

Lemmings FAQ/Walkthrough

by SegaGamer

Updated to v0.13 on Mar 8, 2006

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

```
#####
#      #
#      #
#      # #####  ###  ###  ###  #####  ###  ##  #####  #####
#      ##      ##  # #  ##  # #  ##      ##  #  #  ##      ##  #
#      ##  ##  ##  #  ##  #  #  ##  ##  #  #  ##  ##  ##  ##  #
#      ##      ##  #  #  ##  #  #  #  #  #  #  #  ##  ##  ##  #
#      ##  #####  #  ##  ##  ##  ##  #  ##  ##  #  ##  #  ##  #  ##  #
#      ##      ##  #  #  #  ##  #  #  #  ##      ##  #  #  ##      ##  #
#      # #####  ##      ##  ##      ##  #####  ##  ####  #####  #####
#      #      #####                                For the SEGA MegaDrive / Genesis
#      #####  #
#      #
#      #
#####
v1.13
By Sega_Gamer
```

```
=====
==>          Contents          <==
=====
```

Version History
Disclaimer
Introduction
Controls
Main Menu
Walkthrough
 Fun
 Tricky
 Taxing
 Mayhem
 Sunsoft
 Present
Credits
Contact

```
=====
==>          Version History          <==
=====
```

v0.13

- Added guides for levels 6-10, which soMEguy_povo contributed again. He has sent me the guides for all the Taxing levels, but I have decided to test them with a few people (including myself) to make sure it's easy to understand, and whether or not there's an easier method (I have made a few noticable changes!)

v0.12

- This quick update is for the Taxing levels, which soMEguy_povo contributed towards (much appreciated!).
- Also I decided to space out the paragraphs to help make it easier to read, and not make it look so much of a 'wall of text'.
- Mayhem level 1 added, as numerous people have emailed me about this one. I hope I explained it properly since it seriously relays on timing.
- Fixed the disclaimer and added a website.

V0.11

Second release. Tricky levels 1-5 have now got guides. Level info for level 6 is available, but haven't had time to write a guide (figured this FAQ needed an update after 8 weeks).

v0.1

First release, and my second FAQ. May contain typing errors or levels won't be explained properly. So far only the Fun rating has been cleared.

=====
==> Disclaimer <==
=====

Yes I know you've read this before... This walkthrough isn't endorsed or licenced by Psygnosis. If you would like to use this guide on your site, please E-mail me before posting it (contact section is at the bottom of this FAQ).

This FAQ may also include diagrams to make it easier to explain certain combinations of movements to get to difficult places. Please ask me if you could copy the diagrams BEFORE you include it in your own FAQ.

This FAQ should only be found on the following sites. If you find it in any other website please let me know:

<http://www.gamefaqs.com/>
<https://www.neoseeker.com/>

=====
==> Introduction <==
=====

Lemmings are actually very small rodents that live in Northern Europe. Every so many years an unusual event happens: The Lemmings population explodes and grows to immense proportions. At this time, the multitudes travel across vast spaces of land oblivious to any danger that may confront them. The Lemmings' only concern is to migrate forward, each following the next. Where are they going you ask? In an almost hypnotic state, they plunge, by the thousands, mindlessly into the sea towards certain annihilation.

lem-ming (lem-ing): adorable yet incredibly stupid furry creatures, lost in a maze of confusion. Known for walking off cliffs, wandering aimlessly into dangerous passageways and drowning by the thousands in small pools off water. Without your help, they have no chance for survival.

Lemmings may be mindless but are luckily equipped with special skills that

you must assign to them so that they can travel safely through many dangerous terrains. An experienced player will know precisely where and when to assign these skills to the token Lemmings who will build a safe path towards an exit and save the rest of their buddies. Your success is measured by the percentage you save.

```
=====
==>           Controls           <==
=====
```

Menu controls:

D-Pad - Move selection
A - Main Menu select option/Rating change
B - Back
C - Main Menu select option
X/Y/z - Nothing
Start - Main Menu select option

In-Game controls:

D-Pad - Move cursor
A - Nothing
hold+D-Pad Left/Right - Move screen
B - Nothing
hold+D-Pad Left/Right - Skill select
hold+D-Pad Up/Down - Increase/Decrease lemming release rate
C - Task/option select/give lemming task
Start - Pause
X/Y/Z - Nothing
A + Start - Quit to result screen

```
=====
==>           Main Menu           <==
=====
```

After the short introduction, press the Start button to enter the main menu. Use the D-Pad to select the different options, and press the C or A button to open it. You have a choice of four options:

1 Player - Start the main 1 player game (180 levels)
2 Players - Start a 2 player game (20 levels)
Password - Enter stage password for 1 Player game
Musical Note - Toggle between having in-game music or just sound effects.

```
=====
==>           Walkthrough           <==
=====
```

Well, here we go! There are 180 1 player levels to clear in this game, so let's

get started!

There are two passwords shown in my level intros. The password on the left is for the European/PAL version of the game. The password on the right is for the American/NTSC version of the game. As far as I know, the passwords for the American and Japanese version are identical.

```
#####  
<-----##### Fun #####----->  
#####
```

Level 1: Just Dig!

Number of Lemmings: 10

10% to be saved (1 lemming)

Minimum release rate: 50

Time: 5 minutes

Password: RXBGD / LDDTD

As the title states, just dig. Select a digger and then choose any lemming to dig. Make sure you don't dig on the floor below!

Level 2: Only Floaters Can Survive This

Number of Lemmings: 10

10% to be saved (1 lemming)

Minimum release rate: 50

Time: 5 minutes

Password: WQHMN / QWKYN

Select the floater option and make all 10 lemmings a floater. They will then float off the pillar onto the floor below and walk to the exit.

Level 3: Tailor-Made For Blockers

Number of Lemmings: 50

10% to be saved (5 lemmings)

Minimum release rate: 50

Time: 5 minutes

Password: TXBGD / NDDTD

Select the blocker option, and make the first lemming a blocker once it walks right a bit. When the next lemming turns around let it drop down two floors, then make it a blocker so that it doesn't walk off the side. Let the next lemming drop down to the bottom ground (yes it can survive the last fall) and make it a blocker. Once the rest of the lemmings have walked through the exit, select the mushroom cloud option at the bottom to blow up the remaining blockers.

Level 4: Now Use Miners And Climbers

Number of Lemmings: 10

100% to be saved (10 lemmings)

Minimum release rate: 1

Time: 5 minutes
Password: YQHMN / SWKYN

Make the first lemming mine down to the corridor below, then make every lemming a climber. Eventually all the lemmings will climb up to the exit.

Level 5: You Need Bashers This Time
Number of Lemmings: 50
20% to be saved (10 lemmings)
Minimum release rate: 50
Time: 5 minutes
Password: LNBJM / FTDVM

Make the first lemming bash through the wall on the right, then to bash through the dirt wall on the right. Let them walk down the hill up to the netted pyramid things, and then simply bash through them both. It's ok to let the other lemmings walk up the netting whilst the other is digging through, since they will eventually just hit the wall on the right and turn around.

Level 6: A Task For Blockers And Bombers
Number of Lemmings: 50
20% to be saved (10 lemmings)
Minimum release rate: 50
Time: 5 minutes
Password: QGHPW / KMKBX

Make the first lemming explode, then as soon as the next lemming goes through the new hole and touches the wall on the right, make it a blocker and explode it. It will blow through the hole letting the rest of the lemmings through to the exit.

Level 7: Builders Will Help You Here
Number of Lemmings: 50
50% to be saved (25 lemmings)
Minimum release rate: 50
Time: 5 minutes
Password: NNBJM / HTDVM

Make the first lemming walk close to the wall on the right, but far enough to build a step to it. Once the lemmings start to walk on the raised floor, they will eventually come to a sudden ditch. You can either make one of them a builder and let the ones that fall in the ditch build their way out, or (as I prefer) make every single lemming that comes close to the ditch a builder, so that none of them fall in (which is easier and saves time).

Level 8: Not As Complicated As It Looks
Number of Lemmings: 100
95% to be saved (95 lemmings)
Minimum release rate: 88
Time: 5 minutes
Password: SGHPW / MMKBX

Simply make the first lemming that comes out a blocker. Then once all the lemmings have gone into the exit, blow up the blocker.

Level 9: As Long As You Try Your Best

Number of Lemmings: 100
90% to be saved (90 lemmings)
Minimum release rate: 99
Time: 5 minutes
Password: BYBGD / VDDTD

Just make the first lemming dig through the pillar in the center of the stage. It doesn't matter about the 4-5 lemmings that turn around and hit the fire, since you will still pass through the stage.

Level 10: 5 Smiles If You Love Lemmings (the 'S' in Smiles appears to be missing on the Genesis version of this game)

Number of Lemmings: 20
50% to be saved (10 lemmings)
Minimum release rate: 50
Time: 5 minutes
Password: GRHMN / ZWKYN

Get the first lemming to dig through the large block they first land on about 1 second after they land. Then make the second lemming that walks over the digger a floater, so that it lands safely at the bottom. Once it lands make it a blocker and change the release rate to 99. All the lemmings will land safely at the bottom and walk to the exit.

Level 11: Keep your Hair On Mr. Lemming

Number of Lemmings: 50
83% to be saved (42 lemmings)
Minimum release rate: 50
Time: 5 minutes
Password: DYBGD / XDDTD

There are many ways of doing this level but I'm only going to mention the easiest way for now. Make the first 10 lemmings climbers then quickly pause the game. Select the floater option, and make all those climbers athletes. Make 10 more lemmings climbers, pause the game, and quickly make them all athletes. Make the second to last lemming a blocker when it lands on the floor after the block, then explode it. The last lemming will turn round at the exploding blocker and head back to the large block. Before it climbs up it again, make it bash through the bottom of it to let the rest of the lemmings walk through to the exit.

Level 12: Patience

Number of Lemmings: 80
50% to be saved (40 lemmings)
Minimum release rate: 99
Time: 5 minutes
Password: JRHMN / CXKYN

Make the very first lemming bash through the block in the centre of the stage, then make the very first lemming that turns around and heads off the edge a blocker to stop the others from falling. Then make one of the lemmings that are stuck in the ditch on the right build up from the bottom left corner of the ditch to the top right. They will however still be stuck there, so make any lemming build on the top right of the staircase that has just been built. Eventually (it might take a few tries) one of them will build high enough to let everyone through. Once everyone is in, make that blocker on the left explode.

Level 13: We All Fall Down
Number of Lemmings: 20
100% to be saved (20 lemmings)
Minimum release rate: 1
Time: 3 minutes
Password: VNBJM / PTDVM

Just make every single lemming dig down from the right of the platform after setting the release rate to about 60 so that they can land on the bottom floor without dying. There are two ways of doing this stage but I'll get onto the second method later, since this stage gets repeated 5 times in this game, and you will eventually HAVE to do it the other way.

Level 14: Room With No Exit
Number of Lemmings: 100
100% to be saved (100 lemmings)
Minimum release rate: 80 (with 2 doors)
Time: 5 minutes
Password: ZGHPW / TMKBX

As soon as the level starts change the release rate to 99 and scroll right so that you see the left door. Once the lemmings eventually turn around and hit the wall on the left, make them bash through it. Do the same for the wall that's just above the iron column and the < shaped room (it doesn't matter about the few lemmings that turn round and head right, since they will just eventually turn around and come back). After that you then simply have to dig through the top and bottom right of the > shaped room, the top and bottom left of the < shaped room, then the top and bottom right of the > shaped room, so that you eventually land on the bottom floor. Then get the lemmings to dig through the wall at the bottom of the iron column, and let everyone through to the long walk, and eventually the exit.

Level 15: Tea Time In The Ball Country
Number of Lemmings: 20
70% to be saved (14 lemmings)
Minimum release rate: 10
Time: 4 minutes
Password: XNBJM / RTDVM

Once the first lemming walks up to the silver balls on the right of the entrance, make it bash/mine through (doesn't matter which). There will then be a piece of dirt that stops the lemmings from walking up the dirt hill,

so just get one of them to build up to it. Once the lemmings start walking up to the next set of silver balls, make one of them bash through the center of the last one you can walk one. All the lemmings should be able to walk through to the exit on the right.

Level 16: Take A Little Rest
Number of Lemmings: 50
80% to be saved (40 lemmings)
Minimum release rate: 20
Time: 5 minutes
Password: CHHPW / WMKBX

Make the second lemming a blocker on the center of the pile of dirt. Once the first lemming walks up to the first gap in the bone, make it bash through. Quickly switch to the builder option, and wait for it to dig through the thin bit of moss that is dangling from the edge of the bone above. As soon as it has, make it a builder and build up to the next ledge. Bash through the next bone it walks up to, then bash through the pile of dirt on the right and let it walk to the exit. Then make the blocker on the left explode and let all the other lemmings walk through to the exit.

Level 17: Easy When You Know How
Number of Lemmings: 50
40% to be saved (20 lemmings)
Minimum release rate: 99 (4 doors)
Time: 5 minutes
Password: BCBJD / VHDVD

There are several ways of doing this, but I'm going to mention the way which saves the most lemmings. Go to the far left door and let the lemmings drop down to the bottom floor. When the first one lands on the bottom floor, make it block just before the first step, then make the second lemming a blocker just before the lower step. This is so that it compresses all the lemmings to a small mass. If you can get the group to the width of a single lemming (if you know what I mean, if not, check this pic:). Make the other groups of lemmings that have come out of the other doors bash through their left column, and then fall into the same mass as the others. Once everyone is in, make the right lemming explode, to let the other lemmings walk through the bottom (some will get crushed unfortunately). Finally make the other blocker explode and watch the remainder walk to the exit.

Level 18: Let's Block And Blow
Number of Lemmings: 70
71% to be saved (50 lemmings)
Minimum release rate: 80
Time: 5 minutes
Password: GVHNN / ZZKZN

Let the lemmings walk up the stairs onto the thin floor. Beneath them there will be two rooms - one with a furnace, the other without. Make a blocker above the room without the furnace, then explode it. Continue to do that on the way down until you get to the second to last floor, where you will have to continue to the right to get to the room without the furnace. Then simply

let the lemmings walk through to the exit. Remember not to make the blockers explode right below each other, or the lemmings that fall down will die from the great height!

Level 19: Catch More Floaters

Number of Lemmings: 10

90% to be saved (9 lemmings)

Minimum release rate: 20

Time: 4 minutes

Password: DCBJD / XHDVD

Increase the release rate as soon as the level loads up to about 50, then select the floater skill. Make every lemming that falls out of the exit a floater or they quite simply die. Once everyone has landed safely, make one lemming a climber, so that it climbs up the right wall. As soon as that climber reaches the top, make it a blocker right in front of the wall, then explode it (so that it opens the way to the next room). Then make another lemming climber, and let it climb to the top. When it reaches beneath that huge lump of dirt, make it a basher. At the end of the dirt, the (in my opinion) easier way would be to let it fall down, then when it reaches the bottom, make it a builder to cover up the gap. It will then climb up to the top of the right wall. Make it dig down to about half way through the first block, then make it mine down to the exit. Make the rest of the lemmings climbers so that they follow the newly created path.

Level 20: We Are Now At Lemcom One

Number of Lemmings: 50

60% to be saved (30 lemmings)

Minimum release rate: 10

Time: 5 minutes

Password: JVHNN / CBKBP

Make the first lemming that comes out a builder on the right corner of the platform. Then make the next lemming take about 3 steps and make him a blocker. Make the third lemming a blocker on the left corner of the platform to keep the rest of the lemmings safe. Then increase the release rate to 99. After doing that, your builder should of finished building and of started walking to the columns ahead. Just select the basher option, and dig through each column. When you finally get to the last column, dig through that, then start building when he gets close to the edge. Explode the 2nd lemming which you made a blocker at the beginning of the level, and let the rest of them make their way to the exit.

Level 21: Lemmings In The Attic

Number of Lemmings: 80

100% to be saved (80 lemmings)

Minimum release rate: 10

Time: 3 minutes

Password: VRBKM / PXDWM

Now things are starting to get slightly harder... This level requires timing in order to meet the 100% demand. Since bashing is the only option select that as soon as you start the level. DO NOT INCREASE THE RELEASE RATE UNTIL I SAY WHEN IT'S SAFE!!!

Make the first lemming bash when it walks as much to the right as possible before he turns round. Once you've finished digging through the roof, get the lemming at the front to dig through that thin wall, and then get him to dig through that thick wall JUST before he turns around. If done correctly, you should have two lemmings close to eachother, and a third lemmings a short distance behind. If so, then get the lemming at the front to dig through the uphill floor WHILST HE IS WALKING UPHILL. That way, the lemming behind cannot walk off to the top where he will get electricuted to death. Once you have done that (and you haven't killed anything), increase the release rate to 99.

Level 22: A Beast Of A Level

Number of Lemmings: 100

80% to be saved (80 lemmings)

Minimum release rate: 80

Time: 5 minutes

Password: ZKHQW / TQKCX

This is one of the 6 levels on the Megadrive/Genesis version of Lemmings which use 'special features', such as exclusive graphics, and exclusive music (which, as a consiquence, takes a few seconds to load than the other levels). So don't worry if you think your game has crashed, because it hasn't ;). Obviously if it takes more than 10 seconds to load, then yes it has crashed :P.

Select the basher, and dig through all the trees/tree stumps until you get to a sudden cliff. Remember to make a blocker to the left of the entrance or they'll just walk off that side!

When you've done that, get a climber to climb up that cliff, and then to dig through that tree root that is surrounding the exit. If you want, you can make 19 more lemmings climb up that cliff and exit the level.

Once you're done with that, get a lemming to build left on the far right side of the valley until he reaches the tree (all lemmings should now be trapped between the tree and the cliff whilst walking on that stair-case). Now that you have done that, start building to the right, to get everyone to the exit.

Level 23: Under Construction

Number of Lemmings: 50

70% to be saved (35 lemmings)

Minimum release rate: 50

Time: 5 minutes

Password: XRBKM / RXDWM

Build across the gap in the wooden stairway using the first lemming (it doesn't matter whether or not the second lemming falls off to his death as this level doesn't require 100%). When the next lemming is walking up the steep section of the stairway, dig across to land on the metal platform (if you accidentally bash too early, build to cover the gap. When the lemming in front gets to the top of the last stairway, build about 4 steps, then bash.

Level 24: Konbanwa Lemming San
Number of Lemmings: 30
66% to be saved (20 lemmings)
Minimum release rate: 99
Time: 5 minutes
Password: CLHQW / WQKCX

This level may be slightly tricky for newcomers...

When the first lemmings walks above the platform with the wall of arrows on it, dig down. One lemming will walk on ahead on the top platform whilst the rest should fall down with the digger (if 2 lemmings walk on ahead, just get them both to do the same thing). Make the lemming(s) that walked ahead a climber and a floater BEFORE the mass of lemmings start to walk up the wall of arrows. As soon as the first lemming of the mass starts to walk up it, make it dig across.

When it gets to about midway of the wall of arrows, pause it and select the Builders tool. Now position the cursor around where the digger should be until it says BASHER on the bottom left (it should say WALKER if not). When you get it to say that, unpause the game, and then instantly make the basher a builder, to stop it from digging to the other side and killing the lot in acid.

The lemming that walked on ahead should be heading towards the rusty wall, climb over and then float to the floor below. As soon as it lands, dig strait down.

Level 25: Lemmings Lemmings Everywhere
Number of Lemmings: 100
50% to be saved (50 lemmings)
Minimum release rate: 99
Time: 5 minutes
Password: LCBJD / FJDVD

This is one of the levels that I think needs more explaining... Fortunately it isn't that hard.

Let the lemmings walk right up to the top of the netting, selecting the MINER tool on their way up. When the first lemming gets to the point above the two large diamonds, mine across so that they walk to the right side of the right diamond (but not in its right corner). At that point, mine down to the smaller diamond on the right, then to the same sized diamond to the bottom right of that one, and then continue to dig through the left side of the cobweb. When they get stuck at the bottom left of that cobweb, mine towards the right, heading right.

Level 26: The Great Lemming Caper
Number of Lemmings: 2
100% to be saved (2 lemmings)
Minimum release rate: 30
Time: 5 minutes
Password: QVHNN / KBKBP

There are only two levels in this game that only has 2 lemmings in it.

This is the easy one!

Set both lemmings to build on the right corner of the first block. The platform that they land on will then have two large bricks. Halfway across the right brick, get both lemmings to build right twice, so that they can walk on the platform to the right.

Level 27: Let's Be Careful Out There

Number of Lemmings: 50

50% to be saved (25 lemmings)

Minimum release rate: 1

Time: 5 minutes

Password: NCBJD / HJDVD

Make the first 20 lemmings floaters, so that they can walk straight to the exit. Then make the 21st lemming a blocker. When the 22nd lemming turns around, and is about to fall into the acid pit on the left, get it to build over it. The lemming that walks on ahead, make it a blocker once it walks about halfway over the left column. The first lemming to turn around must be made a builder once it steps down 4 steps, so that they can walk on the top platform. The 3rd lemming to walk across, to the stairs that go down, make it mine downwards just before it walks up the first step. This will hold back the rest of the lemmings whilst the other two are dealing with the path ahead.

Once the 1st lemming is on the right the right column, make it a blocker. Once the active lemming steps on the very last step, make it build once. By the time the miner has mined through all the steps, the builder should have gone through the exit, and everyone should be making their way too. Blow up the blockers once they are not needed.

Level 28: If Only They Could Fly

Number of Lemmings: 100

60% to be saved (60 lemmings)

Minimum release rate: 80

Time: 5 minutes

Password: SVHNN / MBKBP

Most people build up to the exit using those 5 small platforms on the right. I find this a whole lot more trickier than the method I always use, so I will only mention my way.

Make the first 3 lemmings climbers, then pause the game. Select the FLOATER tool, and get all 3 to be ATHLETES before they fall to the ground. Once the first lemming walks halfway across the metal block, make it a BLOCKER to turn the other 2 lemmings around. Once the lemming ahead steps halfway across the metal block on the right, make it block to turn the 3rd lemming around. Notice the seams on the ground where the thin bricks are laid? Make that lemming build 3 times as soon as it steps on the first one. Once it shrugs its shoulders at the end of its 3rd set, make it a blocker.

Return to the mass of lemmings on the left, and make any of them a climber and a floater (preferably one that's heading left). As soon as it turns round after hitting the blocker on the end of the stairs, make it build 4 times - it should hit the platform with the exit on it (if not then you've

delayed somewhere). Whilst the builder turns around and starts walking down the stairs its made, get the mass of lemmings to dig all the way to the ground floor. Blow up the BLOCKERS once they aren't needed.

Level 29: Dark Dawn
Number of Lemmings: 100
70% to be saved (70 lemmings)
Minimum release rate: 77
Time: 5 minutes
Password: FSBKM / YXDWM

Make the 2nd lemming a BLOCKER when it walks past the right of the hatch (before it reaches the chain), and the third lemming a blocker once it walks past the left side of the hatch, then set the Release Rate to 99. Make the lemming that walked on ahead bash across the vertical chain at the end, so that it falls inside it. Then get it to bash on the right side of the chain. Just before it's about to fall off of the chain, get it to build up to the swirly column (should be less than three sets of bricks). Once it reaches the swirly column, get it to dig across, then down the middle. Once it digs down to the point where it reaches level with the flame thrower, bash right. As soon as the wall is gone from that diamond wall, build to reach the platform with the exit. Explode the right blocker to let the mass out, then explode the left once it's not needed.

Level 30: Lock Up Your Lemmings
Number of Lemmings: 60
60% to be saved (36 lemmings)
Minimum release rate: 10
Time: 5 minutes
Password: KLHQW / DRKCX

This is the final level of the Fun difficulty, and requires a bit of luck in my opinion, or some seriously good timing!

This level will only rely on the first lemming.

As soon as the first lemming faces left, get it to bash left. When it falls down to the second case, as soon as it faces right, bash right across the wall. As soon as it faces left on the 3rd case, bash left across the wall. Set the Release Rate to 99.

- END OF FUN RATING -

```
#####  
<-----#####          Tricky          #####----->  
#####
```

Level 1: We All Fall Down
Number of Lemmings: 40
100% to be saved (40 lemmings)
Minimum release rate: 1
Time: 3 minutes
Password: FPBMD / YTDYD

Just make every single lemming dig down from the right of the platform after setting the release rate to about 60 so that they can land on the bottom floor without dying. There are two ways of doing this stage but I'll get onto the second method in the later ones since this stage gets repeated 5 times in this game, and you will eventually HAVE to do it the other way.

Level 2: A Ladder Would Be Handy

Number of Lemmings: 100

50% to be saved (50 lemmings)

Minimum release rate: 50

Time: 6 minutes

Password: XMJWF / MSJXX

As soon as the second lemming comes out of the hatch make the first lemming mine down. Make the second lemming a blocker just as the third lemming comes out a blocker, and then make the third lemming a blocker when it reaches the left side of the hatch. After about 10 hacks with the mine, get the miner to dig down for 25 seconds, then get it to mine down again. Set the release rate to 99.

On the bridge to the right, you will see that it is made up of several brown circles. On the second one from the left, get the lemming to start building when it reaches the center of the circle. It should take about 8 builders to reach the other side.

Once the builder is over the floor to the right, blow up the right blocker, then blow up the left blocker when it isn't needed.

Level 3: Lemmingology

Number of Lemmings: 5

80% to be saved (4 lemmings)

Minimum release rate: 50

Time: 5 minutes

Password: DZBJF / XFDWF

Make the first lemming an ATHLETE and the rest FLOATERS. The ATHLETE will then climb over the first case and walk over to the right side of the second case. About a step before the right corner of the second case get the ATHLETE to build up to the third case (should be done with 1 build, use more if necessary).

The ATHLETE will then float down to the 4th and final case. When it climbs over to the right side of the 4th case, start building just at the corner. Make the other 4 lemmings ATHLETES to finish the level.

Level 4: The Ascending Pillar Scenario

Number of Lemmings: 75

73% to be saved (55 lemmings)

Minimum release rate: 20

Time: 5 minutes

Password: WXJSG / TSJXX

Make the first lemming a BLOCKER on the far right side of the pillar. Make the

second lemming build left when it walks just above the edge of the pillar (just when the floor starts to overhang). Then, make the third lemming a BLOCKER a few pixels to the left of where the lemmings falling out of the hatch land.

Set the release rate to 99, then concentrate on the builder. Keep building on the same place of each pillar right until you reach the last one.

When you set your foot on the last pillar, wait until it walks to the center of the pillar, then start digging down. Count up to 30 seconds, then tell it to mine. As soon as the lemming takes a step forward to swing the pickaxe again, get it to dig down again for another 10 seconds. This time tell it to dig across to the left, and then build at the edge of the pillar.

Blow up the left blocker keeping the mass of lemmings together, then explode the right blocker when it isn't needed anymore.

Level 5: Lemming Sanctuary In Sight

Number of Lemmings: 100

60% to be saved (60 lemmings)

Minimum release rate: 40

Time: 8 minutes

Password: ZPBLN / TVDXN

Two ways of doing this level, but I will mention the easiest route.

When the second lemming steps on the closest metal column beneath the ground, make it a builder. When the first lemming steps on the second closest metal column beneath the ground, make it a blocker. Make the builder build left a second time, and then it will turn around. Make the next lemming build left on the tip of the stairway, and it will turn around, then make the next lemming build again on the tip of the stairway, and it will turn around. The third time you do this the builder should continue building up to the next floor, then turn right, which in turn requires you to make the first lemming walking left a blocker as soon as possible (doesn't matter if you lose 1 or two lemmings).

Make the first lemming to walk right on the second floor a builder when it reaches the center of the hatch below, to cover up the gap between the floor and the wall. At the center of that stairway get a lemming to build left to the third floor (you may need to build twice).

Make the first lemming to touch the edge of the floor on the left a blocker (you may or may not lose a lemming by doing this). Then get a lemming to build right to the fourth floor as soon as it turns around by the blocker. Set the release rate to 99.

Get a lemming to build over the gap on the right. Then at the center of that open space build left twice to the top floor.

Blow up the unnecessary blockers to finish the level.

Level 6: Lemming In The Attic

Number of Lemmings: 50

84% to be saved (42 lemmings)

Minimum release rate: 20

Time: 8 minutes

Password: SNJVP / HMKZG

```
#####  
<-----##### Taxing #####----->  
#####
```

Level 1: The Bridge Is Breaking Down

Number of Lemmings: 50

100% to be saved (50 lemmings)

Minimum release rate: 50

Time: 4 minutes

Password: FZBGD / YFDTD

Two ways of doing this level. I will mention both.

Method 1

As soon as this level starts, increase the release rate to 99. It's easier to do it now rather than later.

Make your first Lemming a CLIMBER. When he makes it to the piece of chain blocking his path, make him mine through it. Let him walk to the next obstacle, a pillar, and bash your way through.

Now, pause your game, and look at the 4th blue brick to the right of your Lemming (it should be the last "complete" brick). There should be a bright blue mark on it. Select the builder tool, and hover over that mark. Unpause and let your Lemming walk to you. When he reaches the mark, make him build. Most of the time, you will need both builders, so as to stop your climbing Lemming from going into the goal. Let him wal all the way back to the first chain, but don't climb it. When you reach it, make your Lemming bash through it. 99% of the time, he'll follow the ground, and bash all the way through. Now, just watch all the Lemmings file into the goal.

Method 2

When you make the first lemming climb the chain, instead of mining, bash across it.

Coninue the level as normal until your lemming starts heading back to that chain.

To the right of that chain, there is one brick with it's left corner slightly overlapping the chain, and next to that there's a brick that is just above the flame throwers beneath. Start mining left on the right side of that brick (your lemming should still be standing on the brick next to it).

Level 2: Temporary peace

Number of Lemmings: 50

100% to be saved (50 lemmings)

Minimum Release Rate: 20

Time: 5 minutes.

Password: GDHKP / ZJKWP

It looks a lot like Fun 16, doesn't it? But there's something different this time, the way has been barred with metal...

Anyway, let your first Lemming walk to the third green bump (it's roughly in the

center of the dirt mount), and make him a builder. Let him use up all his bricks, and start to walk off. If your timing is good, you can catch him as he takes a step forward, and you'll save yourself a builder. If you don't think you've got the reflexes, assign him to build again as normal. Just after he starts the second bridge, get another Lemming to bash through the bridge, to prevent others from climbing it... for now. you'll want to "cut" the bridge a little bit up, so it's much easier to fix later. After about 3 builders (sometimes 4, if you need to fill in tiny gaps), your Lemming will turn around. Let him walk until he's in line with the piece of bone you built into, and start building again.

After 4 builders, your Lemming will arrive at the top of the level, somewhere on the series of yellow circles. Let him walk to the top and turn around. When he gets to the middle of the bridge (there's 6 balls, so after the third one), make him a builder. He should make it to the other yellow bridge-like structure. Let him walk to the topmost point of the bridge (he should be about to turn around) and make him a basher. Eventually, he'll bash past a big green piece of moss (looks like a "v"). At this point, make him a miner, and he'll dig out a tunnel that should come out where the top of the bone structure is.

Let him fall to the ground (It'll be broken by the wall, so he survives) and walk to the wall. make him a basher, and pause. Go back to the rest of the pack, and use your last builder to patch the hole you cut in it earlier. I told you to cut high, because it's MUCH easier to get one going the right way with this method, and I know you don't want to restart because you wasted your last builder... Eventually, all the Lemmings will find the exit.

Level 3: No choice but to follow them

Number of Lemmings: 80

100% to be saved (80 lemmings)

Minimum release rate: 10

Time: 3 minutes

Password: JLBDF / CRDQF

Firstly, bash through the thin blue line, as soon as your first lemming gets out. The quicker this is done, the easier it is for everyone to survive. Let your Lemming walk all the way up until he's about to turn around, and make him a basher. After you make your way through, let your first Lemming walk up to the thin, vertical obstacle, and turn around. When he's DIRECTLY underneath the end of the blue diagonal line above him, make him a builder. This should allow the Lemmings onto the blue line to the left.

Let a Lemming walk to the wall, and turn around. When he walks down to the end of the bridge you just built, make him a builder. You may have to wait for a few Lemmings to move before you can "get a clear shot" as it were. This should just reach over to another blue line, the one I told you to build directly underneath. Raise the release rate to 99, and have a Lemming use your last basher to bash through the blue vertical tube, and you're home free.

Level 4: Lend a helping hand...

Number of Lemmings: 40

75% to be saved (38 lemmings)

Release Rate: 50

Time: 7 minutes

Password: KHHKP / DNKWP

There are 2 ways to do this level, but like most people, I like things done fast, so I'll focus on the fastest method. The first Lemming will come out of the left entrance. make him a miner as soon as he lands. Soon, a Lemming will drop from the right entrance. Let him walk a few paces, and command him to dig. By this time, your miner should be low enough to clear the metal. Make him a basher. Also, make your digger a builder. You want him to stop, but dig deep enough so that the Lemmings can't go any further to the right. If you're feeling particularly malicious, you can send them off to the trap to the right, it's kinda cool... Anyway, if you've done everything right, Lemmings should now be able to cross over to the left side of the metal, and not proceed to the trap on the right.

Now, if you look at the ground, you'll see a vertical line going down from the left hatch. Get a Lemming that's walking to the left, and make him a builder, starting directly on top of that line. After about 2 bridges, have another Lemming mine through the bridge, fairly high, as before. Keep building until you hit the wall. As soon as this happens, IMMEDIATELY make your Lemming build again. and he should reach the other wall, thus keeping him from falling off.

From here on, it is CRUCIALLY important that you build as close to the walls as possible (after your builder has turned around, of course.) Why? Well, you see those little white circles against the wall? Those are holes for spikes to shoot out from (scared me the first time!). Don't worry though, as long as you build as close to the wall as possible, you can walk past them with no dramas. Eventually, you'll reach the top. Build up to the top of the brown raised platform to make a path to the goal. Now all you need is to patch your first bridge, and you're done.

Don't worry about the release rate, by this time, all your Lemmings should be out anyway.

Level 5: The Prison!

Number of Lemmings: 60

75% to be saved (45 lemmings)

Minimum release rate: 50

Time: 5 minutes

Password: BFBGN / VKDSN

A pretty basic level really.

Have your first Lemming walk almost to the edge of the platform, and make him a blocker. Pause and look, once again, at the floor. See how there's those 3 metal squares in the platform (at lava level)? You'll want to put your cursor so that the vertical line lines up with the red line between the 1st and 2nd metal plates (counting from the left). Unpause. When a Lemming walking left hits your cursor, start building. You should build up to the column, and stop. Now this is part is very important. When your Lemmings hit the pillar, they may climb up it a little bit.

If you build at the top of their climb, they could get stuck. Wait until a Lemming hits the wall and steps back onto the bridge, and make him a builder. After he's built a bridge or 2, have a follower bash through the bridge.

Keep building until you get to the top of the metal square to the right (you should be pretty high up). Let your builder walk off, and bash through the "bars". Let him walk right to the edge of the metal, and make him a builder. Build over to the bars to the right, and bash through them. It doesn't matter if he turns around, as you can make him build underneath the left set of bars,

to force him back to the right.

Once he's through the first bar, he'll fall to the ground. Make him bash towards the goal, and you're set. If he bashes to the left, quickly make him a builder, and pray he turns back. Anyway, once you've cleared the bars, patch up the first bridge, and let the pack through. You should increase the release rate to a healthy 99. Once the Lemmings have all gone, explode your blocker.

Level 6: Compression Method 1

Number of Lemmings: 50

60% to be saved (30 lemmings)

Minimum release rate: 99

Time: 3 minutes

Password: HMJCB / BSLPB

Two methods for this level.

Method 1

Firstly, have your Lemmings bash through all the pillars in thier way, except the one furthest to the right. The next thing you need is a blocker at the far left of the level, so your Lemmings don't go underneath the main platform and get squashed. Have a Lemming turn around, and make him block.

Now, you'll want to isolate one or two Lemmings. Go next to the rightmost pillar, and make a blocker, ensuring that at least one Lemming is caught between the blocker and the pillar.

Now, have your trapped Lemming bash through the pillar, and hit pause. Timing will be extremely important, so select your last blocker now. Unpause, and wait for your Lemming to reach the edge of the platform and quickly make him a blocker. Select the bomber tool and detonate him. If done correctly, he should make a hole in the metal, and it will be low enough to allow the other Lemmings to survive the fall. If no hole is made after the explosion, then you didn't set your blocker far enough in the corner (it needs to be the very far edge - just as it's about to fall off).

Blow up the blocker at the far right, and let the pack into the goal. Finally, detonate the last blocker once he is no longer required.

Method 2

Since several users have had trouble with method 1, I decided to type out both methods.

Let the first lemming that comes out of the far left hatch fall to the ground at the bottom of the level. Make it a blocker just as it's about to go up the step. Make the lemming after that a blocker after it turns around and it's just below the corner of the metal base. This should trap every single lemming into a size that's about as thin as 1 lemming.

Blow up the right blocker first, and let the lemmings walk across the crushers. There are only 4 crushers, but 48 lemmings in the pack, so you SHOULD only lose 4 of those lemmings when they get to the safe zone.

Blow of the remaining blocker to finish the level.

Level 7: Jump down!

Number of Lemmings: 100

100% to be saved (100 Lemmings)

Minimum release rate: 1

Time: 6 minutes

Password: KTBWQ / DZDJR

First, select the builder tool, because you're going to have to have lightning fast reflexes to ensure that 100%. Let the first Lemming walk near to the edge of the cliff, and pause. When you unpause, your Lemming will fall down the side, and you will have a very short time to make him build. Get your cursor and count down to the fifth little bone in the skeleton-like structure. Hover over the rightmost tip of bone, inhale deeply, and unpause. You need to catch the Lemming at the exact right point. If you don't, just press the detonate button and try again. If done correctly, your Lemming should build across to the big landmass, and connect to the edge. It is vital that he connects the bridge to the land, otherwise the rest of the Lemmings will fall to their doom.

During the building of the bridge, one Lemming will fall down. You should notice a little nook in the bottom of the right wall. Have your Lemming walk right up to it and make him bash through. Once he gets all the way through, let him walk to the edge of the metal square, and make him a builder. You will need all 4 builders to make it to the goal. As soon as you assign him the 4th and final building tool, pause and go back to the main island where all the other Lemmings are trapped. Find a Lemming who is walking to the right, and make him a miner.

However, since there are a lot of Lemmings here, it can be difficult to get one going the right way, and you only have 1 miner. With a bit of luck, and sharp eyes, you should get the right Lemming. Raise the release rate to 99 and eventually, the group should find their way into the goal.

Level 8: Lemmings search for treasure.

Number of Lemmings: 50

100% to be saved (50 lemmings)

Minimum release rate: 10

Time: 5 minutes

Password: LQJCP / FWLPB

This is a pretty stop - start level.

There are two methods for this level, but this is by far the easiest.

Have your first Lemming walk to the edge. Before your Lemming falls, make him a floater. After a second or two, another Lemming will make his appearance. Let the new one walk a few steps to the right and make him a digger. Make sure you start digging so that Lemmings don't drop straight from the entrance into your pit. Pause the game, and hover over the "increase release rate" button. Hold down "C" and unpause. Raise the release rate to about 30, and pause again.

Because by this time, your floater will have started walking up the pyramid. Notice, that on the pyramid, there is a thin black line. Your Lemming can and will follow this path, which will lead to his death. Unpause, and let your floater walk up to where the line meets the left edge of the pyramid, and make him a builder. If he's in the right spot, he should bridge the gap and turn back. Now raise the release rate to 99 as fast as you can.

If you got the release rate to 99 quickly enough, all of your Lemmings will survive the fall into your ever deepening pit. Go back to your floater, let him

walk to the top of the pyramid, and pause (again). See how the pyramid has a brick pattern on it? Line your cursor up with the top most brick line, move it to the rightmost edge, and slide it down further by about the size of a Lemming. Unpause, and let your floater walk to the spot you have marked out. When he arrives there, make him a builder. As he is building, go back to the main pack, try and find the digger, and make him a builder as well. You don't want that little guy to dig all the way through the planet do you?

Now this next bit may be a little tricky, but if done correctly, you'll save yourself a much needed builder. Have your floater build as far as he can, and run out of bricks. Let him walk for about a pace, and then make him a builder again. You'll know you've done it right if, instead of a straight line, there's more of a "step" in between your 2 bridges. When your floater finishes building all the way, he should just be able to walk on the floating column structure by a matter of 1 or 2 pixels. Pause once more. If you look closely at the column's top, you should see a little dark brown "dent" in the top. Unpause.

Let your floater walk just past the "dent", and make him a builder. This will not only ensure that he reaches the next column, but that he won't turn back. Let him walk past the "dent" on the next one, and build again. Now it may not look like it, but that's good enough to see all your Lemmings safely into the goal. Go back to the pit (which should be somewhere right near the bottom, but still above ground level) and have one of the Lemmings bash through. For the best chance of bashing the right way, try to get your cursor as close to the right wall of the pit as possible. If you go the wrong way, just make the basher a builder, and try again. Eventually, after a seemingly fatal drop, all your Lemmings should be safely inside the goal.

Level 9: Perserverance
Number of Lemmings: 20
100% to be saved (20 lemmings)
Minimum release rate: 50
Time: 4 minutes
Password: YHBVH / SNDHJ

2 methods for this level. I'll start with the easiest.

Method 1

Let the first lemming walk a few steps before you make it a digger. The next lemming will walk over the gap and fall down the side, which then you should make it a floater. Set the release rate to 99.

When the floater lands, let it walk 2 steps and make it mine down. It will hit the metal then turn around. The rest of the lemmings will then fall to the bottom. Some will walk left into the exit, others will turn right into the wall you created with the miner (if you did it in the right place, they shouldn't walk onto the metal block.

Method 2

The first Lemming out should walk a few steps to the right, and dig. Another Lemming will drop in and walk over the edge of the pit you are digging. No drama, just make him a builder and a floater and forget about him. Now. Keep digging until you reach the bottom of the second brick, and not much further. Try and find your digger, and make him a builder. Get a Lemming to bash through to the left. It's pretty much 50 / 50 which way he'll go, but you can increase the odds slightly in your favour by bashing as close to the left edge of the pit as youcan.

Let the basher proceed right for a while, and then make him a digger (as soon as you can get a "clear shot" at him) Let him dig to about midway through the bottom brick, and make him a miner. Hopefully, you'll get the digger, and he'll mine to the left. If you accidentally get a different Lemming, restart. This level is mostly luck, but eventually, you will get through it.

Level 10: Izzie Wizzie Lemmings get busy
Number of Lemmings: 5
100% to be saved (5 lemmings)
Minimum release rate: 50
Time: 5 minutes
Password: ZLHXS / TRKKT

Select the builder, then wait till the lemming hits the left side of the pit and turns around. As soon as it faces right, make it build. About halfway up the stairway, get one of the non-builders to bash through the stairs.

Let it land on the second platform, then into the pit. Again, as soon as it lands on the left side, have him build. On the right side of the platform, at its edge, make it build up to the third platform. It doesn't matter if it turns around.

On the third platform, build in the same place as the other two platforms. As soon as he finishes building, and walks onto the right side of the platform, have him mine down. This will ensure that all lemmings will land safely onto the fourth platform.

Build in the same place on the fourth island, then on the right side of the platform, build up to the floor holding the exit. Move to where the other 4 lemmings are, and make one of them build right when on the stairway, and walk to the exit.

Level 11: The Ascending Pillar Scenario
Number of Lemmings: 50
100% to be saved (50 lemmings)
Minimum release rate: 20
Time: 4 minutes
Password: CTBRJ / WYDDK

```
#####  
<-----#####          Mayhem          #####----->  
#####
```

Level 1: Lets Get Together.
Number of Lemmings: 50
100% to be saved (50 lemmings)
Minimum release rate: 60
Time: 2 minutes
Password: SQBMD / MWDYD

When the level starts, set the release rate to 80. As soon as the second lemming comes out of the left hatch, set the release rate to 99 (the lemmings

after the third should start coming out quickly).

This next bit is fairly tricky, and you may have to restart a few times to get it right. You must build on the right side of the column, far enough to let the other lemmings to walk into the room below, but not so far that the lemming that walked ahead falls in with them. What you are trying to do, is to get the lemming that walked ahead and turned round to land on the same floor as the digger, so that it can bash through the rest of the pillar and end up in the area to the left (which may also lead to a few restarts). I found that digging on the right side of the seam in the ground at the center of the pillar, so that the left side of that brick is completely gone, leads to more successes.

An easier way to get the lemming that's walking left, to bash left, is to pause the game once he lands where the digger is. Then move your cursor onto the left side of the hole so that only one line of the right side of the cursor is showing on the wall. As soon as the cursor becomes a box, press the C button to get the lemming to bash left.

Once that lemming falls to the ground, let it walk to the far left edge of that floor and get it to build (if you don't let it go far enough it won't make it to the other side). Count how many bricks the builder builds after you tell it to build a second time, and pause the game when you reach 4. You now need to get one of the lemmings in that mass to bash left beneath the digger, before the digger digs himself (and the others) to death.

If done successfully, the mass should reach the end of the stairway just as the builder finishes building, and the digger should of fallen where the basher dug across.

Level 2: The Boiler Room
Number of Lemmings: 100
90% to be saved (90 lemmings)
Minimum release rate: 30
Time: 6 minutes
Password: HZJSG / FVJXX

```
#####  
<-----##### Sunsoft #####----->  
#####
```

COMING SOON!!

```
#####  
<-----##### Present #####----->  
#####
```

COMING SOON!!

```
#####  
<-----##### Credits #####----->  
#####
```

Should anyone wish to help or correct me on this FAQ, their name will be

mentioned here.

-Me, Sega_Gamer/EAGamer, from GameFAQs, for writing this walkthrough.

-My best buddies, Jason McGuinness and Marc Thompson, helping me complete this game and testing out the guide.

-soMEguy_povo, aka soMEguy_classic for sending me complete guides for the Taxing levels.

-Planet Lemmings, for providing the codes for the Genesis version of Lemmings
(<http://www.deveria.com/alexis/lemmings>)

-GameFAQs, for hosting this Walkthrough.

```
#####  
<-----#####          Contact          #####----->  
#####
```

I try to keep this section the same across all of my Guides/FAQs. Here are the FAQs that I've written so far:

- Tomb Raider for the Nokia N-Gage (started 24/03/2005)
- Dreamcast VGA Compatability List (started 01/11/2005)
- Lemmings for the Mega Drive/Genesis (started 27/10/2005)
- Nokia N-Gage Hardware FAQ (started 17/01/2006)
- Xbox PAL Games List (started 20/01/2006)
- Cancelled Dreamcast Games (started 30/01/2006)

You can either E-Mail me or use MSN Messenger to contact me with regards any of my FAQs/guides. Please note that I will not reply to e-mails sent to my Hotmail address.

When you E-mail me, please make sure to include the FAQ/Walkthrough in question, and include your GameFAQs username, or the name in which you would like to be known as in this guide.

E-Mail: jr003d9262@blueyonder.co.uk
MSN: treebranchez@hotmail.com

<-End Of Faq->

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