

# WORMS ARMAGEDDON

The final installment in a trilogy much loved by millions, and this is the best yet

**G**ames that get sequelled into a conclusive trilogy often suffer from a game design phenomenon known as the "crappy third attempt" law. Many film sequels suffer from a similar affliction - by the time they reach their laborious and ill-conceived conclusions. The first title is a cracker, then just to capitalise on the success another one gets churned out, sometimes as good or better, but is often a sad piece of rubbish chucked together by an entirely different development crew. The third offspring in such bloodlines is often the mutant runt that bears least resemblance to the original in terms of both inspiration and quality, and seemingly inherits none of the desirable characteristics.

**Bigger, better, best**

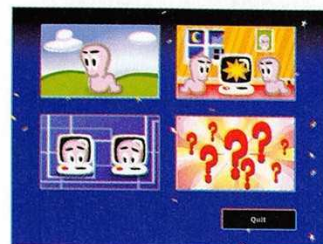
Worms Armageddon, or Worms 3, has somehow bypassed this dangerous disease, and stands as an undoubtedly superior program to the entire series. Who-hoo! Aficionados of either of the previous games should consider this a must-purchase.

**Res me up, baby**

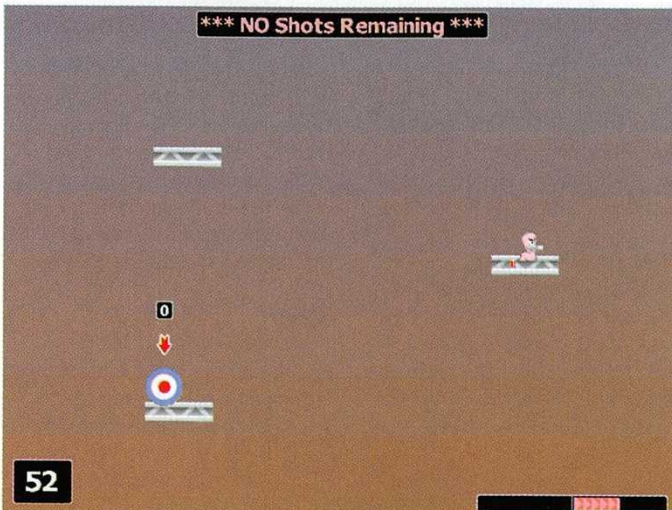
Firstly, I'll say that visually, it won't instantly strike you as being very different, during play. The menu system has finally been done properly though, and it's much easier to play now that higher resolution video modes have been added! Worms Armageddon goes right up to 1024 x 768, which is a massive improvement, and long overdue. The nature of the game requires a lot of long-distance targeting and estimation, which was



always difficult at 640 x 480. It's almost a different game at the highest res, actually much more accessible to novice players and veterans alike.



**Wearing its Scorched Earth heritage proudly, the Worms series continues to impress**

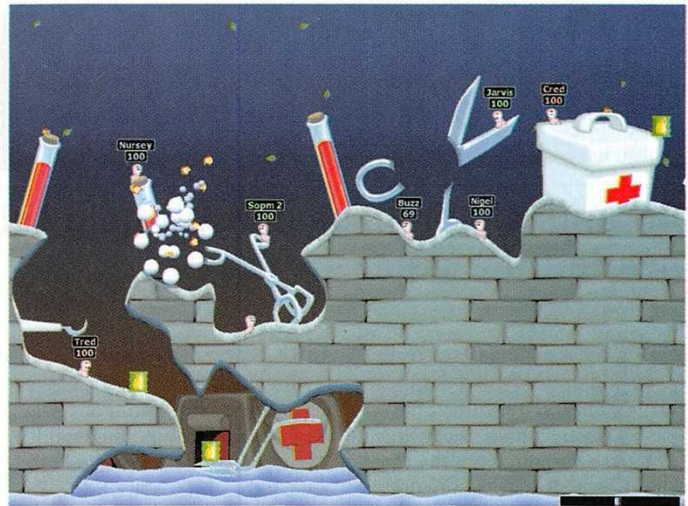
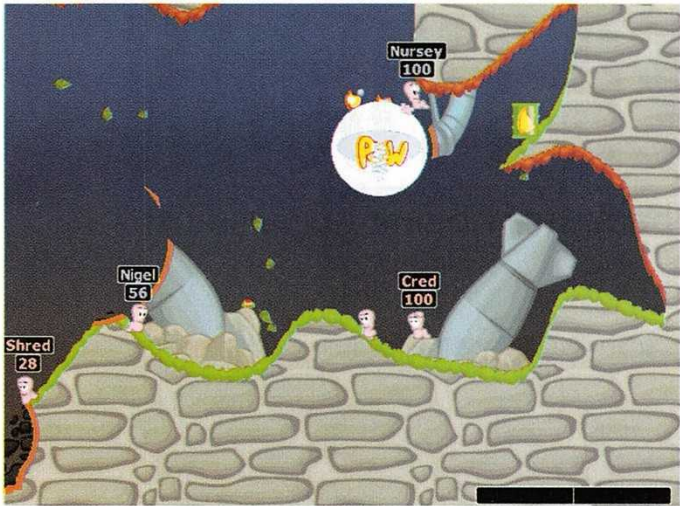


**New! Improved!**

The in-game graphics, animation and effects are barely altered, so it does bear a Doppelganger resemblance to Worms2. The new stuff includes much more sensible game modes, improved rules, and about fifty new, humorous secret weapons to uncover. It also has a training mode, which is instructional although ridiculously hard, superb single-player challenge modes, where you play through a ladder of special scenario missions of increasing difficulty, and a similar straight deathmatch tournament where you must overcome the new, improved artificial intelligence Team17 have cleverly constructed.

The cool new bits are manifested mostly in the excellent new tools, like the jetpack that allows controlled flight above the environment, the laser targeting system and the general filling out of weapons and tools across the board, to fit a far greater range of eventualities and combat situations.





Happily, there's a great variety of new and amusing weaponry available too. Exploding developers, anyone?

**Roger Ramsheet**

An example of the cooler new weapons is the Carpet Bomb, quite literally an airstrike of "dodgy discounted shagpiles", neatly rolled up, dropping from the heavens! Others include the more primitive Battle Axe, for simply smegging other worms in the head, the Longbow which can either injure or create a node in a sheer wall for a worm to climb onto. On the more technological side you have your Bridge Kit which can be used to span landmasses with instant engineering, the artificially provoked earthquake that throws worms about and sinks the land deeper into the underlying water, the magic bullet that negotiates obstacles and dirt to hit the target perfectly, and the unpopular Nuclear Test that not only creates an earthquake but its fallout also makes all worms in the game terminally ill, losing health with every round that passes. Truly a weapon of attrition!

**Look out! It's Sheep!**

Finally on the just plain silly front the humble munitions-car-



rying War Sheep has had a few improvements, now being capable of being shot out of a stunt cannon to put them in running distance of their target. Sheep now also appear in a super-heroic mould, donning a colourful cape and flying through the air with a scud-like payload, yet the ease and dexterity of a dragonfly. So poetic! Even weirder, you can get a Squadron of trained Killer Moles that all dig furiously though the ground until they find their target. Another cataclysmically powerful weapon is the Games Producer Bomb, that drops an

overweight, stressed games producer into the battlefield from a height of 300 metres, setting off a tremendous explosion! But the weapon that truly takes the cake is the extremely destructive Salvation Army One-Man Band: that hobbles about mumbling, playing a rendition of "when the saints go marching in", before vanishing in an apocalyptic explosion of volatile percussion instruments! Tambourines, to be precise.

**31337 Wormers**

The other major change that's fairly exciting is the all-new, repaired, internet play system. Centralised servers host chat sessions where players join, and rankings are stored from around the world. Players gradually get awarded rank as they win battles, allowing them to enter exclusive rooms that only elite players can access. There are also separate rooms for different play styles, or game settings, and little ranking tables for those areas, also. Everyone's catered for. Just amazing.

Overall, it's the greatest Worms game ever! Worms fans go buy it now!

*Ed Dawson*



83%

**Category** 2D parabolic shooting game  
**Players** 1-6 over TCP/IP, LAN or Internet  
**Publisher** Microprose  
**Price** \$89.95  
**Rating** G  
**Available** Now

**For** Meaty upgrade to Worms2, with major improvements in gameplay, you know, that important invisible stuff! Also more accessible to newbies.

**Against** No big graphical content improvements, apart from ultra high res (which is amazing, in itself).

**Need** P100, Win9x, 32Mb RAM, 2xCD, 2Mb SVGA graphics, 16-bit soundcard

**Want** P150, 64Mb RAM, 4Mb video RAM, 8xCD, network card, Modem.