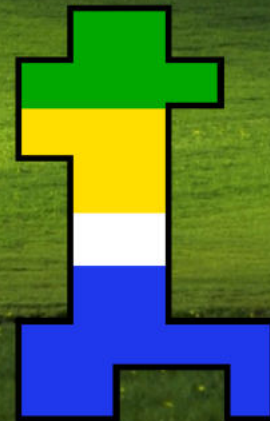


# Doomlings

**"I don't care how you kill them  
as long as they die"**



**By Totta  
2025**



**MSX1 (64KB)**

**MSXGL**

# **Welcome to Doomlings**

**You are probably familiar with the game Lemmings where the objective is to guide the cute creatures to safety. Doomlings are just the same... but the complete opposite.**

**Here your mission is to guide the creatures to unsafety.**

**In each level you will be provided with a set of tools that can manipulate the world. You can build walls, floors. You can place traps. You can make the Doomlings change direction and many other things.**

**Just remember. They WANT to reach safety.  
It's your job to make sure they don't.**

**Can you do it?**

**Idea, code, graphics, music & sound effects - by Totta (tottalmedia@gmail.com)  
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**You control the square cursor using the keyboard or the joystick. You select the tool you want to use and then place it where you can. If the cursor is green, it means you can place the tool there. If it's red, you can't.**

### **Examples**

- \* You can't place a brick tool where there are already ground**
- \* You can't place a spear in the air. It must have ground below**
- \* A smasher must be attached to something above**

### **Tool types:**

 **"Brick" -- A solid structure that Doomlings can walk or climb on.**

 **"Spear" -- A Doomling dies if it falls on it**

 **"Smasher" -- Will smash a Doomling if it walks DIRECTLY below it**

 **"Mine" -- Will explode when walked on. Can destroy destructable floors and walls too**

 **"Blocker" -- Doomlings turn direction when walking into it**

**A Doomling can also die if it falls from a great height**

**If you regret your choice of Tool, simply move it back down to the toolbox again.**

**Press ESC or  to exit a level. It doesn't mean "I give up" but rather "Ok, I'm done here. How did I do?"**