
PlayStation
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EVERYONE
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CONTENT RATED BY
ESRB
WORMS
TM
TEAM17
ocean



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INTRODUCTION

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

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

Each Worm has an initial energy level which is depleted through the battle, once this is at zero the Worm is removed from play. The last team remaining wins the game.

Each battle has a time period and once this is over a period of Extra Time may be played where all remaining Worms are reduced to 1 unit of energy and the slightest hit will render them out of the game.

Each Worm has a limited time in which to make it's move (adjustable of course!) and can walk, jump and even teleport to pastures new.

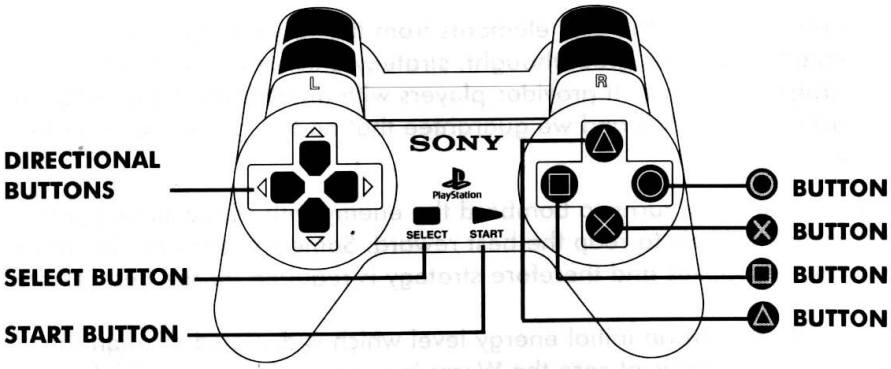
LOADING

Turn your PlayStation off and insert the WORMS disk. After turning the power on and waiting a few moments, the title sequences will appear and the game will load. Press any button to skip any animation sequences if you so desire. Once the main menu appears, you are ready to start the game.

Note: *WORMS makes use of 1 Memory card slot and will automatically load saved data if it finds any.*



CONTROLS



The control mode can be chosen from the Options Menu. Control defaults to Method A.

Method A:	Jump	=	△ Button
	Fire	=	✕ Button
	Tracking Mode	=	○ Button
	Screen Modes	=	□ Button
Method B:	Jump	=	✕ Button
	Fire	=	□ Button
	Tracking Modes	=	△ Button
	Screen Modes	=	○ Button
Method C:	Jump	=	✕ Button
	Fire	=	○ Button
	Tracking Modes	=	□ Button
	Screen Modes	=	△ Button

ADDITIONAL CONTROLS;

TRACKING MODE	Centre on current Worm. Double click to toggle the action tracking mode on/off, (If on, the scroll will follow your worm around).
START	Pause Game (Indicates current worm and landscape code).
SELECT	Go to QUIT OPTIONS (when game is paused).
SCREEN MODES	Double-clicking this button zooms out to "map" the current landscape. Hold this button and use the Directional Buttons to scroll around the landscape. Hold this with SELECT to toggle the Worm-Name mode, so you can see all names, just worms in your team or worms in other players' teams.

Note 1: *L2 & R2 buttons are not used during play.*

GAMEPLAY DETAILS

SCREEN DISPLAY

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

ENERGY PANEL

The energy panel is visible by scrolling the screen to the top. The bar gets depleted as worms take hits. When a team wins a round, a small medal appears next to their name.



CLOCK

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

BOTTOM PANEL

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

WEAPON CRATES

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

DIFFERENT LANDSCAPES

A number of landscapes feature in the game and there are in excess of 4 billion possibilities, offering an endless and never-ending stream of gameplay opportunities.

LANDSCAPE GENERATOR

You will notice that the landscape generator creates an entirely new landscape each time you play. You might also be interested in the fact that you can also type your own name/number for a landscape and one will be created based around that. This may be a name, a birthday - your pet goldfish, anything at all.

To generate a landscape press the ⊗ button at the start of a game to clear the landscape generator code. Cycle through letters and numbers using Up and Down on the Directional Buttons. The Right and Left buttons access next or previous character (up to a maximum of ten) in the code. Press the ⊗ button to enter the landscape.

MENU OPTIONS

A. **PLAY GAME**
B. **TEAM ENTRY**
C. **WORM OPTIONS**
D. **WORM RANKINGS**
E. **CREDITS**

A. PLAY GAME

Begin the game with the current settings. From this menu, you will go to the Team select options and then onto the game itself. You must select at least 2 teams with which to play (to a maximum of 4, each having 4 worms) and when these are highlighted, the following options are available...
Control the arrow using the Directional Buttons to highlight an option and select or toggle between options by pressing the ⊗ button.

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

Once the teams are selected, toggle between League or Friendly options and press START to begin the game. The League setting places all the worms in a league where the WORM STATS are updated after a match. The aim here is to be the best, reach the top of the table and stay there. The Friendly setting allows a series of matches to be played without updating the WORM STATS.

B. TEAM-ENTRY

When you first load WORMS up, a selection of default & computer controlled teams are already present and these can be selected.
Edit and customise your teams by highlighting CLEAR and pressing the button to wipe the default selection (optional). Next highlight either TEAM NAME, CAPTAIN or a WORM and press the ⊗ button to begin editing. Use the Up and Down Directional Buttons to enter a letter and



Right or Left to move onto a new letter or back to a previous one. Up to eight characters can be entered. Press the ⊗ button to move down to the next name and either repeat the process or press again to skip. After the last name has been accepted the arrow will reappear.

Click on NEXT or LAST worm to edit the next or previous Worm team.

You can select if the team will be controlled by a human player (HUMAN) or by the computer (CPU) at three distinct skill levels.

Highlight ENERGY and press the △ button to decrease a Worm's energy level or the ⊗ button to increase it.

When all changes have been made click on EXIT to return to the main menu.

C. Worm Options

1. **GAME OPTIONS**
2. **WEAPON OPTIONS**
3. **LOAD/SAVE OPTIONS**
4. **AUDIO OPTIONS**
5. **VIDEO OPTIONS**
6. **CONTROL METHOD**

Highlight an option by moving the arrow using the Directional Buttons and pressing the ⊗ button to select.

1. Game Options

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

The shorter the move time, the tougher the game and the quicker you must think. Beginners may select it to be OFF so that they have plenty of time to accustom themselves to the controls.

ROUNDS REQUIRED TO WIN (1 or 2, Default = 2)

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

WORM PLACING	(Entirely Random or in groups of teams, default = random)
NUMBER OF LAND MINES	(1-8 or OFF. Default = 8)
AUTOMATED ACTION REPLAY	(On/Off. Default = ON)
ROUND TIME DISPLAYED	(On/Off. Default = OFF)
EXTRA TIME MODE	(On/Off. Default = ON)
BANZAI MODE	(On/Off. Default = OFF)

This option is for crazies only! This makes all explosions have the strength of dynamite...

ACTION TRACKING MODE	(On/Off. Default = ON)
CLEAR LEAGUE STATISTICS	

2. Weapon Options

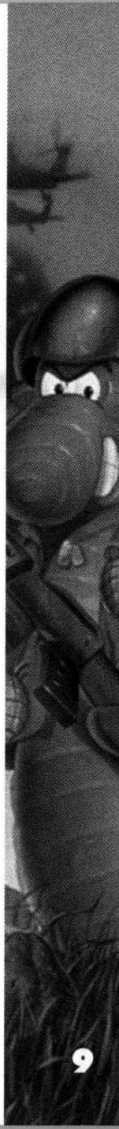
If a weapon is OFF then it is un-usable.
If a weapon is ON then it is infinitely usable.
Alternatively, a weapon can be used 1-9 times during the round.
Extra weapons are also dropped in weapon-crates during play, these are as follows ; Airstrike, Teleports, Cluster Bombs, Dynamite, Minigun, Banana Bombs, Homing Missiles and Exploding Sheep.

3. Load/Save Options

This menu allows you to save the configuration of the game and all the Worm teams and data. You can also reset to the default configuration and re-load saved data. When saving a game ensure that the Memory card is in slot 1.

4. Audio Options

MUSIC VOLUME	Change the volume level of the background Audio Effects



SFX VOLUME	Change the volume level of the in-game sound effects
TEST SFX	Try out the Sound-FX
TEST CD TRACK	Try out the CD Audio

5. Video Options

FMV ON/OFF	FMV sequences can be exited by pressing any button during playback.

6. Control Method

Players can select between 3 alternative control methods. These are outlined in the controls section. The default is method A, which we recommend as most natural for the game.

D. Worm Rankings

This screen reveals the top 8 Worms from the current list. How hard is your Worm ?

E. Credits

Who did what...

CONTROLLING YOUR WORM

Basic Movement Controls:

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

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

Aiming Your Weapon:

As a default, a worm carries a bazooka. You will see a small cross hair when the worm stands still - this is the basis for aiming shots.
Move the cross-hair up and down with the up and down keys on the Directional buttons. You must use your skill and judgement to predict the trajectory and fall of the weapon you are using.

Selecting a Weapon:

THE ICONS

The icon selection bar is brought up by pressing the SELECT button, use the Directional buttons and the FIRE button to select your weapon.
A further press of the SELECT button will bring more options to bear.

The icons stay on screen until a weapon has been selected. Time counts down whilst the icon selection bar is on-screen.

Using a Weapon:

Weapons fall into several groups and groups share a common control method. For full details on the actual weapons themselves, the damage they can do and strategies for their use, see the weapons section.

BAZOOKA , HOMING MISSILE

Hold the FIRE button down to set your power and let go to fire. Adjust aim using up and down using the Directional buttons. The homing missile is aimed by moving around using the Directional buttons and confirming the target with the FIRE button, then the FIRE button is used again to set power and to fire the missile.

GRENADE, CLUSTER BOMB, BANANA BOMB

You can change the fuse time (L1 button) and whether or not it is min





or max bounce (R1 button). Aim and fire as you would the bazooka. Note that unlike the bazooka, these weapons remain unaffected by the WIND. When collected, the banana bomb replaces the cluster bomb.

SHOTGUN, UZI/MINIGUN

These weapons do not use a trajectory but fire in a straight line. The Shotgun is useful because you actually get to use both barrels (i.e. 2 shots) and Uzi/Minigun offer automatic rapid fire and spread of bullets. Fired with the FIRE button - in the case of UZI/MINIGUN, hold the FIRE button down to fire off all the rounds.

FIRE-PUNCH, DRAGON-BALL

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

DYNAMITE, MINE, SHEEP

Dynamite and Mines are different in that you press the FIRE button to drop the weapon and then have a short period of time (5 seconds) in which time you bid to make your escape to a safe haven. Sheep, if collected, are released with the FIRE button and are detonated with a subsequent press of the FIRE button. If undetonated, they will explode after 30 seconds have elapsed.

AIRSTRIKE, TELEPORT

These weapons are activated by confirming a position with the FIRE button.

BLOWTORCH, DRILL

These utility weapons allow worms to dig and burrow in the landscape. The Blowtorch can be selected at any one of six different angles to dig (using up & down on the CROSS-PAD) whereas the Drill can only drill vertically down. The FIRE button starts and stops both weapons activity. Both weapons will stop after a set period.

BUNGEE, NINJA ROPE

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

GIRDERS

Once selected, you can rotate the girder around by using the L1 button. Press the FIRE button to place the girder. It can only be placed over clear background.

KAMIKAZE, PROD, SURRENDER, SKIP GO

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

WEAPON DETAILS

BAZOOKA

Affected by the wind and gravity. Can cause up to 50pts damage if a direct hit. Causes devastation to the landscape. Large blast wave. Inadvisable to use from close range.

HOMING MISSILE

Generally regarded as a precision bazooka missile, the homing missile comes into play usually later in the game or when the chance of a certain kill is highly probable. Homing missiles are limited to 2 by default and more can be found in weapon crates. Cause a maximum of 50 pts damage if a direct hit.





GRENADE

Like the bazooka, this is standard issue. Grenades remain strangely unaffected by wind but are harder to pinpoint the damage due to the nature of them bouncing and rolling around. Can cause a maximum of 50pts damage if the grenade explodes very near to the victim.

CLUSTER BOMB

Essentially this is very similar to a grenade but differs in that it shatters into 5 smaller warheads on explosion, with each smaller bomb being able to render 25pts damage. Unaffected by wind.

BANANA BOMB

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

SHOTGUN

The only weapon that allows you to have 2 goes. In fact all that you do is use both barrels! Unaffected by wind and gravity.

UZI AUTOMATIC MACHINE GUN

This high powered little beast is able to scatter a fine spread of bullets in the direction of your choice. Not a widely used weapon, but very effective. Unaffected by wind and gravity.

MINIGUN

This huge, massively powerful machine gun is only to be found in weapon crates. It acts in a very similar way to the UZI but is far more devastating. Unaffected by wind and gravity.

FIRE PUNCH

This move always knocks 30pts from the victim, but is more commonly used to "kick" (although it is a punch!) worms off screen or into the water. The punch always knocks the worm up and away from the player so that it is possible to lift another worm up and over an object.

DRAGON BALL

This is a move very similar to the one above but without the "cutting" action. The worm throws out a small bolt of energy at the victim which causes 30pts damage and sends them reeling horizontally and slightly upwards.

DYNAMITE

Dynamite can blow up to 75pts damage from a worms tally and is very effective in throwing worms skyward and all over the level. On releasing the dynamite, you have 5 seconds to run before it blows... this should be enough time for you to get far enough away to avoid the large blastwave. Do not forget that Dynamite will fall if dropped from a cliff...

LANDMINES

Similar to Dynamite in their operation, although they are proximity mines and will only explode if they are near to worms. Their use is two-fold; (a) cheap dynamite (b) to protect an area, usually a tunnel that has been dug. Mines can remove up to 50pts damage if close enough, but if triggered nearby usually knock 30-35pts off a worm, which can be lethal...

EXPLODING SHEEP

This legendary weapon is a top secret and hence only available in limited quantities via a weapon crate. Your furry friend runs unselfishly toward the stricken enemy worm and will detonate at your command. With the effectiveness of dynamite and the dexterity that only a four



legged fluffy white mammal can muster - the sheep is a priceless tool. Spend it wisely...

AIRSTRIKE

This very useful weapon calls in an 8 bomb airstrike to an area that you request.

TELEPORT

Teleport is a useful move which, if played correctly, can massively effect the course of a match. Teleporting to a weapon crate is a popular strategy and so is getting out of a potentially disastrous start position.

BLOWTORCH

This weapon allows your worm to dig up, across or down in either direction.

DRILL

This tool allows you dig vertically down and make your way to safer places.

BUNGEE

If you fancy dropping from a high cliff onto a safe ledge then equip yourself with the Bungee and simply walk off the cliff. Whilst dangling and bouncing on the Bungee, you can speed your swing up and throw yourself to safety.

NINJA ROPE

Armed with the Ninja rope, a worm is able to climb dizzy heights and move over large distances. The basic premise is to swing on the rope and throw yourself to safety.

GIRDERS

Girders have many uses... their designed use is to enable Worms to cross bridges, provide a base for the Ninja rope or so that Sheep may cross critical paths.

KAMIKAZE

Some may question the politics and motives of a move that ends in certain death for the worm carrying out the manoeuvre, but Kamikaze comes into it's own at late stages in the game where all is seemingly lost. Kamikaze sends the worm flying towards the enemy at great speed, exploding after half a second.

PROD

Probably the most understated move, Prod does not actually harm the worms at all. The benefits are that you can just push a Worm off a cliff to its early demise, or, in the case of a slippery landscape, make it slide down a bank and into a mine.

SURRENDER

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

SKIP GO

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



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