

Worms FAQ

by Hyperactive

Updated to v1.5 on Mar 30, 2003

WORMS (PSX)

BY: Wayalla (Aaron Baker) Wayalla1(at)yahoo.com.au V 1.5

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01: INFORMATION           Information including Version, Author  
02: INTRODUCTION         Opening to the game, and also the guide  
03: CONTROLS             The buttons to learn to play the game  
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NOTES BEFORE READING:

This document was created on WorPad using Courier New, Western as the font and size 10. If you are downloading it to your hard drive or whatever, this is best viewed on this font. I wouldn't want to know what it looked like on a different font.

If you are looking for something particular in the guide, press CTRL + F to find it. For example, type in Versions and it will come up with the versions section, hopefully.

One more thing, this guide is free, so enjoy it!

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1: VERSIONS AND INFORMATION  
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A. Information

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This guide is for Worms on the Playstation (PSX)  
It was made by Wayalla (Aat ron Baker) Wayalla1(at)yahoo.com.au  
Version 1.0 of document.
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[Version: 1.0] [Date: 02/11/03] [Size: 41kb]  
First version of the guide, released to www.gamefaqs.com, and I'm hoping  
it will get posted. I might still update, but only if this is put as a  
bare-boned walkthrough, since I'm trying to get it to a full dot.
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[Version: 1.5] [Date: 02/13/02] [Size: 51kb]

Jumped ahead, but I thought I should make this a 0.5 jump is because I probably will not update again. I have this time added afew more basic game tips, what I have submitted and some more fun things. Thats about it.

[Version: 2.0] [Date: 02/15/03] [Size: 52kb]

Added the descriptions to the table of contents, thats about all. I Still might add a Frequently Asked Questions section, and also level type techniques, so I might not be done yet, or I might, I'm not sure yet.

C. In Depth Information

/		\
GAME:	Worms	
CONSOLE:	PSX	
MAKERS:	EA Sports	
GAME VERSION:	European (If applicable)	
CATEGORY:	Strategy	
GUIDE TYPE:	FAQ	
CREATED BY:	Wayalla	
REAL NAME:	Aaron Baker	
E-MAIL:	Wayalla1(at)yahoo.com.au	
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D. Copyright

If your saying, "You didn't pay for the copyright, that means that you can't copyright it" Then you obviously don't understand the copyright rules then do you?

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http://www.gamefaqs.com
http://www.gamers-realm.com

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Thats it, no one else, unless I decide otherwise. Anywhere else will have to e-mail me first. I have the right to deny your website use of the guide because it is mine. All of the contents in this file were written by Aarn Baker, unless stated otherwise in the credits section at the end of the guide. Cheat Code Central is forbidden to use this guide. If any websites are using this guide without my permission, the appropriate steps will be taken to get the guide off the site.

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The author of this document can be contacted via e-mail, which is: Wayallal(at)yahoo.com.au! Monst questions will be answered unless the question is answered in the guide, the title doesn't include the games title or something like that, and also no spam and stupid e-mails. You are allowed to download this file onto your hard drive, thats the whole point of the FAQ really, to print it because I doubt many people have the console and computer in the same room and no one will want to stay at the computer playing the game.

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2: INTRODUCTION  
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A. Worms Introduction

Worms, it isn't exactly one of my favourite games in the world but it is still great and provides alot of entertainment when I feel bored. The game was released ages ago, but I am still occasionally popping in to play it. It doesn't have the best of graphics or gameplay, but as I said it is still good.

B. Guide Introduction

Oh, a FAQ for Worms, just great. I would of made anFAQ for this ages ago, but I didn't have a computer or the internet so I didn't knwo about gamefaqs. This will be about my 16th? guide that I have made. Please enjoy it.

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3: CONTROLS  
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A. The X button

The X button is the most important button of the game. This is used to fire the weapon you are currenty using or use the current item that you have slected. Stop holding down X when you reach the speed that you want the weapon to go.

B. The Square Button

This has two uses. Press it once and you will be able to look around the level. This is good for viewing the positions of all the other worms you find out there. If you press Sqaure twice, teh camera will zoom out and you can have your shot like this if you wish.

C. The Circle Button

Double press this and you can turn action tracking off/on. Action tracking means the camera follows the worm or the weapon being fired. Default is on, and I prefer to leave it that way, but you choose for yourself.

D. The Triangle Button

Triangle also has a very good feature. Press this button and your worm will jump. Not very far, but still useful. If you want to jump farther, maybe use your ninja rope for better results. Watch out you don't jump down a cliff or something. If you do that, you will lose your shot.

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## 4: BASIC THINGS

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Introduction

Here is where I list the real basic things of the game. This includes things like the weapons crates and the worms. These are just basic descriptions, there are probably more sections throughtout this guide that can give you more information on such things, for example: The weapons description here can be found in depth afew sections later.

Worms

The worms are the things you play. They have health, but none have different atributes to each other. They die instantly if they fall into the water or fall off the edge off a cliff (The egde of the game map) or if they just lose all of there health.

Weapons

Weapons are what you need to kill rival worms with. If you want to select a weapon to use, then press the select button and a menu of weapons will come up. Then choose which weapon you want to use and then use it. Weapons come in different shapes and sizes and all have different atributes.

Weapon Crates

These things fall all over the place usually after each worm in a team has had there shot for the round. They appear in a random spot and drop, but they never drop in the water. These contain weapons, and you can move around the playing field gathering these up.

Land

Before you even are playing, you will need to select your land that you are going to play at. Press the X button and you can type in a number to select the land you want to play at. You could type in your name and see what it comes up as. It is usally randon though, and the land just gives it a different feel.

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## 5: WEAPONS LIST + TIPS

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Sheep

A good enough weapon. It is powerful, and comes with good use. It just sounds abit wierd. "Exploding Sheep." This is what these exactly are. Fire one away, and bang, it will fly off and hit whatever it first comes to. If it gets stuck, then you will have to detonate it. Make sure yo detonate it when it comes across somebody by pressing the X button. Defenetly a usefull enough weapon that can cause damage. The only problem is that you can only get these in weapon crates. Also, there is a cheat, see the cheats section for more information about it.

Bazooka

This sounds like it is a great weapon, which it would be in alot of games. But in Worms, it is absolutely shit. Seriously, being the shooter of it isn't a privelige. The wind always takes it off line and you can never get a good enough shot on someone from far away. The only time you can use it effectively is when you can actually see the opponent in the view of the screen. The accuracy is crap, because of the wind. It does abit of damage, but that means nothing because you can't even target properly to hit someone to take off that damage. Try to only use this if you are really desperate for weapons, or the opponent is fairly close to you.

Greande

Ack, another pretty crap weapon. Want a better alternative to this? Try the banana bomb, or even maybe the cluster bomb. They are both way better than this piece of shit. There are afew good things about this though. The main thing is you have unlimited on the default mode, which means you can just fire away and not loose any. Accuracy is good enough. Aim it in the air by pressing up and down, and then set the time limit and bounce using R1 and then L1. Set the meter and let go at the right speed. If you get it on target or good enough, this can be dangerous and can take off a fair amount of health. One explosion isn't eough though, I want more, more, more!

Banana Bomb

The most powerful weapon in the game. Seriously, if you get this, use it stright away, or save it for a rainy day. Okay, lets prove the powerfulness of this weapon. Where you are, first set the bounce and the amount of seconds it will go for by pressing the L1 and R1 buttons. Then set the speed and let it rip. A bomb will go up in the air., and when it lands, it will explode. But thats not it, watch what happens next. More bombs appear out of the one that exploded and fall down. There are about 5 of these banana's, and cause MASSIVE amounts of damage to anything it hits. For a full effect, try to get it in a little crevasse that is narrow and then watch the explosion. Great stuff.

Shotgun

Meh, I guess you could call this good enough. There is really no point in using this though. The only time I can think of using this is when you have run out of all the other good weapons to use and are up close to the enemy that you want to hit. Make sure you stand back from the enemy when you are firing it, because if you are too close and you shoot, you will lose health and the rest of your turn. So stand back, and pump the worm body with a shotgun shell. Once that is done, the worm reloads. What this? Another shot, it's a double barrel shotgun, so you

get two shots. This weapon can also have a fairly big enough range, but aiming people far away is a big problem. The bullets can take off enough health though.

Fire Punch

Why? I'd say. Why indeed. There is so many punch things around you can do, and why you would want to do this is beyond me. The only time I could really think you would want to do this is if the enemy is close to the edge off the map, and if you go past there, then you die. Just go up close to the enemy you want to knock, and press the X button. You will wind up for the punch, and then hit the player. If you get the hit good enough, the worm will go sailing through the air into the water or whatever you want to do with them. I guess this is kind of useful, but not as much as some of the other weapons can do. Stillgood in my book though.

Dynamite

I absolutely love this. Just because it resembles something used in real life. Dynamite is an explosive if you didn't know. Okay, the only time you will ever want to use this is if you are close to an enemy, or find a big bundle of worms (Even if they are your own :P) and want to have some fun. The dynamite works different from all the other weapon in the game, as once you press X, you still get the change to move. So once you lay the dynamite stick, haul ass out of there. Run for your life, as it's going to blow, and I can assure you that you don't want to be in the explosive path of it. This does alot of damage and can hurt people to the fullest.

Airstrike

This is one of my favourite weapons in the game as well. Not due to the damage, but due to that you can use it anywhere. The airstrike calls in like a pack of grenades to be dropped somewhere in the level. This is best used for packs of worms you find anywhere in the level. This will drop grenades over them, only they aren't as powerful as grenades. The thing I like about this is that you can be hiding to call one of these in. You don't need to throw it, so you can be in your trenches and call one of these, the only weapon that works like this in the game. The bombs that drop from the sky are powerful, as a perfect hit takes off about 50 of a worms health, and when you drop 5 of them, they can take off more, but because they are spread out, most of them wont hit that worm, thats why I say save for a big pack or if you are hiding.

Homing Missiles

50/50. These are good, but have flaws if you know what I mean. The homing missiles are just bazooka bullets, but they are homing. In case you don't know what homing means, it means it seeks out the place you clicked on and hits that place or worm you focussed on. Most games have something like this. First of all, aim where you want the missile to go in the air. This part really doesn't matter, but just don't aim it in the air. When you press the X button, it will give you a location to home the missile on. Once the missile is aimed at the target you want to hit, set the power. Once again, the power doesn't matter. Then watch the show as it locks on and hurts the enemy. Sometimes this will miss the target due to the fact it has too much speed or can't turn enough to hit the target.

Cluster Bombs

Now we move onto these. These are just normal grenade type bombs, but come with an extra surprise when it explodes. You will know when you fire them. These are a common weapon preferred by the computer and will always use them against you. When you pick one of these up, use them straight away. They are one of the best weapons in the game, but not as good as the banana bomb. Aim at where in the air you want it to go, and then set the speed and the bounce and try to get it so that it will land right next to a pack of worms or nearby. When the bomb first hits the ground it will cause a massive explosion, yes that's good, but there is another hidden bonus. More bombs will come out of that one bomb and fly up in the air and land and explode once again, so the one bomb fast becomes 4 or 5 bombs.

Uzi

Yahaha, an alright weapon, but not too good. You should all know what an Uzi is, if you are that stupid, it is a machine-gun that is used in many games including this. This weapon isn't very powerful each shot, but because it fires like a machine-gun, it can cause a bit more damage. Just aim it at the enemy you want to kill, and make sure they are close. If they are a bit farther away, but not too far, adjust the screen a bit by pressing and holding the square button and look at the enemy. Then fire away. The worm will fire one whole round of uzi bullets and the aim may be off because of the recoil. Overall, this isn't a great weapon, but not too bad either. Use only when you run out of good weapons to use.

Dragonball

Hmm, this really reminds me of a cartoon, and all fighting cartoons use these kind of things. This is just a basic fireball that you can throw out of you. Aim first, and then press the X button and it will fire this dragonball and hit any enemy in the way of it. Do not be too close to the enemy though, or you will get some of the damage back on yourself. Overall, there are better alternatives to this, and I hardly ever use this weapon. It is quite weak, and just pure crap, in my opinion. But feel free to experiment.

Mines

Well, you should all know what this is as well. Mines are things that when you step on them or come fairly close to them, then explode on you and you lose damage. These are also commonly found across each level and you can preset how many you want in the level by going to options. You get different mines though. Maybe you are being chased or something, put these down and the enemy on his next shot won't bother coming for you. Also, they can be used for protecting your base. Once you put the mine down, don't go back into the mine, but run away and when you are out of the range, the mine will kick in effect and your turn will be over.

Minigun

This, I guess could be called a secret weapon. If you want one of these, then you have to find them in weapon crates or use a special cheat. Look in the cheats section for them if you want the cheat. Anyway, the minigun is like the uzi, but more powerful and can cause more damage to the worms. Once you get this, then use it because you have unlimited. Aim it at a pack of the group, and then fire away at them. This is best used

when people are below you, because the recoil can cause the bullets to go sideward, and you can still get some of the worms.

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## 6: ITEMS LIST AND TIPS

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Blowtorch

Ever wanted to act like it's a war or something and dig trenches where you can hide in and call upon airstrikes to finish the enemy? This weapon is your to use. This will dig trenches in the ground and all. Aim the blowtorch to the direction you want to dig in and press X and watch it dig down in that direction. You can also dig people's heads if it comes to that, but it takes off hardly any health at all if you do that. But remember, trenches can just be dug out more with a dynamite, and if you are going to hide, use your airstrikes to get people.

Ninja Rope

This is a very useful item, probably one of the most useful items in the game. This allows you to swing to reach different places. You have unlimited of this as well, and you can use it an unlimited amount of times in one go. Just aim somewhere, at like a cliff or something and then swing up to there and bounce off the walls to the top. If you still can't get up, on the ground aim it into the ground and then try. It also looks fun to act like a ninja as well. Use the skills of this effectively and you can get out of a potential area you think is a prime spot for attacks or get out of enemy territory. There is 1 fault to using this though, it is that if you try using a banana bomb or something like that after just using this, you cannot change any of the settings like the seconds amount and the bounce. Overall a good item to use and needed.

Girders

Ahh yes, this is like protection from strikes and all those sort of things. A girder is just like something solid that acts like a roof that is powerful, but can be blasted through with a few goes. I hardly ever see the computer using these, but if you are playing a friend, you might want to protect your base or something with these, they can prove useful and save your worms' life. Another use for this is repairing a bridge that has been broken in the middle, but I can assure you your girder will just be blown away again. Wise to use in the right situation.

Teleport

Hah, a very useful item. Sometimes weapon crates are scattered all over the level, and you want to get these, then you can teleport right on top of them and get useful goods before someone else gets them in there. Use the cursor to choose where you want to teleport to and then click there. Make sure you are clicking fairly close to the ground, otherwise you will fall from the teleport location to the ground and lose a lot of health that could easily be avoided. The computer on crap mode always uses this as well, and hardly ever attacks, but they are just plain stupid!

Drill

Absolutely useless. There really is no use to this, or there is a main

use, but another tool can do the job better than this. The drill just digs down into the game, and if you wish, you can drill people's heads. What something better? Try the blowtorch. The drill works fast, and lasts for a little more time than the blowtorch, which I guess is the only + for this thing. This can be used for making trenches up, but once again can only be used for digging straight down into the ground, and pretty much nothing else.

Kamikaze

I'm not surprised if you don't know what this is. Kamikaze means that you are going to kill yourself, but try to take other worms with you as well. I'm not sure if it fully kills all the worms you hit, but the only time I could see you want to use this is either if you are
1) Having some fun and want to die. 2) See a very big pack of enemy worms lined up in the perfect position for a Kamikaze attack. You equip some special bandanna to your head, and then fly off. You end up exploding at the end, but usually for a good cause.

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#### 7: EXTRA COMMANDS

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Introduction

These are just some extra commands to use, if you feel like doing something really stupid. These didn't quite fit in the section labelled "Weapons and Items" because they really serve no purpose.

Skip Go

The name really explains it. Maybe you are stuck in a crevasse or something, and you can't dig any farther and have no airstrikes left, then I guess you could use this to have your go. You don't get your shot back though, once you skip your go, then you can't have it again when you want to, you have to wait for the other worms to have all of their shots.

Surrender

This, too, really explains itself. Maybe you have done something wrong in this game and want to surrender to quit the game quickly. Or, a trick you could play on one of your friends is that you select surrender on their items/weapons list and say when they look back something like I killed the rest of your worms with my last go. Great for a quick win, but sadly, the computer never does it.

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#### 7: OPTIONS

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Introduction

Worms, surprisingly is a small game, but it has so many options to choose from. Most of them are to do with the main game, but still it has a friggin lot to choose from.

Rounds to win the match

You can make worms more interesting by making it that you have to win so

many matches before you actually win the whole match. When all worms on one team are dead, that is counted as 1 round. Unfortunately, you can only choose between 1 and 2. They should of made it more, in my opinion, but it was them making the game, and not me.

Round time in minutes

Basically explains itself. This can be used for strategy as well. This means that the round is played to a certain amount of minutes, and when that time is up, the round ends and I'm guessing the team with the more health left wins. As I said, this can be used for strategy. If you are winning, you can have your shot at the end of the "Move time in seconds." to waste some time, but only if you are winning.

Move time in seconds

This is how much time you have before your shot ends. This can make the game funner, but also if you want more freedom to explore, then you can set this to unlimited.

Maaximum number of mines

This means how many mines are placed in the level when you first start on the land. Select the amount of mines you want to have on your land. This is the maximum amount though, sometimes it will be less than the desired amount of what you wanted by selecting in here.

Automatic action replay

Action replays only happen when either 1) Two worms are killed in the one shot by a worm. 2) When a team wins, the last shot that killed the last worm is replayed to see the winning shot. Leave it on, otherwise I'm not sure if you see those two things.

Round time displayed

Okay, this is simple. 1st select the amount of time in the round from above, and then here you can choose if the round time is displayed on the screen or not. If you don't want any pressure, then press no. IF you want to see how far into the level you are time wsie, then select yes. This isn't apllicable if you have the Round time on N/A.

Extra time at timeout

I really have no clue of what the hell this is. You can't call any "Time-outs" because this isn't friggin boxing or basketball. The only thing I can think of it to be is that when you press start, the time for your round will keep on going.

Banzai mode

Heh, in my friends instruction booklet, ages ago it mentioned something about this, apparently if I remember stright, it is something to do with Dynamite, and it turns all other weapons off and you can only use this. Correct me if I'm wrong.

Action Tracking

Action tracking is when the camera actually follows the moves of the worms or the bomb that is being sent into the air. This can also be

turned off during the game as well, so you don't really need to worry about this.

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## 9: TESTS AND AUDIO

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Music Volume/Test Music

Here, you can view the music in the game, and set the volume of it as well. Pretty simple stuff.

Effects Volume/Test Effects

here, you can view the sound effects in the game, and set the volume of it as well. Pretty simple stuff.

Memory Card

Basically just known as Load, Save and default settings. Pretty self explanatory stuff, but incase you don't know, default means set all settings to what they origanlly were.

Full Motion Video

No idea, I guess this is those movies that re always showing up from time to time throughout the game.

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## 10: TEAM SELECT

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Introduction

This section describes about the teams in worms, and how to edit them and all that crap. I will not list all of the teams with there players, unless I am really bored, but I wil list how to edit the teams and all those sort of things.

Viewing

When you first play the game, go to what says Team Select or whatever. Here, you can view all the different teams to play as. Cycle through the teams to see all the players in the team and the team names.

Selecting your team

If you want a team to be you, then click up on the top section. It should already say human, so leave it as that. But if it doesn't for some reason, then change it to human. You can also choose the computer teams as well. Note that the teams here are not the ones playing a big game, this is just for the leage, so select the teams you want to be in the league, it can only be 1 if you wish, or it can be all of them, it is up to you.

CPU Intelligence

What are the differrence is the good, ok and bad commands here, these next sections will tell you abit about the Artificial intelligence and how it affects your game and which one is the best to use. Note that

this is for how dumb the computer acts. Please read the section after this one, labelled: "11: ARTIFICIAL INTELLIGENCE"

Changing the name

You can also edit your team if you wish. You can change the name, and put the names of your friends, family and all of that in the team and the name. To change a name, press X on the name and then rename it by choosing the letters you want.

Human and Computer

Every single team will be in the league. It doesn't matter if they are ones you have selected to be human, or ones you have left alone or the ones that are controlled by the computer, every single team will be in the league. Make sure you choose at least one human team to play in the league, otherwise you will be watching.

Final Note

Lets just say you are already half way through the career mode, and you decide to change the team and the names of your team memebers in it. If you do this, all your settings will be back to normal, for example, WINS: will be set back to 0 PLAYED: Will be set back to zero, etcetra.

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11: ARTIFICIAL INTELLIGENCE  
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Introduction

I'm only 14, so I can't spell big words like that, especially on the computer, where I seem to have so many spelling mistakes, but hand writing seems so simple in terms of spelling. Anyway, you will notice that when you team select, you can choose the difficulty of the computer. Here I will list come of the things the computer does with these settings on.

CPU Poor

They are absolutely shit! You cannot get worse than this, they are bad. There main move is the teleport. They always teleport, and if you turn that off, they mainly use crappy airstrikes and the odd bazooka that will miss you by a mile. You should easily win this match, if not, then you suck too.

CPU Okay

Okay, now we are getting slightly better. The computer starts to use some grenades, but usally nothing more powerful except for the odd cluster bomb that goes off target. They use bazookas and other explosives and homing missiles that can usally hit you, but are sometimes off line. This

CPU Good

They are excellent. They have good aim, and use best damage weapons and get them on target, and if it is a powerful weapon, then it can cause major damage on you. Beware, and hide in crevases.

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12: LEVEL TYPES

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Hell

This place includes picutres on the devil and a background of all flames and hot liquid lava when you fall into it. Everythig can be blown up.

Arctic

Set in somewhere like antartica. The land is ice, but it doesn't act like it, for example, you do not slip around all of the place.

Candyland

All, the fair. Err, candy all around. Mostly canycanes and all are around the place, and also the land looks like chocolate and smarties, although, it is not edible. *Puts hand through TV*

Beach

Yeah, I have seen this afew times. It consists of sand and all that crap.

Misc Places

These are a mixture of land types and all that and come in different size and shapes.

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13: BUILDING A BASE

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Introduction

Sometimes it is better to hide and use defensive tactics, so you may want to buld a base, here is some advice on how to build a good, solid base where you wont get ratted out with dynamite.

Move time

Select a number, weather it is 10 seconds or 30 seconds, it doesn't matter. If you set it to none, your friend can get down in your base and blow you out and has all the time in the worl to do it, so elect a time limit for this.

Digging

Basically known as trenches. Trenches are great for going underground, which is probably what you want to do. Use the blowtorch to drill diagonal down. Make sure it tis diagonal down, if it is straight down, and enemy could easily drop a dynamite in there from the top.

Protection

You will need to protect yourself. A great way to do this is to put girders. Girders are like barricades, use them and they will block attacks when they hit them. They lose life very quickly though, so you might want to replace them often.

Attacking

If you want to attack while you are defending, a great way to do it is by calling in airstrikes all over the place. If you have unlimited airstrikes, then good, use them all. If not, then just watch the action above you and stay quiet.

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## 14: GAME TIPS

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Introduction

I'm sorry this had to come this late in the guide, but these are just miscellaneous tips, and the real tips are in the weapons section as those are what you use to win and all.

Weapon Crate Snatching

Grab these crates when you very first see them. Teleport onto them and then snatch them as soon as you can. Make sure your guys get them first, or they could fall into the wrong hands of people.

Exploding Worms

Once your worm is dead, you can still get back at the person who did the attackm but only if they are close, really close. When your worm dies, he will explode into a RIP sign. Use this to your advantage if you are in a pack of worms and this is even good for destroying a bridge if you are on it with the dead worm.

The Wind

The wind can be annoying at times, and it will knock your bazooka bullet off course. Try to use the wind to your advantage and hit the enemy worms using the wind. If the colour is over to the right, then the wind is going to the right, and how far of the bar is covered is how much wind. The wind doesn't affect things like the banana bomb and such.

Rebounds

This can prove very useful as well. This cannot really be purposely done, as it is usually accidental. If you hit another worm on your landing from being up in the air, then you will hit the worm if you bump into them and maybe knock them down a cliff or into the water.

Explosion Range

Sometimes a worm is sitting near the edge of a cliff, or near a cliff but not real close enough to do a prod or dragonball/fire punch. If you want to put dynamite there to blow him off, it is best not to put the dynamite on him, instead, if you want the worm to sial all the way to the left of screen, put the dyanmite on the right of the guy. Same goes for any other weapon like that.

Quick Kills

If you are playing matches with things like 500 health, getting them down to 0 is a pain in the ass, because it will take awhile. Instead of

getting them all the way down to 0 from 500 health, the best way is to knock someone into the water, or off the edge of the screen. If a worm has 500 health and falls into the water, he is dead straight away, no matter how much health. So that is the best way to go about killing people.

Bridges

These are bad, very bad. Actually it depends on who you are, the one on the bridge, or the one about to fall off the bridge. If you find yourself on a little bridge, then get off of there as soon as possible, or put a girder underneath to stop you falling. Bridges are death traps, and 1 airstrike can take it all out, as well as all the worms on there as well. Be careful, very careful!

Missed Anything?

There is still more basic game tips to be added, but I can't think of them now. Feel free to email them to me, and I will update this as soon as possible when I think of a tip, or get a tip.

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15: LEAGUE STANDINGS  
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Introduction

The game is basically based on a league system, unless you choose friendly. Here are what the abbreviations mean and all that sort of stuff, here you will find it.

Game Mode

Down the bottom is something called a choice select. It will say League at first, and this means that the worm teams are all competing in a competition against each other in a league for points and all that. Click again to change it to friendly. Here you don't have to worry about the league and just have some fun with friends and all that sort of stuff. Choose whatever game modes you want.

Next / Last

This option is down the bottom of the screen, and is simple to tell you. If you click this, it will go down to the next page of the league standings. If you click again while you are on this page, it will bring you back to the top page of the worm rankings. Simple enough.

Teams Playing

You have to select a few teams before you can actually play the game. In case you don't know, the minimum amount of teams you can play in one match is four, because that is all the colours of the teams that can fit in the game. Select your teams by clicking on them.

Play

This option will not be available to you at first, because you cannot play a game with no teams selected, silly! Select your teams (See Above for more information) and then click on this to start gameplay. Whee, your on your way.

Played

This thing at the top shows you how many games your team has played on the chart.

Won

Basically, tells you how many games you have won. To win, be the last team standing with at least 1 worm and everyone else is eradicated. 'nuff said.

For

The little 'F' up the top. This stands for 'for'. To get a point on the for category, you must kill a worm. If your team kills a worm, you get a point towards you. Simple as that.

Against

Basically the same as above, but each time you lose a worm, you get a point here, which is bad, of course. Try to get a point on the for instead of against, if possible.

Difference

I am not sure what this really stands for, but I am guessing difference.

Lets just say that:

You have 50 points in the for section

You have 25 points in the against section

Then you will be + 25 points. If you are plus, it will just be a normal number shown. If you get into the - category, it will show a minus next to the number.

Unfair Play

The title says it all. Sometimes the table / chart isn't really effective and fair. This is because sometimes you choose a 2 team match, and other times you choose a 4 team match, then obviously it is easier to win a 2 team match than a 4 team match, so this can affect the ratings seriously.

Table

This is what the rankings table looks like:

TEAM NAME	PLAYED	WON	FOR	AGAINST	DIFFERENCE
Your Mum	4	4	12	1	11
Billy and Bob	2	2	8	3	5
John Smith's	2	2	8	4	4
Bo Peep	2	2	8	4	4
Larry Doodle	2	2	8	4	4
Some Team	3	2	8	7	1
Best Losers	3	2	8	8	0
**** off	3	2	8	9	-1
Cool Guide	3	2	8	9	-1

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16: FUN THINGS

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Introduction

Worms is full of fun things to do. Here are just several things to do to make the game have better lifespan and also for you to just have some extra fun.

Bases

Bases are a great thing. Make it you cannot attack for your first 4 goes, and then start digging around all over the place and disable the airstrike so the worms have to actually infiltrate the base, and probably get killed.

Combinations

Go to the weapons menu, and select only a few weapons to play with. Here are some combinations to use.

NO girders, blowtorch or drill, so you can't be defensive.

NO airstrikes, cluster/banana bombs grenades or homing missiles

ONLY dynamite and homing missiles

ONLY the ninja rope, girders and the shotgun

Try more combinations yourself for maximum effect.

Massive Explosion

Okay, first of all,

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16: CHEATS

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Introduction

For all you cheat seekers out there, here is a list of cheats that are in the game. There are more, but they are yours to try and find. I will only list one cheat, the rest you can go scampering for.

Different Weapons

Select the weapons options from the options menu, and then move to the left or right so you are not highlighting anything. Then, continuously press: Square, X. Keep doing that and a few commands will change on the options menu.

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17: MY REVIEW

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Hello, this is my review of Worms, for the Playstation system. Worms is a great game, really great.

GRAPHICS:

Well, this game was made awhile ago, so you guessed it, they really ain't that good. You can get a whole stream of place to fight at.

GAMEPLAY:

Now, this is what really matters, the gameplay. This is excellent, bloody excellent. Couldn't ask for better, well you could, but this is still excellent. The game is nice and smooth to do and the worms react to situations by saying things and stuff like the weather kick into play sharply.

18: ENDING STUFF
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Introduction

The ending of the FAQ, it's been fun, but I now have other important guides to write. Here, this is just the end of the FAQ, which you really don't need to read. It just says the copyright stuff and all that shit.

Copyright

If your saying, "You didn't pay for the copyright, that means that you can't copyright it" Then you obviously don't understand the copyright rules then do you?

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The author of this document can be contacted via e-mail, which is: Wayallal(at)yahoo.com.au! Monst questions will be asnwered unless the question is answered in the guide, the title doens't include the games title or something like that, and also no spam and stupid e-mails. You are allowed to download this file onto your hard drive, thats the whole point of the FAQ really, to print it because I doubt many people have

the console and computer in the same room and no one will want to stay at the computer playing the game.

E-mail Policy

You can email me with any tips, hints, or anything I have missed in this guide. I will reply to any question you have about the game as well. I will not reply to spam, junk, and poor grammar and spelling emails. My email is Wayallal(at)yahoo.com.au

Whats to come

> Maybe a Frequently Asked Question section describing all questions that gamers out there might have.

> More game tips, I am missing a hole freakin' bunch of them, and any support will be credited.

Contributors

None yet. This list will grow when I get contributions and hate mail in my e-mail inbox

Thanks

Inferno - Me and Inferno were going to write a Grand theft Auto 3 guide, but then it didn't work out. I done all the work, and it was taken down. Sorry about that Inferno.

FCB - The FAQ Contributors board here at gamefaqs, great advise and tips and stuff on FAQ making.

About the Author

My name is Aaron Baker, I reside in Adeladie, South Australia, Australia. My hobbies include Writing Guides, Playing Sports, Video games and more.

END OF FILE