CONTROLS

Movement

FORWARD

W

LEFT **A** **S** **D** **RIGHT**

BACK

Jumping

FORWARD JUMP	TAP 'RETURN'
VERTICAL JUMP	HOLD 'RETURN'
BACK FLIP	TAP 'RETURN' X2
FORWARD FLIP	HOLD 'W' & TAP RETURN X2

Weapons

WEAPON PANEL CONTROL CLICK / 'F12' KEY	**FUSE (TIME IN SECONDS)** NUMBER KEYS 1 TO 5
CHOOSE WEAPON MOUSE / CURSOR KEYS	**AIMING** HOLD 'Q' KEY & MOVE MOUSE
SELECT WEAPON MOUSE CLICK / RETURN KEY (WEAPON PANEL MUST BE ON)	**FIRING** MOUSE BUTTON / SPACEBAR
DESELECT WEAPON BACKSPACE	**SECONDARY FIRE - MID AIR LAUNCH** BACKSPACE

Camera Control

3RD PERSON VIEW: MOVE MOUSE TO LOOK AROUND
1ST PERSON VIEW: HOLD 'Q' KEY & MOVE MOUSE TO LOOK
BLIMP VIEW: HOLD 'E' KEY & MOVE MOUSE TO LOOK, OR HOLD 'E' & 'COMMAND' & MOVE MOUSE TO MOVE CAMERA

Worm Chat Window

OPEN: PAGE DOWN   **CLOSE:** PAGE UP

Mac

WORMS 3D

CONTENTS

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 Mac, 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!

SYSTEM REQUIREMENTS
Minimum Configuration
- Macintosh PowerPC 600 MHz
- Mac OS X 10.2.3
- 1.2 GB available hard disk space
- 256 MB of RAM
- 3D Graphics card (OpenGL compatible) with 32 MB VRAM
- Keyboard & Mouse

Recommended Configuration
- Macintosh PowerPC 867 MHz or better
- Mac OS X 10.3 or later
- 1.4 GB available hard disk space
- 256 MB of RAM
- 3D Graphics card (OpenGL compatible) with 32 MB VRAM
- Keyboard & Mouse

INSTALLING THE GAME

1. Insert the DVD into the DVD drive and double-click on the DVD icon once it appears on your desktop.

2. Before doing anything else, read the file called "ReadMe" located in your country flag folder.

3. Double click on the "Worms 3D Install" icon.

4. Follow the on-screen instructions to install the game to your hard disk.

5. Once installation is complete the WORMS 3D folder will open on your desktop.

Installation is a one-time process that will only take a few minutes.

UNINSTALLING THE GAME

If, for whatever reason, you should wish to uninstall WORMS 3D, simply drag the folder called "Worms 3D" from your hard drive to the Trash and from the Finder's Special menu select 'Empty Trash'. If you are running OS X, select 'Empty Trash' from the Finder menu.

To remove all of the saved games and other preferences, delete the folder called "Worms 3D" located inside your computer's "Preferences" folder.

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!

STARTING THE GAME

Starting the Game for the First Time

1. Place the **WORMS 3D** DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the 'Worms 3D' application icon (by default this is in the **WORMS 3D** folder installed on your hard drive). The game will launch.
2. After the loading screens you will see the Main Menu.
3. Select single player game.
4. Select Tutorial, this will take you through the basics of the game.

QUICKSTART

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 movement keys. If you come across an obstacle blocking your path, try using the jump key to jump it, or tapping the jump key twice to perform a back-flip over it.

To setup a shot, use the rotational keys to rotate your worm until it's pointing in the desired direction, and choose a trajectory using the trajectory keys. Fire by pressing the fire key… the longer you press the fire key, 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.

MOVING WORMS

Move your worm around using the movement keys: your worm can be moved in all directions, while the rotational keys rotate 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 jump key. You can also make your worm jump straight up in the air by pressing and holding the jump key, while pressing the jump key twice in rapid succession makes your selected worm perform a back-flip: useful for clearing large obstacles. Press the jump key twice whilst pressing the forward key to perform a forward flip.

All jumps can be steered while your worm is in the air by using the movement keys. 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 its 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 select key to select a different member of your team. Repeatedly pressing the select key cycles through all the worms in your team. You can only change worms if you haven't already moved one, or selected a weapon. Worm Select can also be used as a utility if available.

QUITTING THE GAME

Press the pause key to open the Pause Menu. 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.

When the Pause Menu is accessed, the game enters pause mode. Press the pause key again to resume play. In a network game, accessing the Pause Menu does not pause the game. If the host quits a network match, the game is over.
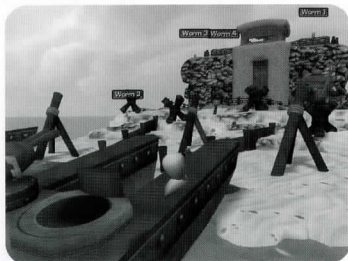
DEFAULT CAMERA VIEW (3RD PERSON)

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 camera controls.

1ST PERSON VIEW

Pressing and holding the 1st person key 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 camera control keys. Release the 1st person key to return to the default 3rd person camera view.
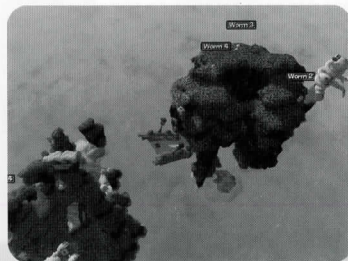
BLIMP CAMERA VIEW

Pressing and holding the blimp camera key takes the camera view to blimp mode. You will now have a strategic overview of the landscape. The blimp camera view can be moved with the camera control keys, rotated and moved in and out.

Main Menu

LAN/Wormnet - Battle on your LAN or connect to Wormnet.
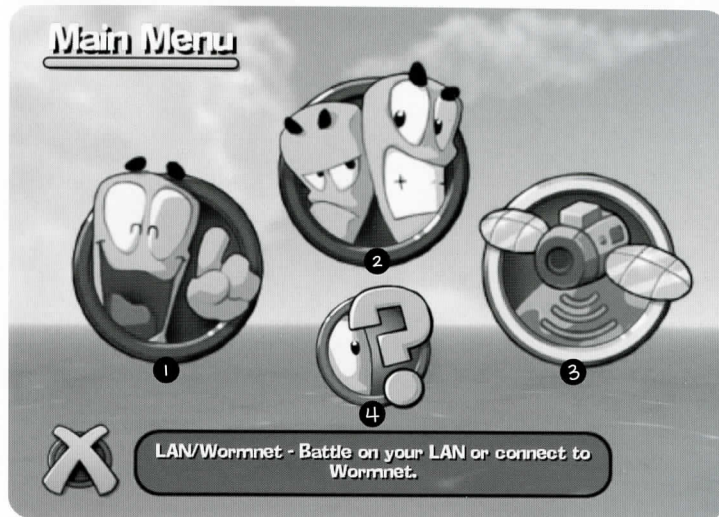
From here, you can:

1. Select to play a single player game.
2. Create multiplayer games.
3. Battle on your LAN or connect to Game Ranger.
4. Go to the options menu.

WORMS 3D uses a help system to aid you in navigating the menus: simply move the pointer or highlight over any icon, list or window and instant help will appear at the bottom of the screen. The mouse button and space bar are used to select items.
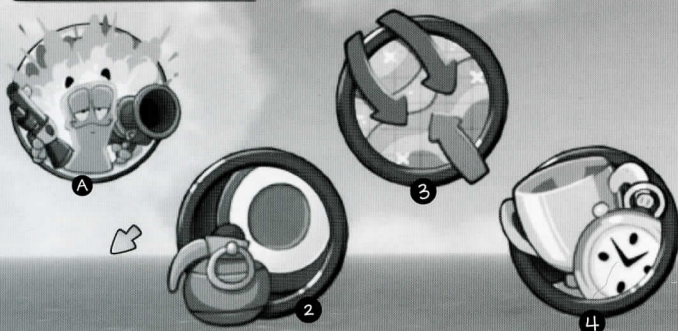
Single Player

Quick Start - Press this button to play a quick, one round game against a team of AI worms!

The single player menu allows you to get into all of the single player fun we have for you:

❶ QUICKSTART
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.

❷ 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.

❸ 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...

❹ 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!

Team Options

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

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.

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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 key 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 colour 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 worm rotation and trajectory keys. 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 fire key 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 key is pictured next to the selected weapon. Using the recommended key 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 colour 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 control 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 key.

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!
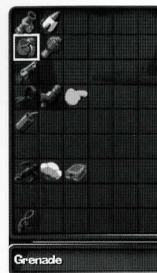
WEAPON SELECT PANEL

The weapon select panel is accessed by pressing the weapon key. To select a weapon, move the pointer (if using a mouse) or the highlight over the desired weapon and press the fire key 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 weapon key again.

Grenade

WEAPON USAGE

WORMS 3D includes more weapons than you can shake a stick at... plenty of old favourites, 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 move the target crosshair using camera control keys and press the fire key 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 camera control keys.

BASEBALL BAT

Stand next to your target, select a trajectory and press the fire key to send them flying into the air.
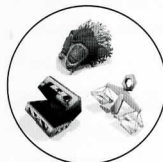
BAZOOKA

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 fire key to shoot: the longer you hold, the stronger the shot will be. Remember that the Bazooka is affected by the wind.

DYNAMITE / LAND MINE
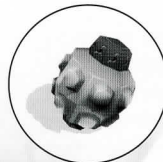Press the fire key to drop.

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

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

GAS CANISTER
Choose a trajectory and direction for the Gas Canister using the rotational keys. Press the fire key 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.
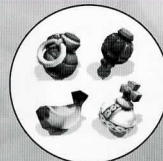
GRENADE / CLUSTER BOMB / BANANA BOMB / HOLY HAND GRENADE
Set the fuse setting in seconds using the fuse key. Then, choose a trajectory and rotate your worm to the desired direction for the shot. Press the fire key to shoot: the longer you hold it, the stronger the shot will be. Note: the Holy Hand Grenade has no fuse settings.
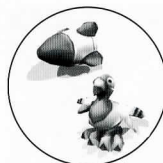
HOMING MISSILE / HOMING PIGEON
Steer the blimp camera until your desired target is visible. Select the exact location of the strike by pressing the fire key. Then, select a trajectory for the shot and rotate your worm to the desired direction. The missile is fired using the fire key, the longer it's 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 fire key 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 fire key a second time. Mad Cows can be deployed in alternate directions by using the movement keys during release.

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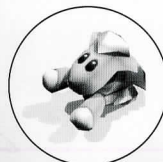
SUPER SHEEP
Press the fire key to release the Super Sheep, and then a second time to launch him into the air. Control the flight path of the Super Sheep using the movement keys.

OTHER, HIDDEN WEAPONS
There are plenty of other weapons hidden away in WORMS 3D... some old favourites, 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.

CRATES

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 inflicts double the damage it would have done normally.

COLLECTIBLE UTILITIES

FREEZE

Press fire key to freeze your team and protect it from damage until your next turn.

GIRDER

Use the movement keys to move the Girder around, adjust rotation and incline with the rotational keys, and use the girder size key. The Q and E keys adjust height of the Girder. When you're happy with the placement, the fire key places it.

JET PACK

Use the rotational keys to control the direction of the Jet Pack travel, and the fire key to fire the Jet Pack thrusters. Particularly useful for reaching distant locations and exceedingly useful if you want to drop a weapon using the backspace key onto enemy worms. Join the Space Age... Get the Jet Pack!
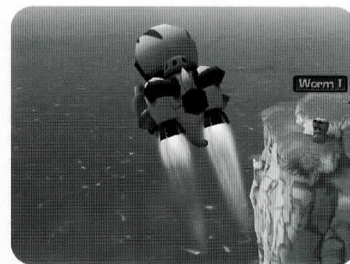
LOW GRAVITY

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

NINJA ROPE

Press the fire key to shoot the Ninja Rope. Once attached the movement keys swing the rope and the Q and E keys shorten and lengthen it... handy for getting to those hard to reach places. Press the fire key to detach from the rope.

PARACHUTE

Press fire key to open the rotational keys, and use the parachute keys to steer it as you descend.

TELEPORT

Move the blimp camera using the camera control keys to select the destination you wish to teleport to. Once you're satisfied you've found the ideal location, press the fire key.
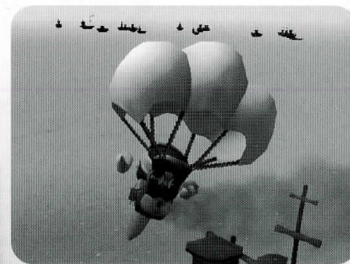
BINOCULARS

Seek out your enemies with this useful utility, press the fire key to zoom in and the jump key to zoom out.

Every effort has been made to make **Worms 3D** as compatible with current hardware as possible. However, if you are experiencing problems with running this game, please read on. The following information **MUST** be obtained **BEFORE** contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).

2. A **Worms 3D** Report.txt file, this contains:

- An Apple System Profiler Report of your Mac

- Any Crash logs that exist for **Worms 3D**

- List of all the files in the **Worms 3D** game folder

All the information required can be obtained by opening **Worms 3D** and clicking on the support tab when you get to the "**Worms 3D** Options" Window. Then click on the "Generate Report" button. This will grey out and a progress bar and status message will appear below. This process may take a few minutes on older Macs. Once finished it will inform you that the file is on your desktop. If you have obtained this information and are still having problems, then Feral has a Customer Services Department that is ready to help you with any problems you may encounter with the game.

FERAL INTERACTIVE CUSTOMER SUPPORT CONTACT DETAILS

Web address: www.feralinteractive.com
Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email us at w3dsupport@feral.co.uk. Remember to include a report from the Apple Systems Profiler with your email.

If you are in the UK:
Fax: 0208-875-1846 Tel: 0208-875-9787

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PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

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Game scripts powered by LUA Copyright © 2003 Tecgraf, PUC-Rio

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WARRANTY CLAIMS

Warranty claims should be made to the retailer from where you bought the game. Return the Game together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 90 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

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