

# Lemmings Taxing/Mayhem Walkthrough

by Deathman48

Updated to v1.0 on Nov 25, 2005

This walkthrough was originally written for Lemmings on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

Lemmings Taxing/Mayhem Difficulty Walkthrough

- i) Legal Stuff
- ii) Updates
- iii) Some Hints and Tips
- iV) Walkthrough
- V) Contact info
- vi) Special Thanks

---

i - Legal Stuff

---

Let's just get the nasty stuff out of the way first.

This FAQ is ONLY to be hosted on neoseeker.com. Not a single other website in existence can use this FAQ, so if you see it on any other website then please inform me about it. I recognise my own style of writing so if you steal this then it will be blatantly obvious that you've ripped it right from me, and things will get ugly for you from then on.

---

ii - Updates

---

17/11/2005 - Started the FAQ.

---

iii - Some Hints and Tips

---

I'm assuming that because you're looking for this FAQ, that you know the basics of how Lemmings work, what skills you can use and how the basics of the game works. However, there are some things that you might not know, but can actually come in very handy for some levels, particularly the harder ones. You'll also need to be able to adapt solutions to fit the situation.

Releasing blockers - On some levels you need to save 100% but you need a blocker to hold back the crowd. Because you can't blow them up, you can mine the ground away underneath them and then that will free the blocker. Digging down and bashing away the ground will achieve the same results. You can also build over blockers if you don't have any bombers at hand to remove them but this will not save the blocker.

Reversing a Lemming - There are several ways to turn a Lemming around without the benefit of a wall or blocker in front of them. If you mine into the ground and then build after a few strokes, the Lemming will build into the ground around him and turn around once he hits his head or a wall. If you dig into the ground and after 3-4 layers start to build, the Lemming will hit the wall and turn around. If you're walking through a tunnel and start to build, the Lemming will hit his head and turn around. On steel where you can't mine, build first and after one brick start to mine, the Lemming will mine through the brick but hit the steel and turn around. These all depend on what terrain and skills you have.

Trailblazer - On many levels you will need to have one Lemming go on ahead and create a path to the exit while the rest of the Lemmings are contained.

Containing Lemmings - Using blockers to contain Lemmings does work but you will not always have them and if you do you won't always be able to use them. Mining down far enough and building to prevent them going forwards will create a tunnel that will prevent any Lemmings from going forwards. This can be done the other way if there's no wall behind you. Digging a deep enough hole will also trap Lemmings, you can then build out of the pit to release them. To prevent Lemmings walking back in a direction, build 4 bridges right next to each other and the height created will stop any Lemmings from being able to turn back.

Watch the time - Some levels have strict time limits. In general, if you have a mechanism that is containing Lemmings, put up the release rate to 99 so that all the Lemmings are available to go when you release them. The same goes for once you've made a path to the exit. When enough of the path is constructed so that it can be finished before any Lemmings reach it, release the rest of the Lemmings.

Extending bridges - When a Lemming has laid 12 bricks he'll shrug his shoulders. If you wait a split second he'll walk forward a couple of steps. If you build after he's done the steps you will gain a tiny bit of lateral distance which can really help on some levels. Note that by doing this you won't make the bridge higher and if you're building to a wall, the bridge will reach it at a lower point because of your extended distance.

Removing steel - Ordinarily you can't remove steel by digging, bashing or mining. But if you are digging or bashing through removable terrain and a couple of pixels worth of steel is in your path, the Lemming will remove the steel as well, which can help in some levels.

---

iv - Walkthrough

---

One thing to note is that these are not necessarily the only solutions to these levels, there is often more than one way to finish a level, this FAQ will just list one way. If anyone wants to submit a different solution then please feel free to contact me, details at the bottom of this FAQ.

#### TAXING DIFFICULTY

Level 1 - The bridge is breaking down.

Make the first Lemming a climber and have him bash through the top of the chain. Bash through the pillar and build to the exit. He must hit the wall and

turn around because you need him to mine to the left through the chain you bashed earlier so that the rest of the Lemmings can get to the exit.

#### Level 2 - Temporary peace

Bash through the bone at the top with the first Lemming, delay the next Lemming by making him a builder. With the first Lemming build across the gap and delay up to 1 more Lemming with a builder. When a Lemming walks across and turns around from the steel wall, have him build to the left up to the bone and this bridge must make the height from the first bridge too tall for any more Lemmings to pass. Bash through the bone and then use 4 bridges to get to the top of the level. Use another builder to get to the upper slope and then bash across the top of the map, mine down when you're far enough over to come out at a reasonable drop. Use the final bridge to allow the Lemmings to climb up over your Lemming-made wall earlier. All aspects of this level are VERY hard and this level would be more suited to being at the end of this difficulty, not the beginning.

#### Level 3 - No choice but to follow them

Bash at a point where you're able to drop down to the level below, but not right to the bottom. Then bash right. With any Lemmings that turn around, have them build left so they can rejoin the group, 3 bridges at most should make a circuit. If you bashed properly the Lemmings should come out at the middle section. Bash through the big pillar to finish the path to the exit. Increase the release rate once the path is made.

#### Level 4 - Lend a helping hand....

With the right group, place a blocker before the trap, then use a miner down to the left, bash left and then build once he's broken past the steel to connect the 2 groups. Build up the side (ignore the spike trap, it seems to do nothing? Please contact me if you find anything different, I've never activated those traps and I've built into both of them many times) in a zig-zag fashion. Then build up to the wooden platform at the top to complete the path to the exit.

#### Level 5 - The Prison!

Make the second Lemming a blocker to contain the crowd. Make the first Lemming dig at the edge of the platform and then build across. You need to bash through each pillar then build over the thin gap between each before bashing the next and so on.. Pausing inbetween helps A LOT here. When you break through, wait until you're on the last ledge, build across to the bars in front of the lower exit and bash through each of those. Blow up the blocker to release the crowd.

#### Level 6 - Compression Method 1

The same method from "Easy when you know how" of digging and bashing away some of the steel from the edge works here, which makes me believe the makers didn't anticipate this solution. Use that method or you can use the intended one. Let the first Lemming from the left that drops down become a blocker when he lands. This will stop any Lemmings from going right. Bash all the partitions between the groups of Lemmings. When they've all gone into the gap to the left of the blocker, blow him up. The Lemmings should be bunched together enough for just enough of them to make it to the exit.

#### Level 7 - Jump down!

Make the first Lemming a builder at the last possible second before he falls to the floor. One Lemming will drop down, have him bash right. The bridge should make it so no more Lemmings can fall down to the bottom. Use the remaining 4 builder skills to build a bridge over to the exit with the basher Lemming, then mine down from the main group down to the basher's tunnel. Increase the release rate.

#### Level 8 - Lemmings search for treasure

Make the first Lemming a floater and dig with the second Lemming dig down to the right of the hatch but that so no-one can escape. When he's gone down about half way through the column, build to make him stop. With the first Lemming, build across to the second pillar, bash through, build up to the next pillar and the Lemmings should be able to walk across the top and drop safely to the exit. Bash right out of the column to free the group.

#### Level 9 - Perseverance

Same strategy as before for this level. Dig down with the first Lemming, make the second a floater, increase the release rate, with the floater, mine down to the right into the steel to turn him around and turn any other Lemmings around.

#### Level 10 - Izzie Wizzie Lemmings get busy

Build with the first Lemming when he hits the ground. When a Lemming is about to fall into the second pit, have him build. The other 4 will fall in the pit and allow the builder to carry on. Build over to the next platform and build into the wall in the pit. Build one brick and then bash, this way you won't bash through the floor. When you're above ground, mine down. Build over to the exit and build out of the pit of Lemmings to allow them to follow the path to the exit.

#### Level 11 - The ascending pillar scenario

Same as before, but no blockers. With the first Lemming, build over to the right to cover the gap. With the second, dig down far enough so that no Lemmings can escape, then build to stop the digging. Build again with the first to finish covering the gap, then build over the pit when he turns around. Then build up to each platform in turn (making sure he doesn't turn around) and dig and mine your way down the final pillar so that when you bash left and build the drop is small enough to survive. Build out of the pit of Lemmings to allow them to follow the path.

#### Level 12 - Livin' On The Edge

Build to the wall with the first Lemming, use 2 blockers to contain the crowd. Bash through the wall and then build up to each platform in turn. Blow up the 2 blockers to release the crowd when the path is complete.

#### Level 13 - Walk through here but cautiously

Use one blocker when he lands to stop the Lemmings walking off the edge. Use a climber to get up the wall, then dig through the 4 levels making sure you're walking left on the final level. Then make him a bomber and make him a blocker a few pixels to the right of the wall. This way he'll remove all the wall but not all the floor. Increase the release rate just to be safe.

#### Level 14 - Value each moment

Time 2 bombers so they remove enough of the edge of the platform to make the drop safe. Then build just before the activation point of the trap further on and use a builder to delay the next Lemming. You have to build as late as possible otherwise you'll lose a Lemming to the trap. Find out where the trap is exactly then you'll know where to build. This may take you a few tries.

#### Level 15 - What an AWESOME level

With the first Lemming, bash right through the head of the creature. Use 2 blockers to contain the crowd. Build over the gap and bash through to the exit. You may need to use a couple more builders further on, then blow up the blockers.

#### Level 16 - Umbrella Land

Make the first 4 Lemmings floaters, block with the fifth. Let 2 Lemmings drop down the right, block with the third. With the fourth, build back to the left over to the platform. Make the first Lemming a blocker on the steel beyond the wall and with the second build back up to the wall high enough so the Lemmings can survive the drop. Blow up all the blockers and increase the release rate.

#### Level 17 - Lunch time

Make the first Lemming a blocker, make the second a climber so he climbs to the top. With a Lemming, bash left through the 2 thin pillars. With the climber, dig down the right pillar after he's turned around. When he gets to the level of the platform below, have him build twice over to the exit. With the first Lemming that reaches the left side of the map, make him a blocker and use the other 2 builders to build right up to the platform. If any Lemmings reach the right hand bridge before it's finished, make them a floater so they don't die.

#### Level 18 - Tribute to M.C.Escher

Build from the one way wall left to the thin wall, then back again. Blow up the bridge when it's almost complete so that only the first Lemming goes over. Make him a floater, when he gets to the exit, build over it to the wall. When he turns around, bash through the one way wall and use a bomber to blow up the bridge over the exit.

#### Level 19 - Bomboozal

You want to time the blockers to take the same path as the earlier level. The middle section at the top, then the right half of the next level, left half of the next level, right half of the next level and then over at the right hand side to finish the path to the exit.

#### Level 20 - Fall and no life

With the penultimate Lemming, build at the edge of the steel. A Lemming should fall into the second gap, mine left with him to free the crowd and send them all to the section below. With the builder Lemming build over from the top of the one way wall to the water platform. Let him turn around and make him a floater so he floats to the ground. Bash left through the one way wall to free the crowd.

#### Level 21 - Feel the heat!

Make the first Lemming a climber and start to build slightly back from the edge of the steel. With 3 bridges you should drop between the flames into the

exit. Make another Lemming a climber, dig down about 6 pixels just before you get onto the steel, build to turn him around and mine down to the left. Bash left if the Lemming is going to carry on digging.

#### Level 22 - Come on over to my place

Let the first Lemming drop off the edge, make him a floater. He needs to dig and build to turn him around, build left over the gap and then build right under the ledge to make the fall distance survivable. Meanwhile make the second Lemming a blocker at the edge and build 4 bridges right next to each other (as detailed earlier) to make an impassable wall. When the first Lemming has built under the edge, mine underneath the blocker to release him and the crowd.

#### Level 23 - King of the castle

Use the same strategy as before, but this time build over the lava pit from both sides to prevent Lemmings from falling in. You can lose 5 Lemmings into the lava but no more. Then simply build up to the exit as before.

#### Level 24 - Keep all enemies out

Make the first Lemming a climber and build over the gap to the pillar. Make another Lemming a climber and when he gets to the top of the pillar, dig the left half away. When he gets low enough so that the Lemmings can walk onto it, build to stop the digging. When the other climber climbs up the pillar, dig the other half away down to the same level and build across the gap. Then build across to the exit. Use the final builder to get the Lemmings up onto the first steel platform. The 2 climbers must be far enough apart to let the other finish building so they don't fall off the map. Time can also catch you unawares here.

#### Level 25 - Watch right and left!

Make the first Lemming a floater and have the second Lemming build over the gap. Make the floater a climber after he turns around and build over the trigger for the 10 ton trap. Back at the top, build with one bridge up to the grey stone. From the edge, build up to the one way wall and put a blocker on the stone once a Lemming starts building to prevent any Lemmings from falling into the water. When the first Lemming climbs up the steel, build into the mound to turn him around but so that it's now climbable for all Lemmings. Build across from the steel to the circular platform. This bridge must connect exactly but the Lemming mustn't turn around. Then from the edge of the platform build to the one way wall and bash through. Then blow up the blocker. It sounds hard but unless you're way off with the placements of the bridges and basher then everything should slot together nicely.

#### Level 26 - Triple trouble

Multi-tasking galore. From the top, let the first Lemming walk right a bit and then dig down. From both pits, make one Lemming a climber and then build as soon as they finish climbing. When both bridges reach the center, have a Lemming from the middle mine down to the right to complete that path. When a Lemming returns, build over the exit, then mine down through to the left bridge. Build a bridge out of each pit to get the Lemmings to the exit, mine the bridge you built over the exit if you want to finish the level quicker. This is quite tricky to pull off.

#### Level 27 - Watch your fingertip!

Make the first Lemming a blocker when he comes out, make the second Lemming bash above the steel just before you climb up onto a small mound, this will trap the group. Have the last Lemming out (increase the release rate) mine when he lands. When he breaks through, build across the gap and bash through the wall in front of you, then bash through the next wall. Use the final basher to bash left from the group and free them.

Level 28 - Watch right or left!

Let the first Lemming walk up the stairs, mine through the step to stop any Lemmings from following. Build from the steel over to the pillar on the right. You'll need to mine through the left stairs back at the start to stop the Lemmings walking up them and falling off the map. When the bridge is finished, build left up to the exit, build to repair the first bridge to finish the map. Make sure no Lemmings can walk either off the edge of the bridge or on top of the pillar.

Level 29 - How do I dig out a path?

Dig and mine down to the bottom, use blockers to contain the rest of the Lemmings. Build over the water and up to the wall. Make the Lemming a climber (doesn't matter if he turns around). You then need to "mine the other way" by first digging, then building to turn the Lemming and then mining. You need to do this near the exit at a point where the miner pops out just above the bridge so that the Lemmings can climb it. Blow up the blockers to release the crowd.

Level 30 - We all fall down

Same strategy as before, but this time you need to up the release rate. Terrain will also be quite tight so it's best if you up the release rate to about 75. When digging with a Lemming, let the next Lemming carry on walking right and off the edge. Because he's walked down a few pixels due to the Lemming in front digging, he will actually survive the fall and you'll save yourself some terrain. Do this with every other Lemming.

MAYHEM DIFFICULTY!

Level 1 - Let's get together

Ahh.. the level that stumped me in my youth, could never beat it. Let the top Lemmings walk over to above the other group. With the first Lemming, dig so that the left-most pixel you're removing is in line with the pixel gap of the pillar below. A Lemming will either fall onto that or turn around and walk off that, either way he'll fall down to the surface below. Bash right with the digger so that every other Lemming falls into the pit with the second entrance. With the lone Lemming, build across the gap and then bash the pillar away to free the group.

Level 2 - The boiler room

Let one Lemming walk left and block the rest in with a blocker. Build across to the platform. Then from the edge of that one build up to the left wall. You then need to build repeatedly up until you break through the top. You can dig the terrain above the bridge away if you like and build over to the exit, the key thing is that the Lemmings must not be able to walk back down the bridge and right off the platform into the lava. Once the path to the exit is clear, blow up the blocker to release the Lemmings.

Level 3 - It's hero time

Make the second Lemming mine so the Lemming fall to the level below, but the first one carries on. Bash through the slope with the first Lemming to arrive, none must go over it. Use a builder to stop him. Make the first Lemming a climber and floater. When he drops down, dig down before the exit so the path is set for the rest of the Lemmings.

#### Level 4 - The Crossroads

Just like this level on an earlier difficulty, bash through the mesh just before you get to the web, bash through the side and then through the slanted floor.

#### Level 5 - Down, along, up, in that order

Have 2 Lemmings become climbers and floaters, one needs to go out the left and the other the right. The right one needs to become a blocker. The left one needs to build up to the first platform and then become a blocker on the left of it. Dig down to release the crowd, preferably you should dig down in stages to stagger the Lemmings out. When they get out the bottom, the first one along needs to build against the left blocker so he turns around and so the bridge connects with the next platform. Make him a blocker and build a bridge that bounces off him to the next platform and repeat. You can lose Lemmings, but only 20 of them, so the more spaced out your Lemmings are, the less chance you have of losing them during the blocker-building part. You don't have enough builders to do a straight bridge to the exit so don't waste time trying.

#### Level 6 - Over the wall

Let one Lemming bash the left pole and block the rest in. Have him bash through the tree at the bottom and then right through the wall in front of him. Bash right again just under the second tree, when you're through the top, build to stop him bashing. Use a bridge to turn him around before he walks into the water at the bottom, then build left over the gap when he turns around off the high wall at the right. Bash left through the wall to the exit. Blow up the blocker to free the group. I fail to see what the extra bomber and blocker are for though. =/

#### Level 7 - Poles apart

Make the first Lemming a builder at the edge of the platform. When a Lemming gets over the gap, make him build so that the first step doesn't overlap the edge, this way you'll make a wall nobody can pass, preventing them from killing themselves. Make a Lemming a climber and floater and let him climb over the first rod. When he gets to the second, dig down, when he gets to the bottom, have him build across. The bridge should just connect but the Lemming mustn't turn around. Let him climb that rod, dig down the next and build across, climb that one, dig down the next and build across. Let him fall off the final rod and build across the gap to the exit. Bash all the remaining pillars to get the other Lemmings there.

#### Level 8 - Last one out is a rotten egg!

Have the first Lemming build across to the wall, contain the rest with blockers. Make sure the right one isn't too near the bridge. Make the Lemming a climber when the bridge reaches the wall (doesn't matter if he turns around). Then when he's climbed to the top, dig down the right edge. You need to imagine the bridge you were building carrying on. When you think it reaches the point to where you are digging, use a builder to stop the digging and turn



the Lemming around off the far wall. Then you need to mine left to get to the bridge so that the Lemmings can get into the tunnel without being climbers. When the Lemming comes back off the blocker, dig down the right half of the one way wall. Build to stop the digging and then mine down to the left a bit (4 or 5 strokes) and then dig again. This should get you out the bottom and create a giant step in the one way wall safe enough for the other Lemmings to survive. Blow up the blockers.

#### Level 9 - Twins

Let the first Lemming carry on walking, have the second build up to the section above. The first Lemming needs to build over the 2 gaps, then use 2 bridges over the big gap. The top Lemming needs to bash through the pillar, build up to the next section, bash through the pillar and then bash through the wall. They'll both arrive at the exit more or less at the same time.

#### Level 10 - Dangerous balcony

Make one of the Lemmings from the left hatch build above the little platform below. You'll need this later. Make a Lemming going left a climber and then dig down the left side of the platform. When he hits the ground, dig in one of the dips to turn him around. Then build up to the underneath of the platform until the Lemming hits his head. Dig under the original bridge (where Lemmings are only walking left) so that all the Lemmings reach the exit and none walk right into the lava.

#### Level 11 - We all fall down

Same strategy as before, but this time you need to up the release rate. Terrain will be very tight and not enough of it for the original method. Up the release rate to about 75. When digging with a Lemming, let the next Lemming carry on walking right and off the edge. Because he's walked down a few pixels due to the Lemming in front digging, he will actually survive the fall and you'll save yourself some terrain. Do this with every other Lemming.

#### Level 12 - The Other Side.

Make one Lemming a climber so he climbs left out of the pit. Start to build a bridge up from the pit as well, but don't finish it. It's easier when there's less Lemmings. With the climber, dig down when you can and bash left to drop out safely. Dig down again and when you're low enough, build left to stop the digging and bash right to drop out onto a small mound. Build across the gap. Bash right through the terrain so you fit inbetween the gap in the steel. Build as soon as you break through the other side. When you reach the end build to the exit in a zig zag fashion. When the path is almost complete, finish the original bridge to release the group of Lemmings. Time WILL be tight here so up the release rate when you've built a couple of bridges at the start and release them as early as you can so that none reach the end of the incomplete path.

#### Level 13 - The Great Lemming Caper

Make the first Lemming build right at the edge, make the second Lemming a floater when he comes out the hatch. Have him bash through the bottom wall, starting as far left as you can. Make him a climber. Make the first Lemming build over the second gap when he comes to it. If done properly the climber will climb up the wall, the builder will reach the wall and the climber will drop down onto the bridge. Bash right to get to the exit.

#### Level 14 - Climb and fall. Fall and climb.

Make the first Lemming build when he reaches the top so he drops onto the platform in the air. Bash through the next diagonal slope so the Lemmings drop down safely. Then build back from the edge of the horizontal platform so that the Lemmings drop safely to the small platform. Increase the release rate to 99 when the path is complete.

#### Level 15 - Two ponds

Multi tasking at its best/worst (depending on how you view it). This is done on left (L), center (C) and right (R) lemmings. With the first C Lemming, build over the water. With the first L Lemming, start to build up to the exit. With the first R Lemming, bash underneath the trap. With the second L Lemming, mine through the stairs to prevent any Lemmings following the first. He needs to keep building to the exit. With the first Lemming that makes it back to the center, build left over the water, then left again over the next bit of water. With the first Lemming to reach the center from the left, build over the water from that side so no Lemmings drown. With the first Lemming to reach the left side of the map you must build over the pit on the left to stop any Lemmings falling in. Use builders to delay the other Lemmings as necessary. Use the final builder to repair the start of the bridge that you mined earlier.

#### Level 16 - Just a Minute...

With the first 4 Lemmings, bash right. With the fifth Lemming, dig down as far right as possible. Then bash right when you're down far enough to prevent any Lemmings being able to walk left into the trap. If done properly the Lemmings will still be able to walk right out of the trough due to the way the basher works. Increase the release rate to 99 and hope for the best.

#### Level 17 - Stepping Stones

With the first Lemming, build 3 times from the edge to get to the thin platform. Use the second Lemming to block the rest in as far right as possible. Build 3 times to get from the first platform to the next and then 3 more times. Build over the blocker to free the group.

#### Level 18 - Two different worlds

Make the first Lemming dig down just to the right of the hatch, make the second Lemming a blocker to stop anyone else following. When you're half way down, build and then back left. Build up to the small steel step and then bash left underneath the exit and trap. When you reach the grey rings, build over them and up to the terrain above. When the Lemming turns around off the steel wall, build up to the terrain and bash right through it. When he gets through, build over the trap to the exit and blow up the blocker.

#### Level 19 - Time to get up!

Good luck. You need to make 2 Lemmings climbers (preferably the second and third ones) and make them bombers so that they blow through the wall to make a gap to get into the compartment. Make the first Lemming build over the gap at the left and then start to build so that your bridge reaches the gap in the wall. After a couple of bridges you need to blow through the bridge to prevent anyone following. When the bridge is complete you need to repair the hole you made in it and then time a bomber so that they blow up RIGHT next to the thin wall. If you're even a pixel out then you won't blow through it all. The most technically difficult level in all of Lemmings.

#### Level 20 - No added colors or Lemmings

Make the first Lemming bash through the wall, make the second Lemming a blocker. With the first Lemming, build as far right as you can so that the Lemming completes the bridge but turns around. Mine left underneath the blocker to free him and the crowd. With the last Lemming, mine through the step right at the end so that he falls down to the bottom. Make him and the first Lemmings climbers so they climb up the wall, through the gap the miner made, and to the exit.

Level 21 - With a twist of Lemming please

Make all the Lemmings floaters. Make one a climber and dig down when he gets to the top before the gap but so that he removes all terrain to the right of him. When he's low enough, build across to the platform, then again to the next one and then to the exit. Bash right from the group to release the crowd.

Level 22 - A BeastII of a level

Let the first Lemming walk up and block the rest in. Build across to the chandelier. Bash through the chain and other parts if needed, build across to the next one and do the same. When the Lemming drops down bash right, then right through the next 2 obstacles. Mine down and bash right when you get to the level of the exit. Blow up the blocker and use bridges to get up the gap if needed.

Level 23 - A group of entrances

Make the first Lemming out of each hatch a blocker instantly. At the top, bash right through the pillar. At the bottom, build across to the wall. At the top, dig down the left edge of the one way wall and bash just right before you reach the steel. At the bottom, bash right through the wall and build up to the wall and then back again. Make a Lemming climb up the left wall and bash through the one way wall. With the next Lemming that walks right, after passing through the one way wall, he needs to mine down so that the Lemmings trapped on the bridge can escape. Blow up the 2 blockers at the end.

Level 24 - All or nothing

Bash left, bash right, bash left.

Level 25 - Have a nice day!

With the first Lemming, build right to cover the gap. Make the second Lemming a blocker just before he gets onto the bridge, make the third Lemming a blocker on the left edge of the steel to contain the crowd. With the first Lemming, then build over to the left edge of the map. When this bridge goes under the hatch, dig away some of the bridge to the right to stop anyone else following the first Lemming. When the first Lemming reaches the edge of the map and turns around, build up to the steel. When you get on top of that, build as far right as possible so he doesn't bang his head. Let him walk right until he gets to the edge, then build over that. Back at the start, blow up the right blocker first, then blow up the left one. This level seems no different to "Lemming drops" from Tricky in my opinion.

Level 26 - Lemming eater

Make the first Lemming mine to the left of the entrance hatch. When a Lemming gets mid-way down the stairs, dig down. With the last Lemming to walk to the right wall, bash through it. At this point all the rest of the Lemmings should be contained in a pit. With the basher Lemming, he should drop down and he

needs to build over the gap and the trap. Bash through the wall and when he drops down one steel block, build a bridge or you'll lose him to the hidden trap. Build from the second set of stairs to get over the 1 pixel gap, then back at the start bash through the stairs and thin wall to release the crowd.

#### Level 27 - Just a minute (Part Two)

With the first 4 Lemmings, bash right. With the fifth Lemming, dig down as far right as possible. Then bash right when you're down far enough to prevent any Lemmings being able to walk left into the trap. If done properly the Lemmings will still be able to walk right out of the trough due to the way the basher works. Increase the release rate to 99 and hope for the best.

#### Level 28 - Leftovers are not always a waste

Make the first Lemming build in the middle of the penultimate tile before the steel overhead on the right of the map. Delay the next 2 Lemmings with builders. When a Lemming turns around, make him a climber. Make another Lemming walking left start to build up to the steel, but don't finish the bridge yet. Have the climber dig through the deepest of the 3 diggable sections. When he's just under 2 steel tiles down, build and then dig again after one brick to make a two step fall. Back at the start, use the final builder to complete the bridge going left so the Lemmings can get to the exit. Increase the release rate when the path is done.

#### Level 29 - No hurry, Relax.

Make the first Lemming a floater as late as possible. Make him a climber and then bash right through the pillar. Build as far right as possible. When he reaches the one way wall, bash through it and build a bridge to catch the falling Lemmings. Let him float to the ground. With the first Lemming to fall onto the bridge, have him bash through the thin, right slanting slope when he gets to it. Then bash through the left slanting slope higher up to stop any Lemmings walking onto the bridge. This should contain all the Lemmings. With the original Lemming, when he gets to the bridge he built earlier, build again to reach the wall. Then you can bash to release the crowd. Let the climber Lemming climb up the left steel, bash left through the wall. Let him walk until he turns around, then bash right (when he's on the steel) through the pillar. If you build up to the wall, the Lemmings should now be able to get up there. Bash through the wall before the exit and increase the release rate.

#### Level 30 - Lemmings' Ark

Make the first Lemming a climber, have him dig down the instant he reaches the top. Bash right as soon as you can. When he gets out the other side, make another Lemming a climber. When the first of the climbers falls down at the top, you need to make him build across to the one way wall. Let him walk on and when he gets to the end, build across to the exit from the edge. The other Lemmings needs to mine down to the left. Then he needs to mine down again so that he pops out just above ground level. When you make him a miner for the second time, make a Lemming a climber so he climbs up the one way wall. He needs to build up into the gap made by the first miner. If done correctly, this will secure a path to the exit. If you fail then you should be able to see where you went wrong and what tweaks to make. Congratulations!

---

By far the easiest way to get in contact with me is if you're registered on Neoseeker, send me a PM:

[https://www.neoseeker.com/forums/index.php?fn=send\\_pm&sendto=Deathman48](https://www.neoseeker.com/forums/index.php?fn=send_pm&sendto=Deathman48)

I check those daily and will respond pretty quickly if your question hasn't been answered here. Otherwise, send an email to [neodm48\[at\]yahoo.co.uk](mailto:neodm48[at]yahoo.co.uk). I don't check that quite as often but you should get a reply within a few days. Label your email as "Lemmings FAQ Question" or something to that effect.

---

vi - Special Thanks

---

I hope this FAQ is helpful to any who read it. It was frustrating for me to not be able to find any FAQs on this version of the game, eventually I stumbled across a Lemmings forum (<http://forum.lemmingswelt.de/cgi-bin/yabb2/YaBB.pl>) that contained some very knowledgeable people (ccexplore, guest (tseug), Conway among others) without which, I would not have been able to complete this game entirely. They helped me with a few levels that I simply could not pass and I'm very grateful for their help. If you're ever stuck on any version of Lemmings, that is the place to go for help. ^^

∂Deathman48 18/11/2005

This document is copyright Deathman48 and hosted by VGM with permission.