

Lemmings Fun/Tricky Walkthrough

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

Lemmings Fun/Tricky Difficulty Walkthrough

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i - Legal Stuff

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

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ii - Updates

17/11/2005 - Started and finished the Walkthrough.
18/11/2005 - Walkthrough uploaded
20/11/2005 - Fixed the formatting, which went haywire during uploading

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 Lemming 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. A lot of the Fun levels are easy enough but I'll list them for completeness. Put it this way, if you need help with the first 15 fun levels then you're not going to get very far on any other difficulty. ;)

Level 1 - Just dig !

Make any Lemming a digger any time within the first 4 minutes.

Level 2 - Only floaters can survive this

Make at least one Lemming a floater before they hit the floor.

Level 3 - Tailor-made for blockers

As a side note, this level has the signature Lemmings tune. =D Make the first Lemming a blocker on the top Level, then each time a Lemming drops to the next level make him a blocker about a second later.

Level 4 - Now use miners and climbers

Mine down at any point and make all the Lemmings climbers.

Level 5 - You need bashers this time

Bash through the pillar and then the wall, then bash through the bottom of the mesh covering the exit.

Level 6 - A task for blockers and bombers

Blow up a Lemming and when a Lemming reaches the thin wall at the end of the path, make him a blocker and blow him up.

Level 7 - Builders will help you here

Build in front of the wall, then build over the pit when you come to it.

Level 8 - Not as complicated as it looks

Make the first Lemming out a blocker after about a second.

Level 9 - As long as you try your best

Make each Lemming that comes to the wall a basher by repeatedly pressing the C button. Alternately, make the second to sixth Lemmings builders to delay them enough for the first Lemming to bash through the pillar. This is one solution to a later level on this map where you don't have enough bashers.

Level 10 - 5 miles if you Love Lemmings

Make the first Lemming a digger just over from the entrance and increase the release rate to 99. Make the second Lemming a floater and mine into the steel to save him and any other Lemmings that walk right when the digger gets to the bottom of the terrain.

Level 11 - Keep your hair on Mr.Lemming

Make the first 2 Lemmings climbers and floaters. When they get to the ground on the other side, make the first one a blocker and make the second one bash through the one way wall when he turns around. Blow up the blocker.

Level 12 - Patience

Make the first Lemming a blocker, have the second Lemming bash right through

the terrain. Then build out of the pit all the Lemmings fall into. Blow up the blocker once the basher has finished bashing.

Level 13 - We all fall down

Have each Lemming dig as far right as possible. This one is easy, the next difficulties have 20 more Lemmings subsequently.

Level 14 - Room with no exit

When a Lemming gets to the left, bash through the wall, then bash through all the terrain to get down to the bottom, then bash right through the pillar to get out.

Level 15 - Tea time in ball country

Bash through the balls, build over the gap in the terrain below and then bash under the one way wall.

Level 16 - Take a little rest.

Bash through the grey bone when he walks up as high as he can go, build over the gap, bash through the next two walls in your way.

Level 17 - Easy when you know how

Make the Lemming on the left a blocker before he falls down. Have a Lemming from the left most group dig down 5 pixels, then bash right. This should get you all the way to the right. If he stops at the steel, build one step and then bash again, this should remove some of the steel and this will lower the drop enough for everyone to survive. Blow up the blocker once the path is finished.

Level 18 - Let's block and blow

Use blockers to position the Lemmings if you need to. Blow through the middle section at the top, then through the right side of the next level, then as far left as you can on the level below, then as far right as you can on the level below to make a path to the exit.

Level 19 - Catch more floaters.

Make each Lemming a floater. Then make one a climber so he climbs up the steel wall. Dig just as you get to the thin wall so you remove part of it, then bash right through the crystals. Build over the gap and mine as soon as the Lemming hits the ground. Make all the other Lemmings climbers.

Level 20 - We are now at lemcom one

Build over the gap, bash through all the pillars and then build over the last gap.

Level 21 - Lemmings in the attic

Bash right through the long wall, then through the thin pillar, the thick pillar and through the slope so that no Lemming walk up to the trap. Then increase the release rate to 99.

Level 22 - A Beast of a level

Make the first Lemming a blocker, then bash through all the trees, build up to the exit in a zig-zag fashion, starting left, then bash through the wall to the exit, blow up the blocker.

Level 23 - Under construction

The solution from "Fix the road, quick!" works here, but it's far easier to use 2 blockers to contain the crowd. Have the first Lemming build over the first gap, use the next 2 Lemmings to block the crowd. Bash through the impassable stairs so that the Lemming falls onto the steel block below, then build a bridge at the end of the stairs to cover the gap to the steel below. Blow up the 2 blockers (the right one first) to release the crowd.

Level 24 - Konbanwa Lemming san

Mine through the floor to drop down to the level below, make the first Lemming through a blocker to turn the crowd around. Then mine just above the exit to avoid the trap further on.

Level 25 - Lemmings Lemmings everywhere

Start bashing through the mesh a little bit before you get to the web. This should be done so that the Lemmings are low enough to survive the fall. Bash/Mine through the floor to drop down to the exit.

Level 26 - The Great Lemming Caper

Build with both Lemmings over the gap. Then build with both over the next gap you get to, bash through the wall when you reach it to get to the exit.

Level 27 - Let's be careful out there

I prefer the "round the world" solution, so I'm going to list that one. Make the first Lemming a blocker. Build over the first gap to the left, then build over the second gap by building to the edge of the map. When a Lemming turns around, build up to the platform above. When a Lemming reaches the right side of the map, build to the edge again, when a Lemming turns around, build over the gap so that the Lemmings drop down to the level where the exit is.

Level 28 - If only they could fly

Make the first Lemming a climber after he turns around, make him a floater so he survives the drop to the floor. Then build up to the exit by starting roughly under the centre of the fire part of the map. Dig down the levels at the start and bash out the left side on the bottom level to ensure no Lemmings walk right into the lava.

Level 29 - Dark down

Dig down through the chains, then bash right underneath the fire blaster (as high as you can), then build over to the exit. If needed, use a blocker at the bottom right of the map to stop too many Lemmings from falling off the map before the bridge is complete.

Level 30 - Lock up your Lemmings

Bash left, right and left again. If you bash the wrong way then use a blocker to turn the crowd around. And that's the Fun difficulty completed.

TRICKY DIFFICULTY

Level 1 - We all fall down

Same strategy as before, dig down as far right as you possibly can for each Lemming. You'll have 15 seconds left if you don't increase the release rate.

Level 2 - A ladder would be handy

Mine down with the first Lemming, use blockers to contain the crowd. Build up to the exit by starting as soon as the Lemming hits the ground, then blow up the blockers to release the crowd.

Level 3 - Lemmingology

Make the first Lemming a climber, when he climbs out of the second pit, build over to the next one. Make him a floater so he survives the drop. When he climbs out of the next pit, build up to the exit. Make the other four Lemmings climbers and floaters.

Level 4 - The ascending pillar scenario

My favourite level from my youth. Make the first Lemming a blocker at the edge of the platform, make the second Lemming build over to the next platform and use the third Lemming to block as soon as he hits the ground. Use the second Lemming to build up to each platform in turn. When he reaches the top one, dig down some distance, then mine one stroke, then dig down some more, mine again and dig down again. At this point you should be low enough to bash left, build over the gap and make the fall survivable. Blow up the blocker on the left, if he's far enough away from the bridge not to wreck it. If you put him too close then build over him instead. Blow up the blockers once everyone is on their way.

Level 5 - Lemming sanctuary in sight

Use the first Lemming to build over the lava, use the second to block the crowd in, but not too close to the entrance. Use the first Lemming to build up to the next level, then at the end to cover the gap, then up to the next one, again at the end to cover the gap, again up to the next one, again to cover the gap at the end and then finally up to the top platform. Back at the start, build over the blocker.

Level 6 - Lemming in the attic

With the first Lemming, build over the gap at the left, with the second you want to block to contain the crowd. With the first, build right up to the level of the exit. You want to start this bridge at the right edge of the leftmost "tile", you can see the markings of each tile (about 60 pixels thick). When you reach the wall, bash right to get to the exit. Build OVER the blocker to release the crowd, the floor is too thin to blow the blocker up.

Level 7 - Bitter Lemming

Make each Lemming a floater, make one a climber. When he gets anywhere above the second lower platform, dig down. Don't worry about the drop this will make, all the Lemmings will be floaters. Build right to the exit when the Lemming gets to the bottom platform, then make all the Lemmings climbers.

Level 8 - Lemming drops

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.

Level 9 - Where do you see Lemmings?

Make the third Lemming a blocker to contain the crowd. With the first Lemming bash just before you get to the impassable wall start to bash so that the second Lemming turns around. Build up to the next platform before the Lemming walks over the edge. When a Lemming walks up the bridge and is about to turn around, bash and then build quickly when the Lemming's removed the top half of the terrain in his swing. Do this again with the next Lemming and a path should be made up to the top. When the first Lemming drops down after the bash/bridge section, let him walk along and then build up to the platform where the exit is. Blow up the blocker to release the crowd.

Level 10 - Keep Step

Make the second Lemming a blocker, have the first Lemming mine down before he gets to the yellow horizontal beam. Build from the yellow pillar a little bit after you get on and when you reach the wall, bash through to the exit.

Level 11 - Let's go to the moon!

Make the second Lemming a blocker to hold the crowd. When the first Lemming is about to fall off from the top, build across to the cross. When the Lemming goes from that across to the one just below it, build across to the next one and if necessary use another bridge to cover the gap. The path will then be finished so blow up the blocker.

Level 12 - Go out for a walk?

Dig down at the larger sections of the mesh, you need to use 4 to get down to the floor and then the final one to get through the floor. Once you've done that, make a Lemming that's walking along the bottom a climber. When he climbs up on top of the square, make him a blocker and blow him up. This will create a slope that all the Lemmings can get up and get to the exit.

Level 13 - Salvage boat

With the first Lemming, build a little way onto the striped pole. With the second Lemming, mine from almost the top of the slope to prevent anyone following the first Lemming, make sure that the Lemmings can walk back out the mined tunnel. Build again with the first Lemming, then build across to the wall. When he turns around, build up to the exit level. Bash left when the Lemming gets to the top of the slanted pole, or through the pillar if your Lemming got that high. Back at the start, build over the hole made from the miner earlier to allow the Lemmings to follow the path to the exit.

Level 14 - MENACING !!

The music is anything but menacing for this level. Bash out of the pit with the first Lemming, then bash through the skull. Use a blocker to contain the crowd, continue to bash through everything until you get to a gap. Build over

it, then when the Lemming lands on the ground, build up to the exit about half a second after you land. Blow up the blocker to release the crowd.

Level 15 - Ozone friendly Lemmings

Use FOUR (only) bombers to blow a gap through the right side of the map. You have 5 blockers but you need to save 6 Lemmings and you only have 10 Lemmings.

Level 16 - Lovely jubilee

Mine down until you're deep enough to bash through all the terrain to the right. Then use bombers to blow through the mesh. Start the timer for each Lemming slightly to the right of the one before for best results.

Level 17 - Diet Lemmingaid

Blow up a Lemming anywhere, then blow up a second Lemming just to left of the indentation in the brick he's walking on, the third indentation from the right is the one you want. If the Lemming doesn't reach the wall, bomb a bit to the right next time, if the Lemming turns around and comes back too far, bomb a bit to the left next time.

Level 18 - It's Lemmingentry Watson

Build with the second and third Lemmings to slow them down. With the first Lemming, dig down so there's no terrain to the right of the actual pillar. Make the next Lemming to come along a floater to survive the fall. There's no way to stop the digger so no Lemmings must die from the fall.

Level 19 - Postcard from Lemmingland

This uses part of the "Turning a Lemming around" trick. Make a Lemming a climber and wait for him to almost reach the exit, this needs to be very close to the exit, almost at it otherwise it won't work. Dig down and after about 5 or 6 pixels, build so that he turns around. But before he exits the pit, have him mine down to create a slope. Then bash left when he reaches the pit to allow the rest of the Lemmings to get to the exit. Make the climber a floater too otherwise he'll die from the fall after climbing the left side of the map.

Level 20 - One way digging to freedom

I have no idea what this title means because the diggers play no part in the obvious solution. Make the first Lemming a blocker the instant he lands, bash right through the pillar with the second. Make 2 Lemmings climbers and floaters. When the first of those Lemmings reaches the floor with no drop underneath, make him a blocker. With the other Lemming, bash left through the one way wall. Blow up the right blocker and when the basher has turned around off the left blocker, blow him up too.

Level 21 - Don't leave any Lemmings

You can only lose 25 Lemmings most on this level, so don't count on the extra 5 blockers and bombers. With the first Lemming, build right when he reaches the top. This will allow Lemmings to get to the top level. Make the first Lemming up a blocker, then when a Lemming reaches the pillar, make him a blocker as far left as you can. Blow him up, then build over to the pillar again, put a blocker and blow him up and do this until you're through the pillar. Then let as few Lemmings (but at least 2) through as possible, put a blocker on the bridge to stop any more. Build over the first trap, delay the other Lemming with a bridge if necessary. Once over the trap, make the first

Lemming there a blocker under the spinning of the next trap, blow him up and use the next Lemming to blow through the rest of the terrain. Blow up the blocker containing the crowd and then repair the bridge. The first Lemming to drop to the ground to the left of the trap, make a blocker so that nobody can come back into the trap. Then build at the far left similar to how you used the first builder. If necessary, put a blocker on the left to turn the rest of the Lemmings around. This can easily be done losing 9 or 10 Lemmings only, but there's plenty of room for error.

Level 22 - Turn around young Lemmings!

Make the first 2 Lemmings bombers, the second slightly to the right of where you made the first one. This should create a hole Lemmings can walk left out of, but not right.

Level 23 - From the boundary Line

Bash with the first Lemming, then when the first Lemming drops into the pit below, make him build. Make the next Lemming past a climber. When he climbs out of the pit, dig down a couple of pixels (no more than 4) and bash right. The builder's bridge will then reach the edge so the Lemmings can escape. Ignore the Lemmings going left, it's possible to do this level losing only one Lemming but it's crazily hard to pull off and not worth tearing your hair out over, there's plenty of that ahead on the next 4 difficulties.

Level 24 - Tightrope City

Make the third Lemming a blocker when he comes out and the second one a blocker some distance along, the further the better for the most part. With the first Lemming use 2 bridges to reach the exit, then with the third bridge, use that to build over the right blocker. The terrain is too thin to blow him up.

Level 25 - Cascade

Unless you use a backroute, this will be Lemming carnage like you've never seen before. Make the first Lemming a floater as late in the fall as possible, and make the last 9 Lemmings (or 9 of back Lemmings) floaters at the start. With the first Lemming, build over the gap on the right, bash through the wall and build again. In the meantime, watch the destruction of Lemmings as only this level can show.

Level 26 - I have a cunning plan

The second tactic from "As long as you try your best" is what to use here. Make the 2nd or 3rd to 6th Lemmings builders to create a wall while the first one or two Lemmings bashes the pillar away. If done properly, you won't even need the wall, just the delay the builders cause.

Level 27 - Everyone turn left

Make every Lemming a miner on the one way terrain to turn them around. Be careful not to click on a Lemming going left otherwise you'll fail, you've only got exactly the right amount of miners. Do it as early as possible for each Lemming, pause the game to move the cursor if need be.

Level 28 - Lost something?

A hidden exit level. Make the first Lemming a blocker when he comes out, start building from when you get onto the dirt terrain up to the centre mound in the

air. Bash right when you get there and mine/dig down to the level of the steel or build up (if you took away some steel) to get to the exit if needed.

Level 29 - Konnichiwa Lemming san

With the second Lemming, mine away the bottom of the circular slope, with the first Lemming build over the gap. Then use at most 2 bridges from the second hump to get up to the next platform. Mine down to get to the exit and use the final builder to repair the gap you made at the start of the level.

Level 30 - Don't follow me

Here's where technical understanding of how miners work is important. A miner will fall a pixel or two to the right of where the rest will fall out the end of a tunnel. So when you mine in this level, you have to allow a couple of pixels for the rest of the group. For the first 2 slopes you want to mine to allow the Lemmings to all drop onto the level below, but not into the gap. Use the third miner on the striped beam at the end.

v - Contact Info

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

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 difficulty, 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. ^^

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