

## 1 INTRODUCTION

Worms combines the best elements from the very best games ever created. It requires great thought, strategy and elements of sheer outrageous fortune. It provides the players with an almost infinite range of playing possibilities and we guarantee that no two games will ever be the same!

It does take a little while to get into the swing of things however and despite everyone's insistence that you should not need to read a game manual to be able to play it, we would recommend that you at least skip over the worm control methods and how to work (and get the best out of) the weapons that are available.

Worms can be played by 1-16 players at the same time - it's a turn based game so you'll only need one machine - but prepare to be at odds with your loved ones, get ready to shout abuse at your best friend and be willing to exact unadulterated terror on those who plot to hurt your worms...

Worms is the ideal way for a few friends to enjoy a few hours. Players can configure the game through it's myriad of options and tailor the whole fashion of play. It's a game you can pick up with a few spare minutes or play an entire weekend! It's Worms - you'll love it.

## 2 THE CONCEPTS OF PLAY

Think of a landscape, any landscape. Grab some platoons of little pink Worms and liberally scatter. Give them weaponry, tools and an eye for their enemy. The aim is to ensure that you are the last team standing. Take no prisoners!

Teams take it in turns to bombard the enemy with whatever weapon they feel is likely to reap the best reward. Some weapons are limited in terms of supplies and therefore strategy is required for the best results.

Tools are available to move around the landscape and to hide away, but this strategy is frowned upon in action-circles and likely to cause great offence!

Each Worm has an initial energy level which is depleted through the battle, once this is at zero the Worm is removed from play. Worms are also out of the game should they drown in the water, die in the lava pits of Hades, sink to the murky depths of the martian gloom or are thrown off the left and right edges of the play area. The last team remaining wins the game.

Each battle has a time period and once this is over a period of Sudden Death Extra Time may be played where all remaining Worms are reduced to 1 unit of energy and the slightest hit will render them out of the game - a time when heavy strategy is called for!

Often weapon supplies will drop in the shape of weapon-crates. These can be collected and used accordingly, if you're really lucky, you'll find the ultimate weapon - an exploding killer sheep! Each Worm has a limited time in which to make its move (adjustable of course!) and can walk, jump and even teleport to pastures new. There are approximately 20 weapons and tools to use - each one can be switched on or off and even limited to the number given during the game via the weapon options screen.

## 3 INSTALLATION

### PC Version

#### DISK EDITION

Insert DISK ONE into a disk drive and change the current directory to it.

Type INSTALL and press enter.

Follow the instructions that appear on-screen and insert the other disk only when requested by the system. Upon successful installation, type WORMS and the game will run. Up to date installation notes are available from within the install program itself.

(See notes on System Configuration).



## PC Version

### CD ROM EDITION

Insert the CD into your CDROM drive, change the current directory to your CD ROM drive.

Type INSTALL and press enter.

This will install the game. See the configuration notes below.

Note that the CDROM version will use as little hard-disk space as possible, but will use it to store game data such as Worm-lists, records etc. The main program is kept on hard-drive so that any new patches and additions to the game, which will be available in the public domain, can easily be applied. Up to date news and information on the game and the installation process are available from within the game itself.

After installation, the game can be run by typing WORMS.

## Amiga Version

### AMIGA- Disk Version

Reset your Amiga and insert disk 1. Follow the prompts on screen, changing disks only when required. You may backup your disks for safe keeping as they contain no on-disk copy protection. Leave the right protect tab off on disk 1 to save your data.

### AMIGA- Installation to Hard drive

Insert disk 1 while on the Workbench and select the HD install icon. The files will be copied to your hard drive. An icon will be produced to run the game. Once installed, you may store your disks for safekeeping. Any last minute notes regarding the Amiga version will be contained in a read.me document.

## 4 SYSTEM CONFIGURATION

### PC Version

#### PC VERSION

You will need to define the configuration of your system although WORMS will attempt to auto-detect the available hardware within the PC. Follow the installation instructions regarding hardware and the program will do the rest.

The game will use any Soundblaster compatible soundcard or the Gravis Ultrasound Series and you must set this up during the configuration program. If you run without configuration, WORMS will attempt to auto-configure your machine. (See the notes in the installation program).

### Amiga Version

The game will make use of the AGA chipset to add extra features and enhance the presentation of the game. If you have more than 1Mb of chip ram, the game will load an additional bank of samples. The program will auto-configure depending on what machine it detects.

## 5 LOADING

### PC CD-ROM Version

After the Team17/Ocean logo's, CD ROM users will be treated to a small animated intro - the game will then load. The intro may be bypassed by the use of the ESC key. The disk version doesn't contain cartoon sequences or CD-Audio.



## Amiga CD32 Version

The CD32 auto-runs and uses the CD for superb ambience tracks during the game - enjoy! The game also uses NV-RAM to save game data.

**PLEASE ENSURE THAT YOU INSERT THE WORMS CD AFTER THE CD32 ANIMATION**

## Language

During loading, you will be asked to select between FRENCH, GERMAN and ENGLISH for in-game speech.

## 6 MENU OPTIONS

After the game has finished loading, the main menu will appear.

### PC Version only

If the system is left for 30 seconds on the main menu then a demonstration game will commence. Pressing any key will exit the demo and bring up the main menu.

### PC Main Menu

A	PLAY GAME
B	TEAM ENTRY
C	OPTIONS
E	CREDITS
F	WORM RANKINGS
H	EXIT

### Amiga Main Menu

A	PLAY GAME
B	TEAM ENTRY
C	OPTIONS
D	RECORDS
E	CREDITS
G	SLEEP
H	EXIT

## A PLAY GAME

Begin the game with the current settings. From this menu, you will go to the Team select options and then onto the game itself. You must select at least 2 teams with which to play (to a maximum of 4, each having 4 worms) and when these are highlighted, the following options are available...

### PC Version

More teams can be listed by clicking on DOWN and the list can go back again by clicking UP

Once the teams are selected, click on one of the following to begin the game...



LEAGUE	(Updates WORM STATS after the match)
FRIENDLY	(Doesn't update your WORM STATS)
TRAINING	
TOURNAMENT	(4/8 Player mode)

The game will then go to the landscape generation screen where a random landscape will be created for play. You can accept or reject this landscape, if rejected a new one will be generated. You can also alternatively type in a name for the landscape, this can be your birthday, your cat's name, anything - a landscape based on that data will be created. Everyone can have their own landscape!

After that, the play order will be decided and the battle will commence!

Further details of actual Gameplay specifics can be found in section 9: Gameplay Details.

## B TEAM-ENTRY

When you first load WORMS up, a selection of default teams is already present and these can be selected. You can edit and customise your teams by entering your own team names and Worm-names via the TEAM-ENTRY menu.

Entering a new team will delete the old Worm data for that team slot.

### PC Version

The details and records of your teams will be stored and the data will produce a top-8 ranking worm list.

You can enter up to 16 teams of Worms (any of which can be computer (CPU) controlled and 64 Worms (4 for each team)).

You can select if the team will be controlled by a human player (HUMAN) or by the computer (CPU) at three distinct skill levels. You can also edit how much energy the worms have (75-500). The more energy they have, the longer the game and the more damage they can sustain.

You can click on the team name to change the 8 character team details and the four worms below (the first Worm is automatically made your captain). Pressing SHIFT and DELETE will clear the current Worm name.

Options to clear the current team and move between the next and previous team are also available. Exit when you are finished. Name changes are automatically saved and updated.

### Amiga Version

The details and records of your teams will be stored in the WORMLIST.

You can enter teams to be controlled by Human players (HUMAN) or alternatively you can select from any of the ten Computer (CPU) opponents of varying skill.

You can also edit how much energy the worms have (75-150). The more energy they have, the longer the game and the more damage they can sustain.

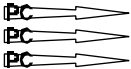
You can click on the team name to change the 8 character team details and the four worms below (the first Worm is automatically made your captain).

Options to clear the current team and move between the next and previous team are also available. Exit when you are finished. Name changes are automatically saved and updated into the Worm List. You can access Worms already on the list.

## C OPTIONS

This allows you to tailor the specific set-up of the game to your own requirements. Whenever you change the options, they are automatically saved and used the next time you play.

- 1 GAME OPTIONS
- 2 WEAPON OPTIONS
- 3 LOAD/SAVE OPTIONS
- 4 AUDIO OPTIONS
- 5 VIDEO OPTIONS



## 1 GAME OPTIONS

### MOVE TIME

(10seconds - Unlimited time, Default = 60secs, 30secs is the norm)

The shorter the move time, the tougher the game, the quicker you must think. When first playing the game and exploring the weapons, unlimited time is recommended. As soon as you become experienced, switch back to a timed game as it's much more fun and the pressure really piles on. The default is 60 seconds to allow players to get comfortable with the movement and weapon selection. Most people play with 30 seconds per move as this reduces the wait inbetween turns and is a tried and tested time period.

### ROUNDS REQUIRED TO WIN

(1 or 2, Default = 2)

Basically this is how many rounds you must win in order to win the match. If there are a lot of you, or you do not have much time to spare, setting the level to 1 is perhaps a good option. It also means serious business and the realisation that one mistake could cost you the whole shooting match! Playing over 2 rounds, with 4 players could take upwards of an hour, depending on the strategy employed by the competitors... please bear this in mind if you only have 20 minutes to spare! Also remember that this game is seriously addictive and there is a distinct possibility that 3 or 4 hours later you will find yourselves uttering the immortal "just one more match, eh?". Take heed of this warning!

### ROUND TIME

(5 Mins - Infinite, 15 Mins is the default)

The round time. Infinite round time means that it's an all out fight to the death! If a round time is called the game is drawn unless you wish to the game to go into Sudden-Death Extra Time. (See later)

### WORM PLACING

(Entirely Random or in groups of teams, default = random)

This governs whether your worms are placed at random across the landscape, or in groups of teams. The default is random placing.

### NUMBER OF LAND MINES

(1-8 or OFF, Default = 8)

Limits the number of land mines on the landscape. Mines are small and potentially fatal. If you don't like them then you can turn them off! Personally, we love them and think that they add a lot to the gameplay. You can also shoot mines onto other worms (they only detonate if they are near a worm!). Some spectacular moves can be created with clever use of mines! They are hard to see and rookies may prefer to play the game without mines until they know the ropes. For the Amiga this option can be found under the Weapons Options.

### AUTOMATED ACTION REPLAY

(On/Off, Default = ON)

Toggles automatic action replay of interesting (ie 2 kills or more) and winning shots on and off. Action replays can be manually triggered by pressing R on the keyboard a short period after the shot has taken place.

AMIGA 

### STOCKPILING

(On/Off, Default = OFF)

Allows Worm-Teams to carry over unused weaponry to next round.

AMIGA 

### AIRSTRIKE DELAY

(On/Off, Default = ON)

If set to ON, doesn't allow teams to use the AIRSTRIKE weapon until all their Worms have had a shot.





### SPEECH

(On/Off. Default = ON)  
Toggles in game Worm speech on or off.



### ROUND TIME DISPLAYED

(On/Off. Default = OFF)  
Determines if the remaining round time will be displayed on the bar at the top of the screen. This may be used to determine strategies due to remaining time and commencement of Sudden Death. We prefer not to know!



### SUDDEN DEATH MODE

(On/Off. Default = ON)  
If Sudden death mode is on, the game will go into extra time after the round time has elapsed and all remaining worms will be reduced to 1 energy point. This makes the final stages very strategic and the slightest damage will mean the difference between a win and defeat!



### BANZAI MODE

(On/Off. Default = OFF)  
This option is for crazies only! This makes all explosions have the strength of dynamite... the consequences are rip-roaring explosions that send Worms flying. As a default it's off, but if you're feeling a little chaotic, try it out!



### ACTION TRACKING MODE

(On/Off. Default = ON)  
This great feature automatically tracks explosive and interesting action as it happens. It saves you having to pan around with the mouse in order to keep up with play. If you would like to turn it off, feel free. You can automatically override action tracking by moving the mouse as normal.



### CLEAR LEAGUE STATISTICS

This option resets the scores for the teams, simple as that!

## 2 WEAPON OPTIONS

You can configure the availability and number of the available weapons in order to craft the style and content of the game.



By changing the initial availability of weapons and restricting the use of certain tools, you can seriously affect the strategies that will be adopted during the game.

If a weapon is OFF/- then it is unusable.  
If a weapon is ON/∞ then it is infinitely usable.  
Alternatively, a weapon can be used 1-9 times during the round.

Extra weapons are also dropped in weapon-crates during play, these are as follows. Bear this in mind when toggling weaponry on and off:

Airstrike, Teleports, Cluster Bombs, Dynamite, Minigun, Banana Bombs, Homing Missiles and Killer Sheep.

### Combating negative or "dark side" play

Some people, even some of our people, elect to play the game with what has become known as "the dark side" methods. Usually this involves heavy digging and hiding away, teleporting to far reaches and the negative use of girders. If you find that this becomes too much for you, you can tailor the game to ensure that people cannot use such tactics. Therefore, as an antidote to tiresome tactics (as employed by dull people) you could set the weapons up as follows;





Bazooka	ON	Homing Missiles	2
Grenade	ON	Cluster Bombs	7
Shotgun	ON	Uzi	ON
Dynamite	1	Mines	2
Fire Punch	ON	Dragon Ball	ON
Airstrike	1	Teleport	OFF
Pneumatic Drill	3	Blowtorch	3
Bungee	ON	Ninja Rope	ON
Girders	2	Kamikaze	ON
Prod	ON		

Of course, you will soon find what balance of weapon suits your groups' play best. Do experiment and tinker with the balance of the game, but the defaults we set up are what we consider to be very reasonable for getting the best out of the game - as long as the spirit of action and derring-do remain!

### Amiga CD32 Version

This version of the game allows you to choose which music you would like to hear during each landscape, either from the CD32 gamedisc or from your own music CD collection. To get to this options page click on NEXT during weapon options screen.

## 3 LOAD/SAVE OPTIONS

### PC Version Only

This menu allows you to save the configuration of the game and all the Worm teams and data. You can also reset to the default configuration and re-load saved data. The game will automatically save all data on exiting the game and will automatically re-load any saved configuration prior to play.

## 4 AUDIO OPTIONS

### PC Version Only

#### MUSIC VOLUME

Change the volume level of the background Audio Effects

#### SFX VOLUME

Change the volume level of the in-game sound effects

#### SOUND QUALITY

Change the frequency of the Soundblaster Output. This can affect slower machines and should be turned down if you have a slow system. It is at max as a default.

#### TEST SFX

Try out the Sound-FX

#### TEST CD TRACK

Try out the CD Audio (Not on Disk version)

#### WORMSONG

Hear the specially recorded WORM SONG! (Not on Disk version).

## 5 VIDEO OPTIONS

### PC Version Only

#### FMV ON/OFF

CD Owners may choose to turn the FMV cartoons on or off. FMV sequences can be exited by pressing ESC during playback.

#### BUFFERING

Toggle double-buffering on/off. This makes the screen scrolling smoother, but costs in terms of processing time. Switch this to on if you have a fast specification machine. Default is off.

## D RECORDS

### Amiga Version Only

#### PAGE ONE

View stats

Load teams

Save teams

Clear stats

Clear teams

#### TEAM STATS

reviews current win/lose status between worm teams from initially loading the game.

loads previously saved teams setup

saves currently loaded teams setup

clear current team win/lose status

clears current teams setup

#### PAGE TWO

View wormlist

Load wormlist

Save wormlist

Clear stats

Clear worms

#### WORM STATS

reviews currently loaded wormlist

loads previously saved wormlist.

saves currently loaded worms.

clear current worm win/lose status

clears current worms setup

#### PAGE THREE

List custom levels

New level disk

#### OTHER STUFF

lists currently available custom levels

gives access to custom levels located on a separate floppy disk.



## E CREDITS

This is a brief page crediting the people who had all sorts of "fun" bringing Worms to you. Without them, untold amounts of coffee, popular soft-drinks and pizza, Worms would not be here today. Thanks are also due to their families who didn't see an awful lot of them for a number of months.

## F WORM RANKINGS

### PC Version Only

This screen reveals the top eight Worms from the current list. How hard is your Worm ?

## G SLEEP

### Amiga Version Only

Minimizes the program on Workbench, you can wake it up by clicking on the bar again. Note that you will need more than 2Mb to perform this task!



## H EXIT

### PC Version

This strange and rarely used option takes you back to the rigours of Windows/DOS and everyday life. Why bother? Just keep playing WORMS! It also performs the useful function of updating the saved Worm data.

### Amiga Version

This strange and rarely used option takes you back to the rigours of Workbench/CLI and everyday life. Why bother? Just keep playing WORMS!

## 7 CONTROLLING YOUR WORM

### Basic Movement Controls

You move your worm around by using the arrow keys. Left makes your worm walk to the left, right makes your worm walk to the right. If he is blocked then he will stop. If he falls from a cliff, then he will most likely get hurt and your go will be over.

You may make your worm jump by pressing the return/enter key. Be careful when doing this as you can jump too far and if you hurt yourself, your turn will end.

### Aiming Your Weapon

As a default, a worm carries a bazooka. You will see a small cross hair when the worm stands still - this is the basis for aiming shots. Move the cross-hair up and down with the arrow keys. You must use your skill and judgement to predict the trajectory and fall of the weapon you are using. For details on all the weapons and the specifics about each one and any control implications, consult section 8, Weapons available.

### Selecting a Weapon

You have two choices;

- |                            |   |
|----------------------------|---|
| 1. Use the icons.          | Easy to use for people who are keen to get into the game... |
| 2. Use keyboard shortcuts. | Cool for people who want a quick response...                |

### The Icons

The icon selection bar is brought up by pressing the right mouse button, with the left being used to select one of the available weapons. A further press of the right mouse button will bring more options to bear.

The icons stay on screen until a weapon has been selected. Time counts down whilst the icon selection bar is on-screen. Even though icons are in use, weapons still have to be triggered through the keyboard - see individual weapons for details.

### The Keyboard

Brings instant weapon changes, the downside is that you need to know the shortcuts. Fortunately they are on the Function keys and are doubled up on each. For example, F1 brings up Bazooka, F1 twice brings up the homing missile.

### Using a Weapon

Weapons fall into several groups and groups share a common control method. For full details on the actual weapons themselves, the damage they can do and strategies for their use, see section eight for full details. The keyboard shortcut for the weapon is also indicated.



## 8 WEAPONS AVAILABLE



**BAZOOKA**



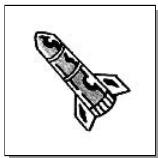
**HOMING MISSILE**

Hold space to adjust the power, let go to fire. Adjust aim using cursor keys. Click with left mouse button to confirm position that the missile homes in on, fire as Bazooka.



### BAZOOKA

Affected by the wind and gravity. Can cause up to 50pts damage if a direct hit. Causes devastation to the landscape. Large blast wave. Inadvisable to use from close range. Standard weaponry that any self respecting Worms player should be able to use if they wish to be successful. A clever tactic is to use the wind and fire the missile backwards. By default the weapon is unlimited and if you are in clear sight of the enemy then you are in danger of receiving attention from a bazooka missile. Useful for blowing enemy worms clean off the edges of the screen.



### HOMING MISSILE

Generally regarded as a precision bazooka missile, the homing missile usually comes into play later in the game or when the chance of a kill is highly probable. The missiles tend to arc around when moving and it takes a bit of practice before you can "read" the probable path that the weapon will take. A simple tactic is to blast the missile skywards at high power and hope it reaches the target. Homing missiles are limited to 2 by default and more can be found in weapon crates. Cause a maximum of 50 pts damage if a direct hit.



**GRENADE**



**CLUSTER/BANANA BOMB**

You can change the fuse time (keys 1-5) and whether or not it is low or high bounce (keys + and -). Aim and fire as you would the bazooka. Note that unlike the bazooka, these weapons remain unaffected by the WIND. When collected, the banana bomb replaces the cluster bomb.



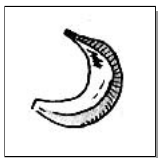
### GRENADE

Like the bazooka, this is standard issue. Grenades remain strangely unaffected by wind but are harder to pinpoint the damage due to the nature of them bouncing and rolling around. Tactically, grenades offer a lot - you can adjust the fuse time from 1-5 seconds and throw a high or low bouncing grenade. Effective use of this weapon is extremely important in order for you to succeed. Similar in nature to both Cluster and the fabled Banana bombs. Can cause a maximum of 50pts damage if the grenade explodes very near to the victim.



### CLUSTER BOMB

Essentially this is very similar to a grenade but differs in that it shatters into 5 smaller warheads on explosion, with each smaller bomb being able to render 30pts damage. The default allocation is 5 of these bombs and they are very useful if used strategically. Cluster bombs are available from weapon crates although it has to be said that they are not the most prized of finds in terms of weapon-value. Unaffected by wind.



### BANANABOMB

These lethal, devastating weapons are only found in weapon crates. They are used like a cluster bomb and cause widespread destruction on impact. Each banana that is projected into the air can cause a massive 75pts damage (this is because the bananas are extremely tightly packed into the shell casing) and they can usually be relied upon to wipe out entire teams in one go. Impressive stuff! Unaffected by wind.

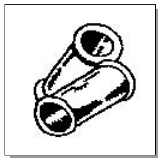


## SHOTGUN



## UZI/MINIGUN

These weapons do not use a trajectory but fire in a straight line. The Shotgun is useful because you actually get to use both barrels (ie. 2 shots) and Uzi/Minigun offer automatic rapid fire and spread of bullets. Ideal weapons for “picking off” the enemy. Fired with the space bar - in the case of UZI/MINIGUN, hold the space bar down to fire off all the rounds.



### SHOTGUN

The only weapon that allows you to have 2 goes. In fact all that you do is use both barrels! A direct hit from a shotgun can take 25pts damage, but more often than not, it is used to “pick off” lame or precariously placed worms. In Sudden Death, this weapon can be the turning point of a whole match. Accuracy with the shotgun is a prerequisite of all good Worm players. The shotgun is also very popular in its use to finish off a particular round, the sound being rather satisfying. Unaffected by wind and gravity.



### UZI

This high powered little beast is able to scatter a fine spread of bullets in the direction of your choice. Usually used in “punishment” and revenge attacks, UZI is the ideal way to “pay back” the opposition. Not a widely used weapon, but very effective. Unaffected by wind and gravity.



### MINIGUN

This huge, massively powerful machine gun is only to be found in weapon crates. It acts in a very similar way to the UZI but is far more devastating. Unaffected by wind and gravity. Popular with Worms who manage to get their slippery hands on them.



## FIRE PUNCH



## DRAGON BALL

These are 2 close-combat moves. Position your worm and press the space bar to carry out the move.



### FIRE PUNCH

This move always knocks 30pts from the victim, but is more commonly used to “kick” (although it is a punch!) worms off screen or into the water. Some cunning uses of the move are seen due to the “cutting power” it has - it will allow the worm to cut through landscape and make contact with worms seemingly out of range. Can also be used to collect weapon crates that the worm could not otherwise get hold of. The punch always knocks the worm up and away from the player so that it is possible to lift another worm up and over an object.



### DRAGON BALL

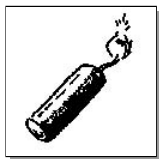
This is a move very similar to the one above but without the “cutting” action. The worm throws out a small bolt of energy at the victim which causes 30pts damage and sends them reeling horizontally and slightly upwards. It’s a method of knocking worms off edges and either into water or off the screen entirely.



## DYNAMITE



Dynamite and Mines are different in that you press space to drop the weapon and then have a short period of time (5 seconds) in which to make your escape to a safe haven. Sheep, if collected, are released with the space bar and are detonated with a subsequent press of the space bar. If undetonated, they will explode after 20 seconds have elapsed.



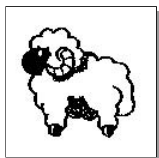
### DYNAMITE

Dynamite can blow up to 75pts damage from a worms tally and is very effective in throwing worms skyward and all over the level. It blows huge holes in the landscape and causes widespread calamity. On releasing the dynamite, you have 5 seconds to run before it blows... this should be enough time for you to get far enough away to avoid the large blastwave. A wonderful, warm feeling spreads over you when dropping a stick of dynamite over a group of hapless worms. Responsible for some of the very best "shot of the match" awards. Hugely satisfying, problem is that you only get one... but dynamite can be found in the supply crates. Do not forget that Dynamite will fall if dropped from a cliff... this is a very cool weapon with lots of evil uses - watch out for worms digging with the drill, pop by and drop dynamite into their holes!



### LANDMINES

Similar to Dynamite in their operation, although they are proximity mines and will only explode if they are near to worms. Their use is two-fold; (a) cheap dynamite (b) to protect an area, usually a tunnel that has been dug. Another tactic is to shoot mines (usually with the shotgun) onto other worms in order to set a chain reaction of events going. Restricted in practical strategical use, mines play second fiddle to the other more powerful options. Mines can remove up to 50pts damage if close enough, but if triggered nearby usually knock 30-35pts off a worm, which can be lethal...



### SHEEP

This legendary weapon is a top secret and hence only available in limited quantities via a weapon crate. Your furry friend runs unselfishly toward the stricken enemy worm and will detonate at your command. Despite pleas from the Liberate Sheep committee, the weapon has remained a firm favourite amongst anti-dark-side players who enjoy sending a sheep down someone's neatly blow-torched tunnel. With the effectiveness of dynamite and the dexterity that only a four legged fluffy white mammal can muster - the sheep is a priceless tool. Spend it wisely...



## AIRSTRIKE



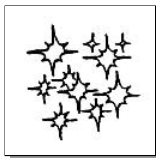
These weapons are activated by clicking a position with the left mouse button.



### AIRSTRIKE

This very useful weapon calls in an eight-bomb airstrike to an area that you request. This can be particularly effective on bridges and flat areas (especially so if mined). You do only get one, but this move can be devastating if a cluster of weak worms are congregated around a common area. Extra airstrikes can be gleaned from weapon crates.





## TELEPORT

Teleport is a useful move which, if played correctly, can massively effect the course of a match. Teleporting to a weapon crate is a popular strategy and so is getting out of a potentially disastrous start position. Dark-side players favour using their teleports to transfer their favourite worms to a very safe and boring position and you could always limit the number of initial teleports - the default of which is two, but then again, extra ones do come in the weapon crates. Accepted teleporting strategy is to search for high ground away from cliffs and mines.

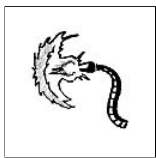


**BLOWTORCH**



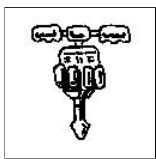
**DRILL**

These utility weapons allow worms to dig and burrow in the landscape. The Blowtorch can be selected at any one of six different angles to dig (using the up/down cursor keys) whereas the Drill can only drill vertically down. Space starts and stops both weapons activity. Both weapons will cease working after a period of time and will not work indefinitely.



## BLOWTORCH

This weapon allows your worm to dig up, across or down in either direction. It permits you to get through otherwise impenetrable areas and objects, hide your worm away or do a sneaky hit move. Blowtorching an enemy always results in 15pts damage. Being blow-torched for the final match-winning move is the tactic of a twisted mind! Frowned upon in the action fraternity, Blow-torch is an instrument of the dark-side's evil toolbox and one to be watched. See the section on combating dark-side play for further details. Limiting the tools use to a finite range rather than always available is one way of tailoring play to suit. We trust you, we left it always available. Resist the lure and temptation of the dark side!



## DRILL

This tool allows you dig vertically down and make your way to safer places. Simply digging out of the way may not be a smart move as some wise character may just nip by and drop a stick of dynamite down your hole... be careful! Hitting anyone with your drill causes 15pts damage and if you can win the game using the drill, you will certainly cause much humiliation.

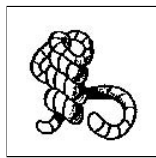


**BUNGEE**



**NINJA ROPE**

These utility weapons allow the worm to move across large expanses of the landscape. Bungee is automatically activated if you walk off a cliff with the weapon selected. Ninja Rope is aimed, then fired with the space bar. Once dangling on a rope, you can speed up the swing with the cursor keys and jump using the space bar. Using rope weapons uses up move time after you have finished with it. This means that you do not have to scramble about when using the ropes.



## BUNGEE

Because it is very hard to move around coupled with the fact that if you fall too far your turn ends, the rope weapons offer another escape route. If you fancy dropping from a high cliff onto a safe ledge then equip yourself with the Bungee and simply walk off the cliff. Whilst dangling and bouncing on the Bungee, you can speed your swing up and throw yourself to safety. Lots of fun, but can be dangerous if you are unsure of what you are trying to perform. A favourite with the extreme sports worm brigade.



## NINJAROPE

Armed with the Ninja rope, a worm is able to climb dizzy heights and move over large distances. The basic premise is to swing on the rope and throw yourself to safety. A popular technique is to grab distant weapon crates using the rope. It costs five seconds of your move time to use the rope, but time is unlimited once you are on it. Like the Bungee, it is a tricky tool to use and you must be careful with its use.



**GIRDERS**



## GIRDERS

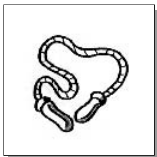
Girders have many uses... their designed use is to enable Worms to cross bridges, provide a base for the Ninja rope or so that Sheep may cross critical paths. Some use girders to block progress of the enemy and others to use as a reflector for grenades and cluster bombs. Some people lean towards the dark use of girders and this can be curtailed by restricting the initial allocation, which by default is 3.

### PC Version

Once selected, you can rotate the girder around by using the left mouse button. Press the space bar to place the girder. It can only be placed over clear background.

### Amiga Version

Once selected, you can rotate the girder around by using the right mouse button. Using the Left mouse button places the girder. It can only be placed over clear background.



## SKIP GO

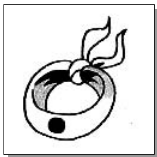
If you are in a tight corner and do not want to actually perform a move, you can skip your turn.



**KAMIKAZE**

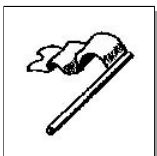


These are simple moves to employ. Aim your worm in the intended direction and press the space bar.



## KAMIKAZE

Some may question the politics and motives of a move that ends in certain death for the worm carrying out the manoeuvre, but Kamikaze comes into its own at late stages in the game where all is seemingly lost. Kamikaze sends the worm flying towards the enemy at great speed, he will cut through the landscape for half a second and then explode on the next thing he comes into contact with or will simply fly off the edge of the screen to his doom. All worms encountered receive 30pts damage, but are flung into the air. The possibilities from Kamikaze are numerous but six or seven kill shots have been recorded. Always a popular move with watching crowds. It is the ultimate sacrifice so please ensure that the end justifies the means!



## SURRENDER

We are not sure what this one does, I mean, we never use it...

F11

PROD



### PROD

Prod does not actually harm the worms at all. The benefits are that you can just push a Worm off a cliff to its early demise, or, in the case of a slippery landscape, make it slide down a bank and into a mine. The results from Prod can be devastating, its equally effective because it humiliates the other player.

### Amiga Version Only

The legendary prod is a hidden move that must be discovered.

### Additional Controls

- C** Center on Current Worm
- R** Action Replay (only available for a short period following the shot/move)
- P** Pause Game (Indicates current worm and landscape code)
- M** Zooms out to "map" the current landscape (PC ONLY)
- DEL** Toggles between all worm-names visible, your worm-names visible, no worm-names visible
- ESC** Quit Options (Game must be in Pause mode)



### CD32 Controls

**REWIND**  
Toggles icon panel. Manually activates replay. Quits when game is paused.

**FAST FORWARD**  
Holding this button while moving the D-Pad scrolls the screen.

**MOVEMENT**  
Used to move the worm and also aims the crosshair.

**PAUSE**

**RED**  
Fires selected weapon.

**GREEN**  
Cycles through available weapons. (Backwards)

**YELLOW**  
Cycles through available weapons. (Forwards)

**BLUE**  
Jumping. Cycles through available girders once selected.

**RED BUTTON** Toggle names.

**BLUE BUTTON** Center on current worm.

**GREEN BUTTON** Change grenade fuse length

**YELLOW BUTTON** Change grenade bounce.

## 9 GAMEPLAY DETAILS

### Screen Display

The screen consists of the landscape, which can be either zoomed out or at normal resolution (PC ONLY), an energy bar which shows the relative strengths of all teams and the number of rounds they have won (medals), a panel at the bottom which shows the wind strength and direction and a clock showing the time remaining for the current turn.

## Energy Panel

The energy panel is visible by scrolling the screen to the top. The bar gets depleted as worms take hits. When a team wins a round, a small medal appears next to their name. Overall team totals are shown and not individual worms.

## Clock

The clock shows you how many seconds remain in the current turn. This clock scrolls up when the icon selection bar appears on screen

## Bottom Panel

This displays the wind direction (left or right) and the approximate strength. This should be used when firing weapons that are strongly affected by the wind (Bazooka for example). The wind changes often. The bar below is the power indicator and is used when gauging how much power to put into certain weapons.

## Weapon Crates

These drop from time to time and contain a variety of goodies. They can only be collected by the current worm and can also be destroyed by blasting them, which is a tactic in itself.

## Different Landscapes

A number of landscapes feature in the game and there are in excess of 4 billion possibilities, offering an endless and never-ending stream of gameplay opportunities. You can also type the name of the landscape-type into the landscape generator and only landscapes of that type will be generated, which is useful if you have a particular favourite.

### ARCTIC

Slippery, snow bound level with snowmen and all things icy.

### HADES / HELL

All the bad worms end up here... but that could spell fun!

### FOREST

Lots of woodland cover.

### MARS

Low gravity affects jumping and weapons in this weird landscape.

### DESERT \*

Strange stone pillars and gigantic stagecoaches dominate the barren land.

### CANDY

Sweet little landscape that is slippery by virtue of a candy coated surface surrounded by a chocolate sea!

### ALIEN \*

This odd, alien landscape is both slippery and subject to low gravity.. Very strange.

### TROPICS / JUNGLE \*

This tropical war-torn landscape is the scene for recreating famous battles from bygone years.

### JUNK / SCRAPYARD \*

Mines are very tough to see in this veritable scrapyard.

### BEACH

Someone left this paradise a wee bit untidy, they even left their soda bottles!

\* These levels can only be accessed if you have 2Mb of chip RAM on board your Amiga.



## LANDSCAPE GENERATOR

You will notice that the landscape generator creates an entirely new landscape each time you play. You might also be interested in the fact that you can also type your own name/number for a landscape and one will be created based around that. This may be a name, a birthday - your pet goldfish, anything at all... A list of interesting and popular landscape numbers is bound to spring up and we will be keeping an up to date list of the best lands to play on our "World Wide Worm" site on the Internet. (See later)

### Amiga Version Only

Pressing the right mouse button enables you to enter your own level, return will then accept your entry. Pressing the left mouse button will randomly generate another level.

An offshoot from the ability to enter and create your own landscapes is fortune telling using the system. For instance, you might type a date or significant event into the generator and a land and scenery type will be produced. People with Clairvoyant ability can read into the shape of the land and the style and content of the objects upon it! This is another aspect with which we aim to keep abreast of through our website. Feel free to come to your own conclusions...

## CUSTOMISED LANDSCAPES

### Amiga Version Only

On the Amiga it is possible to create your own Custom landscapes by producing an 8 colour IFF picture. We have installed a number of pre-created landscapes on disk 1, these are listed in the Custom levels in the options.

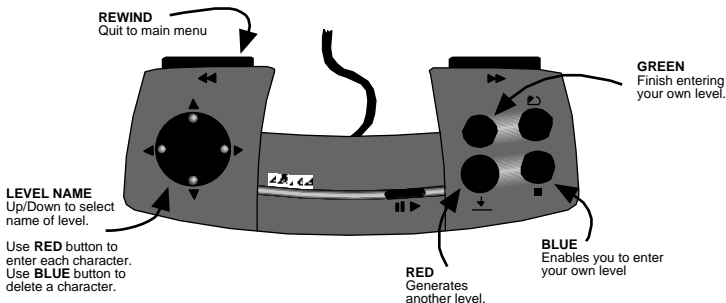
To create your own, you need to draw the following in a paint package such as Electronic Arts excellent Dpaint series;

Lo-Res, 8 colour, Page size of 960x350

- Colour 0 - Transparent
- Colour 1 - White/Near White for TEXT
- Colour 2 - Pink/Near Pink for WORM COLOUR 1
- Colour 3 - Can be anything
- Colour 4 - Lighter shade of Colour 3
- Colour 5 - Can be anything
- Colour 6 - Can be anything
- Colour 7 - Can be anything

Once complete, save your file as FILENAME.WRM

To access custom levels, go to RECORDS and choose LEVEL DISK, insert the disk with your custom level on. During game landscape generation, press the right mouse button and enter the name of the level (FILENAME as saved).



## 10 ABOUT THE AUTHOR

Andy Davidson is a very mad young man. Worms represents more or less a culmination of four years design - his brief was to create a game that urged you to play it - one that you could keep playing and never tire of. Stories of his concrete donkey and the sacrificial gifts laid upon it are almost legendary and his infectious enthusiasm comes across very strongly in the game. Games should be fun and be very playable, not to mention social - Worms achieves all this and much more.

All he wanted was to have a game published, he has achieved this - and how!

## 11 ABOUT TEAM17

Team17 is a software development company that believes in gameplay. Great visuals are one thing, but the thing has to play well, feel right... you, as a player know this. Worms is not our first game and certainly will not be our last - look out for more exciting, playable Team17 games in the near future.

## 12 THE WORLD WIDE WORM

People who have Internet access may be interested to learn that dedicated areas have already been set up for WORMS and you can access this area by using the address as follows...

<http://www.team17.com/t17/t17worm.html>

The general TEAM17 website (gateway to the World Wide Worm) can be accessed at the following address;

<http://www.team17.com/>

It is our intention to keep Worms players up to date with stories, news, hints, tips, favourite landscapes and much more. Also, any patches and upgrades will be posted to these sites first. Team17 are also considering a play by Internet edition of Worms - more news on this as it happens! You can email Team17 directly at [dudes@team17.com](mailto:dudes@team17.com)

## 13 UPGRADES & PATCHES

As per usual, development time runs out and we have to make a decision to bring you the game or make you wait another few months... We will issue patches and upgrades to the game, including modem/network support, in the near future. These patches will be placed in the public domain and be available to download from all quality FTP sites and bulletin boards. We will also work with major magazine publishers to endeavour to include them on their cover-mount disks.

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