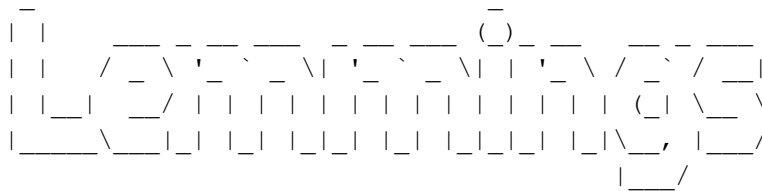


Lemmings FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Mar 30, 2010

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



This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

T A B L E O F C O N T E N T S

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1. - C O N T R O L S

D-Pad - Move Cursor
B - Hold B and move left or right to select a different type of Lemming, for more information check Section 2. - Lemmings.
A - Select a Lemming
Start - Pause
Select - No Use

2. - L E M M I N G S B A S I C S

Types of Lemmings

Climbers These Lemmings will gain the ability to climb up walls and on top of the platform they are climbing.

Floater The Floater Lemmings will never die from dropping off a high distance by deploying a parachute.

Bombers The Bomber Lemmings are used to blow through some walls and to

quickly end a level. When given the Bomber name, the Lemming will explode in five seconds.

Blockers Blocker Lemmings are simply what they are called, they will put both arms up and block other Lemmings from walking by them.

Builders Builders can build an upward bridge at a 45 degree angle. They drop sixteen tiles in the NES version of Lemmings so pay attention if you need to turn them into builders again.

Bashers Bashers can punch through walls at a horizontal angle.

Miners Miners can mine through the ground at a 45 degree angle.

Diggers Diggers can dig through the ground at a vertical angle.

Turning Climbers Around

Climber Lemmings are great for allowing some Lemmings to reach certain unreachable platform or just places in general. However, one major downside to them is the fact that they will keep going to in one direction until they finally climb into a ceiling or just walk off the level in general. One simple way of turning Climbers around is to have them bump off a Blocker Lemming. However, you can't always get a second climber Lemming in that area to set up as a blocker. So you have to improvise. The other way to turn them around is to either bash or mine so you have a ceiling above your head. Just turn him into a Builder when you have a ceiling above your head to stop him from bashing or climbing.

One-Way Blockers

If you turn a Lemming into a blocker right when they land from falling, whether it's from the entrance, a higher platform, or even a ramp you just built, the other Lemmings will land on him and walk through him in the direction they were already moving. This makes it easier to block Lemmings quickly while moving on in a level.

Free Blockers

One might think that once a Lemming turns into a Blocker, they are a Blocker until blown up. However, that's not the case. If you simply mine or dig directly under the Blocker, the Blocker Lemming will fall into the hole being made by another Lemming and walk as he normally would.

Surveying The Level

Before each level, I suggest pausing the game and take into consideration of how many Lemmings you need to save. Try to figure out what path you would like to take to the end of the level. If you can't figure out where to go from the start, try working your way through the level backwards to find out where you will need to end up.

Building Walls

If you are ever short on Blockers or need to save every last Lemming, try building a ramp as a wall. If you start to bash to say the right for example, turn a Lemming behind the Basher into a builder to build above the hole he is bashing that will come up the wall. This will make the Lemmings stuck at the ramp instead of wandering too far then they should where the Basher is going.

Good Ol' NES

Of course the NES is an old system and can't be programmed as well as the computer counter-part version of the game. Everything in the game is basically seen as blocks. You will notice that Lemmings may take a few steps before building, bashing, digging, etc. Think of it as enlarged pixels that you have to do an action through or on it. It is important to know this to help with timing and technique with the game. It's kind of hard to explain but in smaller levels you will understand. Think of a big grid on the game where you can't start on the lines, you have to fill in the squares. Try looking at the diagram below:

```
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_ | _ | _ | _ | _ |
_ | _ | _ | _ | _ |
_ | _ | _ | _ | _ |
_ | _ | _ | _ | _ |
_ | _ | _ | _ | _ |
_ | _ | _ | _ | _ |
```

Say you try to dig around the middle on the top. You cannot start to dig on the vertical line. The Lemming may take a few steps before he starts to build until he is between both vertical lines. This is important on timing and sometimes, you can't even bash, dig, etc in the exact spot you want to which will change the whole strategy to the level.

Miner Blocker

If you are short on blockers or can't make a blocker to meet the quota for Lemmings saved, you can kind of make Miners into blockers if you have a spare builder Lemming. Just have them mine in the direction you want them to block, once they dig a little bit, turn them into builders to stop them. That will allow Lemmings to fall in the hole and be blocked from moving any further in one direction and still walk out of the hole since it is at an angle.

Emulator

I highly recommend using an emulator, at least for some levels, instead of the actual cartridge just for the sake of save states. This can really help you in trying to accomplish quick difficult tasks instead of restarting the level manually each time.

3. - W A L K T H R O U G H

Fun Difficulty

| Level 1 - Just Dig | This is the first stage of the game, it is an
| # of Lemmings - 10 | incredibly simple stage that is basically designed
| # to be Saved - 1 | to give you a feel of the game. The name of the
| Release Rate - 50 | level actually explains how to beat the game.
| Time Limit - 3min | Select the Digger Lemming and just select any
~~~~~ Lemming that is walking on the screen. That Lemming  
will dig into the lower section of the level and all of the Lemmings will be  
able to safely reach the exit of the level without any problems.

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| Level 2 - Only Floaters | This stage also describes itself in the name. Just  
| Can Survive This | start to select the floaters icon on the bottom.  
| # of Lemmings - 10 | When they are on the third high platform before the  
| # to be Saved - 1 | large fall, just turn each one into a floater.  
| Release Rate - 50 | After you turn all of them into floaters, just sit  
| Time Limit - 3min | back until they all make it to the exit of the  
~~~~~ level.

| Level 3 - Tailor Made | This can be slightly tricky if you are careless, so
| For Blockers | what's the solution? Don't be careless! Select the
| # of Lemmings - 14 | Blocker Lemmings and immediately turn the first
| # to be Saved - 5 | Lemming into a blocker once he makes a few steps to
| Release Rate - 50 | the right. After that, turn the first Lemming that
| Time Limit - 3min | falls into the lower platform into a blocker
~~~~~ Lemming shortly after he lands. Do that again for  
the third platform. Now don't be so quick on your blocker Lemming this time.  
You want the next Lemming to fall down two platforms so he's on the lowest  
platform before the ground. Turn him into a blocker before he falls off. Now  
just keep an eye on the next Lemming and turn him into a blocker before he  
walks into the hole in the bottom right. After that you can watch all of the  
Lemmings walk to the door. When they exit this stage, select the destroy  
Lemmings in the bottom right of the screen to finish this level quickly.

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| Level 4 - Use Some | Start off by selecting the first Lemming to be a  
| Miners and Climbers | Miner. He will dig down to the lower level. After  
| # of Lemmings - 10 | they all fall through this hole, turn all of them  
| # to be Saved - 10 | into Climbers. Don't worry if they walk off to the  
| Release Rate - 1 | left, there is a wall slightly off screen that will  
| Time Limit - 3min | force them to return to the right. They will  
~~~~~ eventually all climb the wall on the right to  
finish off this stage.

| Level 5 - You Need | This level is when it starts to involve timing.
| Bashers This Time | Select the Basher Lemming on the bottom of the
| # of Lemmings - 14 | screen. Watch them as they approach the large pipe
| # to be Saved - 5 | to the right. Select one that is right about to
| Release Rate - 50 | walk into the pipe. Do the same exact thing with
| Time Limit - 3min | the stone wall right after the pipe. You can move
~~~~~ the cursor to the right to reveal the rest of the  
stage. You will see some lines blocking the door. You will have to select a few  
Basher Lemmings to break through this wall to make it to the exit. Be careful  
here not to waste your Basher Lemmings since you only have a total of fourteen.  
Just have them start bashing away at the wall once they get to it.

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| Level 6 - Now For | Start off by turning any of the Lemmings here into  
| Blockers and Bombers | a bomb. This Lemming will blow up a hole through  
| # of Lemmings - 14 | the ground and all Lemmings can fall through it.  
| # to be Saved - 5 | Watch the Lemmings to the left. Block one to be as  
| Release Rate - 50 | close to the wall on the right as possible. Turn  
| Time Limit - 3min | that Lemming into a bomb to blow out that part of  
~~~~~ the wall. Now all of the rest of the Lemmings can

safely reach the end of the stage.

| | |
|--------------------|---|
| Level 7 - Have You | Select the first Lemming to become a builder at the |
| Tried a Builder | first wall to climb to the right. Watch the |
| # of Lemmings - 14 | Lemmings climb up this ramp and up the stairs to |
| # to be Saved - 6 | the right. Select the first Lemming to be a builder |
| Release Rate - 50 | again right before the hole. You should get that |
| Time Limit - 3min | Lemming and one more over. Use your five Climbers |

~~~~~ on the Lemmings in the hole to reach the exit.  
After that just kill them all to make the level end quicker.

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|----------------------|-----------------------------------------------------|
| Level 8 - As Long As | Watch the Lemmings quickly enter this stage. Select |
| You Try Your Best    | the Blocker Lemming and wait until they start       |
| # of Lemmings - 14   | walking to the left. Select the left most Lemming   |
| \$ to be Saved - 8   | right before he walks into the spinning object on   |
| Release Rate - 99    | the left side of the screen. Then turn one Lemming  |
| Time Limit - 3min    | into a Basher Lemming right before he walks right   |

~~~~~ into the wall to the right to finish this stage.

| | |
|------------------------|---|
| Level 9 - Smile if you | Immediately select the Blocker Lemming and watch |
| Love Lemmings | them fall to the platform. Once the first one moves |
| # of Lemmings - 14 | a bit to the right, make him a Blocker Lemming. At |
| # to be Saved - 7 | that point, you just need to turn the rest of the |
| Release Rate - 50 | Lemmings into Floater Lemmings and watch them all |
| Time Limit - 3min | float safely as they approach the exit of this |

~~~~~ stage.

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|----------------------|----------------------------------------------------|
| Level 10 - Keep Your | Start off by making the first two into Climbers.   |
| Hair on Mr Lemming   | As they climb, also turn them into Floaters and    |
| # of Lemmings - 14   | watch them float off the right edge. After the     |
| # to be Saved - 7    | first one makes a few steps, turn him into a       |
| Release Rate - 50    | Blocker. The other one that floated down should be |
| Time Limit - 3min    | turned into a Basher and bash through the large    |

~~~~~ wall. After that, just blow up the Blocker and let  
the rest of the Lemmings safely reach the exit of the stage without any
problems.

| | |
|---------------------|--|
| Level 11 - Patience | This level is when the game starts to become a |
| # of Lemmings - 14 | little more difficult. Turn the first one that |
| # to be Saved - 8 | drops into a blocker right as he hits the ground. |
| Release Rate - 99 | The other Lemmings will still walk through him to |
| Time Limit - 3min | the right but won't walk through him when they try |

~~~~~ to walk off the ledge to the left. Select a Basher  
right before the large wall to the right. Watch as he gets about half way  
through the wall and turn another Lemming into a blocker in the middle of this  
wall. Just don't turn one into a blocker on or near the stairs. Once the Basher  
gets through the wall, IMMEDIATELY turn him into a Builder. If you do it right,  
he will start building a bridge before he falls off the edge. Now you just have  
to turn the right blocker into a Bomber to free the rest of the Lemmings and  
you'll finish.

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|------------------------|---------------------------------------------------|
| Level 12 - We All Fall | This level is quite simple. Let the Lemmings walk |
| Down                   | off to the slightly lower platform to the right.  |
| # of Lemmings - 14     | All you need to do is turn the first one into a   |
| # to be Saved - 14     | Miner. The angle will make the drop slightly      |
| Release Rate - 30      | shorter which is short enough for all of the      |
| Time Limit - 3min      | Lemmings to drop without dying. After they mine   |

~~~~~ through the platform, they will safely walk to the  
exit of the stage.

| Level 13 - Origins and | This stage finally requires a little bit of
| Lemmings | thought. Immediately turn the second Lemming into a
| # of Lemmings - 14 | Blocker. Have the first Lemming bash through the
| # to be Saved - 10 | wall to the right. Stick with that Lemming and
| Release Rate - 20 | build a bridge over the whole in this platform.
| Time Limit - 4min | Once he finishes, let him fall off the small bridge
~~~~~ and build another one a bit before the wall to the  
right. For an idea, imagine how high and wide the bridge is and make it so the  
bridge touches the wall, but can be as tall as possible. Do that and have that  
Lemming bash all the way through this long platform and safely get to the exit.  
Now you just need to turn the Blocker Lemming into a Bomber Lemming and watch  
the rest safely reach the exit.

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| Level 14 - Danger The | Immediately select your two blocker Lemmings. You  
| Bridge Is Out | have to be pretty quick, allow the second Lemming  
| # of Lemmings - 14 | to move a little to the right and turn him into a  
| # to be Saved - 6 | blocker. Then block the third Lemming before he  
| Release Rate - 40 | falls off to the right, so all of the Lemmings  
| Time Limit - 4min | after the third will be stuck in between the two  
~~~~~ blockers. Then quickly follow the first Lemming  
walking towards the hole to the right. Turn him into a builder before he falls
in to make a ramp across the gap. At the two large pillars, have him bash
through each. There will be one last gap in a set of stairs, turn him into a
builder to complete the stair case and he can reach the exit. Blow up the
blocker at the beginning to the right so all of the other Lemmings can make it
to the exit. To finish the level quicker, just blow up the last Lemming.

| Level 15 - Do Not Do | Start this stage the same way you started the
| Anything Too Hasty | previous stage with the two blockers to block all
| # of Lemmings - 14 | of the Lemmings. Follow the first Lemming and keep
| # to be Saved - 6 | having him build up to the first platform, you
| Release Rate - 1 | should build five times. Then let him walk across
| Time Limit - 4min | this small platform and build again to the next
~~~~~ platform. You should build three times, turn him  
into a digger or miner when he gets above the next platform so the tall drop  
doesn't kill you. Build a ramp across the last gap, you should have just enough  
builder lemmings, and you can reach the exit. Go back to the beginning and blow  
up the right Lemming to free the rest of the Lemmings.

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| Level 16 - It Looks | You will see two entrances with Lemmings falling  
| Very Easy | from each. Ignore the Lemmings coming from the  
| # of Lemmings - 10 | entrance to the left. Turn a Lemming on the right  
| # to be Saved - 4 | into a basher to bash through the wall to the  
| Release Rate - 99 | right. Turn all of them into floaters and they will  
| Time Limit - 3min | float down to the ground and simply walk to the  
~~~~~ exit.

| Level 17 - Block and | This stage is very simple. Turn the first Lemming
| Blow | into a digger or miner to drop into the middle room
| # of Lemmings - 14 | that doesn't have a fire. You need to have them dig
| # to be Saved - 9 | before they pass it or they will bounce back and
| Release Rate - 80 | walk off the map to the left. Just keep digging
| Time Limit - 3min | into the rooms that don't have a fire until you get
~~~~~ on the lowest platform. At this point, just let  
them all walk safely to the exit.

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| Level 18 - You Live And | Turn the second Lemming into a blocker, you don't  
| Lem | need to turn another blocker into a Lemmings since  
| # of Lemmings - 14 | there is a wall to the left in this stage. Quickly  
| # to be Saved - 10 | move to the Lemming on the right and turn it into

| Release Rate - 50 | a builder two times to make it across the gap.  
| Time Limit - 4min | Then have him bash through the rock and walk to the  
~~~~~ exit. Blow up the Blocker Lemming and let them all  
reach the exit.

| Level 19 - I Get That | This level looks strange at first but it is rather
| Lemming Feeling | simple. Turn the first Lemming into a blocker. Let
| # of Lemmings - 14 | the second Lemming walk off to the right and turn
| # to be Saved - 4 | the third Lemming into a blocker to block the rest
| Release Rate - 50 | from moving anywhere else. Turn the free Lemming to
| Time Limit - 4min | the left into a basher to smash through the wall to
~~~~~ the left. You will reach a small area that is open,  
just keep bashing away to the left there. There will then be a larger open  
area, you need to build a bridge since you will fall to your death here if you  
don't. Just keep bashing to the left until you reach the exit there. Blow up  
the left blocker Lemming to allow the rest of your Lemmings to reach the end.

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| Level 20 - Konbanwa | Start off by making a blocker on each end of this  
| Lemming San | first platform you start on. Let all of the  
| # of Lemmings - 12 | Lemmings start walking to the right and turn the  
| # to be Saved - 8 | last one into a Digger Lemming right above the next  
| Release Rate - 99 | highest platform. That Lemming will walk into the  
| Time Limit - 3min | acid to the right, let him. The rest will fall to  
~~~~~ the left and drop to the next lower platform. Bash  
out the pillar on the far right here and all of the Lemmings will fall to the
exit. Blow up the other Lemmings to finish the level off.

| Level 21 - Lemmings | Turn the second Lemming into a blocker here and
| Lemmings Everywhere | follow the first one. At the top right of this
| # of Lemmings - 14 | diamond area, turn him into a builder so he can
| # to be Saved - 8 | climb atop the large spiral. Have him mine two
| Release Rate - 99 | times and then let him drop. Mine him to the right
| Time Limit - 3min | of the lowest platform he can walk to at this point
~~~~~ and watch him walk to the exit. Explode the blocker  
Lemming at the end and watch the rest follow.

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| Level 22 - Two for | Turn the first Lemming into a builder right at the  
| Lemmington Spa | gap. Turn the second Lemming into a builder right  
| # of Lemmings - 2 | when it drops to kill time for it. Turn the first  
| # to be Saved - 2 | Lemming into a builder over the second gap. Again,  
| Release Rate - 30 | turn the second Lemming into a builder when they  
| Time Limit - 3min | drop to the next platform to kill time. At this  
~~~~~ point, they should simply just walk to the exit.

| Level 23 - Be Careful | This stage this late into the game really makes me
| Out There | question the game developpers. You'd think that a
| # of Lemmings - 14 | level 23 would be a bit more difficult. Anyways,
| # to be Saved - 6 | just assign the first six Lemmings into floaters
| Release Rate - 1 | and let the rest die. This one really is that
| Time Limit - 1min | simple.
~~~~~

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| Level 24 - Norra Lorra | Immediately turn the first Lemming into a blocker  
| Lemmings | to the right. Block them in with the third Lemming  
| # of Lemmings - 14 | so only the second Lemming is free to the left.  
| # to be Saved - 8 | Have the free Lemming mine to the left. Keep  
| Release Rate - 90 | turning this Lemming into a Basher every wall you  
| Time Limite - 4min | approach to the left except for the concrete wall.  
~~~~~ Turn him into a climber and blow up the blocker on  
the left. Turn seven more Lemmings that are moving to the left into climber

Lemmings so eight total will reach the exit. Just turn on Armaggedon mode to kill the rest of the Lemmings off to finish this level quicker.

| | |
|---|--|
| Level 25 - Lemming and
 Lime
 # of Lemmings - 10
 # to be Saved - 4
 Release Rate - 50
 Time Limit - 4min | This level is a bit more difficult and requires you
 to be quick. Turn the second Lemming into a blocker
 and same with the third to box them in. Pause the
 game so you have time to move your cursor to the
 right. The glowing orbs on the ground are traps.
 Move the cursor to the first Lemming and build over
 the trap. Build over the second trap and let him
 walk down to the gap. Build twice here for a ramp long enough to bridge the
 gap. Climb up to the next trap and build over it. Blow up the blocker Lemming
 to the right and watch all of the Lemmings walk to the exit. |
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Tricky Difficulty

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|---|--|
| Level 1 - This One is a
 Duddle
 # of Lemmings - 14
 # to be Saved - 13
 Release Rate - 50
 Time Limit - 2min | Turn the second Lemming into a blocker, you don't
 need to turn another blocker into a Lemmings since
 there is a wall to the left in this stage. Quickly
 move to the Lemming on the right and turn it into
 a builder two times to make it across the gap.
 Then have him bash through the rock and walk to the
 exit. Blow up the Blocker Lemming and let them all
 reach the exit. |
|---|--|

| | |
|---|---|
| Level 2 - A Bag of
 Lemming Drops
 # of Lemmings - 14
 # to be Saved - 12
 Release Rate - 70
 Time Limit - 1min | Turn the first eight Lemmings into Floaters once
 they drop to the lower platform to the right. Then
 turn as many of the Lemmings behind those first
 eight into diggers to drop onto the lower platform.
 You have to start from the last Lemming. Each of
 the non-floaters have to dig because it makes the
 drop just short enough to not die. You don't have
 to get all of them, just twelve so it's ok if you miss two. |
|---|---|

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|--|---|
| Level 3 - A Ladder
 Would Be Nice
 # of Lemmings - 14
 # to be Saved - 7
 Release Rate - 50
 Time Limit - 3min | Turn the second Lemmign into a Blocker and the
 third Lemming into one when he goes further to the
 left to block all the Lemmings in there. Let the
 first Lemming drop down the cliff onto the platform
 just above the water. IMMEDIATELY start building
 once he lands. Keep building when you run out of
 steps until you reach the higher platform and he
 will walk to the exit. Blow up the blocker Lemming to the right to free the
 rest of the Lemmings so they can also reach the exit. |
|--|---|

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|--|---|
| Level 4 - One I
 Prepared Earlier
 # of Lemmings - 14
 # to be Saved - 7
 Release Rate - 50
 Time Limit - 4min | Turn the second Lemming into a blocker along with
 the third Lemming to block all of the Lemmings in
 between the two. Turn free Lemming into a basher to
 bash through the mountain. Build up at the very end
 of the metal platform three times and you will drop
 onto the dirt pillar. Drop down and build two times
 above this gap and do the same for the next gap. If
 you build at the last moment possible, you will only need two builders. The
 first Lemming should then reach the end without a problem, so just blow up the
 right blocker for the rest to reach the exit. |
|--|---|

*Note - Level 5 can be very aggrivating and requires precise timing throughout the whole level. Take your time and try to figure out when to time everything, emulators work great since you can use save states after you finish a section

around and start to bash through the wall half way up the small incline. Start to build immediately once you finish bashing through that wall. Walk to the next gap and build a bridge over it, you should only have to build once if you build at the edge of the grass. Go up to that pit at the top. This part requires a bit of luck, you will need to turn one into a builder in the middle while they are walking to the right. Build again to make it to the top and they should all walk to the exit.

| | |
|-------------------------|---|
| Level 8 - Roast Lemming | Watch the first two Lemmings fall, once the second |
| And Potatoes | Lemming moves slightly to the right, turn him into |
| # of Lemmings - 14 | a blocker and immediately pause the game. Move the |
| # to be Saved - 8 | cursor all the way to the right. Turn the Lemming |
| Release Rate - 60 | that is about to fall off into a blocker. Now pause |
| Time Limit - 3min | the game again and move back to the left. Turn the |

~~~~~ third Lemming that will fall from this door into a blocker so the rest will be stuck in between the two blockers on the left side. Now pause and go back to the right side to focus on for the time being. Turn the second to left Lemming into a blocker just as he is to the left of the entrance so one is free to the left and the rest are stuck in between the blockers. Have the free Lemming bash through the wall to the left. On the far left side, you will see an incline on this platform. Build in the middle of it and you should reach the next platform to the left. Build again in the middle of this platform and you will just reach the exit. Blow up the left blocker on the right side to free the rest of the Lemmings to the exit, now go back to the left side of the stage. Bash through the wall with the free Lemming. Again, build in the middle of the incline at the end of this platform. You will reach the next platform and build in the middle of it to reach the exit the same way as the opposite side. Blow up the right blocker to free all of the Lemmings to the exit.

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|--------------------|-----------------------------------------------------|
| Level 9 - Bitter   | Start off by turning all of the Lemmings into       |
| Lemming            | floaters before they hit the ground and die. Once   |
| # of Lemmings - 14 | they have all safely hit the ground, start turning  |
| # to be Saved - 7  | them into climbers. Turn the first climber that     |
| Release Rate - 1   | reaches the top of the left wall into a blocker.    |
| Time Limit - 4min  | Turn the second climber that reaches the top of the |

~~~~~ right wall into a blocker as well. Follow the first Lemming that climbed the right wall that should still be free. Let him fall to the lower platform and turn him into a builder just before he walks off this platform. One build should get to the exit, use a second if you didn't start building right at the end of that platform. Now blow up the right blocker up top and let the Lemmings reach the exit.

| | |
|--------------------|---|
| Level 10 - Pesky | Turn the first Lemming into a blocker just before |
| Lemmings | he walks off the platform to the right. Turn the |
| # of Lemmings - 14 | second Lemming into a builder to bridge the gap to |
| # to be Saved - 9 | the left. Watch the third Lemming closely, you need |
| Release Rate - 1 | to turn him into a blocker just to the left of |
| Time Limit - 5min | where the Lemmings drop but just before he falls in |

~~~~~ the gap. Now the rest should be safely locked up while you just need to follow the free Lemming. Let him fall into the hole to the left. Once he bounces off the wall and starts walking to the right, turn him into a miner. Build twice at the end of this platform. Once you fall on the steel platform, build twice again. Mine through the wooden platform in between the steel here. Build up to climb the small steel block that should be to your right. Bash through the wall and immediately build three times and you should come up right to the exit of the stage. Blow up the left blocker at the beginning and follow them as they make their way to the bottom left of the stage. Turn the first Lemming there into a blocker and the rest should make it safely to the exit.

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|--------------------|-----------------------------------------------------|
| Level 11 - Lemming | This stage is easy, just select your digger icon    |
| Flavour Please     | and wait on the far left. Turn the first Lemming to |
| # of Lemmings - 10 | reach the far left of this area into a digger just  |
| # to be Saved - 6  | as he gets there. Dig down and the wait will force  |
| Release Rate - 50  | other Lemmings into his hole which will lower the   |
| Time Limit - 3min  | drop height enough to survive. If done correctly,   |

~~~~~ you should just pass the level without a proble.

| | |
|----------------------|--|
| Level 12 - A Pint of | Turn the first Lemming to the right into a basher |
| Lemming Barman | to bash through the first pillar. Turn the first |
| # of Lemmings - 10 | Lemming again into a basher to bash through the |
| # to be Saved - 8 | second wall. Turn the leading Lemming here into a |
| Release Rate - 70 | miner when he starts going downhill on the chain |
| Time Limit - 2min | structure. All of the Lemmings should safely reach |

~~~~~ the exit this way.

---

|                    |                                                     |
|--------------------|-----------------------------------------------------|
| Level 13 - Is Your | This stage requires a lot of timing, it may take a  |
| Lemmingaid Working | couple of tries. Here is the timing I used to       |
| # of Lemmings - 14 | successful finish this stage. I immediately turned  |
| # to be Saved - 12 | the first Lemming into a bomb once he came onto the |
| Release Rate - 50  | screen from the entrance. He should blow up a       |
| Time Limit - 1min  | little bit before the right wall. Turn a Lemming    |

~~~~~ that is just about to fall into the hole into a bomb and he should blow up right at the wall. This level really just requires a lot of timing. The first bomb should blow through the ground and the second bomb should blow through the wall to the right.

| | |
|-------------------------|---|
| Level 14 - Lemmingentry | Turn the first Lemming into a digger Lemming to dig |
| Doctor Watson | through the whole pillar, not the ledge that sticks |
| # of Lemmings - 10 | out, all the way to the right. The second Lemming |
| # to be Saved - 9 | will walk off and die, the rest will fall into the |
| Release Rate - 50 | hole. Turn the last Lemming into a floater since |
| Time Limit - 3min | the hole will be too big when he reaches it. Right |

~~~~~ before the digger reaches the ground, turn him into a basher. There is a split second the animation makes the digger below the rest of the Lemmings so it shouldn't be too difficult to select the digger to bash through the pillar. All the Lemmings should safely reach the exit.

---

|                     |                                                    |
|---------------------|----------------------------------------------------|
| Level 15 - Postcard | Turn the first Lemming into a builder to reach the |
| From Lemmingrad     | slightly higher platform to the right. Let the     |
| # of Lemmings - 14  | first Lemming go and turn all of the Lemmings      |
| # to be Saved - 13  | directly behind him into builders to kill some     |
| Release Rate - 1    | time. Go back to the first Lemming before he hits  |
| Time Limit - 3min   | the gap and build over the gap. If you have any    |

~~~~~ other builders, just use them on the Lemmings behind you to buy some more time. If done correctly, there will be plenty of time for your first Lemming to build a bridge. You should be turning them into builders as early as possible as well, there should be at least five builders on the lowest platform that you start on.

| | |
|--------------------|---|
| Level 16 - One Way | Let the Lemmings walk to the right and bounce off |
| Digging to Freedom | the wall. Turn the first Lemming into a blocker |
| # of Lemmings - 12 | right before he walks off the ledge to the left. |
| # to be Saved - 10 | Bash through the first wall. Turn two Lemmings into |
| Release Rate - 60 | climbers, it doesn't really matter which ones. As |
| Time Limit - 2min | they climb up the next wall, turn them into |

~~~~~ floaters. Let them drop and turn the first one into a blocker. Turn the second Lemming here into a basher to bash through the wall you just climbed. Blow up the right blocker and watch the Lemmings reach the

end of this level.

---

|                     |                                                     |
|---------------------|-----------------------------------------------------|
| Level 17 - From The | Turn the first Lemming into a climber. Watch him    |
| Boundary Line       | climb and the second Lemming bounce back. Before    |
| # of Lemmings - 10  | the second Lemming walks off the level to the left, |
| # to be Saved - 9   | turn him into a blocker. Watch the first Lemming    |
| Release Rate - 50   | that should still be climbing. Turn him into a      |
| Time Limit - 3min   | digger RIGHT before he walks off the edge. It is    |

~~~~~ important that as he digs, there is nothing to the right of him. Before he reaches that little hole at the bottom, turn him into a builder so he can safely reach the exit. Just turn one of the Lemmings at the beginning into a basher to bash through the wall to the right. They should come out at the bridge the first Lemming built and the nine Lemmings you need should safely reach the exit.

| | |
|----------------------|--|
| Level 18 - Tightrope | Follow the Lemmings to the right, After all of the |
| City | Lemmings have dropped, turn the second one into a |
| # of Lemmings - 14 | blocker. You should have enough time, follow the |
| # to be Saved - 12 | left most Lemming and turn him into a blocker |
| Release Rate - 85 | before he walks off the edge. Now pause the game |
| Time Limit - 2min | and move the cursor all the way to the right and |

~~~~~ turn the free Lemming to the right into a builder right at the ledge to reach the exit, it should only take one builder Lemming. Now he should reach the exit so go back to the Lemmings you trapped. Turn one into a builder to build a ramp over the right blocker, you can't blow these up. They should all safely reach the exit and then you can blow them up to finish the level up quickly.

---

|                     |                                                     |
|---------------------|-----------------------------------------------------|
| Level 19 - Take The | This level requires quite a bit of timing. Watch    |
| Long Way Down       | all of the Lemmings drop while having the floater   |
| # of Lemmings - 14  | icon selected. Look at how many Lemmings are active |
| # to be Saved - 2   | on the bottom of the screen and turn the fourteenth |
| Release Rate - 99   | Lemming into a floater right away, this will buy    |
| Time Limit - 3min   | some time. Also, turn the last Lemming into a       |

~~~~~ builder once he lands to buy some more time. Now go to the right with the floater icon selected and turn the first Lemming into a floater JUST BEFORE he hits the ground. This is important because time is of the essence. Watch the first Lemming walk to the right and have him build up to the next pillar just before the edge of it. Start to bash through this wall. Here, I mine in the middle of bashing through this pillar because it's easier to make the Lemming build right off mining as opposed to bashing but you don't have to. Have him build right when you finish getting to the other side of the pillar. If done correctly, the last Lemming should just walk across the bridge you made as you're finished making it to free the two Lemmings you needed.

| | |
|------------------------|---|
| Level 20 - I Have This | This stage is pretty simple. Turn the first Lemming |
| Cunning Plan | into a basher right at the pillar to bash through |
| # of Lemmings - 14 | it. Quickly select the second Lemming to be a |
| # to be Saved - 14 | climber. He will climb up the wall the first |
| Release Rate - 10 | Lemming is bashing to kill some time. All of the |
| Time Limit - 3min | Lemmings can simply make it to the exit without a |

~~~~~ problem this way.

---

|                        |                                                    |
|------------------------|----------------------------------------------------|
| Level 21 - Climb Every | Let the first Lemming take a step or two to the    |
| Mountain               | right and then turn him into a miner. Turn the     |
| # of Lemmings - 20     | second Lemming into a blocker to stop everybody    |
| # to be Saved - 12     | from walking off to the left. As the first Lemming |
| Release Rate - 60      | finishes mining, turn the first two Lemmings into  |
| Time Limit - 3min      | climbers. Watch the Lemmings all walk to the left  |

~~~~~ and turn the left most Lemming into a blocker. Now

you can turn any of these Lemmings into climbers. Pause the game and move the cursor all the way to the right. Turn the right most Lemming into a blocker before he walks off the edge. Watch the other Lemming here bounce off him and walk back to the left. Start to mine near the rocks with the left arrows. Start bashing once you are under them from a horizontal view, not a vertical view. There should be another climber Lemming that is to the right now. Start to build once he bounces off the blocker over there so he can build up to the exit. You need to be pretty quick with everything to meet the time limit so practice a bit and try to do everything quicker if you don't get it at first.

| | |
|-----------------------|---|
| Level 22 - Please Let | Follow the Lemmings to the right. Watch the first |
| Me In | Lemming turn around at the top of the ramp and at |
| # of Lemmings - 14 | the wall. Start building just before he goes down |
| # to be Saved - 13 | the ramp. Let the other Lemmings walk to the left |
| Release Rate - 70 | and build one more time when this ramp is up. Pause |
| Time Limit - 3min | the game and move the cursor to the far left. Turn |

~~~~~ the left most Lemming into a blocker just before he walks off the platform. Now pause and go back to the builder Lemming. Build a third time. You should notice that half way in between each bridge you build there's a small break that is just there for appearance to show you that is the halfway point of the bridge. Start mining to the left to break the build. Immediately turn him into a miner again to mine through the dirt. If you turned the left most Lemming into a blocker at the last second, the other Lemmings should just reach this place right as you're finished mining.

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|                   |                                                     |
|-------------------|-----------------------------------------------------|
| Level 23 - Iced   | Follow your Lemming to the right. Build a bridge    |
| Lemming           | over the acid twice. Fall down the next gap and you |
| # of Lemmings - 1 | will turn around. Build over the next two small     |
| # to be Saved - 1 | gaps. Start to build above the small trap in the    |
| Release Rate - 1  | bottom left corner of this level. You will build up |
| Time Limit - 4min | to the wall and over the trap. Let the Lemming turn |

~~~~~ around and immediately start to build again. You should like like a backwards lower case "y." As you are building to the right, turn your Lemming into a climber to climb this wall and reach the exit.

| | |
|--------------------|---|
| Level 24 - The | Start off by turning the first Lemming into a |
| Crankshaft | climber and a floater. Let him scale the wall to |
| # of Lemmings - 10 | the right and fall down. Turn one of the Lemmings |
| # to be Saved - 9 | into a blocker right next to the left wall so no |
| Release Rate - 20 | Lemmings can touch that wall, it seems pointless |
| Time Limit - 4min | but you have to do it to beat the level this way. |

~~~~~ Go back to your first Lemming and build a bridge over the gap. Let him scale the next wall and turn him into a blocker right before the trap. Go back to the group of Lemmings at the beginning and turn one into a climber and a floater just like the first. Let him make his way to the first Lemming who is now a blocker to the trap and let him turn around. Mine through the ground right before the pillar as you are moving left. This should make a hole at an angle perfectly to the lower platform. Go back to the large group of Lemmings at the beginning and mine a hole while one is moving to the right, right before you hit the pillar. This should make a hole at the right angle to reach the lower platform as well. Now there should be Lemmings moving from the beginning to the blocker Lemming before the trap. This part requires a bit of timing. Turn one of the Lemmings into a miner as he is moving to the right and JUST AS he hits the blocker. If done correctly, you will mine under the blocker which will set that blocker free and let him walk around again. Keep your eye on the miner and turn him into a basher before he mines all the way through this platform or you will make all your Lemmings fall and die. This should save nine Lemmings and you can blow up the blocker Lemming all the way to the left, he is only a blocker to save the two climbers from walking off the level to the left.

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|                         |                                                     |
|-------------------------|-----------------------------------------------------|
| Level 25 - Lemming Good | Turn the first Lemming into a blocker to the right. |
| Fun                     | Let a free Lemming go free to the left and let the  |
| # of Lemmings - 14      | third Lemming block the rest of the Lemmings in.    |
| # to be Saved - 12      | Turn the free Lemming into a builder on the far     |
| Release Rate - 50       | left of this platform and you will reach the next   |
| Time Limit - 4min       | platform. These crystal platforms always have the   |

???????????????????????????????????????? same pattern. On the lower, larger crystals, start to build in the middle of the left side of the crystal. On the higher, smaller crystals, just build on the far left side. On the last crystal, just build twice to reach the exit. Blow up the left blocker to free the Lemmings.

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### Taxing Difficulty

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|                        |                                                    |
|------------------------|----------------------------------------------------|
| Level 1 - Roman In The | Follow the first Lemming and turn him into a       |
| Ruins                  | builder just before he walks into the gap. Quickly |
| # of Lemmings - 14     | turn the second Lemming into a blocker before he   |
| # to be Saved - 13     | falls into the gap to secure the other Lemmings.   |
| Release Rate - 40      | Follow the first Lemming and bash through the two  |
| Time Limit - 2min      | pillars that will stand in your path. Build over   |

???????????????????????????????????????? the small hole that will lead to the trap and that should do it. Simply blow up the blocker Lemming to free the rest to the exit.

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|                          |                                                   |
|--------------------------|---------------------------------------------------|
| Level 2 - Mind Your Step | Turn the first Lemming into a miner immediately.  |
| # of Lemmings - 14       | The next Lemming will fall from the right         |
| # to be Saved - 10       | entrance, turn him into a blocker just before the |
| Release Rate - 50        | trap. Pause the game and turn the second Lemming  |
| Time Limit - 4min        | that falls from the left entrance into a floater. |

???????????????????????????????????????? Make the second Lemming from the right entrance into a miner as he is walking to the left after he bounces off the blocker. Make the third Lemming from the left entrance into a blocker slightly to the left of the entrance to trap the Lemmings here. Go to the floater that should still be floating below you. Bash through the dirt pile to the left. Once you finish bashing through it, start to build before you fall. You should build three times here and he will walk to the exit. Go to the trapped Lemmings on the right. Turn one into a builder as he is moving to the left just before the steel blocks. Start to bash when you are just below the steel blocks to the left. All of those Lemmings should just walk to the exit. Make one of the Lemmings on the left dig above the dirt the other Lemmings bashed through and these Lemmings should also simply walk to the exit.

---

|                         |                                                    |
|-------------------------|----------------------------------------------------|
| Level 3 - Up The Wooden | Turn the second Lemming into a blocker when the    |
| Hill                    | first Lemming is just a few steps before the edge. |
| # of Lemmings - 14      | Make the first Lemming mine through the top right  |
| # to be Saved - 12      | corner of this platform. Quickly make him build a  |
| Release Rate - 10       | ramp to the right, you should only need one ramp   |
| Time Limit - 3min       | and you will land on the side of the spike. While  |

???????????????????????????????????????? he is building, go back to the Lemmings to the left. Make one a blocker to the left of the exit before any fall off. Go back to the builder Lemming to the right and watch him climb up and down the other side of the spike. Make him build twice at the base of this spike to land at the next spike. Watch the Lemming walk over this spike and have him start to build at the base of this one. You should build a total of five times to reach the platform with the exit, this will leave one builder left. Go back to the beginning and have one of the trapped Lemmings build over the blocker to the right. Watch all of the Lemmings reach the end and blow up the two blockers left.

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| Level 4 - These Lemmings | Turn one Lemming into a blocker on the right side  
| Need Help | before he walks into the trap. Now switch to the  
| # of Lemmings - 14 | left side and forget about those on the right for  
| # to be Saved - 12 | now. Turn the second Lemming into a blocker just  
| Release Rate - 50 | to the left of where the Lemmings are landing from  
| Time Limit - 3min | the entrance, not to the left of the hatch, just  
~~~~~ to the left of where they are falling. Turn the  
free Lemming to the left a builder while he is moving to the left and just
under the left-most part of the hatch they enter from, view diagram for better
detail. You should build four times and he will reach the wall. Let him take a
few steps back and start building again, you should need three builds to reach
the next platform. Build again to reach the exit once you have reached the top.
Blow up the blocker Lemming on the left for the rest to reach the exit. Turn
one of the Lemmings on the right side into a miner as he is moving to the left
and just before the wall. Turn him into a basher immediately to make it start
bashing just under the steel to the left. Turn him into a builder when he
clears the steel wall to stop him, he won't build, it will just stop him from
bashing. Turn another Lemming into a builder just to climb up the bashed wall
and the rest should safely reach the exit.

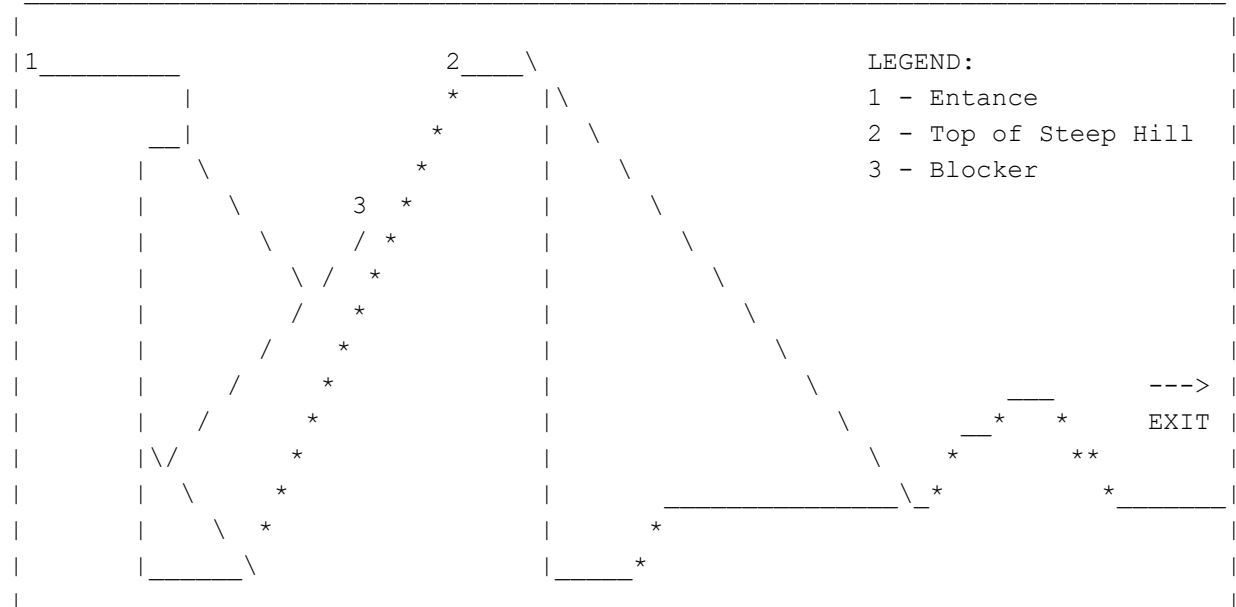
| Level 5 - The Prison | Let the first Lemming move slightly to the right
| # of Lemmings - 12 | and turn him into a builder. Make the second
| # to be Saved - 11 | Lemming a blocker when he is between the drop down
| Release Rate - 50 | from the entrance and the builder. Turn the
| Time Limit - 5min | builder into a floater and continue building. You
~~~~~ should build a total of four times to make it just  
above the steel boxes to the right. Bash through these poles and float down  
below. Start to build immediately, you should build in the middle of the top  
step. Build a total of three times and bash through the ground that you  
approach. Build slightly to the left of the exit to stop bashing and you will  
turn around. Start to build just before you reach the bottom of the ramp. You  
should make a ramp that will go up to the steel block and bounce back to the  
right. Build a ramp to the exit. Blow up the blocker at the entrance to allow  
the rest to exit the level.

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| Level 6 - A Spot Of | Turn two Lemmings into climbers and floaters while  
| Bother | they are walking to the left. Start to build to  
| # of Lemmings - 14 | the right in the middle of the dirt patch with the  
| # to be Saved - 12 | arrows. This ramp is just to save some time. Watch  
| Release Rate - 99 | the Lemmings fall to the bottom platform. Turn the  
| Time Limit - 4min | first Lemming into a blocker just before he climbs  
~~~~~ the crystal. The other Lemming will bounce off of  
the blocker and walk to the right, bash through the dirt there. Start to dig at
the web structure just before the trap. Pause to go back to the top and turn
another Lemming as he is moving to the left, turn him into a floater as well.
Pause and go back to the Lemming in the bottom right. Dig just before the next
trap and climb the wall to the far right. Turn him into a blocker just before
he falls off. The other Lemming you just turned into a climber should make his
way to the Lemming you just turned into a blocker. Let him bounce off and go
back to the web and traps while walking to the left. Dig before the right trap
here. You just have to build a ramp over the last gap here and he will bounce
off the Lemming to the far left. You will move all the way to the blocker on
the right. Turn to the left and build a ramp on the edge of this platform.
Climb over the crystal and bash through the dirt with the arrows. Blow up the
blocker to the far left and this Lemming will reach the exit. Go back to the
Lemmings at the beginning and you should already have a ramp from the middle of
the dir with the arrows to the wall to the right. Build in the middle of this
ramp to the left to make it over the wall on the left. Build again to get over
the crystal and you will bounce off the wall to move to the right through the
dirt you just bashed through with the other Lemming. Build a ramp over this

| # of Lemmings - 14 | walks off the level to the right. Turn the second
 | # to be Saved - 11 | Lemming into a climber and watch him climb over
 | Release Rate - 40 | the wall to the right. Bash through the next
 | Time Limit - 4min | mountain in your way. You will see a trap, build
 ~~~~~ over it but keep building. Use all four builders  
 there and you should come out on top of that wall to the left. Climb over the  
 next wall and pause the game. Go back to the beginning and turn one of the  
 Lemmings into a climber. Now pause the game again and go back to the first one.  
 Turn him into a blocker just before he walks up the steps on the exit. The  
 other climber should catch up to the blocker at the exit and bounce back. Turn  
 him into a basher at the VERY BOTTOM of the wall with the arrows to the right.  
 He will fall in the little hole there and be trapped. Turn the blocker on the  
 left into a bomber to blow up and go back to the beginning of the level. Turn  
 one of the Lemmings into a basher to bash through the wall to the left and all  
 eleven Lemmings that you need will easily reach the exit.

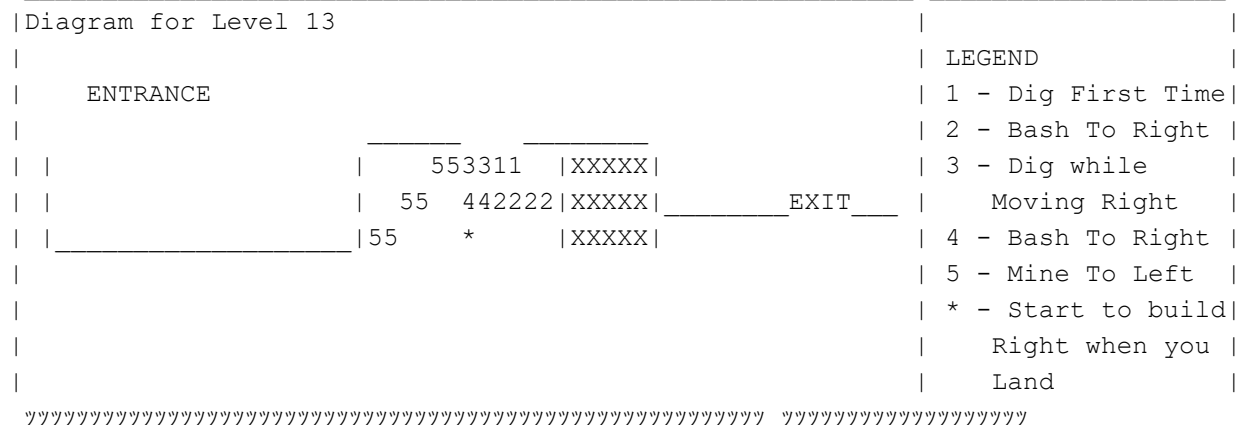
| Level 10 - Just Like | Turn the first three Lemmings into floaters. Turn  
 | Mary Poppins | the fourth Lemming into a blocker before he falls  
 | # of Lemmings - 14 | off the ledge. Watch the Lemmings make their way  
 | # to be Saved - 11 | to the dirt path further to the right. Turn the  
 | Release Rate - 50 | first Lemming into a blocker before the exit.  
 | Time Limit - 5min | Watch the second Lemming bounce off of him and  
 ~~~~~ make his way back to the steel platform to the  
 left. Take a step onto the steel platform and then build on it, facing to the
 left. It should be slightly to the left of where the steel meets the dirt, not
 exactly on it. Build a total of seven times and you can climb back to the top
 of that tall platform. Turn one of the Lemmings walking to the left, doesn't
 matter which, into a builder while he's scaling down that incredibly steep
 hill. This will force him to build once he hits the ground. Build twice and you
 will turn around. Build three times once you start walking to the right again
 and let the Lemming walk off to the right. Wait until both of the Lemmings are
 at the bottom or to the left of that steep hill and turn the right one into a
 blocker just before he reaches the very top of the ramp that should meet at
 about the middle of the steep hill. This will force the last free Lemming here
 to be stuck between it and the wall to the left so it won't move too much.
 Start to build to the left at the highest part of the ramp that you previously
 built and you should meet up at the bottom right corner of the steel block that
 is sticking out of the platform you started on. Just blow up the blockers and
 the eleven Lemmings you need will safely reach the exit. To make sure
 everything is done right, check the diagram below, it is not necessarily drawn
 to scale but it portrays the idea.



| Level 11 - Abombinable | This level simply requires good timing. Turn the
 | Lemmings | first Lemming into a bomber once he hits the top
 | # of Lemmings - 14 | step. Turn the third Lemming into a bomb just as
 | # to be Saved - 10 | he reaches above the fire which should be a
 | Release Rate - 80 | platform below. Turn the seventh Lemming into a
 | Time Limit - 2min | bomber just as he reaches the right side of the
 ~~~~~ fire which is still a platform below. You should  
 still be in a room without fire in it. Let all of the Lemmings fall into this  
 room and you'll have plenty of time to time the last bomber right. Still keep  
 your eye on that top left most fire. Turn a Lemming into a bomb when he is  
 directly below and as close to the middle as possible while he is walking to  
 the right. That should do it, you just blow up four Lemmings so you still have  
 enough to finish and you avoided all the fire.

| Level 12 - On the | This level is a bit difficult to explain so I will  
 | Spiders Web | try my best, it's really just one you have to  
 | # of Lemmings - 14 | practice a bit. Look at the larger holes in the  
 | # to be Saved - 10 | spider web. There should be four total, one coming  
 | Release Rate - 50 | in from the top left, one slightly bigger one in  
 | Time Limit - 4min | the middle pointing to the top, a small one just  
 ~~~~~ to the right of the top of the previous hole, and  
 a huge one coming from the bottom right. Look at the squares here. You will
 walk up the web and fall in the middle hole a little. Then you will climb some
 more. Start to dig right at the second square of the web here. Let the first
 Lemming walk off to the right and turn all of the Lemmings directly behind him
 into builders on the flat platform to buy some time. Keep an eye on the Lemming
 to the right while building in the middle. Pause the game once he reaches the
 middle of the X in the web. Have him build and pause again. Keep building with
 the next closest Lemmings to buy some more time. Once the right most Lemming
 builds up to the next part of the web, just have him keep bashing through it to
 reach the exit. You will have to make him bash at every square, he won't bash
 to the end so stay on him.

| Level 13 - Can You Stand | Make the first Lemming a climber. Have him dig
 | The Heat | through the dirt slightly to the left of the steel
 | # of Lemmings - 14 | blocks so there is still dirt in between you and
 | # to be Saved - 14 | the steel. Bash once you dig down two blocks to
 | Release Rate - 70 | bounce off the wall. You will climb back to the
 | Time Limit - 2min | left and where you started. You will eventually
 ~~~~~ climb back to the right to where you just dug, dig  
 just to the left of the first hole you dug and bash at the same moment you  
 bashed through before to stop. Turn around and climb up the wall to the left.  
 Start to mine immediately so you can mine to the other Lemmings. Make the first  
 Lemming build once he falls in the wide hole you just dug and they will all  
 reach the exit. It's hard to explain so view the diagram below for further  
 assistance.



|                         |                                                  |
|-------------------------|--------------------------------------------------|
| Level 14 - Come On Over | Start off by making the first Lemming a blocker  |
| To My Place             | just after he takes a few steps to the right, he |
| # of Lemmings - 14      | has to be above the steel blocks. Let the second |
| # to be Saved - 12      | Lemming walk off to the left. Make the third     |
| Release Rate - 1        | Lemming mine to the left before the edge of the  |
| Time Limit - 3min       | steel platform below, this will trap the rest of |

~~~~~

left to the next platform. About halfway through the ramp, make one of the Lemmings trapped at the beginning build to the left so they can all be freed. Make the first Lemming that is to the far left a blocker before he walks off the edge. Let the other Lemmings bounce off him and start to build to the right to make it onto the top platform. You have to pay close attention here, some will fall to the right and make their way back to the beginning. The LAST Lemming to make their way back to the beginning, has to mine under the blocker to free him. Go back to the top platform and you have to turn a Lemming into a blocker so there are two to the right of him and the rest to the left. He has to be turned into a blocker above the middle of the entrance of to the left of the entrance. Make the right of the two Lemmings to the right into a builder to climb the next platform to the right. Let them walk down the steps and fall to the bottom right platform. Turn the right most one into a blocker before he falls off the edge. Let the other bounce off and build a ramp over the gap to the exit. Go back to where the Lemmings are trapped and turn one into a miner right below the blocker on the top middle platform. You will have to make one of the other Lemmings build a bridge over the hole the miner just made and the rest should be home safe. Pay attention to the three minute timer on this level, you have to do everything pretty quick so practice and try not to waste time.

Level 15 - Pee Wee	Turn the first Lemming into a builder right before
Creatures	he walks off the edge to the right. Turn the
# of Lemmings - 14	second Lemming into a blocker before he also walks
# to be Saved - 13	off to the right. Have the first Lemming build a
Release Rate - 5	second time to reach the higher platform. Build
Time Limit - 3min	again towards the end to reach the next slightly

~~~~~

higher platform. Build at the end of this platform and you will stop half way because of the crystal coming down from the ceiling. The Lemming will turn around, that's ok. He will continue to the right. Just keep watching him and build a ramp above the trap right before the exit. Blow up the blocker to free the rest of the Lemmings.

---

|                    |                                                    |
|--------------------|----------------------------------------------------|
| Level 16 - Caution | Turn the second Lemming into a blocker once he     |
| Lemmings on Road   | takes a few steps to the right. Turn the third     |
| # of Lemmings - 14 | Lemming into a blocker as well to trap the         |
| # to be Saved - 13 | Lemmings at the start. Pause and move ahead to the |
| Release Rate - 80  | free Lemming to the right. Make him build after he |
| Time Limit - 3min  | takes a step or two. Look at the logs that you're  |

~~~~~

walking on, you should be building in between the third and fourth logs. You will have to build a total of four times and you will be able to reach that platform. Turn a Lemming into a digger when he is right at the right blocker so he will dig under the blocker setting him free. Turn him into a basher when you free the blocker so everybody can go to the right. Just blow up the last blocker to the left to finish this stage.

Level 17 - Just Drop In	Don't worry about the minute time limit, that's
# of Lemmings - 14	plenty of time. The only problem here is you have
# to be Saved - 11	to be incredibly quick. It may take several tries
Release Rate - 85	because this is just basically a test of agility.
Time Limit - 1min	Let the Lemmings walk to the far right of the

~~~~~

slightly lower platform that you will drop on from the entrance. You will need to turn each Lemming into a digger individually but

you have to be quick to make sure they don't walk off the edge. The problem here is if you drop from the top of the platform, that's too high of a drop and you will die. If you drop from the lower part of the platform through digging, it's just the right height.

---

|                    |                                                    |
|--------------------|----------------------------------------------------|
| Level 18 - Arctic  | Turn the first Lemming into a blocker before he    |
| Lemmings           | walks off the edge. Make the second Lemming build  |
| # of Lemmings - 14 | to the left to reach the next platform. Make the   |
| # to be Saved - 12 | third Lemming a blocker to stop everybody from     |
| Release Rate - 50  | going ahead of the Lemming building. Just have the |
| Time Limit - 5min  | free Lemming build a ramp for each gap until he    |

~~~~~ gets to the bottom left most platform. Start to build in the middle of this platform, you will have to build twice to reach the wall in the dirt area. Start to bash to the left. When there is dirt below you, start to dig. Bash again where there's dirt to your left. Once more when you see dirt below you, dig. And when you're at the lower part of the dirt to the left, start to bash to the left. Here you can build three times to the floating crystal. Walk to the other side of the crystal and build four more times and fall to the platform before the exit. Build off the edge of this platform to avoid the trap and you're home safe. Blow up the left blocker Lemming to free the twelve you need.

| | |
|--------------------------|--|
| Level 19 - Where Are The | Turn the very first Lemming into a climber so it |
| Crates | will climb the small wall to the right. Follow it |
| # of Lemmings - 14 | as it goes up the stairs to the right and turn it |
| # to be Saved - 14 | into a builder just before it falls into the hole. |
| Release Rate - 50 | This lemming will walk to the finish after the |
| Time Limit - 3min | ramp is built. Not go back to the beginning and |

~~~~~ turn one of the lemmings moving to the right into a builder just before it hits the wall. It will build a ramp onto the higher platform which will allow all the lemmings to reach the end.  
-Thanks to Irene Xenos for submitting this strategy!!

---

|                    |                                                    |
|--------------------|----------------------------------------------------|
| Level 20 - Come to | This one is incredibly simple. Look at the points  |
| Lemming Country    | that are pointing upward in the web structure      |
| # of Lemmings - 14 | below you. Turn the first Lemming into a bomb once |
| # to be Saved - 13 | he is above the third point in the web structure.  |
| Release Rate - 50  | This will make him explode near the end that will  |
| Time Limit - 1min  | force the Lemmings to bounce off the wall that is  |

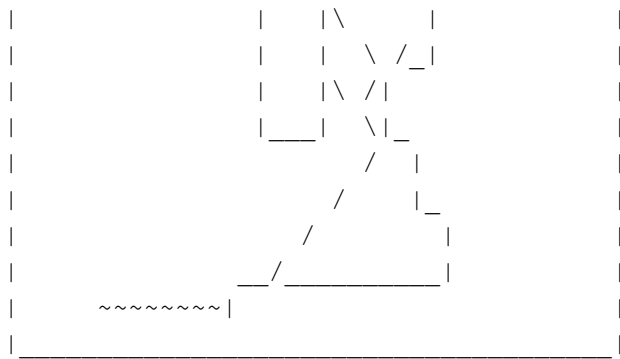
~~~~~ holding acid and you will easily reach the exit.

| | |
|-----------------------|--|
| Level 21 - Cloud Base | Start off by turning the first Lemming into a |
| One | miner. Make the second Lemming a blocker before he |
| # of Lemmings - 14 | walks off the edge to the left. Watch them make |
| # to be Saved - 12 | their way to the right wall and bounce off. Turn |
| Release Rate - 60 | the left most Lemming into a blocker before he |
| Time Limit - 4min | walks off the edge to the left. Turn any of the |

~~~~~ Lemmings into a climber, preferably one moving to the right just before the wall to the right to save time. Watch him climb over the wall and move further to the right. Look at the highest little grass platform to the right of the exit and start to mine on the left side of that platform. Turn that Lemming into a builder during the mining to stop him and turn him around. He will start walking to the left again, start to bash at the base of the hill right under the left most steel block that is holding the exit in place. This will bash through the dirt with the arrows to reach the other Lemmings. Watch the Lemmings to the right bounce back to the left through the little hole you mined earlier. Start to build while moving to the left just to the right of the exit. You should build twice and make the ramp just big enough to reach it. Just watch the rest of the Lemmings walk to the exit to finish this level off.







on your way to the top. That is the setup I used myself when I beat the level so that was the one I drew but I know there are several variations. I simply drew that diagram as a template for you to use on your way to the top.

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| Level 2 - In The Boiler Room | Watch the first Lemming bounce off the wall to the right. Turn him into a floater and make him build just at the end of this platform. Turn the second Lemming into a blocker before he walks off the edge to stop all of the other Lemmings. Let the free Lemming fall and walk all the way to the left. You will notice points in this platform that act as little hills. As he walks back to the right, start to build at the second to right most point. You should build twice and you will come up to the bottom of the platform all of the other Lemmings are on. You will notice in these ramps there is a small break in between them and midway through each ramp. So on this ramp, you should see three total breaks all the way up. Bounce off the platform with the Lemmings on it and build while you are walking to the left on the bottom most break on the ramp. You will have to build three times to reach the next platform. You will notice on this platform has five total bricks along them, the breaks in the bricks are pretty noticable. Start to build while you are still moving to the left at the second break you reach. Build three times there to reach the platform with the exit. Now you just have to blow up the blocker at the beginning to allow the rest of the Lemmings to reach the exit.

---

| Level 3 - Who Wants To Be A Hero | This level is pretty difficult. Turn the first Lemming into a climber and floater right from the start. Turn the fourth to last Lemming into a digger just as he gets above the higher platform below the Lemmings. Watch the Digger Lemming move to the right and have him bash through the top half of the ramp to the right, you should be taking out the top half of the wall with the arrows. Just as you finish bashing in through that wall, the other Lemmings will pass to the left. Watch the first Lemming you turned into a climber and floater fall off to the right. Make him dig right before the pillar and the eleven Lemmings you need will safely reach the exit.

---

| Level 4 - There Must Be More To Life | Start off by turning every Lemming into a climber. Let them climb the spiral structure. Make the first Lemming dig hen there is a platform below him. The second Lemming will get by, make him dig as well. All of the Lemmings should be inside now. Make them dig when there is a platform below them twomore times so all of the Lemmings will be in the middle of the spiral. Make one dig when they are all there so they will be one platform lower. Now you just have to make any one of the Lemmings dig when they are DIRECTLY ABOVE the exit. They will land and simply exit the level.

---

| Level 5 - Liberate A Lemming Today | This level requires a lot of luck. Turn all of them into floaters as they fall out of the hatch to enter the level. You have to turn one into a builder in the middle as he is walking to the

| Release Rate - 50 | left. You have to be lucky to make one build to  
| Time Limit - 4min | the left in the middle but the next part also  
 requires a bit of luck. You have to make the very  
last Lemming that squeezes in between the ramp and the wall into a basher to  
bash through the wall to the left. If any squeeze in behind him, you won't  
finish the level. Make the free Lemming build two times from the edge of this  
platform to the next platform above. Walk to the edge of this one and build  
once more. You will reach the second platform here, build again at the edge and  
you should reach the ground. Start to build right at the top of the steps, you  
will need to build four times to reach the exit. Now go back to the beginning  
and you have to be lucky once more. Make him bash through the lower part of the  
ramp that is trapping all of the Lemmings in so they can all reach the exit.

---

| Level 6 - Calling | Turn the first Lemming into a builder to the left.  
| International Rescue | Once he is half way done with building it, have  
| # of Lemmings - 14 | another Lemming mine through the bottom half of  
| # to be Saved - 14 | it. This should have the first Lemming moving to  
| Release Rate - 50 | the top left of the level and trapping the rest at  
| Time Limit - 4min | the entrance. You will notice a patch of grass in  
 the steel platform, dig through the left side of  
it. Bash through the wall just before the lowest part of the dirt patch so you  
will move to the left and land on the right steel block on the lower platform.  
Immediately have him mine on the right half of the grass patch here and he will  
bounce off the left steel block. Make him dig while he is moving to the right.  
Start to bash through the wall to the right immediately when you get under the  
steel blocks from a horizontal plane. You will land on the dirt patch below.  
Start to build once to the right and you will land on the larger platform to  
the right. Look at the dirt patch between the steel blocks and start to bash  
through the top half of them. Once you finish bashing, start to build up to the  
wall to the right of the exit. You should build two times and come right off  
the wall. Immediately start to build to the left at the very top of this ramp  
two times and you will make your way to the exit. Go back to the beginning and  
turn one of the Lemmings into a builder while moving to the left to follow the  
path of the first Lemming and the rest will reach the exit safely.

---

| Level 7 - Two For Tea | This level is really easy for Mayhem difficulty.  
| Please | Turn the first Lemming into a builder right at  
| # of Lemmings - 2 | the edge of this gap. Turn the second Lemming into  
| # to be Saved - 2 | a builder right away to buy some time. Fall to the  
| Release Rate - 50 | next platform and build at the end of this one.  
| Time Limit - 2min | Have the second one build to buy some time again.  
 Now just watch them walk to the exit.

---

| Level 8 - Houston We Got | Another simple level, you just have to be quick.  
| A Problem | Turn the first Lemming into a digger right when  
| # of Lemmings - 14 | he reaches the wall so he digs through the  
| # to be Saved - 14 | skinnier platform. The first Lemming in that small  
| Release Rate - 50 | hole that is walking to the right should bash  
| Time Limit - 1min | through the wall to the right. And it's as simple  
 as that, watch them safely walk to the exit.

---

| Level 9 - Pass Me That | This level is a bit difficult to explain and  
| Lemming | requires a lot of timing so check the diagram  
| # of Lemmings - 14 | below and practice the timing. You will notice  
| # to be Saved - 14 | the small humps below and slightly to the left of  
| Release Rate - 99 | the exit. Start to dig on the right side of one of  
| Time Limit - 3min | those humps and start to build once you see a wall  
 to the left of that Lemming that will tap all of  
the Lemmings in to stop him. If you build on the right side of the hump, you  
will be able to walk to the right and when they bounce back to the left, they





| Level 12 - The Lemmings | Turn all of the Lemmings into floaters. Turn one  
| Canna Take It | into a climber that is moving to the right. Watch  
| # of Lemmings - 14 | him climb up and fall off the platform to the far  
| # to be Saved - 14 | right. The lower platform he will land on has a  
| Release Rate - 50 | lip that sticks out. Dig through this extension.  
| Time Limit - 4min | You will bounce back to the left after the lip  
~~~~~ that sticks out from the platform to the right.

Climb up the platform to the left and build at the end of this platform. Keep moving to the left and build off the edge of this platform as well. You will climb up the wall and come back down on the platform you just built. Build a platform to the right just before the edge of this platform. This build should make a connection with the ramp to the right. The game will force your Lemming back to the left again. He will climb up the wall and come back down. Just build twice at the edge of the last platform before the exit. Now you have to go back to the beginning and bash through the wall to the right and all of the Lemmings will safely reach the exit without a problem.

| Level 13 - Revenge Of | Turn the first Lemming into a blocker as he
| The Lemming | approaches the top right corner. Follow the
| # of Lemmings - 14 | Lemmings that bounce off him and move to the left.
| # to be Saved - 12 | Turn the second Lemming that is still moving into
| Release Rate - 50 | a blocker just before the higher ramp that shoots
| Time Limit - 5min | up and to the top right corner so that all the
~~~~~ Lemmings are blocked between him and the other

Lemming. Watch the free Lemming to the left and have him build at the far left corner of this platform. One build should make your way to the wall. Bash through the wall there and dig before you hit the steel. Build a total of six times at the edge of the platform you'll land on after digging and turn him into a floater. Turn him into a blocker on that ramp to the left of the crystal just before he walks onto the steel. It is important that you do it here and not on the steel and that you do it on the left half of that platform. Blow up the left blocker Lemming and quickly select the blocker icon. Let only one Lemming get through to the left here and turn the next into a blocker on the small ramp that the first blocker was on. Turn the free Lemming into a floater and have him bounce off the blocker to the far left. Make him build to the right in the middle of the right incline of the crystal. You should build two times here and your Lemming will turn around to the left after being stuck by the other ramp. Make him build exactly at the blocker Lemming to the left and the blocker will get free to allow both to exit the level. Make one of the Lemmings at the beginning bash through the small ramp the left blocker is on and the rest will easily reach the exit.

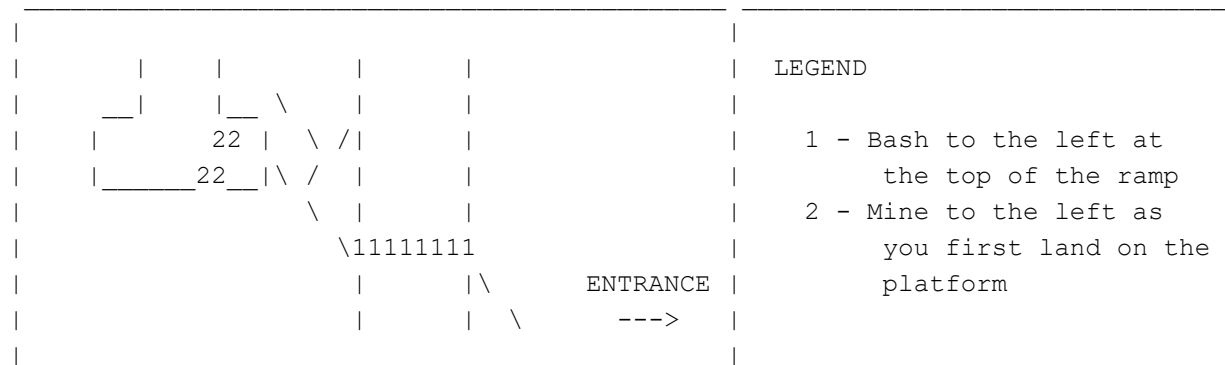
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| Level 14 - Open Season | Turn the first Lemming into a digger at the right  
| For Lemmings | side of the top point of the hill to the right.  
| # of Lemmings - 14 | Once there is a wall to the right of the Lemming  
| # to be Saved - 14 | that is diggin, build to stop him. It is important  
| Release Rate - 50 | that you stop him immediately when Lemmings start  
| Time Limit - 3min | to get trapped here. There should be two Lemmings  
~~~~~ that got by to the right. Make one a builder at

the lowest most section of this platform twice so he comes right up to the wall to the right. Make him bash right when he reaches the wall and you should reach that large open section there. Build over the gap and bash again on the right wall. This should allow the Lemming to easily reach the exit. Go back to the beginning and make one of the Lemmings a miner to the right. If you stopped him from digging as soon as possible, he shouldn't fall through the ground below. Just make him build when the Lemmings are freed from the hole to stop him from going off the map and watch all the Lemmings reach the exit.

| Level 15 - This Lemmings | Turn the first Lemming into a blocker right before
| Faulty | he walks off the platform to the right. Let the

| # of Lemmings - 14 | second Lemming bounce off the blocker and move to
 | # to be Saved - 10 | the left. Make him build before he walks off the
 | Release Rate - 50 | edge. Turn the third Lemming into a blocker right
 | Time Limit - 3min | before he walks off the edge to block the rest of
 ~~~~~ the Lemmings in. Go back to the builder and you  
 should build a total of three times here. Build up to the wall and bash through  
 it when you reach it. Build once you are done bashing twice so you come up to  
 that platform above. Let the Lemming turn around and start to build again once  
 he starts moving to the right. Done correctly, you should have one full build  
 to the wall to the right. Again, let him bounce off that wall and start to  
 build to the left once he starts moving to the left. If done correctly, you  
 will come onto the lip of the platform to the left. Check the diagram below for  
 a better depiction. Once you land, immediately mine to the left. Build a bridge  
 over the next gap and watch him as he moves to the left. At the far left, he  
 will fall off the platform, turn him into a blocker just before he walks off  
 the edge. Blow up the left blocker at the beginning and watch the Lemmings walk  
 towards and bounce off the blocker to the far left. Follow the first Lemming  
 fall off to the right onto the platform with the exit. Make him a blocker  
 before he walks off the edge and the rest of the Lemmings should safely reach  
 the exit.



| Level 16 - Hello John | You need to start off by making all of the  
 | Got A New Lemming | Lemmings floaters so they don't die from the  
 | # of Lemmings - 14 | start. If any die, you won't beat the level so  
 | # to be Saved - 14 | just reset it. Make one of the Lemmings on the  
 | Release Rate - 70 | bottom a climber as they are moving to the right.  
 | Time Limit - 3min | He will climb all the way to the top right corner.  
 ~~~~~ While he is on his path, turn one of the Lemmings  
 on the top half into a basher to smash through the walls with the arrows. When
 the climber reaches the top right he will fall, once he hits the ground, turn
 him into a builder. He will climb up to the right and end up on the other side
 of the wall with the arrows. Bash through this wall parallel to where the hole
 is on the other side and the top half will be saved. The climber Lemming will
 make his way to the top left corner of the map. You will notice a dirt patch
 you can dig through. This part is a little confusing to explain so I will
 include a diagram below. Dig through the right half of it. When you are
 parallel with the bottom of the steel blocks, start to bash. You should bash at
 the moment that you will end up bashing into the steel wall but there should
 still be a dirt patch above your head. This will allow the Lemming to turn back
 to the right so you can dig some more. Bash to the right when you see the dirt
 patch in between steel blocks above the right side of the exit. Bash just under
 the upper block here until you reach the steel wall all the way to the right.
 Dig to the bottom here so you will land on the left side of the wall with the
 arrows. Bash through half of it and you will turn around. Fall down to the
 lower platform and build a ramp at the edge, that will allow this Lemming to
 reach the exit. Go back to the right where the Lemmings are trapped and make
 one build a ramp to the left so you can get back to the wall with the arrows on
 it. Bash through it and all the Lemmings should reach the exit.

turn whatever Lemming reaches the second right-most ramp into a blocker in the middle of the ramp. Make the second right builders build again to reach the platform to the right. The third Lemming should only build half a ramp and stop because of the hatch of the entrance. Dig through that ramp to get it out of your way. There should now only be two ramps left with the blocker in the middle of the left ramp. If the Lemmings can walk up the ramp a little bit with the blocker on it, then you can continue, if not, you have to restart the level and try again. This is the most difficult task to accomplish in the game and an emulator works great for save states here. It took me a long time before I can just figure out the beginning of this stage correctly so keep practicing if you want to complete this stage, if not, just use a password. Make one of the free Lemmings on the higher platforms bounce off the right wall and build twice to reach the next higher platform. Let both the Lemmings bounce off the left wall on the middle platform that you just built to. Make one build twice up to the next highest ramp. Let the other Lemming walk back to that ramp you built on the far right. Build in the middle of it to the right so the ramp ends just under where the platform above you ends. Watch the builder in the top left corner and let him walk to the far right end of the platform with the hole on the end. Make him a blocker right before he falls off. Make the other free Lemming up here build to the left to make it onto the higher platform. Make him dig around the middle or to the left a little. He will fall and make his way back up to where he dug, make him dig RIGHT BEFORE the hole. Keep doing that four or five times for one large hole. Once the hole is four or five digs wide, make your way back to the blocker in the upper right hand corner. Dig right below him to set him free. Get back to the second highest and start digging to the far right. Dig slightly to the right of the top hole and dig a wide hole again. Just make sure to save one dig for the blocker at the beginning. When both holes are wide enough and the top one is slightly to the left of the bottom one, start to build to the left from the middle platform. Build three times and you should make a ramp all the way to the top platform. These two free Lemmings should reach it. Make one of the Lemmings at the beginning free the blocker on the ramp and all of the Lemmings should reach the exit. I've said it before that this is an incredibly difficult stage so you will get frustrated with it. If you really want to beat it, just please be patient because even knowing how to beat it, the level could still take upwards to an hour.

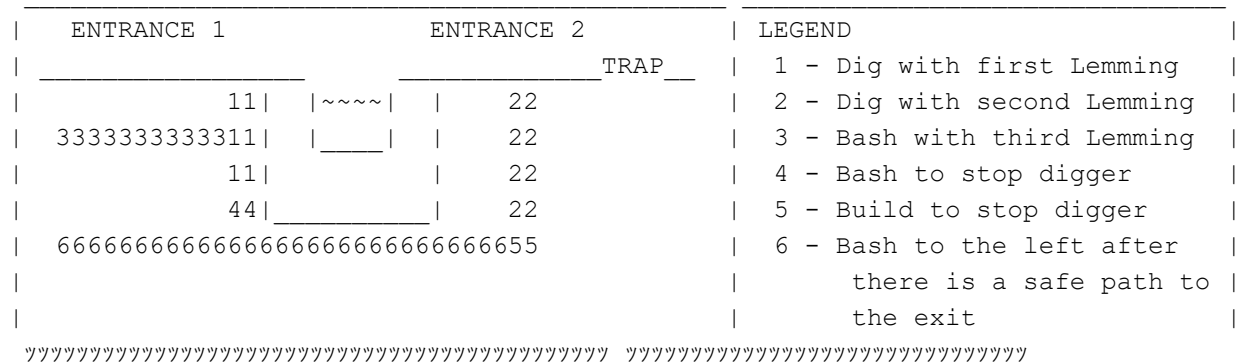
| | |
|---------------------|---|
| Level 20 - They Are | This level is very difficult to start, it is easy |
| Clean And Green | afterwards so if you can start it right, it's |
| # of Lemmings - 14 | clean sailing the rest of the way. Start out by |
| # to be Saved - 13 | making the first Lemming build at the far right |
| Release Rate - 50 | edge and this will build half of a ramp to the |
| Time Limit - 5min | wall to the right. Make the second through fifth |

yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy Lemmings builders as well to buy time. The second through fourth should actually build and there won't be any space for the fifth to build but him shrugging his shoulders will buy enough time to finish that first ramp to the right. Follow the first Lemming that will bounce off the right wall and move to the left. Make him build over that gap and immediately turn a Lemming behind him into a blocker so all the Lemmings are trapped between the blocker and the ramp to the right except for the one builder Lemming that is free to the left. Let him fall into that small pit to the far left after you build. You have to build to the left immediately from the base of the right wall. If done correctly, the ramp will NOT come up to the left wall. Let him fall and bounce off the left wall. Dig UNDER the ramp so that the other Lemmings who use that ramp, will fall to the left and bounce off that wall and move to the right before the fall through the hole. Let the free Lemming walk to the edge of the lowest platform here and build. Build a total of six times so you reach the platform in the upper right of this area and over the water completely. Let him fall down to the slightly lower platform to the right and build a ramp over the gap to the exit. Just have one of the trapped

Lemmings build a ramp over the blocker Lemming at the beginning and the rest should make it to the exit if that ramp on the far left is above the hole.

| | |
|-----------------------|---|
| Level 21 - Some Heads | This one is a bit difficult to time and explain |
| Are Going To Roll | so I will draw a diagram below as well. Make the |
| # of Lemmings - 14 | first Lemming that drops from the left entrance |
| # to be Saved - 14 | start to dig right before he walks onto the steel |
| Release Rate - 40 | blocks to the right. Pause the game and move over |
| Time Limit - 3min | to the first Lemming falling from the right |

~~~~~ entrance, make him a digger as well. Pause the game again to move to the left. The second Lemming at the left hole should bash through the dirt to the left just below the grass. Go to the left digger and make him bash into the steel blocks just before you go under it to stop him. Make the Lemming to the left a floater when you have a second. Go back to the Lemming digger on the left. Make him build to stop him just as he goes below the steel blocks from a horizontal plane. Now both diggers should be stopped while the basher in the top left should be the only free Lemming. Watch him float down to the ground and bash through the dirt pile to the left. Make him build two times just before the trap to make it to the platform with the exit. Now go to the Lemmings in the hole on the right side. Make one bash to the right. If done correctly, you should go just under and freeing the Lemmings in the left hole. The Basher Lemming will bash all the way to the left which will allow all Lemmings in the level to make it to the exit.




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|                    |                                                    |
|--------------------|----------------------------------------------------|
| Level 22 - Is That | Turn a Lemming into a builder as he is moving to   |
| Lemming Licensed   | the right in this small secluded area. You will    |
| # of Lemmings - 14 | hit the wall and turn around, at this point, build |
| # to be Saved - 14 | again to the left so you can get over that wall    |
| Release Rate - 90  | to the left completely. Build a ramp to get onto   |
| Time Limit - 8min  | the crystal to the left. Have the Lemmings fall    |

~~~~~ onto the platform directly below them. However, make the last Lemming up there a builder right before he falls onto the lower platform. This will allow him to be right next to the exit. Before he falls off the edge, make him a floater. He will bounce off the crystal to the left and start moving to the right. Bash through the wall with the arrows here. Dig just before the trap and you will fall onto the web below. You will end up next to the next trap, dig before you hit that one too. You will come up and end up on the right side of the level. Let the Lemming bounce off the wall to prepare yourself for later. Now you should be moving to the left back towards those traps. Dig before the first one. Build a ramp when you get under the second one and bounce off the crystal to the left to start moving right again. Build a ramp under the right trap when you reach it and you will be approaching the bottom right corner of the level. Look at the steel blocks, start to build in between the first and second blocks from the right wall. This part is a bit tricky, you should end up building right up to the wall. You have to build from the top of this ramp to the left. It might take a few tries since it's a difficult task to accomplish successfully. Build once more so you will be on top of the crystal. Climb the crystal and let your Lemming bounce off the left wall. Build another ramp onto the crystal, this time from the left side. Bounce


| | | | | | | |
|----------|---|--------|--|----------|---|--------|
| Level 4 | - | PRTTMR | | Level 4 | - | SHDYWR |
| Level 5 | - | RYVCTD | | Level 5 | - | KRWQHJ |
| Level 6 | - | ZWKRBD | | Level 6 | - | PDHJDN |
| Level 7 | - | FRRWNB | | Level 7 | - | HPBFXX |
| Level 8 | - | WYPRHD | | Level 8 | - | BZGSDT |
| Level 9 | - | PKDJJJ | | Level 9 | - | MLYZTF |
| Level 10 | - | YPPSLQ | | Level 10 | - | FFDYSE |
| Level 11 | - | HWRWXQ | | Level 11 | - | YYKSGS |
| Level 12 | - | BHYWKL | | Level 12 | - | GLSHSL |
| Level 13 | - | VWYRTN | | Level 13 | - | VKLSDH |
| Level 14 | - | XYHGXX | | Level 14 | - | GTNGQQ |
| Level 15 | - | PLWJHL | | Level 15 | - | JDFSDY |
| Level 16 | - | GKJXCZ | | Level 16 | - | WRDFVH |
| Level 17 | - | DDBNL | | Level 17 | - | KDHGFT |
| Level 18 | - | JFGSJK | | Level 18 | - | WQDTGD |
| Level 19 | - | NSDFSY | | Level 19 | - | THRRSH |
| Level 20 | - | BDRMLN | | Level 20 | - | LJJDDJ |
| Level 21 | - | JSDHSV | | Level 21 | - | KBCVXM |
| Level 22 | - | QWRTL | | Level 22 | - | SSHSJS |
| Level 23 | - | QHQLJS | | Level 23 | - | LZTRYD |
| Level 24 | - | MRGHFW | | Level 24 | - | VGXNFM |
| Level 25 | - | WHGXZL | | Level 25 | - | ZQQPLM |

5. - D I S C L A I M E R

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