A Complete "Gold" Solution to
the DMA Design / Psygnosis Computer Game

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Lemmings II - The Tribes

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1 Terminology and General Points

This is just a list of some of the terms used in this document and some helpful ideas.

- The term "hatch" refers to the points at which the Lemmings enter a level.
- The term "exit" refers to the objective you're trying to get the Lemmings to. Often also called the "goal".
- There are many references to Lemmings "reflecting" in this solution. Lemmings always have a direction (left or right) which they remember and keep to, but if they run against an obstacle, they reflect and change direction. This is caused by e.g. a non-climber reaching a wall, a builder running out of room, or a climber hitting the ceiling while climbing.
- The "**Loss of Lemmings:** " given at the start of each level is the number of Lemmings you will lose or kill on that particular level, and is usually equal to the maximum you are allowed to lose while still securing a "Gold" - since the scoring system is negative, within limits it means you can still get a Gold on later levels even if you have messed up earlier ones. You can then go back and correct your mistakes without redoing all the later levels. It also means that persisting with e.g. Sports 1 until you get lucky in order to get an extra Lemming is of no advantage for later levels. However, it is rumoured that you must end up with at least 30 Lemmings from each tribe to see the end animation - I am not about to go back and redo the game just to find out!
- When references to Lemming types are made in bold, e.g. "**Basher**", it means you are expected to perform an action with that type of Lemming. These are also used in verb form, e.g. "**Bash**" means "Use a **Basher**" etc. When a verb is used imperatively ("do this"), it means make the Lemming you are working with do so. If you tried to "**Bash**" in person, it might have grave consequences for your monitor/TV.....
- A part of the screen completely surrounded by scenery is called a "chamber".
- A small piece of scenery in otherwise open space is called a "platform" or "island".
- Many levels are solved by having one or two Lemmings forge ahead and do the dirty work, while the others are delayed by penning them in a pit, or with blockers, or using an attractor. This majority that is left behind is referred to as "the horde". If you manage to complete a tribe without having a horde, you'll only get a "bronze".....
- At some points, a suggested action is followed by a multiplier, e.g. "**Fill** x2" - this means it will have to be repeated about the quoted number of times to satisfy the requirements.
- When the instructions suggest you do something "immediately", it usually means you will have to have a finger of your non-mouse hand poised above a function key to select a Lemming action very quickly.
- When you are going to do a level (whether following these solutions or devising your own), it is a good idea to pause as soon as the screen comes on, and look round the level, going over the solution in your mind.

- When initially starting this game I found the variety of exit designs bewildering (I had to deduce the design of the Sports one from the fact it was the only unique thing on the screen!), so I have described them at the start of the solutions to each tribe - if you need help with the first level for a tribe, it may well be beacuse you're aiming for the wrong thing!
- If there is a long delay between required actions, or at the end of a level, use the fast forward button, but with care!
- Servicemen in the armed forces should carefully make themselves certain of what is intended by advice like "**Bomb**" and "**Mine**".
- In order to be Politically Correct, all Lempersons are reffered to by the gender neutral pronoun "it". This is not intended to detract in any way from their personification.
- and finally.....

Please don't send me messages telling me that I have used the wrong terminology, or pointing out technical imperfections in the solutions. No warranty is offered that these solutions are the easiest, slickest, best, or whatever, but all solutions given ARE sufficient to get a "gold" on the level in question. However, if you have any really sneaky ones, I'd like to hear them.....

2 Classic Tribe

The Classic exit is a doorway with flaming torches outside.

2.1 "Do You Remember?"

Loss of Lemmings: Zero

Bash to break out to the right, **Build** from the wooden platform to the stone pillar and **Bash** through it. **Build** x2 from on top of the rounded bit at the base of the pillar to reach the exit platform. **Bash** left under the pillar from the right hand pit. **Build** right from the left edge of the left pit, and again from the left edge of the platform on which the pillar stands. **Bash** right from on top of the other rounded part. Stop this basher once it is through the pillar by making it into a **Builder**.

2.2 "Mr Lemmy Lives Next Door"

Loss of Lemmings: Zero

After the first Lemming reflects, make it a **Climber**. When it reflects in the top left corner, **Build** right from the little ledge toward the stone blocks. Let it reflect again and clamber over to the right hand half of the screen, then make it **Build** to reflect it off the wooden ceiling. Make it **Mine** left, from between the two marks just before the step. After it climbs up the left side of the screen and reflects off its first ramp, make it **Build** to the right, a few pixels to the right of where it falls amongst the horde. This ensures reliable clicking. The single ramp should not reach far enough to let the main horde escape. When it climbs up from the pit, make it **Build** right from just under the join between the two largest blocks, to join up with the tunnel mined earlier. The timing can be taken from the marks on the stone below and will require practice. If it stops building and reflects, you will need to redo the level. **Build** from atop the ramp in the pit to release the main

horde. Remember to use the **Digger** to make a hole in the wooden platform above the exit. If you do not do so, the climber will escape to the left and drown.

2.3 "LEMTRIS"

Loss of Lemmings: Zero

The general idea here is to set off a few climbers at 10-15 second intervals, and to use them in turn to prepare ways through the various obstacles. The description below refers to the stone Tetris pieces which form the obstacles as "piece 1" to "piece 7", from RIGHT to LEFT respectively.

Make the first Lemming a **Climber** after it reflects. When it starts climbing piece 2, set off another **Climber**. After the first climber reflects off piece 3, make it **Mine** to the right from tight into the corner of piece 2. Make the next climber **Build** left from the middle of the same block of piece 2, up towards piece 3. Start another **Climber** about now. **Build** left against the right edge of piece 5, causing the builder to reflect. Use this Lemming to **Mine** right from the very left edge of piece 4. If it starts too far to the right, the non-climbers won't make it up the step formed at the other side. Use the next Lemming to **Build** left from the same point. Use the last **Builder** at the left end of piece 5. **Mine** piece 6, **Bash** piece 7, and finally **Bash** piece 1, using one of the climbers to ensure accurate clicking.

2.4 "Tension Sheet, Good Idea"

Loss of Lemmings: One

Make the first Lemming a **Climber** and a **Floater**. **Build** over the small gap above the lake. **Mine** the tiny piece after the steel and just before the gap left of the exit - this gets the Lemming low enough to build and reflect. **Build** x2 at the last possible second, allowing a little delay between the builders to stagger the ramp. **Mine** just left of the steel after reflection, and then **Bash** along under the lake. Start a **Digger** among the horde, just left of the left end of the buried steel, when the basher is about halfway under the lake. This will allow time for left-going members of the horde to reflect in the basher's tunnel. The basher will die, but all others should make it.

2.5 "The Magnificent Severn"

Loss of Lemmings: One

Make the third Lemming a **Blocker**, isolating two Lemmings on the right and containing the horde on the left. **Bash** the first four pillars, and **Mine** just before reflecting off the last one. Make the first of the two a **Climber**, let it climb the steel and go down the ramp, then **Bash** right just before reflecting. When it drops at the right end of the screen, **Dig** immediately, so that it doesn'tt have a chance to climb the high wall, and so it leaves a ledge on the right. Let it climb and relfect, then **Build** just before the exit in order to pass over it. When it gets two-thirds of the way to the left on the exit level, quickly go and **Explode** the blocker, releasing the horde. Make the advance Lemming **Build** at the left end of the exit platform, and then make the other one walking in the pit above it **Dig** at the right end of the upper level, while going right, so it lands on the ramp which the builder will have just completed.

2.6 "The Starry Threshold"

Loss of Lemmings: Zero

Let the Lemmings relfect, then make the 2nd Lemming a **Blocker**, when it is just above the middle of the three wedge shaped pieces under the platform. Make the free Lemming a **Digger** just right of the left wedge, so that it will break out and land on the right side of the wedge and reflect and walk right before dropping, and so that an overlap ensures that subsequent Lemmings falling down its shaft will also walk up the wedge and reflect. **Build** right from the steel just before the big drop to the small lake. Make this Lemming a **Floater**. Hopefully, it will land on the steel right of the small lake. Just before it reflects off the sandstone, make it **Build**. It will reflect. Make it **Build** x3 left from just under the right hand edge of the hanging steel. It will reflect again. **Bash** the sandstone. Among the main horde, make a Lemming **Mine** going left, then convert it to a **Basher** after it has mined down about 6 or 8 pixels, so that it tunnels under the blocker and releases it. **Mine** the bottom of the first ramp built, above the high drop.

2.7 "So close but so far away"

Loss of Lemmings: Four

Let the Lemmings reflect, make the first one a **Climber**, then make it an **Exploder**, timed from three quarters of the way to the left. Make the fifth Lemming a **Blocker** just left of the hatch, isolating the exploder plus a further three Lemmings on the left. Make one of the three a **Climber**, and once it gets out, **Build** across the small pit, then convert to a **Basher** just as it places the last plank before reflecting (this is a worthwhile skill, especillay useful in "Oh, No! More Lemmings", but you will probably have enough time to let it reflect and come back if you're not confident). Let the basher finish and drop, **Build** x3 from under the hanging block of steel, going back briefly to the right end of the screen between clicks of the builder to make one of the two remaining isolated Lemmings a **Climber**. Turn the builder into a **Blocker** after it places the last (i.e. 36th) plank. When the next Lemming arrives, make it **Build** just *before* it reaches the blocker. It will reflect and continue building. Make it **Build** again a further two times. The ramp should be hgh enough for non-climbers to make it up the step onto the steel (the maximum step is 5 pixels, but you knew that, right?). **Bash** and **Mine** the two obstacles respectively. **Dig** just after the end of the steel, as close to the steel as possible. The margin of error for this is at most 2-3 pixels. Make the last isolated Lemming a **Climber**. Make the digger **Explode**, timing it from halfway down the last block of steel before the gap to the exit. It should blow through to the left, but not the right. **Explode** the blocker which is retaining the horde - the explosion should break them out of the chamber. To give it the personal touch, **Explode** the blocker on the ramp once the level is complete (or you could just hit the nuke, or wait).

2.8 "The Secret Of LEMH"

Loss of Lemmings: One

Make the first Lemming a **Blocker** as soon as it lands, such that the others land between its arms and go right. Just as a Lemming reflects, make it **Dig** - despite the steel, it will take a little nick out of the sandstone, and so effectively break right a little way. A dozen or so such diggers should be enough to get past the steel. Now click a normal **Digger** going right, i.e. before it reflects. Let it cut about halfway down the sandstone, then convert to a **Basher** to break out to the right. **Build** right just before the little step. **Bash** through the wood. **Dig** at the right end just before reflecting off the steel, and convert to a **Miner** after a few pixels. Destroy the blocker by either

means, or wait.

2.9 "Flying The Mad Pursuit"

Loss of Lemmings: Zero

Make a **Climber** going left, wait a few seconds, then make one going right. Mkae the left one **Build** from the sandstone ledge to get over the exit. Make the right one **Bash** the snadstone block with the indentation. Let the left one drop, then **Mine** from the left side of the exit - it should end up in the bottom left chamber; if necessary, make it **Bash** to stop it. Let it reflect, then **Mine** right, and **Bash** as soon as it is low enough to clear the steel. Use the other climber to **Bash** x5 the strips of wood. When it has started the last one, **Dig** the sandstone to release the horde.

2.10 "What's it like up there?"

Loss of Lemmings: Zero

The first few stages must be done quickly in succession, in the order given: make the 2nd Lemming **Build** as it lands; make the 1st one **Build** from the extreme end of the platform; make the 3rd one **Build** from the join between the 3rd and 4th steel blocks. Make the 4th Lemming a **Blocker** as high up the rightmost ramp as possible. Let the 1st Lemming finish building and reflect, then **Build** left from the 1st join in the steel, counting from the right. This ramp should meet the previous one and seal off the chasm. To get through the pillar, make the Lemming **Dig** just as it is about to reflect - 4 to 6 repetitions will suffice. **Mine** the sandstone on the right just before reflection, then stop the miner at the last second by making it **Build**. As soon as it reflects, make it a **Digger**. **Build** x2, placing the first tile between the marks on the pedestal - it should make a ramp up to the steel without reflecting off it. **Build** again from the left of the steel to get over the lake, and make the builder a **Climber**. **Build** over the lake on the exit level, allowing the builder to reflect. Cause it to reflect back by making it **Dig** just before it starts to climb back over the wall. **Bash** through to the exit. Using the first Lemming of a group to ensure accurate clicking, **Mine** the ramp, releasing the horde to the exit, and the blocker to the right. Make the ex-blocker **Build** just before the pillar to cause it to reflect, and make it a **Floater** for safety.

3 Medieval Tribe

The Medieval exit is a small castle.

3.1 "LEMMING OF NOTTINGHAM"

Loss of Lemmings: Zero

Scoop to the right to get out of the initial chamber, and again to get out to ground level. Use a **Sand Pourer** x2 to fill in the small pit. Give one Lemming **Icarus Wings** and use the **Fan** to blow it upwards and to the right, over the protruding ledge. After it reflects, make it **Scoop** left just where the ledge starts, allowing the others up and to the right. Use another **Scooper** to the right to break into the exit chamber.

3.2 "SIR! I KID YE NOT"

Loss of Lemmings: Zero

Make a **Twister** amongst the rubble and **Fan** it downwards and to the right. Use a **Club Basher** to get through each of the thin pillars. **Fill** the small pit. Get over the block of steel by building a ramp with **Sand Pourers**. **Stomp** the platform. **Club Bash** the rubble to the right to reach the exit.

3.3 "ALL IN A KNIGHTS WORK!!"

Loss of Lemmings: One

Jump one Lemming over the small pit. The catapult will land it in the top tray. Let it reflect, then **Stomp** in the middle of the tray. **Explode** it, starting the timer just before the right hand edge of the small ledge - this will blow through the bulkhead. **Jump** another Lemming over to the catapult. **Jump** it over the hole in the tray, then let it reflect and fall down the hole. After it passes through the hole in the bulkhead, **Rope** back to the bulkhead to block it off. **Platform** across the water. **Stomp** to release the main horde.

3.4 "WATCH THAT LAST STEP!"

Loss of Lemmings: Zero

Make a **Stacker** on each of the small platforms, and on the grassy part. This should leave a single Lemming going right. Use a **Glue Pourer** to bridge the gap to the water section. **Surf** it across the water. As it approaches the pit just left of the exit, use a **Sand Pourer** to eliminate the step. Make it a **Stacker** just before the left edge of the pit, and once it has built 5 or 6 steps, change to a **Sand Pourer** *while facing left.* Bridge the water with a **Glue Pourer**. Use a **Club Basher** to release the horde.

3.5 "KING ARTHURS LEMMINGS"

Loss of Lemmings: Zero

Bomb once, then **Club Bash** to the right from the bottom of the crater. Stop the horde with an **Attractor**. When the club basher stops, **Build** x2 across the hole. **Bomb** the extreme right edge of the platform so the drop is reduced. Release the attractor by making it **Jump**.

3.6 "Let's Play Twister"

Loss of Lemmings: Zero

Jump one Lemming to the stone island at the right and make it a **Runner**. Let it reflect off the tree, then **Jump** onto the slope under the hatch. Make it a **Twister**. **Fan** the twister left and down, so it lands in the left chamber and walks left. Make it a **Slider**. After sliding down, **Jump** right onto the platform and **Platform** across the lake. Use another **Twister** to get into the chamber above the exit, being sure to enter to the right of the gap in its floor. **Jump** over the

gap (remember, your advance Lemming is a slider). Start a **Twister** in the horde, and work it all the way right and down by the portcullis. **Twist** again to break out to the brown ramps.

3.7 "UNDERGROUND"

Loss of Lemmings: Zero

Fence the first tower. While the fencer is working, start an **Attractor**. **Platform** to the trees. When the Lemming reflects, **Jump** onto the remains of the fence to reflect off the tower and back to the right. **Fence** the trees, and **Platform** to the tower. **Fence** the last tower before the exit. Free the attractor by making it **Jump**.

3.8 "What shall we do now?"

Loss of Lemmings: Zero

Make the first Lemming **Stomp** at the right hand side, and make the second an **Attractor**. **Stomp** again by the castle, allowing the Lemming to relfect twice first, and while going right. Give it a **Balloon** and use the **Fan** to guide it all the way up to the top. Let it reflect, and **Platform** the gap. **Bomb** x5 from the top of the slope, making each bomb 3/4 of the way to the left in the crater left by the previous one, so as to break through down and left. Use this Lemming to **Platform** the stomped hole, or if it stops and dances, use one of the dancers (but NOT the attractor!). Release the attractor by making it a **Platformer**.

3.9 "LEMMING IN DISTRESS !!"

Loss of Lemmings: Zero

Make the first Lemming a **Runner**, and immediately make the second an **Attractor**. Let the runner drop onto the steel, then **Jump** onto the island, and immediately **Jump** again to reach the alcove at right. Let it reflect, and **Balloon** back up to the island. Click an **Archer**, aiming the arrow at the corner of the hatch ledge. Click another **Archer**; this time aim a few pixels higher. The second arrow should tag on to the first, making the lake safe. Let the Lemming drop, and **Rope** up to the bottom left corner of the island, sealing off the route to the right. **Build** at the left end of the small pile of stones on the exit level - it conceals a dragon, whose trigger is a few pixels left of the pile.

3.10 "JUST JOUSTING AROUND"

Loss of Lemmings: Zero

Click a **Glue Pourer** - the glue will run to disable the dragon's trigger. Wait for the last Lemming, and make it **Rope** up to the ledge on the right. Make it a **Floater**. Position the catapult with 2 links of chain showing on the right. Let the Lemming be launched, reflect and **Glue** left from beneath the horde, sealing off the lake. **Bomb** at the left hand end of the horde. If necessary, **Balloon** the last Lemming past the catapult.

4 Egyptian Tribe

The Egyptian exit is pyramid-like with a bit of blue showing.

4.1 "Two's Company...."

Loss of Lemmings: Zero

Bash the wall between the top hatch chambers to join them. **Dig** from within this tunnel. Use a **Flame Thrower** and a **Bazooker** to penetrate the brickwork bulkheads.

4.2 "Glued to the Goal!"

Loss of Lemmings: Zero

Use a **Glue Pourer** at the top to bridge the gap. Use a **Flame Thrower** x3 to get to exit. At the bottom, **Flame Throw** the pillar. Start a **Platformer** over the gap, then make the next Lemming a **Glue Pourer** to seal it. Use a **Glue Pourer** x2 to bridge the gap over the sphinx. Let a Lemming reflect at the top right, then **Platform** towards the purple and blue stuff. Break into exit chamber with another **Flame Thrower**.

4.3 "LABYRINTH OF FUN"

Loss of Lemmings: Zero

Wait until the first Lemming is about to drop off the first ledge, then start an **Attractor** near the hatch. When it reflects off the painted pillar, **Fence** left into the chamber with the small table. Let it reflect twice and fall into the pit just left of the sphinx. **Stomp** when facing left, and **Scoop** left down to the exit chamber. Release the attractor by any convenient means.

4.4 "Spiralling DNA"

Loss of Lemmings: Zero

"First", "second", etc. refer to the order the Lemmings originally emerge from the hatch.

Make the second Lemming into a **Twister** just before it is about to reflect. When the first Lemming arrives left of the hatch, make it into a **Stacker**. Delay the third Lemming by making it into a **Platformer**. Use **Super Lemming** to fly the stacker back into the horde. Carefully burrow the twister upwards and towards the exit with the **Fan**.

4.5 "Echo of Light"

Loss of Lemmings: Zero

Bash the tree, then make a **Climber**, and whilst it is climbing make it a **Slider**. After sliding, **Bash** to the right, and make it a **Runner**. **Jump** the gap, **Bash** the last bulkhead, and **Jump** to reach the exit. **Stomp** just left of the hatch to release the horde, and **Glue** right as soon as they land. **Bash** the two bulkheads, and immediately **Glue** again.

4.6 "RUPER'Z QUESTLING"

Loss of Lemmings: Zero

This level is tedious, but simple.

Let them reflect, then start a **Hopper** just before the 4 small pits. The hopper will stop and drop in the third one, while the horde assembles in the first. Wroking with the advance Lemming, **Fill** while standing on the left side of the pit facing right. **Fill** the same way again to get out of the next pit. **Platform** over the lake. **Platform** the pit containing the trap. **Bash** the painted column, the table stand, and the tree. **Platform** over this lake. **Rope** from about half an inch right of the sphinx to a point halfway up its head. **Platform** left from the top of the sphinx. **Fill** x13 to fill up the tall thin pit at the extreme left. Let the Lemming reflect, then **Platform** right from the top of the sphinx. **Fill** x6 in the blue painted tray. **Platform** x2 over the collection of blocks, and **Platform** the gap above the vase. **Bash** the bulkhead. **Platform** the gap above the scales. **Fill** the small pit. **Fill** the pit containing the horde, and the pit to its left as well.

4.7 "The Egypt Cottage!"

Loss of Lemmings: Zero

Jet Pack one going right, and **Fan** it out so it falls on the ramp to the right of the pit. When it falls stunned, let it reflect, then give it a **Balloon** and **Fan** it to the left. **Dig** just right of the division between the two stone blocks, so as to break into the sphinx chamber but keep digging all the way down tho the steel and make a route out. Fly a **Super Lemming** from the horde all the way round the ramp on the right, and stub it into the underside of this ramp, above the small island block which covers the big drop. It should walk left and into the digger's shaft. Give it a **Parachute**, and **Fan** it left onto the sphinx. **Laser Blast** to release the horde.

4.8 "HEROE'Z QUEST...."

Loss of Lemmings: Zero

Jump one Lemming over the block to the left. **Stomp** into the chamber below, and **Stomp** again through the block with te eye. Let the Lemming drop, etc., and it will end up in a small pit, the first of three. To get out of these pits, you need to jump the *opposite* way, so **Jump** left. **Jump** right to get out of each of the next two. **Platform** over the pit containing the trap. **Stomp** when the Lemming ends up at the bottom and can't fall any further. **Fence** the sandstone bulkhead, and **Fence** each of the painted columns. Let the Lemming reflect off the sphinx, then give it a **Balloon** and **Fan** it gently right then left, to land on the obvious platform. It should walk left. Let it reflect, then immediately **Jump** to get onto ramp going up to the right. Let it reflect and **Jump** left. Let it walk all the way to the left and relfect, then immediately **Pole Vault** from the right hand bolt of the leftmost block of steel, to land the Lemming stunned in the obvious place - this does take some practice, which is why you get five vaulters! Let it reflect at the top of the ramp, then **Jump**onto the next one. Do this a further two times. **Platform** the gap just left of

the exit, then make the platformer a **Scooper** as sson as the gap is sealed over. **Stomp** from the horde into this chamber to complete the level.

4.9 "Wave Pathway"

Loss of Lemmings: Zero

Make the first Lemming a **Stacker** as soon as it lands, so that subsequent ones land on the stack itself and walk right unhindered. After it builds about six blocks, make it **Jump** while facing right. **Stomp** between the two steel blocks, and change to a **Basher** just before breaking through to the water. **Stomp** above the eye, and then **Bash** just above the eye block. **Platform** x2 over the lake, and **Stomp** just before the Lemming relfects off the step. Again, convert to a **Basher** at the last moment, then **Stomp**, **Bash**, and **Stomp** again, avoiding the buried steel. Make it start to **Platform** over the gap on the right, then go to the main horde and release them with a **Basher** going right. Go back to the advance Lemming, **Stomp** at the left end of the chamber just before reflecting, and then convert to a **Basher** to reach the exit.

4.10 "Pyramid of Despair!"

Loss of Lemmings: Zero

Let the Lemmings reflect, then start a **Hopper** from halfway down the little slope just before the blocks. It will hop across to become the advance Lemming, while the horde collects in the pit below. Let it reflect at the bottom of the steps, then immediately **Glue** x2 to fill in the small pits further along (it is impossible to pour glue, hop, jump etc. in the tunnel due to restricted headroom). Let it fall into the trap pit, and use a **Sand Pourer** to cover the trigger. While going right, make it a **Rock Climber**, and let it clamber out of the pit and up the next wall as well. At the top of this wall, make it **Shimmy** just as it reaches the top and before it drops to go left. Let it climb up to the little ledge, and **Sand Pour** to build up towards the overhang. The Lemming will reflect and drop back in the trap pit - let it come round, and **Shimmy** again, get back up to the same point and **Sand Pour** again. This time it should be able to clamber out, but if it reflects, bring it back around. Let it walk left along the tunnel under the pit containing the horde, and reflect. Immediately **Glue** x3 to the right, then let it walk under the pit and **Mortar** to release the horde.

5 Outdoor Tribe

The Outdoor exit is a small green tent.

5.1 "Pa-tent-ly Obvious"

Loss of Lemmings: Zero

Use a **Twister** to burrow up the pile of leaves to the right hand exit.

5.2 "Swing/Roundabout Theory"

Loss of Lemmings: Zero

Start a **Stacker** two thirds of the way to the left between the posts. After it builds 4 blocks, make it into a **Filler**, and then make two more, ensuring that two fills are to the left of the stack and one to the right.

5.3 "Glide Like The Wind"

Loss of Lemmings: Zero

Start a **Hang Glider** from the hump in the vine bridge above the wasp. **Fan** it to land on the tree just left of the first frog. Use a **Flame Thrower** immediately on landing to disable the frog's trigger. Tunnel under the next frog from the step below with **Flame Thrower** x3. **Platform** the gap. Delay any oncoming Lemming by (carefully) making it a **Flame Thrower** if necessary.

5.4 "Deliverance ?"

Loss of Lemmings: Zero

Make the first Lemming a **Kayaker**, and the second into an **Attractor** to stop the horde. Use an **Archer** to fire an arrow back into the left edge of the lake, as low down as possible. Free one of the dancers by making it **Jump**, and make it **Glue** x2 to bridge over the water. Release the attractor by making it a **Roper** - ensure the rope does NOT reach.

5.5 "Friday's Walk"

Loss of Lemmings: Zero

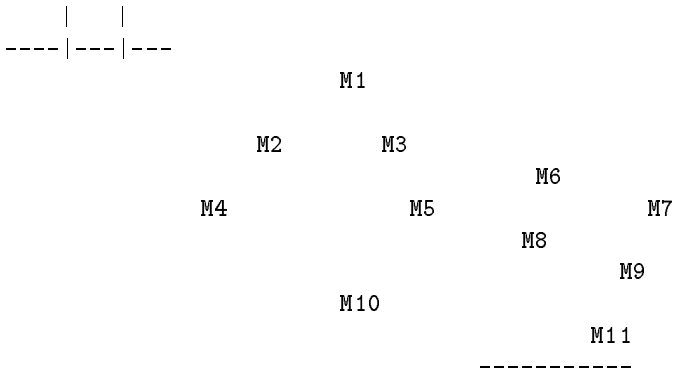
Make the first Lemming **Rope** up to the right from the first hump. This should block the horde off, letting one free. **Rope** up alternately to left and right to get it up to the exit level - if it is walking right, fire a **Rope** vertically to block and reflect it. **Rope** across the small gap, then release the horde.

5.6 "The Magic of Mushrooms"

Loss of Lemmings: Zero

Consider the (approximate) layout of mushrooms given on the next page...you might want to ink the route on your printout.

Jump a lemming out and **Rope** down to enable it to walk to the right freely. **Rope** to M1, let it drop to M3 and M5, **Rope** to M6, **Rope** to M7 and **Stomp** the mushroom cap left of the stem. Let it drop to M9 and M11, and **Rope** from the end of the grass to M10. **Platform** out to the exit. Use a **Roper** to make a way out for the horde.



5.7 "Natural Selection"

Loss of Lemmings: Zero

The Lemmings will be split into three groups. Make the first 22 **Shimmy**, make the next 22 **Float**, and **Jump** the remaining Lemmings across the gap. Use **Bazookers** to get the floater group into the bottom left exit. Use **Bombers** to get the jumper group into the middle exit. Use **Bombers** and **Bazookers** to get the shimmiers to the right exit.

5.8 "The Laws of Tradition"

Loss of Lemmings: Zero

Platform, then start an **Attractor**. **Platform** to the stones. **Platform** over the pit under the steel. **Platform** again just after it reflects. **Fence** far enough to clear the steel upright, then **Stomp** almost to the bottom, then **Fence** again. **Platform** across. Release the main horde at this point by making the attractor into a **Platformer**. **Fence** with the lead Lemming up towards the exit. If the fencer fails to stop, make it into a **Platformer** to fill in the space under the exit.

5.9 "22934"

Loss of Lemmings: Zero

Make the first Lemming a **Runner**. It should bound off the last hump in the vine and land on the leaf on the right. Make it an **Archer**, firing the arrow down and left to create a break for the others falling. Let it drop and reflect, then **Build** from the right edge of the third hump in this lower section of vine, sealing off the pit. Let it reflect, and **Build** x3 to the left from the same hump. Meanwhile, **Build** x5 to the right from the left hump with one of the incoming Lemmings. The two ramps should meet, and the latter one should reach the vertical piece of vine to the right of and a little below the exit. **Rope** from the top of this ramp to the top corner of the steel by the exit. Break through with a **Club Basher** facing *right*.

5.10 "Garden of Stone"

Loss of Lemmings: Zero

Stomp just right of the hatch. When the first one drops between the platform and flower on the right, make it a **Runner**. **Fence** right through the flower directly below this, starting the fencer a few pixels back so it just cuts the stem and stops. **Platform** from the edge. **Jump** off the platform - the remaining Lemmings should fall on the right edge of the lake. When the runner reflects, **Platform** the gap.

6 Beach Tribe

The Beach exit is a sandcastle with a red pennant.

6.1 "Quad Quirks on the Quay!"

Loss of Lemmings: Zero

From the top left hatch, **Flame Throw** the sloped part. From the next hatch down, let a Lemming reflect and then **Flame Throw** the umbrella pole. From the bottom left hatch, **Flame Throw** the palm tree. From the bottom right hatch, **Flame Throw** the Lemming beer can.

6.2 "The Barley Mow...."

Loss of Lemmings: Zero

Start a **Jet Pack**, and **Fan** it upwards and left of the red and white umbrella. Let it walk along the grass, then **Bash** just at the bottom of the slope. **Rope** from near the bottom of the next slope to the ledge on which the beach ball stands. Let it reflect, then **Bash** the umbrella pole next to the exit. **Bash** the left umbrella pole to release the horde.

6.3 "Cannonball"

Loss of Lemmings: Zero

Jump a Lemming out of the pit, and **Kayak** across lake. **Dive** from the high platform, and **Kayak** again. When it reflects at the top right, **Jump** onto the ramp. **Hang Glide** from the top, and use the **Fan** to waft gently into steel tunnel. **Bomb** at the end of the tunnel, and **Laser Blast** to release the main horde. **Jump** the first Lemming to reach the end of the tunnel to give it a head start. When it reflects, make it into a **Glue Pourer**

6.4 "Costal Suction Function"

Loss of Lemmings: Zero

Make 12 of the first Lemmings into **Runners**. **Fan** the chain up to full speed. **Jump** a Lemming from halfway down the slope over the ball and then onto the chain. If it is not near the bottom of the chain, restart the level. Speed the chain up again, and release the Lemming on the right. **Jump** over the trigger for the zapper, and **Kayak** across the water. **Laser Blast** next to the exit to release the horde.

6.5 "Sand Stone"

Loss of Lemmings: Zero

Click an **Archer** halfway along the pit, firing the arrow to a couple of pixels below the top of the obstacle on the right. **Build** right with the next Lemming as soon as it lands. The completed ramp should not touch the arrow. **Jump** one onto the arrow, let it walk all the way to the right and reflect, then **Stomp** the left edge of the sandstone cliff across the gap from the exit. Stop the stomper after 5 or 6 "stomps" by making it **Build**, and **Jump** off when the ramp is complete. Make it an **Archer** on the small mound just above the right edge of the steel, aiming 3/4 or more of the way up the slope. Let it reflect, then **Glue** right from the arrow. After gluing, it should walk up towards the exit level - **Fence** the sandstone, and **Glue** as soon as the fencer finishes. Let it reflect and come back, then **Jump** to the exit. **Jump** another one from the horde off the ramp, let it come round and reflect, and **Glue** from the top of the ramp to the exit. Start a **Builder** from the top of the ramp to release the horde.

6.6 "Beach Lems"

Loss of Lemmings: Zero

Jump just before the coconut, and immediately **Fence** the tree. **Platform** the lake at the last second, so that one platformer suffices. **Scoop** before the beach hut, and **Scoop** again after dropping through. Let it reflect off the coconut, **Platform** under the zapper to defeat its trigger, and **Rope** up to the next island. **Rope** to the right from the umbrella to just above the steel. **Fence** just before reflecting. Release the horde with a **Club Basher**.

6.7 "SAND IN YER SARNIES"

Loss of Lemmings: Zero

Make the first Lemming **Platform** the tiny gap between bucket and spade at the last second, so that none escapes. **Jump** one of the emerging Lemmings off the spade handle, and let it drop to the level below the beach huts. Make it a **Runner** and a **Swimmer**. **Bash** the palm tree, and **Jump** from the bucket handle. Let it reflect off the steel, then **Jump** again. **Jump** over the clam. **Mine** the beach huts, convreting to a **Basher** on reaching ground level. **Platform** the gap and **Bash** the bucket. **Bash** the beercan on the way back.

6.8 "Beach Mania"

Loss of Lemmings: Zero

Give one a **Magic Carpet**, and make the next an **Attractor**. After the carpet lands and the

Lemming reflects, make it an **Archer** from the left end of the platform, firing the arrow into the bottom corner of the hatch ledge. Let it drop, then **Build** left from the bottom of the slope on the first small island - this will reflect this Lemming and catch later ones. **Bomb** while standing on the *right* hand coconut to get through the tree, and **Build** x2 from where the tree base was, to get up to the umbrella. Use an **Archer** x2 from the top of the umbrella, firing the first arrow into the edge of the island on the left and the second into the first, and then **Build** out over them. **Jump** onto the exit island, and make an **Archer** fire an arrow back into the previous one. **Jump** to release the attractor.

6.9 "Sand Blaster"

Loss of Lemmings: Zero

Make the 4th Lemming an **Attractor**, which should leave one loose Lemming. **Platform** the lake at the last moment. Let the Lemming reflect, an **Bazooka** left while standing in the notch between the slope and the platform - this should create a reflection point with the steel block. **Mortar** against the edge of the 3-4 pixel step at the bottom of the castle. **Mortar** again several times, placing each mortar about halfway up the slope in the hole left by the previous one. In between, use a **Bazooka** or two as well. The last mortar should break through to the level below, to the right of the lake. **Platform** under the clam to defeat the trigger, and **Bazooka** x2 to get through the big clam. **Jump** to release the attractor.

6.10 "Surf Lem !"

Loss of Lemmings: Zero

Click a **Filler** just before the right hand bucket, to gain an extra pixel in height for the **Scooper**, which should break a little gap at the bottom right corner of the bucket. Start a **Super Lemming** halfway down the scooped tunnel, and fly it out over the beercan and into the spade handle. Let it drop, go all the way left and reflect, come back and drop onto the first small grassy island. In the middle of this island, use an **Archer** to fire an arrow *vertically downwards*. This will reflect future Lemmings. **Balloon** the Lemming back to the left of the arrow. **Build** left to join the tiny gap between the sloped island and the top left one - if the Lemming reflects, make it a **Runner** and **Jump** it up to the arrow. **Fill** x2 in the scooped hole to release the horde, and **Scoop** again at the beercan.

7 Sports Tribe

The Sports exit is a golf hole flag.

7.1 "Ceci n'est pas une pipe."

Loss of Lemmings: Three

After the first steam pipe blows the Lemmings and they start to land stunned, break through to the right by making the first Lemming into a **Flame Thrower**. After it then lands in the pit to

the right, make it a **Bomber**. Let them be blown all the way round and back into the middle where they congregate, then use the remaining **Flame Throwers** to free them to the left.

7.2 "School Sports Day"

Loss of Lemmings: Zero

Make the first Lemming a **Twister**. Carefully burrow until it is under the steel wall. Use a **Rope** up to the steel wall to separate the horde off. Use the **Fan** to nudge the twister out under the rugby ball (football to Americans!). **Rope** up to the exit ledge. To release the horde, **Scoop** the first rope.

7.3 "The Octathalon!"

Loss of Lemmings: Zero

Start an **Attractor**. **Jump** one Lemming out. Once it drops and reflects at the left hand side of the screen, make it **Platform**. **Platform** x2 from a third of the way down the slope, on a level with the pool table. **Platform** to cover the left hand arm of the "Y" shaped hole, using a **Jumper** to stop the platformer. **Jump** the attractor to release the horde.

7.4 "RRRACKETEERZ!"

Loss of Lemmings: Zero

Jump the first Lemming over the gap in the top rope, over the red pole and out to the left. When it starts downhill towards the collection of blocks, make it **Shimmy** to pass over them. When it lands on the green and white chequered block above the lake, **Rope** upwards and right, to halfway up the edge of the green platform. **Rope** down and left from the left end of the chequered block, onto the steel. **Jump** another Lemming out of the horde, and **Fence** through the handle of the tennis racquet. **Jump** each of the rest of the horde out onto the racquet.

7.5 "Blow Back...."

Loss of Lemmings: Zero

Fill in the pit, then **Stomp** at its left edge, stopping the stomper immediately (or as quickly as the mouse handling software will allow!) by making it **Jump**. Repeat this **Stomper** and **Jumper** trick a further three times.

7.6 "Double Trouble"

Loss of Lemmings: One

Rope from the left end of the ledge to just below the top left corner of the chamber. Exactly one Lemming should escape, and the horde should not climb up above the hatch. With the loose

Lemming, fly a **Super Lemming** up the right hand side of the screen and to the left, landing it on the hexagonal island. **Platform** from the point, and **Jump** off when the platform is complete. Make it an **Exploder**, timed from the first gap in the steel (counting from the right). This should free the horde. Send a **Rock Climber** over, and **Platform** from the bottom of the slope to the exit, stopping the platformer after 5 or 6 planks by making it a **Fencer**. Using the first Lemming of a group, **Fence** the obstacle.

7.7 "Run the Risk"

Loss of Lemmings: Zero

Build from just before the third join in the steel, making a ramp to get the Lemmings into the small pit at the right. Get one out onto the bent pipe above by either using a **Super Lemming** or by clicking a **Pole Vaulter** at the bottom of the initial slope. Let it drop down to the right and reflect, then **Platform** x2 to the left, under the pit where the horde is collecting. Stop the platformer with an **Archer**, leaving a small gap so it drops on the outcrop below and reflects. Let it drop, and **Build** x2 from the bottom of the small slope. The ramp should tie up nicely with the narrow tunnel on the right. **Stomp** just before reflecting off the steel on the right, and then **Fence** right to break into the next chamber. Let it walk up, and **Build** right from the top of the slope, let it reflect and **Build** left to get up to the next slope. Make it a **Stacker** near the top of the slope - when it finishes stacking, it will drop and come back round. This time, it will reflect off the stack; **Platform** right to reach the cliff above the exit. **Stomp** the edge of the cliff so as to cut a step into it, stopping the stomper halfway down with an **Archer**. **Stomp** among the horde to release them.

7.8 "The Sun Sign Selection"

Loss of Lemmings: One

In quick succession, **Jump** one over the block, **Jump** again onto the steel, then **Jump** again out to the right, clicking the last one while over the left bolt of the steel. It should catch the left edge of the trampoline and drop. **Jump** to doge the tennis ball and get it to reflect and go left. Make it a **Kayaker**. Let it reflect to face right, and **Balloon** up to the top of the chamber, landing on the vaguely "Q" shaped island. **Platform** the gap from the tail of the Q to the steel - let this Lemming walk off and die. **Jump** another over the block, give it **Magno Boots**, and **Laser Blast** under the right hand end of the horde.

7.9 "The Nervous Network!"

Loss of Lemmings: Zero

Jump one out, and **Glue**, thus covering the gaps. **Rope** from the second glue bridge to the concavity in the pipework, just left of and below the green and white block. Let it walk up the rope and reflect, making it **Bomb** while standing on the rope hook, just as it has turned to go left - this will ensure it continues to go left when it lands stunned, which isn't important for this bomb but is for subsequent ones. Let it come back and walk up the remnant of the rope, then **Rope** from the top of it to the top left corner of the block. **Scoop** right while actually standing on the block, then immediately convert the scooper to a **Roper**, and rope up to the concave elbow of the next pipe. **Bomb** the pipe, again ensuring the Lemming is facing left. When it comes back, **Rope** horizontally to the grenn stuff, so the rope is placed not far above the steel, and so the top of the

hook is a few pixels removed from the rope. **Bomb** once more. When it returns, **Rope** a final time to complete the path to the exit. Use a **Glue Pourer** to create a step, releasing the horde.

7.10 "Take up Archery"

Loss of Lemmings: Zero

This level is very frenetic. You will need fingers poised above F1-F5 throughout. Where it says "**Archer** x2" in the solution, click the first archer and fire the arrow, then click and fire another one so that the second arrow lands in the tail of the first one.

Make the first Lemming a **Runner** as it appears. **Jump** from the middle of the last block, to land stunned on the outcrop on the right. Make it an **Archer**, firing the arrow down and left into the block below the chequered one. Make it an **Archer** again immediately, aiming for the tail of the previous arrow. Let it reflect, then **Jump** onto the arrows. At the bottom of the screen, **Jump** from the block before the chequered one, and **Archer** x2 back to create a ramp for the oncoming Lemmings. A good aiming point is the bottom left square of the chequered pattern. At the next gap, **Jump** and **Archer** x2 again. **Rope** from the second red square of the big chequered block, to a point a few pixels from the left edge of the column high above with the sloped underside, at an angle of about 70 degrees. This should trap the runner which will bound between the rope and the ledge. When the next Lemming arrives, make it an **Archer** when it is level with the top of the ledge, and aim horizontally left to a point deep in the body of the ledge island. This should seal off the gap between rope and ledge. When the runner gets up to the level part, make it an **Archer**, firing the arrow horizontally left into the wall. Make it an **Archer** again halfway along, firing the arrow vertically down to create a reflection point. **Jump** it onto the horizontal arrow to reflect it, and **Jump** it back over the vertical one and into the horde. **Rope** up from the arrow to the top corner of the exit ledge.

8 Shadow Tribe

The Shadow exit is a picture of the "Tardis" time machine from the TV programme "Doctor Who".

8.1 "Land of OZ!"

Loss of Lemmings: Zero

Flame Throw the triggers of the Lemming traps. **Flame Throw** through the letters "OZY". **Jump** one out of the pit, and **Fill** the traps to defeat the triggers. **Fill** the small pit on the left. **Fill** the first pit to release the horde.

8.2 "NITRAM THE HUGE!"

Loss of Lemmings: Zero

The key to this level is getting down the "ladder" of chambers beneath the hatch.

Use a **Twister** for the first two steps by driving it partially into the pillar on the right, straight down, back left into the chamber and down through the floor. Use a **Digger**, a **Bomber** and a

Stomper for the other three. Tunnel under the lake with a **Basher**. **Fence** through the house roof.

8.3 "Twin Bleeps"

Loss of Lemmings: Zero

The key to this level is that while the level is symmetrical, the solution is not.

Starting with the left hatch, **Flame Throw** to the right, then **Flame Throw** left from the tiny pit (this needs a bit of luck), let the Lemming drop, and **Flame Throw** to the right through the pillar on the exit level. For the other group, **Rope** up to the block on the left, **Flame Throw** through, and let the Lemmng fall. **Rope** up again, and then **Rope** again to reach the steel. **Fill** the small pit.

8.4 "The Pancake Factory."

Loss of Lemmings: Zero

Give a Lemming a **Jet Pack** and **Fan** it round to the left of the trap chamber. **Bash** into the chamber, and **Glue** the triggers. **Bash** left through the pock-marked stone. **Glue** the three gaps, pouring the first as late as possible, and **Glue** the trap trigger. **Bash** left from the main horde to release them.

8.5 "Swingadingding"

Loss of Lemmings: Zero

There is an easier way to do this, but it's less dramatic...

Fan the chain to full speed. Make a Lemming a **Rock Climber**, then immediately **Fan** the chain again. The Lemming will pick it up as it falls. Release it on the right. **Bash** out towards the lake, **Platform** over it, and **Laser Blast** to release the horde.

8.6 "The School Gate."

Loss of Lemmings: Zero

Disable the trap trigger with a **Filler**. **Rope** from about 1.5 inches left of the gate to the corner of the steel. Fly a **Super Lemming** from this steel round to the top right house. **Fence** back to release the main horde. Position the cannon with 3 links of chain showing on the left. After one Lemming has been successfully launched onto the ramp, move the cannon. When it reaches the top, **Fill** the pit and **Rope** the gap. Reposition the cannon for the rest of the Lemmings. It will take some time for them all to get out.

8.7 "Fritbatter Frolics!"

Loss of Lemmings: Zero

Make one Lemming a **Climber**, then make it a **Swimmer** as well. **Jump** from the top of the blocks. Let it swim the small lakes, and reflect. **Scoop** left, above the left edge of the steel column. Stop the scooper by making it **Jump**. **Scoop** right with a member of the horde.

8.8 "Goosen's Inferno!"

Loss of Lemmings: Zero

Bazooka x2 through the pillar. **Platform**from 3/4 of the way down the slope, sealing off the gap. Meanwhile, make the next Lemming an **Attractor**, and make the platformer a **Runner**. **Fence** through the building and **Fill** the pit. **Bash** under the tree. At the bottom right corner, **Fill** to defeat the triggers. **Bash** x4 through the bulkheads. **Fill** the pit. Release the attractor. Move the left hand cannon fully to the right. Assist the cannons by making Lemmings from the thicker bunches **Balloon** to the exit.

8.9 "SPINNY THANG...."

Loss of Lemmings: Zero

Rope vertically underneath the bottom steel step, to separate off a single Lemming to the right. Make it a **Twister**, and **Fan** it down, cutting a step, then right and up at a steep angle. Do this carefully and with patience. If you disturb the twister by going up too steeply, let it come back and click it again. **Laser Blast** x6 to remove a chunk of the platform above, between the bottom of the slop and the right trap trigger. **Rope** up to the left, so the Lemming climbs up the rope and up the triangles. **Glue** the trigger of the top right trap. Use a **Twister** to cut the original rope and release the horde.

8.10 "Moonswings"

Loss of Lemmings: Zero

Make the third Lemming an **Attractor** as it lands. **Jump** x3 the first one over the trap triggers, then **Build** from the right end of the ledge. When the builder finishes, make it a **Super Lemming**and fly it left into the vertical face, thus reflecting it. **Glue** the top of the ramp. Let it walk on, and it should drop on the steel at the right end of the lake. **Build** x2 to reach the ledge on the right, let it reflect, and **Build** left. Let it drop, then make it a **Planter** just as it reaches the edge of the pit. Release the attractor by making it **Stomp**.

9 Cavelem Tribe

The Cavelem exit is a crude stone archway.

9.1 "Audex Powder"

Loss of Lemmings: Zero

Allow the first two dinosaurs to flick the Lemmings. Just before the tail of the third, **Stomp** a few pixels, and then change the stomper to a **Club Basher**.

9.2 "Successive division"

Loss of Lemmings: Zero

Stomp the small piece of rubble in the centre. **Stomp** one group through to the next central chamber. Staying with this group, **Scoop** right, then left, then left again to the exit. **Stomp** to release the other group.

9.3 "Mortal men doomed to die"

Loss of Lemmings: Zero

Jump a Lemming as soon as it lands. It will bound round on the trampolines to the left of the exit. **Platform** across to the exit, and start a **Stomper** on the left side of the main horde while the platformer is still building (due to time constraints).

9.4 "A stompin' good time!"

Loss of Lemmings: Zero

Do the left hatch first. **Stomp**, then **Scoop** on the extreme right of the next chamber. **Rope** from just before the exit to the underside of the right steel block, and **Stomp** this rope at the exit door. Release the right hatch group with two **Stompers**.

9.5 "This Is The Pits!"

Loss of Lemmings: Zero

Start a **Stacker** on the small knoll on the first small pice of level ground just down from the hatch. One Lemming will get past the stack. Make it **Stomp** in the indentation just above the left edge of the water. **Platform** over the water, and **Fence** left to get to the exit chamber. **Fence** the stack to release the horde.

9.6 "Ain't No Time"

Loss of Lemmings: Zero

Stomp out. **Rope** from the dinosaur's body to the ledge on the left. **Build** x2, from a high up this ledge as possible towards the exit. **Fill** x2 the small pit. **Glue** to the left from the extreme

right of the screen to disable the dinosaur's flick trigger.

9.7 "Deadly Exit"

Loss of Lemmings: Zero

We will use the upper of the right exits. Note the proliferation of two-eyed traps.

Make the first Lemming **Scoop** under the left eye, then immediately (i.e. before it takes it's first step down) stop it by making it **Jump**. This will disable the trigger for the trap. **Rope** from the top of the rise to the small projection two-thirds of the way up the slope on the next island. Lemmings will collect between this hill and the vine to its right. **Jump** one of the incoming Lemmings onto the vine, and then **Platform** from under the left eye of the trap - if positioned correctly, this will disable both traps. **Rope** from a position on the left but *within* the pit in which the hore has collected to a point near the top of the left stem of the vine.

9.8 "Wilma!"

Loss of Lemmings: Zero

Make the first Lemming a **Stacker** at the right end of the ledge. One will get past - **Balloon** it back amongst the horde, popping the balloon on the leaf. When the stacker completes, let it drop, then make it **Stack** again where it lands. **Jump** off the top of this stack facing left, **Jump** again, then immediately **Stack** again. **Jump** off this stack to the left, and the Lemming should be free. Let it get down to the island in the middle of the screen, where it will reflect, then **Balloon** it up and round to the tail of rock dangling from the hatch ledge. **Stack** at the bottom of this rock, and **Jump** off to the right. **Fence** in the corner under the horde. After the Lemming reflects, it should find its own way down to the tray directly above the exit. **Fill** x3 in this tray. **Stack** on the right end of the leaf, and once more **Jump** off to the left. **Jump** one out of the horde, and **Bomb** to break into the fencer's tunnel. **Fill** to release the horde.

9.9 "EVOLUTION OF LEMMINGS"

Loss of Lemmings: Zero

Jet Pack one out to the right past the mushroom. Give it a **Parachute**, and let it drift all the way to the bottom. **Platform** the gap. **Laser Blast** x2 to cut a hole in the level above, but making sure it is under the overhang of the level above that. **Jet Pack** up and onto the right of the ledge which was just lasered. **Balloon** up and left, let reflect so as to be facing right, then **Balloon** up onto the sigmoid shape on the left end of the lake. **Hang Glide** from the top of the sigmoid, and **Balloon** before reflecting, up and round to the right onto the top ledge in this chamber. **Bash** right, and **Platform** to seal off the chimney. Let the LEmming relfect, drop down, etc. and then **Platform** x3 over the lake. **Bash** the sigmoid, let the Lemming drop, etc. **Stomp** the level above the exit, which was previously lasered, then convert the stomper to a **Basher**. **Bash** the mushroom to release the horde.

9.10 "Ah'm No Done Yet"

Loss of Lemmings: Zero

Make the 4th Lemming an attractor halfway up the knoll. One should walk free. Let it drop and reflect off the mushroom, then immediately **Glue** to the left. **Fence** through the rubble and into the skeleton's jaw. **Shimmy** under the jawbone. **Platform** right from the mini-ledge. **Stomp** directly above the exit. Release the attractor with a **Jumper**.

10 Space Tribe

The Space exit is a square block with a galactic picture and a revolving light on top.

10.1 "HIT THE SPACE BAR"

Loss of Lemmings: Zero

Give one Lemming a **Jet Pack** and **Fan** it down to the ledge under the pit where the rest are ending up. **Mortar** the underside of the pit to free them.

10.2 "Perpetual motion"

Loss of Lemmings: One

Jump the first two Lemmings from the left hand pit to the right hand pit. **Jump** one of them out to the right, and give it **Magno Boots** just before it meets the obstacle. When it is about two thirds of the way round, **Jump** the other one out and give it **Magno Boots**. When the first one reaches level ground, **Jump** it to remove the magno boots and then make it a **Platformer**, late enough to cover the gap but early enough to cause it to place all 12 planks before reflecting. Then make the other an **Exploder** just before it hits ground level. The first one should drop through the hole it leaves and go left. **Platform** to the exit, then **Fill** x2 each of the pits to release the horde.

10.3 "THE LEMMINGS HAVE LANDED"

Loss of Lemmings: Zero

Make a **Runner**. **Jump** it out to the right, and **Jump** again from between the last and second last blocks. When it lands stunned, make it a **Rock Climber** and a **Slider**. Let it climb the first pillar, jump it to the second and let it climb the third. Let it slide down the other side of the third, and make **Jump** between the ledges in that pit. You might want to **Fast Forward** at this point. **Jump** it onto the airlock wall at the bottom right. When it gets under the steel above and right of the exit, make it **Shimmy** across the gap, and when it drops **Platform** the other one. Be ready to make it a **Fencer** as soon as it stops. Now **Stomp** from the right hand end of the horde. Do not be alarmed when the fencer reflects. **Fence** again in the horde once the stomper hits steel and stops. You may have to do it twice if the first one goes left.

10.4 "The Vortex"

Loss of Lemmings: Zero

Rope left twice, to provide a path out of the little pit and over the steel wall. **Mortar** the thin obstacle (from very close range). **Club Bash** out into the next chamber, and again into the next. **Stomp** from just about where the Lemmings land stunned (to avoid the steel buried a little further left). Stop the stomper by making it into a **Club Basher** (which will go left), and once a bit of space clears, **Club Bash** right as well. **Mortar** the two minor obstacles, from close up.

10.5 "The Stainless Steel Lemm"

Loss of Lemmings: Zero

This level looks easy at first, but there is a twist - we will be using bombers to get through some ropes, and it is very easy to kill the odd Lemming by mistake in the process (and not notice - I got "silver" on my first two attempts having thought I'd lost none!)

Jump the first Lemming to emerge to give it a he¡ad start, then make it **Rope** across the gap to a little over half way up the top steel block (the height is fairly critical - too high and the horde escapes, too low and the jumps won't work). **Jump** a Lemming from about two thirds of the way up this rope onto the column at the right, and make it a **Slider**. Immediately go and **Jump** another one out - make this one **Rope** the gap to the right down which the slider has just disappeared. You'll see later why. When the slider reaches the bottom, **Balloon** it up the shaft below the first rope, and **Fan** it into the lower of the two platforms below the horde. Let it reflect, then **Rope** from the top of the little slope at the end of the platform to halfway up the steel block on the right which is level with the platform above. Let it reflect again, then **Bomb** just to the left of the bottom of the rope it just made, to put a small gap in it. Now **Bomb** just left of the bottom of the original rope - make sure you still have 59 Lemmings!

10.6 "Lunar Olympics"

Loss of Lemmings: Zero

Jump one out, and **Jump** again over the gap. **Pole Vault** from the 6th yellow block. **Shimmy** across the gap. Make the Lemming a **Runner**. **Hop** from halfway along the last block before the gaps - it should get all the way to the right. When it gets down to the bottom right corner, make it a **Climber**. Throw a **Spear** from the second last block, so it lands in the block above the exit to create a step to break the horde's fall. **Fill** to release the horde.

10.7 "GoSh It'S FuLl Of LeMmS"

Loss of Lemmings: Zero

Make one a **Stacker** as it lands from the hatch. **Jump** right after 5 blocks, and immediately **Jump** again. It should land on the lower of the two islands with triangles on the left end. **Stack** when halfway along the narrow tunnel to cause a reflection. **Platform** x2 from the bottom of the triangle to seal off the drop. Let it reflect (**Jump** it to reflect off the wall if necessary) and **Stomp** the right end of the platformed piece. **Bazooka** x3 from the bottom of the big slope to break

through to exit chamber. **Fill** or **Platform** to release the horde.

10.8 "Odyssey"

Loss of Lemmings: Zero

Stack exactly at the right hand end of the level bit of the hump - one pixel to the left and it will be to far to jump, one to the right and the laser will not cut through (see below). The second Lemming will get past - make it **Stack** just under the overhang. Make the first one a **Rock Climber**. When the first stack is complete, **Jump** the Lemming off to the right - it should clamber away over the sawtooth shapes. Stop the second stacker while facing left by trying to **Shimmy**. Wait for the rock climber to be transported to the bottom of the screen. **Laser Blast** just left of the underside of the pit into which Lemmings are being transported, so that the tiny lower chamber is breached but the laser beam stops on the steel. **Stomp** with one of the Lemmings in the pit on the right hand side - they should all get out to the left, and none should go right. **Jump** the climber onto the bottom of the chain, **Fan** it to full speed, and release it within the maze. It should climb round to the transporter on the right, and emerge under the left hatch horde. **Laser Blast** exactly at the right end of the gap in the steel, so that the first stack is completely removed.

10.9 "Inside The Steel Box"

Loss of Lemmings: Zero

Stack just before reflection, tight against the steel. **Rope** from the edge of the big steel block up to the point of the triangle. **Rope** up and left to the next triangle. Make the Lemming a **Runner**. After transportation, let the Lemming bound down and reflect, then **Platform** starting about half an inch back from the edge. When the platform is complete, **Fill** x2 before dropping. For the paranoid, it might be worth a **Builder** over the trigger as well. Let the Lemming go up to the right and reflect, then **Build** to the next slope, let reflect, and **Platform** to the right. These transporters lead to the exit. **Rope** from among the horde to the top of the stack.

10.10 "Frontier of surreality"

Loss of Lemmings: Zero

Jump x2 to get one out. Make it a **Runner**. Let it drop and reflect. **Jump** x2 to the left get up over the obstacles - there are obvious timing marks. Let the Lemming be transported to the top right, and **Bazooka** immediately on arrival. **Jump** from the killer robot's feet to get over its trigger, and again into the £ sign. **Club Bash** through, meanwhile making the Lemming a **Rock Climber**. **Jump** from the end of the ledge. Let the Lemming clamber round to the left of the exit, then **Glue** to make a bridge. **Club Bash** the step in the horde pit. Blast the horde out by repeatedly firing a **Bazooka** close against the left wall.

11 Polar Tribe

The Polar exit is an igloo with a Scottish flag.

11.1 "Lem Me Out !"

Loss of Lemmings: Zero

Flame Throw left to get out of the initial pit. Break into the next chamber by using **Mortar** x3 from under the right hand edge of the initial pit. Start a **Runner**, and use it to **Glue** the gap over the pit near the right hand side. **Glue** again. Blow through to the exit by firing a **Bazooka** twice, using a Lemming standing about halfway across the glue.

11.2 "Ice Ice Lemy"

Loss of Lemmings: Zero

Click a **Stacker** just left of the snowman. **Jump** over and **Flame Throw** the tree. **Fence** from the bottom of the steep slope. **Fence** the snowman, and make the Lemming a **Skater**. **Laser Blast** after the ramp. **Flame Throw** through the stacker's blocks.

11.3 "Snow More Lems"

Loss of Lemmings: Zero

Note that the obvious igloo isn't an exit!

Let them reflect, then **Rope** from the left side of the hill to the rear tree, allowing one Lemming to slip by. Quickly make the latter Lemming a **Runner**. At the bottom, **Rope** from the long, steep slope up to the steel at the left. **Rope** from the left steel block inside up to the block halfway up the shaft. Use more **Ropers** and a **Fencer** to get out. **Bazooka** the tree on the right of the first hill.

11.4 "DANGER THIN ICE !"

Loss of Lemmings: Zero

Let the Lemmings walk freely, then **Balloon** one which is walking left out of the pit they collect in and **Fan** it to land on the snow slope on the left. If you get one which walks right, try again. Make this free Lemming a **Skater** to get it over the ice. **Platform** the gap on the exit level. **Balloon** another Lemming out, let it slip on the ice so it turns round, and only then make it a **Skater**. When it drops down and reflects in the lower pit, make it a **Stacker** at the left end of the pit. When it gets up to the level of the ice, make it **Platform** x2 while it is facing left, to cover the ice. **Fill** x6 in the pit to release the horde. **Bazooka** the tree from halfway across the platformed gap.

11.5 "Take Your Best Shot !"

Loss of Lemmings: Zero

Rope left to the tree as soon as the first Lemming touches the ground. When the first one reaches the level of the snowball, **Jump** it out. Let it fall to the second small island, then **Rope** to the

snow outcrop. **Rope** the small gap, then **Scoop** at the left end. When it reflects, **Rope** from the middle block up to a convenient icicle to seal off the return route. **Bomb** where it has just scooped, then **Bazooka** x3 to get through the narrow gap in the steel. **Fill** if needed. **Scoop** from as far left as possible, then **Fence** and **Scoop** to reach the exit. Release the horde with a **Rope** from the tree base to the snowball.

11.6 "Turn Back !"

Loss of Lemmings: Zero

If you've struggled with a more conventional solution, you'll kick yourself..... Have a look at the underside of the main hill. Count four major icicles to the right, and then look at the single pixel gap just to the left of this.

Start an **Attractor**, then **Jump** one Lemming free. **Stomp** just left of the indentation at the bottom of the hill. Stop by making it **Jump** at the last possible second. **Club Bash** to the left, and the Lemming will drop through the aforementioned gap. **Platform** x3 to reach the exit. Release the attractor by making it **Jump**.

11.7 "SLIPPIN & SLIDING"

Loss of Lemmings: Zero

Make the first Lemming **Stack** just before the penguin. Two of the others will get past the stacker. **Platform** the small gap with the first - the second will fall down the hole. **Bomb** at the extreme right hand end on the same level, to reduce the height of the drop (and make it non-lethal). Let the bomber fall and land stunned (if it's killed, start again!), and make it **Platform** to the exit. The next Lemming (remember the stacker?) will arrive before the platform is complete - delay it by making it an **Archer**. **Bomb** the base of the stack to release the horde.

11.8 "Snowed In !"

Loss of Lemmings: Three

Left hatch: Give one **Magno Boots** to get it out and then **Jump** to the right. Let it reflect from the tree and drop down, then **Fence** the obstruction right of the cannon. **Platform** to the island with the penguin, and again to the exit. **Fence** to the left from the left hatch horde, then time an **Exploder** from the extreme right of the pit. Right hatch: time an **Exploder** from the right hand end of the pit, and another (going left) from just right of the landing point below the hatch.

11.9 "Its all up hill !"

Loss of Lemmings: Zero

As soon as the first Lemming lands, **Rope** to the island on the left. Start a **Runner**. **Build** from the top of this island to the next one. **Build** right with a Lemming stadning on the right cannon control arrow. **Mine** left from just right of the penguin. **Build** x2 left from two thirds of the way up the slope to the right of the penguin. When the miner finishes, **Build** again to complete the

ramp started at the cannon control arrow. Fly a **Super Lemming** from the right hand side of the scrren up and onto the top island. **Jump** it left onto the steel, then make it a **Super Lemming** again and fly it round to the left of the exit. Immediately after it reflects at the left side of the screen, make it **Mine** right. When the miner breaks through and the horde clambers up, let one reflect then **Build** right from the top of the mineshaft to get to the exit.

11.10 "Stay Frosty"

Loss of Lemmings: Zero

Start an **Attractor**. **Jump** one Lemming free, and make it a **Twister** at the bottom of the first slope on the right, level with the top of the steel. **Fan** it left a little way to leave a sharp edge. **Jump** another Lemming free from the horde, and make it **Glue** x2. When it reaches the snow at the right end of the glue, make it a **Twister** just before it reflects. **Fan** it through the snow to the right. Make the attractor **Jump** to release the horde. **Fan** the first twister left to free it, then give it **Icarus Wings** and **Fan** it to the right.

12 Highland Tribe

The Higland exit is a British K2 red telephone box, into which the Lemmings stagger drunkenly.

12.1 "CREAM OF LEMMING SOUP"

Loss of Lemmings: Zero

Bazooka x2 to get through the block. Start a **Twister** and **Fan** it down and right to the octagonal chamber on the exit level. **Bazooka** x2 the bulkhead from close up to break through to the exit.

12.2 "WEE BEASTIES !!!"

Loss of Lemmings: Zero

Make a **Runner**, and **Jump** it up the ladder of slopes, and across the chasm to the right. When it lands at the bottom, reflect it by making it **Jump** into the vertical face of the block on which the Scottie dog is standing. Use it to **Fence** up and release the horde.

12.3 "Stop your ticklin' Jock!"

Loss of Lemmings: Zero

Build up to the island, then **Build** from the left of the red flower to the small crop of tartan. The Lemmings will bound round on the trampolines to the pit just right of the exit. **Fill** x3 in the pit to free them.

12.4 "A mere stone's throw"

Loss of Lemmings: Zero

Make the 5th Lemming an **Attractor**, then make the one that drops in the pit **Throw** from just right of the centre of the pit. Use more **Throws** to build this into a ramp running up to the right edge of the pit. The last stone thrown will be one pixel above the pit floor level. **Fill** to the right while standing left of the stones, and the Lemming will walk free up to the right. Now make a ramp of stones by using **Throws** going right, using the join between the big and small steel blocks as a timing mark. **Jump** a couple of other Lemmings out of the attractor's spell to assist with this process. When the last stone is placed, **Jump** all but one back into the dancing horde. **Fill** under the stone from the outside, then **Fill** again while standing on the previous fill. Release the attractor. **Fence** through to the exit if necessary, stopping the fencer by making it a **Jumper** or **Thrower**.

12.5 "DONALD WHARS YER LEMMING"

Loss of Lemmings: Zero

Start with the left hatch. **Jump** a Lemming over the block and **Platform** at the bottom of the ramp. Let the second Lemming reflect twice and then make it **Build** to the right from two thirds of the way up the slope. Pick a Lemming which has just reflected at the bottom of this pit, and **Club Bash** to take away the bottom of the builder's ramp. The first Lemming should just be finishing his platform - start it to **Platform** again, and let it place two planks before making it **Jump**, to land on the right exit island. Make it **Platform** from halfway across the tartan. The second Lemming will now have finished building - **Jump** it from the end of the first platform to land where the first one did. Make it **Build** just before it steps up onto the platformed piece - it will reflect. **Platform** twice and then **Build** to cover over the central pit. Release each of the horde groups with a **Club Basher**. Click the release button to keep the Lemmings off the chain.

12.6 "Brigadoom!"

Loss of Lemmings: Zero

Left hatch: **Jump** one out to the right, and then **Hang Glide** from the end of the grass, and **Fan** it down so it lands on the right hand side of the lake marked "Clyde built". **Rope** right from the grey island up to the point of the tartan. When it is about to reflect, **Laser Blast** to release the right hatch group. **Hang Glide** and **Fan** it over the exit to the other grey island. **Rope** up to the point of the tartan. **Jump** another out of the left hatch group, and immediately **Hang Glide** from the top of the obstacle. It will crash and reflect. **Surf** x2 across the water, and **Laser Blast** from the right hand edge of the lower grey step to release the horde.

12.7 "In memory of McAngus"

Loss of Lemmings: Zero

Shift the right hand cannon to leave one link of chain showing to the right. Let a Lemming from the right hatch reflect, then **Jump** it left to land at the middle cannon. **Jump** to avoid triggering the cannon, then **Platform** the hole. Move the left cannon to leave 2 links of chain showing on its

right. Move the middle cannon fully to the right - as soon as a Lemming has been launched, move it back. When this Lemming reaches the steel-topped tartan column, make it a **Stacker**. After five or six bricks, **Jump** off while facing left. Move the middle cannon fully to the right.

12.8 "The White Heather Club"

Loss of Lemmings: Zero

Move the cannon to leave 3 links of chain showing on the left. After one Lemming has been shot, move the cannon fully to the right. Make it **Hop** just before the bottom of the yellow slope. It should stop between the stone and the wave shape. **Jump** right from just right of the stone to get out. Let it reflect off the Scottie dog and drop, then immediately **Bash** to get out. **Hop** the first group of gaps, and **Platform** the next. **Bash** the bulkhead. Let it reflect, then **Jump** onto the exit island, **Jump** again to get over the obstacle and **Jump** past the exit. **Platform** at absolutely the last second, sealing off the gap to the right of the island. Let it reflect, then **Laser Blast** just before the exit, cutting the left of the two stone "stalactites".

12.9 "TAKE A RUNNING JUMP !!"

Loss of Lemmings: Zero

Make the first Lemming a **Rock Climber** and a **Floater**. Make the next one an **Attractor**, just as the first one drops off the edge. Let it climb round and then, halfway down the slope to the exit, give it **Icarus Wings** and **Fan** it left and into the slope, thus effectively reflecting it. **Flame Throw** x3 to get through the stone, being sure to leave a clear gap on the left. **Platform** x2 to seal off the drop. Release the attractor by making it **Jump**.

12.10 "EAT MY SHRAPNEL !!"

Loss of Lemmings: One

Make the 3rd Lemming an **Attractor** at the bottom of the first valley. One should escape over the hill to the right - make it a **Rock Climber**. **Jump** it onto the steel wall at the end of the grass, and make it an **Exploder**, timing from halfway up the second last steel block before the thin bulkhead, which should be blown away. **Jump** the rightmost dancer to free it, and quickly **Balloon** one out of the horde (NOT the attractor!) and **Fan** it across, bursting the balloon to land it on the ramp about in line with the one that jumped free. Make it a **Slider**. When the one walking along the grass gets underneath the steel column, make it **Mortar** - the explosion should blow the slider through the gap created by the exploder. **Jump** it onto the rock, let it swing into the sloped tunnel, and **Jump** it at the bottom of the slope, to prevent it swinging round and going to the exit. **Platform** x2 over the lake, and release the attractor.

13 Circus Tribe

The Circus exit is a small red and white big top tent.

13.1 "LIGHTLINES...."

Loss of Lemmings: Zero

Move the cannon fully to the right. **Jump** a Lemming out to it. Let it be shot, reflect, and drop to the middle level. **Jump** in the direction indicated by the yellow arrow. Make it a **Climber**. When it gets halfway along the red arrow (walking right on the bottom platform), just where the platfrom changes from green to yellow, make it **Laser Blast**. **Glue** just before the end of the platform. **Jump** another Lemming out of the horde, and make it follow the same route. **Jump** over the hole made by the previous laser blast. **Laser Blast** just before it reaches the green blocks and reflects, and the overlap should release the horde.

13.2 "Lemmings In The Family"

Loss of Lemmings: Zero

Let the Lemmings bounce all the way to the right, reflect and walk left. **Stomp** the column suspended from the platform, between the 4th and 5th trampolines, counting from the right edge of the screen. When the stomper has almost reached the bottom and broken through, change it into a **Flame Thrower**. **Fill** x2 the pit.

13.3 "We're Coming Home"

Loss of Lemmings: Zero

Make the 2nd Lemming **Scoop** as late as possible, while still allowing it to scoop twice before reflecting off the steel, thus forming an impassable barrier and causing relfections. Make the 1st Lemming **Platform** x5 from the end to reach the flag by the exit. In between platformers (but not all in one go), make a **Twister** just where the scooper was started, and **Fan** it down and left to cut a slope the others can walk up. **Fan** the twister vertically upwards to cancel it. Once the main platform is complete, we want to platform right from the peak where the twister was started - this is a bit tricky, but one easy way to do this is to start a **Stacker**, then immediately chnage it to a **Platformer** while facing right. If the step up is too high for the horde, place another **Platformer** at the right end to create an extra step, stopping it with a **Jumper** if it ends up going left.

13.4 " 'Round the Blox!"

Loss of Lemmings: Zero

This level is trivial, as there is a vast surplus of gadgets. The solution below is merely an example....

From the top hatch, make a **Twister** and **Fan** it round the yellow route. Use an **Attractor** to delay the horde. Let it walk on, then make another **Twister** and cut the nest bit, then **Bash** to the exit. **Bash** left from the lower hatch to join up with the twister's tunnel. Release the attractor by any convenient means.

13.5 "Big Top Time"

Loss of Lemmings: Zero

Make the 2nd Lemming **Scoop** three-quarters of the way up the slope. Let the first bound over, then **Platform** at the very bottom of the right slope to seal off the gap, just above the exit level. **Platform** halfway down the same slope with the next Lemming that comes across. Make the last Lemming to drop onto the lower platform **Bash** left, then **Platform** to reach the exit. **Bash** (either way) using one standing in the dip between the slope and the platform to release the horde.

13.6 "HEADACHE"

Loss of Lemmings: Zero

Make a **Climber**, and make it **Bomb** halfway down the second triangular segment, to leave a nice point on the right. Move the cannon two little clicks (about a third of a chain link) off the left hand end. The Lemming should be shot all the way to the exit platform. Immediately **Bomb**. Let it reflect, then **Glue** left, sealing off the drop. Let it climb up to the hatch level, walk along, and **Glue** the hole made by the first bomb. Let it rejoin the horde, climb the wall on the left, drop and come back. To ensure accurate clicking, use the returning climber to **Fence** the obstacle - wait with the mouse pointer at the right end, and count 4 or 5 seconds after it lands before clicking the fencer. Make the last Lemming over the wall **Bomb** the lower glue, just above the left edge of the red and yellow 2x2 block. Immediately make it a **Jump** to get it up to the trampoline level. Move the lower cannon so two links of chain are showing on the left. After each Lemming is shot, see where it lands, and advance the cannon a single pixel to the right. Once one lands on the exit level, leave the cannon where it is. If you go too far, if even a single Lemming lands on the 2x2 block, you'll have to redo the level (unless you're VERY, VERY lucky and it's the climber!)

13.7 "Circus Of Fear"

Loss of Lemmings: Zero

Make a **Climber**. **Rope** horizontally across the small gap, and **Rope** up form the middle of the steel pit to the block. Let the Lemming drop, and **Bazooka** as soon as it lands. **Rope** from the edge of the bazooka hole to the cone, and **Stomp** the end of the platform. Let it drop and reflect, then **Fill** each of the small pits. Fire a **Rope** up and right from amongst the horde to get them out.

13.8 "PLAY THAT FUNKY LEMMING"

Loss of Lemmings: Zero

Let the first Lemming drop and bounce (as if you had a choice!), then **Bash** the red pillar. Move the cannon all the way to the right. Let one be fired up to the ledge, let it reflect, then immediately **Scoop** left. **Stomp** completely through the ladder of triangular segments leading up to the cannon platform, so the Lemmings walk free under the cannon. Stop the scooper when it is level with the middle of the middle diamond shape by making it **Jump**. Let it reflect and come back, and then **Bash** into the diamond, and **Scoop** from the other side down to the level where the horde is situated, again stopping the scooper with a **Jumper**. **Bash** through from the horde to meet the

scooped tunnel. **Scoop** right into the next chamber, and let the Lemmings walk up the triangle ladder. **Bash** the first of the two small red blocks, and **Jump** one Lemming over the second. Let it walk all the way left, **Jump** over to the blue platform, let it climb up, and **Jump** onto the face and then onto the slope above the exit. **Scoop** into the left chamber of the two cyclic arrows, by the shortest route, then **Bash** into the arrowhead. Let it reflect and come back, the **Jump** from halfway down the little slope to land on the right. **Scoop** from the first join in the blocks, and **Platform** to the red hump. If necessary, let it reflect off the block restraining the horde and **Platform** again to complete the route. **Bash** the red block, and **Bash** through from the arrow chamber to the exit.

13.9 "The Carpet Capers...."

Loss of Lemmings: Zero

Start a **Pole Vaulter** just before the flag. Move the cannon fully to the right. Let it come down to the level of the rows of blocks, and just before dropping, give it a **Magic Carpet**. Let it float along, using the **Fan** to get it round the obstacles. Note you will have to fan it gently *downwards* to get under the green block. Let it reflect and drop down to the exit level, then **Platform** the gap. Bring out another **Pole Vaulter**, and round the same route with the **Magic Carpet**. **Laser Blast** up from the caravan to release the horde.

13.10 "Swingz and Roundaboutz!"

Loss of Lemmings: Zero

Start a **Stacker** at the bottom of the slope. Two Lemmings will get past it - reflect them off the wall on the right by making them **Jump** at the last second. **Jump** the stacker to the left to stop it, and **Jump** each of the two you have just reflected over the stack. Start a **Pole Vaulter** from the little slope left of the car. Let it walk up the triangle ladder, then **Stomp** the left half of the yellow brick. **Scoop** immediately on landing, stopping the scooper at the car platform level by making it **Jump**. **Club Bash** from the horde into the scooper's tunnel. **Platform** at the last second over the stomped hole, so the platform also builds up the step on the left. **Platform** the gap, and **Fill** the small pit on the next level. Move the left cannon to the right (is this necessary?). **Fill** the pit above the cannons, and **Fill** the pit on the top level. **Scoop** on the level ground at the top of the small yellow slope, so the Lemmings fall on the barber's pole and do not die.

14 Acknowledgements

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These solutions were developed the hard way, by mind over Lemmings, and tested on a Commodore Amiga A3000. This document was prepared using GNUemacs and LaTeX on the same system.