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INSTALLATION

INSTALLATION OF WORMS ARMAGEDDON

Thank you for purchasing Worms Armageddon. This documentation comprises a feature overview, play hints, weapons guide and much, much more.

It is recommended to print out this manual as a quick point of reference. This will be a useful resource during play for weapons values and gameplay tactics.

If you're a Worms veteran then welcome back! We think you'll enjoy all of the enhancements and extra goodies we've added into Worms Armageddon, especially the new improved online WORMNET play.

When Worms Armageddon has successfully been installed, a Team17 group will be included in the Program group within your Start Menu and the Worms Armageddon game icon will be placed in here, along with the utilities, the latest documentation and uninstall icons.

UNINSTALLING WORMS ARMAGEDDON

To uninstall Worms Armageddon, select the Start Menu, select the Team17 group and UNINSTALL WORMS ARMAGEDDON. This will remove the game from your system. Please note that any additional files added or created after installation will not be removed and will have to be removed manually.

LATEST DOCUMENTATION

Software is continually improved throughout all stages of development wherever possible to ensure the finest quality gaming experience. We advise players to read this document for any last minute changes or additions that are not reflected in this manual. The document will also be installed within the Team17 Program group.

STARTING WORMS ARMAGEDDON

Ensure the game is successfully installed.

Ensure that your system meets correct hardware and software requirements.

Click Start and select Team17 from the Programs Menu.

Click on Worms Armageddon, the game will run and play.

INTRODUCTION

Worms Armageddon is the final chapter of the phenomenally successful WORMS series. It expands and stretches the Worms series to new heights, offering more features, weapons, options and hours of brilliantly crazy gameplay than ever before.

Worms Armageddon is a single or multiplayer game that blends no-holds-barred action, strategy and sheer outrageous fortune, meaning you can play for 20 minutes or 20 hours.

No game of Worms Armageddon is ever the same, making it endlessly entertaining.

Up to six teams can battle it out on the same machine, local network or via the Internet, making it the ideal party game. It doesn't matter how you play it, once you're hooked, you'll always come back for more!

OVERVIEW

Worms Armageddon is a turn-based strategy game, where teams battle across bizarre, randomly generated landscapes or finely crafted custom designed levels.

Each team takes it in turn to pick off the opposing teams, using crazy weapons, tools and other utilities they may have discovered to inflict whatever foul strategies they can conjure.

Worms die when they lose all of their energy or drown in the murky depths. The winning team is the one that manages to survive the mayhem and have Worms left standing!



TURN-BASED SYSTEM

Players have a set time in which to make a move before the game automatically switches to the next team. During this period, you can select which Worm to use (unless you only have one Worm or are playing with WORMSELECT disabled) and either let its arsenal loose on the enemy or move the Worm into safer territory.

TIME

In addition to the time limit for each turn (an option that you can change), each battle has an overall time limit before "Sudden Death" extra time is called. There are a number of options you can change for "Sudden Death", including having the water level gradually rise, making high territory even more strategic, having all Worms energy reduced to 1 or gradually drain it over time.

LANDSCAPES

Each time you play Worms Armageddon the game is completely different.

Worms and mines are randomly placed on billions of possible landscapes, providing you with endless playing opportunities.

Why not play around with the fabulous landscape editor to custom design your own cool landscapes?

WORMS AND WEAPONS

Each team of Worms has an arsenal of devastating weapons at their disposal. Some of these weapons will be limited in supply so you will have to use strategy to achieve maximum carnage.

There are a wide variety of weapons available. For full details about weapons and their usage, see the Weapon Usage section later in this manual.

UTILITIES

These add a whole new element to Worms Armageddon. Utility crates drop from the sky, offering features to enhance the player's turn. These can be saved and used later, while some are used from the moment they are collected.

DONOR CARDS

When the last member of a team dies and that team held any utilities or special weapons, a DONOR CARD is left. Any Worm collecting this card collects the special goodies left behind!

STRATEGY

Worms Armageddon can be played in many different ways - some players opt for wanton destruction, while others play it safe, and there are those that are so underhanded that they have vengeance wreaked upon them at every opportunity!

Those who resort to hiding their Worms away and playing a very defensive game, have turned to the "Dark Side" of Worms playing and must be slain, so keep on your toes and tails!

You will have to adapt your strategy to the weapons available, the landscape you're playing on and to each new opponent you play.

Worms Armageddon allows for even more strategy than before in that each team can now select a special weapon to take into battle. The selection of this weapon or utility seriously affects the potential outcome, so do choose wisely!

ON YOUR OWN, OR IN A GROUP

Worms Armageddon features Single Player Missions for the lone player, pitting your skills against crack computer teams and a variety of intriguing Training games, where you can practice key skills, gain rankings, medals and some other goodies for extra-special performances.

Multiplay is popular on a single computer or via a local network, but the ultimate Worming experience is playing via WORMNET, pitting your Wormy skills against players from the four corners of the globe - let battle commence!

For details of INTERNET PLAY see the section entitled WORMNET.

QUICKSTART GAMES

We realise that not everyone will have read the manual before the excitement of playing the game got the better of them, so we have created a number of QUICKSTART options, which do not require you to create teams or anything too complex, but get you into the action quickly.

SINGLE PLAYER

To begin a quickstart DEATHMATCH game, select SINGLE PLAYER and then QUICKSTART. You will control the PLAYER 1 team against WORMBOTS.

The game will keep track of your performance and adjust the difficulty accordingly for the next time you play. No statistics or details are kept on the team you control.

NETWORK

Please note that there is no QUICKSTART network option. You must create a team before playing any network or WORMNET Internet games.



PLAYING THE GAME

You've started the game but now what? This section will familiarise you with the basic controls of Worms Armageddon that are essential if you're going to take on the World!

MOVING THE VIEW

You can use the mouse to scroll around the landscape, simply move it in the direction you'd like the screen to scroll. Press the HOME key to centre on the current Worm.

CHANGING WORMS

If you have Worm Select set to "Manual" (see General Options), press the TAB key to select a different member of your Worms Team. You can only change Worms if you haven't already moved one, or selected a weapon.

See also 'SELECT WORM' in the Weapons listing, this is a new weapon which allows advanced Worm movement.

MOVING WORMS

Move your Worm around by using the ARROW keys. The LEFT ARROW moves your Worm to the left, the RIGHT ARROW moves your Worm to the right. If the Worm is blocked then it will stop.

JUMPING

Make your Worms jump forward by pressing the RETURN key on the Keyboard.

Be careful, Worms that jump and fall too far can hurt themselves - any injury will prevent the Worm completing its turn.

You can also make Worms jump backwards by pressing the RETURN key twice in quick succession and perform an upward jump with the BACKSPACE key, which is useful for performing air-moves. Press BACKSPACE twice in quick succession to perform a back-flip.

OTHER MOVES

Some of the weapons and tools have some nifty little tricks that can aid your Worm in its movements. Check out the Weapon Usage section later in the manual for further details.

ACTION REPLAY

Press the R key to replay the last shot. This can only be done immediately after the shot. Press the S key to watch the replay in slow-motion.

Press and hold the SPACEBAR during a replay, to fast-forward it to the end.

QUIT

Press the ESCAPE key to open the Quit Menu. You can select Draw Game, Sudden Death and Quit Game. You can also view the number of rounds won by each team from here.

In a Network game, action will continue as normal behind the menu, whereas the game will pause in a non-network game. Quitting a game in Network makes your team surrender, leaving the other players intact while declaring them the winners.

Note: If the host quits the game in a Network match, the game is over.

NAME SWITCH

Sometimes the visibility of the Worm names can hinder the player, press the DEL key to toggle the Worm Name Visibility setting from full, partial or none.

FORCE ENERGY BARS

You can toggle this option to ON by pressing SHIFT-DELETE. Normally, the team energy bars disappear when a Worm is moved, this option can force them to be displayed at all times.

ON-SCREEN INFORMATION

The game screen is full of useful information - the following explains what it all means!

COMMENTARY PANEL

A full commentary appears at the top of the screen, giving full details of which Worm has been killed, whose move it is and which weapon has been selected.

TURN/ROUND TIME INDICATOR

Your Turn Time counts down at the bottom left of the screen. As an option, you can also have the Round Time displayed here (for full details see the Game Options section later in the manual). When it reaches zero, play passes to the next team.

The game will wait until everything has stopped moving (Mines, Worms etc) before it considers the turn complete.

WIND BAR/BACKGROUND INCIDENTALS

There is a wind strength indicator at the bottom-right of the screen. The arrows indicate the strength and direction of the wind. The incidental images in the background also serve to give an indication of the wind direction, these can be set with the INSERT key.

TEAM STATUS

The energy bars of each team playing are shown at the centre of the lower section of the screen. Status bars are removed from the screen when a team's energy is depleted and that team is knocked out.

WORM STATUS

Worm names, team name and energy values appear above each Worm.

UTILITIES

Enabled utilities (Double Damage, Crate Spy etc) will appear above the wind indicator in a small box when they are in use.

WEAPONS PANEL

When selecting a weapon, the panel slides in from the right of the screen. To remove it, you can right click or select a weapon.

CHAT PANEL

In network games, a chat panel will slide onto the top of the screen, this can be removed with the PAGE UP key and recalled with the PAGE DOWN key.

QUIT PANEL

When the player presses the ESCAPE key, the Quit Menu slides down from the top left of the screen. It can be removed with another press of ESCAPE.



SELECTING YOUR WEAPON

This is the section where it all happens...the armoury!

There are two ways to load up with your favourite weapon:

METHOD A

Click the Right Mouse Button to display the Weapon Selection Menu, then click the weapon or tool of your choice. As you move the cursor, the name of the highlighted weapon appears at the bottom of the Weapon Selection Menu. Click the Right Mouse Button to close it without making a selection. The number next to the weapon, shows the amount you have available, one turn uses 1 unit, although some weapons fire multi-shots during their usage.

When a weapon is unavailable (i.e. your stock is at zero), the weapon is removed from the Weapon Selection Menu.

METHOD B

We have incorporated keyboard short-cuts for all the weapon groups. Use the Function (F) keys at the top of your keyboard, to select your weapon directly.

The Weapon Selection Menu indicates which keys relate to which weapons. Where more than one weapon shares a key, press that key more than once (up to five times) to select the other weapons, as you do this, the currently selected weapon will appear in the Commentary Panel at the top of the screen.

WEAPON USAGE

The following section details the weapons of Worms Armageddon, their effects and how to use them. Remember, all weapon instructions are written assuming you have already selected that weapon.

A number of weapons are hidden in special crates, or given during single player missions - we wish you the best of luck in finding them!

AIR STRIKE

This weapon calls in an aerial missile strike in the target area that you select. To launch the Air Strike, simply move the target cursor with the mouse and click on the target to mark it (with an X). If you wish to abandon at this stage, simply select another weapon with the Right Mouse Button.

You can also select the direction of the Air Strike with the LEFT and RIGHT ARROW keys, this is important if you wish to hit the correct part of a hillside! Each of the five missiles inflicts a maximum of 30 points of damage.

Note : Strike Weapons cannot be called in Caverns and are unaffected by wind, except for the Napalm Strike.

BANANA BOMB

This 'soft fruit of doom' will explode, split and cause wanton devastation to an area the size of a small Greek Island. Use the 1-5 keys on the keyboard to set the fuse time (in seconds).

Use the UP and DOWN ARROW keys to move the cross hair and press the SPACEBAR to fire (the longer you hold it, the stronger the shot will be).

Each Banana inflicts a maximum of 75 points of damage.

BASEBALL BAT

If it's been one of those days, the only really satisfying thing to do to an enemy Worm is to walk up behind it and smack it with a heavy wooden bat!

Stand next to your target, aim the cross hair and press the SPACEBAR to sort them out! The Baseball Bat inflicts 30 points of damage.

BATTLE AXE

This mighty blade slices in two the energy of all worms it touches, hammering them into the ground.

Note : It can only be used to actually kill enemy worms which have one unit of energy, but can cause huge damage to a group of Worms!

BAZOOKA

The Bazooka is a powerful weapon that offers immediate satisfaction. Careful use of the wind strength and direction turns this weapon into a strategic wonder.

Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire (the longer you press it, the stronger the shot will be).

The Bazooka inflicts a maximum of 50 points of damage.

BLOWTORCH

Use the Blowtorch to dig through the landscape but consider that a sneaky hiding game is a sign of the Dark Side!

Select your direction with the ARROW keys and press SPACEBAR to start and then stop the Blowtorch. More criminally insane individuals can use the Blowtorch to inflict 15 points of damage on enemy Worms.

BRIDGE KIT

This most useful, nifty ensemble of components allows rapid construction of bridges and pathways when you most need it. A number of bridge segments are available for immediate deployment on the landscape.

BUNGEE

Large falls can seriously damage your Worms' health, but with the Bungee selected you can safely wander off a cliff and drop weapons whilst bouncing around.

Press SPACEBAR to release your Worm from the Bungee and press the RETURN key to drop selected weapons whilst on the Bungee.

CARPET BOMB

Flee as a multitude of dodgy shagpiles rain from the heavens! Carpet Strike sends these irate, discounted carpets tumbling to Earth!

Select and target, click Left Mouse Button and stand well back!

CLUSTER BOMB

The Cluster Bomb is tossed like a Grenade and shatters into smaller bombs, which explode around the target. Whilst less precise than a Grenade, a Cluster Bomb can be really useful for damaging groups of Worms. Use the 1-5 keys on the keyboard to set the fuse time (in seconds) and toggle the bounce setting, from max to min, with the + and - keys.

Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire (the longer you hold it, the stronger the shot will be).

Each Cluster inflicts a maximum of 30 points damage.

DRAGON BALL

This unleashes an energy ball toward the enemy, knocking the victim backwards and off it's tail. Stand next to your target and press the SPACEBAR to attack.

The Dragon Ball inflicts 30 points of damage.

DYNAMITE

Press SPACEBAR to drop a stick of Dynamite, usually from the edges of cliffs onto unsuspecting Worms, or next to a group of Worms.

This is a very powerful weapon and great for multiple Worm slaughter - a real crowd pleaser. Press the RETURN key to drop this from a rope.

Dynamite causes a maximum of 75 points of damage.

EARTHQUAKE

Press the SPACEBAR to cause a considerable earthquake, shaking any Worms and mines loose and causing the water level to rise considerably.

Earthquakes do not cause specific energy loss, but the effects from movement can be devastating!

FIRE PUNCH

This powerful punch knocks Worms into the air and also cuts its way through land. Stand next to your target and press the SPACEBAR to punch.

The Fire Punch inflicts 30 points of damage on the target, but is commonly used to knock Worms into water.

FLAME THROWER

Press the SPACEBAR to propel flames from the huge tank on the Worm's back! Use the UP and DOWN ARROW keys to spray the burning flames in an arc.

The flames are subject to wind direction, so you must use caution.

The Flame Thrower is a powerful weapon, estimates of its potential damage range from 50-70 points.

FRENCH SHEEP STRIKE

Unleash the wrath of stubborn French farmers with the Sheep Strike!

Select a target with the mouse and click Left Mouse Button to release numerous burning Sheep, which come tearing to the ground.

An incredibly dangerous weapon which, due to the additional flames, can cause all manner of havoc and destruction.

FREEZE

Press the SPACEBAR to Freeze your Worms until your next turn. Your team is encased in blocks of ice and cannot be damaged!

GIRDER

Girders have many uses, particularly to provide a base for the Ninja Rope or a ramp so that Sheep can cross critical paths. Some players use Girders to block the progress of the enemy and others use them as a deflector for Grenades and Cluster Bombs.

Girder use can be restricted to the immediate area around the currently selected Worm, from the Weapon Options Menu.

Use the LEFT and RIGHT ARROW keys to rotate the Girder around and click Left Mouse Button to place it.

GRENADE

Set the fuse time (in seconds) using the 1-5 keys on the keyboard and toggle the bounce setting, from max to min, with the + and - keys.

Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire (the longer you hold it, the stronger the shot will be).

The Grenade inflicts a maximum of 50 points of damage.

HANDGUN

A great way to finish off a particularly hated Worm, or a group of very weak ones! Fires 6 consecutive shots. Make your day, punk!

Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire (the cursor can be moved up and down while firing). Each shot inflicts 5 points of damage.

HOLY HAND GRENADE

Unleash the power of the heavens with the Lord's preferred weapon. This is a 3 second (no more, no less) low bounce Grenade style weapon that will only explode when it has come to rest.

One of the most powerful weapons in the game, (only a certain garden ornament could possibly be more dangerous), it is capable of delivering 100 points of damage.

HOMING MISSILE

Once primed, the Homing Missile will aim for a specified target. Remember to give it enough power so that it can effectively find its target.

Homing Missiles in Worms Armageddon are aquatic and can be fired under water, although there is an element of skill involved (fire hard and the missile will sink).

Move the target cursor with the mouse and click on the target, use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire (the longer you hold it, the stronger the shot will be).

This missile inflicts a maximum of 50 points of damage.

HOMING PIGEON

A semi-intelligent equivalent of the Homing Missile, that will do its best to reach the target you select. Obviously Pigeons aren't totally reliable though.

Move the target cursor with the mouse and click on the target, using the SPACEBAR to unleash the feathery hero.

A Pigeon will explode inflicting a maximum of 75 points of damage.

INDIAN NUCLEAR TEST

First it was the French, now the Indians are at it! This powerful underground test bomb will sink the land and cause radioactive fallout to flutter from the heavens, infecting all living Worms. A tactical nuclear device if ever there was one.

KAMIKAZE

Select a direction with the **ARROW** keys, then press **SPACEBAR** and watch the Worm end its life in martyrdom. You are guaranteed to lose the Worm of course, so it had better be worth it!

The final explosion inflicts a maximum of 50 points damage, any Worms unlucky enough to be hit along the way will also suffer, a loss of 30 points in conjunction with being sent hurtling skywards by the impact.

LAND MINE

Proximity mines that explode if a Worm triggers the fuse by getting too close. Mines are a great strategic tool and can be knocked onto Worms by other explosions. Be aware that some can be duds.

Press the **SPACEBAR** to drop a Mine. Land Mines inflict a maximum of 50 points of damage.

LOGBOW

This great, dual-purpose weapon allows you to fire arrows at unsuspecting Worms or create a ladder for others to climb on.

Each arrow inflicts 15 points of damage.

MINI GUN

Such a misleading name for a huge machine-gun.

Use the **UP** and **DOWN ARROW** keys to move the cross-hair and press the **SPACEBAR** to fire. As you fire, you can also move the gun up and down with the **ARROW** keys, strafing the target area.

MAD COW

Ever since the European British Beef embargo began, there has been a huge stockpile of these frothing, deliriously mad cows intent on mass destruction. Unleash them in the direction you are facing, by pressing the SPACEBAR.

If you have more than one, you can release them in a herd by pressing the 1-5 keys. Being mad, they will make no effort to get over an obstacle and just explode instead.

Each Cow can inflict up to 75 points of damage and as such, should be avoided.

MAGIC BULLET

Revisit the grassy-knoll with this incredibly accurate Magic Bullet, which will seek out the intended target set with the mouse. The Bullet will home in on the target, avoiding contact with the land. Use SPACEBAR to launch the weapon.

The Magic Bullet inflicts a maximum of 100 points of damage and is sure to stop any Presidential cortege firmly in its tracks.

MAIL STRIKE

Target the area with the mouse to make a very special delivery. Please consider the wind direction as letters aren't particularly heavy objects! Each letter can inflict 50 points of damage.

MB BOMB

Select the target area with the mouse and watch in horror as a stressed, overweight video-games producer falls to earth, causing widespread pandemonium and chaos. The MB Bomb inflicts 100 points of damage.

MINE STRIKE

Click Left Mouse Button to sprinkle new Land Mines onto the landscape.

Due to the erratic nature of mines, there's no clear indication of where they will land, but it's quite possible that calamity will ensue.

Like standard mines, each one can inflict 50 points of damage.

MING VASE

Drop this like Dynamite and run. After 5 seconds it will explode, sending shards of china (the material, not the country) everywhere, much to the disgust of antique lovers everywhere.

MOLE BOMB

Press the SPACEBAR to release this little tearaway, who will scuttle across the land before another press of the SPACEBAR sends him leaping upwards and then down burrowing into the land, pressing the SPACEBAR a third time will make the little critter explode. An effective explosive and antidote to those who are prone to hiding in underground tunnels.

MOLE SQUADRON

Much more scarce, this squadron of near-sighted mammals attacks directly proudly claiming to "Dig or die!". They almost always die of course. Target the direction of attack with the LEFT and RIGHT ARROW keys, then use the mouse to mark your target and launch.

MORTAR

The Mortar fires at full power and explodes on contact, spreading Cluster Bomb fragments around the immediate area. Very useful towards the end of a round, when groups of Worms may be on opposite sides of the landscape. It is very effective on Cavern levels, as firing Mortars into the roof will deflect the clusters downwards onto unsuspecting Worms.

Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire. Each cluster can inflict 30 points of damage.

NAPALM STRIKE

Light up the sky with pyrotechnic devastation! Scorch the Earth and barbecue the opposition. Let's have an apocalypse now!

Select the direction of the Napalm Strike with the LEFT and RIGHT ARROW keys, then move the target cursor with the mouse and click on the target to launch.

NINJA ROPE

Incredibly useful, ropes can be used to manoeuvre Worms into otherwise inaccessible areas or across vast distances in the shortest time. Mastering the rope is a key skill in Worms Armageddon and you are advised to take up some training in this area immediately!

Press the SPACEBAR to launch the Ninja Rope and use the LEFT and RIGHT ARROW keys to swing on the rope. Use the UP and DOWN ARROW keys to shorten and lengthen the rope. Press the SPACEBAR to detach your Worm from the rope.

Experts can drop weapons (usually Dynamite or exploding Sheep) whilst swinging through the air... simply press RETURN, to drop the current weapon. Be careful, this is only advisable with certain weapons! If the ability to drop Sheep from great heights wasn't enough, you can also swing, let go, fire the rope again whilst in mid-air, swing and repeat, covering huge distances quickly! Be warned this is a very tricky technique and really works well in spacious caverns.

OLD WOMAN

Press the SPACEBAR to set the Old Woman wandering around, complaining about the price of tea and mumbling about the war and the good old days before violently exploding. This Old Woman inflicts a maximum of 75 points of damage.

PARACHUTE

Remember that long falls can injure your Worms, which makes you lose your turn, so what better than floating to safety using a convenient parachute.

Press SPACEBAR to open the parachute. Make sure you know which way the wind is blowing! Press the SPACEBAR to close the Parachute.

PETROL BOMB

Really hot stuff - an urban favourite. You can smash the bottle against a wall and watch the flames drop on an unsuspecting victim. Best used in confined spaces.

Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire (the longer you hold it, the stronger the shot will be). This little beauty stays burning on the landscape.

PNEUMATIC DRILL

Press the SPACEBAR to dig or to cease digging down. This is useful for gaining access to tunnels that other Worms have made.

You can turn into a driller killer by inflicting enemy Worms 15 points of damage with the Drill.

PROD

Sarcasm personified in a move. Press the SPACEBAR to nudge a Worm and send it to its doom.

SALLY ARMY

Pressing the SPACEBAR to set this God-fearing old lady staggering about the land, sit back and watch her erupt in an explosion of volatile percussion instruments, or press the SPACEBAR a second time to detonate.

Each tambourine can inflict a maximum of 75 points of damage.

SCALES OF JUSTICE

Press the SPACEBAR and watch as this equaliser combines all the energies of all the teams in play. If you're behind, then this is a superb tool. This also balances the energies of all allied teams in play.

The Scales of Justice does no damage, simply redistributing the current energy in the play-field.

SELECT WORM

This incredible new tool allows you to move a Worm around and then re-select another of your team for movement. Offers excellent strategic opportunity, unless you only have one Worm remaining!

Press the SPACEBAR to activate.

SHEEP

Watch with a smug grin as your fluffy friend runs unselfishly towards the enemy and detonates upon your whim, with the effectiveness of Dynamite and the dexterity that only a four-legged fluffy mammal can muster, the Sheep is a priceless tool.

Sheep are released with the SPACEBAR and are detonated with a further press of it. If left undetonated, they eventually get fed up and blow themselves up!

Sheep can inflict a maximum of 75 points of damage.

SHEEP LAUNCHER

For those people who have problems getting it up, this useful launcher will propel their Sheep to dizzy new heights, over any barricade or land barrier!

Aim with the ARROW keys and press SPACEBAR to launch your Sheep. Once the Sheep is off and running, it acts as any self-respecting Sheep would (see above), but of course this one wears a natty little crash helmet.

SHOTGUN

This wide-gauge, double barrel Shotgun is great for picking-off Worms at long range. Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire. You'll have two attempts to inflict a maximum of 50 damage points.

SURRENDER

If you are unable to face it anymore, you can surrender. The humiliation continues however, as your team remain waving little white flags, for the other teams to pick them off in a totally immoral way!

SKIP GO

If for some reason you feel that you needn't cause any wilful decimation during your turn, you can skip it by pressing the SPACEBAR.

SUICIDE BOMBER

If you can't face it anymore and you wish to go out with a bang, press the SPACEBAR and feel all inflated. An exploding Worm leaves a rather toxic substance in the air.

SUPER BANANA BOMB

The Super Banana Bomb has the added bonus of manual detonation. Just press the SPACEBAR after you have thrown it and shower your enemies in soft fruit, a second press will detonate. Each Banana inflicts a maximum of 75 points of mayhem and destruction.

SUPER SHEEP

The amazing flying Super Sheep! Press the SPACEBAR to release, press a second time and this Sheep is given powers other farm animals can only dream of!

Control the flight of the Sheep using the LEFT and RIGHT ARROW keys or press the SPACEBAR to end its reign of the skies. The Super Sheep can fly for a limited time before it falls, dejected, back to earth. On collision, a Super Sheep can inflict a maximum of 75 points of damage.

TELEPORT

Moving a Worm out of a potentially disastrous starting position is the most popular use for this feature. The normal strategy is to search for high ground away from cliffs and mines.

Simply click the mouse on the location where you want your Worm to end up.

UZI

Spray Worms with bullets from one of the coolest guns around. Use the UP and DOWN ARROW keys to move the cross-hair and press the SPACEBAR to fire. Use the UP and DOWN ARROW keys to strafe the target area.

CRATES'R'US

Throughout the game, different crates will drop from the sky, or teleport into the play-field. There are three distinct types; Weapon Crates, Health Crates and Utility Crates.

Crates contain all manner of goodies and their contents can twist and turn the fate of a game, especially when all seems lost. Crates can also be shot, which is a rather anarchic way of using them, but can be equally devastating.

Another tip to note is that Sheep, Super Sheep, Old Woman and Sally Army can all collect crates if left to roam the land.

WEAPON CRATES

The contents of weapon crates are usually more powerful weapons, or weapons that are initially handed out in limited supply, such as Super Sheep, Dynamite, Homing Missiles etc.

Sometimes you'll be very lucky and awarded one of the super "hidden" weapons, can you find them all?

HEALTH CRATES

Health crates offer a source of topping up your energy levels throughout a match. Collect the crate and the Worm receives an energy boost. Health crates also offer an antidote to any infection a Worm may have received.

UTILITY CRATES

These crates contain utilities to help you in various ways. There are two types; collectable types, which can be stored and used when the time suits (shown in the utility panel at the top of the weapon panel) and instant utilities, which come into effect as soon as you collect the crate.

The contents are listed over the page in Utilities.

UTILITIES

Utility Crates drop from the heavens like Health and Weapon Crates, bestowing superb additional powers to your Worms. These special powers can be collected and instigated when the urge arises.

Collected Utilities appear in the top box under the weapons panel and are activated like weapons (i.e. highlight/click them and then press the SPACEBAR).

When they are in use, or active (some last for multiple rounds) then their relevant icons are displayed above the wind panel on-screen.

COLLECTABLE UTILITIES

FAST-WALK

Lasts for a number of turns and allows Worms to walk over the land much quicker than before, excellent for long assaults and critical attacks.

LASER TARGET

This effect, which lasts for five turns, enables a Laser Sight on the following weapons; Uzi, Mini Gun, Hand Gun, Longbow, Kamikaze and Shotgun. This makes it much easier to judge your shots.

INVISIBILITY

This useful tool (only appears in network games) makes your team invisible (but not invincible) until their next turn. This item is especially handy for confusing your opponents.

LOW GRAVITY

This incredible effect makes all your shots and movements susceptible to Low Gravity. This means super-long jumps and more besides!

JET PACK

Use the ARROW keys to control vertical and rear thrusters as your Worm takes to the skies. Particularly useful to reach distant shores if you're short on Teleports and exceedingly useful if you wish to fly by and drop some Dynamite onto a bunch of Worms. Join the space age, get the Jet Pack!

INSTANT EFFECT UTILITIES

These utilities are activated immediately when collected.

DOUBLE TIME

Instantly doubles the amount of time remaining on the current turn.

CRATE SHOWER

Randomly drops a few more crates onto the landscape.

CRATE SPY

This effect, which lasts until the end of the round, allows the team to reveal the contents of any crates around the landscape.

DOUBLE DAMAGE

Lasts for just a single turn and delivers double damage to any explosion that occurs. Mightily powerful and should be used with caution.



MENU SYSTEM

MAIN MENU

From here you can select to play a single player game, create a multiplayer game, play over a Local Area Network or the Internet, change the options or quit. Pressing the ESCAPE key will always take you back to the previous menu.

Worms Armageddon also features a useful on-line help system. Simply move the cursor over any icon, text or dialog for instant help which appears at the bottom of the screen.

SYSTEM CONFIGURATION

This menu governs how your machine is configured to run Worms Armageddon.

VIDEO OPTIONS

VIDEO DISPLAY RESOLUTION

Worms Armageddon allows you to play the game in a number of different resolutions, 640x480 (Default), 800x600 and 1024x768. Running the game at a higher resolution requires more system resources, so unless you are running on an optimum system (Pentium, 200Mhz or above with a 4Mb video card) we recommend running at the default resolution.

Running in a higher resolution has the advantage of being able to view more of the landscape, which certainly helps in performing long gunshots, for example.

Note: During initialisation of the game, if there is a problem with generating the resolution required, the game will default to 640x480.

SECRET SELECTION

As you play Worms Armageddon, results in various rounds of the mission game and achievements during training will enable you to use various modes, cheats and tricks. These will be revealed on this screen. To activate, simply click on the icons when they are lit up.

SINGLE PLAYER MENU

Worms Armageddon features numerous different single player games to challenge, train and entertain you.

The modes that the single player game can operate are listed below :

TRAINING

The training arena is a completely new section of Worms and offers five distinct disciplines in which to train. In all training modes, you will work against the clock, completing as many of the stated objectives within two minutes. Each discipline has its own high-score and your team will be ranked accordingly depending upon success.

Training ends when your time is up, or your Worm is killed in action.

Achieving gold medal awards in all disciplines will also unlock hidden features in the game.

To train, you need to create a team, since it will be your captain who competes in the events. Also, the training statistics will be kept with the team information.

For information about creating a team, see the How to Create a New Team section.

SINGLE PLAYER QUICKSTART GAME

This allows you to get playing very quickly. You will play with a predefined team and weapon selections against a series of computer controlled robots (WORMBOTS).

The game will keep track of the last performance and adjust the skill level accordingly. Games will be played on randomly generated landscapes.

MISSIONS: A WORM TOO FAR

The missions range from EASY through to DIFFICULT in skill and all take place on specially defined landscapes against a number of CPU teams.

Note : Any special landscapes included in successful missions will be unlocked for you to play in normal games!

You need to create a team to play the missions, for information on the create team screen, see the Create Game section.

DEATHMATCH CHALLENGE

Similar in play to standard games, you will take on a number of computer teams in an ever-increasing spiral of difficulty.

The statistics for this will be kept and rewards given for high ranked teams.

You need to create a team to play the missions, for information on the create team screen, see the Create Game section.

CREATE GAME

MULTIPLAYER NON-NETWORK GAME

This is the menu for creating traditional Worms Armageddon multiplayer games on your PC. Multiplayer games can be between 2-6 teams, any of which may be computer controlled at a variety of levels. For networked games, or play via the Internet, see the later sections.

HOW TO CREATE A NEW TEAM

Whilst there are some default teams provided, to get the best out of Worms Armageddon, we recommend that you create some teams of your own, tailored with names for your captain and other platoon members.

You can also edit a number of other aspects, not least the ability to select a special weapon you can use during the battle. Click on NEW TEAM and follow the instructions below.

NAME YOUR TEAM AND WORMS

You need a nickname or call sign for your team and your troops, if you are short of ideas, simply click the question mark to generate a random name. Double click for random generation of full team.

SELECT THE CONTROL

This can be HUMAN or COMPUTER. If you create a computer controlled team, you can also change the skill level of the team from EASY through to DIFFICULT. A number of computer controlled teams already exist, but you can create more to practice with.

SELECT THE SPECIAL WEAPON

You are able to select a special weapon from the list shown, which you take into battle with you. Ideally you should select the weapon that best suits your tactics, or the one which you feel you can do most damage with. For information on the weapons available, see the appropriate descriptions in the Weapon Usage section.

SELECT THE SOUND-BANK

A default bank will be chosen (in the language the game is installed under) but this can be easily changed for preference.

Team individuality can be defined by the sounds they make, with Worms Armageddon, we have created a large range of odd, strange, familiar and bizarre sound-sets to use. If none of them are suitable, then you can create your own sound-bank with the supplied utility.

SELECT THE GRAVESTONE

Select the type of gravestone you would like your team to leave behind as a mark of respect.

SELECT THE FANFARE

Purely a presentational affair, a random fanfare is selected for you, this can be selected by yourself and also previewed. The fanfare is used in presentation screens and match result screens.

WHEN YOU'VE DONE

When you have selected the items you require, click OK to add your team. Once added, you can select it for Training, Mission games and standard Multiplayer or Network games.

BARRACKS

All teams available for selection are listed in the Barracks. They are displayed along with simplified statistics (Rounds Played, Rounds Won, Overall Rank).

To add a team to the game, just click it. To view more detailed team statistics, click the team with the left button. Click right button to edit it.

Note : Default teams cannot be edited.

GAME ROSTER

As you add teams into the game, they will appear in the game roster. Up to six teams can be added. To remove a team and place it back in the Barracks, just click it once more.

When the teams are in the Barracks, they are listed in order of rank, the ones with the best rank at the top. There are three icons at the side of the teams, which are used to indicate the following options;

HANDICAPPING

The first icon makes it possible to handicap a team according to its skill level. Click with the mouse button to change the state. This indicates if a team will have 50% energy added (+) or removed (-) to its starting energy level. If neither symbol is shown (default) then the Worms start with the level as set in the General Options.

ALLIED TEAMS

By default, there will be no icon in this panel, but it's possible to select 1 of 6 possible alliance colours by using the Left Mouse Button to cycle through them (and back to none again). All teams who share the same badge will play as the same side.

Allied games play exactly like normal games, but with a few notable exceptions; Allied players pool the weapons. (i.e. Players use weapons in the combined weapon sets of allied teams. e.g. Two players with the standard weapon set would have two Dynamites available.) Allied players get accredited with a victory if their alliance wins, even if their team is defeated. During the game, alliances take turns to have their move. Teams within alliances will take turns to move within that alliance.

NUMBER OF WORMS IN THE TEAM

You can click with the Left Mouse Button to cycle through this number (one through to the maximum) to alter the amount of Worms that the team will start with. The game will never allow more than eight Worms per team, or eighteen Worms in total. The default setting is three. This setting is also useful if you wish to have a game where, for example, five teams of one Worm wish to play as an alliance against a single team with five Worms.

GAME STYLES

The game is supplied with a number of game styles. These styles contain set-ups of the options and weapons, which govern how the game plays. The name of the style indicates the style of game you can expect.

It's also possible for you to create your own game styles by clicking the **SAVE AS** icon and typing a description for the style. You can also delete styles if you wish by pressing the delete icon. Note that default sets cannot be deleted. Styles can be accessed by the drop down menu and selected from there.

You can override the settings in the game style by modifying the options in the **Weapon, Game and General Options** screens, these will not be saved unless you choose to do so.

Note : The default game styles are also played on **WORMNET** (see the Internet section) so its useful to practice playing with these styles if you intend to be a top ranking Worms Armageddon player on the Internet.

GENERAL OPTIONS

These are options that are very basic and govern simple rules of the game. These are always accessible from the Create Game screen and generally speaking, once you have chosen your game style (either one of the default ones, or one you have created) you should only need to modify these settings to suit.

STARTING ENERGY

Click the icon to toggle between; 100, 150 or 200.

This is the starting energy of all Worms in the game, before any handicapping is selected. The total energy of the team can be calculated by multiplying this value and the number of team members in it. The default energy level is 100 and is what we recommend.

WORM SELECT MODE

During play, its possible to play and select which Worm you would like to move next, however, we feel that Worms Armageddon is a more skillful game when the Worms in a team take turns to cycle round to their turn. Click to select between;

No Worm Select

You cannot choose which Worm to move.

Worm Select

You can use TAB to select which Worm to move.

VICTORIES REQUIRED

Select the number of victories (rounds won) for the team (or alliance) to win the match. Click to select between 1 and 9.

The default is two rounds to win the match.

ROUND TIME

This is the period (in minutes) before the round ends and the Sudden Death period begins. Click to select the time required. The default setting is 10 minutes.

TURN TIME

This is the period (in seconds) you have to make your move on your turn. The lower it is, the more difficult it becomes to make your turn.

WEAPON OPTIONS

The weapon options allow you to configure the way in which weapons are distributed to players in the game, configure the strength (damage potential) of the weapon and suggest if and when the weapon should arrive as a reinforcement.

Please note that not all weapons are available to edit, just the standard weapons and a number of others. To see all the weapons in the game, you will have to play the game as most drop in special crates.

If you opt to play with team based special weapons, you can also edit and alter the special weapons, which are in a separate list from the standard weapons.

Any changes you make to the weapons can be saved in your own game style, along with the currently configured options. There are four main icons, which govern the information on-screen.

AMMO

By default, you will see the AMMO selection, which shows you how many of the weapons you will be given at the start of each round. Click the icon to change it between NONE, 1 - 9 or UNLIMITED.

DAMAGE

Click with the Left Mouse Button to increase the damage potential, click with the Right Mouse Button to decrease it.

This way, you can balance the game according to your liking. As you increase or decrease the damage rating, it modifies how the weapon works.

REINFORCEMENTS

This shows any selected weapons due to appear as Reinforcements during the round. Use the slider to change from OFF through 1 - 9, to indicate when the reinforcement will arrive (round number, 1 - 9).

Note : If a weapon is turned OFF in the ammo section and you move the slider to turn the weapon on as Reinforcement, it will add one to the weapon ammo supply.

WEAPON CRATE SUPPLY

You can use this screen to bias how often these weapons will appear in weapon crates. Click the weapons to cycle through OFF and 1-5 bars. This affects the probability of the weapon arriving in a weapon crate.

OTHER WEAPON OPTIONS

Secret Weapons

Select to play with or without the host of secret, super-powerful weapons, which arrive in crates only.

User-Selected Special Weapons

If selected (default) then each team may use a special weapon of their choice from the eight listed, which they choose when creating their team (see Create Game section).

If unselected, this allows you to select an additional range of weapons in the initial armoury, rather than a single special within each teams weapon set.

GAME OPTIONS

From here you can select the options which govern how the game plays.

The options are as follows :

TIME OPTIONS

Time based options, in addition to Round Time and Turn Time, which are on the main Create Game screen.

TURN DELAY

The amount of time a player has to take control in a hot-seat game, before the turn begins.

RETREAT TIME

The amount of time that a player has to retreat after making a move (i.e. using a weapon).

ROPE RETREAT

The time that a player has to retreat, after dropping a weapon from a rope.

DISPLAY ROUND TIME

A simple option to select if you would like the remaining round time displayed or not.

SUDDEN DEATH TIME

Set how fast the water rises during Sudden Death. Can be set to OFF, 5, 20 and 45.

INTERACTIVE OBJECTS

Sets the type and amount of interactive objects that start on the landscape. Cycle between NONE, FEW, NORMAL and MANY. If mines are selected, there are some additional options :

FUSE LENGTH

Set the period before a mine explodes after being triggered. This affects how the mines can be used during gameplay.

DUD MINES

If selected, this means that some mines will be dud. (Dud mines can still be exploded, if you discover how!)

ARTILLERY MODE

The Worms cannot walk, weaponry must be thrown or fired.

STOCKPILING

You keep any collected weapons and utilities, which were unused and are taken into the next round.

ANTI-STOCKPILING

You only get one round of weapons supplies (in round one) and you use this in the entire match!

MISCELLANEOUS OPTIONS

AUTO REPLAY

Turn automatic action replays ON or OFF.

FALL DAMAGE

Select if a Worm will be subject to injuries or not when it falls too far.

ENERGY REDUCTION

Selects what happens to Worms' energy when the Sudden Death period begins. This can be OFF (no energy reduction), REDUCED to 1 point or DRAIN (energy slowly drains from all Worms).

LANDSCAPES

An outline, or thumbnail, of the current landscape is shown on the create game screen. To quickly generate another, simply click the thumbnail with the Left Mouse Button. To edit, create a new landscape or load a custom level, you can go to the landscape editor by clicking the landscape with the right mouse button.

LANDSCAPE MENU

Worms Armageddon features a very powerful editor for creating, editing and storing landscapes.

MENU OVERVIEW

The main features of the menu are :

Edit/Preview Area

This initially calculates and displays a preview of the currently selected landscape. Click with the Left Mouse Button to go into edit mode, click with the Right Mouse Button to go to preview mode.

Note : When in edit mode, the landscape will be mono.

Island Generation

The top row of thumbnails create new types of islands. Click the Left Mouse Button to generate a new Island level. Click with the Right Mouse Button to select and transfer this level to the main screen.

Cavern Generation

The bottom thumbnails generate different styles of cavern. Click the Left Mouse Button to generate a new cave level. Click with the Right Mouse Button to select and transfer this level to the main screen.

Icon Panel

Check the help text on screen for details of how to use the available tools and icons.

Import

Click this icon to view and load an available custom level. For more details on custom levels, see the section about custom levels.

Save-as

Clicking this icon will save the landscape file, the edited landscape or custom level and add it to the list of landscapes in the drop-down menu. All related information such as water level, scenario type, etc will also be saved.

Delete

Delete the currently selected landscape (with confirmation). This option is not selectable unless the landscape has previously been saved.

Custom Levels

Worms Armageddon also possesses a very powerful import tool, which can convert almost any image so that it can be used as a game background level! There are two types of image that can be imported;

Mono Bitmaps

These are mono images, which act as stencils. They replace the landscape thumbnail and you can use them to create landscapes using the different scenarios supplied. You can use the Microsoft Paint™ package which is supplied with Windows to create such images.

Full Colour Bitmaps

This powerful and exciting option allows you to use almost any image as a battlefield! Simply select your image and the game will process it and then preview it.

Image Format

Worms Armageddon will do its best to import most of the common image formats, including Windows BMP, JPG, GIF, TGA. The system has to do considerable processing of the image since there is a limit to the amount of colours available, this should only take a few seconds.

One thing to consider is that Worms Armageddon uses a large area for the game and your image may not fill the area completely, or perhaps be too large. If it is too large, you will be notified and the image will be automatically shrunk. If the image is smaller than the normal size (1920x692) then the image can be centralised or stretched to fit. You can use your favourite paint packages to prepare custom landscapes and share them with friends. Watch out for Worms Armageddon web sites, which will contain new levels to play.

Notes regarding full colour custom levels

If you select a full colour custom level, note that it is not possible to edit it, or select scenario type - these options will be removed.

Background Soil

When using a full colour custom level, you can select which background soil to use from the menu.

Note : Full colour custom levels are not supported in WORMNET play due to their size (it would take too long to send the graphics to all players).

NETWORK PLAY

One of the coolest things about Worms Armageddon is the network play, it's an ideal network game which is brilliant fun with up to six players. It can be played on a local network or via the Internet, by hooking up to a WORMNET server.

Note : The WORMNET environment is an ever expanding and evolving community, Team17 reserve the right to adjust, modify and change options and facilities as we see fit to further enhance your gaming experience.

LOCAL NETWORK

To join other players on a local network, click the Network icon and then select LOCAL NETWORK. You will be taken to a room where you can see other players, any games available to join and also chat with the other players.

CONNECTING TO EXISTING GAMES

To join a game, click on the existing game and you will hook up with the host of that game. Double click on the team you wish to add to the game from your team roster.

You can add more than one team from your list, if you wish to have more teams operating from your computer, although the host will have to grant permission for this, so ask!

Once you have added a team, a READY button will enable, this means you are happy with the settings/options and are ready to play. The READY button will automatically deselect if you choose to view the settings/options (indicating you are not satisfied with some of the options or want to review them).

When all players ready buttons are selected, the host can start the game with the GO button. At this point the game is "locked" and you will not be able to exit or review the settings, the game will launch in a few seconds.

Note : If a player spends too much time reviewing the settings or options, the host can remove them from the game by clicking on the players team.

When the host is satisfied, the game will commence. You can leave at any time by double clicking your team from the game roster.

HOSTING A GAME

When you host, you have full control of the game configuration, including game style, weapons, everything. You can chat to the other teams and work out how you want to play, handicap players or form alliances.

You create the game exactly like you would in a normal game but have additional powers to expel players and set extra options governing how the game will be played over the network.

Being a game host has a number of extra responsibilities and being a warm and hospitable host is a key factor in successfully hosting games, particularly over the Internet.

When you are ready you can start the game by pressing PLAY!

CHAT

During pre-game set-up, you can send messages to the rest of the players.

COMMANDS

There are a number of commands you can use to liven up the chatter :

Private Message

Simply highlight the player you wish to send a message to and send as usual. This could be a group of players, click the group icon to make all messages public again.

You will continue to receive public messages whilst chatting privately.

Action

To do an action, which also displays the text in a different colour, use /ME before the action.

Silence

Right click on the user name to turn off any messages from this player.

WORMNET

INTERNET PLAY

You can play Worms Armageddon over the Internet by connecting to WORMNET, which is an exclusive gaming environment created especially for Worms Armageddon players.

NOTE: The game requires a preliminary ID check when accessing the server which only takes a short time. This allows the system to authenticate your game version.

NICKNAME

How others will see you, this must be unique. The server will prompt you if the name already exists.

SELECT TEAM

Select a team you wish to use from your own team roster.

PROXY SETUP

If you are behind a firewall and are using a proxy server (usually for companies, check with your network administrator if you are unsure) you should check this box and enter the address of the proxy server.

Once connected to WORMNET within the system you will be taken to the server status screen which provides useful information / updates as they become available. Click the LETS PLAY button at any time to go to the game channel selection area.

The channel selection area lets you view a list of the available channels (which may vary from time to time) or a list of current players, whereby you can quickly locate anyone in WORMNET and double-click to join them.

GAMING CHANNELS

There are four game channels that you may join, the three official channels play set game rules which cannot be configured by the host.

BEGINNER

A game setting tailored to suit new players, which allows more movement time and friendlier options. Once you have reached a certain rank, you will no longer be able to play games in this area since it is aimed at pitching less experienced players together.

INTERMEDIATE

This gaming room plays with the default Worms Armageddon settings, hosts cannot alter any of the game configuration details. This is the same game style as the Worms Armageddon game-style setting you can select in the Create Game menu.

Everyone is welcome into this area.

ADVANCED

This channel features tournament play options and entry into games is only available to players achieving above the required ranking in Beginner/Intermediate rooms. You will be informed when this is possible.

FREE STYLE

This is a completely open area where hosts can configure the game to their own liking. Ranking players in this channel makes little sense. This area is open for everyone.

OTHER AREAS

Team17 may, from time to time, open / close areas at their discretion.

CHANGING AREAS

You can opt to jump into the different areas at any time by going back to the main WORMNET screen. You can see how many people are in each room and also view the rankings. You can opt to jump into the different channels at any time by going to the channel select screen (simply exit the current channel by pressing the CANCEL button) and selecting a new channel.

CHANNEL CHAT

When in a channel, you are able to view the games available, who is involved in each game, where people are from and also chat to people.

HOSTING

We also rank players ability to host quality games. Hosts will be penalised for not completing full games and players penalised for quitting before the game ends, this enables players to avoid teams which cheat by quitting the game. We feel that this is in the best interest of the game, to promote friendly hosts.

SERVERS

By default, the game will connect to WORMNET via a server at Team17 HQ in England. However, more servers will become available and it's best that you connect to the one closest to your location.

Note : Unlike previous online Worms games, you will see EVERYONE connected on ALL servers.

IN-GAME NETWORK CHAT

Open the chat box by pressing the PAGE DOWN key. You can see messages sent by other players (private messages are indicated but not revealed).

`/me <msg>` sends an action to all players

`/anon <msg>` sends an anonymous message to all players

Other players in the game are listed in the right of the chat panel, the colour of the player indicates the status of their connection;

Grey	Player disconnected
Blue	Player not connected
White	Player connected
Red	Player lagged/connection problems

NETWORK SET-UP INFORMATION

PROXY INFORMATION

You will need to enter information during registration that allows us to connect with the Worms Armageddon game servers, these servers use a combination of protocols (one being http that web browsers use), if you are behind a firewall then you may be required to use a proxy server (a web server that you can use that gets information for you from other web servers), if this is the case (please check with your network administrator), then you **MUST** enter the proxy information in the registration screen for Worms Armageddon to connect properly.

Note : This is only normally necessary on direct connections to the Internet (not modems) and does not affect local network play at all.

CONNECTION AND FIREWALLS

The network is based around a central HOST, this machine is the proposer of the game and hence controls the settings/options and also controls the player roster (and has the option to disconnect unruly players).

This machine also acts as a central HUB where network information is channelled to all other players, as a consequence of this we are able to support machines connecting through a firewall providing the host machine is outside of a firewall.

Note : Because firewalls are set-up differently for each company, it cannot be assumed that the game will work with all firewalls. However, if the machine is able to connect via TCP to machines outside the firewall then generally the game will be able to connect.

Contact your system administrator to enable outgoing TCP connections on the port the host is using (the default Worms Armageddon port for hosting is 17217 (TCP) and requires 17317 (UDP) open for local chat (although if only TCP is available this will still function).

TROUBLESHOOTING

Thank you for purchasing this product. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support : +44 (0) 1924 271637
FAX: +44 (0) 1924 267658
Email: support@team17.com
World Wide Web : www.team17.com
Address : Technical Support,
Team17 Software Ltd,
Longlands House, Wakefield Road,
Ossett, West Yorkshire,
WF5 9JS
United Kingdom

Please note that our Customer Services department is open between the hours of 10am – 1pm and 2pm - 4pm (GMT) Monday to Friday.

GAME CONTROLS

MOUSE

LEFT BUTTON

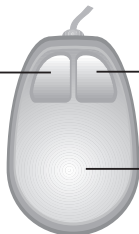
Select weapon from Weapon Panel (if active)
 Select weapon target cross-hair (e.g. Air Strike)
 Select Teleport destination point for Worm
 Cycle through Girder type selections (if active)
 Select option from Quit Panel

RIGHT BUTTON

Open / Close Weapon Panel

MOVEMENT

Scroll / View landscape



KEYBOARD

MOVEMENT

UP ARROW
 Decrease Ninja Rope length
 Thrust upwards on Jet Pack

RIGHT ARROW
 Face worm right
 Swing right on Ninja Rope or Bungee
 Thrust right on Jet Pack

LEFT ARROW
 Face worm left
 Swing left on Ninja Rope or Bungee
 Thrust left on Jet Pack

RIGHT ARROW (HOLD)
 Move Worm right

LEFT ARROW (HOLD)
 Move Worm left

DOWN ARROW
 Increase Ninja Rope length

BACKSPACE
 Jump upwards

BACKSPACE (TWICE)
 Flip backwards

RETURN
 Jump forwards

RETURN (TWICE)
 Jump backwards

WEAPON CONTROLS

UP ARROW
 Aim weapon upwards
 Strafe firing weapon upwards (e.g. Mini Gun)

RIGHT ARROW
 Set incoming strike weapon from right
 Steer Super Sheep right

LEFT ARROW
 Set incoming strike weapon from left
 Steer Super Sheep left

DOWN ARROW
 Aim weapon downwards
 Strafe firing weapon downwards (e.g. Mini Gun)

SPACEBAR
 Fire weapon instantly
 Start / Stop Blow Torch or Drill
 Release Worm from Ninja Rope or Bungee

SPACEBAR (HOLD AND RELEASE)
 Increase strength to lengthen weapon firing distance

SPACEBAR (TWICE WITH DELAY)
 Fire weapon initially and activate on second press after short duration

SPACEBAR (THREE TIMES WITH DELAY)
 Fire weapon initially and activate on third press after short durations

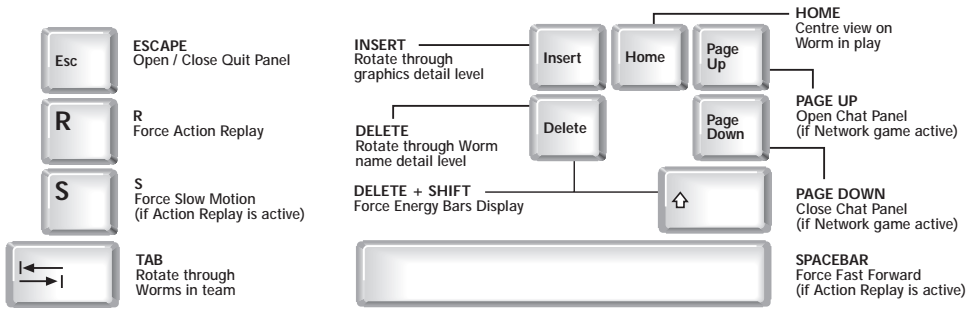
1-5
 Set weapon fuse time (if applicable weapon is active)
 Set number of Mad Cows for release

MINUS (-)
 Set low bounce (e.g. Grenade)

PLUS (+)
 Set high bounce (e.g. Grenade)

RETURN
 Drop weapon from Ninja Rope, Bungee or Parachute (press again to use if applicable)

GENERAL CONTROLS



CREDITS

Worms Armageddon was a team effort, we also would like to thank all the enthusiasm shown by players of other Worms titles and the many thousands of emails and suggestions we received.

Lead Code	Karl Morton
Lead Art	Dan Cartwright
Original Concept	Andy Davidson
Lead Support Code	Colin Surridge
Support Code	Rob Hill, Martin Randall
Network Code	Phil Carlisle
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Scenario Art	Tony Senghore, Rico Holmes, "Jan The Man"
Sound and Music	Bjorn Lynne
Additional Audio	Matinee Studios, Martyn Brown, Richie Palmer, Cris Blyth (inc vocals on WormSong98), Rico Holmes, Fraser Stewart, Mike Green
Additional Art	Paul Robinson, Cris Blyth, Rory McLeish
Assistant Producer	Craig Jones
Mission Design	Porl Dunstan, John Eggett, Martyn Brown
Lead QA	Kelvin Aston, Mark Baldwin
QA	John Eggett, Grant Towell, Andy Aveyard, Kevin Carthew, Paul Webb, Brian Fitzpatrick
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