

Worms 3D FAQ/Walkthrough

by darkhyena123

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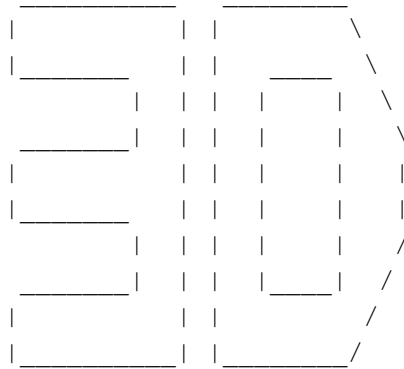
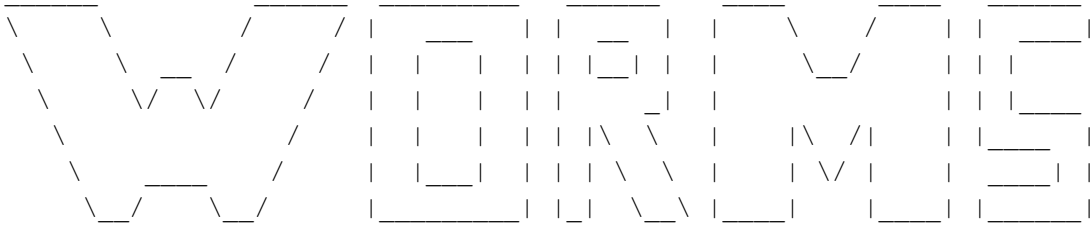


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1-Intro

Hello! This is my third guide I have written. I love the worm games. I have played every one. I don't know what is so addictive about tiny worms with bazookas, shotguns, and uzis, all I know is...IT IS!!! I hope this guide helps in any way that you hoped it would! I won't go too much into detail for the missions so if you're really stuck send me an e-mail. (under contact)

2-Version History

Version 0.25

May 19 2004: Started on a few of the sections, didn't do anything important bur plan to soon.

Version 0.50

May 21 2004: Started on the missions plan to finish in about a week.

Version 0.60

July 28 2004: Didn't finish the missions in a week! That's O.K. Still working on it though!

3-Controls

Start/Pause: Pause game

A Button: Shoot/Use weapon or utility

B Button: Jump (you can jump different ways by pressing it differently)

L Button: Blimp View

R Button: 1st Person/Aiming

Y Button: (Not used)

X Button: Open and close the weapon selection screen

Z Button: Change fuse for certain weapons

Control Stick: Move worm

C Stick: Change camera

4.0-Single Player

This is probably where you would be playing the most. Here you learn to play the game, attempt difficult missions, and test your skill at challenges. Good Luck!

4.1-Tutorial

Not much to say about this except follow the instructions on your screen and do it. (frankly I don't know why I put this in)

4.2-Campaing Missions

I will type detailed instructions on all 35 missions. No you're not going blind, 35 frickin missions! This section might take a while so be patient.

Mission 1: D-Day

Mission Type: Destroy All Worms

Worms Status: Worm 1: 150

Worm 2: 150

Worm 3: 150

Worm 4: 150

Clear Objectives: Collect the jet pack, then fly up to kill the ennemy.

Strategy: Just get as close as you can to the wall with each worm.

Watch out for the land mines. The ennemy will barely ever hit you, and it's possible they won't at all. When you get the jet pack, just fly up with your worms one by one and destroy your opponent.

Mission 2: Crate Brittain

Mission Type: Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Clear Objectives: Get the special crate.

Strategy: Send the first worm as far as you can. Cross the bridges everything. Don't try and kill anybody! It's a waste of time you don't have to. Once your first worm's turn is done then skip the second one's turn. Now keep going with the first one you should be near an island with a house on it. Once you get on the island go to the right and jump on the little piece of land. Keep jumping until you get the jet-pack. Once you do, turn around to face thehouse and fly over to the little crate on the island far away.

Mission 3: Grave Danger

Mission Type: Special Objective

Worms Status: Worm 1: 100

Clear Objectives: Find the three health crates.

Strategy:

Mission 4: A Leak In A Vegetable Patch

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Worm 4: 100

Clear Objectives: Kill the ennemy.

Strategy: You have to get your worms to high ground no matter what.

Every turn the water gets higher. One of your HAS TO teleport near the top of the shovel!

Mission 5: Ice, Ice, Maybe

Mission Type: Special Objective

Worms Status: Worm 1: 100

Clear Objectives: Stop the sheep from dying.

Strategy: This isn't that hard when you know what to do. Walk down the mountain, from the back in case you're too slow, and walk around the edge of the island in a counter-clockwise direction. Hide behind trees and hills. When you get to the fridge jump on the electrical wires and be very careful not to fall. You're almost there! I hope you didn't use your freeze. Use it on the wires when your time is almost up. Next turn finish the path and step on the button.

Mission 6: When Annelids Collide

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Kill the ennemy.

Strategy:

Mission 7: Rum Deal

Mission Type: Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Clear Objectives: Get all the crates.

Strategy: There isn't much of a strategy here. Fly and get the crates. Don't go too fast or you'll fall. You have about three seconds on the barrel until it blows up.

Mission 8: Earn Your Crust

Mission Type: Destroy All Worms/Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Get the three health crates, then kill the ennemy.

Strategy: Send your first worm and shoot the worm on the bridge with the bazooka. Stand back! Make sure the explosion will also hit the barill. He should fly into the water.

Mission 9: Apple Core Island

Mission Type: Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Get the crate.

Strategy: Every worm's turn go up close to the nearest guy to you and use prod then hide behind the rock and no-one will ever hurt you. After every worm's turn has passed there should be only the guy on the apple core left alive. There is a utility crate somewhere after the big wall. Get it to get a jet-pack. You only get 5 seconds with it

so make it count. Get up near the leaf on the apple (change the camera)
fly up and get the crate.

Mission 10: Helter Skelter

Mission Type: Destroy All Worms

Worms Status: Worm 1: 125

Clear Objectives: Kill the ennemy.

Strategy:

Mission 11: Take My Cherry

Mission Type: Destroy All Worms

Worms Status: Worm 1: 30

Worm 2: 30

Worm 3: 30

Clear Objectives: Get the crate and kill Boggy Pete.

Strategy: Your first worm should go as far as he can. When his turn is
over skip the next two. Bring your worm across the leaves and stems,
ect. and get to the brigde. Jump over the holes and climb the mountain.
Once you get the crate kill Boggy Pete. He'll never attack.

Mission 12: In Space No-One Can Hear You Clean

Mission Type: Special Objective

Worms Status: Worm 1: 150

Clear Objectives: Get the dirty crate.

Strategy:

Mission 13: Shiver Me Timbers

Mission Type: Destroy All Worms/Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Worm 4: 80

Clear Objectives: Kill the ennemy, then use a girder to get the captain
off the rock and on to the ship.

Strategy:

Mission 14: Falling For You

Mission Type: Destroy All Worms

Worms Status: Worm 1: 75

Clear Objectives: Kill the ennemy.

Strategy: Make sure you don't miss a plane!!!! I cannot stress this
enough! If you miss a plane you shall die!

Mission 15: Crop Circle

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Clear Objectives: Kill the ennemy.

Strategy:

Mission 16: Tree Village Trouble

Mission Type: Destroy All Worms

Worms Status: Worm 1: 50

Worm 2: 50

Clear Objectives: Kill the ennemy.

Strategy:

Mission 17: Movie Mayem

Mission Type: Destroy All Worms

Worms Status: Worm 1: 75

Worm 2: 75

Worm 3: 75

Worm 4: 75

Clear Objectives: Kill the ennemy.

Strategy:

Mission 18: Worm And The Beanstalk

Mission Type: Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Get all targets.

Strategy: Not much of a strategy. Try and get all targets with one worm because after you can just get your worms to fall and use a parachute last minute. (you can go into weapon select while you're falling)

Mission 19: School's In For Summer

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Kill the ennemy.

Strategy:

Mission 20: High Stakes

Mission Type: Destroy All Worms/Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Kill the king at the top of the hill with Van Wormsing and the base ball bat, then kill any remainig zombies.

Strategy: With the first two worms just skip your turn it's a waste of time. But with Van Wormsing, keep going until you get to the top of the mountain. Once there, kill the worm with the baseball bat. (this worm is the only one who can use it) Once he is dead you can kill the remaining worms.

Mission 21: A Quick Fix

Mission Type: Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Clear Objectives: Fix the computer.

Strategy: You have to kill all the worms first. There is no way you will win without first doing this. After you killed everyone go around collecting land mines and look at the book that you started on. Put land mines in the same pattern it shows. (the book shows the computer from the front not the back watch out)

P.S. Type "Team 17" on the keyboard to unlock something...

Mission 22: All Cooped Up

Mission Type: Destroy All Worms

Worms Status: Worm 1: 60

Worm 2: 60

Worm 3: 75

Clear Objectives: Kill the ennemy.

Strategy:

Mission 23: Trial Of The Damned

Mission Type: Special Objective

Worms Status: Worm 1: 250

Clear Objectives: Get to end of the islands.

Strategy: From the first island, use a girder so you can jump to the next island. Once there jump on the rope and crawl to the other side. There isn't much more strategy from here so just keep jumping until you finish. At the end you have to jump in the blue thing on the ground.

Mission 24: Showdown At The OK Corale Reef

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Clear Objectives: Kill the ennemy.

Strategy:

Mission 25: Plaice Holder

Mission Type: Special Objective

Worms Status: Worm 1: 1

Clear Objectives: Follow the instructions.

Strategy: No strategy required.

Mission 26: Hook, Line And Skimmer

Mission Type: Destroy All Worms

Worms Status: Worm 1: 75

Worm 2: 75

Clear Objectives: Kill the ennemy.

Strategy: Thanks to Stefan Rutland for sending this strategy:

As soon as the level starts go down to the beach and collect the first crate then

go across the island with the keg onto the island nearest the enemy selet the bazooka and fire at the first island. If your shot gets near enough to the keg it

will explode, destroying the island. Next turn: go across the bridge with you worm and get the next crate. Fire at the closest island. With your first worm try

and hit tht enemy on the boat thing. Skip the next go use your first worm again to obliterate the final enemy. This should get you gold and the sniper settings for

multyplayer.

Mission 27: Nobody Rides For Free

Mission Type: Special Objective

Worms Status: Worm 1: 50

Clear Objectives: Pay for the three rides.

Strategy: For this mission you must find three land mines and place them in the ticket booths. Two of the mines are on the rollercoaster track. I can't remember where the third is, I've never found it again. Before your turn is over try and find

good hiding spots. When you place a mine in a ticket booth, the worm near it will stop attacking you.

Don't let any of the mines explode to get something special...

Mission 28: Hold Until Relieved

Mission Type: Destroy All Worms/Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Worm 4: 100

Worm 5: 100

Worm 6: 100

Clear Objectives: Kill the ennemy in the area and stay on the targets

for a certain amount of time.

Strategy:

Mission 29: To Boldly Go

Mission Type: Special Objective

Worms Status: Worm 1: 100

Clear Objectives: Get to the top.

Strategy: Not much strategy just keep climbing. Every time that it says at the top of screen "keep an eye on the water level" the water goes faster. To win you have to go in the thing that looks like a bucket.

Mission 30: Beautiful Balloon

Mission Type: Destroy All Worms

Worms Status: Worm 1: 80

Worm 2: 80

Worm 3: 80

Worm 4: 80

Clear Objectives: Kill the ennemy.

Strategy:

Mission 31: A Good Night's Sleep

Mission Type: Special Objective

Worms Status: Worm 1: 100

Worm 2: 100

Clear Objectives: Make the boss fall asleep.

Strategy: This is hard to get use to. Find a sheep, stand on the circle on the little bridge, and use it so it jumps over every gate. You have to do this three times in a row. If you miss you have to throw one extra one. Ex. If you got two in a row and miss you go back to one.

Mission 32: Beefcake Breakfast Brawl

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Clear Objectives: Kill the ennemy.

Strategy:

P.S. Get the utility crate on the rafters to unlock a new weapon...

Mission 33: Costa Del Danger

Mission Type: Special Objective

Worms Status: Worm 1: 50

Clear Objectives: De-activate all land mines.

Strategy: Defuse the land mines. Here are their locations:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

Mission 34: Ragnarock-And-Roll

Mission Type: Destroy All Worms

Worms Status: Worm 1: 75

Clear Objectives: Kill the ennemy.

Strategy: Possibly the hardest mission in the game. Follow my instructions perfectly and you still might be destroyed by your opponent.

Mission 35: Alien Juice Suckers

Mission Type: Destroy All Worms

Worms Status: Worm 1: 100

Worm 2: 100

Worm 3: 100

Worm 4: 100

Clear Objectives: Kill the ennemy.

Strategy:

4.3-Challenges

Shotgun Challenge 1:

For this challenge there is a target on the map and you have to shoot it with a shotgun to add time to the clock and make another one appear. You start with one minute. Once you play alot it becomes easier because the targets are always at the same spot and appear in the same order

Shotgun Challenge 2:

This one is a little harder. It's the same concept but now the targets fall from the sky and you have to shoot them.

Shotgun Challenge 3:

For this one you have to waste a bunch of time to start shooting. Run and jump forward until you get to a hole in the fence. Once there you should be able to shoot some targets to your right. After they are all gone you have to go through the hole and shoot the other targets until they are all gone. You continue this until time runs out.

Super Sheep Challenge 1:

Super Sheep Challenge 2:

Super Sheep Challenge 3:

Jetpack Challenge 1:

Jetpack Challenge 2:

Jetpack Challenge 3:

Parachute Challenge 1:

Parachute Challenge 2:

Parachute Challenge 3:

Deathmatch Challenge 1:

Deathmatch Challenge 2:

Deathmatch Challenge 3:

Deathmatch Challenge 4:

Deathmatch Challenge 5:

Deathmatch Challenge 6:

Deathmatch Challenge 7:

Deathmatch Challenge 8:

Deathmatch Challenge 9:

Deathmatch Challenge 10:

5-Complete Wormpot Pictures and Their Meanings

This will be the layout for this section.

Name:

Picture: (as accurate as I can)

Definition:

Name: Worms Only Drown

Picture:

Definition: All worms have an infinite amount of health and can only be killed by falling in the water.

Name: Specialist Worms

Picture:

Definition:

Name: No Retreat, No Surrender

Picture:

Definition:

Name: Max Health Drops

Picture:

Definition:

Name: Wind Affects Weapons

Picture:

Definition:

Name: Energy Or Enemy

Picture:

Definition:

Name: Max Fall Damage

Picture:

Definition:

Name: Crate Drops Only

Picture:

Definition:

Name: X2 Damage

Picture:

Definition:

Name: Crates Everywhere

Picture:

Definition:

Name: Super Hand To Hand Combat

Picture:

Definition:

Name: Super Firearms

Picture:

Definition:

Name: Super Animal Weapons

Picture:

Definition:

Name: Super Cluster Weapons

Picture:

Definition:

Name: Super Explosions

Picture:

Definition:

Name: Power Hand To Hand

Picture:

Definition:

Name: Power Firearms

Picture:

Definition:

Name: Power Animals

Picture:

Definition:

Name: Power Cluster Weapons

Picture:

Definition:

Name: Power Explosions

Picture:

Definition:

6-Weapons List

Bazooka:

Grenade:

Cluster Bomb:

Mortar:

Homing Missile:

Homing Pigeon:

Banana Bomb:

Viking Axe:

Prod:

Fire Punch:

Baseball Bat:

Shotgun:

Uzi:

Dynamite:

Land Mine:

Sheep:

Super Sheep:

Mad Cow:

Old Woman:

Holy Hand Grenade:

Earthquake:

Petrol Bomb:
Scales Of Justice:
Gas Canister:
Air Strike:
Nuclear Test:
Worm Select:
Teleport:
Parachute:
Ninja Rope:
Girder:
Bridge Kit:
Jet Pack:
Sticky Bomb:
Blow Pipe:
Lottery Strike:
Doctors Strike:
Binoculars:
Crate Spy:
Double Damage:
Double Turn Time:
Freeze:
Low Gravity:

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