WORMS 3D

SEGA

TAKE WORMS 3D BEYOND THE BOX

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

DOWNLOADABLE WORMS 3D CONTENT

If you are an Xbox *Live* subscriber, you can download the very latest content (such as new levels, missions, weapons, vehicles, and more) to your Xbox console.

CONNECTING

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

Left trigger — Right trigger

Left Thumbstick — Y button — B button — X button — A button

BACK button — Black button
START button — White button

Directional pad — Right thumbstick

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **WORMS 3D**.

Move Worm	● thumbstick
Rotate Worm	● D-pad
Pause	● START button
Blimp View	● thumbstick (hold)
1st Person View	● thumbstick (hold)
Jump	● button
Select/Fire	● button
Adjust Trajectory	● thumbstick + ● D-pad
Open/Close Weapon Panel	● button

WORMS 3D is the next generation of the massively successful **WORMS** series. Representing a significant shift in terms of visual style and technical improvement, the game-play that has won so many fans and awards has been magically transformed into three dimensions!

WORMS 3D expands and stretches **WORMS** to new heights, offering more features, weapons, options and hours of brilliantly crazy game-play than ever before. **WORMS 3D** is both a single and multiplayer game that blends no-holds-barred action, strategy and sheer outrageous fortune, meaning you can play for 20 minutes or 20 hours!

And what's more, with randomly-generated, fully-deformable 3D levels, no game of **WORMS 3D** is ever the same, making it endlessly entertaining! Up to four teams can battle it out on the same console, making **WORMS 3D** the ideal party game. It doesn't matter how you play it, once you're hooked, you'll always come back for more!

A WORD OF CAUTION...

As a new player you may be overwhelmed by the addictive game-play, multitude of weapons and incredible 3D landscapes in **WORMS 3D**. Frankly we can't blame you, but you may be missing out on many of the game's great features!

We recommend that you read as much of the manual as possible to get the most from the game; at the very least you should check out the following sections of the manual:

QUICK START

PLAYING WORMS 3D

WEAPONS

If you're a **WORMS** veteran, then we are delighted to welcome you back! We hope you enjoy the opportunities that the extra dimension creates, and think you'll agree that this edition really is by far the best we've ever made!

WORMS 3D is a turn-based strategy game, where 2-4 teams battle it out across bizarre, randomly-generated landscapes or finely crafted custom designed levels.

Each team takes it in turn to pick off the opposing teams, using crazy weapons, tools, other utilities they may have discovered and whatever dastardly strategies they can imagine. Worms die when they lose all of their energy or drown in the icy depths; the winning team is the one that manages to survive the mayhem and have worms left standing!

QUICK START

WORMS 3D is turn-based. This means you have a few seconds to take your turn before play passes to the next player. Keep an eye on your turn time in the bottom left hand corner of the screen.

Move your worm around using the left thumbstick. If you come across an obstacle blocking your path, try using the **B** button to jump it, or tapping the **B** button twice to perform a back-flip over it.

To setup a shot, use the directional pad to rotate your worm until it's pointing in the desired direction, and choose a trajectory also using the directional pad. Fire by pressing the **A** button... the longer you press the **A** button, the stronger the shot will be. Take into account the strength and direction of the wind when you aim your shot.

When worms lose all their energy or fall in the water, they die... if you have no worms left, you have been defeated!

Try using different camera angles to look around the landscape... in addition to the default 3rd person view, you have a choice of 1st person view, or blimp view... good for getting a strategic overview of the situation.

▶ START button = Pause

L thumbstick (hold) = Blimp View

R thumbstick (hold) = 1st Person View

B button = Jump

A button = Fire

X button = Open/close weapon panel

L thumbstick = Move Worm

R thumbstick = Rotate Camera

R + D-Pad = Adjust trajectory

MOVING WORMS

Move your worm around using the 🔵 thumbstick; your worm can be moved in all directions, while the directional pad rotates your worm on the spot and adjusts your weapon's trajectory. If your selected worm encounters a small obstacle on the landscape, it will "auto-hop" to clear the obstruction, but if blocked by a larger obstacle, it will stop.

JUMPING

Make your worm perform a forward jump by pressing the 🅱 button. You can also make your worm jump straight up in the air by pressing and holding the 🅱 button, while pressing the 🅱 button twice in rapid succession makes your selected worm perform a back-flip: useful for clearing large obstacles. Press the 🅱 button twice whilst pushing forward on the 🔵 thumbstick to perform a forward flip.

All jumps can be steered while your worm is in the air by using the 🔵 thumbstick. Use the shadow under your selected worm to judge your landing position.

OTHER MOVES

Some of the weapons and utilities have nifty little tricks that can aid your worm in it's progress. Check out the Wormapedia section in the game for more details and tips.

CHANGING WHICH WORM YOU CONTROL

If Worm Select is enabled in the options, press the 🅰 button to select a different member of your team. Repeatedly pressing the 🅰 button cycles through all the worms in your team. You can only change worms if you haven't already moved one, or selected a weapon. 🅰 can also be used as a utility if available.

QUITTING THE GAME

Press the ▶ START button to open the Pause Menu. When the Pause Menu is accessed, the game enters pause mode. Press the ▶ START button again to resume play.

In single-player games, you can choose to "Quit Game" or "Continue", while in multiplayer games, you can select "Continue", "Draw Game" and "Quit Game" by selecting the option you require.

DEFAULT CAMERA VIEW (3RD PERSON)

This camera view sits behind your selected worm to give you a view of the action. It automatically follows your worm and game events such as weapon projectiles and explosions. The default camera view can be moved using the 🆁 thumbstick.

1ST PERSON VIEW

Pressing and holding the 🆁 thumbstick takes the view into 1st person mode. You will now have a view of the action through the eyes of your selected worm. You can look around and aim using the directional pad or 🆁 thumbstick. Release the 🆁 thumbstick to return to the default 3rd person camera view.

BLIMP CAMERA VIEW

Pressing and holding the 🔵 thumbstick takes the camera view to blimp mode. You will now have a strategic overview of the landscape. The blimp camera view can be moved and rotated using the 🔵 and 🆁 thumbsticks.

ON-SCREEN INFORMATION

❶ TURN/ROUND TIME INDICATOR

Your turn time counts down at the bottom left of the screen. When it reaches zero, play passes to the next team. Under the turn time, the round time indicates how much time remains before the round ends... in multiplayer games this means the onset of Sudden Death, while in a single player mission, it indicates how much time you have in which to complete the mission.

❷ WIND INDICATOR

Some weapons such as the Bazooka can be blown off course by the wind. The wind indicator at the bottom right of the screen points in the direction in which the wind is blowing, while the number indicates how strong the wind is.

❸ TEAM STATUS

Each team has an overall energy shown at the bottom of the screen. This is the total of all the energy of each of the worms in a team. When this is fully depleted, the team is removed from the game.

❹ WORM STATUS

Worm names and energy values appear above each worm. Sometimes the visibility of worm names can hinder you... in these cases, pressing the toggle display button cycles the worm name visibility from full, to partial or none.

❺ SCANNER

The scanner indicates the position of all worms in relation to your selected worm. The team to which worms belong is indicated by the color of the dots. It is also possible to view crate positions through the scanner.

❻ COMMENTARY PANEL

The commentary panel pops in and out with relevant information as the game proceeds. Sometimes this will concern an event in a game, while other times it can give hints and tips about completing a mission.

❼ POWER BAR / TRAJECTORY ARROW

The trajectory arrow shows the elevation at which your selected weapon will be shot. The trajectory of the shot can be changed by using the directional pad. Some weapons (such as the Bazooka and Grenade) require you to choose how far they will go: with these weapons, the longer you press the Ⓐ button for, the further they go. The power bar indicates just how much power you are giving the shot.

❽ WEAPON / HEALTH INDICATOR

The weapon currently selected is indicated in the top right corner of the screen. Some weapons are best aimed from particular camera angles: for this reason, the suggested aiming button is pictured next to the selected weapon. Using the recommended button will select the most useful camera angle for the weapon currently selected.

Underneath the weapon icon is a health indicator. This indicates how much health the current worm has, the color of the health indicating to which team the worm belongs.

The game is turn-based, meaning that you have a set time in which to make a move before the game automatically switches to the next team. During this period, you can select which worm to use (unless you only have one or are playing without Worm Select) and either let its arsenal loose on the enemy or move the worm to a safer location.

HOT SEAT TIME

When hot seat time is enabled in multiplayer games, a small amount of time in between players' turns allows the controller to be passed to another player, or players to otherwise get ready for their turn. This is called hot seat time, and may be ended at any time by pressing any button.

SUDDEN DEATH

In addition to the time limit for each turn (an option that you can change), each battle has an overall time limit before Sudden Death extra time is called. In Sudden Death, by default, all worms have their energy reduced to one, meaning even the slightest hit will make that vital kill and edge your team towards victory! However, there are a number of options you can change for Sudden Death, including having the water level gradually rise, making high territory even more strategic!

WEAPON SELECT PANEL

The weapon select panel is accessed by pressing the ⊗ button. To select a weapon, move the highlight over the desired weapon and press the Ⓐ button to select it. The name of the selected weapon appears at the bottom of the weapon select panel along with how many units of that weapon you have. To remove the weapon select panel from the screen, either select a weapon or press the ⊗ button again.

WEAPON USAGE

WORMS 3D includes more weapons than you can shake a stick at... plenty of old favorites, and a couple of new ones for you to experiment with. The following section gives an indication of how to use the weapons, however, the best way to learn is to complete the tutorials, examine the Wormapedia, and try different weapons against your friends. Honing your weapon skills, and using the right weapon for the job are what separate a WORMS master from a novice!

AIR STRIKE

After selecting the blimp camera (see page 7), move the target crosshair using the Ⓛ thumbstick, and press the Ⓐ button to mark the spot where the strike is desired. If you wish to abandon the strike without launching it, simply select another weapon. You can also select the direction of the strike by rotating the blimp camera using the Ⓡ thumbstick.

BASEBALL BAT

Stand next to your target, select a trajectory using the directional pad and press the Ⓐ button to send them flying into the air.

BAZOOKA

Choose a trajectory for the shot, and rotate your worm to the desired direction... Then it's simply a case of pressing and holding the Ⓐ button to shoot: the longer you hold, the stronger the shot will be. Remember that the Bazooka is affected by the wind.

WEACONS

DYNAMITE / LAND MINE
Press the Ⓐ button to drop.

EARTHQUAKE / NUCLEAR TEST / SCALES OF JUSTICE
Press the Ⓐ button to start. No aiming is required.

FIRE PUNCH / VIKING AXE / PROD
Stand next to your target, face them, and press the Ⓐ button.

GAS CANISTER
Choose a trajectory and direction for the Gas Canister using the directional pad. Press the Ⓐ button to throw it: the longer you hold it, the stronger the shot will be. When the Gas Canister goes off, a thick cloud of green gas will be released... any worms unfortunate enough to come into contact with this noxious cloud will become poisoned, and lose a small amount of health at the start of every turn.

GRENADE / CLUSTER BOMB / BANANA BOMB / HOLY HAND GRENADE
Set the fuse setting in seconds using the fuse button. Then, choose a trajectory using the directional pad and rotate your worm to the desired direction for the shot. Press the Ⓐ button to shoot: the longer you hold it, the stronger the shot will be. Note: The Holy Hand Grenade has no fuse settings.

HOMING MISSILE / HOMING PIGEON
Steer the blimp camera until your desired target is visible. Select the exact location of the strike by pressing the Ⓐ button. Then, select a trajectory using the directional pad for the shot and rotate your worm to the desired direction. The missile is fired using the Ⓐ button, the longer it's pressed, the stronger the shot will be, and the further the missile will travel before it starts homing in. Note: the strength with which the Homing Pigeon can be shot may not be adjusted.

MAD COWS / OLD WOMAN / SHEEP
Press the Ⓐ button to release the Mad Cows, Old Woman or Sheep (facing your worm in the direction you want), and after a while, watch them explode. Sheep can be detonated manually by pressing the Ⓐ button a second time. Mad Cows can be deployed in alternate directions by using the directional pad during release.

SHOTGUN / UZI
Select a trajectory and direction for a shot using the directional pad. Press the Ⓐ button to shoot. The Shotgun has two shots, the Uzi can be strafed while shooting, allowing multiple, closely-spaced targets to be hit.
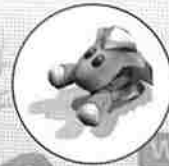
SUPER SHEEP
Press the Ⓐ button to release the Super Sheep, and then a second time to launch him into the air. Control the flight path of the Super Sheep using the Ⓛ and Ⓡ thumbsticks.

OTHER, HIDDEN WEAPONS
There are plenty of other weapons hidden away in WORMS 3D. some old favorites, and a selection of new additions. Completing missions and challenges will unlock these weapons for multiplayer matches. To learn how these weapons work, check the Wormapedia for details.

Throughout the game, different crates will drop from the sky, or teleport into the playfield. There are three distinct types of crates: Weapon Crates, Health Crates, and Utility Crates.

WEAPON CRATES

The contents of Weapons Crates are usually a little more powerful than the weapons handed out in the initial supply, so they're normally worth going for.

HEALTH CRATES

Health Crates offer a way of topping up your energy levels throughout a match. Collect a crate, and the worm doing the collecting receives an energy boost. Health Crates also offer an antidote to any infection a worm may have received.

UTILITY CRATES

These crates contain items that help you and your worms in indirect ways. There are two types of utilities: instant and collectible. Instant utilities come into effect as soon as you collect them, while collectible utilities can be stored and selected from the weapon select panel when the time is right.

INSTANT UTILITIES

CRATE SPY

This effect, which lasts until the end of the round, instantly reveals the contents of any crates on the landscape.

DOUBLE TIME

Instantly double the amount of time remaining in your turn.

DOUBLE DAMAGE

Lasts for a single turn, and means that any explosion inflicts double the damage it would have done normally.

FREEZE

Press Ⓐ button to freeze your team and protect it from damage until your next turn.

GIRDER

Use the Ⓛ thumbstick to move the Girder around, adjust rotation and incline with the directional pad, whilst the Ⓛ button and Ⓡ thumbsticks adjust height. The Ⓑ button changes the size of the Girder. When you're happy with the placement, the Ⓐ button places it.

JET PACK

Use the Ⓛ thumbstick to control the direction of the Jet Pack travel, and the Ⓐ button to fire the Jet Pack thrusters. Particularly useful for reaching distant locations and exceedingly useful if you want to drop a weapon using the Ⓐ button onto enemy worms. Join the Space Age... Get the Jet Pack!

LOW GRAVITY

This incredible utility makes all your shots and movements susceptible to low gravity... meaning super long jumps and more besides! To activate press the Ⓐ button.

NINJA ROPE

Press the Ⓐ button to shoot the Ninja Rope. Once attached, the Ⓛ thumbstick swings the rope and the Ⓛ Ⓡ trigger buttons shorten and lengthen it... handy for getting to those hard to reach places. Press the Ⓐ button to detach from the rope.

PARACHUTE

Press Ⓐ button to open the Parachute, and use the Ⓛ thumbstick to steer it as you descend.

TELEPORT

Move the blimp camera using the Ⓛ thumbstick to select the destination you wish to teleport to. Once you're satisfied you've found the ideal location, press the Ⓐ button.

BINOCULARS

Seek out your enemies with this useful utility, press the Ⓐ button to zoom in and the Ⓑ button to zoom out.

Main Menu
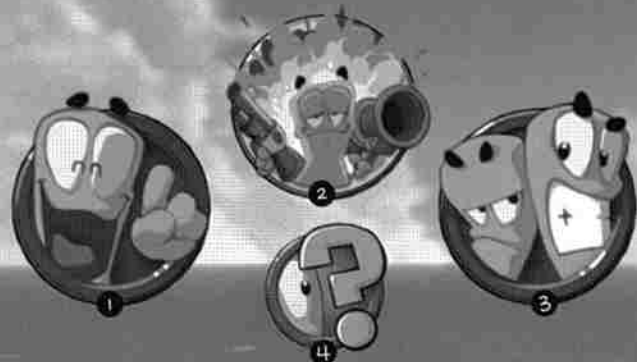
From here, you can:

① Select to play a single player game.

② Quickstart. Select this, and you'll be playing with a pre-defined team and weapon selection against a team of Computer-controlled worms. Quick start games are played on randomly-generated landscapes with the default game options set.

③ Create multiplayer games.

④ Go to the options menu.

WORMS 3D uses a help system to aid you in navigating the menus; simply move the highlight over any icon, list or window and instant help will appear at the bottom of the screen. The Ⓐ button is used to select items.

Single Player Menu

Main Menu - Return to the Main Menu.
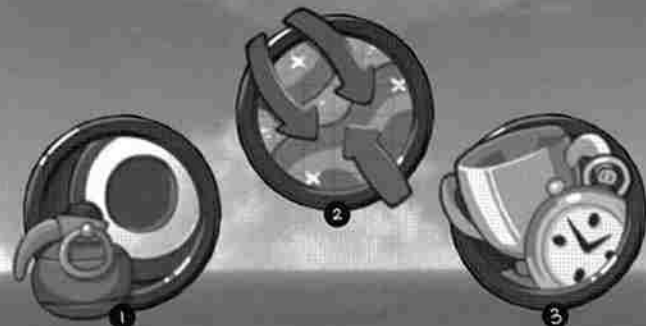
The single player menu allows you to get into all of the single player fun we have for you:

① **TUTORIALS**
The tutorials offer the new player a basic guide to WORMS 3D, from moving and jumping, to the various weapons you may be required to use in the campaign missions.

② **CAMPAIGN MISSIONS**
Missions range in difficulty from easy to hard, and must be completed in order... the completion of one mission unlocking the next one. On completion you will be awarded a medal for your efforts dependent on overall time to complete. Once you've completed a mission though, there's nothing to stop you going back to it and trying to get a better medal...

③ **CHALLENGES**
Challenges are unlocked through completion of campaign missions. There are lots to try, from target shooting to piloting parachutes... you'll only get to see all those hidden in the game by completing all the tutorials and campaign missions, so get playing!

CREATING A TEAM

Team Options

Mission Te...

Classic Wor...

②

④

③ ⑥

Banana Bomb

⑤

Team Members

Worm 1
Worm 2
Worm 3
Worm 4
Worm 5
Worm 6

①

Create New Team - Press this button to create a new team of worms.

⑧ ⑦

You want to create a team? Perhaps you want to change one you've already created? Or perhaps you just want to destroy one that you don't like anymore? Well, the Team Setup menu is the place to do it!

❶ NAME YOUR WORMS

You need a nickname for your team and troops. If you're short of ideas, simply select the icon next to the name to generate a random name.

❷ SELECT SPEECH BANK

A default speech bank will be selected for your team, but this can easily be changed. We have created a massive choice of odd, strange, and downright bizarre speech banks for you to choose from. Simply choose the one you like best!

❸ SELECT FLAG

A default flag will be chosen for you, but again, you may choose from one of a truly comprehensive selection of flags.

❹ PLAY SPEECH

Select this to hear a sample from your chosen sound set.

❺ SELECT TEAM SPECIAL WEAPON

You are able to select a special weapon from the list to take into battle with you. Check out the Wormapedia, try them out, and pick the one that best suits your strategy.

❻ SELECT GRAVESTONE

Select the type of Gravestone you would like your squad to leave behind as a mark of respect.

❼ SELECT CPU OR HUMAN

The team you're creating can be either a Human-controlled or Computer-controlled team. For a Computer-controlled team, you can also select a skill level from easy through to difficult.

❽ ALL DONE?

When you've selected the items you require, select "Accept" to add your team to the team roster. Once added, you can use it in Tutorials, Campaign Missions, Challenges, and multiplayer games.
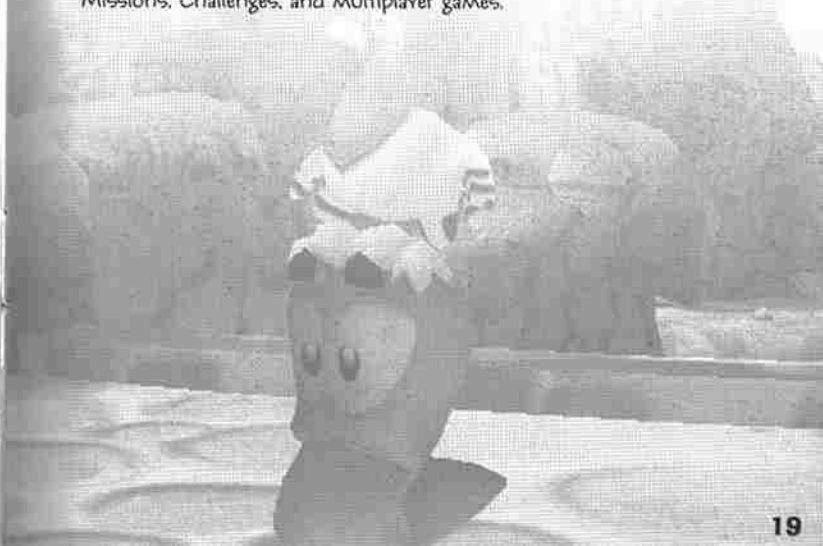
PLAYING A MULTIPLAYER GAME

The multiplayer menu is the place for creating multiplayer **WORMS 3D** games. Here you can set up games for between 2-4 teams, any of which may be Computer-controlled at a variety of skill levels. In addition, the multiplayer menu allows you to easily tweak some of the game options, to tailor the game to your own tastes:

❶ GAME SCHEMES
A scheme is a set of weapons and game options. Choose from a selection of pre-set game schemes.

❷ LANDSCAPE PREVIEW
The landscape preview shows a small image of the currently selected landscape.

❸ TEAM ROSTER
The team roster displays the teams that will be playing in the multiplayer game. Select a team from the drop down list to add it to the current game. Selecting a team in the Team Roster window allows editing of team size, alliance or complete removal.

❹ BARRACKS
The Barracks contains a list of teams. From here, they can be entered into the game, at which point they appear in the Team Roster.

❺ STARTING ENERGY
This is the starting energy of all worms in the game. The default starting energy is 100, and this is what we recommend.

❻ CREATE NEW TEAM
Selecting the create new team icon takes you to a menu where you can create new teams, edit existing teams, or delete a team.

❼ ROUND TIME
This is the amount of time in minutes the game will run before moving into Sudden Death.

❽ TURN TIME
This is the period (in seconds) you have to make your move. The lower the turn time is, the more difficult it becomes to make your move.

❾ TELEPORT IN
Choose if you want worms to be randomly placed on the landscape, or whether you'd rather choose where you want them to go.

❿ WORM SELECT MODE
During play, it's possible to play and select which worm you would like to move next. However, we feel that **WORMS 3D** is a more skillful game when the worms in a team take turns to cycle round to their turn. Select between No Worm Select (you cannot choose which worm to move) and Worm Select (you can use the Worm Select icon to choose which worm to move).

⓫ VICTORIES REQUIRED
Select the number of rounds a player (or team) has to win in order to win the whole match. The default setting is 2 rounds.
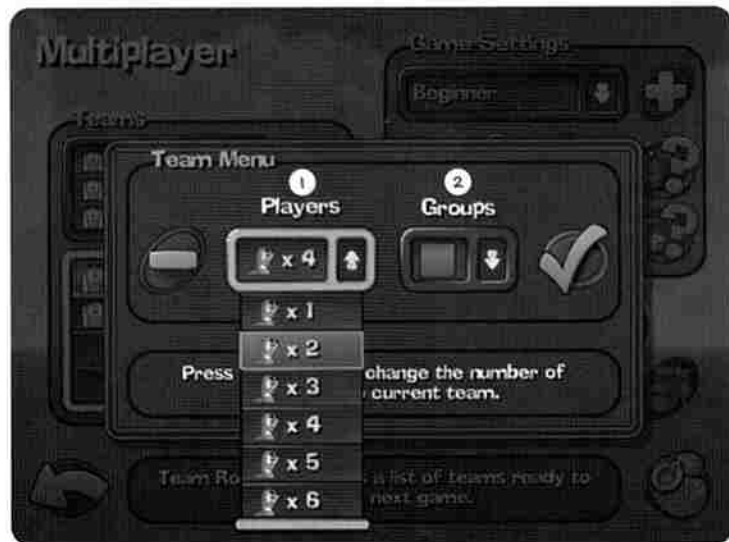
Once a team has been entered into the team roster, you can alter the following:

❶ NUMBER OF WORMS IN A TEAM
You can toggle the number of worms a team will start with.

❷ ALLIED TEAMS
You can ally teams together, meaning that they will appear in the game on the same side. Toggle the team colors until the teams you wish to ally have an identical color. Allied games play exactly like normal games, but for a few notable exceptions. Allied players are credited with a victory if their alliance wins, even if their individual team is defeated. During the game, alliances take turns to have their move: teams within that alliance will take turns to move within that alliance.

WORMPOT is a fast and easy way of experiencing some of the many different ways of playing **WORMS 3D**. This is possible because many of the game options and play modes appear on three reels... by adding the combinations of the play modes on these three reels, it's possible to create well over 10,000 (yes, 10,000!) different game mode combinations!

Click on the lever ❹ to spin the reels and see your game mode combination.

For example:

Reel ❶ Health bonanza (maximum health crate drops)

Reel ❷ Low gravity (low gravity is constantly switched on)

Reel ❸ Specialist worms (each worm can only use a selection of weapons)

This would mean that when it came to playing this game, you would have health crate drops every turn, every worm would jump and be blown by other weapons super-long distances, and each team would have 4 types of specialist worms. Nudge up and down the reels by selecting ❺ and pressing the ❹ button.

The best way to learn about the play modes is to play them... so what are you waiting for?

CHANGING GAME SETTINGS (1)

Game settings allow you to tweak and configure your own game to your own tastes. Why not try different combinations of game settings? You might find some unexpected results.

❶ MINE FUSE LENGTH
Toggles the mine explosion trigger between random fuse and instant.

❷ OBJECTS
Selects how populated the game level is with items such as oil drums and mines.

❸ SUDDEN DEATH WATER SETTING
Sets how fast the water will rise in Sudden Death mode.

❹ SUDDEN DEATH
This option allows you the choice of a Nuke (land sinks, worms become ill), water rising only, loss of health only, or nothing at all when the game enters Sudden Death.

❺ WORM HEALTH
Toggle how much health each worm starts with. Choose between 100, 150, and a massive 200.

❻ ROUNDS REQUIRED TO WIN
Select the number of rounds required to win the match.

❼ WORM PLACEMENT
Toggles between random and manual placement of worms on the landscape.

❽ STOCKPILING & ANTI-STOCKPILING
With stockpiling set to on, you keep any collected weapons that are unused and take them into the next round, with anti-stockpiling on, you only get one round's worth of weapons.

❾ FALL DAMAGE
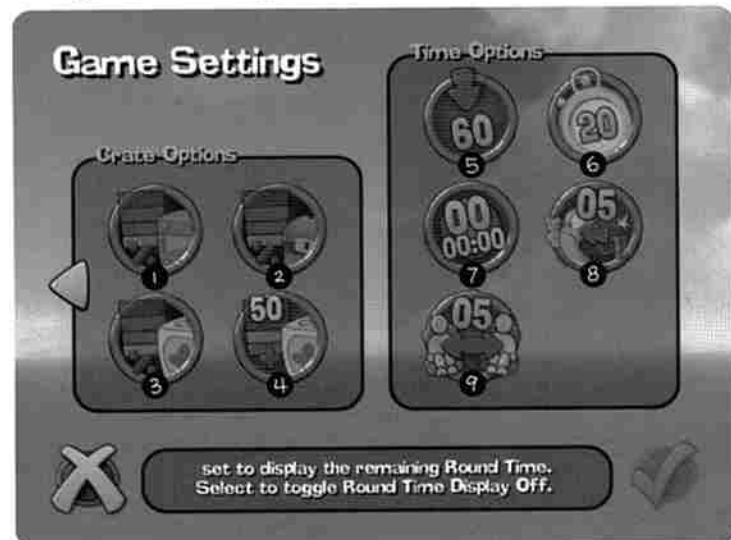Select whether a worm will be subject to injuries when it falls too far.

❿ WORM SELECT TOGGLE
Toggles whether worms take turns in a set order, or user selected order.

Game settings allow you to tweak and configure your own game to your own tastes. Why not try different combinations of game settings? You might find some unexpected results.

Game Settings

Crate Options

Time Options

set to display the remaining Round Time.
Select to toggle Round Time Display **Off**.

CRATE OPTIONS

① WEAPON CRATE CHANCE
Select this to toggle the percentage chance of seeing a weapon inside a crate. The higher the percentage, the more likely the chance.

② UTILITY CRATE CHANCE
Select this to toggle the percentage chance of seeing a utility inside a crate. The higher the percentage, the more likely the chance.

③ HEALTH CRATE CHANCE
Select this to toggle the percentage chance of seeing a health crate. The higher the percentage, the more likely the chance.

④ HEALTH IN CRATES
This option allows you the choice of a Nuke (land sinks, worms become ill), water rising only, loss of health only, or nothing at all when the game enters Sudden Death.

TIME OPTIONS

⑤ TURN TIME
Select to alter turn time.

⑥ ROUND TIME
Select to alter round time.

⑦ ROUND TIME DISPLAY
Simply selects whether you would like to see how much time remains before Sudden Death or not.

⑧ RETREAT TIME
The amount of time a player has in which to retreat after using a weapon.

⑨ HOT SEAT TIME
The amount of time a player has to take control in hot seat games.

SCHEMES

Schemes are collections of game settings. Rather than having to adjust the game settings every time you play, schemes allow you to create your own set of options, and easily save them.

CREATE NEW SCHEME
Once selecting a scheme to edit, you may choose to name your new scheme anything you wish.

WEAPONS AND GAME SETTINGS
Select which options you want your scheme to feature, from round time, to fall damage.

DELETE EXISTING SCHEME
Select the scheme you wish to delete and use the delete icon. Note: the yellow permanent schemes may not be deleted.

CHANGING THE WEAPON SETTINGS

The weapon settings allow you to configure the way in which weapons are distributed, the strength of the weapon and suggest if and when the weapon should arrive as a reinforcement. Please note that not all weapons are available to edit, just the standard weapons. Other weapons only become available in special crates dropped during games.

Weapon Options

Weapons

Cancel - Cancel changes and return to previous screen.

AMMO
By default, you will see the Ammo Selection, which shows you how many of each weapon you will be given at the start of a round. Select the icon to toggle between none, 1-7 or unlimited.

DELAY
This shows in which round the weapon will become available. Select the icon to toggle between 1-7 or off.

WEAPON CRATE CHANCE
You can use this screen to bias how often these weapons will appear in weapon crates. Select to cycle through off, and 1-4. This affects the probability of the weapon appearing in the game.

SPECIAL WEAPONS
If selected, then players may use the special weapons chosen when creating their team.

EDITING THE LANDSCAPE

The landscape editing menu allows you to adjust the landscape and choose a variety of options for your playing environment.

LANDSCAPE PREVIEW
The landscape preview displays the landscape that you have currently selected.

LANDSCAPE SELECTION
This window allows you to choose from a randomly-generated landscape, or pick one that you've unlocked from the campaign.

LANDSCAPE THEME
The landscape theme allows you to choose which style of landscape you want: Lunar, War, England, Horror, Pirate or Arctic.

TIME OF DAY
Why not choose whether you want to play during the day, evening or night?

RANDOM LANDSCAPE OPTIONS
Various options provide you with the option of changing the size of your landscape, how many objects, bridges, and how spaced apart any islands are.

SOUND AND VIDEO

The sound and video options menu allows you to select various display and sound settings.

CENTRE SCREEN
Adjust the position of your screen display.

VOLUME
Select the volume level at which you would like the worm sound effects, environment sound effects and game music to be played at.

CONTROL OPTIONS

INVERT Y AXIS
Select whether you wish to invert the Y axis for aiming or not.

VIBRATION
Select whether you wish to turn the vibration function on or off.