

# Digger

8 DIRECTIONS



When selected, this Lemming will dig a tunnel straight down through obstacles. Some obstacles cannot be penetrated. He can also be commanded during digging to do another task. (See Basher).

# Climber



When selected, the Lemming will scale anything that stands vertically in his path. Once you have commanded him to do so he will continue to be Climber the entire time you play the level. For example, even if he is selected to dig at a later time, when the digging task is over he will become a Climber again.

# Floater



When selected, the Lemming will be able to safely float down from heights that a normal Lemming could not survive. However, he must be selected AS HE IS FALLING. Once selected, he will remain a Floater for the duration of the level (See Climber).

5 DIRECTIONS



# Bomber



When selected, this Lemming will explode, destroying obstacles and portions of the playing field. However, he will not harm other Lemmings. Once commanded he will count down from five and when reaching one he will explode.

NOT REQUIRED

# Blocker

When selected, this Lemming will stop other Lemmings from walking past him.

NOT REQUIRED



# Builder

When selected, this Lemming will build a bridge upward diagonally. He will build in the direction he is facing. However, he will only lay down 12 steps before he gives up and walks off of it.

8 DIRECTIONS



# Basher

When selected, the Lemming will dig horizontally through obstacles that block his way forward. After bashing through the obstacle he no longer remains a basher. Also, some obstacles cannot be penetrated. He can be commanded to do another task during bashing. However, he will stop bashing once commanded to do another task.

NOT REQUIRED



# Miner

When selected, the Lemming will pick downward creating a diagonal tunnel in the direction he is facing. Some obstacles cannot be penetrated. He can also be commanded during mining to do another task. (See Basher)

NOT REQUIRED

