PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00888
99680

WORMS™ ARMAGEDON



HILARIOUS ACTION & STRATEGY!

MICROPROSE®

TEAM17

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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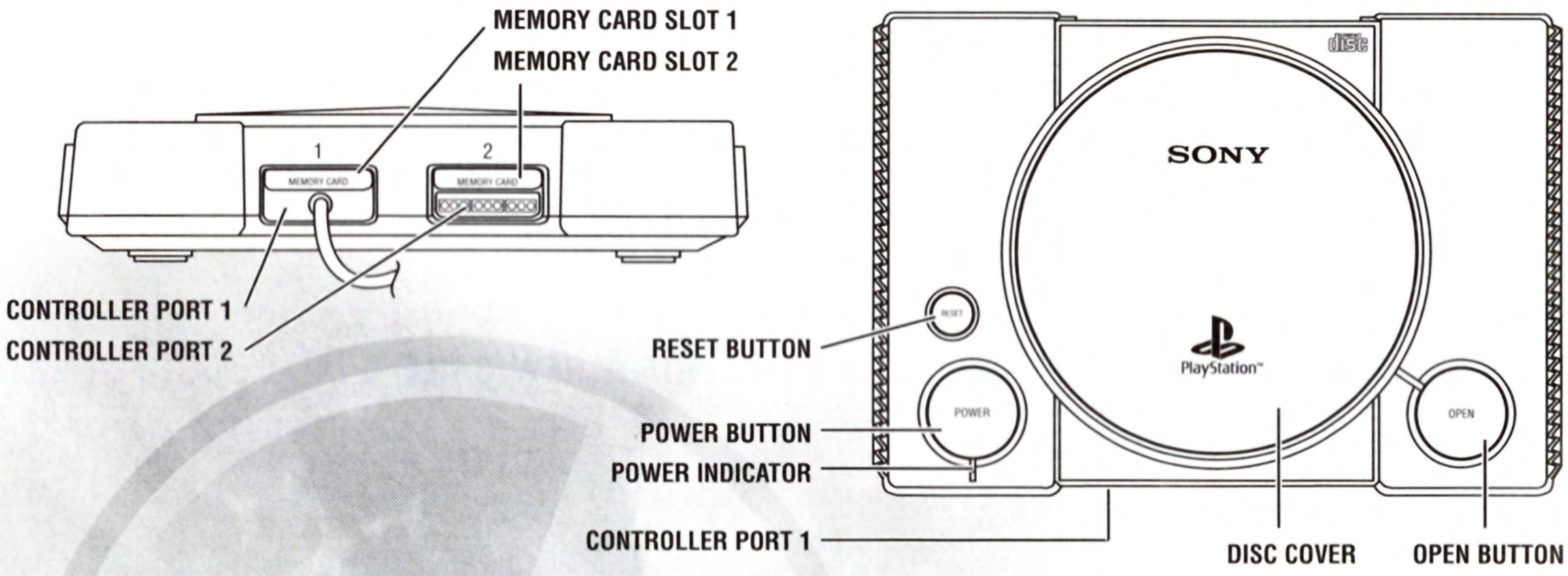
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GETTING STARTED

Important! Do not insert or remove peripherals or MEMORY CARDS once power is turned on. You will need a MEMORY CARD to save your games.



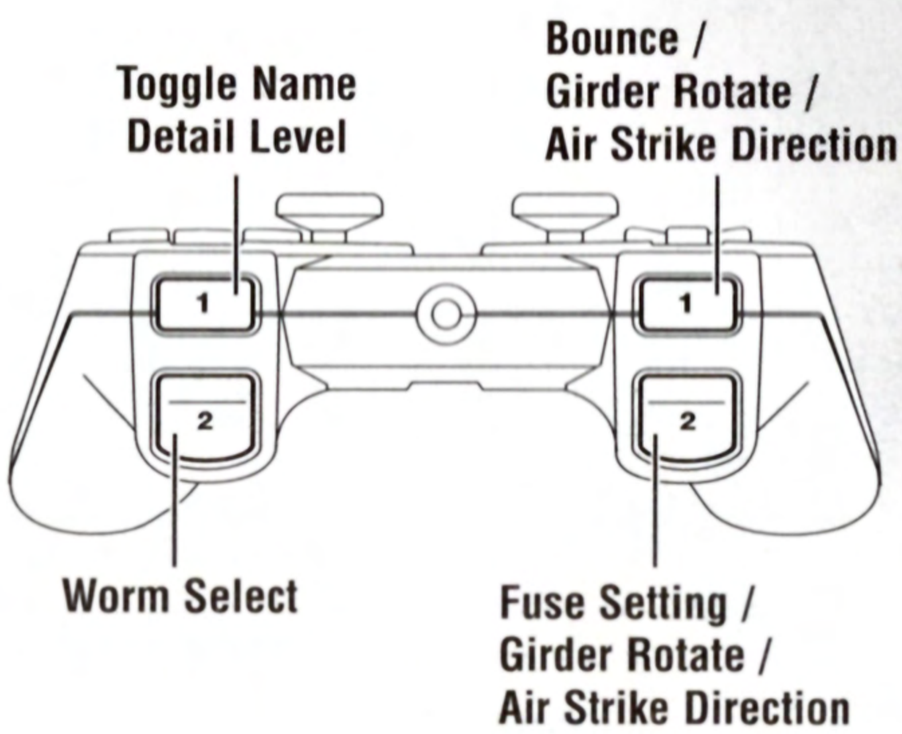
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Worms Armageddon* disc and close the Disc Cover.
4. Insert the game controllers (and MEMORY CARD if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the START button.

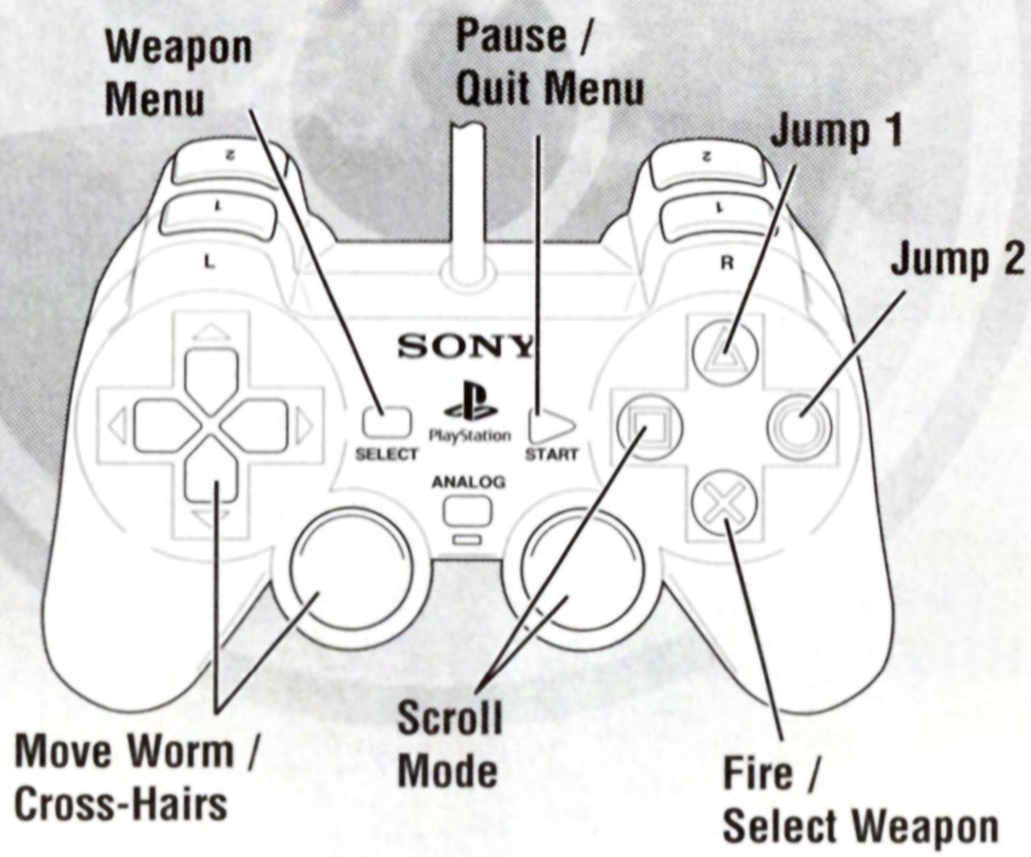
Note: you will not be able to save your progress or game information if you don't use a MEMORY CARD. Make sure there is at least one free block on your MEMORY CARD before beginning your game. You are not able to swap MEMORY CARDS during play and you must leave the card in MEMORY CARD slot 1-A of your Multi Tap if you are using one.

CONTROLLING YOUR WORMS

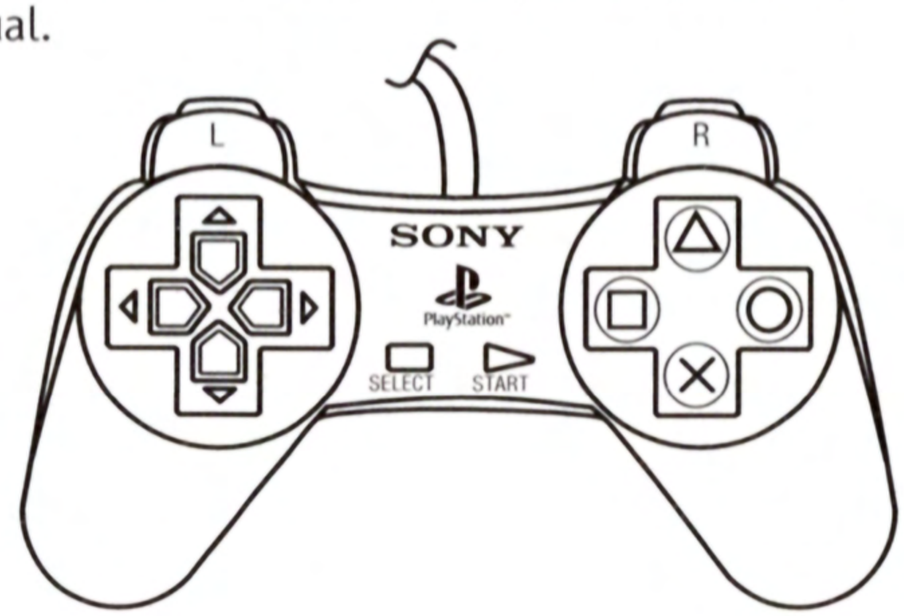
This section will familiarize you with the basic controls of *Worms Armageddon* that are essential if you're going to take on the world!

CONTROLLER (TYPE A)

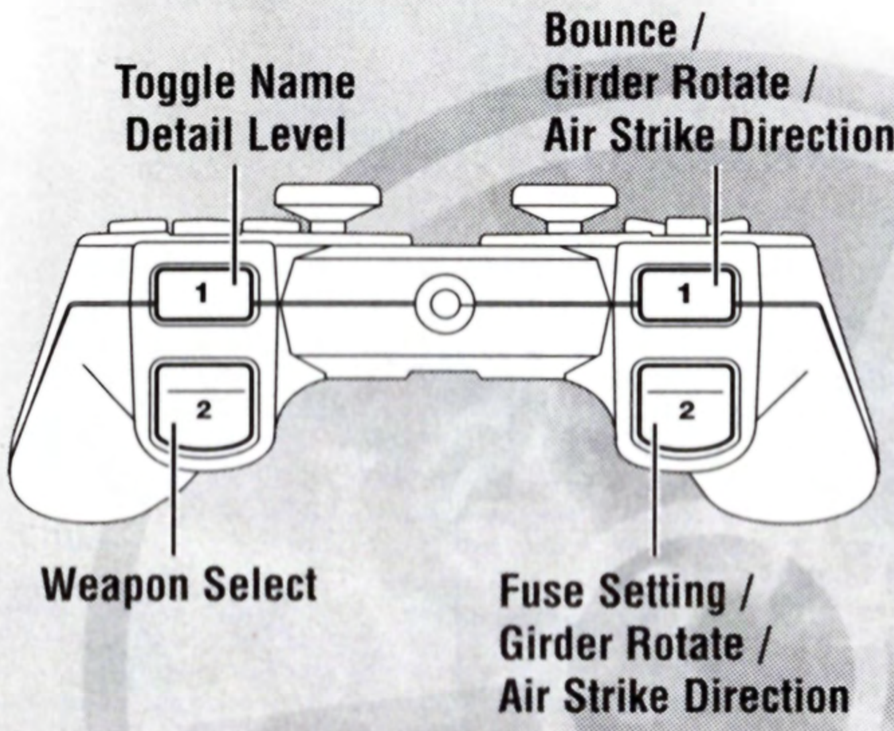


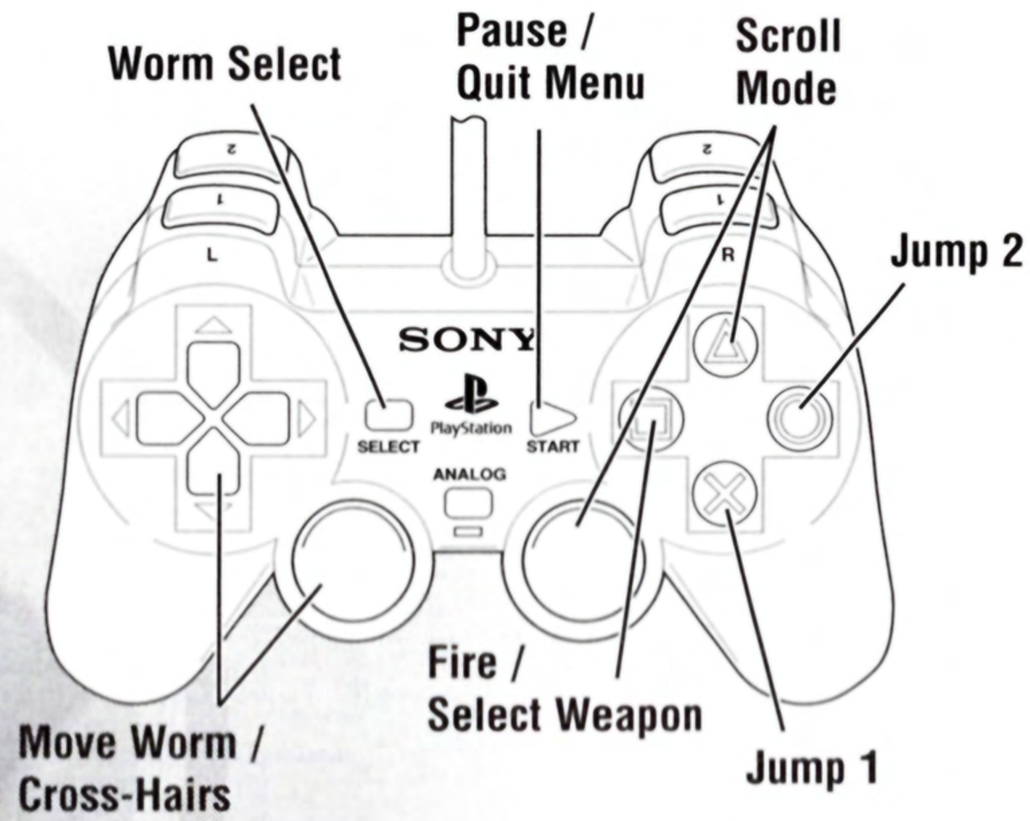


Note: you may have a controller that looks like this. If so, please ignore any "right stick" and "left stick" instructions outlined in this manual.

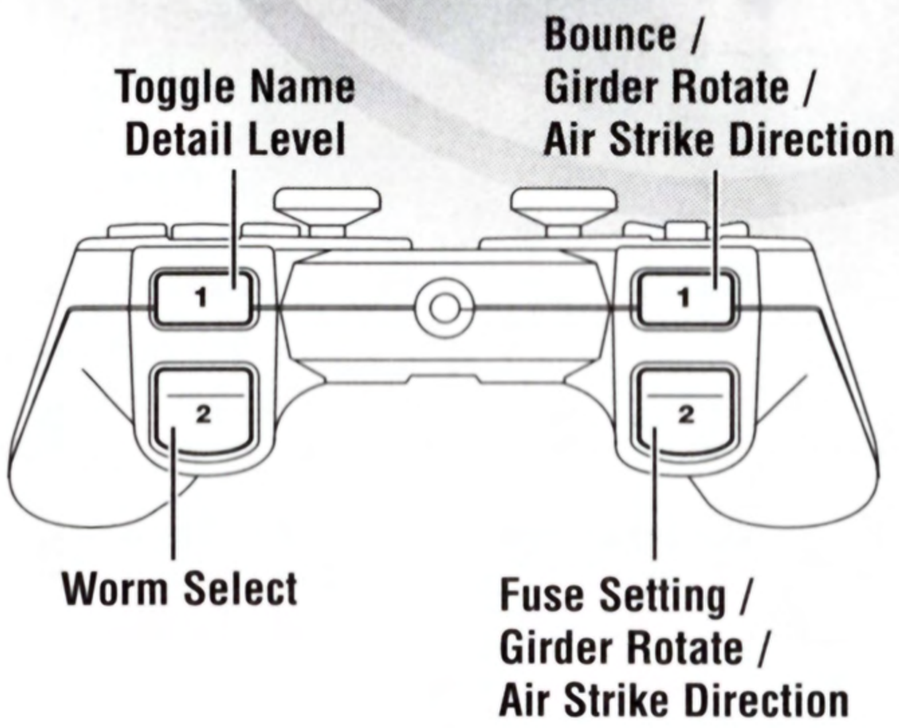


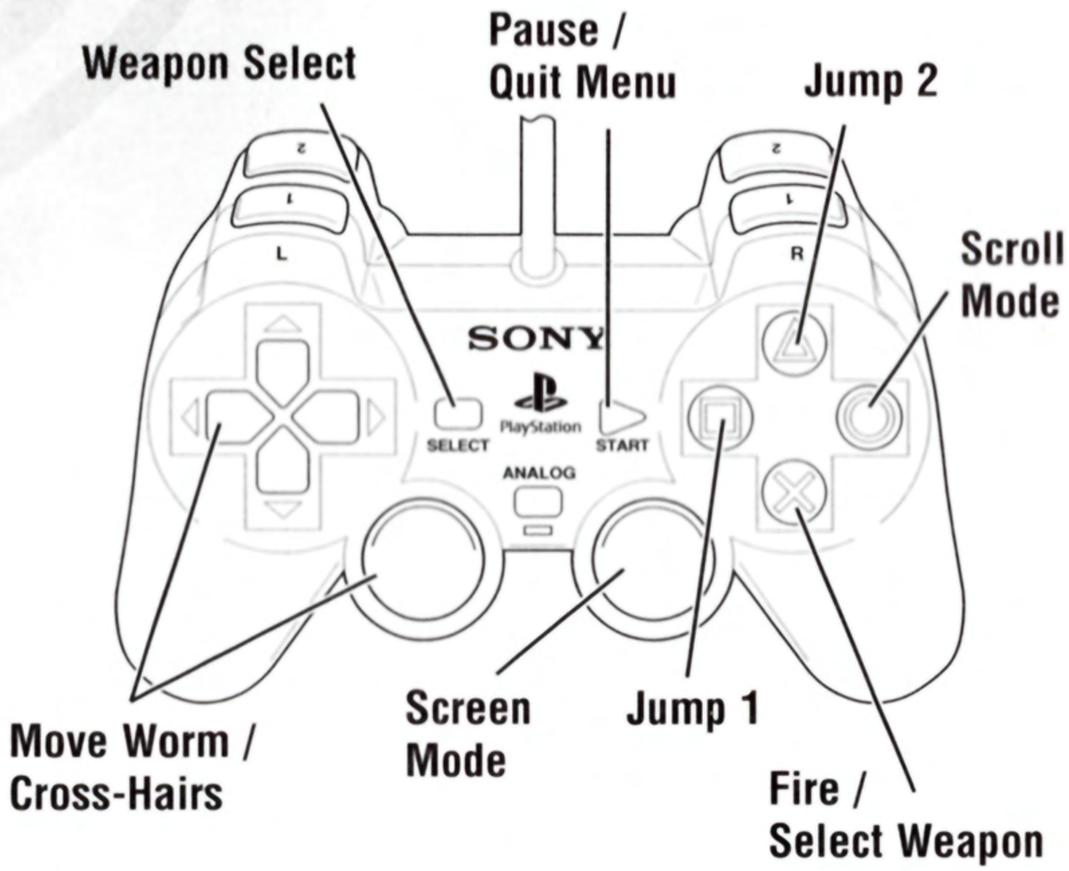
CONTROLLER (TYPE B)





CONTROLLER (TYPE C)





IT'S TIME FOR ARMAGEDDON...

INTRODUCTION

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 four teams can battle it out, 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 a 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 Worm Select disabled—see "Worm Select Mode" in the CREATE A NEW GAME chapter) 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. Sudden Death takes on several forms depending on the scheme you have set (see "Game Schemes" in the CREATE A NEW GAME chapter), including having the water level gradually rise, making high territory even more strategic, having all Worms energy reduced to 1 or having their energy gradually drain 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.

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. Some are added to your arsenal, 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 who are so underhanded that they have vengeance wreaked upon them at every opportunity!

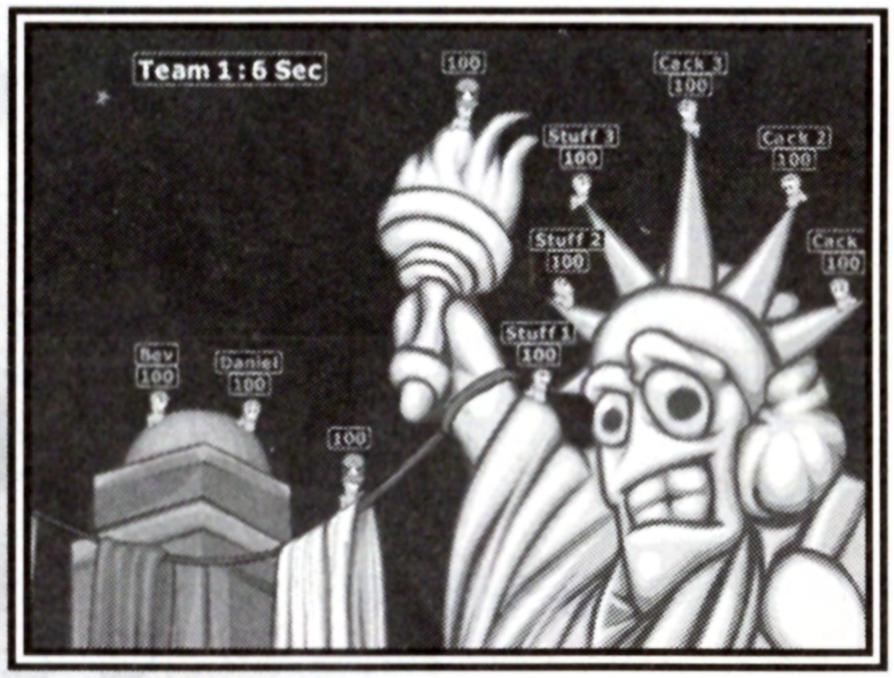
Those who resort to hiding their Worms away and playing a very defensive game have turned to the "Dark Side" of Worms playing and must be slain, so keep on your toes and tails!

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 can seriously affect the potential outcome, so do choose wisely!

ON YOUR OWN...

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 and gain rankings, medals and some other goodies for extra-special performances. (See the "Single Player Menu" section for more information.)



No need to be nervous...

QUICKSTART GAMES

We realize that not everyone will read this manual before the excitement of playing the game gets the better of them. So we have created a number of QuickStart options. These do not require you to create teams or anything too complex, but will get you into the action quickly.

SINGLE PLAYER

To begin a single player QuickStart game, select the START A SINGLE PLAYER GAME button from the Main Menu and then PLAY A QUICK GAME AGAINST THE COMPUTER. You will control the Player 1 team against Wormbots.

MULTIPLAYER

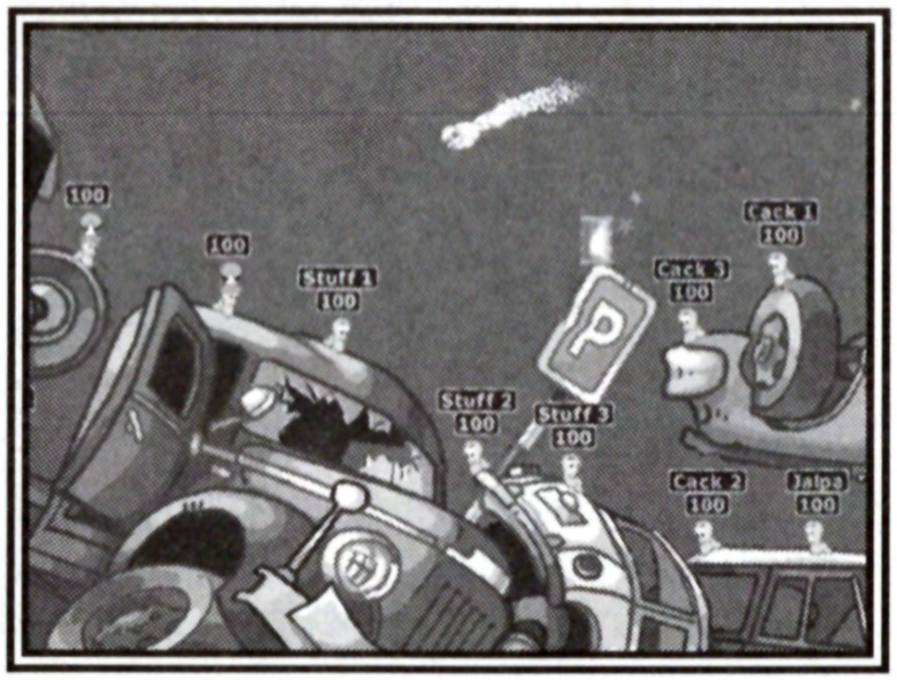
To begin a multiplayer QuickStart game, select the QUICK MULTIPLAYER GAME button from the Main Menu. You will then be prompted to select the number of players you wish to include in the battle after which the game will start.

In the multiplayer QuickStart game, the team names and terrain will be randomly generated.

QUICK MULTIPLAYER GAME MENU



Number of Players



Incoming...

MOVING THE VIEW

You can use the directional button to scroll around the landscape. Simply hold down the SCROLL MODE button (the □ button is the default) and move the directional button in the direction you would like the screen to scroll.

Dual Shock™ analog controller users can scroll around the landscape by moving the right stick. (The ANALOG mode switch must be set to on for all Dual Shock analog controller functions to work.)

CHANGING WORMS

If you have Worm Select set to "Manual" (see "Game Schemes"), press the WORM SELECT button (the R1 button is default) 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.

For more information on "Select Worm," a utility that allows advanced Worm movement, see the "Weapons" section.

MOVING WORMS

Move your Worm around by using the directional button or left stick on your controller. Pressing left moves your Worm to the left, right moves your Worm to the right. If the Worm is blocked, then it will stop.

JUMPING

Make your Worms jump forward by pressing the JUMP 1 button (the △ button is the default).

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

You can also make Worms jump backwards by pressing JUMP 1 twice in quick succession and perform an upward jump with JUMP 2 (the ○ button is the default). Pressing JUMP 2 twice in quick succession performs a back-flip.

Certain weapons can be used while your Worm is jumping. When practiced, this can be a most effective strategy.

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.

QUIT

Press the START button to open the Quit Menu. You can select Draw Game, Force Sudden Death mode and Quit Game by highlighting the option and pressing the ✕ button. You can also view the number of rounds won by each team from here.

When the QUIT menu is accessed, the game is paused. No one can move their Worms, and no one can take their turn. Press the START button again to resume the game.

NAME SWITCH

Sometimes the visibility of the Worm names can hinder the player. Press the NAME DETAIL LEVEL button (R1 button is default) to toggle the Worm name visibility setting from full, partial or none.



ONSCREEN INFORMATION

The game screen is full of useful information, and 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, weapons or utilities picked up in crates, 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

Some weapons, such as the Bazooka, are affected by the wind. There is a wind strength indicator at the bottom right of the screen to help you gauge your shots.

TEAM STATUS

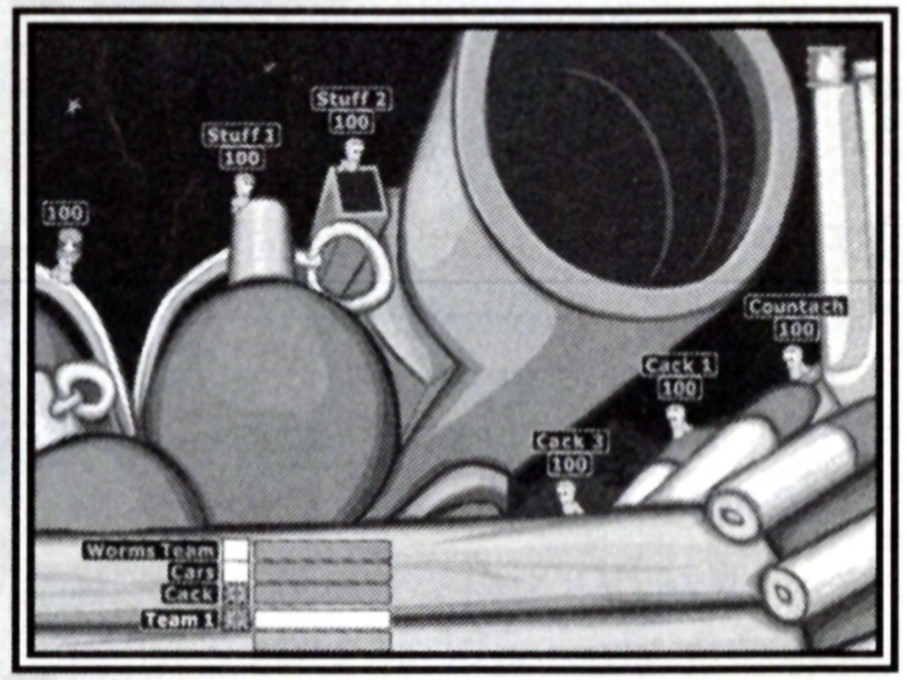
The energy bars of each team playing are shown at the center of the lower section of the screen. Status bars are removed from the screen when a team's energy is depleted and that team is knocked out.

WORM STATUS

Worm names 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.



Someone's left their ammo lying around again...

SELECTING YOUR WEAPON

WEAPONS PANEL

The weapons panel is accessible by pressing the WEAPON SELECT button (SELECT button is the default). When selecting a weapon, the panel slides in from the right of the screen. To select a weapon, move the highlight box to your desired weapon and press the FIRE button (✕ button is the default) to select it.

To remove the panel from the screen, you can either select a weapon or press the WEAPON SELECT button again.

WEAPON USAGE

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

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

WEAPONS

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 directional button and press FIRE to mark the target (with an ✕).

If you wish to abandon at this stage, simply press WEAPON SELECT to bring the weapon menu up and select another weapon. You can also select the direction of the Air Strike by pressing the AIR STRIKE DIRECTION button (L1 button or L2 button are the defaults). This is important if you wish to hit the correct part of a hillside!

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

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 FUSE SETTING button (L2 button) to set the fuse time (in seconds) and toggle the bounce setting, from high to low, by pressing the BOUNCE button (L1 button).

Use up and down on the directional button to move the cross-hairs and press the FIRE button to fire (the longer you hold it, the stronger the shot will be).

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-hairs and press the FIRE button to sort them out!

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 that have one unit of energy, but can also cause huge damage to a group of Worms!

BAZOOKA



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

Press the up and down directional buttons to move the cross-hairs. Then press and hold FIRE to shoot the weapon (the longer you press it, the stronger the shot will be).

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 directional button and press FIRE to start and then again to stop the Blowtorch. You can use the directional buttons to move up and down while digging.

More criminally insane individuals can use the Blowtorch to inflict damage on enemy Worms.

BRIDGE KIT



This most useful, nifty ensemble of girder 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. (See "Girder" description for use.)

BUNGEE



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

Press FIRE to release your Worm from the Bungee. Press the JUMP 1 button to drop your selected weapons while on the Bungee. (Your Worm can select a weapon to fire from the bungee by pressing WEAPON SELECT and choosing a weapon.)

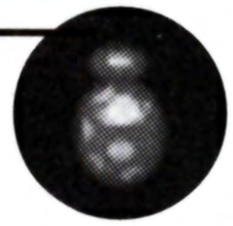
CARPET BOMB



Flee as a multitude of shagpiles rain from the heavens!

Carpet Bomb sends irate, discounted carpets tumbling to Earth! Select and target, press the FIRE 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.

While less precise than a Grenade, a Cluster Bomb can be really useful for damaging groups of Worms.

Use the FUSE SETTING button to set the fuse time (in seconds) and toggle the bounce setting, from min to max, with the BOUNCE button.

Press the up and down directional buttons to move the cross-hairs and press FIRE to shoot (the longer you hold it, the stronger the shot will be).

DRAGON BALL



This unleashes an energy ball toward the enemy, knocking the victim backwards and off its tail. Stand next to your target and press FIRE to attack.

DYNAMITE



Press FIRE 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 JUMP 1 button to drop this from a rope.

EARTHQUAKE



Press FIRE to cause a considerable Earthquake, shaking any Worms and mines loose.

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

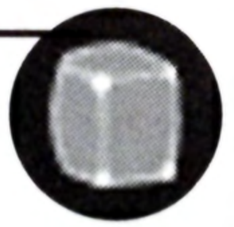
FIRE PUNCH



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

The Fire Punch inflicts moderate damage on the target, but is most commonly used to knock Worms into water or onto mines.

FREEZE



Press FIRE 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 is sometimes restricted to the immediate area around the currently selected Worm.

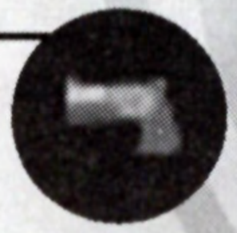
Use the directional button to position and press GIRDER ROTATE (L1 button and L2 button are the defaults) to rotate the Girder around. Press FIRE to place it.

GRENADE



Set the fuse setting (in seconds) using the L2 button on the controller and toggle the bounce setting, from high to low, with L1. Press the up and down directional buttons to move the cross-hairs and press FIRE to throw it (the longer you hold it, the stronger the shot will be).

HANDGUN



The Handgun is a great way to finish off a particularly hated Worm or a group of very weak ones! It fires 6 consecutive shots. Make your day, punk!

Press up and down on the directional button to move the cross-hairs and press FIRE to shoot (the cursor can be moved up and down while firing).

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 a devastating amount 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 directional button and press FIRE to set the target.

Press the up and down directional buttons to move the cross-hairs and press FIRE to shoot (the longer you hold it, the stronger the shot will be).

HOMING PIGEON



A semi-intelligent equivalent of the Homing Missile, this will do its best to reach the target you select.

Obviously Pigeons aren't totally reliable.

Move the target cursor with the directional buttons and press FIRE to mark the target.

Once the target is set, press FIRE to unleash the feathery hero.

KAMIKAZE



Select a direction with the directional buttons, then press FIRE and watch the Worm end its life in martyrdom.

You are guaranteed to lose the Worm, so it had better be worth it!

The flying Worm will finally explode, inflicting damage to those around it. Any Worms unlucky enough to be hit along the way will also suffer, losing energy in conjunction with being sent hurtling skywards by the impact.

LAND MINE



These proximity mines 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 FIRE to drop a Mine.

MAD COW



Over recent years, 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 FIRE button. If you have more than one, you can release them in a herd by pressing the L2 button to toggle the amount of cows to be launched. Being mad, they will make no effort to get over an obstacle and just explode instead.

MAGIC BULLET



This is an incredibly accurate bullet, which will seek out the intended target in almost all locations.

The bullet will home in on the target, avoiding contact with the land. Mark the unfortunate target with an ✕ by pressing FIRE. A further press of the FIRE button will launch the weapon.

MAIL STRIKE



Target the area with the FIRE button to make a very special delivery.

Please consider the wind direction as letters aren't particularly heavy objects!

MB BOMB



Select the target area with the FIRE button and watch in horror as a stressed, overweight videogame producer falls to earth, causing widespread pandemonium and chaos.

MINE STRIKE



Press FIRE to set your target and 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.

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.

MINI GUN



This is such a misleading name for a huge machinegun. Press the up and down directional buttons to move the cross-hairs and press FIRE to shoot.

As you fire, you can also move the gun up and down with the directional buttons, strafing the target area.

MOLE BOMB



Press FIRE to release this little tearaway, who will scuttle across the land before another press of FIRE sends him leaping upwards and then down burrowing into the land. Press the FIRE button a third time to make the little critter explode.

It's 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. This weapon is launched in the same way as an Air Strike.

MORTAR



The Mortar fires at full power and explodes on contact, spreading Cluster Bomb fragments around the immediate area.

This is 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.

Press the up and down directional buttons to move the cross-hairs and press FIRE to shoot.

NINJA ROPE



Incredibly useful, ropes can be used to maneuver 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 FIRE to launch the Ninja Rope and use the left and right directional buttons to swing on the rope.

Press the up and down directional buttons to shorten and lengthen the rope. Press FIRE to detach your Worm from the rope.

Experts can drop weapons (usually Dynamite or exploding Sheep) while swinging through the air. Press the JUMP 1 button 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 while in mid-air, swing and repeat, covering huge distances quickly!

Be warned as this is a very tricky technique and works best in spacious caverns.

Note: Beware as some game schemes offer limited number of repeat swings. Keep your eye on the commentary text at the top of the screen for information on the number of swings left.

NUCLEAR TEST



This powerful underground test bomb will sink the land and cause radioactive fallout to flutter from the heavens, infecting all living Worms.

This is a tactical nuclear device if ever there was one. Activate by pressing FIRE.

OLD WOMAN



Press FIRE 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.

PARACHUTE



Since long falls can injure your Worms (which makes you lose your turn), what better than floating to safety using a convenient parachute? Press FIRE to open the parachute.

Make sure you know which way the wind is blowing!

Press FIRE again to close the Parachute, or let it automatically close on landing. As on ropes, weapons can be dropped from parachutes by pressing JUMP 1.

PNEUMATIC DRILL



Press FIRE 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 with 15 points of damage using the Drill.

PROD



Its sarcasm personified in a move. Press FIRE to nudge a Worm and send it to its doom.

SALLY ARMY



Press FIRE 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 FIRE a second time to manually detonate her.

SCALES OF JUSTICE



Press FIRE and watch as this equalizer 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 do no damage; they simply redistribute the current energy in the play-field.

SELECT WORM



This incredible new tool allows you to move a Worm around and then reselect another of your team for movement.

It offers excellent strategic opportunity, unless you only have one Worm remaining!

Press FIRE to activate, then the R2 button to select another Worm.

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 by pressing FIRE and are detonated with a further press of it.

If left undetonated, they eventually get fed up and blow themselves up!

SHEEP LAUNCHER



This useful launcher will propel their Sheep to dizzying new heights, over any barricade or land barrier!

Aim with the directional buttons and press FIRE to launch your Sheep. Once the Sheep is off and running, it acts as any self-respecting Sheep would. But, of course, this one wears a natty little crash helmet.

SHEEP STRIKE



Fired like an Air Strike, this more powerful strike releases numerous Sheep, which come tearing to the ground.

This is an incredibly dangerous weapon which should be used with caution.

SHOTGUN



This wide-gauge, double barrel Shotgun is great for picking off Worms at long range.

Press the up and down directional buttons to move the cross-hairs and press FIRE to shoot.

Because it's double barrelled, you have 2 shots before your turn time runs out.

SURRENDER



If you are no longer able to face it, you can surrender.

The humiliation continues, however, as your team remains 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 willful destruction during your turn, you can skip it by pressing FIRE.

SUICIDE BOMBER



If you can't face it anymore and you wish to go out with a bang, press FIRE 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 FIRE after you have thrown it and shower your enemies in soft fruit; a second press will detonate the bomblets.

SUPER SHEEP



Press FIRE 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 by pressing the left and right directional buttons, or press FIRE again to end its reign of the skies.

The Super Sheep can fly for a limited time before it falls dejected, back to Earth.

Super Sheep are sometimes upgraded to aqua sheep, enabling underwater travel.

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 select the location where you want your Worm to end up and press FIRE to activate.

UZI



Spray Worms with bullets from one of the coolest guns around.

Press the up and down directional buttons to move the cross-hairs, then press FIRE to shoot.

Press the up and down directional buttons to strafe the target area.

CRATES

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 land-roaming weapons such as Sheep and Mad Cows 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.

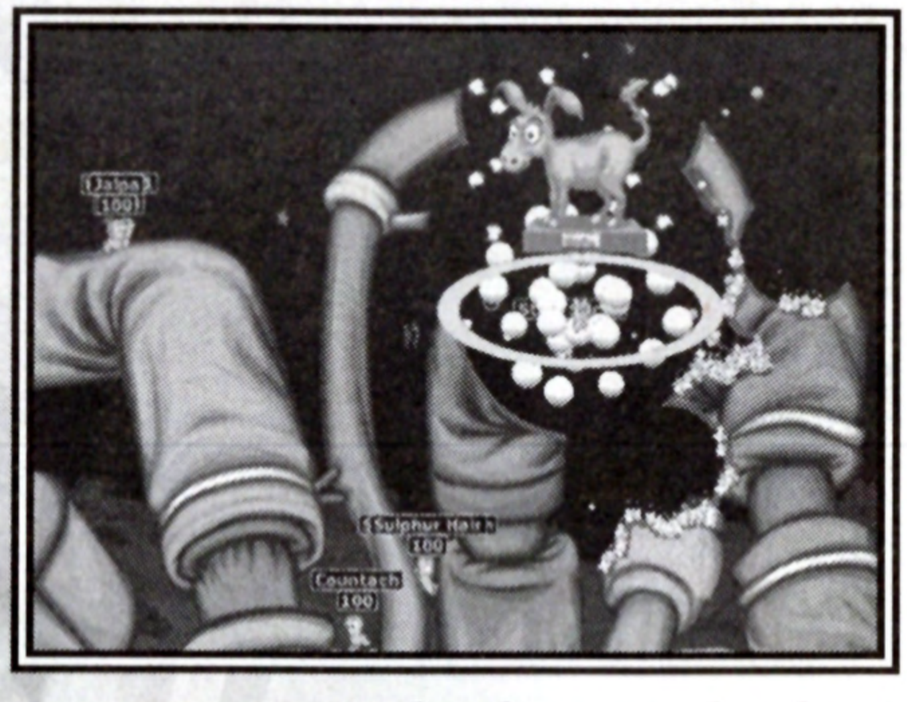
Sometimes you'll be very lucky and be awarded one of the super "hidden" weapons. Can you find them all?

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

Utility Crates contain utilities to help you in various ways. There are two types: collectible 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.



A donkey, a donkey, my kingdom for a donkey...

UTILITIES

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

Collected Utilities appear in the weapons panel and are activated like weapons (that is, select and press FIRE to activate).

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

COLLECTIBLE UTILITIES

FAST-WALK: lasts for one turn and allows Worms to walk over the land much quicker than before. It's excellent for long assaults and critical attacks.

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

LOW GRAVITY: makes all your shots and movements susceptible to Low Gravity. This means super-long jumps and more!

JET PACK: is 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. Use the directional button to control vertical and rear thrusters as your Worm takes to the skies. 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: which lasts until the end of the round, allows the team to reveal the contents of any crates around the landscape.

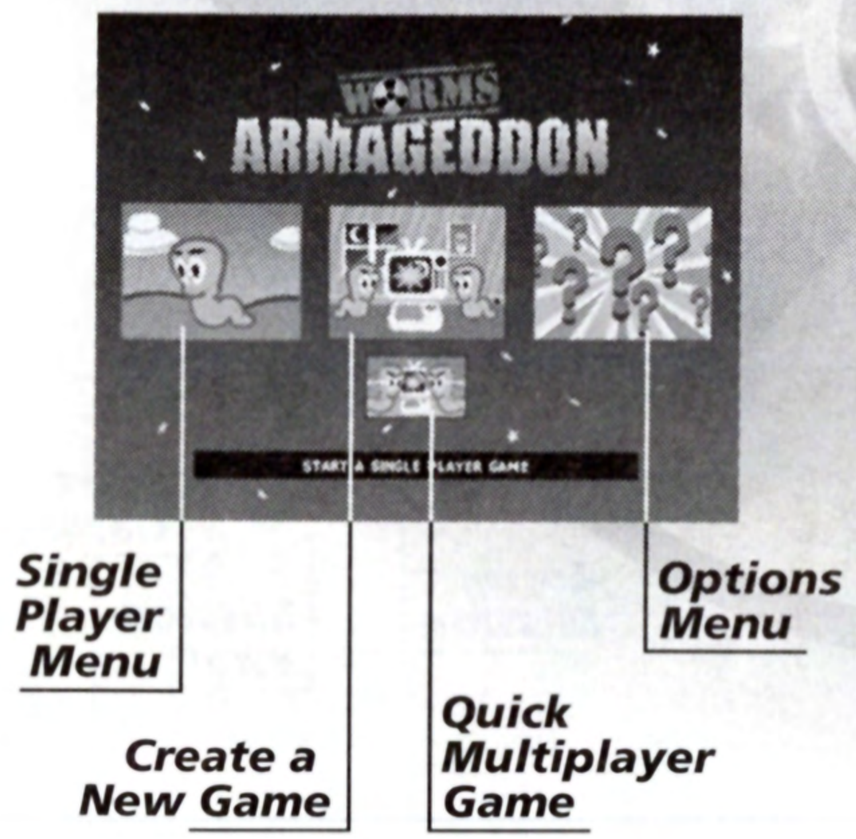
DOUBLE DAMAGE: lasts for just a single turn and delivers double damage to any explosion that occurs. Mightily powerful and should be used with caution.

MENU SYSTEM

MAIN MENU

From here, you can select to play a single player game, create a multiplayer game or go to the Options menu. The ✕ button on the controller is used for selecting. Press the △ button to take you back to the previous menu or out of team select windows.

MAIN SCREEN



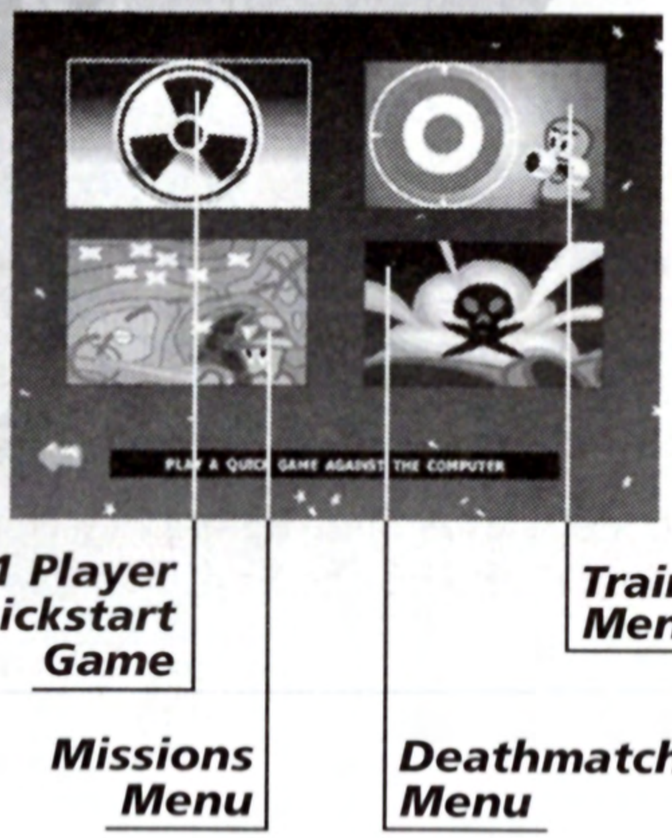
SINGLE PLAYER MENU

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

It is good to play Missions, Deathmatch and Training (and indeed *Worms Armageddon* in general) with a Worms team that you have personally created, rather than the default ones supplied with the game. For details on how to do this, see the CREATING A NEW TEAM chapter.

The modes for the single player game are listed below:

SINGLE PLAYER MENU

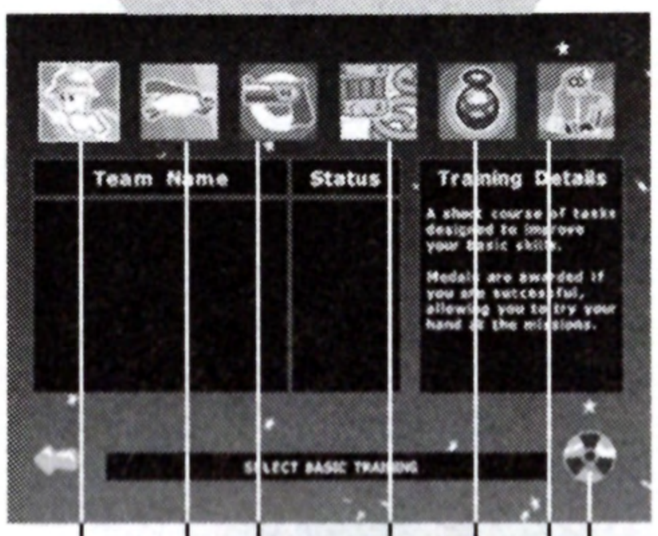


SINGLE PLAYER QUICKSTART GAME

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

Games will be played on randomly generated landscapes, with the default game option set.

TRAINING MENU



Basic Training

Super Sheep Training

Rifle Training

Crazy Crates Training

Artillery Training

Advanced Weapon Training

Start Game

TRAINING
The training arena offers five distinct disciplines in which to train, as well as the Basic Training course.

In all training modes, you will work against the clock, completing as many of the stated objectives as you can within two minutes.

Each discipline has its own High Scores, and your team will be ranked accordingly, depending upon success.

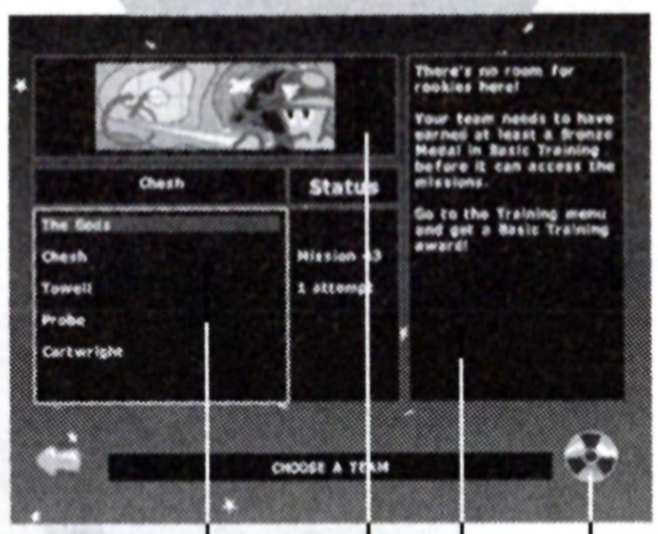
Training ends when your time is up or your Worm is killed in action.

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

Performance and team records will be recorded and can be saved to a MEMORY CARD.

Select your Event, then your team, then Start Game.

MISSION MENU



Teams

Current Mission

Mission Brief

Start Game

MISSIONS
The missions range from Easy through Difficult in skill, and all take place on specially defined landscapes against a number of Wormbot teams.

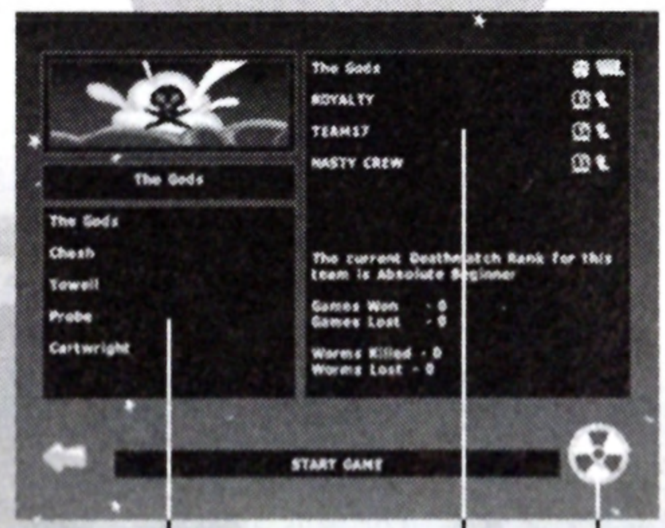
Note: If you successfully complete a mission, the custom drawn landscape in that mission is available for you to play on in normal games! (See the "Terrain Generation Screen" section later in the manual for details.) Select your team, then a mission and then Start Game.

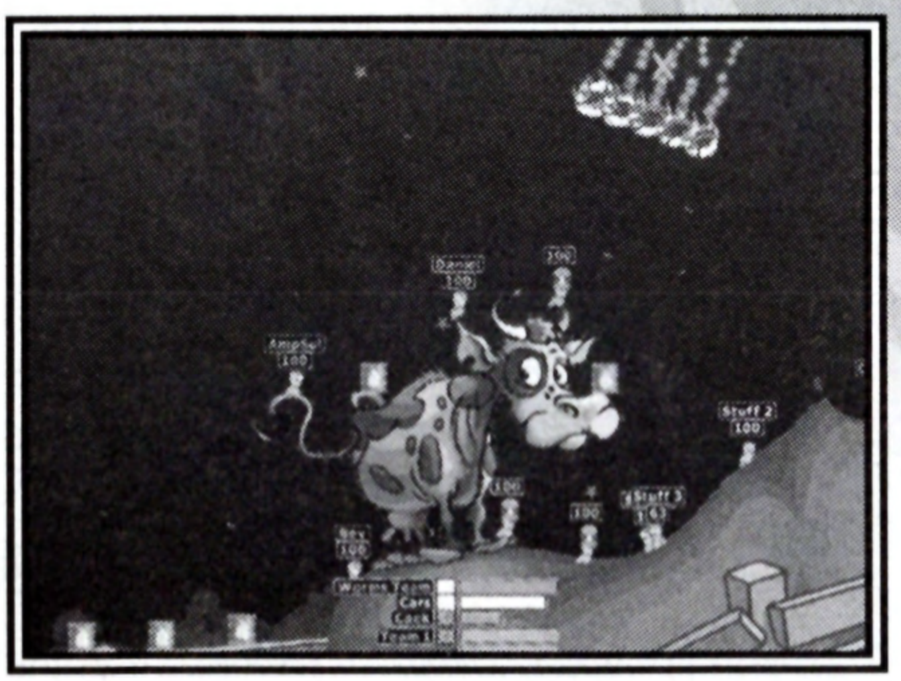
DEATHMATCH CHALLENGE

Although Deathmatch games are 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. Select your team, then Start Game.

DEATHMATCH MENU





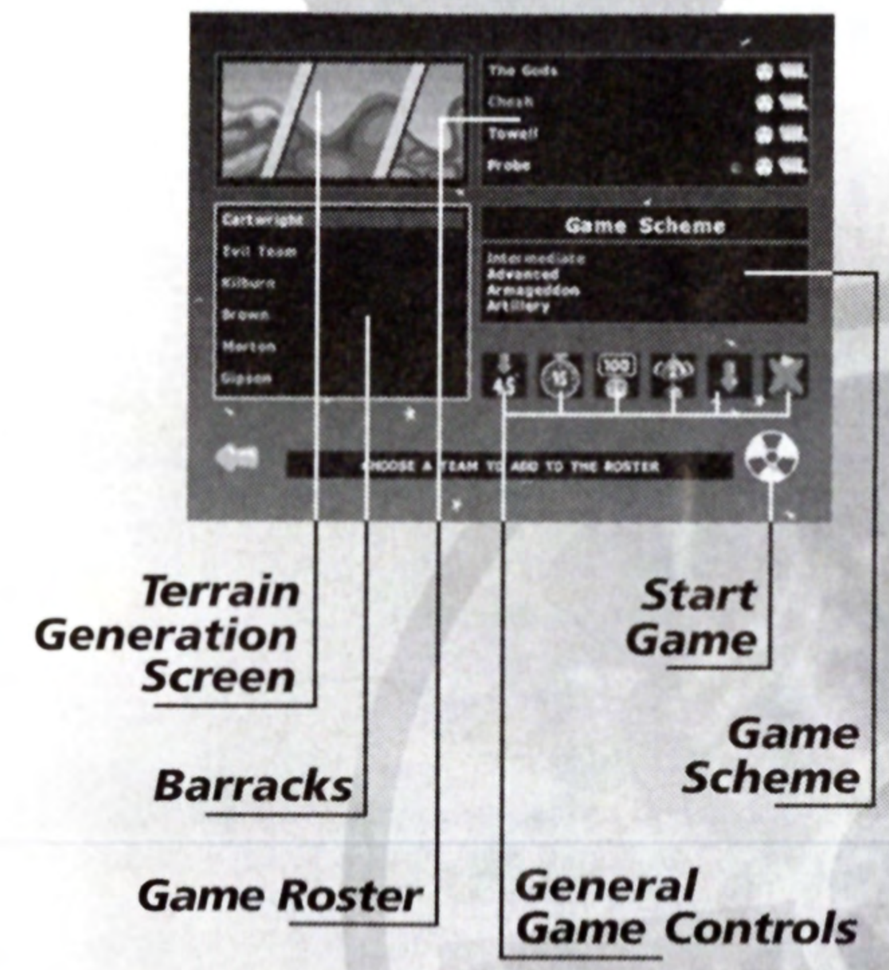
Get ready for a moo-ving experience...

CREATE A NEW GAME

MULTIPLAYER

This is the menu for creating traditional *Worms Armageddon* multiplayer games on your PlayStation. Multiplayer games can be between 2 to 4 teams, any of which may be computer-controlled at a variety of skill levels.

MULTIPLAYER MENU



BARRACKS

All teams available for selection are listed in the Barracks.

To add a team to the game, highlight the team and press the ✕ button. The team will disappear from the Barracks and appear in the Game Roster window. Select all the teams you want to be in your game and press the △ button to exit the Barracks window.

GAME ROSTER

As you add teams into the game, they will appear in the Game Roster. Up to four teams can be added. To remove a team and place it back in the Barracks, highlight it and press the ✕ button.

When the teams are in the Game Roster, you can select several options:

ALLIED TEAMS

You can ally teams together, meaning they will appear in the game on the same side. Highlight the team you wish to ally and press the □ button until the team color is the same as the team you wish to ally with.

Allied games play exactly like normal games, but with a few notable exceptions. Allied players get credited with a victory if their alliance wins, even if their team is defeated. During the game, alliances take turns to make their move. Teams within alliances will take turns to move within that alliance.

HANDICAPPING

Highlight a team and press the ○ button to toggle through the team handicap options. A team will have 25 energy points added to (+) or removed from (-) to its starting energy level. If neither symbol is shown (default), then the Worms start with the level as set in the General Game Options.

NUMBER OF WORMS IN THE TEAM

You can alter the amount of Worms that a team will start the game with. To do this, highlight the team and press the left and right directional buttons to toggle the amount from 1 to 4.

GAME SCHEMES

The weapons that teams take into battle are determined by which Game Scheme they are using. All of the Game Schemes are accessed from this menu. These schemes contain setups of the options and weapons, which govern how the game plays. The name of the option set indicates the style of game you can expect.

A brief description of each of the default styles follows. Extra, more powerful schemes are made available as rewards for completing certain single player missions and doing well in certain single player training events.

Beginner: For novices. Provides the player with standard issue weapons and long turn time.

Intermediate: Similar to Beginner, but for the slightly more adept player.

Armageddon: Instant nuclear explosion leaves your Worms with health problems. More weapons add to your destructive fun.

Artillery: Immobilized Worms and manual Worm placement mean you have to prepare yourself for a long battle of attrition.

Darkside: A scheme tailored for people who like to hide away rather than fight in the open.

Shopping Mall: A basic weapon set aided by frequent supply drops. For deep, strategic play.

Sudden Sinking: With instant water rise, this scheme has the tools you need to escape the tide and destroy the enemy.

Tournament: For more advanced players who prefer the more difficult-to-master weapons.

Animal Farm: A scheme mainly utilizing the various animal-based weapons available.

Kung Food: This scheme is for lovers of close personal combat only.

Sniper: For those who prefer to use guns rather than explosives.

ClockWorm Orange: A variety of intensely powerful weapons, set on delay. The longer the round takes, the more weapons become available.

Aerial: A scheme for players who like their weapons dropped from above (Jet Pack equipped Worms).

Men at Worm: Allows you to build good defenses before the delayed weapons become available for use.

Arms Race: Hugely powerful weapons released gradually as the battle progresses.

Fullrope: For players who like to use the rope to good effect.

High Explosive: High explosive weapons for total destruction.

Tankxz: Immobile Worms, a battle to the death.

Retro: The original Worms default scheme.

Striker: Air Strike based destruction.

Blast Zone: Powerful weapons aplenty. High Worm energy compensates for this intense battle.

Pro: Manual Worm placement and scheme for the more advanced player.

BnG: Bazookas and Grenades are the order of the day here. For players who prefer the difficult-to-master weapons.

You can override the core settings of the game by changing the General Game Options.

GENERAL GAME OPTIONS

These are options that are very basic and govern simple rules of the game. Highlight the option required and press the ✕ button to toggle through the available settings.

TURN TIME 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.

ROUND TIME is the period (in minutes) before the round ends and the Sudden Death period begins.

STARTING ENERGY is the starting energy of all Worms in the game, before any handicapping is selected. The default energy level is 100 and is what we recommend.

WINS REQUIRED: Select the number of victories (rounds won) for the team (or alliance) to win the match. The default is two rounds to win the match.

WORM SELECT MODE: During play, it's possible to play and select which Worm you would like to move next. We feel, however, that *Worms Armageddon* is a more skillful game when the Worms in a team take turns to cycle through their turn.

Select either NO WORM SELECT OFF (you cannot choose which Worm to move) or WORM SELECT ON (you can use the WORM SELECT button to choose which Worm to move).

TERRAIN GENERATION SCREEN

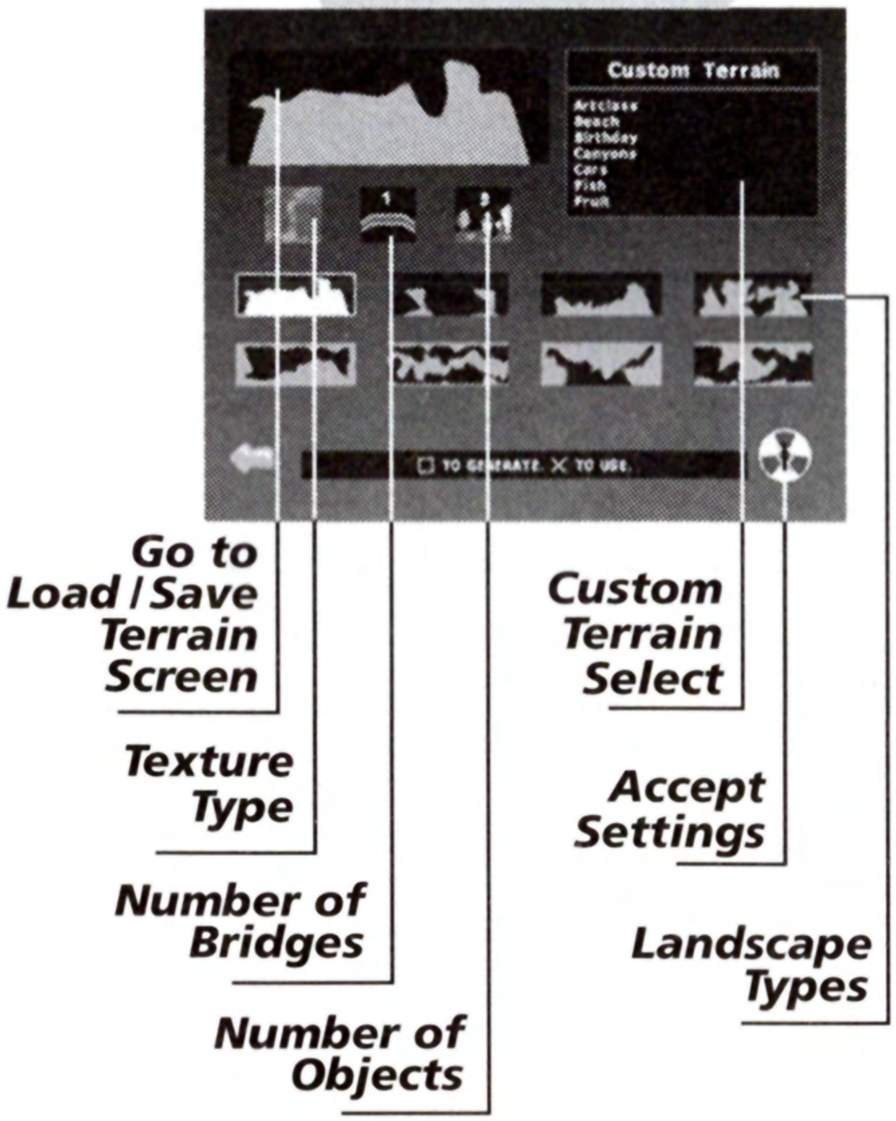
This is the screen where you determine the shape and style of the landscape your game will take place on. You can choose between open landscapes, island type landscapes, cavern type landscapes and "wormy" type landscapes.

In all there are 8 different types of terrain shape styles you can choose, generating billions of different combinations.

You can also play on one of several supplied pre-drawn landscapes, and, when single player missions are completed, you can play games on the mission landscape.

Every game of Worms you ever play can be on a different landscape, if you wish.

TERRAIN GENERATION MENU



LANDSCAPE

To select a landscape, highlight the small terrain of your choice and press the ✕ button to use. This will put the landscape in the larger window at the top of the screen, which denotes the landscape you will play your game on. Pressing the □ button on a small terrain will generate a new one.

APPEARANCE

The graphical appearance of your selected landscape can be changed by highlighting the Texture Type box, pressing the ✕ button, and toggling the available types. The texture type you choose determines the objects and look of the landscape you will play your game on.

BRIDGES

Bridges are an integral part of some strategies. Highlight the BRIDGES icon and toggle the number of bridges you would like to see on your landscape. Note: bridges can only be placed where there is room on the landscape.

It is wise to choose the "2 island" type landscapes if you want to use bridges.

OBJECTS

Each in-game landscape has a number of large objects placed on there. Highlight the OBJECTS icon and toggle the number of objects you would like to see on the landscape.

If you want a landscape packed with features, choose a high number, otherwise choose a lower number. We recommend the highest number, and this is the default.

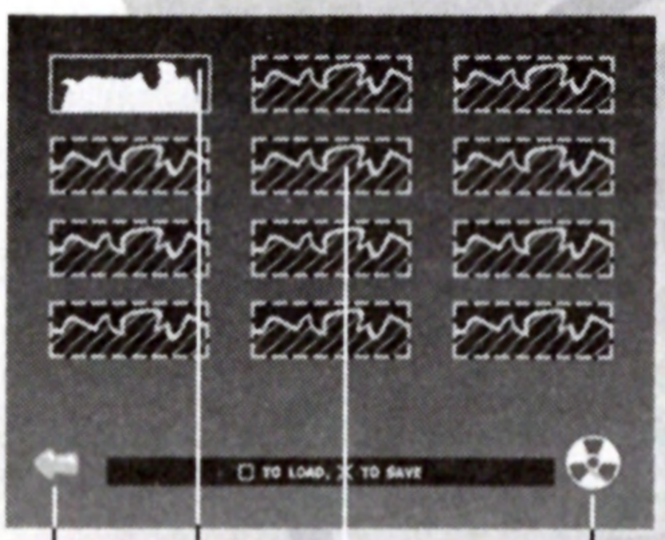
SAVING A TERRAIN

If you come across a particularly good randomly generated landscape, you can save it for future play.

To do this, move the highlight to the Current Terrain box and press the ✕ button to enter the Save Terrain screen. Once there, select an empty space to save the landscape and press the ✕ button.

If there are no empty spaces left, you can overwrite any landscape by highlighting and pressing the ✕ button.

SAVE TERRAIN MENU



Cancel

Saved Terrain

Empty Slots

Accept Changes

It is also possible to save a landscape after you have actually played on it (as you might not be able to tell a particularly good landscape until you've done battle over it).

To do this, follow the above procedure immediately after your round has finished, which is to go to the Terrain Generation screen from the Round Results page.

If the match has finished, wait for the game to return to the Create Game menu. Then enter the Terrain Generation menu and follow the above instructions, as the previously played landscape will always be visible in the top Current Generation window.

To load a landscape from the Save Terrain menu, simply highlight the terrain you wish to play on and press the □ button.

The terrain will now appear in the Current Terrain box when you return to the Terrain Generation menu.

Note: The landscape you save is just the shape. It will play differently depending on the Texture Type, Bridge and Object number you select.

CUSTOM TERRAIN

You can choose to play on one of several supplied pre-drawn landscapes. To play on one, go to the Custom Terrain window and select a terrain of your choice.

The Current Terrain window will show a pre-drawn landscape to show you have chosen one, though this will not be the actual landscape.

Once all single player missions have been completed, their landscapes will appear in this window and be available for selection.

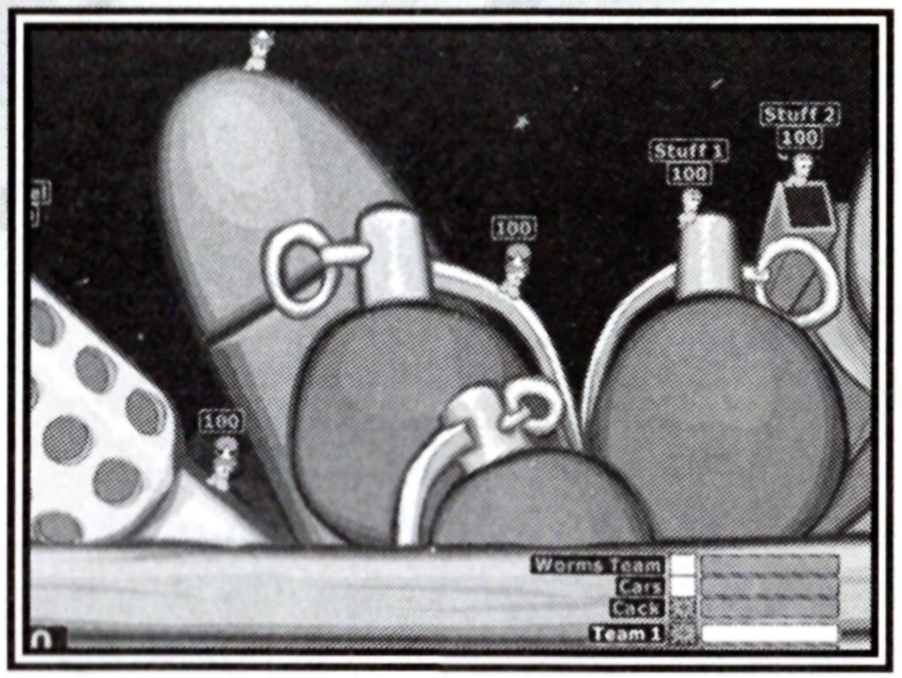
Note: you can't select bridges, object or texture types for custom landscapes.

When you are done, exit this menu by either pressing the ACCEPT button, which will use your chosen landscape, or the CANCEL button, which will return you to the Create Game menu without saving any of your changes.

If you cancel changes, the game will use the previous game's landscape or a randomly generated one, depending whether you have played any games since loading the game.

STARTING THE GAME...

When you have finished setting your game up and are happy with the settings, press the START GAME button at the bottom right of the menu. Battle will then commence...

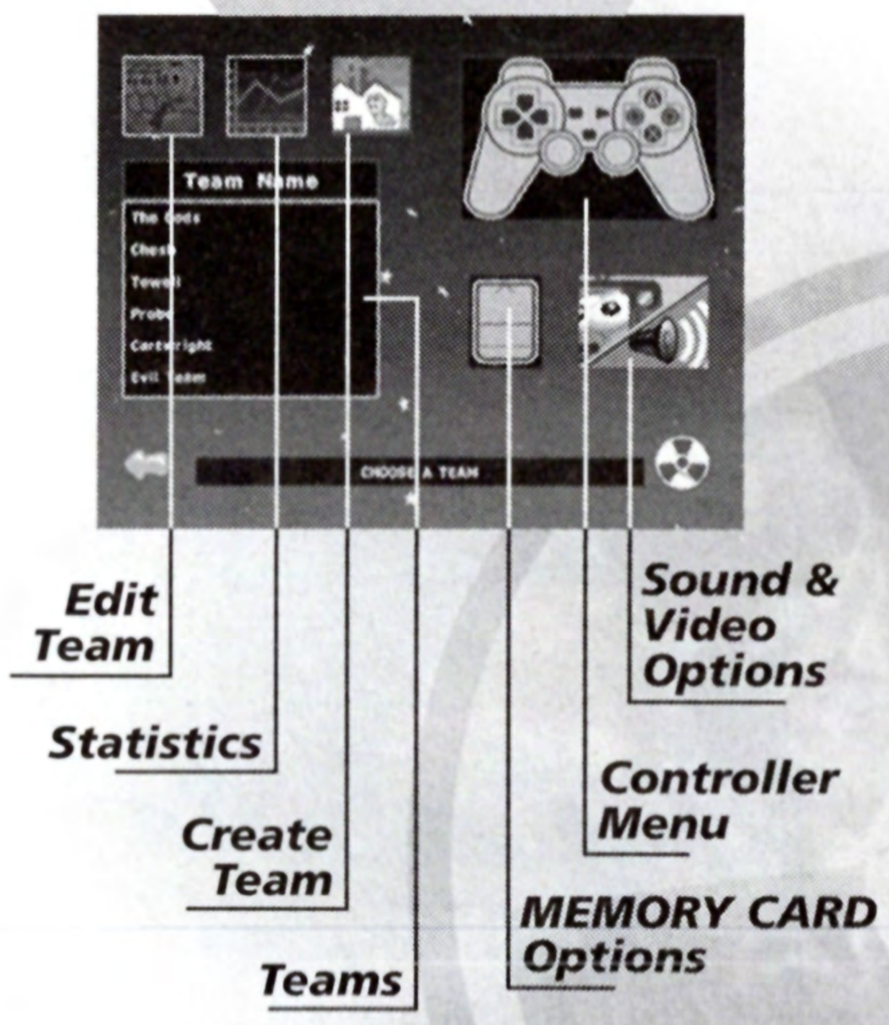


What's this pin for?

OPTIONS MENU

From this menu, you can create new teams, edit old ones, view each team's battle performance statistics, change your controller configuration, alter the sound and video options, and save or load the game status to and from a MEMORY CARD.

OPTIONS MENU



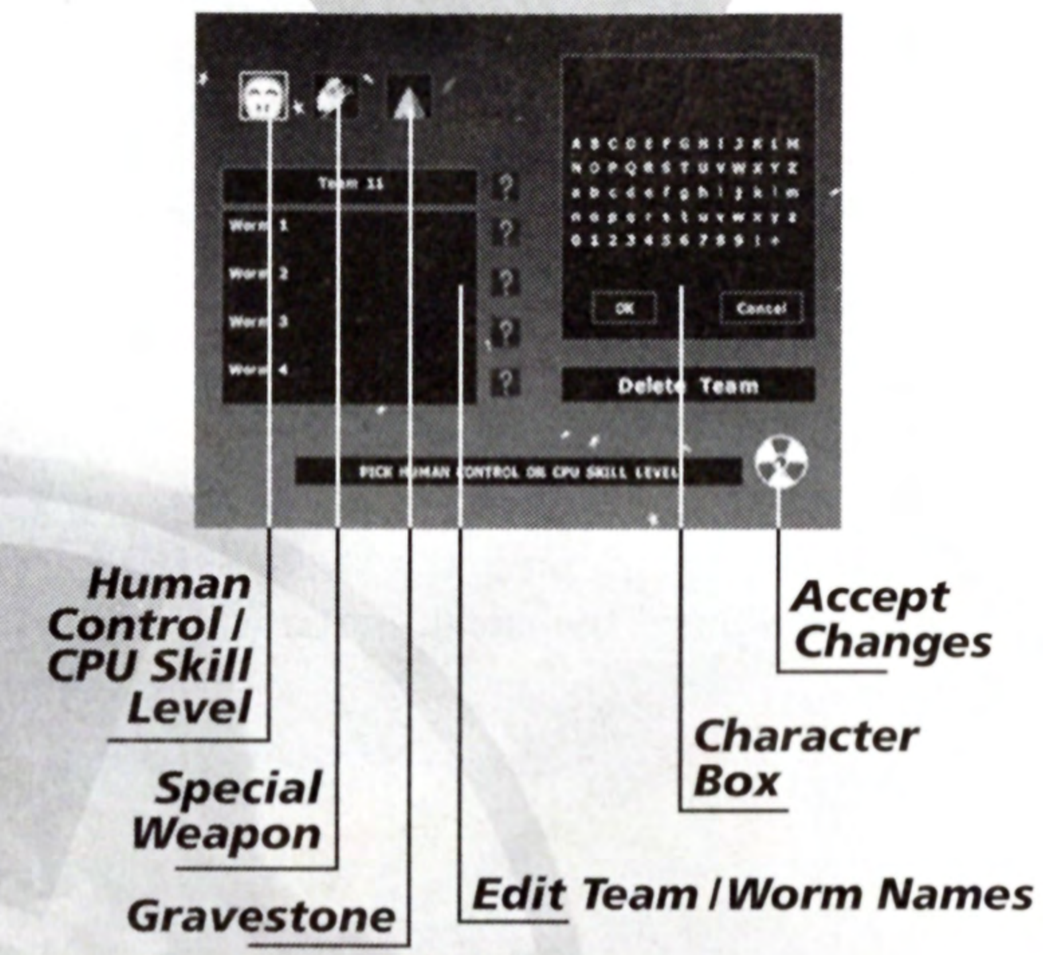
CREATING A NEW TEAM

Creating a team of your own helps to get the most satisfaction out of playing *Worms Armageddon*. It adds to the game when you become attached to Worms that you have named, and you get great satisfaction when your favorite Worm pulls off an amazing shot.

To create your own team, highlight and select the CREATE TEAM icon. This takes you to the Create Team menu.

When in the menu, you have several options:

CREATE/EDIT TEAM MENU



SELECT HUMAN OR WORMBOT (CPU CONTROLLED) TEAM

Highlight this icon and press the ✕ button to toggle whether the team is human controlled or controlled by the AI (at 1 of 5 different skill levels).

SELECT SPECIAL WEAPON

Some Game Schemes allow the player to take into battle a special weapon of their choice. This special weapon will appear in the player's arsenal after a certain number of turns has elapsed. Highlight this option and press the ✕ button to toggle through the 7 available weapons. The 7 choices are Sheep Launcher, Mad Cows, Holy Hand Grenade, Super Sheep, Mole Bomb, Old Woman and Homing Pigeon.

SELECT GRAVESTONE

When one of your Worms is killed in action, he leaves behind a Gravestone. Highlight this icon and press the ✕ button to toggle through the available Gravestones.

EDITING TEAM AND WORM NAMES

Move the highlight to your Team or Worm name and press the ✕ button. The name will now appear in the character box on the right of the screen. Move around the letters and change the name to what you want. When you are done, highlight OK and press the ✕ button. If you press CANCEL, the name will revert back to its original status.

If you want to change the names but don't want to edit each one, you can select the QUESTION MARK icon next to the name you want to change and press the ✕ button. The name in question will change to a different random name each time you press the ✕ button.

When you are done editing your team, select the ACCEPT THESE SETTINGS button at the bottom right of the menu. If you aren't happy with your created team, select the DELETE TEAM box and press the ✕ button . After you have confirmed the delete, you will be taken back to the Options menu.

EDITING A TEAM

Highlight the Team box and press the ✕ button to choose the team you want to edit. Move the highlight to the EDIT TEAM DETAILS button and press the ✕ button . Edit the team in the same way you would create one as explained previously in "Creating a New Team."

If you aren't happy with the changes made, you can simply select the RETURN AND CANCEL CHANGES button and press the ✕ button . This will take you back to the Options menu and cancel any team changes made.

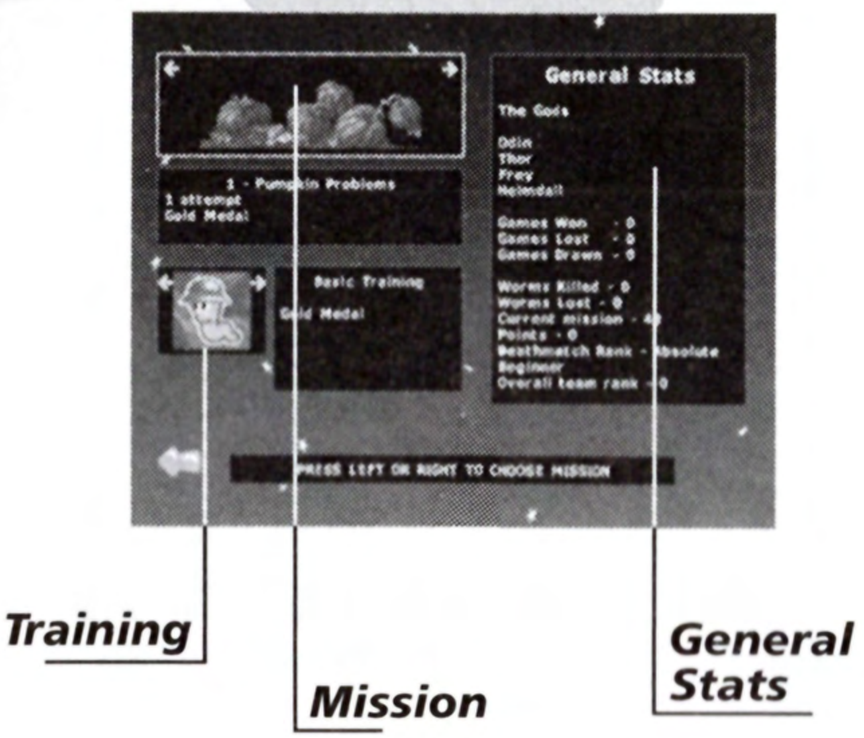
VIEW TEAM PERFORMANCE

Select a team from the Team box and then highlight and select this button to view that team's battle statistics.

In this screen, you can see how your selected team has performed in the single player missions, training events, single player deathmatch and their overall general battle performance.

To see how the team has performed on each of the completed single player missions, highlight the Mission window and press the left and right directional buttons to look at each of the mission statistics.

STATISTICS MENU



Highlight the Training window and press the left and right directional buttons to scroll through the Training statistics.

The overall Team rank in the General Stats is decided by the game outcomes.

When you have finished, select RETURN TO PREVIOUS MENU or press the △ button to return.

CONTROLLER OPTIONS

Highlight the controller and press the ✕ button to take you to the Controller Options screen.

In this menu, you can alter the configuration of the buttons used in the actual game. Highlight the controller and press the ✕ button to choose 1 of 3 different configurations. The buttons used for each configuration are shown in the window on the right of the screen.

Also, if you have a Dual Shock Analog Controller attached, you can toggle the Vibration feature on or off. To do this, highlight the VIBRATION icon and press the ✕ button to toggle.

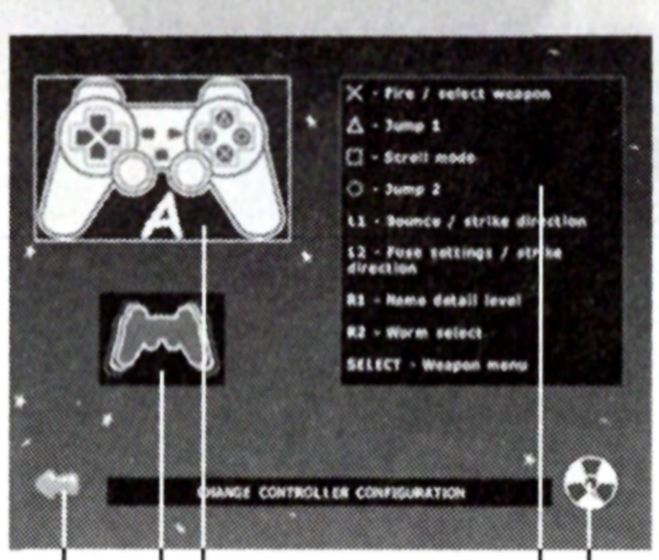
When you have made your choices, highlight the ACCEPT THESE SETTINGS button and press the ✕ button.

If you want to quit this menu without accepting any changes you may have made, highlight RETURN AND CANCEL CHANGES and press the ✕ button (or press the △ button).

MEMORY CARD OPTIONS

You can save all the in-game options and settings (including Team Names, Statistics, etc.) to the MEMORY CARD. To do this, you need to have 2 free memory blocks on your MEMORY CARD.

CONTROLLER OPTIONS MENU



Cancel Settings

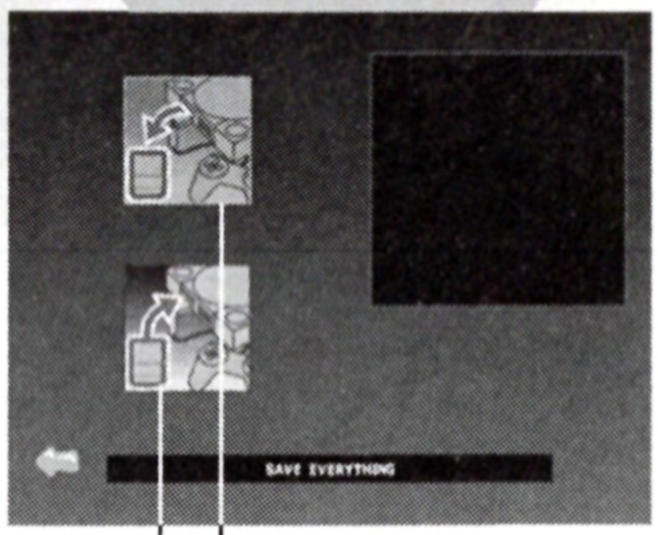
Vibration On/Off

Controller Configuration A, B or C

Controller Settings

Accept These Settings

MEMORY CARD OPTIONS MENU



Save Everything

Load Everything

Worms Armageddon automatically checks any inserted MEMORY CARD while booting, and loads in a *Worms Armageddon* file should there be one present. Meaning you can get into playing as quickly as possible.

To save the status, highlight the SAVE EVERYTHING icon and press the ✕ button. You will be asked to confirm the save by highlighting and selecting either ACCEPT or CANCEL. When you have accepted, read the onscreen information for details of any problems that may occur.

To manually load a saved game file, highlight and select LOAD EVERYTHING and follow the onscreen instructions.

SOUND AND VIDEO OPTIONS

From this menu, you can alter the volume of the sound effects and music that are in the game. Select which speech bank the Worm Teams will use in the battle, center the screen position and change the screen resolution.

MUSIC VOLUME

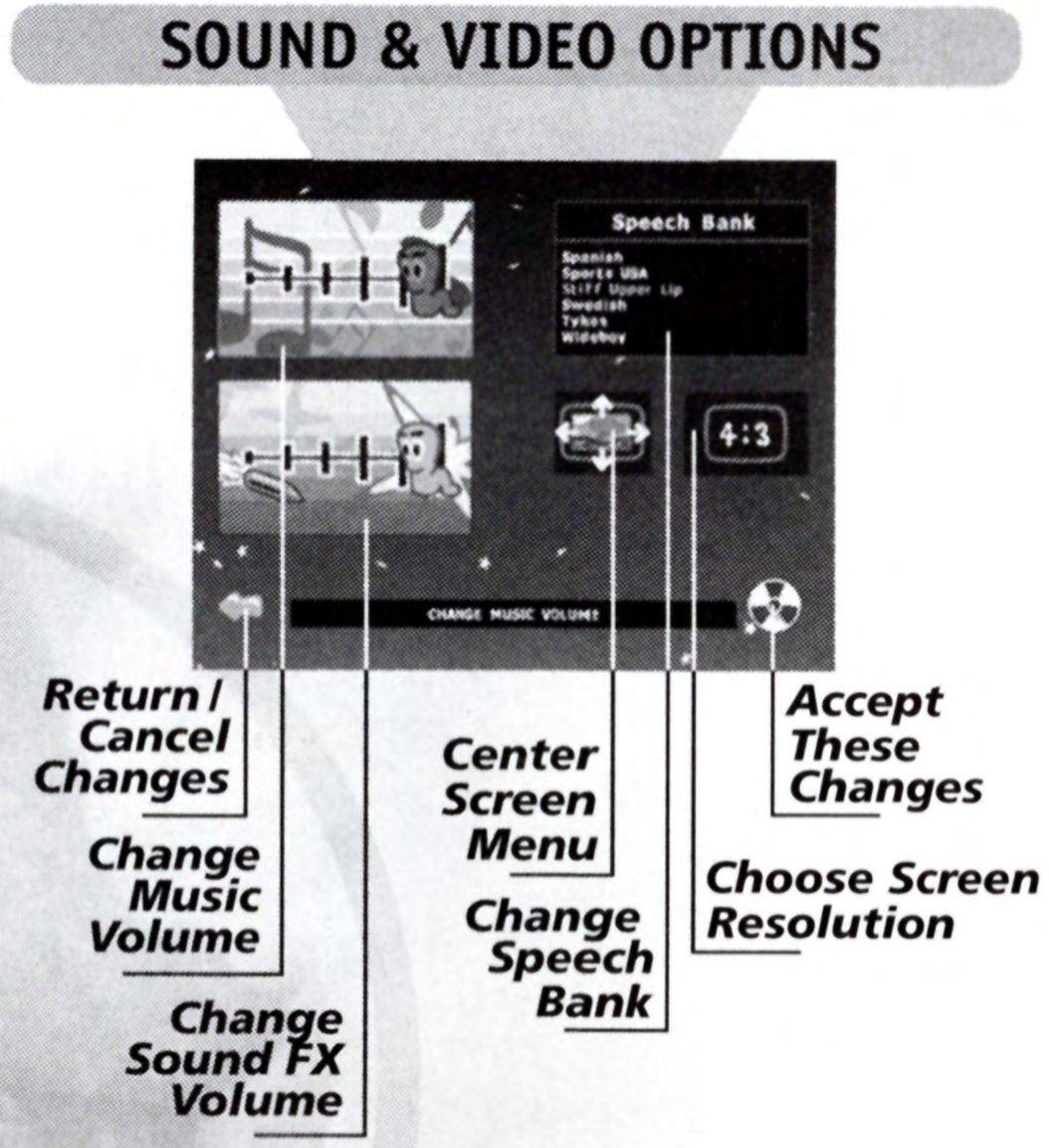
Highlight the CHANGE MUSIC VOLUME window and press the ✕ button . You can now alter the music volume by pressing the left and right directional buttons. Press the ✕ button again when you have finished.

SOUND FX VOLUME

Highlight the CHANGE SFX VOLUME window and press the ✕ button. You can now alter the sound effects volume by pressing the left and right directional buttons. Press the ✕ button again when you have finished.

SPEECH BANK

Highlight the SPEECH BANK window and press the ✕ button. You can now move the blue highlight up and down through the available speech banks. Press the ✕ button on your desired speech bank to select.



CENTER SCREEN

Highlight and select the CENTER SCREEN MENU and press the ✕ button to enter. Follow the onscreen instructions to center the position of the screen (only necessary on certain televisions).

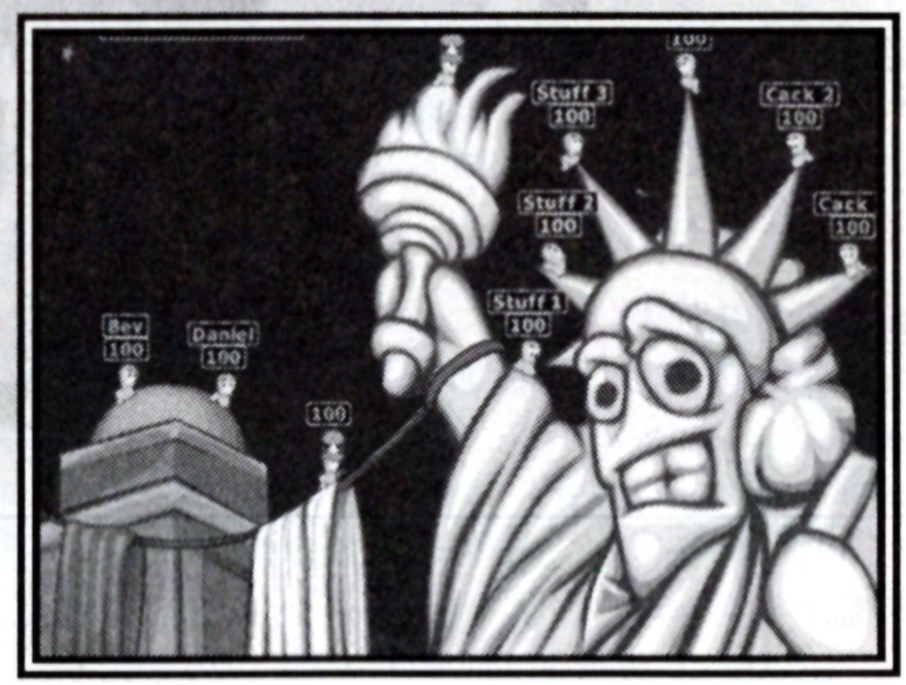
SCREEN RESOLUTION

You can alter the screen resolution that the main game appears in. This is particularly useful if you have a widescreen compatible television.

To do this, highlight the SCREEN RESOLUTION button and press the ✕ button to toggle between 4:3 (lower resolution and recommended for normal televisions) and 16:9 high resolution (recommended for widescreen compatible televisions).

You can use the 16:9 screen resolution on a normal television if you wish. It's all down to personal preference. Try it and see...

When you have finished, select ACCEPT or CANCEL setting/changes and press the ✕ button.



Sweet lady liberty still looking a little nervous...

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2. Exact error message reported (if any).

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You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Worms Armageddon* PlayStation game to: **support@microprose.com**

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