

Lemmings Special Levels FAQ

by chandlerbing

Updated to vFinal on Apr 24, 2006

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

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Lemmings (PSP)  
Special Levels FAQ  
Version Final  
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This FAQ was started on 10 March 2006.
This FAQ was updated on 24 March 2006.

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Version History  
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Version 0.1
Started the FAQ. Walkthrough up to Level 9.

Version 0.2
Walkthrough up to Level 13. Guide submitted.

Final Version
Completed Walkthrough

- Update -
Included instructions for Born A Blocker stage.
Added crappy diagram for ' No Justice for the Hero'

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Introduction  
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Lemmings for the PSP is more than a mere port. It is a redesigned (both graphically and in control mechanics) title that does justice to the classic franchise that has seen its ups and downs over the years. The gameplay is just as addictive as ever and retains all the elements that have made this game one of the most beloved puzzles games from the past.

This FAQ covers the walkthrough for the 36 brand new levels included with the title. Enjoy!

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Controls  
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UP, DOWN, LEFT, RIGHT - Cursor
Analogue stick - Adjust camera

START - Pause
L - Scroll through abilities (left)
R - Scroll through abilities (Right)
X - Assign ability to a highlighted lemming
TRIANGLE - Zoom camera
O - Fast Forward button
SQUARE - Lock cursor on lemming

LEVEL 1 - CLIMB TO VICTORY

Lemmings: 5
Save : 1
Time 8.20

A simple stage. Make all of them climbers.

Level 2 - SAVE THE LEMMINGS WITH FLOATERS

Lemmings: 5
Save : 1
Time : 10.00

Make all the lemmings climbers and floaters and you'll pass this easy stage.

Level 3 - DIG DOWN, BASH ACROSS

Lemmings: 5
Save : 1
Time : 10.00

Dig and bash all the way to the bottom before you make any of them climbers. After that, bash your way to the exit.

LEVEL 4 - BLOCK FIRST, EXPLODE SECOND

Lemmings: 20
Save : 5
Time : 10.00

Set a blocker on the top platform and the middle platform. Now you have two traps to contend with, all of which can be avoided by setting a blocker and blowing a hole down on the lower ground.

LEVEL 5 - BRIDGE ACROSS, MINE THROUGH

Lemmings: 10
Save : 5
Time : 10.00

Mine through the pipes first of all. Then continue to build bridges across the floating metal platforms to get to the exit, where you have to mine through once more. Don't worry about the other lemmings falling down, they'll gradually make their way back to the top via the webs.

LEVEL 6 - BASH IN THE DIRECTION OF THE ARROWS

Lemmings: 10
Save : 5
Time : 10.00

Since you cannot bash through the tree on the right (arrows pointing your way), you'll have to take the left tree and cross from below. Build a bridge on top of the webs on the right hand side of the screen to create a path towards the exit.

LEVEL 7 - CRYSTAL POINT

Lemmings: 10
Save : 9
Time : 10.00

Dedicate one lemming to bashing and building bridges across to the exit, so make sure you block the rest of them while the one lemming does the work. blow up the blocker once the path has been paved.

LEVEL 8 - SO NEAR, SO FAR

Lemmings: 5
Save : 5
Time : 4.00

Make one a climber so when he climbs his way back out of the hole where the lemmings will fall, he can get to work building a big bridge towards the exit. After the way is secured, make the rest of them climbers.

LEVEL 9 - PILLAR TALKING

Lemmings: 10
Save: : 8
Time : 7/00

Dedicate one lemming to paving a way through to the exit, so set a blocker in place. The lemming's first task is to build a giant bridge to a tall pillar. From here, refrain from building a bridge from the top as it will leave to a massive drop and inevitable splats since it'll be far too high for any safe landing. So dig and mine the way towards to lower edge of the pillar. Build bridges across to the exit.

LEVEL 10 - JUST 17

Lemmings: 18
Save : 17
Time : 5.00

First set a blocker to prevent the lemmings from falling down the chasm. Make one lemming a climber and a floater. The part requires you to build a bridge so that is the lemming meets with the wall to bash a tunnel that, if you zoom across to the other side, comes BELOW the the trap. Once the tricky part is done, you can breath easier as the rest of the stage is basically building bridges across. Now, you'll to have at least one bash command ability left to your hoard of lemmings can bash their way through. Remember, use the square button to focus on one lemming (since it'll be very crowded indeed) and have that one bash a tunnel through.

LEVEL 11 - DOWN THE LINE

Lemmings: 10
Save : 10
Time : 4.00

First bash across the wall until you meet half way. Have the basher dig down the centre and the wall of the middle row. Once the digger reaches the bottom level, bash across to reach the exit.

LEVEL 12 - A TO B

Lemmings: 2
Save : 2
Time : 1.00

You have two lemmings to save here and there is a very strict time limit. Having any lemming climb over the pillar is a no-no as the tall pillar in the centre will suck up a lot of time.

First thing to do is bash through the first wall. Have the second lemming the follows build a bridge to give the first one the time to bash through the whole structure. Once that's done, bash through the second pillar but you won't have to repeat the first step as the distance between the two lemmings should mean that there is enough time for the basher to make the way through. Repeat for the third wall and you should have enough seconds to spare to finish the stage. Phew.

LEVEL 13 - CHAIN REACTION

Lemmings: 25
Save : 15
Time : 5.00

Timing is absolutely crucial in this stage. From the get go, you will need to set a bomber to blow a gap in the hill so the lemmings can't walk over and fall to their deaths. Set a bomber the moment the first lemming walks onto the metal plates (at the second red screw) to do so.

To blow up the first barrier, set a bomber right beneath the hanging chain to the right of the lemming entrance. The Square button is incredibly helpful here so you don't detonate the wrong lemming.

To blow up the consequent barriers require more of less the same. Use the hanging chains as indicators or markers as to when you should detonate your lemmings. Usually detonating them just after they pass the chains should do the trick.

LEVEL 14 - TUNNEL VISION

Lemmings: 8
Save : 8
Time : 5.00

There are two entrances in this level. One at the top of the screen and one at the bottom right hand side of the room.

In order to mine all the way to the bottom floor with the second set of the lemmings (thus, paving a way for the second set of lemmings towards the top), bash the wall to the left of the entrance

and start mining from as farleft as possible. With that under way, have one lemming build a small bridge to cover the gap made by the miner. Use the last mine command to dig your way through to the exit.

LEVEL 15 - TWO GOOD FRIENDS

Lemmings: 2
Save : 2
Time : 8.20

Have one lemming bash the wall and the second one dig. The second lemming will make his way across first so have him dig and then bash the way open to the exit. Simple stuff.

LEVEL 16 - ONE MAN DOES ALL THE HARD WORK

Lemmings: 5
Save : 5
Time : 5.00

A tight beginning. The first lemming must start building as far to the edge as possible to ensure the rest will make it onto the next platform. After that, delay the progress of the following lemmings by having the second in line build a bridge. This will give whoever is in front the time necessary to bash through the wall to the exit.

LEVEL 17 - RELEASE IS THE WORD

Lemmings: 8
Save : 6
Time : 2.00

Have one lemming build a bridge towards the hanging chain, then when the lemmings face the opposite direction, build another bridge to cover the tiny little gap to avoid falling into the flamethrower. From here on, make all the lemmings floaters and you're done.

LEVEL 18 - THE RUN AROUND

Lemmings: 2
Save : 2
Time : 5.00

Make the lemming on the far left a climber, while the only other lemming bash the wall to the right. Have this lemming that just bashed through the wall build a bridge TOWARDS the wall it just bashed through. This is to allow the climber to scale the wall to higher ground and make his way around to the opposite side of the one-way wall.

LEVEL 19 - THREE STEPS TO HEAVEN

Lemmings: 10
Save : 10
Time : 5.00

Another stage where you must send one lemming ahead to pave a safe route for the rest to tread, and you must secure all ten lemmings here.

First, have one lemming dig a hole into the triangular mound to the right. The second lemming will turn around (he'll be our path finder) and the rest will consequently drop into the hole the digger is digging. Just so the digger doesn't dig his way all the way to the bottom, turn him into a basher to give the some breathing space. Use up a bridge command to halt the bashing. Your lemmings are now safe from harm.

For the other single lemming, the rest of the stage revolves around building bridges and bashing your way through obstacles. Be sure that he doesn't step on the metal trap prior to building his first bridge.

LEVEL 20 - LEMMING TOAST

Lemmings: 1
Save : 1
Time : 4.00

A spectacularly simple level. Build a bridge towards the roof of the gigantic wall followed by mining your way down towards the little pit on the other side. From the pit, build a bridge towards the giant wall so you are on the same level as the exit on the opposite side. Bash your way to the exit.

LEVEL 21 - SEEING DOUBLE

Lemming: 12
Save : 8
Time : 5.00

There are two entrance trapdoors separated by a spinner trap. Let's deal with the entrance on the right side first. Bash through the pillar and build stairs towards the exit. For the lemmings on the left side, repeat the process you did for the first set of lemmings. But you'll notice that you cannot bash through the metallic wall on this side, so make as many of them as you can climbers and bash through the wall the separates both sides to reach the other end.

LEVEL 22 - THE WORMERY

Lemmings: 10
Save : 5
Time : 5.00

This level involves mining into the ground to prevent your lemmings from walking into certain death and it's a process that has to be repeated 3 times in total.

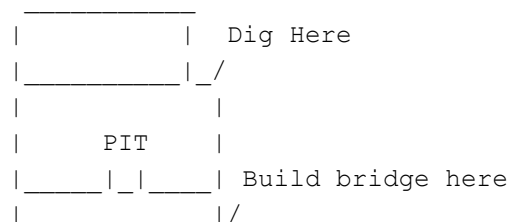
First, have the first lemming walk past the opening above before beginning to mine. Once you are certain that no lemming can stroll past, halt the mining activity by using up a build command on the miner. Proceed to build a bridge to middle ground. There is a trap ahead so repeat the process you did earlier. The rest of the level works in exactly the same way.

LEVEL 23 - THE FLOOD

Lemmings: 100
Save : 100
Time : 6.00

The trickiest part to this level happens near the start of this rescue-all-lemmings stage. Make the first lemming (as your path finder) a climber to scale the wall, and have the second lemming bash through the wall towards the little pit in the centre of the structure. Now, your path-finder, while still on the wall he just climbed should begin to dig down by the ledge. Keep digging until he reaches a point BELOW where the level where the lemming hoards are trapped. Have the lemming build a bridge towards the toppled pillar on the other end.

Please refer to my crappy picture below for an illustration:



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The reason for doing this is so when the lemmings bash their way out, they do not accidentally destroy the bridge.

LEVEL 24 - WITH A LITTLE HELP FROM MY LEM

Lemmings: 2
Save : 2
Time : 5.00

Have the lemming on top of the building dig down the right side of the structure, but not landing in the square room. Bash through the wall to the left taking him to exact centre of the structure. Have him dig down and bash left to join up with his companion. After this, make both of them climbers once they are facing right. Climb up and bash the wall on the right to reach the exit.

LEVEL 25 - NOT AS EASY AS IT LOOKS

Lemmings: 20
Save : 19
Time : 5.00

Your aim here is to ensure all the lemmings reach the bottom floor facing the exit (right). First, lock-on to a lemming in the centre of the herd. Your goal now is to start digging as far left of the screen as possible (remember, facing RIGHT). This will give the little'un time to dig holes towards the exit before the herd reaches him.

LEVEL 26 - BACK OF THE NET!

Lemmings: 20
Save : 19
Time : 2.00

An easier stage than you would expect. The solution is practically thrown in your face! First, set up a blocker so the hoard of lemmings turn the other way. From here on, have the lemming in front bash through the rusty wire (coloured differently to the rest) to reach the exit.

LEVEL 27 - WRONG POINT OF VIEW

Lemmings: 20
Save : 15
Time : 5.00

While it might be tempted to brave the crystal route at the bottom, the safest way through this level is to take the top route along the pipes.

Start building a bridge to get to the ledge at the start. About halfway to completion, time a bomber to blow up in the middle of the bridge leaving one lemming to secure the route ahead. Also remember to build a bridge to the left of the entrance trapdoor to cover the hole. You might lose a few lemmings, but not enough to render failure. Once the lone lemming has secured the route, have any lemming rebuild the bridge that was destroyed to complete the path.

LEVEL 28 - FLOAT IN LIGHT, AT LEMMING HEAD HEIGHT

Lemmings: 3
Save : 1
Time :4.00

Another very easy level. Make all 3 lemmings floaters to break their fall. Make the first lemming a blocker and have the second build a bridge to the toppled pillar. As soon as he reaches the top, turn him into a blocker. The third lemming will be following close by, have him build stairs to the top ledge and dig his way to the exit on the far end.

LEVEL 29 - A BRIDGE OVER LEMMING SLAUGHTERED

Lemmings: 10
Save : 9
Time : 5.00

Have the first lemming start digging immediately after dropping out of the trapdoor. Have the second lemming, who will walk pass, mine after he drops to the ledge below. While the second lemming bashes his way and builds a bridge over the trap, halt the original digger for the time being until the path is secured.

LEVEL 30 - THE STAIRS ARE NOT FLOORED

Lemmings: 25

Save : 24
Time : 4.00

Send the first lemming ahead and set up a blocker. Wait for the first lemming to turn back left and dig through the stone that you first came across and set this lemming up as a floater to break its fall. Once it has landed, it will walk past and over the exit. Build a bridge towards the lower ledge against the wall to secure the route for the rest of the lemmings to drop to the exit. Now this is done, have one lemming at the top build a bridge over the metal block and the rest will follow the gradual steps down to the exit.

LEVEL 31 - QUICKLY NOW

Lemmings: 30
Save : 15
Time : 5.00

A cleverly designed level that fits the name it's been given. With a few brollies to help those lemmings scale down the cliff, it becomes essential to start building a massive stair to aid those that have to do without. Begin your bridge from right to left.

LEVEL 32 - GATHER ROUND AND BREAK AWAY

Lemmings: 25
Save : 20
Time : 7.00

A bog-standard stage where all you have to do is block the tide of lemmings is to use a couple of blockers. Send one single lemming ahead to build bridges and stairs towards the exit.

LEVEL 33 - CAGEY BUSINESS

Lemmings: 11
Save : 11
Time : 8.20

Have the first lemming build the bridge - about 5 lemmings will fall into the 'cage' below. Repeat the process for the second part and all but one will fall into the second cage. Make the lone lemming a floater to break his fall. From here, build a bridge across the hole, but don't let this lemming exit yet, it still has work to do. What he needs to do now is to start to build a bridge AS CLOSE TO THE SPINNER TRAP AS POSSIBLE (from

left to right). It might seem risky but the trap won't shred him to pieces even if building the steps make it seem like he will. After this, he can exit. Have the trapped lemmings bash their way to freedom.

LEVEL 34 - BORN A BLOCKER, DIE A BLOCKER

Lemmings: 10
Save : 1
Time : 8.20

What a fun stage! You have a whole row of lemmings at your disposal in which you can manouvre your way through a trap ridden maze. Setting up blockers to dodge traps. By the time you reach the end, there's only one lemming left so you MUST always use the first lemming in line to set up blockers when need be.

Here are the instructions:

- Set all the lemmings as climbers first of all. Once they've climbed over, wait for them to fall down to the next ledge. Set the first blocker here.
- Set the second blocker on the ledge directly below the one where you set the first blocker. This is to prevent the lems from climbing up to the spinner trap.
- Set the third blocker on the ground floor to stop them from climbing over and into the hole. Now they'll be facing right.
- Now have them climb the next 2 walls. They'll fall down to the ledge below, climb the wall, hit the ceiling (don't worry, they won't hit the spinner trap) and turn around facing left.
- Set the fourth blocker on the ground floor so they won't climb the left wall and hit the spinner trap.
- Now have the lemmings climb the next 3 walls. On climbing the third, have them fall to the ledge below and set the fifth blocker here.
- On the ground floor, set the sixth blocker to stop them falling into the hole.
- Have the remaining lemmings climb 4 walls. After climbing the fourth, have them fall to the ledge below and set the seventh blocker here.
- Set the eighth blocker directly below this ledge.
- Set the ninth blocker on the ground floor and the last lemming will now exit.

LEVEL 35 - NO JUSTICE FOR THE HERO

Lemmings: 20
Save : 19
Time : 8.20

Target the last lemming of the herd. When facing left, mine down to the lower ledge (towards the right hand side of the screen). Now, when your lemming reaches the edge, have it dig down until he nearly digs through but not quite. Have him build a bridge here. If done right, the bridge should hit against the opposite wall but leaves a gap in the bottom for the herd to fall through.

Here's a diagram depicting the steps to save all the lemmings:



LEVEL 36 - NOTCH WHAT YOU THINK IT IS!

Lemmings: 20
Save : 19
Time : 4.00

The final stage requires perfect timing on your part, and the necessity to act quickly.

Make the first lemming a floater. You see the U shaped gap in the ledge? Make the second lemming dig 'just' before it reaches that spot. The third lemming which should walk pass will be the bomber. Set it a short while after it passes that spot and it will fall off the cliff and blast the obstacle in midway. The

first lemming will soon reach a hole, so build a bridge all the way to the exit.

CONGRATULATIONS! You have completed all 36 Special Levels!

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