

Worms FAQ

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This walkthrough was originally written for Worms on the SNES, but the walkthrough is still applicable to the PSX version of the game.

Worms! (for SNES) FAQ
Version 2.0 (4/29/06) by CardigansFan

Table of Contents

1. Copyright
2. Introduction
3. Pros and Cons
 - A. Pros
 - B. Cons
4. Controls
 - A. Menu
 - B. Battle
5. Menu
 - A. Game Start
 - I. League
 - II. Friendly
 - B. Team Entry
 - C. Options
 - I. General Settings
 - II. Weapons Settings
 - D. Records
 - I. Wormlist
 - II. Clear Stats
 - E. Credits
6. Weapons/Utilites
 - A. Weapons
 - B. Equipment
7. Hints and Tips
8. FAQs
9. History
10. Credits
11. Contact

1. Copyright

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2. Introduction

This is my first written FAQ, but I am confident that it will be good. I have given weeks of thought into writing a FAQ for this game, but never finding the time to do so. I wanted to write the level descriptions, but I saw that there are more than 20 different un-named levels, and because I couldn't choose the levels, I had no idea which was which.

Many people have not heard of Worms being on SNES, but Worms was also on Sega Genesis at the same time, and the games were exactly identical except in controls and slightly in graphics. The only place I know of that you can buy this game now is eBay. It is worth it, though. As it is the first Worms game ever made, and of course being first in the series, the gameplay is basic. If you do want to play this game, I would recommend playing the Genesis one first (only if you can) because the controls are easier and the graphics are a bit smoother.

The point of the game is to use various weapons to kill other teams of worms. Worms teams consist of 4 worms, 1 leader and 3 other. Weapons gained by one worm can be used by the entire team, and even if the leader dies, you can play. This can be done by a worm falling into water, getting blown off the screen (only left to right), or getting rid of all 100 or 150 HP (health points) from a worm. The worm then blows itself up into a tombstone, rendering the worm unplayable, and the small explosion slightly hurting any worms nearby. If you jump from a high place to a very low place, most chances are that you will fall headfirst into the ground, losing your turn.

3. Pros and Cons

In this section, I will briefly describe the basic pros and cons of this game.

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A. Pros
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- The game is easy to learn without the instruction manual.
- You can control most aspects of the game.
- You can play with up to 3 other CPUs or Humans
- The weapons are mostly self-explanatory.
- You can name all worms and their teams with your own names.
- The game is fun and addictive.
- The loading time for the level is fairly short.

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B. Cons
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- The levels are always randomly picked.
- The SELECT button basically takes the place of the START button.
- In battle, only A and B are used.
- If you unwantedly cleared a name, you can't set it back to default.
- The game has no save feature; if you reset or turn the power off, the game is resetted.
- When weapons crates are dropped, the contents are random, and most of the time, the weapon in the first box will be the same as in all other boxes in the level.
- You can't start off with Sheep, Banana Bomb, or Minigun.
- You can beat all teams as many times as you want, but it won't unlock anything.
- There is no storyline or advancements of any kind as a result of playing

either modes of play.

-You can't switch off between other worms.

4. Controls

The controls are kind of hard to get used to at first, and once you do get used to them, then they might screw up your knowledge of other controls for other games.

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A. Menu
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A: Select Letter in Edit Team Entry Mode
B: Select Letter in Edit Team Entry Mode
X: Delete Letter in Edit Team Entry Mode
Y: Delete Letter in Edit Team Entry Mode
L: Go to previous Team in Team Entry Mode
R: Go to next Team in Team Entry Mode
Select: Select title or subtitle that is highlighted
Start: Start battle in League or Friendly battle
Up: Highlight something going upwards
Down: Highlight Something going downwards
Left: Highlight previous letter in Edit Team Entry Mode
Right: Highlight next letter in Edit Team Entry Mode

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B. Battle
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A: Use weapon, hold to gather power and let go to throw (only some weapons)
B: Jump forward
X: Nothing
Y: Nothing
L: Nothing
R: Nothing
Select: Use free map (look anywhere on map using directional buttons), press A to make names visisble or invisisble, B to quit current game, or select again to see weapons menu, A to choose weapon, select again to see utilities/super weapon menu, A choose utility/weapon, select again to go back to weapons menu.
Start: Pause game
Up: Aim upwards
Down: Aim downwards
Left: Move left
Right: Move Right

5. Menu

This section will tell what certain things in the menu are for and where they take you.

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A. Game Start
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Takes you to a menu to chose what kind of game you want; League or Friendly.

I. League

Human vs. 1-3 CPUs or Humans (or mixed) game with 150 starting HP, and takes you to menu where you choose what teams you want to play against, and pressing START will start the game.

II. Friendly

Human vs. 1-3 CPUs or Humans (or mixed) game with 100 starting HP, and takes you to menu where you choose what teams you want to play against, and pressing START will start the game.

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B. Team Entry

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This menu allows you to change the names of teams and worms, makes the teams CPU or Human, changes their AI, and allows you to clear the entire screen, allowing you to customize all names of one team. In order are the changeable things (to go to the next one, you can only press DOWN or UP): Team Name, Team Leader (Worms Name 1), Worm Name 2, 3, and 4, Type of team (Human or CPU), Team AI (for CPU only: Low, Normal, or High), and Clear Team (clears screen of names). Clearing a screen and then not putting in all names results in there being one team less to pick in League and Friendly mode.

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C. Options

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This menu allows you to change the default setting of the game.

I. General Settings

The first menu that pops up, it allows you to cahnge the following things in order (to go to the next one, you can only press DOWN or UP): Worm Placing (Places worms in teams on map or in randomly on map), Move time (controls how long each team has to do an action or else their turn is skipped), Round Time (controls how long each round is, and if time runs out, most team HP wins), and Rounds to Win (controls whether 1 or 2 rounds are need to win; ties are broken by more rounds until there is one winner; all 4 teams paly again). After that, you can go to the next screen.

II. Weapons Settings

The menu that pops up after pressing NEXT on the first one, this menu allows you to change the starting quantity or availability of weapons and utilites. As said before, it can't change what's in the weapons crates or change the quantitiy of special weapons.

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D. Records

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This menu brings you to two other menus; Wormlist and Clear Stats.

I. Wormlist

This screen allows you to scroll through all worms from all teams and shows which worms are the best. Don't ask me what the letters at the top stand for because I can't figure them out.

II. Clear Stats

This allows you to clear all numbers and rankings in the Wormlist, but keeps everything else in the game the same, not like resetting the game.

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E. Credits

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This small one-screen credits shows you the main developers of the game, and pressing any button will get you out of it.

6. Weapons/Utilities

These sections will tell you the name of the weapon/utility, what it looks like, and what it does. There are also 3 ratings out of 10 points I gave them: Power (how far a worm can be blown away), Damage (the amount of HP it takes away), and Ease of Usability (how easy it is to get maximum damage without getting hurt or hurting your teammates). The Power Gauge is a gauge that is raised by holding A; the longer you hold it, the farther the weapon will go. For utilities, the longer you hold A, the longer the utility is used. All weapons can hurt all teammates and current players.

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A. Weapons

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-Bazooka

Power: 5

Damage: 5

Ease of Usability: 3

Uses Power Gauge: Yes

Description: A simple bazooka with a rocket that is affected by wind.

Notes: Although this is a default weapon and can't be cancelled, it is only a weapon for experts. If shot wrong, the wind can hit it back at you or at your teammates. Best if used when there is no wind. This is also the only weapon affected by wind. The greater the power gauge, the greater the damage and power at direct hit.

-Grenade

Power: 7

Damage: 6

Ease of Usability: 7

Uses Power Gauge: Yes

Description: A simple grenade with good power.

Notes: With perfect aiming, this grenade can pack a punch in power and damage.
If in the air for too long, it will explode.

-Cluster Bomb

Power: 4

Damage: 4

Ease of Usability: 2

Uses Power Gauge: Yes

Description: A grenade that releases 5 mini-grenades on explosion, and the mini-bomb then explodes in contact of anything

Notes: This weapon is only good if you are aiming at a group of worms near a cliff. If you are close enough, some mini-bombs might actually go in your direction and hit you. Not good in holes since the mini-bombs will just blow up the ceiling or walls.

-Shotgun

Power: 5

Damage: 5

Ease of Usability: 7

Uses Power Gauge: No

Description: A shotgun that can be used twice in one turn only if the worm that is shooting is not hurt.

Notes: This weapon can throw worms right off of cliffs with good aiming. If you shoot somebody close to you or at a nearby wall, chances are that you will get hurt and lose your second shot.

-Uzi

Power: 1

Damage: 5

Ease of Usability: 8

Uses Power Gauge: Yes (hold A for more bullets)

Description: A small machine-gun that has bullets with about 1 HP per shot with good aiming and a maximum of about 30 bullets.

Notes: The uzi only has 1 for power because the worm usually stays in the same place you started shooting, but is easier to use than the shotgun because you can be a little closer to a wall or worm when shooting.

-Fire Punch

Power: 3

Damage: 5

Ease of Usability: 10

Uses Power Gauge: No

Description: A uppercut that not only throws worms into the air when being punched, but also digs into the ceiling with the worm (if the ceiling is low enough). If there is no ceiling, then the worm is uppercutted backward a couple of feet.

Notes: Very easy to use since there is no way of the attacker getting hurt. A good way to get rid of worms near cliffs and water without destroying any land below the worm.

-Dragon Ball

Power: 4

Damage: 5

Ease of Usability: 10

Uses Power Gauge: No

Description: A blue energy ball that throws a worm back and causes no more or less than 30 HP in damage.

Notes: This easy to use weapon has one drawback; the ball can only travel a

couple of feet before evaporating. When the attacked worm is tumbling backwards, it can make worms it bumps into tumble a little too.

-Dynamite

Power: 10

Damage: 10

Ease of Usability: 8

Uses Power Gauge: No

Description: A explosive so strong that it can blow a large crater and blow a worm off the screen or cause very much damage.

Notes: By far my favorite weapon, you should use it when possible. Right when you drop it, run as far as you can, because it can hurt you if you are not far from it. Great to use on the dumb worms that drill into the ground; just go as close as you can to the hole, drop it, and walk away; it will drop and create a large hole and greatly damage the worm.

-Airstrike

Power: 5

Damage: 6

Ease of Usability: 9

Uses Power Gauge: No

Description: After choosing this weapon, point the arrow at where you want to, and press A again. 5 upgraded mini-bombs in a line will fall diagonally and hit at 5 different places.

Notes: Easy to use and better than a cluster bomb, but the way the bombs fall diagonally is random, and if they don't directly hit the worm, they do little damage. Great to knock worms off of cliffs or into water.

-Kamikaze

Power: 10

Damage: 10

Ease of Usability: 5

Uses Power Gauge: No

Description: A self-sacrifice to greatly damage or kill other worms. This works by the worms going about halfway across a screen, hitting any worms in the way.

Notes: If the attacker wants to hit a worm by a wall, then position it close to the to-be-attacked, and the worm will take damage from the hit and the explosion at the end, doing as much damage as dynamite. Best if more than one worm is attacked and if the worms are by the edge of the screen or deep underground. The worm should be on the verge of being killed for this move to be useful.

-Sheep

Power: 10

Damage: 7

Ease of Usability: 5

Uses Power Gauge: Yes

Description: A sheep that roams land and hits worms far along the way.

Notes: Also as powerful as dynamite, but isn't so great since it can't jump or climb over anything a worm can't; in fact, it doesn't jump at all.

-Banana Bomb

Power: 7

Damage: 7

Ease of Usability: 2

Uses Power Gauge: Yes

Description: An upgrade cluster bomb that has powerful bananas as mini-bombs.

Notes: Better than the cluster bomb, but still just as uneasy to use.

-Mini Gun

Power: 2

Damage: 8

Ease of Usability: 9

Uses Power Gauge: Yes (hold down A for more bullets)

Description: An upgraded uzi with about 2 HP per bullet with a maximum of 30 bullets.

Notes: Harder to use than a regular uzi because you have to have about the same position as you would with a shotgun, and pushes the attacked back by a little bit.

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B. Utilities

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-Teleport

Power: 0

Damage: 0

Ease of Usability: 10

Uses Power Gauge: No

Description: A utility that allows teleportation to any place on the map in air or on land.

Notes: Easy to use since you use an arrow to show where you want to be. If you aren't allowed to teleport, it might be because the arrow is slightly underground; just move it slightly up.

-Blowtorch

Power: 2

Damage: 1

Ease of Usability: 9

Uses Power Gauge: Yes (hold A for longer blowtorching)

Description: A blowtorch that allows you to dig sideways into any surface.

Notes: This has power because it can make a worm slight tumble, and isn't perfectly easy to use because a couple feet from a wall = no digging.

-Drill

Power: 1

Damage: 2

Ease of Usability: 10

Uses Power Gauge: Yes (hold A for longer drilling)

Description: A drill that allows you to dig into the ground

Notes: If you drill onto a worm, the worm will fall and stay in the hole you are digging.

-Skip Go

Power: 0

Damage: 0

Ease of Usability: 10

Uses Power Gauge: No

Description: Skips your turn

Notes: What can be easier than skipping your own turn? Only use this if there is absolutely nothing you can do. You can move before you skip your turn, but you can't skip it during your second Shotgun bullet.

-Surrender

Power: 2

Damage: 3

Ease of Usability: 10

Uses Power Gauge: No

Description: A surrender of the whole team that makes the team go suicide.

Notes: Although this could be a weapon since the suicide can hurt worms, it is more of a utility because you lose the game because of it and it isn't supposed to hurt other worms. I would go with Kamikaze unless there were no worms closeby or if you were stuck in a hole.

7. Hints and Tips

There are no known cheat codes of any type for this game, but here are some tips on how to win battles easliy.

- Turn on infinite Air Strikes. Go to some place with little worms and is hard to hit with any weapon. Blowtorch into the wall, then drill, and then blowtorch into the wall again. Make sure you don't blowtorch off the screen or drill into water. Now just use Airstrikes until everybody is dead. If a CPU does this, then just Airstrike the ground until you reach him or he kills himself.
- Turn on infinite Teleports. Fight a battle like normal, but the CPUs will go crazy with the teleports and appear right in front of enemies, making them easy to kill.
- Try attacking groups. If you throw a group of enemies into a crater, they probably kill each other very fast.
- Never stay close to water or the edge of the screen; you will be the target of all enemies.
- Turn all time on infinite. The CPUs still do actions fast, and it is more fun if you get infinite time. Great thing to do as a beginner.
- For fast games, play Friendly mode; you start off with 100 HP.
- Don't slack off in the game by using safe, little-damaging moves. Sooner or later the enemies will kill you with more powerful attacks.

8. FAQs

These questions are made up, but they might answer your quesitons.

Q: Whenever I throw anything high in the sky at a even at a low angle, it stops at the middle of the screen. Why?

A: This happens because of a thin, unseen barrier at the middle of the screen at the top. If it weren't there, the weapon could just keep going higher, and end screen-to-end screen attacks would be too easy.

Q: Can you chose or create levels?

A: Sadly, no.

Q: Can you start with any special weapon (ex. Banana Bomb)

A: No. You have to wait for a weapons crate to drop with one inside.

Q: Can you play against more than 3 teams?

A: No.

Q: Can you have 4 teams be humans and play?

A: Sure. If you're ever bored, you can play against yourself.

Q: Are there any unlockable weapons? There are 2 empty spaces in the utility/
special weapon menu.

A: Pretty sure that there are no unlockable weapons. The empty spaces are there
because the game was running out of memory and more weapons couldn't fit
there.

9. History

Version 1.0 - Main FAQ/Walkthrough.

Version 1.01 - Minor spelling/grammar corrections
and some other minor additions.

10. Credits

-I would like to thank Team 17, Ocean, and East Point Software for creating
or helping create the game "Worms" for SNES

-Beefcake9 for setting an example on how to write a FAQ

-GameFaqs for having Worms for SNES in their catalog, allowing me to write this
and showing how to write a FAQ.

11. Contact

If you have any suggestions on how to write FAQs better, any questions you
still may have, or any cheats or anything I may have missed in this FAQ,
then send me a private message.