



# LEMMINGS

**L**emmings could be the first surprise smash of 1991. With the minimum of hype, Psygnosis have released this incredibly original but visually so-so product – and now it's on the tips of everyone's tongues.

CU Amiga coverdisk owners were the first to be treated to its simple aim – save a hundred or so green-haired lemmings from their urge to suicide. The lemmings are – to put none too fine a point on it – a bit thick. They follow each other off ledges, through fire

and into traps. Unsupervised lemmings will end up stone cold dead. This is where you come in, helping the lemmings in their hour of need by guiding them to safety.

Each level contains two set features: the trap door where the lemmings fall into the screen, and the exit, where they get out. Between them lie every sort of pitfall imaginable – decapitators, lasers, fire pits, water pools (lemmings can't swim) and long drops to name but a few.

What makes the game dou-

bly hard is the lack of a turn around option. A lemming will only backtrack if he hits a non harmful object. Most of the time a blocker needs to be used to prevent lemmings from plopping off ledges or into traps. The problem with blockers is that they can only be moved by tunnelling underneath them, or blowing them up which is usually the only feasible option.

At first glance an average level

looks pretty simple; it's not until the first few lemmings drop onto the screen that the problems become apparent. Usually you're only given the types of lemmings necessary to complete a level, plus a few extra to play with. The fact that every level has a time limit

doesn't help things. Even if you know how to complete a level it can still take several attempts before you complete it within the allotted time.

There are forty 2-player levels falling into three categories: race, which operates on the simple principle of 'first to get all lemmings past the

post' wins; head-to-head, which is similar to the race, except there's more room to knobble another player, and there's the occasional co-operative level, where both players have to help each other. The games remaining 120 stages(!) are split into three difficulty levels, which range from dead simple to extremely tough.

Although very small and



(Left) This tests your tunnelling and building skills. The task is to prevent the lemming diggers from tunnelling off the screen.





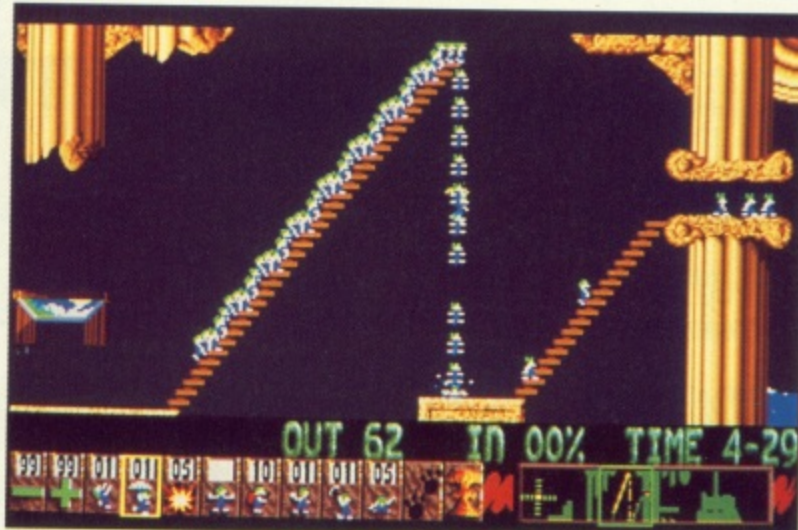
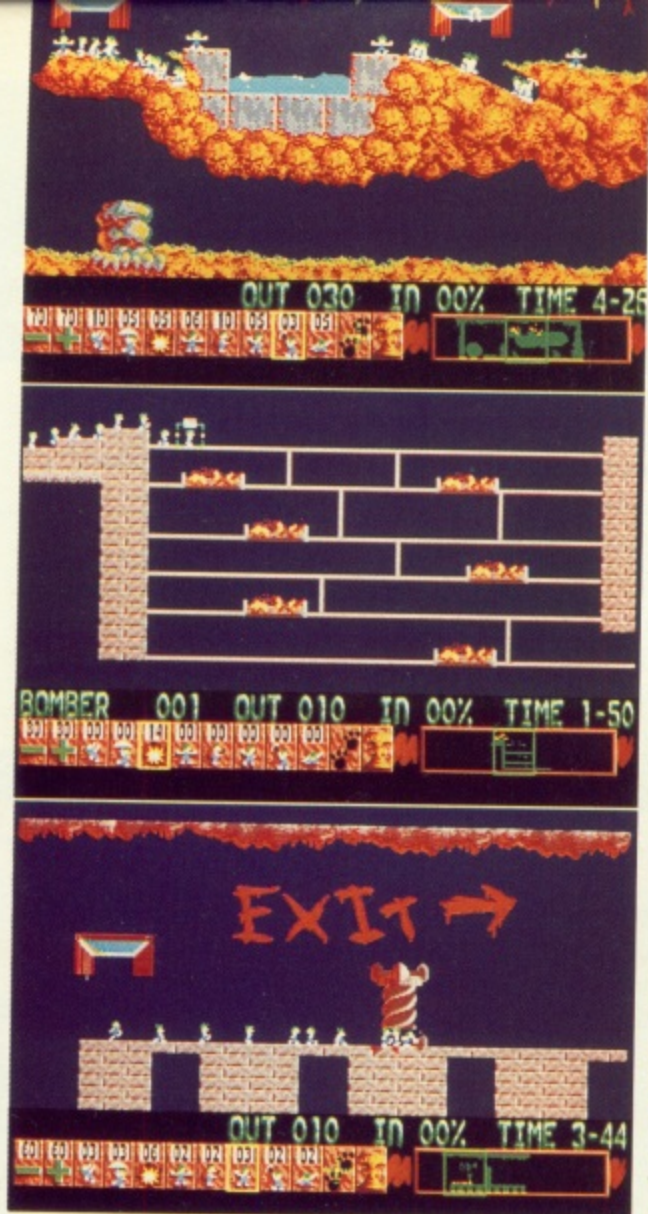
# SCREEN SCENE



This isn't as hard as it looks. Dig straight down so that the lemmings fall down onto the rock. Use a miner on the right side to tunnel down at an angle.

Use well timed exploding lemmings to blow holes through the floor. Get the timing wrong and they'll end up in the fire.

(Below) Lemmings aren't naturally bouncy, so avoid long drops. Pause the game and scroll through the map so you can plan ahead.

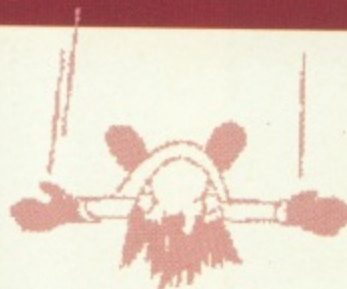
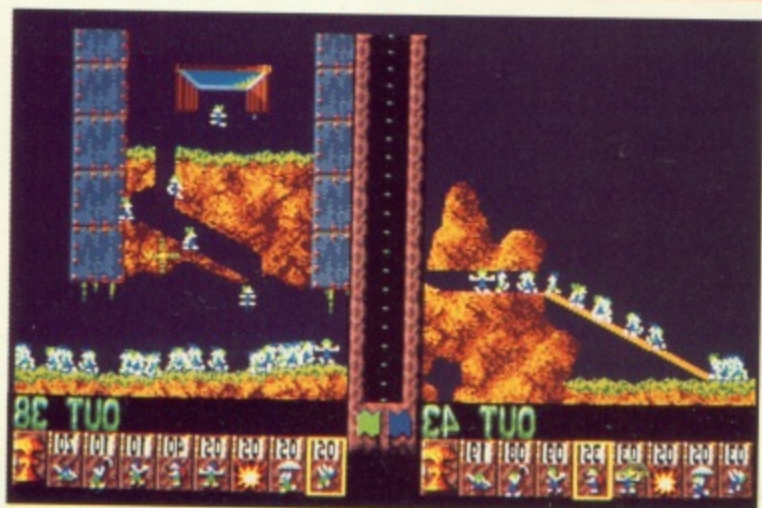


sparsely detailed, the graphics work very well with the game-play. The animation on the lemmings is excellent, combining humour with clarity. A variety of weird tunes play throughout the game, the most bizarre being a mixture of 'here comes the bride' and 'how much is that doggie in the window'.

*Lemmings* is the perfect family game. The difficulty levels mean that it's playable by all ages, and once you've grasped the gameplay you can play it straight away. The only problem I came across was trying to select a particular lemming in a crowd of around a hundred – but chaos is half the fun with *Lemmings*. A truly excellent game.

## THE CHARACTERS

A crack team of specialist lemmings are on hand to help. Icons representing each sort of lemming are set beneath the play area. Click on the type of your choice then on a lemming itself, and hey presto! a specialist. The first of these is the climber, which gives a lemming the ability to scale almost any object. Next is the floater, which equips a lemming with an umbrella that he can use to glide down to earth while his brothers go splat below him. Dyna-lemming comes next. Click on this, select a lemming and a five second countdown appears over his head. When the timer runs down the lemming gives you a despondent look, says "oh no!", then detonates, taking the surrounding scenery with him. There's a blocker lemming, used to hold up the advancing horde, but the most widely used lemming is the builder. He creates short bridges, spanning traps, holes and helping lemmings reach previously inaccessible heights. There are three types of digging lemmings: a horizontal tunneller, a miner who digs down at an angle, and the last one who digs vertically down. The final option is Armageddon, double click on this and every lemming is transformed into a time bomb.



(Left) It's a two player co-op level. To start with both players have to help each other get their lemmings down to earth, afterwards it's a complete free for all.

PSYGNOSIS £24.99

Stunningly cute and original platform jape

GRAPHICS	78%
SOUND	81%
LASTABILITY	95%
PLAYABILITY	94%

OVERALL 94%