

game much more challenging than I tough. The turners, the springs, the trampolines, etc. Many things made this game a huge success and an incredible challenge. Once I beat the practice levels, I had no trouble beating the first few "real" levels. But finally I was stuck, stuck in the middle of a "FUN" rated game.

With time and patience I learned more skills, I managed to beat FUN and TRICKY after a while. But TAXING really got me. There were a few levels that got me into a lot of trouble, especially the last level of TAXING.

But then MAYHEM came. I spent more time on the MAYHEM levels than I did on FUN, TRICKY, and TAXING combined. I spent at least a week on each of the last ten or fifteen levels. But I finally beat the game. At some points I really wanted to get just a hint, but there was nowhere I could look for it. So now I have written this FAQ for those of you who are really stuck in the game or even for those of you who are just starting the game!

Let me tell you that this game is hard, very hard. You will need a lot of patience if you are planning on finishing it. I will provide a walkthrough for every level but I will also provide three hints before I write down the solution to the puzzles.

Lemmings 3D is a game that requires skill and a lot of thinking. Lemmings 3D is also a classic game that should be given a try. You will not regret it, you are going to be stuck in this game for a long time.

| Old Games /
| _____/

Lemmings- Well, it was the first game that came out! It had 120 levels. The ratings were Fun, Tricky, Taxing, Mayhem. The version for NES had secret levels called the "Sunfot" levels or something like that. Those were five levels that basically drove you nuts.

Oh No! More Lemmings- This game was just a sequel to the original Lemmings game. It had 100 levels and the ratings were Tame, Crazy, Wild, Wicked, and Havoc. The levels in this game were more puzzle-like and you didn't need that much skill. You actually had a harder time trying to figure out the solution.

Lemmings 2 - The tribes- This one was very weird! It was so bad I had to leave it out. It had new commands that made the game very confusing and extremely pointless.

Christmas Lemmings- Another regular Lemmings game. A few levels and more challenge.

Lemmings 3- The Chronicles- This game was pretty good! It had some nice graphics. But yet again, it was just a bunch of more levels.

Lemmings Paintball- This game has nothing to do with saving lemmings. It is kind of boring but the two player option makes it much more fun. The lemmings simply shoot at each other with paintball gun. They end up pretty colorful.

| What are Lemmings? /
| _____/

Lemmings are tiny creatures with green hair and no brain. All they do is walk forward unless you tell them not to. All they know is to follow orders. You must assign the lemmings with a special task in order to save the entire group before they walk towards their doom. You must be rally careful when you assign them to do something since a tiny mistake could lead to a big disaster for the lemmings and for your patience!

|Changes /
|_____ /

Well, the major change is obviously the fact that this game is in 3D! Here's a list of a few differences that I have found.

Old- The lemmings make a weird sound when you assign them something to do.

3D- The lemmings say "OK" when you assign them something to do.

Old- The first few levels are easy and are there for you to practice.

3D- The game has a practice mode where you can work on your techniques.

Old- The lemmings are thin and they walk like weird.

3D- The lemmings are e little bit fat and they walk normally.

Old- If you want to take a good look at the level, you go left or right.

3D- If you want to take a good look at the level, you better practice those camera controls!

Old- The lemmings dig, bash and mine causing damage to the structures.

3D- The lemmings dig, bash and mine causing the "blocks" to disappear.

Old- When a lemming blows up, it turns into confetti.

3D- When a lemming blows up, it turns into a bunch of little lemmings.

Old- When a lemming falls from a high place, he make a disgusting sound.

3D- When a lemming falls from a high place, he screams in pain!

Old- When a lemming falls into a trap, you see the lemming being decapitated, tortured, etc.

3D- When a lemming falls into a trap, he turns into an angel and flies away.

Old- No turner command.

3D- Has the turner command.

Old- When a lemming falls, he either lives or dies.

3D- When a lemming falls, he either lives, dies, or lives but falls crying in pain.

Old- Annoying music.

3D- The neatest music I've seen in a video game.

Old- Solid black backgrounds.

3D- Neat background with mountains, sky, and even space!

Old- The starting point for the lemmings is large and well-expanded.

3D- The starting point for the lemmings is a cool box.

Old- Gets boring after a while.

3D- You can't stop playing it!

Old- The passwords are long and complicated.

3D- The passwords look like names for lemmings!

Old- When you hit the bomb button, you hear a voice saying: "Oh no!"

3D- When you hit the bomb button, a lemming shouts "AR-MA-GEDDON!"

Those are just a few, I will add some more later.

| Author's Comments /
| _____/

What? No FAQ for lemmings 3D on GameFAQs? I don't believe it! I must do something about that! And here it is! A good FAQ which is not finished but will be updated soon. Believe it or not, that walkthrough takes forever to write.

-o-

| Updates /
| _____/

Version 1.0- Here it is! The ultimate Lemmings 3D resource! I hope many of you find it useful. The walkthrough is still not done but I promise to finish it soon. E-mail me if you are stuck in a level that is not in my walkthrough and I will tell you how to beat. I will also give you a clue if that's all you need.

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| Story /
| _____/

The camera is on. Checking for trouble late at night. Everything seems normal.

Suddenly, little eyes are looking out from the computer's CPU. The disk flies out of the slot and goes straight into the trash can. A lemming pops out, he is completely flat. The camera takes another look. It finds nothing.

The lemming stands up and starts walking. He stops and falls just as the camera is looking at his area.

The camera looks away and the lemming presses the "3D" button on the side of the computer. He pops into his 3D view. But the computer begins to shake followed by the desk!

The camera looks away and the computer blows up! All the lemmings fly out and leave the room. The camera takes another look, it scans the computer site and looks at the door. RED ALERT!

| Menus /
| _____/

The menu's are kind of hidden. Just look at the film roll on the top right corner. You go left of right and you select your setting.

Play- You get to start the game in the selected difficulty.

Difficulty- Select your difficulty form practice, fun, tricky, taxing, and mayhem.

Code- Enter your passwords here.

Options- Come here to mess around with the options. I wouldn't recommend for you to change the setting tough.

Memory Card- If you don't feel like remembering passwords, then simply save your advancements here.

| Controls /
| _____/

These are the default options.

Triangle Button- Move camera forward.

O Button- Move camera to the right.

X Button- Move camera backwards.

Square Button- Move camera to the left.

Start Button- Pause the game.

Select Button- Speed up/slow down the lemmings.

R1 Button- Select. Also used to move up and down along with the cursor buttons.

R2 Button- Increment skill.

L1 Button- Mode toggle.
L2 Button- Decrement skill.
Cursor Buttons- Look around.

| Commands /
| _____/

What are the commands? Well, if you assign a lemming with one of these, here's what happens.

Blocker- It makes your lemmings bounce back in the direction they came.

Turner- It turns the lemming in a 90 degree angle to the left or to the right.

Bomber- It blows up after a short countdown.

Builder- Makes a stairway leading up. Uses six little "boards" before he runs out.

Basher- Brakes through the wall in front of him.

Digger- Brakes through the floor beneath him.

Miner- Brakes through the floor in a diagonal way.

Climber- Gives a lemming the ability to climb walls.

Floater- Use it on a lemming to prevent him from getting hurt if he falls from a high place.

Athlete- This is a combination of a climber and a floater.

|Options while playing /
| _____/

Well, besides all the commands, here's some other options that you have during the game.

Virtual Lemming- Look at the level from the selected lemming's eyes.

Highlight lemming- Use this to highlight a lemming in a crowd and assign him a command at the right time.

Bomb- Make all the lemmings in a level blow up.

Red Arrow- Make the lemmings go faster or slower. Same effect as the Select Button.

Camera- Switch around the four cameras to reach a certain place much faster.

Feet- Stop the game. Same effect as the Start Button.

Decrease Release Rate- Make the lemmings come out at a slower pace.

Increase release Rate- Make the lemmings come out at a faster pace.

Rotate Clockwise- Rotate the camera in a clockwise way.

Rotate Counter Clockwise- Rotate the camera in a counterclockwise way.

| Difficulty levels /
| _____/

Practice- This one is very easy! This is the place for you to learn everything. It has twenty training levels.

Fun- This is just an introduction to the real game. Most of the levels are simple and easy to solve though there are few surprises!

Tricky- Most of the levels here have some hidden trick that solves the levels. You might need to work on some funny stuff to get the lemmings home.

Taxing- These levels require mostly skill since the solution is easy to figure out but hard to follow. The last level is the perfect introduction for Mayhem.

Mayhem- Warning! These levels are killers! I'm talking a day for every level here! Do not try to beat these levels unless you are a lemmings expert and you have tons of patience! Make sure that you have a full stomach before you play because these levels will keep you from eating in a long time. Make sure that you have a friend come by after a few hours to remind you to blink and to make you take a brake!

| Backgrounds/Types of levels /
| _____/

These are the types of levels you will find and their usual backgrounds.

Army Levels- They usually have regular mountains with green grass at the bottom. The sky is semi-clear or cloudy.

Circus Levels- They have a stadium full of silly lemmings and a few clouds in the sky.

Medieval Levels- They have dark mountains and cloudy skies.

Egyptian Levels- They have mountains made out of sand and red skies.

Lemmings Levels- They have mountains made out of colorful blocks and red skies.

Jelly Belly Levels- They usually have mountains made out of chocolate and a pinkish sky but sometimes it's all pink sky.

Computer Levels- They vary a lot. Most of the time they have a neat space background.

Golf Course Levels- They have palm trees and orange skies.

Maze Levels- They have pine forests and semi-cloudy skies.

Space Levels- They usually don't have one but if they do, it's a space background or a red sky.

| The Walkthrough /
| _____/

Here it is, the ultimate walkthrough for Lemmings 3D!

FUN LEVELS

LEVEL 1- Take a dive

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 79

Release Rate- 80

Time- 8:00 minutes

Password- None

Type- Army

Background- Mountains and a pretty clear sky.

Difficulty (1-10)- 1

Fun Level (1-10)- 1

Time it took me to figure it out- 2:00 - 3:00 minutes.

Hint #1- Those wooden platforms sticking out of the spiral column are the key to beating this level.

Hint #2- You need to make the lemmings bounce to their home.

Hint #3- If they dive from a very low place they will die, if they bounce from a place that's too high they will die also.

Solution- Easy enough, wait a few seconds and let them climb up the spiral. Then you need to turn them so that they walk over the third platform and dive with just enough momentum to bounce off the trampoline reach their home.

LEVEL 2- That's right

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 70

Release rate- 80

Time- 4:00 Minutes

Password- BLIMBING

Type- Lemmings

Background- Lemming blocks and a red sky.

Difficulty (1-10)- 1

Fun level- (1-10)- 1

Time it took me to figure it out- One or two minutes.

Hint #1- Do not gig to the equal sign too soon or too late.

Hint #2- The lemmings need to reach the bottom bar of the equal sign.

Hint #3- You do not need to use blockers to beat it.

Solution- Press the start button as soon as the level begins and put the pointer on the edge of the equal sign that faces the check mark. Now move the cursor up as select a digger. Now let the lemmings walk and as soon as one of them reaches your cursor, make him a digger. A few lemmings will bounce back while the digger is working, just ignore those lemmings. Now, all the other lemmings will reach the top bar of the equal sign. Make another digger in the middle of that bar to beat

Solution- Make the first lemming that passes the two lollipops a builder. This will make the lemmings reach the red and white piece of candy. The lemmings will hit a block made out of bean candy which will make them turn to the right. Let the lemmings continue and they will hit a block which will make them bounce back in the same direction. Wait until one of the lemmings that's going back reaches the spot between the block that turns lemmings to the right and the block the block that makes the lemmings bounce back and make him a builder. He will start making the stairs to reach home but he will run out of "steps" so make sure that you make him a builder again and they will all reach their home.

Here's a map if I got you confused.

```

          _
          |E|
          |_|
          |_|
_   o   |_____|_|
|S|   x   |_____| \
          o   | |
          |_____|x|
          (_____) | |
          |_|

```

o - Are the lollipops
x - Are the spots where you have to use a builder.
S - Is the start
E - is the exit

LEVEL 5- It's a run around
Rating- Fun
Number of lemmings- 20
Number of lemmings to be saved- 10
Release rate- 50
Time- 8:00 Minutes
Password- KURTOSIS
Type- Medieval
Background- Dark mountains and a cloudy sky.
Difficulty (1-10)- 3
Fun level- (1-10)- 4
Time it took me to figure it out- Around seven or eight minutes.

Hint #1- Don't let the lemmings fall from a high place.

Hint #2- The lemmings will turn when they enter a tower.

Hint #3- Make sure that you use the turner command on the right lemming.

Solution- Let the first lemming walk until he enters the tower. Make him a digger as soon as he comes out. Now they will reach the second level. Follow the lemming that is in front of everybody else and let him enter the tower (He will enter from the middle). Do not make him dig when he comes out, let him enter the next tower. As soon as he comes out of the second tower, make him a digger. The lemmings will now reach the third and final level. Line up the camera so that you can see the exit and get a turner ready. As soon as a lemming comes for the tower on the left, make him a turner and all the lemmings will reach

their home.

LEVEL 6- It's a blast

Rating- Fun

Number of lemmings- 40

Number of lemmings to be saved- 20

Release rate- 30

Time- 5:00 Minutes

Password- GREGATIM

Type- Maze

Background- Dark mountains and a semi-clear blue sky

Difficulty (1-10)- 3

Fun level- (1-10)- 6

Time it took me to figure it out- Around five minutes.

Hint #1- Don't be tricked by the easy route.

Hint #2- You need to blow up a lemming to make the rest survive a big fall.

Hint #3- Take the lower-route.

Solution- Make a bomber at the very beginning to blow up the wooden box. Now wait until the lemmings bounce to the right and make a bomber so the lemmings can reach the lower-level. The lemmings will turn to the left and they will start going up the ramp. Make a bomber so that the very tip of the ramp is blown out and the lemmings can survive the fall. The lemmings will once again turn to the right and they will go up another ramp. You need to be very careful now and make a bomber blow up right over the wooden box blow so the other lemmings can fall, bounce on the box, and reach their home.

LEVEL 7- Candyland Climber

Rating- Fun

Number of lemmings- 6

Number of lemmings to be saved- 4

Release rate- 50

Time- 5:00 minutes

Password- WALLAROO

Type- Jelly Belly

Background- Pink sky

Difficulty (1-10)- 1

Fun level- (1-10)- 5

Time it took me to figure it out- about two minutes.

Hint #1- You only need to use two climbers.

Hint #2- You can blow up a lemming while he's climbing.

Hint #3- This level takes less than a minute to finish.

Solution- Make two climbers at the very beginning and wait until one of them start climbing over the one-way blocks to make him a bomber. The second climber will walk into the hole left from the explosion and he will bounce back. Make him bash trough the one-way blocks and all the lemmings will reach their home.

LEVEL 8- Lemmings inside

Rating- Fun

Number of lemmings- 40

Number of lemmings to be saved- 20

Release rate- 50

Time- 5:00 minutes

Password- AVENTAIL

Type- Computer

Background- Space

Difficulty (1-10)- 3

Fun level- (1-10)- 4

Time it took me to figure it out- around six minutes.

Hint #1- The exit is behind the computer. It looks like a black spot.

Hint #2- The lemmings must touch all the computer parts.

Hint #3- Do not try to reach the exit through the right side or the lemmings will get shocked and they will die.

Solution- Make the first lemming bash through the mouse and then make him a turner before he reaches the end of the platform towards the keyboard. Make another turner toward the computer's screen so that the lemmings will be walking over the number two key on the keyboards and make a builder before they fall. Now use a two turners to make the lemmings reach their home.

LEVEL 9- A short cut through the forest

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 40

Release rate- 50

Time- 10:00 minutes

Password- GAZOGENE

Type- Maze

Background- Forest with mountains and a semi-clear sky

Difficulty (1-10)- 3

Fun level- (1-10)- 2

Time it took me to figure it out- around four minutes.

Hint #1- You do not use all of your turners.

Hint #2- Use a builder to build over the trees.

Hint #3- All you use are turners and a builder.

Solution- As soon as the first lemming comes out, make him a builder right away. He will build over the trees and now you will have enough turners to follow the road towards home.

LEVEL 10- Castle Lemmalot

Rating- Fun

Number of lemmings- 20

Number of lemmings to be saved- 1

Release rate- 1

Time- 10:00 Minutes

Password- JINGBANG

Type- Medieval

Background- Dark mountains and a cloudy sky.
Difficulty (1-10)- 2
Fun level- (1-10)- 3
Time it took me to figure it out- Around three or four minutes.

Hint #1- You use all of your commands in this level.

Hint #2- Don't try to open any doors.

Hint #3- The lemmings will turn if they enter the towers.

Solution- As soon as the first lemming walks down the ramp, make him a builder. He will run short on steps so make sure that you give him a few extras. He will reach the upper section of the castle. Make him a turner pointing to the right and then make him a turner towards home when he walks over the front gate.

LEVEL 11- It's a classic
Rating- Fun
Number of lemmings- 80
Number of lemmings to be saved- 60
Release rate- 50
Time- 7:00 minutes
Password- DIALLAGE
Type- Circus
Background- Lemmings stadium and a semi-clear sky.
Difficulty (1-10)- 1
Fun level- (1-10)- 1
Time it took me to figure it out- less than a minute.

Hint #1- You do not use all of your commands

Hint #2- Don't try to reach home from the left side.

Hint #3- Use as many blockers and turners as you need, you have more than enough.

Solution- Make the first lemming a block as soon as he comes out. Make the second lemmings turn to the left on the green-white blocks. Wait until a lemming drops down to the pink-white blocks and make him a blocker. Wait until another lemming reaches the yellow-red blocks and make him a blocker. Continue to go down with blockers and turners as needed and you will eventually reach home.

LEVEL 12- Alpine assault course
Rating- Fun
Number of lemmings- 80
Number of lemmings to be saved- 65
Release rate- 50
Time- 4:30 minutes
Password- BUNODONT
Type- Army
Background- Snow-covered mountains
Difficulty (1-10)- 5
Fun level- (1-10)- 7
Time it took me to figure it out- a good ten minutes.

Hint #1- Bombers will explode four and a half squares away from where

you first assign them in this level. Be very careful.

Hint #2- The top exit is fake.

Hint #3- you can only blow out the spots with X's on them.

Solution- This one is pretty hard. The lemmings will slide down and they will jump after the ramp. Make a bomber right in the middle of the ramp going down after the jump to blow up the first X. Now make a turner to the right on the little patch of grass. Go take a look at the second X. Make a bomber right in the middle of the ramp going up before the second X to blow it up. Now the lemmings will fall and they will turn top the right. You can let them turn to the right one more time but if they turn right a third time they will die. Make sure that you calculate a bomber to blow up the third X. Now assign a bomber to blow up the block that makes the lemmings turn for the third time since you blew up the second X. You might think that you are very close to the exit but that one is fake. Let the lemmings bounce off the block in front of the fake exit and go down and take a look at the other exit, calculate a bomber and blow up the block in front of it. Now all the lemmings will reach their home.

LEVEL 13- Tower of stone

Rating- Fun

Number of lemmings- 40

Number of lemmings to be saved- 20

Release rate- 10

Time- 7:35 minutes

Password- NAINSOOK

Type- Medieval

Background- Mountains with a cloudy sky

Difficulty (1-10)- 2

Fun level- (1-10)- 4

Time it took me to figure it out- Less than a minute.

Hint #1- Some lemmings will die.

Hint #2- You use all of your floaters but not all of your turners.

Hint #3- The lemmings of lemmings that will reach home is exactly 20.

Solution- This level is very easy and it doesn't really have anything confusing in it. Just use your turners to help the lemmings climb the tower in a spiral way. You will need to use builders in two occasions. Once the lemmings start walking over the wooden board at the top of the level, turn twenty walkers into floaters to beat the level. A few lemmings will dive without an umbrella and they will die.

LEVEL 14- Slippery maze

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 65

Release rate- 50

Time- 4:30 Minutes

Password- YAKIMONA

Type- Maze

Background- Snow-covered mountains

Difficulty (1-10)- 4

Fun level- (1-10)- 8

Time it took me to figure it out- around fifteen minutes

Hint #1- You cannot turn the lemmings in the middle of the ice.

Hint #2- Yes, the snowman will kill your lemmings if they touch it.

Hint #3- You turn to the right most of the time.

Solution- Let the first lemming reach the ice so that he can slide to a little patch of grass. Make him a turner to the left. The lemmings will turn and reach another patch of ice, make a turner to the right. The lemmings will once again turn and they will reach another patch of grass. Make them turn again to the right. Make them go to the right on the next one, make them go to the right once again on the next one and yet then make them turn to the right again. Let them walk past the first patch of grass and turn them to the right on the second one. Then turn them home.

LEVEL 15- The M-A-Z-E

Rating- Fun

Number of lemmings- 40

Number of lemmings to be saved- 30

Release rate- 50

Time- 5:00 minutes

Password- FUMITORY

Type- Maze

Background- Pine forest and a clear sky.

Difficulty (1-10)- 2

Fun level- (1-10)- 6

Time it took me to figure it out- around fifteen minutes.

Hint #1- You must use the teleporter.

Hint #2- Do not try to reach the higher levels or to cross the mud.

Hint #3- If you can't get around a block, bash through it.

Solution- When the lemmings come out, let them walk for a while and turn them left towards the teleporter. They will be transferred to the other side of the maze. Now make them turn to the right on your first chance. Now here's the tricky part. You will not be able to take the lemmings home since you only have two turners and there is a big block, you do not have enough turners to go around it so make a turner towards the block and then bash through the block. Now turn the lemmings to their home. Here's a map if you are lost.

```
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_ | | | _ | | |E| |
|T|* * _ | | * | | |
| |*| | | * |
| |*| _ | _ |*| _ |
| |*|x|* * * _ * _
| | _ | _
| | | | _
| | | _ | _ |
| | _
| _
```

The T is the teleporter
The E is the exit
The x is the spot where you have to bash
The * are the spots that mark the way.

LEVEL 16- Down the middle we go!

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 50

Release rate- 20

Time- 5:30 minutes

Password- CINGULUM

Type- Medieval

Background- Dark mountains and clear sky.

Difficulty (1-10)- 2

Fun level- (1-10)- 3

Time it took me to figure it out- around four minutes

Hint #1- You use all of your commands in this level.

Hint #2- Increasing the release rate is the key.

Hint #3- Timing is very important.

Solution- Let the first lemming walk and make him a builder before he reaches the edge of the tower to make him reach the second tower. Increase the release rate after the fifth lemming is out to ninety-nine. Now use your four turners to get the lemmings around the tower so that they can reach the red "X". The fifth lemmings needs to dig there to save all the others. A few lemmings might be lost in the process but enough will survive to beat the level. You might need to use a virtual lemmings to dig in the red "X". Once the digging starts, the lemmings will reach their home safely.

LEVEL 17- Hole in ten

Rating- Fun

Number of lemmings- 10

Number of lemmings to be saved- 10

Release rate- 40

Time- 5:00 minutes

Password- BESLAVER

Type- Golf course

Background- Pine trees and an orange sky.

Difficulty (1-10)- 5

Fun level- (1-10)- 9

Time it took me to figure it out- Darn twenty-five minutes!

Hint #1- This level is very tricky. Look for blocks that will turn your lemmings.

Hint #2- You can put the floater command on a blocker!

Hint #3- You have to use a blocker!

Solution- Darn! I was stuck in this level for a while! As soon as the lemmings bounce off the spring, make the first one a blocker and they will all bounce back. Put a floater on the blocker right away. Now wait until the lemmings go around and bash trough the block where the

blocker is standing. Nine lemmings will reach their home and the blocker will fall. The last lemmings will bounce off a matalic block and he will then bounce to the left on the wooden corner. Use a basher to destroy the blocks that make up the ramp and he will reach home in a few seconds.

LEVEL 18- Corkscrew Digger

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 50

Release rate- 1

Time- 10:00 minutes

Password- ANABLEPS

Type- Army

Background- Mountains with a cloudy sky.

Difficulty (1-10)- 3

Fun level- (1-10)- 2

Time it took me to figure it out- Around two minutes.

Hint #1- Do not increase the release rate until you finish the path to follow.

Hint #2- If you hit a metal block, just turn around and mine the other way.

Hint #3- To prevent hitting a metal block, use a miner on the first lemming right after it comes out.

Solution- You have to mine your way down using miners to turn around the corners. There is not solution, this level simply requires skill.

LEVEL 19- Attack of the fifty ft lemmings

Rating- Fun

Number of lemmings- 80

Number of lemmings to be saved- 60

Release rate- 50

Time- 8:00 minutes

Password- QUINCUNX

Type- Lemmings

Background- Lemming blocks and a dark red sky

Difficulty (1-10)- 3

Fun level- (1-10)- 6

Time it took me to figure it out- around six minutes

Hint #1- Look for shortcuts.

Hint #2- Do not fig where the lemmings fall or they will die.

Hint #3- Watch out for the blocks with arrows. Use the virtual lemming command to find out where the paths inside the lemming lead.

Solution- Well, we are going to do this level a little bit differently that the way you are supposed to do it because it is much faster and much easier. When the first lemming comes out, make him a turner to the left so that the other lemmings will bounce of the green block and land on the "lemming's" right arm. Use a digger after they fall and they will walk into the "lemming". They will come out from under the "lemming's" arm. Let them fall the first time and after they fall a second time make a turner to the left. Use a miner right away and the

lemmings will now be on the bottom. Use your turners to lead them into their home.

NOTE- The real solution involves turning to the left right away after the lemmings come out from under the "lemming's" arm. It's the same thing but it involves some bashing and it takes up a lot of time.

LEVEL 20- Alilemm's
Rating- Fun
Number of lemmings- 30
Number of lemmings to be saved- 22
Release rate- 50
Time- 8:00 minutes
Password- TARLATAN
Type- Space
Background- NONE!
Difficulty (1-10)- 2
Fun level- (1-10)- 2
Time it took me to figure it out- like four minutes

Hint #1- This level is much easier than it looks. Get close a spot that you can't see to see it.

Hint #2- Take the left side at the beginning, it is much easier.

Hint #3- You only use four turners.

Solution- When the lemmings come out, make the first one turn left on the first one a turner to the left. Then make the next one a turner to the right once he reaches the wall. Make another turner to the right so that the lemmings will walk towards the boiling acid. Use a builder right before the first lemmings hits the acid and then turn your lemmings left towards home.

TRICKY LEVELS

LEVEL 21- Jelly climber
Rating- Tricky
Number of lemmings- 10
Number of lemmings to be saved- 6
Release rate- 50
Time- 4:00 minutes
Password- KAMACITE
Type- Jelly Belly
Background- Cakes that looks like mountains and a pink-orange sky.
Difficulty (1-10)- 2
Fun level- (1-10)- 6
Time it took me to figure it out- Around six minutes

Hint #1- Use the teleporters.

Hint #2- The lemmings will climb the blocks that turn lemmings unless the blocks are missing the bottom.

Hint #3- The exit you have to go for is the one where they have to climb in order to reach.

Solution- As soon as the lemmings start coming out, make seven climbers. By the time you have made the seventh climber, the first lemming that got turned into a climber will be walking over a block made of jelly beans that is missing the bottom. Make him a turner to the left and quickly go back to make the last three climbers. Now, the lemmings that went to the left will climb a block and they will step over the teleporter that will send them to an area a little bit ahead. As soon as the first lemmings goes up the ramp made out of jelly beans, make him a turner to the right and they will all reach their home.

LEVEL 22- Which exit?

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 35

Release rate- 50

Time- 5:00 Minutes

Password- GUMMOSIS

Type- Circus

Background- Lemmings stadium and a semi-clear sky.

Difficulty (1-10)- 2

Fun level- (1-10)- 3

Time it took me to figure it out- About four minutes.

Hint #1- You only use two blockers.

Hint #2- The exit is one of the tall ones.

Hint #3- The exit is the one near camera two.

Solution- This level is easy if you know which exit you should go for. Make blocker right away when the first lemming comes out. The lemmings will go back, bounce to the right when they hit a blue-yellow block and then fall. Make another turner once the lemming that fell recovers and you all the lemmings will reach their home.

LEVEL 23- This is the Army

Rating- Tricky

Number of lemmings- 30

Number of lemmings to be saved- 20

Release rate- 20

Time- 7:00 minutes

Password- PRODNOSSE

Type- Army

Background- Dark mountains and a cloudy sky

Difficulty (1-10)- 2

Fun level- (1-10)- 5

Time it took me to figure it out- About three minutes

Hint #1- You use all of your commands in this level.

Hint #2- You need to make two athletes at the beginning of the level.

Hint #3- Don't use your bomber too early.

Solution- Make two athletes right at the beginning of the level (climber + floater). They climb up the wall and they fall. Once they reach the other side, wait for them to bounce off the block that is missing the bottom. As soon as the second lemming bounces off the

block, make the first one a bomber. Now the second one will reach the bottom. Make him bash through the one-way wall. Now all the lemmings will bounce to the right and they cross a bridge. Once they bounce a second time, wait four or five seconds and make a builder. Use all of your builders and the lemmings hit the hill, make a lemmings mine through it and then all the lemmings will reach their home.

LEVEL 24- Fore!

Rating- Tricky

Number of lemmings- 30

Number of lemmings to be saved- 20

Release rate- 40

Time- 8:00 minutes

Password- NGULTRUM

Type- Golf course

Background- Palm trees and a cloudy orange sky

Difficulty (1-10)- 2

Fun level- (1-10)- 2

Time it took me to figure it out- Around six minutes

Hint #1- Turn the lemmings at the target sign so that they will walk between the palm trees when you use a miner.

Hint #2- Turn the lemmings into the hole from the left side.

Hint #3- You should end up with three extra turners.

Solution- When the level starts, the lemmings will walk over the spring and they will fly to the target spot. Once the first lemming touches the ground, let him walk until he bounces once and turn him to the right where the target spot is so that the lemmings will now walk in the middle of the little area. As soon as the first lemming turns to the right (because of the turner), make a miner. The lemmings will now walk down between the palm trees. Now you need to turn them so that they stay on the left side of the hole that reads "EXIT". You need to make a builder and turn the lemmings into the hole from the left side. The lemmings will now get into the hole and they will leave the little maze. Now all you have to do is use a builder and they will reach their home.

LEVEL 25- Breakout

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 50

Release rate- 80

Time- 6:00 minutes

Password- COTTABUS

Type- Computer

Background- Awesome space

Difficulty (1-10)- 6

Fun level- (1-10)- 4

Time it took me to figure it out- A ridiculous twenty minutes!

Hint #1- Avoid the block that will separate the lemmings into two groups.

Hint #2- If your bombing skills are not good, I suggest that you practice it because this level will be a pain for you.

Hint #3- Any lemmings that bounces back is lost so ignore him.

Solution- This level took me a long time to beat because it was so confusing and the lemmings walk in a weird way (well, it's the level that's messed up actually). All you do is bomb through the blue blocks, then keep bombing until the lemmings bounce off the wall. The lemmings will now be going straight towards the exit. Keep bombing until you reach the yellow blocks. You will see that you can not brake them so you need to use some turners to go around it and there! All the lemmings will reach their home.

LEVEL 26- Lemmhanger

Rating- Tricky

Number of lemmings- 25

Number of lemmings to be saved- 15

Release rate- 10

Time- 5:00 minutes

Password- BEDAGGLE

Type- Army

Background- Nice green mountains with a cloudy sky

Difficulty (1-10)- 4

Fun level- (1-10)- 7

Time it took me to figure it out- About three minutes

Hint #1- This level requires skill in many ways so make sure that you practice anything that you cannot accomplish.

Hint #2- You will use all of your commands in this level.

Hint #3- The lemmings will walk over the top of both airplanes.

Solution- Make the first lemming a builder right after he comes out and then make him a turner to the right (you will have to turn him when he is on top of the stairs). Now the lemmings will be walking right on tip of the airplane. Make a turner to the right so that the lemmings that follow will land on the wing. Then make a blocker and the lemmings will walk into the airplane. Use virtual lemming and turn them to the left so that the other lemmings will walk into the rope that will take them down to the second airplane. Make a turner to the left right when the first lemming reaches the red plane. Then make a builder to help the other lemmings reach the top of the airplane. Now turn them to the right so that the lemmings will be heading to the back of the plane. Now make a digger when the first lemming is in the middle of the airplane's ramp that make up the tail and use a when he finishes digging. Now use a blocker and the lemmings will bounce to their home.

LEVEL 27- Follow the yellow brick road

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 30

Release rate- 20

Time- 7:00 minutes

Password- EPICALIX

Type- Lemmings

Background- Lemming blocks and a red sky

Difficulty (1-10)- 3

Fun level- (1-10)- 8

Time it took me to figure it out- around eight minutes

Hint #1- Don't try to go around the box!

Hint #2- You can only destroy the yellow blocks in this level.

Hint #3- Don't' use your builders too early or too late.

Solution- This level is one of my favorites. Use your builders to reach the top of the block and then dig in the white block. Now use virtual lemmings to get across the level and at the end the lemmings will reach their home. If your virtual lemmings skills are not good, then you need to practice them or this level will be a real pain.

LEVEL 28- All around the watchtower

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 60

Release rate- 50

Time- 10:00 minutes

Password- HOMEALOID

Type- Medieval

Background- Mountains and a cloudy sky

Difficulty (1-10)- 2

Fun level- (1-10)- 3

Time it took me to figure it out- Around two minutes

Hint #1- You use a bomber, a digger, a blocker, and a basher.

Hint #2- Send the lemmings back to the middle.

Hint #3- Use your basher to reach home.

Solution- This level is very easy. All you have to do is send the lemmings back to the middle and they will reach their home. On the left side, use a digger at the very beginning of the ramp and they will bounce back. On the right, use a bomber in the middle of the square before the ramp and they will bounce back. At the start, just use a blocker. At the end, use a basher. Now all the lemmings will reach their home in time. Increase the release rate to make it quicker.

LEVEL 29- Land Ahoy!

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 30

Release rate- 50

Time- 10:00 minutes

Password- LALLYGAG

Type- Golf course

Background- Palm trees and an orange sky.

Difficulty (1-10)- 2

Fun level- (1-10)- 4

Time it took me to figure it out- around three or four minutes.

Hint #1- The lemmings will not bash the ramp in this level.

Hint #2- You need good virtual lemmings skills in this level.

Hint #3- You will use all of your commands in this level.

Solution- When the lemmings come out, the spring will send them all the way to the front part of the ship into the target sign. The lemmings will now walk into the ship. You need to use five turners inside to turn them into the little hallway that will take them to the back of the ship. Use the virtual lemming command since it makes the job much easier. As soon as the lemmings come out from the back, use a basher to destroy the box. The lemmings will now go up the ramp. Turn them to the left so that they line up with the exit. Now use another basher and then build over the sand trap. The lemmings will fall in pain but they will eventually recover and they will reach their home.

LEVEL 30- Tooten lemming

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 30

Release rate- 20

Time- 6:00 minutes

Password- BILABIAL

Type- Egyptian

Background- Dark mountains and a red sky.

Difficulty (1-10)- 3

Fun level- (1-10)- 2

Time it took me to figure it out- Around four minutes

Hint #1- You don't want to find out what those spiky pieces of metals do with your lemmings.

Hint #2- You must go inside the first two pyramids.

Hint #3- Use your builders at the end sooner than you think.

Solution- When the first lemming comes out, make him a digger after he has walked one square. This way the other lemmings will go into the pyramid and they will bounce on a block that will turn them to the left. Once done, use a turner and turn the lemmings to the right (toward the second pyramid). Now turn them again to the left before they reach the water. Now turn them again into the pyramid (the little hole). Use a virtual lemming and wait until he bounces twice inside the pyramid and make him a basher at the end of the passage. Now go behind the pyramid (where the lemming just bashed) and turn the lemmings to the left so that they face the third pyramid. Use a builder at the very edge before they reach the water. Now turn the lemmings to the right towards the exit and use your builders at the end soon after the first lemming is turned (about a second).

LEVEL 31- A head above the rest!

Rating- Tricky

Number of lemmings- 50

Number of lemmings to be saved- 25

Release rate- 25

Time- 10:00 minutes

Password- CACOFOGO

Type- Lemmings

Background- Colorful lemming blocks and a red sky.

Difficulty (1-10)- 3

Fun level- (1-10)- 3

Time it took me to figure it out- Around four minutes

Hint #1- You will need to do some nose-bashing.

Hint #2- If you use the two-turner-blocker technique at the beginning of the level, you will have extra turners if you mess up.

Hint #3- Use the virtual lemming command to see where the lemming go once they enter the "head."

Solution- The solution is very simple. Simply follow the path using turners all the way to the top!

LEVEL 32- Dot to dot

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 30

Release rate- 15

Time- 12:00 minutes

Password- METAVURT

Type- Space

Background- Reddish space

Difficulty (1-10)- 2

Fun level- (1-10)- 1

Time it took me to figure it out- Around two minutes.

Hint #1- Go down as much as you can using turners before you go to the next number.

Hint #2- Lemmings will run out of stairs so make sure that you give them extras.

Hint #3- Don't worry if the lemmings are falling while you build. It is perfectly normal.

Solution- Very painful level. You need to build to each one of those platforms. Using turners to go down as much as you can before building to the next number. Have fun!

LEVEL 33- Shadow maze

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 26

Release rate- 30

Time- 8:00 minutes

Password- SLOWBURN

Type- Maze

Background- Pine forest and a semi-clear sky

Difficulty (1-10)- 2

Fun level- (1-10)- 2

Time it took me to figure it out- Around three minutes

Hint #1- You only use one turner in the first level.

Hint #2- You only use one turner in the second level.

Hint #3- Turn the first lemming to the left immediately after it come out.

Solution- As soon as the first lemming come out, make him a turner to the left immediately! Now the lemmings will fall into the second level. Make a turner to the left once the lemming walks one full square. Now the lemmings will reach the third level. Use as many turners as you want to reach the exit now.

LEVEL 34- Oh no! More pyramids!

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 40

Release rate- 50

Time- 10:00 minutes

Password- PELLUCID

Type- Egyptian world

Background- Sand mountains and a red sky.

Difficulty (1-10)-

Fun level- (1-10)-

Time it took me to figure it out- Around five minutes

Hint #1- You use a basher pretty soon at the beginning of the level.

Hint #2- You spend little time on the second pyramid.

Hint #3- Do anything to preserve your turners.

Solution- When the first lemming comes out, let him go into the pyramid and make him a turner to the right when he comes out (yes, to the right). Now make the first lemming that turns a basher. Make a turner to the right before the lemmings fall. Now the lemming will hit a block which will turn them to the right. Make another turner to the right so that the lemmings will keep going up the pyramid. Then turn the to the left to go even higher. Now let them fall one level and then turn them to the right so that they walk across the bridge. When the first lemming reaches the second pyramid, make him build over the golden block that would turn the lemmings to the left and then make a turner to the left so the lemming can reach the second bridge. Now use a miner to destroy the final obstacle. All the lemmings will now reach their home.

LEVEL 35- Chocolate drop

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 60

Release rate- 50

Time- 10:00 minutes

Password- MAKIMONO

Type- Jelly Belly

Background- Pink sky

Difficulty (1-10)- 2

Fun level- (1-10)- 4

Time it took me to figure it out- O god! At least forty-five minutes!

NOTE- I was stuck in this level big time and I beat it in an unusual way. The clues refer to way I found the solution.

Hint #1- I was stuck in this one big time! This is the hardest tricky level in my opinion.

Hint #2- You won't believe this but you will end up with one extra

turner!

Hint #3- Use a digger and stop him while he is digging.

Solution- Make a turner to the right so that the lemming will fall on the chocolate piece below. Now make a digger on the square in front of the one it falls in. Let him dig only TWICE! Now quickly make him a turner to the left. The lemmings will painfully land over the cake. Use the two-turner-blocker technique so that the lemmings will bounce. Now make a builder toward the chocolate bar in front of the exit. Then use a blocker and build your way home.

LEVEL 36- Lemlab

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 35

Release rate- 25

Time- 10:00 minutes

Password- KUSHKUSH

Type- Space

Background- NONE!

Difficulty (1-10)- 2

Fun level- (1-10)- 6

Time it took me to figure it out- Another one! At least twenty minutes!

Hint #1- You will use two bashers

Hint #2- Look out for funny walls that will turn the lemmings

Hint #3- The exit that reads "AIRLOCK" over it is the only real one.

Solution- Make a turner to the left right away so that the lemmings will walk between the two crates. Now make a builder to go over the big column. If the lemmings go under the column, they will die (shocked). Now make a turner to the left so that the lemmings walk towards the crate. Now bash through the crate, the lemmings will turn at the end twice. Use a basher to get rid of the second crate, now make a turner toward the gap in the wall and all the lemmings will reach their home.

LEVEL 37- Garden Maze

Rating- Tricky

Number of lemmings- 40

Number of lemmings to be saved- 35

Release rate- 30

Time- 5:00 minutes

Password- DISPLODE

Type- Maze

Background- Pine forest and a semi-clear sky

Difficulty (1-10)- 2

Fun level- (1-10)- 5

Time it took me to figure it out- Well, at least twenty-five minutes

Hint #1- Do not let the lemmings go under the little arc in front of the exit or they will die.

Hint #2- You will use all of your commands in this level.

Hint #3- Make a stairway up the wall surrounding the exit using a

climber.

Solution- This one is a tricky one. Make a turner to the left at the very beginning. Now make on to the right so the lemmings will walk towards the corner of the wall surrounding the exit house. Now make a climber, as soon as the climber climbs all the way up to the top of the corner, make him a digger. Let him dig once and then make him a bomber. There will now be a little stairway leading up the wall. Use your last two turners to get the lemmings home.

LEVEL 38- Play time

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 65

Release rate- 35

Time- 10:00 minutes

Password- RACAHOUT

Type- Lemmings

Background- Colorful lemming blocks and a red sky

Difficulty (1-10)- 8

Fun level- (1-10)- 3

Time it took me to figure it out- Way too long, around one hour.

Hint #1- This is one of the hardest levels to figure out. You need to increase the release rate to ninety-nine at one point.

Hint #2- This is a very weird level since you actually wait for a few lemmings to die before you can save the others.

Hint #3- You will use all of your commands in this level.

Solution- Okay, this level is very hard to explain but I will give it a shot. Make the first lemming bash trough the house. Now the lemmings will hit a yellow block that will bounce them to the right. Once the first lemming bounces to the right a second time on the second block, increase the release rate to ninety-nine. Wait until the first to lemmings bounce to the right a third time and make them both climbers. As soon as they get to the other side of the wall, let the first one climb up and make the second one bash trough the wall. Quickly take a look at the first lemming (the one that climbed) and make him a digger once he reaches the top of the pine tree. Now take a look at all the other lemmings make the lemming the is in front of the packed lemmings (yet away from them a basher and now all the lemmings will hopefully reach their home. It might take a few tries.

LEVEL 39- Stilt walkers

Rating- Tricky

Number of lemmings- 60

Number of lemmings to be saved- 30

Release rate- 50

Time- 10:00 minutes

Password- ORGULOUS

Type- Circus level

Background- Lemmings stadium and a clear sky

Difficulty (1-10)- 2

Fun level- (1-10)- 1

Time it took me to figure it out- Around five minutes

Hint #1- This is a very tricky level. You will end up with two extra turners.

Hint #2- Take the left at the beginning.

Hint #3- If you don't have enough turners, use builders to get across.

Solution- Which way shall you go? Well, take the left side using a turner at the beginning a use a builder to go over the hole. Now, here's the tricky part, make a turned to the right a second before they reach the edge. Now use a builder before the lemmings reach the edge and the lemmings will now be very close to their home. Use your turners to lead the lemmings home.

LEVEL 40- King Coder's tomb

Rating- Tricky

Number of lemmings- 60

Number of lemmings to be saved- 50

Release rate- 10

Time- 10:00 minutes

Password- DUNCEDOM

Type- Egyptian desert

Background- Sand mountains and a reddish sky

Difficulty (1-10)- 3

Fun level- (1-10)- 3

Time it took me to figure it out- About four or five minutes.

Hint #1- Don't get confused, this level is straightforward.

Hint #2- The lemmings will enter the pyramid twice.

Hint #3- You must use a digger to beat this level.

Solution- Let the lemmings bounce to the left and then to right before turning them into to the right so that they will walk into the pyramid. Tun them to the right as soon as they come out. Let them bounce off blocks and use a builder when they reach a hole in the ground (at the entrance of the tunnel). Now the lemmings will bounce to the right. As soon as the first lemming bounces to the right a second time, make him a digger. Now all you have to do is follow the path using your turners to reach the top. You will end up with three extras. Make sure that you increase the release rate or you will loose.

TAXING LEVELS

LEVEL 41- Spaghetti junction

Rating- Taxing

Number of lemmings- 80

Number of lemmings to be saved- 60

Release rate- 50

Time- 10:00 minutes

Password- None

Type- Maze

Background- Pine forest and a pinkish cloudy sky

Difficulty (1-10)- 3

Fun level- (1-10)- 4

Time it took me to figure it out- About six minutes

Hint #1- Avoid the intersection!

Hint #2- The lemmings only need to be teleported twice.

Hint #3- Use the two-lemmings-blocker.

Solution- Use the two-lemmings-blocker trick as soon as the first lemming come out! Make a turner to the left as soon as the first lemming falls. Then turn them to the left again at the top. Now turn the lemmings to the left at the very bottom so they reach the teleporter. Now go look where the lemmings are being teleported and make a turner to the left. All the lemmings will reach their home.

LEVEL 42- Picky platform

Rating- Taxing

Number of lemmings- 80

Number of lemmings to be saved- 60

Release rate- 50

Time- 8:00 minutes

Password- GEROPIGA

Type- Circus level

Background- Lemmings stadium with a semi-clear sky

Difficulty (1-10)- 3

Fun level- (1-10)- 6

Time it took me to figure it out- About six minutes

Hint #1- The lemmings will not reach the top of the level.

Hint #2- You will use all of your turners.

Hint #3- Use your blockers efficiently to prevent the lemmings from drowning.

Solution- Take a look at the lemming to the right the exit. Make a turner to the left. As soon as the first lemming turns, make a turner to the right. Now let three lemmings turn and blow up the first turner. Now take a look at the lemmings on the other side and use a blocker to prevent them from drowning. Go back to your first set of lemmings and make the three lemmings that turned climbers. The lemmings will climb the little graphics. Now use a blocker on the other side to prevent the lemmings from drowning. Go back to your climbers and make the first one a turner to the right. As soon as the second climber turns, make him a turner to any way. Now use a basher to get past the one-way block and let and then destroy the second one way block. Use your last turner to turn the lemmings home.

LEVEL 42- Let the race begin

Rating- Tricky

Number of lemmings- 80

Number of lemmings to be saved- 60

Release rate- 50

Time- 5:00 minutes

Password- GEROPIGA

Type- Army

Background- Green mountains and a cloudy sky

Difficulty (1-10)- 2

Fun level- (1-10)- 1

Time it took me to figure it out- Less than one minute

Hint #1- This level is a joke! Use the start button after you use each command.

Hint #2- All you need are bombers, builders and bashers.

Hint #3- The race will be a tie if you do it right.

Solution- Use bombers on the first obstacles, builders on the second obstacles, and bashers on the third obstacles.

Well, so far so good! Don't worry, I will make a full walkthrough for this game! Including those MAYHEM levels!

```
_____  
| Hints/Tips /  
|_____/
```

Here's a few strategies for the game.

Two-turner-blocker trick- This one is very useful for some levels. It works by making a turner right after a lemming turns. Like this:

```
_____  
| <|  
| ^|  
|____|
```

The if you make o to turners this way in one block, the lemmings will bounce back in the direction they came.

Ability Knowledge- There's something you must know about Lemmings 3D. If you assign a lemming a command at the beginning of a square, the lemming will not do it until it reaches the end of the square. Here's an example:

```
_____  
| | | | | |
| *** | | | | |  
|____|____|
```

* marks the direction a lemming is walking.

```
_____  
| | | | | |
| ***** | * | | | |  
|____|____|
```

If you assign a blocker when the Lemming is at this point,

```
_____  
| | | | | |
| ***** | *****X | | | |  
|____|____|
```

The lemming will walk toward the end of the square before performing the

command.

| Credits /
| _____/

Nothing so far, I've done this all by myself.

| Questions /
| _____/

Come on people! I'm waiting for those!

| Legal information /
| _____/

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Would you like to read that in English? Here it goes.

I made this FAQ for it to be used on the World Wide Web and nothing else! It can not be posted on any page except for Gamefaqs.com, GameWinners.com, and Dgames.u41.com. Listen to me all of you losers who steal rewrite FAQs and reproduce them for business or other uses other than personal. This is my first FAQ and I can tell you that it takes a darn long time and a lot of effort to write. If you want this FAQ on your page so far you can do one of two things: You sit down and write FAQ and stop writing simple HTML documents... Or you E-mail me asking for permission to make a link to this site. You may do nothing else but that. I am did not write this for people to steal it, It has been made for people to print it and read it. Therefore I will take action if any of these rules are violated in direct or indirect ways.

I know many web pages will want this awesome FAQ because it's one of the only ones in the web. I warned you!

| Contact Me /
| _____/

Thanks to everyone for reading my FAQ. Here are some comments I would like to make before you send me any mail at all.

YOU MAY NOT WRITE FOR THE FOLLOWING REASONS

- Large contributions.
- Unacceptable negative comments on this FAQ.
- Reclaiming letters.
- Letters with nothing to do with this FAQ. i.e. Chain letters

That's about all I really hate! I will delete these as soon as they reach my mailbox. If mail me to ask a question, try and look at the FAQ first to see if it's answered. I not answer your question if it is already written. I will simply tell you where to look for it. Everything written in this FAQ has been discovered by the people in the credits section and myself. Nobody else helped me.

YOU MAY WRITE FOR THE FOLLOWING REASONS

Questions not answered on this FAQ.

Give useful information not written on this FAQ i.e. Recipes.

Acceptable negative comments.

Suggestions.

Comments.

Corrections.

WARNING TO ALL AOL USERS!

As you might have noticed I am a member of AOL. If I ever get in a chat with someone that I don't know I will quickly notify AOL. You can feel free to chat me through ICQ but NEVER chat with me trough AOL or you won't be happy.

My ICQ # is 58412034.

Rabanos@aol.com

| Document Info. /

| _____ /

34 Pages

1059 Paragraphs

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11637 Words

Not as much as my last FAQ but that's all I need for now.

-----END DOCUMENT-----

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