

Cavelem Tribe
Shadow Tribe
Sports Tribe

Appendix A:

Extra
Bugs
Glitches
Stuff

Credits

Copyrights

E-mail, Questions and Contributions

Unfinished business

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Version Updates
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Version 0.1

15 June 2013:

Started with this Walkthrough, Completed intro.

Version 0.5:

28 June 2013:

All the tribes from beach to highland finished.

Version 0.8:

10 July 2013:

Rescued tribes up to Cavelem.

Version 0.9:

14 July 2013:

Finished that last few remaining sections and the shadow/sports tribes. That should be all for the main walkthrough!

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Frequently Asked Questions
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Q: Is it possible to save all Lemmings from all Tribes?

A: As far as I currently know, it's possible to save all 40 Lemmings for each tribe, with the exception of Polar & Classic tribes.

Q: Is this version the same as on the other consoles?

A: Well, actually it's quite different from the Amiga & PC. All the cannons are set to fixed locations, and the "Chain" feature is also absent in the SNES version. Furthermore, some levels have been altered in lesser/greater extend. The biggest differences are for example seen in the first level of the Sports tribe. This version has most similarities with the Mega Drive (Genesis) in terms of gameplay. However, in stead of offering a password, this game uses a save system.

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Controls
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Controller

D-Pad

Use this to move the cursor around on the screen

Start

Shorcut button to Pause the game during a level

Select

Shortcut button to put the game in double speed, useful when you're waiting for Lemmings to finish their tasks or when the group has to march a long distance.

A Button

Use it to confirm an attack or command. Also used to talk to people in villages, open chests and pick up items when you examine objects.

B Button

Confirm an option. Used in general to select a skill from the panel, or to assign the skill to the currently selected Lemming

Top L/R Buttons

Use to scroll left/right through the skill panel, without having to move the cursor to the panel. This can be handy when you need to switch between tasks quickly.

Note: that you can also play this game with the SNES mouse as input!

Start Menu

This static menu appears when go through the opening cinematics. There are several options here that you may choose from. Here are is a brief summary of all the options:

Load / Store

This basically does what you expect it to do. Save/restore data from any of the four available slots to play with. Per file the game stores the amount of lemmings you saved for each individual level.

Practice

Use this if you want to try out the some arbitrary skills on a few test maps. On the first screen you get to see a grid with all the available skills in the game (the "planter" has a duplicate slot here). The following screen shows you four possible play levels each with unique elements. The available levels are based on: Mediaval, Egyptian, Space & Polar tribe textures.

There no exit goal in these levels and no time limit either. The only way to quit the training is by killing all your lemmings on the map. This can most easily be accomplished by double clicking the Nuke button in the bottom right corner.

Play

Pressing this button will always select the Beach tribe to play with. It's not a very useful button, although I start the lemming descriptions with Beach as well for the sake of continuity.

Map

This brings you to an overworld map showing all 12 Tribes and their talisman pieces. For every level cleared for a tribe the corresponding talisman piece will move one step closer to the center where the ark is located. From here you can select any tribe from which you wish to play a set of 10 levels.

Skills

Here's a rundown of all the skills that are available in this game. I've ordered them in alphabetical order.

Archer

This skill causes the Lemming to halt and aim for the location of the cursor. Upon pressing "B" the Lemming will unleash a small arrow in that direction. If the arrow hits something it will get stuck there and become part of the background. This skill is mostly used to create small ledges on very tall walls, so the Lemmings that drop down there have an intermediate ledge where the can recover rather than splattering down one long fatal drop. It should be noted that when the arrow is perfectly vertical it will act as a barrier. We won't need this feature in this version of the game, but it's still a nice thing to note. Lastly, the Archer keeps its walking direction, regardless of the direction the arrow is shot.

Attractor

Once assigned the relevent Lemming will start playing a musical instrument, which causes all nearby Lemmings that aren't busy with another skill to halt and start dancing on the specific spot. This skill is in many levels very crucial to separate a single Lemming that clears the path from the pack, so no Lemmings march onward before the path has been cleared yet. The range is roughly about 4~5 blocks, and does require a second or two before any Lemmings get under its influence!

This skill is essentially an improved version of the Blocker for multiple reasons. 1: a single attractor can halt all Lemmings. In case of Blockers you would sometimes need two to cover both sides. 2: An Attractor can be stopped simply by assigning him another task, most often a single Jump will suffice. Attractors can only be undone by digging away the ground beneath them (or by applying the "exploder" skill which kills him in the process). Each tribe has unique animation and instrument for the Attractor:

- Beach - Disc Jockey
- Outdoor - Trumpet
- Egyptian- Pungi (snake charming flute)
- Medieval- Guitar
- Classic - n/a
- Circus - Drums
- Highland- Bag pipes
- Polar - Horn
- Space - Synthesizer/Xylophone perhaps
- Cavelem - Bongos (these cannot even be seen in this version of the game!)
- Shadow - Cymbal
- Sports - Bass Guitar

Ballooner

A Ballooner will stop and inflate a large helium (or so) filled balloon, which will send the Lemming directly upwards. The player can influence the path by changing to Fan controls and generating wind in the proper direction. The Lemming can be pushed in any direction (even downward), but if the balloon touches anything it is going to burst and the attached Lemming will fall directly down. Lemmings keep their walking direction, so make sure you drop them on the right side of your destiny.

Basher

In order to dig horizontally through dirt walls the "Basher" is the skill to use. Once a Lemming starts digging it will create a path at the same height as where it started, and will only stop if you: assign a different task, it hits metal, or when no more wall is detected. The last item means that less than 3 pixels of dirt are detected above the Lemming's walking level. Therefore, this skill is different for example from the Club Basher cause that skill will continue on unless there its club doesn't hit anything during its full swing.

Bazooka

Like the shadow tribe on the box-art Lemmings can use a bazooka to fire an explosive shell at the location they are at. The shell will following a slight arc, and will remove dirt at its impact site. The shockwave generated during impact will send any Lemming in the vicinity flying backward. In most cases Bazooka's are used to create horizontal path ways, but there are instances in which it is used to blow Lemmings over an obstacle.

Bomber

Similar to the Exploder skill, this will make a Lemming place down a bomb at its feet and generate a small explosion creating a crater and sending Lemmings flying around. Unlike the Exploder the explosion occurs directly when used, rather than a 5 second count down. Secondly, the skill itself doesn't kill the Lemming (it still may if it falls down a huge gap of course). This makes it much more preferable over the Exploder.

Builder

Another classical skill retained from the original game. This skill will create a staircase of 12 steps, after which the Lemming will shrug and continue walking onward (the last 3 blocks will make a distinct sound to indicate the Lemming is almost out of steps). The staircase is less than 45 degrees in slope so you'll sometimes need to make sure you start early enough, when ascending over a larger obstacle. If a Lemming builds into a wall it will always turn around even if it has a (rock)climber ability. You need to make use of this small, but important fact in a few levels.

Climber

The Climber skill is a permanent skill which causes a Lemming to climb any vertical wall from that point onward. At the top it will climb over the ledge if possible, but if the ceiling is over it the Lemming will keep hanging there for 2 seconds to allow the player to assign the "Shimmier" ability. Not doing so will cause the Lemming to fall downward and walk into the other direction.

Club basher

Similar to the "Basher" skill mentioned earlier, this skill which generate long horizontal paths through dirt. The club is actually pretty huge and chops away a large hole from the environment with each swing, unless metal is hit. Unlike the regular basher the Lemming won't stop if there is still some dirt that can be hit during a swing, even if there is a pathway is already opened. Therefore, you sometimes need to stop this ability manually by assigning a different skill or carefully chosing a position to assign this skill.

Digger

Another one of the 8 original skills. Like the "Stomper" ability the digger will create a vertical path downward, until metal is hit (or a different task is assigned). Just take care that creating very long vertical paths can cause Lemming to splatter to death. Thus either make sure all Lemmings are in the pit, while stomping or do not create pits deeper than 6 squares.

Diver

This is a peculiar skill. At first I thought this skill causes a Lemming to survive a single fall from greater height, but it doesn't increase that distance at all. The manual states that it can be used to jump into the water, but what good is that. If a Lemming falls/jumps into the water it will also survive that jump (of course you still need "Swimmer" or so to survive the water itself). During my playthrough of the game I have used it once (Beach: Level 6 Beach Lems). But that was because a "Jumper" wasn't available and some forward momentum was needed. Perhaps that's its sole purpose.

Exploder

The most famous skill from the original game. Using this skill puts a count down timer over the Lemming and kills it in an explosion after 5 seconds. This is THE skill to avoid, when trying to go for clearing all Lemmings of a Tribe. Fortunately, it can actually be avoided almost always with the exception of 1

level (Polar: ...).

Fencer

The Fencer is another unique skill to get through walls, as it fences its way through the dirt. Unlike all other dig related skills go either horizontal or downward, this is actually the only skill that can continuously remove dirt in an upward slope of roughly 12 degrees. Very useful in some occasions.

Filler

This skill should not be confused with the "Glue Pourer" skill. Both skills generate a single pixel line worth of material, but both Filler and Glue Pourer have unique abilities. The Filler's material will not extend ledges as it can only become solid on ground level. Therefore, this skill should be used to fill up holes/traps or lower ledges between two slopes.

Flame Thrower

Like the name suggests causes the Lemming to stop and pull out a large flame that burns away any dirt in front of it in a cone like shape. The Flame Thrower actually removes dirt below the level of the Lemming so be careful not to burn away the ledge they're walking on in some cases. Using this skill repeatedly can thus generate slopes going up/downward.

Floater

"Floater" causes a Lemming to carry an umbrella with him for the rest of the level. Whenever falling off an edge of more than 3 blocks the umbrella will unfold and the Lemming will glide strictly downward and survive a fall of any height. Unlike the "Parachute" a fan has no effect on the path the Lemming glides down.

Glue Pourer

This skill should not be confused with the "Filler" skill. Both skills generate a single pixel line worth of material, but both Filler and Glue Pourer have unique abilities. The glue coming from this pourer's bucket will also become solid when going over the end of a ledge. Depending on the vertical thickness of the ledge this can cause a horizontal bridge of a single pixel to be generated (if the final ledge tile is also only 1 pixel in height). This can be very effective, when you need to traverse a long distance.

Hang Glider

Similar to the "Magic Carpet" this skill will make the Lemming glide down in a sloped angle. The height and speed of the glider can be manipulated with the fan control. However, the direction in which the Lemming is facing will be retained, even if you move in backward direction. Also note that this skill should not be used on ascending slopes as the Lemming will hit the ground again and stop before you have the chance to blow him upward.

Hopper

Once a Lemming receives this skill it will start hopping along its path making small jumps in one direction of half a square. It is therefore useful for traversing over a long section of alternating blocks and gaps. Mind you that a Hopper can only be stopped if it hits a ceiling or vertical wall.

Icarus Wings

These wings cause a Lemming to move in a horizontal direction half a square over their starting position. They won't drop in altitude by themselves, but this can be changed by the Fan. Blowing a winged Lemming backwards will also change its walking direction!

Javalin

A very rare skill that is only useful in one or two occasions. After assigning the Lemming will make a short run of 3 blocks and throws the Javalin it's carrying in a huge arc. Like the Archer, if the javalin hits a wall it will get stuck in there creating a ledge. The Javalin is however the length of a full square which does make it protude longer than a single arrow.

Jet Packer

Cool but annoying is how the Jet pack can be described. A Jet packed Lemming will start hovering stationary over the ground where it got the skill. During this time the fan has full control over the Lemming so you can move it to any location in the air (which is pretty hard as a Jet pack tend fall down following gravity). Jet packers will remain airborne even if they hit walls/solid ground. The only way to stop them, is by waiting until their fuel expires, which is after 10 or so seconds.

Jumper

As simple as it sounds it makes a Lemming make a small jump, which can be used to get them over a small obstacle without having anybody behind him to follow afterwards. If the Lemming is also a "Runner" the height and distance of the jump will be doubled.

Kayaker

Basically, the Kayaker is a one-time only version of the swimmer. While drowning in the water this skill can be assigned causing the Lemming to peddle in the direction it is facing. After reaching shore/wall it will dispose of the Kayak and attempt to climb on shore. If the wall it too high (more than half a square above water level) it will turn around, fall back, and start drowning again.

Laser Blaster

Upon assignment the Lemming will stop moving and create a green laser ray that extends directly upward. The laser will remove any dirt above the Lemming for ~8 squares, unless it hits metal in which case the laser's ray just stops. This skill is in some cases essential to create a vertical path from the other way if any of the digging skill aren't available.

Magic Carpet

"Magic Carpets" cause a Lemming to hover over the ground and follow any slope. If no solid ground is available they will gently glide downward. Again, you have full control over the carpets with a fan. Like the Icarus wings blowing them backward will cause the Lemming to change its walking direction. If a carpeteer hits the wall it will fall down and continues walking in the direction it is facing.

Magno Boots

Lemmings with these boots will continue walking, but cling on any surface (even ceilings). The skill itself is very slow, and can only be stopped if the Lemming is on ground level/facing straight up. Therefore, you should plan ahead any actions involving these.

Miner

Another blast from the past. Miners create a diagonal slope downwards in the dirt, but at 30 degrees it goes down very slowly. Miners stop mining when assigned another skill, or when an open path is detected (similar to the Bashers).

Mortar

The "Mortar" skill sets up a launcher next to the Lemming that will shoot an explosive shell in a very high arc. The shell hits the ground in roughly 8 squares distance. The explosions caused by both the blast and impact causes shockwaves sending Lemmings flying through the air. It can be hard to aim accordingly with the Mortar, but fortunately in cases where these are needed you're given some extra shells.

Parachute

Basically everything a "Floater" is, but with the possibility to control the path of the Lemming using the Fan. Unlike some of the other fan related skills, this skill is strictly descending. You can only blow Lemmings either to the left or right.

Planter

A peculiar skill that isn't even needed in my walkthrough, although there are a few missions (especially Outdoor) that have these. Planters put a seed in the ground at their current location and sprinkle it with water. During the animation a plant will sprout out from the ground that extends one square to the left/right and half a square upward. The small branches make it ideal for Lemmings to walk up them.

Platformer

"Platformer" is the horizontal version of the "Builder". A Lemming will defy the odds of gravity and glue together 12 blocks in a horizontal path. After running out of blocks the Lemming will momentarily shrug and continues walking.

If you assign another Platformer just after the last block has been layed (listen to the distinct sounds) the platform will extend in a perfect line.

Pole Vaulter

This skill can cause a Lemming to jump over 5 squares in height, but does require a long running way (roughly 8 squares). Assigning a Lemming with this skill makes the Lemming running for 3 tiles and then places the pole 3 tiles further one causing a huge leap. After reaching the top the Lemming releases the pole and continues flying in that direction for a few more tiles. If the run/ascend is interrupted by an obstacle (or end of ledge) the Lemming will trip and fall down making an "oof" sound.

Rock Climber

Upgraded version of the "Climber" skill. This permanent skill causes a Lemming not only to climb vertical walls, but it wall also traverse overhanging slopes of up to 45 degrees. Care should be taken that a Lemming doesn't climb over the edge of the screen (which instantly kills it).

Roper

Lemmings with this skill will stop an aim for the cursor (similar to archers), after selection the location a hook with extension cable is shot that latches onto the shot surface. The rope is traversible by Lemmings making them ideal to traverse very steep paths. If the distance of the shot is too long the cable breaks and only the hook will remain in the wall. You might want to practice a bit with the "Roper" as the hook needs to be shot at the exact corner of the ledge in order to prevent a blocking passage. Furthermore, the allowable distance of the rope is shorter horizontally than it is vertically. I've seen many occassions in which the rope got up 5 or 6 blocks vertically, but cannot get that far when shot horizontally.

Runner

Running becomes a permanent ability for the Lemming which changes its standard behavior. "Runners" more than double their walking speed, and will also make a retain their forward momentum when they fall (unlike normal Lemmings whom fall directly down). This causes runners to follow a different path and even turn around if they hit a wall during their fall. Moreover, the "Jumper" skills will become twice as effective for a runner. The rock thrown with "Thrower" will also fly further when under influence of "Runner".

Sand Pourer

The third type of pourers. This type of Pourers generate a triangular pile like the icon shows. Using two pourers close to square obstacle will create sufficient height to get over it. It should be noted that the Sand Pourer's bucket needs to fit on the screen in order to the start filling (likewise for Filler and Glue pourer). If the Lemming is against the wall or in a tight passage with overhangning ceiling, the Lemming can pour material and the skill is basically wasted!

Scooper

A newer variation of the "Miner" ability. Scoopers also dig diagonally, but at a much steeper angle.

Shimmier

Shimmiers cling onto flat ceilings and causes Lemmings to continue their path while hanging onto the overhanging ceiling. Unlike the other climbing related abilities Shimmiers are one-time only.

Skater

Solely used by the Polar Tribe, the Skater ability allows Lemmings to traverse ice on which they would otherwise continuously slip. Oddly enough, the game can actually be played without this skill at all. Any level that features skaters can be completed with all Lemmings without using it.

Slider

Sliding abilities are often used in conjunction with (rock)climbers. It causes a Lemming slide down a vertical ledge instead of just falling down. If no ground is available at the end of the ledge the Lemming will keep hanging there for 2 seconds so you can change them into Shimmier. Otherwise they will let go, and fall down. You should be aware that each time they slide down they will change their walking direction! This is very important in some cases.

Stacker

Like the "Builder" this construction skill creates a vertical stack of 12 blocks arranged in two columns of 6. Depending on the slope at which the stack is started two blocks is usually sufficient to block off any Lemmings for that incoming direction. Stackers continuously switch between facing sides, this can be very handy when using the "Jump" skill so you can let them continue in either direction at wish. If no command is given before the blocks run out the Lemming continues walking in the direction it had before stacking.

Stomper

Copied from the "Digger" ability, this doesn't seem to have different behaviour other than a jumping animation.

Super Lem

Super Lemmings don a cape and an "S" insignia similar to the man of steel. Once turned into a Super Lem a Lemming will fly and pursuit the cursor anywhere on the map. If such a Lemming bumps into the cursor or hits a wall it will turn into an ordinary Lemming again. Hint: use pause frequently with this ability so you can correctly manipulate their flying path, because Super Lems fly at a very high speed towards the cursor.

Surfer

Another one-time only water ability based on the Kayaker. In this case however,

they need wind in order to be propelled in either direction. "Surfer" Lemmings while change their facing/walking direction depending on the direction of the wind. So you can turn around a Lemming with this ability.

Swimmer

Bodies of water no longer pose a threat to Lemmings with this. The "Swimmer" is a permanent ability that remains in the Lemming's knowledge for the rest of the level. Like you might have guessed a Lemming with this ability cannot drown and will swim across any body of water. If they hit a wall in the water they cannot ascend a Swimmer will turn around and go back.

Thrower

Straight from the Olympic event this is the rock thrower. The Lemming in question will bring out a small rock and throws it several squares further ahead of them. The rock is small, but large enough to function as an obstacle Lemmings cannot traverse on ground floor. Furthermore, the throw distance increases considerably while under influence of the "Runner" skill.

Twister

"Twister" Lemmings pivot around their own axis continuously at a stationary location. The fan can be used to make the Lemming dig into any direction. "Twisters" can only be stopped by having them fall. This can be achieved either by digging through the ledge or blowing them directly upward.

===== Walkthrough =====

Different to Lemmings (1) the game is non-linear in the sense that you can select any of the 12 Tribes to play with from the map directly. Each tribe has 10 levels that need to be completed. Thus after rescuing all tribes requires completion of 120 levels in all. After completing every level you get a reward screen showing how well you did. There are 3 different levels possible: Bronze, Silver & Gold. To get an indication: Bronze is generally awarded when you completed a level with less than 10 Lemmings remaining, Gold is only rewarded if all but a few are remaining (>35 or so) and Silver is in between. This walkthrough is aimed at gold standard for every level and you should be able to repeat this as well. Therefore, I haven't really bothered to write down all the limits for which awards are given.

Since there is no particular order in which the tribes should be completed I'm starting with the Beach tribe as that is where the game lets you begin if you select the "Start" option from the main menu. After that I'm just going counter clockwise through all the tribes up to Sports, until the full talisman is completed.

----- Beach Tribe -----

Difficulty: 2/5

This tribe featured tanned Lemmings, levels with sand castles & parasols, some relaxed music. Watch out for some of the small blue clams dotted around a few

levels. These eyed and seemingly inanimate objects will devour and kill any Lemmings that pass right in front of them.

Level 1: Quad Quirks on the Quay!

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:00

15x Jumper	15x Stomper
15x Bomber	15x Runner
15x Flame Thrower	15x Roper
15x Super Lem	15x Filler

With this being the first level the presence of 4 trap doors from which Lemmings spawns may look complicated, but in fact it is not that hard at all. In this level none of the Lemmings will die (at least not unless you force them off-screen). So you can take your time and try out the abilities aplenty.

Top Trap door: use a Flame Thrower on either the slope so they fall through on the umbrella/floor below. This will merge them with the second trap door. if some Lemmings have already made it past the slope the pocket behind it will keep the Lemmings imprisoned. Just use the flame thrower here as well to get them out.

Second Trap door: This door just next to the red umbrella is also easy. Use a flame thrower to the right and they'll land near the third door.

Third Trap door: The Lemmings from final door on the left are only blocked by the palm tree. Again, burn it with the flame thrower and they can reach the red flagged sand castle exit.

Fourth Trap door: All the way to the right is the last door. Again, one flamethrower on the can is all it takes to clear their path. The Lemmings can climb the green bucket by themselves.

40 out of 40 should easily make it to the exit here.

Level 2: The Barley Mow....

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:00

10x Jet Pack	2x Roper
1x Laser Blaster	2x Sand Pourer
5x Glue Pourer	1x Attractor
10x Basher	x -

From the start use an Attractor skill on the Lemming. Next use a Jet Pack, in combination with the fan to separate this Lemming from the rest. Blow it to the left and then downward so it reaches the ground floor. Wait for it to wear off, and have the Lemming use "Basher" on the slope, so it reaches the grassy knoll below it.

This Lemming will still be walking to the right, so use a "Roper" near the beach ball to make a path to this obstacle on the ledge. This will make any Lemming turn around at this spot and walk back. On its path back "Bash" the slope to

reach the bottom area with the exit and a can. Lastly, "Bash" through the can so the first Lemming can exit.

As for the entire group up we need to create smaller gap, as the 7 squares is too high to have them drop down. Get another Lemming with a "Jet Pack" and send it downward. Once the pack wears off, use a "Laser Blaster" directly below (or to the right) of the Attractor Lemming. If the height is less than 6 squares the Lemmings should survive the fall (use the cans as a guide line 1 can is two squares in height). Finally, release the Attractor, e.g. with another "Jet Pack" or a "Sand Pourer". This should send all the Lemmings on a path home.

Level 3: Cannonball

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

1x Glue Pourer	6x Archer
3x Kayaker	5x Jumper
2x Bomber	2x Hang Glider
5x Diver	1x Laser Blaster

From the start of the level use a "Jumper" on the first Lemming to get him on the metal section. Turn him into a "Kayaker" once he falls into the water to get him to the other side. Unlike the original version there's no chain hanging around to play with. Instead you need to use a "Hang Glider" to reach the right ledge with the can (no fan should be needed). Have the Lemming turn around and use the last "Hang Glider". Change to fan control, and get the Lemming to the upper metal ledge using the fan. Just blow him upwards a little.

On this ledge use two "Bombers" when almost touching the sand wall, followed by a "Laser Blaster" to free all the Lemmings. Just make sure the laser doesn't hit any metal as it will stop otherwise. As you may have noticed there's still a water hole in their path. This should pose no problem. As the first Lemming falls down and turns against the Beach ball have him use the "Glue Pourer" near the edge. This will create a 1 pixel thick walkway over the water which is strong enough to carry all the Lemmings.

Level 4: Coastal Suction Function

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:00

12x Jumper	2x Bazooker
12x Runner	1x Hang Glider
1x Kayaker	1x Surfer
2x Laser Blaster	x -

Use a "Jumper" on the first Lemming to get him over the beachball obstacle (you may also want to give him a "Runner" to speed things up). Next once this Lemming falls in water use a "Kayaker"/"Surfer" to get him to the other side. Be careful to make this Lemming "Jump" before he goes underneath the red vacuum mechanic. That thing will suck away any Lemming and kill it in the process.

Let the lone Lemming fall down the ledge and use the other "Kayaker"/"Surfer" to

get to the other side of the water as well. Wait until this Lemming is over the heighest point of the bucket and then use the "Laser Blaster" to free all the Lemmings from the entry point above. Just make sure not to use it directly undeneath the trap door, as the height may be too much for the Lemmings to survive if they are still spawning (you would have to be quick for that to happen). Otherwise easy, peasy.

Level 5: Sand Stone

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 8:00

2x Stomper	1x Fencer
3x Builder	4x Jumper
4x Glue Pourer	x -
2x Archer	x -

This level is getting somewhat harder. Use a "Fencer" to get through the sandy wall at the beginning. All Lemmings will continue their path to the can to the right. Start "Building" a single staircase at the height of the huge metal boxes' top to get near the can, then have a single Lemming "Jump" over it.

Let this Lemming follow its path until it almost falls of the ledge close to the sand castle. "Build" another staircase here, after 3 or 4 steps change him into a "Glue Pourer" so that he creates a single pixel wide path to the left. After doing so the road to the end is cleared.

Back at the first staircase use either another "Builder"/"Glue Pourer" to get over the can. Now all of the regular Lemmings can get through they should all make their way to the exit soon enough.

Level 6: Beach Lems

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 7:00

1x Swimmer	1x Platformer
1x Diver	x -
5x Stomper	x -
1x Climber	x -

From the start use three "Stompers" to get to the area with 2 cans. Make sure not to stomp directly underneath each other as the fall will become too high for later Lemmings to survive. Near the get one with "Climber" abilibities so only that Lemming can get past it. Let it fall down one floor and use "Diver" to give the Lemming some forward momentum during his second fall, so he lands on the mid-air suspended island's green can.

Continue on and he gets to the bottom floor. Give this Lemming the "Swimmer" ability in order to get him turn around at the obstacle past the water and make him return. At the next watery ledge use the single "Platformer". This blocks the watery path and allows the other Lemmings to reach their destination safely, but of course you still need the last "Stompers" to get them down there.

Level 7: Sand In Yer Sarnies

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 5:00

2x Platformer	5x Stomper
10x Jumper	2x Miner
1x Swimmer	5x Basher
1x Runner	x -

Have the first Lemming "Run" & "Swim" followed by a "Jump" over the gap. The next Lemming should only "Jump" after falling down so it in time to plug the small hole near the green bucket with a single "Platformer" tile. Back to the runner/swimmer Lemming. Have him "Bash" through the palm tree after traversing through the water. Make him "Jump" near the tip of the bucket to make it to the higher ledge (a runner can jump farther).

Wait for the turn around, "Jump" again to get on the grass, "Jump" once more to get past the evil blue cloyster, then have him "Mine" through the first tent so he reaches the level of the sand. Once he gets there "Bash" to the left and use the final "Platformer" to patch the gap. Don't make him go through the green bucket, but instead have him turn around once more, so he can go ahead and "Bash" the green can next to the exit. Once the runner has turned you may safely "Bash" the green bucket using any of the other Lemmings. Btw. use 'X' button to select and follow a single Lemming so you can make sure the "Basher" doesn't go wasted. That's all.

Level 8: Beach Mania

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 6:00

3x Jumper	5x Builder
5x Archer	4x Basher
2x Runner	4x Bomber
1x Attractor	2x Magic Carpet

"Magic Carpet" the first Lemming so he drifts to the high right ledge using the fan. Next make sure to start an "Attractor" with the second Lemming to prevent any of the 39 others to fall down fatal height here. Wait for the Lemming to turn around and shoot one or two arrows in the most bottom right part of the ledge with the Lemmings. This will decrease their drop distance to non-fatal "ouch" height. If you want to use 2 arrows, make sure to pause the game between shots as it can be difficult to switch between Lemming and archery target.

After the Lem falls down build into left wall so any Lemmings that follow later on can go to the right without dying from too much height drop. After the builder completes he will always turn around so let him go to the right. For the next part you have to create a barrier to force all Lemmings back to the left again. This can be done either by "Building" a bridge into the grassy knoll (there's plenty builders), or use two or three "Bombers" in a slightly sloped fashion to create a slope to the left and a 'wall' to the right.

After the Lemming runs back to the left the path is safe. Release the attractor with possibly a "Jump" and all Lems should get home safely.

Level 9: Laser Blaster

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 7:00

5x Roper	1x Attractor
6x Mortar	1x Archer
20x Jumper	20x Surfer
1x Filler	6x Bazooker

Not much 'Laser blasting' in this level, despite the name... Lots of "Jumpers" and "Surfers" here, not that we need that much. The first Lemming should drop of the ledge, while the second turns into an "Attractor" and keeps everybody else at bay. You can create more distance by having the former "Jump" once. Use a "Roper" to get over the water section to the other side. Then use 5 "Bazooker" shells to get through the center of the sand castle. If necessary you can even waste a two "Mortar" shell here.

Use the "Mortar" 4 more times directly after getting past the castle. This should create a hole in the thick ledge to the lower level. Just spam that button to make him shoot in the same location. Have him fall down both ledges, use a "Surfer" to blow him to the left metal ledge. Next use the "Roper" while being on the very ledge of the water. The rope is just sufficiently large enough to make it to the metal column to the right. Once this is done you can release the "Attractor" above, and use another "Roper" to reach the grass section to the left.

Level 10: Surf Lem !

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 5:00

1x Jumper	1x Platformer
2x Builder	6x Parachute
2x Runner	1x Archer
5x Filler	1x Scooper

Let the first Lemmings walk towards the sandy slope to the right. Use "Scooper" on the second Lem to block off the path in a single scoop. Give te first Lemming the "Parachute" ability (and optionally "Runner" too), and while descending use the fan to get him to the left edge immediately below it. "Platform" on the very edge to the right to decrease the height drop to non-fatal for the later Lemmings.

Let the loner continue his path down which he survives by reusing his parachute, until he turns around against a red bucket. At this point use an "Archer" to shoot an arrow at the sandy small mid-air suspended land mass. This will again break the long fatal fall in two steps which the others can survive.

"Build" a single bridge over the small gap to reach the exit, and use second bridge to "Build" over the gap where all the remaining boys are.

Outdoor Tribe

Level 1: Pa-tent-ly Obvious

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:00

10x Icarus Wings	20x Sand Pourer
10x Twister	10x Glue Pourer
10x Platformer	10x Filler
20x Stacker	10x Planter

With this many abilities there are several ways to complete the level. In all, the simplest in all is probably using a single "Twister" in an uprightward direction. Alternatively "Plant" 8 plants in a diagonal line to reach the left tent.

Level 2: Swing / Roundabout Theory

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 6:00

20x Laser Blaster	3x Filler
20x Parachute	x -
5x Stacker	x -
10x Diver	x -

This level's name make a lot more sense if you play the original version. There's supposed to be a chain on this single screen map, which is absent in the SNES version. Now the level is even more simple. Use a "Stacker" against the left wall, and use "Filler" after place 3 or 4 blocks (just make sure the stacker is facing leftwards). Use up all three "Fillers" to create a path to the left. The only annoying thing might be making sure the stack get's build in the correct location without trapping any Lemmings behind it.

Level 3: Glide Like The Wind

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 8:00

4x Hang Glider	x -
3x Platformer	x -
10x Flame Thrower	x -
2x Jumper	x -

An interesting level as there is no way to split off the group of Lemmings. You need to be fast on this level to get it done properly. The level's title already hints at you that a "Hang Glider" moves faster on the horizontal plane than regular Lemmings. Use this in the beginning of the level combined with the fan to get the first Lemming ahead of the bunch by a small margin.

Get on the wooden section and start "Platforming" to the right. The other dudes will quickly catch up with your first guy, but the path should be safe for them to fall down. Again, use a "Hang Glider" on the leader Lemming at the end of the ledge to gain a more significant lead. Blow him past the dangerous Lemming eating frog. Your number #2 should be able to quickly use "Flame thrower" just in front of it, so the Lemmings don't step on its trigger location. Meanwhile your leader Lemming will be near the final ledge. Have him "Platform" to the exit. Plenty of leeway if you multitask and don't forget to pause in the critical sections.

Level 4: Deliverance ?

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 3:15

2x Kayaker	1x Roper
5x Archer	20x Jumper
5x Glue Pourer	1x Rock Climber
1x Attractor	1x Stomper

Make the second Lemming into an "Attractor" immediately, and let the first Lemming fall into the water. Quickly switch to "Kayaker" and send him to the other side. Meanwhile also make him a "Rock climber" as the ledge cannot be ascended otherwise. Once he's there use an "Archer" to shoot an arrow to the top left edge where all the other Lemmings are. After doing so, use two "Glue Pourers" on the dancing Lemmings so a bridge is formed. Use "Jumper" on the attracting Lemming to stop the enchantment and let everybody reach the exit.

Note: if you wait too long with the pouring one or two Lemmings might actually walk past the attractor and fall down the ledge. I've seen this happen a few times, when I was messing around with this level. I think I was trying to use 5 "Archers" with a "Roper" to fill the game, but I don't recall it too well anymore. The thing is that the ledge for the attractor to stand on is relatively short, and as you may have noticed, attracted Lemmings form 'clumps' so sometimes they walk out too far and get over the ledge. However, if you play this level normal with a clear intention of doing said instructions as mentioned above you should be able to fill the gap before such a Lemming may fall off the ledge.

Level 5: Friday's Walk

Difficulty: /5 (or 1/5 when using the 'climb through ceiling' trick)

Target: 40/40 Lemmings

Time: 3:00

99x Jumper	2x Club Basher
1x Platformer	8x Roper
3x Stacker	1x Archer
2x Stomper	99x Ballooner

Quite a large level, which can be finished like most levels in multiple fashions. I'll describe two methods here. The intended way, and the 'unintend' but quicker way.

'intended'

'unintended'

From the start use a few "Jumpers" to get a small head start. Next use a "Roper" on the ledge towards the flower so the path is blocked. When the Lemming is on its way back "Rope" against the blue flower to create a cone that keeps the Lemmings enclosed. Third use a "Roper" near the top in 60 degree slope upright, which is just left of the tree trunk on the ledge above. If you do it right the Lemmings will get stuck up there and keep waddling above the hook. Wait for all Lemmings to gather in this spot. Next shoot another "Roper" directly upwards into the wall and all the trapped Lemmings will climb to the top ledge and directly towards the exit. Note that shooting the last "Roper" blocks the path below, that's why you have to wait until all Lemmings are there.

Level 6: The Magic Of Mushrooms

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 6:00

10x Jumper	5x Stacker
15x Roper	5x Platformer
10x Archer	10x Fencer
10x Spearer	10x Stomper

"Jump" the first Lemming over the vines towards the far edge, and let him fall down. The other Lemmings will keep running in circles due to the construction of the vines so you don't need to worry about them for now.

Once on the first mushroom shoot a "Roper" to the right mushroom's tip so the Lemming can walk over it. At the ledge use either a "Roper" directly to the mushroom's ledge below (you must be at the very edge for a roper to shoot downward), or "Platform" to the left. After 4 or so blocks use a "Stomper" to get below, and quickly use another "Stomper" to get through the 'shroom before hitting the trunk. This way the Lemming will turn around.

"Platform" from the edge at least two blocks, "Stomp" to get to the ledge below (it's safe fallind distance) and have him turn around again. Finally, use another "Platformer"/"Roper" at the edge to reach the exit.

To release the other Lemmings, use another "Platformer"/"Roper" to reach the right edge. You have plenty of resources so that should be easy.

Level 7: Natural Selection

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 7:00

22x Jumper	10x Bomber
22x Shimmier	10x Mortar
22x Floater	1x Attractor
10x Bazooker	2x Stacker

This level has three exits and three intended unique paths to reach them

(Shimmier, Jumper, Floater). The original game featured 60 Lemmings, but the quantity of tasks that we are given remains the same eventhough we have 20 less. Because of this, we only need to use two paths, which makes this level essentially easier as we skip the "Floaters" all the same. In fact, only one path is needed...

Turn the first 20~22 Lemmings into "Shimmier", while they're walking down the slope. This way they reach a safe spot on the other side. The following Lemmings can do a single "Jump" at the very edge of the slope to guide them to a safe place as well.

For the Jumpers: Use the "Bomber"/"Mortar" half a dozen times to create a path downward to the exit tent. Just be careful not to blow any Lemming over the center gap so they fall outside the safe area and die. You'd best start near the left side, cause the path to the right is a dead end and leads any stray Lemmings back.

For the Shimmiers: Use the "Bazooker" a few times, and you should be able to get through the 3 dirt walls and into the second tent. Btw. If you let the Lemmings "Shimmier" on the very bottom ledge like the "Jumpers" they won't shimmy, but their starting jump will also get them through (must be another general oversight in this level's design).

For the Floaters: Afte... Wait a second, we don't have any need of these. You couldn't possibly have these unless you're playing on a different platform. Or like a different challenge. I'm sure you can get them to the exit yourself too. :)

Level 8: The Laws of Tradition

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 4:30

1x Rock Climber	9x Platformer
1x Slider	4x Fencer
1x Bomber	2x Scooper
2x Attractor	1x Stomper

Slightly, harder than the previous levels. This one only really requires you to use several "Platformers" and some well placed "Fencers" to get through. First off, start with a "Platformer" for the first Lemming, followed by an "Attractor" to halt all the other Lemmings. Use another "Platformer" after the big pebble/skull to get to the diagonal slope. At the top turn around and directly use yet another "Platformer".

At the left wall near the metal start "Fencing" through it halfway then "Stomp" down most of the way. What we're trying to do here is reach the higher inlet to your left. Thus try to aim the location where you need to start fencing again to get up there, without hitting the green metal above you. Once there use a final "Platformer" to reach the left wall in the center. From there one a single "Fencer" should take you to the level's exit without any problems. Release the other Lemm's and you're done here!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 5:00

1x Parachute	10x Builder
1x Runner	1x Basher
10x Jumper	1x Roper
1x Club Basher	10x Archer

What kind of number is that? Anyway, the following level is pretty tricky. The easiest overall method does require you to be quick in the beginning. Start immediately with a "Runner" and "Jump" 3x at the top of each vine section to reach the lower right leaf ledge. Use an "Archer" here aimed directly to your left to break the fall of the later Lemmings to come. Have your runner fall down as well and get him to the last section before the big fall into the vine pocket. "Build" a bridge here and all your Lemmings should be safe from falling into great depths/pits for now.

Turn your runner around by building into the wall, and have him construct a bridge from the vine towards the yellow flower (4x "Builder"). After hitting the flower let him walk down a little and "Build" a third bridge towards, but not over the right wall. Upon completion get out your single "Roper" to aim it at the topmost left metal block. Your Lemmings should be able to walk over it. All that remains is a single well placed "Club Basher" to reach the exit tent (use 'X' to select the proper Lemming in location).

Level 10: Garden of Stone

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 4:30

2x Jumper	1x Bomber
1x Runner	1x Fencer
2x Platformer	1x Kayaker
1x Stomper	1x Hopper

Start off with a "Stomper" to get down one level, and to keep one guy up ahead down there. The one should fall down the ledge near the right flower, while the next Lemming should build over the gap with a single "Platformer" tile. If you succeeded at that the rest of the level is simple. You can use the "Jumpers" to split them a little, but not the runner!

The lone Lemming should walk all the way down to the flower, "Fence" its way through, and immediately start building a bridge. If you started before the very edge you'll land on the green metal from a safe height. From there the Lemming can reach the exit. Now you only need to use a "Bomber" to blast through the single block we placed earlier. After doing so all Lems should be able to reach the exit. *yay* another 100% clean sweep for this tribe. Let's see how lucky we are with the others...

Egyptian Tribe

Level 1: Two's Company....

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 9:00

1x Digger	1x Basher
2x Bazooker	1x Flame Thrower
1x Fencer	x -
1x Club Basher	x -

Like the Beach Lemmings you start with multiple trapdoor on the first level. The top left hatch should use a "Club Basher" to the right. This merges the two top hatches together. Next have a Lemming from those two use "Digger" in the center column of dirt to unite with his brethren from the bottom door. In the mean while the bottom door can already use a "Basher" followed by "Flame Thrower" to get through the two dirt sections.

That's all, the "Fencer" & "Bazookers" won't be needed here. Unless you like to mess around.

Level 2: Glued To The Goal!

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 9:00

10x Runner	10x Flame Thrower
2x Platformer	1x Attractor
6x Glue Pourer	10x Jumper
1x Stomper	x -

Another triple trapdoor level. Better unite them again, to make the writing of this walkthrough easier. Merging the bottom two section is trivial with a single "Flame Thrower" that goes through/underneath the metal block. The Lemmings at the top should start with a "Runner" followed by a "Glue Pourer" to over the gap. Near the right wall use a "Stomper" to reach the bottom area. At the top of the right ledge use another 2 "Glue Pourers" to get over to the right. In the mean while you can have one Lemming "Jump" over the stomper's pit to turn him around. This way he can "Platform" ove the water, which makes it easier for the other Lemmings when you free them with another "Flame Thrower".

In all the little cretins should be heading towards the top right wall where they turn around mindlessly. Use a "Platfomer" here to reach the blue/purple tiles, and a single "Flame Thrower" to get to the exit pyramid.

Level 3: Labyrinth Of Fun

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 9:00

5x Jumper	3x Stacker
3x Platformer	2x Fencer
1x Scooper	1x Stomper
3x Filler	3x Attractor

Separate the first Lemming with a few "Jumps" then let an "Attractor" keep the rest in a occupied with doing their silly 'walk like an Egyptian' dance. Once the Lemming reaches the bottom turning point, use a Stomper to make him fall down. Regardless of his initial direction he'll end up in the pocket between the Obelisk and Sphinx. Use a "Fencer" here, followed by another "Fencer" away from the sphinx. Lastly, use "Scooper" to reach the bottom left area with the pyramid. Make the attractor "Jump" and that's it. Double speed to victory!

Level 4: Spiralling DNA

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 4:00

1x Super Lem	1x Basher
1x Stacker	6x Sand Pourer
2x Twister	x -
1x Platformer	x -

From the start use a "Super Lem" on any of the initial Lemmings that appear. Guide the guy over the wall and use some "Sand Pourers" or "Platformer to reach to other side of the pit, without tripping the green button trap. Make him turn around, "Twist" through the two small blocks, "Platform"/"Sand Pour" on the right side of the bottom pit around here, followed by second "Twister" to the far left where the other Lemmings are. Finally, use the remaining "Basher"/"2 Sand Pourers" to clear remaining obstacle before the exit.

Level 5: Echo Of Light

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 3:00

1x Rock Climber	2x Glue Pourer
1x Slider	6x Jumper
5x Club Basher	1x Runner
2x Stomper	x -

This level is not super hard, but can be very tricky because of the strict order in which you need to execute the tasks. The main challenge here will be using up your "Glue Pourer" in correct locations. You may have 6 of them, but you'll be needing two and no more than that. This is caused by the fact that use a separate "Glue Pourer" for the final ledge causes the remainder of the glue to fill up the exit path blocking your Lemmings from getting out of this area. Therefore, you need careful planning to get it done correctly.

From the start let one Lemming become a "Rock Climber", "Runner" & "Slider" (quite an elite), and have him "Stomp" down the center of the two large columns. In the mean while have a regular Lemming "Stomp" down the very left side. The first Lemming walking towards the right should "Pour Glue". Glue is just as fast as a walking Lemming, therefore no harm should occur to any Lemming if you got the first one to pour the gluey substance.

Have our elite Lemming "Club Bash" through the right wall, and "Jump" at running speed to get over the pit. Use another "Club Basher" + "Jumper" to get him

towards the exit. Once this is done, "Club Bash" with any of the remaining Lemmings through the wall. Get your first Lemming to do some more "Glue Pouring" and it should fill up both pits in a single go. The last itty bitty remainder shouldn't block the exit and thus all your Lemmings can get out.

Level 6: Ruper'z Questling

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:00

20x Jumper	20x Basher
10x Runner	5x Attractor
10x Platformer	30x Filler
1x Roper	5x Hopper

This level looks really long and hard, but intended or not it can be almost completely bypassed. Start off with another duo of "Attractor"/"Running" Lems. Fill all the 4 gaps either with "Fillers" or "Platformers". Next before reaching the water deploy a "Roper" and aim upleft near the gap in the wall of the exit pyramid. Your Lemming should be able to run up against it, and "Platform" to the right. Release the attractor with "Jumper" and voila.

Level 7: The Egypt Cottage!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 9:00

1x Parachute	1x Swimmer
1x Super Lem	1x Rock Climber
1x Laser Blaster	1x Stomper
1x Ballooner	1x Jet Pack

A very long vertical level indeedy. Start with a "Jet pack" an push the high tech Lemming towards the upper left area. Give him a "Parachuter" so he can get to the bottom safely. Next transform him into a "Super Lem" and carefully guide him to the top of the sphinx (this is the hardest part). Once he's there use the "Laser Blaster" to free all his comrades, and a final "Stomper" to save all allies that went right instead of left.

Level 8: Heroe'z Quest....

Difficulty: 5/5 (2/5 if you can tolerate the loss of a few Lemmings)

Target: 40/40 Lemmings

Time: 9:00

20x Jumper	10x Attractor
4x Fencer	2x Platformer
4x Stomper	1x Scooper
5x Pole Vaulter	2x Ballooner

Another very vertical level; only this time we're not even going to scroll down, unless you want to go sight-seeing. The only strategy I could find that works

decently is still pretty annoying to carry out. The main problem is the very confined working space you have and the fact that the "Attractor" is hard to get work on ALL Lemmings here at the right timing. e.g. it seems almost luck based which very annoying to me and ups the difficulty quite a lot. If it weren't for that the level's difficulty can easily lowered by 3.

Directly under the trapdoor use a "Stomper" once at the bottom start an "Attractor" against the left wall followed by a "Fencer" that heads to the right. Once he gets through the wall start "Platforming" immediately. The Attractor's effect may sometimes take several steps before it takes effect and may plunge several Lemmings down into their doom. You could try to use a spare "Ballooner" to delay them, but it's very hard to select the correct Lemming here.

Once you're past the open square above you, you can safely use a "Stomper" to get down the lower ledge to the right. "Scoop" or "Fence" through the slope, walk up, turn around, "Platform" into the upper ledge, and "Fence" into the exit pyramid. Undo the attractor by jumping and all remaining Lemmings will reach the exit.

Level 9: Wave Pathway

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 4:30

1x Jumper	6x Basher
6x Stomper	2x Bomber
3x Platformer	x -
1x Stacker	x -

This level is a much nicer design. It may look very hard, maybe even impossible to save all Lemmings here, but in fact it's quite possible as death is impending from the very beginning of the level.

The trick here is to use a "Stacker" exactly underneath the trapdoor. This will ensure Lemmings can only pass it to the right side, when they first spawn into the level. After having a stack of at least 4 blocks "Jump" the stacking Lemming to the right over the square. Start "Stomping" downward near the leftmost wall, then "Bash" towards the right when you're just above the metal. "Platform" 2x over the water, followed by another "Stomper", "Basher", "Stomper", "Basher" & "Stomper" combination to get to the bottom of things.

Use the last "Platformer" to create a safe path to the turn around location. Repeat another "Stomper" & "Basher" sequence to the left to reach the exit. You should have at least one more "Basher" available to open up the path for the rest of the Egyptian Lemming armada.

Level 10: Pyramid of Despair!

Difficulty: 0/5

Target: 40/40 Lemmings

Time: 9:00

1x Mortar	5x Rock Climber
5x Glue Pourer	5x Shimmier

10x Hopper 15x Sand Pourer
 1x Jumper 5x Slider

This level is by the looks of it, rather hard and indeed when played properly you'll need to use quite a lot of tricks to get through this level. However, the localization to the SNES has made this level laughably easy, hence the 0 out of 5. The pit as explained below that makes this feat possible was extended for the SNES version, thus makes it possible to bypass the entire pyramid level. In fact you only need one skill to complete it. That's even less than most tribe's first levels.

Here's what you need to do. Let your Lemmings wander around, until they fall into a large pit. Wait until a Lemming reaches the right wall here, and use the "Mortar" against the wall. *Boom* the floor should shatter underneath the Lems andy they just walk towards their path. Select Double speed and you've saved all 40 Lemmings of this tribe.

Medieval Tribe

Level 1: Lemming of Nottingham

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 6:00

10x Scooper 10x Icarus Wings
20x Jumper 10x Parachute
20x Sand Pourer 10x Stacker
10x Jet Pack x -

From the beginning, wait a few moments and "Stack" up to block the Lemmings from going to the right. One Lemming should pass. If none passed make the stacker jump to the right instead. Your sole Lemming should "Scoop" two times to reach the bottom, walk to the right, "Sand Pour" the small gap on the right side, fly over the ledge using the "Icarus Wings", turn around, "Scoop" to the left so the ledge is bypassed.

From here on all Lemmings can be freed from the local area and one more "Scoop" (possibly "Jump" to get the Lemming ahead of the rest) is necessary to reach the exit in the shape of a castle.

Level 2: Sir! I Kid Ye Not

Difficulty: /5
Target: 40/40 Lemmings
Time: 6:00

8x Twister 10x Sand Pourer
5x Club Basher 5x Platformer
5x Flame Thrower x -
8x Filler x -

Use a "Twister" to get in the down right area, followed by 2 "Flame Throwers" to

the right to get through wooden columns. "Sand Pour" the gap followed by two more "Sand Pourers" near the square to get over it. Use "Stomper" to get down, and lastly a "Twister" blown to the right to reach the exit ("Club Basher" also works, but is slower).

Level 3: All in a Knights Work!!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 3:00

1x Exploder	2x Platformer
1x Stacker	1x Roper
2x Stomper	2x Ballooner
10x Jumper	x -

Using the same trick as "Egyptian - Level 9" start immediately with a "Stacker". After 3 blocks "Jump" to the left and "Stomp" down the pit to the left. At the bottom walk to the edge and use a "Roper" to reach the other side (target past the corner tile). "Stomp" down the end of the hook/rope and turn around to build a "Platform" to the left side. Use the last remaining "Platformer" to undo the height difference of the previously built stack. This will grant your Lemmings a free path home.

Alternatively, build the "Stack" halfway the pit, and have the lone Lemming "Stomp" down against the metal. Just as it hits the bottom, select the "Roper" and target the right edge of the watery pit. Then only a single more "Stomper" is necessary to reach the exit. This strategy can be somewhat hard to pull off as you can only successfully switch between "Stomper" and "Roper" when the stomping Lemming is touching ground. If he's in mid-air the "Roper" action will be cancelled out as the Lemming is falling. Bear this in mind when trying this method.

Finally, if you can bear the loss of Lemming just "Explode" one into the column to the right, and build over the water pit like normal. An easy, but non-optimal solution. You will still be awarded with gold for the loss of a single Lemming.

Level 4: Watch That Last Step!

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 7:00

1x Club Basher	2x Glue Pourer
1x Surfer	x -
2x Sand Pourer	x -
4x Stacker	x -

Again, we need to separate one Lemming for the rest of the troupes and get him over to the water area. The easy part is that the Lemmings will reach the water just by walking towards it. The slightly less easy part is to make sure only one does (as you only have one "Surfer"). From the start let the first Lemming "Stack" up on the second platform, this way at most two Lemmings will pass. Repeat the "Stacking" process for the two platforms behind such that only the 3rd rightmost stacker can continue on.

Use a "Glue Pourer" to get over the gaping ledge, followed by a "Surfer" while he drowning in the water, then blow him to the right with the fan. Let the

little guy walk down the slopes and "Sand Pour" on the left side of the small gap to the left of the exit. This will most likely turn him around, so fillup the right side with "Sand Pourer" as well. Again, this turns him back to the left so you can "Pour Glue" to extend the ledge further to the left. From here on a single "Club Basher" against the column sets all Lemmings free.

Level 5: King Arthurs Lemmings

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 6:00

3x Bomber	2x Jumper
2x Builder	x -
1x Club Basher	x -
1x Attractor	x -

One you learn how to effectively use the "Club Basher" this level becomes almost trivial. Club bashing into the trees straightaway isn't a good idea as he will stop after every strike due to the open holes. Instead, make him "Stomp" two or three times so he gets a little lower into the ground. This way a single "Club Basher" can get through the entire forest without getting interrupted. In the meanwhile also start an "Attractor" as it is not yet safe for any Lemmings to cross the ledge near the end.

Once the basher is done "Build" twice over the gap and walk to the right. At the very final ledge you may notice that the height is dangerously high. Indeed, that is a fatal pit for the moment. Use a "Bomber" near the edge to lower the height to a tolerable 'back-breaking' height and "Jump" the attracting Lemming to let them all go home.

Level 6: Let's Play Twister!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 4:00

5x Twister	5x Rock Climber
1x Platformer	5x Slider
5x Jumper	x -
5x Runner	x -

A rather annoying level, mostly because the fan controls with the "Twister" are hard to get right. As in most cases split the first Lemming from the group. This is achieved by having him "Jump" to the right at the start (the others can just fall down the pit to the right. Don't worry about the hand in the background it won't kill your Lemming. Make him a "Runner" and after he turns a single "Jump" from the ledge should get him to the structures above the left metal block. Assign a "Twister" and blow the Lemming through the bottom of the lower left area.

Make him "Slide" down the left ledge of the hollow structure here to reach the sloped platforms down below. From there use another running "Jump" to reach a horizontal section. On the far left "Platform" into the wall just above the water. This will be the landing point of the other Lems later on. Once your slider Lemming is done "Twist" through the right side of the of area so any later Lemmings will fall down the bottom gap facing left (otherwise they die).

However, make sure that your slider guy "Jumps" over the gap as he will always turn around after sliding down. And you'll lose him if you let the little wander off by his own.

After clearing the first Lemming, select another "Twister" from the Lemmings in the pack and make your way to the platform you just created. You need at least 2 "Twisters" to get there, so you afford one spare if necessary. Make sure to follow the right most path as the hollow sections to the left are not where you want to head towards.

Level 7: Underground

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

4x Platformer	4x Filler
4x Stacker	4x Archer
4x Stomper	4x Fencer
4x Jumper	4x Attractor

Yes, it's another one of those "Attractor" levels. Start with this skill for the 3rd or 4th Lemming that pops up. Next have the first fella "Fence" through the first two towers in a single swipe (hint: you can also first start with fencing before attracting). Once through, use a "Platformer" to reach the tree tops. "Fence" through those as well, and again through two more structures behind it. That's all.

Level 8: What Shall We Do Now?

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 6:00

10x Jumper	10x Platformer
5x Bomber	2x Ballooner
5x Runner	10x Stomper
10x Filler	10x Attractor

We won't be need half the skills that you're given in this level, but it can still be somewhat tricky nonetheless to get through here. One "Attractor" shall be sufficient here, followed by a "Stomper" some distance away from the trapdoor (preferably on the right). Let the stomper fall down the gap, and continue on "Stomping" through another floor. If you stayed to the right your guy will be on the central platform. Otherwise, you might have to turn him around and "Platform" towards this area.

Make him "Balloon" all the way up to the right area where you can any remaining "Platformers" to create a path to the left. Carefully "Bomb" through the wall moving the Lem as close to the wall before exploding. This should allow you to get through it. If you bombed a little too deeply into the metal blocks use a "Filler" to create a passable slope.

All that remains from this point onward is dispelling the attractor and "Stomping" through two more floors to reach the home fortress.

Level 9: Lemming In Distress!!

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 8:00

5x Jumper	1x Attractor
2x Ballooner	1x Roper
3x Runner	5x Spearer
1x Builder	4x Archer

Have the first Lemming "Jump" off the ledge when he's little more than one square away from it. This drops him next to the water. Again "Attraction" is important here, so immediately get the second Lemming to keep the others busy, while the first one is still jumping. Shoot 2 arrows with the "Archer" skill on the edge you just fell off to create a safe path over the water. Wait until the Lemming falls down the second ledge and make him into a "Roper" the moment he touches the ground floor. With this you can create a steep slope to the left against the other floating platforms ceiling.

You might think that that is about it for this level, but don't forget about the little Dragon hiding behind the specific grey rock formation near the exit. Use a "Platformer" near the center of the rocks to skip the trigger spot (this may be hard to get done right as the proximity trigger is rather large). Afterwards stop attracting, and your army can head to the final level.

Level 10: Just Jousting Around

Difficulty: /5

Target: 40/40 Lemmings

Time: 7:00

1x Pole Vault	2x Stacker
1x Bomber	2x Glue Pourer
4x Runner	1x Roper
2x Floater	1x Ballooner

When the first Lemming makes contact with the ground immediately have him "Pole vault" to reach the upper ledge. If you find it difficult to get this done, you can also use a "Ballooner" to reach the ledge, or to blow the Lemming a little to the left. This gives you some extra leeway when pole vaulting. The second Lemming should fall down the gap and "Pour Glue" to prevent another Dragon from frying your helpless minions.

Let your leader "Float" down the large pit and make him "Stack" once at the bottom floor, when he turns left "Rope" against the left protruding edge. If done correctly the Lemming will walk towards the left water. Here use "Glue Pourer" to block the watery pit of doom and "Bomb" with any of the above Lemmings at the narrow section to set them free. That's basically all for this level, and concludes the Medieval Tribe will all 40 Lemmings!

This tribe may remind you of the original game. In all levels you have the availability of the original 8 skills, and the background/theme is also reminiscent of the olden days. Lastly, just like in the original Lemmings explode in million pieces unlike the other tribes whom just create a small explosion when self-destructing.

Level 1: Do You Remember?

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 5:00

20x Climber	20x Builder
20x Floater	20x Basher
20x Exploder	20x Miner
20x Blocker	20x Digger

With 20 instances of each skill there's literary several hundreds of ways to complete this level. The easiest is to have the first one "Stomp" down one level, so only one Lemming passes him. The passer by should "Bash" into the right wall, fall down the column and "Build" a bridge into the right wall. From there "Bash" & "Build" again to reach the exit portal. Lastly, "Bash" with any of the remaining Lemmings into the right wall to set them all free.

Level 2: Mr Lemmy Lives Next Door

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 5:00

1x Climber	6x Builder
10x Floater	1x Basher
2x Exploder	1x Miner
2x Blocker	1x Digger

This level is a lot easier in this version of the game, just because several metal blocks were removed and turned into dirt for some reason... Make the first guy a "Climber" and have him "Stomp" down the right edge almost through to the bottom. When you're nearly there "Build" 3x times to the left to reach the exit. Naturally, all that remains is "Building" another bridge with one of the other Lems to reach over the wall the climber got by.

Level 3: Lemtris

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 4:00

4x Climber	4x Builder
4x Floater	4x Basher
4x Exploder	4x Miner
4x Blocker	4x Digger

With only 4 minutes to spare you should not waste too much time or else your

Lemmings won't make it to the exit in time (e.g. don't "Bash" through the long horizontal 'I' block). Fortunately, there's 4 skills of each and a lot of things can be done in parallel!

Turn the first two Lemmings into "Climbers" as soon as they turn left. Let them both climb over the square and T-shaped blocks, but let the first one "Build" a bridge towards the 'S' block. The second Lemming will fall down, attempt to climb the 'S', fall down, turn around and climb up the 'T' again. From there let him "Mine" through the 'T' and "Bash" to the right so the other Lemmings are set free.

In the mean while your first Lemming can get over the 'J' tetromino. At the left edge make him "Stomp" to create a wider gap, then "Build" up and over the stretched 'I'. From there on use one more "Builder" to get on the 'Z' block, "Mine" through it, and finally "Bash" through the upsidedown 'L'. Lastly, all it takes is a single "Basher" on the 'J' to create a walking path for all your other Lemmings.

Level 4: Tension Sheet, Good Idea

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 5:00

2x Climber	5x Builder
2x Floater	5x Basher
10x Exploder	3x Miner
10x Blocker	1x Digger

Level 4 is nerfed for the SNES. In the original game, you don't have the luxury of the excavated diagonal path leading towards the exit (this made saving all Lemmings quite a pain in those versions). Of course, we're going to make use of this.

Make the first Lemming a "Climber" & "Floater", so he can "Build" over two gaps to the right allowing him to reach the exit. Next, use a "Digger", until he gets past the metal section. Change him into a "Basher" and "Build" another bridge to get all Lemmings out.

Level 5: The Magnificent Severn

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 5:00

1x Climber	4x Builder
5x Floater	5x Basher
1x Exploder	1x Miner
1x Blocker	2x Digger

The limited amount of "Bashers" might cause you to ponder how to get through all the horizontal obstacles... Fortunately, it's not that hard. Use up the first four "Bashers" on the columns, and "Mine" through the fifth. This will lead you Lemmings to the safe ledge to the right.

The last important thing here is to get bridge underneath the dirt path, cause

you cannot change all your Lemmings into climbers. In order to get there, make single right facing Lemming a "Climber" so he gets over the metal, "Bash" through the very long wall, and immediately make him "Dig" down the left side of the pit he ends up at. This way the climber Lemming will turn around as he cannot scale the entire wall to his right.

Quickly "Build" a bridge to the left of the exit so he won't leave the level yet. Then "Build" two more times so an ordinary Lemming up above can "Dig" through the dirt without dying. That's all there is to do here.

Level 6: The Starry Threshold

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 8:00

4x Climber	10x Builder
2x Floater	5x Basher
2x Exploder	5x Miner
2x Blocker	10x Digger

Have the first Lemming turn around and make him a "Climber" & "Floater" to get him over the broken pillar, whilst keeping all of his comrades trapped. Once he's down "Build" (twice) into the left wall to turn him around. Continue walking until you're over yellow dirt, so you can "Dig" down just a wee bit right of the metal. Once he gets near the bottom make him build into the wall to make him turn and make him "Mine" to the left. Change into a "Stomper" once he's two squares left; this way he'll reach the bottom, turn around after attempting to climb the excavated path, and once back down facing right "Bash" through the wall.

"Build" another bridge over the single water tile. "Build" a few steps against the yellow structure, so you can "Bash" through it without falling through the bottom! Lastly, used one of the grouped Lemmings to "Dig" down the yellow dirt. This will make them follow the setup path to victory.

Level 7: So Close But So Far Away

Difficulty: 3/5

Target: 39/40 Lemmings

Time: 8:00

4x Climber	12x Builder
4x Floater	2x Basher
4x Exploder	2x Miner
2x Blocker	2x Digger

Another level that has been simplified by giving you extra 'excavation' tasks, and the first wall to your left has an open hole through which a climber can trivially pass by. Moreover, this will be the one of the few levels where the loss of Lemming has become inevitable at least to my knowledge.

Still, this level is quite hard even with 8 full minutes to spare. "Climb" the first Lemming of the left wall, "Build" over the gap as high as possible into the yellow dirt, and "Bash" through it all the way to the left.

Once he's done immediately start "Building" a bridge, when he falls down to

solid ground. Continue "Building" 4x total and make him into a "Blocker" when he almost falls off the screen. In the meanwhile (during the 3rd bridge) get another "Climber" to the far left. The blockade will turn him around, once this happens start "Building" 3x more stairs to the left to get over the metal ledge. Continue to the right while "Mining" through the two dirt sections at the end "Dig" down the long pit. However, we must stop our Lemming and turn him to the left. The only way to get a climber to turn is by "Building" into the wall. Do this, when there is no metal to your left. Lastly, use a "Basher" and yet another "Builder" to get over the gap.

All that remains is "Digging" through the dirt with one of the remaining Lemmings. You might want to do this as soon as the other Lemming starts his digging routine as it is a very long way around the level and those 8 minutes will have mostly dissolved due to the major amount of building & bashing you had to do earlier. You might as well use "Exploder" on your last remaining Lemming so you don't have to wait until you get a timeout.

Level 8: The Secret Of Lemh

Difficulty: 2/5

Target: 38/39 Lemmings

Time: 5:00

10x Climber	1x Builder
1x Floater	2x Basher
1x Exploder	1x Miner
1x Blocker	20x Digger

This will be the second level in a row where we're going to lose a Lemming due to the way "Blockers" function. I've heard of strategies that can save all Lemmings here, but I haven't been able to reproduce them.

Make the first Lemming "Climb" the wall and "Dig" down about 6x a segment from above to get past the metal. Don't forget to make the second guy a "Blocker" once he passes the trap door! Next have the climber Lemming "Mine" down the dirt further on to the right to get to the small pit from a reasonably drop height.

Get any Lemming to "Build" the bridge up against the slope. While doing so the "Climber" Lemming will most likely make it past the small wall. You can use him to "Bash", "Dig" & "Bash" through the next sections. Kill the blocker Lemming with another "Exploder" to end this level without having to wait for time to run out (alternatively use the nuke button).

Level 9: Flying The Mad Pursuit

Difficulty: 3/5

Target: 38/38 Lemmings

Time: 5:00

2x Climber	10x Builder
10x Floater	1x Basher
10x Exploder	2x Miner
10x Blocker	10x Digger

"Climb" over the first obstacle with a lone Lemming, "Build" at the top over the ledge and "Bash" through the pillar. Upon reaching the right wall section start

"Mining" down to the right, then make sure to have him "Dig" before he gets over the bottom right column section (otherwise he will leave the level for good). Upon turn around "Build" into the metal, wait for him to climb over it and "Build" three more times to make him drop on the small metal section. Ascend the wall and "Dig" down the left side just until you're past the square block in height. Another staircase over the enclosed exit is necessary, so "Build" one and then "Mine" or "Dig" through flat surface in order to reach the exit.

To get your other Lems out get another "Climber" facing right, and "Dig" down the yellow square block in several chunks. All your Lemmings will be set free and reach the exit (for the climber make sure to "Build" into the wall you dug down earlier to prevent him from climbing over it!

Level 10: What's It Like Up There?

Difficulty: 3/5
Target: 38/38 Lemmings
Time: 5:00

2x Climber	2x Builder
10x Floater	10x Basher
20x Exploder	2x Miner
20x Blocker	1x Digger

Only 5 minutes to spare here. You'll need to do some multitasking on right & left sides to get through here within the time limit. From the start have one Lemming "Climb" up each side of the metal wall. What follows are two separate sections for the Lemming in either direction. Make sure to pause and check the other side from time to time.

Left: On the dirt ledge start "Build" over the exit to prevent him from leaving too soon. Just after he falls down "Mine" to the left so he reaches an dead end inlet to the far left. This wall is unsurpassable making the climber turn the other way. From there start "Bashing" all the way to the left. He should stop automatically once he bashes through into the wooden segment's gap. Make him go back and "Build" over the gap you previously mined to make him reach the exit. The path for the later Lemmings to come is clear once the dude on the right finishes his tasks.

Right: Let the Lemming fall down so he can "Bash" into the right wall. This will also make him turn around, since the wall runs into a ceiling. On his way back "Bash" through each wooden segment from left to right and back again. Eventually, he'll meet up with the leftside Lemming and join him on his path back.

After doing so "Dig" down with one of the regular Lemmings above to free them all. With the mined/build path from the left Lemming this level is easily done.

Circus Tribe

Level 1: Lightlines....

Difficulty: 1/5
Target: 40/40 Lemmings

Time: 9:00

10x Jumper	x -
2x Laser Blaster	x -
1x Glue Pourer	x -
1x Climber	x -

"Jump" over the first obstacle with the first Lemming. He'll automatically climb into the cannon to get shot over to the right. Let him fall down to the left just to have him "Jump" over another gap. After this give him "Climber" abilities so he can get past the two square high wall. Once he has fallen of the highest ledge use the "Laser Blaster" to free all other Lemmings. Don't worry about the obstacles up ahead.

The Lemmings keep on marching towards the diagonal ledge to the right. Make sure to "Pour Glue" with the Lemming in the lead. After this the exit circus tent is in clear sight.

Level 2: Lemmings In The Family

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 3:00

1x Basher	1x Roper
3x Stomper	1x Flame Thrower
2x Filler	1x Pole Vaulter
1x Platformer	x -

You don't have much control in this level due to the trampolines all over the place. Once the first Lemming walks between two trampolines over a colum just "Stomp" down the left side and use two "Fillers" to complete the level.

Level 3: We're Coming Home

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 5:00

1x Bomber	2x Glue Pourer
1x Attractor	2x Club Basher
4x Runner	1x Thrower
1x Jumper	1x Filler

For some reason this level is completely different from the original game... It's actually even somewhat harder!

"Bomb" the white line at the start to get out of the contraption. Wait for three or so Lemmings to pass before "Attracting" them. Only one Lemming should get outside the attraction range. You might be tempted to use Jump or Runner here, but don't do this as you need them later. Let the single Lemming fall off the ledge and bounce of several trampolines to the right. Now turn him into a "Runner", wait for him to turn around, "Jump" on the upper left platform via the slope, let him fall off the left ledge (runners will keep momentum), and "Pour Glue" in both directions on the lower ledge. This will create a stretched out platform all the way to the right. "Club Bash" through the walls and use a

"Filler" (don't Throw!) with the attracting Lemming to stop his little concert.

Level 4: 'Round The Blox!

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

5x Twister	5x Fencer
5x Flame Thrower	5x Scooper
5x Basher	5x Stomper
5x Club Basher	5x Attractor

It is possible to finish the first section of the level with a single "Twister", and with a lot of skills to spare. So just follow the yellow path, you'll get to join both groups, and reach up the blue diagonal stairs section. From there another "Twister" or "Scooper"/"Stomper" + "Basher" can get you to the second set of diagonal slopes. Just one more "Basher" in the final area should be sufficient to finish this square shaped level.

Level 5: Big Top Time

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

10x Hang Glider	10x Ballooner
10x Magic Carpet	10x Super Lem
10x Icarus Wings	10x Stomper
10x Jet Pack	20x Pole Vaulter

Lot's of Pole Vaulters here; you'll be needing to assign skills for each Lemming here! At the start try to get as many as possible over to the top left area (at least 20). First start with 10 "Icarus Wings" from the start, which make it there rather trivially. Next use some "Hang Gliders" & "Magic Carpets" in combination with the fan to get at least 10 more Lemmings there.

The Lemmings that you have left over will walk all the way down to a large red pit. You can have each one "Pole Vault" from the leftmost block of the pit to the right. They'll easily reach the tent in the up left corner. For the other 20 Lemmings you separated earlier use a "Stomper" in the area where they get locked up. This way they'll reach another tent to safety. Any left overs can be secured with individual "Super Lem" skills.

Level 6: Headache

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:59

3x Glue Pourer	5x Climber
3x Bomber	1x Slider
10x Fencer	10x Shimmier
10x Jumper	x -

You might suspect a super hard level with such a time limit and name, but it's actually medium at most. Start with a "Fencer" to release all Lemmings from the

initial confinement. "Bomb" the leftside of the white line to reach the bottom area. In here do some "Glue Pouring" in the bottom right pit to prevent the Lemmings from using the trampoline all the time. "Fence" through the right wall again, and have all Lemmings shoot the bottom cannon to reach the exit. The Fast Forward feature will be helpful here.

Level 7: Circus Of Fear

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 4:00

3x Bazooker	2x Stomper
1x Climber	x -
3x Roper	x -
6x Filler	x -

"Climb" with the first Lemming (as usual; we have to separate him) so he can "Rope" twice over the first pit and the following section. The second gap requires you to use the "Bazooka" to create a hole in the right wall. You better fire it as close as possible to the left wall as the pathway should head upward. The backfire will cause the Lemming to bump into the wall and turn around, since he's a climber this poses a problem. To prevent him from leaving this area use a single "Bazooka" shell to the left to create a small gap underneath the metal. This way he can't climb out of the pit, but turn around instead. The third and last "Bazooka" shell should be aimed at the right wall again to get through it.

"Stomp" down onto the small blue ledge below, take two or three steps, "Stomp" again to reach the bottom area without creating a fall from fatal height for the later Lemmings. Down there the climber will attempt, fail to ascend the right wall and turn around. From there on use all your "Filler" to clear the small pit to the left. While doing so you can release the other Lemmings with a single "Roper" aimed to the top right corner of the yellow block. All Lems will follow the previously constructed path to safety.

Level 8: Play that Funky Lemming

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 7:00

8x Basher	2x Platformer
8x Scooper	x -
8x Jumper	x -
2x Hopper	x -

Wait until the first Lemming gets on his feet after the long fall from the trampoline. Immediately turn him into a "Stomper" when he gets to the center of the area. If you do it right the second Lemming won't be able to pass on his way back (if he does he'll die from exiting the edge of the screen). When you're down halfway "Scoop" to the right and you'll reach the cannon.

The first Lemming that gets shot should "Scoop" down to the right (starting approximately four blocks from the metal). Have him ascend the diagonal staircases, "Jump" over the first small block, then "Bash" through the second. You may need to have him "Jump" as he otherwise bashes through the slope which you need later on!

Have him "Jump" three more times to get him all the way around the big yellow smiley icon. Continue over to the carved out arrows, "Stomp" down the right section followed by a "Scooper" to the right. From there use a "Platformer" into the slope to create a path for the other Lemmings. Before releasing all the Lemmings have your single guy turn around and "Bash" through the arrow and left wall.

Level 9: The Carpet Capers....

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

3x Pole Vaulter	1x Attractor
10x Hopper	1x Platformer
1x Laser Blaster	x -
5x Magic Carpet	x -

"Magic Carpet" the first guy over to the cannon. He'll shoot to the other side, wake up, fall down several ledges and reach a section of small blocks and gaps. "Magic Carpet" him over to the left and make him crash into wall just left of the tent. With him being left of the tent, he won't exit but "Platform" to the left side. Once there, immediately change to "Magic Carpet" and float up the left ledge. Use the "Laser Blaster" here and all should go well.

Level 10: Swingz and Roundaboutz!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 9:00

30x Jumper	1x Stacker
2x Platformer	1x Stomper
5x Filler	5x Pole Vaulter
2x Club Basher	2x Scooper

The final Circus themed level in the game features quite a few tricks. "Jump" twice at the start and "Platform" over the small gap to prevent any Lemmings from splattering to death. Once they turn around let them walk up to the left and "Pole Vault" two Lemmings from the left most tile so they reach up the huge slope. "Jump" one Lemming into the wall so he turns, and have him "Scoop" down to the left. The other Lemming should continue on, "Club Bash" through the block, "Platform" over the ledge and "Fill" the gap. This way all Lemmings can reach the cannon.

Get the first Lemming to "Fill" up the following gap at the bottom of the slope (requires two fills). Continue, "Fill" another gap, "Stomp" down along the right side of the column of squares, "Club Bash" through the white-red column and wait for all 40 Lemmings to reach the exit. Yet another flawless tribe!

Highland Tribe

Level 1: Cream Of Lemming Soup

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 9:00

10x Bazooker	10x Stacker
10x Glue Pourer	10x Ballooner
10x Twister	x -
10x Filler	x -

A single "Twister" should get you to the bottom right corner if need be. Otherwise use some extra skills to get there. Once you're there a single "Bazooker" should get you through the final obstacle.

Level 2: Wee Beasties!!!

Difficulty: 4/5

Target: 40/40 Lemmings

Time: 5:00

30x Jumper	4x Stacker
5x Platformer	10x Filler
10x Runner	20x Archer
1x Fencer	1x Stomper

I gave this level such a high rating, because the final fencing part requires proper timing to get through without hitting metal. The very strict setting makes you probably replay this entire level a few times to get it done properly.

Get a "Runner" with improved jumping abilities, and use him to get through the upper left 'maze' section with 5 "Jumps". He can make all of them, but you may require good timing (or a "Stacker" to get him to jump at the right moment).

Your speedy guy will even make it over the 3 tile gap with a single "Jump", so you don't have to waste/wait a "Platformer" here. Let him fall all the way down, "Jump" into the wall to turn him around, and let him approach the green soil. When he's exactly against it, use "Fencer" to get through. If you did it right he should reach the other Lemmings and not hit any metal along the way.

Level 3: Stop Your Ticklin' Jock!

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 4:00

20x Filler	x -
20x Jumper	x -
5x Builder	x -
x -	x -

"Build" a platform up the right ledge, and "Build" another up the small ramp to your right. This will cause all Lemmings to bounce over several platforms to the left. Once the first one make it there, use 3 "Fillers" to plug the hole and finish the level.

Level 4: A Mere Stone's Throw

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 5:00

25x Thrower	5x Fencer
5x Filler	x -
5x Attractor	x -
10x Jumper	x -

Finally, a level that actually makes use of the "Thrower". Let the first Lemming walk of the ledge, and have the second start "Attracting". Your first Lemmings should also be under this influence. Now, have him "Throw" all his rocks to form a large ramp, because he can't walk due to the attractor it should form a perfect arc. "Fill" up the hole and release the attractor to get this level done with.

Level 5: Donald Whars Yer Lemming

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

1x Pole Vaulter	1x Builder
3x Jumper	1x Parachute
5x Platformer	x -
5x Club Basher	x -

This level looks rather awkward due to the fact the main gimmick of this level is not present in this version of the game: the chain. Instead, they've given you a "Parachuter" to play with.

Start the level and have one Lemming (from any side) "Jump" over the square. Make him a "Parachuter" and wait until he falls down the ledge. Quickly turn on the fan and guide him to the ledge below on the same side. This will make him try to walk of the ledge, so you can change him into a "Platformer". Use 3 platforms to reach the other side, and then "Club Bash" through both sides to release them all.

Level 6: Brigadoom!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 3:00

5x Hang Glider	2x Roper
1x Ballooner	2x Laser Blaster
5x Jumper	x -
5x Surfer	x -

Lemmings appear in two groups in this level. Both of them are initially trapped, but only the Lemmings on the left side can actually do something about this

situation. "Jump" with the first Lemming on the left over the right bump. "Hang Glide" to the right and push the Lemming down so he lands on the small ledge. From here use a "Laser Blaster" to free the Lemmings above him. There should still be enough time from him to setup a "Roper" and connect with the small island to the left. Don't let your guys fall down here as the vegetation below contains killer plants. Avoiding the plants should set these Lemmings free.

For the other side, get another "Hang Glider" ready and guide one of the Lemmings near the "Roper" over to the left floating ledge. Use another "Roper" to get to the left ramp and let the Lemming walk all the way up there. At the top use a "Laser Blast" just after turning around through the ceiling freeing all the Lemmings in the process.

Level 7: In Memory Of McAngus

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 5:00

10x Platformer	10x Club Basher
10x Stacker	x -
10x Jumper	x -
20x Laser Blaster	x -

Two cannons in this level and their range is blocked by some walls that need to be removed. From the beginning find the right trapdoor and "Jump" one Lemming over the left side. He'll fall down, get up, and walk to the left. From there use a "Platformer" to clear the gap between the platforms. Now "Laser Blast" both left and right wall sections to free up the Cannons. You have plenty of blasters so don't worry if you don't get your aim perfect the first time.

Let the Lemmings continue their path and they'll make it to the Telephone booth, but facing the wrong direction. "Platform" to the left side with the first and second Lemmings, so none will fall into the gap. Once this is done wait for all Lemmings to get past the cannon. Alternatively, "Club Bash" the right obstacle so your guys fall onto the platform you just constructed and exit right away.

Level 8: The White Heather Club

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 5:00

5x Hopper	5x Jumper
4x Basher	1x Parachute
2x Platformer	x -
1x Laser Blaster	x -

The first Lemming should use the Cannon here. The second should "Bash" into the rising slope so the path is blocked for all the other Lemmings. Once the first guy has recovered from the cannon blast "Jump" over the gap and turn him into a "Parachuter". This will make him fall down both ledges (the bottom ledge has a bump that is too high to climb) and push the Lemming to the right with the fan past the white rock. This will make him turn around, now "Jump" over the small gap, fall down the right hole, "Jump" into the wall to turn the Lemming around, "Platform" over the bottom pits to the left and "Bash" through the left wall.

Continue on, and "Platform" over the gap, turn back to the left, "Laser Blast" through the ceiling so the other comrades are freed and "Bash" through the final dent to clear the path for all Lemmings.

Level 9: Take A Running Jump !!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 5:00

5x Flame Thrower	3x Jumper
2x Platformer	3x Floater
1x Attractor	3x Rock Climber
1x Icarus Wings	1x Runner

Separate the first Lemming with a "Jump" so the third or so can start "Attracting" all but the first Lemming. Change your single one into a "Floater" & "Rock Climber". Wait from him to ascend over the big wall to the right, then use the "Icarus Wings" to get him airborne. We need this to turn him around and face the other way with the fan. After doing that make him crash into the ground so he's facing the high wall from the left side.

Now you can easily "Flame throw" through the wall and use several "Platforms" to clear the path. Get your attractor to stop and that's it for this level.

Level 10: Eat My Shrapnel !!

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

5x Exploder	5x Jumper
2x Platformer	3x Slider
4x Attractor	1x Rock Climber
1x Ballooner	2x Shimmier

The final Highland level is actually not that hard in this version of the game. Since you're given "Shimmier" the difficulty of this level becomes a lot easier than in the original, hence the low score.

From the start "Attract" all but the first Lemming. Make that fella into a "Slider". When he's at the edge "Jump" to make him slide down the wall. At the bottom change him into a "Shimmier" so he can get past the watery pit. After he stops shimming, wait for the bloke to turn around and "Platform" over the water (don't forget to "Jump" because the slider will otherwise take over and make him face right again!). Free the attractor and followers to get another perfect clear for this tribe.

Polar Tribe

Level 1: Lem Me Out !

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 5:00

1x Flame Thrower	2x Runner
4x Bazooker	2x Builder
4x Mortar	6x Rock Climber
2x Glue Pourer	x -

Use 2 "Bazooka" shells into the left snow to get out of the initial contraption. Let your Lemmings turn around and make the first one into a "Runner" & "Rock Climber", the second can start "Building" a staircase against the metal. With the climber's head start fry through the snow with a "Flame Thrower".

Next get the runner to use a "Glue Pourer" at the very edge. Don't use it before reaching the top of the slope or else the Glue will solify in the wrong place. That's all.

Level 2: Ice Ice Lemy

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 5:00

10x Skater	1x Laser Blaster
3x Fencer	5x Runner
2x Flame Thrower	2x Stacker
5x Thrower	4x Jumper

There's a little loophole that allows you to circumvent the entire loop around the snow and ice. From the start let the first Lemming turn back and "Flame Throw" twice at the ramp's base. Next use a "Fencer" and you should be able to fall through the bottom of the ice (eventhough the fencer is going slightly upwards). This means an easy victory for all your Lemmings.

Level 3: Snow More Lems

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 6:00

1x Stacker	6x Roper
1x Runner	1x Super Lem
10x Jumper	1x Fencer
2x Filler	6x Bazooker

Initiate with turning the first one into a "Runner", "Fence" through the small christmas tree to the right and let him expand his headstart until you reach the metal area at the bottom. Use a "Roper" to get inside the structure. From there use a "Roper" diagonally leftupward & rightupward(2x) to reach the topright pocket. Let the Lemming turn around and use the fifth "Roper" to reach the topleft area (Make sure to aim high enough!). In here several "Bazooker" skills should get you through to the exit.

Level 4: Danger Thin Ice !

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 5:00

10x Platformer	25x Skater
10x Bazooker	35x Thrower
10x Jumper	15x Filler
10x Ballooner	10x Stacker

Again, the skater won't be needed in this stage... The first Lemming needs to get uphead, but this time we don't have Runners or Attractors. Instead, let him "Jump" three times on the slope (to make the largest distance), let him fall down 2 times to reach the diagonal slope. After a few steps use a "Stacker" and after placing the third block he should face left again and the blockade should be unpassable for the other Lemmings, then make him "Jump" to continue on leftwards. At the edge "Platform" to the left. The other Lemmings should catch up with him now, but none should get stuck on the ice sheet below (if one actually does a "Skater" will resolve this).

The first Lemming to reach the turnpoint on the left should be "Jumped" as many times as possible to get the best headstart (don't bump his head into the ceiling, or better make the second Lemming bump into it so the distance becomes larger!). At the bottom of the slope use a "Platformer" to reach the other side. This can be done before the trailing Lemmings catch up. Finally, a "Bazooka" shell should 'fell' the tree and lead the way to the igloo exit.

Level 5: Take Your Best Shot !

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

1x Jumper	7x Roper
3x Scooper	3x Bazooker
3x Bomber	3x Fencer
2x Filler	1x Mortar

You start with a critical predicament. Quickly get a "Roper" on the first Lemmings that falls down so you can create a path from the start to the tree top to the left. Otherwise your Lemmings will meet an unfortunate fate very soon. The pocket next to the tree should keep your Lems confined for now. Have one "Jump" of the treetop to get past it giving you something to work with.

Let him fall down two slopes and latch onto the left area using a "Roper". walk into the metal section, "Rope" two more time onto the topleft corners to get past this, and "Bomb" through the thin ice at the very left. Follow up with two more "Bomber" against the left wall to create a path underneath the metal blocks. From there a single "Scooper" should open up the passage to the igloo. Lastly, use a single "Fencer" to release the other Lemmings from the isolated area.

Level 6: Turn Back !

Difficulty: 3/5

Target: 40/40 Lemmings
Time: 6:00

3x Platformer	1x Stomper
3x Thrower	2x Club Basher
3x Runner	1x Attractor
1x Filler	10x Jumper

Start off with a "Runner", then turn the second Lem into an "Attractor". Follow the runner along the path downhill, "Club bash" into the upgoing slope and use a "Rock Thrower" to stop him in his track. This will also turn him around, which is a good thing.

"Club bash" into the left wall, once past the snowman visible down below "Stomp" all the way down. Construct a long triple "Platform" all the way to the left. You can release the attractor with a "Jumper" and they should all make it home safely.

Level 7: Slippin Sliding

Difficulty: 3/5
Target: 40/40 Lemmings
Time: 5:00

2x Runner	2x Bomber
2x Thrower	2x Archer
5x Skater	2x Platformer
6x Jumper	1x Stacker

Nothing is there to stop your Lemming army (other than the Stacker), but that's okay. You can make this level through without a blockade. Start with using up all 6 "Jumpers" on the first Lemming. You can make the second Lemming into a "Bomber" not only will this stop him in his tracks but the next two Lemmings will also be thrown back by the explosion.

Back to the first guy: Let him fall down, then make him "Platform" as close as possible to the other edge, so he stops as soon as possible. Continue to the right and use a "Bomber" at the very edge to make the fall non-fatal height. Lastly, use another "Platformer" to reach the igloo. The other guys will catch up on him very closely, but it should still be safe enough.

Level 8: Snowed In !

Difficulty: 2/5
Target: 38/40 Lemmings
Time: 4:00

1x Magno boots	2x Platformer
2x Thrower	2x Fencer
5x Jumper	x -
4x Exploder	x -

Oh no, two Lemmings die in a single level, this is pretty bad for the statistics. Unfortunately, there seems to be no way around this problem...

At the topleft trapdoor "Magna Boot" up the left wall, followed immediately by a

"Jump" so you land on the lower ledge to the left. The Lemming will turn around, fall down the ledge, "Fence" through the wall section, "Platform" over both gaps (start low as possible) and reach the exit. To free the Lemmings use two "Exploders" on the left wall section, time the 5 second delay. For the topright section a single "Fencer" is all that is needed to free them all.

Level 9: Its All Up Hill !

Difficulty: 3/5

Target: 38/38 Lemmings

Time: 6:00

2x Rock Climber	1x Roper
2x Miner	4x Glue Pourer
1x Runner	2x Flame Thrower
2x Jumper	6x Builder

"Build" over the first and second gaps to the left. Use a "Roper" when the Lemming reaches the metal to create a shortcut to the topright area. The first Lemming to turn back can "Build" in the narrow gap on the slope to the left. After two bricks, change to "Glue Pourer" so all the Lemmings will get trapped up there instead of walking back all the way down.

Get one Lemming as "Rock Climber" to ascend the left wall, "Jump" past the exit, make him turn against the tree, and "Mine" from the bottom of the left pocket to the other Lemmings all the way to the right. On their way back a single "Builder" can complete the path to the exit.

Level 10: Stay Frosty

Difficulty: 3/5

Target: 38/38 Lemmings

Time: 6:00

5x Twister	4x Glue Pourer
4x Icarus Wings	5x Jumper
1x Attractor	4x Flame Thrower
10x Floater	x -

Separate the first Lemming with some "Jumps" and turn the second one in an "Attractor". The first Lemming should "Twist" just right of the three large metal blocks. Guide him down, right, down, right into the bottom metal block (don't make him fall down the bottom). Use 2 "Flame Throwers" to create a path leading down the third floating platform.

"Pour Glue" down there at the centre to reach over the slope. At the edge use the remaining three "Glue Pourers" to complete the path. Release the attractor and you're done. Aww.. due to level 8 two Lemmings will miss out on the path to the ark!

Space Tribe

Level 1: Hit The Space Bar

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

5x Jumper	10x Mortar
10x Jet Pack	10x Platformer
10x Runner	10x Diver
10x Filler	10x Super Lem

Like most initial levels, this one is pretty simple. Use a "Mortar" in the most bottomleft corner the Lemmings can reach manually. That's all they'll reach the goal otherwise by themselves.

Level 2: Perpetual Motion

Difficulty: 4/5 (2/5 if you let 1 get killed)

Target: 40/40 Lemmings

Time: 3:00

5x Magno Boots	5x Filler
1x Exploder	x -
5x Jumper	x -
5x Platformer	x -

"Jump" one Lemming over both pockets, turn him into a "Magna Booter" to get past the strange structure, and "Jump" again at the top to make him a regular Lemming again. Next, let him "Jump" over the gap and turn around. He'll fall down a small segment here.

You need to create a platform at the top of the segment, but the only way to reach it (while facing left) is by "Magna Booting" all the way around. Once at the top change to the said "Platformer". The next part has curcial timing. When he's one block away from the ledge to the left make him a "Glue Pourer", then spam the "Platformer" skill so he immediately afterwards creates another platform brick. Due to the intermediate skill the brick will be ontop of the old bridge, thus raising the platform by a few pixels. This is enough for your Lemming climb over the small obstacle and continue left.

Again, "Platformer to the left again into the upside down vertical slope. When you're just about to hit the platform change to the "Magna Boots" and your Lemming will attach to the upside down slope. This way he'll reach the horizontal part without the need for an Exploder! From here, use a "Platformer" to the exit, and "Fill" up the holes at the top to release all Lemmings. Yay, we managed to get 100% score here!

Level 3: The Lemmings Have Landed

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 5:00

5x Fencer	8x Jumper
1x Platformer	1x Slider
1x Shimmier	1x Rock Climber

2x Stomper

1x Runner

The first Lemmings needs "Slider", "Rock Climber" and "Runner" skills. After assigning all of them make sure he heads over the right wall, and make him "Jump" 3x off each metal pillar. This way he'll reach the bottomright corner of the map. From there use another "Jumper" to get him near the exit door area.

"Shimmy" over the ceiling here so you get past the exit, he'll fall down the platform to the left, next "Platform" further on to the left, and finally "Fence" into the left wall. In the mean while your regular Lemmings can "Stomp" their way to the bottom. The "Stomper" should "Fence" to the left where he meets up with the other path allowing all Lemmings to leave this part of the subspace.

Level 4: The Vortex

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

1x Stomper	2x Attractor
5x Mortar	4x Filler
3x Platformer	5x Club Basher
1x Spearer	3x Roper

Start "Filling" up the hole to the right so the Lems can make their way to the other side. "Rope" up the left corner, and "Club Bash" twice through the small obstruction and wall in your path. Fall down the ledge and "Club Bash" another time through the wall.

Almost, but not at the top "Stomp" down and "Club Bash" your way to the left. All that remains is another "Club Basher" or "Mortar" to unlock the path to the exit.

Level 5: The Stainless Steel Lemm

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

4x Bomber	1x Filler
4x Jumper	5x Ballooner
3x Roper	1x Stacker
2x Slider	x -

The first Lemming should "Rope" horizontally against the right wall, just make sure your Lemmings can't walk over it or they'll all splatter to death. Get a "Jumper" Lemming to cross the column singlehandedly, and turn him into a "Slider" so he won't die from the long descend.

Once he's down let him go to the left, and "Stack" up the center-right of the gap above you. At the top a "Roper" should be able to reach the left ledge. Now turn your guy in a "Ballooner" so he can ascent to the top area. Blow him to the left, and use the 3rd "Roper" to reach the top left area. All that remains is strategic "Bombing" of the cords so the Lemmings can safely fall down the ledges and head towards the warp exit.

Level 6: Lunar Olympics

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 2:45

1x Climber	1x Pole Vaulter
1x Shimmier	1x Filler
1x Hopper	2x Jumper
1x Runner	1x Spearer

This is a pretty long level for a single Lemming to traverse around. From the start use 2 "Jumpers", then make him a "Runner" followed by a "Pole Vaulter" to get over the high slope. Next a "Shimmier" followed by "Hopper" are needed to pass through the ceiling and block-gap-block areas. Once the Lemming falls completely down to the bottom use a "Climber" to make the Lemming cross the two square high column.

From here let him continue onwards, select the "Spearer" and give it to the Lemming the moment he touches roughly the center of the third leftmost brown block (this can be hard to time right). This way he'll throw the spear into the floating brown block creating a ledge for the Lemmings to safely fall down. "Fill" the gap with one of the remaining Lemmings and that's about it.

Level 7: Cosh It's Full Of Lemms

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 4:00

5x Jumper	2x Magno Boots
5x Platformer	3x Bazooker
3x Runner	1x Stomper
1x Filler	5x Stacker

Let one Lemming "Jump" out of the starting area and onto the lowest of the two ledges. "Platform" to the right, so he turns back, let him fall down (he'll survive) and continue left. At the edge start "Stacking" thrice and follow up with two "Platforms" to the left.

The Lemming will turn around again, and continue his way down. At the bottom use 3 "Bazooka" shots to open up the exit. Lastly, "Stomp" down the starting area to free all your guys.

Level 8: Odyssey

Difficulty: 4/5

Target: 40/40 Lemmings

Time: 4:00

2x Jumper	2x Stacker
1x Rock Climber	1x Stomper
2x Laser Blaster	1x Slider
1x Shimmier	1x Parachute

This is the first of three Space levels to incorporate a new feature: the Teleporter. On the map Teleporters appear in sets of two and are interconnected as you might suspect. The downside is that all teleporters look alike so it's hard to tell apart which teleporter will make you end up where. Fortunately, there's this guide of course. :P

There are two trap doors. The right trap door leads the Lemmings to a small pocket down the center of the map. We can worry about those later. This leaves the entry point from the top left part to your primary concern. "Stack" up underneath the ceiling as Lemmings will pass above there later on. During the stacking process one Lemming should automatically get past the stackig Lem. This is good as we need 2 Lemmings later on. Let the little guy continue and watch him appear on the right side. After falling down, wait for him to turn around, and then "Stomp" down the center of the brown square. Make him into a "Parachuter" and guide him to the bottom of the level near the location where all the other Lemmings from the right trapdoor are trapped. The second Lemming will follow and take the other branch which locks him up for now.

Once the parachuter guy is down "Stack" another small tower to the right of the Lemmings heap. Wait for him to complete his task and fall down the left side, "Laser Blast" up the contraption to free all those Lemmings. They will now make their way to the other comrades whom we left to the left of the first "Stack".

Back to the single Lemming! Make him a "Rock Climber", after getting to the top follow the path to the right and "Jump" near the slope to reach the top right corner. Wait for the turn around, "Jump" again towards the overhanging ledge and your rock climber Lemming will ascend it. Eventually he will reach the Teleporter from here.

If all goes well he appears right underneath all the other Lemmings. "Laser Blast" upwards and you're finally done!

Level 9: Inside The Steel Box

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 6:00

3x Roper	1x Stacker
2x Platformer	2x Builder
1x Runner	x -
2x Filler	x -

As the name suggests you need to find the correct teleporter to reach the exit down below the entrance which is encased by a metal box. Get the first Lemming to "stack" up against the right metal block so he can get over it. Follow hiim to the right and at the very edge of the platform use a "Roper" to the nearby diagonal slope upwards (the chord is just long enough to make it).

Let him walk up the slope, turn around, and "Rope" up the left edge. Go through the Teleporter and make him a "Runner". By doing so he won't splatter to death, but make a small leap to the left ledge when he falls off. Wait for the turn around and "Build" a bridge to get over the trapped areas.

Continue on to the right, turn around again, "Build" up into the topleft ledge, walk up, turn around yet another time, "Platform" to the next set of teleporters. This set will lead to the exit! Release the other Lemmings by using

the final "Roper" on the top of the stack you made earlier.

Level 10: Frontier Of Surreality

Difficulty: 4/5

Target: 40/40 Lemmings

Time: 5:00

20x Bazooker	2x Rock Climber
2x Club Basher	10x Jumper
1x Glue Pourer	x -
2x Runner	x -

Start with two "Jumpers" to get Lemming separated like usual. Let him fall down and at the very right corner use a "Bazooka" shell to create a gap through which you can fall. Enter the teleporter down below facing left (thus "Jump" over the gap and turn back before going down there).

From the teleporter use the "Bazooka" directly to create a hole in the wall to the right. "Jump" into this hole, followed by a "Club Basher" to the left. Let the Lemming fall down, turn him into a "Rock Climber", so you can "Jump" into the wall. This will make him reach the area of the final exit door. Because you're facing left it's possible to "Glue Pour" over the left ledge. This fills the gap between the other Lemmings and the exit itself.

All that remains is evacuating the Lemmings to finish this level. However, you have no way to "Fill" or get up the right metal box or so it seems. Fortunately, using a "Bazooker" will cause an explosion that blows your Lemmings out of the pocket. You should have plenty of shells to get them all out. Good luck!

Cavelem Tribe

Level 1: Audex Powder

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

3x Stomper	x -
5x Builder	x -
2x Club Basher	x -
x -	x -

Like most first levels, this tribe's initial challenge is pretty simple. Let the Lemmings fly through the air at the hand (or rather tail) of the first two Dinosaurs. Before reaching the third "Stomp" down the ground and your guys will make it through.

Level 2: Successive Division

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

3x Stomper	x -
4x Scooper	x -
x -	x -
x -	x -

Quite a symmetrical level, the idea here is to use Scoopers and Stompers in an alternating fashion along with Lemmings appearing interleaved from left and right trapdoors. First, start with a "Stomper" down the center, and "Scoop" on the center slopes from both sides after the Lemmings turn around. Repeat the process another time followed by a final "Stomper" to reach the exit.

Level 3: Mortal men Doomed To Die

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 1:30

5x Stomper	x -
5x Platformer	x -
5x Jumper	x -
x -	x -

A very short and peculiar level this is. Your Lemmings will pour down the hatch at an alarming fast rate, but fortunately this is not very critical. Let the Lemmings fall down and get up to the small right mushroom, next "Stomp" two times followed by a "Platformer". This should get you past the blockade and send your Lemmings directly towards the exit.

Level 4: A Stompin' Good Time!

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 4:00

1x Roper	x -
10x Stomper	x -
1x Platformer	x -
10x Scooper	x -

Two trapdoors and only one exit. "Scoop" with a Lemming from the left side down to the right. Do it again in the very right corner on this lower level to have them reach the exit. For the left side: "Stomp" down between the metal blocks when your Lemming is facing left, and try to keep on the right side as far as possible. Halfway through the second ledge change to a "Scooper" so he create a diagonal path leading to the exit (without fearing that Lemmings will face away from the exit when falling down).

Level 5: This Is The Pits !

Difficulty: 3/5
Target: 40/40 Lemmings
Time: 7:00

2x Stacker	2x Builder
3x Platformer	10x Jumper
3x Stomper	5x Filler
2x Fencer	5x Hopper

One trapdoors and two exits here! The far right exit is very hard to reach, so you'd better make it for the one directly below you. To get there have the first Lemming "Stack" on the small ascending bump along the slope. This way only 1 Lemming will get past him. Make the stacker "Jump" to the left once he's facing that direction.

The Lemming that got past him can start "Stomping" down towards the small water pit below him. "Platform" over the pit, he'll turn around, "Stomp" on the left of the metal and you'll reach the exit. "Fence" through the stack to clear the path for all other Cavelems.

Level 6: Ain't No Time

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 3:00

1x Roper	2x Builder
5x Filler	2x Glue Pourer
2x Stomper	7x Jumper
2x Fencer	2x Jet Pack

Start immediately with a "Stomper". The second Lemming will walk by, but after the third appears you should be deep enough so turn him into a "Jet Pack" to prevent him from stomping any further. Use the "Roper" with the second Lemming to the topleft wall area which can be "Fenced" through. On the other side simply start a "Builder" and after two blocks turn him into a "Glue Pourer" this should create a path to the exit. Use one of the many "Fillers" to release the Lemmings from their little nice.

Level 7: Deadly Exit

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 9:00

10x Jumper	4x Platformer
1x Twister	1x Sand Pourer
1x Scooper	x -
2x Stacker	x -

"Jump" the first Lemming of the mushroom, let him walk ontop of the metal boxes, "Platform" once to reach the other side. "Stack" directly after falling down twice, then "Platform" to reach the top central ledge of metal blocks. Lastly, use a "Twister" to cut through the shroom.

Level 8: Wilma!

Difficulty: 3/5
Target: 40/40 Lemmings
Time: 8:00

2x Icarus Wings	5x Stacker
8x Fencer	10x Ballooner
1x Bomber	10x Jumper
8x Filler	2x Platformer

"Jump" twice with the first Lemming to create a larger gap, then have him "Stack" up near the end of the ledge, so he can block off any other Lemmings and also "Jump" to the other side of the gap. Let him fall down, turn around, "Ballooner" ride to the left ledge, then "Stack" up against it let him fall off the left side so you can "Platform" over the left side twice. From there on it's a straight path down.

At the bottom "Fence" through the right side of the ledge and also "Fence" through the plants at ground level to reach the exit doorway. Another "Fencer" should break down the stack you made earlier, thus freeing all of the other Lemmings.

Level 9: Evolution of Lemmings

Difficulty: 4/5
Target: 40/40 Lemmings
Time: 9:00

1x Parachute	4x Climber
8x Basher	5x Ballooner
2x Stomper	1x Jumper
6x Platformer	2x Shimmier

Quite a long level as you might suspect from the size. Let the first Lemming "Jump" and "Parachute" his way down. Move him on the edge to the left, so you can "Platform" into the right wall. "Parachute" down another level, turn around, fall down again, and "Platform" into the right wall. At the very right side "Stomp" through to reach the protruding cube below it.

"Parachute" again, but blow him into the left wall. This will turn him around and fall again. If you now carefully blow him into the left ledge underneath the block he should be facing right. Which allows you to create another "Platform".

Release the other Lemmings with a single "Basher" and that should be it. There's a lot of 'ouching' to be heard as there are several 5+ square drops, but none of them should prove to be fatal.

Level 10: Ah'm No Done Yet

Difficulty: 4/5
Target: 40/40 Lemmings
Time: 3:00

4x Jumper	2x Platformer
2x Shimmier	1x Glue Pourer
1x Fencer	1x Floaster
4x Builder	1x Stomper

This level is quite tricky. Again, you start enclosed by two mushrooms, which is ideal to get one Lemming out on the right side with a "Jumper". Let him continue his way down the slopes, "Build" over the edge to reach the metal block, "Platform" off the left ledge and fall down, so your Lemming turns at the mushroom.

Carefully observe the ledge and notice that there is a one pixel edge below the mushroom on the right. Let your Lemming fall down there and immediately "Pour Glue" to reach the other side. Free the other Lemmings with a "Fencer" and you're done.

Shadow Tribe

Level 1: Land Of Oz!

Difficulty: /5
Target: 40/40 Lemmings
Time: 9:01

15x Filler	15x Glue Pourer
15x Flame Thrower	15x Roper
15x Jumper	x -
15x Platformer	x -

In this level Lemmings will be walking around freely. "Flame throw" just before reaching the treacherous red buttons, so your Lemmings won't trip the pancake crusher traps. Next "Flame throw" four times to get through the 'OZY' letters. Your Lemmings will march by a telephone booth, but that's not the exit for these type. Continue on and they'll fall down & turn around. Use a "Filler" to fill up the gap and use another "Filler" just before reaching the next two red buttons. After that all that remains is one more "Filler" to patch up the small inlet preventing your Lemmings to reach the TARDIS shaped exit from Dr. Who.

Level 2: Nitram The Huge!

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 9:01

1x Bomber	1x Exploder
1x Stomper	1x Fencer
1x Twister	1x Basher
1x Digger	1x Scooper

We can get around the Exploder in this level, so no Lemmings have to die. From the start use a "Digger" and a "Stomper" to get through the first two layer. Next use a "Twister" against the wall to get past the next two thin layers in one go. At the bottom "Bash" to the right, let the guys walk up the ledge, turn around to the left, and "Fence" through the brightly lit building. From there it's peanuts to the exit.
Nitram sounds weird though, perhaps they reversed "Martin" from some reason..?

Level 3: Twin Bleeps

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 3:00

8x Flame Thrower	x -
4x Roper	x -
4x Filler	x -
x -	x -

Another level that's very small and easy, mostly due to the simplification this game's version of the level is. It's a pity really... Anyway, two entries and one exit. From the left entrance "Flame Throw" through the right structure. "Rope" over the metal block, and use another "Flame Thrower" to reach the TARDIS. For the right side, use a "Flame Thrower" to the left, let the lemmings fall off the ledge, turn around, and "Flame Throw" through the bottom of the tile to reach ground level. you only need one more "Thrower" to get all the righties to the exit as well. No need for "Filler" here. ;)

Level 4: The Pancake Factory.

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

3x Jet Pack	5x Fencer
7x Basher	2x Bomber
5x Glue Pourer	x -
2x Bazooker	x -

Lot's of '!' blocks means lots of stompers; you'd better not make too many Lemming pancakes here. "Jet pack" the first bloke, and blow him to the left area with the fan. At the bottom "Bash" against the thin wall, ontinue right, use a "Glue Pourer" to fill up the red buttons, such that they cannot activate the stompers anymore.

Have your Lemming turn around, "Bash" through the wall on the left, ascend the four slopes, and "Pour Glue" two more times to fill up the gaps and red activation button. For the remaining Lemmings, use both "Bombers" and possibly "Bazookers" to create a gap in the bottom left corner of their confinement. They should now be able to march to freedom!

Level 5: Swingadingding

Difficulty: 1/5

Target: 40/40 Lemmings

Time: 4:00

1x Rock Climber	1x Jumper
3x Platformer	1x Hang Glider
1x Basher	x -
1x Laser Blaster	x -

What a strange name for a level you might think... Well, if you read any of the

other descriptions (or played the original version) this level was supposed to have one of those blasted wind chains, but it does not on the SNES. Good thing for you, as the level has now become almost trivial with the aid of an extra Hang Glider skill.

Make the first Lemming into a "Rock Climber" get him over the dirt block, and glide him to the bottom right using the "Hang Glider" (push him down so he gets next to the water). After turning around "Platform" twice so you can fill the watery pit. Lastly, a "Laser Blaster" will set everybody free.

Level 6: The School Gate.

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

20x Jumper	10x Attractor
1x Fencer	1x Platformer
1x Super Lem	2x Filler
2x Roper	2x Shimmier

From the start let your Lemming drop down twice and "Fill" up the red button pit to avoid making pancakes. At the bottom of the screen use a "Roper" to get up the ledge, and another into the wall of the white windowed house. Once you're here "Fence" through, and let all Lemmings use the cannon to reach the top section. However, let only one Lemming pass by the others should wait on the lower ledge where the cannon shoots them using an "Attractor".

Your first Lemming can continue on and "Fill" the gap near the top edge. At the edge itself use a "Platformer" to reach the other side. Once the guy is on the other side stop the Attractor with a "Jumper" or "Super Lem".

Level 7: Fritbatter Frolics!

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:01

1x Rock Climber	10x Jumper
2x Shimmier	2x Digger
2x Scooper	x -
1x Swimmer	x -

First guy should "Rock Climb" over the right wall, "Jump" over the gap, and "Swim" across the dark water pools. Have him turn around and start scooping at the beginning of the third square from the wall. You should meet up with the other Lemmings if you do this correctly. Lastly, a single "Scooper", "Digger" is needed to reach the bottom area with the exit.

Level 8: Goossen's Inferno!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 9:00

5x Bazooker	6x Basher
5x Filler	40x Ballooner
3x Platformer	1x Fencer
5x Runner	1x Attractor

Start with a "Runner" that bashes through the right wall. In the mean while get an "Attractor" to keep all the other Lemmings at bay. One tile from the bottom "Platform" to the right over the gap, and "Fence" through the high building (it won't collapse). After that "Fill" and "Fence" through the next obstacles, fall down several ledges, "Bash" through the left wall, and "Platform" over the red button and small hole in the ground. Two more "Bashers" and "Filler" are needed to reach the cannons.

In the meanwhile release all the other Lemmings, while your first guy "Platforms" over the slope to reach the actual cannons themselves. You might think that you're done now, but alas... Due to the attractor you while have like 5 or 6 clumps of Lemmings and only one of them can activate/use the cannon at a time. If you wait all 9 minutes they still won't be finished firing, due to the very large ledge they're walking on. To remedy this, use "Balloons" on all 5 clumps so you can separate as many lemmings as possible. This is easier as trying to blow thim into the TARDIS with a fan. By separating the Lemmings from eachother they can use the cannon continuously and you don't need to wait that long in the process.

Level 9: Spinny thang....

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 9:00

10x Laser Blaster	x -
15x Glue Pourer	x -
10x Twister	x -
5x Roper	x -

This level has been nerfed to the limit. See that entire excavated ledge at the bottom? Well, that wasn't present in the original. You had to get all the way up there using the "Twisters" that you had. Almost feels like this version is playing in "Easy" mode...

Anyho, "Twist" downward, but do it diagonally, as a 6 tile deep gap will create a fall from splatter height! After your guys walk up use a few "Laser Blasters" on the 'brick' shaped block to the right of the upperleft stomper. You'll blast a hole halfway through the ledges with the laser. Next use a "Roper" to make them run into the brick block as a wall. Follow up with a second "Roper" at the end point into the slope going left. From there your Lemmings will continue, turn around and walk directly into the exit without triggering the pancake crushers.

Level 10: Moonswings

Difficulty: 3/5
Target: 40/40 Lemmings
Time: 6:00

1x Attractor	1x Stomper
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2x Filler	1x Super Lem
2x Glue Pourer	1x Laser Blaster
2x Jumper	x -

This level is indeed rather tricky, but that is to be expect from a final challenge. "Jump" the first guy over the small block, "Pour Glue" at the end of the ledge to get over the water pit. At the end of the newly poured ledge "Jump" to the right to reach the lower section. Turn around, "Pour more Glue", and "Stomp" through the bottom on the far left.

At the bottom "Fill" up a small gap, fall, down again, and "Super Lem" to the right. At the wall, use a "Laser Blaster" to clear the path for the others. Finally, use a "Filler" on the Lemmings in the entry pit to free them up. They'll automatically reach the goal by themselves. By now you have saved the shadow tribe completely!

Sports Tribe

Level 1: Ceci N'est Pas Une Pipe.

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 9:00

20x Runner	20x Rock Climber
20x Jumper	20x Shimmier
20x Pole Vaulter	20x Slider
20x Archer	2x Fencer

This level was completely changed from the original, probably because they couldn't fit in the many blowers that featured it. We should be very fortunate here as this new level is easier and all 40 Lemmings can be saved.

From the start have a "Runner" "Jump" over the left obstacle and "Jump" again over the two block square. Let him fall down all the way, turn around, change to "Archer" and create a ledge halfway the right wall so the Lemmings won't fall down splatter height. Let your runner continue on to the exit, and "Fence" through the small obstacle at the start so your guys will get to the exit after a short walk.

Level 2: School Sports Day

Difficulty: 1/5
Target: 40/40 Lemmings
Time: 9:00

10x Roper	1x Scooper
5x Flame Thrower	2x Ballooner
10x Filler	2x Platformer
1x Twister	x -

Why this level was changed is beyond me. Just use a few "Flame Throwers" and a "Roper" to reach the exit. If any Lemmings fall down the central pit a few more

"Ropers" should get them to the exit. 'Nuff said.

Level 3: Octathalon!

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 9:00

20x Runner	5x Hopper
20x Jumper	2x Attractor
5x Platformer	2x Magic Carpet
10x Diver	5x Filler

Have the first Lemming "Jump" to the left and let the 3rd or so use the "Attractor" to keep the other Lemmings in the top area. The separated guy will continue his path down and turn around on the small ledge. At the centre of the ledge "Platform" twice to the right. This should make him stop and fall down the third block preventing him from dying from a high altitude drop. This may be a little hard to get right the first time, but with a few times it will work.

Let him continue to the left where you can "Fill" the gap 3 times to make him climb out. The guy can ascend the pylon from the right by himself. Let him fall down two more times and "Platform" a few blocks over the very small gap so he doesn't fall down there. A wee bit further to the left he should fall down several gaps and reach a very small non-ascendable pylon. Use another "Filler" to clear the entire path. Lastly, stop the attractor and all should go well.

Level 4: Rrracketeerz!

Difficulty: 2/5

Target: 40/40 Lemmings

Time: 9:00

1x Fencer	10x Hopper
60x Jumper	20x Runner
1x Platformer	5x Shimmier
5x Diver	2x Roper

With this many tasks you can probably do it several ways. Here's a method that should be at least easy to execute. From the start have one guy "Jump" over the left red pin. The others will end up in a corridor below that keeps them walk around in endless loops for now.

The single Lemming should walk over the ramp to the left and just after the top of it use a "Shimmier" to get him to the other side. Let him continue, until he reaches the checkered white/green block down below. Make him "Rope" into the right wall to he turns back. On the left end use a "Platformer" to reach the exit. Now all it takes is a "Fencer" to get through the small block and free all the other Lemmings from their captivity.

Level 5: Ceci N'est Pas Une Pipe. (should have been: Blow Back....)

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 9:00

2x Thrower	2x Slider
2x Pole Vault	2x Club Basher
2x Runner	2x Shimmier
2x Laser Blaster	2x Glue Pourer

Another level completely redone as the many exhaust fumes were too much to handle for the SNES I guess. Immediately start with a "Thrower" to create a barricade further to the right so everybody turns left. At the bottom let one guy "Pole Vault" ontop of the higher ledge. Let him "Run" up the slope and turn him into a "Slider". As sliders tend to turn around after going down each wall he'll end up right next to the goal post. Let him "Jump" over it and "Laser Blaster" through the ceiling from the right side of the post.

All that remains is "Club Bashing" through the right wall where your other Lemmings are stuck. This will make them fall into the exhaust fumes and send them over to the right ledge. Because of the laser blaster earlier on they should all reach the exit rather than falling off the screen.

Level 6: Double Trouble

Difficulty: 2/5
Target: 40/40 Lemmings
Time: 6:00

2x Rock Climber	1x Slider
2x Parachute	1x Stomper
10x Jumper	2x Platformer
1x Runner	1x Basher

Make the first Lemming a "Parachuter" and "Runner". Have him "Jump" over the left block which is possible as a runner. Don't turn him in a rockclimber as this will be a nuisance later on. On his way down he'll open his parachute so you can blow him into the metal pocket to the right. "Platform" to the right so there's a ledge for your Lemmings to fall down safely.

Your "Runner" should continue on, until he gets trapped the right section. At this point use the "Stomper" on the right side of the centralright tile. 5 tiles down use a "Jumper" to make the Lemming stop his stomping and fall down the bottom ledge. After he turns around a single "Platformer" should be sufficient to reach the exit. The "Basher" you still have left can be used to free your other Lemmings.

Level 7: The Sun Sign Selection

Difficulty: 3/5
Target: 40/40 Lemmings
Time: 9:00

1x Magno Boots	5x Shimmier
2x Ballooner	20x Jumper
1x Kayaker	1x Pole Vault
1x Platformer	1x Laser Blaster

A huge level, but we'll only ever going to look on the left screen where the

entry and exit are. As usual, start with two "Jumpers" to get over both obstacles. After this directly use another "Jumper" as early as possible to make your target crash into the side of the checkered block, this will make him face the other way as he continues his way down.

While he's drowning turn him into a "Kayaker" so he reaches the western shore. Meanwhile also get a _right_ facing Lemming with the "Magno boots". It will take this second guy quite some time, but we'll need him later when he's directly below the ledge where he starts off.

Once the kayak trip is over let him turn around against the wall and make him a "Ballooner". Once he's near the ceiling blow him to the right so he walks of the right ledge facing right. When he's on the platform with the exit let him "Platform" into the tubes, forcing him to turn around and reach the exit.

After doing all of this your magno booter guy should be walking up straight just below the ledge where the other Lemmings are. Now turn him into a "Laser Blaster" which frees all your guys.

Level 8: Run The Risk

Difficulty: 3/5

Target: 40/40 Lemmings

Time: 9:00

3x Platformer	1x Fencer
2x Archer	5x Builder
2x Super Lem	2x Pole Vaulter
2x Stacker	3x Stomper

Initiate with a "Super Lem" and guide him with the cursor over the tubes, other barriers, and send him into the right wall. Let him walk left and before he falls off "Arch" to the center of the left wall (this is necessary for the Lemmings to drop down to later on). After this "Super Lem" returns which you can use to get him down the slope on the left side.

From here "Build" 2 times from the very bottom edge to the right to get into the small ledge. Near the metal "Stomp" down all the way to the bottom, "Fence" through the wall, and "Platform" to the right to fill up a bottomless pit. After turning around "Build" up into the left slope. Continue along that path, "Stack" up three or four bricks and "Jump" off when he's facing right. "Platform" another bridge into the right slope to reach the area with the exit. "Stomp" down the right side of the dirt roughly halfway down. After doing so a "Pole Vaulter" can be wasted to make him stop.

From here the clean up involves "Building" a staircase into the metal square followed by a "Stomper" just above the arrow that's protruding from the wall. Fast forward a bit and all troops make it to the exit.

Level 9: The Nervous Network!

Difficulty: 4/5

Target: 40/40 Lemmings

Time: 9:00

1x Rock Climber	3x Bomber
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10x Jumper	2x Slider
1x Scooper	2x Shimmier
3x Glue Pourer	5x Roper

This level seems very long and complicated, and it is, but not as bad as you might initially think. You only need to go through the central left area, which is only roughly a quarter of the entire lay-out.

"Jump" over the mini-square, "Slide" down three slopes, immediately "Rope" into the right wall to fill the gap to the right (for later on), and "Pour Glue" to the left to fill all the ledges. Near the left wall "Rope" up the slope above to get to a seemingly dead end.

Here we need to use a "Roper" upright into the ceiling. Your Lemming will climb the rope, but when he reaches the top and turns around quickly make him a "Bomber". Repeat this a second time to breach a hole into the ceiling, which you can complete with the fifth and final "Roper". Next "Pour Glue" another time to fill the gap, and the path to the goal is opened.

You should still have a single Scooper & Bomber left. Use the "Scooper" to get through green dirt and use the "Bomber" to blast through the thin tube surrounding your Lemmings. They should now make their way to the exit.

Level 10: Take Up Archery

Difficulty: 3/5
Target: 40/40 Lemmings
Time: 9:00

10x Jumper	3x Roper
10x Archer	1x Slider
3x Runner	1x Hopper
5x Spearer	1x Pole Vaulter

As the name suggests the Archer will be your primary task for this level. Get over the obstacle in the beginning with a "Running" "Jump". Down the right "Arch" 2 arrows into the bottomright corner of the left block you just fell off. Repeat this for the next block as well.

Fall down the third block and another checkered block. Quickly, "Arch" two more arrows in the left block to clear the bottomless pit. Turn around the right wall and "Rope" up the left slope. Lastly, "Rope" up the next checkered block and the path to the exit will be opened. Use your remaining "Roper" to free all the other Lemmings. Once they march into the golf course's target you've finally saved the sports tribe completely in tact.

That should be it, after receiving a gold standard on every of the 120 Levels you get to see the credits. Watch the ark fly off taking the Lemmings with them and watch the short witty comments in the credits themselves. Btw. doesn't: "One got sick, and somebody shot a duck, but that was about it" sound familiar to you?

Bugs

I haven't found any bugs in this game that can seriously block your progress, so far.

Glitches

Here I will describe some of the mistakes in the game that may seem odd, but don't influence game play too much.

Save the game with 100% completion oddities

If you get the medal screen after finishing the last level for the last remaining tribe you get the options: "Award Me" "Replay Previous Level" and "Return to Menu" like usual. If you opt for return to menu and attempt to save the game, it will still give 99% for the slot you selected, but (in my case free slots) were changed to 1% as well. It is indeed quite strange that the other save files are influenced by this. It must be an oversight in the game's code. I haven't been able to verify where the 1% goes to, though...

Stuff

Version differences

As noted in most of the level descriptions quite a few levels have a different/modified skill set or level lay-out all the same, when compared to the original Amiga/PC versions.

Hidden menu options

Verbose Lemmings

Click on the dot of the "i" in Lemmings. This will create a talk bubble with the word "Hi!". If you play a level after doing this Lemming sounds will also be shown as text on screen. E.g. "chink" when a builder runs out of blocks, "oof" when falling from a high distance etc.

Sound Test

Click on the hole of the tree in the bottom left corner of the menu screen to change the cursor to "Music Test!". With each click you can cycle through all of the musical scores for the game. In order of appearance there is:

1. Classic Tribe
2. Beach Tribe
3. Cavelem Tribe
4. Circus Tribe
5. Egyptian Tribe
6. Highland Tribe

7. Medieval Tribe
8. Outdoor Tribe
9. Polar Tribe
10. Shadow Tribe
11. Space Tribe
12. Sports Tribe
13. Main Menu / Map
14. Introductory
15. Credits / Ending

Cheat Mode

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I'm actually not quite show how this is activated exactly. I've been able to get this mode by clicking a lot of times on several locations on the main menu. Once activated you'll see "cheat mode!" similar to "music test!" if you click on a window or door of one of the Lemming's houses. Basically, the cheat mode unlocks all levels (all levels have been completed with 1 Lemming). Thus you only have to beat each of the final level to finish the game with a Bronze Talisman. However, doing so won't give you the ending.

Climbing through walls

This is not quite a glitch, but it may strike some people as being rather awkward. If a Lemmings gets stuck in solid object such as when pouring sand he will climb upwards to get out. You'll see this many times when using the "Filler", "Sand Purer" and "Glue Purer" skills. In some levels its possible to trap a Lemming between a blocker and the wall. By doing so the Lemming will be forced inside the wall and starts to climb it. This can also happen if you try to pour when the Lemming is exactly against the wall.

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Credits

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The credits go to:

DMA Design (currently known as Rockstar):
These wonderful chaps created the sequel to the original Lemmings

Gamefaqs:
For putting this up the website.

You:
For reading this FAQ.

Me:
As I enjoyed making this FAQ.

=====

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Jet Force Gemini	In-depth; Capacity Crates
Lemmings 2: the Tribes	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map
Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Paper Mario	FAQ/Walkthrough
Perfect Dark	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

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E-mail, Questions and Contributions
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If you want to ask / contribute / correct anything about this Walkthrough / FAQ about Lemmings 2, mail to [knuckle_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com) . Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is a Gamefaq. Do wish to add that under normal circumstances a reply will be given within 24 hours, if you mail is considered relevant. I almost forgot; don't submit anything that has been done already in this FAQ. In the section below this you can see a list with examples of things that are incomplete.

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Unfinished business
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-Easier solutions (or saving more Lemmings, if possible)

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- ===== | END | ===== -
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