



Introduction

The following walkthrough of the first three missions of the game describes the way we at Team17 play the missions. We understand that there are many different ways of playing "Worms", in fact, that's one of the things that makes "Worms" such an unpredictable and fun game. There may be other ways of completing the missions, and very occasionally a stray sheep or a misplaced enemy banana bomb may affect the tactics below, but believe us, they work 99.9% of the time. We wish you the best of luck... follow the instructions as closely as you can and be sure to practice at every opportunity.

1. D-Day

The objective in this mission is to simply kill all the enemy worms situated on the cliff top. As each of your worms takes its turn, move them to the base of the cliff, watch out for the mine field on the way.

From the bottom of the cliff you'll be able to lob grenades up and onto the top. Set the fuse time to 5 and aim almost straight up. Throw it at nearly full power and you should be landing grenades next to the enemy worms. On turn 6 a crate containing 4 jetpacks will be dropped next to the tank. Collecting this will allow you to move your worms up to the top of the cliff. Now you'll be able to hit the enemy more easily.

Also keep an eye out for health crates which will be dropped near the base of cliff.



2. Crate Britain

Jump up the first step immediately in front of you and then stand next to 'Alan' and use the Fire-punch to knock this enemy Worm into the water. For your next move, make your way across the bridge, using the Bazooka on 'Jeggett' should be enough to take him out. Next you should make your way across the second bridge, collecting the Health Crate as you go.

Make your way over the series of small islands until you reach the Jet Pack contained within the Utility Crate, once this Crate has been collected, you will be shown the mission critical crate. Carefully using the Jet Pack, make your way over to this Crate, hey presto, mission over! In addition to weapons, utility crates drop from the skies, offering features to enhance the effectiveness of the player's turn. These can be saved and used later in order to give you the edge when you need it. Examples of utilities are low gravity, double damage and the jetpack.

3. Grave Danger

To complete this mission you must collect four of the “buried treasure” health crates without dying. The crates are contained in four of the eight graves on the landscape. To open the graves you must first collect the Grenades, which are scattered about the island. Before opening the graves you should correctly identify which of them do contain treasure, and which will bestow a curse upon the worm.

All of the graves containing treasure have symbols on their tombstones associated with Heaven, and the ‘curse’ graves have symbols associated with Hell. These are the angel wings and the halo for the graves that contain treasure, and the devil horns and forked trident for the graves that will curse the worm.

Begin the mission by collecting four Grenade crates (which can all be seen on the radar). The easiest of them to collect are the one placed behind the church, the one placed behind the worm-memorial statue and the two placed on the smallest island, upon which sits the small shed-like building.



1st person view enables easy firing of projectile weapons such as the Bazooka and Grenade. Simply take into account the arc of the weapon and the direction of the wind and fire!

1st person view is also used for direct fire weapons such as the Shotgun. When aiming with these weapons, a small amount of “judder” prevents the player from simply being able to score perfect shots every time.

Blimp view allows the player to deploy weapons such as the Air-strike easily.

These camera angles are never forced upon the player, but a small aiming interface at the top right of the screen shows the player what camera view we would recommend for the weapon they have selected currently. Pretty clever huh?

