

Lemmings Present 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 Present Difficulty Walkthrough

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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. There are no other FAQs/Walkthroughs online for this mode in this game at the present time, plus 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

6/10/2005 - Started writing this FAQ
11/11/2005 - Finished the FAQ. Life got in the way =P
15/11/2005 - FAQ Uploaded

iii - Some Hints and Tips

I'm assuming that because you're looking for this FAQ, that you know the basic s 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 on 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.

Level 1 - Natural Life

Make the first Lemming a climber so he'll go over the obstacle. Make the

second Lemming a blocker after he's turned around and gone to the left of the hatch the Lemmings enter the level from. Make the first Lemming bash through the obstacle in his way (may take 2 bashes) and then build across to the wall. When you get there, bash through and that makes a path to the exit. Back at the start of the level, bash through the obstacle you had the first Lemmings climb over. Bomb the blocker Lemming and wait for the rest to get to the exit.

Level 2 - Don't Leave My Lemmings

Make the first Lemming a floater. When he floats down to the ground, he will get to a ditch in the path and turn around. He'll walk back and hit a wall and turn around again. Soon after this point you need to start building a bridge to catch the other Lemmings who are falling off the first ledge and killing themselves. 2 bridges should do it, the third bridge should be used to cover the ditch in the road. Then bash underneath the one way brick so that you avoid it.

Level 3 - Let Me Get Out Of Here!

Make the first Lemming a climber and a floater. Bash through the pipes at the bottom and build over the first gap you come to. The Lemming will walk over the next similar link, you then need to build up to the platform. When the Lemming turns around you need to build all the way up to the exit. Back at the start you should dig through the floor and then bash through the wall on the right to release the Lemmings, who should follow the path to the exit.

Level 4 - Lemmings standing on the earth

Make the first Lemming a blocker just before he falls to the level below. Make the next Lemming out build up to the platform above once he's turned back around from hitting the wall on the left. Bash through the thin pillar. At this point you should make the second Lemming to pass through a Blocker because you only want one Lemming to go on ahead. Bash through the pillar and build across over the gap. You then need to bash the ground under the trap (may take 2 attempts). When he gets through, build before he gets to the middle section of the next bit of path to avoid the trap. You then need to build at the last possible moment before the Lemming dies in the trap ahead, this should take you over to the exit, you may need to use a miner or basher to stop the bridge when you want it. Bomb the blocker that's preventing the rest of the Lemmings from following through and then bomb the final blocker once everyone is safely on their way to the exit.

Level 5 - Darkness of the Royal Family

Once the first Lemming has dropped off the edge, block the rest in. Have the first Lemming bash at a point where he'll come out and drop safely to the level below. Build over the thin 1 pixel gap running down the middle of the terrain. Build up to the next platform and then over the 2 gaps, once a path is made, release the rest of the Lemmings. When building over the gaps, your Lemming may turn around, so refer to one of the earlier methods for turning Lemmings around if this happens.

Level 6 - No time for a detour

When the first Lemming reaches the first dip, have him mine through. Some Lemmings will go over the top but this doesn't matter. When they break through the floor, let the Lemmings walk on a bit. Then have the first one dig so that the right side of the hole will break through the floor before the left side does. This will cause everyone to walk out the right and continue to the exit, there's no time for anyone to go left. Up to 2 Lemmings can go left but you'll

fail if any more do, the danger is the original group of 5-6 that pass over the top of the level. You need to dig so that they fall into the hole while it's still being dug otherwise they'll fall through the complete hole and walk left, therefore not reaching the exit in time.

Level 7 - Everyone turn left!

Make the first Lemming a blocker before he falls off the edge, level complete.

Level 8 - Libra (Part Two)

Make the Lemming that comes out of the top left hatch bash through the pillar, make the Lemming that comes out of the top right hatch dig down and then bash right to create a path to the exit and make the Lemming out of the bottom left hatch bash through the pillar and this will give everyone a path to the exit.

Level 9 - Fix the road, quick!

Make the first Lemming build as far to the right as possible so that the next Lemming drops down onto the ledge below. Have him build as he's descending the steps to raise the height the Lemmings have to pass to carry on left. Make the first Lemming over the top start to build over to the right. Make the first Lemming that reaches the end and comes back start to build from the top step to make a bridge connecting to the first bridge built. He'll bang his head and turn around, use another builder to finish the bridge and complete a circuit that nobody can die from. Then use another 2-3 bridges built to the right to stop any Lemmings from being able to walk left and rejoin the circuit. Wait until the last Lemming drops out the hatch and use him to carry on the bridge over to the top right. When he reaches the end of the next platform, build once to get over and then once more coming back. The Lemming will then walk for some time before coming to the end of the path, build once to go over the gap and that finishes the path. You then need to build out of the pit of Lemmings to the left to allow them to join the circuit. They will then follow the path safely to the exit, you can only lose 6 Lemmings maximum while doing this level and this will happen while you're still trying to build the circuit to contain the Lemmings.

Level 10 - Where are you heading?

Bash enough places to allow the Lemmings to drop down. You then need to bash the larger sections as the Lemmings go back left after hitting the wall. There are plenty of bashers so don't be afraid to use them. When you get the Lemmings down to the bottom, bash right when they reach a wall they can't go over and they'll go to the exit.

Level 11 - Field Athletics

Increase the release rate to 99 until about 70 Lemmings are out. Then lower it back down. Have the last Lemming out of the hatch build across the gap. Bash through the mound on the right and build over to the exit. In the pit where the Lemmings are, build in a zig-zag fashion until they get up onto the original bridge and walk over to the exit.

Level 12 - Balance Beam

Have the first Lemming dig when he reaches the one way section. Just before he breaks through the platform, have him build to stop the digging. Bash left to the exit.

Level 13 - Watch your step (Part two)

Have the first Lemming build up out of the pit and then build over to the wall so that you can bash through the whole thing in one go. Make the first Lemming out the other side bash at the bottom of the ramp to lower the fall at the end enough for the Lemmings to survive. If any other Lemmings are too close to the lead basher at the last step then have them build to delay them.

Level 14 - Like an overflowing wave

Have a Lemming build up to the platform on the right, bash through the thin wall, bash through the thick wall once the Lemmings climb up the steps and bash once more to lower them down to the ledge where they'll walk to the exit. The difficulty is in the initial building as 90% of the time you'll select a Lemming going the wrong way somehow.

Level 15 - Evil whisper

Have the first Lemming dig so that he falls down onto the raised platform but the others fall left of that and into the pit where they can't escape. When the first Lemming drops down, mine and then bash across when you're lower than the steel column. When the Lemming is at the top of the ramp and drops onto the next section, have him mine before the trap. When he turns around (or you can use a builder to turn him round) have him mine to the left to get to the exit. Build out of the pit to have the rest of the Lemmings follow the path to the exit.

Level 16 - A Trap is a trap

Have the first 3-4 Lemmings become bombers at a point where they will fall off the edge and explode, taking some of the block with them. Then have a Lemming build across to the exit. You can block the rest of the Lemmings in but you only need to save 10 Lemmings so even with the high release rate there shouldn't be a problem.

Level 17 - Electric circuit

Have the first Lemming build almost immediately up to the platform above. Before it's completed, have another Lemming dig away some of the stairs so that only the first Lemming escapes the circuit. When he drops off the ledge to the platform below, have him dig immediately. He then needs to build over the cross that's in the way, but the Lemming can't turn around. Dig as far right as you possibly can just before the steel section and then bash through the diamonds as soon as he drops down. Use the final builder to repair the original bridge that you broke.

Level 18 - King of Lemmings

Have the first Lemming build across the gap on the right after they drop down from the stairs. The next Lemming will drop down, have him build across the small gap. If any other Lemmings are about to drop down, have them build to stop them from falling. All the Lemmings should then collect in a pit on the left. Have the one Lemming that dropped down bash through the pillar and then build across the water and then up to the exit level. Bash through the final pillar. In the pit of Lemmings, have them bash through all the pillars to their right to release them.

Level 19 - Acrophobia

Have the first Lemming dig the instant it touches the ground.

Level 20 - Lemmings-preying iron plate

Have the first Lemming dig when he's gone to the left of the entrance hatch. You then need to have a Lemming dig at a point to send the Lemmings into the gap below, but allow one Lemming (only one) to pass over to the right. That Lemming needs to bash the thin wall, drop down and build across over the gap and the trap. Bash through the wall just after that and build from the lower steel block to avoid the hidden trap. When the Lemming reaches the top of the second set of stairs, build across and then bash through the stairs and wall back at the pit to release the Lemmings.

Level 21 - Use your brain better

Get the first Lemming to bash right, when the second Lemming turns around, get him to build so he hits his head and turns back around, the tunnel should be complete by then.

Level 22 - None title

Have the second Lemming build a couple of bricks (bridge building bricks that is) back from the edge of one of the pastel bricks, this should make it impossible for any Lemmings to go left off the edge because you've made a wall. Have the third Lemming build across to the right to prevent anyone following the first Lemming. Have the first Lemming build across from the small platform to the larger one, then across again to the slope. Build twice to cover the next gap and then mine the first bridge to release the rest of the Lemmings.

Level 23 - Precarious Oasis

Have the second Lemming bash through the steps near the ground to prevent any other Lemmings escaping. Have the first Lemming mine when he reaches the top so he comes out and drops safely to the ground below. Have him build up to the wall in front of him and bash to the exit. Back at the start you need to use the final builder (if you used 3 at the end) to get over the gap you made in the stairs earlier.

Level 24 - Everyone's a hard nut

Have the first Lemming bash when he reaches the wall at the end of the thin ground below and have the second one bash through the ball when he reaches the top of his ramp. If necessary, use a builder on the second Lemming if he turns around. When the third Lemming comes out have him dig right through the 2 blocks beneath him, this will slow him down enough. Have the first Lemming bash the thin wall in front of him. When the first Lemming has gone round a loop of sorts and arrives on more thin ground to the right of the trap you need to bash and dig through the layers to get to the exit. Look for where you can get past 2 layers at once where they join up. By the time the other 2 Lemmings catch up, the path to the exit should have been made.

Level 25 - Underground city

Build from the stairs on the left to the stairs on the right, then back to the wall on the left and then to the second stairs on the right. When you get there, bash through the wall at that level so you pass under the one way wall. Mine through the floor just before the exit so that the Lemmings drop onto the short set of stairs below and fall nicely into the exit.

Level 26 - Pitfall

Have the second Lemming dig to create a pit to trap the rest of the Lemmings. Build once you're deep enough. Have the first Lemming build a bridge over the gap but bash to cut it short so he drops to the ground below. Bash through the wall and then build over the gap. Build up to the exit and back at the start, bash to the right to release the Lemmings.

Level 27 - Try anything once.

Use a blocker to stop the Lemmings walking left off the edge. Have one Lemming become a climber. When he gets above the exit, dig so that the Lemmings will fall into the exit. To do this you must dig slightly to the right of where you might imagine. The Lemming who is digging will survive the fall and if need be you can use builders on him so he turns around on the far wall. Build out of the pit to release the rest of the Lemmings.

Level 28 - Which one are you trying to get?

Have a Lemming on the far left become a climber so he climbs over the mound. Have him dig to get to the level below and then build slightly back from the edge to get over the gap successfully. Bash through the obstacle in your way and then build to get over the second gap in the same way. Bash through the last obstacle and then mine just after you pass it. Use a builder on the Lemming when he's climbing the ramp to the right of the exit or he'll climb over and die in the lava. Use the 2 diggers to free 2 of the groups by digging as far right as you can so a gap appears on the right first, use a basher on the group on the far left to free them. You have enough builders left only to turn one Lemming round if he goes the wrong way after being released. If any more go left you'll need to start again.

Level 29 - Private room available

Have the first Lemming dig at the pillar on the right so he hits the steel. Have the next Lemming dig just above the container second from the right. Have each Lemming dig into a compartment starting from the far left. The very last Lemming dig before the point above the first steel wall. He needs to dig where the longest Icicle dangling down is so he'll survive the drop to the floor. Then have him build over the gap and bash through the diamond. Have every Lemming in the compartments dig down making sure that you DON'T take ANY of the wall to the next compartment with you or the Lemming in the next compartment will walk through and die. When all the Lemmings have dropped down successfully, bash left and the Lemmings will reach the exit,

Level 30 - Final Impediment

Have the first Lemming become a floater. The next Lemming needs to block the rest off, crank up the release rate because there's 100 Lemmings in this level. Have the Lemming build over the gap on the right, then when he's walked back he needs to build up to the first block. Then build as far left as possible from that block. Before the bridge is complete, dig down one pixel and start building again. This will ensure no Lemmings can climb the gap onto the next brick. When the Lemming turns around, build to the block on the right. When the Lemming turns around (now facing left), build up to the block at the top left, then build right up to the exit. You then need to mine underneath the blocker to free him and the rest of the Lemmings, who should then all follow the path to the exit.

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 (or Sunsoft), 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) among others) without which, I would not have been able to complete this game or write this Walkthrough. 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 15/11/2005

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