

PimoLems Thoughts:

Having now finished PimoLems (minus the IchoTolot levels which I will wait to get to in his pack) the main thing that intrigues me is the comparison between it and DoveLems. I am curious as to what the relationship is between the two packs, both authored by Frenchmen, with many levels in DoveLems that seem to be a direct homage to PimoLems, and although it could be the other way around in some cases, I am given to believe that generally Pieuw's levels predate Dodochacalo's. In most cases of such an "homage", I am quite firmly of the opinion that the level in PimoLems is more "classic", but it does make me curious about the way that DoveLems plays rather like it was intended to be an easier version of PimoLems, although I have no idea if this was indeed the intention.

There are many differences of course between the two, Dodochacalo seems better at creating a sense of atmosphere in his levels, there is a wonderful laconic quality to some of the crystal levels ("Impolite Climbers" for example), and a sense of wondrous scale in the great magical epic "Valley of Chameleons", and many others. In particular there seems to be a wonderful handling of more organic forms, whereas Pieuw, for all the beautiful decorative touches, is much more of a master architect, each of his best levels seem refined like a gemstone to the point where every pixel is in service of the mechanics of the solution. DoveLems also clearly has ambitions to be a complete Lemmings-like game, to be played from start to finish, whereas PimoLems does appear more as a collection of levels, the difficulty curve is fine, but it doesn't particularly seem to want to draw you in to its progression. And obviously the structure of the pack is a bit more disjointed, and contains levels, in the "Extra" rank, that are explicitly less developed. I also prefer the early stages of DoveLems to those in PimoLems, which seem slightly more workaday - Pieuw's genius really comes to the fore more later when he's throwing everything he has at you.

As I and of course others before me have observed, DoveLems suffers terribly from a propensity towards backroutes, and despite IchoTolot's heroic efforts, I believe this to be the result of a certain complacency of design, especially in the later ranks. What I notice is that Pieuw seems much more engaged, at least these days, with the community, and I often see him commenting, on the forum and under YouTube videos, engaging in dialogue with those who play his levels and taking note of whether they can be tightened. On the other hand, it's hard to say whether Pieuw's levels are intrinsically better designed, or whether this increased community engagement led to more refinement, a path which perhaps Dodochacalo simply didn't go along as far. Dodochacalo may have been around more online back in the day, but there is certainly less current evidence of it. It is also possible I'm being unfair on him here, but this does seem to accord with others' experiences playing the two packs. Overall, PimoLems is much more satisfying.

I have only played the NeoLemmix version, so my experience is obviously slightly different to those who played it on its native Lemmini, especially vis-a-vis levels which use glitches. I have referenced my own replays, RoundTheWheel's partial let's play, and also Colourful Arty's let's play, as well as Pieuw's video solutions, and sometimes IchoTolot's solutions. Needless to say, backroutes will probably be fixed by Icho at some point, so these comments, where they pertain to my solutions, are only valid for version 3.0 of the NeoLemmix pack. Maybe if I do this kind of commentary in future I should put my solutions on YouTube so that at least it makes sense without having to keep around old versions...

Calm:

1: "The Bad Beginning": A neat way to set up the ambience of the pack.

2: "Training Day": A really neat, compact way to introduce the core skills

3: "We Are Lem-Bob-Omb !": A simple bomber training, obviously somewhat trivialized by the untimed variety, but still necessary to think a little about which way the lemmings are facing when they blow through to the exit.

4: "Emerald Cave": A striking design, but perhaps a somewhat boring solution. still, effective introduction to building in general, and building a zigzag in particular.

5: "Better Run for Shelter": A pleasant enough level. I have to say, when I first started playing this pack, I was already working on DoveLems, and not having any other context, or knowing what was to come later, I felt like these early levels were really lacking something in comparison. I don't know if this is a commonly held opinion?

6: "Lemming Falls": A nice intro to a "go down a very long narrow vertical tunnel" type level. And as such, reminiscent of DoveLems Plain 15, "Ground Floor, Please", although if that level was an inspiration it does seem more indirect than the other "twinned" levels.

7: "Lemstones": The first really classic design of the pack, in my opinion. The steel and gems design is very striking, and these "monument" type levels I always like. Having said that, I can't say I find the solution tremendously interesting.

8: "Cloud-Covered Stalactite": An intriguing and unusual design. I can't make head or tail of my solution, it looks like I was trying to save 100%, which I think is a nice way to approach this one, but then I balleded it up pretty badly...anyway doesn't really matter I guess.

9: "The Strange Relics of Lemnos": Clearly twinned with DoveLems' Coward 10, "The Labyrinth of the Lemmynotaur". When I saw this, it was clear there was some kind of cross-pollination at the very least going on between the two packs, but I was unaware of the nature (and still am to an extent). I actually don't find much to differentiate in these two, both are not that interesting in solution, this one arguably more straightforward, and the design of both is pretty equivalent (the knotty column things are great to look at).

10: "It's a Kind Lembourhood": A kind of long level, the urban design of it is sweet, but again I'm not so into the solution. Compared to the other "real world" kind of levels, "Spring Break !" and "Castles in the Sand", I prefer the latter two, which are much more interesting in execution, and deceptively challenging given that they look at first just like a level based around a certain design theme.

11: "Minimal Design": I think this would also make a great 100% challenge, which again I failed miserably at. Otherwise it's really just a build to the exit level, albeit one with a nice puzzle about how to contain people, and the strange gappy terrain is strange and interesting to try and navigate. I like that bizarre and subtle terrain features are something that show up

again and again in Pieuw's levels, and often form an integral part of the solution, even if at first they just look like decoration. (This comes to a climax in Hurricane 4, of course).

12: "These Ain't No Jedi Swords": Star Wars music is cute. Otherwise an obvious dig down the pillars sort of affair. I can't even really say the design is very memorable either.

13: "Lems, Stock, and Barrels": First of all, I approve of the Oxford comma in the title. Second, I would note that, like Dodochacalo seeming particularly at home in the crystal and rock tilesets, Pieuw seems at his element with the precise angles of the brick and marble tilesets, I find his most ingenious levels are often of those two varieties. This is a nice building and containment exercise, although the hair-pulling ridiculousness of later levels is not yet in evidence here. Finally I manage a 100% solution though!

14: "Pagoda St": Beautiful design, beautiful music, this I think is the second classic PimoLems levels to appear. I've seen people go ape over the glinting ring decorations, and they are certainly a subtly beautiful piece of decoration, and a non obvious layering/masking of terrain and other objects, which he seems particularly talented at creating for artistic purposes, in the same way he seems to excel at finding non obvious ways to utilize terrain forms in the puzzles themselves. The two elements have a nice conceptual counterpoint. The solution to this one is nice, and as a 100% challenge, it becomes a not-entirely-trivial exercise in climber control.

15: "Find Your Way Up !": Ah, the inverted water makes a first appearance. Pieuw seems obsessed with symmetry sometimes. I wonder if inverted water in Dodochaclo's levels was inspired by this ("Sky Won't Help You", Coward 29). I like this level in that it is kind of a builder troll, the obvious solution doesn't work as you expect it to, making you worry about running out of what seemed at first to be an ample number of builders.

16: "Don't Look Down !": 100% solution using all builders! Although I imagine it can be done with fewer. Another kind of deceptive geometry level. I think it was around this point I was starting to see some merit in this pack.

17: "YOU SHALL NOT PASS": A less inspired level I think than the preceding four, with none of the subtlety or deception that they display. Although it's always nice to dig under steel walls.

18: "Clumps": Ah, I see I tried to brute force a 100% solution with a builder wall, but then had to use the two blockers, but because of that they were used in a more conventional way than the actual solution as shown on Pieuw's video, which is very nice - I don't know if this necessarily counts as a total backroute, I think I was just trying to play around with the levels at this early stage when there seemed to be so many possibilities, trying to find 100% solutions where possible. I wonder if one is possible here?

19: "Iron Industry": Ah the infamous. I really admire what IchoTolot did with this level and the analogous one in DoveLems ("Lemmings-Digging Iron Plates", Coward 24), turning them from trial and error pathfinding solutions into neat little geometry puzzles that don't feel out of place in difficulty. Having said that, given that I think both creators, but certainly Pieuw, gave design hints that unambiguously point to which plates were not solid, I would argue that this

counts as a kind of lateral puzzle, figuring out that there is a kind of meta signal being employed by the author. There are not many places in the NL conversion where I think the spirit of Pieuw's original has been lost, but this could be one of them. I do understand and quite like the strict standards the NeoLemmings community has developed around "fair" puzzle solving, so one can't complain too much, although surely something of what the original Lemmings was about was being unfair, and sometimes in a surprising and comedic way!

20: "Spring Break !": I was ready to write this off as a gimmicky "themed" level, but the very punishing terrain and limited skill set convinced me otherwise. This is the perfect level to end the rating on. "School" is finished, after all!

Overall: I have to consider Calm the weakest single rank in the pack, and by quite a large margin. I just don't find Pieuw's easy levels here to be of the same ingenuity as the later challenges. However, the second half of the rank really picks up with six levels showing at the very least a glimmer of the same skill in subversive design on display later, these being 13, 14, 15, 16, 18, and 20.

Windy:

1: "Have a Lem Soda": A quirky level to start off the pack. Enjoyable, memorable for its design but not really for the distinctiveness of its solution. I seem to recall I was still skeptical of PimoLems at this point, but that soon changed. Again, much better to attempt a 100% save.

2: "Return to the Fold": A nice enough go-around-and-come-back type level. I think my solution is more interesting than the one Pieuw displayed, as it requires digging so that you leave overhang for the climber to turn around, and then mining so as to hit steel for the same reason. Although I see I just forgot that the builder staircase overhanging the right-hand wall would have done the same thing. Oh well.

3: "You Lempty-Headed Creatures !": I gather the point of this level is to learn how to bomb a hole that the lemmings can't walk left out of? Well, it succeeds on that front.

4: "Sandcastles in the Sand": Another cute level using standard tileset items to create surprising environments. I found this level interesting in the same way as "Spring Break !", in that it was surprisingly punishing with even a generous-looking number of skills for such an open, potentially multi-solutioned design. I see that my way is in some way "backwards" according to Pieuw's solution, but it seems like it was designed to be a little open ended in that way.

5: "How do I Turn Back ?": Another functional level, teaching a specific trick. Although I have to say, Pieuw really excelled himself on that thick wall of column. Just gorgeous, even if the level itself is simple in execution.

6: "Diggers Mania": A very nice level. It was around this point that I was starting to suspect that not only was this pack worthwhile, but was actually something pretty special. I guess by my own criteria, this counts as a "functional" level, teaching the digger blocker interaction,

but it has a little extra delay tactic necessary at the end, which is a nice touch. I love digger-blocker interactions though, of all sorts.

7: "Take on the World !": This level is quite something. It manages to reach a completely unexpected level of chaos by the end. Despite what I said about Pieuw being in his element with hard angles and clean lines, here the irregularity of the terrain is just perfectly designed to elude at every turn your attempts to tame it.

8: "Step by Step": Another level with a singular focus. Basher-digger stairs are fun though.

9: "The Hiking Tour": This was the level that completely converted me. I just love the intricacy, the assurance, the solid puzzle design of Pieuw's best levels, and this is definitely one of those. Such a tight solution, I love how the timing is so important to finding the right path. I also love skill-specific exits. An absolute classic, perhaps the first truly classic-in-every-way PimoLems level.

10: "Me Sorry, Me Lost": I don't quite understand this level: it hinges on the observation of that tiny terrain gap? Just seems a little arbitrary...

11: "From Pillar to Post": A masterpiece of simplicity. I just love how difficult this is to figure out, even once you've seen the general path to the solution. It took me several iterations to really nail it down. This is also where I started to realize that this pack is *hard*! It was the first point where I really was stumped for a bit. I have to say though, I really don't see why IchoTolot added the steel to stop you reaching the exit from a higher point on the leftmost platforms, the two solutions I saw, Pieuw's (which uses that "first floor" to dig through on the left) and Icho's (which was the same as mine) seem to be nicely equivalent. Perhaps that seals off a backroute, like the pickup bomber (which is great to stop Roundthewheel's backroute, which really just breaks the whole point of the level), but the steel to my mind makes it overly restrictive which solution one needs. I always think it's a shame when a multifaceted level is turned into one which is so "deterministic" which is what Icho's philosophy sometimes leads to. But I am somewhat torn on this, as many levels are made much better by cutting off certain paths. It's just a fine line I suppose.

12: "Break the Ice": A marvelous level! I remember discussion of RTW's backroute to this in the comments to his video, but it seems that you can't achieve that solution here due to the placement of the ice-blower. This is another completely classic exercise in constant climber management, making them turn around over and over and at the precisely right moment. It's a beautiful ballet. I believe my solution to be a variation on the proper one as demonstrated by Pieuw, in fact I see it's very close to the one Icho posted on YouTube.

13: "Up the Abacus": Is it just me, or is there something vaguely rude-sounding about the title? In any case, I really like the relentlessness of this level. It also seems to be the last of the long "save half" levels in the early part of this pack. A memorable and punishing experience, if not very difficult when you realise you have to go up via the outside.

14: "The Landing Strip": Untimed bombers seem to have broken this level slightly, does one have to use flow control to make the builder containment timing effective? In any case I still

like this level...oh I see what has happened. I bombed the first lemming while in the air, otherwise the release rate would have forced the original solution. Oh well XD

15: "For the Greater Good": Love this level. Although I do seem to have solved it slightly differently from the norm.

16: "Try to Compromise Before You Cue": Love this level too! I especially love levels where you assume you have to do a certain thing, like use two blockers in the middle to avoid the trap, and then you have a moment of divine revelation when you ask "...or do you!?". Symmetric levels solved asymmetrically are also a great joy, and the way you have to use bashers to collapse the path into a singular safe one is just delicious.

17: "X Marks Nothing": I just absolutely adore this level. As the first time I had really encountered this, I believe later somewhat hackneyed trick, it was another wonderful moment of "divine revelation". The fact that you have to create little builder "X's" is a wonderful artistic touch, and making it so you have to save one builder to stop the basher sending everyone to their doom is a nice subtlety. From here on, I think I have no massive criticism of any level of the main ranks, they really are that incredibly consistent in quality, which is frankly astonishing.

18: "Underground Water Storage": I seem to have done this level a stupid weird way, which no one would think to attempt unless using NeoLemmix. But it could be a strange variant, as all of the required actions are taken, just in an unorthodox order.

Windy 19: "Mizmaze": A great level, I love levels like this, which go so far beyond what the original games' designers did. Having said that, it's a more recreational level, which is perfect as a kind of "pre-dessert", a fun offering before the wonder that is "Nick of Time !". I found what I thought was the only route, to the left, but I see that other solutions are possible, which is wonderful. In its general symmetrical maze shape, it does remind me of a less serious version of Plain 30 from DoveLems, "Cisterns, Chains, and Bricks".

Windy 20: "Nick of Time !": A masterpiece. Also my second big roadblock, I stared at this level for quite a while, until it only gradually coalesced into a solution, I think I watched RTW figuring it out himself just until I realized you needed to use the long walkway to the right, which I had never really believed, and then when I achieved it for myself, the timing was just awe-inspiring, I think it's the greatest feeling I've yet had upon solving a lemmings level (even if I had one nudge in the right direction externally). I remember this very fondly, and even just watching my replay again gave me faint tingles. The fact that timing is so tight, even down to the last second (at least for me, maybe it's possible to be even more efficient) is just a crazy level of precision. Chapeau!

I must of course mention that it's fairly obvious that Devilish 30, "Make the Big 8" from DoveLems is inspired by this level, and I definitely feel that the PimoLems one is the more impressive and the more iconic, also arguably harder. This may well just be because I played it first though.

Overall: Windy felt like a real journey, a journey into the "mature" PimoLems, like we'd finally flown the nest and were about to face some pretty wild storms on our own! A couple of indifferent levels at the top, two "functional" levels which are effective but single-minded, and

two which had some extra subtlety (without distracting from the central point), but then the last 13 or so levels are incredibly solid, and give a sense of the unbelievable quality to come. "Nick of Time !" is definitely one of my favourite levels of any pack, and it felt like such an achievement at that point, such a final climax, that I really wondered what could possibly follow it, how could we be only half way through? Of course the rest of the levels more than lived up to this promise, but what a way to mark the halfway point. I think I took a short break at this point, and worked on DoveLems and PimoLems concurrently, then after finishing Stormy, focused on finishing DoveLems exclusively, as the Hurricane levels really seemed to be a different kind of beast, and I then got distracted playing the NeoLemmings Introduction Pack, and also Lemmings 2, as I have been very influenced by RTW in which packs to play, given it's great fun to play along with him, and to watch his and others' solutions after I've solved a level myself.

Stormy:

1: "Pop'n'top": A very solid level to start the pack, and I like very much that there are two possible paths, over and under, each with their own particular subtleties.

2: "Bibbledi-Bobbledi-Boo": A tremendous level, and Icho managed to compensate for the lack of the original miner-basher cancelling mechanic beautifully, until I watched RTW and others play the original level, it hadn't occurred to me that it would have been changed. Thumbs up!

3: "Diamond Ribs": My way seems like a definite backroute. This might be the only level, in retrospect, where I feel the same kind of complacency I observed (perhaps unfairly) in some of Dodochacalo's levels has crept in. In fact, it reminds me of "It's an Evil Symphony !" (Devilish 18). The imagined choreography is lovely, but if you don't automatically go along with the suggestion, an easy backroute appears. PimoLems suffers far, far less from this than DoveLems, so an interesting example of this pattern appears here. I still like the level though, and even the degenerate solution was a little tricky to see.

4: "Rule of Three": A gorgeously beautiful level. I was really quite stumped by a lot of these early Stormy levels, this is where the difficulty of the pack really started to assert itself very consistently in my opinion. My solution is less elegant than Pieuw's, using a different mechanic, which incidentally seems to put the first lemming (although it also changes the order of them) further ahead, leading to a not-so-tight timing puzzle, and rendering the climber unnecessary for its small correctives. This leads me to believe it is not intended to be solved this way, but it seems fairly close in spirit, and again, not an "easy" backroute. When remaining backroutes are still subtle and difficult and require experimentation, that's when you know quality design is at hand.

5: "Timing and Space": A nasty backroute removed expertly by Icho as usual, leading to what I think is a phenomenal level, for such a simple looking timing mechanism. I just love the way it comes together, again was a beautiful feeling to have the solution gradually coalesce (a different kind of feeling entirely to the "divine revelation" type; both are fun). One thing that I find very memorable as another recurring feature in Pieuw's levels is the sense of exquisite and breathtakingly tight timing!

6: "A Breezy Breeze !": I was just absolutely awed by this level when I realized what one had to do to save a builder, definitely a "revelation" type experience! Not much more to say, I just love it. With this level, you are suddenly made aware that you are dealing with a mind that thinks in a very subtle way about things, but who also can make the arcane and unusual seem sturdy and inevitable as puzzle elements. And I've just noticed that Icho (?) removed a builder here! Admirably leaving an even tighter solution.

7: "Diving Area": I'm soon going to run out of superlatives; these levels are just too consistently amazing. The time limit makes this level even more exciting. My solution is apparently subtly different from intended, but still uses all the required actions.

8: "Broad Pit": Mmm, a slightly disappointing backroute, although it doesn't entirely break the level (not *entirely*). It does make it a bit less fun though. Not sure why I tried to find a shortcut, as I was trying to find solutions along the lines of the intended for quite a while before giving up. Strange. Anyway, very fun level, I don't think ruined by this shortcut, but maybe worth looking into (for Icho)?

9: "A Matter of Pragmatism": This level made a huge impression on me. I just couldn't even believe what I was thinking when I thought it, and then when it worked...absolutely upliftingly hilarious. Such an obvious thing in retrospect but it took someone like Pieuw to demonstrate in this particularly apt way. Another "revelation".

I guess in a way it's a level entirely dependent on a particular trick - but given the artistry and ingenuity on display here, I think it loses none of its potency for that, as most such levels do. It's almost like a work of philosophy (I suppose "pragmatism" is right there in the title)! What I think specifically is so profound about this is the utterly straightforward behaviour of a classic and easily-taken-for-granted skill, a behaviour which nevertheless is very hard to realise is there unless it's pointed out to you. Ok, I'll stop now.

10: "Erbalunga": Apparently something of a custom level legend, and a beautiful level. I really like underground tunnel levels. The mixture of geometry and timing is oh-so-satisfying here, and I like that it's no tricks, just honest skill usage in a not immediately apparent way (to paraphrase Akseli in a comment under RTW's video). It seems to me that DoveLems Coward 26, "Let Him Go Alone..." draws from the general idea of this level. Both great levels, although I think "Let Him Go Alone..." is a little more constrained, so doesn't have the same feeling of scale and time. And is also riddled with unfixable backroutes so I guess there's that...

11: "Two Stragglers": Man, Stormy is just one beautiful gem after another (as is Hurricane). This level is just wonderful. Not sure what I can comment on specifically. Just wonderful precise craftsmanship that feels like it couldn't be any other way. And once again, impeccable timing.

12: "High Jump": Appropriately, a real high point of the entire pack for me. Definitely a "coalescing" solution experience, which are often very rich. And I think the frankly extraordinary lack of symmetry required for the solution to such an ostentatiously symmetrical level is jaw-dropping. I just love it. Also, the precision needed to build on top of the thin post (in the crucially uneven bomber hole) in such a way that the climber can still get through but walks on the stairs in the other direction is a wonderful nuance. So good.

13: "Hexakosioihexekontahexaphobiacs": Not a challenging level, but as such I assume it's meant as a breather, and coming after a challenging and long level like "High Jump", this is fitting. I also admire how it takes the concept of the infamous 666 level in the original and produces a fun but higher quality re-imagining, and putting it at the unlucky position in the rank is very witty.

14: "Lemesis": My one big disappointment of the pack, because of backroutes, because otherwise this is another tremendously impressive level (and I must comment again on the nice pacing with the more recreational level 13 separating two quite meaty levels). The unfortunate thing is that I still seem to be able to perform a version of the backroute I saw from RTW (which prompted Pieuw's immortal comment: "NOOO."), despite attempts to remove it by Icho. A real shame because the actual solution and design is remarkable, and when I saw it I really wished I'd had more opportunity to find it myself (although perhaps I should have known something was up when it became so easy). I don't think this is a case of the same "complacency" I've talked about with DoveLems, more a small technicality that breaks an otherwise beautifully and tightly designed level. I hope this can be rectified in future versions.

15: "So Logical": This level coalesced beautifully for me. I just adore how you have to think literally outside the level as it appears to find the solution. It took me a while - my most vivid memories of playing this pack seem to be around the middle of Stormy here, it's where the challenge really made me feel alive. I don't know if others have that same feeling about this area of the pack?

16: "Be Lem-Minded": This is a curious level. It seems slightly odd at this point, perhaps it's intended as another breather after the onslaught of the previous two. It's also curious how it seems to have many solutions all with subtle differences to achieve the same effect. I don't hate it by any means, it's somewhat interesting even, despite the fairly unoriginal concept, but is perhaps slightly less memorable. Possibly the only real weak point in Stormy, although I wouldn't say it really takes anything away from the rank as a whole.

17: "Leavin' on the Edge": Even without the solid edges (which are certainly a fun novelty) this is still a nice timing puzzle, and another good breather contributing to a very well-paced rank.

18: "Merchant Ship": Another flawed level, unfortunately, this time more fundamentally. Maybe this is actually the slightly weak point of the rank, "Be Lem-Minded" was certainly odd, but this is a little bit broken it seems. Unless it was intended to have multiple solutions. But it seems to be another mild case of cool intended choreography (the bashers all running into their own steel blocks) not being integrated enough into the design. Not a completely unamusing level without that, though, some tricky resource management either way..

19: "Tree-Athlon": A fun level. Nicely paced again to put this more "recreational" design near the end, but given the mixed bag of the previous three levels, it feels a little like a let down after the gold nugget at the heart of this rank.

20: "Let Them Eat Cake": And unfortunately this feeling continues. It's a pity Stormy had to end like this, given its early and mid promise. I don't know if it was intentional that the rank be structured like this, with lighter, more gimmicky levels (not necessarily said in a negative way) toward the end. I might be a little unfair, as these levels are definitely not bad by any stretch of the imagination, but after the extraordinary achievement of the initial run, they feel to me less coherent, also easier. This level is still nice, less amusing without the glitch, which does seem to form the whole lynchpin of the thing, but still a fun solution. A pity the rank-finisher doesn't reach the wonderful zenith of "Nick of Time !" though.

Overall: It's strange looking back on these levels after the fact, I don't remember being so critical of these levels, especially the final ones, at the time, which I suppose is testament to the amazing impression the whole level pack gives of consistency and strength in design. But there are no bad levels in Stormy, and Hurricane continues this trend even more spectacularly. I suppose I have to see Hurricane as the single strongest rank though in retrospect, with the three previous building up to it successively in terms of consistency. Having said that, maybe I'm just more prone to be impressed by tighter or meatier puzzles, in which case I'm being too harsh on levels which after all are there in "easier" ranks to break up the difficulty and provide some relief, which they do admirably. In which case I apologize for being unfair and doubting Pieuw :)

Hurricane:

1: "No Justice for Heroes": I kept looking at this level, being intimidated, and then doing something else. But it's not really that hard, just a very nice level that falls into place fairly readily with a bit of study. Sets the bar high for the rest of Hurricane in design and difficulty.

2: "Come Hell or High Water": I love this level, which I think Icho changed a bit? Nothing groundbreaking in the solution, but again a great interplay of traditional activities, and beautiful teamwork.

3: "The Warehouse": An absolute stunner, and the first really hard solution to work out. I saw in a YouTube comment that Pieuw considers this level flawed. My feeling is that it is the culmination of this tendency I've noticed in him of finding the subtle aspects of the terrain that we take for granted and using them integrally for the solution. When it came to me that you could take advantage of the weird properties of the chain, that strange object that one might take for granted, I was just delighted beyond words. It's that feeling that makes me love and admire this level, as well as the not trivial maneuver to uncover the exit, which I think I did in a slightly non-traditional way. One thing that does give me slight pause is the carefully smoothed out barrel edge on the middle, "hanging" platform. Given that it seems so conveniently intended as a climbable surface, it does seem a slight shame that it never gets used in the current solution. This is seemingly a remnant of the earlier solution which used the terrain in a more holistic way. But apart from that, this level is an absolute triumph in my books.

4: "Alea lacta Est": After the previous slight roadblock, this level fell into place quite quickly for me. It is terrific fun though. I think to be a Hurricane-worthy level, I think there has to be either a certain level of intricacy to the solution, or else there has to be a really non obvious trick, or some tricky crowd management (but Pieuw seems to shy away from this letter type,

which I have to say does accord well with my own preferences). I think I did this as intended, building floating bridges is extremely entertaining.

5: "Candelabrum": I really appreciate this level, and now that I've made that observation of the dichotomy between the intricate and the unobvious, this and the previous level seem to make a nice pair. I like how "straight-to-the-point" this level is. There's no question about the method, it just needs to be done, although the fact that the observation of the problem hinges on a single pixel is just deliciously nasty! It was nice to be forced to learn the exact mechanism of the basher-lowering for future use, and despite being somewhat annoyingly precise, I did not get that "Z for Zemmings" feeling.

6: "Condemned to Die": Wow overly dramatic title. I like the simplicity here, almost brutalist in its architecture. Again, not *too* obvious, but fun, and also timing obviously comes into play. Not much to say about this one, but still a worthy experience I feel.

7: "Stargazers": This is a really beautiful level. It has a magical kind of atmosphere to it. I have to say, it's a shame that the essential miner mechanic doesn't work in NeoLemmings. It seems perfectly logical that the upswing would also take away some terrain, but I like how unintuitive this behaviour is despite that. Having said that, I did not feel like there was anything missing in the ignorance of my initial playthrough. Though I got a little stuck on this level, it is pretty just to look at.

8: "Logs & Lag Lems": Icho is a hero for taking away backroutes on levels such as this, as this is such a fantastic puzzle. I like the continuation of the theme of bashers and diggers interacting in precise ways, this is kind of the "opposite" of "Candelabrum" I think. Again, intricate Hurricane-type engineering of the architecture (impressive in the dirt tileset too!) now combined with some precise timing tricks; the difficulty is ramping up!

9: "Blue Monday": This is an absolute beast of a level. I just love how you have to work it out step by step, refining your hypotheses in an almost scientific process. Unlike with "Stargazers", I don't miss the weird builder turning around mechanic. Is it an accident that both these crystal levels contain edgecase behaviours of common skills in Lemmings? Hurricane really is masterfully paced (as is the whole game). I find it interesting that this was the first level that RTW got very stuck on. Of course he's fully capable of solving levels as hard as this, but he tends to try things out without as much forethought as might be required, and this level seems to punish not thinking ahead quite harshly, given how specific the solution is. Anyway, tremendously satisfying. Also, I'm in awe of Swerdis' recently uploaded backroute on YouTube, there's something so simultaneously joyous and depressing about a good backroute, it's like a perfectly groan-worthy pun (a medium I very much enjoy).

10: "How to Prevent a Mass Suicide": A masterpiece. I don't know what more I can say. Beautiful how all exits are used (except the decoy!) and I like how difficult it is even to set up the initial separation trick. I am proud to say I saw the solution quite easily, but I must confess to having been primed by one of Icho's early Reunion levels which introduced this trick more gently.

11: "The Great Breakout": A terrific level, a good old fashioned puzzle after the fireworks of the previous. In NeoLemmings it probably has lost a bit of its previously formidable edge due to

the precision tools, but it's still a beautiful creation. Having said that, I think I missed a particular element of the endgame timing in my solution...not sure how unfortunate that is, it didn't ruin my experience at all.

12: "Rod Island": A gorgeous level, just when we needed one. Maybe not a hard solution, I just didn't think of the obvious thing until very late, i.e. just holding everyone in place with the two blockers until the worker lemming can get back around, at which point he's sealed off the leftmost gap. I personally love levels like this which make very fine-grained labyrinthine terrain drawings, it always just highlights how much more there is to explore in terms of level design than the original games dared to.

13: "The Barbarous Bars": I have to say it, simply a superior creation to the equivalent horizontal DoveLems version. This is just iconic, and I like that the solution, which is fairly easy to comprehend, requires some delicate fine-tuning to make it work properly.

14: "Droll Drill": Another perfectly placed breather level, although I guess one might miss the solution if one hadn't been trained to think in a certain way by many other levels. Watching the basher go downstairs is very entertaining, and the builder and climber management make sure that this level isn't just a one-trick pony. Looking back at my solution, I'm not sure I needed to build quite so much...?

15: "Stony Parkour": It was at this stage that I decided to complete the other ranks, leaving these final Hurricane levels to be the climax of the PimoLems experience, and I'm glad I did. There is a slight dilemma to structuring the pack in this way, and I did think at one point that maybe the two themed ranks could be placed between the main ones as little recreational intermezzi, perhaps in several smaller sets to avoid having too many difficult levels occur too early. Then Special and Extra are left as the true bonus content. Just a crazy thought, it probably wouldn't work at all given the preponderance of quite hard levels in both those ranks.

Stony Parkour is tremendous fun, as the name might lead one to suspect! I do seem to have bruteforced a solution which doesn't require the miner builder crossing trick, which is a shame. I still like my solution, and wasn't disappointed by it, but it did seem a little too perfectly precise. Perhaps this requires tweaking to remove this possibility?

16: "Craving to Burrow": Getting to the business end of things here I think. A delightful level, I often crave to burrow myself. I don't quite understand Pieuw's solution, it seems very chaotic, mine seems more elegant, and I see Icho has found a similarly more economical approach.

17: "Prisoners of the Pun": The highlight of the entire pack, I think most would agree. I adore the little "mechanisms" that the chosen lemmings are fated to be stuck in for all eternity! Unfortunately, I found a solution which pardons one of them. I do think this is a shame, and interestingly, although I in no way think it's as severe as the other case, it displays the same problem as "The Spring" (DoveLems, Maso 7), which also seemed to be intended as the most complicated level of the whole pack, placed at a strategic point just before the end. This one, as I say, is still really really hard and intricate, but I think fundamentally what this shows is that the more complex a puzzle becomes, the more moving parts it requires, it seems to become perhaps exponentially harder to de-backroute entirely. It simply seems

that Pieuw has once again done a better job at that than Dodochacalo under similar circumstances, although clearly not a perfect one. I have to say, I am a bit disappointed that I didn't manage to come to the conclusion myself regarding the right-hand side and the timing with the basher going through but letting the condemned lemming up into the tower to await his punishment. This is such a wonderful trick, especially to have to do only as a small part of a much larger endeavour. On the upside, I was for a while thrilled that I might have discovered a way to save 100% on the most difficult level in the game! But it was not to be; still 1 more than required is pretty good for this kind of level. Every lemming counts! I'm not sure what potentially needs to be done to force the intended solution, but it seems it would be better if it were, as it's missing an essential part if you do it the way I do here.

18: "A-maze-ing Factory": It seems reasonable to assume that this level inspired DoveLems' Maso 13, "A Search for Treasure". Both great levels, in my opinion. This is a beautiful sprawling design, with many beautiful features. It also seems to have a few different ways of approaching it. I love the sense of scale and freedom in big levels like this. The real meat of the solution is to be found in the last section (with the "no climbers allowed" area), whereas in "A Search for Treasure" it seems maybe a little more integrated and precise, which is interesting, as I usually find it to be the other way around with these "twin" levels. After the high point of "Prisoners of the Pun", this level functions very well as a place to let loose a bit.

19: "Balance Your Strategy": I am less certain of this, but I can't help but note that both Maso and Hurricane have a second last level in the brick tileset, relatively contained, featuring symmetry to some degree. Maybe this could be a coincidence though, the levels are reasonably different otherwise. I gather this level used to rely on a very odd miner/basher interaction which I don't understand at all. But I was very delighted by the solution here involving the digger-blocker turnaround, a trick which I just adore. Not much else to say about this one.

20: "Cuba Libra": There couldn't be a more perfect send off for the pack. A nice easy bit of fireworks, although not entirely trivial to set up the required timing for the bashers to cross. Everything a last level should be, imposing architecture, nothing too strenuous in terms of puzzle, just a nice bit of spectacle as a reward for getting through the rest.

Overall: Hurricane I just find to be an extraordinarily tight and solid set of puzzles. Maybe, *maybe*, I could say that the relatively weakest levels are "Come Hell or High Water", "Condemned to Die", and "Craving to Burrow", "Rod Island" also arguably doesn't add much to the overall picture, and yet each one of these, as with all the others, has a special unique place and purpose in the sequence. It really is a beautiful compendium of advanced tricks and strategies which showcases wonderfully an amazingly concise but seemingly complete world of Lemmings possibilities, and of course that extends to the whole pack as well.

Pickaxe:

1: "ZigZag World": First of all, I just love the idea of "themed" ranks, and surely it's objective fact that the miner is the king of skills :D

This is a nice way to start the pack, deceptively tricky, but not using any arcane tricks (yet!).

2: "Thunderclap": I really like the digging tools, especially miners, and the way they need to you to visualise certain geometry, like a block of marble which you need to carve in the right way to create a sculpture. Also remakes are especially nice somehow.

3: "Out of Salt": A tremendous level, I find levels where you have to turn lemmings around with in-progress tunnels especially satisfying, and this is great, the added staircase you need to save the climbers is the cherry on top. I must say I like these ranks not only for their themes (and needless to say the exquisite design consistency they share with the main ranks) but also the fact that the difficulty is not necessarily completely linear. I find this a great playing experience, in that it contrasts with the careful gradations of the main game. These two ranks seem like collections of beautiful jewels tied together by a common theme, like a concept album, rather than a sequence of levels each building on the previous, although there is naturally some of that too.

4: "The Escape Artists": I like this level, I like the first combination of miners with diggers and blockers, in a simple way. I don't find it extremely memorable though.

5: "Triumph for Their Magic Picks": I found this level quite hard. I gather it involves a mechanic that doesn't exist in NeoLemmings, but again I wouldn't have suspected. Perhaps the level suffers a little from the absence of trickery, but it's still solid, and stands up because of the difficulty, and of course the first necessary use of the miner/miner cancellation. I also find amusing the necessity of using the diagonal tool to create a horizontal pathway at the end.

6: "Evil Sandglass": A beautifully designed level. Pieuw seems to like his "sandglasses" and it's always stunning to see one in action. The solution is also beautiful. I enjoy watching the carving.

7: "Have Skills, Will Travel": This is a tough level. It's clear, watching others' solutions, that this here is a messy backroute, and the real solution is quite subtle. It took me a while to hack this level, but I do admire the real solution enough that maybe it's worth changing?

8: "Miner Under Control": A great level, and a solution with a classic feel. Nice to see basher interactions introduced! I feel, in the same way as with "The Escape Artists", that it is slightly less memorable and subtle than the best levels of Pickaxe, but perhaps both of these were designed to show a particular interaction, first diggers, now bashers. In any case, they are much more than merely functional levels, but perhaps this explains the slight dip from sheer brilliance.

9: "Hugs & Kisses": A beautiful crossing. What saves this from being simply a gimmick level is the difficulty of doing the crossing starting from uneven ground. I like that little touch. Otherwise this is essentially just a trick level.

10: "At Least I can Count to 10": This level is one of the great levels of all time, as far as I can tell (but I have played far fewer levels than most of the forums die-hards). Such a beautiful idea, and the fact that it only works in one specific way (due in part to the crucial time limit), and also is pixel perfect, make it incredibly satisfying to work out.

11: "Descent into Hell": I love this level. The fact that you have to release the blockers with a single digger in one fell swoop is just beautiful. Otherwise, maybe I'm just jaded to these zigzag type levels, but I find them a little less memorable in design than some others.

12: "Bricky Madness": I see that this level originally utilized another very bizarre and nonsensical behaviour of blockers and climbers. It's amusing, but Icho has managed to transform this into a beautiful level using an ingenious mechanism to create the same effect, but I would argue that it's actually more satisfying because it is less obvious to work out given multiple moving parts than just "recognize the trick and then do it". Anyway, thumbs way up!

13: "The Drowning Walk": A lovely fun little level, perhaps intended as a breather? It was interesting to see Arty's 100% solution too! Although it seems that would no longer work on the current version. Come to think of it, why on earth are those parts one-way? Just decoration?

14: "A Neat Climb-Down": Given the intended behaviour, I see there was really no saving this level. Icho managed to do a good job though, I didn't hate it, but also didn't really see the point of it. I wonder why this behaviour is seen as not useful though? Seems like it could be used as an element of a good timing puzzle somehow - but I'll have to defer to the great minds of the forums who seem to have come to certain conclusions about this already.

15: "Unwilling Funambulist": I think this is an amazing level. I found it slightly frustrating because I kept trying to brute-force solutions that were close to the intended, but not quite there, and I in fact succeeded in bluntly pushing through a solution that missed the mark by a little bit. I'm not sure whether to think of this as a problem in design or my own psychology. Would welcome opinions on this matter though!

16: "The Oblique Conundrum": I'm not sure I understand this level, which is probably because this is a backroute, I didn't have to do the "Art of Mining" trick at all. Oh well. Kind of fun, it's nice playing with the directionality of the stairs at the left. Not a 100% classic level in my opinion, but definitely entertaining.

17: "Fish Fry": An interesting level. I'm still wondering why the miner/blocker trick isn't considered "modern" enough for NeoLemmings, but I guess that's just the aesthetic of this particular engine. To me the trick seems perfectly logical, even if maybe unintended, but given that a similar thing is possible with diggers, I'm not entirely sure I see the distinction...? I found two solutions which I think are interesting, one going around what I think is the canonical way, the other only using the left section. Maybe it's just that walkers are too overpowered a skill in the context of a level pack designed with only the classic 10 in mind. I found it a very interesting exercise though. Not sure how I feel about the level intrinsically, as a design, it was fun enough, but does maybe harp on the trick a bit much without allowing other elements to play off each other.

18: "Lemmings on the Road to Ruin": This is a definite backroute, and a pity because the intended solution is so so nice. Maybe the reduced traps played a role here? Enforcing the crossing would make it a beautiful level in its simplicity.

19: "Topsy-Turvy": Absolutely wonderful, even without the screen edge weirdness. I spent so much time looking at it confused, which is wonderful because really there can only be one solution, and one is contemplating it from the start while also confused by exactly how to achieve it. Just great.

20: "Eye of Rambaldi": A genius way to send of the pack, not hard to figure out given what's come before, but not trivial at all to execute, with some subtleties, like keeping lemmings on the correct side of the blockers. It just brings everything together, a real wonder. Such a sense of satisfaction watching the symmetry, the crossing, the zigzag, the stair-mining, all of these come together in such a beautiful unity. Excuse me, I think I have to go and cut some onions...

Overall: A magnificent rank. I think equal to One, although I'll reserve that judgement until I've gone through all those levels again as well. I do have a suspicion that One might have a higher concentration of memorable ingenious classics, but we'll see. Overall though, a perfect tribute to the king of skills, every level is beautiful, even if a handful of them dip down from utter genius in a very minor way.

One:

1: "Swallowing Lemmings": I have to say that I'm a little confused here, which doesn't make for the perfectly auspicious start to a rank that one might want. I got it into my head that I had to use the floaters in a complicated and messy way to lose fewer lemmings, which it seems isn't actually required? Anyway, it gets the rank off to a harder than anticipated start! Taken without that, a nice starting level, almost like a slightly "grown-up" version of the very first level of Calm.

2: "Off Centred": Another nice simple one, which leads you up the garden path a little bit, as the most obvious thing to do isn't the one that will work! And there seem to be a couple of subtly different solutions that do work. Nice and compact.

3: "Square Dealing": I'm not sure I love this level, but that might be just me, the simple delay tactics plus the use of a subtle terrain feature in a slightly precise way are very nice. I guess it just seems a bit bland somehow, but feel free to discount my opinion on this one. Maybe it harkens back to my less-than-enthusiastic response to Pieuw's easier levels in general.

4: "Extremely Lem & Incredibly Close": Great level, builder walls are wonderful, especially if they need a carefully placed digger as well, and I love how the level just dares you to try and use the below area to come up with a satisfyingly symmetric (but doomed) solution!

5: "Temple Ruins": Backroute alert. I would absolutely love this level if Pieuw's beautiful intended solution was enforced. Gorgeously evocative architecture also, there are a couple of pillar levels in this pack which I think are really superlative, giving one a nice proper feeling of ancient times.

6: "The Magic Box": Just pure joy. Not too frustratingly chaotic for an advanced player. I love these uneven ground basher tricks, especially when you have to create the uneven ground

yourself! A wonderfully compact way to illustrate this ability, and a beautifully creative design, worthy of the title!

7: "Straight Forward": I will have to take issue with Icho's comments on this level: I believe it to be absolutely one of the hardest in the game, and this I attribute definitely to its open-endedness. It's fascinating to me, in a psychological sense, that Icho saw the intended solution immediately, and seems to think there could be no other, but in response I have to point out that I've seen now four distinct solutions, from Pieuw, Arty, myself, and Icho himself. I know Icho likes to tease people about puzzles, and it's all in good fun, but he does keep saying that there is only one obvious solutions, and unless he just considers all of these variations so minor as to not be actual alternatives, their existence would seem to give the lie to that claim, and give less fuel to the stated confusion with everyone else finding the level extremely hard. I'm not sure if Pieuw agrees with this in principle, certainly the placement towards the beginning of the rank seems to indicate that he doesn't think it's as difficult as others! But at least I know I'm in good company in my impression, as Arty and RTW found it a roadblock as well.

Ignoring all that, I think it's an absolutely stunning idea. How a simple stretch of brick and a one minute time limit can be so richly fascinating is extraordinary in itself!

8: "Baptised with a Perfect Name": After the onslaught of "Straight Forward", this level is such an anticlimax. I guess this shouldn't detract from it, but I guess it's unavoidable in this case, as the previous level just really looms large in my consciousness and memories from playing the game through. This is a neat level, although perhaps nothing special.

9: "Lemmings Will be Lemmings": Nice to see a compact little one-of-everything level. It does seem to me that the climber and floater are unnecessary though? Perhaps a flawed level.

10: "Bombing All the Way Home": A great level, but it would be even greater if it had multiple solutions, like Pieuw's beauty! This is one of those instances where my instinct is that Icho was wrong to tamper and remove the builder (I assume it was Icho anyway, apologies if that change predates his involvement). I will not assume that I, someone who has played each of these levels only once, automatically know better than people who have been thinking about them in depth for a long time, but my general instinct that multifaceted solutions are more interesting than tighter ones enforced in a particular way is rearing its head here, even though I don't feel like that in every situation.

11: "Ice to Meet You": Interesting that again there seem to be a few solutions to this. This level I find a little more indifferent though.

12: "I See Led People": This level is just wonderful, simple, brilliant. I can't say much more about it than that.

13: "Lems on the Lam": This level gave me a lot to think about over a few days! Fascinating how it seems so restricted in what you can do, but there are more possibilities than one suspects, even if all except one of them didn't yield fruit, they still made me try to tweak them over and over until I was convinced of that. Sometimes (as in "Funambulist") I think of this as a flaw, but here it seemed natural, and once I found out that the solution involved something

so simple, it was a lovely moment of revelation. That you have to use a miner in such a "wasteful" kind of way, where there seems to be a perfect place for a falling bomber to be detonated, this is a lovely final subversion. One of my very favourite levels from the pack.

14: "Eroding Time Switch": I love that this and the last level seem to be brothers in a strange way, they both play with a very small number of skills but make you think hard about exactly where to use them, given a field of very ambiguous possibilities. Extremely impressive. This one is less hard, being a little more obvious, and quickly one sees that the digger/blocker cancel is necessary and everything falls into place readily after that. Another very enjoyable level. It seems to me that the constraint of a solution happening in a very small space of time leads to some absolutely beautiful creativity, as constraints often do!

15: "In Odd We Trust": Arty seems to think this level sucks because of the mean trick of the single pixel you have to blow up; I think it sucks because of backroutes...actually I don't think the intended solution sucks, but the whole level seems like an odd experience after the previous two masterpieces - maybe hence the title?

16: "For Crystal Sake !": I like this level a lot, it gives one a lot to think about. The intended solution is very beautiful, really feels like serendipity. Unfortunately I think I found a way which, while not entirely level-destroying, doesn't quite hit all the finer points. Not sure what Icho or Pieuw will think of this.

17: "You'll Make Do": Maybe a kind of breather level? I like it though, just a nice builder exercise with some tricky exact placements and assignment orders needed, as well as some flow control. Not the best level ever, but very effective at what it sets out to achieve

18: "Lines and Curves": I think the design of this level is absolutely beautiful. Also it does seem like there is more than one way to skin a cat here! And none of them seem to be missing the essential points, although I'll leave that assessment up to the powers that be. A great level.

19: "Step on it !": A gorgeous level. Not hard to see what needs to be done, but great fun to execute. Maybe a shame though that it is not very hard, compared to levels in a similar position, i.e. the beautiful "Topsy-Turvy" in the same position in Pickaxe.

20: "There's Rashness in the Method": Again a level that relies upon another very weird glitch. Perhaps intended in a similar way to the end of Stormy, as a quirky cherry to top off the rank? I find it less compelling than that one though, as it's a bit of a one-trick pony, the glitch makes no sense whatsoever as a legitimate mechanic, and thus the level is basically lost without it, Icho's half-hearted addition of NeoLemmings walkers does not lift it from these origins. A shame that the whole rank had to end on a bit of a downer.

Overall: I have to say, looking back, I think Pickaxe wins slightly over One just based on consistency, particularly given its masterful final levels. I think however that more of the One levels are among the very best in the whole game, easily standing alongside the cream from Stormy or Hurricane. Even though the difficulty curve is not meant to be as smooth as the main ranks, the very extreme nature of "Straight Forward" is noticeable, although I can't put that forward as a criticism, especially if those of us who found it very hard are just weird in

some way. Anyway, taken as a kind of total adjunct, there is so much to enjoy in both Pickaxe and One. Two thumbs up for Pieuw!

Special:

I think I have not much to say about these levels, the three Pieuw ones were nice, not too challenging, but not too easy, satisfying solutions, but not very memorable. I would say "The Fourth Musketeer" is the best of the three.

I skipped the Icho levels because I didn't really feel like I wanted to play them in this context, especially as I gather the last one is harder than anything else in PimoLems. In this way they seem a bit out of place.

Extra:

As this rank is a less carefully designed grab bag of mostly flawed levels, I will not spend too much time reviewing each one in detail. However, a few levels in particular stand out to me.

2: "Deep Forest": I like the atmosphere in this level.

6: "The Lemming Gallery": I think this level is nice in that it seems like a stock-standard type of solution, until you factor in the right hatch, which is easy to miss! I find it memorable for its scale, but otherwise the design I find a bit ungainly.

8: "Dark Valley": Could this possibly be an embryonic form of DoveLems masterpiece "Valley of Chameleons"?! It's a stretch, but I think they do share some similarities in certain terrain forms. If so, I think we can all agree that the Chameleons' Valley remains unsurpassed.

12: "Fearsome Rain": I actually think it is quite a solid level, although maybe a little unfocused in its solution(s). Not really groundbreaking either.

15: "Drip-Drip-Drop": Others seem more impressed with this level than I am, perhaps I found a backroute that made it less interesting?

16: "Maniac Mansion": I appreciate the fact that this level is so open-ended, and so many different approaches are possible, but given what Pieuw is capable of elsewhere in terms of sprawling brick complexity ("Prisoners of the Pun" springs to mind, also "No Justice for Heroes") this does pale a bit in comparison.

17: "Precision Bombing": Nice small level, I guess a bit contained or specific for the main pack (I feel the same way about level 9, "Be Cruel With Your Workers").

18: "Five Ways to Block a Lem": This is the level I am most impressed by, it seems it took Icho to turn it into a tight solution, but now that it is, I really feel it could stand up to most Hurricane levels in its difficulty, precision, and general engagement with the puzzle. Great job both of you!

19: "Keep an Eye on Them": This level I don't think is particularly great as it is, but there is the glimmer of potential about it, not sure I can put my finger on it, but it could be made into something awesome...there's also the real possibility that I don't properly appreciate the intended impetus for creating it.

20: "Spoonerism": I'm not sure I think much of this level, but also I think maybe this is a backroute I found?

Final thoughts: I weighed in on a discussion on the DoveLems thread after an offhand comment from Eric about PimoLems being a better pack than DoveLems. This was heartily disagreed with by kaywhyn who argued that different packs from different authors have different functions, and thus should not be directly compared. I am very sympathetic to this view, however I think one thing which I aim to show here, at least to some degree, is that there are a lot of similarities between the two packs that might, only might, make some comparison of them illuminating. In such a comparison, it's my view also that PimoLems comes out on top. Although it isn't completely devoid of the backroute problems which I found soured DoveLems for me, my feelings upon finishing PimoLems finally were much more positive, there was a sense of elated deep satisfaction. Certainly both packs have points in their favour, and certainly have somewhat different flavours, most noticeably in terms of structure. Both authors clearly have their strengths and weaknesses, and as I said above, Pieuw seems more the architect and Dodochacalo more the aesthete, if I may be allowed a generalisation. In any case, in exploring both of the packs thoroughly for their shared design features, and the "twin" levels where one is very clearly (or sometimes more ambiguously) inspired by the other, I have found the exercise very edifying, and taken together, these sets of levels clearly both form a very important part of lemmings history, and speak of a certain era of design.