



LEMMINGS
DMA Design
And Psygnosis

AMIGA

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SOUND 93%
PLAYABILITY 97%
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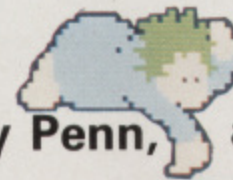
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**UNDER THE MAGNIFYING GLASS**

WHOEVER SAID Lemmings had 'To Let' for brains obviously hadn't looked close enough. As this exclusive 'Under The Magnifying Glass' picture shows, Lemmings have a thoughtful side to their personality.



BEFORE YOU GET to tackle a landscape a small overview of it is given. Additional handy facts provided include the quantity of Lemming stock, the percentage to be saved, and the minimum rate the little buggers are released into the world in question. You can increase the release rate during play, but it's not such a good idea to have too many Lemmings wandering around too soon.

Laurence Scotford, Gary Penn, and Kati Hamza

SMALL, FURRY AND STUPID. That's your average lemming for you. But these Lemmings aren't-furry. These are Lemmings with a capital 'L'.

Lemmings with a big 'L' behave pretty much like yer actual real life cute 'n' cuddly creature. Their purpose in life is uncertain, although it seems as though they derive great pleasure from wandering around aimlessly, without a care or thought about their surroundings.

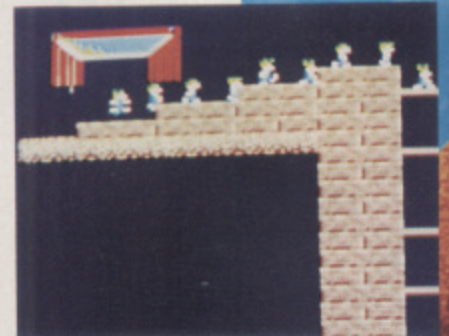
But now Lemmings have the opportunity to show the world what they are really made of (quite literally when they happen to miss their footing above a hard surface).

The fact of the matter is, once these little fellas get it in their heads to go on a walkabout, they do just that and they don't stop – no matter what's in the way. Trouble is, there usually is something in the way, and it's often deadly. Fortunately Lemmings are not completely useless, for they can perform quite clever tasks when pushed. And that's where you come in.

The trick is to ensure that the Lemmings in your care get home safely. And the most grown up way to do that is by giving individual Lemmings specific tasks to perform. But this isn't easy when the little bleeders simply refuse to stand still. Worse still, there are only so many jobs to go round.

Ultimately, one or two of the cute rodents have to be sacrificed in the cause of Lemmingkind, but you can't afford to be too blasé about sending the diddy dorks to their doom. If a high enough percentage of them don't make it back it's curtains for you as a Lemming minder, leaving the clever people to reap the rewards of the bonus points on offer.

There are 100 'situations' to resolve in **Lemmings**, and though initial impressions may lead you to think otherwise, the solutions are all e-lemming-entary.



CREEAAAK! The doors from another dimension open up and slowly but surely the Lemmings drop out and immediately start walking. Be quick with your mouse movements and save the day!



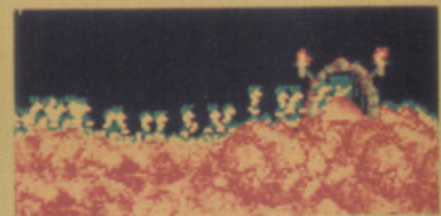
SEE THAT PANEL at the bottom of the picture. The one with all the icons. Those are what are used to affect the Lemmings and their surroundings. Apart from the eight jobs, there are icons for increasing and decreasing the release rate, pausing play (which gives you breathing space to scroll around a bit and assess the situation), and causing all Lemmings to self-destruct. The function of the simplistic map to the right of the icons should be obvious.

**LABOUR FOR LEMMINGS**

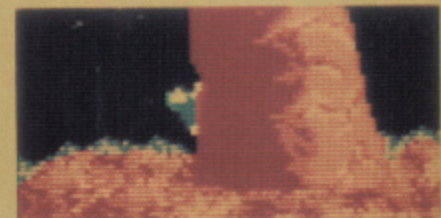
NINE THINGS that lemmings are exceptionally good at – apart from dying that is.

WALKING

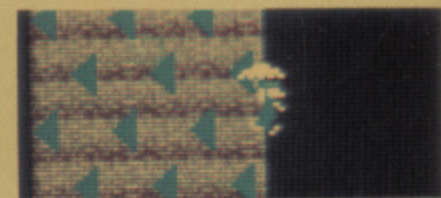
Walking is what lemmings do when they aren't doing anything else. They are fairly unimaginative about it though – they walk in one direction, until they hit something and turn around, or stride into something deadly.

**CLIMBING**

One way of getting past solid objects is to go over the top of them. These little chaps just dig their claws in and haul themselves up even the sheerest of faces. Then there's getting down the other side. Lemmings can't climb downwards so it's a good job they are more than capable of...

**FLOATING**

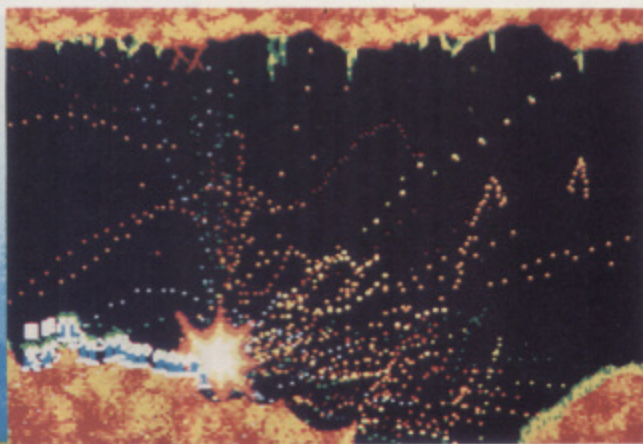
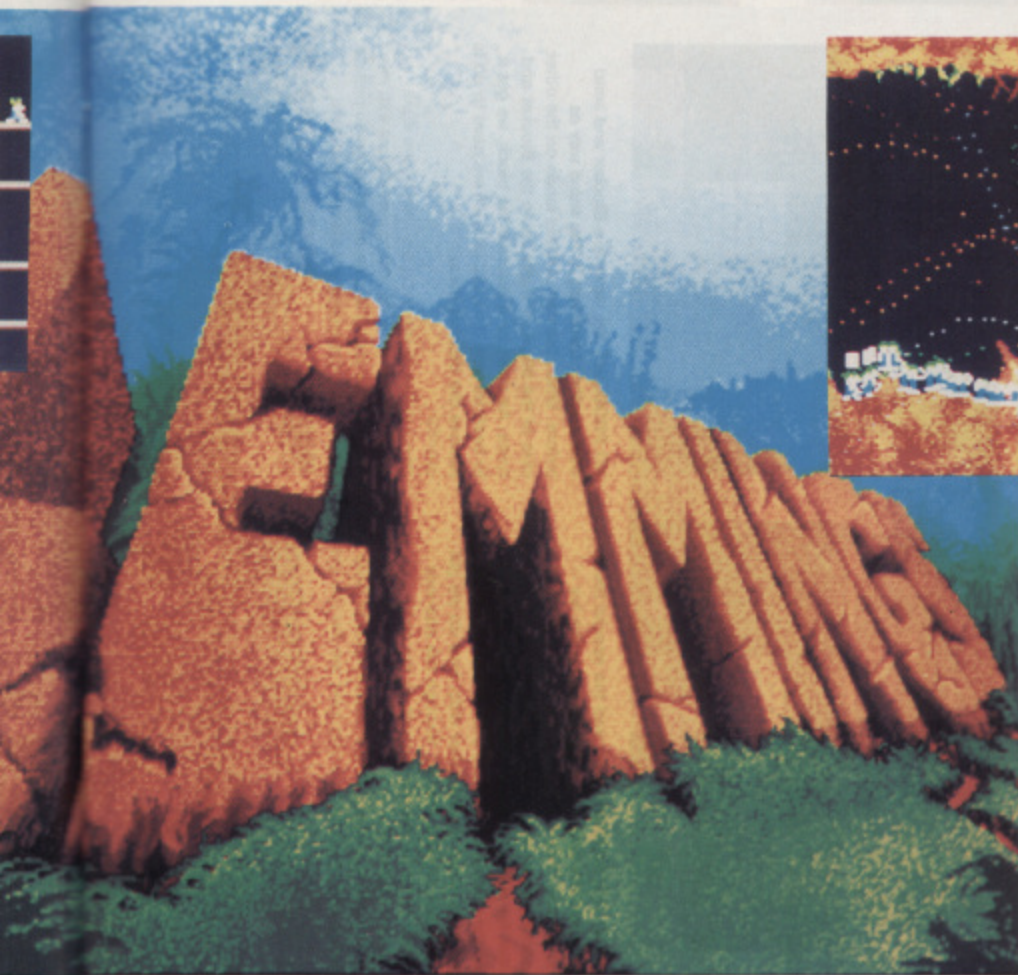
Although the little darlings can fall short distances without hurting themselves, long drops are a sure way of making Lemming Jam. So make sure they are equipped with sky-diving gear first!



Lemmings

...went walkabout with what looks set to be

come the most talked-about form of computer entertainment ever.



KABOOM!
WADAJAKATOOM!
KRAAATATAT
CHAKAKOOOM!
Haha! Lemmings destruction on a grand scale. Losers and complete bastards can always use the Apocalypse option and blow them all to Kingdom Come. There won't be a dry eye in the house as the tiny fragments of Lemming fill the screen.

MUSIQUE NON-STOP

THE MUSIC IN Lemmings is brilliant. It's the sort of music you'd hear in McDonalds or Argos, and the list of tunes reads like a K-Tel album not available in the shops... The Can Can, How Much Is That Doggy In The Window, 10 Green Bottles, She'll Be Coming Round The Mountain When She Comes...

"I'd always wanted to use lots of silly tunes," David Jones reveals. "We originally had a nice selection of '60's type music, like Raindrops Keep Fallin' On My Head, and stuff like the Mission Impossible and A-Team themes, but there would have been copyright problems, which is the last thing we wanted. So, we decided to use some well-known jingles instead."

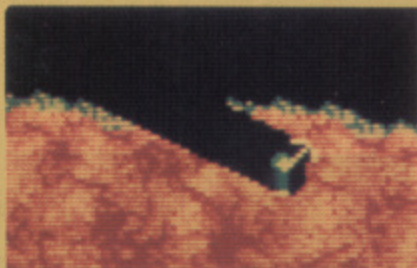
BASHING

Or Horizontal Digging. The sharp claws of the Lemming are well adapted to burrowing. This remarkable creature, when faced with apparently impassable objects, unsheathes its natural digging tools and tunnels through all but the hardest bedrock. This fascinating sight is surely one of the most endearing and inspiring demonstrations of the beauty of Lemming life on Earth.



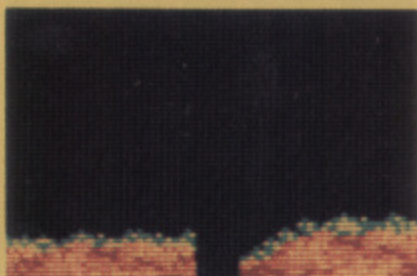
MINING

Or Diagonal Digging. Yes, not only can Lemmings dig through objects they can also tunnel under them. The only problem is, their single-mindedness still gets in the way. They haven't quite learned how to tunnel back up again.



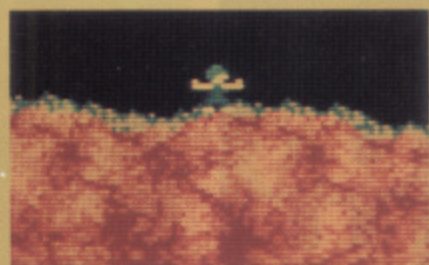
DIGGING

Or Vertical Digging. Lemmings like to do two things. They both begin with 'D'. They like to Dig down in the Earth, And Dive into the sea!



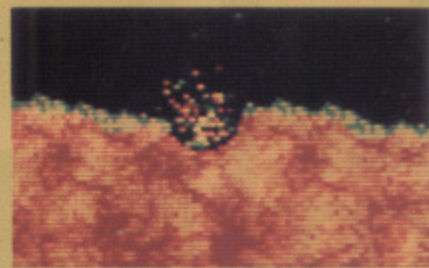
BLOCKING

As we all know Lemmings just can't ignore the lure of a cliff edge and are quite happy to go dropping to their doom given half a chance. So it's useful to enlist one or two strong willed individuals to act as lemming end-stops and prevent their fellows from taking the plunge. Unfortunately the only way to remove Blockers is to exploit their capacity for...



EXPLODING

There are times when sacrifices have to be made in the name of the greater good. How do you get rid of unwanted Lemmings? No, you don't put them into care... you blow them up. Once given the command to self-destruct a Bomber counts down from five to zero before exploding in a shower of Lemming bits and taking a bite sized chunk out of the landscape at the same time.



BUILDING

This form of higher engineering is something that Lemmings are just getting to grips with. They have learned how to stack bricks upwards, but not back down again. Unfortunately they can only carry 12 bricks at a time, and when they use those up they try their new construction out for size, ready or not.

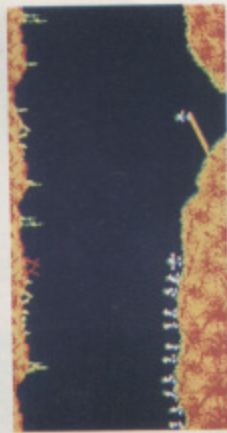


LEVEL BEST

The best way to explain Lemmings' problem-solving aspect is to show you how to complete a few levels. We chose the five provided on Psygnosis' playable preview disk which is currently doing the rounds, so as not to give too much away. That said, these levels do appear in the finished product...



"LET'S GO!" the Lemmings cry. With the clock ticking down from four minutes, the trapdoor opens and the Lemmings drop through, one by one. Now all you have to do is get the Lemmings from one end of the landscape to the other. Easy. You let them out and the silly sods walk off the cliff and die.



NO THEY DON'T. You bridge that gap not with a Cadbury's Snack but by building a bridge. Trouble is, the rest of the Lemmings follow the Builder - and end up falling down the gap again. The trick is simple: give the Lemming immediately behind the Builder the suicidal task of blocking the other Lemmings' progress while the bridge is built. But what happens when the Builder has laid its 12 blocks? It shrugs its shoulders and walks to its doom - unless you get it to start building again as soon as it's finished.



WITH THE 24-BRICK bridge built, the Builder starts walking again, only this time it falls onto solid ground. But hold on - there's a lump of rock ahead. If it hits that the Lemming's going to turn around... and walk back to the left and fall to its death. The solution is to make the Lemming a Basher. Now just watch it bash its way through the solid rock. Luckily the laws of gravity are different here, and the rock refuses to fall.



WITH A ROUTE opened straight to the exit you might as well bump up the release rate to get all the Lemmings out into the open. Now all you have to do is get the Blocker to explode (and just to tug your heart-strings to the point of snapping a Lemming cries "Oh no!" before it blows), thus releasing the rest of the tiny tossers and allowing them to make the trek to the exit. You did it, with only a single casualty necessary.



AS THE RABBIT SAYS: "This calls for a little strategy". The first Lemming to be released should be made a Basher as soon as it reaches that funny spirally maroon block thing. That way, access is gained to the special block. However, don't forget that while the Basher's bashing, the other Lemmings are reaching the block, turning and walking off to the left - straight into the welcoming arms of a never-ending chasm. Quick! Make the first Lemming to reach the edge a Blocker.



WITH THE BASHING over and the special block reached the time has come to make like Ivy - and climb. The Climber scales the block with consummate ease. But wait! Lemmings can't fall that far without being pulped. Make a Floater out of the cretinous creature and all will be well. But now it's down on the other side, how do we get it to turn around and dig through the one-way block to let its chums through to the exit?



NO PROBLEM. We make it a Blocker and send over another Lemming in the same way as before. When the new Athlete lands on the other side of the block, it walks up to the Blocker and turns. As soon as it reaches the block, we get it to bash its way through. Now all we have to do is remove the Blocker thus...



POP! Poor soul. It gave up its pitiful little life so that others may live.



NOW THE LEMMINGS can stroll on home. But just think, it could have all been so different. If that Blocker was stopped on one of those thin strips it would have left a deadly hole when it blew. My, aren't we big, hard, clever and grown up.



SEE THAT GREY BLOCK in the centre? The one with blue triangles pointing to the left. That's a special block. The arrows show that you can only excavate this block from right to left. But hold on - aren't the Lemmings being released from the left? You have four minutes starting from... NOW.



Access Code - LUMVAG110
PRESS MOUSE BUTTON TO CONTINUE

THANKS FOR THE WARNING, boys. Not only is there a pit of deadly acidic fluid bubbling away to the left, there's a mantrap lying in wait to the right - and beyond that there's a 10 ton weight! When you tire of watching the minuscule morons dissolve and get trapped, why not build a bridge over the mantrap and laugh your socks off as the tiny turds get mashed to a pulp by the 10 ton weight. Ha he ho. Guaranteed to get an 'Aaah' or nine from the girls, that.

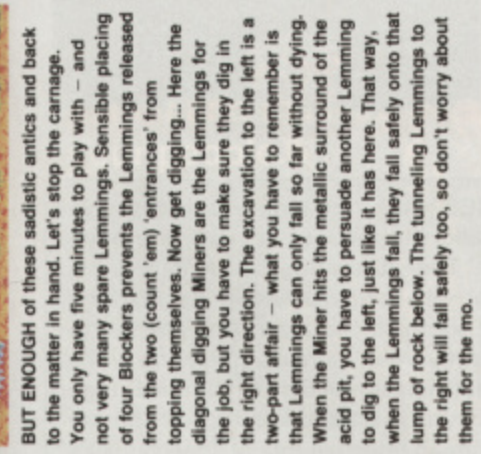
Level 04 Bomb00201
Number of Lemmings 070
01% To Be Saved
Release Rate 80
Access Code - PUMNOALXV
PRESS MOUSE BUTTON TO CONTINUE

TWO MINUTES, boys and girls. That's all the time you have to sort out this mess. It's a small world, this one, with a very clear objective. All you have at your disposal are 14 Bombers. Timing is of the essence as you explode Lemmings to create holes through which the other can fall. But watch out for the flames! And don't forget: Lemming's don't like falling from great heights.

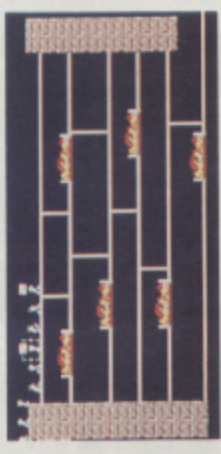
Level 05 If at first you don't succeed
Number of Lemmings 100
00% To Be Saved
Release Rate 40
Access Code - UMVAGHTL10
PRESS MOUSE BUTTON TO CONTINUE

"OOH YES, this one's easy," reckons Jimmy Hill. "And who are we to disagree? The biggest problem here is time. There's a lot of it - four minutes to be precise - but the task ahead is time-consuming. Obviously the lads have to go up the ladders and through the columns. But there are only two potential Bashers available, and you can't afford to dispose of more than one Lemming. Looks like you have a big job on your hands. Actually, there is an easier way of doing this. But we aren't going to tell you what it is yet.

BUT ENOUGH of these sadistic antics and back to the matter in hand. Let's stop the carnage. You only have five minutes to play with - and not very many spare Lemmings. Sensible placing of four Blockers prevents the Lemmings released from the two (count 'em) 'entrances' from topping themselves. Now get digging... Here the diagonal digging Miners are the Lemmings for the job, but you have to make sure they dig in the right direction. The excavation to the left is a two-part affair - what you have to remember is that Lemmings can only fall so far without dying. When the Miner hits the metallic surround of the acid pit, you have to persuade another Lemming to dig to the left, just like it has here. That way, when the Lemmings fall, they fall safely onto that lump of rock below. The tunnelling Lemmings to the right will fall safely too, so don't worry about them for the mo.



SO, LET'S SEE. If we set the first Bomber to explode about here...

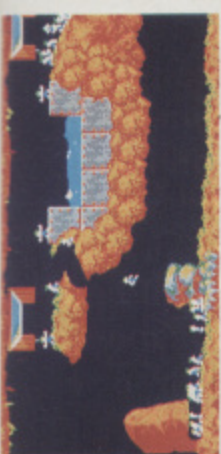


AND THE SECOND Bomber to explode about here (look, the first Bomber's gonna go any second)...

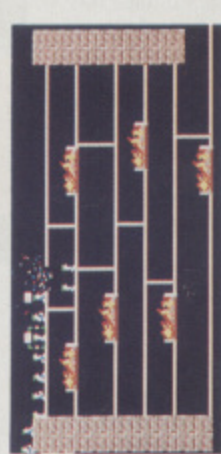


HAVING PASSED the first column with ease, a second Basher gets to work on the middle column. At this point it's wise to bump up the release rate a little bit - say, to 50.

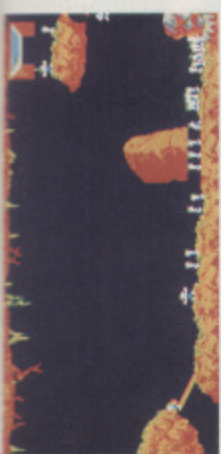
NOW ONE GROUP is in full flow, we get the first Lemming to make it to the orange rock to bash its way through.



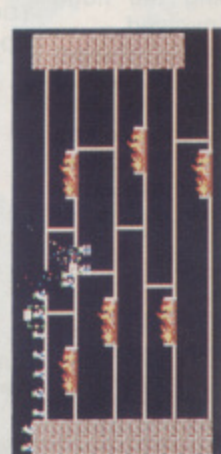
NOW ONE GROUP is in full flow, we get the first Lemming to make it to the orange rock to bash its way through.



POPI THE FIRST Bomber's blown, a couple of others have fallen through to the next platform, and the third Bomber's been activated.



WITH THE LEMMINGS wandering to certain death to the left, it makes sound sense to build a bridge to the lump of rock on which the exit sits. Don't forget to block off the rest of the guys though.



POPI THERE GOES the second Bomber, right on schedule. The third Bomber's fallen through to the third platform, and the fourth Bomber's been activated. So far so good.

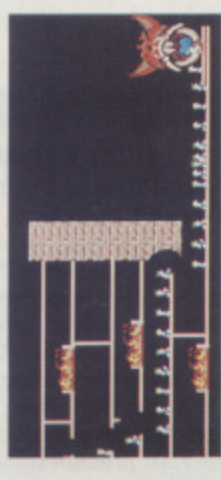
THE GAP HAS been successfully bridged so it's time to explode the Blocker and get the second party past its obstacle by means of a Basher. Now every Lemming's happy, as they make their way to the exit.



RIGHT, LET'S blow up the original four Blockers and finish this level...



THE TROOP is in full flow, with the fourth Bomber creating a perfectly-positioned hole in the fourth platform. Let's activate a fifth Bomber about... here.



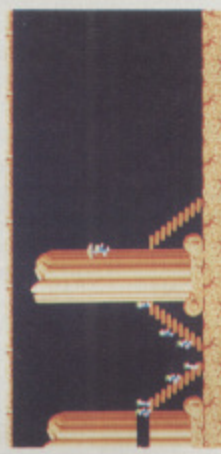
THE FIFTH Bomber's quite literally popped his clogs, leaving a fifth and final hole. Hi ho, off the Lemmings go to the exit.



THE CHASM IS BRIDGED. But before we release the other chaps let's 'repair' that broken stairway to heaven. It would make sense to bump up the release rate to the max while this 'bridge' is being built. Now explode the Blocker beneath the stairs next to the third column to release the rest of the guys, and watch them stroll on home - with seconds to spare!



A DIAGONALLY-digging Miner cuts through the third column. When it reaches the bottom of the ladder, we turn it into a Blocker. Why? Well, now we can explode the little prat with precision, thus creating a hole through which the other Lemmings can pass. To the right, the Builder gets to work on the bridge.



NOW, HOW THE HECK do we get through this third column? A diagonal digger will do the trick. But hold on. When the Lemmings get to the other side, won't they get trapped under the last ladder? You betcha. The answer is simple. But in the meantime, let's take a potential Builder over the top of the column. See how he floats effortlessly down to earth.

LEMMINGS

DMA Design
And Psygnosis

LEMMINGS: THE UNTOLD TRUTH

THE ORIGINS OF Lemmings are very vague, but many leading gynecologists believe that Lemmings "have probably been around for quite a while." Only now are Lemmings standing up to be counted.

It's a widely believed fact among the scientific fraternity that one species of Lemming has actually evolved into more human-like form. One top Lemming expert who refused to be named threw up these quite startling observations.

James Bond author Ian Fleming's real name was in fact Ian Frank Lemming. It doesn't take a genius to see how easily a mistake was made.

Success for Jane Lemming was always on the cards, but it took a change of name and hairstyle to become a top television personality... better known as Jan Leeming.

"One day you'll be a big movie star," someone once told leading Hollywood heartthrob Jack Lemmon (real name Jack Lemming). And he is.

WILL THE REAL LEMMING PLEASE STAND UP

THE GENUINE LEMMING (small 'l') is a small rodent, closely related to the vole.

This little beast is about three to six inches long and lives in the Arctic tundra. Not surprisingly it is well adapted to severe conditions. The lemming population undergoes a fluctuation in growth every three to four years (a characteristic of many small mammals of this ilk). This leads to a mass migration in which surplus lemmings in an over-populated area emigrate to find new land. If they reach the sea before they find a suitable area they simply continue headlong and drown.

THE ART OF RODENT DESIGN

DMA DESIGN is the team behind Lemmings. And they are...

Dave Jones (Programming)
Gary Timmons (Animation)
Scott Johnston (Graphics)
Brian Johnston (Music)

The story of Lemmings begins over a year and a half ago. DMA Design had wanted to do a game that was really playable, and were mulling over ideas. Then Gary Timmons created a DPaint animation that showed a gun on cliff and lots of little guys walking up and being blasted.

The team thought that if the player could control the little guys and get them to do lots of things at once to avoid mass mayhem they'd have a really playable game on their hands. "That's really what we're trying to do now - produce really playable games," says programmer David Jones.

The next six months was spent designing gameplay before any coding was done. The actual programming began in June this year, and because the concept had been very carefully planned it was blitzed very quickly.

The Lemming sprites are very small, but this was a very deliberate feature. "We wanted to try and make the sprites as small as possible but still have nice animation," says David. "I think the fact that there are so many of them makes them appealing. They're all small and cute and so vulnerable."

The team had big debates about what to do with the two player mode. Should the players be controlling the same Lemmings? Finally it was decided to give each player different coloured Lemmings. To add to the interest, on some of the later screens it's essential that the players help each other part of the way before starting to delay each other.

Understandably, DMA Design is well chuffed with the finished product. Dave explains: "We wanted to keep it quite simple. Eight abilities is just about the right number. Only six of those take effect straight away and two don't. Lemmings has an instant appeal - anyone can get into it."

"What we've done is pitched all the levels at the above average player. How many Lemmings you rescue and how quickly you do it affects the grading - easy, medium and hard. All the levels are set at 'hard' - what we do is make them easier for anyone doing badly by giving them a few more of the skills to play with."

The possibility of a second Lemmings level disk depends on the original's success. "We'll see how it goes," says David. "If enough people start to consider themselves shit hot then we'll do some really tough ones. We have our own in-house levels, and most of those are extremely difficult. But we don't want to do a construction kit."

Still, Lemming lovers will be pleased to know that DMA is already working on Lemmings II. The sequel will have larger Lemmings to show off the animation a bit more.

AND STILL TO COME...

AS WE SAW IN Issue 24, DMA Design also has two other projects on the boil. Walker is destined to appear in January, and is currently being programmed. It's an impressive-looking shoot 'em up using advanced 3D bitmapped images, which DMA hopes will be the ultimate blaster.

Cutie Poo on the other hand is an interactive cartoon also due for release in February. At present DMA is looking at ways of compressing the huge number of animations involved.

Another project that DMA had been working on, Gore (see Issue 18), has had to be shelved indefinitely. The artist Tony Smith lives in Kent, and keeping the project going while communicating over that distance and working on other projects was a little too much to manage.

LEMMINGS QUESTIONS FOR YOUR MOTHER (WITH PROBABLE RESPONSES)

"Mummy, what's a group of Lemmings called?"

"A pact. That's right, as in 'suicide pact'. No no, that's a lie. But let me take this opportunity to tell you of many other unusual collective nouns. Like a bevy of quails... a charm of finches or, indeed, goldfish... an exultation of larks... a kindle of kittens... a mob of kangaroos... a murmuration of starlings... a plump of water fowl... an unkindness of ravens..."

"Mummy, where do Lemmings come from?"

"Well, there aren't any Mummy Lemmings and Daddy Lemmings are special. Baby Lemmings are often found under Lemming bushes. Sometimes the Lemming Stork delivers them."

"Mummy, when a Lemming dies does it go to heaven like all good little girls?"

"Don't be soft. They burn in hell - like distress flares."



THE TWO PLAYER version of Lemmings is a real hoot. As you can see, the screen is split in two - both windows scrolling around independently of each other. One player looks after the green Lemmings, the other minds blue. Business is pretty much the same as usual, only there's more often than not plenty of interference with both parties on screen at once. You also get to keep any of the opposition's Lemmings you manage to entice into your abode.

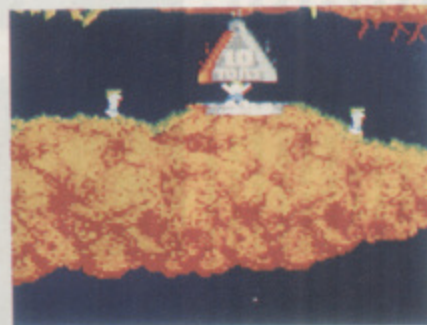
THE UNEXPECTED HITS YOU BETWEEN THE EYES

IT CERTAINLY DOES in Lemmings, as David Jones explains: "We've included a few surprise levels, but I'm not going to tell you what they are. Let's just say you'll come a cross one of them and you'll go 'Oh'."

Then there are the traps... "Every world has weird and wonderful traps - like those rope traps, where you step into them and get pulled up in the air. Erm... spikes come out of the ground, boulders fall from the roof... I don't want to give too many of them away. It'll spoil the surprise."



CRUNCH! A Lemming gets caught in a trap.



SQUELCH! Mashed Lemming courtesy of a 10 Ton Weight.



SPLAT! The best way to make Lemming Jam - let it fall too far.

A

LEMMINGS may not look too impressive when static, but the visuals really are quite superb. The Lemmings' animation is delightful - it's hard to believe that something so small can have so much character. Any attempt to imagine the bouncing green haircuts, quivering limbs and spectacular death spasms in time to London Bridge Is Falling Down is bound to fall short of the truth. Sound too is excellent, with an effective mix of speech ('Let's Go!' and 'Oh No!'), appropriate spot effects, and irritatingly memorable tunes. There's only one problem with Lemmings - it's too addictive by half. Don't play it if you have better things to do. You won't ever get round to doing them.

ST

THIS ONE'S every bit as compulsive as its Amiga counterpart. It's approaching completion and should be released this coming January.

PC

ONCE AGAIN, there are no major playability differences. Hercules, CGA, EGA, VGA and Tandy owners are all catered for, along with Roland and AdLib supporters.