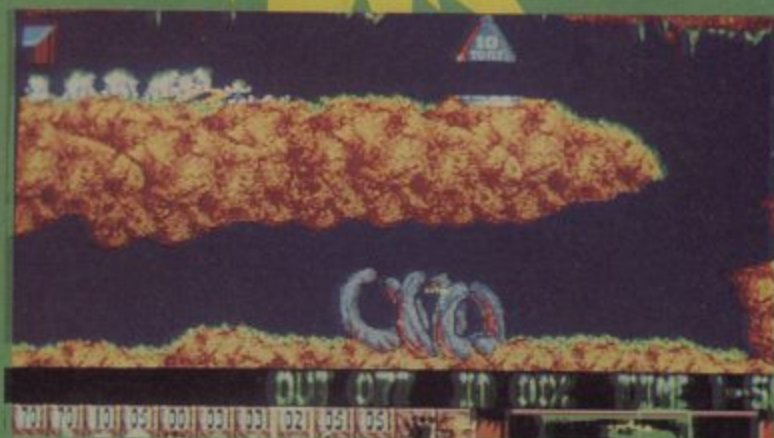
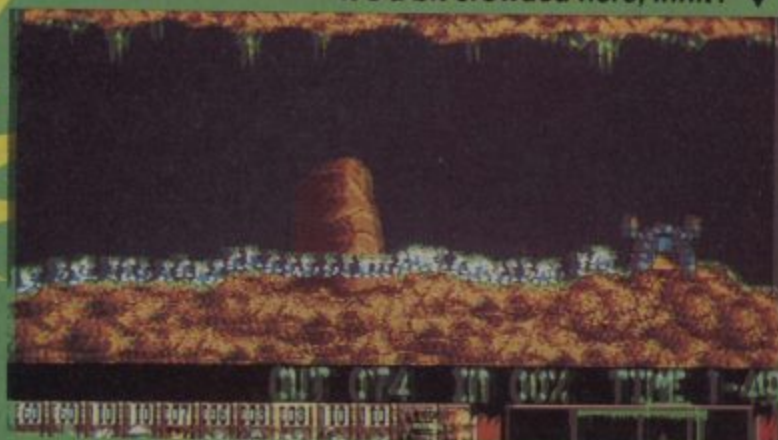


# REVIEW AMIGA

It's a bit crowded here, innit? ▼



▲ Don't jump, I didn't mean it!

# LEMMINGS

BY PSYGNOSIS

Lemmings are lovable little creatures - very cute and cuddly. The only problem is, they're about as intelligent as a cabbage and their suicidal antics usually lead to them biting the dust in a number of hair-raising ways. It's your job to join up with the Lemming Preservation Squad and use all the resources at your disposal to stop them dying over four sections of forty levels (that's 160 levels altogether, fact fans).

At the start of each level, the Lemmings are deposited on the horizontally scrolling landscape and to make them all safe you must guide them to the exit. However, on the way, all manner of traps and natural obstructions get in the way of the Lemmings' progress. Using your omni-purpose mouse pointer, you can overcome these hazards by assigning a particular job to a particular Lemming, be it mining (to make them burrow into the landscape), building (which gets them to construct bridge), climbing or blocking. Lemmings are too thick to actually change direction for themselves, so a Blocker Lemming just stands in their way and stops them passing - essential to keep your little

friends from dying a horrific and premature death.

Added to this, Lemmings can become living bombs just by making them Bombers. A tiny countdown will appear above its head and when it reaches zero... Boom! The Lemming spectacularly bites the dust taking a large chunk of the scenery with it. This may sound particularly useless, but at the beginning of each level you're only given a small amount of job allocations, so, for example, only fifteen Lemmings can be made into miners. Then your bombers become a valuable commodity if you have to burrow through a platform.

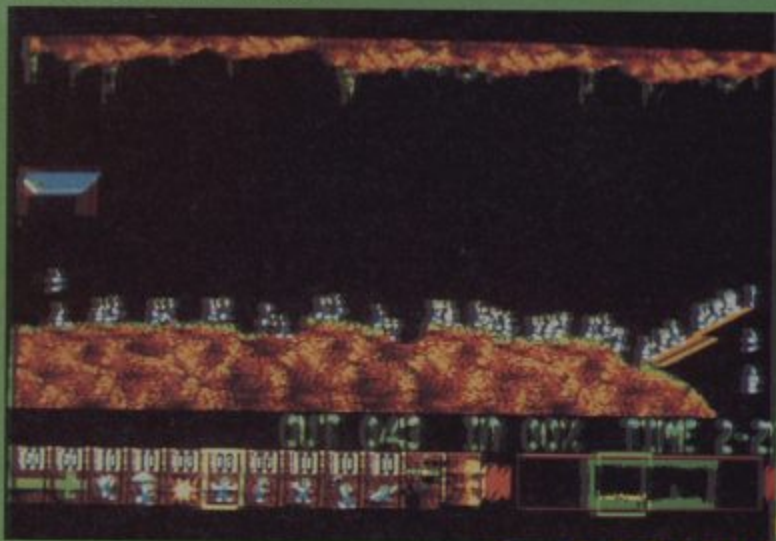
If 160 levels sounds like a lot of Lemming preservation, there's an additional set of levels especially designed for simultaneous two player thrills. Here, each player has to rescue his own set of Lemmings while at the same time killing off as many of the opposing player's as possible. However, in some levels the Lemmings have to work as a team if any are to escape at all.

If all else fails and your Lemmings are doomed to a painful death, you can kill them all with the Nuke option (subtle eh?)!

C+VG  
HIT!

Q  
S

▼ Suicidal tendencies?



AAAAGH!



5.4.3.2.1.

# REVIEW

## UPDATE

Psygnosis reckon that Lemmings is going to clean up when it's launched on the ST in February and expect similar results from the PC version (which'll be out in March) and there's even plans for an 8-bit version! We'll keep you informed.

I told you not to drink that nitroglycerine! ▼



▲ Bridge over troubled waters...



BOOM!

▼ Coming for a swim?



◀ Dig those Lemmings, man!

Nuke 'em! ▶



AMIGA  
£24.99

Lemmings ranks as the best Psygnosis game ever! The suicidal thickies do the most hilarious things - leave them alone for long enough and they'll happily stroll off cliffs, burrow straight into traps, walk into fires or even electrify themselves! The graphics are simply superb with a huge variety in the backdrops and superb animation on the Lemming sprites - watch them gibber with fear just before you nuke the little blighters out of existence! The sound is excellent as well, with sampled speech and 25 different cutesy tunes. Some of the puzzles in the game are so frustrating that you're tempted to give up at times, but the game's strong addictive nature will have you back at the Amiga before you know it. For sheer addictiveness, Lemmings ranks as one of the best, and one of the most original games I've played on the Amiga for a very long time.

RICHARD  
LEADBETTER

GRAPHICS	90%
SOUND	86%
VALUE	92%
PLAYABILITY	93%

OVERALL 93%

5.4.3.2.1.

OH NO!