

# Worms FAQ

by Crazyreyn

Updated to v1.3 on Jul 20, 2005

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W O R M S  
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Sony Playstation  
FAQ, Version 1.3  
Last Updated - 20/07/2005  
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If you could, rate this FAQ so I can get some feedback.

Thank You.

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# INTRODUCTION

Hello and welcome to the Worms FAQ. Within this document I will tell you just about all there is to this game, from how to get the most out of the weapons, hints and tips for your team and all the menu options explained.

This game is probably one of my favourites, it's so simple and easy to play with just about anyone, and is so much fun. I keep coming back to this game every so often for another blast, and with all the different options and tactics you can use, it never gets old, and there is always room for improvement.

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Searching -

Simply copy and paste the section you want to go to into the Find box (to open it, press CTRL+F). Now press enter twice and you will be taken to your selected section.

## 1. VERSION HISTORY

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| Version 1.3 - 20/07/2005 |
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Updated the format so it's more spacous; gone through the FAQ so it reads somewhat better and added the Weapons cheat, something I couldn't believe I missed out.

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| Version 1.2 - 13/06/2004 |
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Changes in legal notice, format, and reduced the file size a little.

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| Version 1.1 - 19/08/2003 |

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Updated the list of sites that can host the FAQ; changes the Conclusion and Special Thanks section; and also reformatted it slightly and corrected some errors.

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| Version 1.0 - 13/07/2003 |

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The first version of the FAQ, with everything completed.

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## 2. GAME OVERVIEW

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This section is just a look over all things in the game, such as how to play it and the controls.

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### 2.01. Basics

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Basics

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The goal of Worms is the kill all the other teams of worms. To do this, you use a range of weapons all with different effects, so you use different weapons for different situations. Depending on the game settings, some weapons you can only use a limited amount of times so making the most out of what you have got is important. Up to four teams, computer or friend controlled, can play at one time with each team consisting of four worms.

The game is set in turns, where only one worm plays his turn, then goes to another team's worm, and so on. In a turn you can use a weapon and move around the landscape, such as walking or jumping. Note that you have a certain amount of time to make your move, otherwise if will go to the next team for their turn.

Each worm has an energy level, which decreases when the worm has been injured. Injury occurs when they are hit by a weapon, fall from a height, or a next to a worm when they die. When the worms health goes to 0, they die. Before doing so they explode a little and injure any worms that are nearby. Other ways of dying include going out of the play area to the left or right, or into the sea at the bottom of the level. When the worm dies the worm is removed from the game. The last team of worms that remains alive wins.

-----  
Extra Time  
-----

Each battle has a time period, and when that time is up the match goes into extra time. All the remaining worm's health goes down to 1, and the sea slowly increases in height swallowing the land up. This means that even a slight hit will kill the remaining worms, and after a while the entire level will be swallowed by the water. Extra Time can be turned on or off in the options menu.

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Ending your turn  
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There are several ways that your turn can be ended. The two most common are using a weapon, and the turn time running out. The other ways are if you are injured, eg. stepping on a landmine, dying by falling into water or off the screen, or falling from a height. When your turn ends, it automatically goes to the next team.

-----  
Weapon Crates  
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During the match, yellow crates will be parachuted into the level. Within these crates are weapons that are collectable. To collect it, simply walk into the crate; this will not end your go, so you can collect the weapon or item then use it within that very same turn. You can also blow the crates up, which is a great tactic if there are any worms nearby as they deal a high amount of damage, and it would also mean that other teams cannot collect their contents.

-----  
Landmines  
-----

Landmines are what they say on the tin. There are randomly placed into the level, and when a worm goes near one they explode, injuring the nearby worms and destroying a small part of the scenery. Worms can also place landmines onto the level, providing they have any left on them as a weapon. You can turn the amount of random landmines there are in the game's options.

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Wind  
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There is wind that is ever changing during the match. The wind's direction and power can be found at the bottom right of the screen. The wind affects certain weapons, such as the bazooka so must be taken into account when playing.

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Landscapes  
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There are different landscapes you can play in. There are different types, which have different characteristics such as colours and structures. The levels are random thanks to the landscape generator. More details on the landscapes can be seen in section 6.

-----  
Game Screen  
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This is the game screen of Worms during a match -

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| W O R M S | ----- |
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```

- 1 - A nice logo of Worms. Big and red.
- 2 - This is the bottom panel and shows details of the wind and power of the weapon being used. The top is the wind, and has two bars, showing what direction the wind is and how powerful it is. The one below that is the power bar, and shows the power of the shot.
- 3 - The area of play.
- 4 - Each teams overall health, which starts at 100%. It decreases when a worm gets injured. For example if a worm dies, it will go down to 75%.

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## 2.02. Controls

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This is the default control setting -

Control Method A - Jump = Triangle  
Fire = X  
Tracking Mode = Circle  
Screen Modes = Square

To change the setting, you have to go to the Worm Options menu, go to the control method that is just above EXIT. The other controls you can play the game in are -

Control Method B - Jump = X  
Fire = Square  
Tracking Mode = Triangle  
Screen Modes = Circle

Control Method C - Jump = X  
Fire = Circle  
Tracking Mode = Square  
Screen Modes = Triangle

These are controls which apply to all the control methods and don't change.

Movement = Left and right on the D-Pad  
Aiming = Up and Down on the D-Pad  
Pause = Start  
Weapon Selection = Select  
Change weapon timer = L1  
Change weapon bounce = R1

#### Fire

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Makes the worm use his weapon. Each weapon has different uses and effects. Holding on fire with some weapons builds up its strength, so it might go further for example.

#### Jump

----

Makes the worm jump. The worm will not jump far, and just where it is facing. To go around the landscape easier, use something like a teleport or ninja rope.

#### Tracking Mode

-----

Pressing this centres the view on the worm or action (like a missile). Double pressing this toggles the tracking mode on or off.

#### Screen Modes

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Double pressing this button means that the view zooms out to the landscape. Holding this button on allows a free view, so holding and pressing buttons on the D-Pad means you can look around the landscape.

#### Movement

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Pressing left or right on the D-Pad moves the worm around the landscape. Its a slow movement this way, and he will stop when he approaches something.

#### Aiming

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Pressing up or down in the D-Pad aims the weapon cross-hair up or down. Remember that if some landscape gets in the way of your aim your fire is not gonna go far.

#### Pause

-----

Pressing START pauses the game. On the screen then appears PAUSED, and in the bottom left corner is the worms name, and in the bottom right corner is the

levels code that you put into the landscape generator. Also, pressing SELECT here brings up the Quit Options, where you can go straight to Extra Time, Draw the round, go back to the main menu or resume the game.

#### Weapon Selection

-----

Pressing SELECT during play makes the Weapon Selection bar appear. Pressing SELECT again brings up the second selection. Pressing it again takes it back to the first selection.

#### Change weapon timer

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With the grenade based weapons (the Grenade, Cluster Bomb and Banana Bomb) they have a timer before they go off. By pressing L1 you can change this timer from 1 to 5 seconds.

#### Change weapon bounce

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With the grenade based weapons (the Grenade, Cluster Bomb and Banana Bomb) you can change the bounce power, from Minimum to Maximum. Pressing R1 changes it.

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### 3. MENU OPTIONS

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When you boot up the game, after the Ocean and introductory videos, the main menu will appear. Use the D-Pad to move the curser about the screen, and X to select an option. Here is everything explained.

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#### 3.01. Play Game

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Here is where you go to play the game. You will presented with a league table of the teams. Underneath there is DOWN / UP, where you can view the other half of the league, LEAGUE / FRIENDLY where you decide what sort of match you want to play (League means that the results will be updated onto the league, and Friendly is a friendly match where the results don't update onto the league). EXIT goes back onto the main menu.

To play a game, select the teams you want to play. Hover the curser over the teams name and press X to select it (it will then be in white). When at least two teams have been selected, START will appear at the bottom between LEAGUE and EXIT. Up to four teams can play in one match. Remember that you can use teams from both the bottom and top half of the league. When you are done, selecting START will begin the game.

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League

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Here is a diagram of the league when you first play the game -

TEAM	P	W	F	A	D
1 UP	0	0	0	0	0
2 UP	0	0	0	0	0
3 UP	0	0	0	0	0
4 UP	0	0	0	0	0
FAB FOUR	0	0	0	0	0
ROYALTY	0	0	0	0	0
TOP DOGS	0	0	0	0	0
TAKETHIS	0	0	0	0	0

- TEAM - The teams that you play with. You can create you own teams, but they will have to overwrite some existing ones. They are crap anyways, so don't feel any guilt. ;) For more details on how to create your own team go to sub-section 3.02. which is the bit after this one.
- P (Played) - How many matches your team has played.
- W (Won) - How many times your team has won a match. This is the deciding factor in the league standings, so the more you win the better position in the league you will get.
- F (For) - When you kill a worm on another other team, you gain a point here.
- A (Against) - When one of the worms on your team dies, you get a point here.
- D (Difference) - This is For - Against, and says how you are doing overall on you killing and keeping worm accounts. For example, if you have killed 10 worms (10 in F) but 3 of yours have died (3 in A) then the difference is 7 (7 in D).

To get higher positions in the league you have to win more matches, plain and simple. It two teams have the same amount of Wins, then it goes to the difference to decide. The team with the higher difference goes ahead of that team.

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### 3.02. Team Entry

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This is where you can create your own team, or edit existing ones. At the top is the TEAM NAME, selecting this with your curser allows you to rename it. To rename press up or down on the D-Pad to change the letter, and left and right changes the character you want to edit. When you are done, pressing X will take you to renaming the CAPTAIN worm, then WORMS 2 to 4. You edit their names in the same way you did the team name. When you press X after editing WORM 4, the renaming ends and you take control your curser again.

Between the team name and the worms, you decide who the team is controlled by and their energy. For controlling, you have a choice of HUMAN, CPU GOOD, CPU OK and CPU POOR. Selecting HUMAN means that a person can play with this team only, and selecting CPU means only the computer plays with this team. The difficulty changes, so that GOOD is the teams difficulty is hard, OK is normal and POOR is easy. Makes sense, eh? Energy is each worm's energy that it starts with. You can have it from 75, to 500 in 25 incensements. Pressing X increases the energy amount, and triangle decreases the amount. It is probably best for all teams to have about the same energy so that the playing is fair. Or, if you would like a challenge, how about creating three teams of 500 energy set on CPU good against you of 100? Could prove interesting. ;)

In the bottom left hand corner is NEXT and LAST, which switches the team so



you can view and edit another team. CLEAR deletes all the teams information, so be sure that you want to delete all the info before doing so, and EXIT returns you to the main menu.

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3.03. Worm Options  
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This is the main options of the game, where you can change just about every thing in the game here to make it more customised.

Game Options  
-----

These are options that will affect the gameplay of Worms. Pressing X on the item changes the amount, and triangle puts it back.

- |                             |   |
|-----------------------------|---|
| Rounds to Win the Match     | - Choose either 1 or 2 rounds to win a match. More rounds mean that the match lasts longer.   |
| Round Time in Minutes       | - Choose to have this OFF, or up to 30 minutes of round time. When the time is up, the round goes to sudden death.  |
| Move Time in Seconds        | - This decides the maximum time for a worm to make his move. This can be OFF or up to 60 seconds. When the time is up, it then automatically moves onto the next worm.                      |
| Worm Placing                | - Where the worms will be placed on the map. Either RANDOM or TEAMS. RANDOM is better in my opinion, as in teams a well placed banana bomb or something can take them out in a single turn. |
| Maximum Number of Mines     | - Decides the maximum amount of mines in the level. Either OFF or 1 to 8. The mines are placed randomly.  |
| Automatic Action Replay     | - When a worm does a good move, killing another worm in a good way or style, an action replay will play automatically.  |
| Round Time Displayed        | - Select either ON or OFF. If its on, the time is displayed, if its off it isn't.   |
| Extra Time at Time Out      | - Select either ON or OFF. After the time has ran out Extra Time will play if its on. Extra Time is where all the remaining worms health goes down to 1.                                    |
| Banzai Mode                 | - Select either ON or OFF. Having it on means that things do more damage, and as the manual says, the explosions will have the strength of dynamite.  |
| Action Tracking             | - Having this ON centres the view on the worm that is on its turn.  |
| Clear all league statistics | - Selecting this will clear all the league stats which you probably don't want to do. If select it, it asks you again to be sure.   |

Pressing EXIT goes back to the worm options menu.

Weapon Options  
-----

Here you select how many of each weapon each worm starts with. You can either have it from 1 to 9, on (unlimited) or off (none to start with). Pressing X

changes the amount, and triangle goes back. I prefer having all the weapons ON. Also you can put in a cheat here to have the bonus weapons included - to do this press X then Square repeatedly. The weapons are SHEEP, MINIGUN and BANANA BOMB. Note that these take over LANEMINES, UZI AUTOMATIC MACHINE GUN and CLUSTER BOMBS. You cannot save this cheat, so every time you start the game you have to put the cheat in. When you are finished, press EXIT to go back to the worm options menu.

WEAPONS CHEAT - Press X then Square over and over on the Weapons screen.

#### Load / Save Options

-----  
Here there are three status options - Save, load and default. Save saves all the settings onto the memory card, Load loads the settings from the memory card and Default puts all the settings back to what they were originally. When you are done here, press EXIT to go back to the worm options menu.

#### Audio Options

-----  
These change the audio options of the game. Pressing X on an amount increases it, whereas pressing Triangle decreases it.

Music Volume - From 0 to 10. This affects the music volume in the game.  
Effects Volume - From 0 to 10. This affects the effects volume in the game.  
Test Effects - From 0 to 66. Changing the number plays the sound effects.  
Test Music - From 0 to 5. Changing the number plays different music.

When you are finished, press EXIT to go back to the worm options menu.

#### Video Options

-----  
There is only one video option here - whether you want Full Motion Video on or off. The FMV will play before each match, and although nice for a while, can get annoying, so you can turn it off here. Press EXIT when you are done to go back to the worm options menu.

#### Control Method

-----  
This is found on the Worm Options menu, just above EXIT. There are three different controls you can play the game in, and they are...

Control Method A - Jump = Triangle  
Fire = X  
Tracking Mode = Circle  
Screen Modes = Square

Control Method B - Jump = X  
Fire = Square  
Tracking Mode = Triangle  
Screen Modes = Circle

Control Method C - Jump = X  
Fire = Circle  
Tracking Mode = Square  
Screen Modes = Triangle



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| 13 | 14 | 15 | 16 | 17 | 18 | 19 |      | 20 | 21 |
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13 - Blowtorch	18 - Kamikaze
14 - Pneumatic Drill	19 - Prod
15 - Ninja Rope	20 - Skip Go
16 - Bungee	21 - Surrender
17 - Girders	

=====  
4.01. Weapons  
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-----  
Bazooka  
-----

Damage: 50 points

Affected by Wind: Yes

Affected by Gravity: Yes

Landscape Damage: Yes

How to use: After aiming using the D-Pad, press and hold fire to build up the shot, and let go to fire.

Tips on use: Its a good and a bad weapon this, and it depends on the wind level. You can perform some very good shots if you practice, like bending it round corners or ledges and can be of great help, but is very tough to do. I personally just aim it at a worm nearby and but it on full power so it hits them dead on. The wind can also aid your power if you fire it in that direction. Also, if you are under a ledge that has a worm on, hitting the bottom of the ledge at full power will cause the worm to fly off, hopefully into a mine, off the screen or into water. I tend to use the weapon for close shots, under ledges, and if I have ran out of ammo on other weapons. Overall not bad but can prove very useful if you practice with it; the CPU often shows off with it.

Rating: 7/10

-----  
Homing Missile  
-----

Damage: 50 points

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: Yes

How to use: Press fire and a curser will appear. Use the D-Pad to locate where you want the homing missile to go, then press fire to confirm. Now the view goes back to the worm, where you aim with the D-Pad. Press and hold fire to build up the shot, and let go to the fire the homing missile.

Tips on use: This is the Bazooka but can go after a selected target of your choosing, being a worm, crate etc. After selecting the worm or place it fires into, the aiming is important. The homing missiles do not dodge the landscape at all; they just go straight to the point you targeted regardless of what's in the way. So its best when aiming to aim if you can up into the air so it goes up, then hopefully comes down onto the target from above. Aiming at weapon

crates with worms nearby is a treat too. Do not attempt in targeting worms when they are surrounded by the landscape or when you are surrounded by landscape, as they will be a high chance it will not reach the worm. Overall this weapon is great if used correctly, and is awesome for picking out single worms or targets late in a match when you want little room for error.

Rating: 8/10

-----  
Grenade  
-----

Damage: 50 points  
Affected by Wind: No  
Affected by Gravity: Yes  
Landscape Damage: Yes

How to use: After aiming using the D-Pad, press and hold fire to build up the throw, and let go to fire. Note that before throwing you can change the fuse time and the bounce amount. To change the fuse time, press L1 (this sets how long before it goes off) and to change the bounce press R1 (this changes it between min and max bounce).

Tips on use: These are similar to bazookas in a way. You aim and fire them the same, although they are not effected by the wind, yet bounce and roll around. They require practice, and are useful in firing into holes and gaps where you cannot fire a gun straight into. Also adjust the bounce nature and fuse time according to the situation. A cool idea is on bridges stick it on minimum bounce an skip it across the bridge at a worm in the middle or other side. Overall only use it after enough practice, and for firing into gaps, holes and over ledges.

Rating: 6/10

-----  
Cluster Bomb  
-----

Damage: 25 points per little bomb (5 bombs)  
Affected by Wind: No  
Affected by Gravity: Yes  
Landscape Damage: Yes

How to use: After aiming using the D-Pad, press and hold fire to build up the throw, and let go to fire. Note that before throwing you can change the fuse time and the bounce amount. To change the fuse time, press L1 (this sets how long before it goes off) and to change the bounce press R1 (this changes it between min and max bounce).

Tips on use: These are grenades that when they explode, shatters into five smaller bombs. These little bombs are great for groups or dealing a lot of pain to a few worms. Note that they are still grenades at heart and bounce and roll around the same and again need practice to deal out good shots. The great thing is that if you miss a little the bombs that come out spread out, so you have a greater chance of hitting your target - also it damages more this way too. A nice idea is to shower a group with them, by aiming far into the air and getting lots of power so it hovers in the air above the screen for a bit, pops, and rains bombs. Overall great for groups, and for dealing greater damage to single or

few worms.

Rating: 8/10

-----  
Banana Bomb  
-----

Damage: 75 points per banana (5 bananas)

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: Yes

How to use: After aiming using the D-Pad, press and hold fire to build up the throw, and let go to fire. Note that before throwing you can change the fuse time and the bounce amount. To change the fuse time, press L1 (this sets how long before it goes off) and to change the bounce press R1 (this changes it between min and max bounce).

Tips on use: This is the perhaps the most powerful thing in the game, and is a secret weapon to boot (either collect in ammo boxes or use the cheat to unlock). This is the exact same as the cluster bomb, but the smaller bombs are bananas and deal out up to 75 points worth of damage! These are great for groups, and will knock out a team with one with a good shot. See the cluster bomb for more notes. Overall I think that this is the best thing you can have and is perfect for groups of worms blowing up a large chunk of landscape.. bridges! yes!.. but still, it isn't worthy of a ten due to that its a grenade based weapon (but if you can use grenades good, then you have a big advantage here) where room for error is high; often have I missed to find the bomb coming back my way.

Rating: 9/10

-----  
Shotgun  
-----

Damage: 20 points per shot (2 shots)

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: Yes

How to use: Aim the cross-hair with the D-Pad, and press fire to shoot the first round. Then you get another shot.

Tips on use: Nice in a way. The only weapon (that damages) that enables you two shots in a single turn, which is good for if you miss the first time, then you can reajust your aim and try again. Also if two worms nearby are low on health but cannot be killed with a single shot on something else, then use this to get them both. It's also nice under thin ledges or bridges to get several worms or just to create holes. The bad things are that it does hurt that much, and is best for close range.

Rating: 8/10

---  
Uzi  
---

Damage: 10+ points

Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: Yes  
How to use: Aim the cross-hair with the D-Pad, then press and hold fire to shoot a burst of automatic bullets.  
Tips on use: This is not the best of weapons to use. When firing the aim wobbles a little, and so can miss or not hit that much. Is worth a try maybe on worms that are closely packed together. I would highly advise an other weapon, say the shotgun.  
Rating: 3/10

-----  
Minigun  
-----

Damage: 30+ points  
Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: Yes  
How to use: Aim the cross-hair with the D-Pad, then press and hold fire to shoot a burst of automatic bullets.  
Tips on use: This is a more powerful version of the Uzi (found in ammo boxes and using a cheat to unlock). This still has the problems of the uzi in that when firing the aim wobbles a little but IS easier to aim I guess, but now hits them so they fly off a little. Is worth a try maybe on worms that are closely packed together (especially if they are weak) but still would advise an other weapon perhaps.  
Rating: 5/10

-----  
Fire Punch  
-----

Damage: 30 points  
Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: No  
How to use: Move next to the worm you want to use it against and press fire.  
Tips on use: This is great for hitting worms into water, a mine or off the screen. The punch doesn't hit the worm that much horizontally, but more vertically instead. This is good as the worm can then go over a raised part of the landscape or another worm. Also, your worm jumps too, which is good if you want to clear some landscape above you, or if you want to hit a worm above you. The Dragonball is perhaps better for hitting worms to their doom overall though.  
Rating: 7/10

-----  
Dragonball  
-----

Damage: 30 points  
Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: No  
How to use: Move next to the worm you want to use it against and press fire.

Tips on use: This is great for hitting worms into water, a mine or off the screen. The punch doesn't hit the worm that much vertically, but more horizontally instead. So if you want to sure that worm is gonna get there to his doom, use this over the Fire Punch.

Rating: 8/10

-----  
Dynamite  
-----

Damage: 75 points.

Affected by Wind: No

Affected by Gravity: Yes

Landscape Damage: Yes

How to use: Pressing fire drops a stick of dynamite, where you have 5 seconds to move away to a safer place (or you can stay there, but that's suicide). After 5 seconds, you stop moving and the dynamite goes off.

Tips on use: This is a great weapon to use, as it provides a great accuracy (just drop it next to a worm) and you can escape to point where you cannot be harmed. Make sure, unless you don't mind getting harmed, that you know your escape route or position that you will go to after you have dropped the dynamite. Use this on worms that are close together also. A great idea is to drop these on other worms. Just go to the ledge above them, stand right by the ledge (be sure to face the ledge too) and if drops it off the edge. This is good for accuracy, as throwing a grenade or something similar off an edge is harder to do. Do this down holes too. Also, if you are creating a base or something or want to make a big hole in the landscape after you have drilled into it, dynamite creates a nice reasonably large circle after it explodes. Overall, this weapon has almost no drawbacks and does a lot of damage. Just make sure you are out of the way before it explodes...

Rating: 9/10

----  
Mine  
----

Damage: 50 points

Affected by Wind: No

Affected by Gravity: Yes

Landscape Damage: Yes

How to use: Pressing fire drops a landmine, where you have 5 seconds to move away to a safer place (or you can stay there, but that's suicide). After 5 seconds, you stop moving and the landmines remains unexploded until a worm approaches it.

Tips on use: The only real use is to guard an area, eg. a tunnel with a land mine so any worm coming near it gets it. They can be used a dynamite substitute, but its weaker, and should be used after your dynamite supplies have gone. I don't use mines much, and I think you shouldn't either. But for tunnels, its class.

Rating: 6/10

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Exploding Sheep



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Damage: 75 points

Affected by Wind: No

Affected by Gravity: Yes

Landscape Damage: Yes

How to use: Pressing fire releases a sheep which jumps and moves around.  
Pressing fire again makes it explode. If after 30 seconds you haven't detonated the sheep, it explodes regardless.

Tips on use: A comical weapon nonetheless, and is essentially moving dynamite. The drawbacks are that you cannot control the sheep and it will go anywhere, like the wrong way you want it to, it can get stuck, jump onto water or off the screen, and even come back to you. I think that you shouldn't use it a lot due to how unreliable it is, but is nice if you want to gamble it to go over an area like a long bridge to get a worm, and you want to stay away from that area. Just be sure not to take you time exploding it or it will explode anyway, and at the right moment.

Rating: 7/10

-----  
Airstrike  
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Damage: 30 points per bomb (8 bombs)

Affected by Wind: No

Affected by Gravity: Yes

Landscape Damage: Yes

How to use: Pressing fire makes a curser appear, which you move with the D-Pad. After selecting the position, pressing fire again does an airstrike there.

Tips on use: This is a good weapon if you are lucky. Its surprisingly inaccurate, and you have where you want it to go will not go there 75% of the time, but to the left or right of that point. So you can if you want try to put it to the left or right of the worms that you want to hit, and hope it hits them dead on. The airstrike bombs hit for about 30 points each, and are ideal for groups or nearly dead worms. Towards the end of the game, a good idea is to hide somewhere and call airstrikes to a single or few worms on top of the landscape. These are also great on bridges and on the icy levels (where they can slide into other worms after being hit). Despite how inaccurate these are, the airstrike is still one of my favourite weapons, and I tend to use it at the start and end of the matches, at groups.

Rating: 8/10

-----  
Teleport  
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Damage: N/A

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: No

How to use: Pressing fire makes a curser appear, which you move with the D-Pad. After selecting the position, pressing fire again moves the worm to that position.

Tips on use: This is a simple but nice 'weapon', it simply moves your worm

into another area. If you are surrounded by worms / landscape and you want out, and using the ninja rope isn't ideal, then the teleport is a good way to go. Sometimes though, if you are teleporting to a cave or a place surrounded by landscape (a tunnel for example) it will not let you, as you got to have some reasonable space to teleport to. Good places to teleport to include on weapon crates and in cave areas.

Rating: 8/10

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Blowtorch  
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Damage: 10 points

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: Yes

How to use: After setting the direction with the D-Pad, pressing and holding fire activates the blowtorch. It will stop after a brief period of time.

Tips on use: The tool for hiding. Great for the defensive player. You use this if you want to borrow into landscape to create tunnels to hide in, or create a base (if you want). Don't bother using this to go up or down (keep it horizontal or diagonal) or as a weapon.

Rating: 7/10

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Pneumatic Drill  
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Damage: 10 points

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: Yes

How to use: Pressing and holding fire activates the pneumatic drill. It will stop after a brief period of time.

Tips on use: Like the Blowtorch, is good for building bases or being defensive. Don't use as weapon. This is not as useful as the Blowtorch, as you will probably make your tunnels more horizontal than anything, but is of use.

Rating: 6/10

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Ninja Rope  
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Damage: N/A

Affected by Wind: No

Affected by Gravity: No (swinging with the rope yes)

Landscape Damage: No

How to use: After aiming at a part of the landscape you want to swing from using the D-Pad. Pressing fire shoots the ninja rope in that direction (note that the rope isn't very long). When the worm is dangling on the rope, you can swing using the D-Pad. Pressing fire again lets go of the rope.

Tips on use: This is THE way to go if you wanna move somewhere on the landscape! When you are attached to the landscape, there

are two ways of getting somewhere. Either press up so you go to the base of where you hit so you move to there then let go. The other way, which is much better, is to swing. Pressing left and right makes the rope swing (try to press left as you are going left, and right when you are swinging right). Then you can extend the rope so that you hit some landscape, then let go to go there. Or, you can let go in the swing and fly across the screen, hopefully to somewhere you want to go. A funny thing is to attach to a piece of land this is in midair, and to swing 360 degrees around it, and let go to fly off somewhere (somewhat useful, but mostly suicide). Not only that, you can use the rope as many times as you want in your turn. While on a rope it just takes away something like five seconds from your time however long you are on it, so take your time. You also don't end your turn after you fall from a long drop. The only drawback is that it takes a while to go from place to place, and also your friends that you are playing against might moan about this. ;) Practice so you can move to places quicker and more efficiently.

Rating: 10/10

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Bungee

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Damage: N/A

Affected by Wind: No

Affected by Gravity: Yes

Landscape Damage: No

How to use: Making sure that this weapon is selected, when walking off a cliff it automatically activates. You can swing using the D-Pad. Pressing fire again lets go of the rope.

Tips on use: Sort of like a ninja rope, you can swing when dangling, but not to the same extent. It can be useful in some circumstances, like if you want just to drop vertically down, but otherwise the ninja rope is a much better choice.

Rating: 6/10

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Girders

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Damage: N/A

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: No

How to use: Pressing L1 switches the angle of the girder, and pressing fire places it. Note that it has to be placed on a clear background, and not on any part of the landscape.

Tips on use: This just places a girder in midair. Great for protection, and if you building a base or something. Also nice if you want somewhere to hang on with the ninja rope and there isn't any landscape nearby to hang from. Nice in a way, but I doubt you will using the girders a lot.

Rating: 5/10

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Kamikaze

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Damage: 30 points  
Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: Yes  
How to use: Aim the worm in the selected direction, and press fire to execute.  
The worm will fly in a straight line in the direction its facing  
and explodes after travelling about two thirds of the screen.  
Tips on use: I haven't used this a lot, but in the right circumstances it can  
be awesome. The worm will travel in a straight line, and when it  
hits another worm it takes off 30 points, and when it explodes  
causes about 50 points. This can be used to kill single worms at  
the end of a match, aimed at entire teams and is GREAT on  
bridges. The worm can go through the landscape and just about  
anything else. Oh, and if you didn't already know, this kills  
the worm that uses this weapon. Which is a slight downside but  
if you use it right, it means you can draw a one on one worm  
fight at the end of a match.  
Rating: 7/10

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Prod  
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Damage: N/A  
Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: No  
How to use: Aim the worm in the selected direction, preferably next to a worm,  
and press fire to execute.  
Tips on use: Prods a worm. Great. This is one useless move, just pushes them  
slightly. I guess its very funny if you just prod a worm off a  
cliff to their doom, but you can mess up if the worm doesn't get  
pushed enough to fall off, meaning you have wasted a go. Simply  
use another weapon that makes the worm go further and hurts them  
also (eg. the Dragon Ball).  
Rating: 2/10

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Skip Go  
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Damage: N/A  
Affected by Wind: No  
Affected by Gravity: No  
Landscape Damage: No  
How to use: Press fire to execute.  
Tips on use: Skips the current go. You might think that this is probably very  
pointless, but you might use it more than you think. If you are  
in a tight spot where you cannot attack or just don't want to,  
just skip the go. There is no point wasting your weapons  
sometimes where you might need them later or you might injure  
yourself, so it is sometimes common sense skipping your go.  
Rating: 3/10  
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Surrender

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Damage: N/A

Affected by Wind: No

Affected by Gravity: No

Landscape Damage: No

How to use: Press fire to execute.

Tips on use: Surrenders your team, meaning you lose the match. I haven't used this, and there is no point in doing so. Fight to the death.

Rating: 1/10

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## 5. TIPS AND STRATEGIES

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These are tips and strategies that could improve your ability at playing Worms. Of course everyone plays different, so apply the tips to your game style as you see fit.

When going offensive, tend to use weapons such as the grenade based weapons, the bazooka, shotgun, the punching based weapons and dynamite. I personally tend to go offensive at the start and middle of the match, trying to damage and kill as many worms as soon as possible before they hide away and go all defensive. When you get low of worms, go defensive too.

Playing defensive involves hiding and being sneaky. You could if you want even build a base. But I would just advise for where ever your worms are located to hid there instead of in groups. If you are more together, its easier for the other teams to gang up on you and thus will be harder to survive. Hide under ledges and landscape so that weapons like the airstrike and other projectile weapons are less likely to hit you. Use the blowtorch to borrow tunnels in the landscape and hide there. If you want, lay a mine somewhere in the tunnel so that it helps protect you. If there is a worm above you, then use a fire punch to punch up vertically to hit them. Placing girders over your worms or over the tunnel entrances will block enemy fire for a short amount of time. Now after you have hid yourself, use airstrikes, or find a gap in the landscape to fire projectile weapons like the grenade based weapons or a homing missile.

For travelling around the landscape, using the ninja rope is by far the best best if you want travel for about half the landscape. If you are going to a place that is far away though, or its hard to use the ninja rope, use a teleport. The bungee rope is only good if you want to drop down safely.

When you are firing between stuff that is somewhat far apart, a nice idea is to use the bazooka (make sure that the wind is on your side or is at least neutral, otherwise I would perhaps leave it as the rocket can come back to you) and aim, then fire full power. Of course its best to have the object or worm that you are firing at ahead of you. I think using the bazooka in this way means that you can save other weapon ammo for later when the shots are harder to do.

Mines do not explode when they are hit by a weapon, only when a worm is near them. So, you can hit the mines into worms, or the worms into the mines. Use something like the shotgun (for two chances). This is great as not only do the mines hurt quite a bit, but the worm will be thrown some distance, meaning they could then collide into more mines or to their doom.

If one of your worms starts in a closed part of the landscape (like a closed cave) they stay there, as you are at an advantage. Don't teleport or try to move anywhere (for now) and just use airstrikes. Keep doing this until you run out of airstrikes or you cannot do much else in that position, then either borrow yourself out or teleport somewhere.

If you start on a bridge, then I would advice to move yourself off as soon as you can. If you are fired upon when on a bridge then there is a big chance you will die. If you are attacking a bridge, either airstrike (although its not that accurate its well worth trying), or skim a grenade, cluster / banana bomb (with min bounce) or get on the straight part of the bridge and kamikaze across it (tend to do this when there are a lot of worms on there).

If a worm is on a thinish ledge and you are underneath it, send a bazooka or homing missile round under there to send the worm flying. If you fire from the inside of the ledge the when the worm gets hit it flies away from it. This is good if there is water or the edge of the screen nearby for a quick kill.

Shooting at weapon crates will make them explode. Boom. Anything nearby will be hurt quite a bit, so if there are any worms near a weapon crate fire something that way (an airstrike is nice) so the next time a crate drops, fire at before someone collects it. Or collect it yourself if you are near it.

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## 6. LANDSCAPE GENERATOR

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The landscape generator is where you input a code, or the game randomly generates one, and the game builds a landscape around that code. Each code's landscape will always be unique, so every time you put in that code the landscape will be the same. According to the manual, there are over 4 billion different possibilities that you can have, meaning that you are not gonna run out of landscapes in a hurry (well probably ever). Try and put some of your own codes in, like your name or your birthday, or anything. Remember that the code can only be at a maximum of 10 characters. If any of you request or have any codes of your own that you would like to submit that would be worth mentioning in this FAQ, then please email me them (as always, your gonna get credit).

After you have selected your teams and before you start the match, you will have to choose the landscape that you are going to play on. The main bulk of the screen (in black and white) is the landscape that has been generated by the code (which is at the bottom of the screen). At the bottom left is the clock and at the top is the start and select controls.

When a landscape has been generated, the clock counts down from 10 to 0. At 0, the match will begin with the current landscape. In that time you can view the landscape (press left or right to view more of the landscape) and make your mind up if you want to play on this landscape or not. If you do, press Start to begin the match. If you don't, then you can generate another map in two ways; either pressing select to generate a random code, or by putting a code in by yourself. Pressing X does this, then up or down to change the letter and left or right to change the character. When you have inputted the code, press X to generate the landscape, where you will see it and the clock starts again.

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Types of landscape  
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There are different types of landscape to play on. They range with the colour of the water at the bottom of the level, the ground colour and the features in the landscape (such as trees and demon statues). Here is a list of the different types of landscape -

- Arctic
- Alien Planet
- Junk Yard
- Hell
- Candy Land
- Jungle
- Beach
- Desert

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7. FAQ'S  
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Q. What are the match statistics and how do I get my worm/s on it?

A. The match statistics are shown at the end of the match and are awards that are given to the worms depending on how they performed during the match. Worm of the Match is given to the best worm; who has most (in not all) of its life left and has caused a lot of damage to others. Best Shot is given to the worm that did the best shot (that killed the most worms / did the most damage), Most Fierce is the worm that consistently did damage to others and Most Useless is the worm that was the, erm, most useless, where they did overall poorly or who died early on in the match.

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Q. What's the best weapon to use in the game?

A. My personal favourite is the banana bomb, because of its amazing damage that it can dish out. Other weapons that rock are the homing missile, dynamite and Dragonball. Note that these are all used in different situations so get used to using a variety of weapons.

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Q. What's a good way to practice?

A. I think that playing 1 player games against the computer helps. Play against the CPU on poor to start with, then as you get better increase the difficulty. This will help build up your strategies and will get you used to the weapons.

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Q. Are there any cheats or unlockables in this game?

A. The only cheat available is the weapons cheat, which allows you to use the Banana Bomb, Exploding Sheep and Minigun in any match. Note that these override certain weapons (the Cluster Bomb, Mine and Uzi respectively) and must be entered each time you start the game as it isn't saved on to your memory card. I would say its worth doing though, as for the Banana Bombs alone it makes the game a lot more fun to play.

Anyway, the weapons cheat - press X then Square over and over on the Weapons screen (in the Options from the Main Menu).

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I will post more FAQ's on next updates, when I get some more questions via email.

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8. CONCLUSION AND SPECIAL THANKS  
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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn\_faqs@hotmail.com. Also could you rate this FAQ so I could some feedback. Thank you for reading.

+-----+  
| Special Thanks to these who have contributed to the guide in some way... |  
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>

Team17 - For creating one of the best multiplayer games ever.

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

+-----+  
| Special Thanks to these who are my good GameFAQS friends... |  
+-----+

Robert Lane (Lanerobertlane)  
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Thomas Carter (Carter12)  
Duncan Hardy (Super Nova)  
Rebecca Skinner (Karpah)  
Martin Dale-Hench (Fox)  
Brian Sulpher (BSulpher)  
Trace Jackson (Meowthnum1)  
Richard B. (Gbness)  
Steve McFadden (Psycho Penguin)  
Chris Noonan (Merca)  
Colin Scully (me frog)  
Tom Hayes (THayes)



If I have forgotten you, then please contact me and I'll fix your name up here!

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<http://www.gamefaqs.com/features/recognition/27600.html>

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By Crazyreyn (crazyreyn\_faqs@hotmail.com)  
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