



Good ol' Nostradamus may have predicted the end of the world, but he didn't say anything about worms having something to do with it did he?



WORMS ARMAGEDDON



What are pink and hard, but shrivel up in water (I know! - Cathy)? Shut up, fool. I'm talking about worms. Those slimy friends of the gardener and the fishermen, who happen to moonlight as gun-toting soldiers, hell-bent on destroying primary coloured scenery and armies of their slimy earth-eating relatives. This is the third outing for the bad-tempered annelids, and, if Team 17 are to be believed, their final in this 2D format.

GRAPHICS

Building on the success of *Worms 2*, *Armageddon* uses a tweaked version of the existing engine to display the combat - meaning most of the game is instantly familiar. We're talking flat, but bizarrely imaginative caverns, cliffs and rocky surfaces, over which your team of worms do battle with a huge selection of weaponry; some missile-based, some hand-to-hand, and some that manage to redefine the word 'bonkers'. Resisting the temptation to make it 3D or realtime, *Armageddon* remains a turn-based affair. In other words, one of your worms has a go, then you have to watch impotently as your opponents launch their attack.

number of additions designed to improve the single-player aspect. Missions are the big new thing - scenarios which ask you to complete certain objectives (such



as capturing crates, or assassinating specific worms), often against a strict time limit. Basic training has to be completed in order to qualify for the tougher missions. Don't worry though, they're more fun than they sound, and involve shotgun target practice and clever use of non-offensive objects such as girders and the ninja rope.

1 GET A MAKEOVER!

Worms Armageddon is hugely customisable - letting you alter all manner of things, from the power and number of weapons to team sizes and strengths. If you wanted, you could play a different game every time. You can even change some options during the game, such as the length of grenade fuses - meaning it takes as little or as long as you like for them to explode.

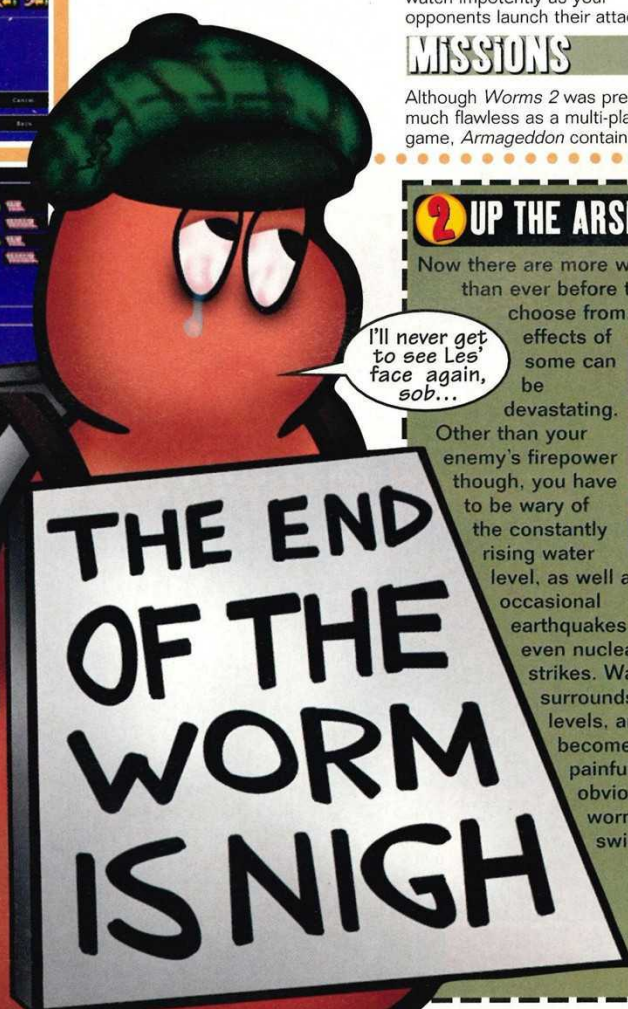


▲ Fancy giving your worms superhuman strength of just daft names? Easy peasy.



2 UP THE ARSENAL!

Now there are more weapons than ever before to choose from, and the effects of some can be devastating. Other than your enemy's firepower though, you have to be wary of the constantly rising water level, as well as occasional earthquakes and even nuclear strikes. Water surrounds the levels, and, as becomes painfully obvious, worms can't swim.



I'll never get to see Les' face again, sob...

THE FALL GUY...

The landscape in *Worms Armageddon* isn't just there to look tasty. Tools such as the blowtorch, pneumatic drill, girders and ninja rope can be used to create and travel to safe holes – spaces where your worms can burrow in and hide from enemy attack



▲ This slimy toad offers endless burrowing opportunities. Get in there!



▲ Being near the edge of a map is a worry. Simple to get knocked off y'see.



▲ Open areas can leave you vulnerable...



CONTROLS

The interface was always perfect and therefore remains largely untouched. You walk and jump your worm into position before selecting the inventory of weapons and objects via the mouse. It's then a simple case of making your choice, and firing. When using certain weapons such as the bazooka or napalm air strike, you have to take the direction and strength of the wind into account (shown by blowing leaves and a separate bar). Misjudge it, and your projectile could be blown off course, possibly even fatally leathering one or more of your own men.

MULTI-PLAYER

Like its predecessors, *Worms Armageddon* remains most fun as



a multi-player game. Playing on the same screen, it's immense fun to take it in turns blasting your opponent into oblivion; a sense of enjoyment that's boosted by the superb death animation and accompanying sound effects.

Despite being graphically similar to *Worms 2*, *Armageddon* contains enough improvements to come highly recommended. Editing your team names, changing the terrain, and selecting the special weapons available to you all add to the atmosphere, creating a game that's almost as much fun to set up as it is to play.

▲ Make sure when your worm bites it that he doesn't take anyone else with him.

▲ Try not to get trapped in crevices, they're death traps for napalm or petrol.



Bye-Bye!!!



▲ Little bits of scenery can be hard to spot – take your time gauging your shot.

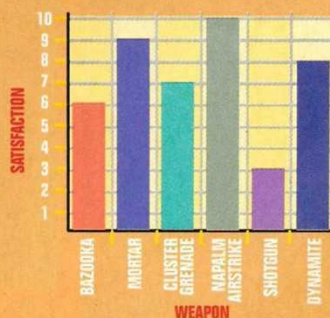


▲ You can have loads of teams now...



GO GET 'EM!

The weapons in *Worms Armageddon* are a mixed bunch. Some bizarre and some conventional. Here's a guide to the most (and least) satisfying to choose, in terms of awesome destructive power.



“PLAYING ON THE SAME SCREEN, IT'S IMMENSE FUN TO TAKE IT IN TURNS BLASTING YOUR OPPONENT INTO WORMY OBLIVION.”

JUDGEMENT

PRESENTATION

Perfect cartoon graphics and massive explosions, with amusing menus and sound effects.

GAMEPLAY

Still turn-based, but it's probably the best format for the job. Easy to pick up, and incredibly addictive.

LIFESPAN

It's a better single-player game now, but it's still playing with a mate that'll keep you up all night.

THE BEST BIT

Launching a sheep attack on an unsuspecting worm and watching it plummet perfectly on to his head.



THE WORST BIT

Getting blown up by your own weapon because you didn't see a pixel of scenery in front of you.



It may be more of the same, but there are improvements aplenty. It's impossible not to have fun playing *Worms Armageddon*.

90%

If you like this... Try *Worms 2* which you should be able to find on budget, or you might even like *Lemmings*.