

Lemmings Sunsoft Walkthrough

by Deathman48

Updated to v1.1 on Nov 20, 2005

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

Lemmings Sunsoft Difficulty Walkthrough

- i) Legal Stuff
- ii) Updates
- iii) Some Hints and Tips
- iV) Walkthrough
- V) Contact info
- vi) Special Thanks

i - Legal Stuff

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

This FAQ is ONLY to be hosted on neoseeker.com. Not a single other website in existence can use this FAQ, so if you see it on any other website then please inform me about it. There are no other FAQs/Walkthroughs online for this mode in this game at the present time, plus I recognise my own style of writing so if you steal this then it will be blatantly obvious that you've ripped it right from me, and things will get ugly for you from then on.

ii - Updates

11/11/2005 - Started the Walkthrough.
17/11/2005 - Finished the Walkthrough.
18/11/2005 - Walkthrough uploaded.
20/11/2005 - Modification to Level 28, thanks to Michael S. Repton.

iii - Some Hints and Tips

I'm assuming that because you're looking for this FAQ, that you know the basics of how Lemmings work, what skills you can use and how the basics of the game works. However, there are some things that you might not know, but can actually come in very handy for some levels, particularly the harder ones. You'll also need to be able to adapt solutions to fit the situation.

Releasing blockers - On some levels you need to save 100% but you need a blocker to hold back the crowd. Because you can't blow them up, you can mine the ground away underneath them and then that will free the blocker. Digging

down and bashing away the ground will achieve the same results. You can also build over blockers if you don't have any bombers at hand to remove them but this will not save the blocker.

Reversing a Lemming - There are several ways to turn a Lemming around without the benefit of a wall or blocker in front of them. If you mine into the ground and then build after a few strokes, the Lemming will build into the ground around him and turn around once he hits his head or a wall. If you dig into the ground and after 3-4 layers start to build, the Lemming will hit the wall and turn around. If you're walking through a tunnel and start to build, the Lemming will hit his head and turn around. On steel where you can't mine, build first and after one brick start to mine, the Lemming will mine through the brick but hit the steel and turn around. These all depend on what terrain and skills you have.

Trailblazer - On many levels you will need to have on Lemming go on ahead and create a path to the exit while the rest of the Lemmings are contained.

Containing Lemmings - Using blockers to contain Lemmings does work but you will not always have them and if you do you won't always be able to use them. Mining down far enough and building to prevent them going forwards will create a tunnel that will prevent any Lemmings from going forwards. This can be done the other way if there's no wall behind you. Digging a deep enough hole will also trap Lemmings, you can then build out of the pit to release them. To prevent Lemmings walking back in a direction, build 4 bridges right next to each other and the height created will stop any Lemmings from being able to turn back.

Watch the time - Some levels have strict time limits. In general, if you have a mechanism that is containing Lemmings, put up the release rate to 99 so that all the Lemmings are available to go when you release them. The same goes for once you've made a path to the exit. When enough of the path is constructed so that it can be finished before any Lemming reach it, release the rest of the Lemmings.

Extending bridges - When a Lemming has laid 12 bricks he'll shrug his shoulders. If you wait a split second he'll walk forward a couple of steps. If you build after he's done the steps you will gain a tiny bit of lateral distance which can really help on some levels. Note that by doing this you won't make the bridge higher and if you're building to a wall, the bridge will reach it at a lower point because of your extended distance.

Removing steel - Ordinarily you can't remove steel by digging, bashing or mining. But if you are digging or bashing through removable terrain and a couple of pixels worth of steel is in your path, the Lemming will remove the steel as well, which can help in some levels.

iv - Walkthrough

One thing to note is that these are not necessarily the only solutions to these levels, there is often more than one way to finish a level, this FAQ will just list one way. If anyone wants to submit a different solution then please feel free to contact me, details at the bottom of this FAQ.

Level 1 - Rules to fall

Have the first Lemming dig the instant he hits the ground.

Level 2 - Inside the Bone

Have the first Lemming build over the first gap, the second Lemming build over the second and the third Lemming over the third. Bash through the wall at the highest point you can. Then build over the fence in your way. Bash through the wall beyond the fence as high as you can, then build up to the exit. Any Lemmings that turn back need to build over the first gaps to prevent them falling in.

Level 3 - Anxiety

Have the first Lemming mine very soon after he comes out. Have the second Lemming mine in the opposite direction down into the holding pit. When the first Lemming breaks through, have the next one build to cover the gap made. When the Trailblazer is out, have him build twice over the gap, then mine as soon as he hits the floor. Build over the final gap. Back at the group of Lemmings, mine the right set of stairs to release the group.

Level 4 - Train your body

Have the first Lemming dig so he falls into the second compartment. Have the second Lemming dig so he and all the other Lemmings fall into the first compartment. Have the first Lemming bash right. Then build across the gap and then bash through the wall. When he breaks through, build up to the thin wall and then back again to get up to the platform above. Let the Lemming walk left until he turns around. Then build up to the wall on the right with one bridge. When the Lemming turns around, have him build left while still on the bridge he just made. You need the elevation that this gives. Build left to the wall and then right, this will get you up to the high platform. Build up to the metal block and then over the gap. Bash right back at the start to release the rest of the Lemmings.

Level 5 - Watch your step

Bash just before you get to the chain, if done properly you'll bash it all through in one go. One Lemming will turn around, have him build to cover the gap at the left. All the Lemmings will then walk into the holding pit on the right. Have the last Lemming start to build across up to the pillar before he falls into the pit. Then when he's over it, build across to the exit. Have the rest of the Lemmings exit the pit by building left so they can climb up to the level. They'll then walk left and then turn around (this is why the original turned Lemming has to build to cover the gap) and follow the path to the exit.

Level 6 - Libra

Basically you need to just bomb your way past all obstacles. From the top left hatch, bomb right through the wall, from the top right hatch, use a blocker just right of the exit and bomb down to the section below, then bomb through the thin wall. From the bottom left, use a blocker to position the Lemming as close to the wall as possible and blow him up. Do the same with the next Lemming. If needed, use a Lemming from right of the wall to blow through from that side if the Lemmings dig themselves into a hole. You can only lose 12 Lemmings maximum from this level, so don't count on using all the available bombers.

Level 7 - Everyone turn left (Part two)

Mine the first Lemming some way away from the steel. When he turns around,

mine down to the exit. Have the other 9 Lemmings mine to turn themselves around and then when they start going down the mined path, get them to mine as well. This will keep them going at the same pace as the lead miner, so they won't turn around. If any Lemmings do turn around then just get them to mine on the top surface again to turn them round the right way, you have 40 miners so this shouldn't be too much of a problem.

Level 8 - Is this a circus?

With the first Lemming, build up to the platform, then bash through the bridge to stop any more Lemmings from following. With the first Lemming, bash through the first pillar and then just build over each gap you come to. You should have one builder left at the end to repair the first bridge you broke.

Level 9 - Evacuating a coal mine

Make the first Lemming a climber. Let him climb up, walk across, over the mesh and climb up the next pillar. Bash right at a point where you will take away the top layer of the flat surface at the right. Once you've bashed along about 80% of the way, mine down until you almost break through the wall. Build to stop the mining and turn the Lemming around, it's important you don't break through the wall because this is needed to turn the Lemmings around. You then want to mine to the left (while still on the flat surface) at a point where the rest of the Lemmings will be able to walk up to where you've just mined a tunnel at the end, at the point where the 2 big blocks join is the rough location. Once you've created this path, wait for the original Lemming to come back. You then want him to build up to the diagonal path to the exit, then when he gets to the top, bash through all the walls to make a path to the exit. Then build out of the pit of original Lemmings and they'll follow the path to the exit. You will only have one builder left at the end to get out of the pit.

Level 10 - Spiral Staircase

Have the first Lemming turn around and walk off to the left, make the second Lemming a blocker to contain the rest of the crowd. When the first Lemming turns around, have him build up to the next level, do the same again for the next and then again for the next. When he gets to the top, have him dig through the floor to go to the level below. When he's just about to fall off the edge, have him dig down halfway to the floor, then build to stop the digging, this should allow the Lemmings to survive the drop. Blow up the blocker to release the crowd.

Level 11 - Turn around and look.

This is a tricky little level where you need to turn Lemmings around with almost nothing to work with. The basic premise is you mine down, just before you break through you build to stop the tunnel and if done correctly, the Lemmings won't be able to walk over the edge. If you mine the instant the first Lemming hits the floor and after 5 swings of the pick-axe, build, that should be enough to get the Lemmings home. The second Lemming may or may not walk over the edge, but you'll still pass the level.

Level 12 - Water processing plant

Have the first Lemming turn around and build over the gap at the edge of the platform, one Lemming will die before the bridge is complete. The second Lemming needs to build the instant he turns around, this should get him up to the top in no more than 3 bridges. The first Lemming that makes it to the top needs to carry on, make him a floater. The second Lemming that makes it to

the top needs to mine left so that the path leads into the cell below the trap, making sure no other Lemmings follow the original one. The first Lemming will float down, then build 3 times to get to the exit. When the other Lemmings reach the bottom cell, bash left after the bridge is completed to create a path to the exit.

Level 13 - Doomsday

Mine/Dig into the first gap in the chain, then mine through again to create a safe drop to the metal below. Bash through the wall on the right after the little drop and then build in a zig-zag fashion up to the exit. With 20 of each skill this level should be no problem.

Level 14 - No world without you

Have the Lemming out of the bottom hatch build up to the wall. Have the top Lemming bash through the pillar. He must then dig down so that there is no wall to the left of him. When he is down ALMOST to the level of steel (but not quite) have him bash right until he reaches the one way wall facing right, he will then turn around and walk down to the exit. The bottom Lemming also must not turn around. When he reaches the wall (which shouldn't be too high up) bash through it. Let him turn around off the far wall and build instantly (back to the left now) to above the gap made by bashing through the wall. Then make him climb up the left pillar. When he reaches the one way wall, have him bash left and he should meet the tunnel created by the other Lemming and then follow him down to the exit. This is quite a tricky level which you may have to fail a couple of times before you see the intricacies of it.

Level 15 - Exodus!

Have the first Lemming out become a climber after he hits the wall so that he climbs up the left steel wall. Make him a floater also. When he floats down and walks left, make him build into the wall so he turns around. You then need to build right to the wall (using 2 bridges maximum) so that when you reach it, you can bash through and take the top layer away, this will then lead all the way through and create a path to the exit. If the climber Lemming turns around you can use your final bridge to build into the wall on the left again, but you're only allowed one mistake. Don't forget to increase the release rate here.

Level 16 - Here is Mr.Lemming's house

Let Lemmings come out until one finally walks left off the platform, make the next Lemming out a blocker to contain the crowd. Have the first Lemming dig down at the left edge of the pillar. When he's gone down almost far enough before the drop is too big to survive, have him build left over to the wall, bash through that wall. Then you can either mine down just above where the flat floor is below, or if you're not comfortable with getting the timing right, mine down early on to the rocks below and build over to the platform. Blow up the blocker to release the crowd.

Level 17 - Cave quest

This is a possible backroute (a solution that is not the intended one, but by either glitches or poor terrain layout, a level often becomes extremely easy or possible to save more Lemmings than you should) but it's the one I'll list here because the likely "proper" route I can't get to work. Build up to the terrain overhead and simply bash all the way to the left of the map. Then use a combination of diggers and miners to get down the left side of the terrain and then out the right where the Lemmings can drop down and walk to the exit.

Level 18 - SUNSOFT Special

Another 20 of each skill level and one with a unique tileset. Let one Lemming go off ahead and use blockers to contain the rest. Build over the first gap and bash on through. Let the Lemming drop off the blue foot and bash through the stomach of the tiger. Then bash through the side of the mouth of the green dude, blow up the blockers to release the crowd and that's it.

Level 19 - Let's go camping

Again, this may be a backroute, but it was the only way I could do the level myself. Have the first Lemming dig the instant it comes out, the second Lemming needs to build into the wall to stop him walking right. The third Lemming should stay in the pit at this point. When you're down far enough, bash right with the first Lemming and then build to stop him. Then you need to bash left underneath the exit all the way until you get out. Build over the gap at the left into the wall, then when the Lemming comes back build over your tunnel exit to get up to the top where the exit is. You may need to use a couple of builders to make the other 2 Lemmings hit their head to turn them around and give the first Lemming enough time to finish the bridge at the left. Alternately, if you're fast enough, dig down, then before you go more than 5 pixels down, have the first 2 Lemmings build right, which should make them turn around. Then if you can do the same with the third, great, if not just make him continue to build right until he hits his head on the top of the map.

Level 20 - Haunted botanical garden

With the left group of Lemmings, let the first Lemming drop down once, then before he drops down a second time, build across the gap. Do the same with the second Lemming from the left to slow him down. Do nothing with the right group until the first Lemming from there gets to the circular wooden bit above the exit. Have that Lemming dig down just as he gets onto it. With the group on the left, have the first Lemming that arrives on the next platform mine down just before he gets onto the circular wooden platform, everyone from both sides should then file into the exit avoiding all traps.

Level 21 - Be sure to be a builder.

Have the first Lemming bash right before the second diagonal section and have the second Lemming build over the gap to stop any more Lemmings from following. The first Lemming needs to walk right and build over the small gap above the water to stop anyone from drowning. Then build left from the middle of the middle steel section, then when you reach the wall on the left, build up to the bottom stair section. Let the Lemming walk up to the top of the stairs and bash right. Just before you fall off the edge, build right. The Lemming will hit his head and turn around, when he returns again let him walk onto the step of the bridge you started and build again. This should cover the gap and allow him to walk up onto the stairs. When he walks over to the descending stairs, build twice up to the steel, use the miner to cut off the bridge if necessary, then back at the start bash through the bridge to release the crowd of Lemmings. This level is very tricky and may take more than one attempt even once you've seen what to do.

Level 22 - Watch right or left (Part two)

Another very tough level. There's likely 2 ways to do this, I only know the "left" way, so that's what I'll detail. Dig the instant the first Lemming hits the floor. Make the first Lemming a bomber right after he finishes digging so

he blows up the floor on the level below. You then need to blow through floor 2 levels down at the same point. Bash left through the wall (using 2 bashers most, one if you're lucky) and build over the gap. It's important no Lemmings fall down the gap. Then either bash through both walls if you only used one basher before, or bash through the first and blow up 2 on the left side of the walls on the floors below, this will create a path to the exit. You only have 2 minutes so once the path is created, up the release rate.

Level 23 - Move on in two separate Groups.

Bash underneath the trap with the first Lemming from the left hatch. With the first Lemming from the right hatch it's critical you bash right the instant he drops into the gap. When he reaches the end, build over the gap and that will secure the path for that group. Back at the left group, build up to the steel using no more than 2 bridges, use another bridge to cover the gap over the water while the main bridge is still being constructed. When a Lemming reaches the top of the steel, bash right through the block and build when he breaks through but before he breaks through the steps. Then when a Lemming goes up the steps and comes back around, build across to the steps on the left. When a Lemming goes up those and turns around, build from the 5th or 6th step down and that bridge should connect with the wall at just the right point to allow these Lemmings to follow the path you made for the other group earlier.

Level 24 - Out, away from the tune

Build up to the first note so that the Lemmings walk up onto the next level. Bash through, then bash through BOTH of the next 2 notes. Build up to the next note blocking your way. Bash through and bash through the next note, build to the one directly after it. By now you should be on the penultimate level. Build up at any point before the exit (the earlier the better), then make someone a blocker on the top step and blow them up, this should create a hole in the top level which you can then build through to make a path to the exit. The easy mistake to make with this level is going up each level as soon as you can, but doing this will leave you one basher short of being able to complete the level.

Level 25 - Stray sheep

The exit is hidden in the second top mound. When the first Lemming gets onto the terrain change, build to avoid the hidden trap. Use blockers to contain the rest of the Lemmings but leave a big gap between them, you'll see why later. Have the first Lemming build over the gap when he gets to it and then again over the next gap. When he turns around and gets to the top of the right mound, build up to the location of the exit. Start building as early as possible because if need be, when you bash through the rock to find the exit, you can mine or dig down to the steel, which is the level of the exit. If you reach it too low you can end up removing some of the steel which then requires you to build a platform to the exit, which is much harder than digging to it. Back at the group of Lemmings, build out of the pit, do not blow up the blockers because there's a high chance that you'll create a gap in the terrain causing all the Lemmings to fall to their death. You can risk it if you like, but you'll have more than enough builders to take the safe way out. When all the Lemmings are clear, then blow up the 2 blockers.

Level 26 - Just a minute (Part Three)

Make the first Lemming a climber. Make the second Lemming walk for a bit and then dig down far enough so no Lemmings can walk left out of the pit. Then bash right. Have the first Lemming mine on the one way wall so that he turns around, then mine down to the left. When he gets level with the incoming

basher, make him bash as well and crank up the release rate to 99, if you don't you'll only save about 85% of the Lemmings. Use the final miner to make him mine on the one way wall after he climbs up or he'll fall off the edge. It's easy to forget you've made him a climber.

Level 27 - Two heads are better...

This is a bitch of a level to execute and starts a run of 3 of the hardest Lemmings levels you will ever do in your life. Make each Lemming a climber when he comes out, you then want to blow up the first 3 so that they create a hole for the 4th Lemming to drop down all the way to the floor, don't forget to make him a floater. The first 2 holes CANNOT line up directly because then the third Lemming will die from the fall and you need the floater for the last Lemming. Making the first Lemming a bomber just after he hits the floor will give you maximum room to work with on this level.

Level 28 - The gate trap Lemmings

Credit to Michael S. Repton for half of this solution which turned out to be a hell of a lot easier than the one I listed. With the group on the left, bash left, then dig down a considerable way and bash left again. The key is you need to make the drop point to the right of the step at the bottom. With the group on the right, make the first Lemming a blocker right at the edge before the drop. With the LAST Lemming from the left group, build into the step at the bottom so the Lemming turns around, then quickly bash right through the wall. You then need to build over to the steel wall (using at least 2 bridges, safer with 3) to make a safe drop down distance. Bash underneath the blocker to free him and the group once the bridge below is complete, all the Lemmings will then make it to the exit.

Level 29 - I am A.T

Even once you know how to do this level, executing it is a whole different story. Ignore the left group, all the work for this level is done for the right group. What you need to do is make essentially a moving staircase using diggers so that you make a slope that all the Lemmings from the left group can traverse and get to the exit. The diggers will then hit the steel and follow the path as well. First, crank the release rate up to about 90. Let the first 20 or so Lemmings from the right hand side walk freely to the exit. Then, with a Lemming, dig down so that there's no wall to the left of the Lemming, use the next one to build from the top over the gap (otherwise the fall will kill all the rest of the Lemmings), dig to stop the building when the bridge has covered the fatal fall (this is why you need a RR of 90 to start off with, so that the Lemming after the builder still reaches the digger before he goes down far enough to make the step impassable), then put the RR down to between 70 and 80. You need to make each Lemming that passes the right-most digger a digger himself so that the gap between the 2 is still low enough for any Lemming to climb up. You need to do this across the entire map until you run out of diggers/time. You only have 2 minutes for this level and you have to save 80% (which is 80 Lemmings) so even when you can see what you have to do, it could take several tries to actually get it done.

Level 30 - Fall and no life (Part Two)

Let the first 2 Lemmings walk on over, bash right with the third to stop any more from following. With the first Lemming to walk left, make him build to the one way wall to cover the gap. With the first (absolute first) Lemming, build over the small gap that you use to trap the group in the original level. With the second Lemming, mine to turn him around, then bash left and (when he's far enough across) mine down so he survives the fall. With the first

Lemming, build across to the platform, make him a floater so when he drops to the ground he can bash away the one way wall. When the second Lemming turns around, have him build up to the next platform. With this bridge, you also need to make it so that no Lemmings can walk left. ie. The wall you get from the step plus the steps of your bridge must be too high to get over. Then when he reaches the top, bash right to join the group and make a path down to the bottom. Bash the one way wall at the bottom with the first Lemming to reach it. Congratulations, you've just beaten the final level in the game!

v - Contact Info

By far the easiest way to get in contact with me is if you're registered on Neoseeker, send me a PM:

https://www.neoseeker.com/forums/index.php?fn=send_pm&sendto=Deathman48

I check those daily and will respond pretty quickly if your question hasn't been answered here. Otherwise, send an email to [neodm48\[at\]yahoo.co.uk](mailto:neodm48@yahoo.co.uk). I don't check that quite as often but you should get a reply within a few days. Label your email as "Lemmings FAQ Question" or something to that effect.

vi - Special Thanks

I hope this FAQ is helpful to any who read it. It was frustrating for me to not be able to find any FAQs on this difficulty, eventually I stumbled across a Lemmings forum (<http://forum.lemmingswelt.de/cgi-bin/yabb2/YaBB.pl>) that contained some very knowledgeable people (ccexplore, guest (tseug), Conway among others) without which, I would not have been able to complete this game or write this Walkthrough. They helped me with a few levels that I simply could not pass and I'm very grateful for their help. If you're ever stuck on any version of Lemmings, that is the place to go for help. ^^

7Deathman48 20/11/2005

This document is copyright Deathman48 and hosted by VGM with permission.