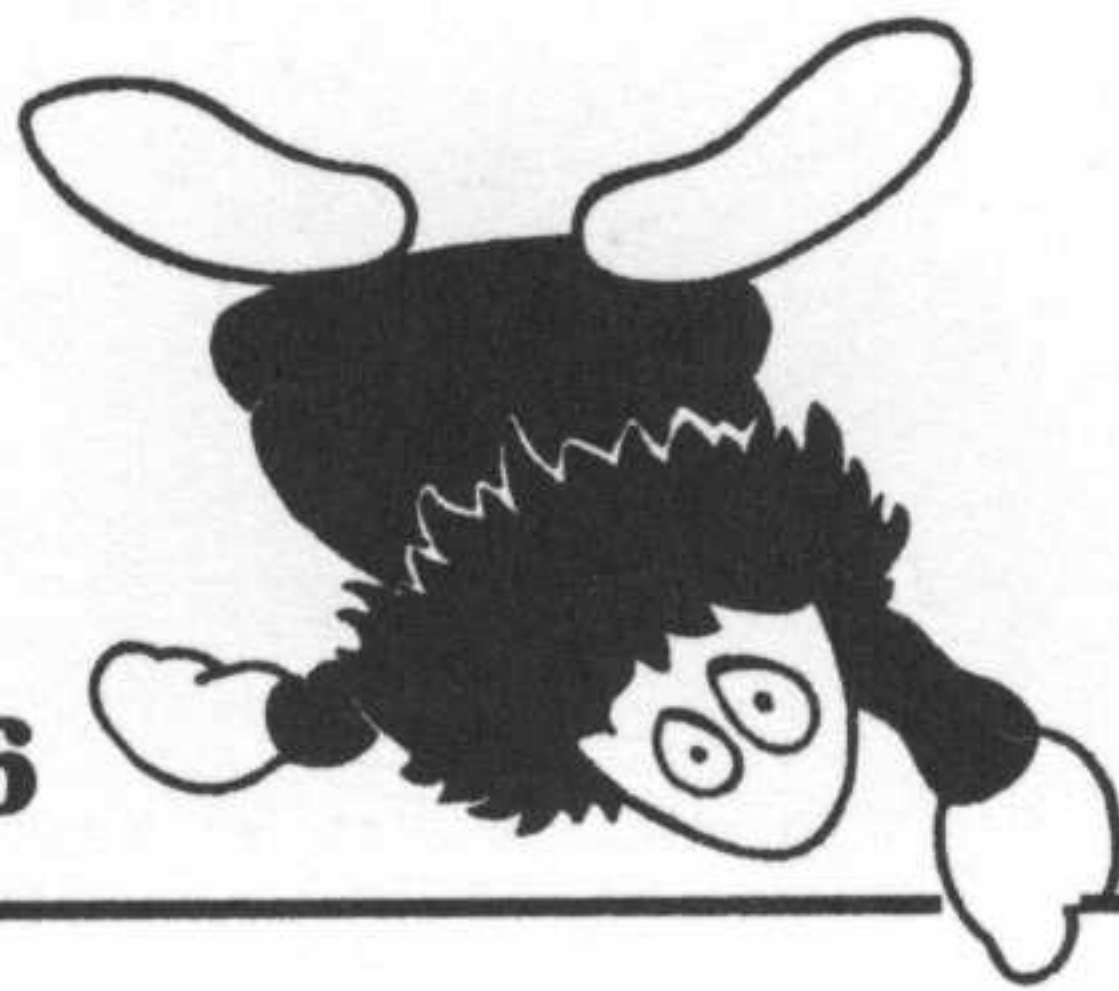
Congratulations on finishing the Taxing level! You should be growing increasingly confident with your rapidly expanding abilities. You've now successfully completed 90 levels of *Lemmings*, 75 percent of the entire game!





Mayhem Level

Welcome to the final and most difficult category of levels in *Lemmings*! Here, we're really going to put your problem-solving skills and lemming-control skills to the test! As we proceed through 30 more lemmings adventures, each one of these is guaranteed to test your qualifications as a *Lemmings* Master. Good luck, and we'll see you at the end!



Mayhem 1 — Steel Works

Access Code: NKMFLGALHN

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 15
8 minutes

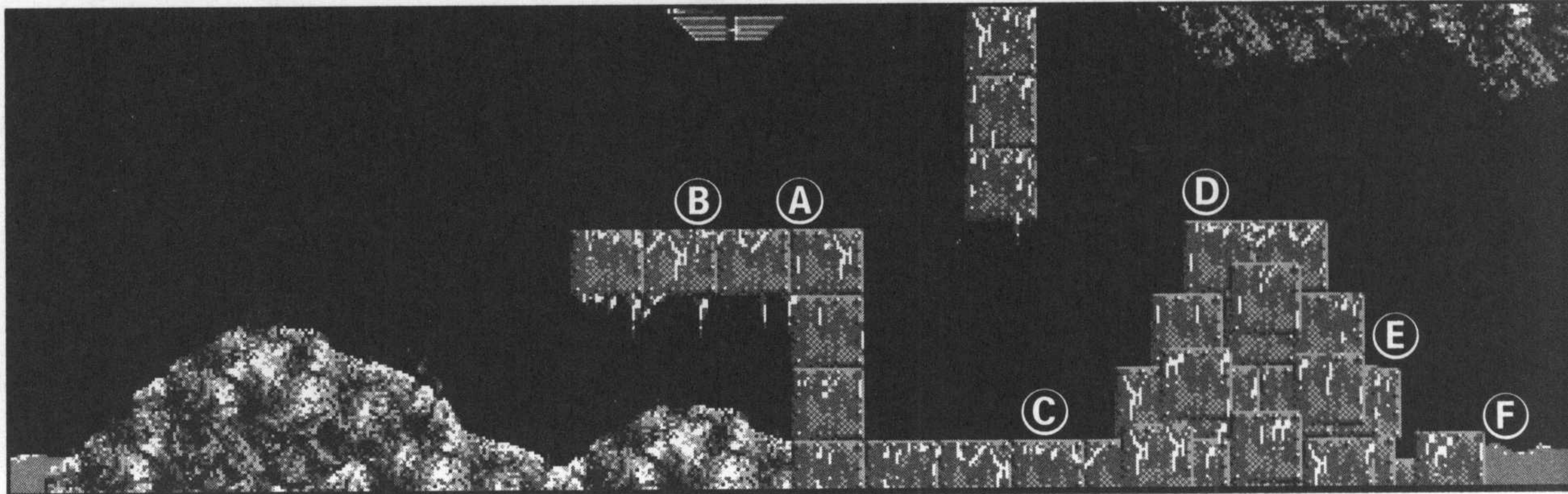
PC and Macintosh:

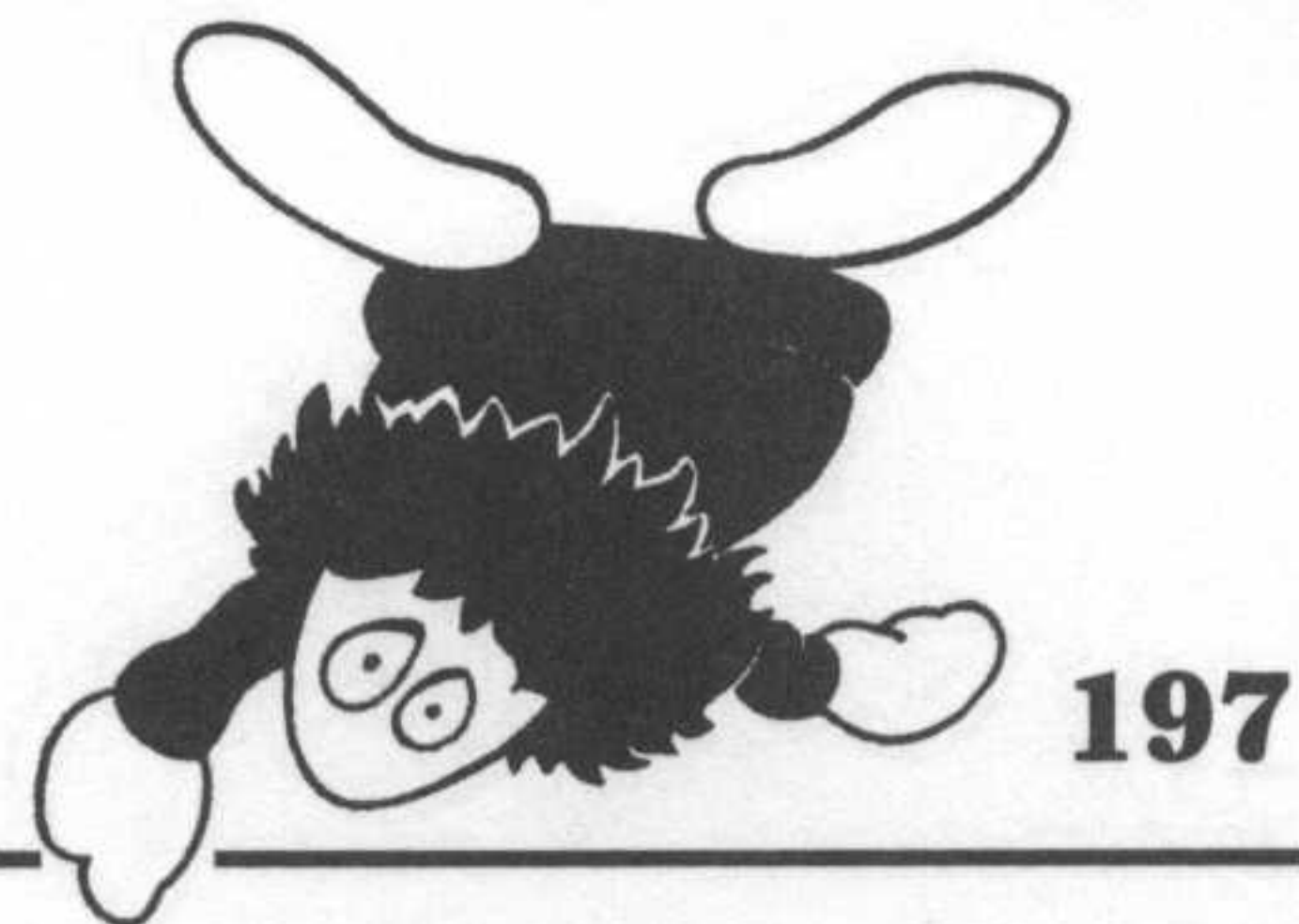
80 lemmings
90 percent to be saved
Release rate 15
8 minutes

Don't be discouraged by the fact that the lemmings splat almost immediately upon leaving their trapdoor. An easy solution is in sight! In fact, this level exemplifies how a single bridge tile makes the difference between a splatted lemming and a walking lemming. You must be quick, though, as the solution calls for you to catch a lemming on his way down from the trapdoor.

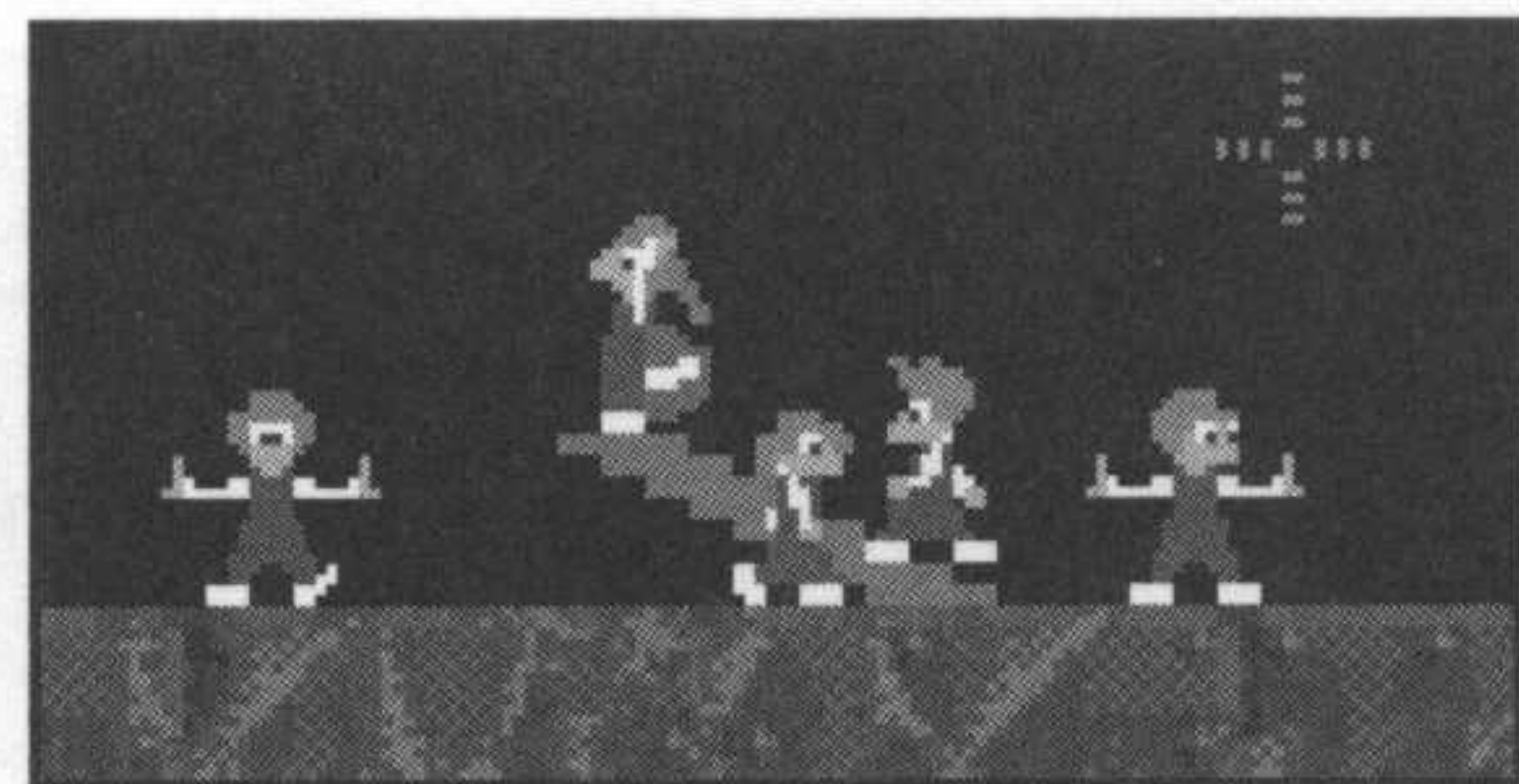
Solution

- 1** Make the first lemming a floater as he's falling. Let him walk past point **A** and drop to the bottom of the steel pit.
- 2** Make the second lemming a floater on his way down, then a blocker at point **A**.



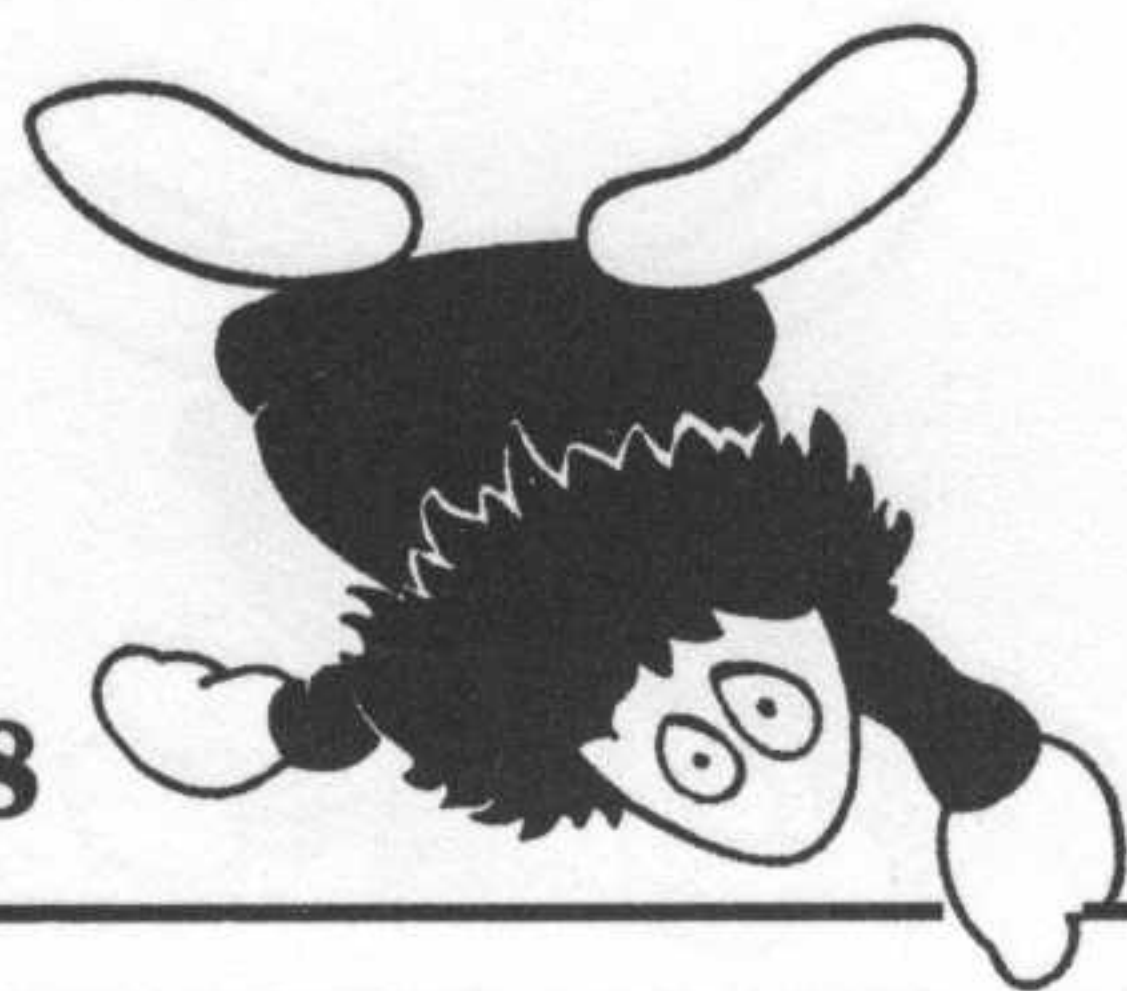


- 3** Make the third lemming a floater on his way down from the hatch. When he hits the blocker and turns around, make him a builder so the others land safely. You may need to make the fourth lemming a floater.
- 4** Place a blocker at **B** to trap the lemmings.
- 5** Build from **C** to the wall at the left. When the builder hits this wall, build back to the right, up to **D**.
- 6** When the lemming drops to **E**, make him build once then drop again.
- 7** Build from **F** to **G**.
- 8** Build from **H** to **I**. There should be a gap between **I** and the wall.
- 9** Build from **J** to the wall at **K**, then back to **L**.
- 10** Build from **L** to the platform at **M**. At the far-right corner of this platform, build to the left, up to **N**.
- 11** Build from **N** to the exit.
- 12** Bomb the blocker at **A** to free the lemmings.



In step 3, if you make the lemming build just as he gets under where the lemmings are landing, you can have him lay down a single tile just before the fourth lemming lands, and you won't have to make the fourth lemming a floater.





Mayhem 2 — The Boiler Room

Access Code: KONJGONMHU

Statistics

Amiga:

100 lemmings
 90 percent to be saved
 Release rate 30
 6 minutes

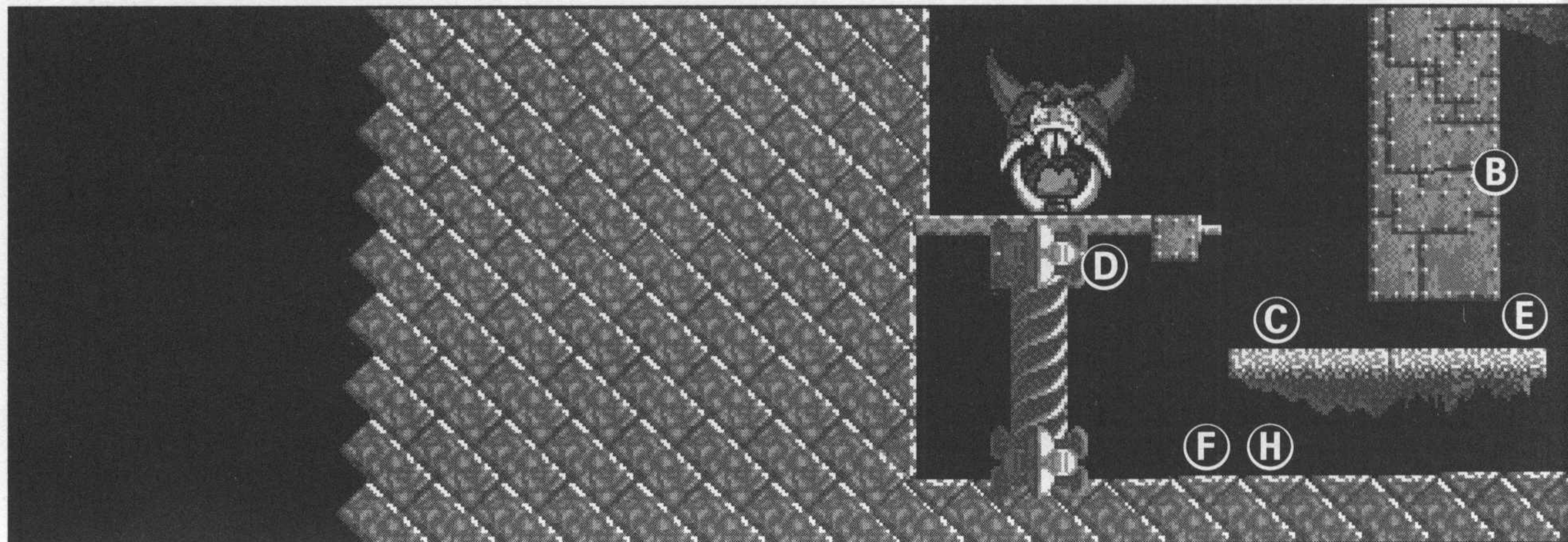
PC and Macintosh:

80 lemmings
 90 percent to be saved
 Release rate 30
 6 minutes

The solution to this level is really not as difficult as it may seem. Your lemmings must circumvent the flame jet near the exit without getting themselves fried in the process. Fortunately, we do not necessarily have to go through the flame to accomplish our goal . . . we can also go through the platform upon which the exit sits!

Solution

- 1** Make the first lemming build at **A**. Place a blocker behind the builder.
- 2** Build until the lemming nearly touches the wall at **B**. He should drop safely.
- 3** Build from **C** to point **D** near the top of the pillar, then build back to the right.



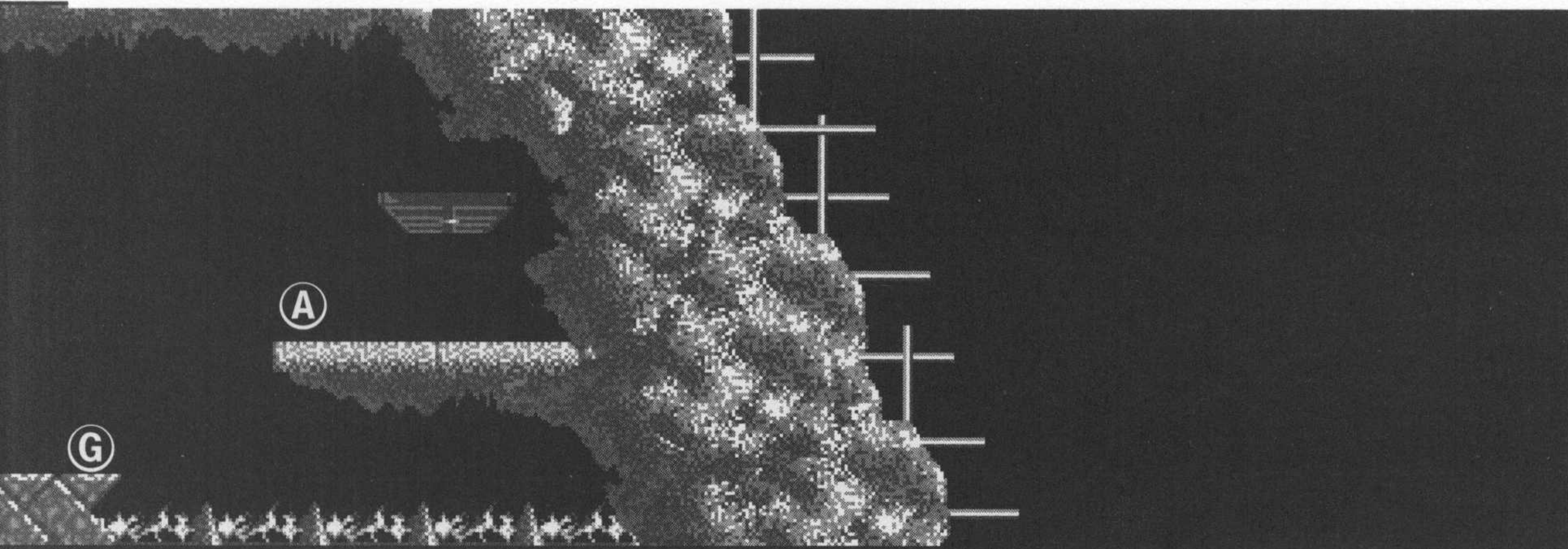


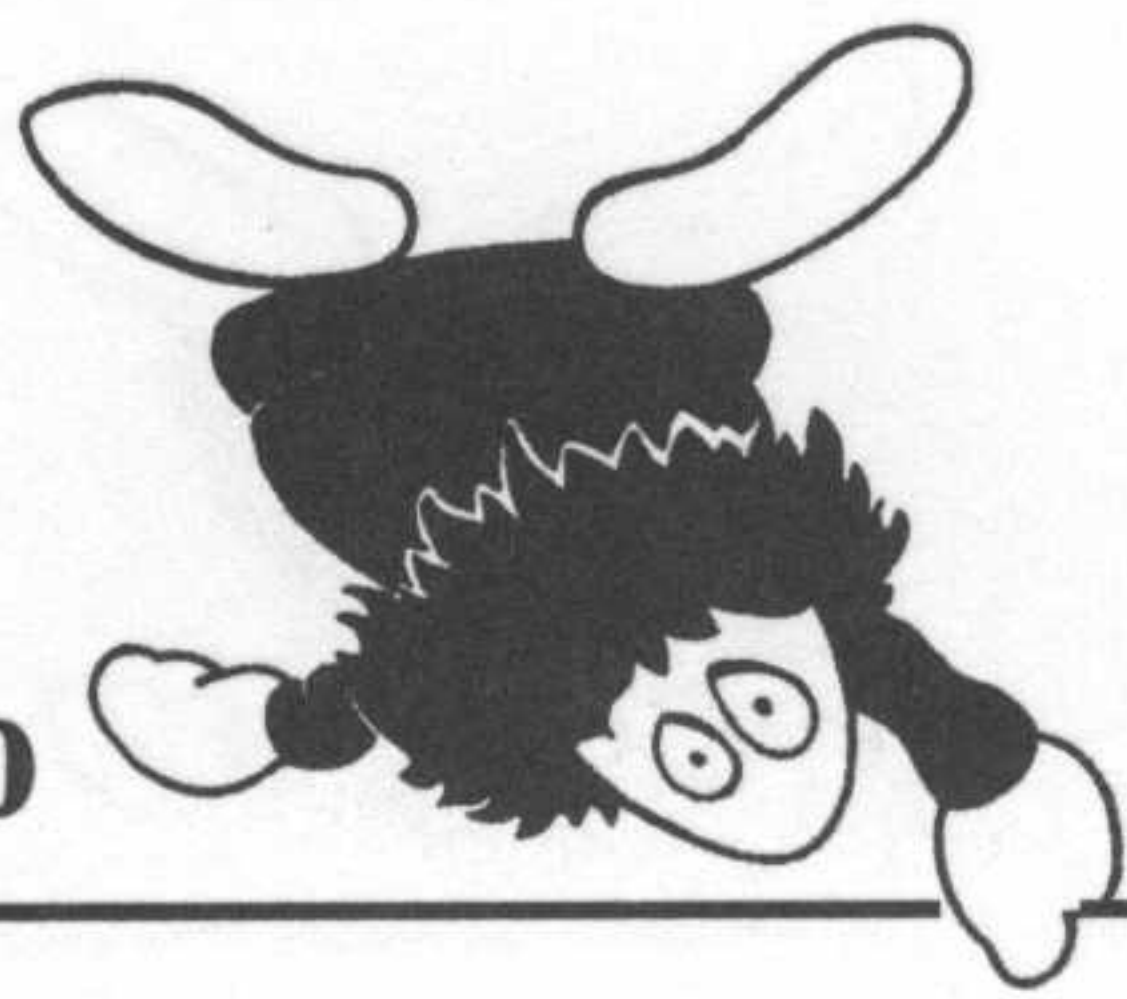
- 4 When your builder turns around and walks back to the top of the bridge, block and bomb him. This will open a hole in the ceiling through which the others can build to the exit.
- 5 Build over the blocker at **A**. Place another blocker at **E** to prevent the lemmings who turn around from dropping off this edge.
- 6 Rebuild the bridge at **D** so your lemmings can walk to the exit.

If steps 3 and 4 are done exactly, you'll only need one bomber to do the trick. However, if it's not done perfectly, you may need to use more than one. In this case, you'll probably end up with a lemming or two down on the bottom level, near **F**. To get these bottom lemmings back up to where they can get to the exit:

- 1 Make a lemming into a blocker at **G**.
- 2 Make a lemming build to the left, into the pole, starting at **H**. When this builder hits the pole and turns back towards the right, have him continue building. Eventually, he'll run into the existing bridge from **C** to **D**, and cease his bridge-building. At this point, have any of the lemmings who are walking over the end of the bridge build. Each will lay down a single tile, and eventually fill in the gap. At this point, the lemmings should climb up and join their friends.

The lemmings get pretty warm this close to flames! Don't let them wander too close, though, or you may end up with some toasted lemming!





Mayhem 3 — It's Hero Time!

Access Code: O0JGGKMNHN

Statistics

Amiga:

30 lemmings

100 percent to be saved

Release rate 99

1 minute

PC and Macintosh:

25 lemmings

100 percent to be saved

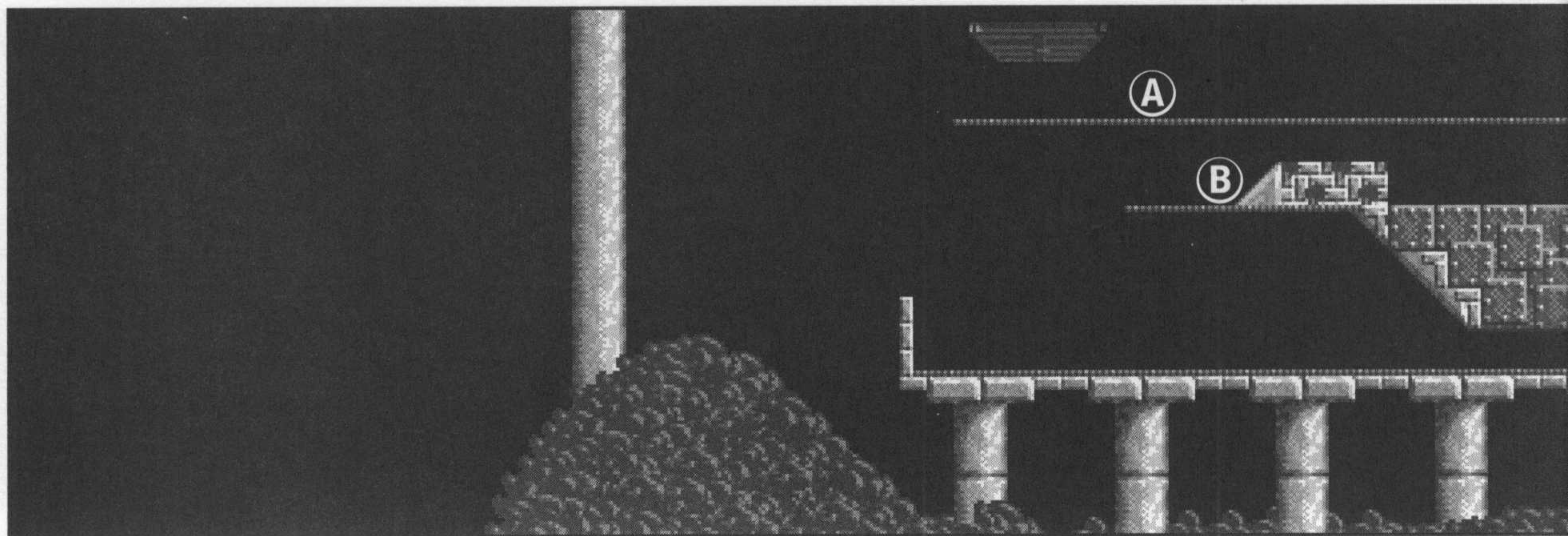
Release rate 99

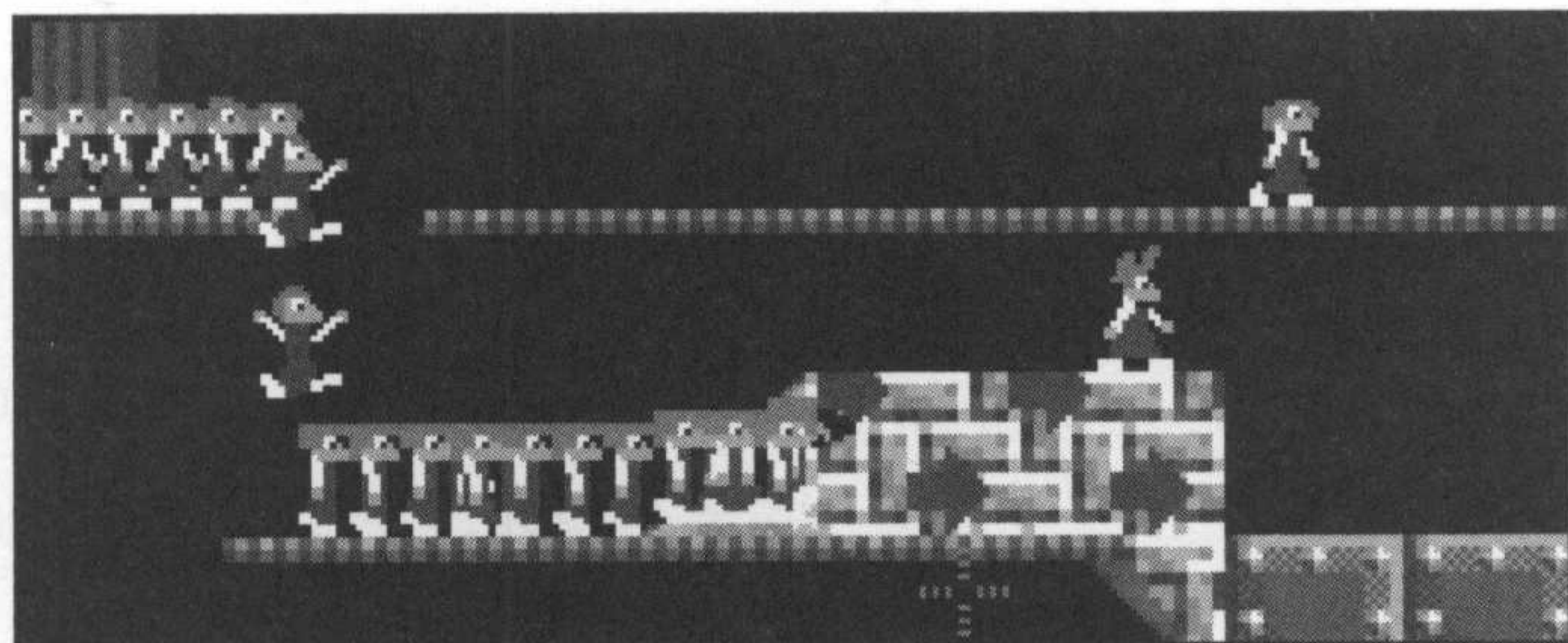
1 minute

This is one of the most difficult levels in the game! This level requires your technique to be almost flawless, as you must keep track of lemmings all over the screen at the same time. At one point on this level, you'll have three different groups of lemmings doing different things! Good luck!

Solution

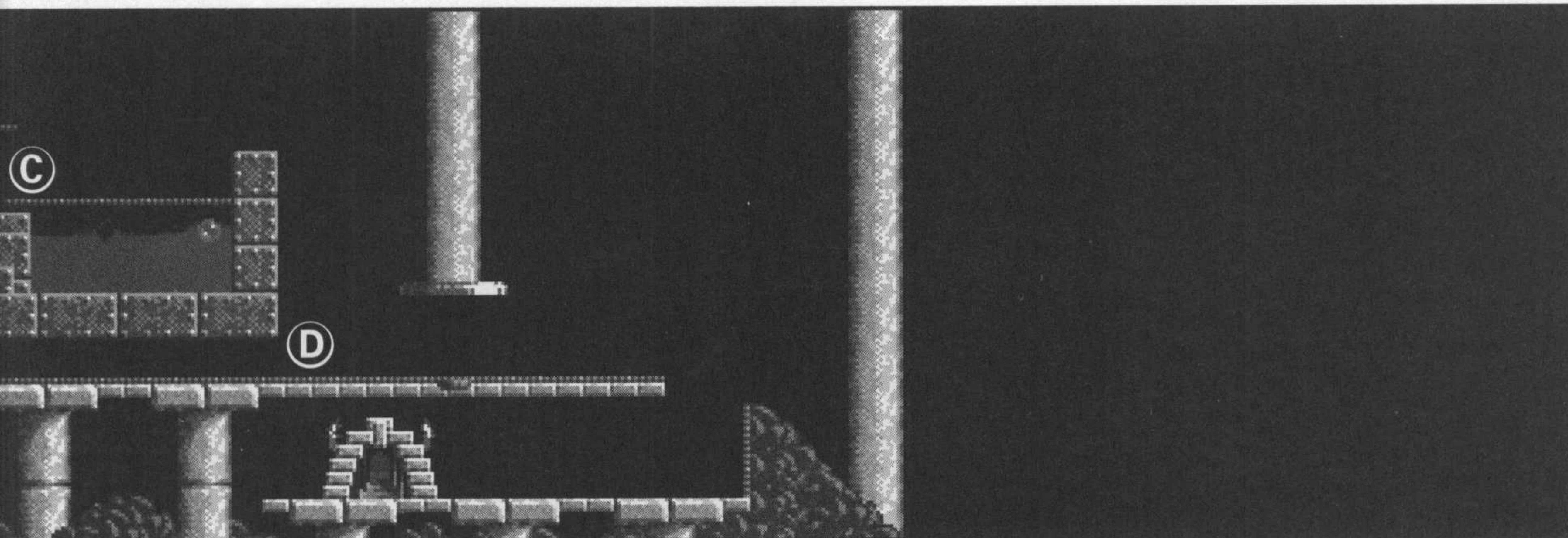
- 1 Make the first lemming dig down at point **A**. One lemming will continue to walk to the right.

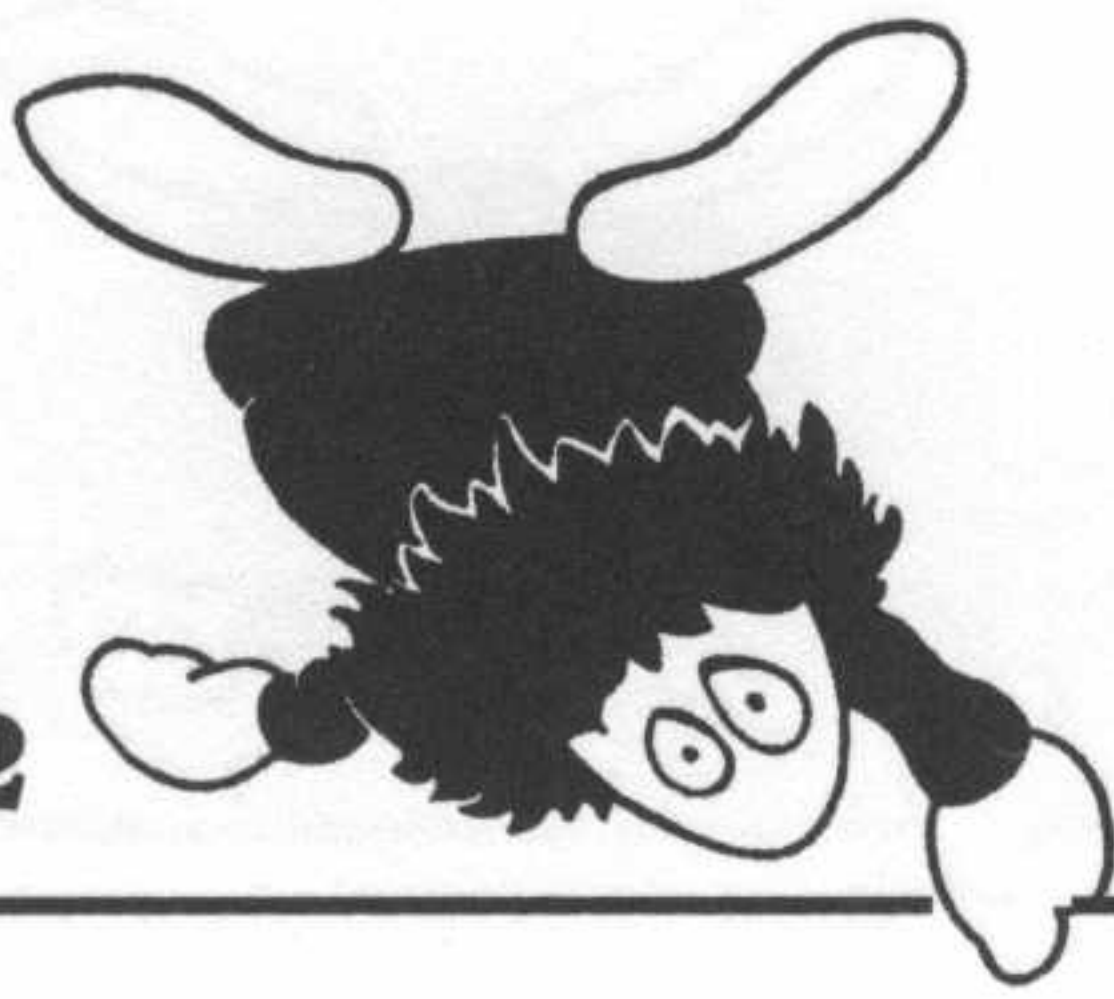




- 2** At point **B**, make the second lemming bash (this is a little bit tricky). The first lemming will walk over the top of the one-way block, while the rest will turn around and head left.
- 3** Rush over and make your other lone lemming an athlete, so he climbs over the right-hand wall.
- 4** Build a bridge to block the gap at **C**.
- 5** Make your athlete mine at **D**.

Don't forget that you can make frequent use of the pause key during those really tight moments when your pointer needs to be in three different places at the same time!





Mayhem 4 — The Crossroads

Access Code: FLGKJNMOHJ

Statistics

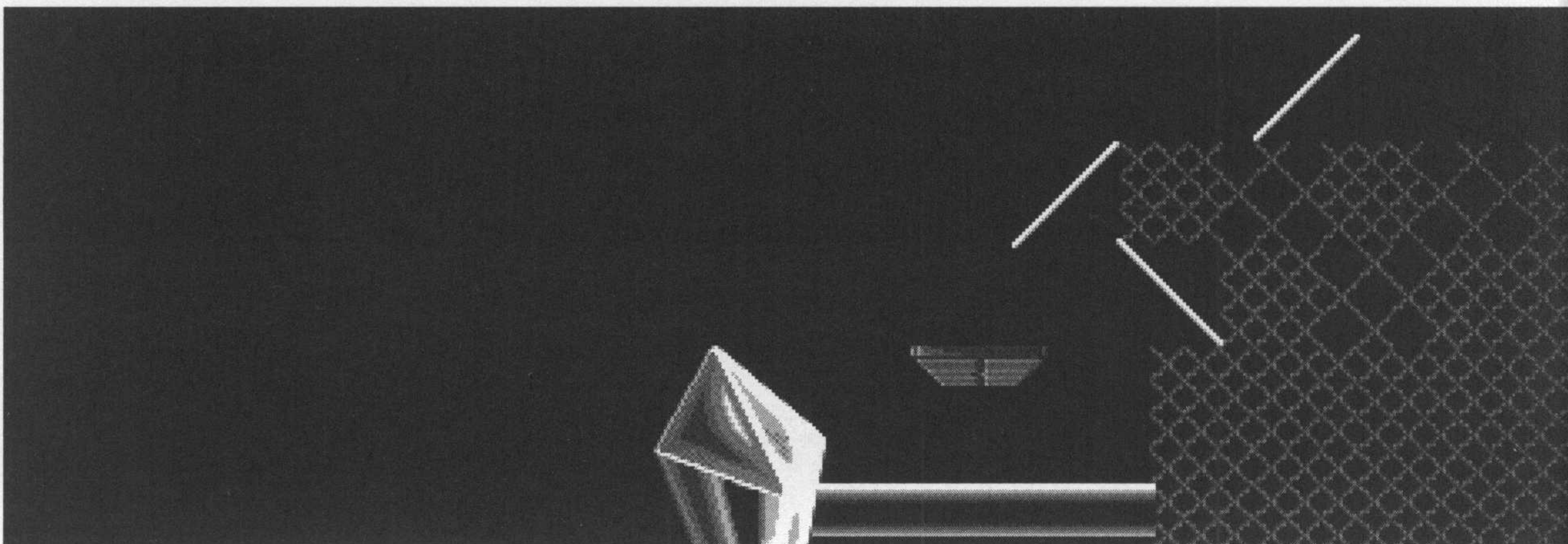
Amiga:

100 lemmings
100 percent to be saved
Release rate 99
1 minute

PC and Macintosh:

50 lemmings
80 percent to be saved
Release rate 99
1 minute

This level should have been called the Click-a-lot level, as you'll have to do some very rapid clicking. If you're an Amiga owner, you'll have to be even more precise, since you can't afford to lose any lemmings!

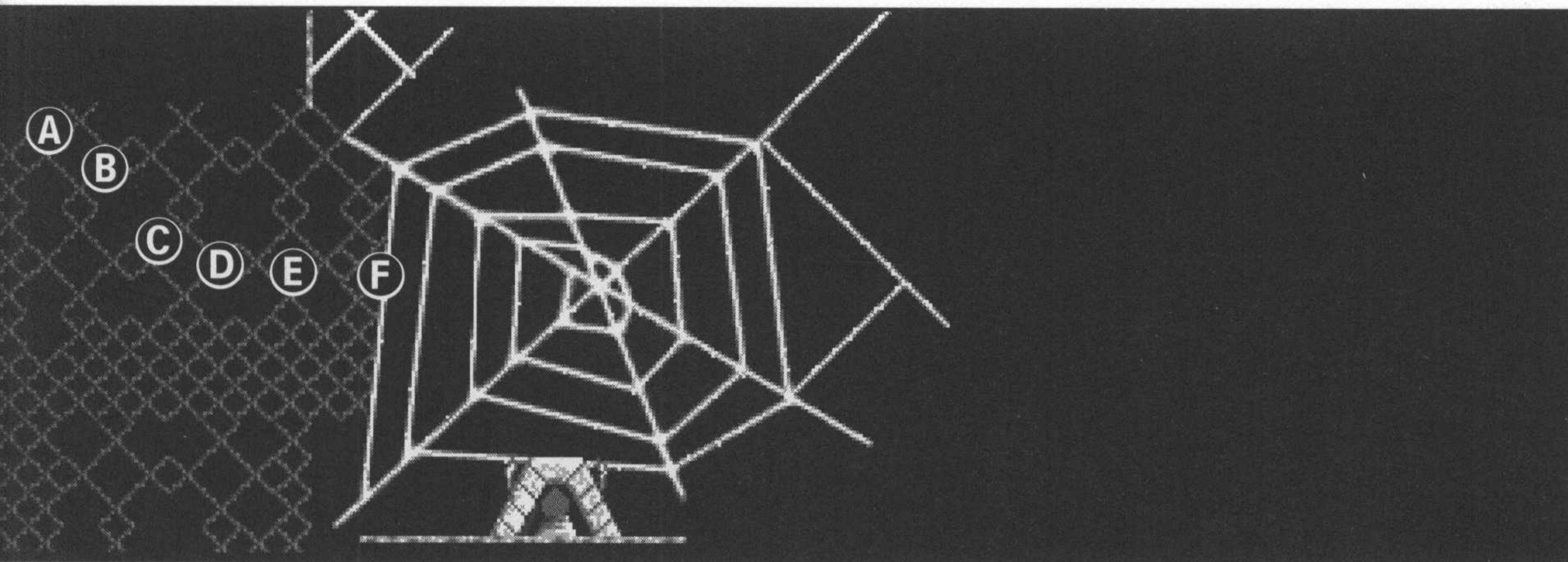
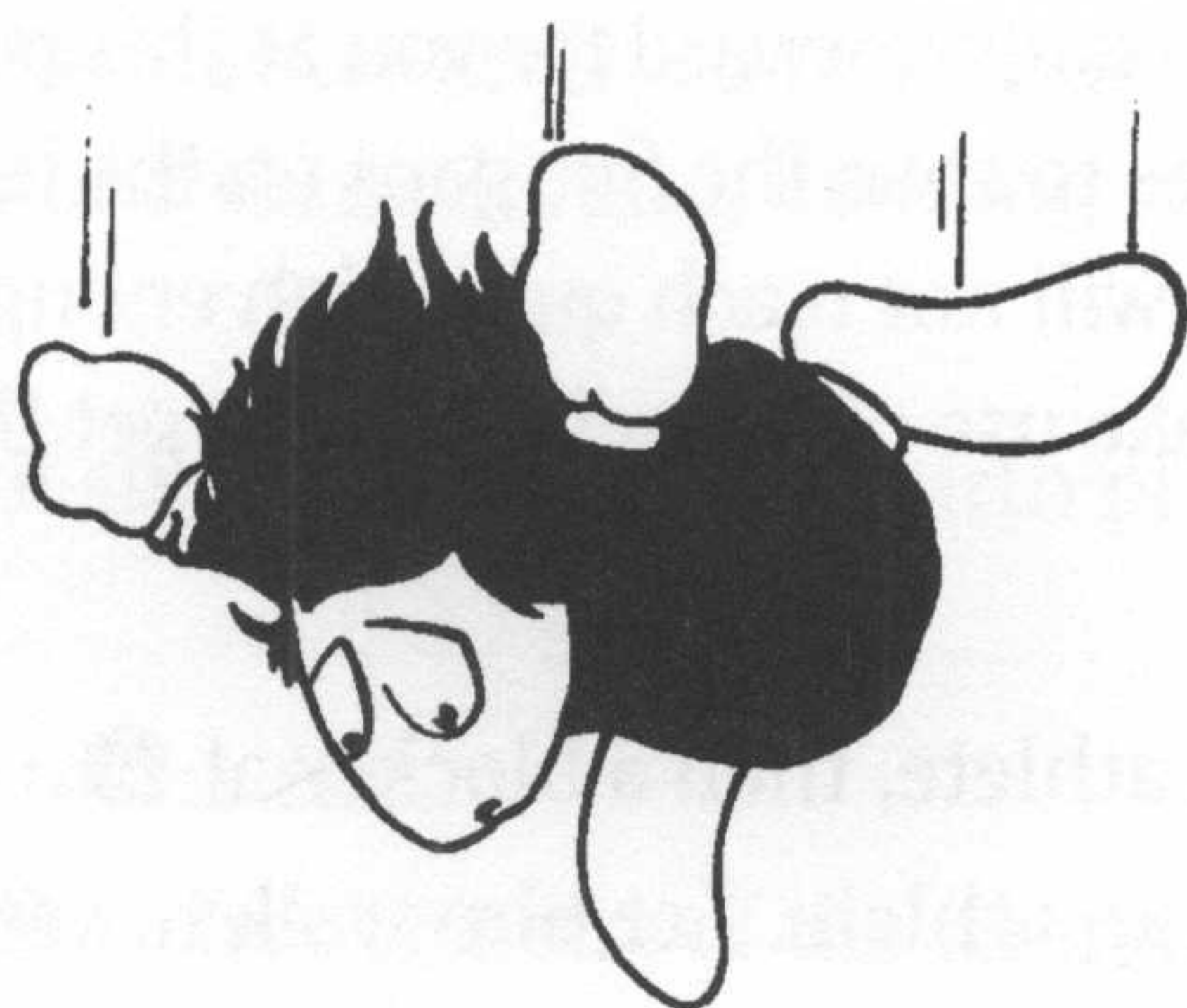


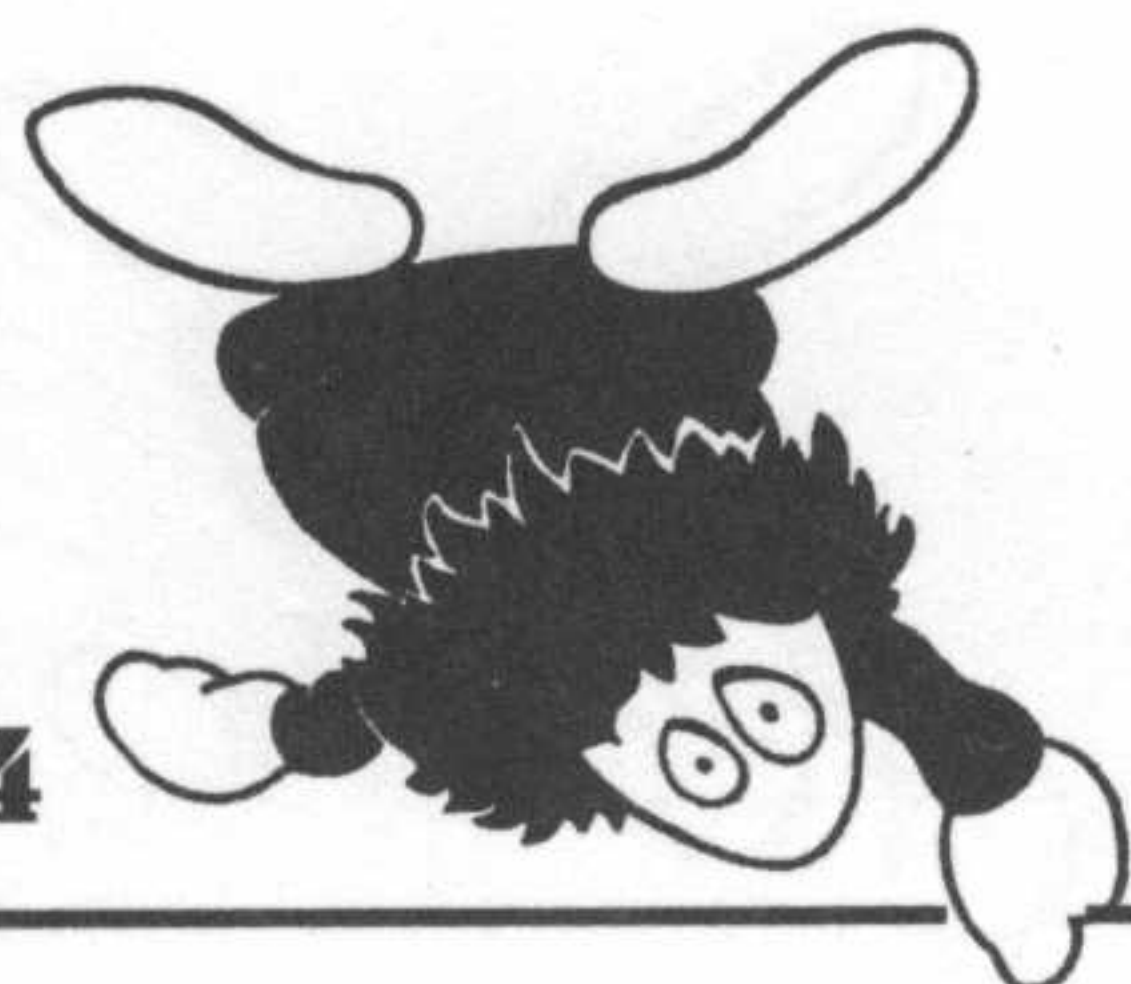


Solution

- 1** Make the first lemming bash at points **A** thru **E**. If you miss the first lemming, he will walk to the top, turn around, and head back to the left, to his death. They hate it when that happens.
- 2** Make a lemming bash to the right at point **F**.

Be careful! Although you have a small surplus of bashers on this level, your supply is not unlimited.





Mayhem 5 — Down, along, up. In that order

Access Code: LGANNMGPHV

Statistics

80 lemmings

75 percent to be saved

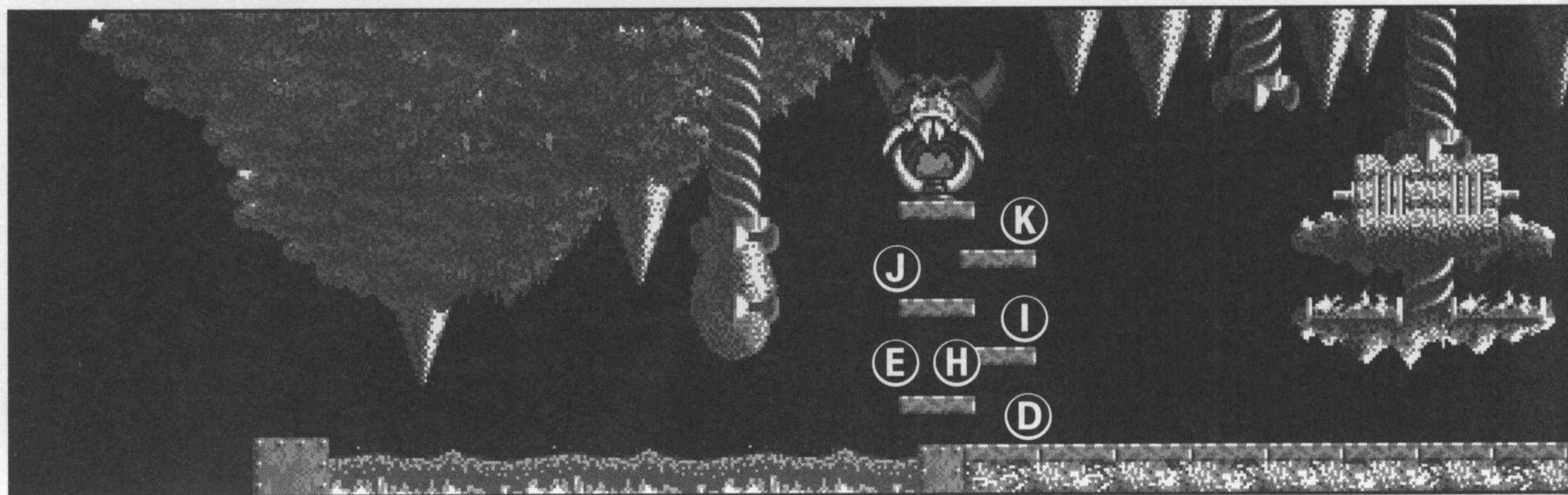
Release rate 50

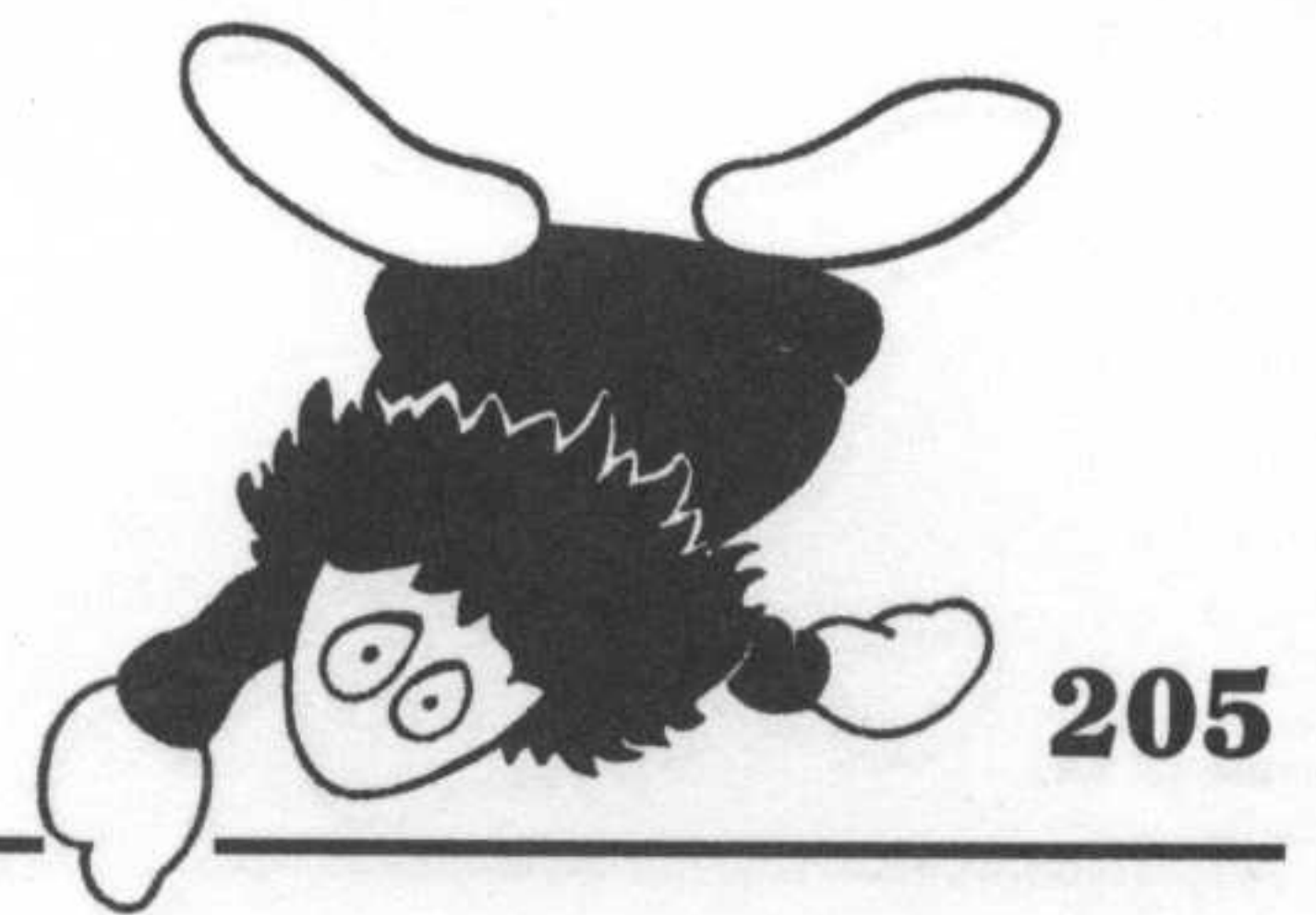
5 minutes

This level should be pretty straightforward for you at this point. The only tricky part is that you have exactly five bridges to span the five gaps on the left side. If you use standard building techniques, the bridge will not reach quite high enough to span the distance between two blocks, so we'll make use of a special trick to get the lemmings to build higher!

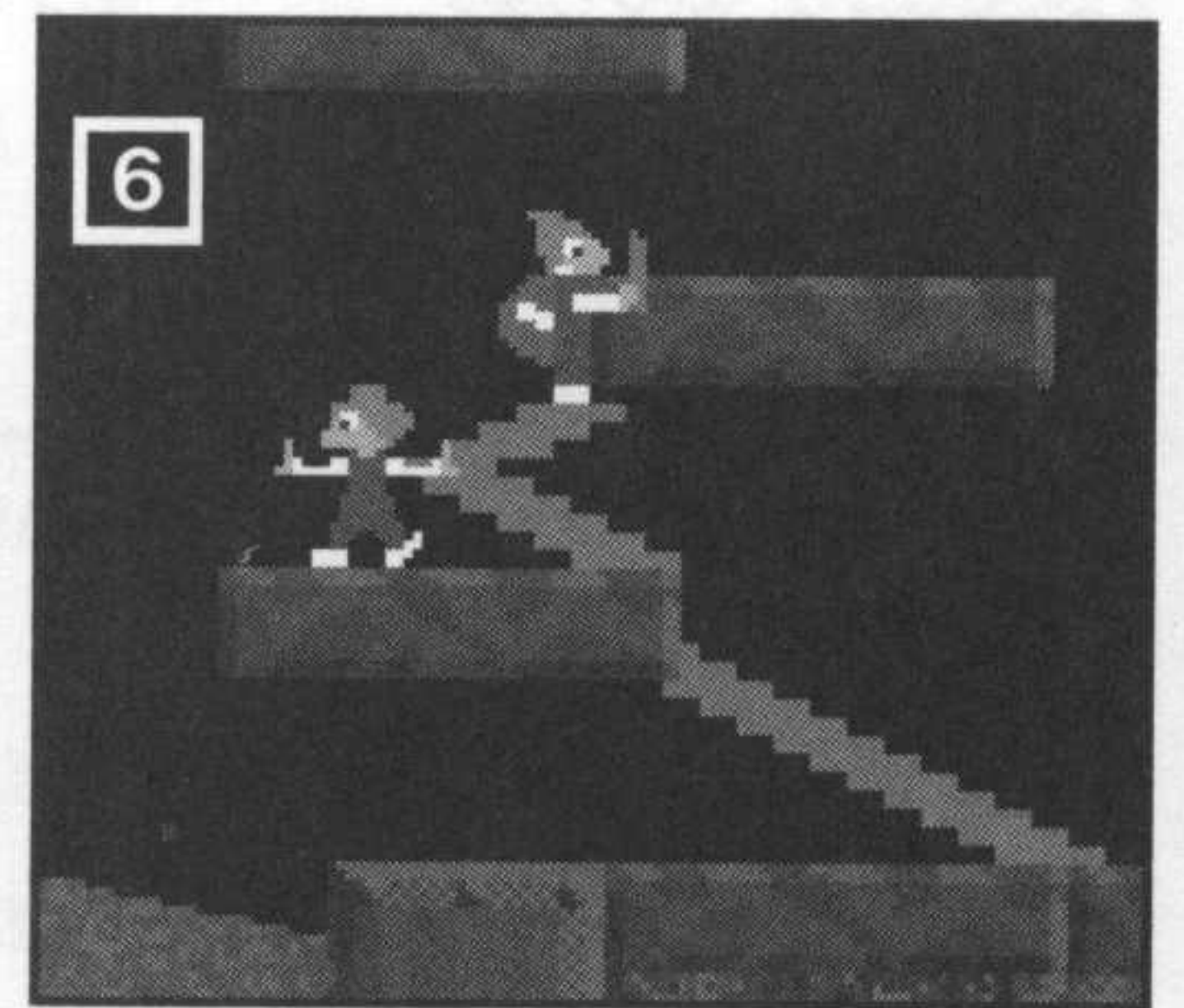
Solution

- 1** Make the first lemming an athlete, then a blocker at **A**.
- 2** Make the second lemming an athlete. Let him walk towards the left.
- 3** Make the third lemming dig at **B**, then again at **C**. Let about 10 lemmings walk past **C**, then place a blocker to the left of the hole to stop the rest.

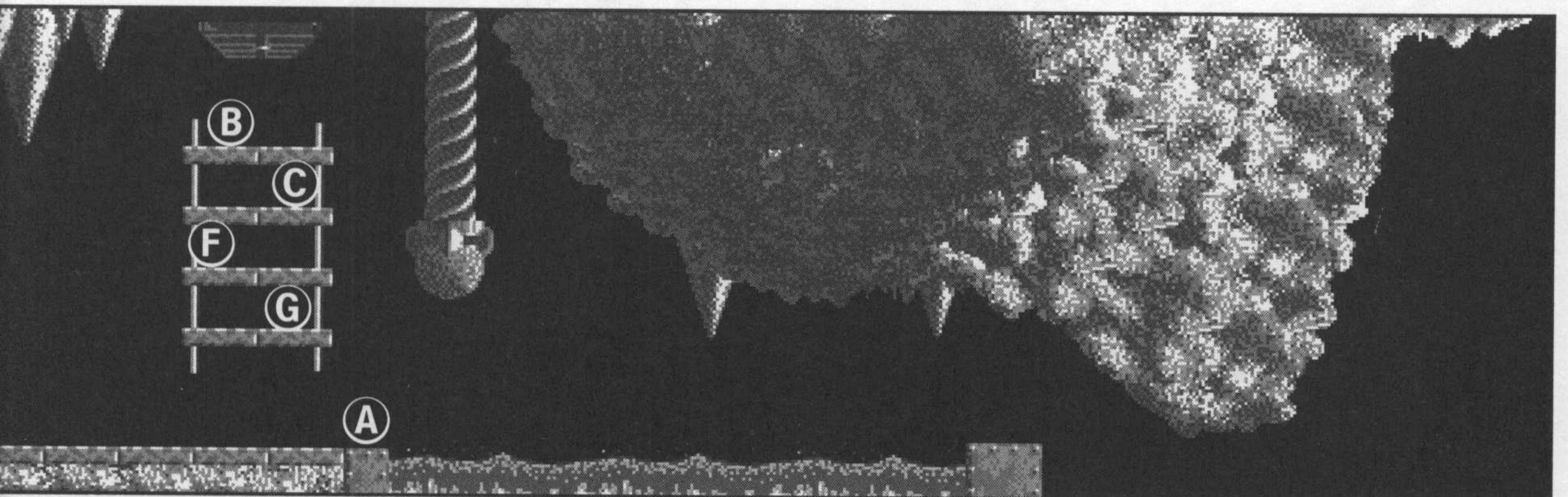


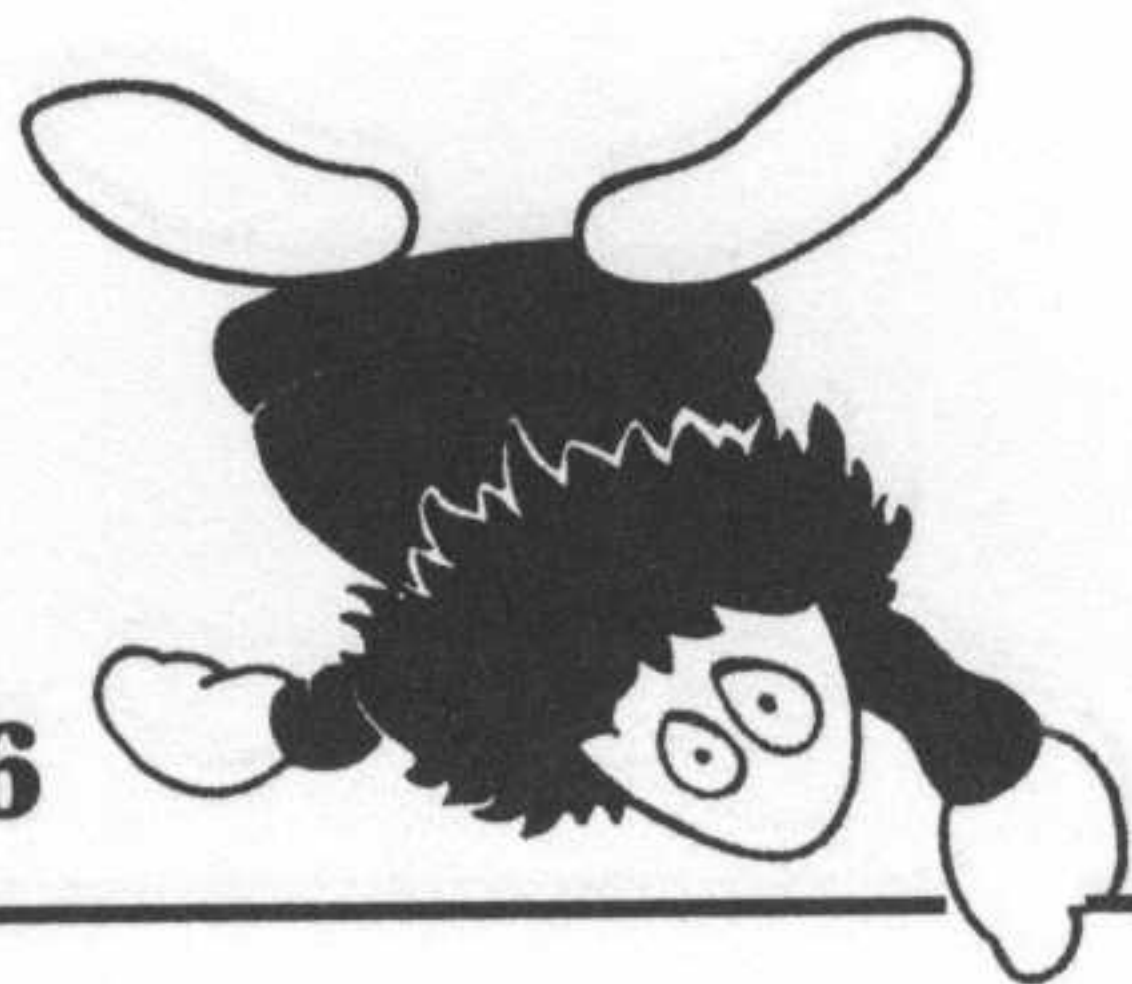


- 4** When the lemming from step two reaches point **D**, make him build. At point **E**, about two-thirds of the way along the platform, make him a blocker. As a blocker, he should have both feet firmly on the platform.
- 5** Dig at **F** and **G** to free your ten lemmings.
- 6** At point **H**, build towards the blocker. When your builder hits the blocker, he will turn around, and keep building! This bridge should reach the next platform.
- 7** Place a blocker at point **I** about two-thirds of the way along the platform.
- 8** Build a bridge toward the blocker at **I**, so that your builder hits the blocker and turns around, building to the next platform.
- 9** Place a blocker at **J**.
- 10** Following the process of step 6, build to the fourth platform.
- 11** Place a blocker at **K**.
- 12** Following step 6, build to the exit.
- 13** Bomb your blocker at **C** to free the rest of the lemmings.



The bridge-height-boosting trick introduced in this level is rarely used, but is critical for those levels that call for it.





Mayhem 6 — One Way or Another

Access Code: GKONMOHQHV

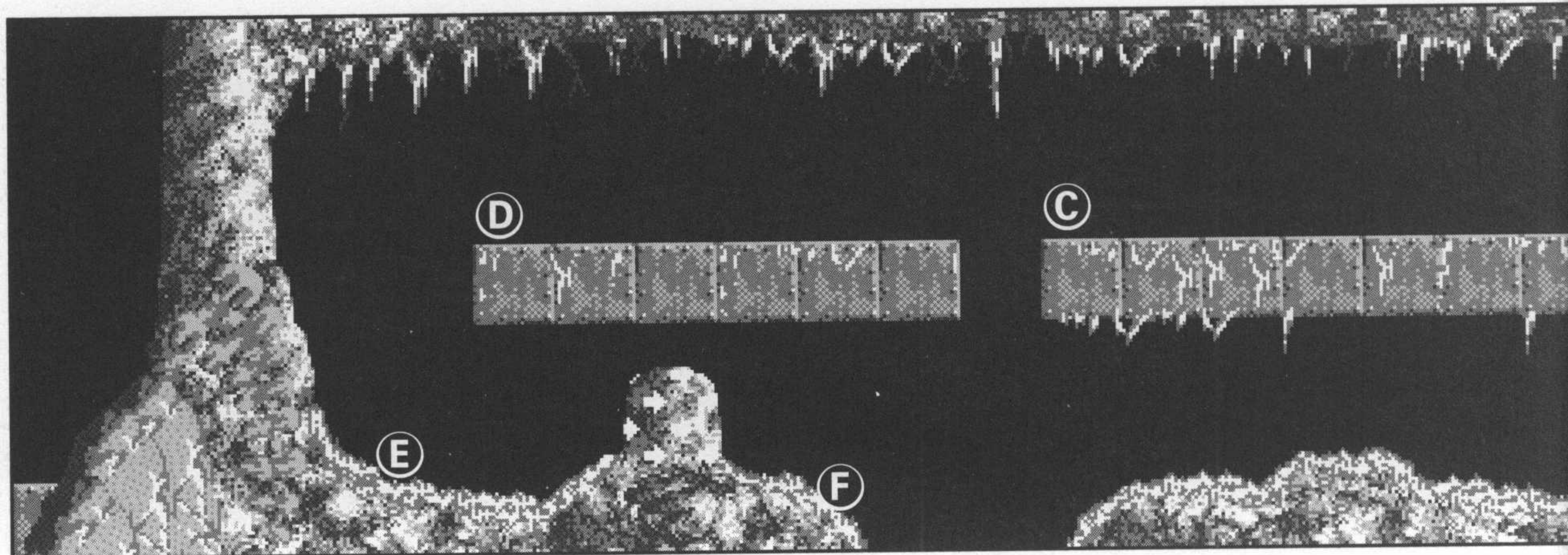
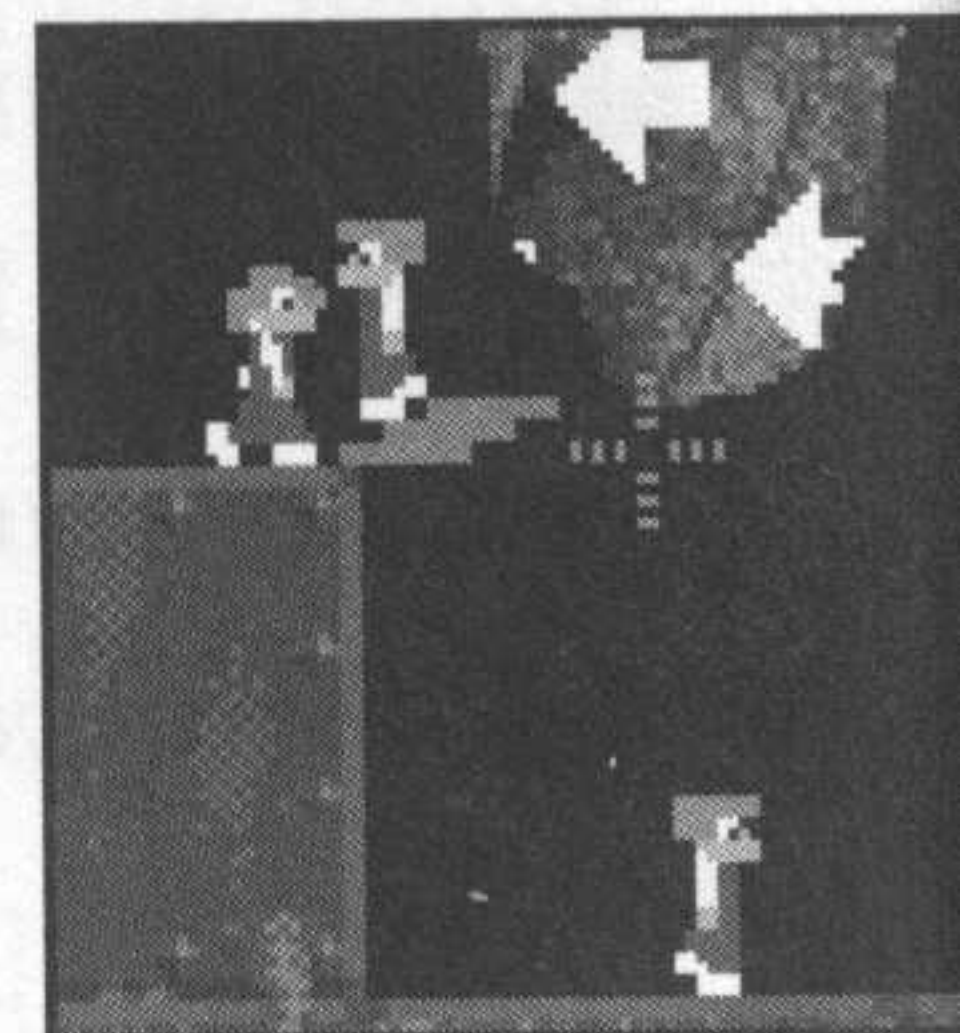
Statistics

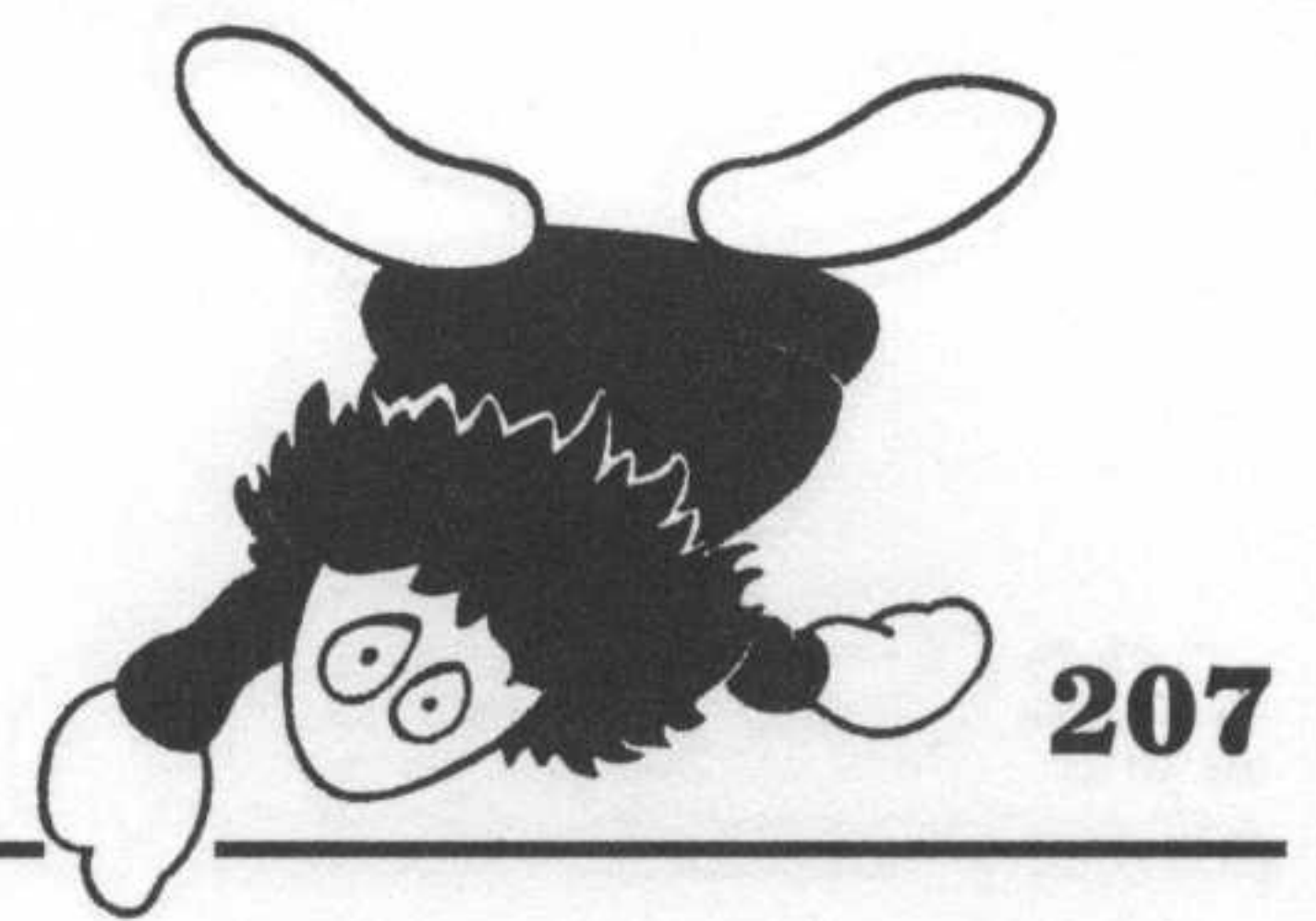
75 lemmings
 100 percent to be saved
 Release rate 50
 4 minutes

This level is reminiscent of Tricky Level 9: “They Just Keep on Coming,” except that your resources are extremely limited. You had twenty of every attribute there but you only have the bare essentials here. We’ll use the same strategy we used there, though, since we saved 100 percent last time. Join us, as we take the left-hand scenic route!

Solution

- 1 Make the a lemming build just before he falls down at **A**. After a few tiles, he should bump his head and turn around, leaving a gap in

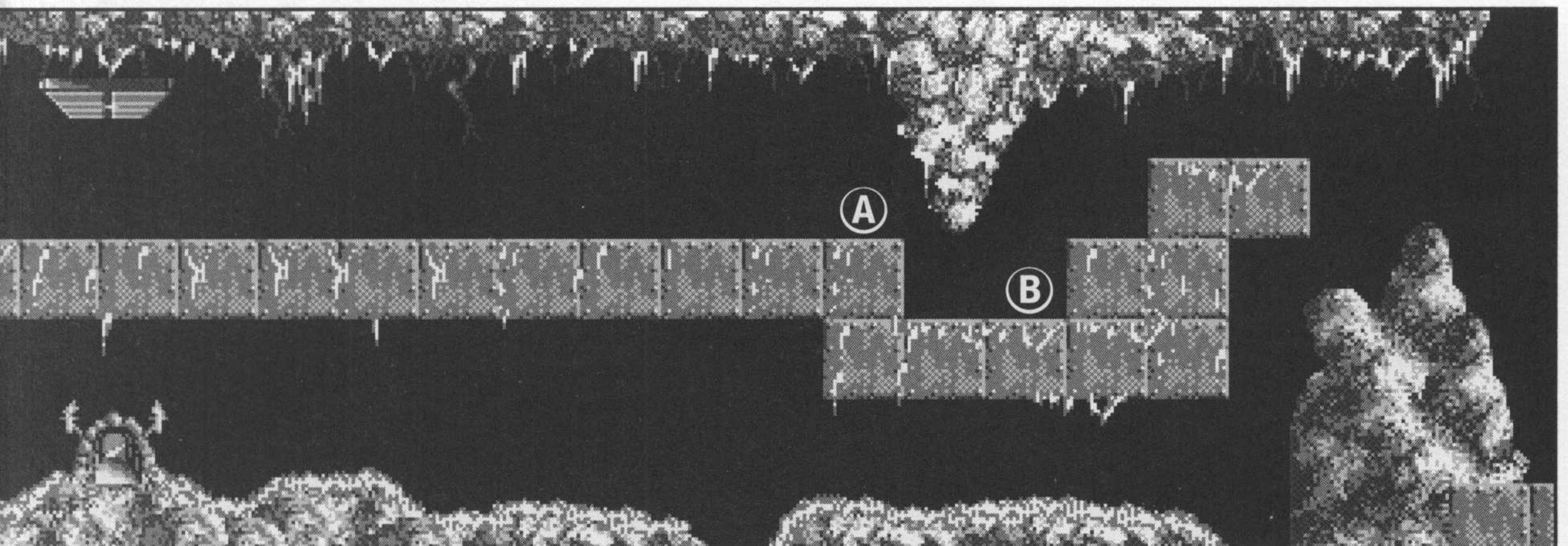


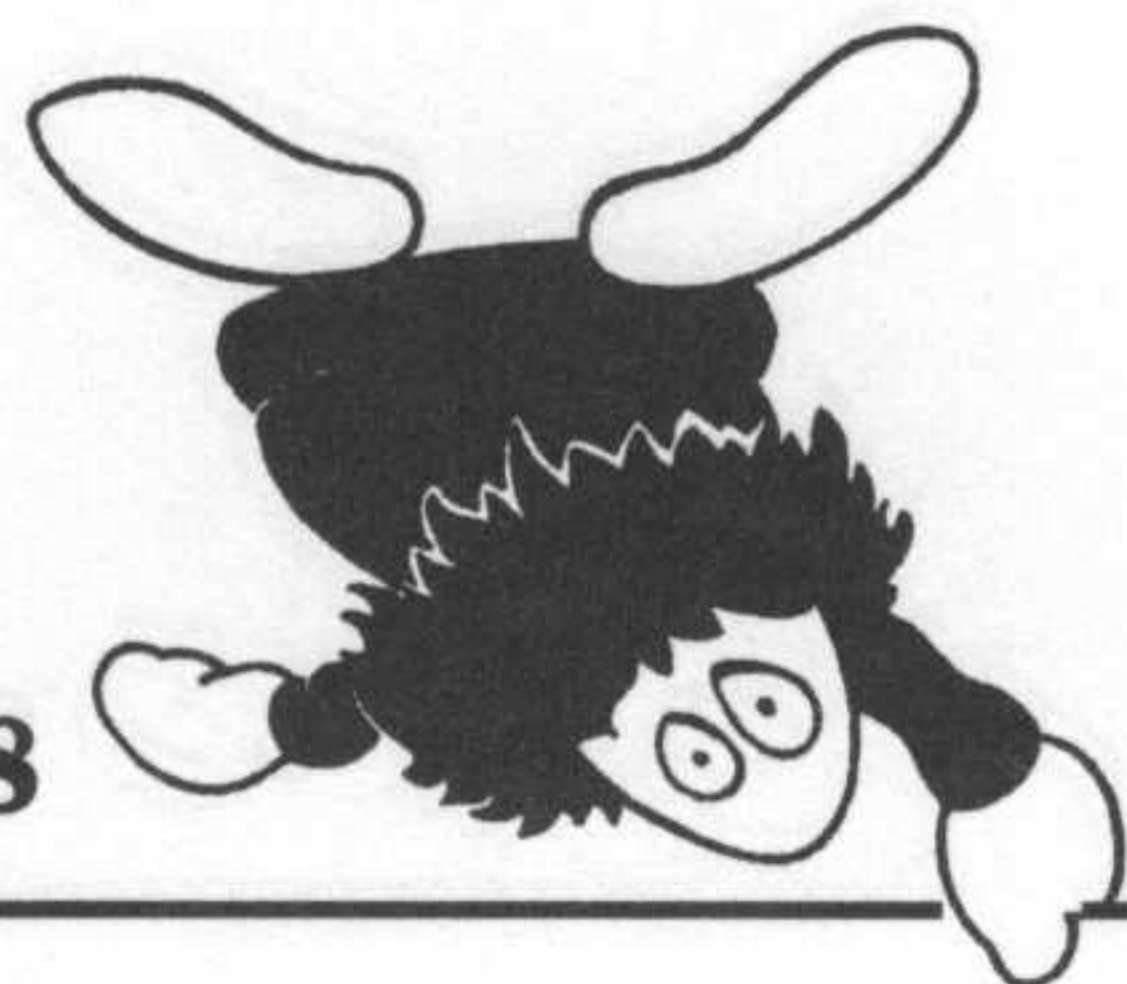


front of him. He should turn around, while the lemmings behind him continue falling into the steel pit.

- 2** Have a lemming in the pit build to the left at **B**. This will make life easier later.
- 3** Once the lone lemming reaches point **C**, make him build. A single bridge should span the gap.
- 4** Have the lemming build two bridges just before he falls off from point **D**. He should land safely on the large column of dirt on the left side of the level.
- 5** Build three bridges at **E**. If this is done properly, the lemming should then go right over the one-way mound of dirt. If he's having trouble getting over the mound, you may need to use a basher.
- 6** Build three bridges from **F** to span the gap.
- 7** Complete the bridge at **B**. All the lemmings going over the top of the existing bridge should be going to the left, so you should have no problems!

For additional challenge, try taking the right-hand route. The steel pit will again play a critical role.





Mayhem 7 — Poles Apart

Access Code: GAJJLEOBIQ

Statistics

50 lemmings

90 percent to be saved

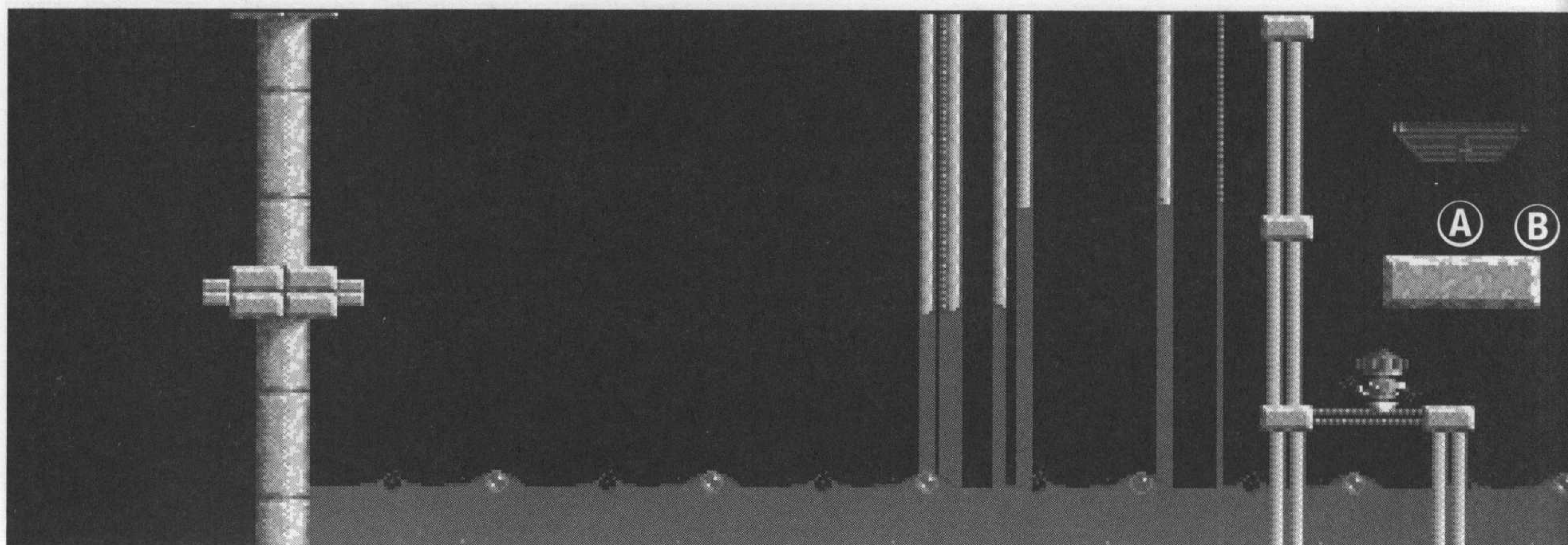
Release rate 50

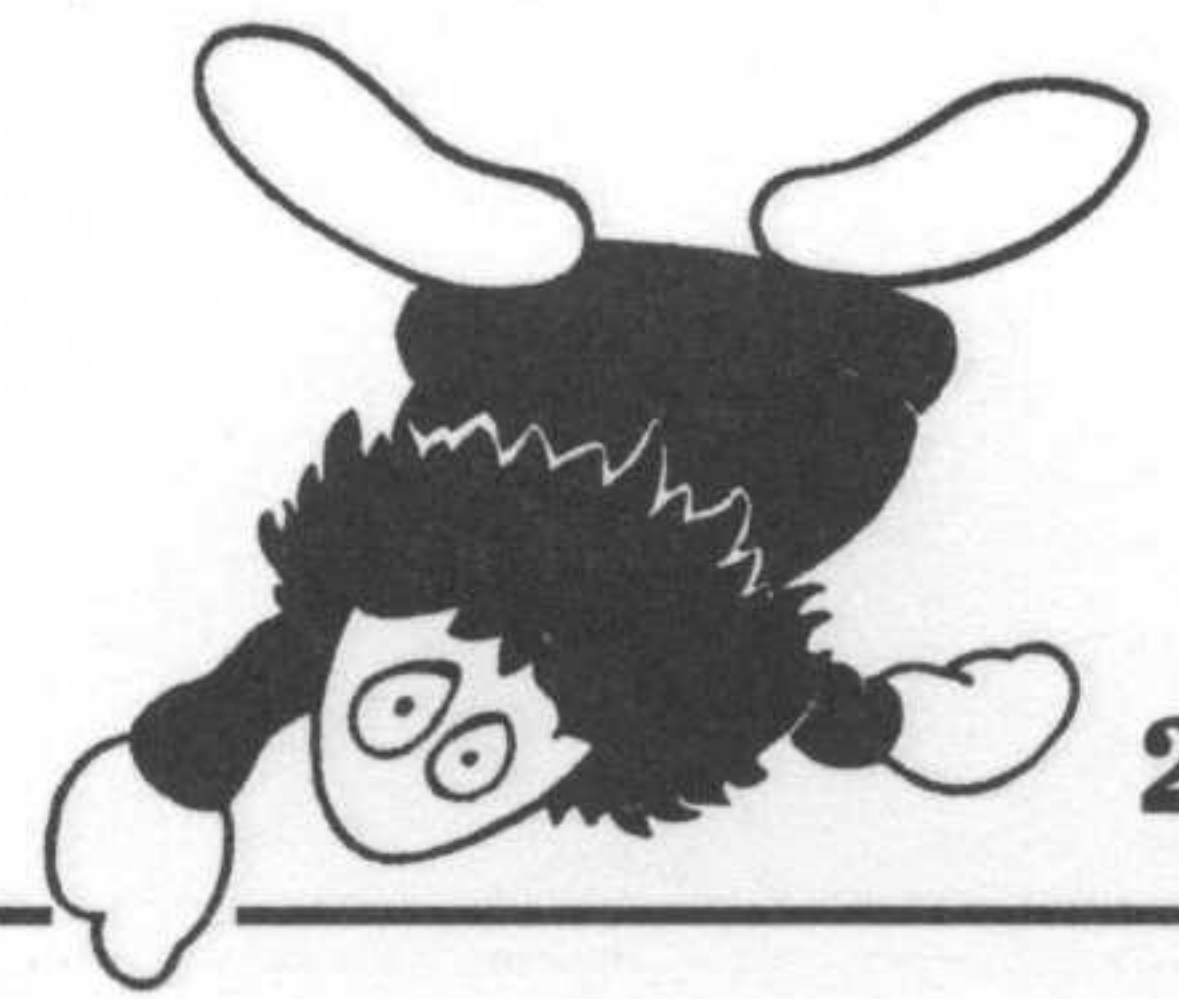
5 minutes

The placement of your digging lemming on the last pole of this level is absolutely critical! Here, we make use of the vertical digger to remove poles, because of the lack of bashers available. Unfortunately, this means that you must make a lemming dig vertically just as he reaches the top of the poles, a difficult process indeed!

Solution

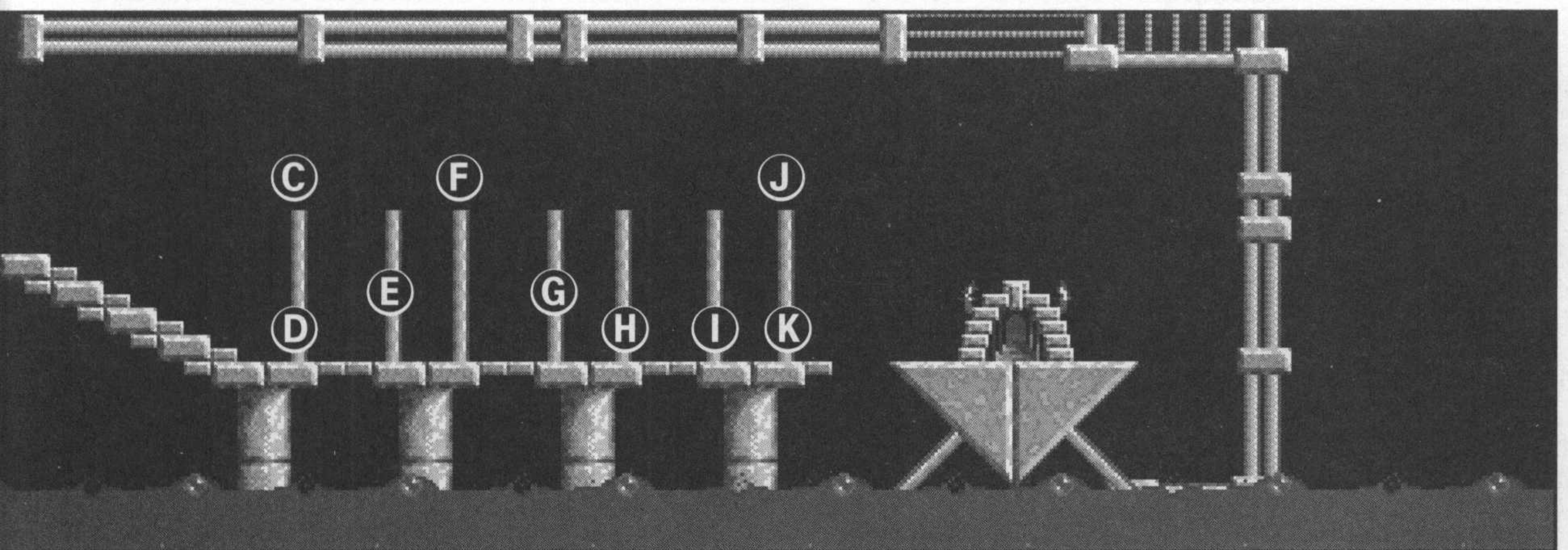
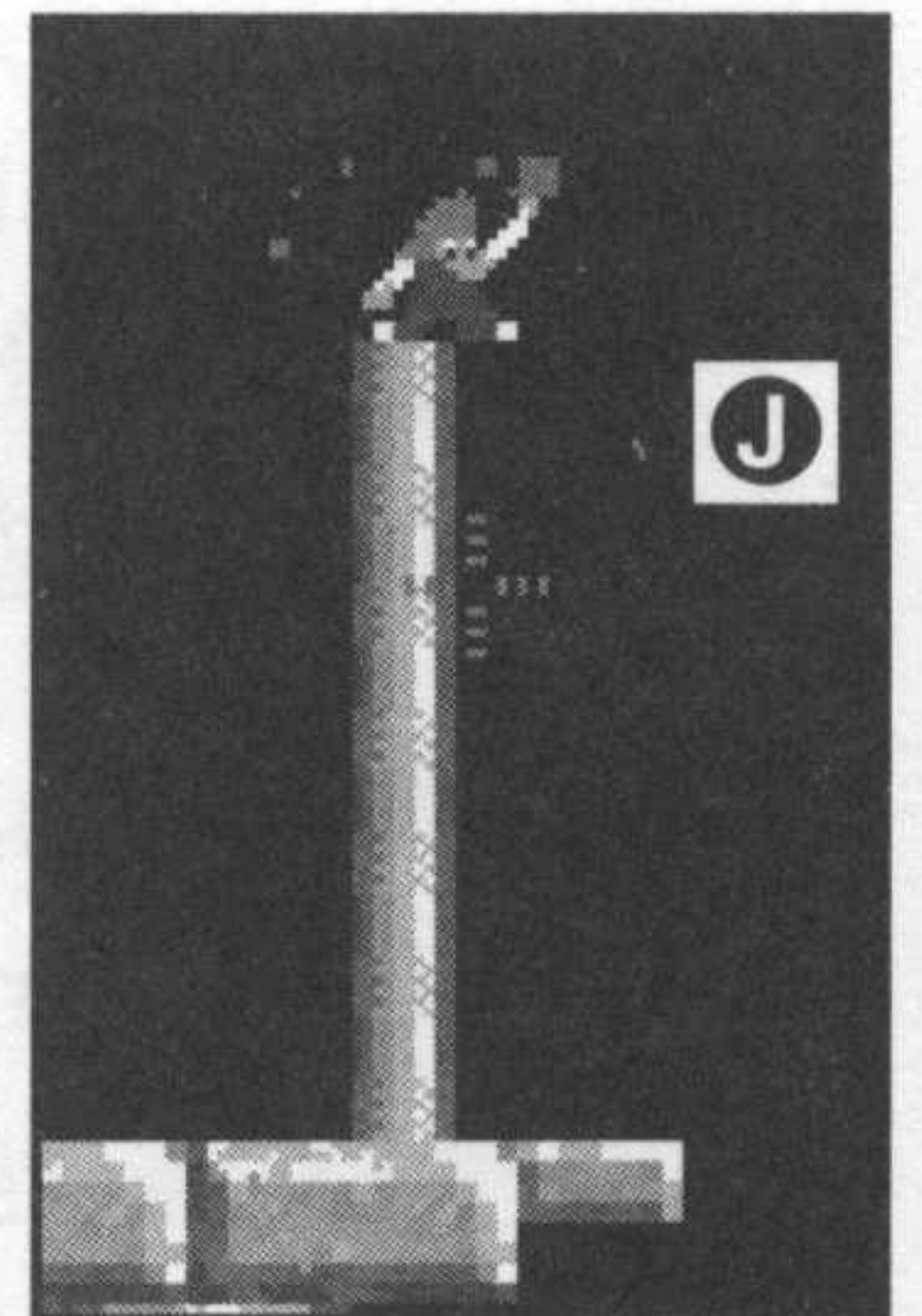
- 1** Make the first lemming dig at **A**.
- 2** The second lemming will walk past this pit. Make him build at **B**.
- 3** When the lemming at **A** is about three-fourths of the way through the platform, make him build to stop him from digging.

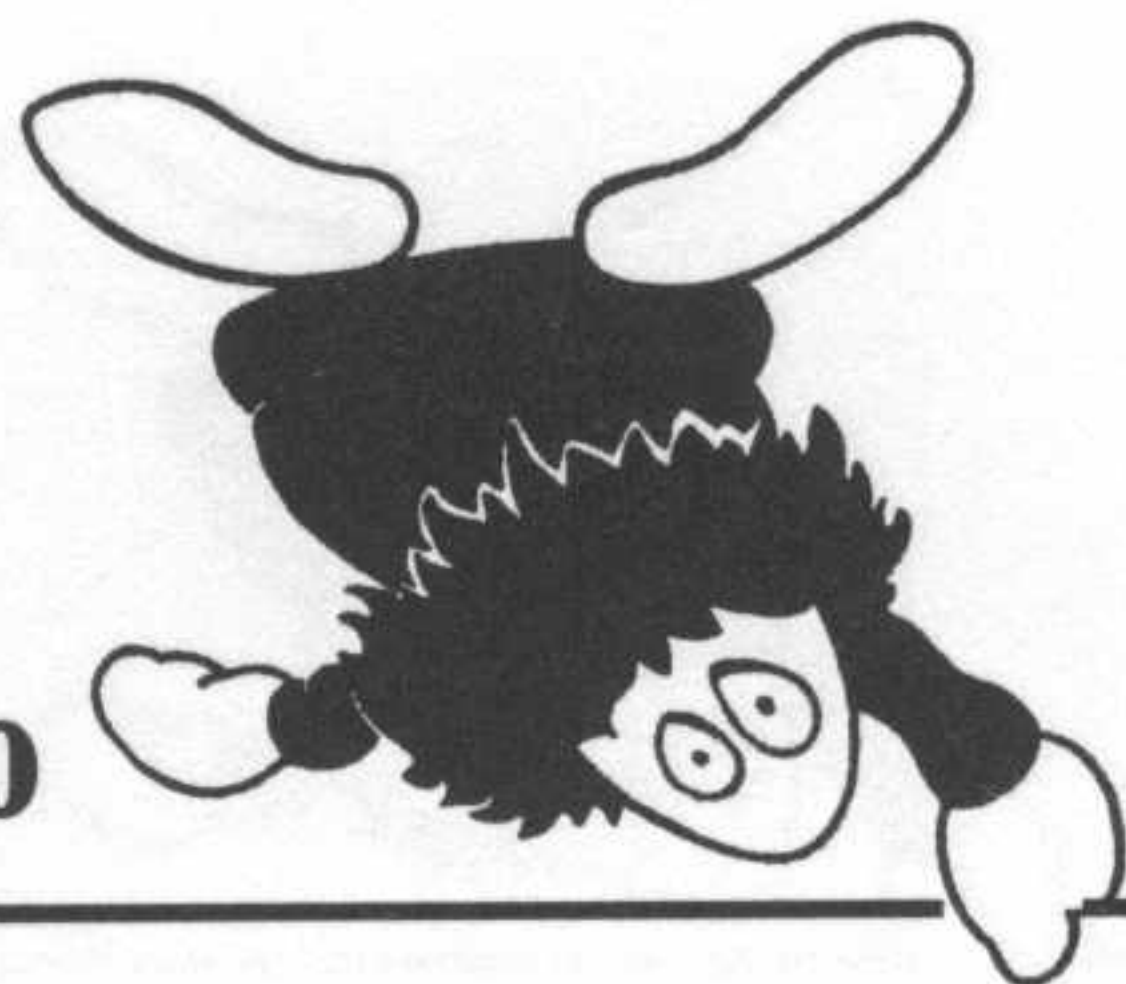




- 4 Make the lemming from step 2 into a climber.
- 5 At **C**, make him dig. This will completely remove the pole.
- 6 At **D**, make him build. This bridge should touch point **E**.
- 7 Bash at point **E**. Do not allow the lemming to turn around before bashing!
- 8 Dig at point **F**, as in step 5. Build at the bottom of the pole to prevent him from digging his way into oblivion.
- 9 Bash at points **G**, **H**, and **I**.
- 10 Dig at **J**, but be sure your lemming has one leg hanging off the right edge.
- 11 Build at **K**. If you did step 10 properly, this bridge should span the gap.
- 12 Build below **A** to let your lemmings free.

The digging at **J** is the most delicate procedure in the entire level. This lemming should be over to the right as far as possible, while taking out the entire pole as he digs. Don't get discouraged if you can't do this on the first try, as the difference between success and failure is a single pixel!





Mayhem 8 — Last one out is a rotten egg!

Access Code: IJKLDMGCIX

Statistics

Amiga:

100 lemmings

90 percent to be saved

Release rate 55

5 minutes

PC and Macintosh:

80 lemmings

90 percent to be saved

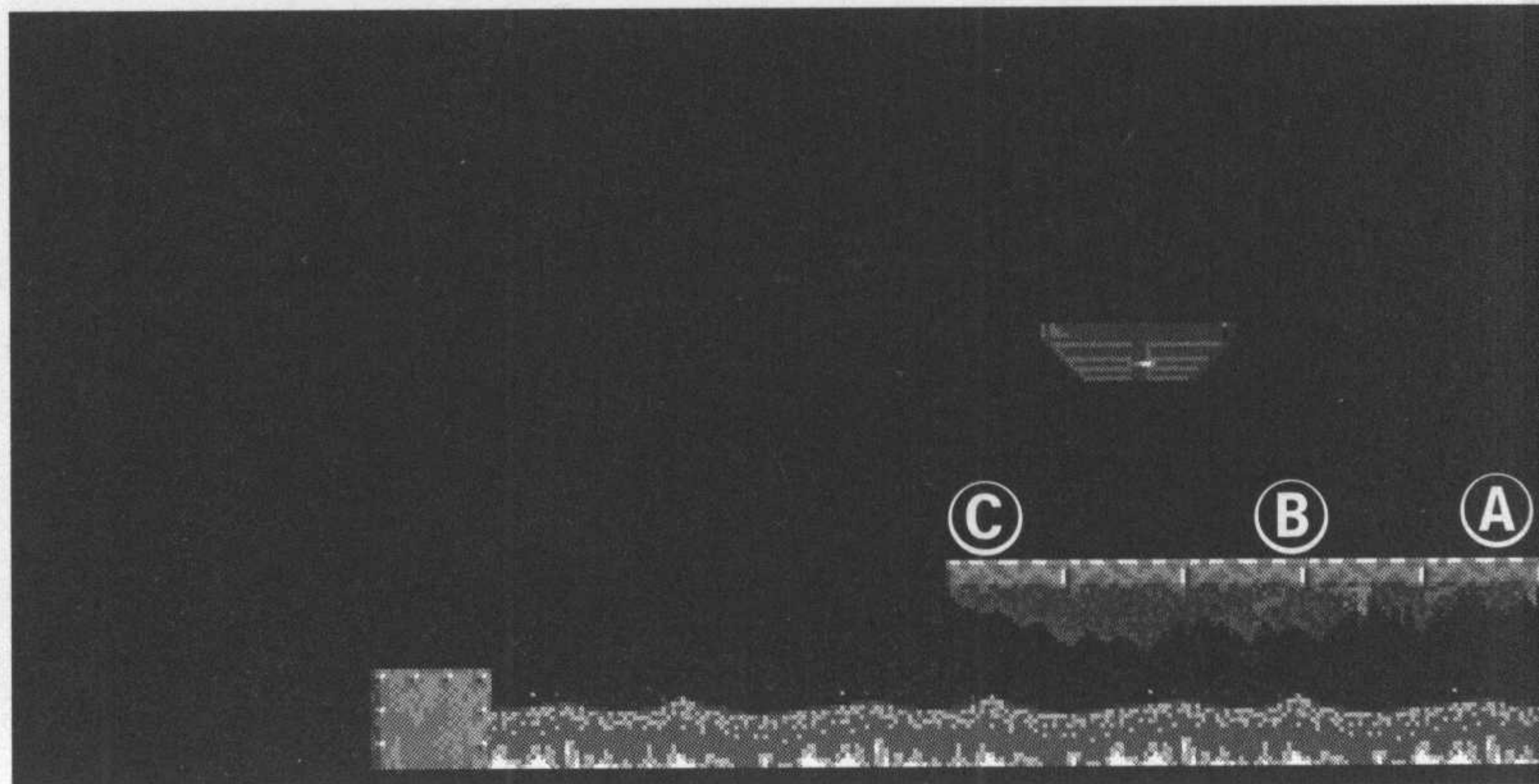
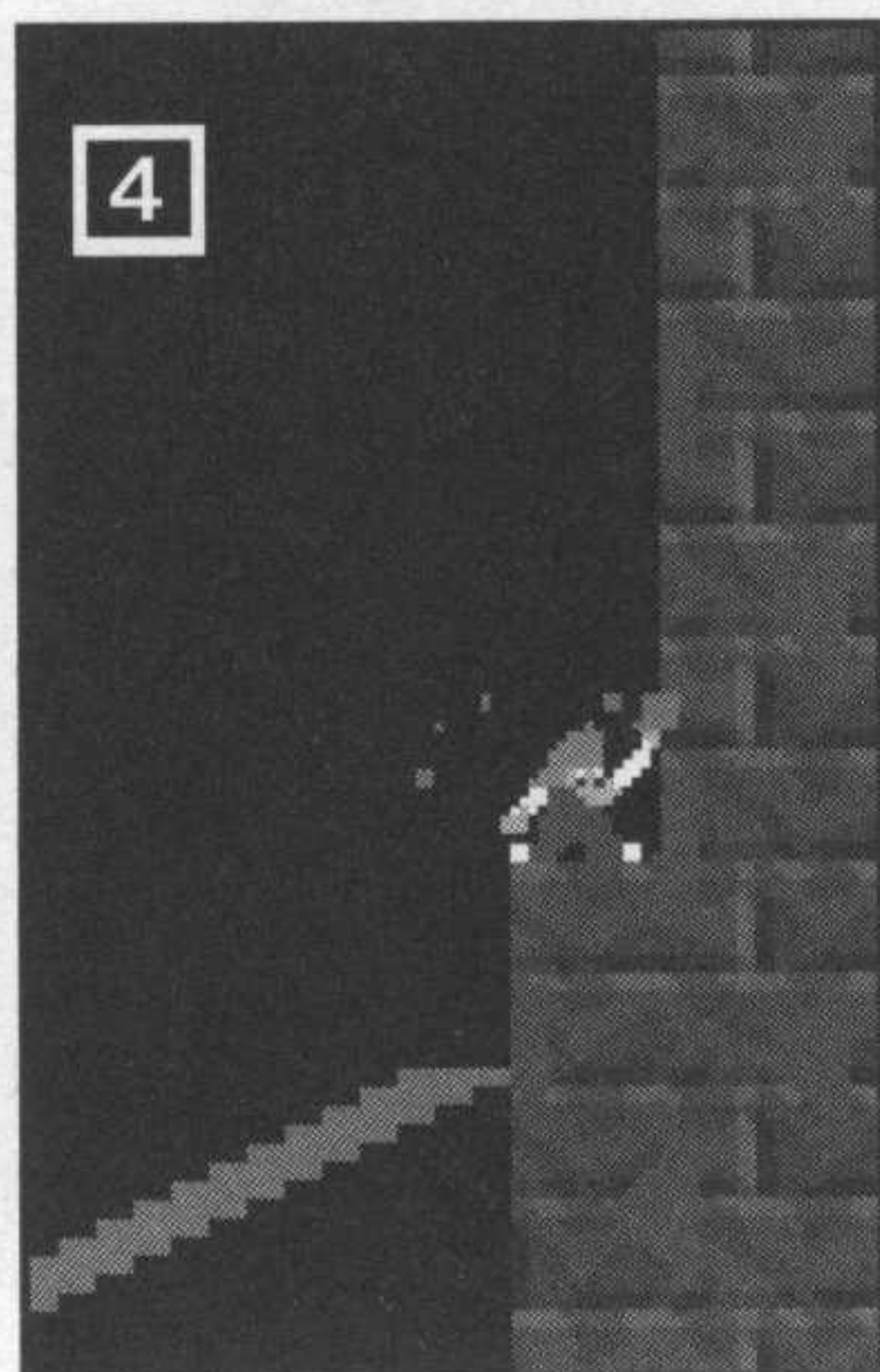
Release rate 55

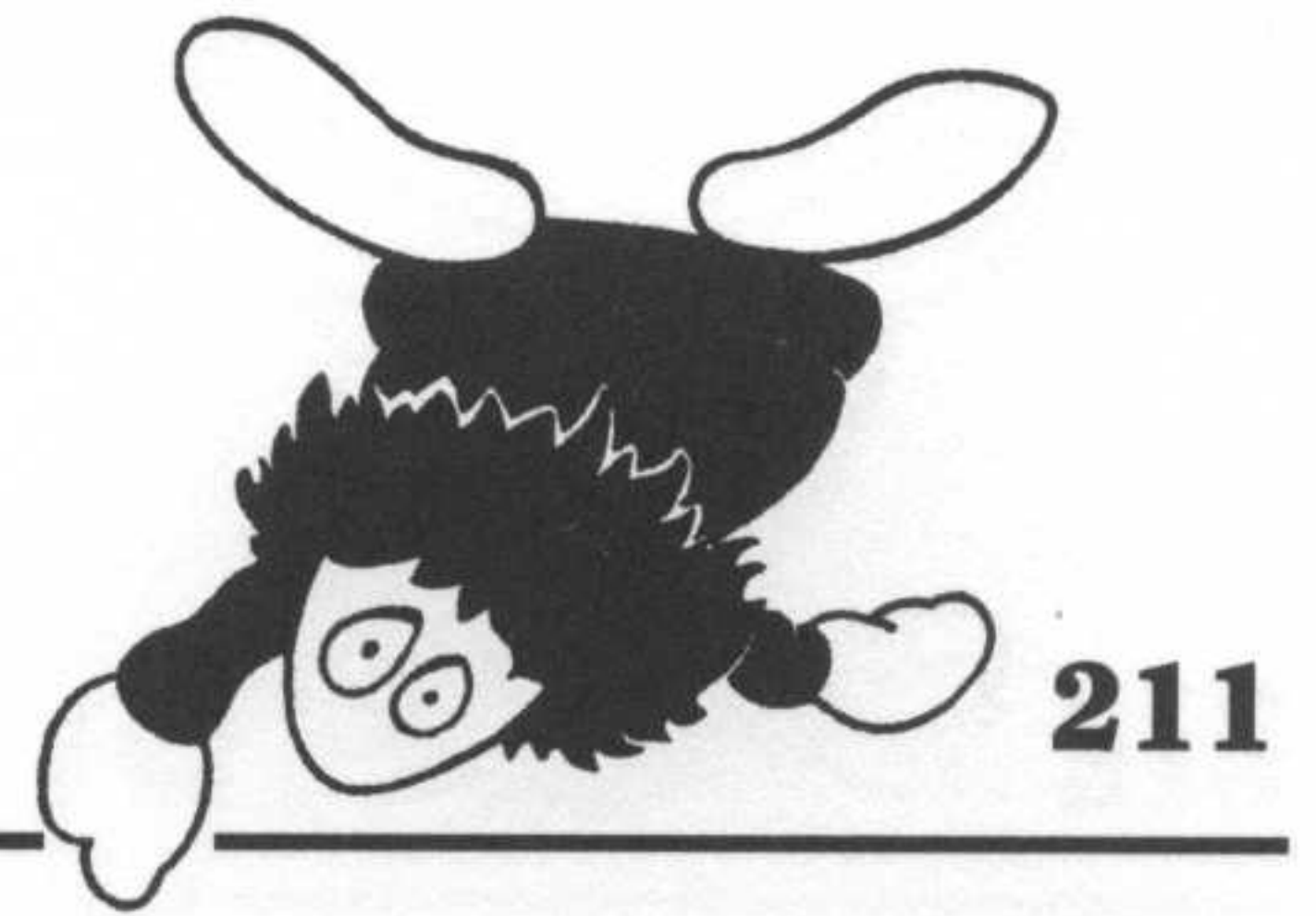
5 minutes

The trick to this level is that you can dig through one-way obstacles, even when you can't bash through them. With this firmly in mind, let's go!

Solution

- 1** At point **A**, make the first lemming build.
- 2** Place blockers at **B** and **C**.
- 3** Your builder should use three bridges to hit the wall with his bridge from point **A**.
- 4** Make this lemming a climber, so he climbs to point **D**. Make him dig here. Be careful — if he has a foot hanging off the edge, he will dig away part of the bridge! Don't let this happen.



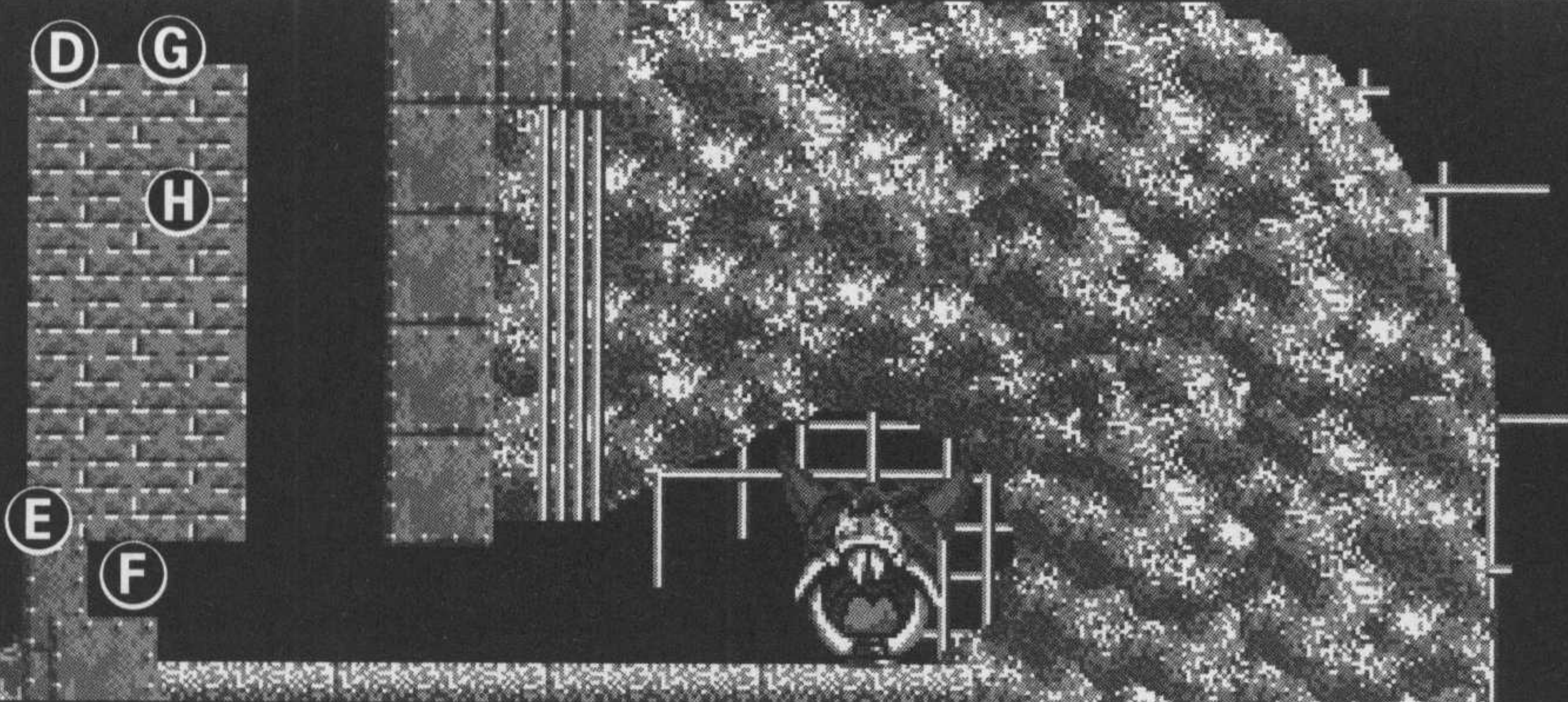


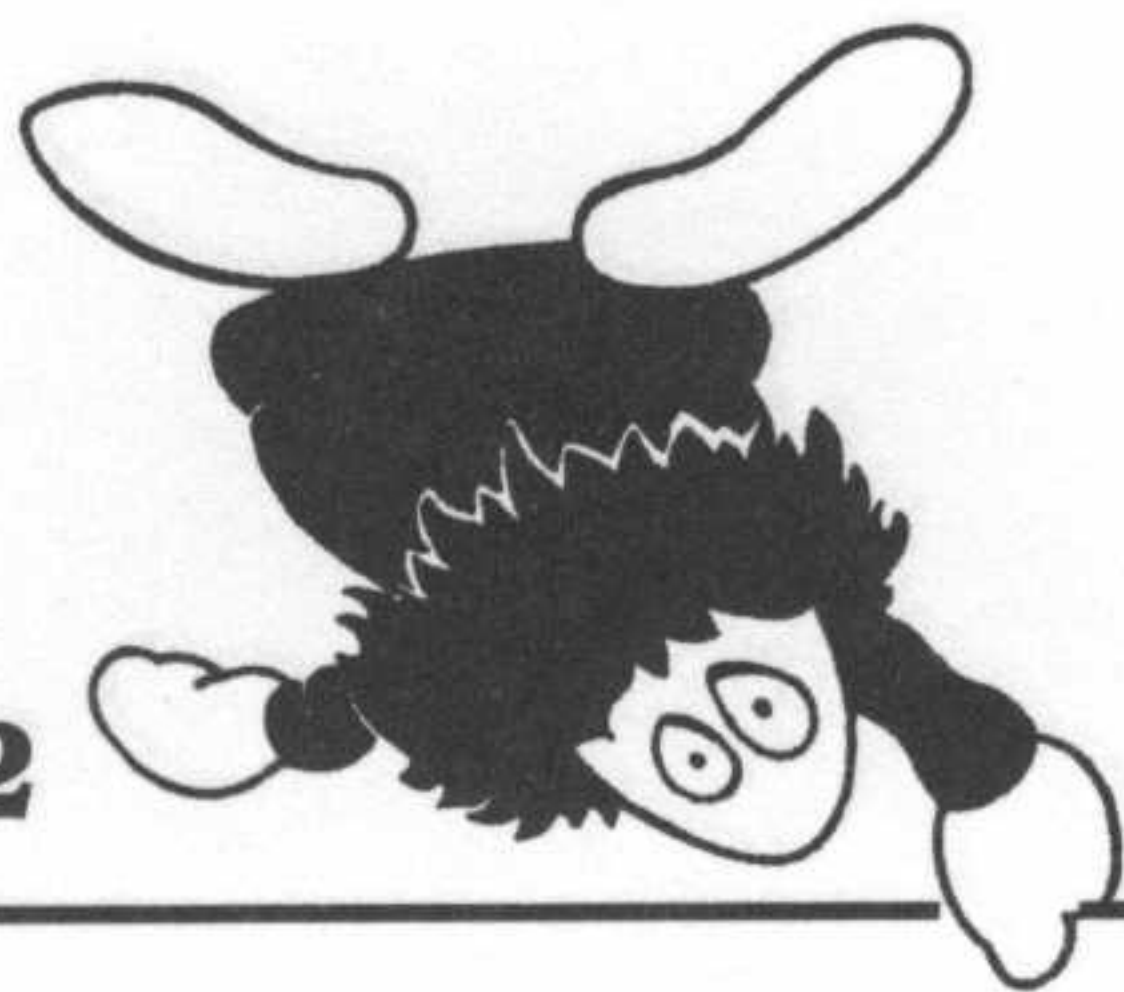
- 5** When he digs to **E**, he will hit steel and stop digging. He will then climb back up to point **D**.
- 6** At the top (point **D**, or just to the right of it), make him dig again.
- 7** This time, he should open a hole to point **F**.
- 8** Bomb the blocker at **B** to free the other lemmings. If the ground underneath **B** is too thin, then use one of the spare builders to go over the blocker at **B**.

The first time you dig at **D**, you must have the lemming placed exactly right, or he will either leave a thin wall between the bridge and the shaft, or he will dig away part of the bridge. If you are having trouble with the placement of the digging lemming, you can also try this solution. The following steps are an alternative to steps 4 through 7:

- 4** When the lemming reaches **G**, have him dig vertically.
- 5** When the digger reaches **H**, have him build to stop him from digging. He will turn back to the left.
- 6** Have him mine. This tunnel should break through the wall just above the bridge from **A**.
- 7** Wait until the lemming walks back, runs into the blocker, and goes back into the tunnel. When he reaches the vertical shaft he dug from **G**, have him dig vertically.

The first solution offered in this level description is more difficult than the second, because of the precision with which the digger lemming must be placed.





Mayhem 9 — Curse of the Pharaohs

Access Code: OHLDMGCDIU

Statistics

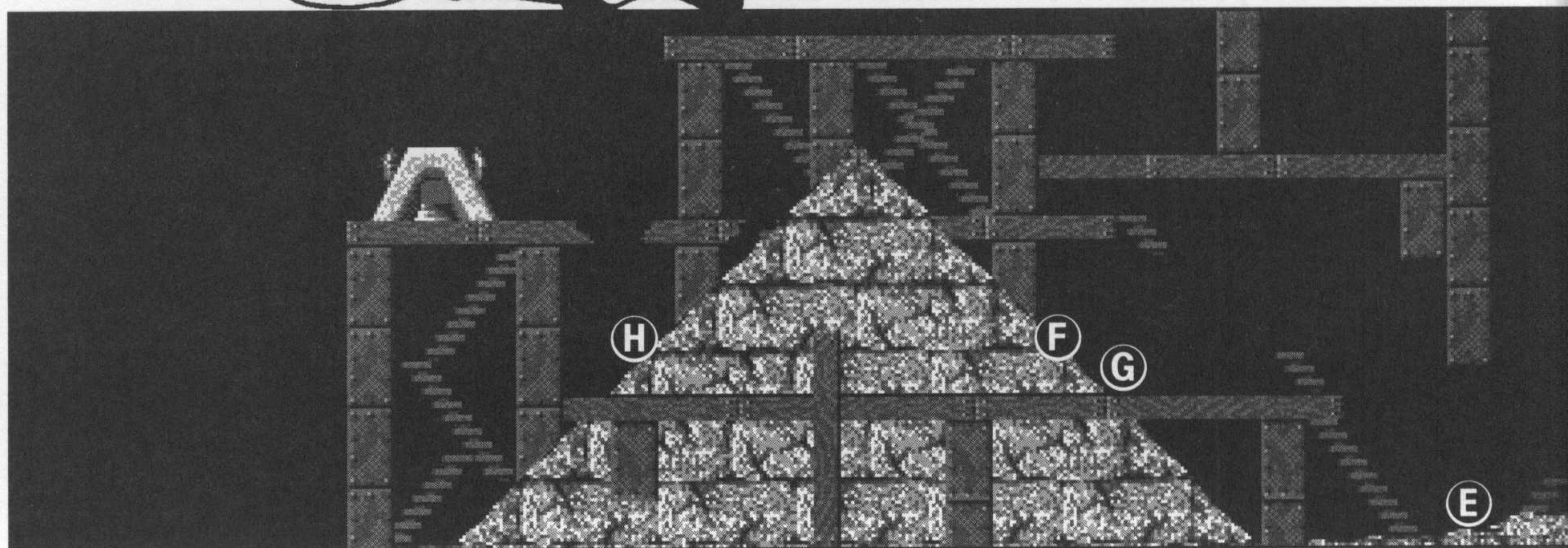
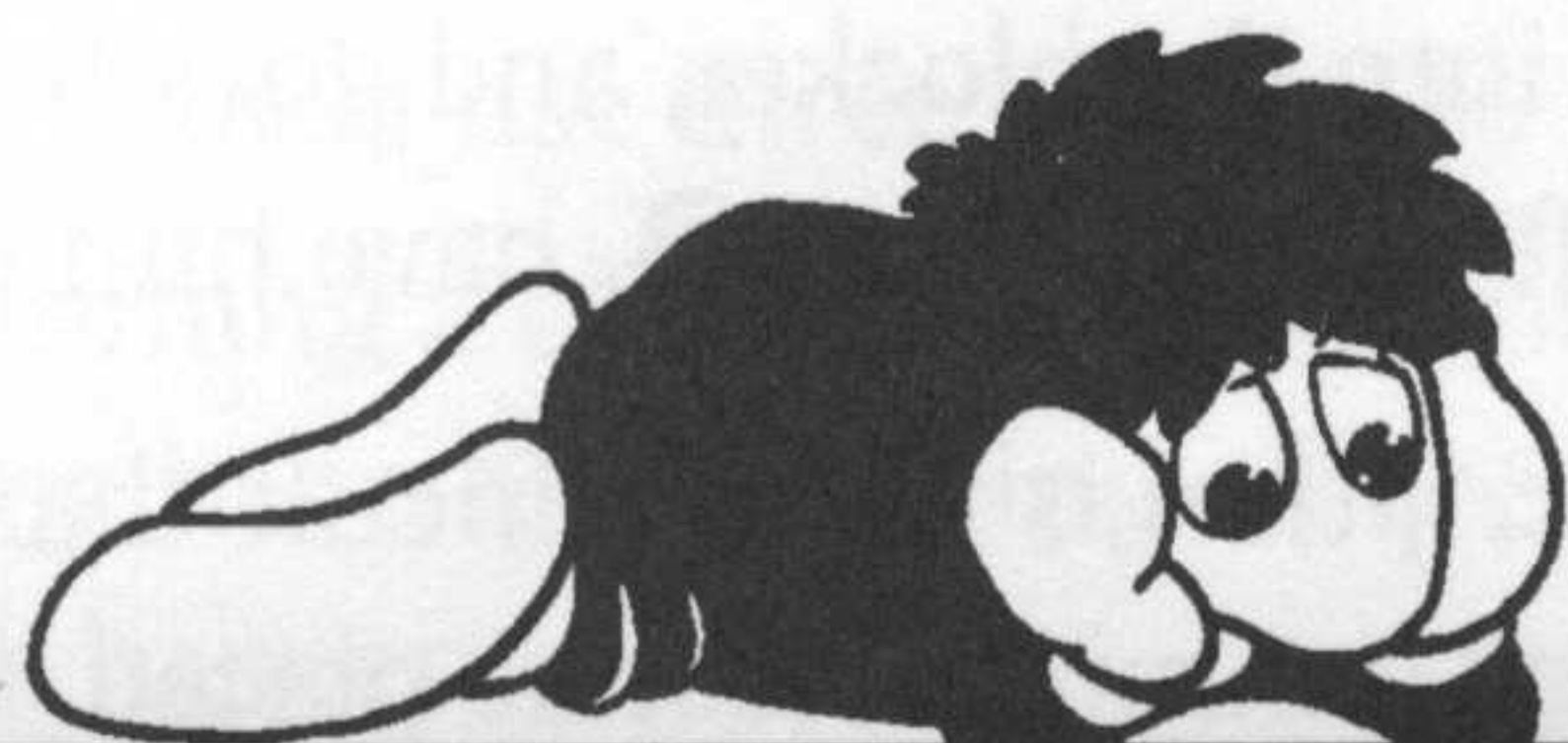
Amiga:

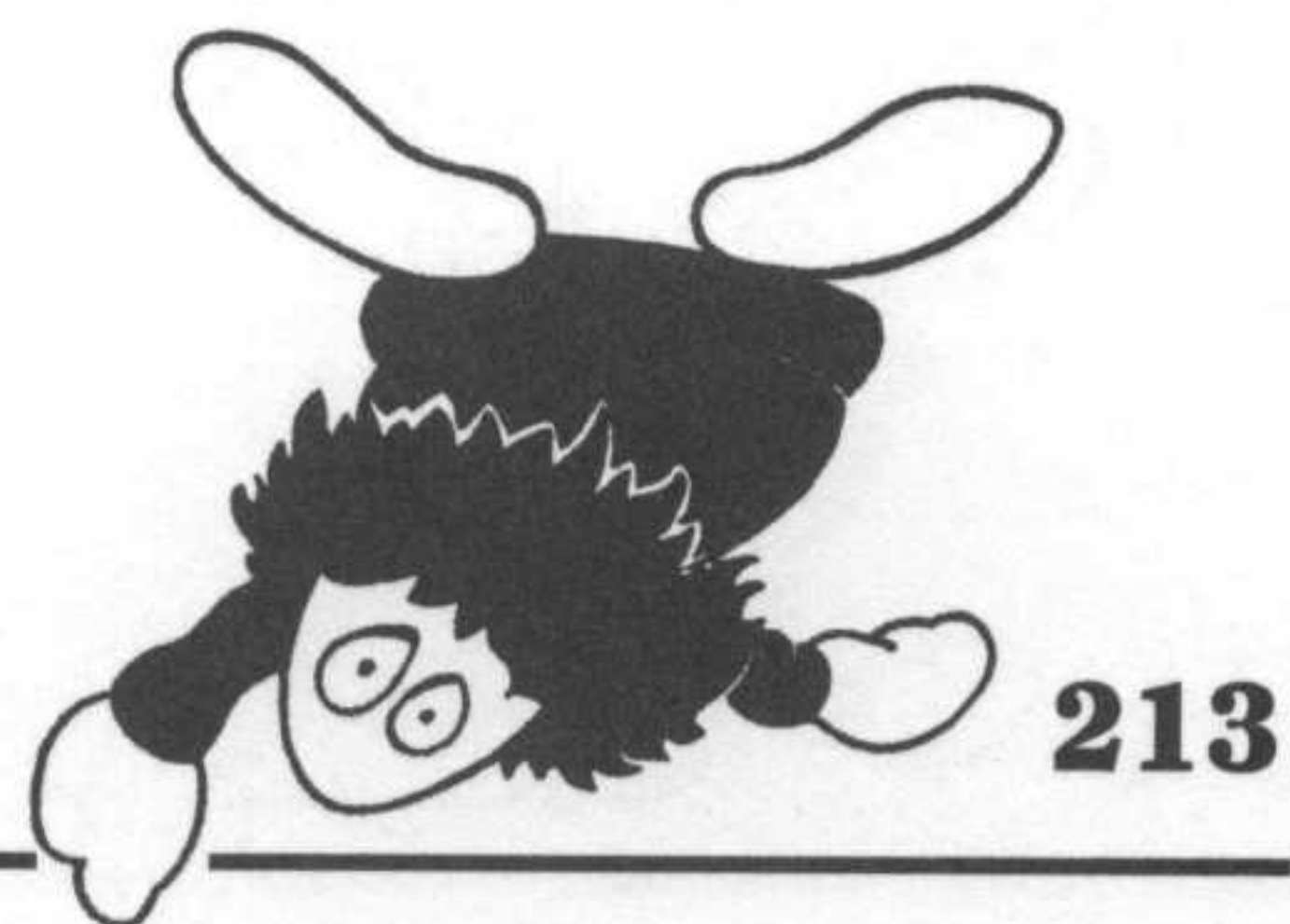
100 lemmings
 99 percent to be saved
 Release rate 90
 4 minutes

PC and Macintosh:

80 lemmings
 98 percent to be saved
 Release rate 90
 4 minutes

Don't let the ancient curse of the pharaohs stop you! You'll have no problem with this level if you keep your hand firmly on the mouse and concentrate on your lemming during the zig-zagging bridge process. Pyramid Power!

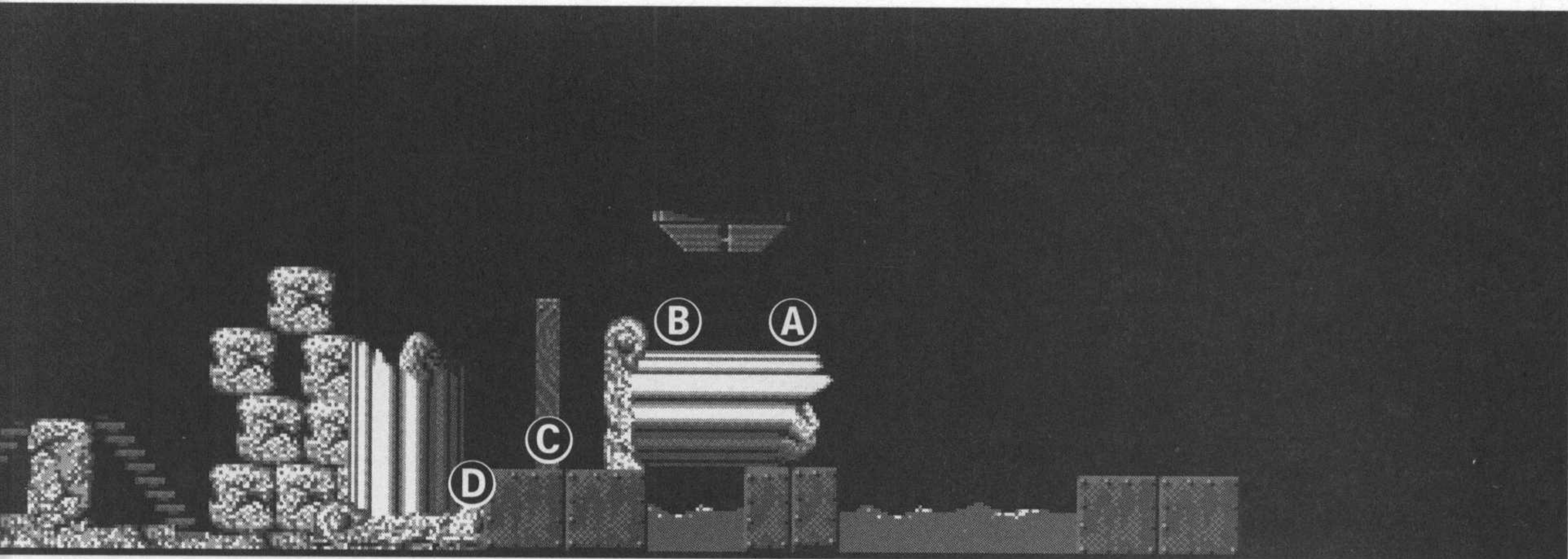


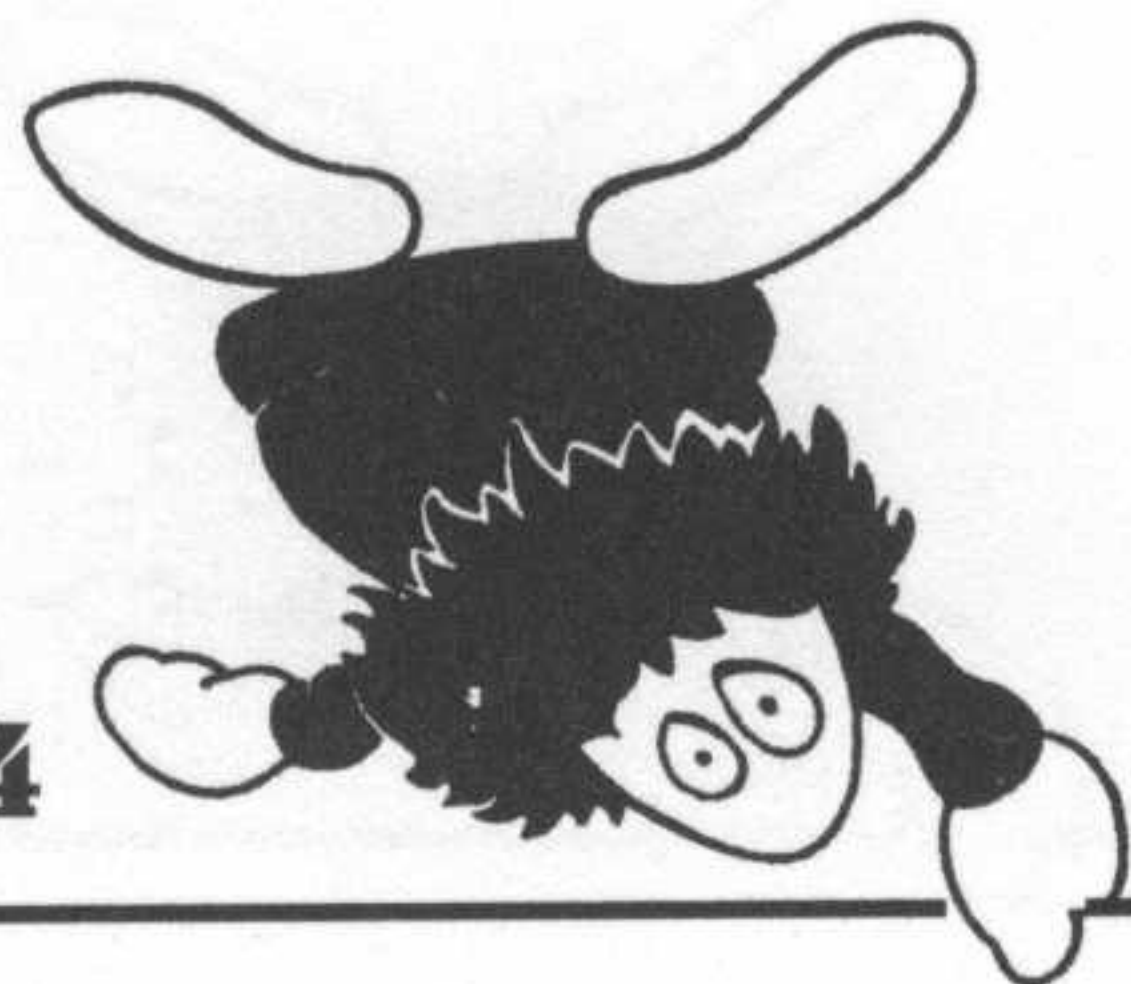


Solution

- 1** Place a blocker at **A**.
- 2** Use the first lemming to bash at points **B**, **C**, **D**, and **E**. If you do this quickly, you won't get a bunch of lemmings trapped in any single gap. This will make lemming selection much easier.
- 3** Build to the left from point **E**. The bridge, when completed, should get lemmings up to the platform with the pyramid.
- 4** Bash at **F**, then start a bridge at **G**.
- 5** At **H**, build back and forth until you reach the exit (this can be done with six builders).

King Tutankhlemming has created the greatest Pyramid in the realm of Lemmingland for you to explore! No doubt, the King was a member of the Egyptian tribe . . .





Mayhem 10 — Pillars of Hercules

Access Code: ILDMGMOEIQ

Statistics

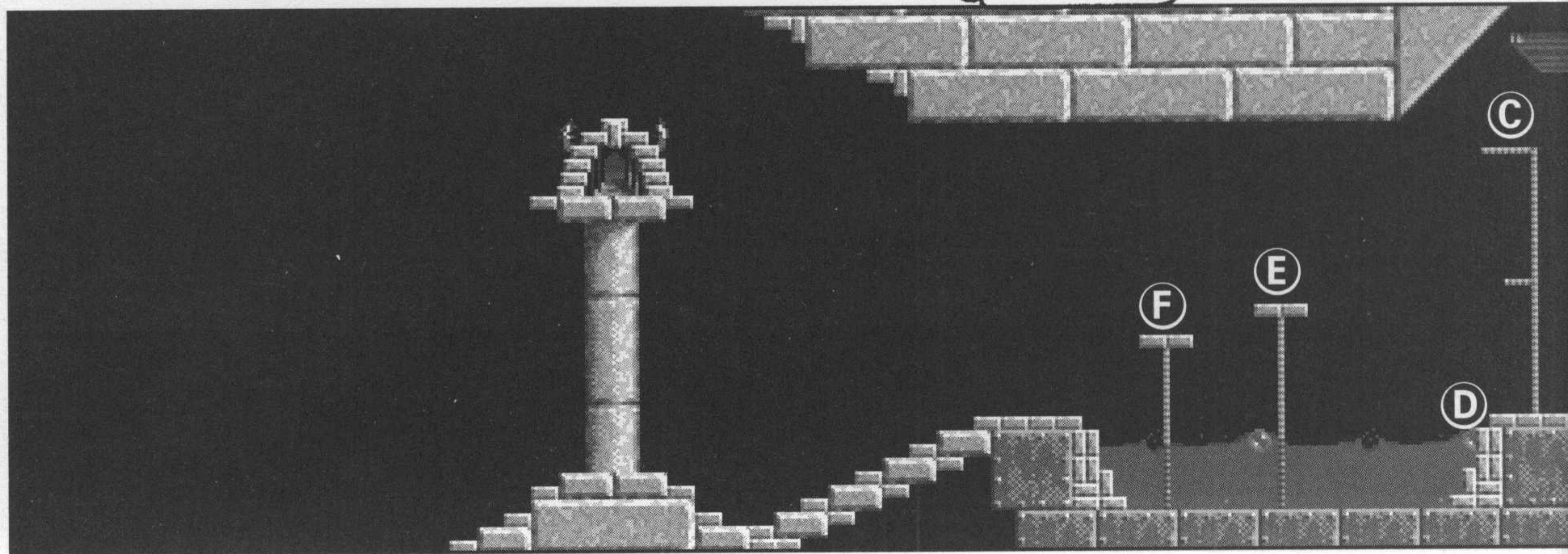
75 lemmings

66 percent to be saved

Release rate 1

5 minutes

Here we investigate a level which derives from ancient Lemming mythology, the legend of Herculemming! We have a choice of routes here, either to the left or to the right. Because of the difficulty of dealing with the tiny pipes on the right side of the level, we'll take the easier route to the left.

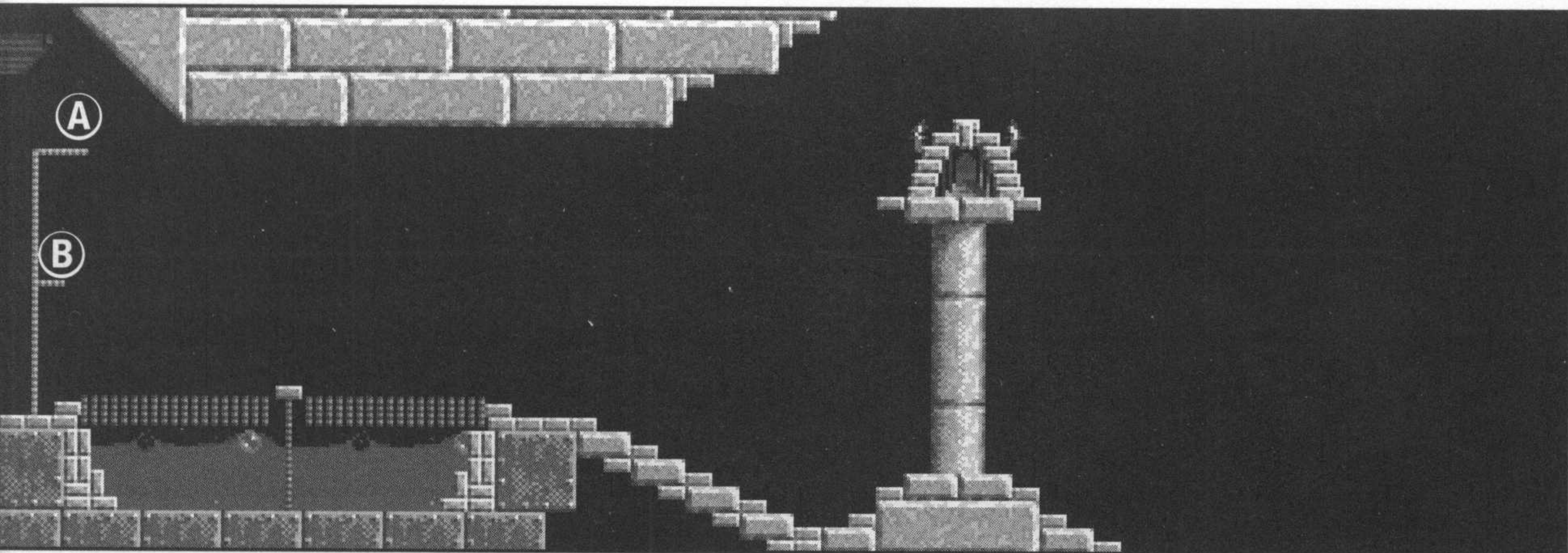


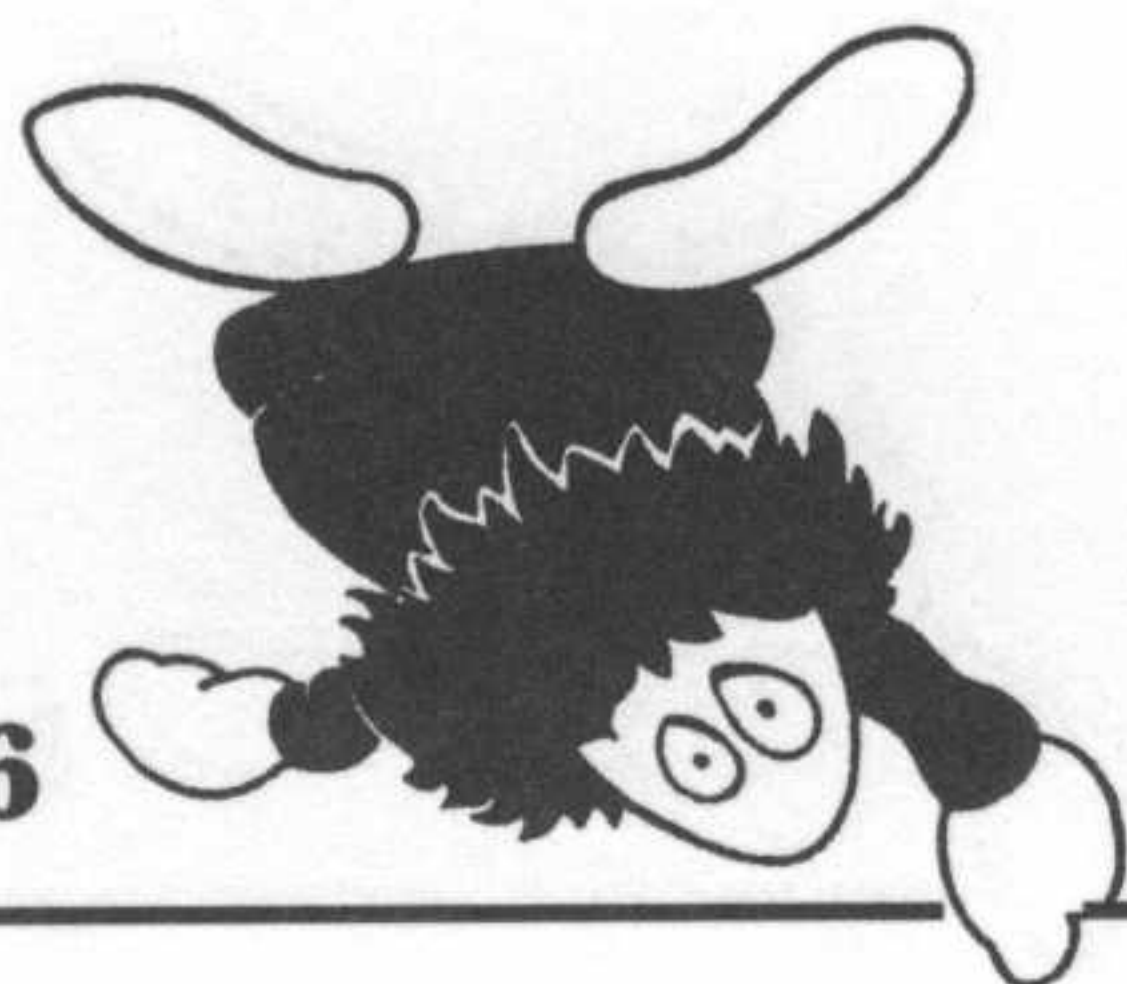


Solution

- 1** Make the first lemming a floater, then a climber (before he lands). Make liberal use of the pause key here!
- 2** When he reaches **A**, make him build. He will hit his head and turn around.
- 3** Again at **A**, make him dig. He will land at **B**.
- 4** Make him bash through the wall at **B**, then build. When the bridge reaches the center, lemmings will start landing safely. Continue this bridge to the left wall.
- 5** Place a blocker at **B** to stop the lemmings from wandering to the right.
- 6** The climber will ascend the left-hand wall. At **C**, make him dig.
- 7** At **D**, build to the first pillar **E**. This should take almost three bridges. When the lemming is directly over **E**, have him bash to stop him from building.
- 8** Build a single bridge to **F**, and then from **F** to the exit.
- 9** Bash through the wall at **D** to free the other lemmings.

For an additional challenge, try taking the right-hand route!





Mayhem 11 — We all fall down

Access Code: LMIGAKLFIJ

Statistics

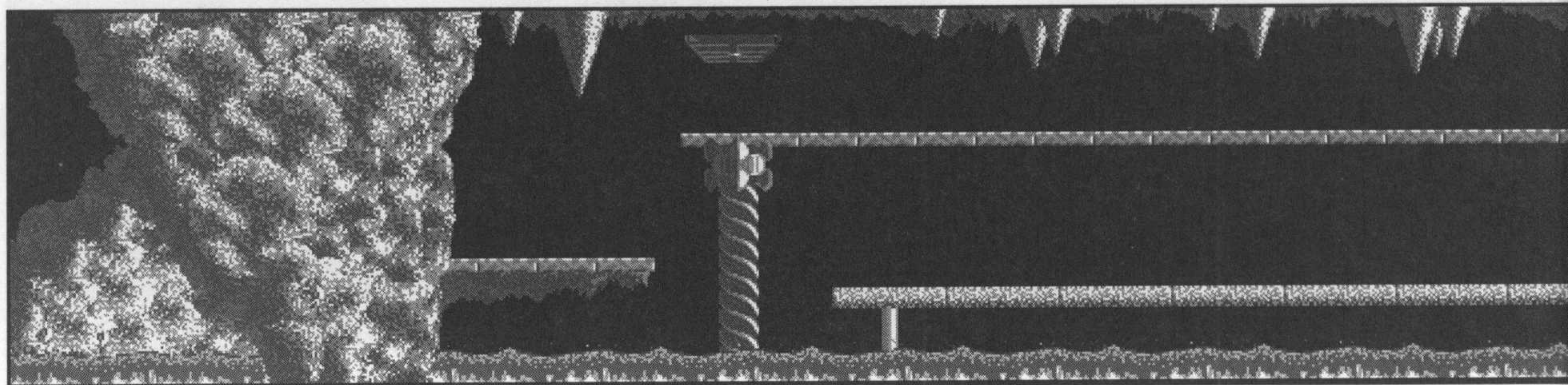
80 lemmings

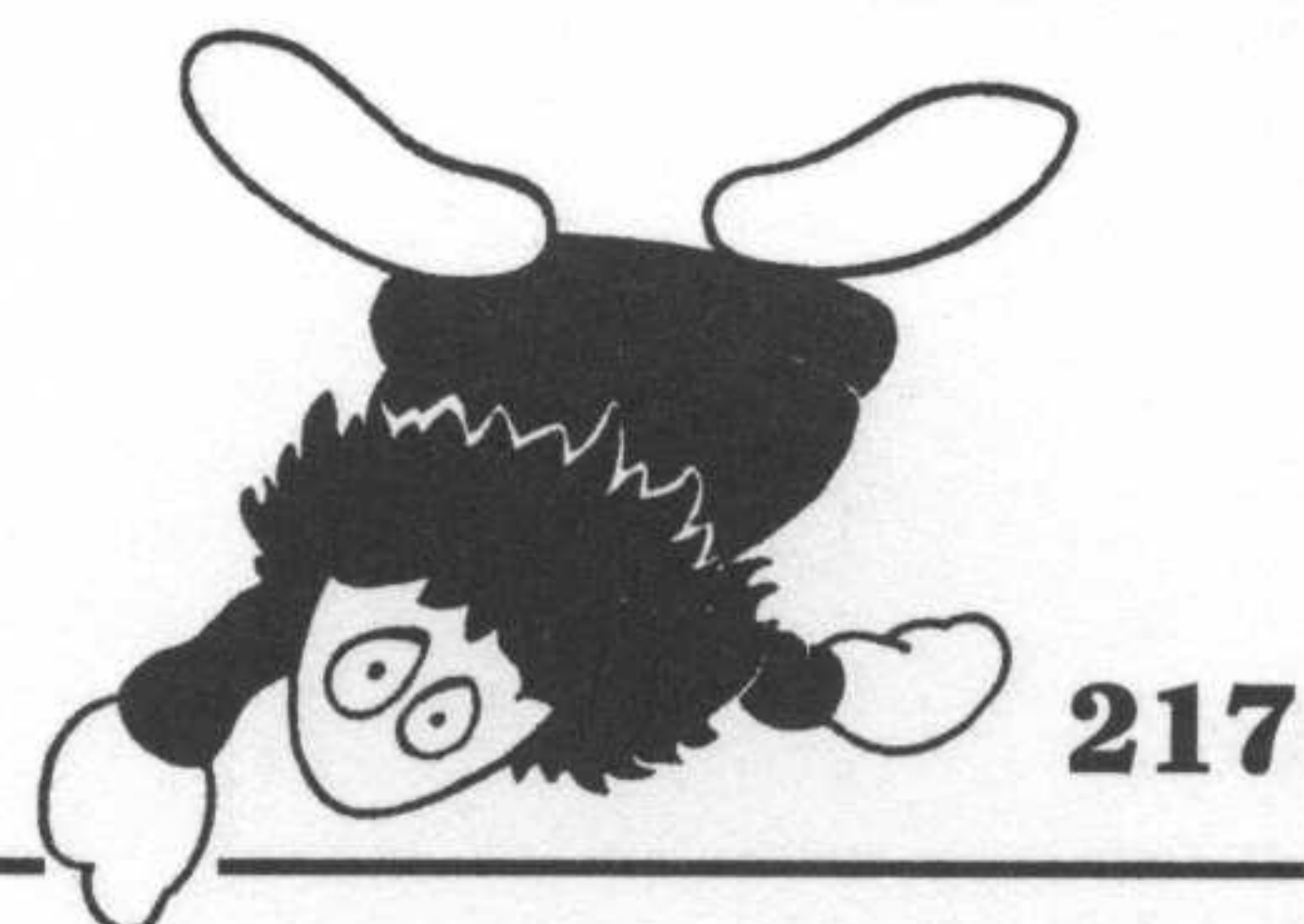
100 percent to be saved

Release rate 1

3 minutes

This is the fourth (and final) time that you'll see this level, but this time, you must be quick enough to save all the 80 lemmings which come out of the hatch. By the way, there's no way that this level can be solved without increasing the release rate, as lemmings will still be coming out of the hatch as time runs out!

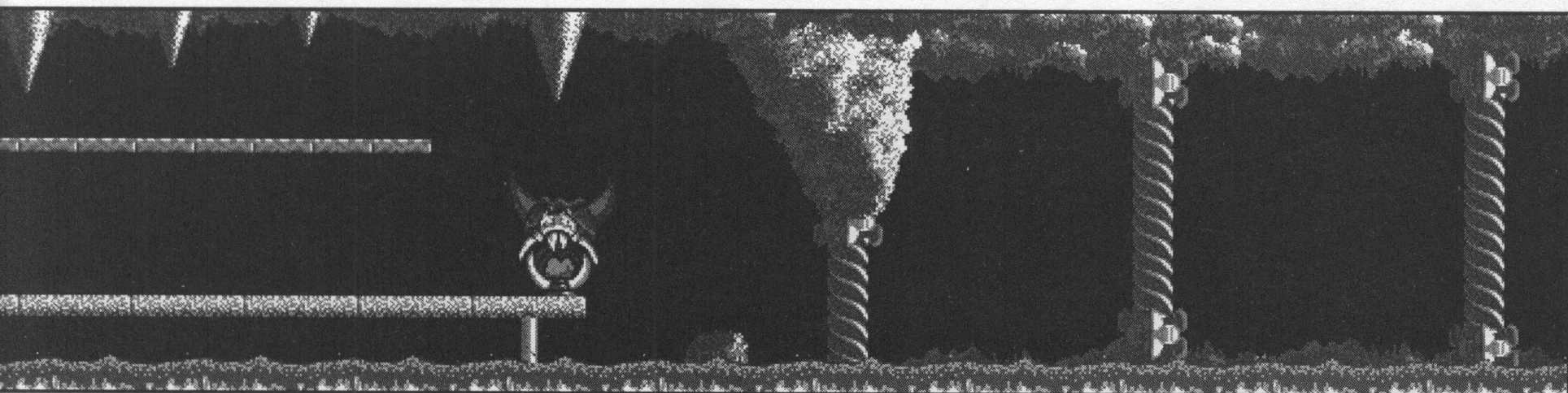


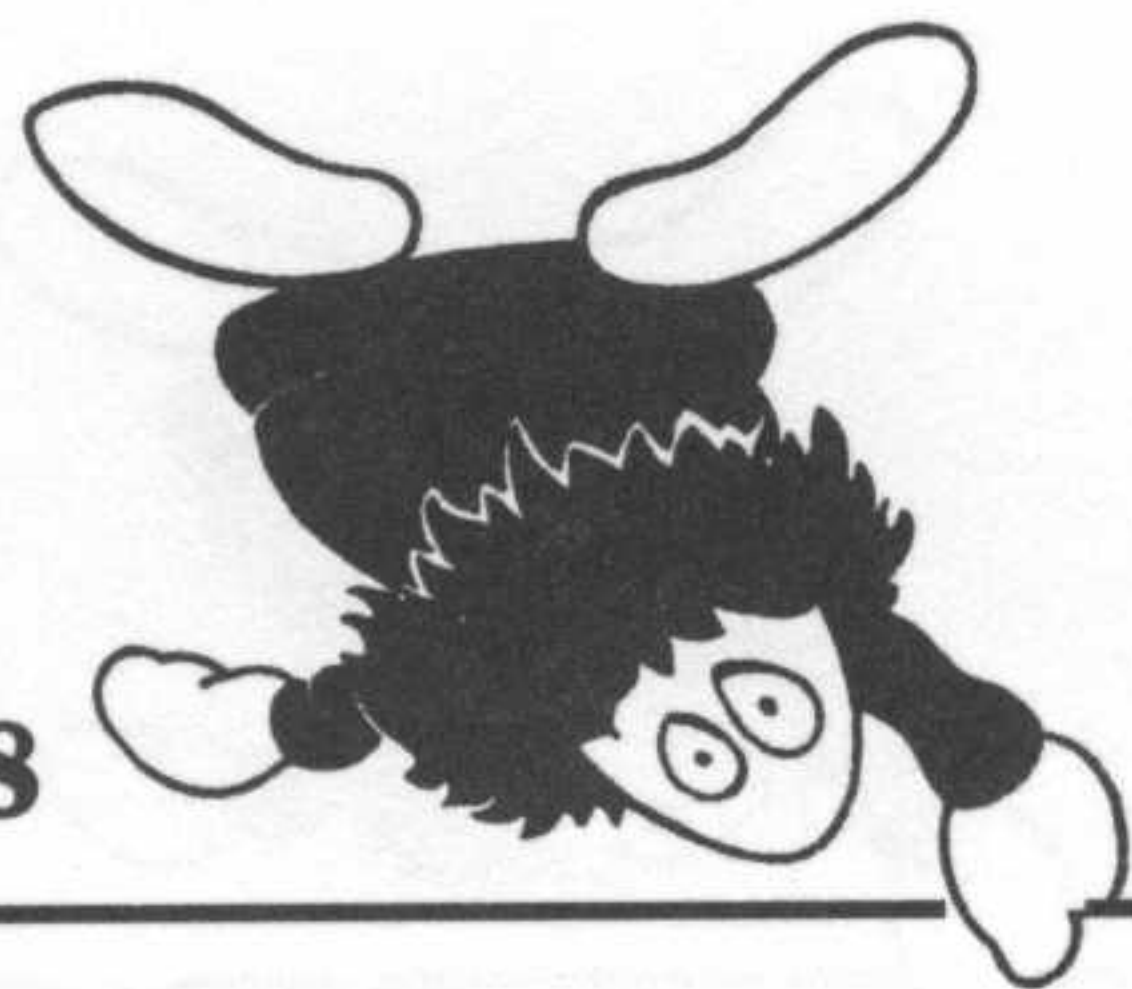


Solution

- 1** Increase the release rate to 55.
- 2** As each lemming reaches the end of the pier (or what remains of it), make him dig. He will land safely.

It is possible to solve this level using only 40 (or even fewer) diggers. To do this, increase your release rate to 65 or more, and make alternate lemmings dig. The lemmings you ignore will walk onto half-completed pits, and land safely. Don't forget about using the right mouse button function (or Option key on the Macintosh).





Mayhem 12 — The Far Side

Access Code: DMGKJOLGIR

Statistics

75 lemmings

100 percent to be saved

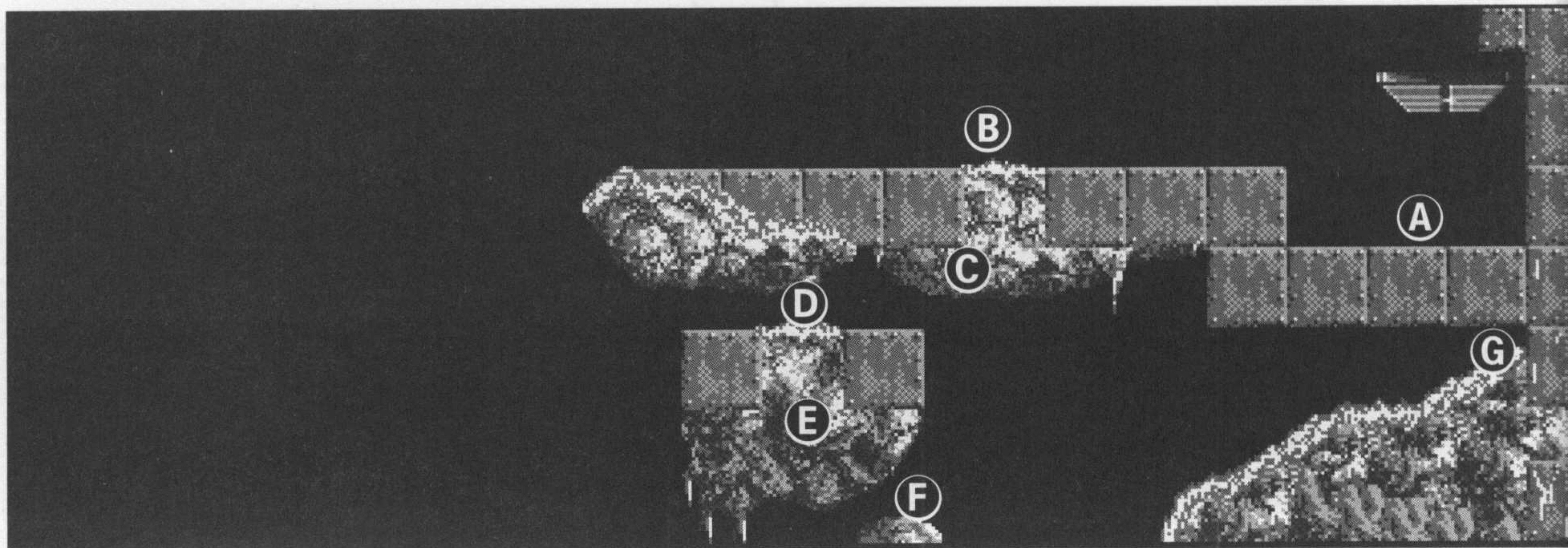
Release rate 50

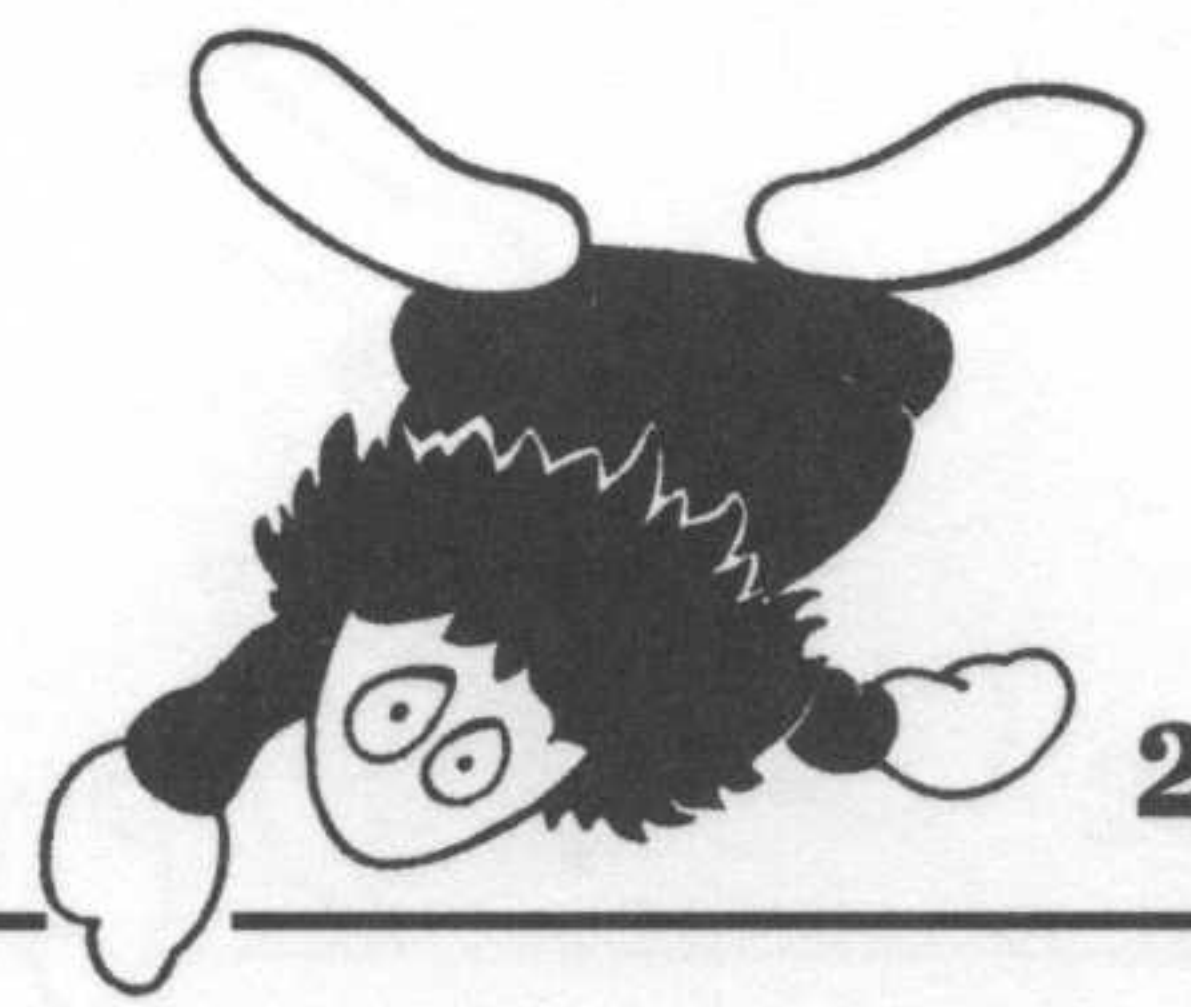
4 minutes

So close, and yet so far! The exit on this level is no more than a couple of inches from the entrance, but you must solve it the hard way, by going all the way around the steel barriers. Don't get discouraged, as this level is really not as difficult as it may look.

Solution

- 1** Make the first lemming a climber.
- 2** Make the next lemming build one bridge to the left at **A**.

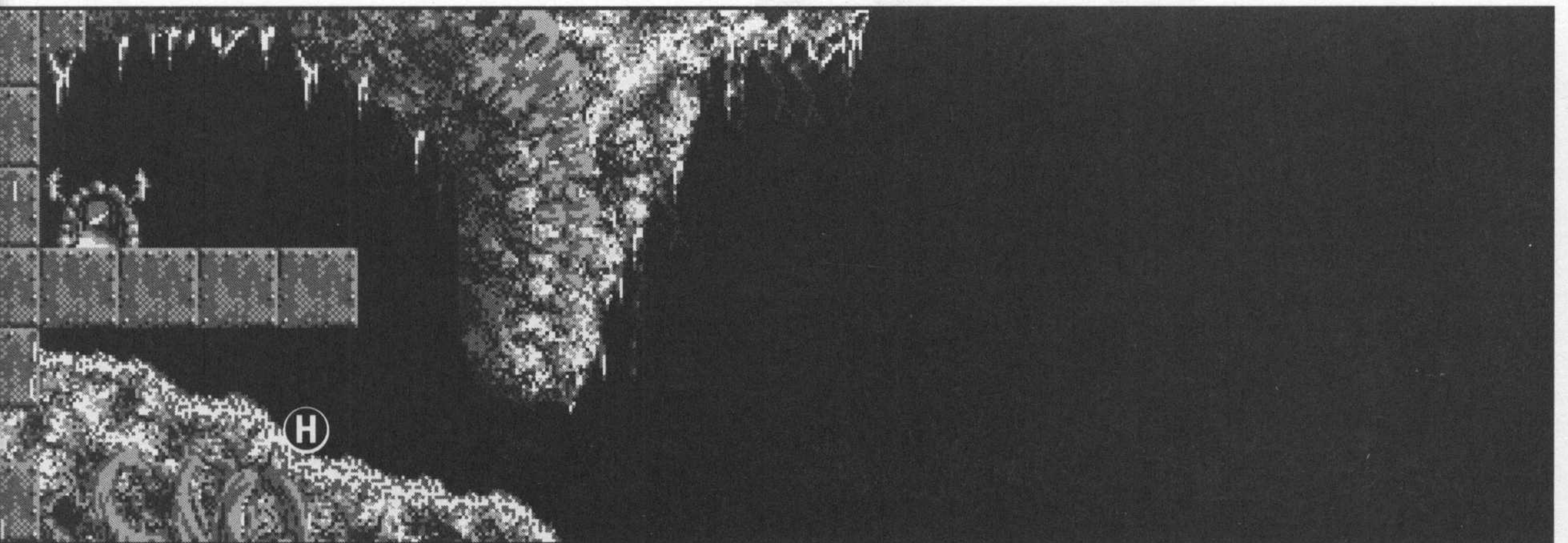


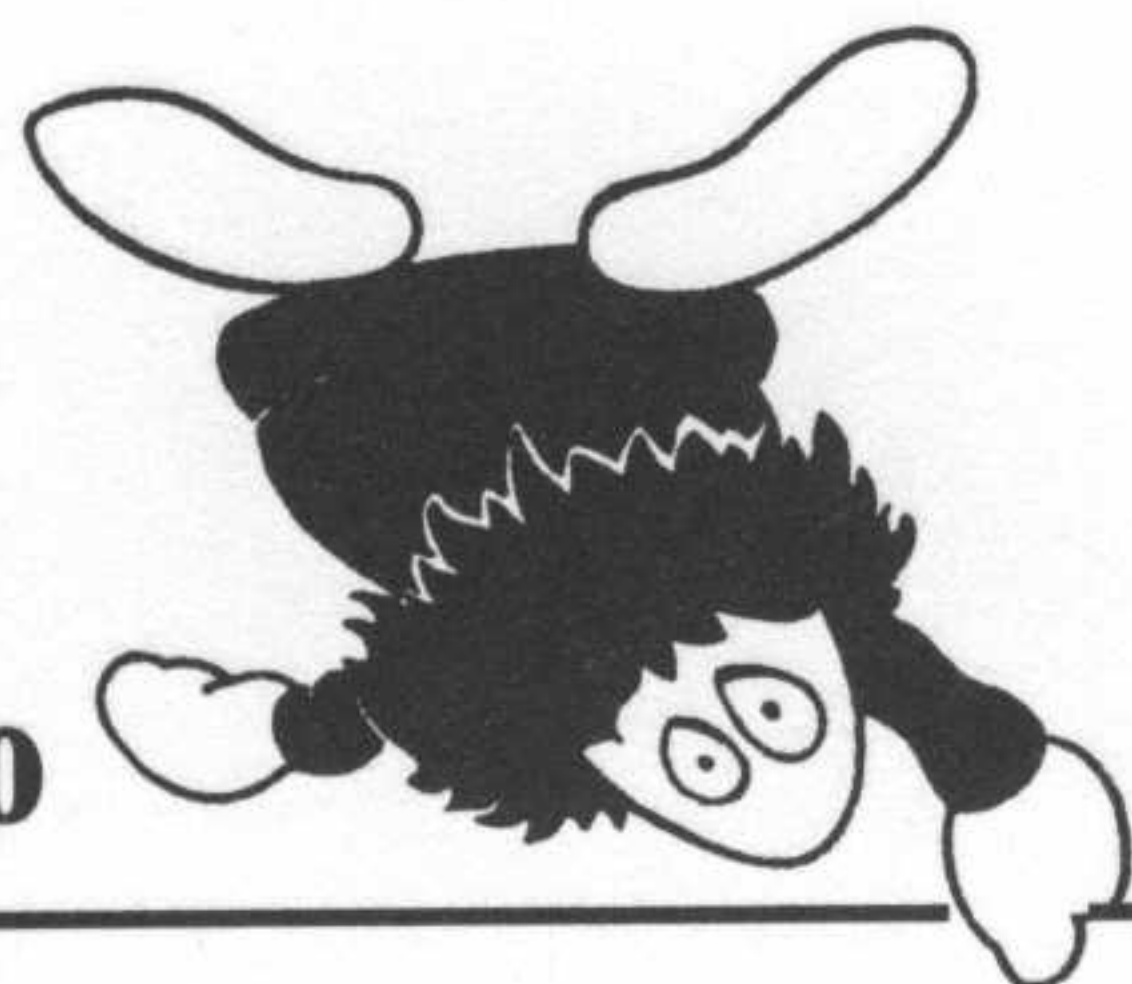


- 3 Make your climber dig at **B**, then bash at **C**, hugging the corner of the left-hand steel block.
- 4 Make him dig at **D**.
- 5 At **E**, make him build. When he turns towards the right, make him mine.
- 6 Make him build three bridges at **F**.
- 7 Dig at **G**. When he is level with the opening in the steel, have him bash.
- 8 Build at **H**. When he starts his second bridge, finish the bridge at **A**.
- 9 Have your lone lemming build back and forth to the exit. By this time, the other lemmings should have arrived.



Wow! Talk about the hard way of doing things! The circuitous path you were forced to take certainly makes life quite a bit more difficult! If only lemmings could dig through steel . . .





Mayhem 13 — The Great Lemming Caper

Access Code: MGCNNLDHIN

Statistics

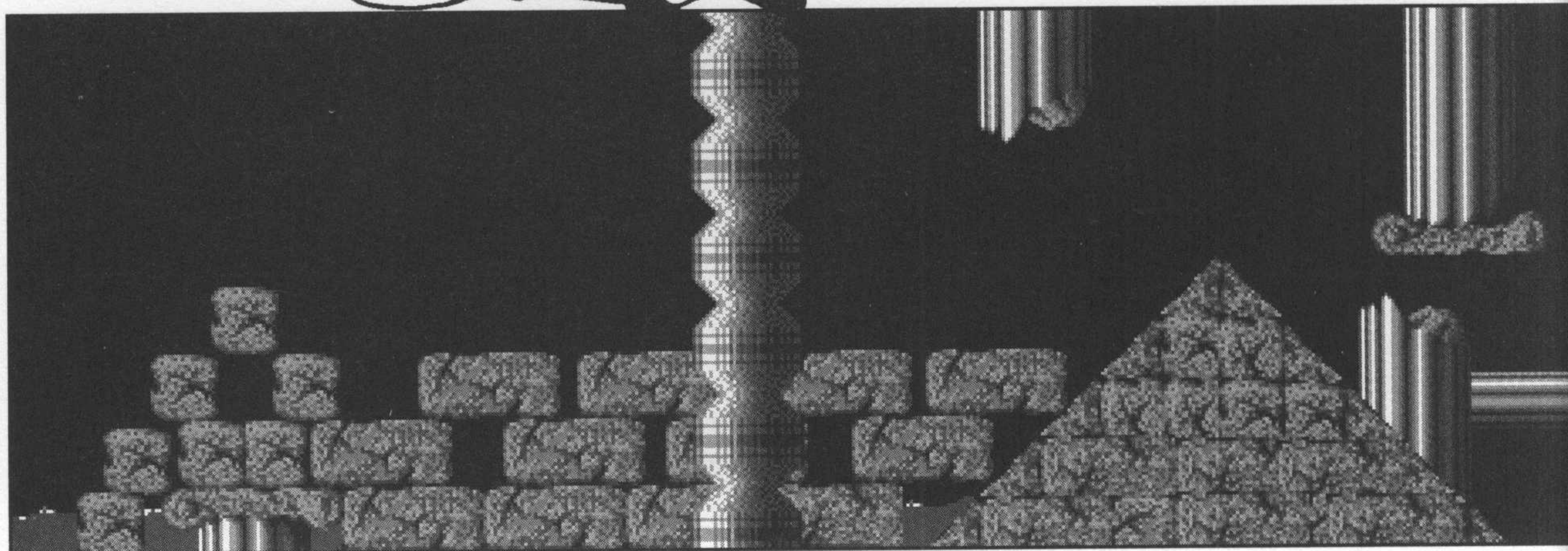
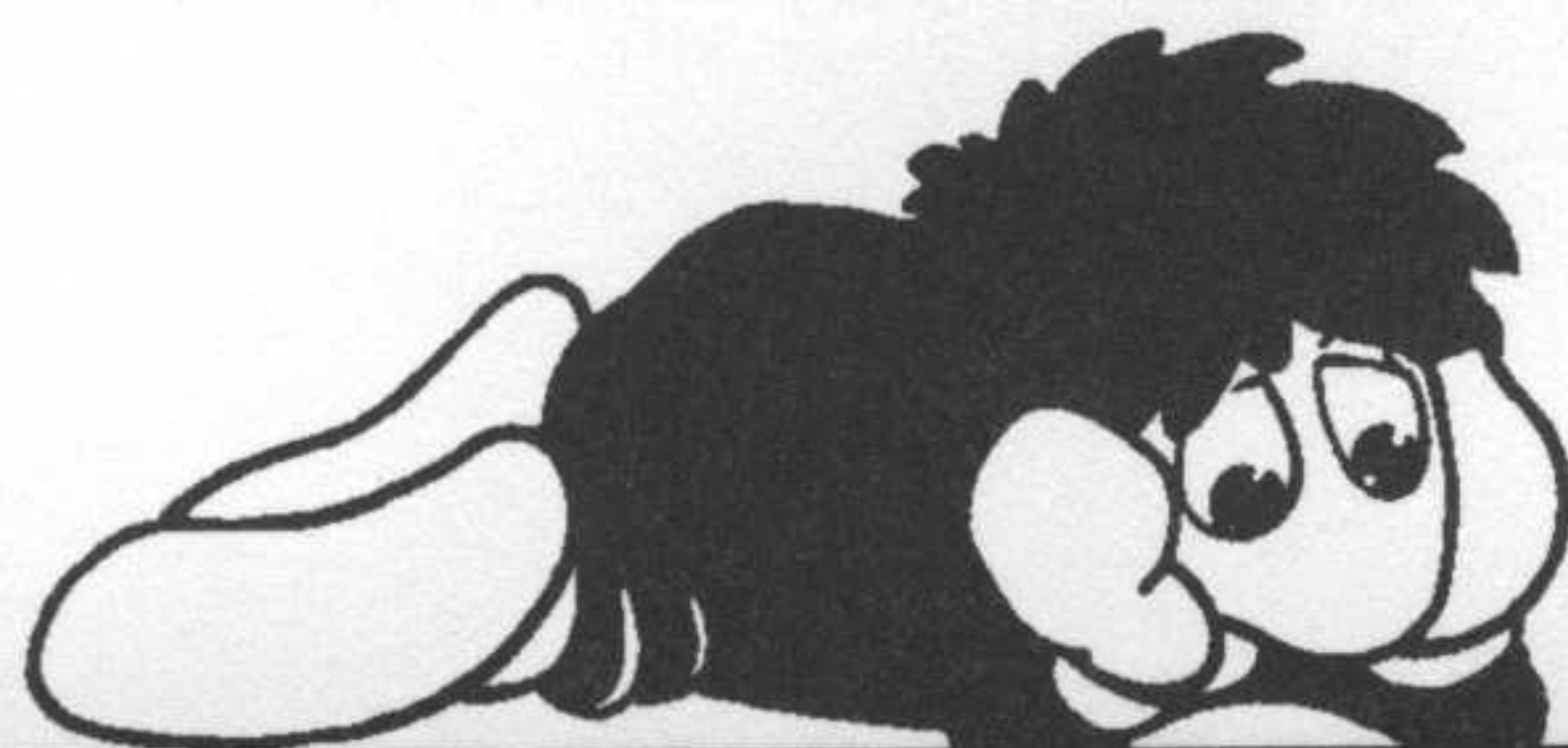
2 lemmings

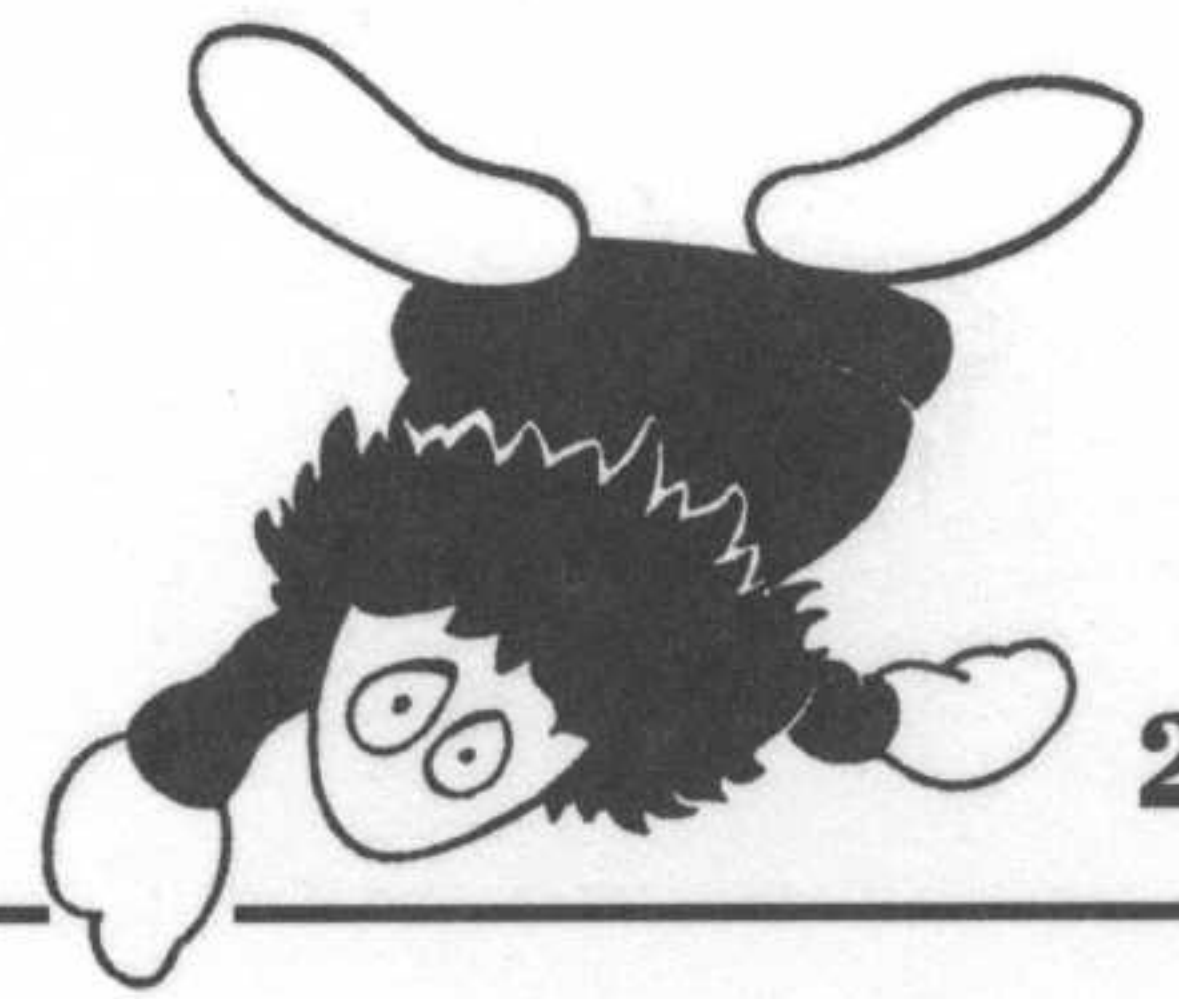
100 percent to be saved

Release reaqte 50

5 minutes

There are only two lemmings on this level but you must save them both. Because of time constraints, however, you must have the two of them take different paths, and keep both of them busy at all times. Otherwise, either one will fall off of the screen, or one will get trapped so that he can't get to the exit. The timing on this level is very tight, so good luck!

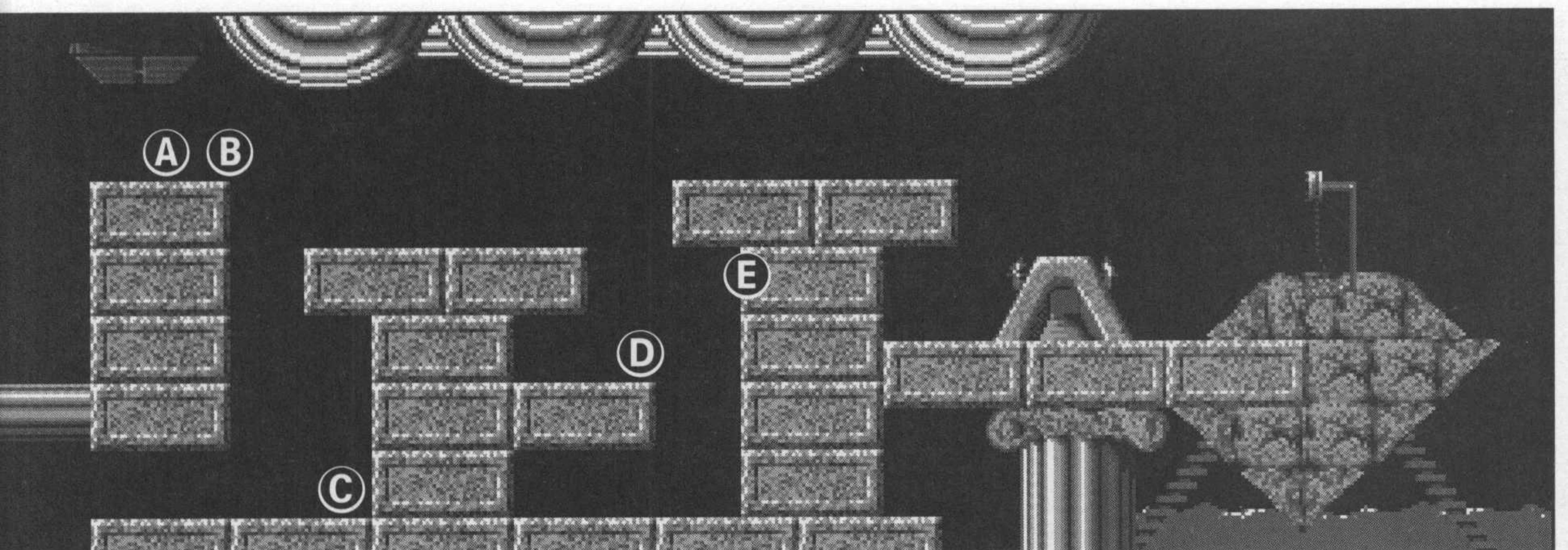


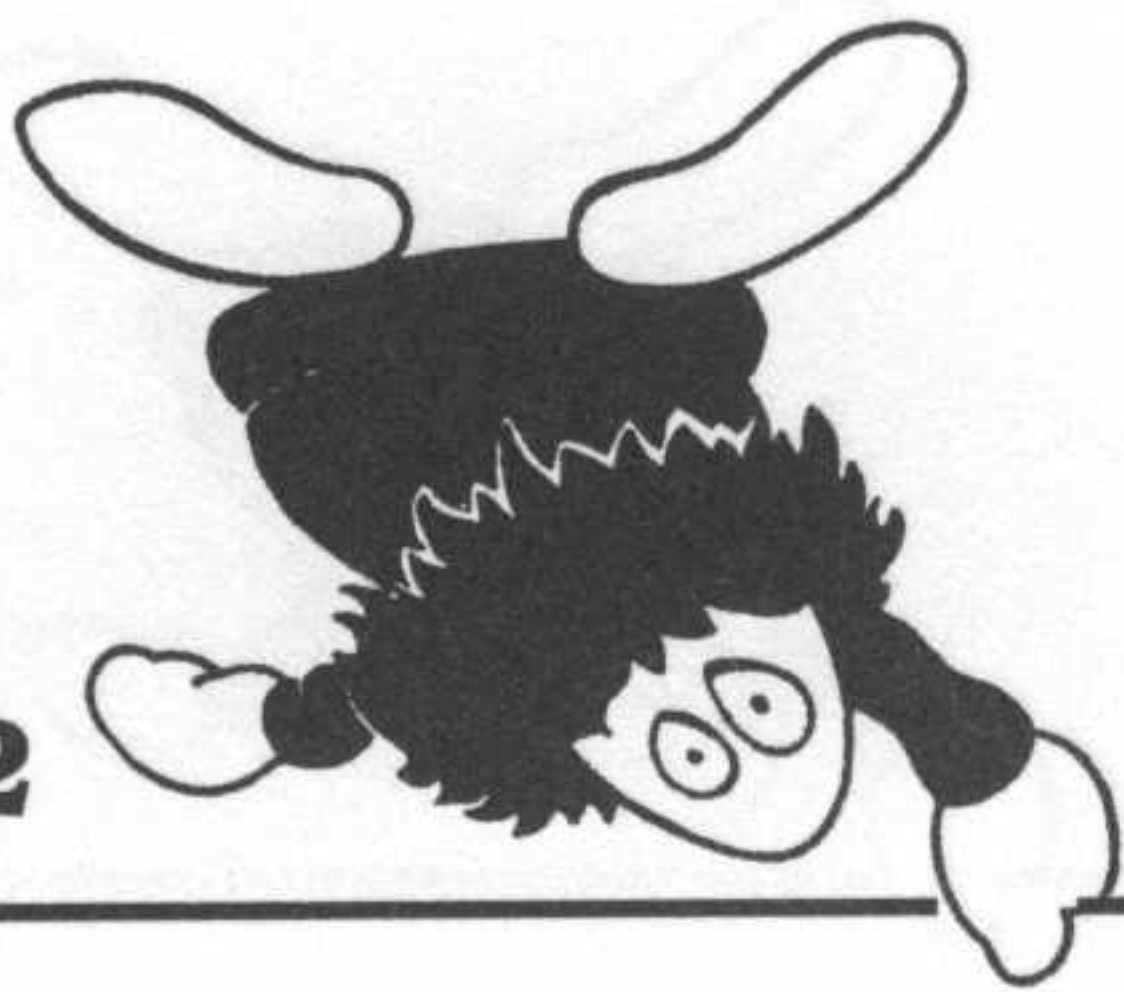


Solution

- 1** Make the first lemming mine at **A** as soon as he lands from the hatch and make him a floater. This is really a delaying tactic to make sure that he doesn't arrive at the rendezvous too early.
- 2** The second lemming will walk past the first. Make him build at **B** (at the corner of the block).
- 3** Bash through at **C** with the first lemming and make him a climber.
- 4** Build at **D** with the second lemming. **D** is just at the right-hand edge of the block. If you have the lemming build too early, the bridge won't reach.
- 5** The first lemming will climb to **E** while the second finishes the bridge. When the first lemming falls, he will land on the completed bridge.
- 6** Bash to the exit.

You can adjust the timing of the two lemmings by moving **A** (the point at which the first lemming mines) left and right. If you have him mine later, he will arrive at the rendezvous point earlier. If you have him mine earlier, it will take him longer to dig through the corner, and he will then arrive later.





Mayhem 14 — Pea Soup

Access Code: GKNNLEOIJ

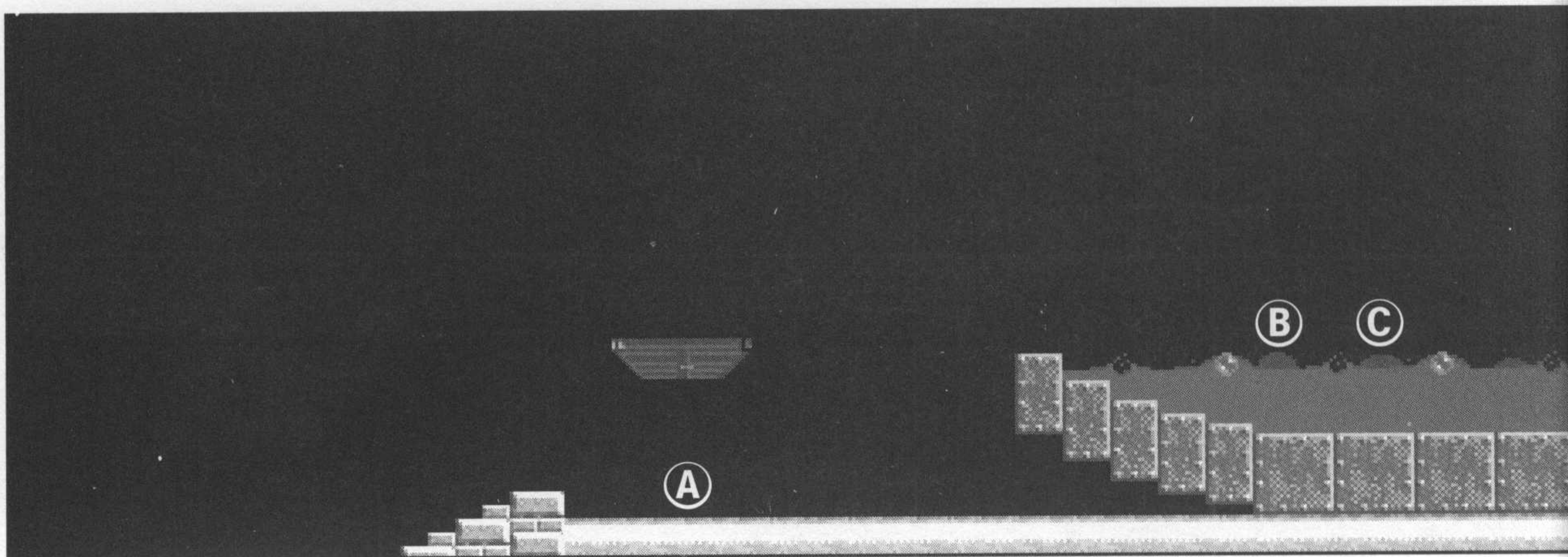
Statistics

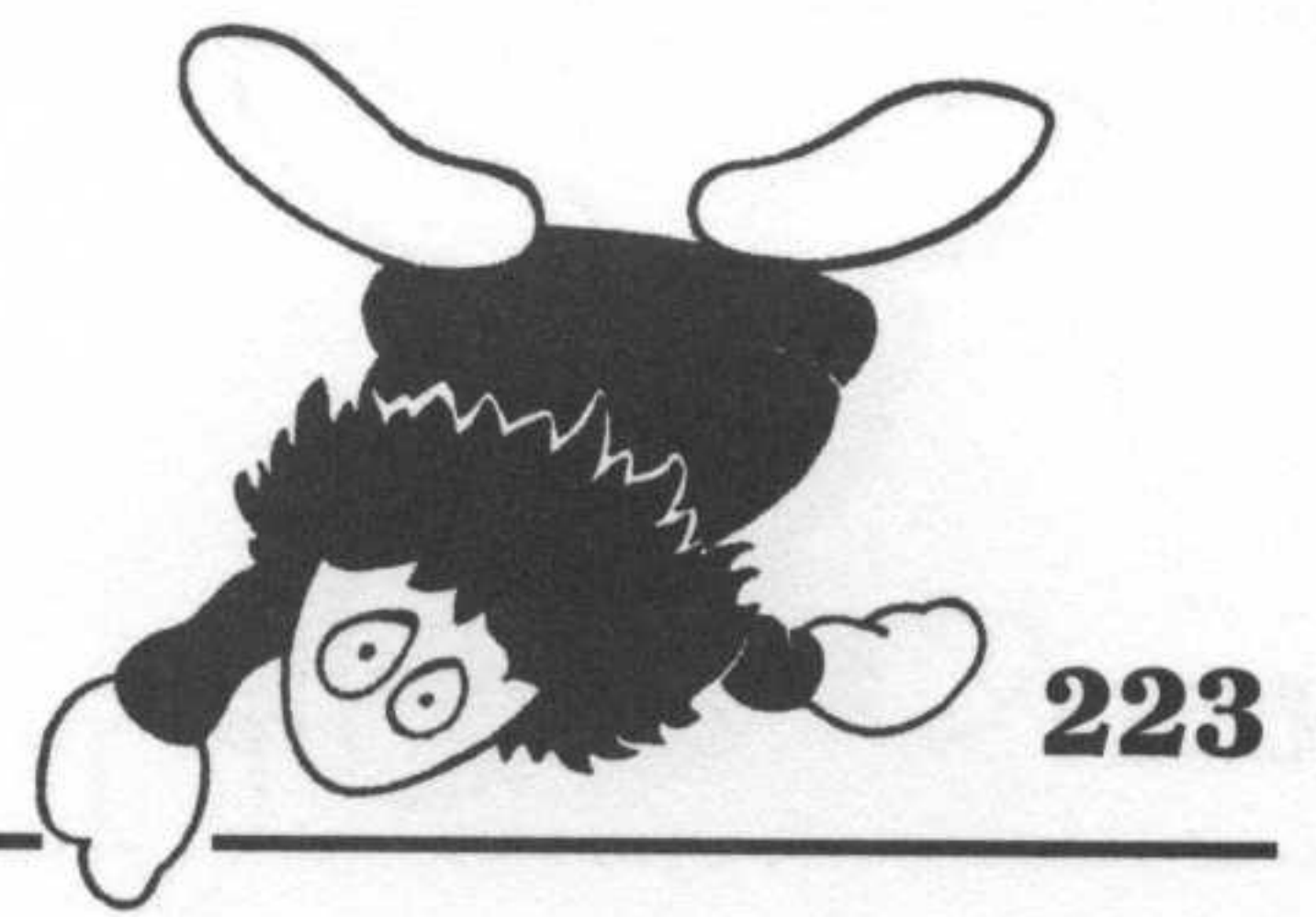
80 lemmings
 93 percent to be saved
 Release rate 70
 5 minutes

Don't drown in the deep pea soup! Lemmings aren't particularly fond of the green liquid (neither are many small humans). This time, it's your job to have a lemming bridge from rock to rock to get them safely across the giant soup bowl.

Solution

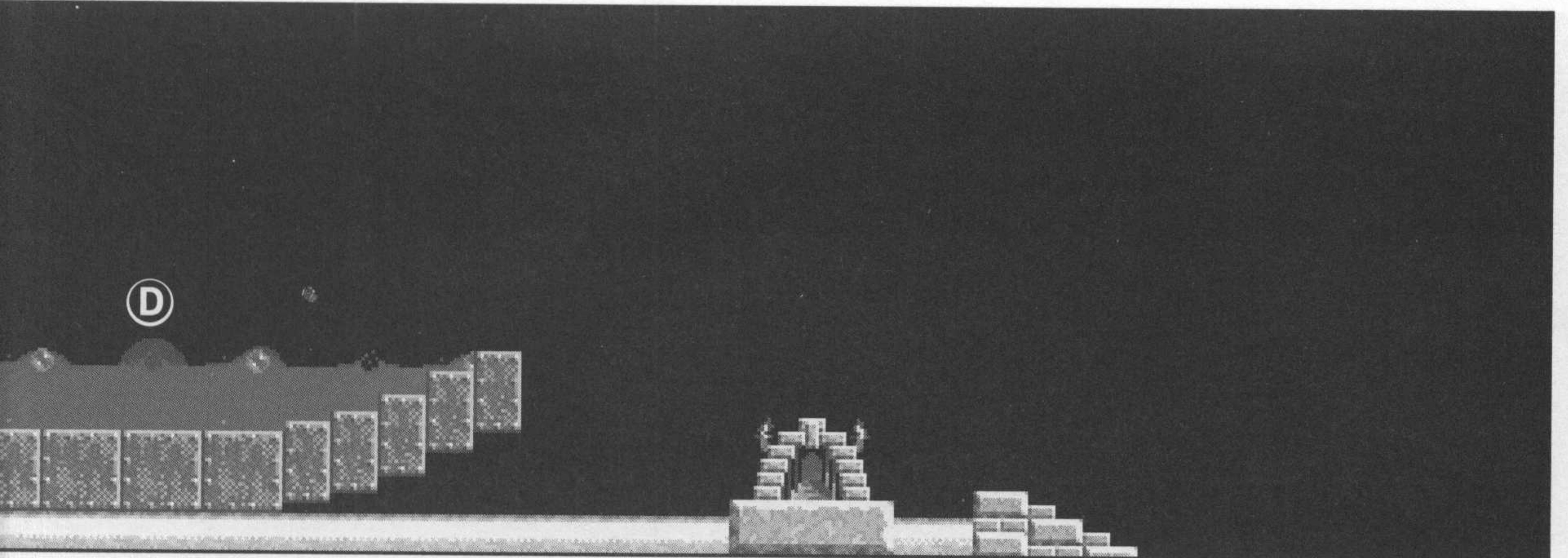
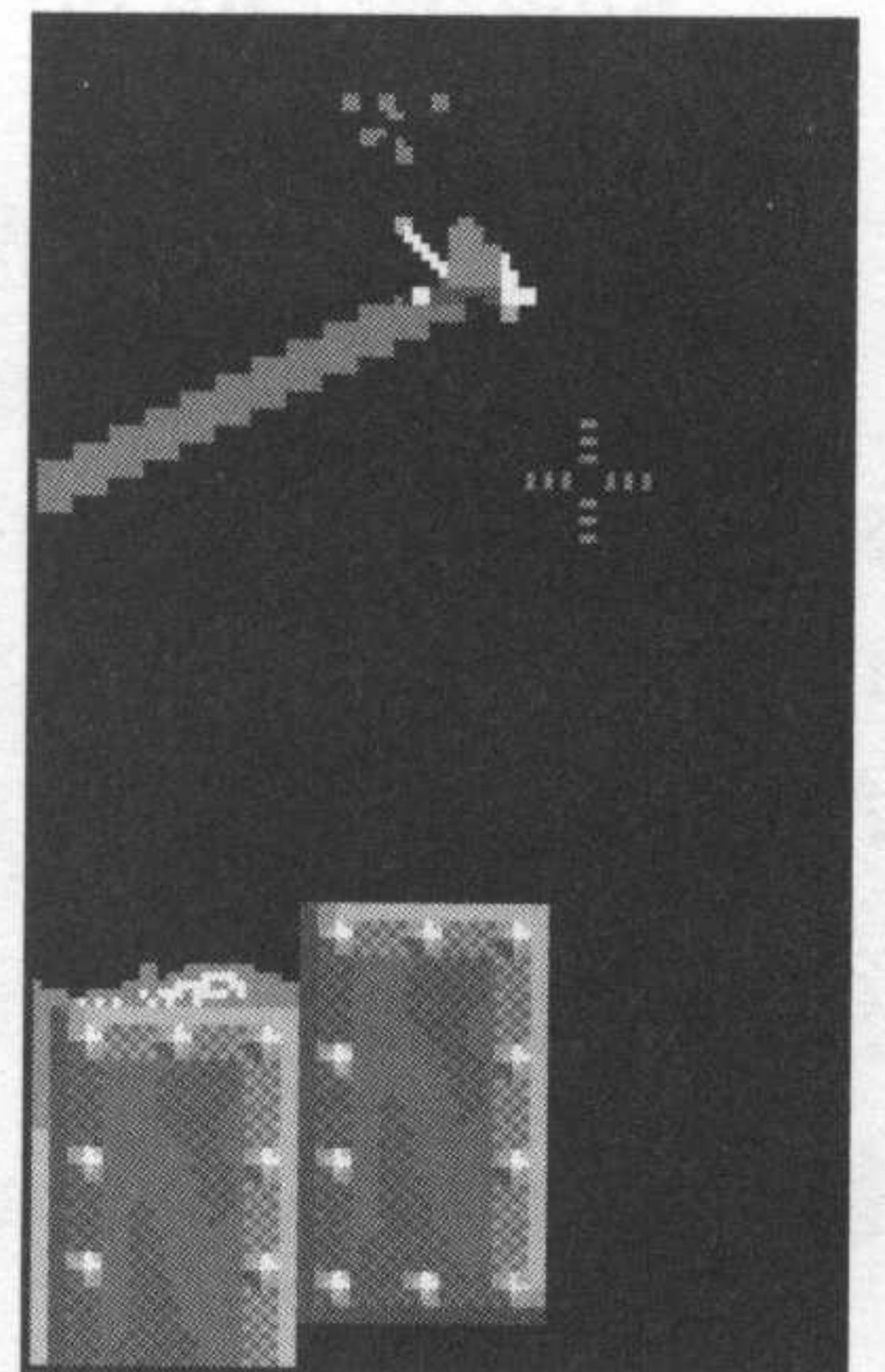
- 1** Make the first lemming build at **A** as soon as he lands. After he builds two or three bridges, dig away the bridge behind him. Continue building to the lip of the bowl.
- 2** Build 3 bridges towards the pea at **B**. When your lemming is over the center of this pea, make him dig so he lands on the pea.

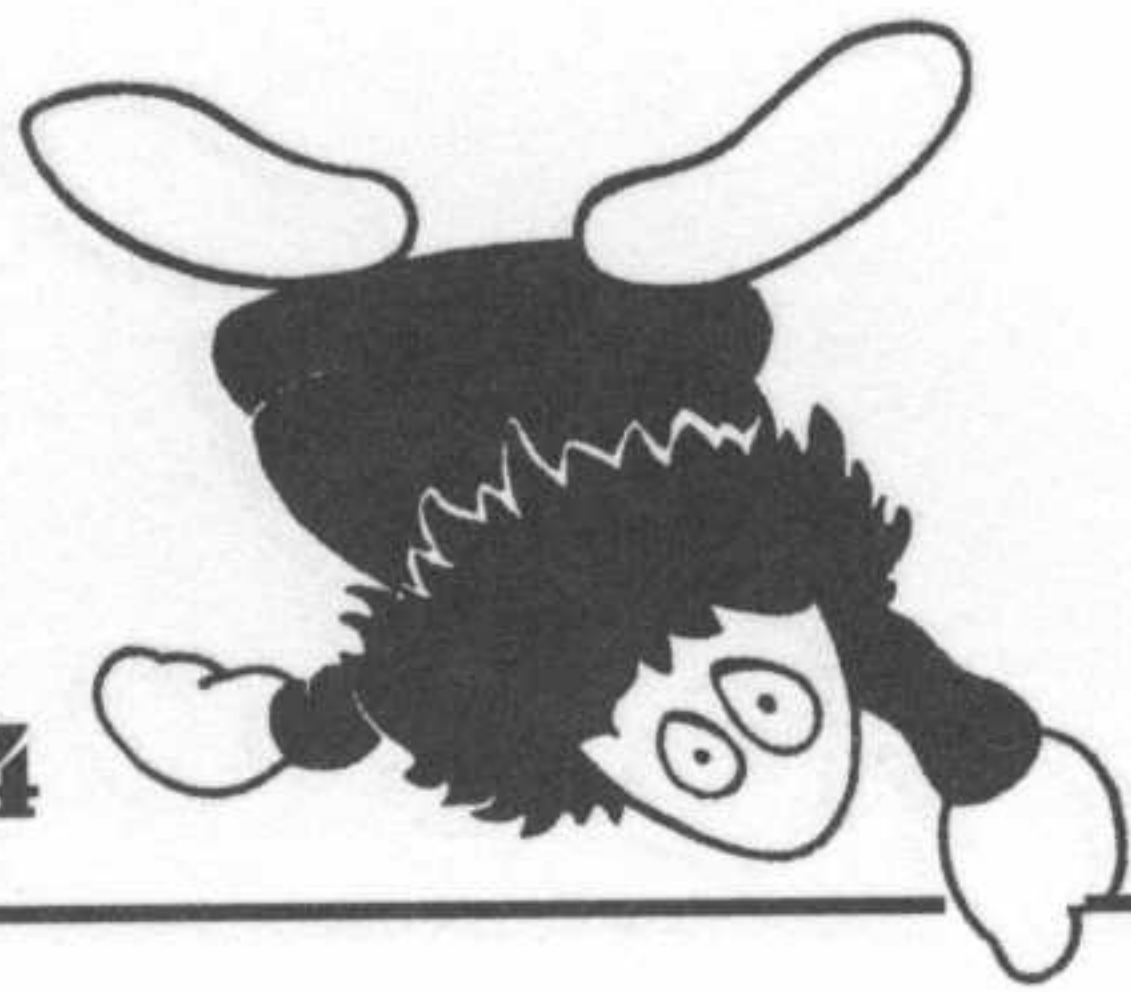




- 3** Build from **B** to **C**. This should take one bridge.
- 4** Build from **C** to **D**. During the fourth bridge, have the lemming dig vertically over **D** so he lands in the middle.
- 5** Build from **D** to the right edge of the bowl. This should take exactly four bridges. At the same time, rebuild your first bridge. When your “worker” lemming is over the right edge of the bowl, dig so he lands safely.
- 6** The rest of the lemmings should walk safely to the exit.

Be careful when you dig to end a session of bridge building. On this level, make sure the left edge of the builder lemming is completely above solid ground before having him dig. Just because a digger lemming can land safely on solid ground doesn't mean that the lemmings behind him will!





Mayhem 15 — The Fast Food Kitchen . . .

Access Code: GEJIMDMJIJ

Statistics

Amiga:

100 lemmings
 96 percent to be saved
 Release rate 60
 2 minutes

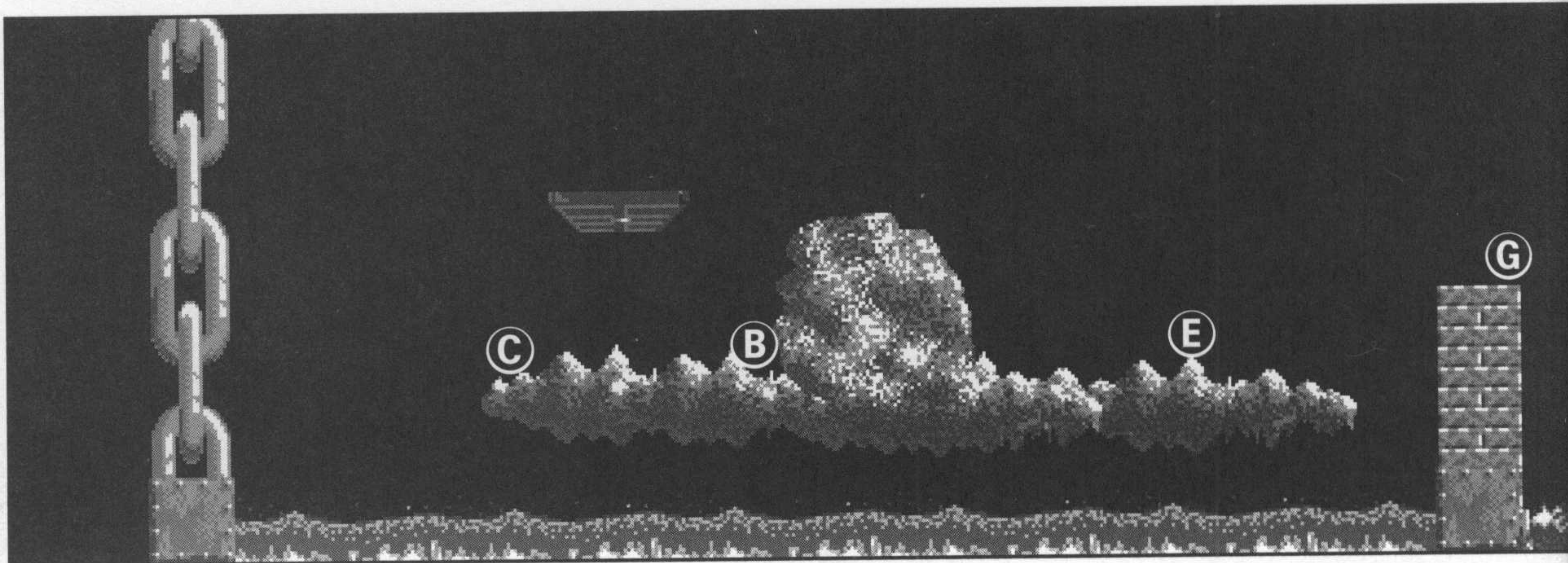
PC and Macintosh:

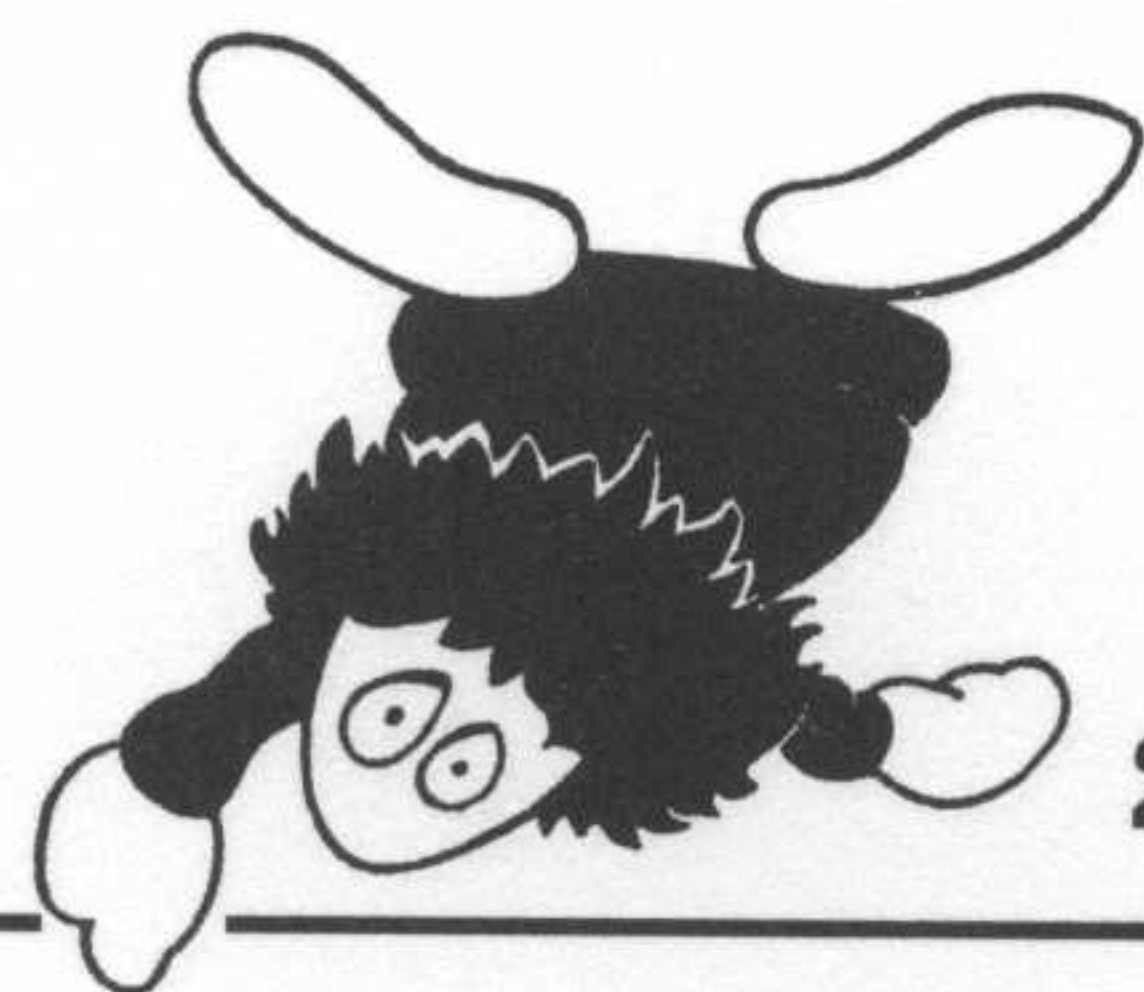
80 lemmings
 75 percent to be saved
 Release rate 60
 3 minutes

On this level, there are two lemming hatches to deal with, on opposite sides of the screen. Don't get too wrapped up in one side and forget about the other! Use the micro-map in the lower-right corner to get access to the different areas of the level quickly. Also, don't forget that you can pause and scroll, too!

Solution

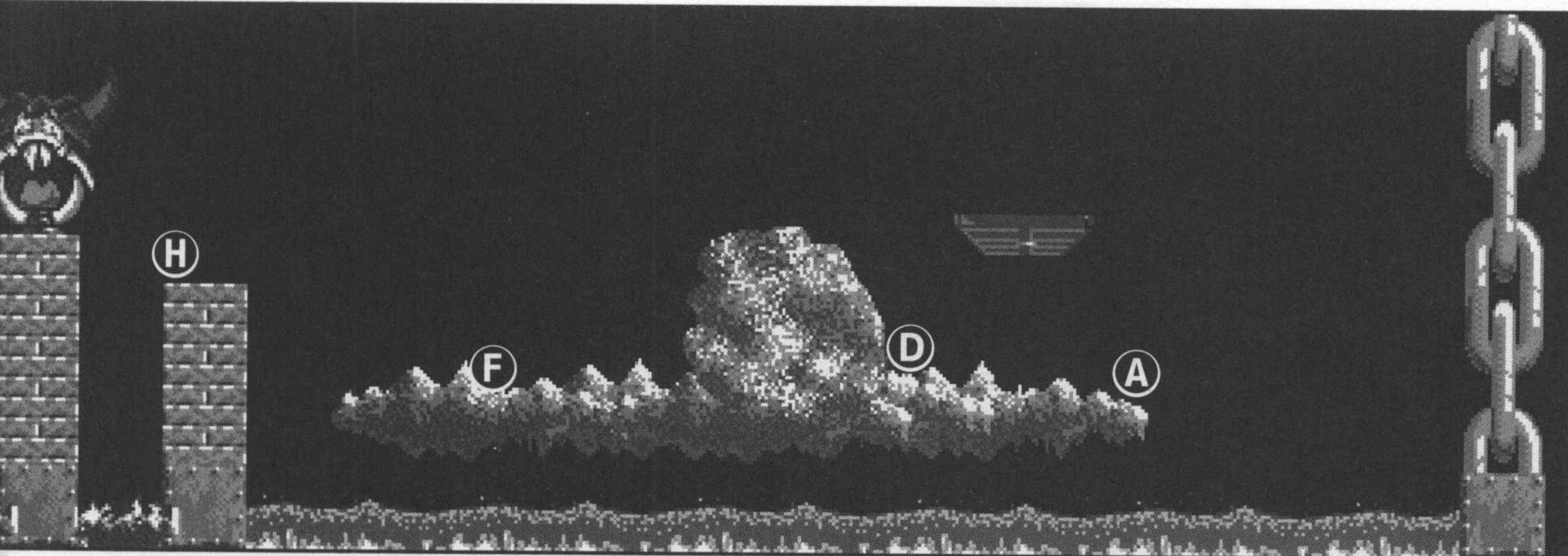
- 1 Place a blocker at **A**.

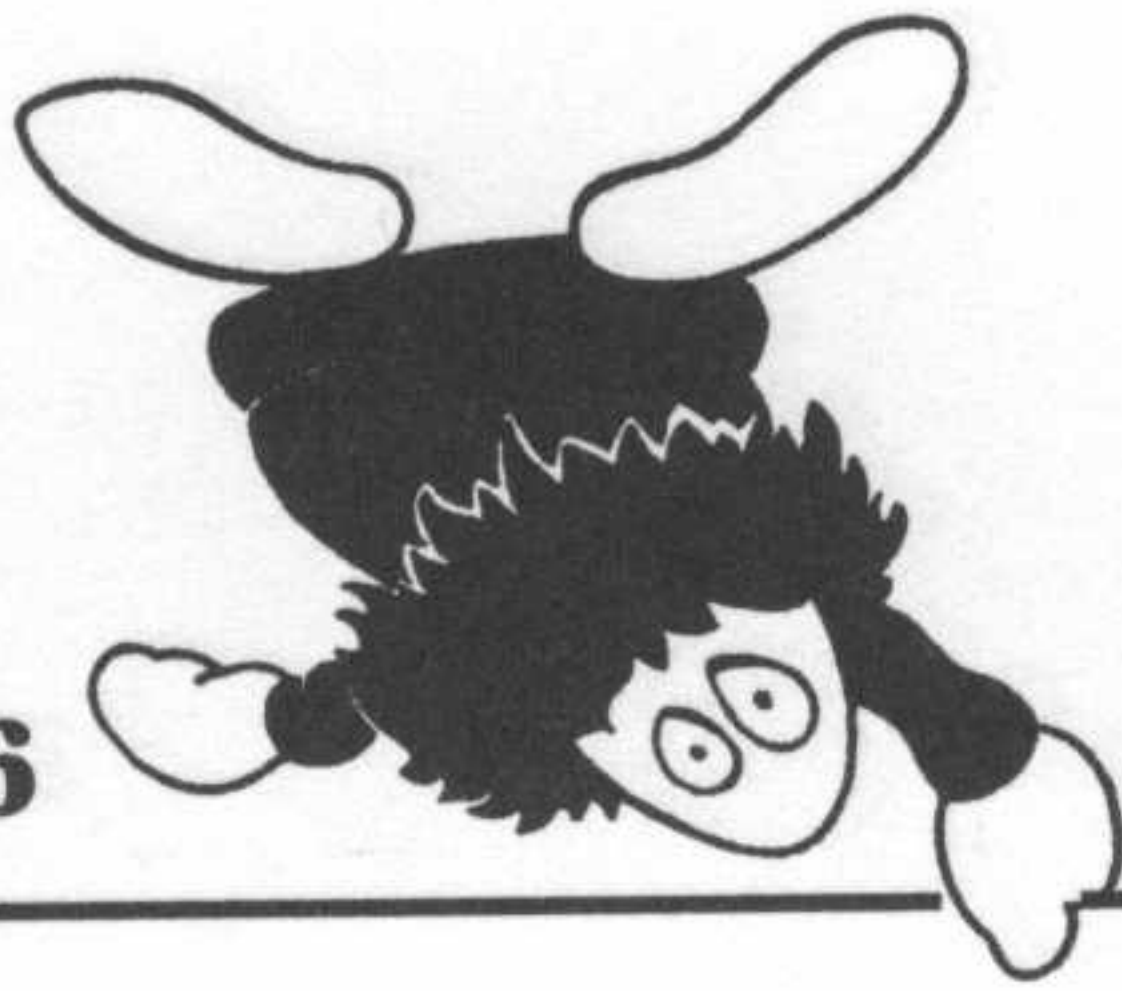




- 2 Use the micro-map to jump to **B**, and bash. Place blockers at **B** and **C**.
- 3 Click back to **D**, and bash. Block behind the basher.
- 4 Click back to the center. Build when the left-hand lemming reaches **E**.
- 5 Build when the right-hand lemming reaches **F**.
- 6 While they are building, increase your release rate to 99 (don't forget to have the builders build three bridges!).
- 7 When the left-hand lemming reaches **G**, make him build to the exit. Quickly switch to **B** and bomb the blocker, then switch back.
- 8 When the right-hand lemming reaches **H**, make him build to the exit. Quickly switch to **D** and bomb the blocker.
- 9 Click back to the center and finish the bridges.

When the lemmings are building their bridges in step five, and they are above the lower pillars, let them drop and then begin building at the corners of the pillars. The space from **G** to the exit pillar and **H** to the exit pillar may be spanned by a single bridge from either side.





Mayhem 16 — Just a Minute . . .

Access Code: MJIMDMGKIS

Statistics

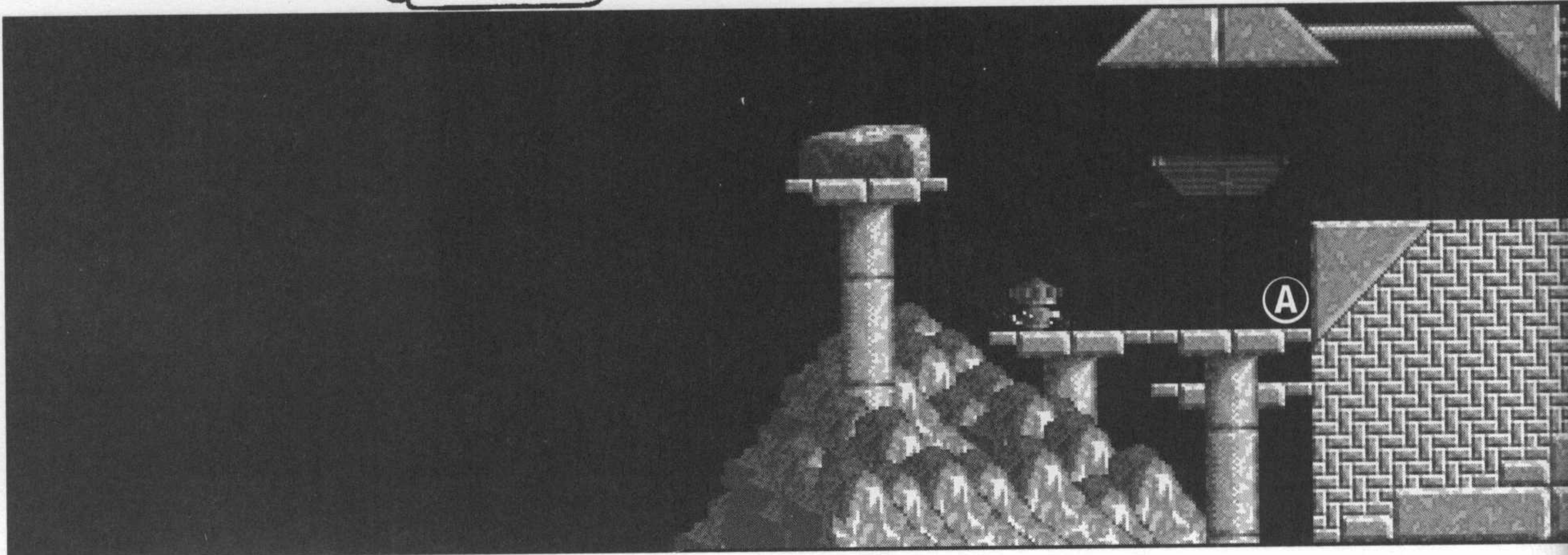
50 lemmings

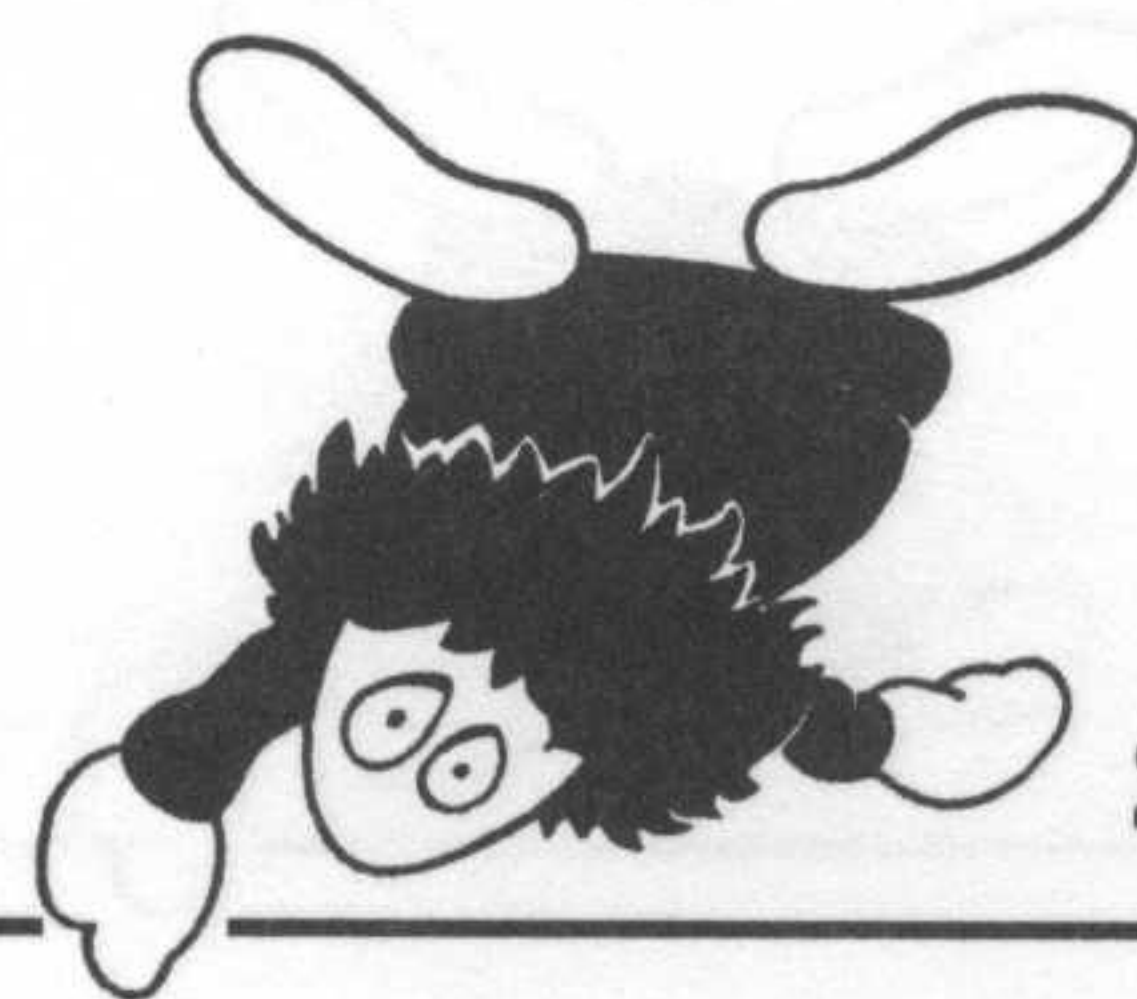
100 percent to be saved

Release rate 10

1 minute

You have “Just a Minute” to finish this level, and time is of the essence. If you follow the instructions below, you should have no problems finishing this level with at least a second or two left.

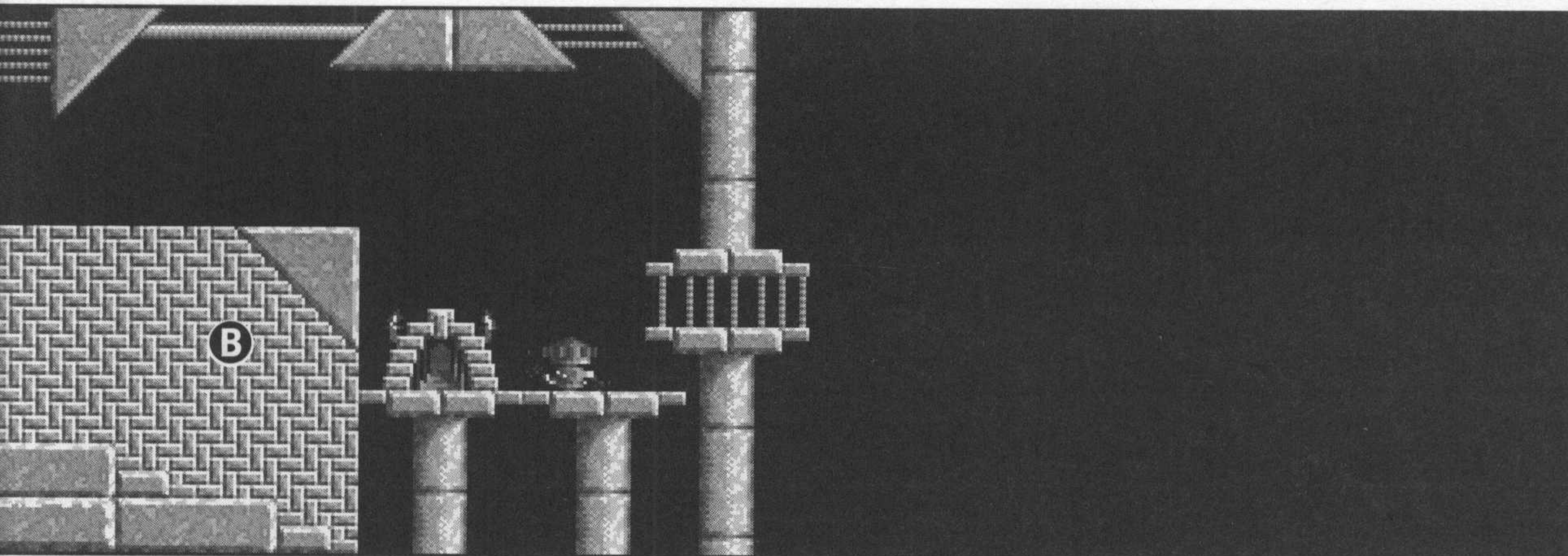
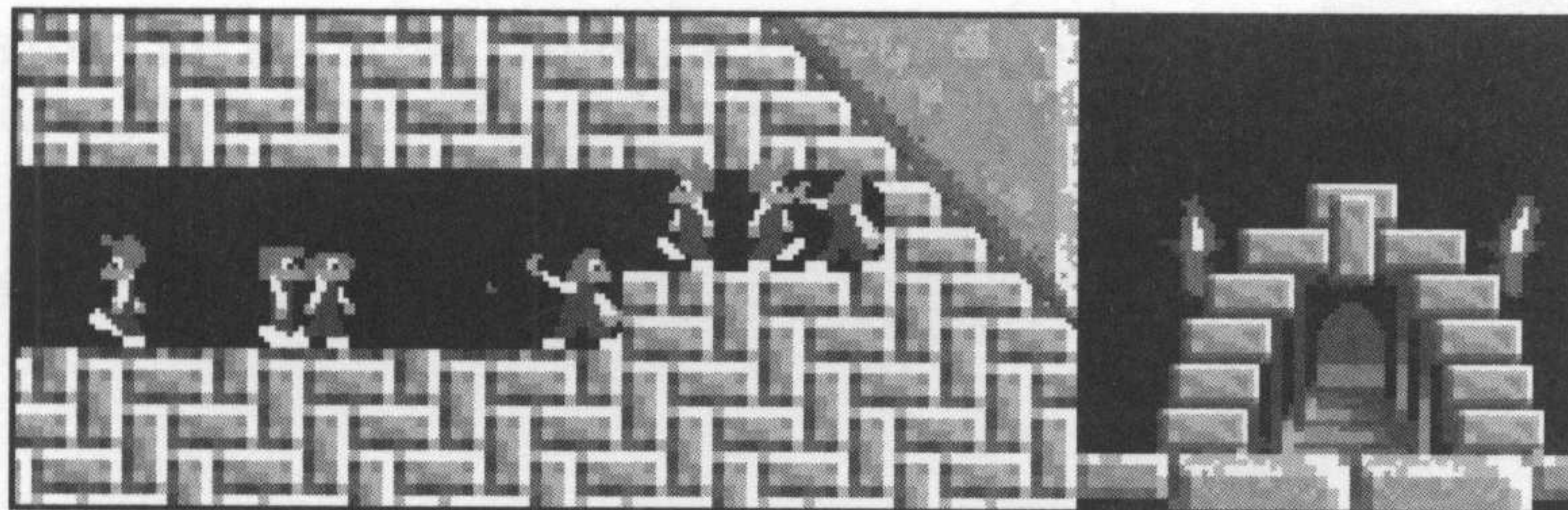


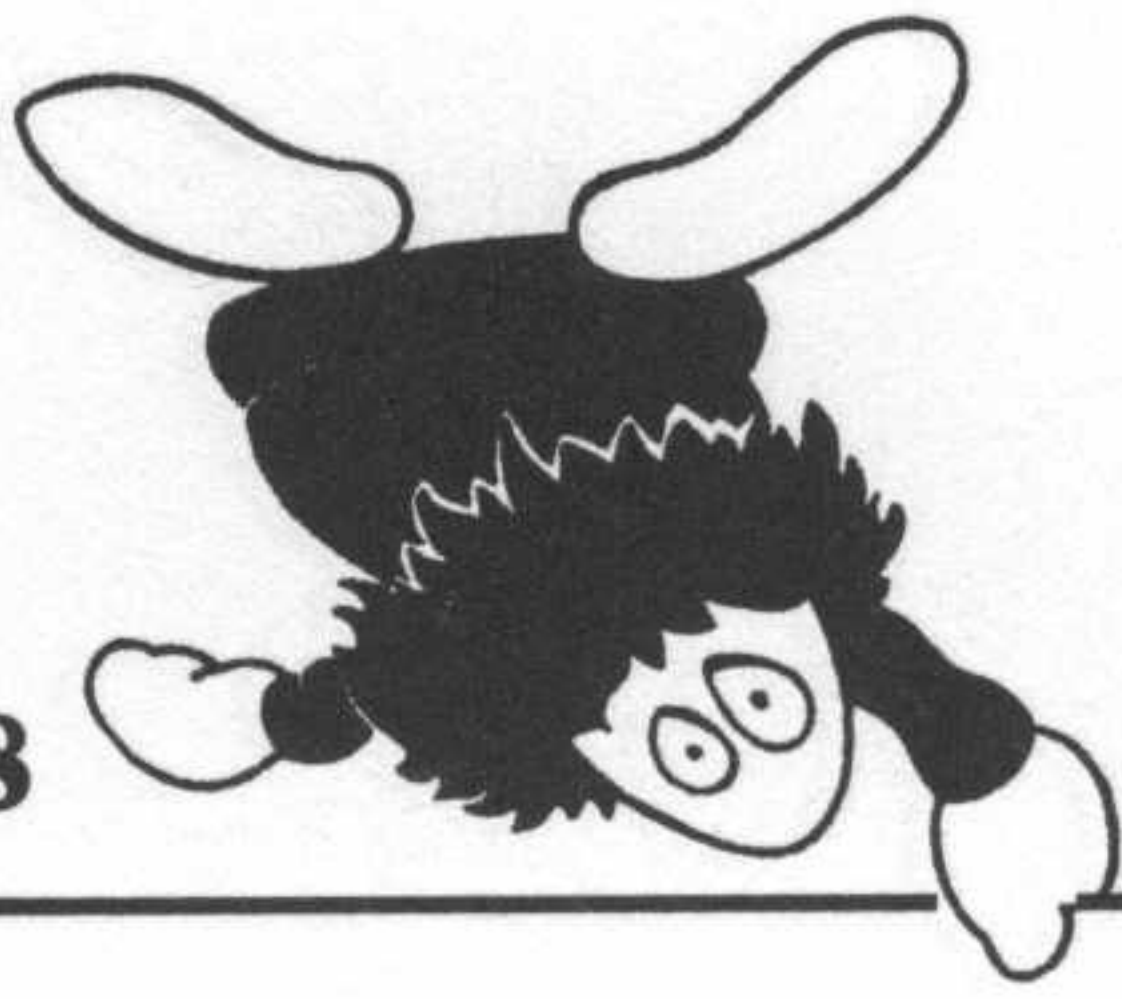


Solution

- 1** Make the first lemming bash at **A**.
- 2** Make the second lemming dig at **A**.
- 3** When the second lemming is about six or seven digs deep, have him bash. If this is done correctly, the lemmings will be able to walk to the right out of the pit, but not to the left. The right side of the pit will be a slightly curved shape because of the basher's arm stroke, but the left side will be a sheer wall.
- 4** Increase the release rate to 99 when the lead basher is at **B**.

On the Macintosh version, the timer tends to go quite a bit slower than on most versions, so Macintosh owners have it easy on this level!





Mayhem 17 — Stepping Stones

Access Code: NJMDOGALIO

Statistics

80 lemmings

87 percent to be saved

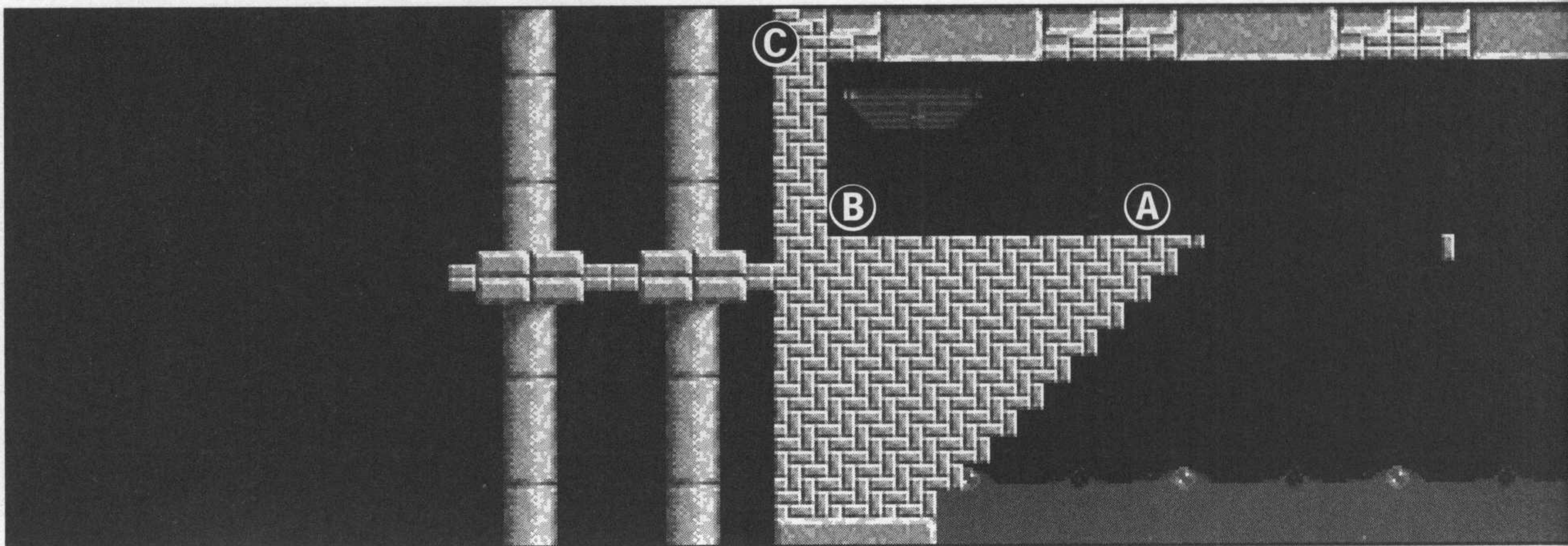
Release rate 50

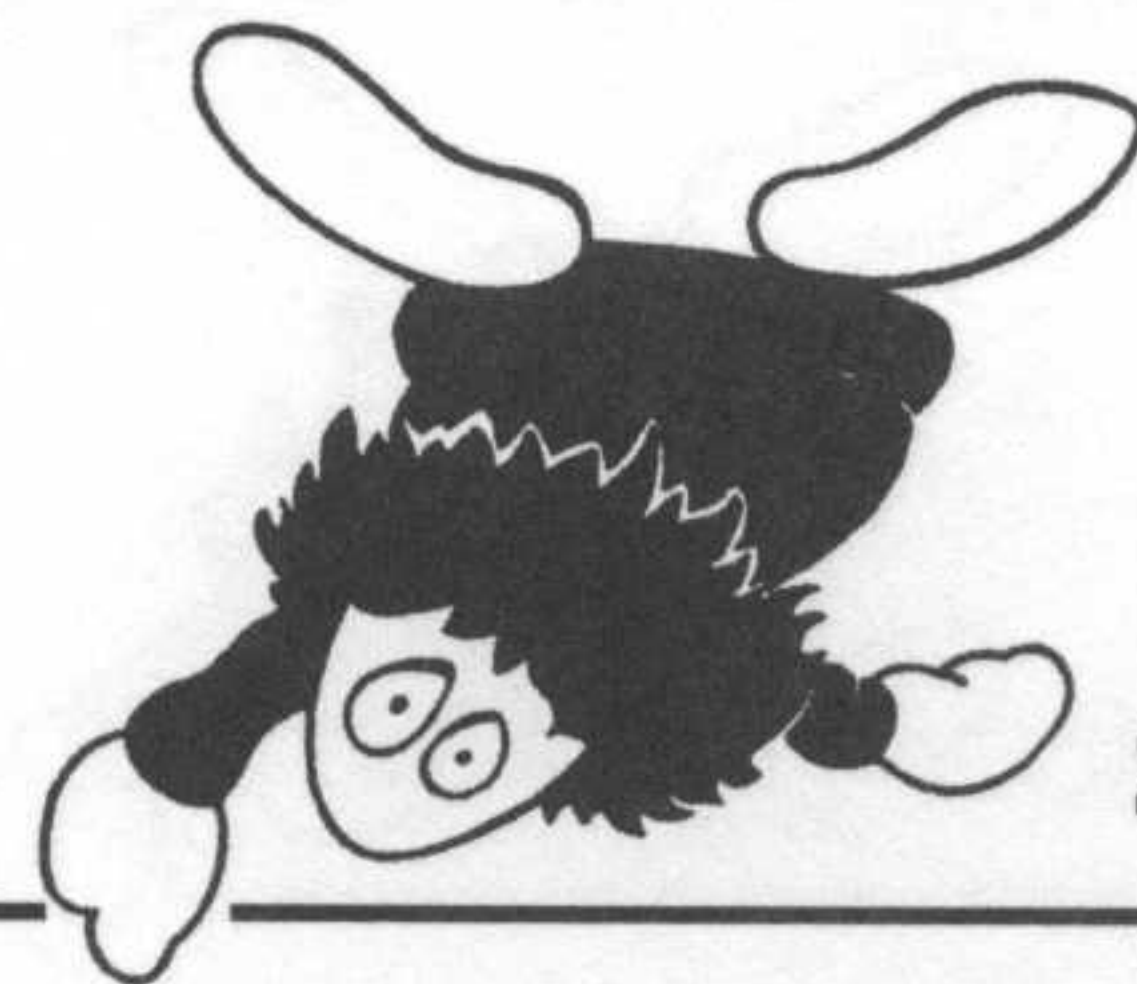
4 minutes

There are two main ways to do this level, an obvious way, and a slightly sneakier way. The obvious way, of course, is simply to bridge across the gap, going from stepping stone to stepping stone. The problem with this solution is that it requires extremely precise timing and lemming positioning. The solution provided here is a bit more involved, but it's much easier to implement.

Solution

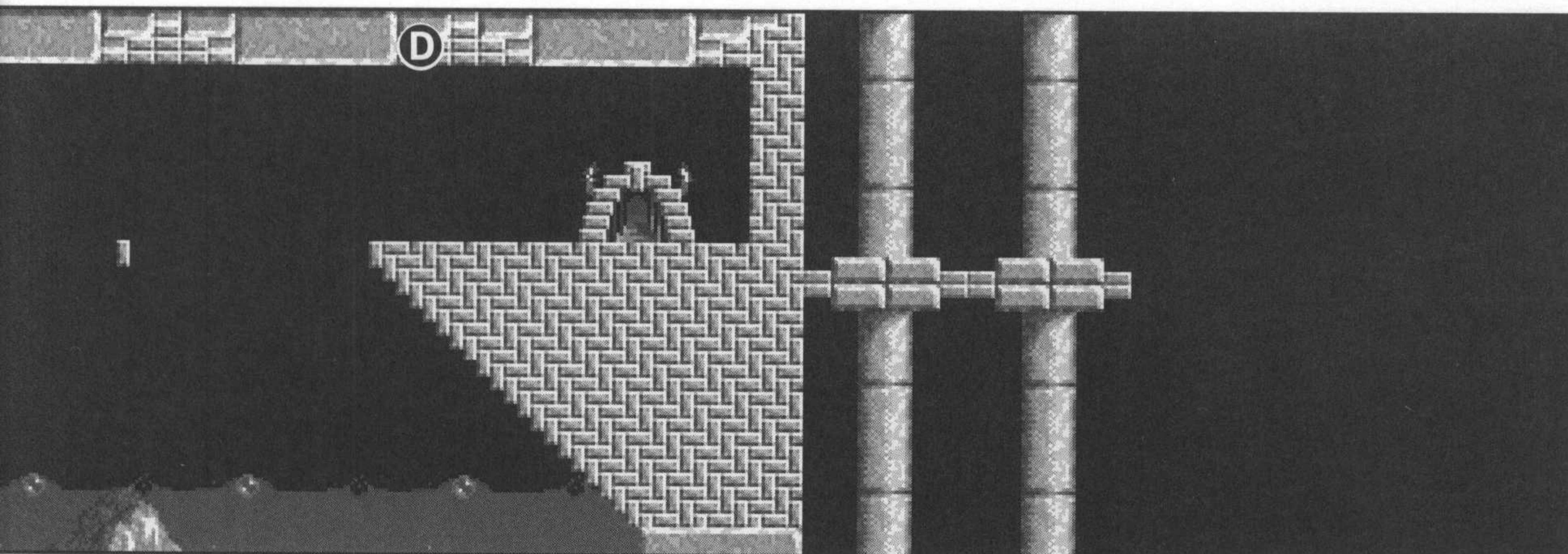
1 Place a blocker at **A**.

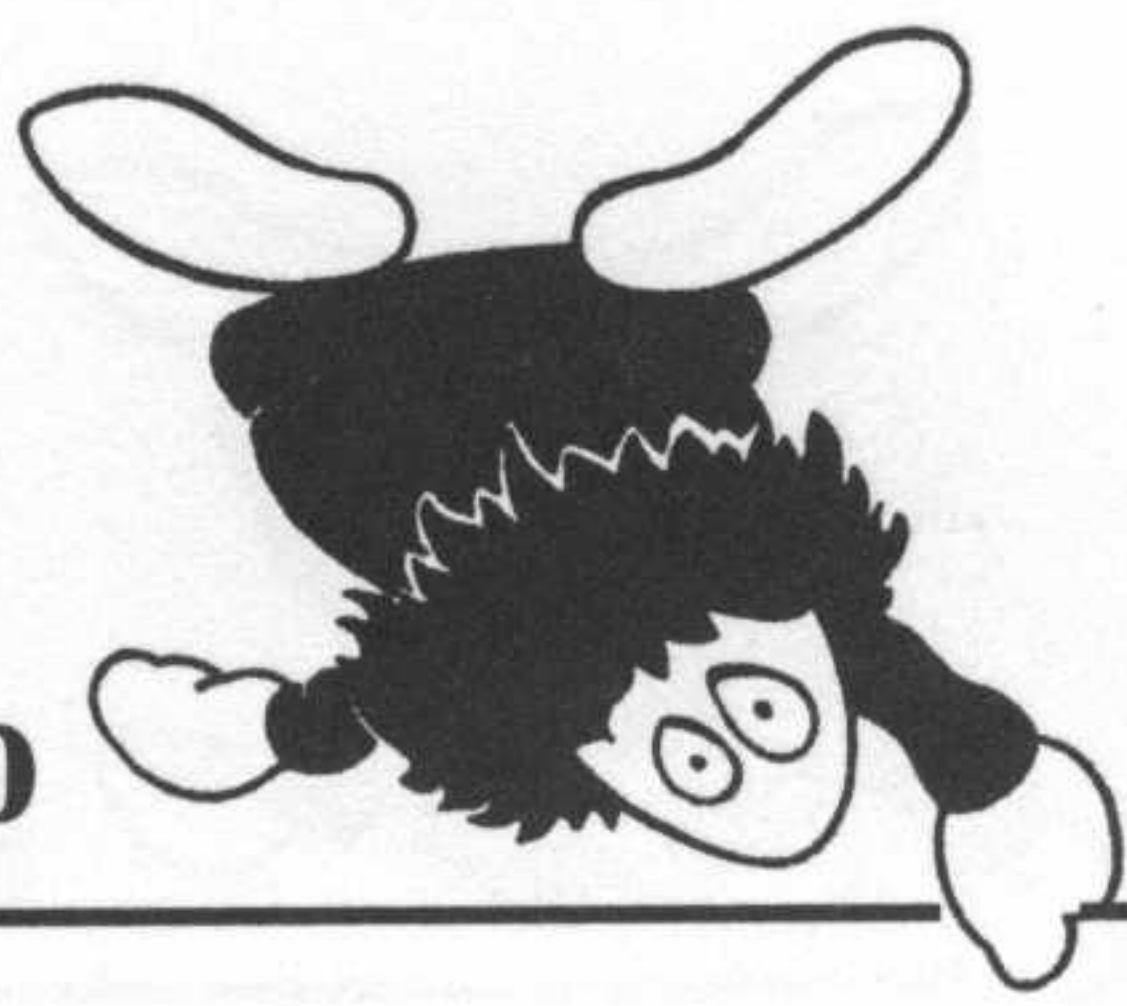




- 2 Bash at **B** and block behind the basher.
- 3 Build from **B** to the left. Continue building back and forth up this narrow space until you reach **C**.
- 4 Bash to the right at **C**.
- 5 When your basher reaches **D**, mine under the blocker at **B**. This will turn him into a walker.
- 6 Make the miner build to stop him.
- 7 Mine at **D** to the exit.
- 8 Don't forget to nuke your blocker at **A**!

When building the zig-zag bridges on this level take care that you don't start a bridge immediately after a lemming turns around from building the previous bridge. If you start building too early, the bridge will just be a tiny bit too short to span the gap between the poles, and you'll have to use another bridge.





Mayhem 18 — And then there were four . . .

Access Code: HMEOGKNMIY

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 1
9 minutes

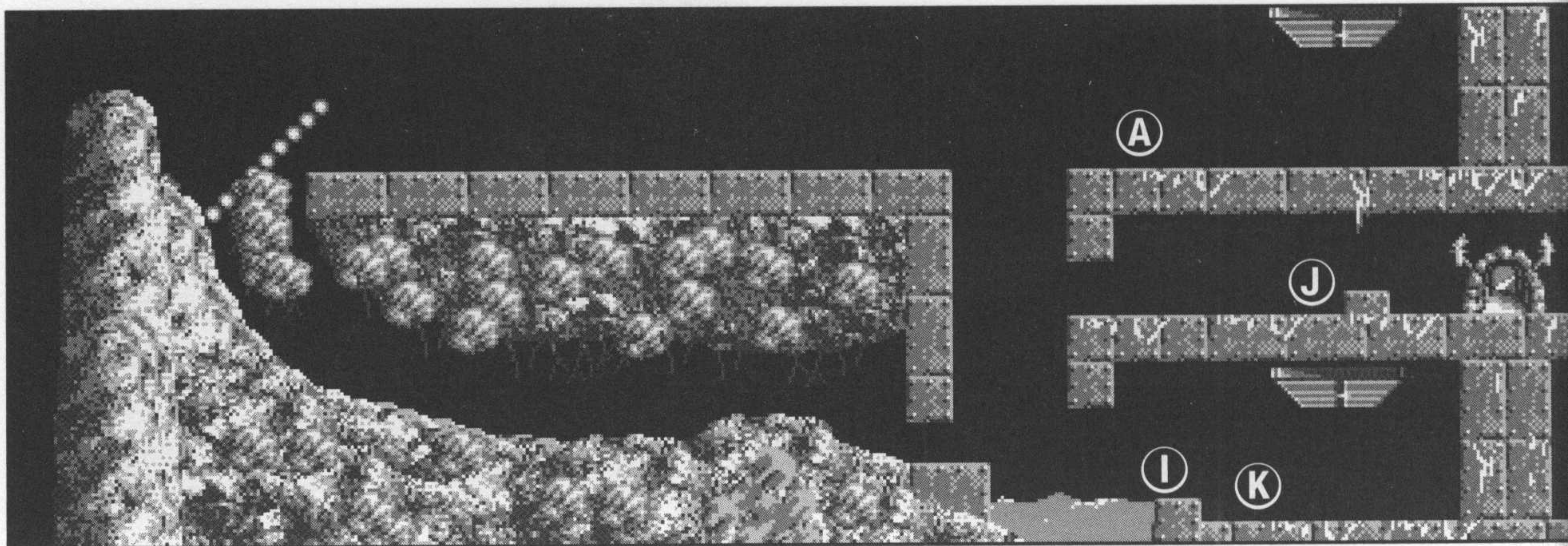
PC and Macintosh:

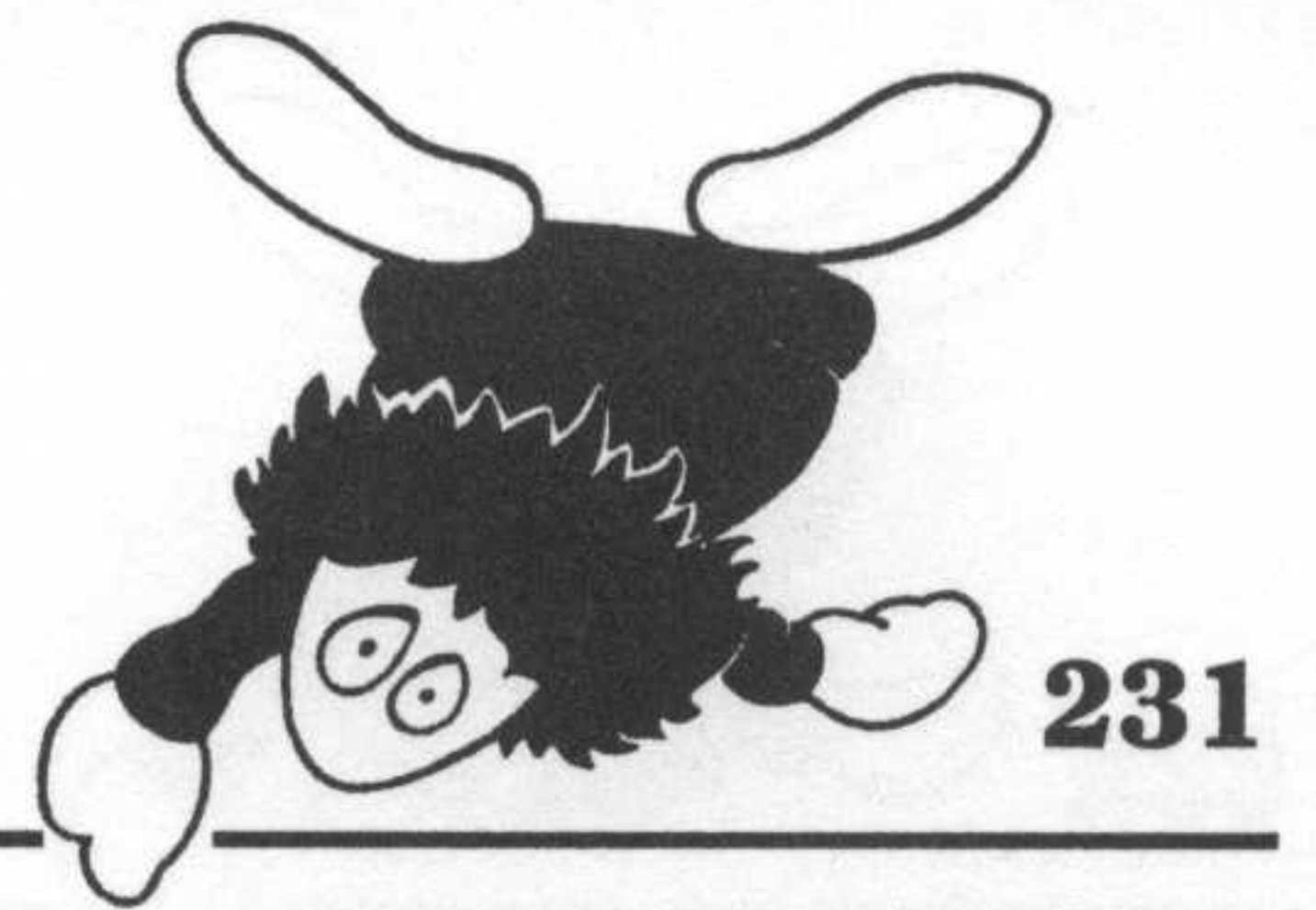
80 lemmings
90 percent to be saved
Release rate 1
9 minutes

Oh dear! Four separate hatches for the lemmings to come out of! They come out at a leisurely pace, but you must deal with the upper two hatches immediately. Fortunately, the lower two hatches have a built-in lemming control mechanism, so that all is not lost.

Solution

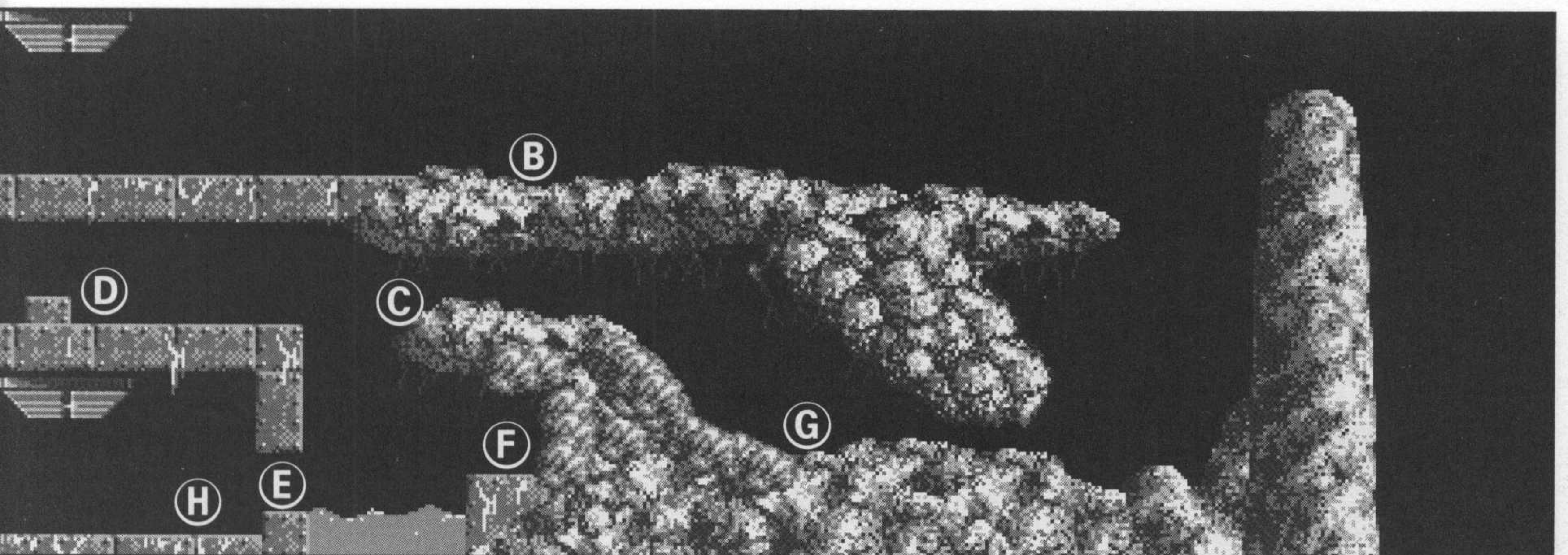
- 1** Place a blocker at **A**.
- 2** Mine at **B**.

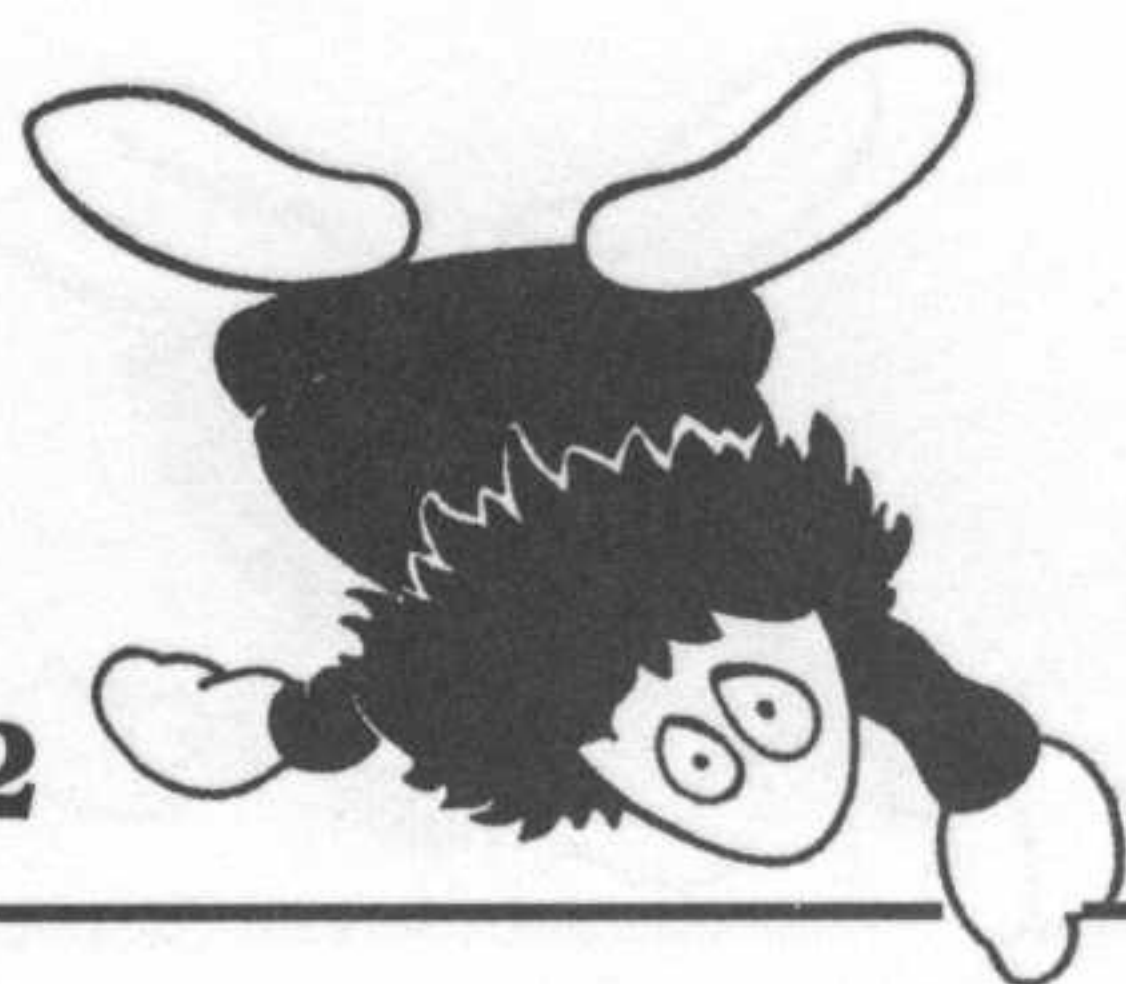




- 3** Build across the gap at **C**. When your lemming reaches the far side, build over the barrier at **D** to the exit.
- 4** Make a climber in the lower-right group of lemmings. Have him build at **E**, then bash at **F**.
- 5** Build a bridge at **G** to seal the hole made by the basher. If any lemmings get past the bridge and start down the tunnel (heading for the pool of water), just have them build in the tunnel to turn them around.
- 6** Build at **H** to free the lower-right group of lemmings.
- 7** Make a climber in the lower-left group. Have him build at **I**.
- 8** When this builder hits the wall, build back to the right to the exit level.
- 9** Build over the barrier at **J** to the exit.
- 10** Build at **K** to release the lemmings in hatch three, then bomb the blocker at **A** to release the upper-left group of lemmings.

As you probably noticed, the divide-and-conquer strategy works quite well on this level, and you have enough time to work on one entrance at a time.





Mayhem 19 — Time to get up!

Access Code: OLIGCJONIX

Statistics

50 lemmings

92 percent to be saved

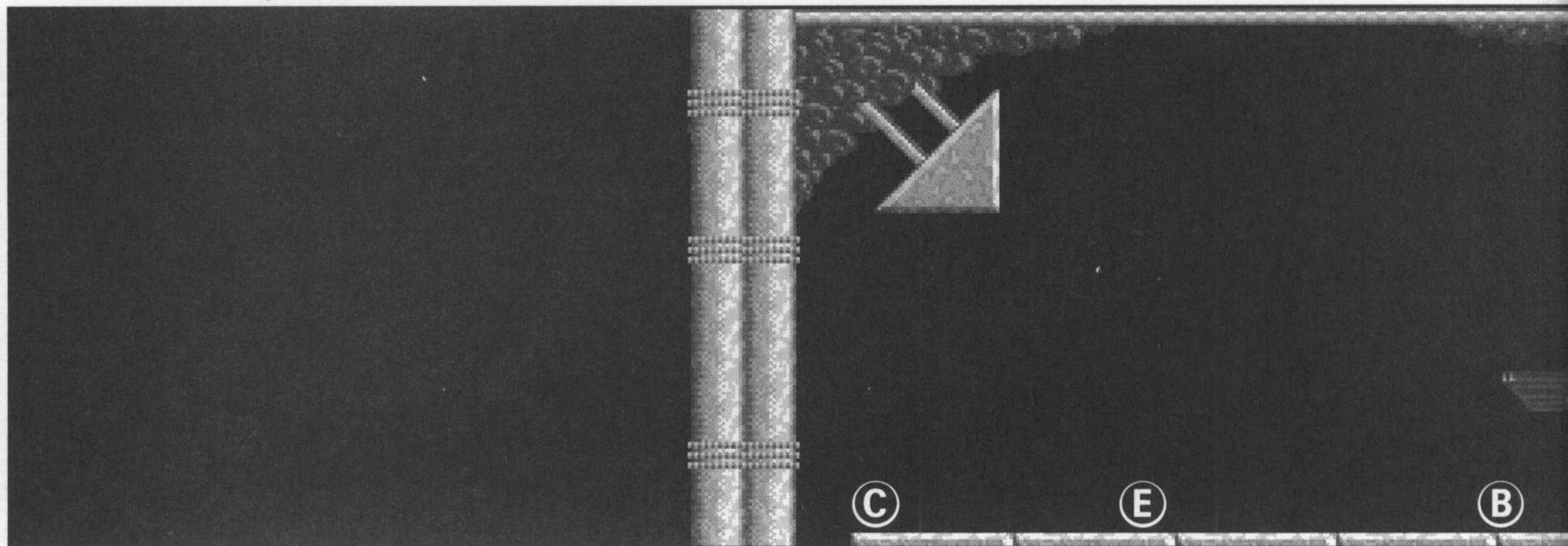
Release rate 20

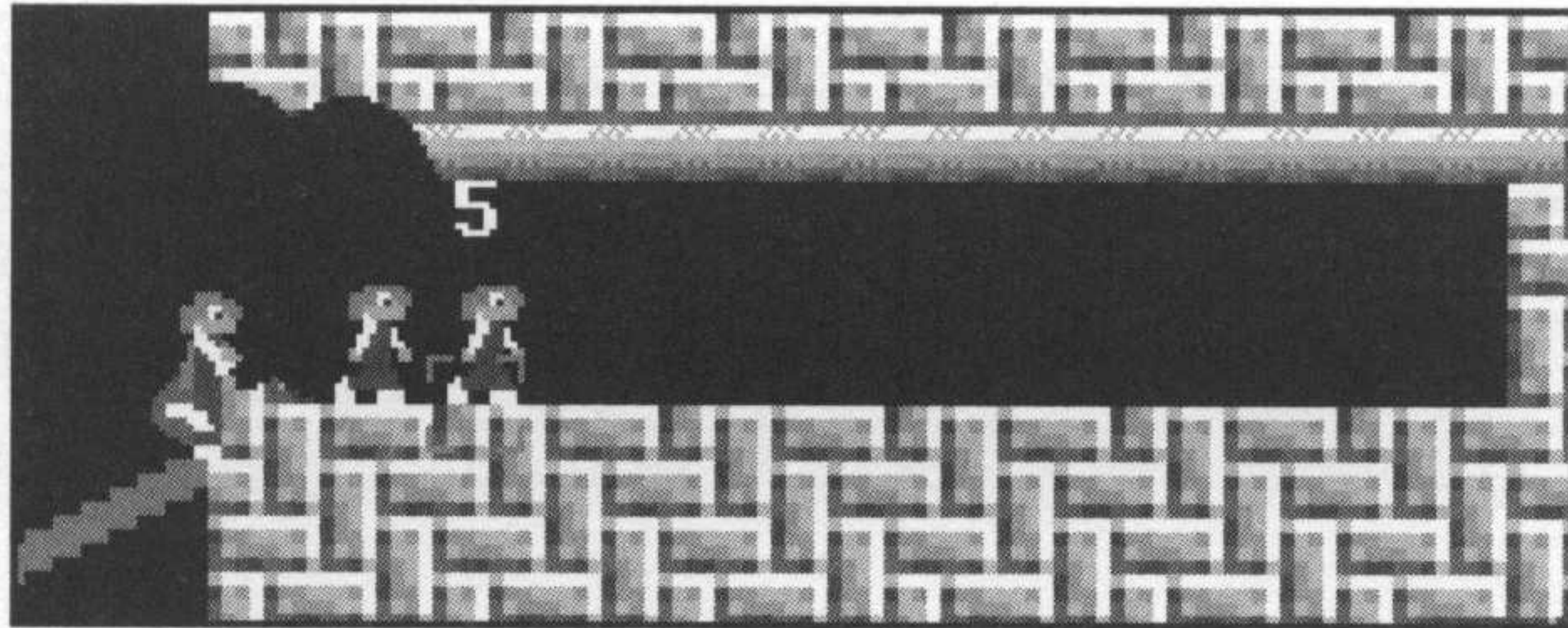
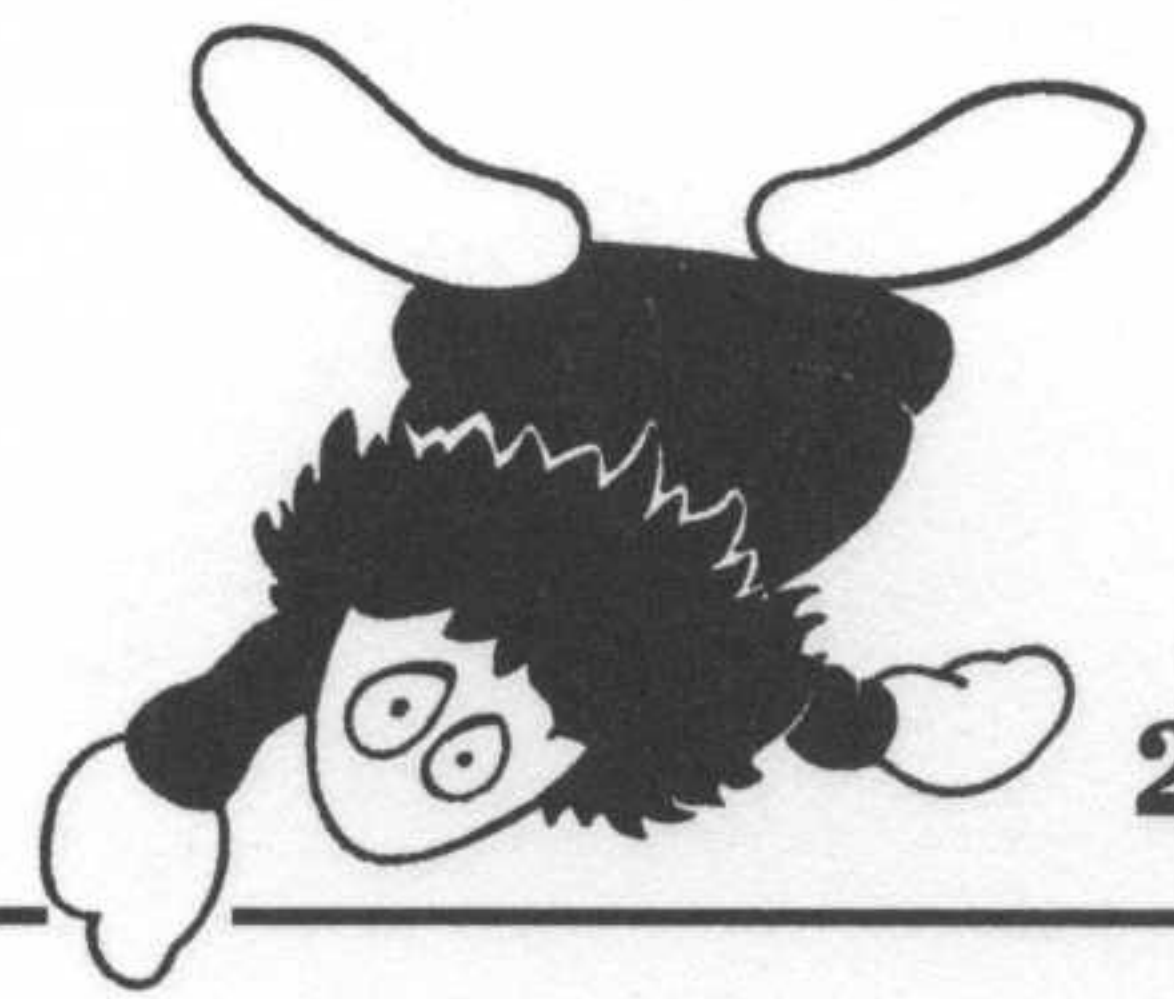
5 minutes

Here, we're going to use lemmings as an excavation tool. Our problem is that the positioning of the lemmings is extremely important. You don't have any to spare!

Solution

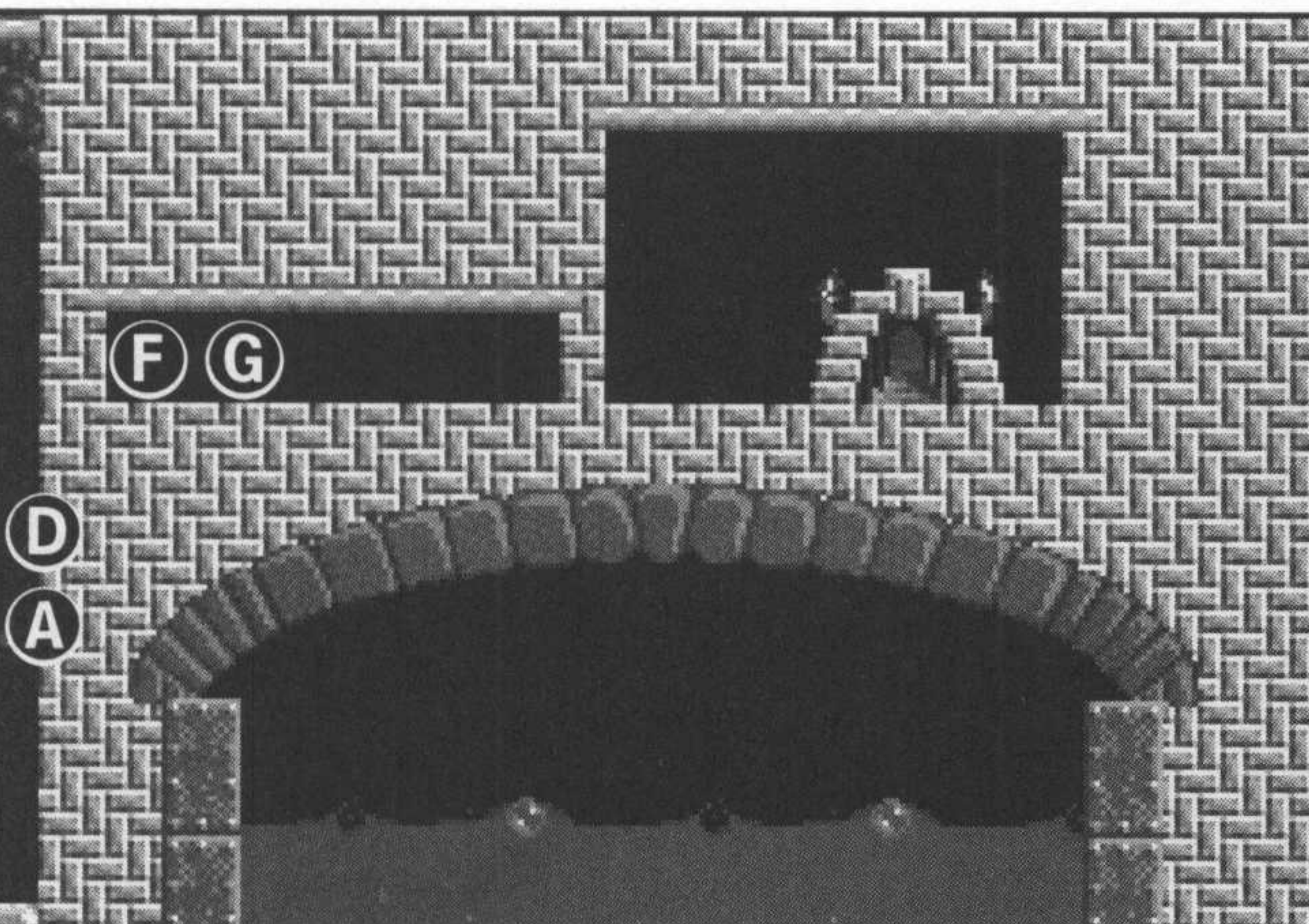
- 1** Make the second lemming a climber. Turn him into a bomber at **A**.
- 2** Let the first lemming walk to the left. Make the third lemming build near **B** to slow him down.
- 3** Use the first lemming to build at **C** to plug the gap.

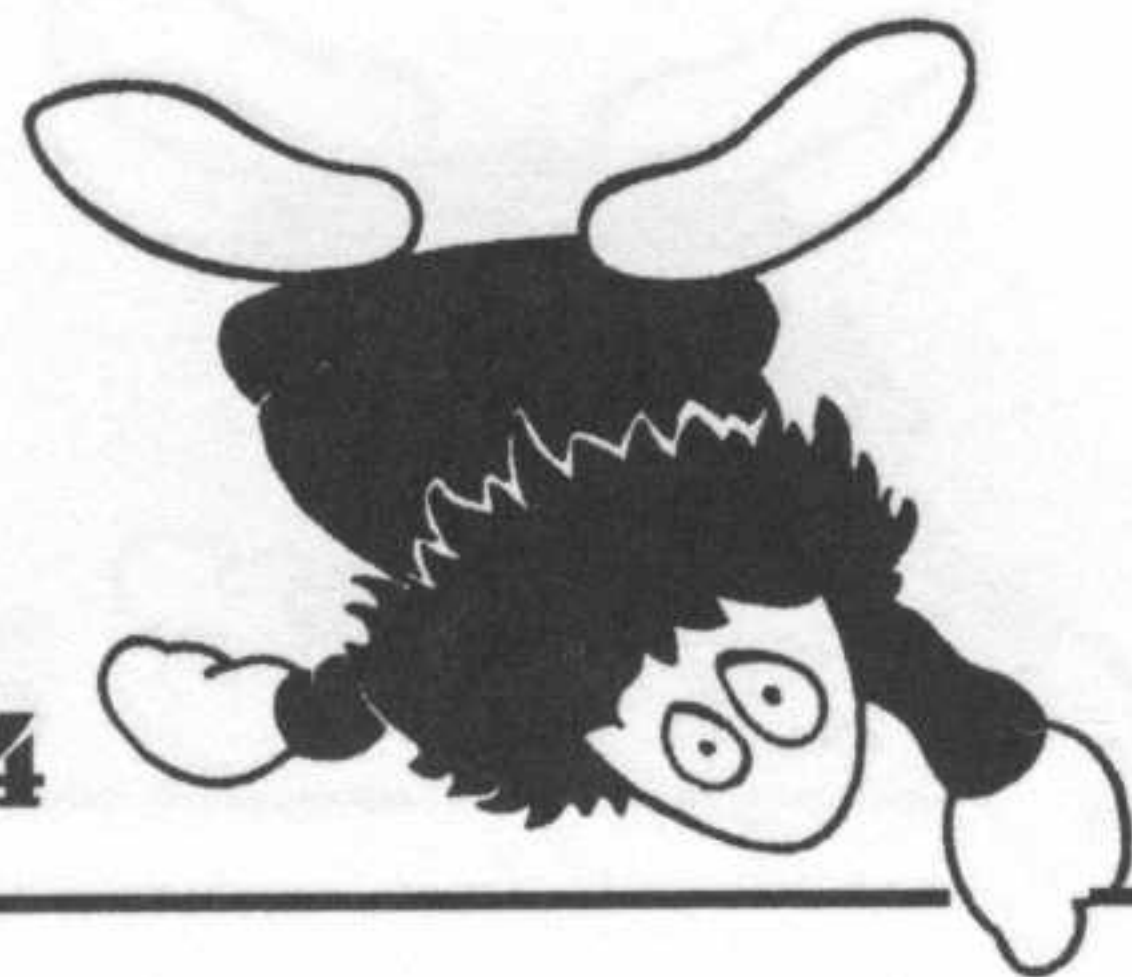




- 4 Make a second climber go up the right-hand wall, and turn him into a bomber at **D**.
- 5 Build at **E** to the right. At the same time, build a bridge at **B**, to the right. This way the lemmings will fall safely when the bridge at **E** is near completion.
- 6 When the lemmings get to the top, make bombers at **F** and **G**. This should open a path to the exit (you may need to build a bridge to free the lemmings from the bomb pits).

It's possible to only use one lemming to get through the last wall before the exit. This requires positioning the lemming in EXACTLY the right place. It is difficult to do when you have blockers available. Doing it without blockers is nearly impossible. You can certainly try, though, since it saves one additional lemming.





Mayhem 20 — No added colours or Lemmings

Access Code: LIGIJNOOIN

Statistics

50 lemmings

100 percent to be saved

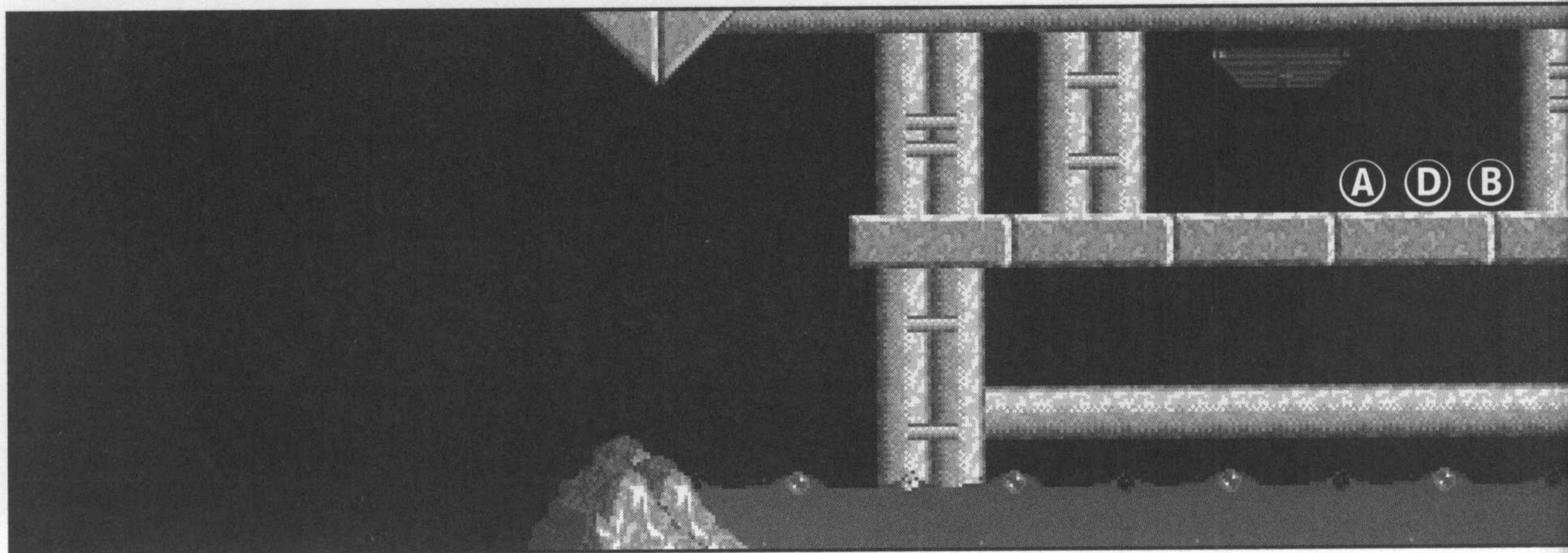
Release rate 85

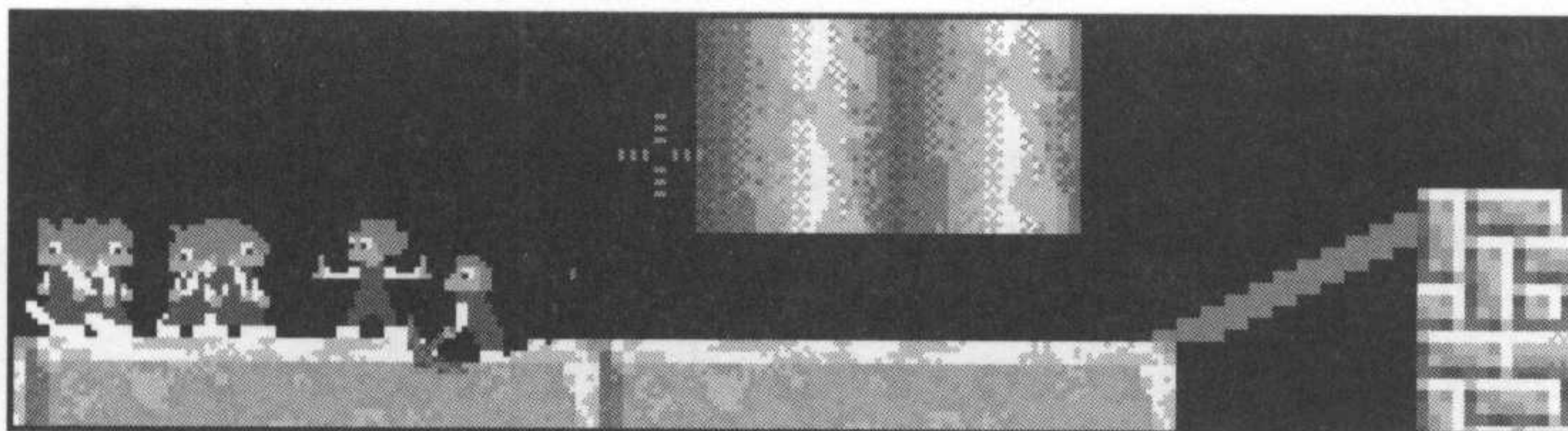
5 minutes

This level requires that you use a blocker and then free him by mining underneath him. Be careful, though, as mining too early or too late can cost you the level!

Solution

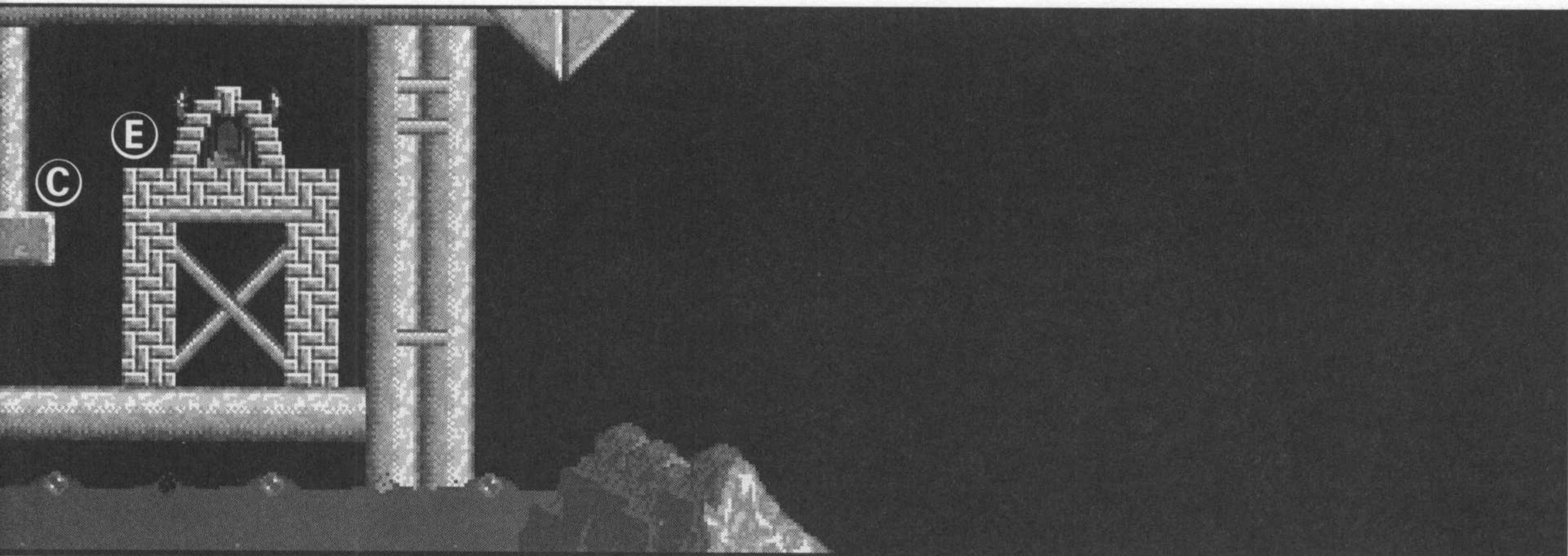
- 1 Turn the second lemming into a blocker at **A**.
- 2 Make the first lemming bash through the wall at **B**.
- 3 Build at **C**. The lemming should turn around after laying down the 11th tile.

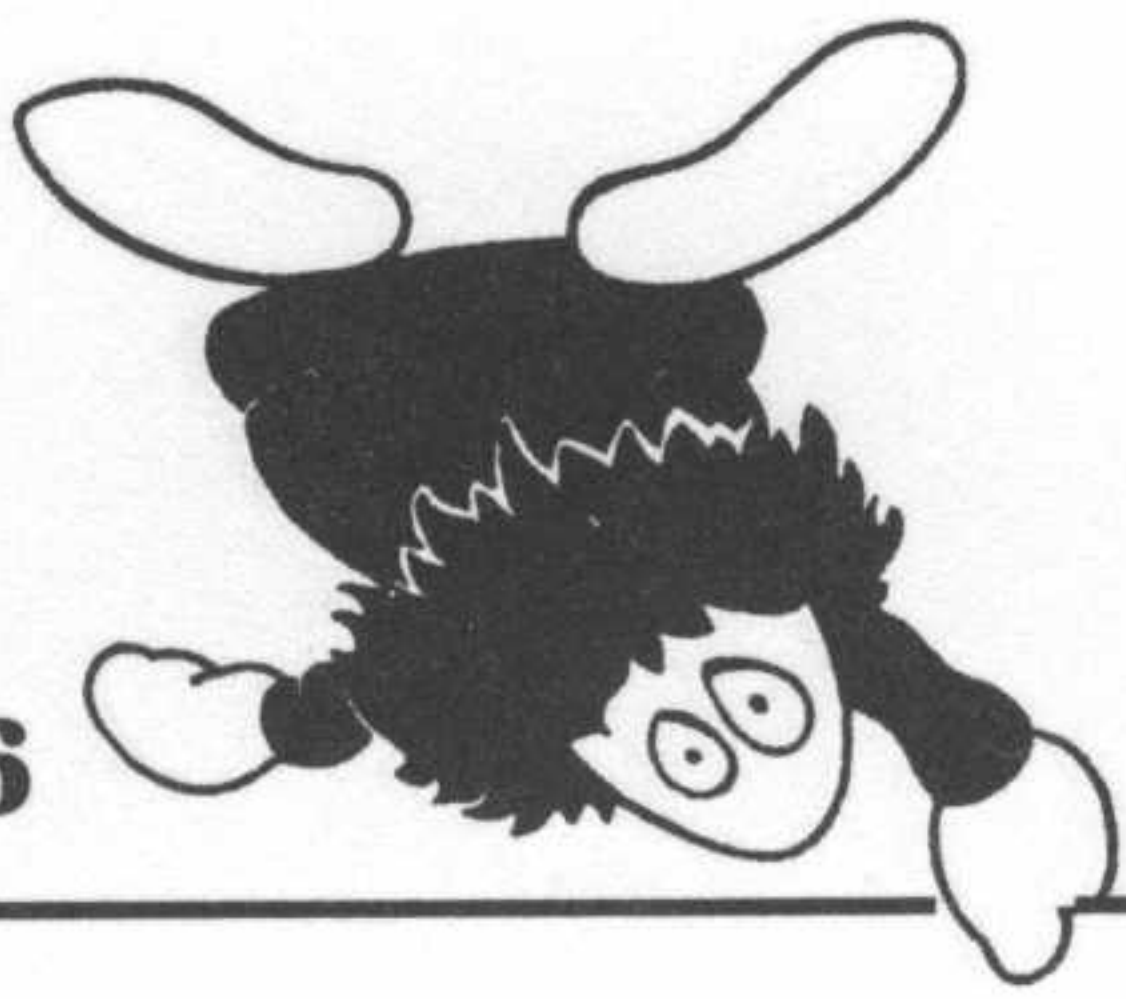




- 4 Make him mine at **D**. The blocker will fall when the miner removes the ground underneath his feet. The miner will continue to the bottom level.
- 5 Just before the last lemming finishes crossing the bridge, make him mine at **E**.
- 6 You should now have two lemmings in the bottom of the screen. Make them climbers.

When you have the lemming build at **C**, he should be all the way at the edge of the platform (just before he falls off), otherwise he won't turn around. This is essential for the successful completion of this level.



**Mayhem 21 — With a twist of lemming please****Access Code:** MGANOMEPIW**Statistics**

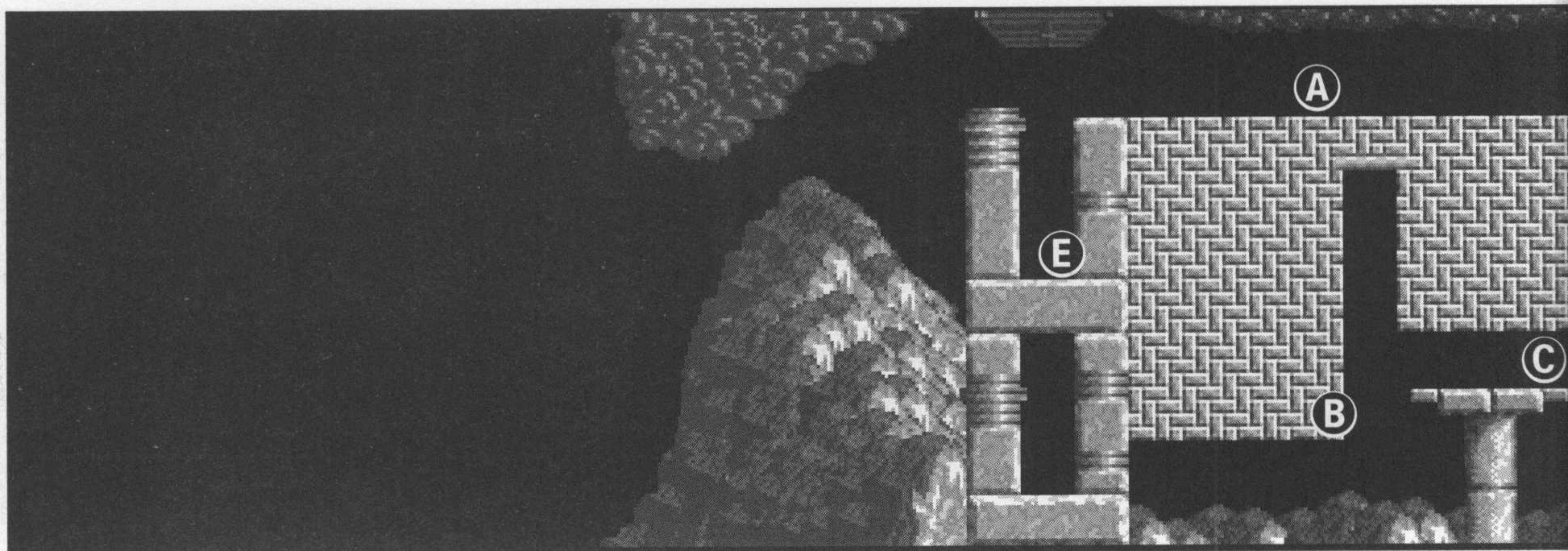
50 lemmings

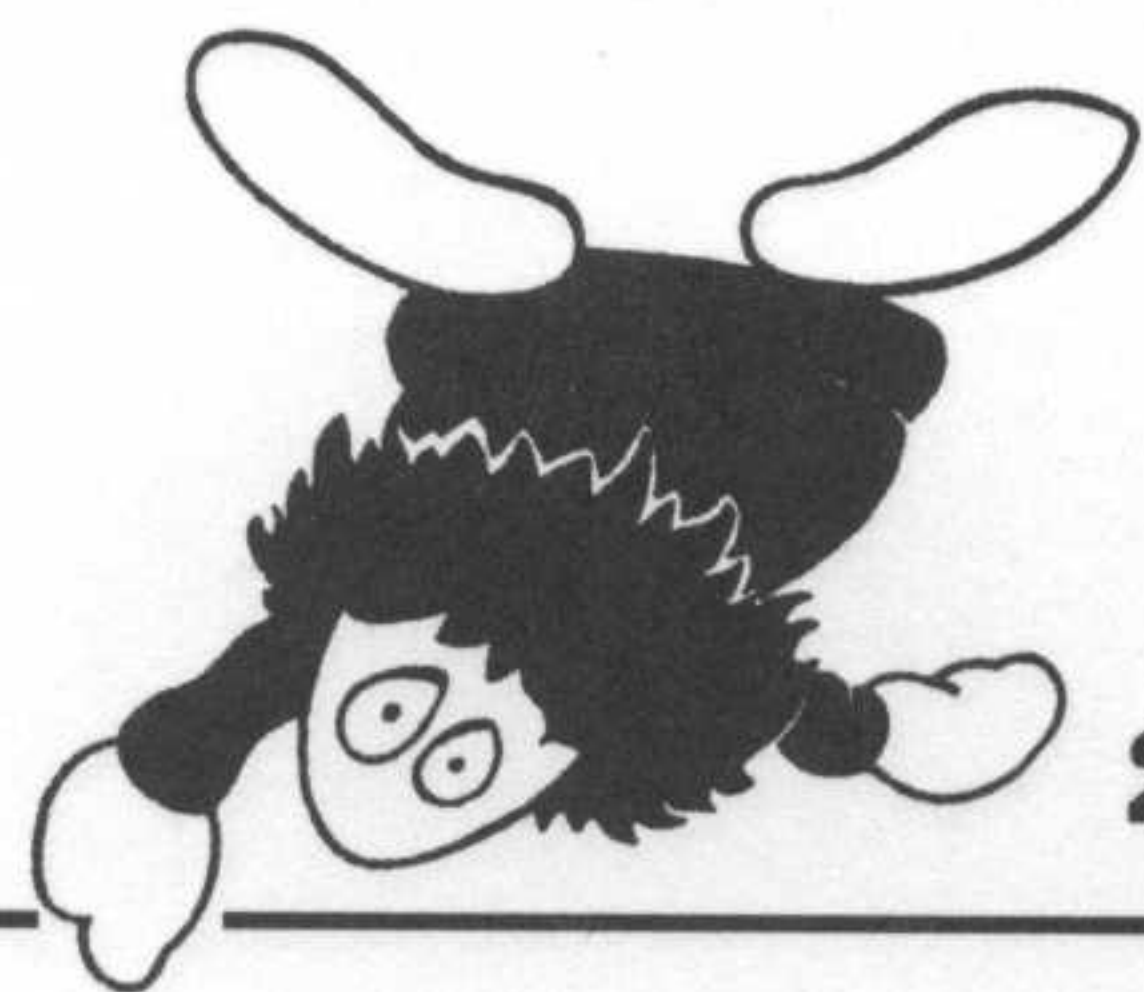
100 percent to be saved

Release rate 1

5 minutes

On this level, we need 100 percent saved. You can't afford to lose a single lemming, so be careful when you're handing out umbrellas at the beginning of this level. The most difficult part of this level is step 7, where you must have a basher go to the right, where you have a 50 percent chance of success.

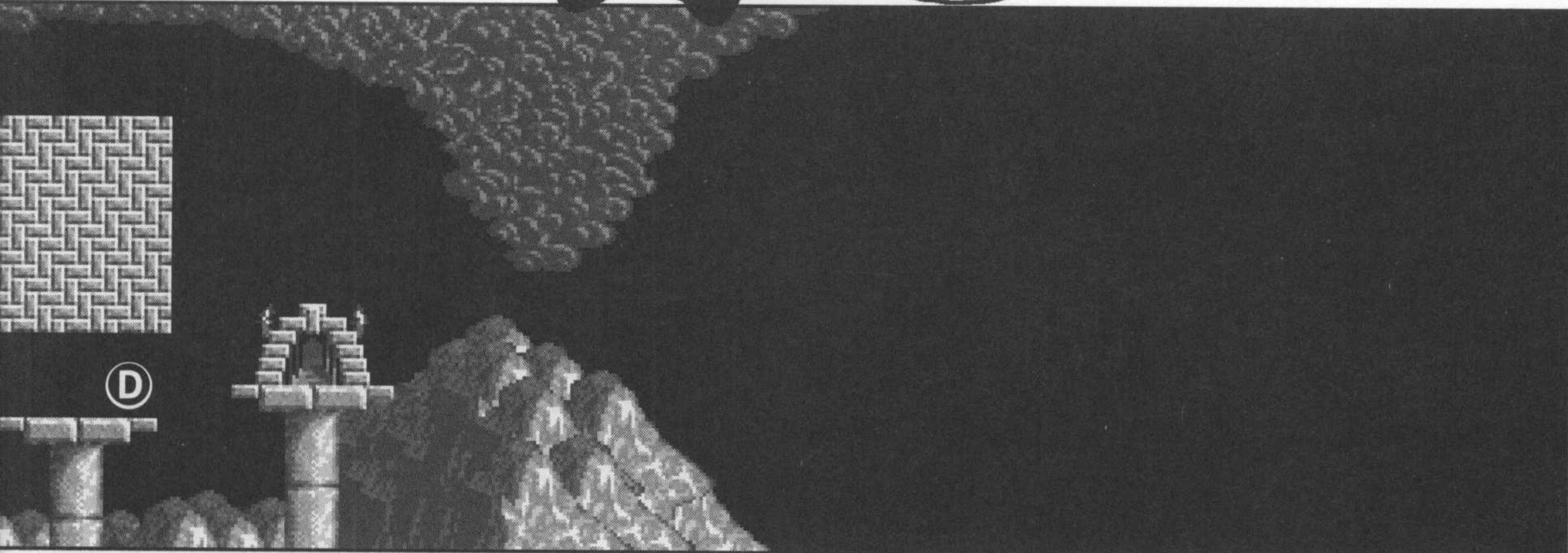
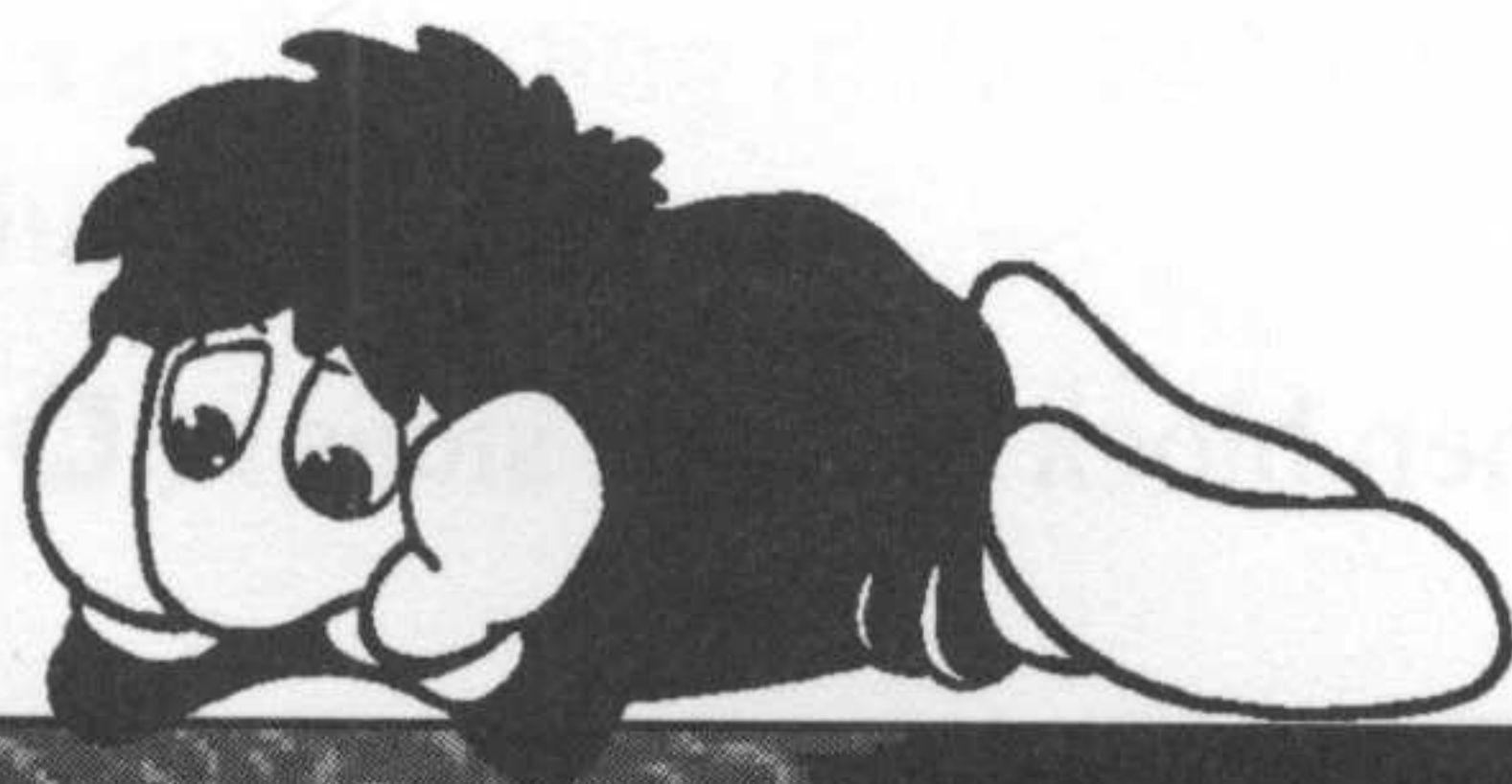


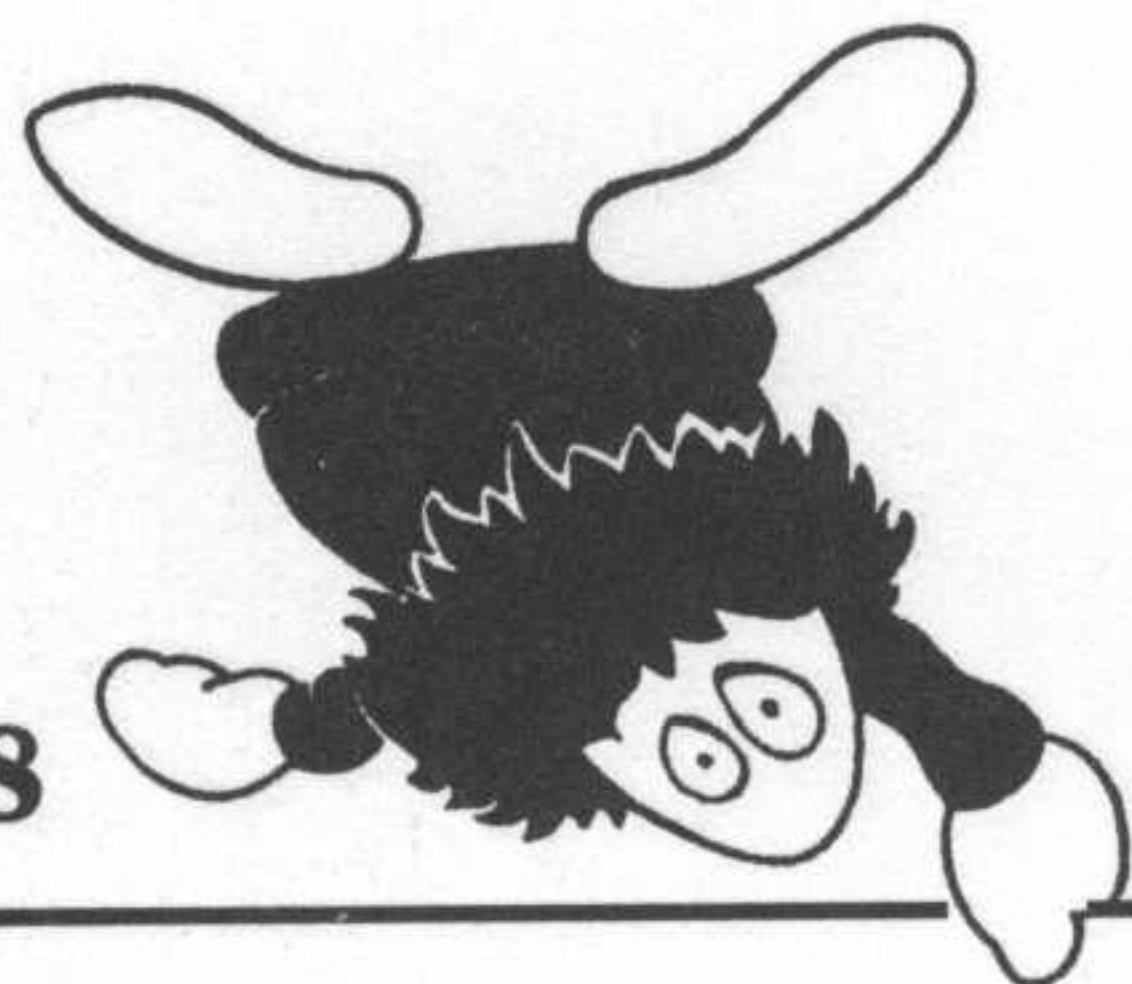


Solution

- 1 Increase the release rate to something comfortable — 65, 75, 85 — and make each lemming a floater so they all land safely.
- 2 When the last lemming falls out of the hatch, make him an athlete.
- 3 Dig at **A**. This lemming should shave down the left side of the gap.
- 4 Build at **B**, just before he finishes digging.
- 5 Build at **C**. When he turns around, build at **B** again so he turns back to the right.
- 6 Build at **D** to the exit.
- 7 Bash to the right at **E** (this is the hard part!).

Unfortunately, there's no way to make the last step any easier. Just place your cursor so that the edge of the lemming crowd is in the middle, cross your fingers, and click!





Mayhem 22 — A BeastII of a level

Access Code: GINOMDOQIQ

Statistics

Amiga:

100 lemmings
85 percent to be saved
Release rate 75
5 minutes

PC and Macintosh:

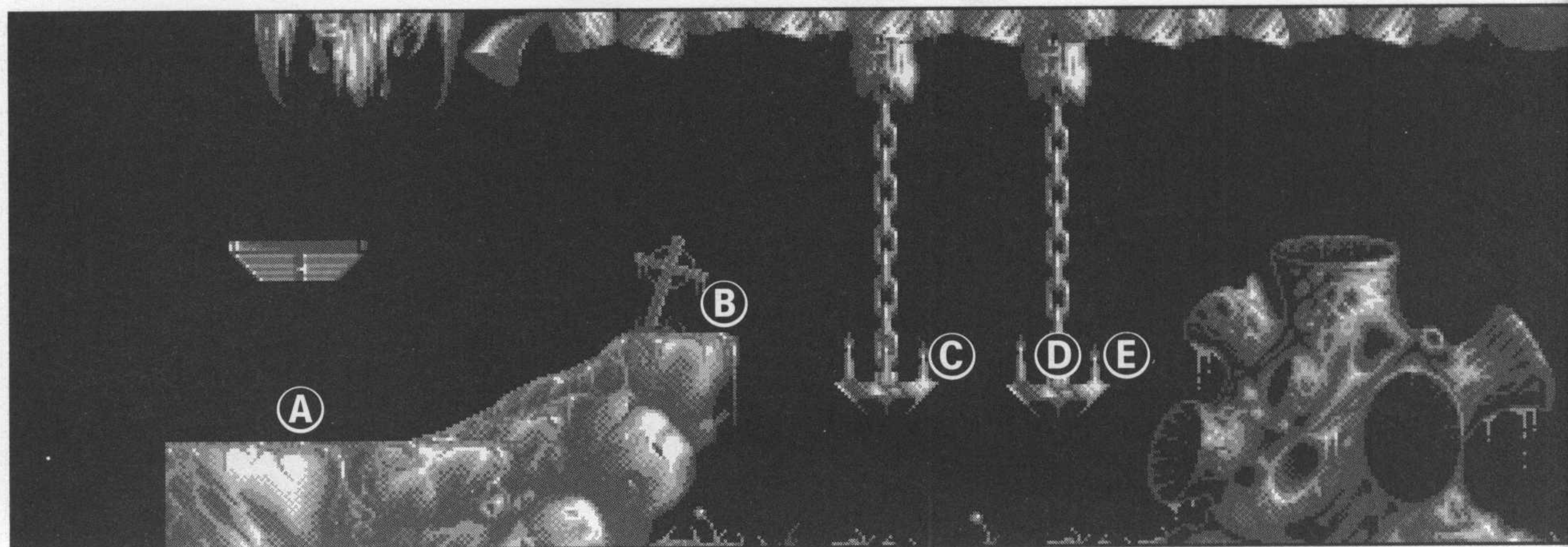
80 lemmings
85 percent to be saved
Release rate 75
5 minutes

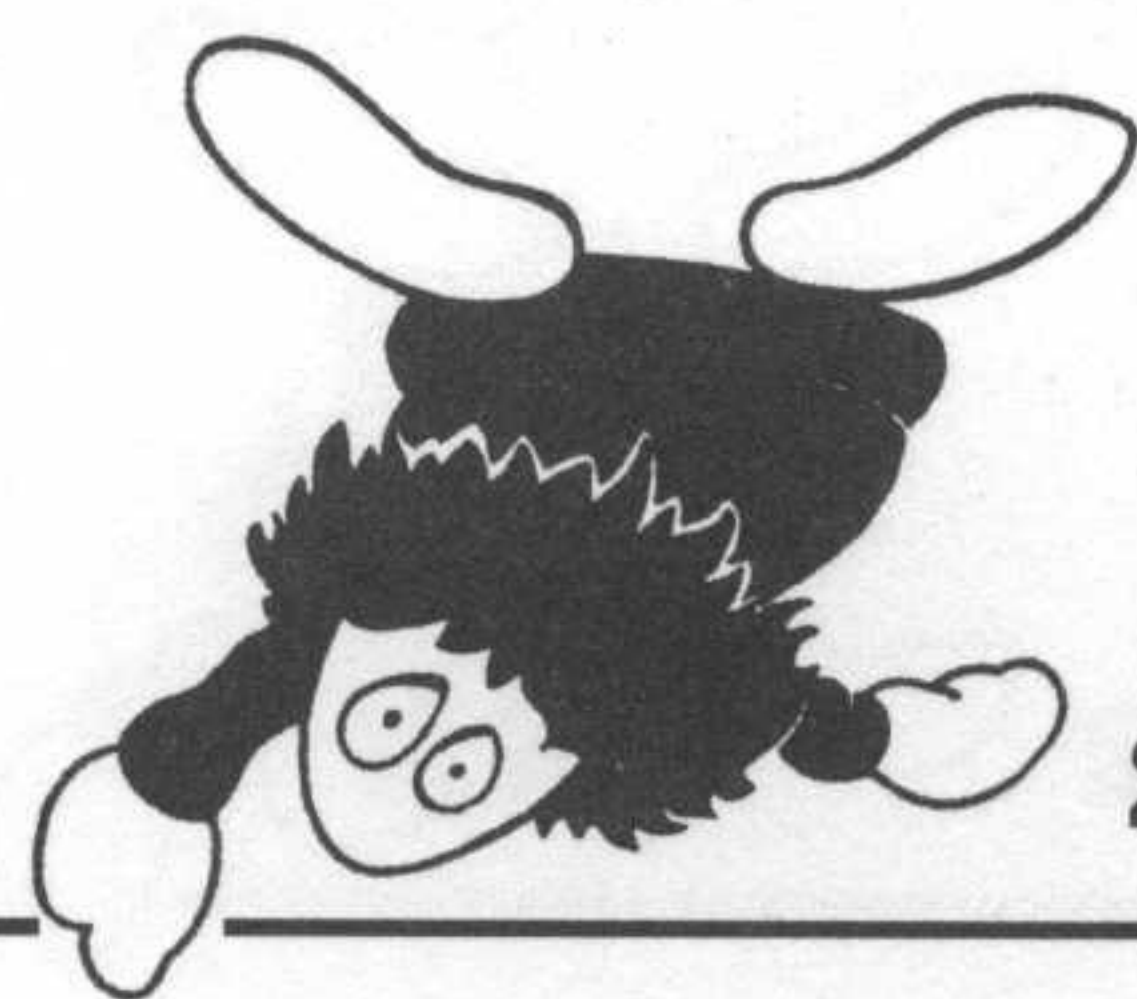
Here's the final level with graphics and music "borrowed" from another Psygnosis game, in this case, *Shadow of the Beast II*. The spooky sounds and graphics fit in with the atmosphere of the game very well, but the lemmings look comical strolling through this eerie and dark landscape!

This level doesn't feature any particularly difficult sections, just a lot of bashing and bridge-building.

Solution

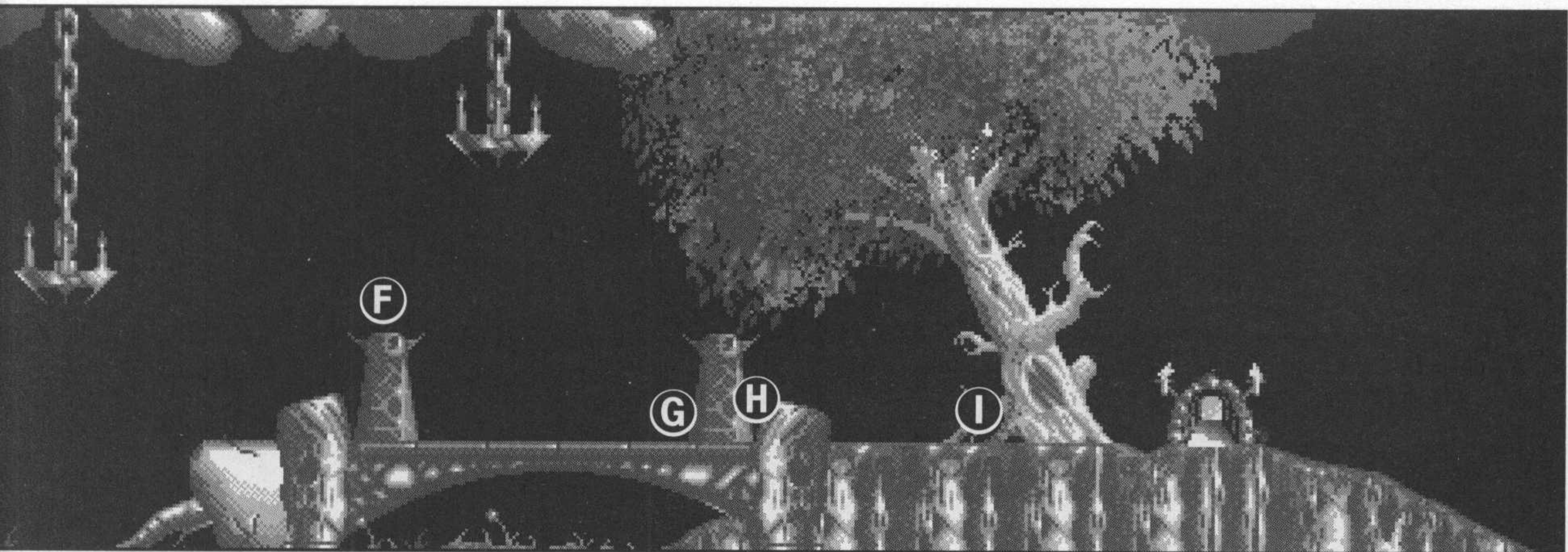
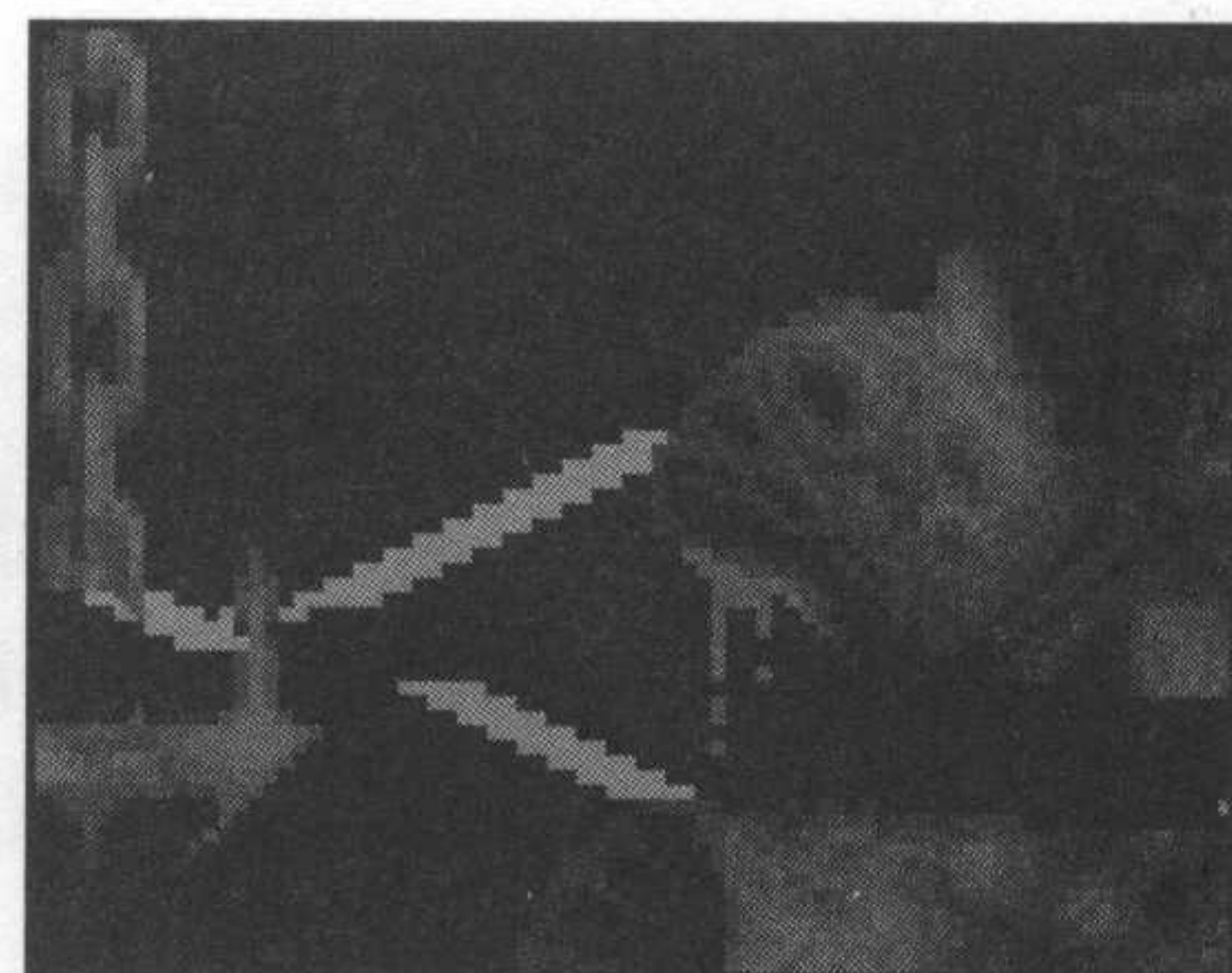
1 Let the first lemming past, then block on both sides of **A** to trap the others.

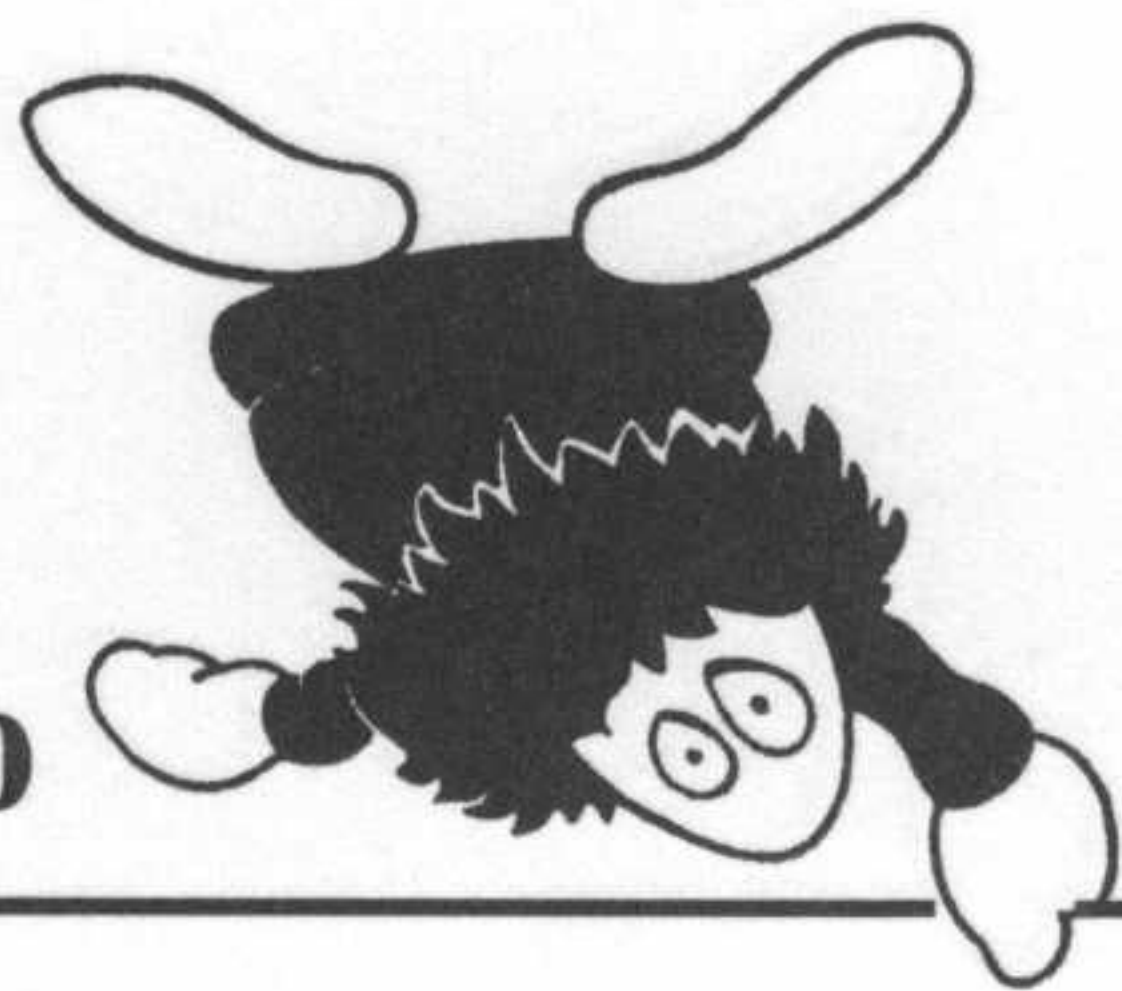




- 2 Build at **B** to the chain, then bash through the chain.
- 3 At **C**, build from the tip of the candle to the next chandelier (your lemming should land on the candle flame).
- 4 Bash at **D**.
- 5 Build at **E** to the trunk.
- 6 Bash through the trunk. Depending on your route, this will take several bashers. Get your lemming as low as possible on the far side (by bashing at the lowest points).
- 7 Build to a point above **F**, and let your lemming fall. He should land safely on the top of the statue.
- 8 Bomb your right-hand blocker at **A** to free the other lemmings.
- 9 Bash at **G**, **H**, and **I**.

There's quite a bit of margin for error on this level, as you have a surplus of bridges and digging tools, so that you can recover from small mishaps.





Mayhem 23 — Going Up . . .

Access Code: GAKILGMBJR

Statistics

Amiga:

100 lemmings
80 percent to be saved
Release rate 70
9 minutes

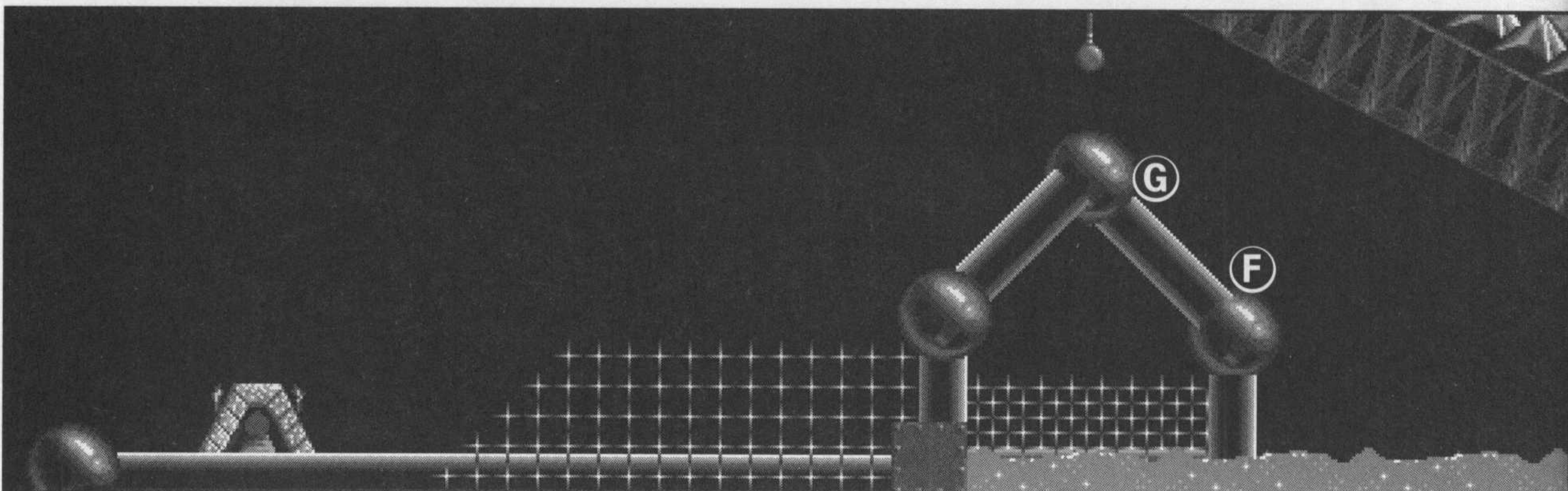
PC and Macintosh:

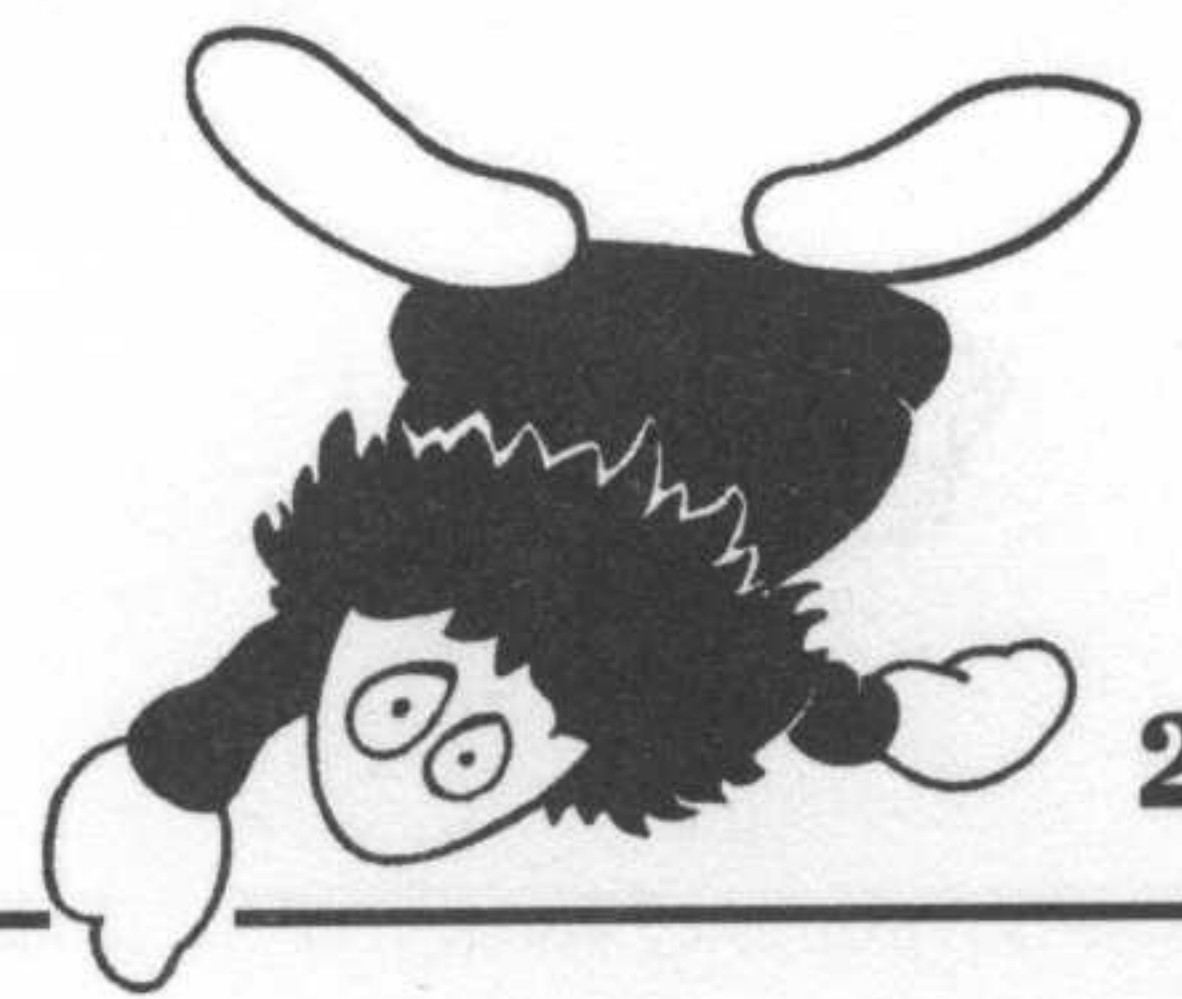
80 lemmings
80 percent to be saved
Release rate 70
9 minutes

This level looks quite difficult, with the hatch stuck in a little chamber all the way to the right of the screen, and the lemming exit all the way to the left side of the screen. Don't worry, though, we've done all the experimentation for you! All you need to do is follow the instructions given here to get your lemmings safely home.

Solution

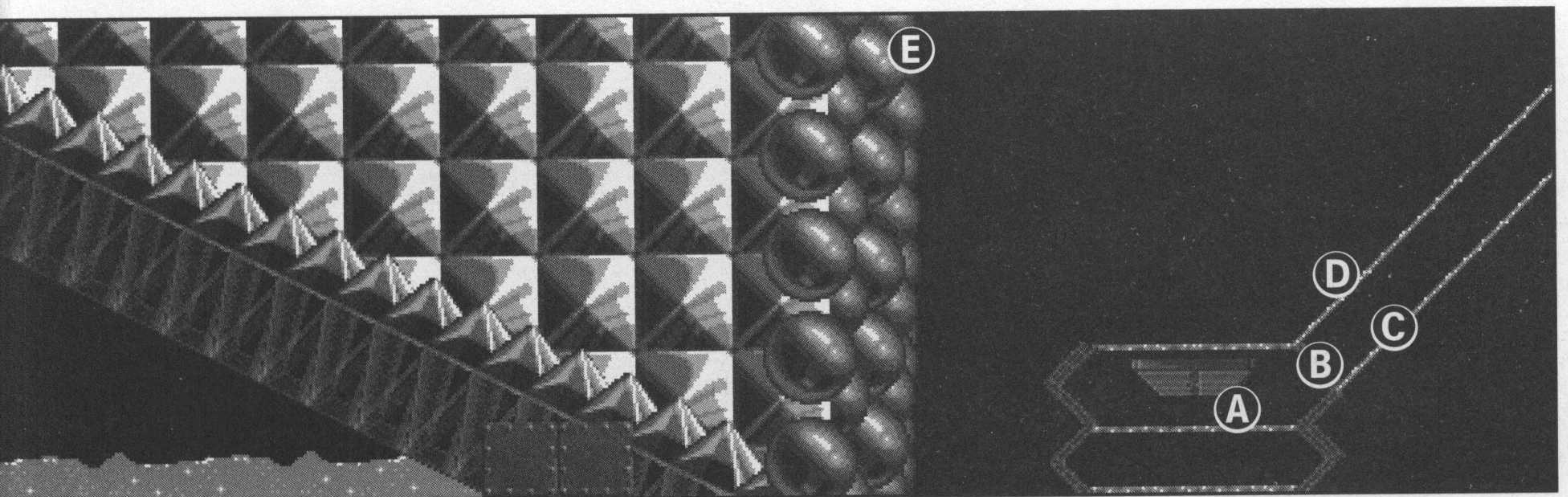
- 1 Build at **A**. On the second bridge, the builder will hit his head. Place a blocker at the top of the bridge.

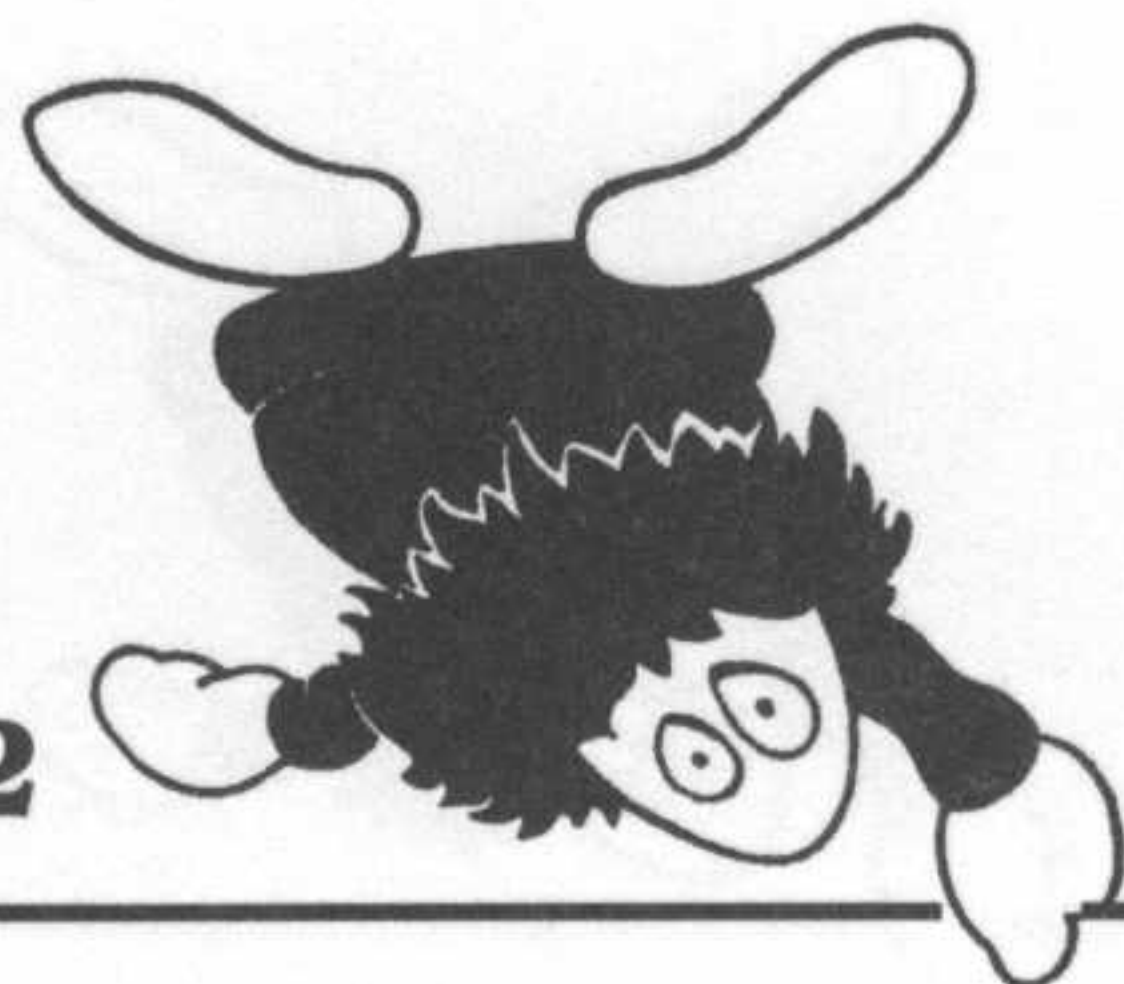




- 2** Bomb the blocker, opening a hole at **B**. You may need to extend the bridge from **A** to get the lemmings to go up the tube.
- 3** When the lemmings walk up and come back down, build to the left at **C**. Block and bomb at the end of this bridge to open a hole at **D**.
- 4** Continue the bridge through this hole. Place a blocker behind the builder to stop the other lemmings.
- 5** When your builder reaches **E**, bash. Make him a floater while he bashes.
- 6** This lemming will fall onto the sphere at **F**, then turn around at **G**. When he does, build to the right to make a safe landing for the others. Continue building until he hits his head and turns around.
- 7** Bash at **G**. This will avoid the electrocution trap.
- 8** Bomb the blocker at **D** and rebuild the bridge to free the lemmings.

If you're so inclined, don't forget to purposely get a lemming caught in the electrocution trap hanging above the top sphere, just so you can see what it does!





Mayhem 24 — All or Nothing

Access Code: KKJLOKGCJT

Statistics

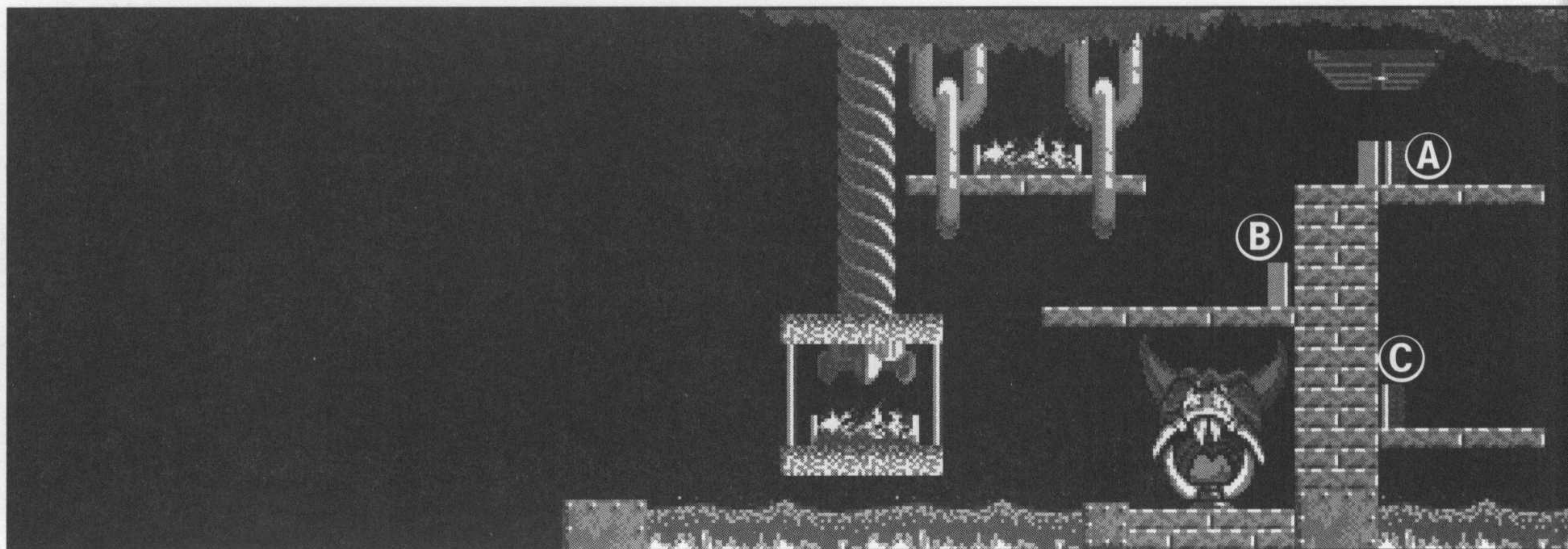
50 lemmings

100 percent to be saved

Release rate 99

1 minute

This level looks much like Fun Level 30, with one very important difference: Now, there is no margin for error. You need to save 100 percent, and there are no blockers! However, armed with the tip mentioned in the section “Super Hints and Tips” about selecting a lemming walking in a certain direction, this level will be easy!

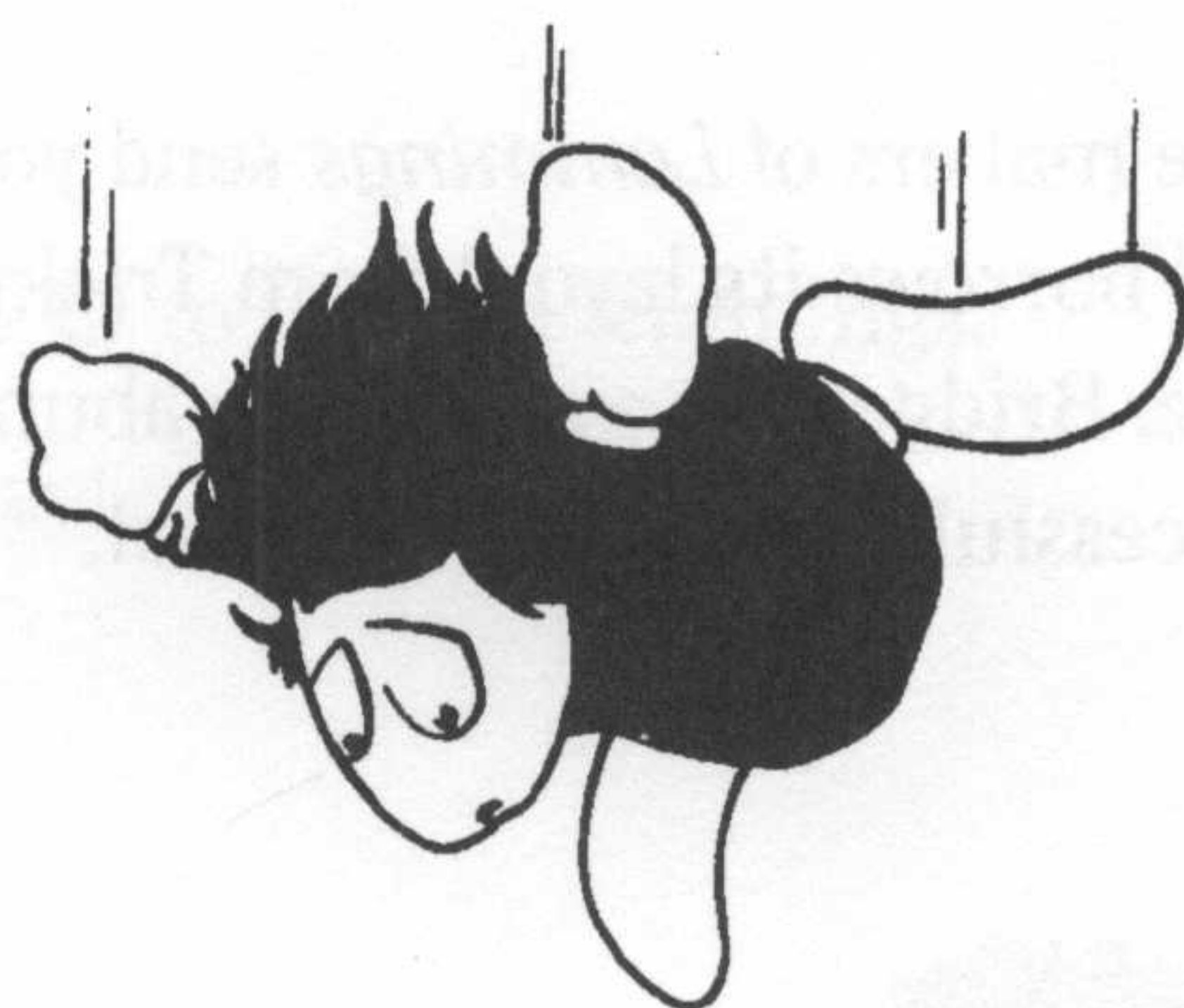


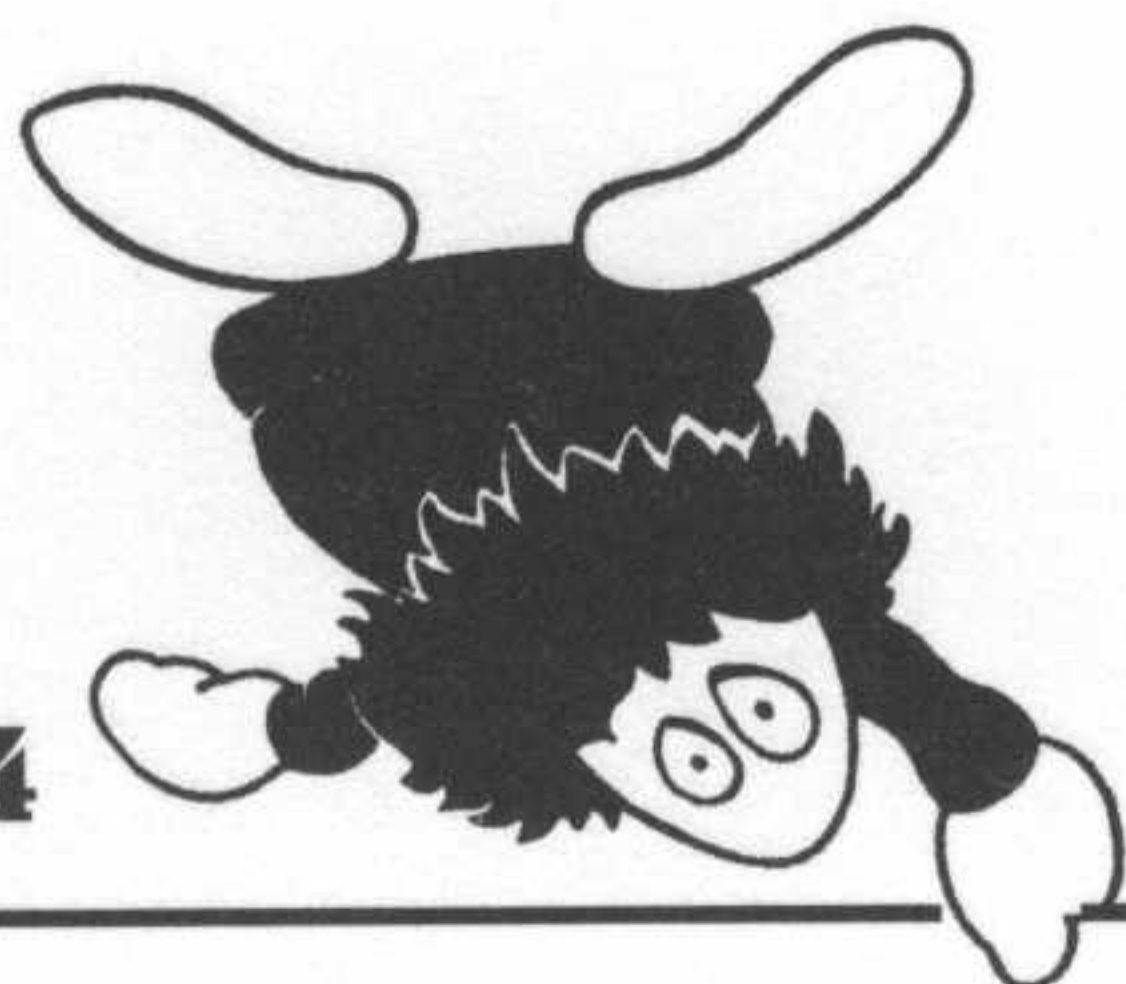


Solution

- 1 Bash to the left at **A**.
- 2 Bash to the right at **B**.
- 3 Bash to the left at **C**.

Without the lemming selection tip, you only have a 1-in-8 chance of solving this level during any one attempt! Armed with this tip, though, you'll have no problem guiding your little furry friends to safety.





Mayhem 25 — Have a nice day!

Access Code: NJLFOGADJY

Statistics

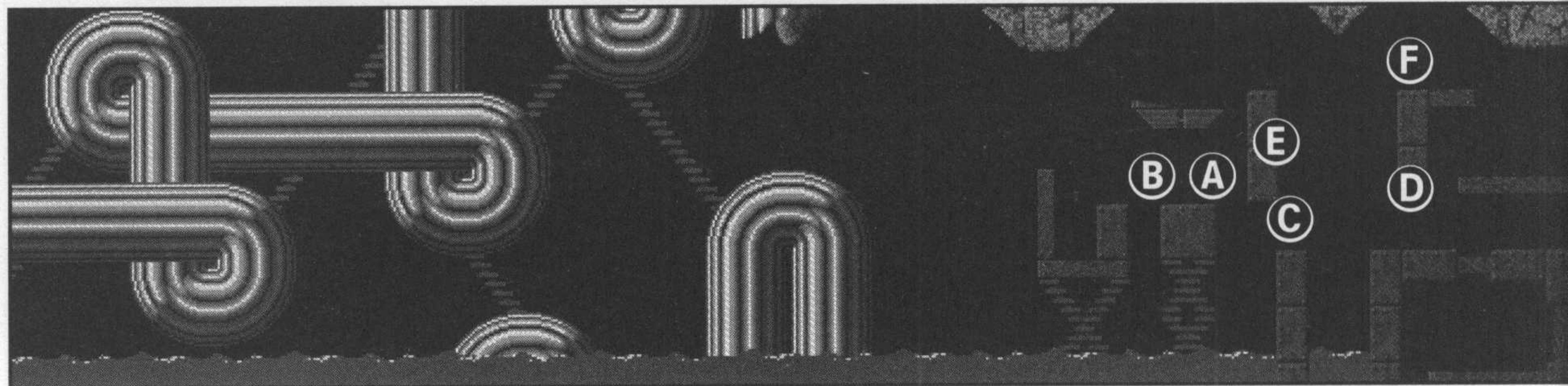
Amiga:

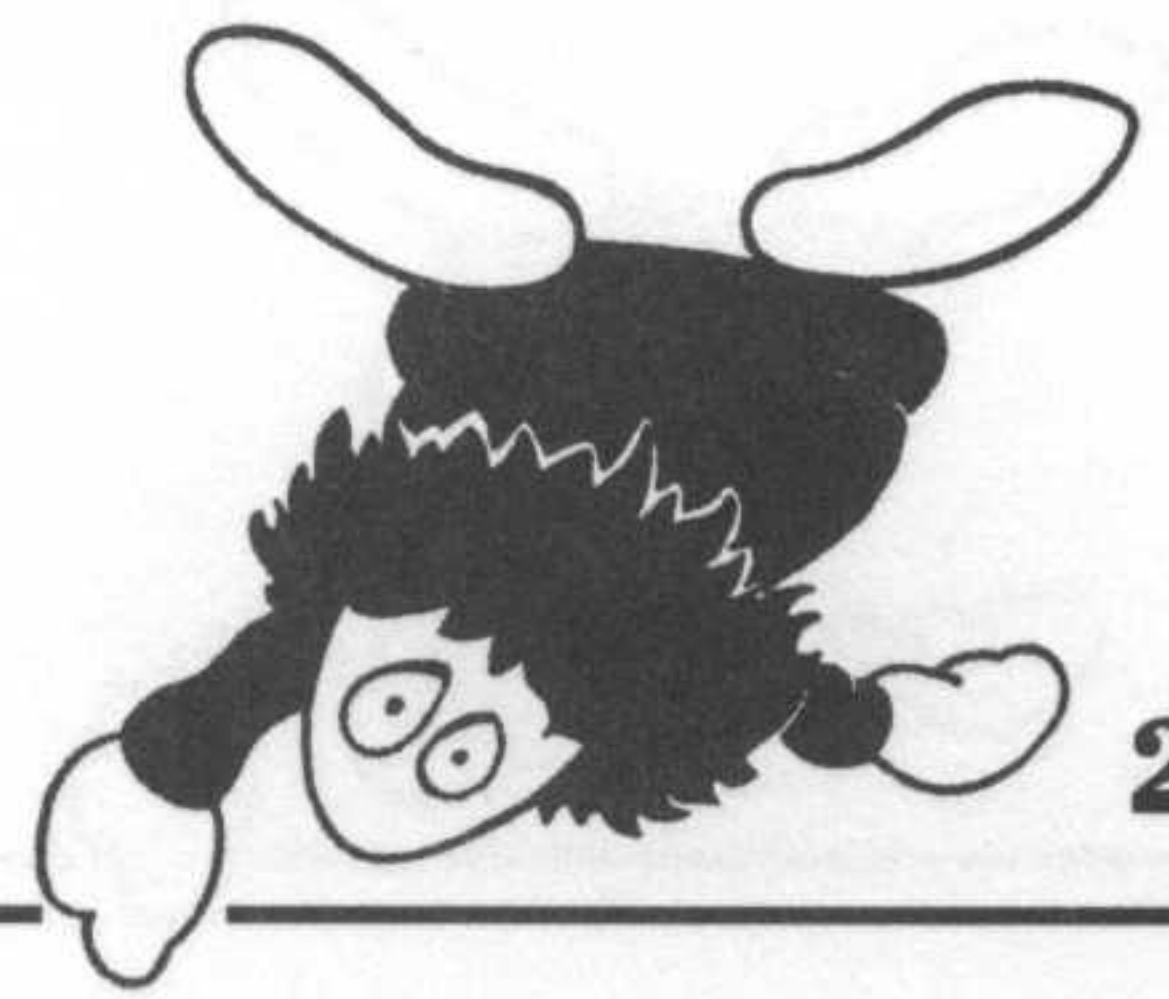
100 lemmings
90 percent to be saved
Release rate 1
5 minutes

PC and Macintosh:

80 lemmings
90 percent to be saved
Release rate 1
5 minutes

With a cheery greeting, the makers of *Lemmings* send you off on yet another lemming adventure. This level borrows its layout from Tricky Level 13, but the attributes you have to use are very scarce. Bridges are available in abundance, though, and you'll make good use of these to successfully complete this level.

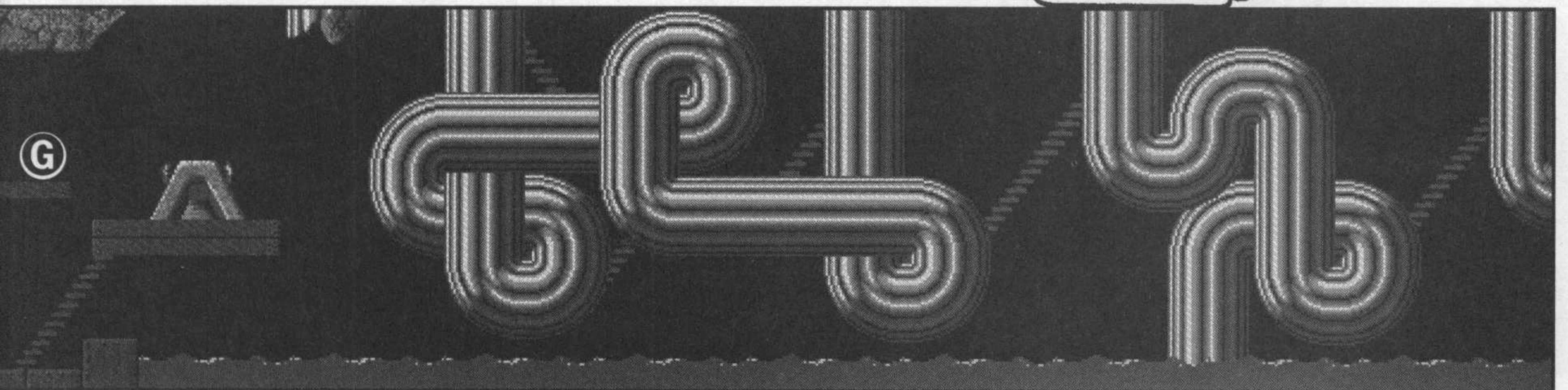


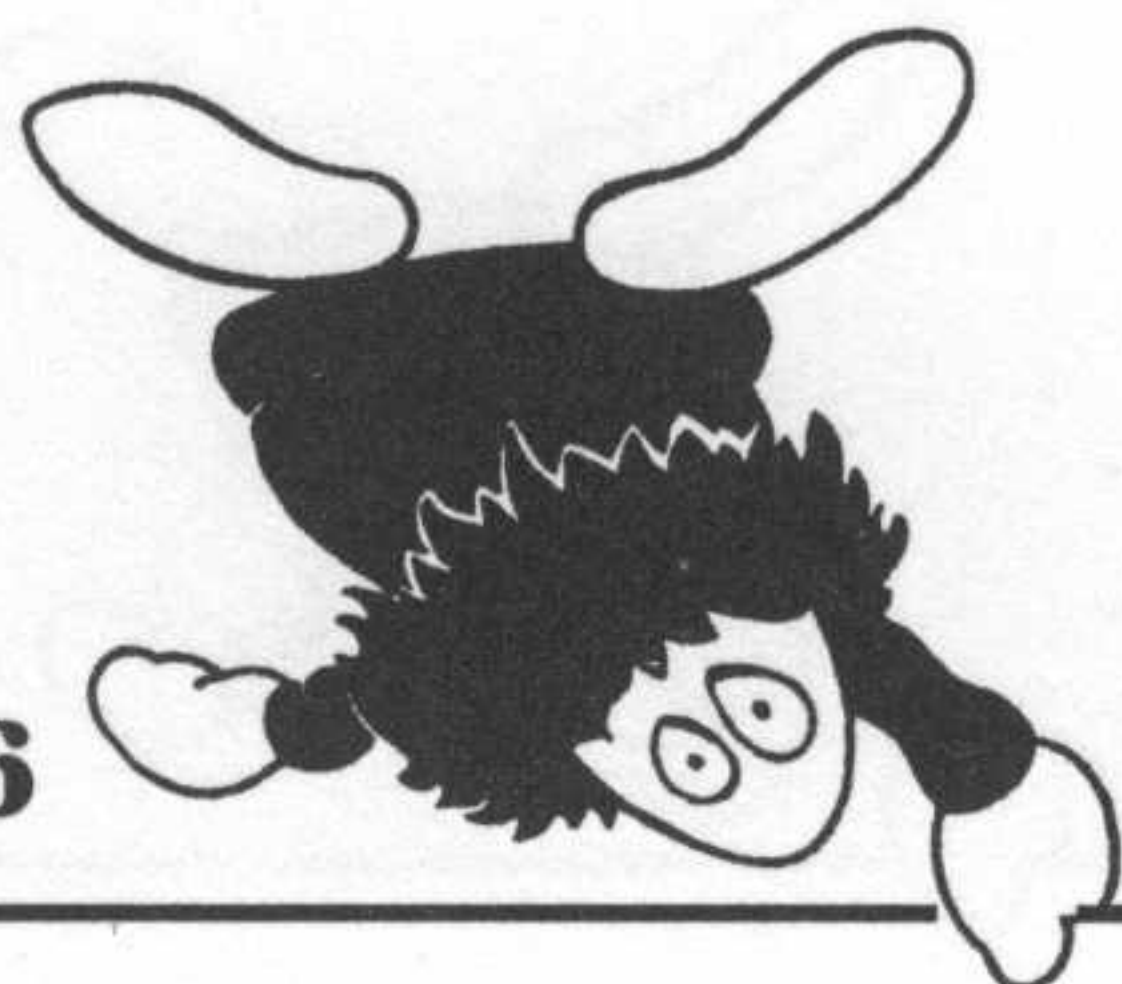


Solution

- 1** Make the first lemming build at **A**. Make the second lemming build at the same time, or you'll lose him.
- 2** Place a blocker at **B**.
- 3** Make an athlete. When he floats down, build from the right edge of **C** to **D**. When he turns around, build from the left edge of **C** towards **A**.
- 4** When he approaches **D** again, build to make him turn around (otherwise he'll climb up the wall). Build from **D** to **E**.
- 5** Build from **E** to **F**.
- 6** Build from **G** to the exit.
- 7** Dig through the bridge at **A** to free the lemmings.

We hope you had a nice day!





Mayhem 26 — The Steel Mines of Kessel

Access Code: ILFMGKOEJR

Statistics

Amiga:

100 lemmings
90 percent to be saved
Release rate 50
8 minutes

PC:

80 lemmings
75 percent to be saved
Release rate 50
8 minutes

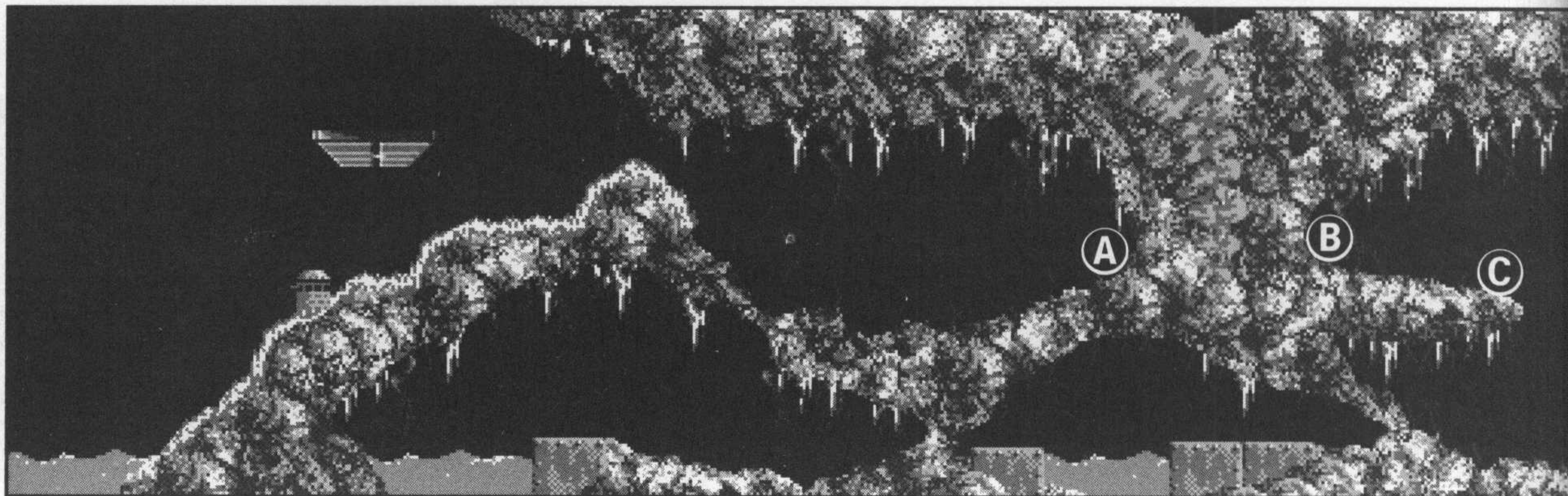
Macintosh:

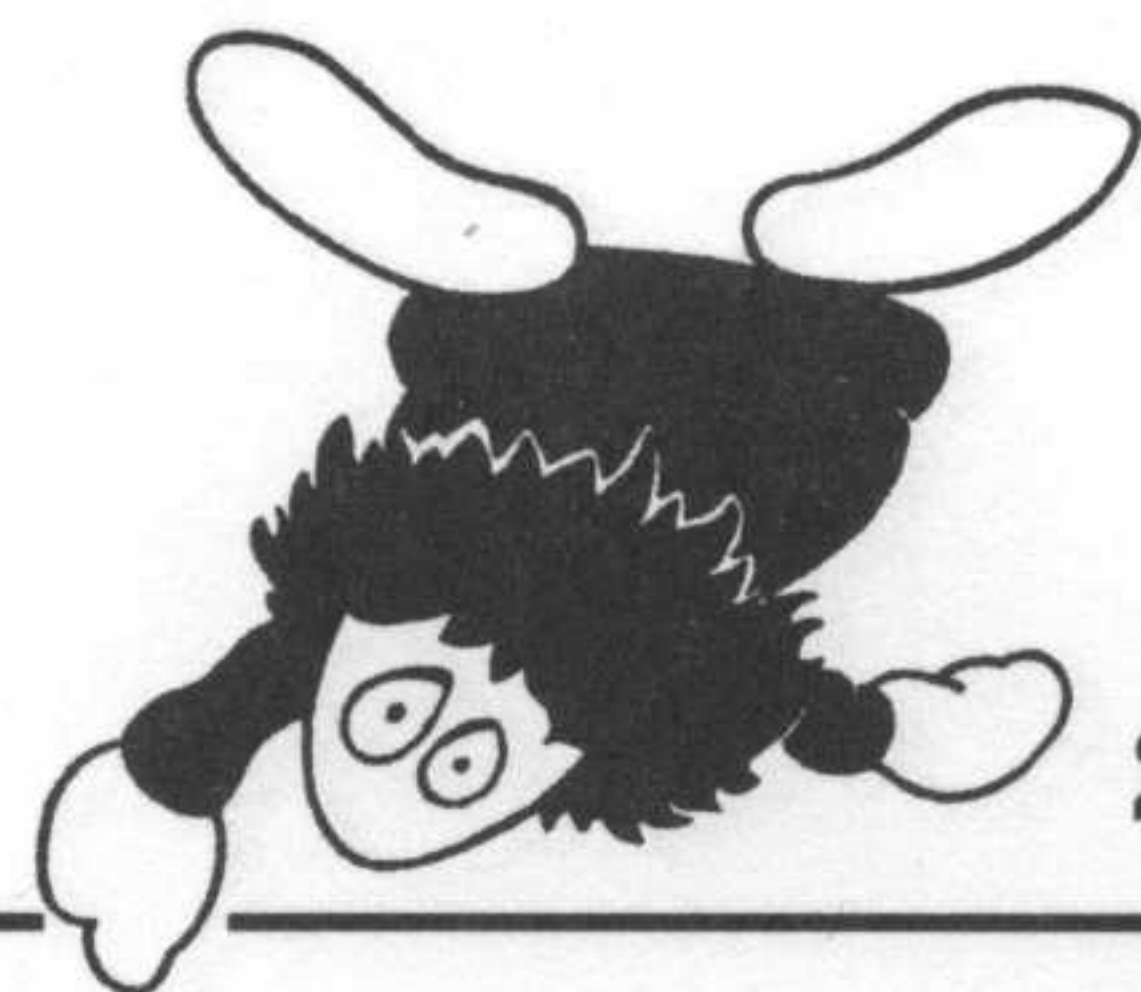
80 lemmings
90 percent to be saved
Release rate 50
8 minutes

In “The Steel Mines of Kessel,” we use lemmings as excavation tools. Pay careful attention to where you place your lemmings. You can only afford to lose ten lemmings and they are all needed to get your lemmings through the exit! Generally, when you are bombing, look for the thinnest piece of ground to blast through.

Solution

- 1** Place a blocker at **A**, as far into the wall as possible. Bomb him, so he removes part of the wall.
- 2** Continue placing blockers in the wall and exploding them, so you make a path through the wall. If you are playing on a Mac, you will need to do this with only 6 blockers! One useful trick is placing a blocker so that the other lemmings walk past



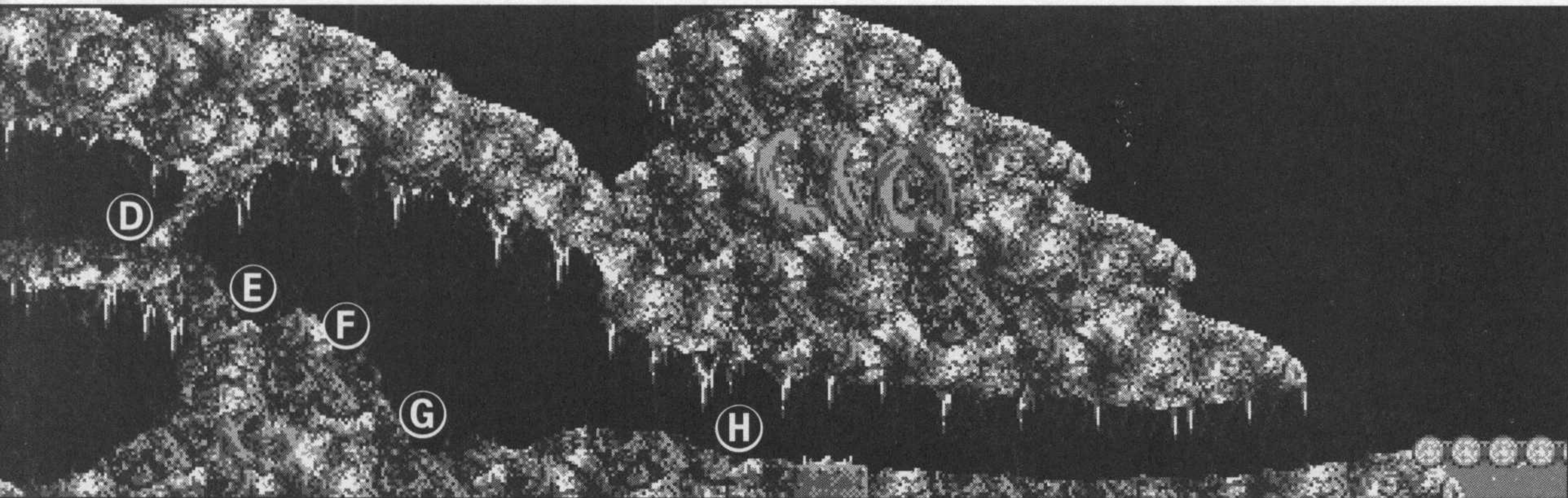


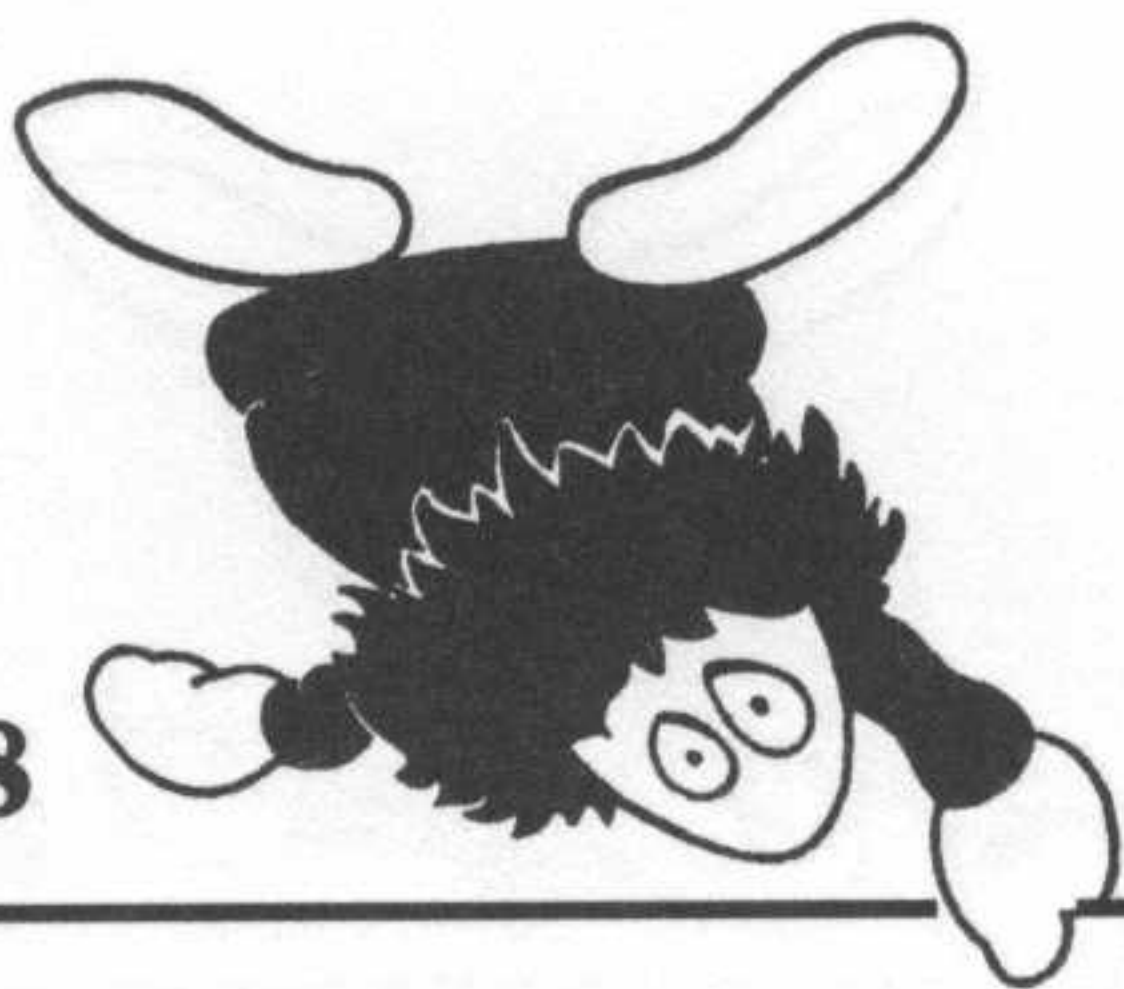
him and get stuck to his right. If you explode one of these other lemmings, then not only will you free the blocker, but you will open the hole much deeper into the ground than you would otherwise!

- 3** At **B**, let two lemmings pass, then make the third lemming into a blocker.
- 4** Make your two lemmings build at **C**. The lower one will need to build right on the edge to seal the gap from both ends. These two lemmings will both need to build two bridges to get across the gap.
- 5** Make one of these lemmings block at **D**. The other will turn around, hit the other blocker, and turn back. Bomb your blocker at **D** before your other lemming get back.
- 6** Build bridges at **E**, **F**, and **G** to get over the roots, if your lemming does not walk over them naturally.
- 7** Build a bridge at **H** over the trap.
- 8** Bomb your blocker at **B**. Depending on where you placed the blocker, you may need to build a bridge to get your lemmings past this point.

“The Steel Mines of Kessel” is a reference to the spice mines of Kessel mentioned in Star Wars. Although tenuous, the connection is there!

In the Macintosh version of *Lemmings*, the lemmings have a tendency to get themselves stuck on small branches. A bridge or two will provide a quick solve for this, though!





Mayhem 27 — Just a Minute (Part Two)

Access Code: NOKGCKMFJT

Statistics

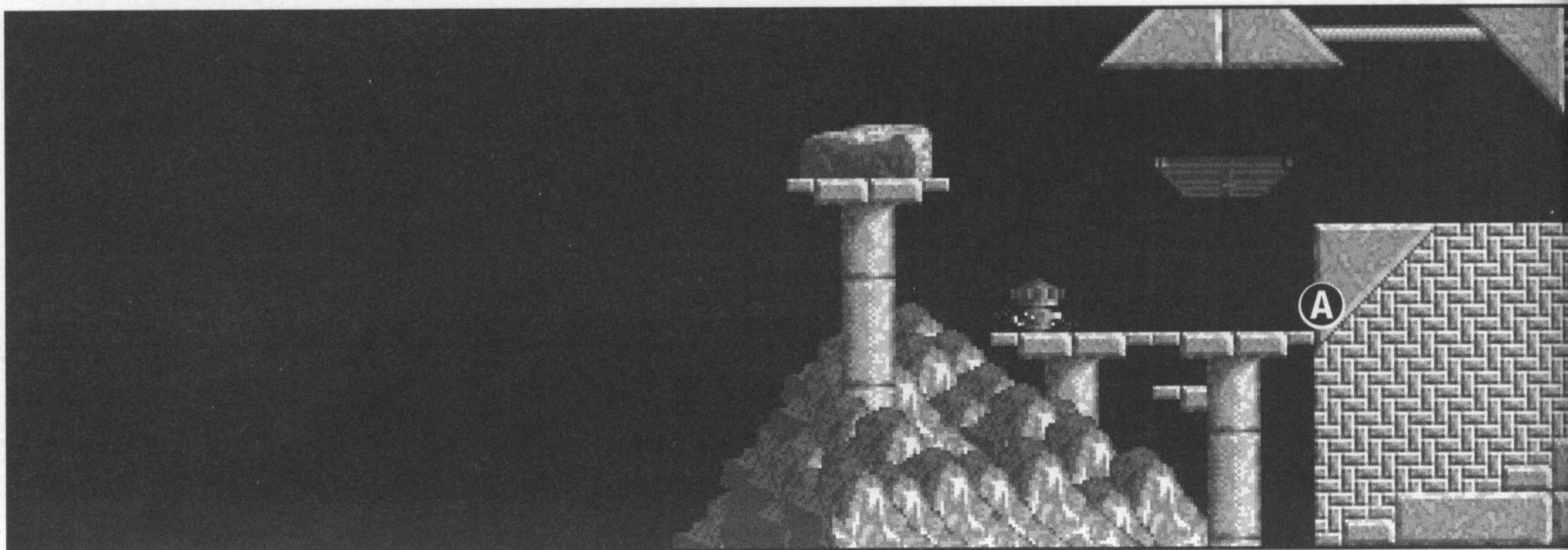
50 lemmings

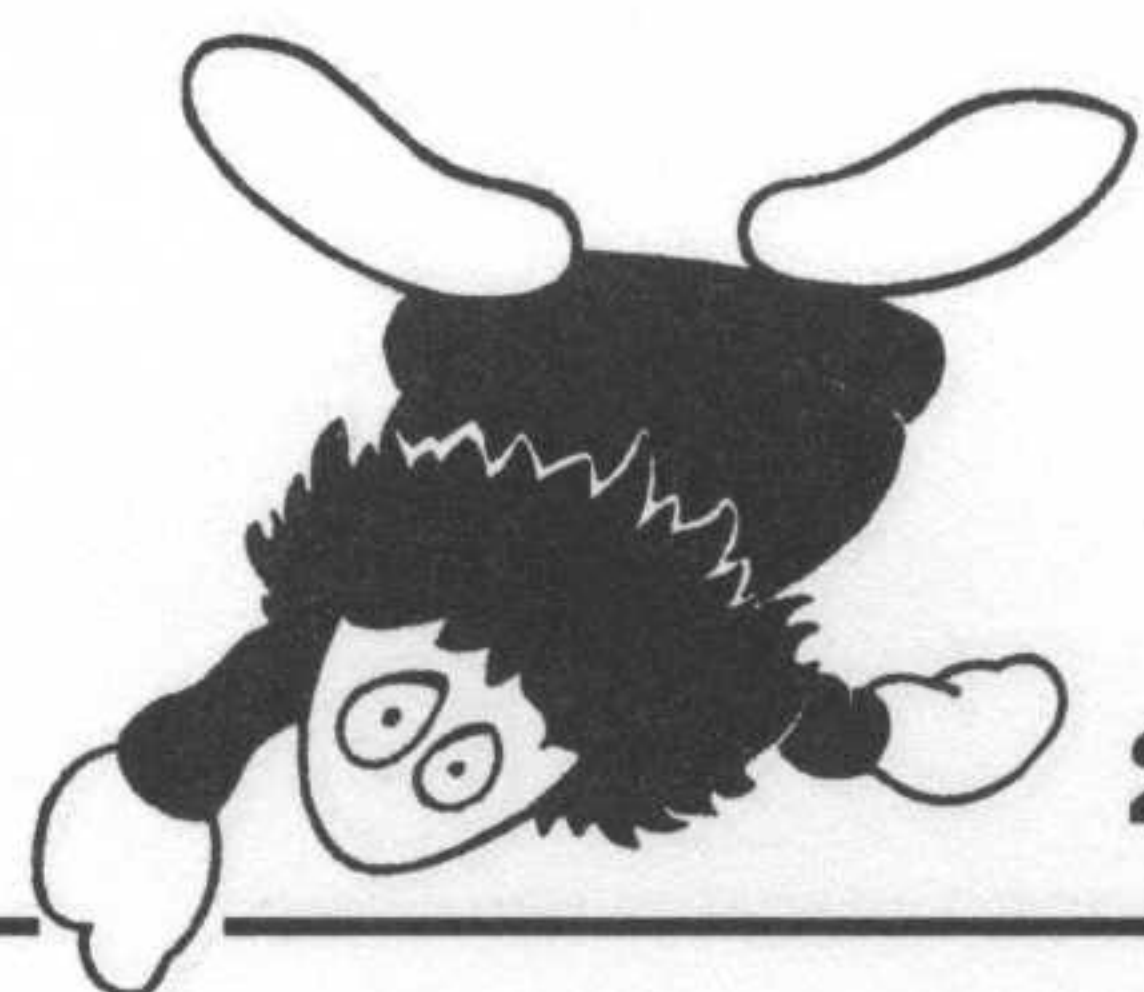
100 percent to be saved

Release rate 10

1 minute

The only difference between this level and Mayhem Level 16 is the small piece of ground attached to the pole underneath the entrance hatch. On this level it is omitted. Fortunately, it's not necessary for our solution, anyway! Of course, on this level, time is of the essence. When you increase the release rate to 99 is especially critical.

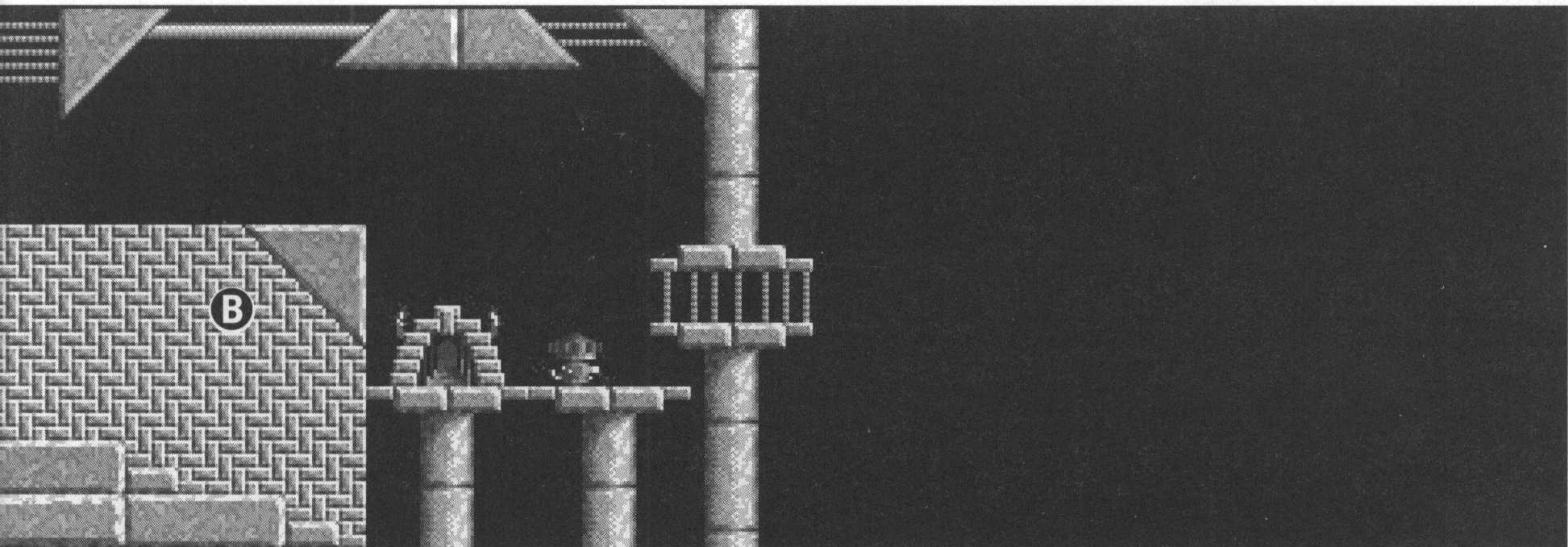


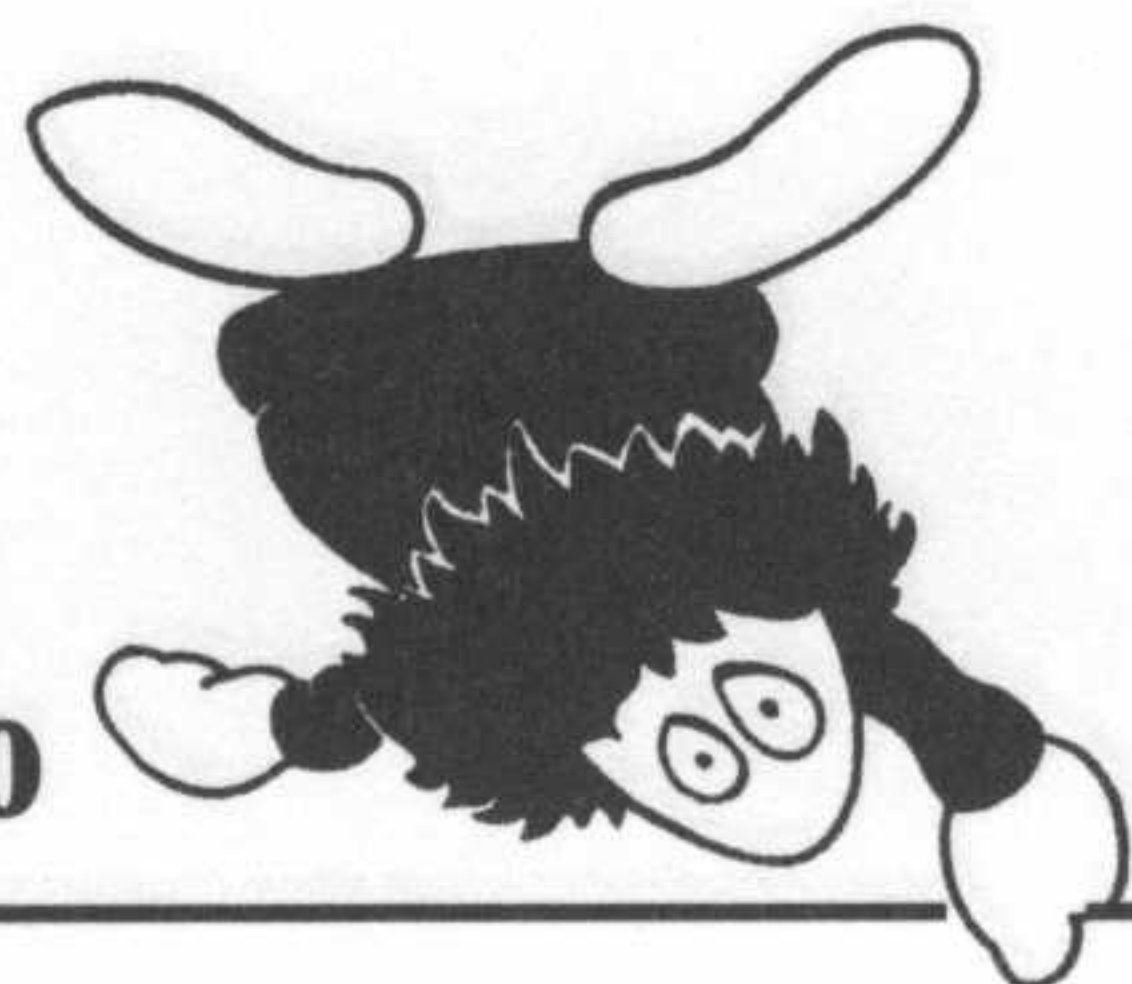


Solution

- 1 Make the first lemming bash at **A**.
- 2 Make the second lemming dig at **A**.
- 3 When the second lemming is about six or seven digs deep, have him bash. If this is done correctly, the lemmings will be able to walk to the right out of the pit but not to the left. The right side of the pit will be a slightly curved shape because of the basher's arm stroke, but the left side will be a sheer wall.
- 4 Increase the release rate to 99 when the lead basher is at **B**.

Again, on this level, the timer runs slower on the Macintosh than on most other computer versions, so Macintosh owners get a small breather.



**Mayhem 28 — Mind the step . . .****Access Code:** GOGKJNLGJW**Statistics**

1 lemming

100 percent to be saved

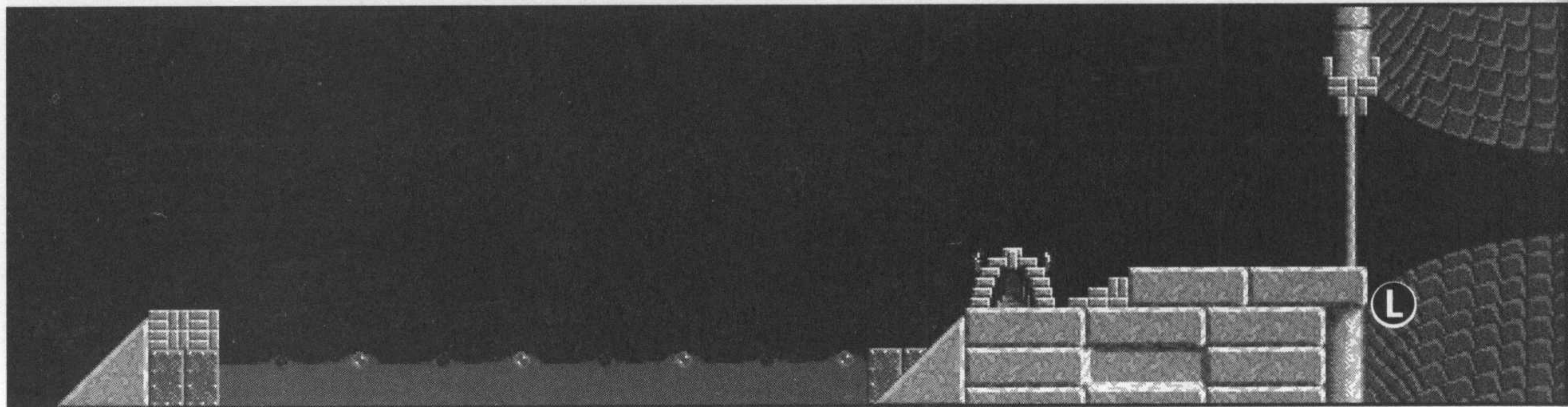
Release rate 1 (who cares?)

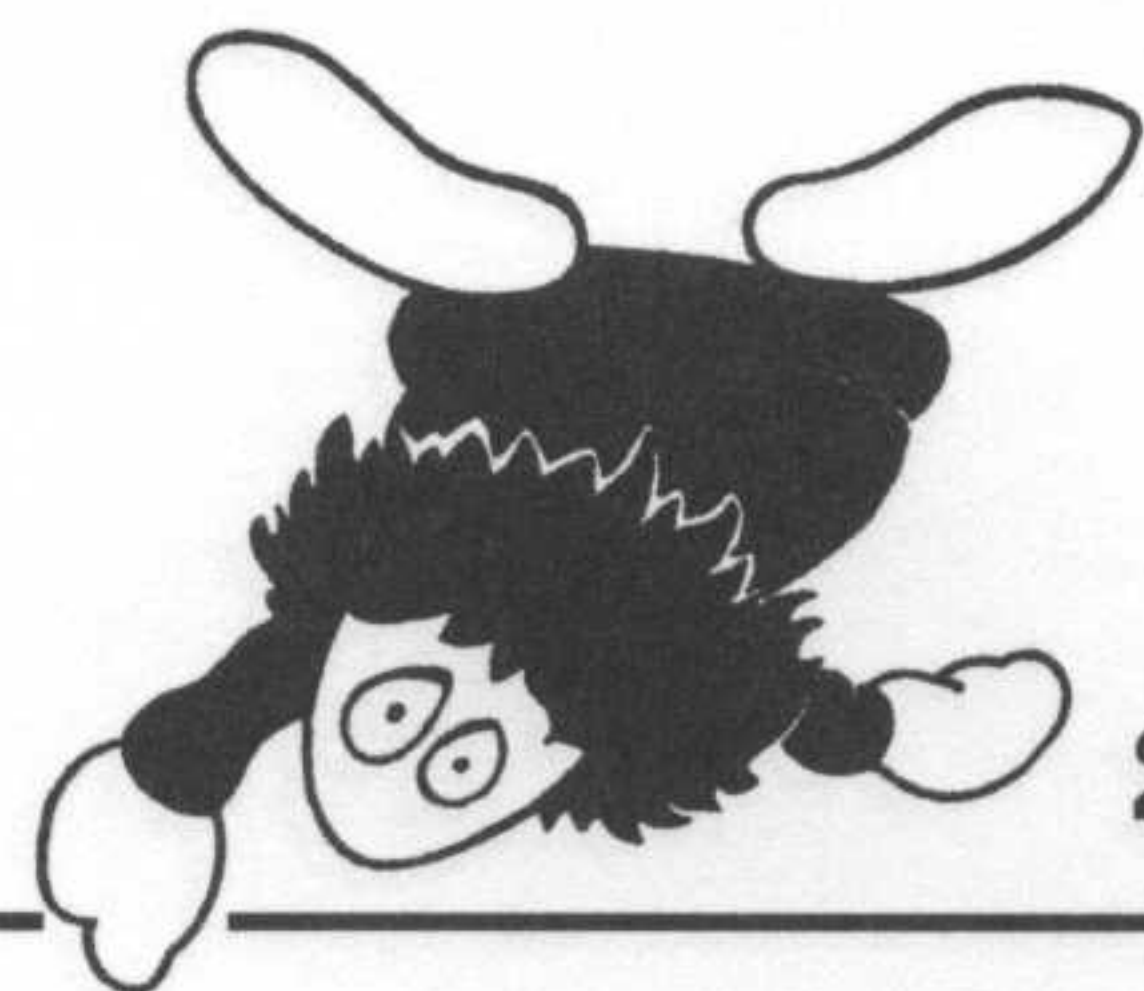
7 minutes

On this level, you have one whole lemming to cope with. He has a lot of work ahead of him, so let's get to it!

Solution

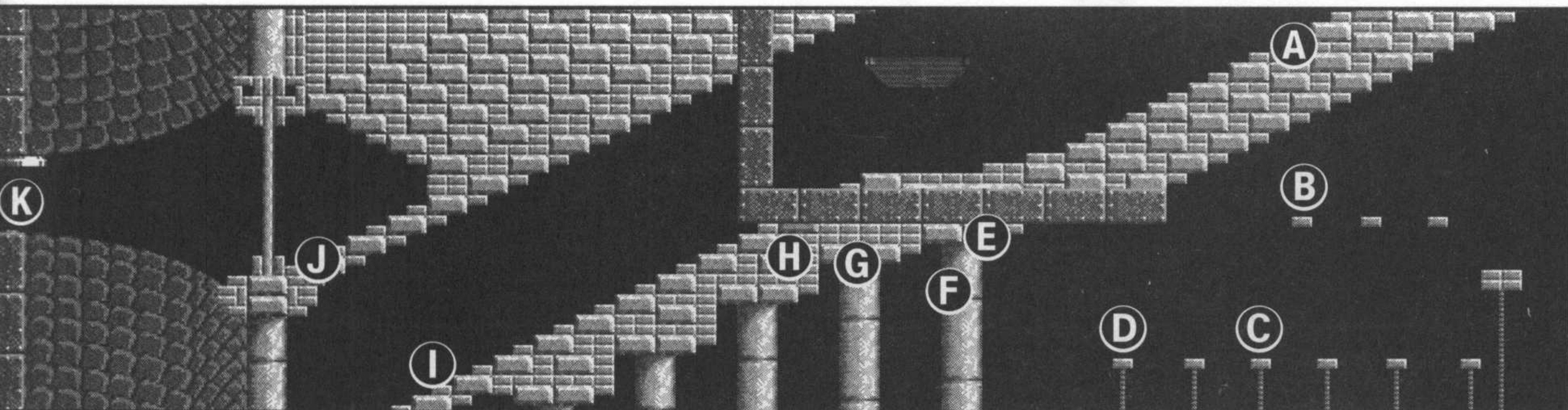
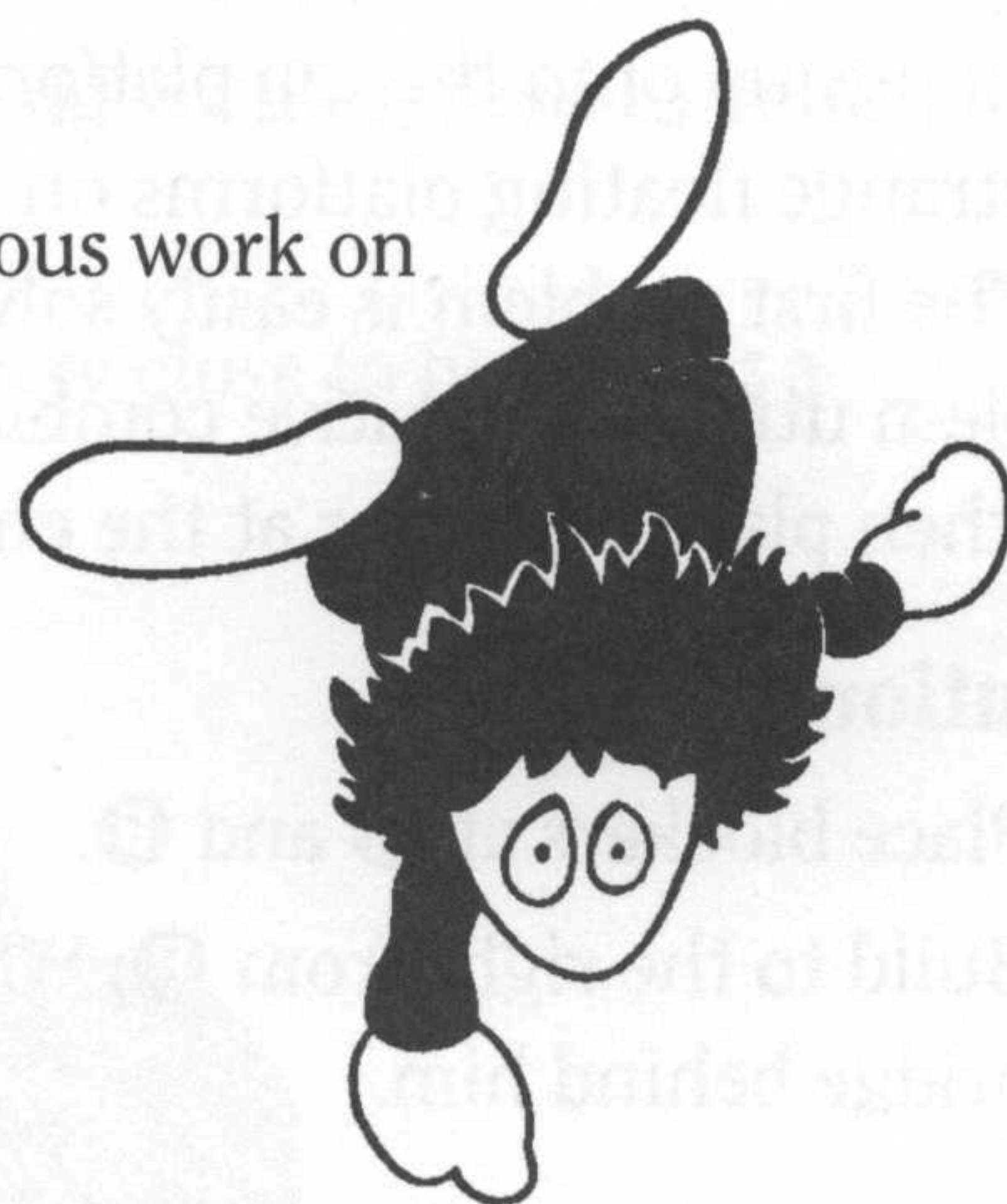
- 1** When the lemming walks to the top and turns, dig at **A**.
- 2** Build at **B**. After he lays down six tiles, dig. He should land on the bottom platform.
- 3** Build twice at **C**. This will get him to the last platform.

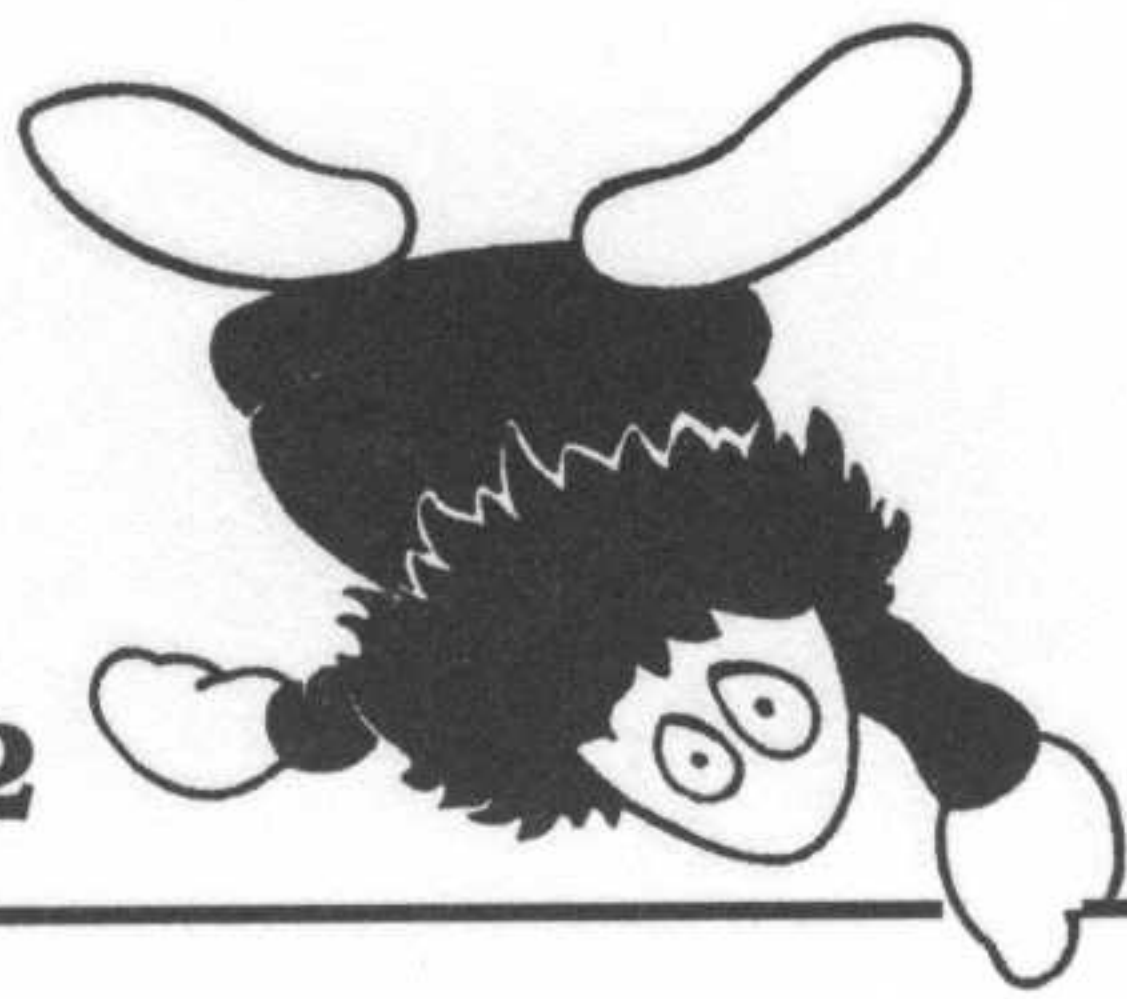




- 4 Build three times at **D**. Bash through the pillar when he reaches it at **E**.
- 5 As soon as he breaks through the pillar, have him dig to **F**.
- 6 Build from **F** to the next pillar, then bash to **G**.
- 7 Build from **G** to the wall.
- 8 Bash at **H** through to the stairs.
- 9 Build from **I** to **J**. The lemming will turn around. When he does, build into the steps near **I** to turn him back, then finish the bridge. Alternately, build in the tunnel from **H** to turn him around. You will need to do this several times.
- 10 When the bridge is firmly up against the wall, bash at **J**.
- 11 Build at **K** to bypass the crushing trap.
- 12 Bash at **L**.

This single lonely lemming puts in some pretty serious work on this level!





Mayhem 29 — Save Me

Access Code: OGANOLGHJS

Statistics

Amiga:

100 lemmings
80 percent to be saved
Release rate 50
5 minutes

PC and Macintosh:

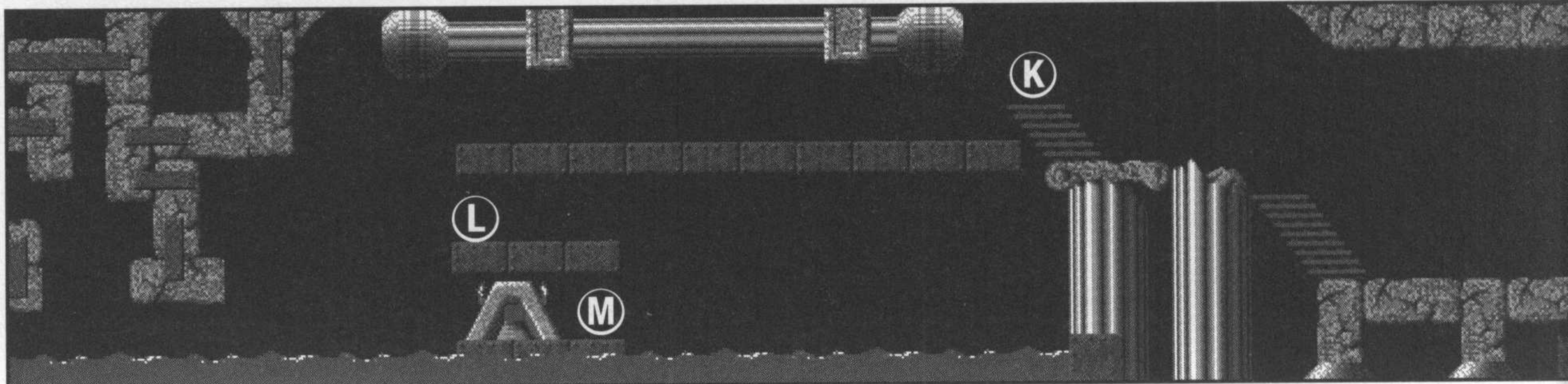
80 lemmings
80 percent to be saved
Release rate 50
5 minutes

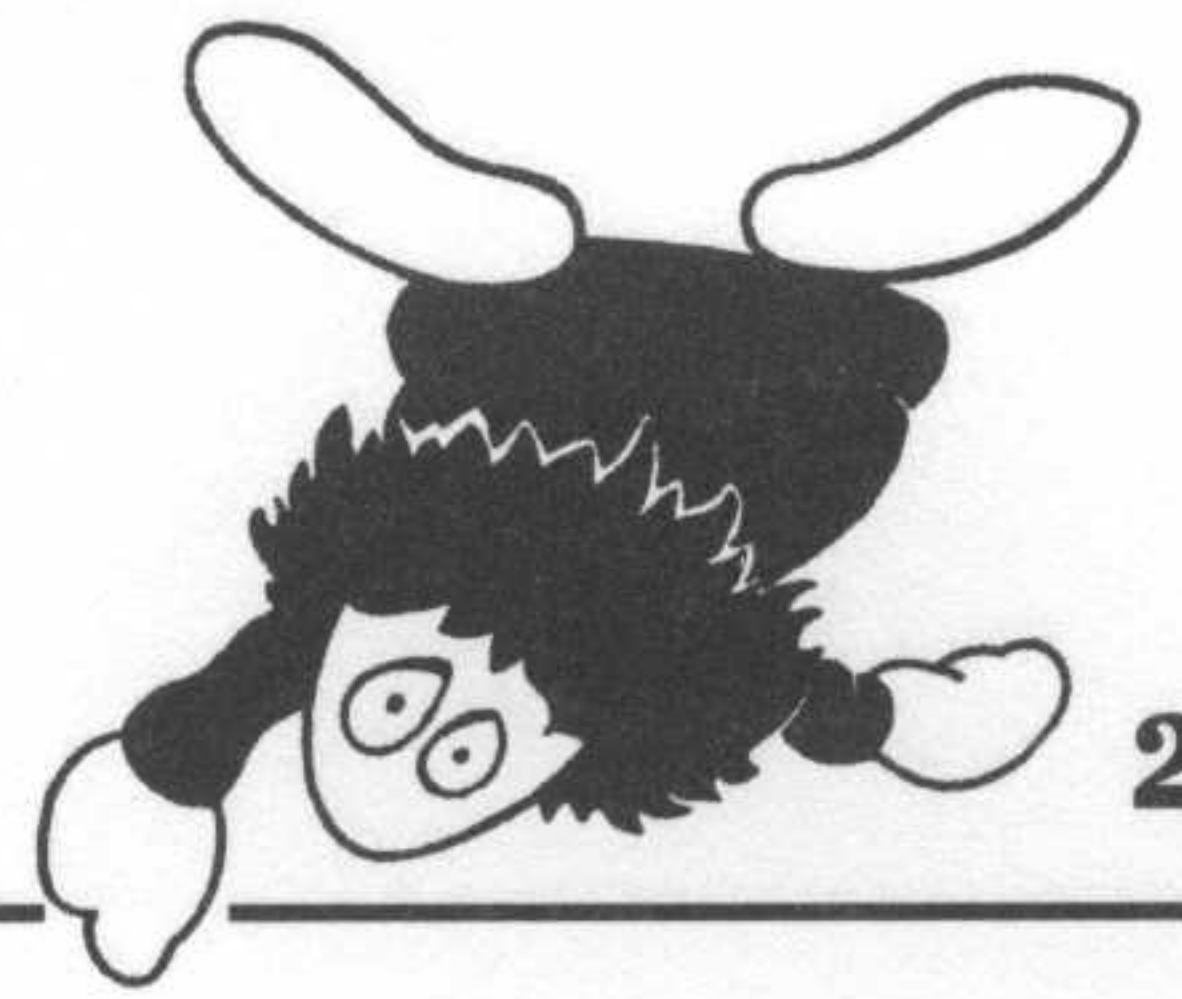
There are two tricky parts to this level. First, there's the problem of getting the lemmings up onto the top platform so they may continue left to the exit. Second, there are strange floating platforms on the far-left side of the level where the exit lies.

The first problem is easily solved with several bridges and a blocker. The second problem utilizes a creative combination of bridges and blockers to extend the platform and then place a blocker at the end.

Solution

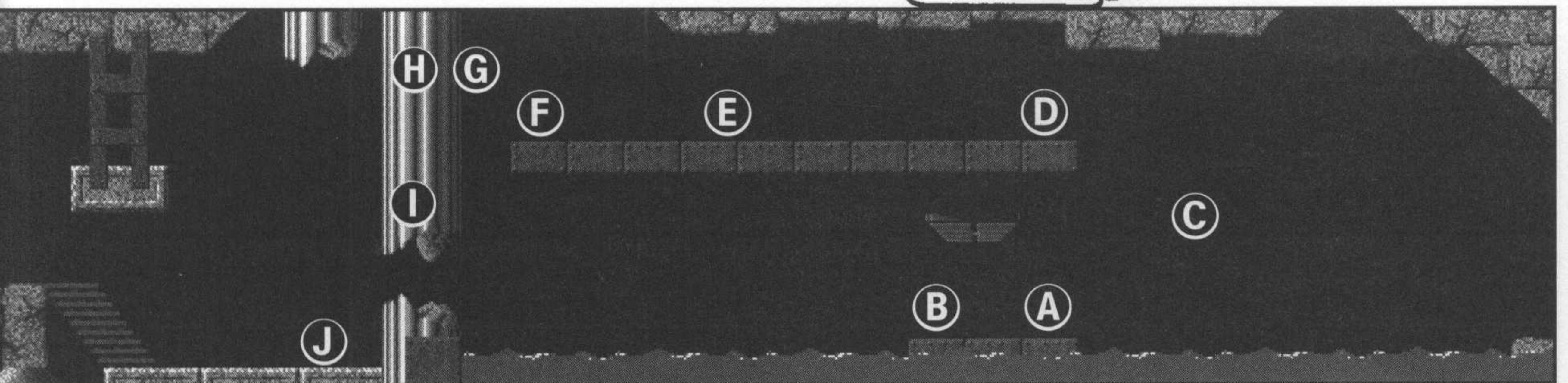
- 1** Place blockers at **A** and **B**.
- 2** Build to the right from **B**. When the builder starts a third bridge, dig through the bridge behind him.

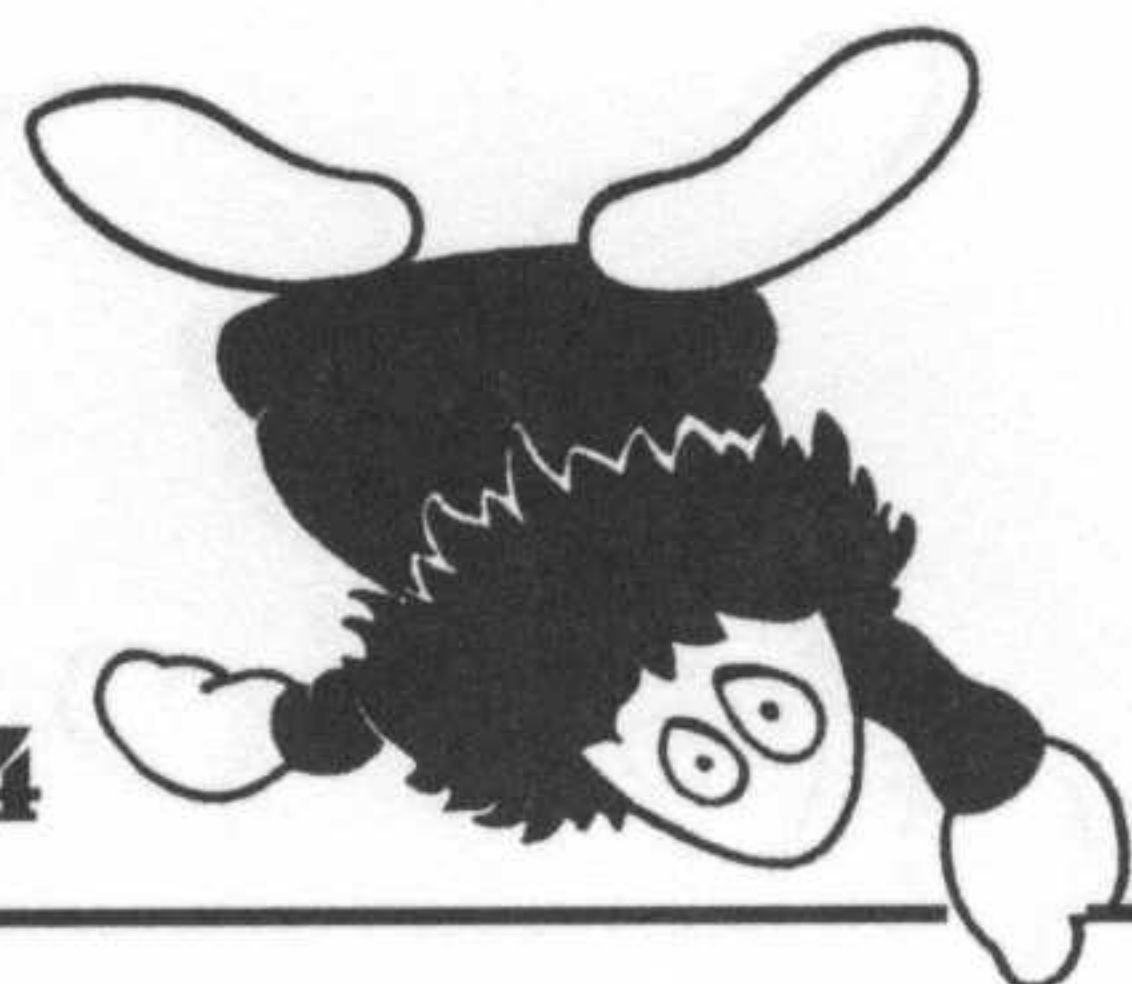




- 3 Continue building until he finishes the fifth bridge, then make him a blocker at **C**.
- 4 Build from **C** to **D** (wait until there are only a few lemmings near **C** to make the selection process easier).
- 5 Let two lemmings walk past **E**, then place a blocker there.
- 6 Make both lemmings build at **F**.
- 7 Bash at **G**. Dig at **H**, then bash again at **I**.
- 8 Make the second lemming build at **J**, to slow him down.
- 9 When the first lemming gets to **K**, build a bridge over the blocker at **E**.
- 10 When the first lemming falls to **L**, make him build four or five tiles, then turn him into a blocker.
- 11 When the second lemming falls to **M**, make him build six tiles, then turn him into a blocker.

Congratulations! There's only one level left! You're very close to becoming a *Lemmings Master*!





Mayhem 30 — Rendezvous at the Mountain

Access Code: GMNONOKIJV

Statistics

80 lemmings

75 percent to be saved

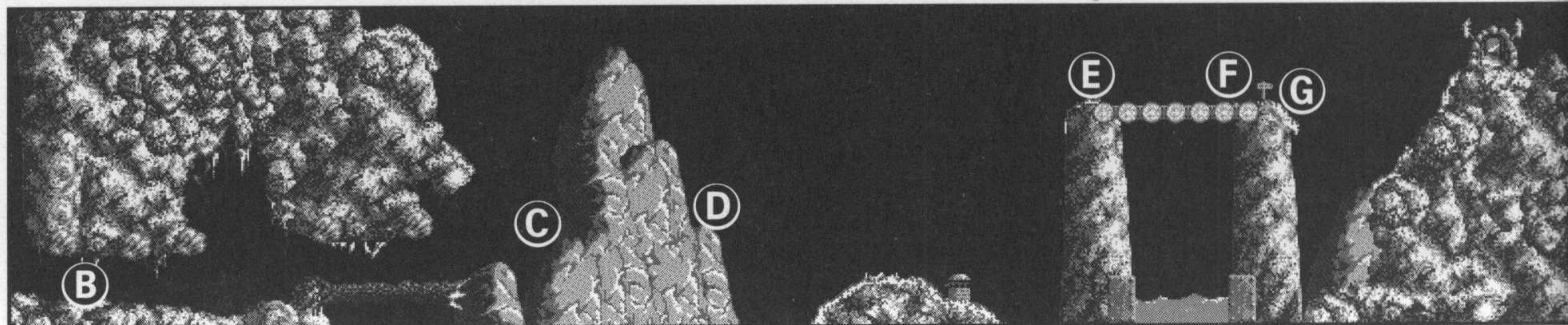
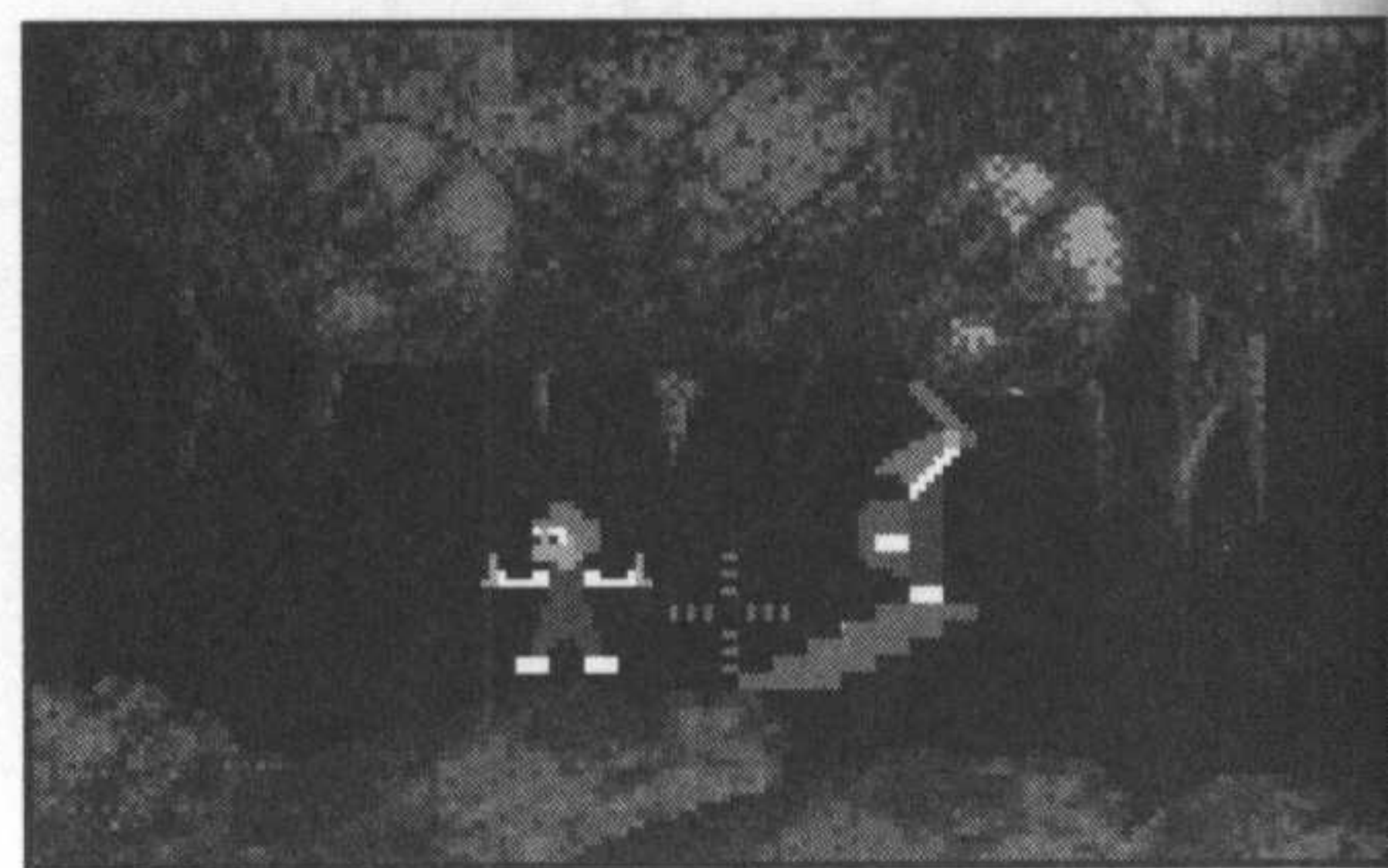
Release rate 20

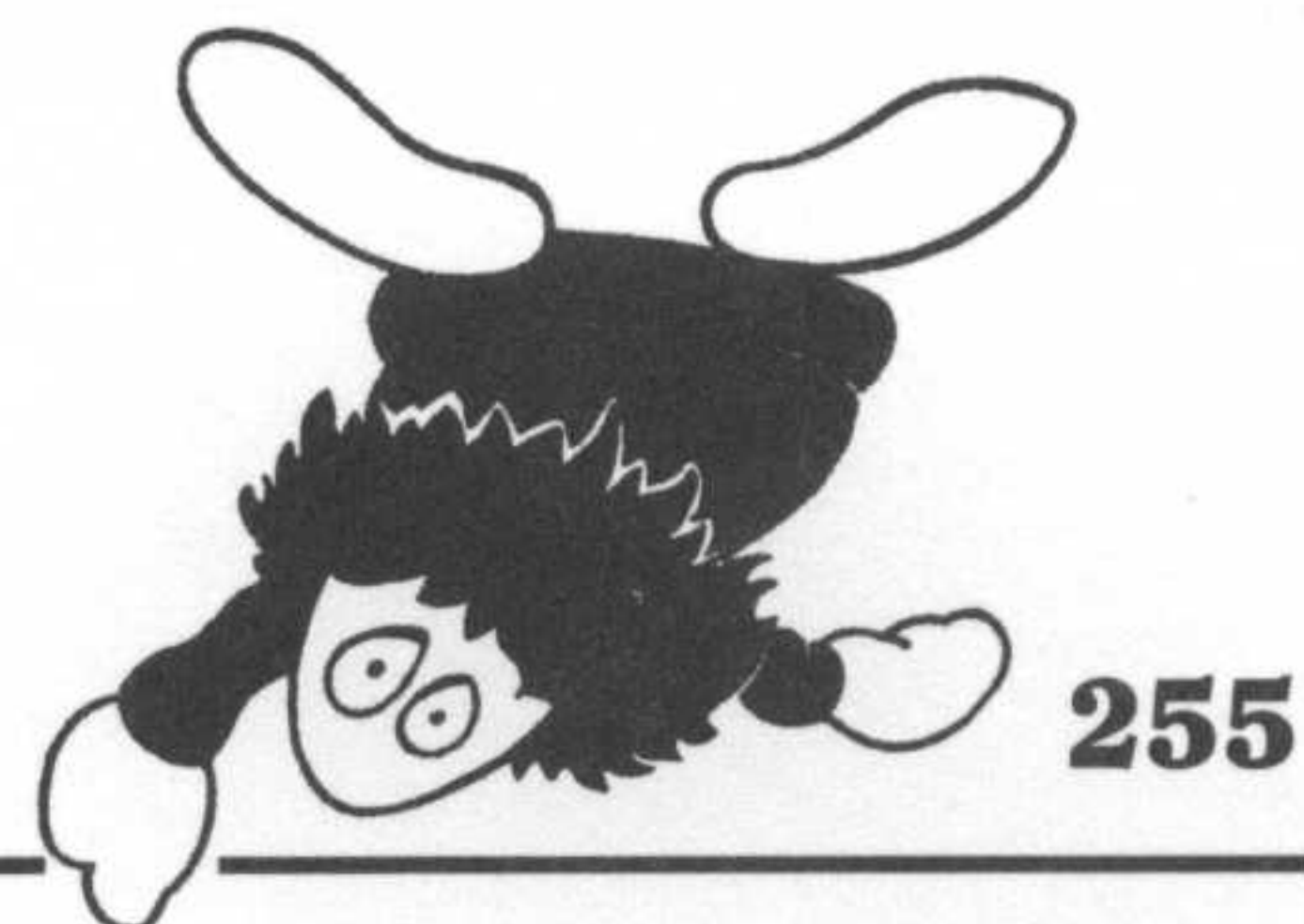
9 minutes

Welcome to the last level of *Lemmings*! Here, there are two lemming hatches to deal with, both of which put the lemmings into immediate peril. Your goal is to get as many lemmings as possible to the safety of their home high atop the mountain in the middle. You have plenty of time here, so we'll take care of one side at a time. Good luck, and we'll see you at the end!

Solution

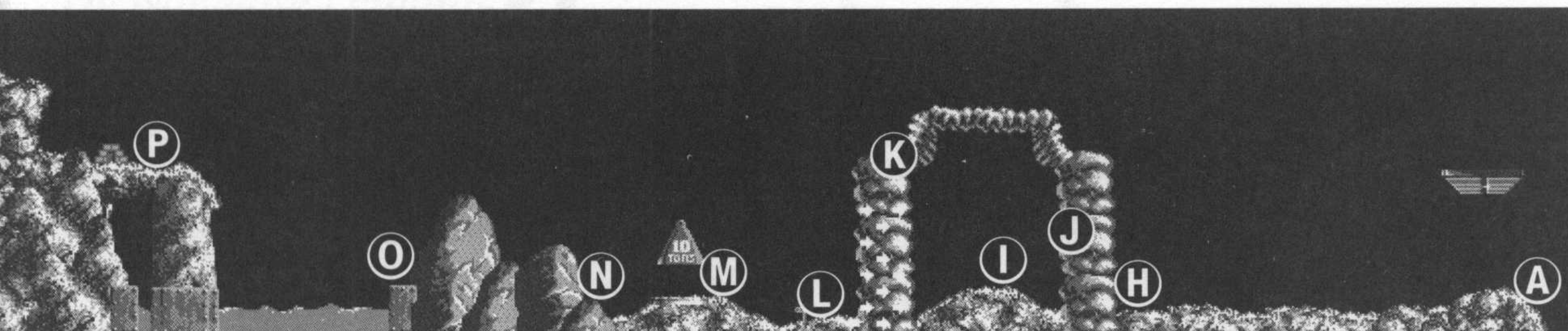
- 1 Block at **A**.
- 2 Use the micro-map to switch to **B** and build. Place a blocker about half an inch behind the builder.
- 3 Let the lemming climb to **C**, and then bash.
- 4 Build from **D** to **E**. This will take seven bridges.





- 5 Bash through the signpost at **F**. Build one bridge from **G**.
- 6 Bomb the blocker at **B** to free the lemmings on the left.
- 7 Switch to the right-hand side, and bash through the post at **H**. Build from **I** to **J**, then left to **K**. While he is building from **J** to **K**, dig through the bridge behind him to isolate him.
- 8 Bash through the post at **K**.
- 9 Build a bridge at **L**, just before the signpost. This will turn the lemming around. When he turns, have him build again to break the drop from **K**.
- 10 Build at **M** to avoid the trap.
- 11 Bash at **N**. Build at **O** to the next mount.
- 12 When your lemming turns around, build in the tunnel at **N** to turn him back around.
- 13 Build from **P** to the exit. At the same time, rebuild your bridge between **J** and **K**.
- 14 Sit back and congratulate yourself for mastering *Lemmings*!!!

Well done. You've successfully arranged for the lemming rendezvous on the mountain! Congratulations! Not many people will have seen what you are seeing here, the ending of *Lemmings*! If you've stayed with us throughout this book and all through 120 adventures in *Lemmings*, we salute you as a *Lemmings* Master, and hope to see you again soon in Lemmingland.





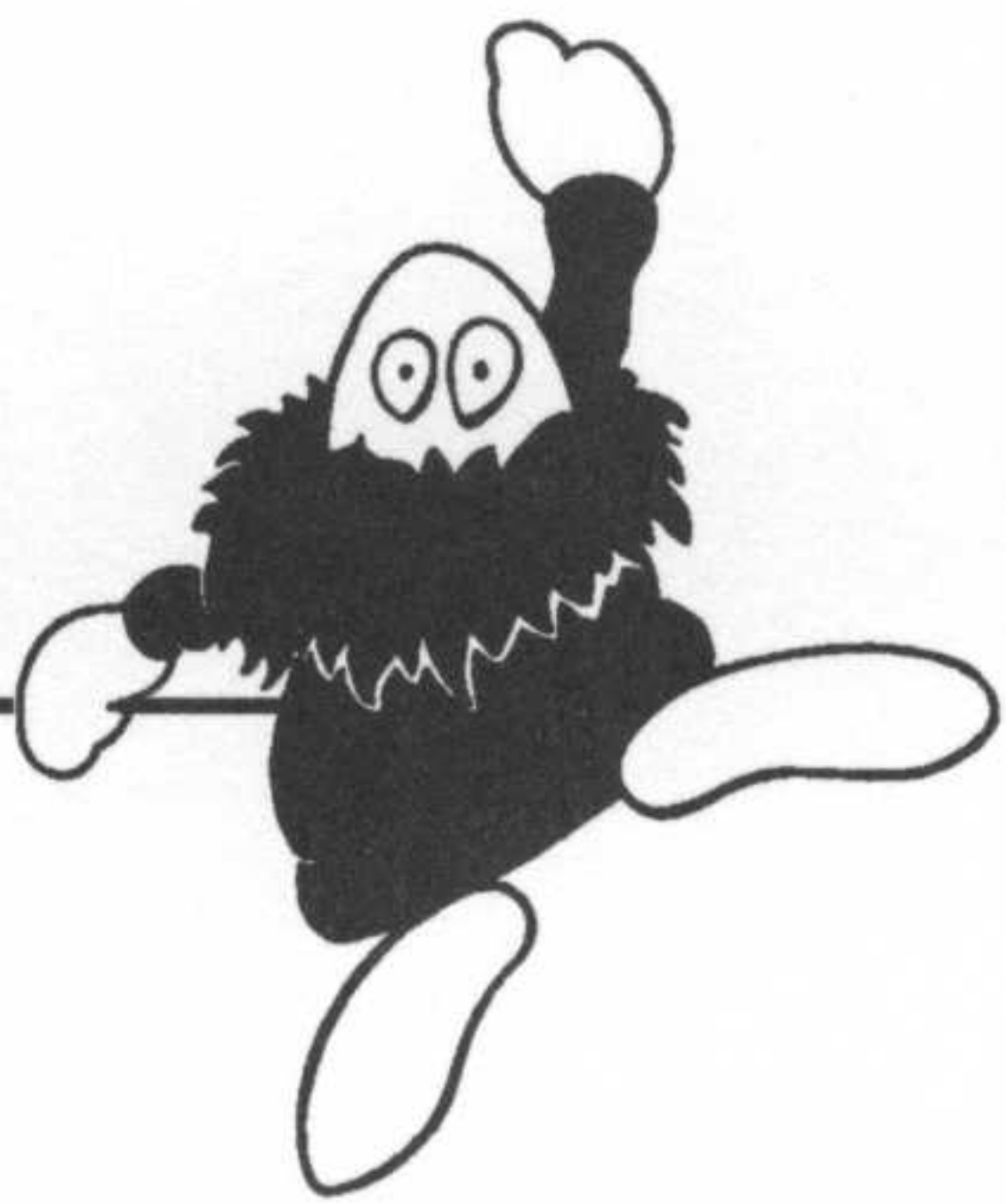
**Prima
Bonus Level**

Welcome to the special section of the book containing the solutions for the special levels found on your bonus disk! In this section, we'll cover all 16 levels in detail. Be careful, because Psygnosis has really "pulled out the stops" for you on some of these levels! These 16 levels cover the whole range of difficulties, from fairly easy, to extremely difficult!

These levels feature graphics from the expansion disk for *Lemmings*, *Oh No! More Lemmings*.

Please note that this disk is for an MS-DOS computer, and it requires at least 512K of free memory and EGA or VGA graphics to run properly.

Without further delay, let's plunge ahead into the Special Prima Bonus Levels!



Bonus Level: Fun 1 — Digger Conversions

Access Code: None

Statistics:

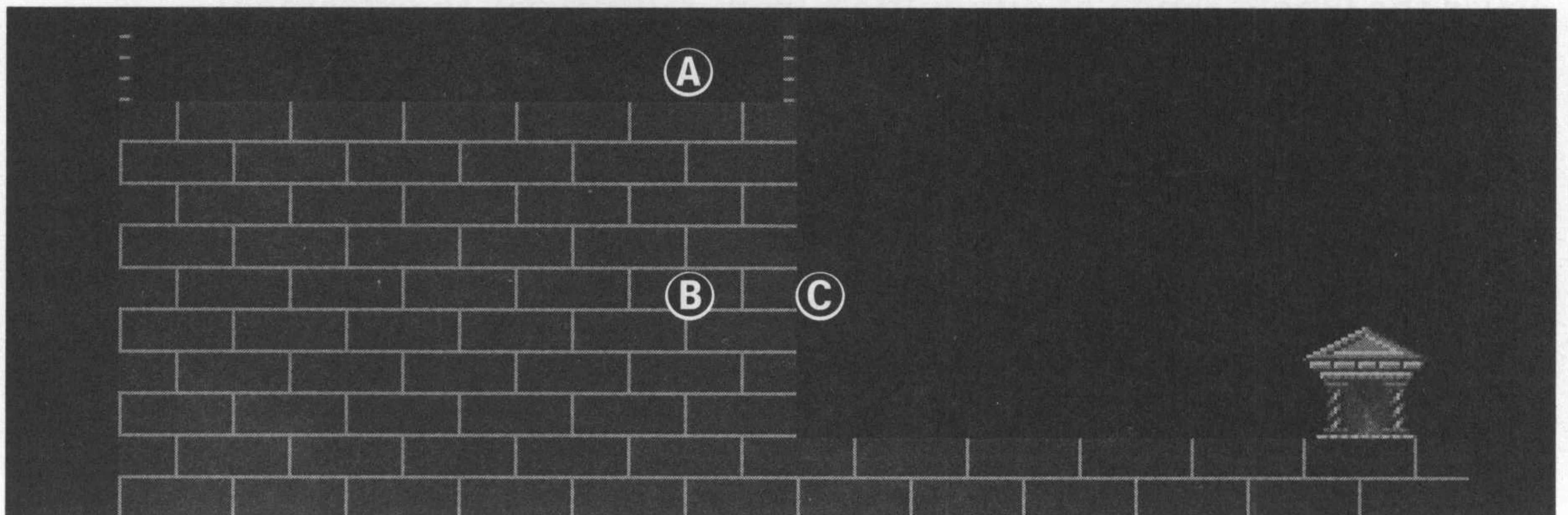
80 lemmings

87 percent to be saved

Release rate 25

4 minutes

This level was designed to demonstrate the technique of changing a digger into something else while he's digging. In this case, we'll make use of this fact in the following steps to make a lemming dig, and then bash.

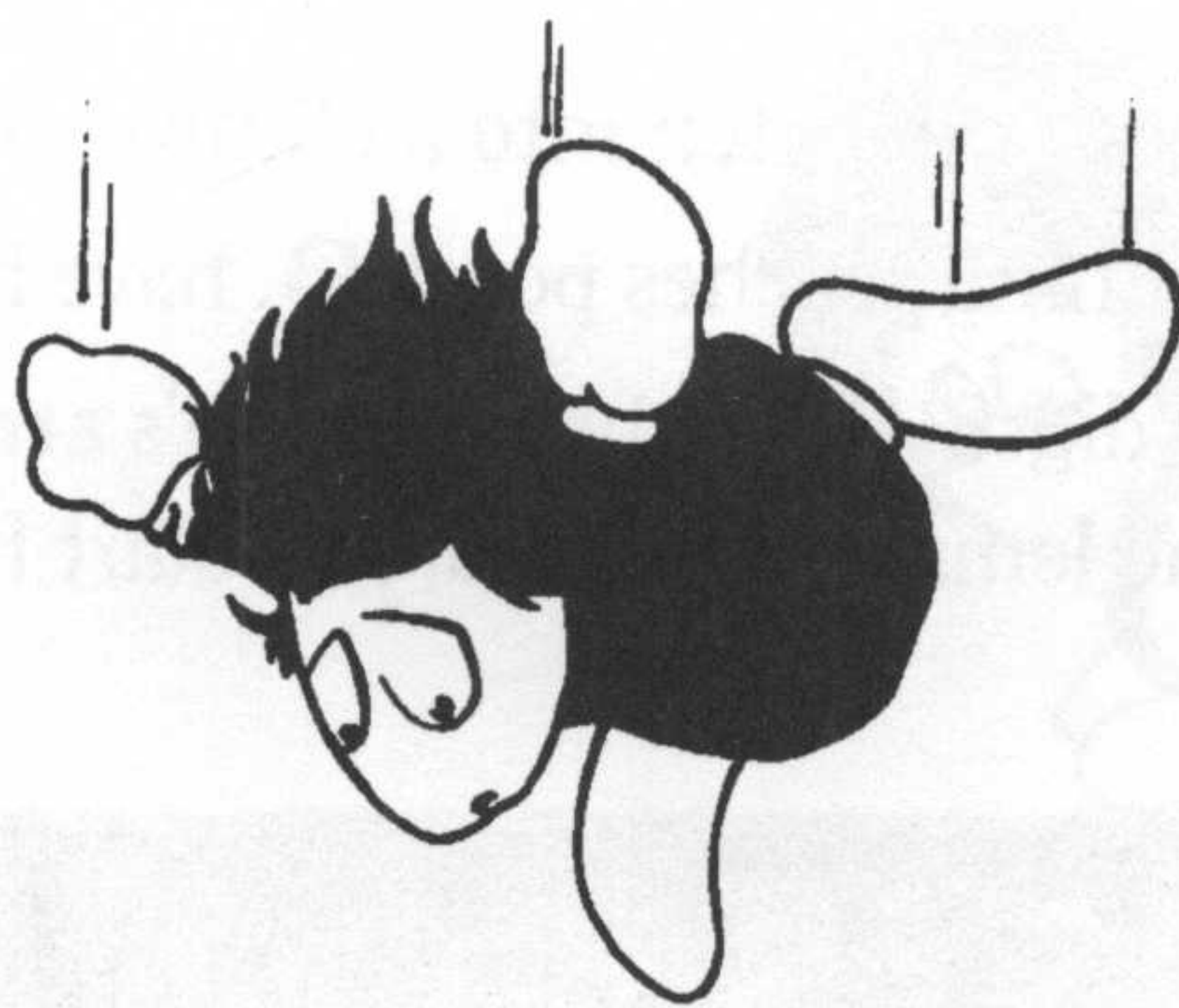




Solution

- 1** Turn a lemming into a digger at **A**. Have him dig until he reaches **B**. Don't let him dig TOO far, though, otherwise the lemmings falling down the shaft will start splattering.
- 2** Turn the digger into a basher at **B**. This will eventually make an opening at **C**, from which the lemmings can escape into the exit.

Excellent! This technique is something to keep in mind throughout your adventures in Lemmingland!





Bonus Level: Fun 2 — For Every Lemming, Turn, Turn, Turn . . .

Access Code: IJLDNCCCN

Statistics:

80 lemmings

98 percent to be saved

Release rate 25

4 minutes

This level is a graphic *lem*onstration of how to turn a lemming around without the aid of a wall or another lemming, as mentioned in Tip and Trick #3. To do this:

Solution

- 1** Turn the first lemming out of the hatch into a climber (roughly at point **A**).
- 2** As soon as the climber lemming reaches point **B**, have him dig vertically.
- 3** After approximately 3 or 4 digs (watch the lemming's arms!), turn the lemming into a builder. This will turn the lemming around, and start him towards the left.





- 4 At point **C**, turn the lemming into a miner. This will create a ramp for the other lemmings to use.
- 5 While the miner is mining away, put a blocker at **D**, to prevent the lemmings from having an unfortunate encounter with the large lemming-squisher.
- 6 Terminate the blocker at **D** by bombing him, after all the lemmings have exited. That wasn't too bad, was it! This technique also comes in extremely useful, as you've found, if you've played all the levels in order.





Bonus Level: Fun 3 — Alternate Route

Access Code: NJLDNCADCK

Statistics:

80 lemmings

75 percent to be saved

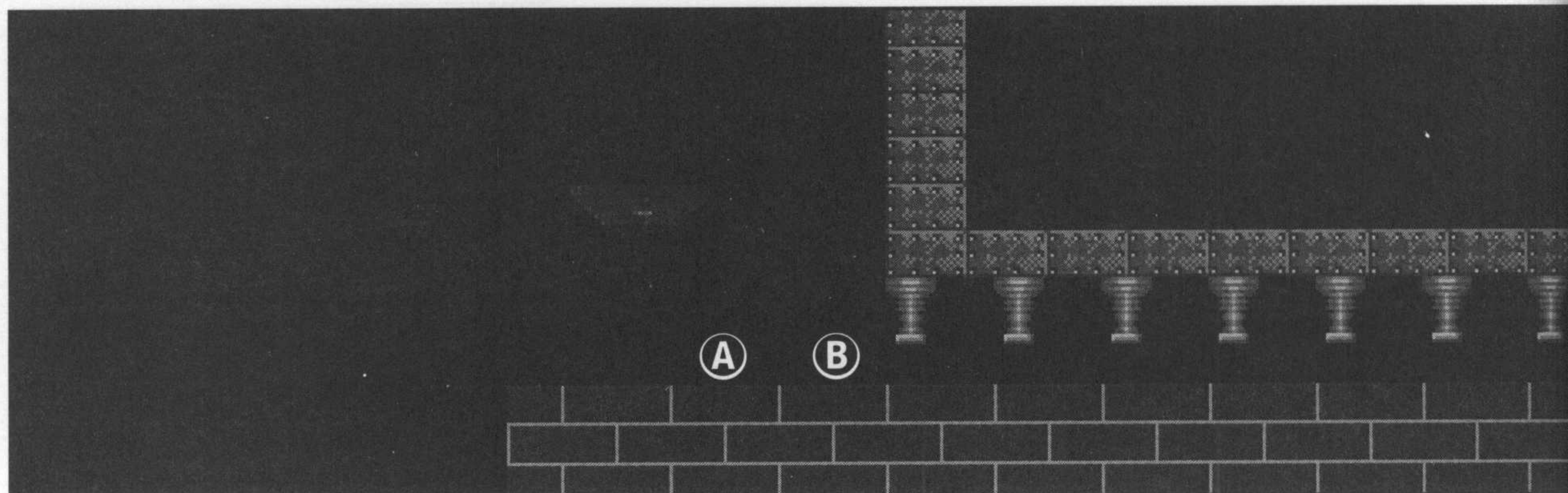
Release rate 25

4 minutes

This level is designed to demonstrate the fact that the most obvious method of doing a level is not always the easiest or best way.

Solution

- 1** Make the first lemming dig vertically at **A**.
- 2** The second lemming will escape this pit, so have him dig vertically at **B**.
- 3** After the first lemming gets about 1/2 deep (about 10 digs), turn both the digger lemmings into bashers. This will create a trench along the bottom which is too deep for the jackhammers to reach.

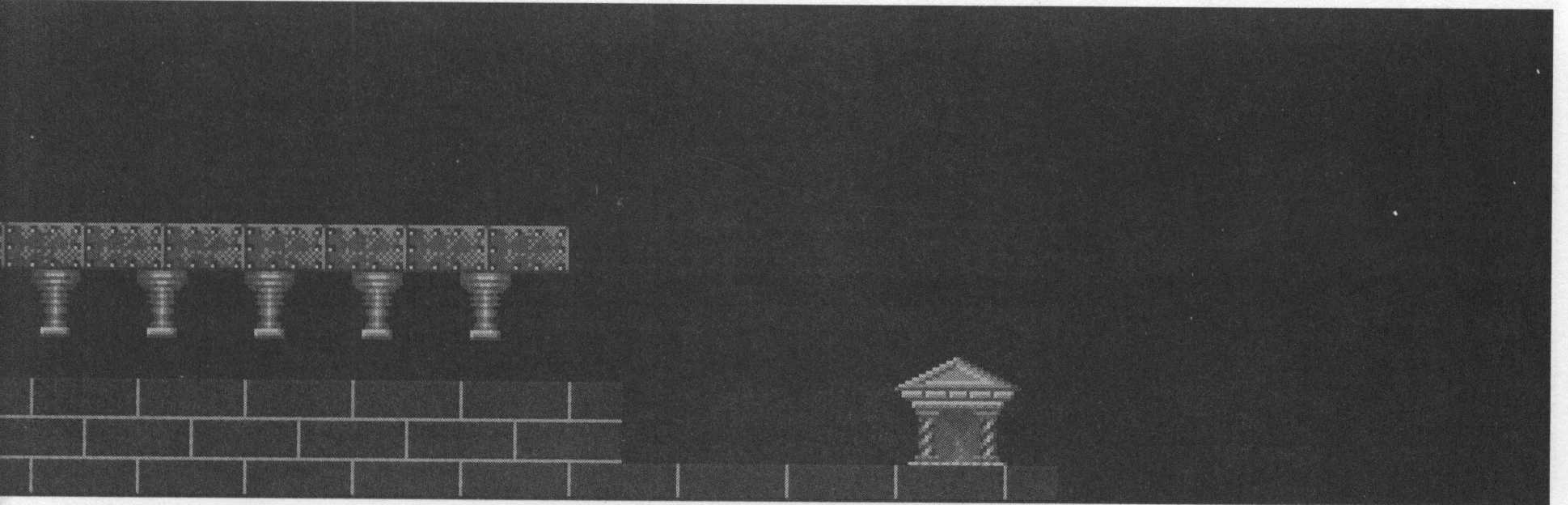


Prima Bonus Level

263



Of course, you could also work out a way to use blockers and bridge-builders to do this level, but it's a lot easier (and a lot easier on the lemmings, too!) to do it as mentioned.



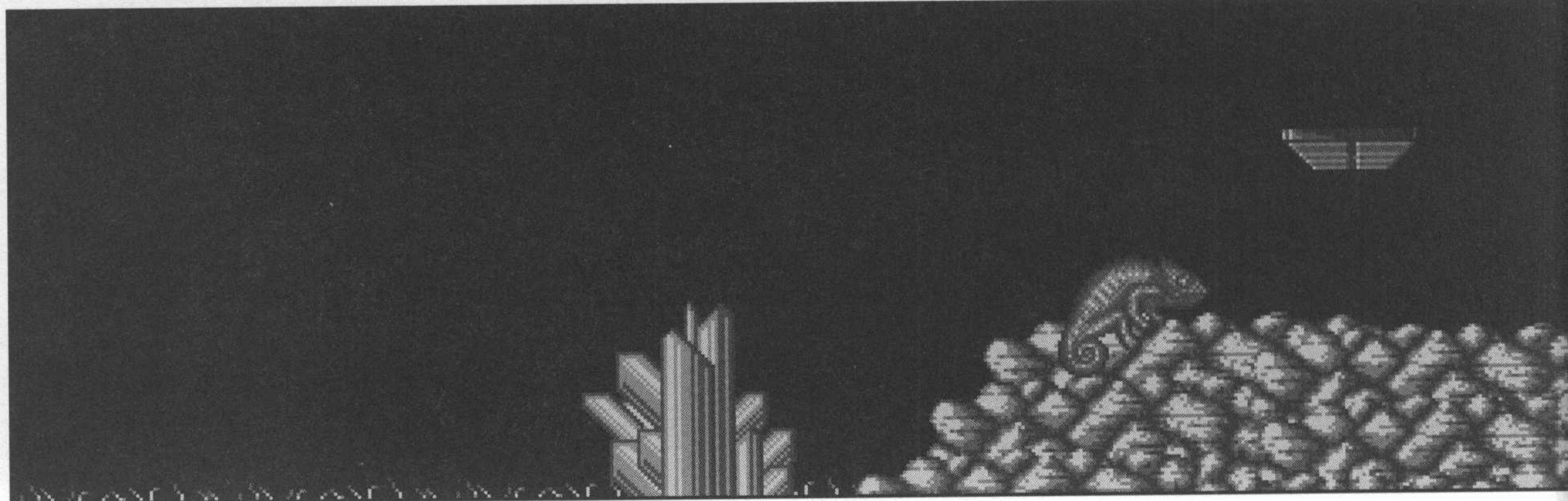
**Bonus Level: Fun 4 — Bridge Delay****Access Code:** HNLHCIOECW**Statistics:**

80 lemmings
100 percent to be saved
Release rate 50
4 minutes

This level demonstrates the technique of using bridges to delay lemmings from arriving at an obstacle too early.

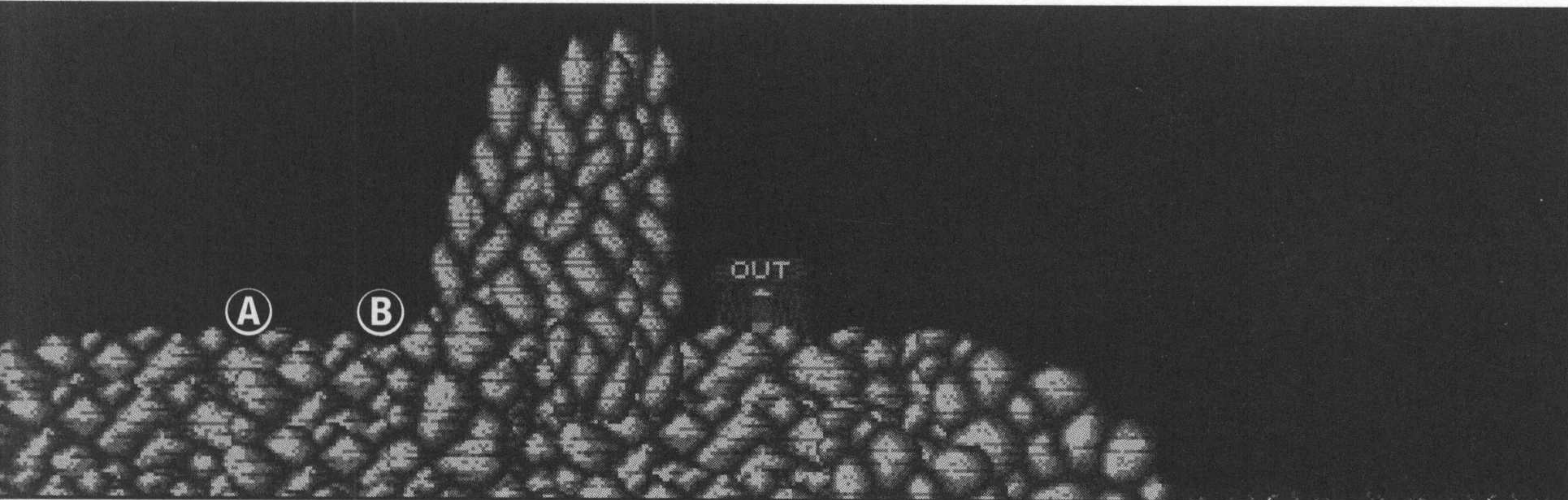
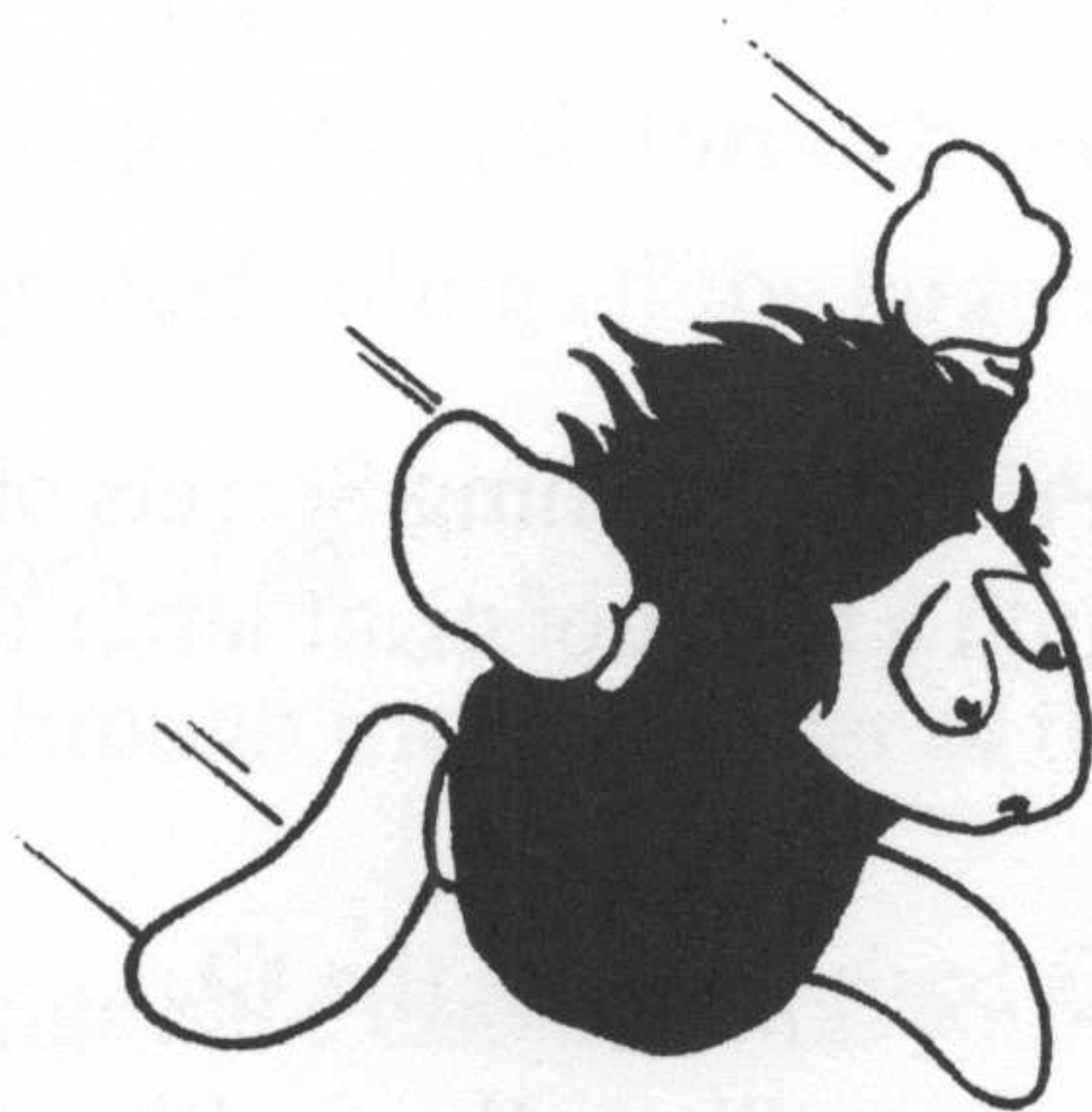
Solution

- 1** Allow the first lemming to continue towards the right, but have the second lemming to reach **A** build a bridge.
- 2** Have the third lemming build a few steps before A. Repeat this pattern with lemmings 4 through 7.
- 3** Have the first lemming bash at **B** to clear the way.





This technique, although rarely used, is absolutely indispensable in some cases. Unfortunately, you are rarely given the luxury of enough bridges.





Bonus Level: Tricky 1 — The Prima Publishing Level

Access Code: LDLCAJNFCK

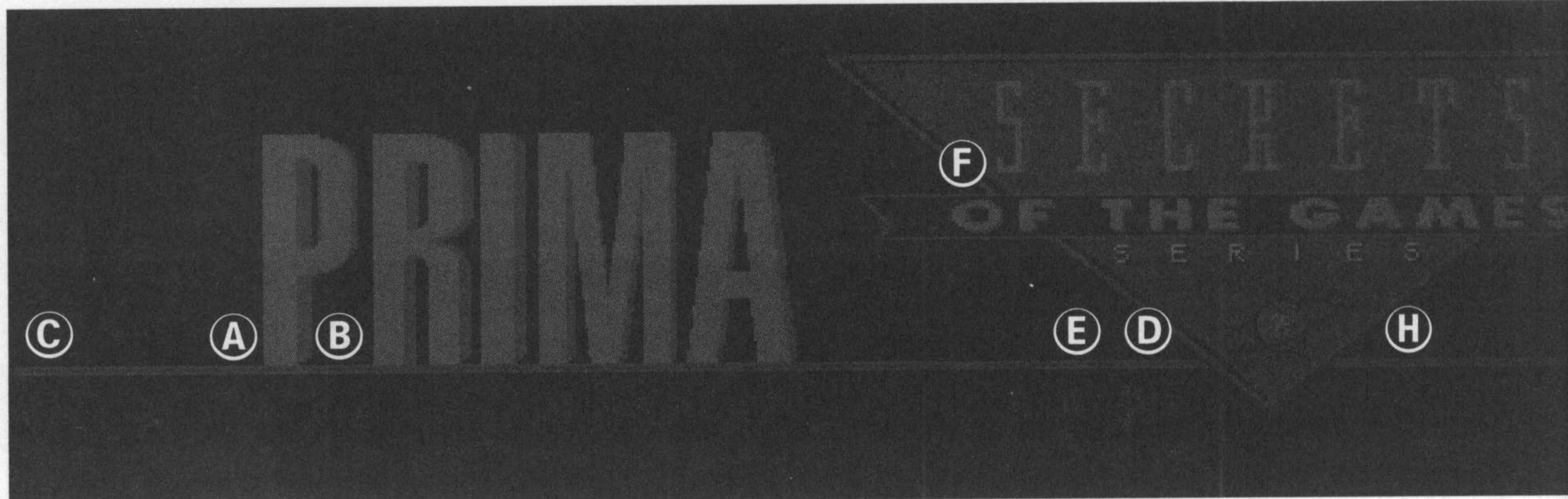
Statistics:

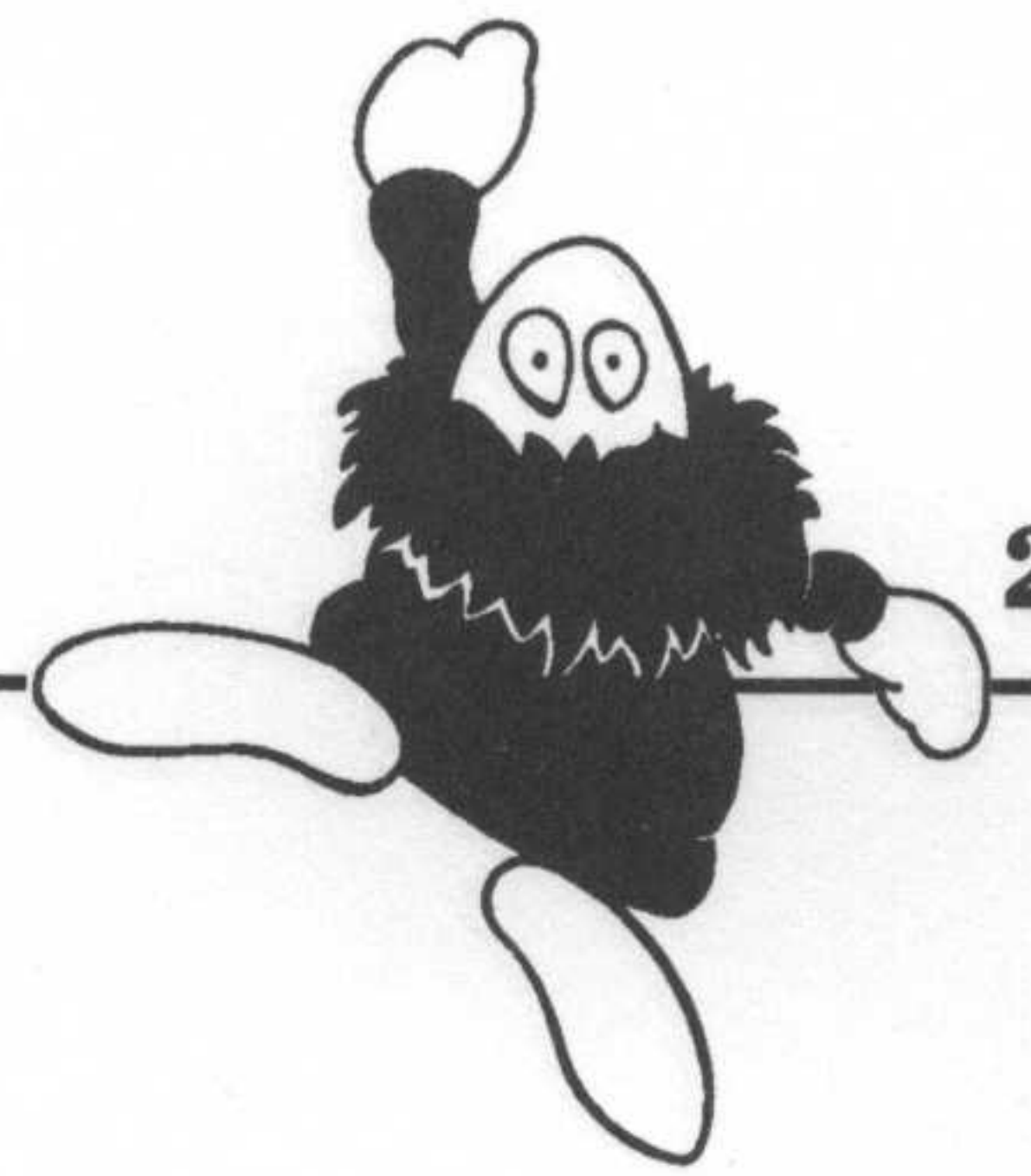
80 lemmings
 75 percent to be saved
 Release rate 20
 6 minutes

This level features the logo of the Prima Publishing Secrets of the Games series! You'll get to guide the lemmings through a forest of giant letter obstacles.

Solution

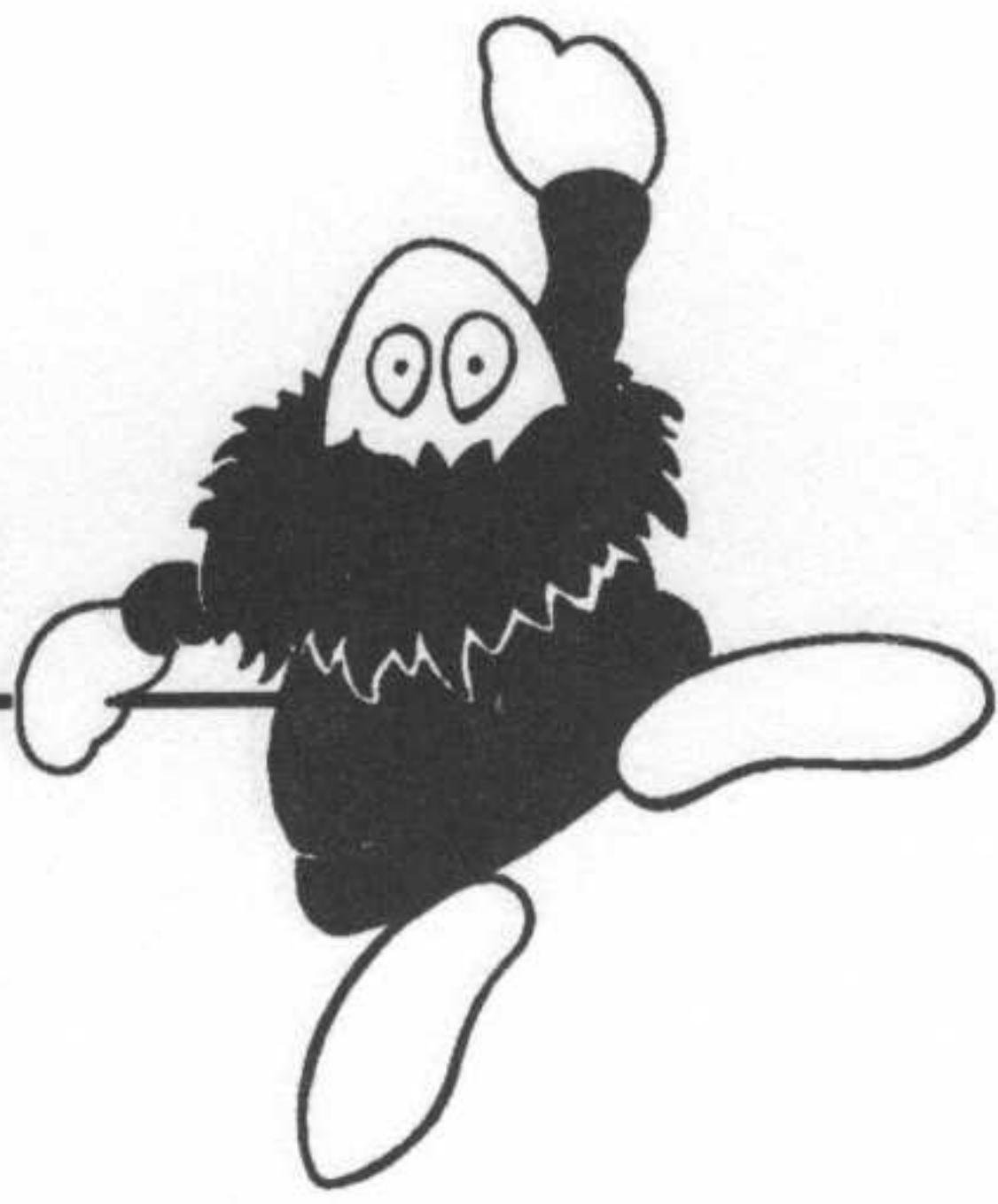
- 1** Have the first lemming to reach **A** bash through the **P**.
- 2** Bash again at **B**. Usually this lemming will continue without your aid to bash through the **R**, **I**, **M**, and **A**, but sometimes, he'll stop. In these cases, just have him bash again to continue.
- 3** Have a lemming block at **C**, to prevent the lemmings from spilling off the left edge of the platform.





- 4 Have a lemming block at **D**, to prevent the lemmings from falling through the tiny gap on the right edge of the platform.
- 5 Turn a lemming who is heading towards the left into a builder at **E**. Three bridges should get him fairly high on the **A**.
- 6 When the lemming bumps into the **A** and heads back towards the right, have him build again. This should get him to point **F**.
- 7 Have the first lemming to **F** bash through the large triangle.
- 8 When the lemmings start falling off the large ribbon, turn a lemming into a basher at **G**.
- 9 Have a lemming block at **H**.
- 10 Continue bashing through the remainder of the letters towards the right, to reach the goal.
- 11 After all the lemmings have exited, bomb your blocker lemmings to finish the level.

That wasn't so bad, was it? Of course not, with this guide at your side, no level is too difficult!

**Bonus Level: Tricky 2 — Lemming Excavation****Access Code:** DLCIJNLGCT**Statistics:**

80 lemmings

87 percent to be saved

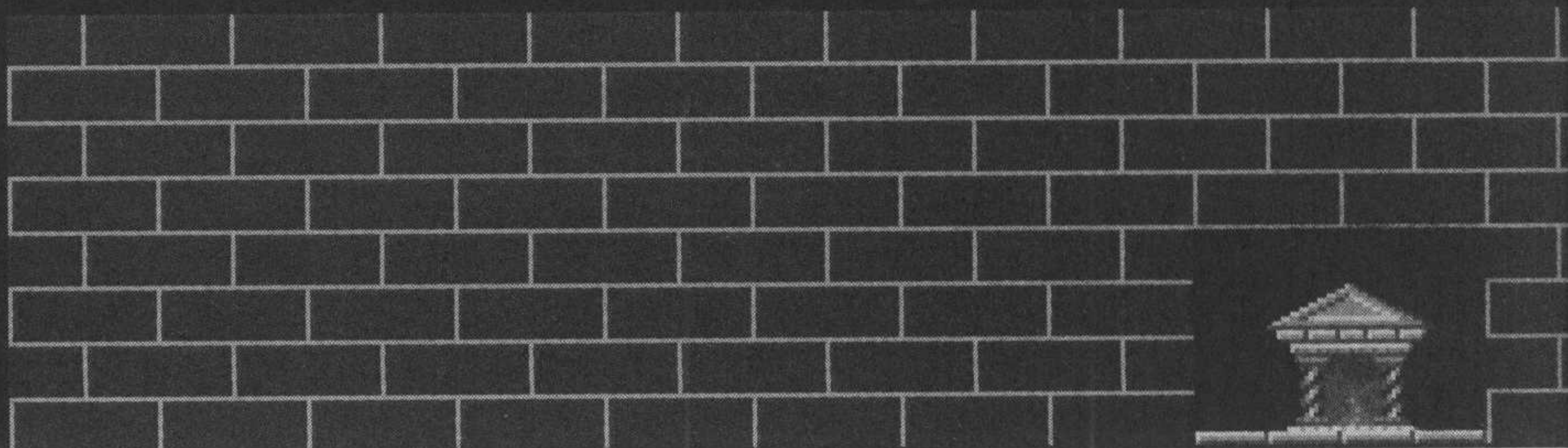
Release rate 1

4 minutes

OK, now we're going to take a look at a level that utilizes exploding lemmings as an excavation tool!

Solution

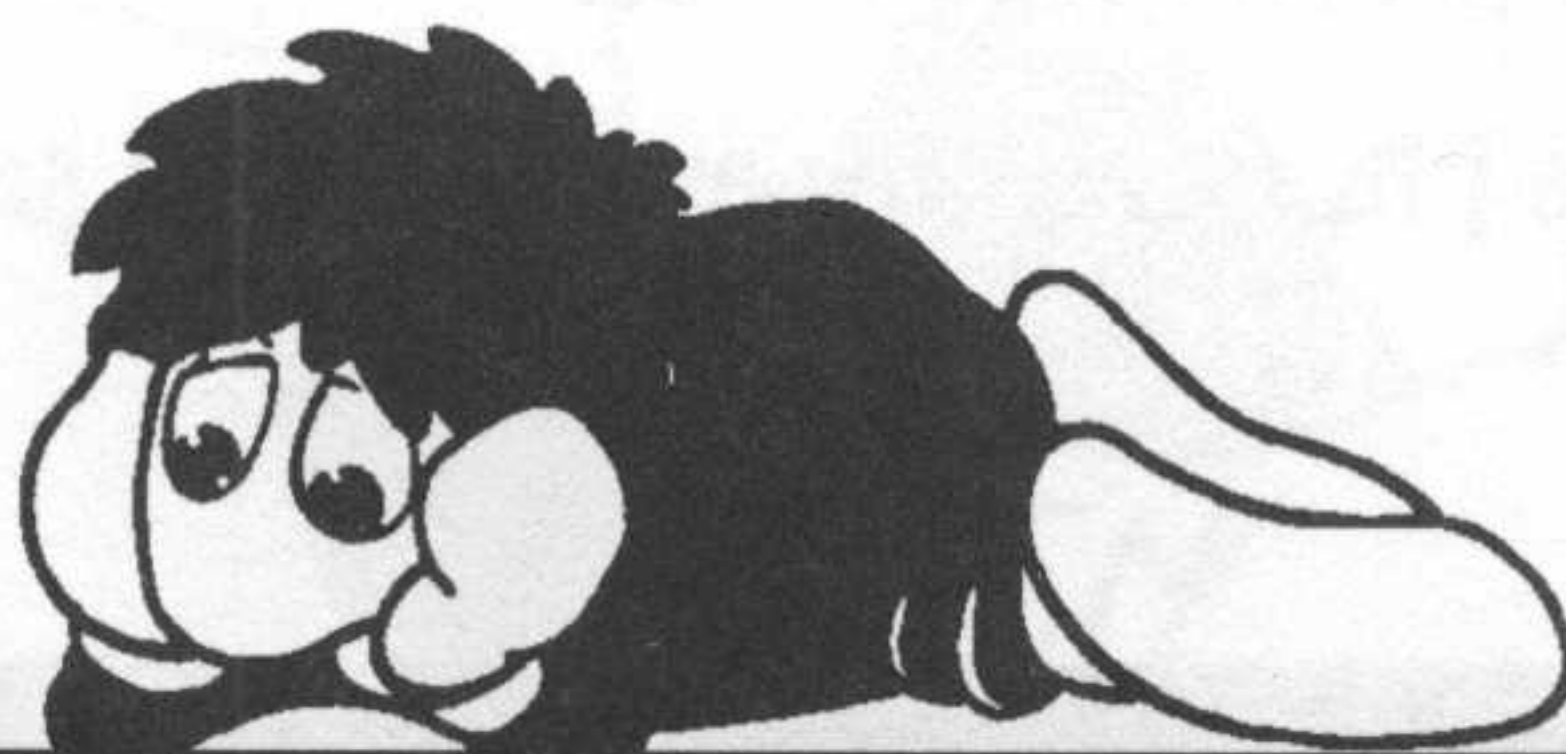
- 1** Let the first lemming walk to **A**, then have him block.
- 2** Turn the second through fifth lemmings into bombers as soon as they touch the blocker at **A**. The timing of this step is absolutely critical, to get this to happen correctly. Hopefully, this will bore a pit down to just above the exit.



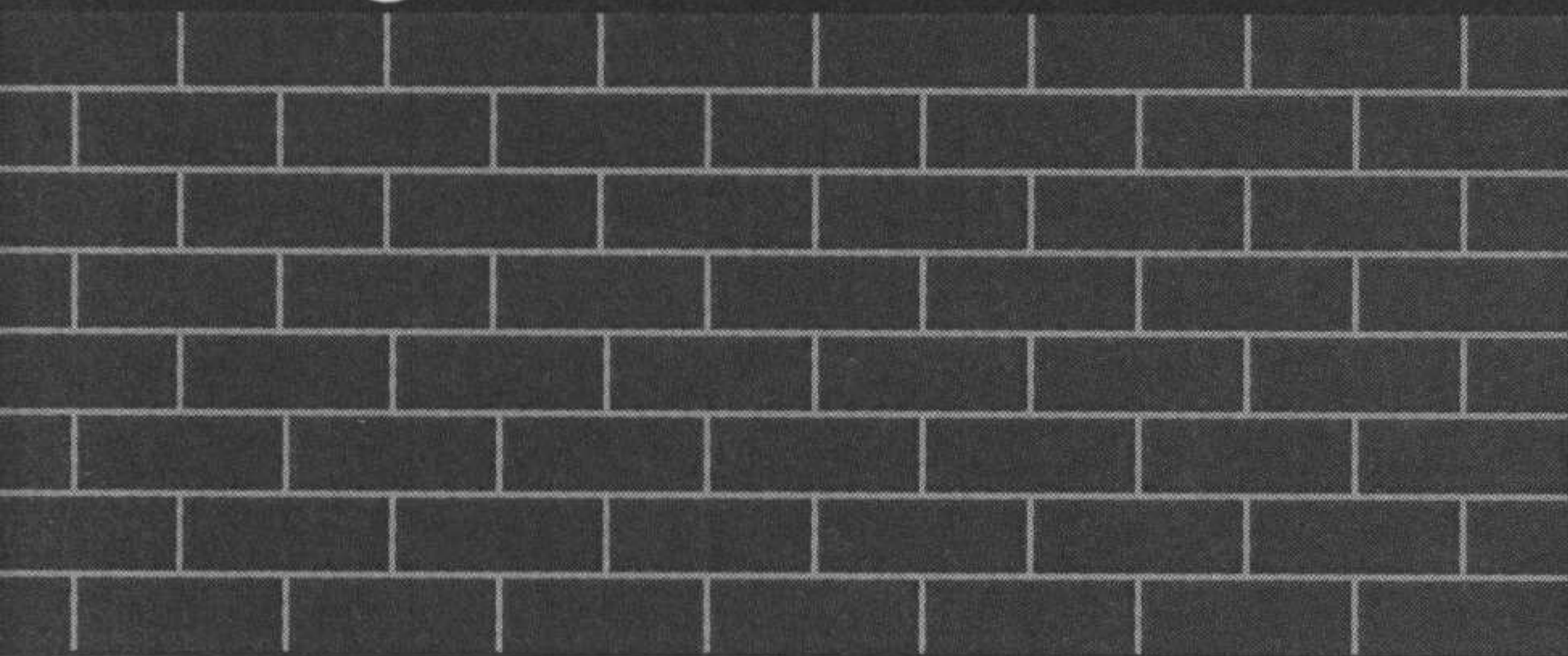


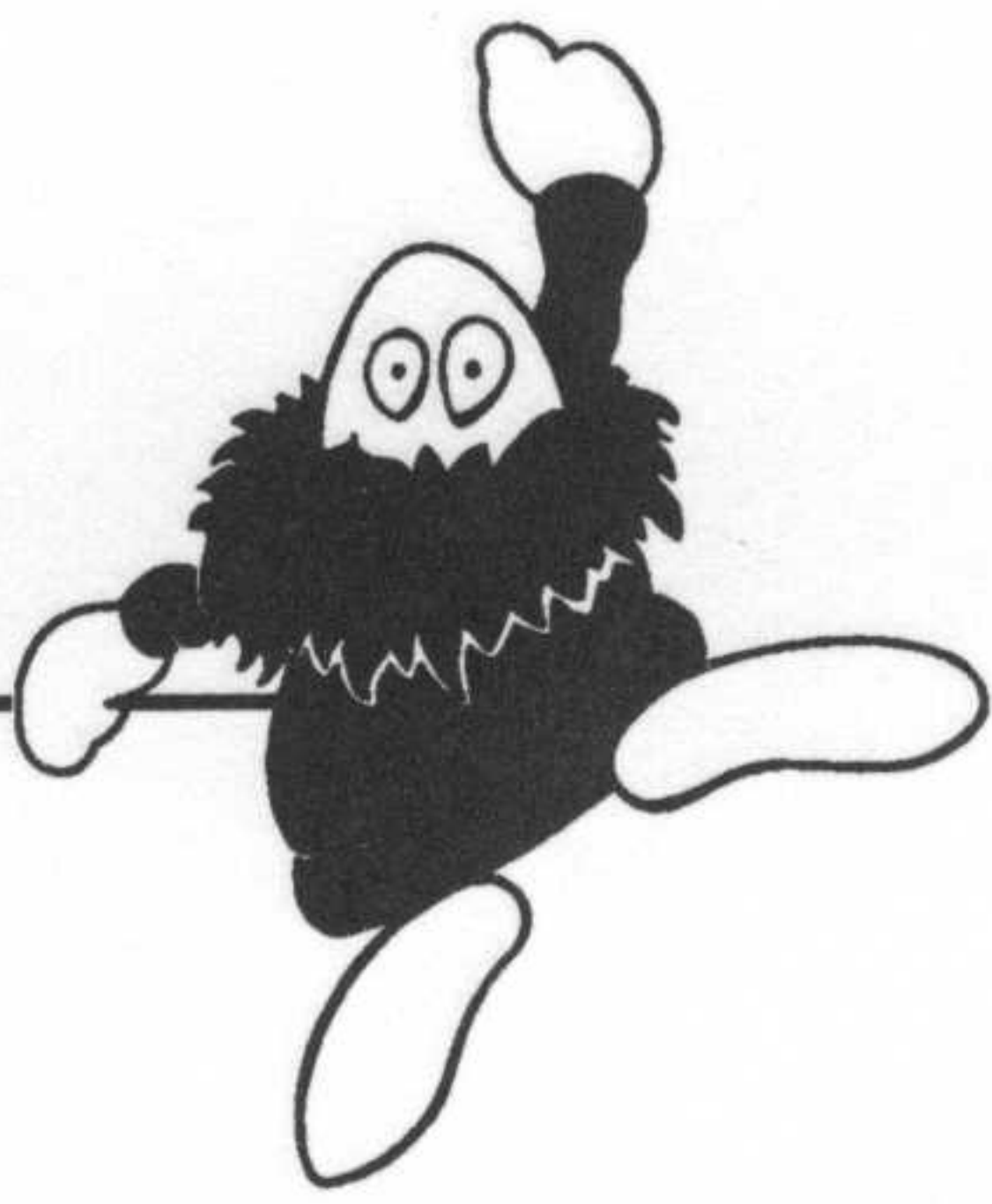
- 3** Accelerate the release rate to 99 so that the lemmings will accumulate in the shaft.
- 4** When all the lemmings are in the pit, create a bomber to drop them the rest of the way down into the exit. If one bomber doesn't do the trick, use two.

Although this process seems to be slightly cruel to the lemmings, some levels necessitate extreme measures!



A





Bonus Level: Tricky 3 — Let's Go Sledding!

Access Code: HCAONNLHCX

Statistics:

80 lemmings

98 percent to be saved

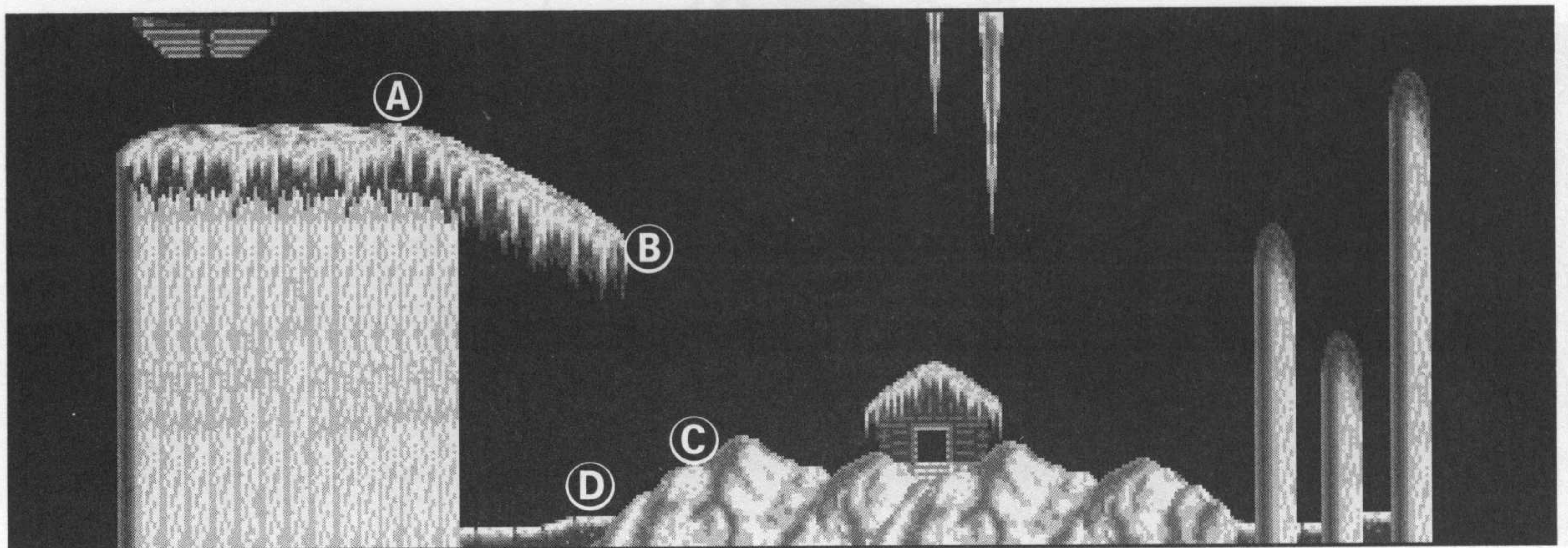
Release rate 1

4 minutes

This level will tax your lemming control abilities! It requires that you have a lemming dig vertically in exactly the right place, otherwise you'll miss your "opportunity window" to complete the level!

Solution

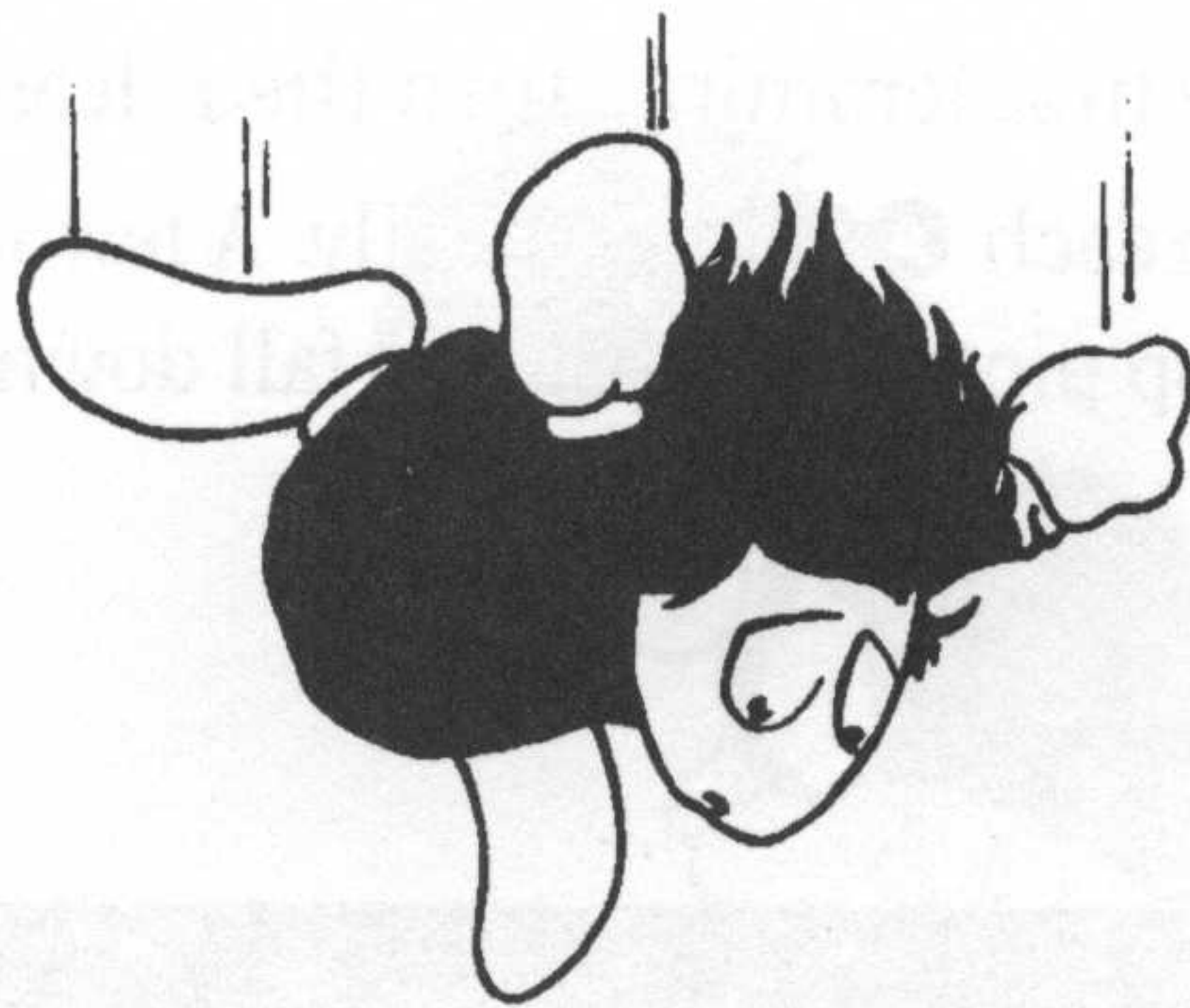
- 1** Have the first lemming to reach **A** dig vertically. This lemming should dig a shaft with an extremely thin wall on the right side.
- 2** One lemming will escape the pit. Give him an umbrella so that he floats to safety at **B**.

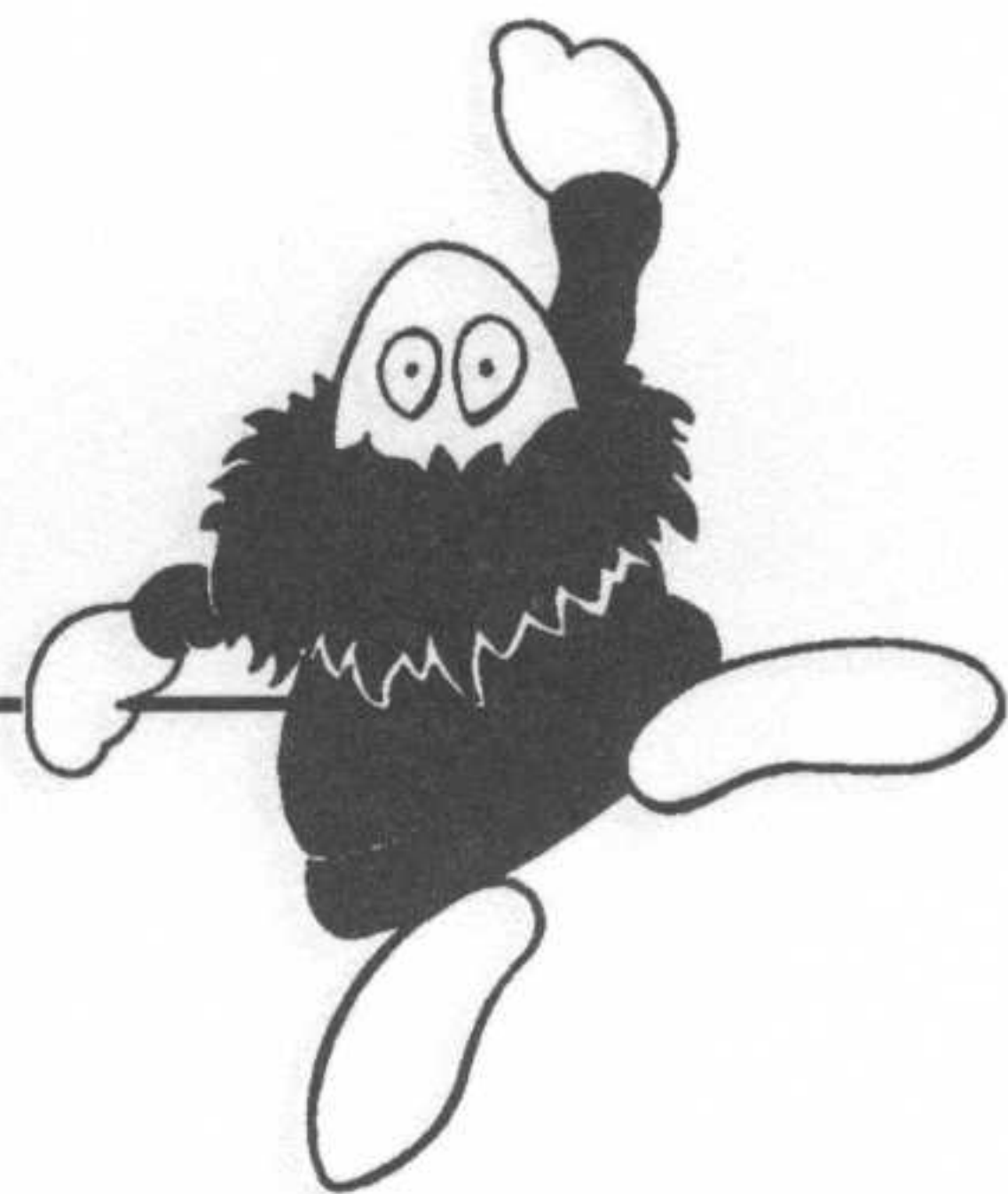




- 3** Have the lemming on the lower mound build into a mound of snow at **C**, so that he turns back to the left.
- 4** Build back to the left at **D**. Two bridges will span the small icy pond.
- 5** Halfway through the second bridge, bomb the digger digging down from **A**. This will allow the lemmings to come through the side of the pit, and land on the bridge.

There are many, many solutions to this level, the one given here is just the easiest to implement. It is definitely possible to get through this level with a 100 percent solution.





Bonus Level: Tricky 4 — The Pipeline

Access Code: CINNLDLICJ

Statistics:

80 lemmings

100 percent to be saved

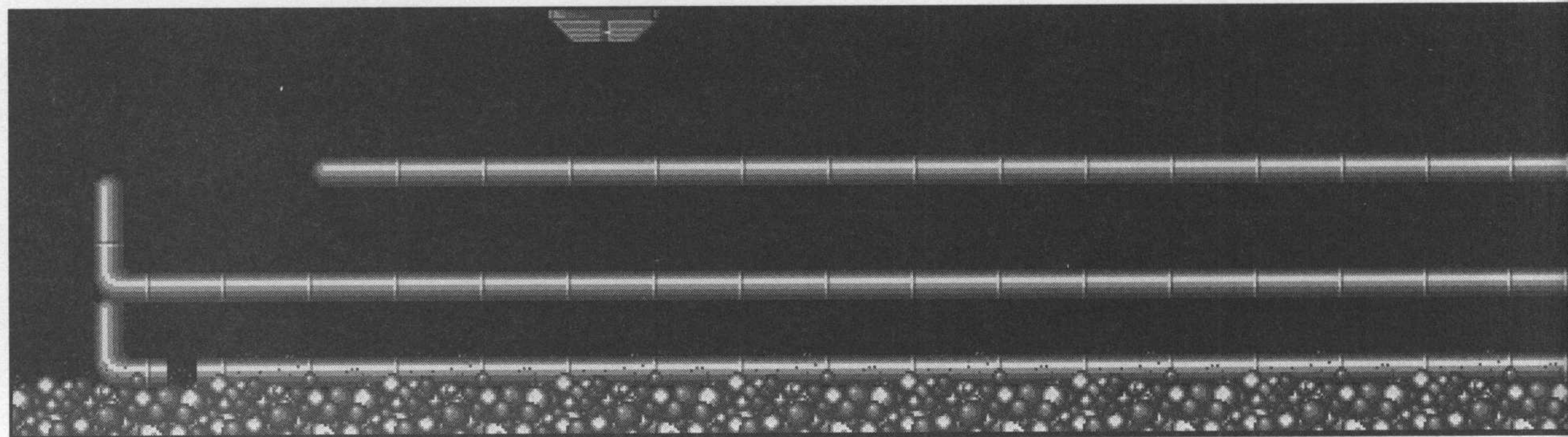
Release rate 50

4 minutes

The lemmings have a looong way to go to reach the goal of this level! On top of this, you'll need 100 percent to graduate to the next category! Never fear, though, as the solution is close at hand! (Immediately following this paragraph, as a matter of fact!)

Solution

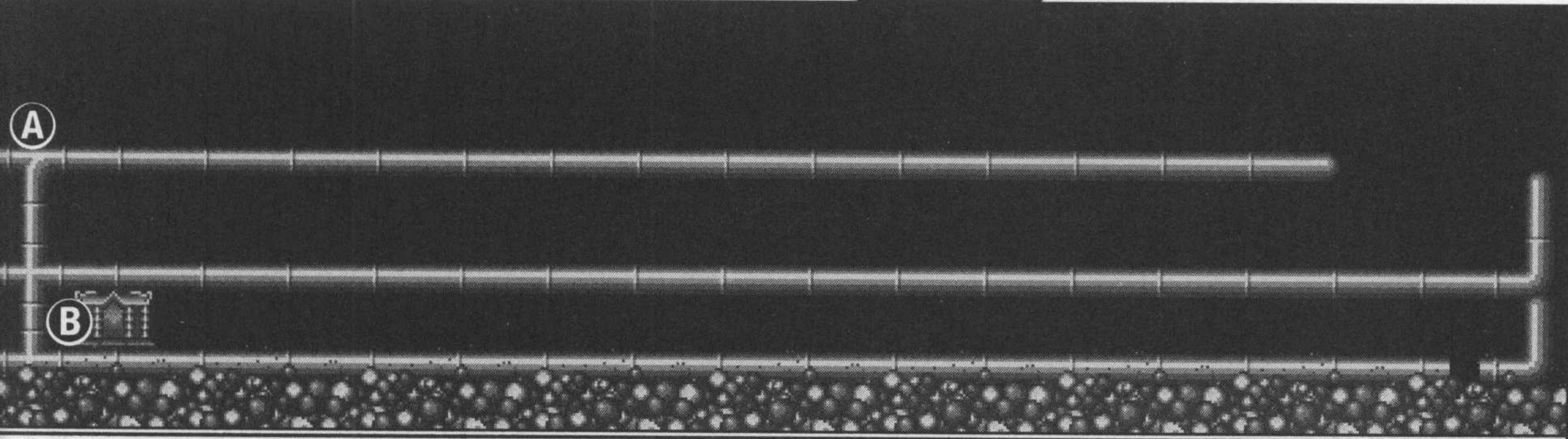
- 1** As soon as you see the very first lemming, turn the release rate up to 99.
- 2** Have the first lemming to reach **A**, dig vertically. A few lemmings will continue towards the right on the top pipe, but most will fall down into the second pipe and walk towards the right.

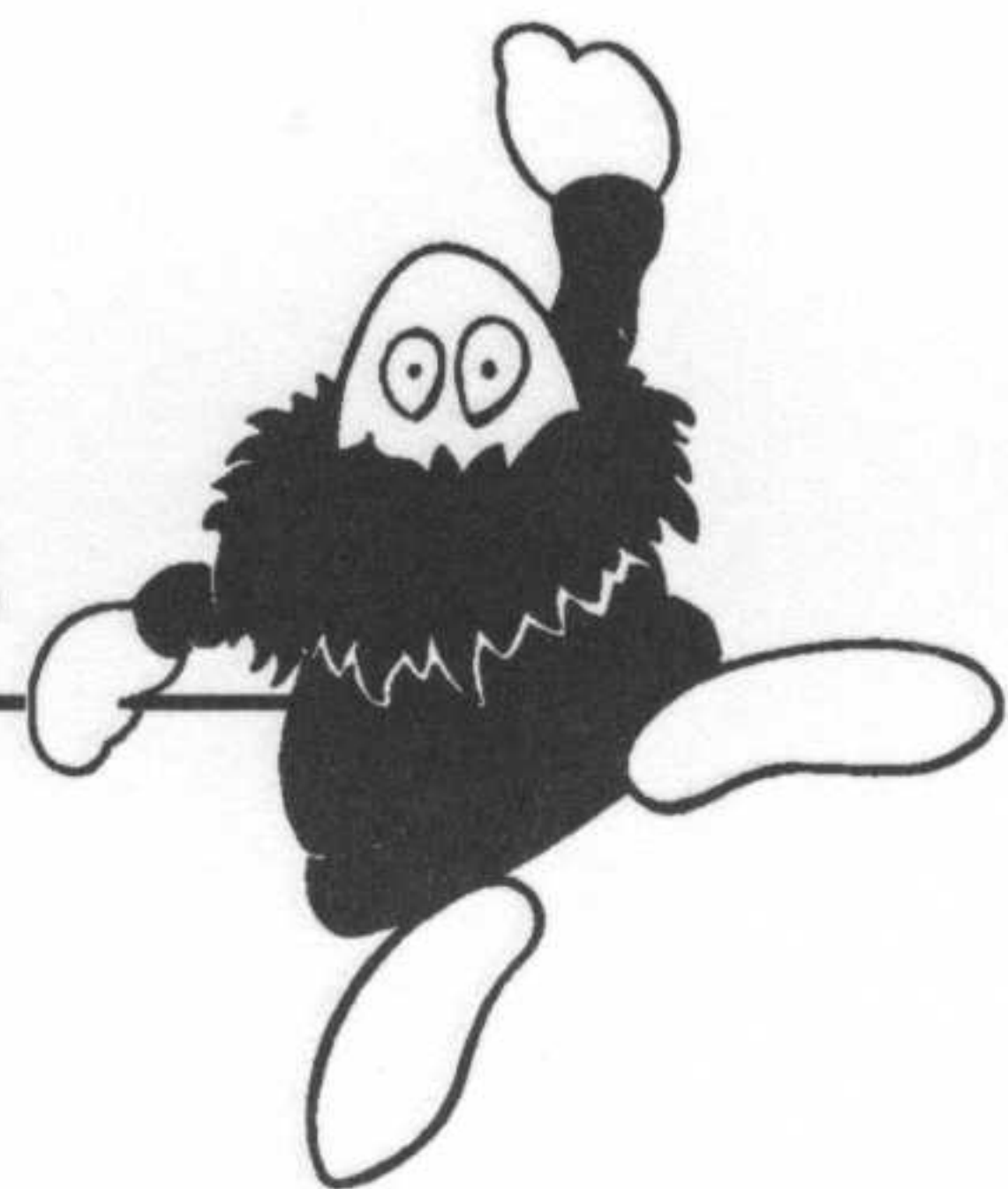




- 3 When the digger lemming reaches **B**, have him bash. Then, relax and wait as the rest of the lemmings will eventually make their way to the goal.

Wow! That was close enough to make almost anybody really nervous!





Bonus Level: Taxing 1 — Wild World of Lemmings!

Access Code: CGKHMDLJCQ

Statistics:

80 lemmings

97 percent to be saved

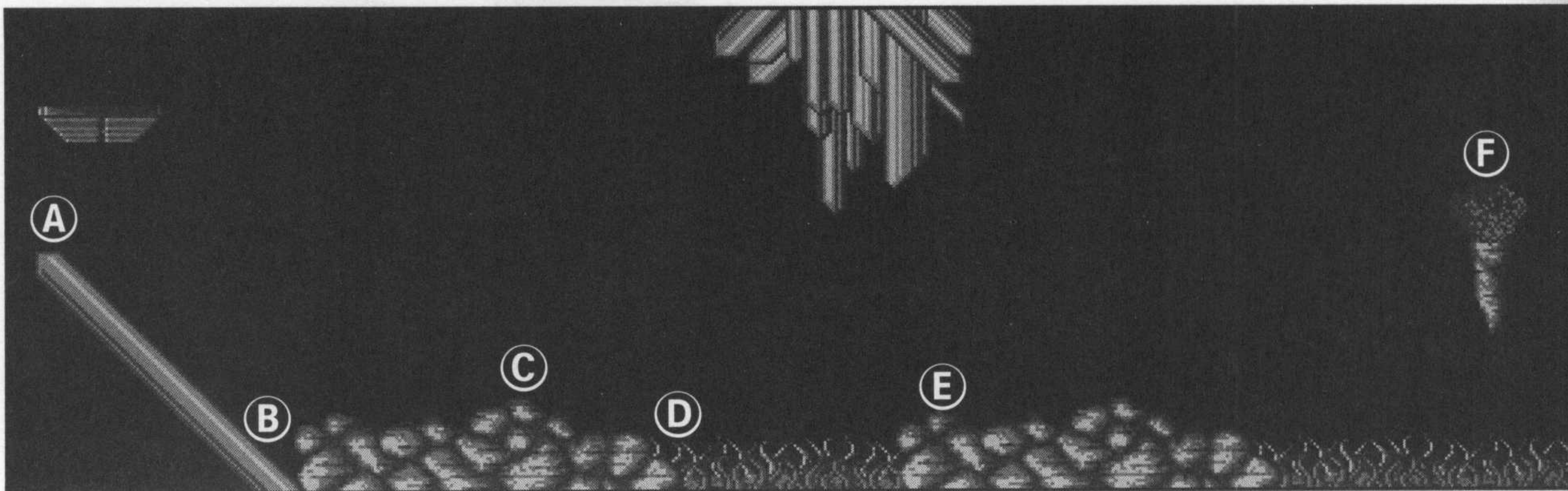
Release rate 1

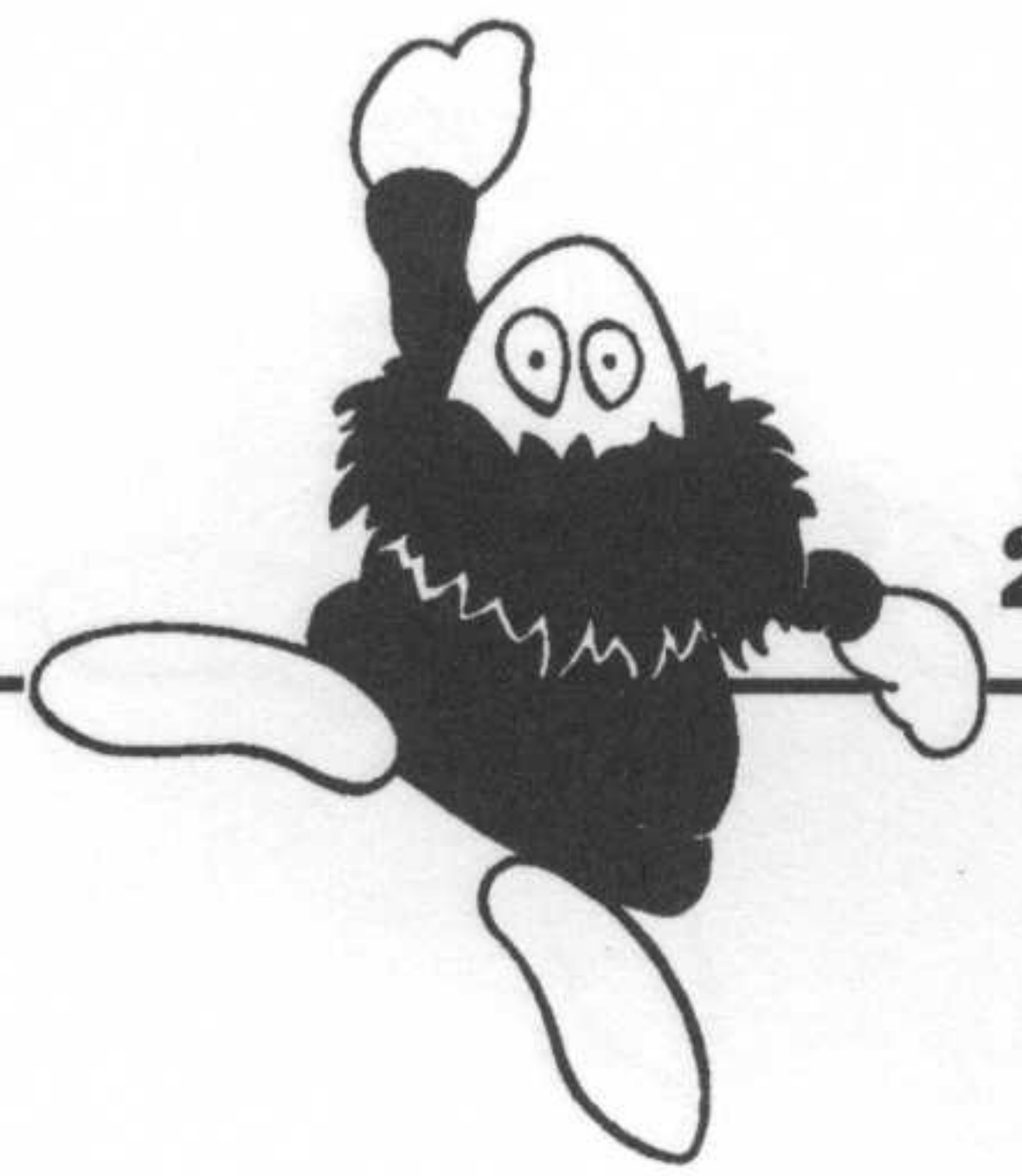
6 minutes

The first thing you'll notice about this level is the large gaps between solid ground on this level, that will be your major obstacle to guiding your lemmings to the goal. Other than this, this level is a walk in the park!

Solution

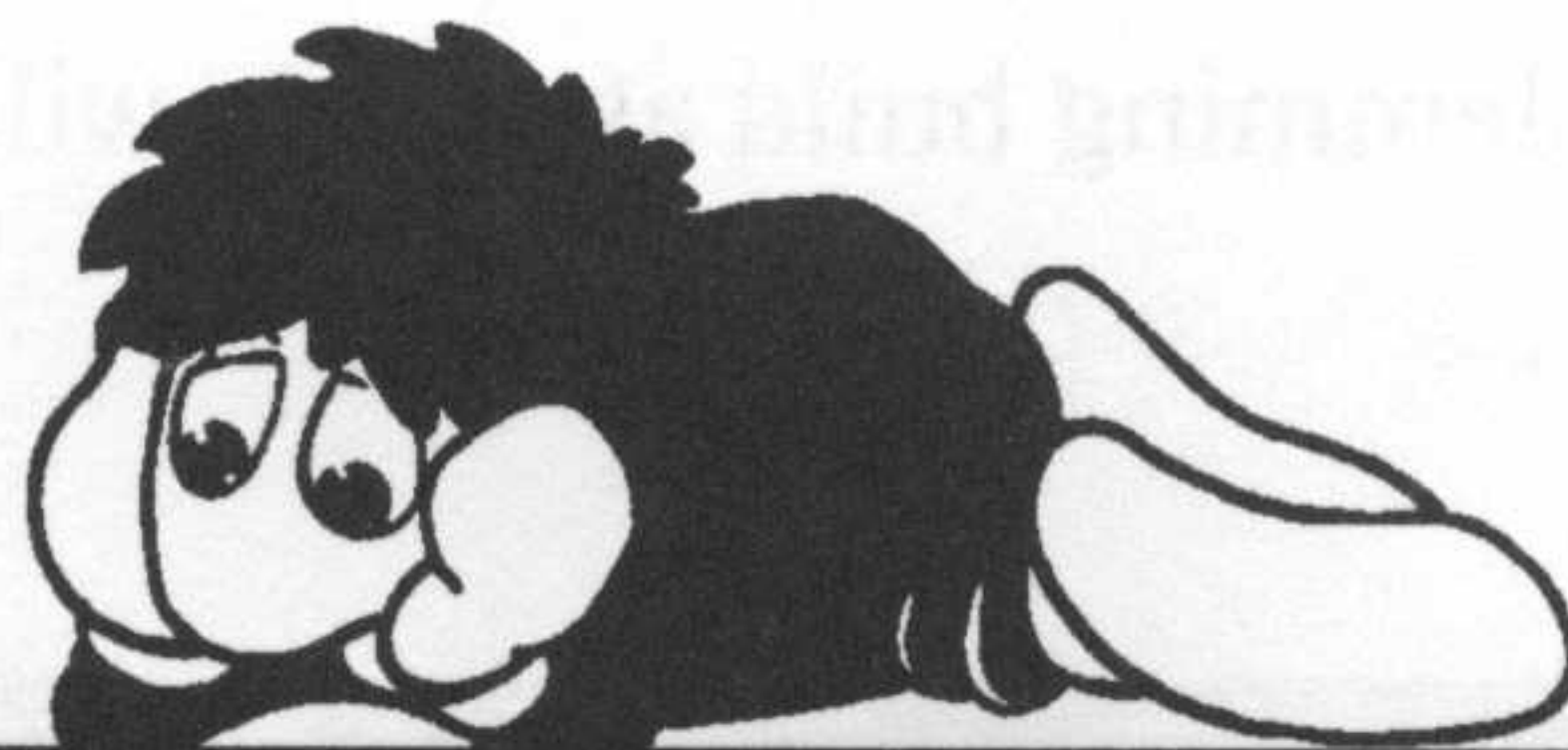
- 1 Turn the first lemming to fall out of the lemming hatch into a blocker at **A**, as soon as he lands on the ground. If this is done properly, the lemmings will fall through him and continue walking towards the right.
- 2 Make a lemming build to the right at **B**.





- 3 Make the second lemming to pass **C** into a blocker.
- 4 Build 4 bridges at **D** with the one lemming. This will get him to **E**.
- 5 Build from **E** to **F**, then from **F** to **G**.
- 6 Build 3 bridges from **G**. While he's building, give him an umbrella. Allow him to fall after he's finished with his three bridges.
- 7 Have the lone lemming build a bridge at around **H**. This will turn him around. Immediately have him build another 6 or 7 bridges, heading towards the left. This will make him bump his head and turn around.
- 8 Bomb the blocker at **C** to release the lemmings.
- 9 Bomb the blocker at **A** to finish the level.

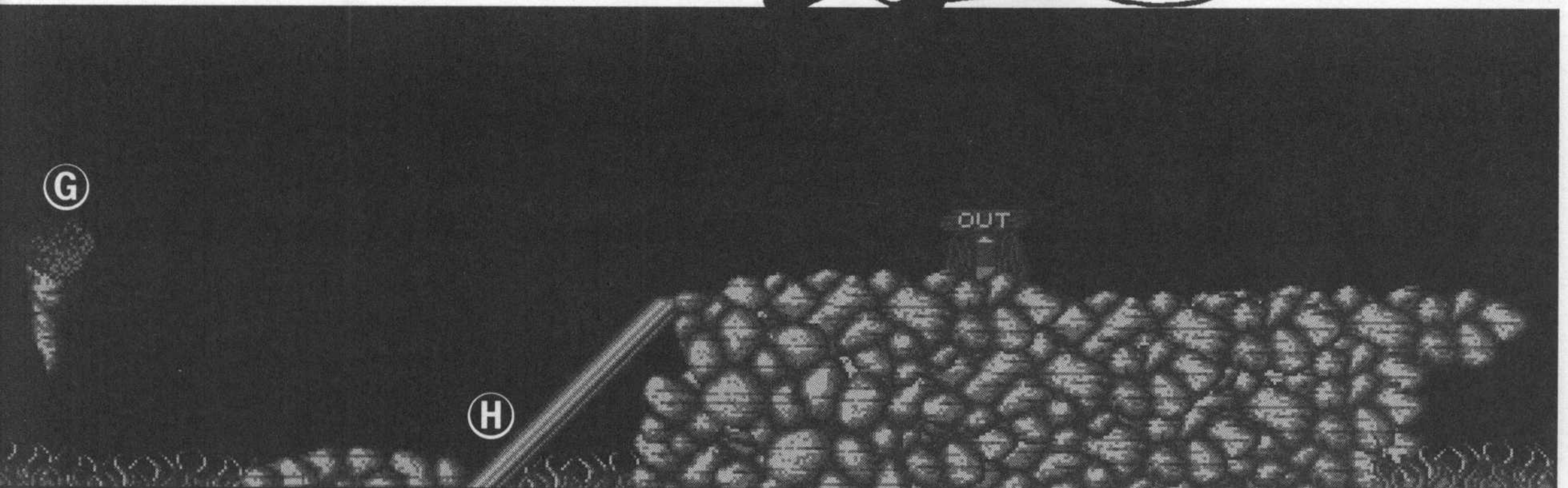
We hope you've enjoyed your tour through the Wild World of Lemmings!

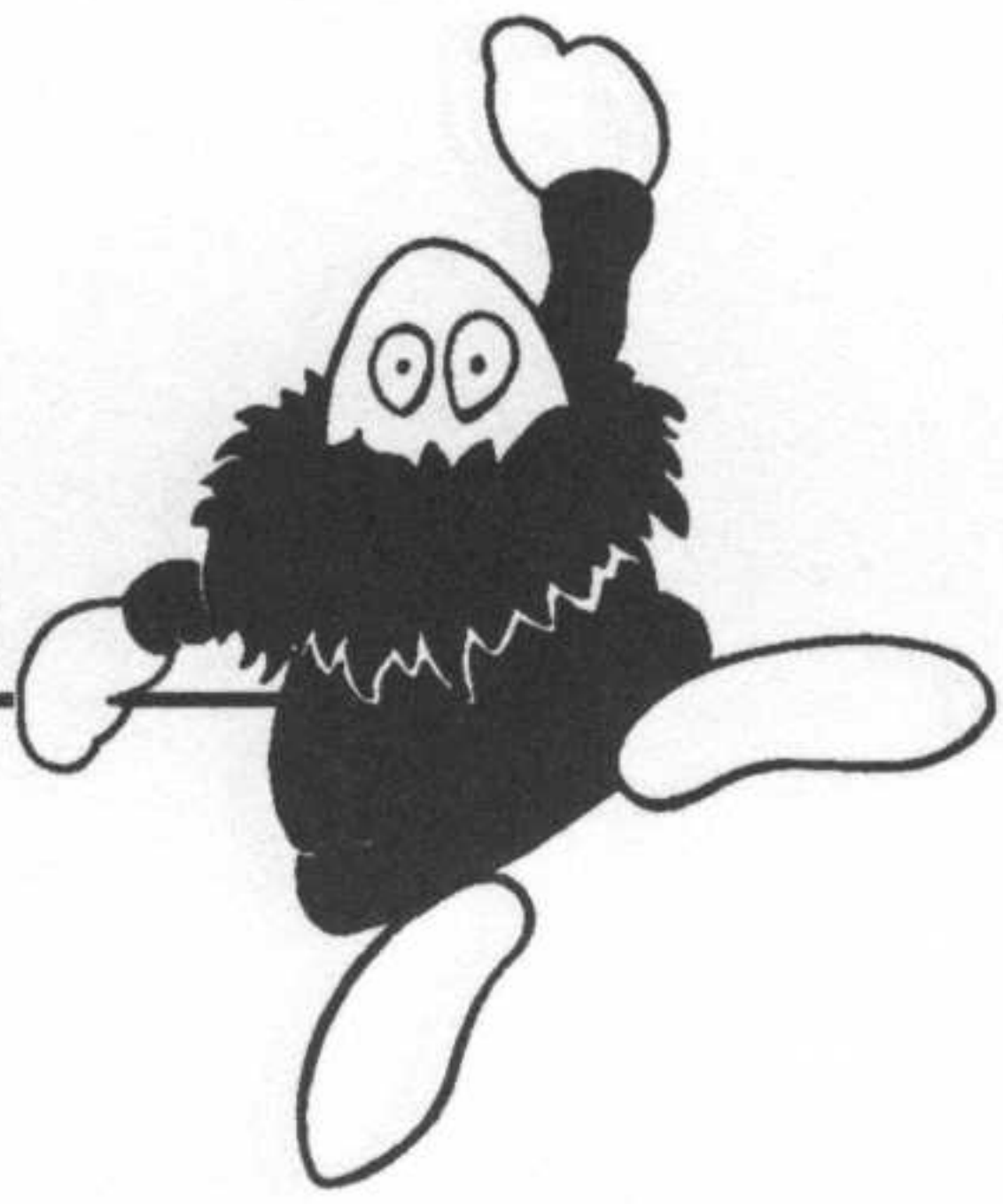


G

OUT

H





Bonus Level: Taxing 2 — Winter Lemmingland

Access Code: MKHMDLCKCX

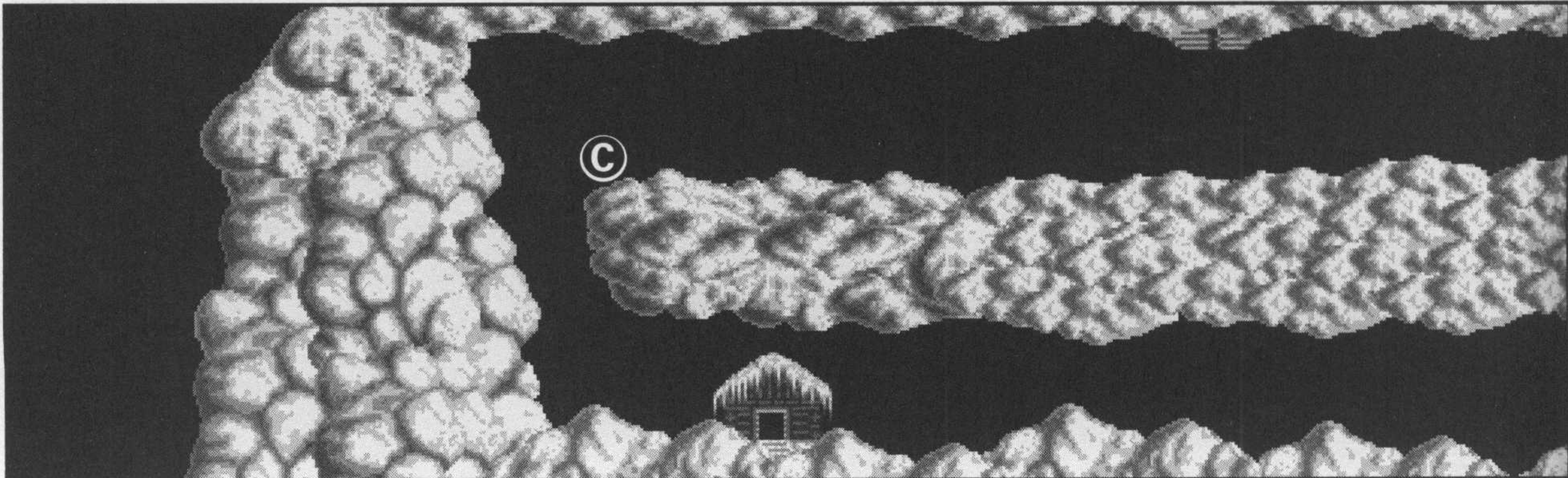
Statistics

80 lemmings
100 percent to be saved
Release rate 50
4 minutes

This level looks like a walk through a winter meadow, but looks can be deceiving in *Lemmings*! You only have a few attributes available on this level. Aside from that, there are traps hidden everywhere! Dig down, and you might get burned by hot steam. Take the right-hand path, and your lemmings could get spiked. So, we'll sneak our little friends around the left-hand side.

Solution

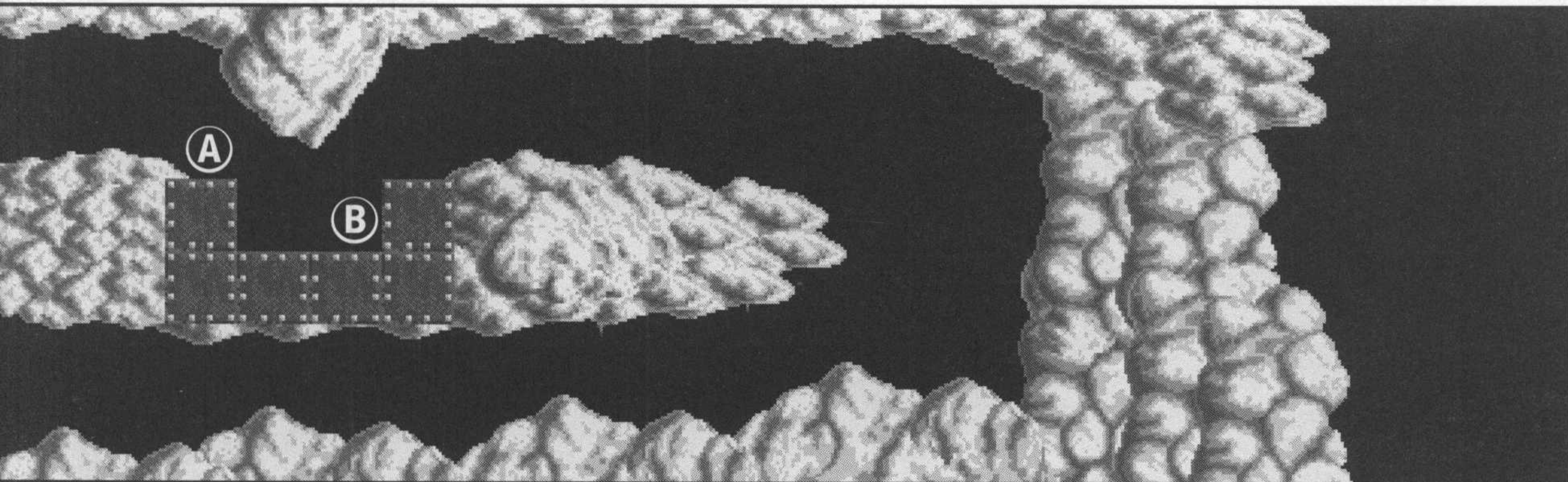
- 1 Have the second lemming build at **A**. He will hit his head on the snowbank and turn around.





- 2** When your first lemming hits the wall at **B** and turns around, build a single bridge to the left. This will make it easier to build out of the pit later.
- 3** Your first lemming will walk to **C**. Build a bridge here. The bridge will not touch the far wall, but your lemming will drop down safely, turn around, and walk to the exit.
- 4** Build a second bridge on top of your first one at **B**. Be careful — if you don't get this just right, your builder will hit his head on the other bridge before he finishes!

If you're really courageous, or really bored, you can also try going around the right-hand side. You may soon discover that it's not a beautiful sight!





Bonus Level: Taxing 3 — Oh no! Squish.

Access Code: OHOLHCCLCY

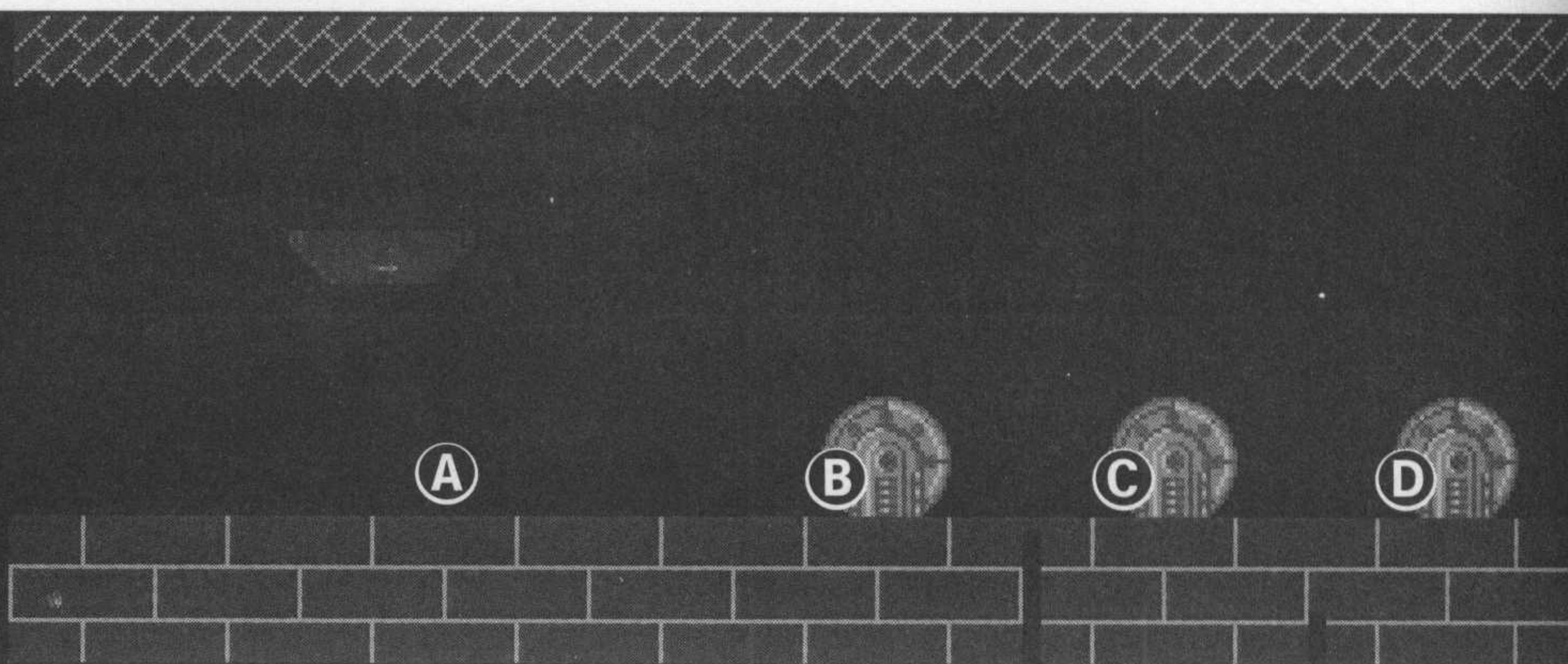
Statistics:

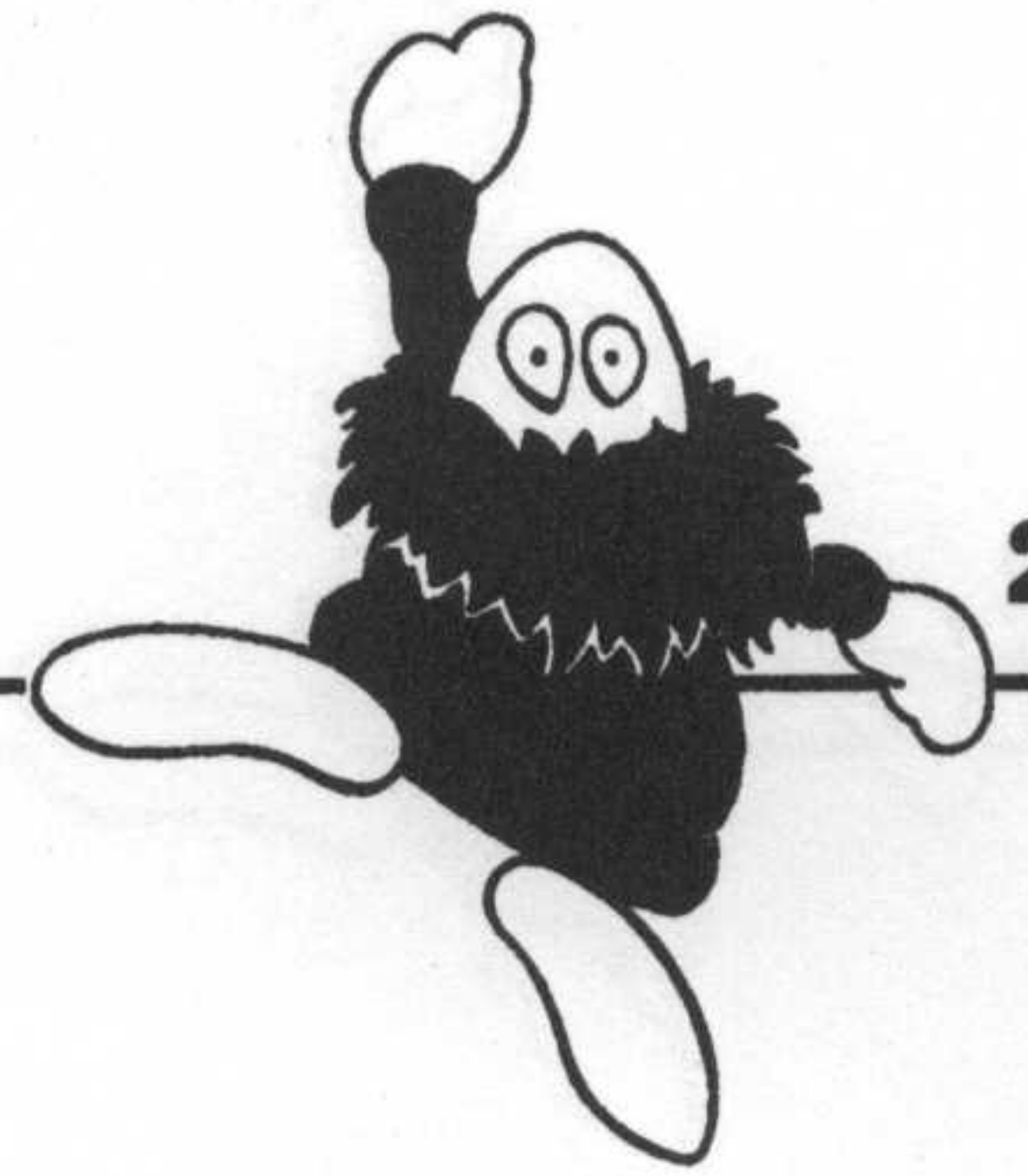
- 80 lemmings
- 100 percent to be saved
- Release rate 1
- 2 minutes

Beware! These levels are starting to get quite difficult! In this one, you need to have the lemmings dig slightly to avoid triggering the lemming-squisher traps. In addition, you'll need to successfully avoid the traps four times to complete the level!

Solution

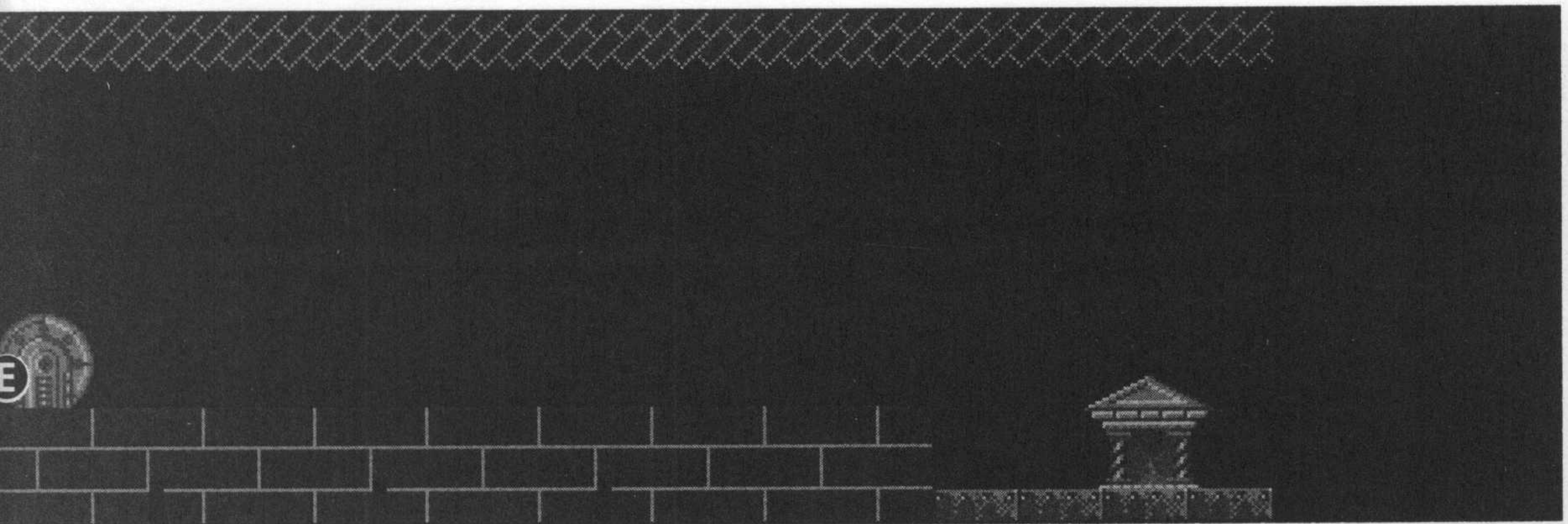
- 1** Have the second lemming to come out of the trap build at **A**.
- 2** Have the first lemming to reach **B** dig vertically. After four or five digs, have him bash. This will create a small depression in the ground, which is just enough to have the lemmings narrowly escape the squishing wheels!





3 Repeat step 2 at **C**, **D**, and **E**.

Note that if the second lemming catches up to the first while he's doing his digging-and-bashing exercise, you can have the second lemming build at almost any point to slow him down. You need 100 percent of the little rodents to graduate to the next stage!



**Bonus Level: Taxing 4 — Watch Your Step****Access Code:** HMDLCINMCY**Statistics:**

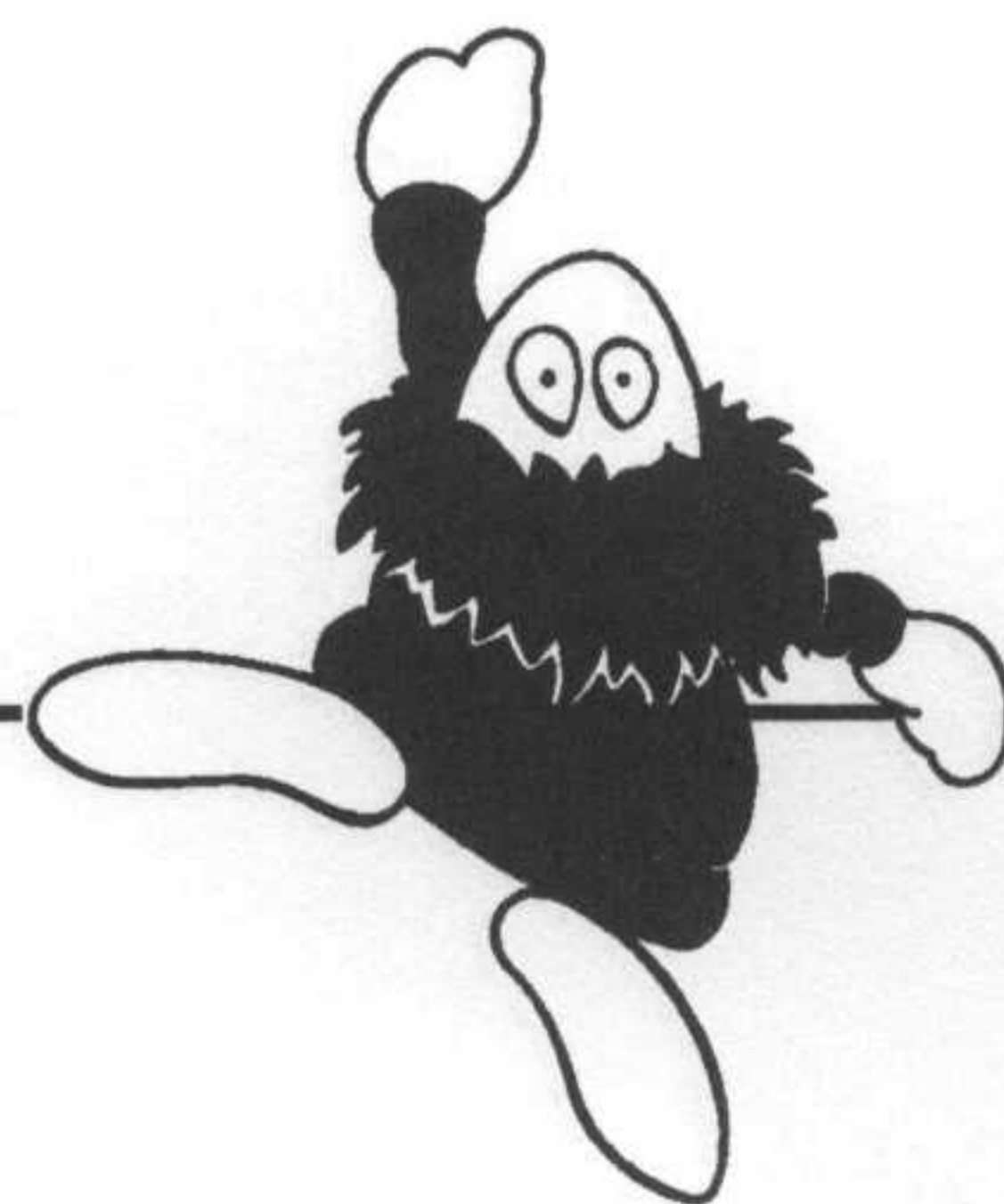
80 lemmings
97 percent to be saved
Release rate 80
3 minutes

This level is a variation on the level called “Tightrope City” in the original *Lemmings* game. Only this time, there’s a tiny gap in the middle of the tightrope!

Solution

- 1** Turn the first lemming into a blocker as soon as he hits the ground. The other lemmings should fall through the blocker and continue towards the right.
- 2** Have the first lemming to reach the gap at **A** build a bridge. The first tile placed should completely cover the gap.

A

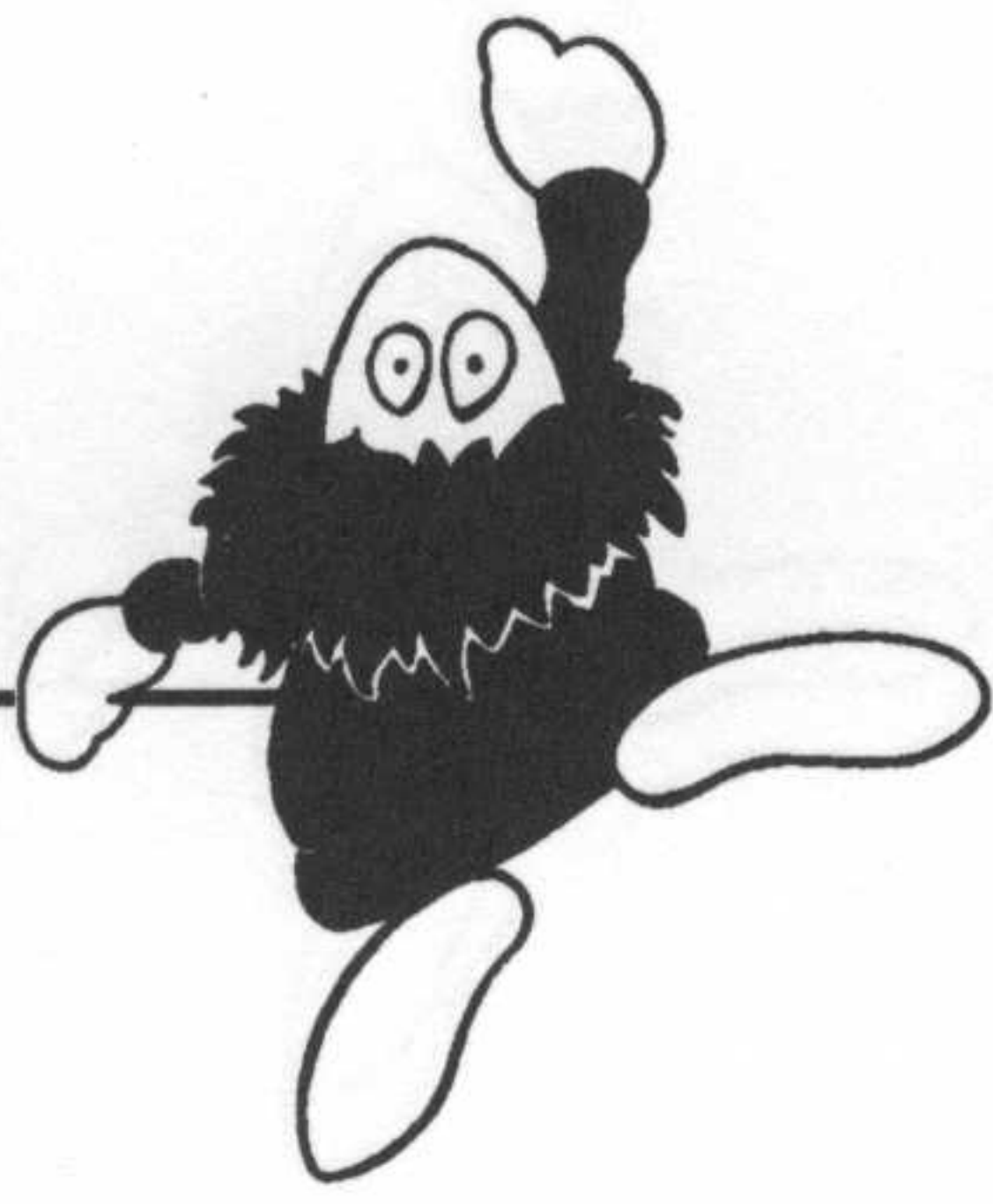


- 3 After the builder places about 5 or 6 tiles, turn him into a blocker.
- 4 Four or five lemmings will be heading towards the right. When the first lemming reaches **B**, have him build.
- 5 Turn the first lemming to reach **C** into a blocker. **C** is at the very edge of the platform.
- 6 Blow up the elevated lemming at **A** to free the lemmings.

It is possible to save an additional lemming by bashing through the bridge where the lemming at **A** stands, instead of blowing him up. However, this task is not nearly as easy as it sounds, and is a job that only the most expert *Lemmings* players should attempt!

B **C**





Bonus Level: Mayhem 1 — Dolly Dimple?

Access Code: MDLCAKLNCS

Statistics:

80 lemmings

100 percent to be saved

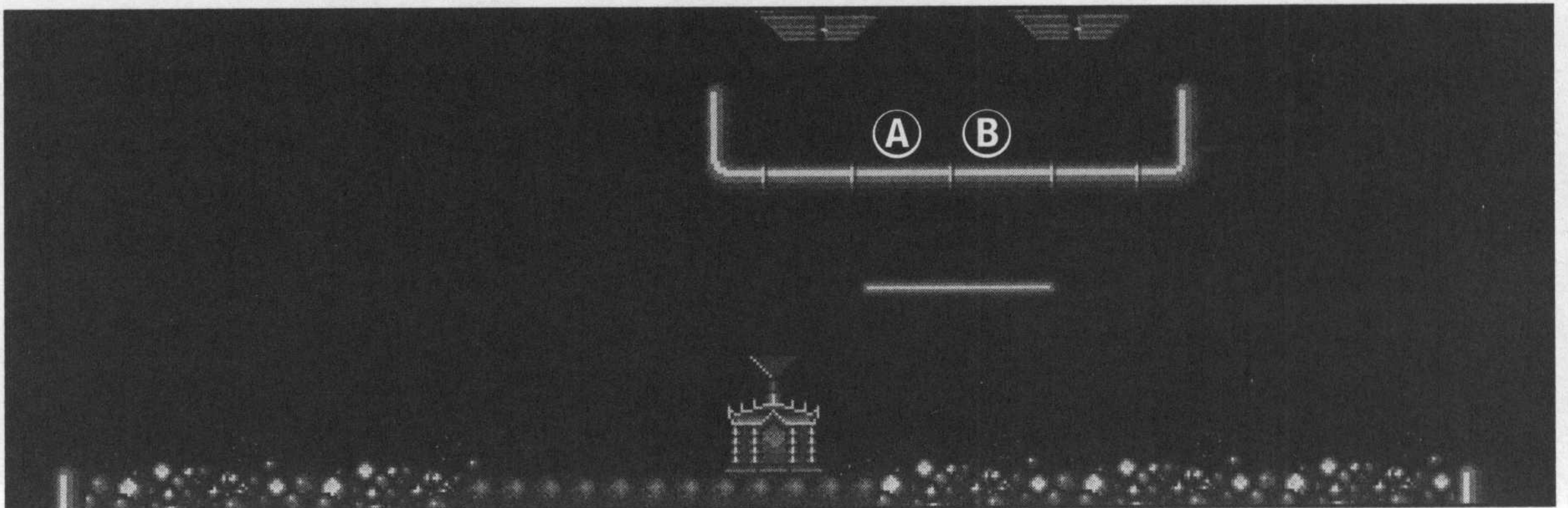
Release rate 25

3 minutes

This level borrows its name (and layout!) from a level in *Oh No! More Lemmings* called “Dolly Dimple” (without the question mark). However, the solution is completely different!

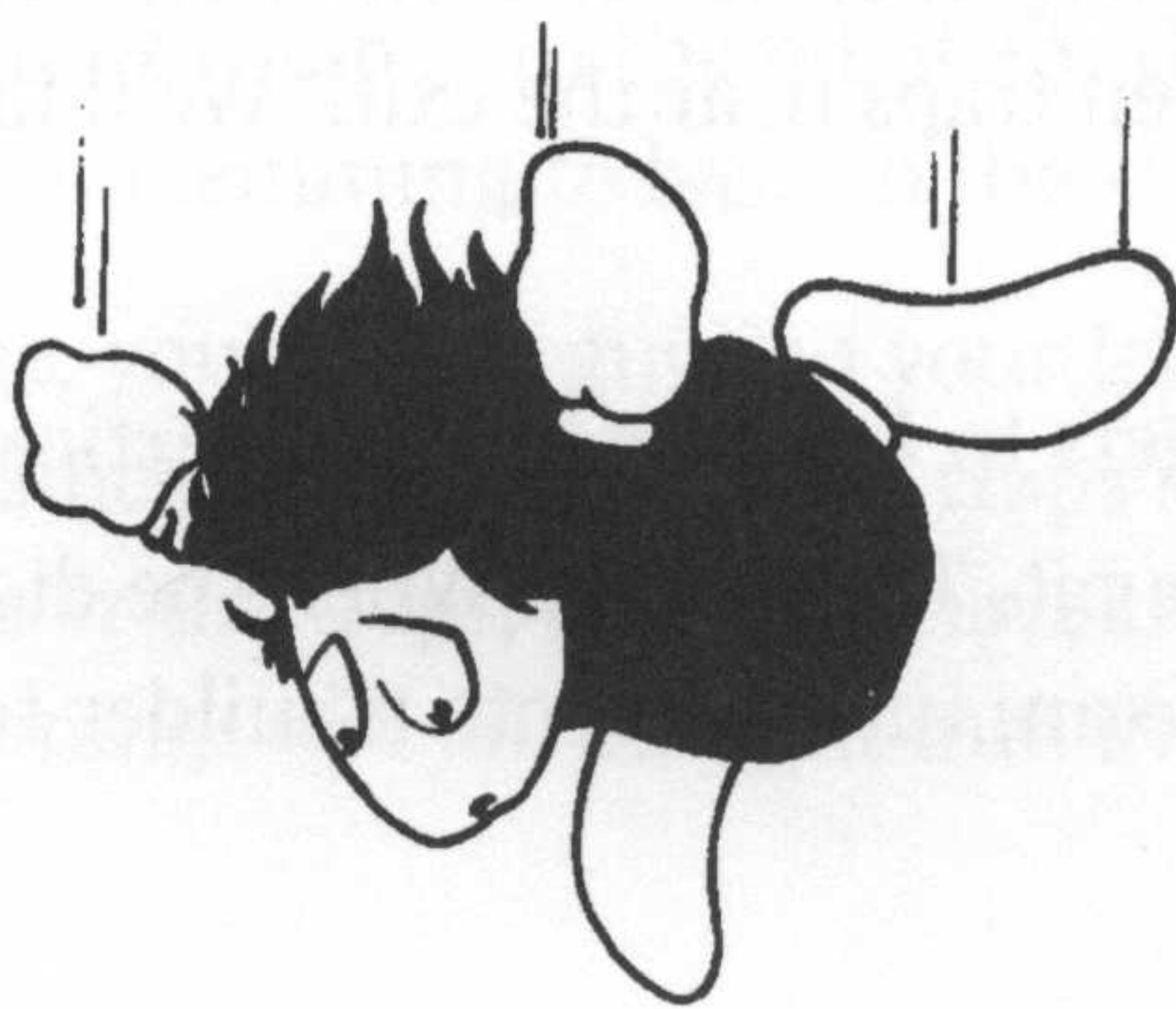
Solution

- 1** Have the first lemming who gets to **A** build a bridge to the right.
- 2** Have the first lemming who gets to **B** (and is heading towards the left) dig vertically.





This process will create a sort of one-way valve, where only lemmings who are heading towards the left can pass. This will prevent any lemmings from falling into the bubbles on the right side of the platform!





Bonus Level: Mayhem 2 — Which Way Do We Go?

Access Code: DLCIJOMOCN

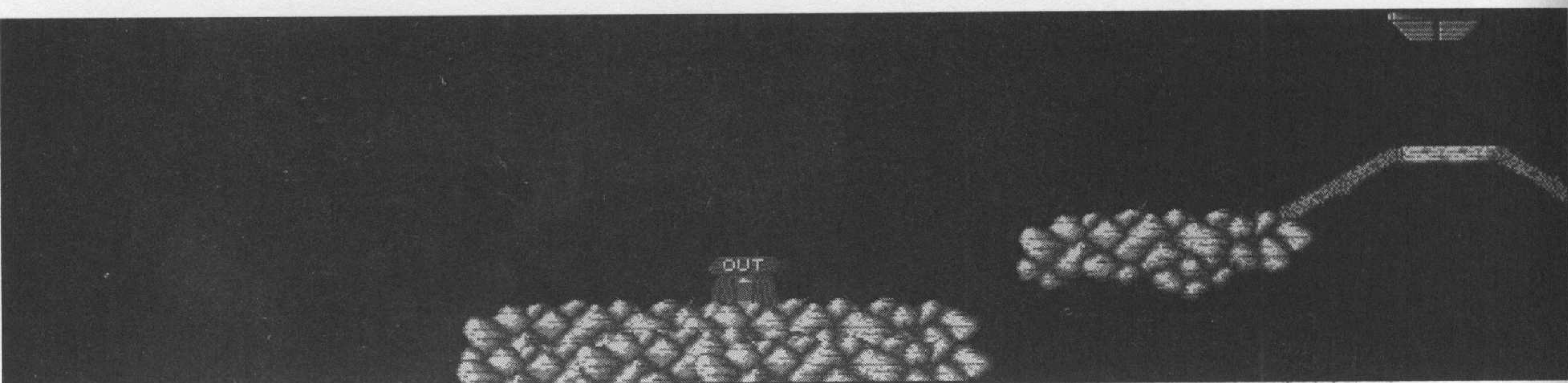
Statistics:

80 lemmings
100 percent to be saved
Release rate 80
5 minutes

You can solve this level going in either direction. The left direction looks a lot easier, but there are a bunch of hidden traps near the exit! We'll take the right path.

Solution

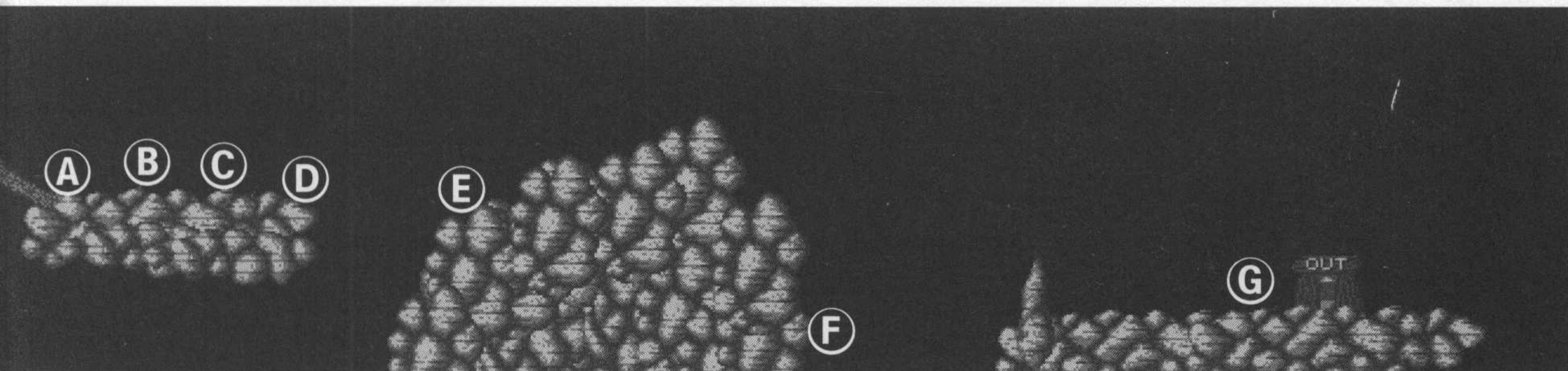
- 1 When the first lemming gets to **A**, have him dig vertically.
- 2 A lemming will escape the pit. This is fine. When the digging lemming gets about halfway through the platform, turn him into a builder to stop him from digging.

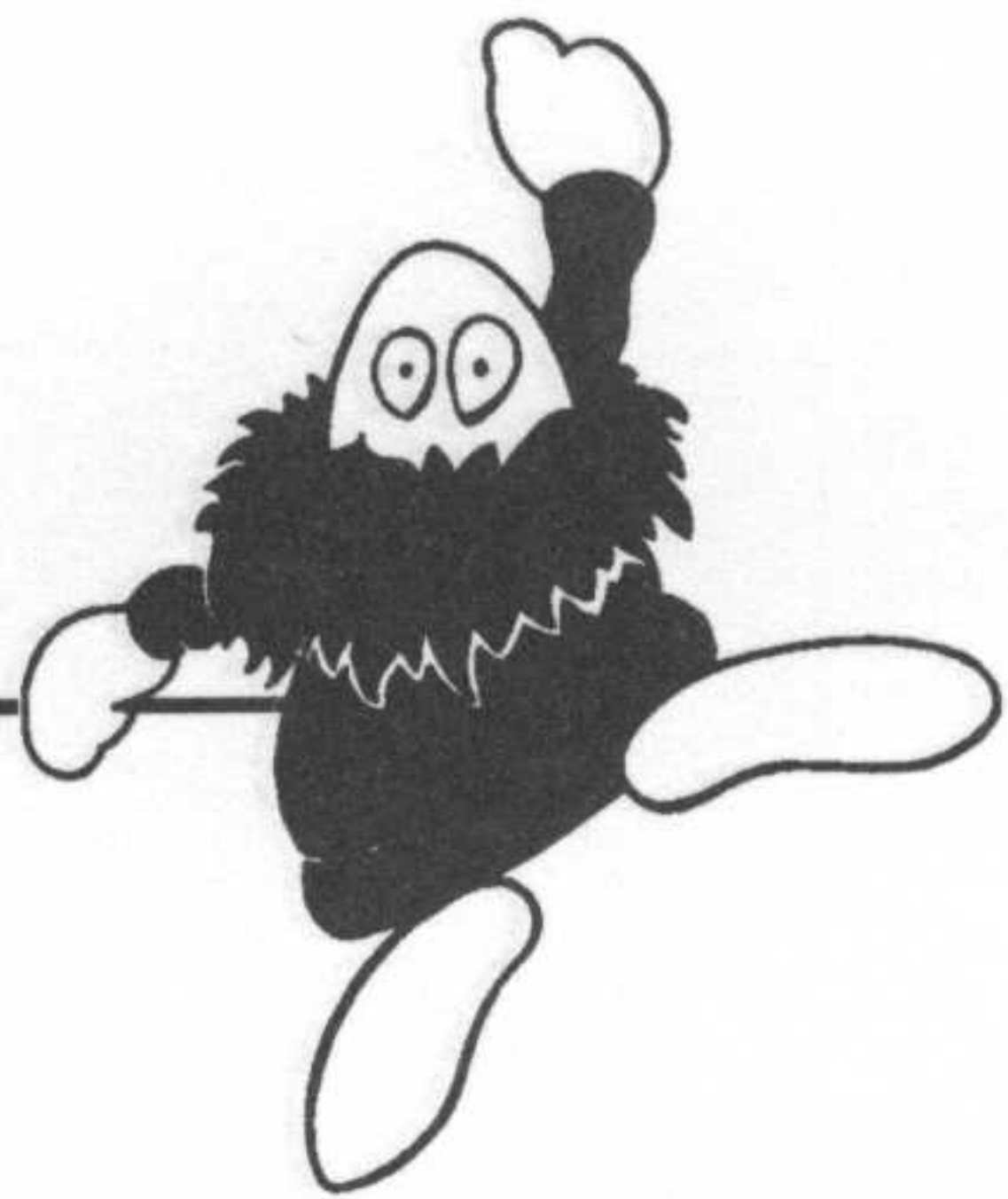




- 3 Have the lone lemming build bridges at **B** and **C** to escape the hidden vines.
- 4 Have the lone lemming dig at **D**, shaving off the right side of the platform. Just before he digs all the way through the platform, have him build.
- 5 Three bridges will leave the lemming at **E**. Turn him into a miner.
- 6 When the lemming gets to be about an inch or so from the bottom of the rock, turn the lemming into a basher.
- 7 The lemming will eventually tunnel through the rock at **F**. Have him build three bridges from this point.
- 8 Build a bridge from **G**, over the last hidden vine.
- 9 Now, go back to the lemmings trapped in the pit at **A**. Use the technique in the “Tips and Tricks” section to select a lemming to bash to the right.

For an additional challenge, you can try guiding your lemmings through on the left side. Tread carefully, though, since there’s a bunch of traps near the exit on that side! You’ll need to build a bridge over the traps, and then have the builder bash at just the right moment so that the lemmings will fall straight into the exit . . . without ever touching the ground!





Bonus Level: Mayhem 3 — Old MacDonald Had a Farm . . .

Access Code: LCANOMDPCK

Statistics:

80 lemmings

95 percent to be saved

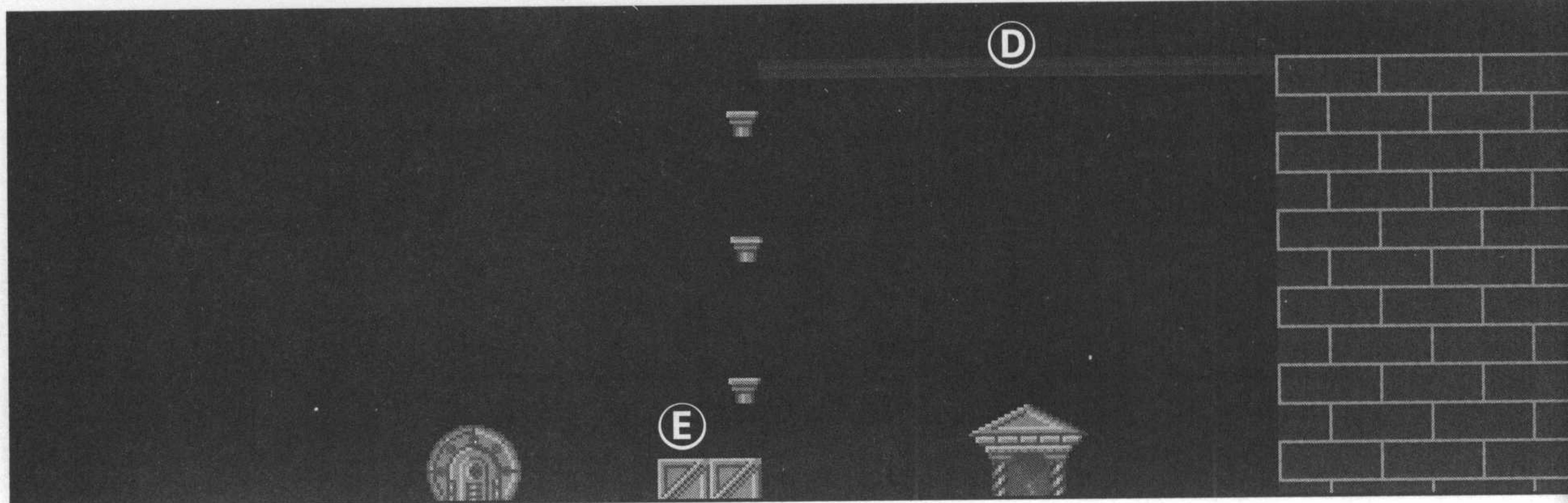
Release rate 25

3 minutes

This level involves some tricky timing! You must use a bomber to destroy one of the pillars hanging in mid-air so that the lemmings can fall straight down to the second pillar . . . good luck!

Solution

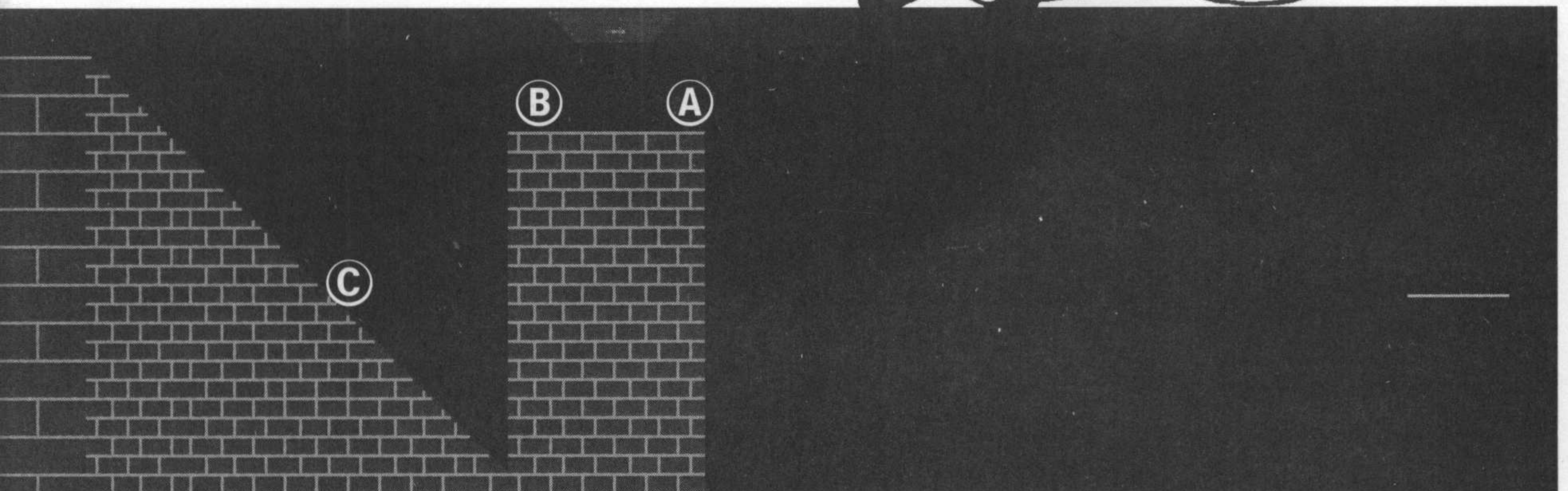
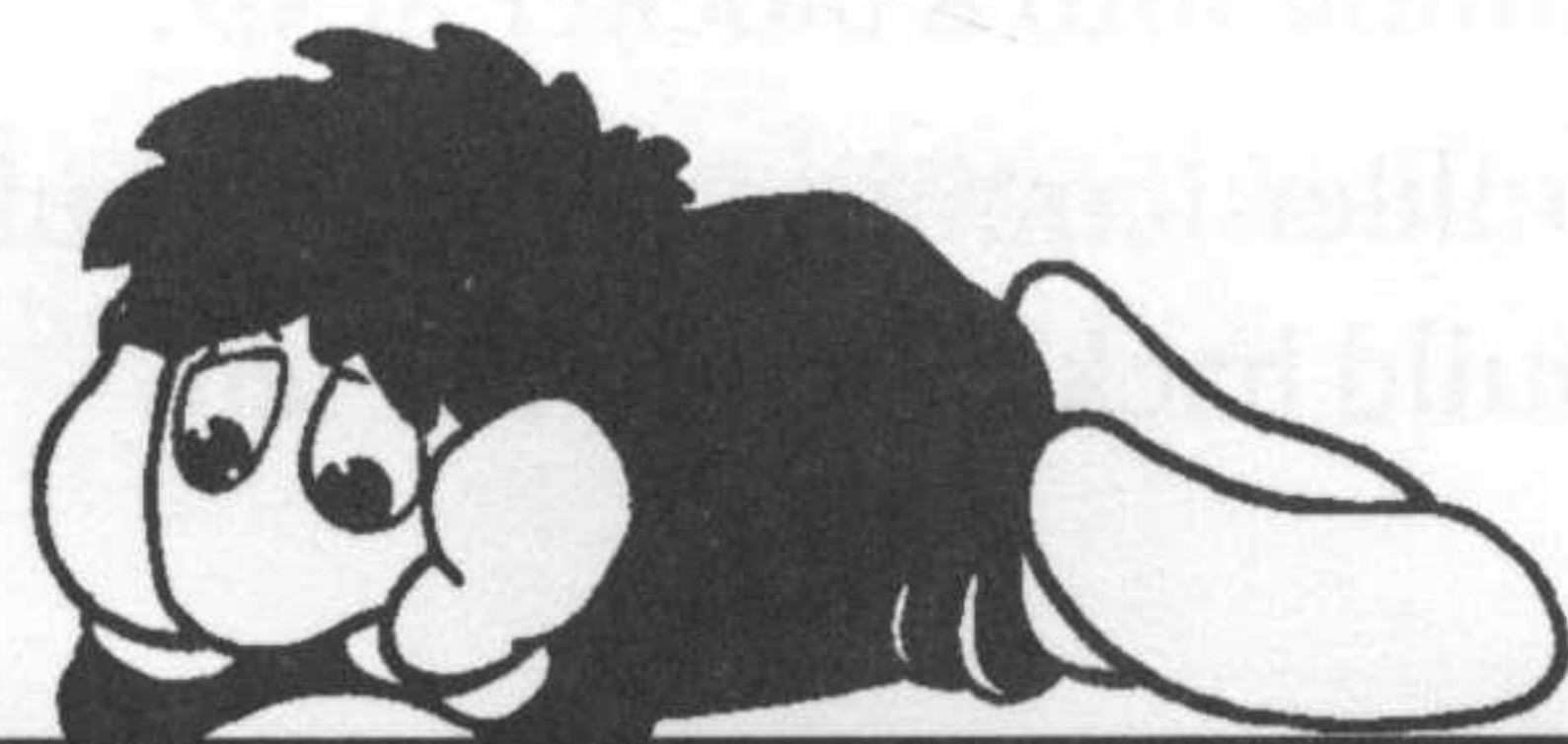
- 1** Turn the first lemming into a blocker at **A**.
- 2** Turn the next two lemmings into floaters. Place a blocker at **B**.
- 3** Turn the second floater into a builder at **C**. This will turn him around. Immediately have him build a bridge towards the right, creating a safe platform for the lemmings to land on.

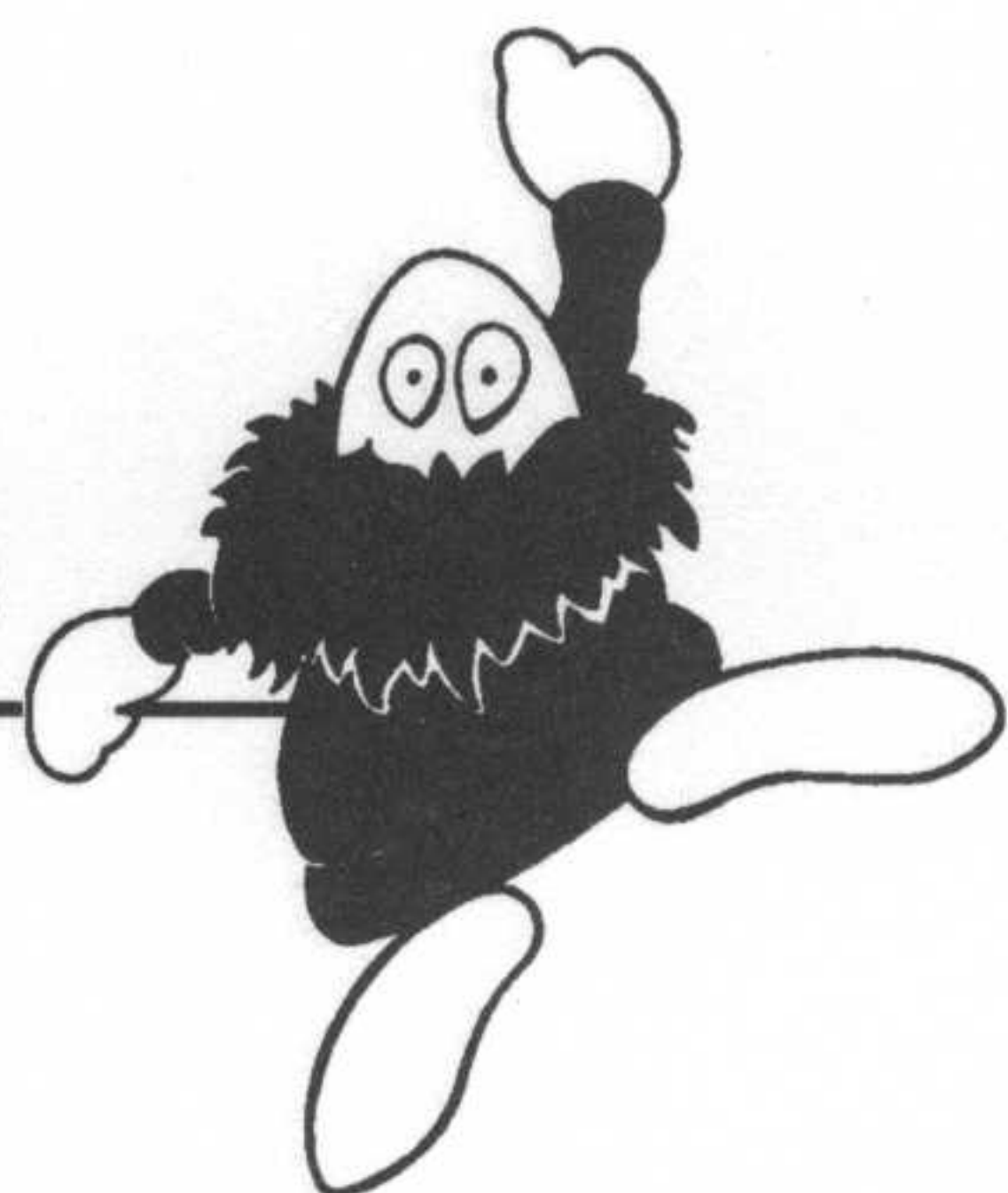




- 4 Turn the first lemming to reach **D** into a bomber. This should destroy the topmost pillar.
- 5 When the remaining floater reaches **E**, turn him into a blocker.
- 6 Build over the lemming at **B** to release the bulk of the lemmings.

Note that you're only allowed to lose four lemmings on this level, and you'll need to lose four to successfully complete the level!





Bonus Level: Mayhem 4 — Congratulations!

Access Code: CMOLMDLQCV

Statistics:

80 lemmings

87 percent to be saved

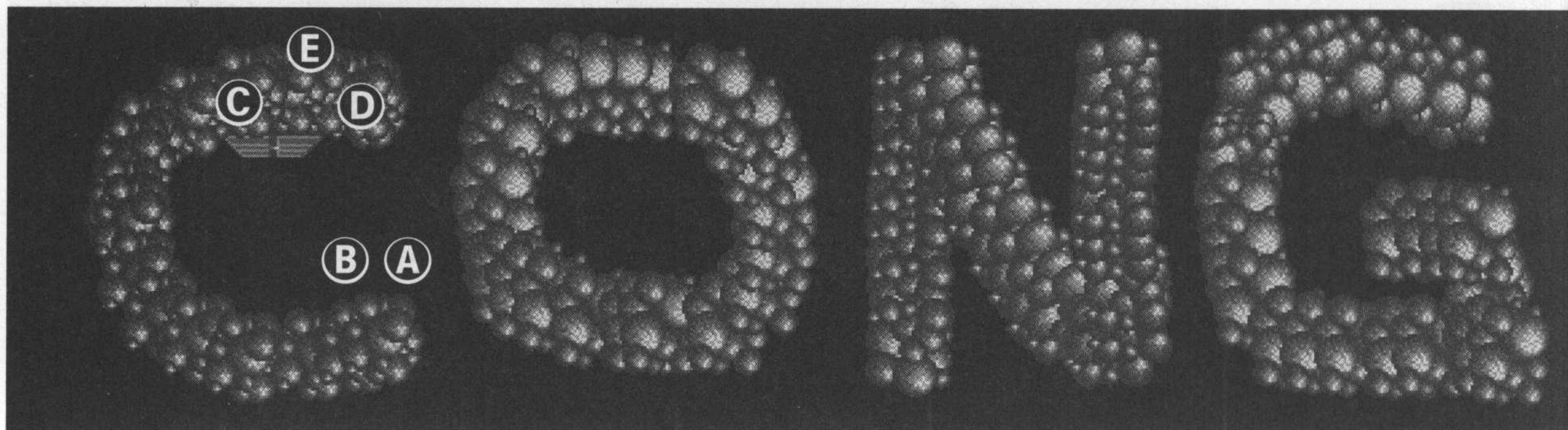
Release rate 25

9 minutes

This level looks awful! It looks like a lot of work, doesn't it? There's a secret buried on this level, though, which you'll only find out about if you've got this book! Read on . . .

Solution

- 1** The secret to this level is that there's an exit hiding right above the lemming hatch!
- 2** Have a lemming build to the right at **A**.
- 3** Turn a lemming into a blocker at **B**.
- 4** Have the builder lemming continue building until he runs into the letter "O". Then, have him build back towards the left.

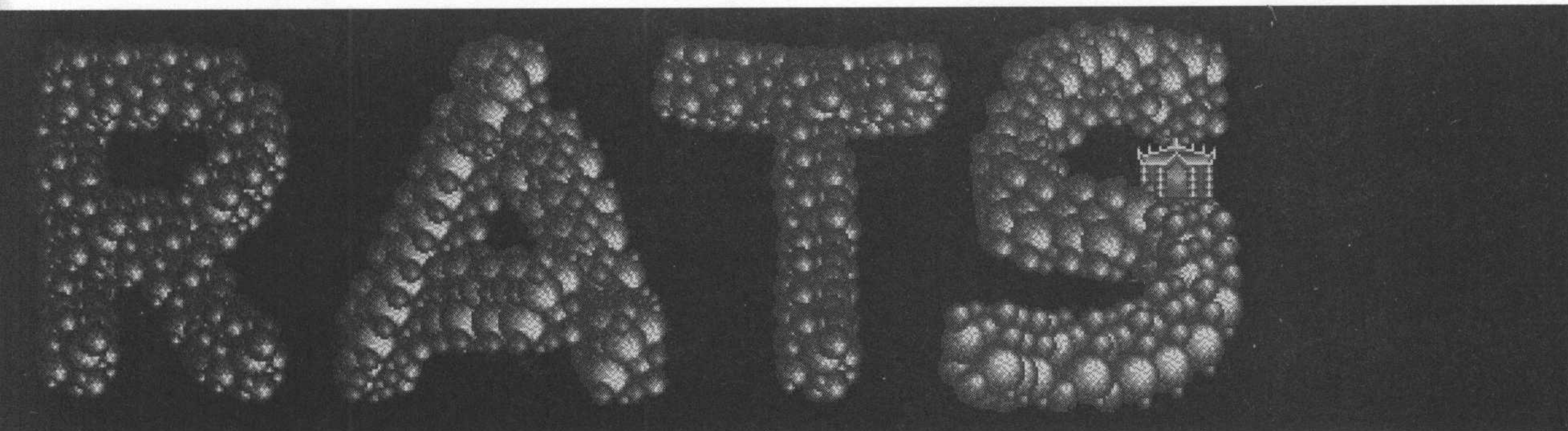


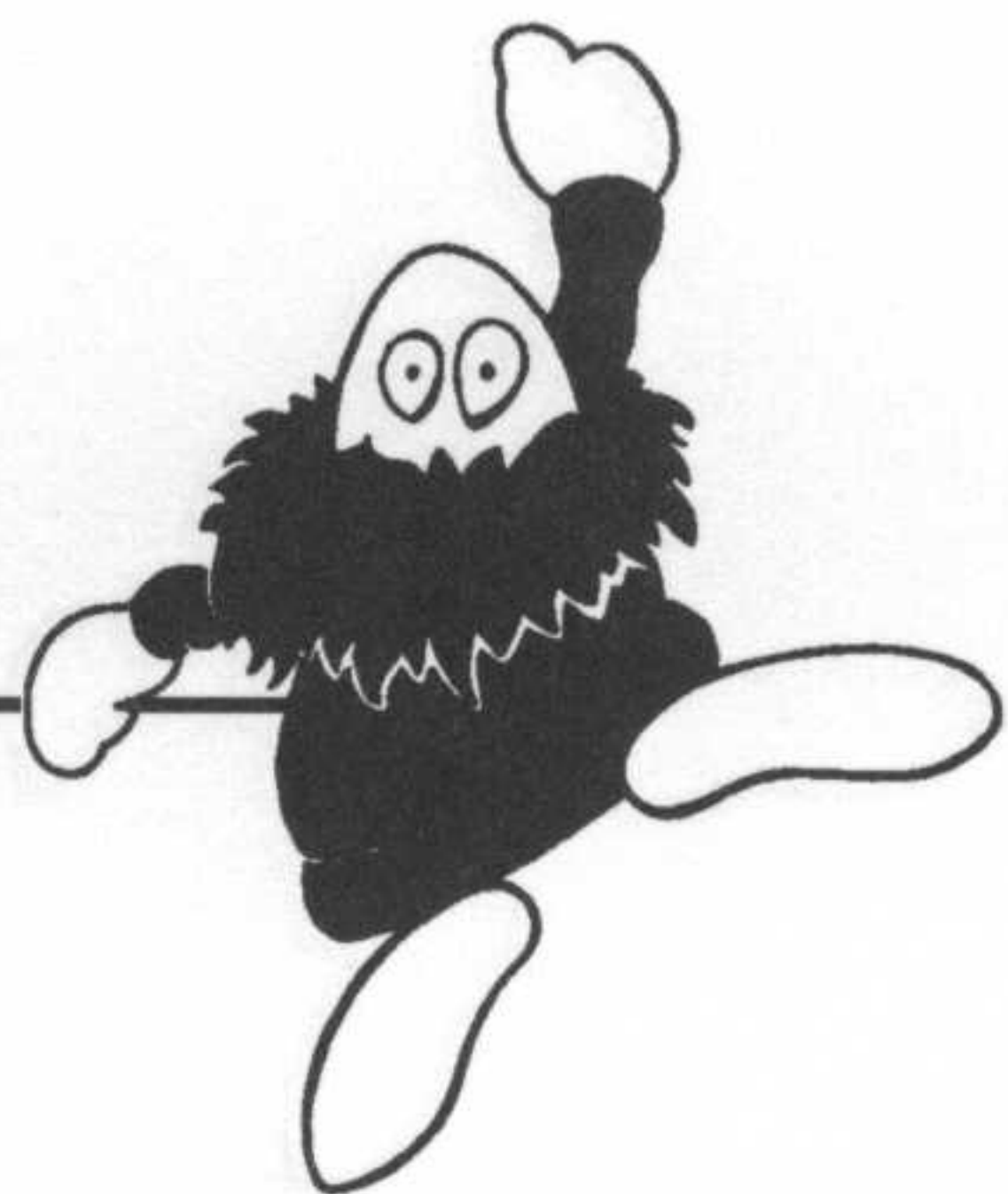


- 5** After three or four bridges, the lemmings coming out of the hatch will start landing on the bridge instead of on the ground. At this point, turn the builder lemming into a blocker at **C**.
- 6** Have one of the lemmings on the bridge build towards the right near **C**.
- 7** Have a lemming dig to destroy part of the bridge, near **D**. This is to prevent too many lemmings from piling up in any one place, obscuring your vision.
- 8** Make the lemming who is building, continue to build until he again runs into the letter "O." At this point, he will turn around. Make him build towards the left.
- 9** When he runs into the of the letter "C," have him bash until he is directly over the middle of the lemming hatch (this is roughly point **E**.)
- 10** Make him dig vertically at **E**. He will dig until he reaches the steps of the exit!
- 11** Repair the bridge at **D** to have the remainder of the lemmings finish the level.

Beware! In step 8, it is possible for the lemming to build in such a way that he'll start climbing over the "O." If this happens, turn him into a blocker, and get another lemming to complete the bridging process.

For additional challenge, you can go ahead and have the lemmings go for the exit on the far right side of the screen! Good luck!





Lemmings: The Official Companion

Congratulations on finishing these special 16 levels! We salute you as being a lemmings expert!

We hope you have enjoyed these special levels, developed especially for you by Psygnosis and Prima Publishing. By now, you have successfully guided the lemmings through 136 levels of rodent mayhem!

Now, join us as we take a look at how you can further challenge your rodent-guidance abilities.



MORE

For Additional Challenge

This section is really for the *Lemmings* fanatic, who has conquered all 120 levels and is really looking for more! Of course, you always have the option of getting one of the sequels, either *Oh No! More Lemmings* or *Lemmings 2: The Tribes*. But, if you just want to squeeze some more fun out of the original *Lemmings*, here, are some ideas:

100 Percent Solutions

If you really enjoy saving lemmings, try going through and solving as many levels as possible with 100 percent saved! Be forewarned, though, some of these solutions are EXTREMELY difficult, and require pixel-perfect lemming positioning and split-second mouse control. Several of the levels included in this book have 100 percent solutions already attached to them, but there are many others. We'll leave those up to you.

Time Trials

If you like competing against friends, another way to determine who is higher on the "Lemmings Master" ranking is by how much time it took you to do a level. Simply keep track of how much time is remaining when the last lemming goes bouncing into the lemming exit, and you'll have a good index of how you performed.

Two-Player Mode

Of course, the ultimate in competitive *Lemmings* is the two-player mode. Alas, the only computers this mode is found on are the Amiga and Atari ST. The Super Nintendo and Sega Genesis versions of *Lemmings* both feature the two-player mode.

In two-player mode, the screen is split into two sections, left and right. Both players have windows the same *Lemmings* level, but have control over two different sets of lemmings. Each player's goal is the same — to get as many lemmings as possible into his or her goal. Although each player only has control of his or her lemmings, the lemmings themselves follow the standard rules of lemming-life; they turn around when they run into a blocker, and they die when they fall off the screen. Of course, getting your own lemmings into your exit is easy; the trick is to "borrow" a few of your opponents!

NOW AVAILABLE

COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide	\$19.95
Harpoon Battlebook: The Official Strategies and Tactics Guide	\$19.95
Wing Commander I and II: The Ultimate Strategy Guide	\$19.95
Chuck Yeager's Air Combat Handbook	\$19.95
The Official Lucasfilm Games Air Combat Strategies Book	\$19.95
Sid Meier's Civilization, or Rome on 640K a Day	\$19.95
Ultima: The Avatar Adventures	\$19.95
Ultima VII and Underworld: More Avatar Adventures	\$19.95
JetFighter II: The Official Strategy Guide	\$19.95
A-Train: The Official Strategy Guide	\$19.95
PowerMonger: The Official Strategy Guide	\$19.95
Global Conquest: The Official Strategy Guide (w/disk)	\$24.95
Gunship 2000: The Authorized Strategy Guide	\$19.95
Falcon 3: The Official Combat Strategy Book (w/disk)	\$27.95
Dynamix Great War Planes: The Ultimate Strategy Guide	\$19.95
SimLife: The Official Strategy Guide	\$19.95
Stunt Island: The Official Strategy Guide	\$19.95
Populous: The Official Strategy Guide	\$19.95
Prince of Persia: The Official Strategy Guide	\$19.95
X-Wing: The Official Strategy Guide	\$19.95
Empire Deluxe: The Official Strategy Guide	\$19.95
F-15 Strike Eagle III: The Official Strategy Guide	\$19.95
Lemmings: The Official Companion	\$19.95

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
Nintendo Game Boy Secrets, Volumes 1 and 2	\$12.95	each
Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5	\$12.95	each
Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)	\$14.95	
TurboGrafx-16 and TurboExpress Secrets, Volumes 1 and 2	\$11.95	each
Super NES Games Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
GamePro Presents: Nintendo Games Secrets Greatest Tips	\$11.95	
GamePro Presents: Sega Genesis Games Secrets Greatest Tips	\$11.95	
Game Pro Presents: Super NES Games Secrets Greatest Tips	\$11.95	
Super Mario World Game Secrets	\$12.95	
The Legend of Zelda: A Link to the Past Game Secrets	\$12.95	
Super Star Wars: The Official Strategy Guide	\$12.95	

TO ORDER BOOKS

Please send me the following items:

Quantity	Title	Unit Price	Total
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
Subtotal			\$ _____
7.25% SALES TAX (CALIFORNIA ONLY)			\$ _____
SHIPPING AND HANDLING*			\$ _____
TOTAL ORDER			\$ _____

By telephone: With Visa or MC, call (916) 786-0426.
 Mon.–Fri. 9–4 PST. By mail: Just fill out the
 information below and send with your remittance to:

PRIMA PUBLISHING
 P.O. Box 1260BK
 Rocklin, CA 95677

Satisfaction unconditionally guaranteed

My name is _____

I live at _____

City _____ State _____ Zip _____

Visa / MC# _____ Exp. _____

Signature _____

*\$4.00 shipping and handling charge for the first book, and \$0.50 for each additional book.

NOTICE OF LIMITED WARRANTY

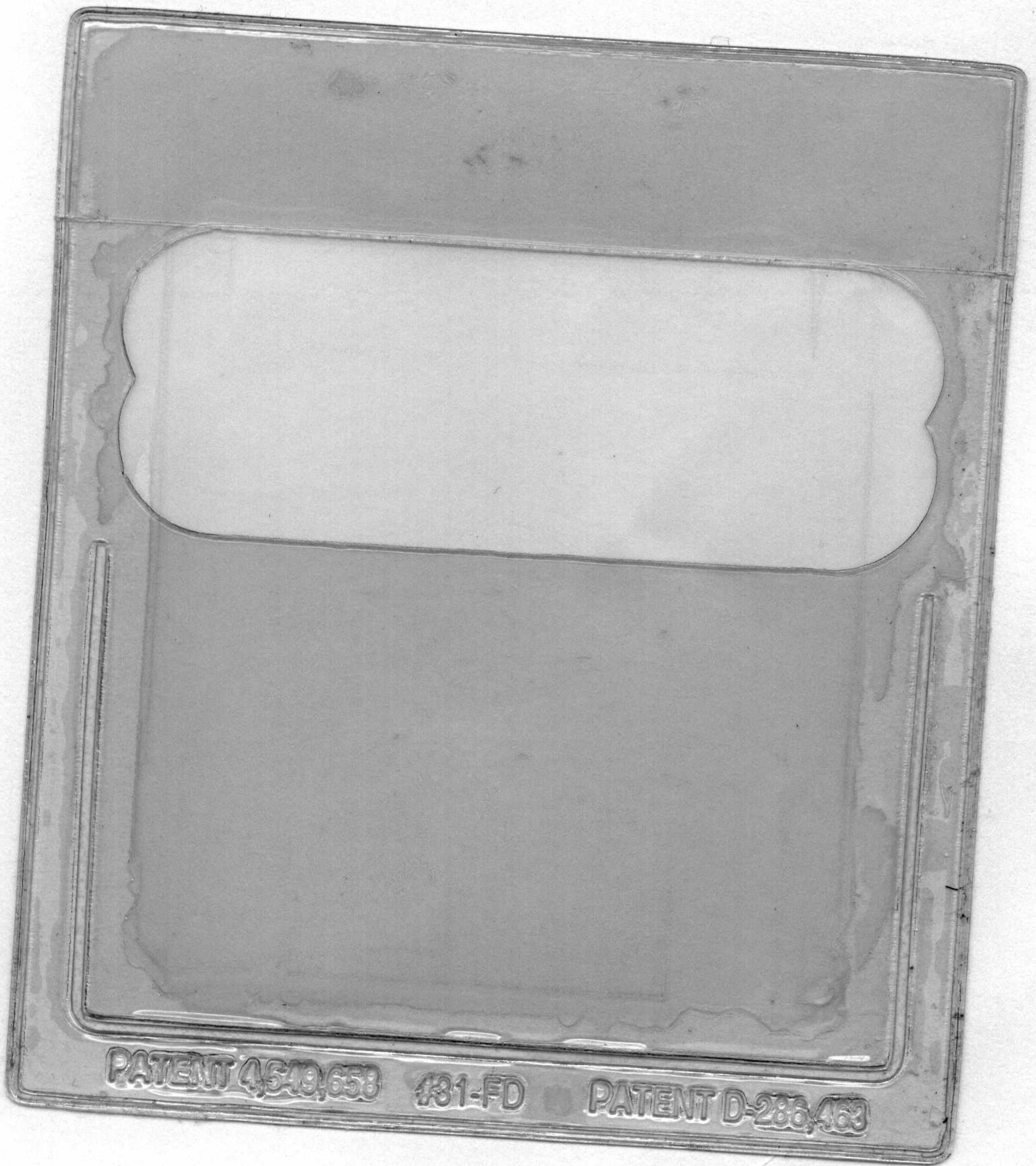
By opening the sealed disk container in this book, you agree to the following terms and conditions. If, upon reading the following disclaimer and notice of limited warranty, you cannot agree to the terms and conditions set forth, return the unused book with unopened disk to the place where you purchased it for a refund.

The enclosed disk is warranted by Prima Publishing to be free of physical defects in materials and workmanship for a period of sixty (60) days from end user's purchase of the book/disk combination. During the sixty-day term of the limited warranty, Prima will provide a replacement disk upon the return of a defective disk.

The remedy for breach of this limited warranty shall consist entirely of replacement of the defective disk and shall cover no other damages, including loss or corruption of data, changes in the functional characteristics of the hardware or operating system, deleterious interaction with other software, or any other special, incidental, or consequential claims that may arise.

Prima and the authors specifically disclaim any and all other warranties, either express or implied, including warranties of merchantability, suitability to a particular task or purpose, or freedom from errors. In no event shall Prima or the authors be liable for damages in excess of the purchase price paid for the book/disk combination, even if Prima and/or the author have previously been notified that the possibility of such damages exists.

The enclosed software is copyrighted by the copyright holders of the book and may not be copied except onto one hard disk for use by a single concurrent user or to a backup disk, and may not be distributed for profit, rented, or used for other commercial purposes except by permission of the copyright holders.



PATENT 4,549,658

131-FD

PATENT D-286,463

U.S. \$24.95

U.K. £23.35 Net (INC.VAT)

CAN. \$34.95

Computer Games/Arcade Strategy



SAVE THE LEMMINGS BEFORE IT'S TOO LATE!

The Lemmings need your help! These lovable but of-so-dim-witted creatures will not survive unless you master this immensely popular game from Psygnosis.

Lemmings: The Official Companion is your guide to becoming a hero to Lemmings everywhere!

Here you'll learn the answers to such questions as:

- How do you know exactly when to turn a lemming into a blocker, builder, climber, digger, miner, or floater?
 - How do you create a blocker without a blocker?
 - When a fall is too great, how do you stop it?
 - How can you make lemming gravity work for you?
- What exactly do some of those weird level names mean?

Each solution to every single level tells you how many lemmings march past you on the screen, how much time you've got, and what percentage of them you need to save to advance to the next level.

Passwords are thoughtfully supplied so you can solve a level without becoming completely frustrated and committing lemmicide!

Included is a totally unique disk containing 16 **ADDITIONAL LEVELS** from Psygnosis, available only with this book! Strategies for solving these exciting levels in this bonus disk are also included!

LOOK!

MARK TSAI is the author of the Enhanced Lemmings Manual. In addition to being one of the first people in recorded history to complete Lemmings, he's also a complete fanatic about small, furry, green-haired rodents.

A.J. ARANYOSI is a professional student and hardcore puzzle fanatic. He plays computer games because "real life is boring" and thinks Lemmings is more fun than standardized tests.

Exclusive
EXTRA
Levels

Secrets of the Games
Published by Prima Publishing
under license by Psygnosis Limited

Enclosed 720K disk available in 3.5" format only

EXCLUSIVE DISK INSIDE!

ISBN 1-55958-188-3

