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INSTRUCTION BOOKLET

WORMS ARMAGEDDON

INFOGRAMES

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

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EVERYONE
Animated Violence
Mild Language

LICENSED BY
Nintendo

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CONTENTS

CONTROLLER	2
INTRODUCTION	5
MENU SYSTEM	6
QUICKSTART GAME	7
TRAINING	7
MISSIONS: A WORM TOO FAR	7
DEATHMATCH CHALLENGE	8
MULTIPLAYER MENU	8
GENERAL OPTIONS	8
CREATE A TEAM/EDIT TEAM	9
GAME OPTIONS	10
CUSTOMER SUPPORT	19
CREDITS	20

THE NINTENDO 64 CONTROLLER

The Nintendo 64 Controller utilizes a Control Stick which uses an analog system to read the angles and direction of its movement.
This allows subtle control that is not possible using a conventional + Control Pad.
When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly. To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) and then press start while holding the L and R Buttons.

The Control Stick is a precision instrument; please make sure not to spill liquids on it or place any foreign objects into it.

HOLDING THE NINTENDO 64 CONTROLLER

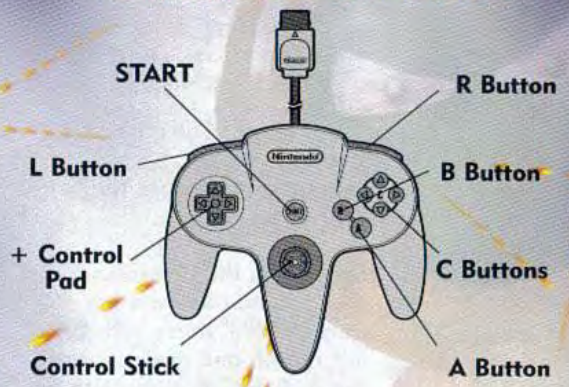
While playing Worms Armageddon, we recommend you use the hand positions shown on below.

By holding the controller like this, you can operate the Control Stick freely with your left thumb and easily access the A, B or C Buttons with your right thumb.
Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

CONNECTING THE NINTENDO 64 CONTROLLER

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode. Player 1 will use the controller connected to the lowest number socket.
To change the connection during a game, switch the power to off, make any controller connection changes, then return the power to on to resume play.

THE NINTENDO 64 CONTROLLER CALL-OUTS



BACK OF CONTROLLER

INTRODUCTION

OVERVIEW

Worms Armageddon is the final chapter of the phenomenally successful WORMS series on Nintendo N64. It expands and stretches Worms to new and uncomfortable lengths, with more features, weapons, options and hours of exciting and bizarre game play than ever before. As a single or multiplayer game Worms Armageddon can be either a quick 10 minute blast or a 10 hour marathon session. Add the fact that no game of Worms Armageddon is ever the same, and it totals endless entertainment. Worms die when they lose all their energy or drown in the murky depths. The winner is the team that outlasts everyone else; the true worm survivors.

TURN-BASED SYSTEM

Each turn is time limited; players have a set time to move before the game switches to the next team. During this period, you can select which worm to use and either let its arsenal loose on the enemy or move the worms into safer territory. The play moves in turns as each team picks off the opposition, using the strangest array of weapon, tools, and other utilities even seen on the battlefield.

TIME
In addition to the time limit for each turn, each battle has an overall time limit before it moves into "Sudden Death" overtime.

LANDSCAPES
Each game of Worms Armageddon is completely different. Worms and mines are randomly placed on billions of possible landscapes, providing you with endlessly varied and imaginative playing opportunities.

WORMS AND WEAPONS
Each team of Worms has an arsenal of devastating weapons at their disposal. Some of these weapons will be limited in supply so you will have to use strategy to achieve maximum carnage. There is a wide range of weapons available, all described in explicit detail in the Weapon Usage section later in this manual.

MENU SYSTEM
MAIN MENU
From here you can select to play a single player game, create a multiplayer game or change the options.

1P Game (single player menu)
Multiplayer Game
Options

SINGLE PLAYER MENU
QUICKSTART GAME

This allows you to start playing very quickly, using a predefined team and weapon selections against a series of computer controlled worms. These games are be played on randomly generated landscapes.

TRAINING

You need to create a team to begin a Training Mission (see page 9).The training arena offers five different training courses. In all training modes, you will work against the clock, completing as many of the stated objectives as you can within two minutes. Your team will be awarded medals, depending on its success. Training ends when you succeed, your time is up, or your worm is killed in action.

MISSIONS: A WORM TOO FAR

You need to create a team and successfully complete a training course before you can undertake a mission. The missions range from Easy through to Difficult in skill and all take place on specially defined landscapes against a computer controlled team of worms.

DEATHMATCH CHALLENGE

Similar in play to standard games, you take on a number of teams in an ever-increasing spiral of difficulty. Remember, you will need to create a team to play the missions, training or multiplayer games.

MULTIPLAYER MENU

This is the menu for creating traditional multiplayer Worms games on your N64. Multiplayer games can be between 2-4 teams, any of which may be controlled at a variety of levels. Each player may select his team, the number of worms and the colour of his team.
When a player selects OK, the worm icon turns red. The game begins when all the players have selected OK.

GENERAL OPTIONS

Create a Team
Edit Team
Global Option

CREATE A TEAM/EDIT TEAM

HOW TO CREATE A NEW TEAM

Choose Create Team in the option menu. While there are default teams provided, we recommend that you create your own team, complete with names for your captain and other platoon members to get the most out of worms.

NAME THAT WORM

Everyone needs a nickname and your team members are no exception. If you are short of ideas, move the cursor to the question mark and press the A Button. Double-click the A Button for the random generation of a full team. Or you can enter the name of your team. Confirm your choice with the Z Button or erase it using the R Button. Next, enter names for your worms. This stage is the same for all the worms. Press the A Button to confirm your choices.

SELECT THE SPECIAL WEAPONS

Select a special weapon to take into battle from the list shown. Press A to confirm your choice.

SELECT THE GRAVESTONE
Select the gravestone you would like your team to leave behind as a mark of respect. Press the A Button to move on to the following option.

SELECT THE LANGUAGE
Select your desired language. As usual, press the A Button to continue.

SAVE TEAM
Once the above steps have been carried out, select SAVE TEAM to store your choices.

NOTE: The Edit team menu is the same as for create team.You can use Edit to modify or change previously created teams.

GAME OPTIONS
The following options can be changes to alter the game to suit your style of play:

STARTING ENERGY
Click the icon to switch between: 100, 150 or 200.

WORM SELECT MODE
During play, it is possible to select which worm you would like to move next. Click to select between: No Worm Select or Worm Select.

VICTORIES REQUIRED
Select the number of victories (round won) needed for the team (or alliance) to win the match. Click to select between: 1-9

ROUND TIME
This is the period (in minutes) before the round ends and the Sudden Death period begins. Click to select the time required. The default setting is 10 minutes.

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

RETREAT TIME
The amount of time that a player has to retreat after making a move.

ROPE RETREAT
The time that a player has to retreat, after dropping a weapon from a rope.

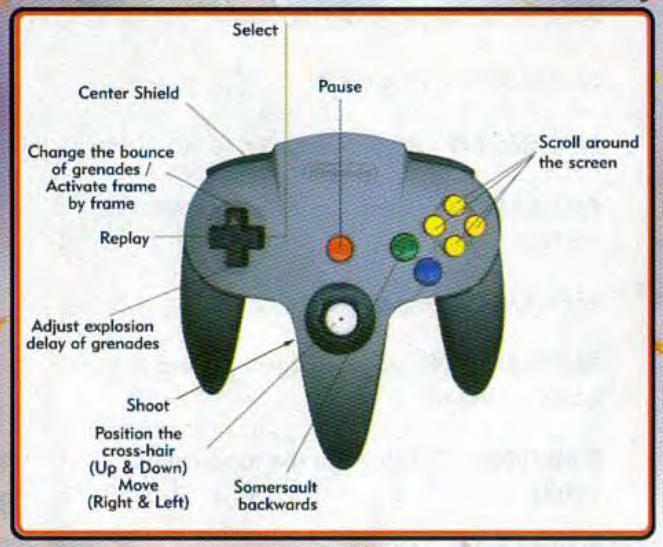
DISPLAY ROUND TIME
A simple option to select if you would like the remaining round time displayed or not.

SUDDEN DEATH TIME
Set how fast the water rises during Sudden Death. Can be set OFF, 5, 20, and 45.

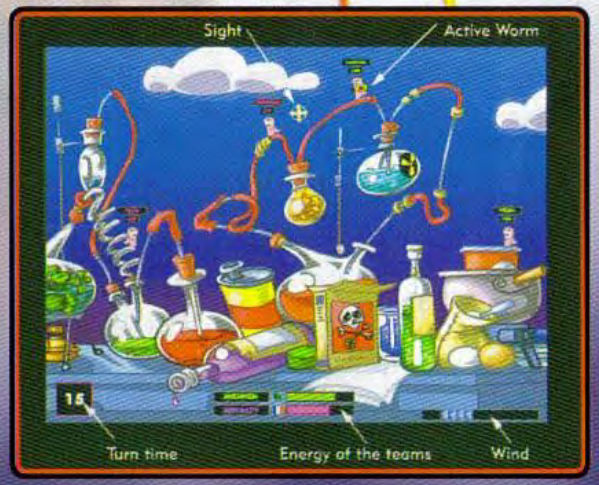
FUSE LENGTH
Set the delay before a mine explodes after being triggered. This affects how the mines can be used during the game.

STOCKPILING
You keep any unused weapons and utilities to take with you into the next round.

THE GAME
GAME CONTROLS



INFORMATION ON SCREEN



WEAPON USAGE

AIRSTRIKE - An aerial missile strike to your designated target zone - 30 points

BANANA BOMB - 75 points

BASE-BALL BAT - 30 points

BATTLE AXE - Cuts the energy of all worms it touches into half.

BAZOOKA - 50 points

CARPET BOMB - Discounted carpets tumbling to earth - kind of!

BLOWTORCH - Dig through the landscape - 15 points

CLUSTER BOMB - 30 points

DRAGON BALL - 30 points

DYNAMITE - 75 points

FIRE PUNCH - 30 points

FRENCH SHEEP STRIKE - An incredibly dangerous weapon due to the additional flames.

FLAME THROWER - 70 points

GRENADE - 50 points

HANDGUN - Each shot inflicts 5 points.

HOLY HAND GRENADE - 100 points

HOMING MISSILE - 50 points

INDIAN NUCLEAR TEST - A tactical nuclear device if ever there was one.

HOMING PIGEON - 75 points

KAMIKAZE - The explosion inflicts 50 points.

LAND MINE - 50 points

MAD COW - 75 points

MAGIC BULLET - 100 points

MAIL STRIKE - 50 points

MB BOMB - 100 points

MINE STRIKE - 50 points

MING VASE - Drop this like Dynamite and run.

MOLE SQUADRON - Attacks directly and proudly, claiming to "Dig or die"

MOLE BOMB - An effective explosive and a cure-all to opponents who like to hide underground.

MORTAR - 30 points

NAPALM STRIKE - Scorch the earth and barbecue the opposition.

PETROL BOMB - Best used in confined spaces.

PNEUMATIC DRILL - 15 points

SALLY ARMY - 75 points

SHEEP - 75 points

SHEEP LAUNCHER - As sheep

SHOTGUN - 50 points

BOMBARDIER KAMIKAZE - An exploding worm leaves a rather toxic substance in the air.

SUPER BANANA BOMB - 75 points

SUPER SHEEP - 75 points

UZI - Spray worms with bullets from one of the coolest guns around.

OBJECTS - USES

BRIDGE KIT - This most useful ensemble of components allows the rapid construction of bridges and pathways when you most need it.

BUNGEE - Long falls can seriously damage your worm's health, but with Bungee selected you can safely wander off a cliff and drop weapons while bouncing around.

EARTHQUAKE - Earthquakes don't cause damage, but being shaken off a cliff certainly does!.

FREEZE - Your team is encased in blocks of ice and cannot be damaged!

GIRDER - Provide a base for the Ninja Rope or a ramp so that sheep can cross critical paths.

NINJA ROPE - These are incredibly useful. Ropes can be used to maneuvers worms into otherwise inaccessible areas or across vast distances in the shortest possible time.

PARACHUTE - Float to safety by using a convenient parachute.

SURRENDER - ! ! ! !

SKIP TURN - ! ! ! !

SCALES OF JUSTICE - This balances the energies of all allied teams in play.

TELEPORT - Makes a quick get-away from a dangerous position.

STRATEGY

Worms N64 can be played in many different ways - some players opt for wanton destruction, while others play it safe. Then there are those who are so underhanded that they make themselves the prime targets of all right-thinking worm leaders!

These are the people who resort to hiding their Worms away and playing a very defensive game. They have turned to the "dark side" of Worms playing and must be slain, so keep on your toes, or tails, or whatever!
You will have to adapt your strategy to the weapons available, the landscape you're playing on and to each new opponent you encounter.

Worms N64 allows for even more strategy than before as each team may now select a special weapon to take into battle. The selection of this weapon or utility seriously affects the potential outcome, so do choose wisely!

CUSTOMER AND TECHNICAL SUPPORT

Infogrames North America provides customer service, news, demos and technical support via these services:
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1-900-454-HINT: $.99/minute. If you're under 18, please get a parent's permission before calling.

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2. Notify Infogrames North America Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Time) Monday through Friday. Please do not send your Game Pak to Infogrames North America before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408) 246-0231 or by email at help@infogrames.net. Check us out on the World Wide Web at http://www.infogrames.net.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your Game Pak (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller.) Send the Game Pak and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Server, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129.
After the 90-day period, defective media may be replaced in the United States for $10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America, and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)