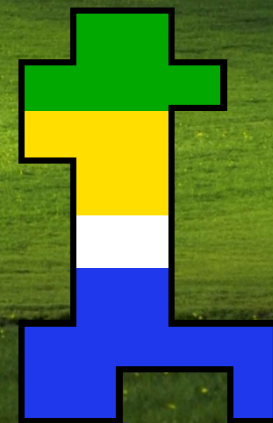


Doomlings

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



**By Totta
2025**



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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