

WORMS ARMAGEDDON DEMO

DEMO MANUAL V1.0

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Developed by TEAM17 SOFTWARE LTD.
Homepage: **worms.team17.com**

STARTING WORMS ARMAGEDDON

Ensure the game is successfully installed.
Click Start and select Team17\Worms Armageddon demo from the Programs menu.
Click on Worms Armageddon demo, the game will run and play.

INTRODUCTION

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

Worms Armageddon is a single or multi-player 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 four teams can battle it out on the same machine or via local network, 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, other utilities they may have discovered and whatever foul strategies they can conjure.

Worms die when they lose all of their energy or drown in the icy 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 either let your Worms arsenal loose on the enemy or move the Worm into safer territory.

WORMS AND WEAPONS

Each team of Worms has an arsenal of devastating weapons at their disposal; some of these 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 document.

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.

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.

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, gaining rankings, medals and some other goodies for extra-special performances.

Multiplay is popular either on a single computer or via a local network.

QUICKSTART GAMES

We realise that not everyone will have read this document 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 quick-start game, click on the SINGLE PLAYER menu and then PLAY QUICK GAME AGAINST COMPUTER. You will then control the PLAYER ONE team against a team of computer controlled Worms.

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 HOME to centre on the current Worm.

MOVING WORMS

Move your Worm around by using the CURSOR KEYS. The left arrow moves your Worm to the left, the RIGHT CURSOR moves your Worm to the right. If the Worms path is blocked then it will stop.

JUMPING

You can 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 RETURN twice in quick succession and perform an upward jump with BACKSPACE, 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 Weapons section later in the manual for further details.

Along with the Worms controls, there are other keys which can be used.

ACTION REPLAY

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

Press the SPACEBAR to skip to the end of a replay.

QUIT

Press ESC to open the Quit Menu. You can select Draw Game or Quit Game.

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.

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 DEL to toggle the Worm Name Visibility setting from full, partial or none.

FORCE ENERGY BARS

You can toggle this option 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. 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. You can toggle the incidental background images on or off using the INSERT key.

TEAM STATUS

The energy bars of each team in play 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

Team names, Worm names, team colour 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 PAGE UP and recalled with PAGE DOWN.

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. Right click will close the menu 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. Also note that some of the more powerful weapons have a turn delay on them. The player must wait until several turns have taken place before being allowed to use these weapons.

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 to cycle through the other weapons, as you do this, the currently selected weapon will appear in the Commentary Panel.

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.

Worms Armageddon Demo contains a whole stack of weaponry and tools to use and abuse at will! Some weapons are in plentiful supply and others are limited - some can only be found in the weapon crates that drop from the sky. We haven't included information on all weapons, there are lots to discover!

Weapon usage is all about individual strategy & experimentation... and so many to choose from!

Here, we detail the key weapon types and how they are used;

Missiles E.g. Bazooka, Homing Missile, Mortar

Fired projectile that requires a strength setting input.

Weapons of this type have an aiming cross hair, which you use to target the enemy. Once targeted you press and hold space to set the strength used. Note that a single tap will only result in the bazooka dropping near the current worm and is therefore not recommended! These weapons are affected by wind. Homing missiles give you the added bonus of being able to select a target for the missile, click the mouse where you want the missile to go and fire as bazooka. The Mortar is fired with a set power level.

Projectiles E.g. Grenade, Cluster Bombs, Banana Bombs

Fired weapon subject to gravity but no wind. Fuse time can generally be set & bounce type. Strength of throw is also required.

Aim the cursor, set the fuse time (if available) from 1-5 seconds (using the 1-5 keys) and hold space to set the distance of the throw. If available, you can also set the bounce type from low to high by pressing the + or - keys.

Guns E.g. Shotgun, Uzi, Minigun

Fired weapon that shoots in a straight line, no strength setting required (i.e. single press of the SPACEBAR). Aim the cursor and press the SPACEBAR to fire. These weapons are generally not affected by wind or gravity. Some of these weapons give multiple shots. Moving the UP and DOWN cursor keys during firing will strafe the weapon.

Explosives E.g. Dynamite, Land-mine

Dropped explosive with a retreat time to get away.

Run up to the target and press the SPACEBAR to drop before running away! Explosives can also be released when you are on a rope by first selecting it, then pressing RETURN.

Close Combat E.g. Fire-Punch, Dragon-Ball, Baseball Bat, Prod

Worm to worm combat, up close and personal. Press the SPACEBAR to attack.

Baseball bat has additional directional aiming. Fire Punch also cuts through landscapes.

Strike Weapons E.g. Air-Strike, Napalm-Strike, Postal-Strike

Airborne attacks are called in with a mouse click in the area of your choice. The direction of the strike is controlled by the LEFT and RIGHT cursor keys.

Note that these cannot be used on Cavern levels. Cause much land devastation.

Rope Utilities E.g. Ninja Rope, Bungee

Aim and fire the rope. Swing and jump off to move around the level.

Drop weapons whilst on rope by selecting & pressing RETURN. Bungee is used automatically if selected. (i.e. Select Bungee and walk off a cliff). Rope swing speed can be modified by alternatively pressing the LEFT and RIGHT cursor keys, it also acts as the strength for any projectiles thrown whilst on the rope.

Digging Tools E.g. Drill & Blow-Torch

Lets you dig into the landscape and get out of the way.

Both tools are operated by a press of the SPACEBAR to start and another press to stop. The Blowtorch has additional directional cutting motion, controlled with the UP and DOWN cursor keys. These weapons also have a time limit.

Worm Select

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 and Tab to change Worm.

CRATES'R'US

Throughout the game, different crates will drop from the sky, or teleport into the game 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 wandering weapons, such as the Sheep, 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 below;

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 in 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 turns) then their relevant icons are displayed above the wind panel on-screen.

COLLECTABLE UTILITIES

Fast Walk

Lasts for 1 turn and Worms can walk over the land much quicker than before, excellent for long assaults and critical attacks.

Laser Target

This effect, which lasts for 1 turn, enables a laser sight on the following weapons; Uzi, Mini-gun, Hand-Gun, Long Bow, Kamikaze and Shot gun. 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. Using a weapon loses that team their invisible status.

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 cursors 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, to a maximum of 120 seconds.

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 automatically delivers double-damage to any explosion that occurs. Mightily powerful - weapons should be used with caution.

MENU SYSTEM

MAIN MENU

From here you can select to play a single player game, create a multiplayer game and play over a local area network.

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

Notes:

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 higher resolution requires more system resources, so unless you are running on an optimum system (Pentium2, 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 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.

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;

QUICKSTART

In this, the player will control the PLAYER ONE team against a computer controlled (WORMBOTS) team.

TRAINING

The training arena is a completely new section of Worms. In all training modes, you will work against the clock, completing as many of the stated objectives within the specified time.

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

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.

The game plays like the normal multiplayer game, increasing in skill.

CREATE GAME (MULTIPLAYER NON-NETWORK GAME)

This is the menu for creating traditional Worms Armageddon multi-player games on your PC. In this demo, the multiplayer game is between up to four human controlled players. Click on the

teams you wish to use and start the game.

NETWORK PLAY

One of the coolest things about Worms Armageddon is the network play, it's an ideal network game which is fun with, in this demo up to four players.

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. To host a game, click on 'Host game', wait for people to join your game and signify they are ready. When you are ready to start click on Start Game.

CONNECTING TO EXISTING GAMES

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

You can only add 1 team from your list in this demo.

Once you have added a team, click the lightbulb to signify your readiness to play. The lightbulb will automatically deselect if you choose to view the settings/options.

When all players ready buttons are selected, the host can start the game with the "Start the game" 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 name.

When the host is satisfied, the game will commence. You can leave at any time by clicking on the Exit button.

TROUBLESHOOTING

Should you be having trouble with Worms Armageddon demo, please consult this manual and double check your procedures, hardware and installed software before contacting Team17.

ON LINE HELP

Email 'support@team17.com'

MAIL/TELEPHONE SUPPORT

Call Team17 on:

+44 (0)1924 271637

Alternatively you can fax Team17 on:

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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.

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