

Worms Armageddon FAQ Version A

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Worms Armageddon

Best Viewed in 800*600

May 09/2002

Final Version 1.4a

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~!~Intro~!~

Hey there, this is my Faq to Worms Armageddon, one of the best games of the world. When I first saw this game, I thought it sucked. But it took only one try to make this so addictive and fun. Everyone should think of getting this game. This is like Worms 2 except with more stuff. The new features are cool and you have to earn your cheats now. The cheats are worth getting.

~!~What's New~!~

1.4a - My personnal site address and new email, 'napalmX@ignmail.com' is no longer reliable so I have changed addresses.

Updated - Fixed several spelling and grammar mistakes, atleast as much as I could.
Added some last tips.

Email: Slaigar@hotmail.com

Site:

Fuel the Fire

1.4 - This is more of a farewell than an update.

Yes I know it has been more than 2 years, but i would like to add closure to this faq since I have been playing other games and also nothing really new for Worms Armageddon. This faq will not update unless there is a big change. I am still open for emails of the game. I will be checking my email less so it might take awhile to respond. Also the notepad will not allow more text. Keep on Gaming!

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1.3 - New - I can't add stuff, its keeps giving me a "Not enough Memory Message". Just,

wait til I fix it.

Updated - Little things around here, no breakthrough in science yet.

- Again, there are more tips.
- Fixed the DeathMatch Rank prob. (Thanx Dan!!!)

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1.2 - New - Finished Special Weapons - Please tell me if the info there is wrong.

- Updated - Fix some mistakes.
- 2 new stuff in cheats section.
 - Added some more Tips.

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- 1.1 - New
- Added Controls section
  - Added new section in Weapons
  - Added Mission Guide
  - Added Training Guide
  - Added Rankings Section

Updated - More tips

- Fix 1 or 2 spelling mistakes =D

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1.0 - New - Everything.
Updated - Nothing yet.

~!~Controls~!~

- >, <- -Move worm
- Up, Down -Aim
- Enter -Jump
- ** Enter x2 -Jump BackWards
- BackSpace -Jump Straight Up
- ** BackSpace x2 -BackFlip
- F1 -> F12 -Select Weapons

Right Click -Select Weapons
1 -> 5 -Set time for grenades to blow up
- -> + -Set the bounce on grenades and such on Min. or Max.
* Tab -Select Other Worms

~Legend~

* -Only works if you have this option selected, some missions allow you do this on the beginning of your turn.

** -You have to press this button twice.

~!~Rankings~!~

~Single-Player~

Gold - Beating the level 1st try.

Silver - Beating it 2nd try.

Bronze - 3rd try or more.

~DeathMatch~

You Win - Up 1 rank

You Lose - Down 1 rank

My Rank : Elite

- 0) Absolute Beginner
- 1) Beginner
- 2) Inexperienced
- 3) Rookie
- 4) Novice
- 5) Below Average
- 6) Average
- 7) Reasonable
- 8) Above Average
- 9) Fairly Competent
- 10) Competent
- 11) Highly Competent
- 12) Veteran
- 13) Distinguished
- 14) Highly Distinguished
- 15) General
- 16) Major
- 17) Field Marshall
- 18) Hero
- 19) Super Star
- 20) Elite

~WormNet~

Win - 5 Points

Lose - -3 Points

My Rank - Beginner

My Points - 0 (Woohoo)

Rank		Points Needed
1) Beginner	-	0
2) Beginner	-	5
3) Beginner	-	15
4) Beginner	-	20

- 5) Intermediate - 35
- 6) Intermediate - 55
- 7) Intermediate - 85
- 8) Intermediate - 110
- 9) Advanced - 140
- 10) Advanced - 180
- 11) Advanced - 215
- 12) Elite - 250

~!~Mission Guide~!~

(Thanks for Jon Skeet for letting me use this)

His site is <http://www.yoda.arachsys.com/worms/wa/index.html>

~Medals~

On each level, you get a gold medal if you finish first time, or on your first attempt since you last tried for a medal. The next attempt or two (depending on the level) will get you a silver medal, and thereafter it's worth bronze.

There is a reason for this: on attempts worth gold medals, you'll get hardly any help in terms of crates. Silver will give you a bit more help, and bronze a bit more still. Thus getting a gold medal really is harder than getting a silver or bronze, in many cases. When I say below that you "get" something on a silver/bronze attempt, it means that there'll be a crate containing it.

1: Pumpkin Problems
Difficulty: 1

Go 1: Use the ninja rope to get to the right of the first barrel, then shoot the barrel with the shotgun, standing well clear. Shoot the worm to your right onto the mines.

Go 2: If you're lucky and the mines got rid of the pumpkin stalk, you can just go and grab the crate using the ninja rope. Otherwise, use the shotgun to make a hole in the stalk, then go and get the crate next go.

2: Operation Market Garden
Difficulty: 1

Use girders to get your worms into positions where they can shoot straight at the enemy, then just go for it.

3: All quiet in the library?
Difficulty: 2

Chances are you're going to be nuked in this level - you're unlikely to finish it before then. However, that in itself shouldn't be a problem. As suggested, try to get your worms away from the edge before the earthquake (which comes one go after the nuke). If you can (and you don't

think the enemy will grab them), leave a health crate or two lying around so you can heal yourself after the nuke strikes.

So long as you're not stupid (ie don't leave worms right near the edge of the landscape, or clustered together), this level should be reasonably easy.

4: Cool as ice
Difficulty: 5

Go 1: Use the jetpack. Go over to the right hand side of the landscape without getting the crates that are on the "bridge" above the enemy worm. Get all the crates on the right hand side, and land just to the right of the tree. Now aim a homing missile at the middle of the bridge, and fire almost straight up with maximum power. (The power is important - too little and the missile will hit the sleight.) If you're lucky, the enemy will now slide into the water due to the flames from the exploding crates.

If he doesn't fall in the water, go over to the bridge on your second go and attack him with your other weapons... this is harder, but remember that a draw counts as a victory, so you can use the 25 points your worm can do by dying to your advantage.

5: Do the Locomotion
Difficulty: 5

Go 1: Walk and jump (using backflip) to the trunk of the tree, and blowtorch under it.

Go 2: Backflip onto the tree, collect the crate (which contains a girder), and use the girder diagonally to build a bridge between the tree and the train.

Go 3: Go across the girder, and blow the mine up by walking near it then jumping away. You should be able to do this without losing your go. Now continue to the right, dropping down onto the back of the train. Use the bungee when you need to, and you should be able to get the utility crate - you probably won't have enough time to use it though. Just get ready for the next go by climbing towards the health crate as far as possible. (It is possible to complete the mission on this go, if you're feeling dexterous.)

Go 4: (Assuming you haven't finished yet). Do or die time. Use the jetpack, and you should just have enough time to get the crate on the far right, which will complete the mission.

6: Sand in your eye
Difficulty: 3

This one's pretty easy, really... just get to the top of the pyramid with one of your worms fairly early on, and keep plugging away... Don't forget that you have worm select on

this

round - it can make all the difference! (For instance, the first go is best taken with the worm on the right, on the tree.)

7: Not Mushroom out there...

Difficulty: 2

Go 1: Use the ninja rope to get on top of the first mushroom and collect the first girder

kit. Use the kit to build a shell around the mines on the second mushroom, and a walkway down

to the first worm. Don't worry if you don't have quite enough girders.

Go 2: Collect the second girder kit from the left of the first worm, and use it to finish

off your shell, making sure you've got enough of a ramp to get onto it. (I use the girder

just next to vertical as a good way of gaining height.) Also build a girder across from the

middle mushroom to the last one, and then place a small vertical girder on the far right hand

side, in a position such that you can drop onto it and then pick up the crate in the third go.

Go 3: Get the crate!

8: Big Shot

Difficulty: 4

Firstly, ignore the briefing - you don't have an unlimited supply of shotgun ammo. In fact,

you don't have a shotgun at all. You do have an infinite blowtorch, however.

There are no hard-and-fast rules for doing this one - you have to play it by ear.

However,

here are a few guidelines:

On your first go, you can set off the nearby mine with the ninja rope without doing yourself

any damage. This should hurt Guard a little. Similarly, you can clear the mine on the far

left, as the ninja rope has infinite repeat swings.

Although the enemy can select which worm they use, they can only select amongst one team -

this sometimes means you can stand right by one worm, knowing that it can't take the next

turn.

Cannon Fodder (the team with the worms called Sentry) has the first enemy go.

If a team can't attack you, it may well have a go at the other team. They can do a fair bit

of damage to each other while you're busy collecting the crates on the far left.

Blowtorches can do reasonable damage - I did 45 damage in one turn in this level.

You have some girders - use them!

An old woman launched from the top of the highest leaf can easily kill the worm on the mushroom.

Sudden death can be a pain in the neck or a blessing... just bear it in mind as it comes

quite quickly.

9: Water Surprise

Difficulty: 9 - or 2 with this guide!

This is a really hard one, pretty early on. However, the following guide should be a pretty

much foolproof way of doing it, so long as you can remember exact pixel locations and fly a sheep.

You may need to experiment to find the exact locations here, but once you do you should be

able to do the mission every time. I have now taken a couple of screen shots, however, to help:

Go 1: Stand on top of your other worm's head and fire right, without changing your aim. Then move to the left, and come down very slightly from the top of the pyramid until the tip of your tail covers about half of the thick dark blue line which goes down the middle of the pyramid. Aim as high as you can to the right, and fire. The top mine should bounce safely out of harm's way. When it's gone past you move to the left a bit.

Go 2: Don't move, but aim as high as you can and fire. Now move down to the join between the pyramid and the tree. You want to be facing right and be at the first location where your tail is flat on the tree rather than sloping up the pyramid. Fire, and the second mine will land on you, killing you. Don't bother trying to move, you can't get away. It doesn't matter though.

Go 3: Move your other worm to the location you just died in, and fire twice (with the same max. height aim as last go).

Go 4: Scale the tower using backflips until you're on your topmost arrow. Face left, and select girder. Rotate the girder until it's double length, and nearly vertical top-left to bottom-right. Place it so that the right hand tip touches your hard hat.

Go 5: Turn round and jump backwards. Go to the top of the girder, and fire twice horizontally at the topmost light grey small line inside the tower.

Go 6: Jump onto the arrows, turn round, backflip to get the crate, then let loose the sheep of war. Get the sheep flying as soon as possible and get it into the water quickly - I usually go to the left. Obviously, you then just need to fly it up to the general and kill him.

10: Jurassic Worm

Difficulty: 5

Go straight for the captain on this one. You should be able to launch a mole bomb (contained

in the crate on the left hand dino's head) on the first go. Assuming this opens up the captain's den, you can go down there and drop a mine on the ground on your second go, which

should drown him. Turn time is the only real problem here - you've got to act quickly,

especially on the ninja rope.

11: Chemical Warfare

Difficulty: 4

This level is fairly straightforward when you get the hang of it. You should poison all the

worms you can't reach (as the landscape's indestructible) as soon as you have the skunk.

(Until then, use any infinite weapons you have such as the firepunch and uzi to do damage.

The worm in the bottom right corner is ripe for a kicking as soon as possible.)

When the poisoned worms have lost all but one point of energy each, start using the shotgun

on them carefully. Following these rules, you should have no problems, although it's worth

getting under cover, as the enemy will be using plenty of airstrikes.

12: No Substitute

Difficulty: 5

Another general hints level, this one:

The key to this level is getting the high ground - ie somewhere on the tree - and keeping

it until everyone else has drowned. The actual top of the tree is rather dangerous as it's

easily to get chucked off it. Having said that, it's good to use a girder so that you can

get on top when (say) all the enemies are under the tree. I've found that in practice it's

the worm that starts under the tree that is most likely to survive. The homing missile can

be really handy in this mission in various places.

13: Who left the flood-gates open?

Difficulty: 7

In this level, I always pretty much forget about the left hand worm: it's very hard to save

both worms, and the one on the right has less competition. Both goes below refer to the right

hand worm.

Go 1: Go onto the bit of land on your right, vaguely close to the pipe on the right. You can

skip the rest of the go. With any luck, the worm on your right will now fire a bazooka which

will nearly open up the way.

Go 2: Use the shotgun to get out, using the spare shot on the enemy.

Go 3: Get as high as you can, and place a girder to stop yourself from being knocked into the water.

Go 4: Ninja up to the far right hand corner.

From here, you should play it by ear to a certain extent. However, you can assure victory by

building girders up to the right hand edge of the yellow thing in the middle at the top.

You

can make a nice little hidey-hole, and you'll be higher than anyone else on the level. Then you just need to wait for the water to rise.

14: Super Sheep to the rescue!

Difficulty: 6 or 1, depending on how lazy you are and the version you've got.

If you're really good with the Super Sheep, you can fly it all round the level and get the crate. Alternatively, with the non-US version, you can win the level instantly by killing yourself with the sheep. You will blow up the enemy (if he isn't already dead), and draw the round - which completes the mission. Simple, eh? I'm afraid that if you've got the US version you'll have to do it properly... but it's not actually that hard.

15: Hot Stuff

Difficulty: 6

There are three enemies on this level. The top one can be blown into the water using dynamite.

The remaining two are the problem... however, you should be able to get them together using the shotgun. If you possibly can, you should then collect the utility, and drop the Holy Hand Grenade on them in the same turn. Don't worry about pinpoint accuracy or your own safety - you'd be hard pressed to get clear of an explosion that large.

If you can't do it quite right (due to the mine, or whatever), don't worry... the HHG makes a large hole in the landscape anyway, after which the sheep and/or firepunches can finish the job off.

16: Trouble on Mount Wormore

Difficulty: 4

Go 1: Change worm, and pick up the ninja ropes. Ninja over as far as you can, setting off any mines you can as you go. Uzi the enemy worm, which will hopefully set off at least one more mine.

Go 2: Finish off the nearest enemy worm, setting off as many mines with you as possible.

Go 3: Keep making your way over to the general. It's possible to jump over a mine if you're lucky, as the delay is quite long.

About now, depending on how many turns you've taken so far (due to bad luck or whatever), some dynamite should appear in a crate on the sign. Get it with the ninja rope, and stand back on the mountain, where you can fire into the posts of the sign. When you've made enough of a hole (with the uzi, if I remember correctly), go in and dynamite the general. There isn't

much

ground there, so he should drown easily. If not, use the mortar to finish him off. Don't forget, you don't need to survive.

17: Chateau Assassin

Difficulty: 6

Go 1: Using worm select a couple of times, stack your worms under the oil barrel, and backflip onto it with the last worm. Get the girders and place the first one nearly vertically, covering the mine with a bit of room to spare.

Go 2: Move the current worm away from the action, then select the worm that just built the girder. Scale that girder and build another one to cross the second mine.

Go 3: Select the girdering worm again, and use the final girder to cross the third and fourth mines. (You'll then be able to reach another girder crate.)

Go 4: Select the worm which is still under the oil barrel, move it to the left out of the way, then shoot the oil barrel. When the flames have died down, go to the right to save some time later.

Go 5: It should be the girdering worm's go again. Build a long horizontal girder which just touches the final tower near the top of the final tower, thus giving you protection against air strikes. Walk under the girder and jump across to the final tower - this is a good hiding place.

Go 6: Run! You should just about be able to make it under cover by the end of your go.

Go 7: Same again, leaving you with all three worms nicely under cover.

The enemy will now launch an airstrike. If you're extremely lucky, the mine to the right of the top of the tower will kill the general for you! If not, you should still have three healthy worms and the mine will at least be out of the way.

Go 8: Time to start sacrificing worms... Walk over your cover girder and down the tower, then jump off to set off both of the closest mines.

Go 9: Same again, except you can now get a bit further - to the mine next to the major. Triggering this will kill both you and him.

Go 10: You may need to use the fast-walk utility for this turn. Once more, go over the tower.

Jump from the middle of the last tree to land on the mine next to the general. This will kill both of you, completing the mission.

18: Rescue Agent Dennis!

Difficulty: 6

Go 1: From the top of the A, and fire the shotgun horizontally left to blow up the

barrel. If

you're lucky, this will take out both of the worms up there. Next, jump left from just under

Assassin's tail, to get into the small gap in the E. Go all the way along it, then fire horizontally at Assassin.

Go 2: Hopefully Assassin and General will be next to each other. Go out of the gap (you can

jump from the very edge of the shadow), and practice getting back in so that you'll be able to

do it at the end of the turn. Fire a bazooka at Assassin and General, and get back into cover.

From here onwards, you have to play it by ear. However, here are some tips:

The earthquake will probably kill everything on the A. Make sure you're under good cover

though, nowhere near an edge!

The barrel on the right can be used to kill Field Soldier when the wind is right. The homing

missile can be used to blow it up.

The banana bomb is great for clear-up operations.

You have 7 goes before the earthquake strike. "Caution! Tectonic movement!" is the final

warning.

19: Horny Nuke

Difficulty: 4

If you've done the Crazy Crates training mission, this landscape should look familiar...

You need to get the nuke on this one, but you don't need to use it until right at the end.

You may be able to get away without using it at all, but it's best not to risk it!

On the way over, make sure you get the crates under the blue tentacle on the right, as the

rightmost one contains another two ninja ropes. Whilst not absolutely critical to the mission,

they give you the crate above and to the left of the nuke crate (which is the red flashing one

at the bottom left) contains a pneumatic drill which should get you the nuke on the second go.

(Your first, if you can ninja over that quickly!)

Go back over to the far right of the screen, and knock Artillery off his perch with the uzi

(don't worry, you have plenty of goes in which to do this), and kill the closer couple of

worms while you wait for sudden death. Use the nuke a turn or so before the last enemy is

going to drown - that way you don't need to worry about losing energy because of it. Don't

forget that the nuke raises the water level a lot, so if you want to survive (not that you

have to), you may want to ninja up to the highest perch on the right before going nuclear.

20: Rumble in the Farmyard

Difficulty: 4

Another play-by-ear level, this one, but here are some tips:

On your first go, jump and ninja over to the far left, get the dynamite, and blowtorch into

Captain's area. It's vital that you kill Captain fairly quickly, as he will napalm strike you

every turn otherwise. You should only need to use one ninja rope to do this.

The earthquake is pretty useless on this level, although it moves mines too, so be careful of

that.

When you've killed Captain, his hiding place can work really well for you too - it's quite

easy to win the whole mission with just one suitably placed worm.

21: Wooden ambush

Difficulty: 5

This level can be easy or a pain, depending on a bit of luck near the start. The enemies on

the left will blast through to one of your worms, and if you can drowned them without too much

of a problem, you should be able to do the rest of the level easily. If they're persistent,

you may have more of a problem. Don't forget to fire mortars behind their heads for maximum

effect, or at their heads from above. You may wish to use the ninja rope to knock them down

the slope a little before firing at them from the top of the enclosure. Even if you don't kill

them in the first shot, you should then be able to survive and kill them in the second.

(Note:

according to the patch notes, you can't knock worms around with the ninja rope when the patch

has been installed. It may still be best to go up the slope and fire down at them, taking the

consequences.)

Although you can take the level fairly slowly, the enemy gets airstrikes after a while, so be

careful.

A crate containing two old women near the middle (just above the pumpkin) - this is really

useful against the worms on the right.

The jetpacks are really handy, but don't be too ambitious - they don't have much fuel.

22: Go Bananas!

Difficulty: 5

You must finish this level before the earthquake chucks the crate into the water. Here's how:

Go 1: Move your worm onto the top of the grape stalk, and fire a bazooka just under Sentry.

This will hopefully kill him. As soon as you've fired, jump onto the apple. You'll take minor

damage, but don't worry.

Go 2: Leave a grenade at the point where the stalk of the big apple meets the leaf (ie the really thin bit) - then get out of the way! This should provide you with a route to the bananas.

Go 3: Blowtorch into the banana.

The enemy will hopefully now fire a bazooka into the banana, from the other side.

Go 4: Retreat a bit, then fire a bazooka down your blowtorch tunnel to make a path through the banana.

Go 5: Parachutes should now be enabled. Walk up to the top of the second banana, activate parachutes, and jump to avoid the mine. When you're past the mine, hold down left to pick up the crate, and the mission is done.

23: The Drop Zone

Difficulty: 5

I used to think this level was a complete pain - but that was before I learnt to use the parachute properly. As well as left and right, you can use up+left to really slow your descent.

If you want a real challenge, try the level without using the up key during parachuting...

Okay, so you need to parachute down onto each worm in any order, and blow them up. Firepunching the rightmost worm left kills the one next to it - otherwise you wouldn't have enough suicide bombers (although the mine by the third one can kill it). If you fail a few times, you can use a shotgun for two turns, which makes it much easier, but you'll only get a bronze medal. Use girders to extend the cliff if the enemy blows up the end of it. Use the furthest worms for the rightmost enemies, as you won't have enough time to get them all the way over to the left... also, they're the most likely to die, so you should use them early.

Thanks to Koyser [dlb] for explaining the parachutes to me - shame I'd already got a gold on it after hours of trying!

24: Countdown to Armageddon!

Difficulty: 5 - 2 with the guide

Many thanks to Smoke for this suggestion - it works a treat!

First, ninja over to the mayor, and baseball bat him, having aimed as high as possible and to the left. This will take away most of his energy, but leave him in a nice deep hole.

In your next go, you should get over to the mayor on a ninja rope and girder both of you in.

After this, you have plenty of time. A couple of girder starter kits appear after a while.

Pick them up with your last ninja rope and place girders all around the hole - especially over

the top, obviously! You will almost certainly survive the attack, and hopefully the enemy will

die at the same time. If not, just pick them off with whatever worms you've got left.

25: Mars Star

Difficulty: 2

This one's dead easy. You may be used to the landscape from the Super Sheep Racing training,

but the sheep you have in this mission doesn't fly. It does, however, jump - and it's got to

jump lots.

Use your girder starter pack, laying two girders between your worm and the second block,

one girder (slightly lower than the top of the landscape) in the next gap, then two girders

for the last gap (just to be on the safe side). The first girder should be placed right next

to the green spaceship, so that if the sheep falls back it will keep going.

Now launch your sheep. If you've placed the girders correctly (and you're lucky - I've had

some really irritating goes when writing this guide), the sheep will run all the way to the

right of the terrain. Detonate it at the bottom of the rightmost strut (when it lands after

its last jump), and it will blow up the oil drum, which will in turn blow up the crate.

If you miss with the sheep, you can try using the grenades, but I've never managed to blow it

up, even when the grenades come pretty close.

26: Mad Cows

Difficulty: 4

This one is very similar to a normal game, except the time limit is pretty strict (20 seconds

per turn). You only have one ninja rope, so use it wisely - but you can select your worm at

the start of every turn, which can be a real life saver.

If you're good at worms in the first place, this level shouldn't cause any real difficulties;

if you're not, you don't really deserve to be this far through the missions, do you?

27: Bazooka on the Rocks

Difficulty: 7

This one can be quite easy or utterly impossible, depending on your luck. It's crucial that

you build a girder between the woolly mammoth you start on and the rock to the left fairly

quickly, while you can still get over to the enemy - otherwise you'll be hard-pressed to kill

the one at the bottom left at the end. However, you need to be very close to where you

want to

lay the girder before it'll let you do so. (In fact, it's picky in some other way I can't

fathom - allow a whole go to get the girder placement right.)

A direct hit on the Major go will usually kill him, as it knocks him onto a mine. Also, the

oil barrel near the enemy's starting location can be blown up to good effect.

The worm at the bottom right is useless - kill him off quickly to get yourself more turns

with the useful ones. You might as well fire a bazooka and let the wind take it, then jump

though... you never know when something will come of it.

The homing missile (crate on the right, silver and bronze attempts only) can be useful for

getting the last worm when all your worms are in useless places.

28: Stolen Goods

Difficulty: 8 (or 4 using the "cheat" method)

This level can be a real pain, or it can be pretty easy, depending on the enemy... if they use

banana bombs, for instance, you're in big trouble. Note that there is a method which I consider to be cheating and which will probably be made obsolete by the patch - I've put it

below here anyway. Thanks to ScoobyDoo for sending it to me.

Normal method

You can walk down the right of the E, if you're careful.

Don't worry about losing one of your worms early on - in a way, you'll be faster with only one anyway.

If you're good with the ninja rope you can ninja under quite a few of the letters really early

on. (Thanks to Servadac for that.)

Keep as low as possible (starting from the bottom of the E), and retreat after each turn

(if you have enough cover) so that the enemy will be blowing up landscape you don't care about.

One long horizontal girder just below the P and the R provides a safe method of getting between them. Stay under the R, blasting into the bottom of the P, until you need to move or

you can go through to the O of "Micro".

Use a small vertical girder to bridge the gap between the O of "Micro" and the P. I suspect

you could even use two, if you wanted a bit more safety.

When you've got the French Sheep Strike, get under a bit of cover (although it doesn't really

matter), and launch the strike. If the enemy worms are close enough together, you're very

likely to get them all - this is a really dangerous weapon!

"Cheat" method

Go 1: Use the rope bug to shoot a rope straight downwards. (Aim a shotgun or similar weapon straight down, then press backspace to jump up, F8 to select the ninja rope, then space to fire it, all in quick succession (ie before you land)). Use this to go to the

left,

being very careful of mines. Do this twice to reach the enemies on the first go. Next, blowtorch down into the O to get the sheep strike.

Go 2: Use the sheep strike. This will quite possibly do the job.

From then on: If the sheep strike didn't kill everyone, blowtorch to the next crate to get

the carpet bomb. This should finish the mission unless you're very unlucky.

29: Sinking Ice Cap

Difficulty: 7

The tricky bit in this level is getting every go right. None of them is particularly hard,

but all are require an element of precision and you don't have much time. Prowess on a ninja

rope is definitely required... one slip onto a mine usually spells disaster.

Go 1: Ninja over to the far left using the tree stump as a second attachment point, and blowtorch into the stump, through the enemy worm. You should be able to hit him with the blowtorch 3 or 4 times, which will kill him.

Go 2: Ninja back over to the central tree. You should just about make it to the top with

enough time spare to freeze yourself.

Go 3: Ninja to the bottom left of the house (you can survive the dodgy-looking drop at the

top of the tree to get closer), and blowtorch into the house, killing the worm there.

Go 4: Ninja over the house, and blowtorch into the house again, hitting the worm. You may

well not kill him due to the steepness of the slope, but that doesn't matter.

Go 5: (If you didn't kill the worm in the previous go, kill him now then do this go next.)

Ninja back over towards the central tree. Freeze when you get close enough that you'll be able

to finish it next go.

Go 6/7: Kill the last worm, using either the mine or the oil drum if you need to. You don't

need to survive, which makes things much easier.

30: Aim long, aim true

Difficulty: 6

If you get the girders in the right place at the start of this one, it's not too bad, although you need to be pretty handy with grenades. Here's what to do:

Go 1: Use a girder starter pack:

One short diagonal one just above the leftmost enemy's head, going up and right, leaving a

small gap for your grenades to bounce down. This should stop him from getting you, but you

should still just about be able to kill him. For bronze and silver attempts there's an oil

barrel there to help you.

One long one vertically just the left of the third from the left, to help your aim later on

and stop him from firing.

One long one each side of you (left one vertically, right one sloping up to the right) so you

don't get pushed into the water or mines.

One long one vertically as high and right as possible.

Go 2: Fire a 5 second grenade at the worm on the red oil can. This is the easiest shot, as

everything points down towards it.

Go 4: Use your second girder starter pack to form a curve from the top right girder down to

the general. Your final grenade(s) will be bouncing along here, so bear that in mind.

Use any

spare girders to shield yourself, leaving only the gap you need to fire out - you shouldn't

need this, but it can't hurt.

Goes 5 and 6: Kill the worm you put the vertical girder by. This may well take a couple of

goes (even with the aim right) as the grenades are likely to nestle in the hollow below and

to the right of him. You'll get him eventually though.

From then on: Kill the general! It may take a while to range the shots, but eventually you'll

start getting grenades rolling down the girder curve you constructed.

31: Goody two-shoes

Difficulty: 6

Start off by blowtorching your way out of the left shoe, always retreating into cover between

turns. If you're lucky, you may be able to blowtorch an enemy worm into the water as you make

your escape.

When you're free, get that super sheep flying, and pick up the crates. The crates are (left to right, on gold attempt):

- 1 x Airstrike
- 5 x Mortar
- 4 x Cluster bomb
- 2 x Girder
- 9 x Grenade
- 3 x Ninja rope
- 2 x Baseball bat

If you possibly can, get all the crates then blow up an enemy worm... it's tricky though!

Make sure you get the ninja ropes.

After that, it's up to you... depending on how much of the weaponry you amass, it can vary

from easy to impossible. You may need to use a girder to provide a platform for you to drop

onto if you emerge from the left of the boot (as opposed to the top). I find it easier to deal

with the left hand side first, just 'cos it means you can attack close up then rope over to the

other side. Also, if you can end your go on top of two worms, they often leave you alone.

One final key point - sudden death is a blessing in this level, as it takes away their worm select ability. Knowing this, you can plan when to move where. The water does rise, but only very slowly.

32: Trouble in Toy Store Difficulty: 7

Your first priority in this mission should be to kill the assassin underneath the scientist.

Use a mortar and/or uzi to get at him, then blow him away however you please. If you can't kill him by his first turn, he'll probably move. If he does, you may not be able to get at him for a while.

Use girders to patch up holes in your defences. If you've blown a hole through to water in killing the assassin, block it off quickly.

The nearest worm is easy to kill, as there are lots of mines around and often he has crates nearby which can help damage him. In fact, the crates can help kill most of the enemy.

Try to keep your worms away from the scientist, as they can draw fire away from him.

33: Spectral recovery? Difficulty: 7 - 2 with this guide

There are two methods for this one: the first is fairly foolproof, and is adapted slightly from the one Hakan Waag sent me (thanks!). The second is my way of doing it, which takes one less go but is slightly more dodgy.

First method

Go 1: (Left worm) Blowtorch left.

Go 2: (Right worm) Blowtorch down/left from the bottom of the grenade hole which you'll probably be standing in.

Go 3: (Left worm) Blowtorch left.

Go 4: (Right worm) Blowtorch down/left again.

Go 5: (Left worm) Blowtorch left again from far left of tape hole.

Go 6: (Right worm) Blowtorch down/left again.

Go 7: (Left worm) Fire the shotgun horizontally left twice from a safe distance - that should get you out of the tape.

Go 8: (Right worm) Blowtorch down/right, into the hole with the crate in - you must pick it up this turn.

Go 9: (Left worm) Place the girder you just picked up horizontally next to you (you'll need to use a short girder).

Go 10: (Right worm) Doesn't matter what you do.

Go 11: (Left worm) Collect the crate, which completes the mission.

Second method

Go 1: Blowtorch to the right and retreat.

Go 2: Stand on the oil barrel - this is very important as you must die before you'd get another turn with that worm. You can kill the worm that attacked you if you like, but if you leave it alone it will take turns from other enemy worms that might block your patch later.

Go 3: Shotgun your way out of the tape and retreat.

Go 4: Go onto the next tape, at about the same height (so that you can jump back in even if the oil barrel has been blown up by the time you come back) and blowtorch diagonally downwards towards the crate. Stand at the bottom of your tunnel.

Go 5: Blowtorch or shotgun to the crate. Make sure you'll be able to get out... and start doing so, if you can. If you have been shotgunned in your last turn and the enemy is in the way, you should use the shotgun to get through to the crate - you should be able to do this in one blast, and then blast the enemy with your other shot, walking past him while he's recovering. If you don't get the crate this go, quit - you're going to fail this time.

Go 6: Run back to the starting point, and blowtorch left.

Go 7: Blowtorch left again.

Go 8: Blowtorch left again.

Go 9: Place a girder horizontally next to you (outside the tape).

The crate will now drop.

Go 10: Blowtorch through the final bit of tape and get the crate. Congratulations - you've completed all the missions!

~!~Training Guide~!~

And again, thanks to Jon Skeet for letting me use this too.
<http://www.yoda.arachsys.com/worms/wa/index.html>

~Basic Training~

This comes in three stages, one per medal, and there are three tasks per stage.

~!~Bronze Stage~!~

~Grenade skills Grade 1~

Both targets can be hit with grenades with 1 second fuses. The second one requires full power

or slightly less; both require quite low angles. (In fact, you can hit both targets using the same angle if you're lucky.)

~Shotgun skills~

Just shoot the targets - not a lot more to be said, really. When you're shooting down, get to

the edge of the girder first, otherwise there's a chance you'll hit the girder and hurt yourself.

~Bazooka skills Grade 1~

First target: Full power, low angle

Second target: About half power, facing right but nearly vertical - the wind takes the shot.

~!~Silver Stage~!~

~Rope Grade 1~

Use repeat swings here - press space to come off the rope, and space again to fire another

time. You should pick up the baseball bat in the crate without coming off the rope, then continue to the target, where you drop off the rope, select the baseball bat, aim and fire.

See the weapon tips page (when it's up) for more details on the ninja rope.

~Grenade Skills 2~

The first two targets are the same as before. The third one should be destroyed with a 2

second grenade fired at about 45 degrees and just under full power. Remember that you can

fire more than one grenade at a time.

~Using Firepunch~

You need to combine jumping with firepunching. Stand under the crate, select firepunch, hit

backspace twice to do a backflip, and when you're at the top of the jump, press space. This

will perform a firepunch from where you are, enabling you to collect the crate, which gives

you two more firepunches. You can then punch the targets in much the same way. For the last

one, you don't need to use a backflip - try a "straight up" jump, given by just hitting backspace once. (In fact, you may not need to jump at all; I haven't tried a standing firepunch.)

~!~Gold Stage~!~

~Rope Grade 2~

This is quite similar to grade 1. Collect the dynamite from the left hand side of the screen,

then make your way over to the target on the right (using repeat swings). Select the dynamite

by pressing F5, then when you're over the target (preferably not moving much), press return

to drop the dynamite. Land on the middle platform again, and watch the target blow up.

~Bazooka Skills Grade 2~

First target: full power, about 40 degrees from the horizontal.

Second target: full power, slightly lower.

Third target: about half power, facing right and just off vertical.

Fourth target: full power, and very shallow angle - the bazooka will skim the surface of the water before hitting the target.

~Grenade Skills Grade 3~

The first three targets are as before (except with the first two the other way round). The

fourth target requires a full power, 4 second grenade aimed just below the corner formed by

the girders above you (ie about 30 degrees from the vertical). The final target can be hit

from below with a 1 second grenade at a slightly higher angle and about 75% power.

~!~Weapons~!~

Bazooka - A bazooka that fires a missile.

Homing Missile - A missile that homes on your target, make sure you fire it far or it will

explode on the first thing it hits, like the ground below you.

Mortar - It is just like the Bazooka, except it doesn't do much damage but it drops more

explosives when it explodes.

Hand Grenade - A regular grenade.

Cluster Bomb - This grenade will shoot out more grenades when it explodes.

* Skunk Bomb - You can set off fumes by pressing spacebar and making it explode by pressing

Space Bar again.

Petrol Bomb - This will explode on contact and will keep the ground burning for a long time.

Banana Bomb - Like the cluster bomb except does a LOT more damage and the spread is large.

Hand Gun - A dinky gun with 6 shots.

** Shot Gun - This is a powerful gun, it can do up to 25 damage per shot.

Uzi - A fast firing gun, moderate damage.

Mini Gun - This gun is great! Shoots fast and does a lot of damage.

** Long Bow - The thing that Robin Hood uses.

***Air Strikes - Sends a strike of missiles from the sky.

***Napalm Strike - Just the like the Air Strike, but they explode while descending leaving fire to rain down from the sky.

Land Mine - A mine that will explode when you go near it.

Fire Punch - Punches straight up, burns straight through landscapes.

Dragon Ball - A ball of energy that does 30 damage.

Kamakaze - Your worm sacrifices itself to fly and explode in the direction you aimed.

Prod - Just pushes the worm you touched. It does no damage, but good for pushing guys into the water.

Axe - Cuts the enemies' life by half.

Blow Torch - Burns through landscapes in a horizontal to vertical direction.

Pneumatic Drill - Drills down.

Girder - A bridge that you can place where you want, you can change it by pressing <- or ->.

** Ninja Rope - A rope that you can shoot and hang on things.

Dynamite - A stick of dynamite.

* Sheep - Sheep that bounces around.

Baseball Bat - A Baseball bat.

Parachute- A way of going down gracefully, select it and jump off a ledge.

Bungee - Another way of going down but more exciting, select it and jump off a ledge.

Teleport - The best way of traveling distances

Flame Thrower - A cool weapon that does a lot of damage and burns through landscapes.

Homing Pigeon - Like a Homing Missile, but more dumber.

Mad Cow - Releases 1 to 5 (you choose) cows that roam around and explode when they hit a wall.

Holy Hand Grenade - Like a grenade, it explodes, but does more damage. Up to 100 damage.

Old Women- An exploding old granny.

* Sheep Launcher - Launches a sheep with a helmet.

* Super Sheep - A flying sheep that you can control.

* Mole Bomb - A bomb that jumps up digs into the terrain if possible, explodes on contact to worms.

~Legend~:

* - You manually explode it (With SpaceBar).

** - You get 2 shots with it.

*** - You can change where it comes from by pressing -> or <-.

~Special Weapons~

These are the weapons that you cannot configure in the menu, except the super sheep of course. I put them into sections to give you a better thought of what it is or what it does.

~Heavy Duty Killer Weapons~

Super Banana Bomb - Like the Banana Bomb but you have to manually explode it.

Indian Nuclear Test - When it explodes, it raises the water level and makes everyone infected.

** Concrete Donkey - It goes down and smashes anything beneath it or around the smashed part.

Armageddon - It starts to rain meteors, a whole hell of a lot of them!!!!

Magic Bullet - It is a bullet that will home on your target and it will avoid contact with the land.

~Regular Explosives

Super Sheep - Controllable flying sheep that explodes on contact.

Aqua Sheep - That sheep can fly and now can go freely into the water and swim around.

Ming Vase - Like a mine, but pieces of the vase fly out and explode on contact.

Sally Army - Like the old lady, but little tamberines burst out and explode on contact.

* MB Bomb - A fat round thing falls from the sky.

Suicide Bomber- Your worm inflates and exlodes. Any one that touches the green smoke after it will get infected.

~No Damage Weapons~

Worm Select - Let's you select other worms with TAB.

Scales of Justice - Evens out the health to everyone.

Girder Starter Kit - Let's you make 5 girders in one turn.

EarthQuake - Shakes things around, but won't hurt anyone. This can be used to push guys off edges or to mines.

~Strikes~

* Mail Strike - 5 Letters come slowly falling from the sky.

Mine strike - 5 mines fall to ground. These things bounce when the hit.

Mole Squadron - 5 moles get dropped off and dig their way until they hit something

** Sheep Strike - 5 Flaming sheep fall from the sky, they will bounce around making more damage.

** Mike's Carpet Bomb- This is like the Sheep Strike but, they are carpet bombs. They bounce,

blow up more times the than the Sheep Strikes does and causes a lot of damage.

~Legend~

* -Affected by wind.

** -They will blow up, bounce, blow up, bounce, blow up, etc.

~Weapons Buttons on Keyboard~

Utilities - Jet Pack	, Low Gravity	, Fast Walk	, Laser Sight	, Invisibility
F1 - Bazooka	, Homing Missile	, Mortar	, Homing Pigeon	, Sheep
Launcher				
F2 - Grenade	, Cluster Bomb	, Banana Bomb	, Axe	, EarthQuake
F3 - Shot Gun	, Hand Gun	, Uzi	, Minigun	, Long Bow
F4 - Fire Punch	, Dragon Ball	, Kamakaze	, Suicide Bomber	, Prod
F5 - Dynamite	, Land Mine	, Sheep	, Super/Aqua Sheep	, Mole Bomb
F6 - Air Strike	, Napalm Strike	, Mail Strike	, Mine Strike	, Mole Squadron
F7 - Blow Torch	, Pneumatic Drill	, Girder	, Baseball Bat	, Girder
Starter Kit				
F8 - Ninja Rope	, Bungee	, Parachute	, Teleport	, Scales of Justice
F9 - Super Banana Bomb	, Holy Grenade	, Flame Thrower	, Sally Army	, MB Bomb
F10 - Petrol Bomb	, Skunk	, Ming Vase	, Sheep Strike	, Mike's Carpet Bomb
F11 - Mad Cow	, Old Woman	, Concrete Donkey	, Indian Nuke	, Armageddon
F12 - Skip Go	, Surrender	, Worm Select	, Freeze	, Magic Bullet

~!~Cheats~!~

There are no type cheats, they all have to be earned.

~Smiley Face~

On certain days of the month, a smiley face will replace the thumping nuclear symbol. Just to tell ya, this isn't really a cheat. I just didn't know where to stick it.

Days:
17th of each month
Jan. 1

Note: I don't know all the days, so please e-mail me.

~More Multi Player Maps~

To get the Mission Maps as levels, you must get a Silver or Gold Medal. A Bronze will get you nothing.

~Weapon Options~

Laser Sight - Complete Level 4
Jet Pack - Complete Level 8
Fast Walk - Complete Level 13
*Invisibility - Complete Level 16
Low Gravity - Complete Level 20

Upgrades:

! Super Banana Bomb - Complete Level 33
**Aqua Sheep - Gold on Super Sheep Racing
!**Longbow - Gold on Euthasia
!**Shotgun - Gold on Rifle Range
!**Grenade - Gold on Artillery

~Game Options~

**Blood - Gold on Basic Training
**Sheep Mode - Gold on Crazy Crates
**Invincible Worms - Elite on Death Match
Indestructible Landscapes - Complete Level 25

~Game Setups~

**Full Wormage- Gold on Everything
Elite Ranking

~Legend~:

* - Only works on the net.
** - You will need to earn this medal or ranking.
! - Makes the weapon stronger, doesn't change what it is.

~!~Tips~!~

- Sheep can collect crates and stuff.
- Think of the wind when firing.
- Burrow at least one worm.
- Use strikes and super weapons if you are sure you are going to win.
- Try to shoot them into the water on island maps if you can.
- Try to conserve ammo.
- Make every shot count.
- Losing one worm doesn't mean anything if you kill 2 worms with it.
- If you can't hit the enemy worm(s) try hitting something near them to cause damage.
- Use girders for protection.
- Pick your targets carefully.
- Try to get crates or utilites before some one else gets it.

- Blow up crates or utilites that you don't want anyone getting it.
- Hide after you shot your weapon.
- Teleport when in trouble.
- Take the shot when you can.
- Take out weakest guy or a guy near on an edge first.
- Get crates, hog them when possible.
- Stay near an enemy so their other worms can't hit that worm, beware of Worm Select.
- Use weak guys as decoys so you can get your stronger guy to come and take them out.
- Trap an enemy in with girders, that'll make sure he won't get you for awhile.
- Use your weak worms for suicide soldiers. Like run into a mine near an enemy or send them into scenarios that will cause a lot of damage to the enemy that you not ever do with a worm with full health.
- If a weapon fire spreads, use it up as close as possible(Minigun, Uzi, etc...).
- If the enemy is near an egde and you want to do lots of damage to them and push them off at the same time, place a mine, dynamite, etc.... right beside them to launch(preferrably to the water). If they survive, they will atleast be hurt.
- Surround the enemy when you can.
- If you have a good shot, try to hit the enemy long range.
- If your target is straight ahead, use a 1 sec. grenade and toss.
- Expirement with grenades, since they are not affected by wind, they can save your life.
- If your friend is playing right beside you, poke him in the head so he will lose concentration (Its not my fault if he punches you in the face.)
- Poison can not kill the enemy, but it can weaken the opponent by a lot.
- Use Mole Bombs and Mole Strikes to reach enemies hidden deep into the terrain.
- Mole Bombs are great to tunnel into the ground.
- Think of a weapon with a good spread(Air Strikes) to get an enemy who has worms grouped up together.
- Do not waste strong weapons on a weak opponent, it is overkill.
- Try to divert fire from your guys in important strategical positions.

~!~Contacts~!~

Hi, my name is N.A.P.A.L.M., here is where you can contact me for anything you want.
My E-mail - Slaigar@HotMail.com

Visit my site at:
Fuel the Fire
<http://www.fuelthefire.ca.tt>

~!~Credits~!~

Me - For making this FAQ.
You - For reading it.
Team 17 - \
MicroPose - } For making Worms Armageddon.
Hasbro - /
Dan - Fix me a prob.
My cat and dog - They inspired me to do this
Jon Skeet - For the Mission Guide and the Training guide.
<http://www.yoda.arachsys.com/worms/wa/index.html>

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