

Nintendo

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WARMS



INSTRUCTION
BOOKLET





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Cautions During Use

- 1) *If you play for long periods, take a 10 to 15 minute break every hour or so.*
- 2) *This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.*
- 3) *Do not touch the connectors or let them come into contact with water, as this may cause malfunction.*
- 4) *Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.*
- 5) *Store the Game Pak in its protective case when not in use.*



INTRODUCTION

Worms combines the best elements from the very best games ever created. It requires great thought, strategy and elements of sheer outrageous fortune. It provides the players with an almost infinite range of playing possibilities and we guarantee that no two games will ever be the same!

It does take a little while to get into the swing of things however and despite everyone's insistence that you should not need to read a game manual to be able to play it, we would recommend that you at least look over the worm control methods and how to work (and get the best out of) the weapons that are available.

Worms can be played by 1-8 players at the same time - it's a turn based game so you'll only need one GameBoy - but prepare to be at odds with your loved ones, get ready to shout abuse at your best friend and be willing to exact unadulterated terror on those who plot to hurt your worms..



Worms is the ideal way for a few friends to enjoy a few hours. Players can configure the game through a myriad of options and tailor the whole fashion of play. It's a game you can pick up with a few spare minutes or play for an entire weekend! It's Worms - you'll love it.

INSTALLATION

Make sure the power is OFF. Insert the WORMS cartridge into the GameBoy and turn the power switch ON. In a few moments the WORMS introduction sequence will appear.

CONTROLS



- A** Fire
- B** Jump
- START** Pause
- SELECT** View team names and energies. Access Weapon Selection.

GAMEPLAY DETAILS

SCREEN DISPLAY

The screen consists of the landscape and Worm Panel. The Worm Panel can be called up to display a Strength Indicator, Team Energies and Weapon Selection with each press of the SELECT Button.

ENERGY PANEL

The Energy Panel is visible by pressing the SELECT Button once. The bar gets depleted as worms take hits. Overall team totals are shown and not individual worms.

CLOCK

The clock shows you how many seconds remain in the current turn.

WEAPON CRATES

These drop from time to time and contain a variety of goodies. They can only be collected by the current worm and can also be destroyed by blasting them, which is a tactic in itself.

DIFFERENT LANDSCAPES

A number of landscapes feature in the game, offering an endless and never-ending stream of gameplay opportunities.



ARCTIC

Slippery, snow bound level with snowmen and all things icy.

FOREST

Lots of woodland cover.

MARS

Low gravity affects jumping and weapons in this weird landscape.

DESERT

Strange stone pillars dominate the barren land.

MENU OPTIONS

- A GAME START**
- B TEAM ENTRY**
- C OPTIONS**
- D RECORDS**

A GAME START

Begin the game with the current settings. From this menu, you will go to the Team select options and then onto the game itself. You must select at least 2 teams with

which to play (to a maximum of 4, each having 4 worms) and when these are highlighted, the following options are available...

More teams can be listed by clicking on DOWN and the list can go back again by clicking UP.

Once the teams are selected, click on one of the following to begin the game:

- LEAGUE** (Updates WORM STATS after the match)
- FRIENDLY** (Doesn't update your WORM STATS)
- TOURNAMENT** (3 / 8 player mode)

The game will then go to the landscape generation screen where a landscape will be selected for play.

After that, the play order will be decided and the battle will commence!

Further details of actual Gameplay specifics can be found in Gameplay Details.

The WORM STATS displayed at the end of each game use the following abbreviations to evaluate the game:

- AVG** The average hit ratio for each Worm Team.
- PER** The number of perfect shots fired by each Worm Team.

B TEAM ENTRY

When you first load WORMS up, a selection of default teams are already present and these can be selected. You can edit and customise your teams by entering your own team names and Worm-names via the TEAM-ENTRY menu.

Entering a new team will delete the old Worm data for that team slot.

The details and records of your teams will be stored in the Worm List.

You can enter teams of Worms to be controlled by Human players (HUMAN) or alternatively you can select from any of the eight Computer (CPU) opponents of varying skill. The default control setting for all eight teams is HUMAN.

You can also edit how much energy the worms have (75,100 or 150). The more energy they have, the longer the game and the more damage they can sustain.

You can select a team or worm name to change the 8 character default text (the first worm is automatically made the captain).

Options to clear the current team are also available. Exit when you are finished.

C OPTIONS

This allows you to tailor the specific set-up of the game to your own requirements.

Page 1 **GAME OPTIONS**

Pages 2 & 3 **WEAPON OPTIONS**

PAGE 1 GAME OPTIONS

MOVE TIME

(10 seconds - Unlimited time, Default = 30 secs)


The shorter the move time, the tougher the game and the quicker you must think.

When first playing the game and exploring the weapons, unlimited time is recommended. As soon as you become experienced, switch back to a timed game as it's much more fun and the pressure really piles on. The default is 30 seconds to allow players to get comfortable with the movement and weapon selection.

ROUNDS REQUIRED TO WIN

(1 or 2, Default = 2)

Basically this is how many rounds you must win in order to win the match. If there are a lot of you, or you do not have much time to spare, setting the level to 1 is perhaps a good option. It also means serious business and the realisation that one mistake could cost you the whole shooting match! Playing over 2 rounds, with 4 players could take upwards of an



hour, depending on the strategy employed by the competitors.. please bear this in mind if you only have 20 minutes to spare! Also remember that this game is seriously addictive and there is a distinct possibility that 3 or 4 hours later you will find yourselves uttering the immortal "just one more match, eh?". Take heed of this warning!

ROUND TIME

(5 Mins - Infinite, 15 Mins is the default)

The round time. Infinite round time means that it's an all out fight to the death! If a round time is called then the game is drawn.

WORM PLACING

(Entirely Random or in groups of teams, default = random)

This governs whether your worms are placed at random across the landscape, or in groups of teams. The default is random placing.

PAGES 2 & 3 WEAPON OPTIONS

You can configure the availability and number of the available weapons in order to craft the style and content of the game.

By changing the initial availability of weapons and restricting the use of certain tools, you can seriously affect the strategies that will be adopted during the game.

If a weapon is OFF then it is unusable.

If a weapon is ON then it is infinitely usable.

Alternatively, a weapon can be used a set number of times each round.

Extra weapons are also dropped in weapon-crates during play (bear this in mind when toggling weaponry on and off), these are as follows:

Airstrike, Teleports, Cluster Bombs, Dynamite, Minigun, Banana Bombs, Homing Missiles and Exploding Sheep.

COMBATING NEGATIVE OR "DARK SIDE" PLAY

Some people, even some of our people, elect to play the game with what has become known as "the dark side" methods. Usually this involves teleporting out of harm's way. If you find that this becomes too much for you, you can tailor the game to ensure that people cannot use such tactics. Therefore, as an antidote to tiresome tactics (as employed by dull people) you could set the weapons up as follows;

Bazooka	ON	Homing Missiles	2
Grenade	ON	Cluster Bombs	5
Shotgun	ON	Uzi	ON
Dynamite	1	Dragon Ball	ON
Fire Punch	ON	Teleport	OFF
Airstrike	1	Kamikaze	ON



Of course, you will soon find what balance of weapon suits your groups play best. Do experiment and tinker with the balance of the game, but the defaults we set up are what we consider to be very reasonable for getting the best out of the game - as long as the spirit of action and derring-do remain!

D RECORDS

WORMLIST

Shows the individual statistics for each Worm.

CLEAR LIST

Resets the Worm List.

CONTROLLING YOUR WORM

BASIC MOVEMENT CONTROLS

You move your worm around by using the Control Pad. Left makes your worm walk to the left, right makes your worm walk to the right. If he is blocked then he will stop. If he falls from a cliff, then he will most likely get hurt and your go will be over. You may make your worm jump by pressing the **B** Button. Be careful when doing this as you can jump too far and if you hurt yourself, your turn will end.

AIMING YOUR WEAPON

As a default, a worm carries a bazooka. You will see a small cross hair when the worm stands still - this is the basis for aiming shots. Move the cross-hair up and down with the Control Pad. You must use your skill and judgement to predict the trajectory and fall of the weapon you are using. For details on all the weapons and the specifics about each one and any control implications, consult Weapons Available.

SELECTING A WEAPON

Press the **SELECT** Button twice.

Use the Up and Down Buttons on the Control Pad to select a weapon.

Press **SELECT** to return to the game.

USING A WEAPON

Weapons fall into several groups and groups share a common control method. For full details on the actual weapons themselves, the damage they can do and strategies for their use, see next section for full details.



WEAPONS AVAILABLE

BAZOOKA

Adjust aim using the Control Pad. Hold the **A** Button to adjust the power, release to fire.

The Bazooka is affected by gravity and can cause up to 50 pts damage with a direct hit. Causes devastation to the landscape. Large blast wave. Inadvisable to use from close range. Standard weaponry that any self respecting Worms player should be able to use if they wish to be successful. The Bazooka is always ON.

HOMING MISSILE

Press **SELECT** once and position the cursor over the target using the Control Pad. Press the **A** Button to select the position. Press **SELECT** twice. Hold down the **A** Button to adjust the power and release to fire.

Homing missiles tend to arc around when moving and it takes a bit of practice before you can "read" the probable path that the weapon will take. A simple tactic is to blast the missile skywards at high power and hope it reaches the target. Homing missiles are limited to 2 by default and more can be found in weapon crates. Cause a maximum of 50 pts damage if a direct hit.

GRENADE

Like the bazooka, this is standard issue. Grenades are harder to pinpoint damage due to

their tendency to bounce and roll. Effective use of this weapon is extremely important in order for you to succeed. Similar in nature to both Cluster and the fabled Banana bombs. Can cause a maximum of 50 pts damage if the grenade explodes very near to the victim.

CLUSTER BOMB

Essentially this is very similar to a grenade but differs in that it shatters into 5 smaller warheads on explosion, with each smaller bomb being able to render 30 pts damage. The default allocation is 5 of these bombs and they are very useful if used strategically. Cluster bombs are available from weapon crates although it has to be said that they are not the most prized of finds in terms of weapon-value.

BANANA BOMB

These lethal, devastating weapons are only found in weapon crates. They are used like a cluster bomb and cause widespread destruction on impact. Each banana that is projected into the air can cause a massive 75 pts damage (this is because the bananas are extremely tightly packed into the shell casing) and they can usually be relied upon to wipe out entire teams in one go. Impressive stuff!

SHOTGUN, UZI / MINIGUN

These weapons do not use a trajectory but fire in a straight line. The Shotgun is useful because you actually get to use both barrels (i.e. 2 shots) and Uzi/Minigun offer automatic rapid fire and spread of bullets. Fired by pressing the **A** Button once selected.



SHOTGUN

The only weapon that allows you to have 2 goes. In fact all that you do is use both barrels! A direct hit from a shotgun can take 25 pts damage, but more often than not, it is used to "pick off" lame or precariously placed worms.

UZI

This high powered little beast is able to scatter a fine spread of bullets in the direction of your choice. Usually used in "punishment" and revenge attacks, UZI is the ideal way to "pay back" the opposition. Not a widely used weapon, but very effective. Unaffected by wind and gravity.

MINIGUN

This huge, massively powerful machine gun is only to be found in weapon crates. It acts in a very similar way to the UZI but is far more devastating. Unaffected by wind and gravity. Popular with Worms who manage to get their slippery hands on them.

FIRE-PUNCH, DRAGON-BALL

These are close-combat moves. Position your worm and press the **A** Button to carry out the move.

FIRE PUNCH

This move always knocks 30 pts from the victim, but is more commonly used to "kick" (although it is a punch!) worms off screen or into the water. Can also be used to collect

weapon crates that the worm could not otherwise get hold of. The punch always knocks the worm up and away from the player so that it is possible to lift another worm up and over an object.

DRAGON BALL

This is a move very similar to the one above. The worm throws out a small bolt of energy at the victim which causes 30 pts damage and sends them reeling horizontally and slightly upwards. It's a method of knocking worms off edges and either into water or off the screen entirely.

DYNAMITE, EXPLODING SHEEP

To activate the Dynamite press the **A** Button to drop the weapon. You now have a short period of time (5 seconds) in which to make your safe escape. Exploding Sheep, if collected, are released by pressing the **A** Button and are detonated with a subsequent press. If undetonated, they will explode after 30 seconds have elapsed.

DYNAMITE

Dynamite can blow up to 75 pts damage from a worms tally and is very effective in throwing worms skyward and all over the level. Dynamite can be found in the supply crates. Do not forget that Dynamite will fall if dropped from a cliff.. this is a very cool weapon with lots of sneaky uses!



EXPLODING SHEEP

This legendary weapon is a top secret and hence only available in limited quantities via a weapon crate. Your furry friend runs unselfishly toward the stricken enemy worm and will detonate at your command. With the effectiveness of dynamite and the dexterity that only a four legged fluffy white mammal can muster - the sheep is a priceless tool. Use it wisely...

AIRSTRIKE, TELEPORT

These weapons are activated by pressing the **SELECT** Button and positioning the arrow using the Control Pad (to target). Press the **A** Button to activate.

AIRSTRIKE

This very useful weapon calls in a 5 bomb airstrike to an area that you request. You do only get one, but this move can be devastating if a cluster of weak worms are congregated around a common area. Extra airstrikes can be gleaned from weapon crates.

TELEPORT

Teleport is a useful move which, if played correctly, can massively effect the course of a match. Teleporting to a weapon crate is a popular strategy and so is getting out of a potentially disastrous start position. Dark-side players favour using their teleports to transfer their favourite worms to a very safe and boring position and you could always limit the number of initial teleports - the default of which is 2, but then again, extra ones

do come in the weapon crates. Accepted teleporting strategy is to search for high ground away from cliffs.

SKIP GO

If you are in a tight corner and do not want to actually perform a move, you can skip your turn.

KAMIKAZE

Some may question the politics and motives of a move that ends the game for the worm carrying out the manoeuvre, but Kamikaze comes into it's own when all is seemingly lost. Aim your worm in the direction you want to go and press the A Button to send the worm flying towards the enemy at great speed. He will cut through the landscape for half a second and then explode on the next thing he comes into contact with or will simply fly off the edge of the screen to his doom. All worms encountered receive 30 pts damage, but are flung into the air.

SURRENDER

We are not sure what this one does, I mean, we never use it..

ABOUT TEAM 17

Team 17 is a software development company that believes in gameplay. Great visuals are one thing, but the thing has to play well, feel right.. you, as a player know this. Worms is not our first game and certainly will not be our last - look out for more exciting, playable Team 17 games in the near future.

CREDITS

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