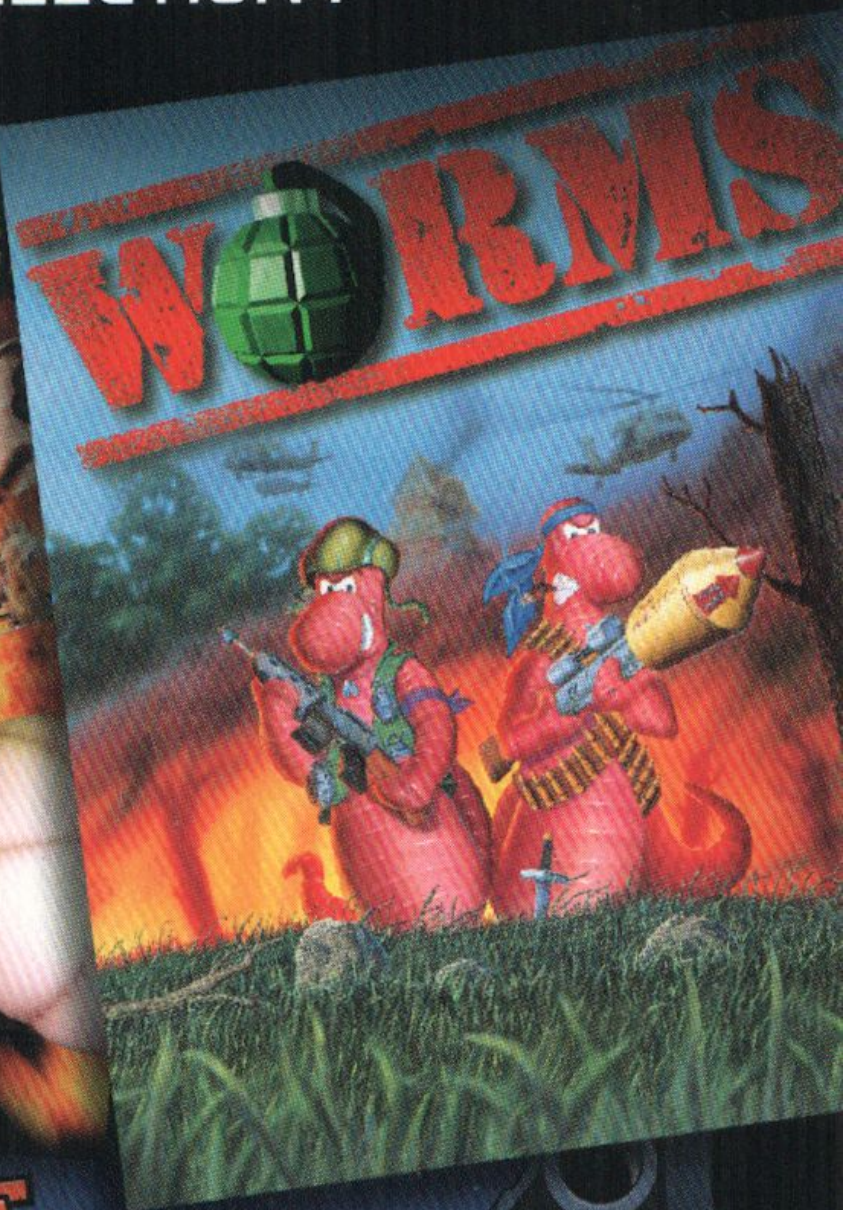
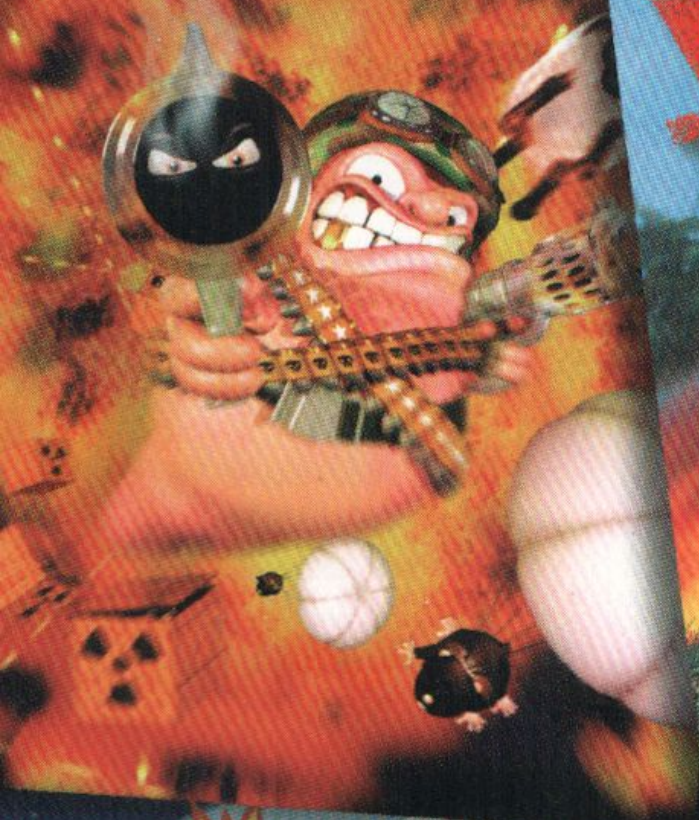


# WORMS™

COLLECTION 1

WORMS  
ARMAGEDDON



WORMS  
BLAST

EVERCADE



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# ABOUT WORMS

Creator Andy Davidson started development on the game that would become Worms back in 1990, using nothing more than a graphing calculator.

When Worms finally arrived in 1995, it was an instant hit thanks to its addictive and highly competitive turn-based artillery action.

By the time the war of the worms escalated to Armageddon in 1999, the series was considered an all-time classic.

And 2002's Blast provided an entertaining puzzle-based twist on the formula for a fun change of pace.

We're excited to finally bring these competitive classics to Evercade. Bring a friend or two and let's go to war!





# WORMS



## INTRODUCTION

This is a story of courage,  
honour, and worms.

War had cast a shadow over  
their once-peaceful land.

Gunfire filled the air, as worm  
turned against worm.

Where so many had fallen,  
others knew they must follow.



'Wormsong' from the original  
CD-ROM release of Worms on PC

In Worms, it's up to you to step up and take command: your squad of four brave invertebrates are keen to receive their orders, and the enemy worms aren't going to wait for you. Well, all right, they are, because this is a turn-based game, but still. Can you make skillful use of all the weapons available to you and come out on top?



## OBJECT OF THE GAME

Worms is a turn-based battle for supremacy.

Scattered across the landscape, up to four teams of four worms each fight to be the last squad standing.

Worms can be eliminated by reducing their energy points to zero, knocking them off the edge of the level or dropping them into water.

A variety of weapons are available to hurl at your opponents — but be careful, as some of the more powerful ones are limited in quantity!

There are also tools that help you get around the landscape — but where's the fun if your turn doesn't end with a "bang"?



WIZ

58 BEAR

60

DIDGE

95



# WORMS

## BASIC CONTROLS

### IN BATTLE

Activate scrolling mode,  
open weapon select menu

Jump

Fire (hold for power level)



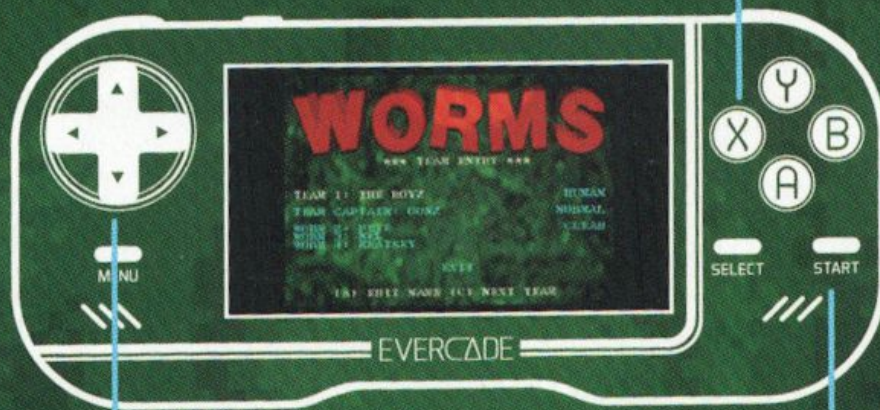
Move worm,  
aim up and down

Pause

### IN MENUS

Select option

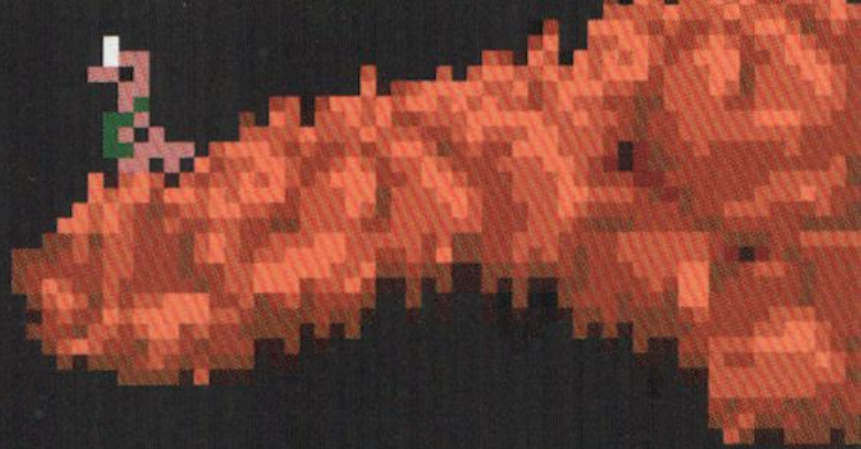
Refer to the  
on-screen  
instructions  
for more  
information.



Choose  
options

Select option





## QUICK START

Select Game Start from the main menu and choose to play a League or Friendly match.

League matches will update the statistics for each participating team after the match is over. Friendly matches will not.

Once you're happy with your choice, select up to four teams to play in the next match.

Press Start to begin the match once teams are selected. Or press Start with no teams selected to go back to the main menu if you want to change settings.



# WORMS

\*\*\* SELECT TEAMS \*\*\*

| TEAM        | PLD | WON | LST | FOR | AGN | DIF |
|-------------|-----|-----|-----|-----|-----|-----|
| *THE BOYZ   | 0   | 0   | 0   | 0   | 0   | 0   |
| *OLD SCHOOL | 0   | 0   | 0   | 0   | 0   | 0   |
| *HOME TOWN  | 0   | 0   | 0   | 0   | 0   | 0   |
| *FRONT LINE | 0   | 0   | 0   | 0   | 0   | 0   |
| TESTERS     | 0   | 0   | 0   | 0   | 0   | 0   |
| STATESIDE   | 0   | 0   | 0   | 0   | 0   | 0   |
| IPS         | 0   | 0   | 0   | 0   | 0   | 0   |
| OCEAN       | 0   | 0   | 0   | 0   | 0   | 0   |

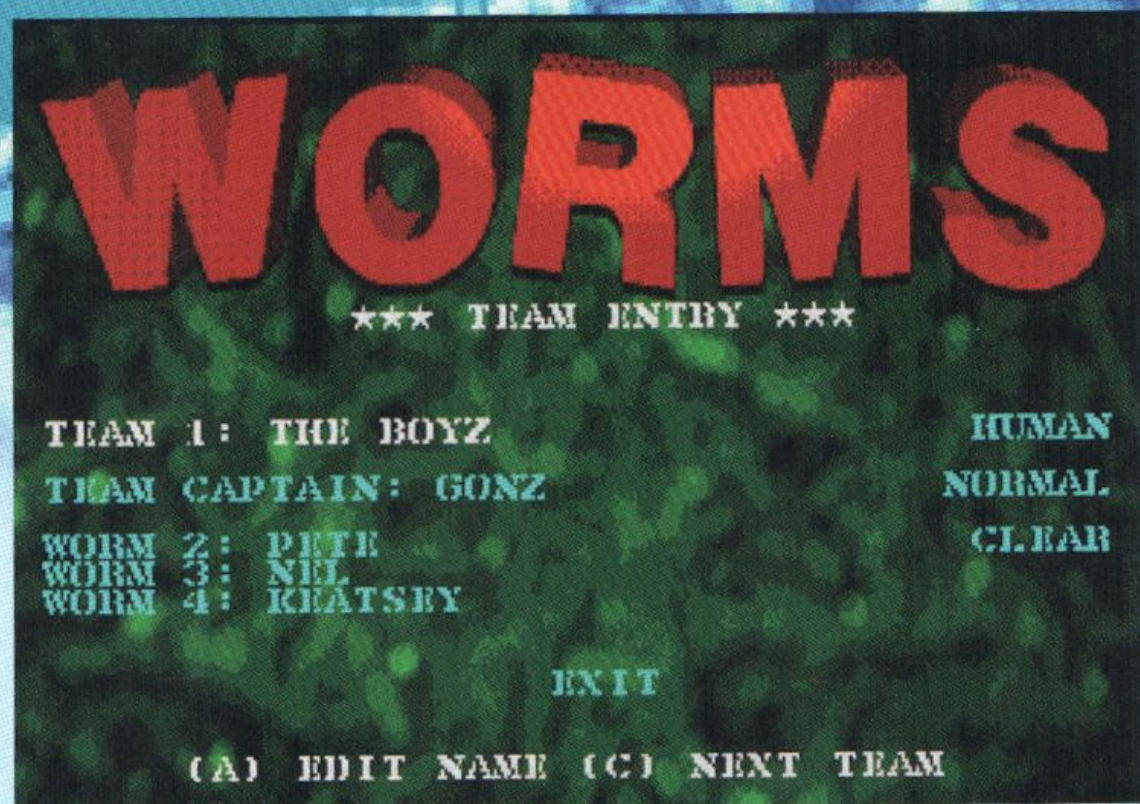
PRESS START TO PLAY!  
EXIT



# WORMS

## PREPARE FOR BATTLE

Before you jump into battle, use the Evercade D-pad to select the Team Edit option from the main menu and press the X button.



From the Team Edit screen, you can customise any of the provided teams, or use the Clear option to create your own.

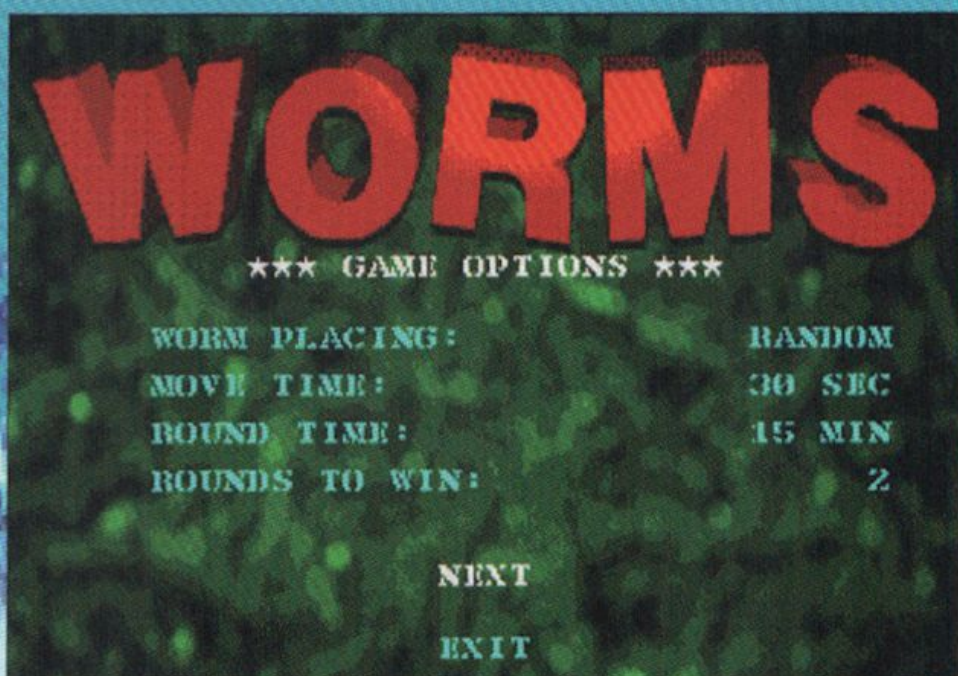
Give your team a catchy title and name up to four worms.

Set your worms to have Low, Normal or High health to affect the difficulty and length of your matches.

If you want to play the game solo, make sure at least one team is set to be controlled by the CPU instead of a human.

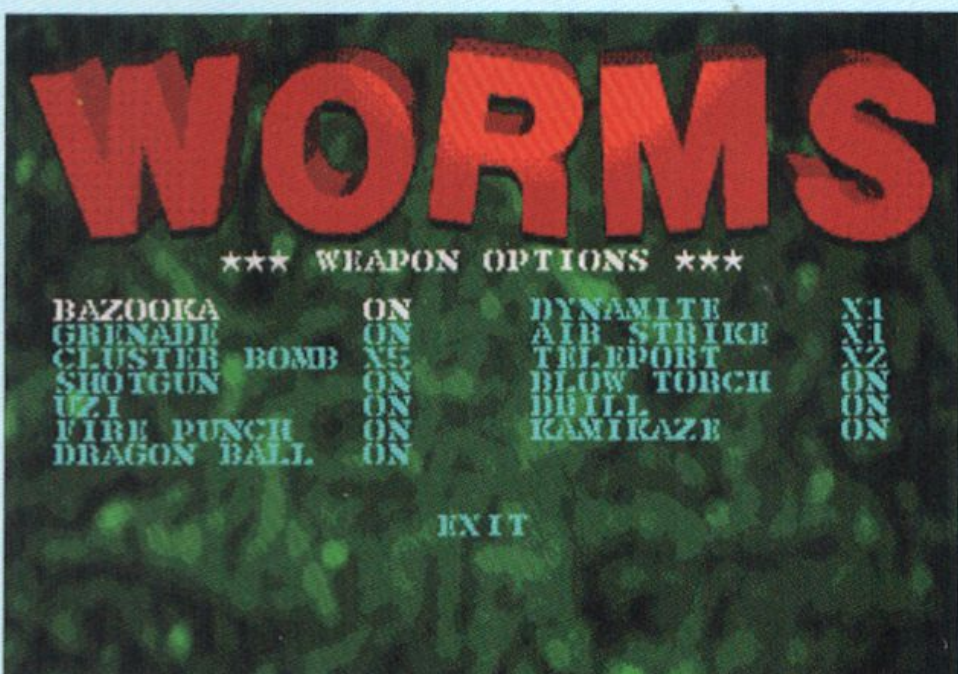


The Options menu has two pages where you can customise your Worms experience.



On the first page, choose where your worms are placed at the start of a round: together in teams, or randomly scattered.

You can also choose how long each turn and an individual round lasts. When time runs out, the match moves to Sudden Death!



Choose Next to move to the Weapon Options screen, where you can enable, disable or limit the quantities of the default weapons.



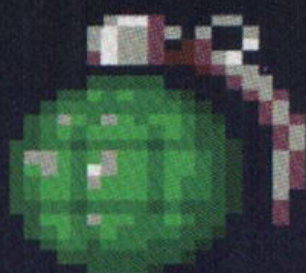
# WORMS

## WEAPONS GUIDE



### BAZOOKA:

Basic tool of the trade. Affected heavily by wind.



### GRENADE:

Unaffected by wind, but prone to bouncing and rolling.



### CLUSTER BOMB:

A grenade that splits into bits!



### SHOTGUN:

Two shots that knock your foes back.



### UZI:

The rapid-fire revenge weapon.



### FIRE PUNCH:

A vertical jumping punch. Can "cut" through the landscape.





**DRAGON BALL:**

A short-range horizontal projectile.



**DYNAMITE:**

Huge explosion, heavy damage. Just make sure you get out of the way!



**AIR STRIKE:**

Drops seven bombs from the sky around the area you select.



**TELEPORT:**

Point, click, and you're somewhere else. Perfect for sneakiness.



**BLOW TORCH:**

Dig through the landscape horizontally or diagonally.



**DRILL:**

Dig straight downwards.



**KAMIKAZE:**

Sacrifice a worm to fly through the landscape and explode on impact.

There are three legendary weapons to find in the weapon crates that drop throughout the match, too...





# WORMS ARMAGEDDON

## INTRODUCTION

It's all-out war as the worms return for another round!

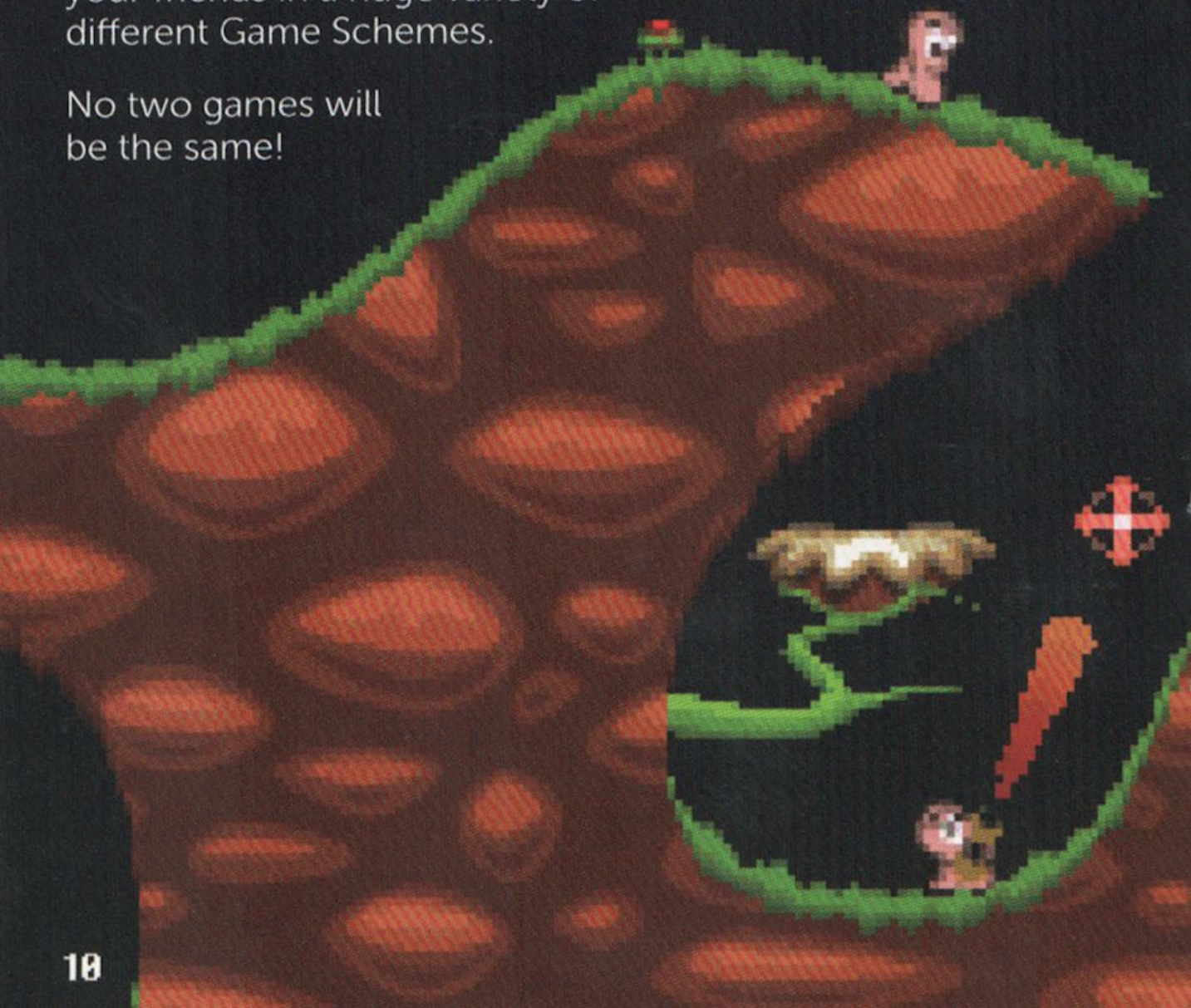
This time around, there's more weapons, more ways to play and more wanton destruction!

Train for battle and take on the computer in a range of single-player modes, then throw down against up to three of your friends in a huge variety of different Game Schemes.

No two games will be the same!



Chicken  
100





## OBJECT OF THE GAME

In the single-player modes, you'll need to prove yourself in basic training, take on missions and increase your Deathmatch rank against challenging computer opponents.

When playing with friends, the objective is simple: be the last worms standing!

Defeat your enemies by depleting their energy, knocking them out of the level or dropping them into the water.

Obtain new weapons from crates that drop into the battlefield, then unleash their power to devastate your opponents!



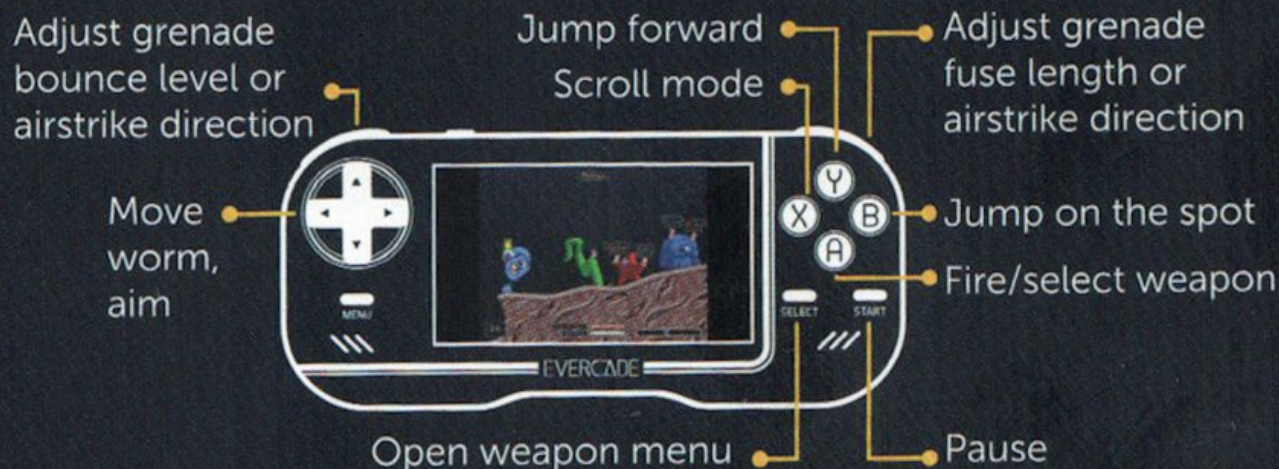


# WORMS ARMAGEDDON

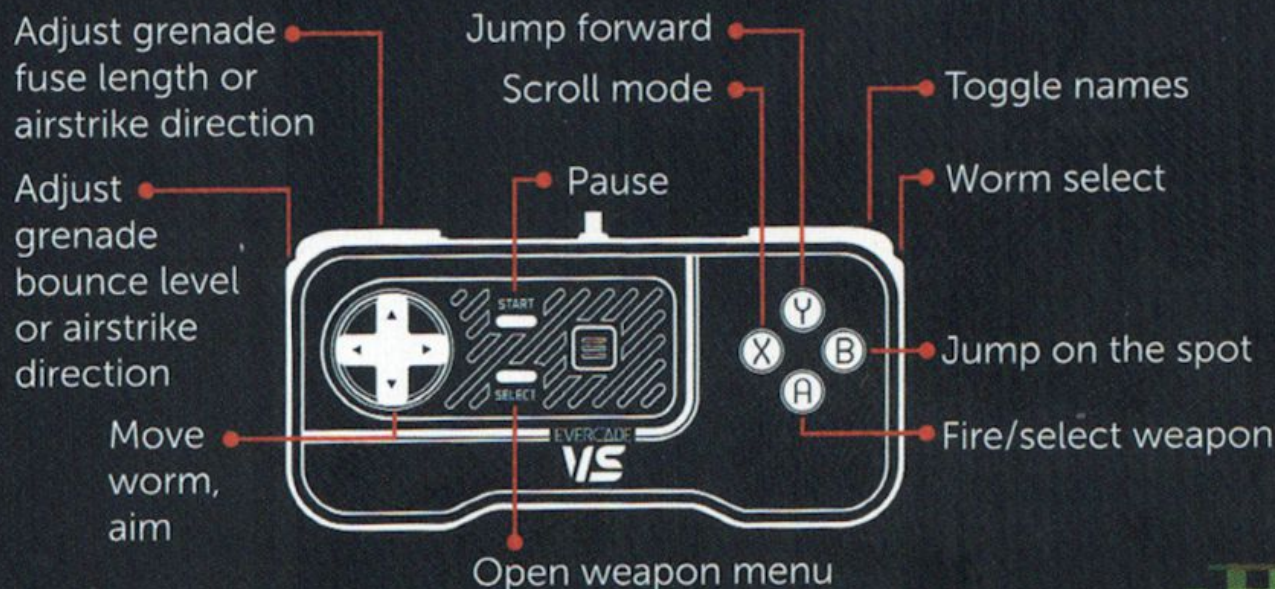
## BASIC CONTROLS

### IN BATTLE

#### EVERCADE HANDHELD



#### EVERCADE VS:



#### IN MENUS

- D-pad – Choose options
- Y – Cancel/previous menu
- A – Select option



## QUICK START

From the title screen, choose to start a single-player game, create a custom match, adjust the game options or jump quickly into a multiplayer game with default settings.

To edit or create your own teams, head to the options menu.

If you're not sure what an icon does, move the highlight over it and the on-screen text will explain.



PLAY A QUICK GAME AGAINST THE COMPUTER



# WORMS ARMAGEDDON

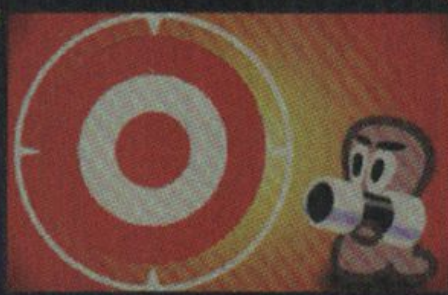


## SINGLE-PLAYER

Pick a team and challenge the computer in a quick match, a training session, a mission or an all-out Deathmatch.

Note you'll need to prove yourself in the Training missions before you'll be given real missions to take on!

If you're not sure what an icon does, move the highlight over it and the on-screen text will explain.



PLAY A QUICK GAME AGAINST THE COMPUTER





## CUSTOM GAMES

From the Create Game screen, choose up to four teams to play in a match and set up your options, or pick a Game Scheme to adjust the way to play, including the weapons available.

White teams are human-controlled, red teams are computer controlled. Adjust handicaps and worm counts in the top right window.

Game Schemes can be customised with the options on the right of the Create Game screen.



The screenshot shows the 'Create Game' interface. On the left, a landscape with hills and a blue sky is visible. The main area is divided into several sections:

- Team Selection:** A list of teams: Cartwright, Evil Team, Kilburn, Brown, Morton, and Gipson. To the right, four teams are selected: The Gods, Chesh, Towell, and Probe. Each team name is accompanied by a small icon of a character.
- Game Scheme:** A section titled 'Game Scheme' with the following options: Intermediate, Kung Food, Men At Worm, and Pro.
- Customization Options:** A row of icons for adjusting game parameters: a red arrow pointing down with the number 45, a clock icon with the number 15, a shield icon with the number 100, a trophy icon with the number 2, a red arrow pointing down, and a red 'X' icon.
- Bottom Bar:** A red joystick icon on the left, a black button labeled 'CHOOSE A GAME SCHEME' in the center, and a yellow and black radiation symbol on the right.



# WORMS ARMAGEDDON

## WEAPONS GUIDE

These are the weapons available in the default "Intermediate" Game Scheme.



### BAZOOKA:

Basic weapon. Heavily affected by wind.



### HOMING MISSILE:

Homes in on a selected enemy, but can still be blown off course.



### MORTAR:

Fires at full power, explodes and splits into cluster bombs.



### GRENADE:

Safe from wind, but prone to rolling. Adjust fuse with L2 button.



### CLUSTER BOMB:

A grenade that splits into pieces. Adjust fuse with L2 button.



### BATTLE AXE:

A powerful melee attack. Will only kill worms who have 1 health point left.





**SHOTGUN:**

Two shots with heavy knockback.



**HANDGUN:**

Six weak consecutive shots.



**UZI:**

Rapid-fire shots, perfect for revenge.



**FIRE PUNCH:**

A jumping vertical punch.



**DRAGON BALL:**

A short range horizontal projectile.



**KAMIKAZE:**

Sacrifice a worm to send them (and your foes) flying, then end with a bang.



**SUICIDE BOMBER:**

The clue's in the name. Leaves toxic gas behind.



**PROD:**

The most humiliating of "weapons".



**EXPLODING SHEEP:**

Send gambolling towards your opponent, then detonate with A.

There are more to discover in weapon crates and other modes!





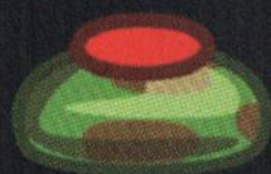
**MOLE BOMB:**

A to launch, A to dig, then A to detonate.



**DYNAMITE:**

Drop it, then run!



**MINE:**

Great for setting traps.



**BLOW TORCH:**

Cut horizontally or diagonally into the landscape.



**PNEUMATIC DRILL:**

Cut downwards through the landscape.



**GIRDER:**

Build your own platform:



**BASEBALL BAT:**

Hit a home run with your opponent as the ball!



**TELEPORT:**

Point, click, get out of trouble. Or into it.



**NINJA ROPE:**

Press A to fire at a wall, then use the D-pad to swing. Press Select to choose a weapon and Y to drop it while swinging.



**BUNGEE ROPE:**

Safely jump off cliffs. Press Select to choose a weapon and Y to drop it while bouncing.

**PARACHUTE:**

Safely descend long distances. Watch out for the wind!

**SKUNK:**

You can probably guess what this does.

## GAME SCHEMES

Different weapons and ways to play are available in the different Game Schemes. Experiment to find your favourite!

Here's a few favourites:

**CLOCKWORK ORANGE:**

More powerful weapons become available as the match goes on.

**ARTILLERY:**

Kicking it properly old-school with immobile worms.

**KUNG FOOD:**

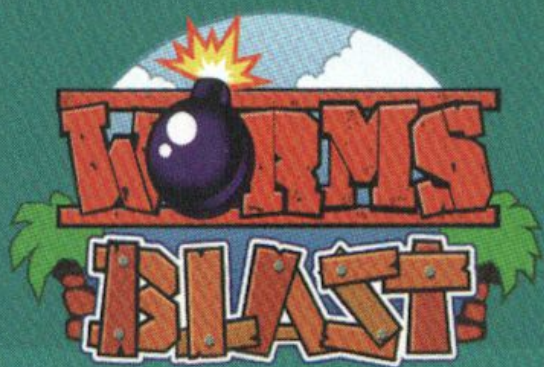
Close combat only!

**MEN AT WORM:**

Build up your defences before battle begins in earnest!

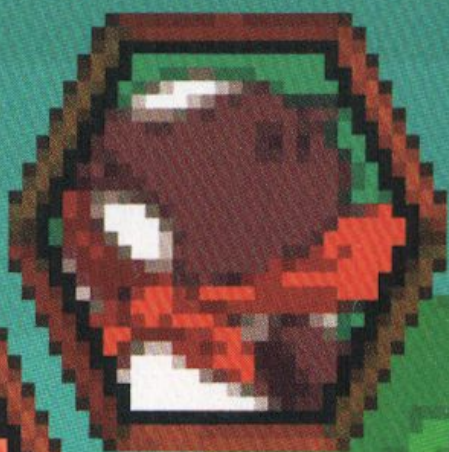
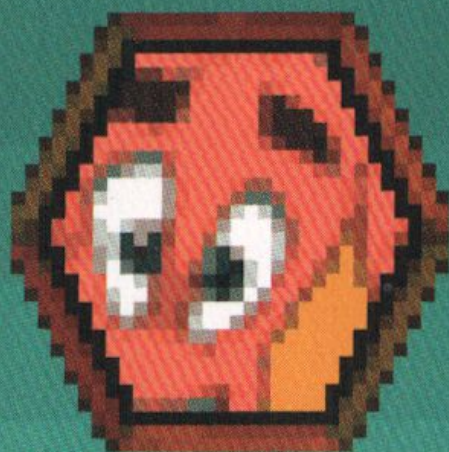




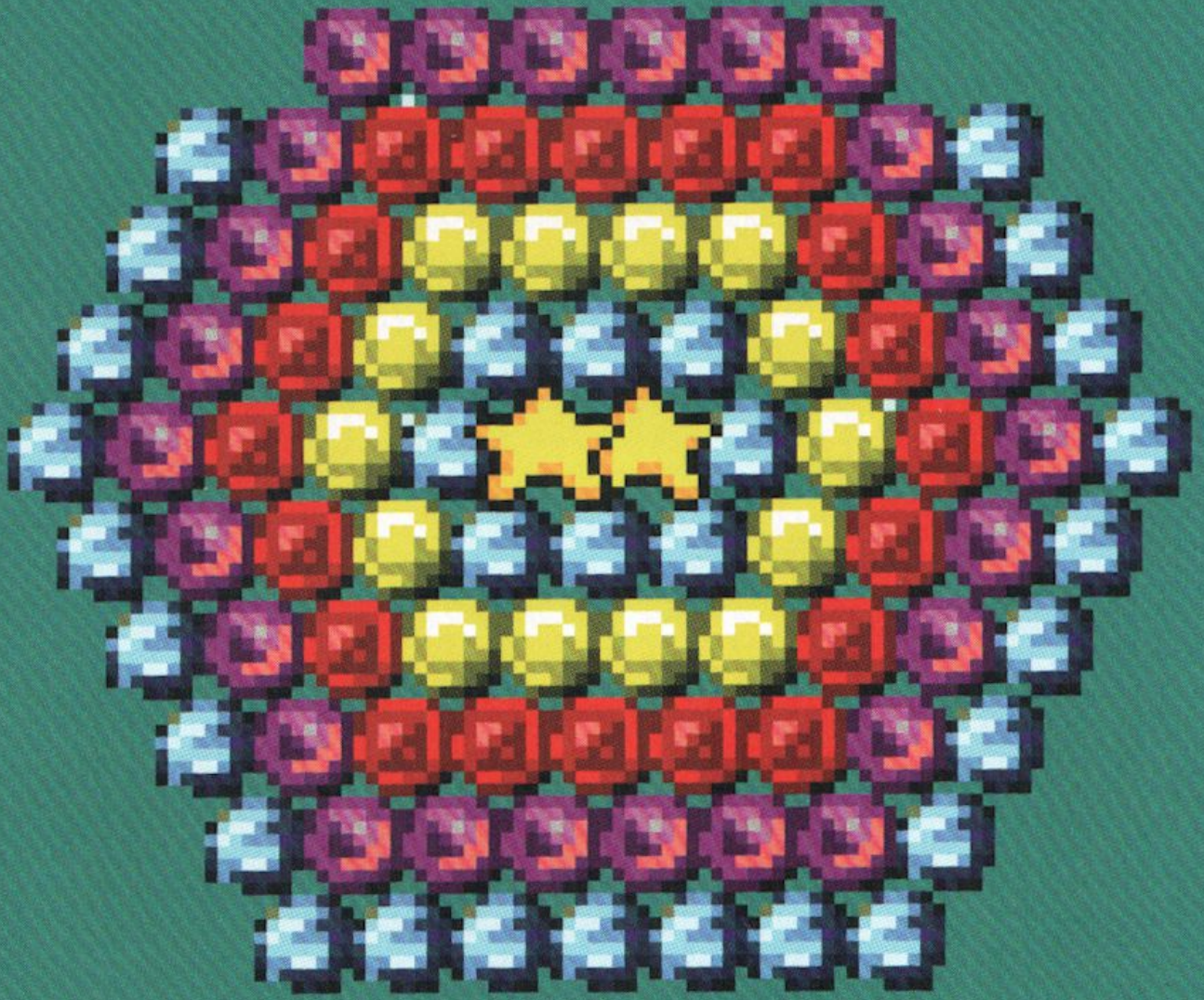


## INTRODUCTION

So you reckon you're skilled with the Worms arsenal? It's time to put them to the test with some explosive puzzle action! In Worms Blast, you'll take on a series of challenging solo puzzles, prove yourself in a series of skill-based Tournament challenges and compete against an array of challenging opponents in the Versus mode!







## OBJECT OF THE GAME

In Worms Blast, you use Worms weaponry to clear coloured blocks from the top of the screen.

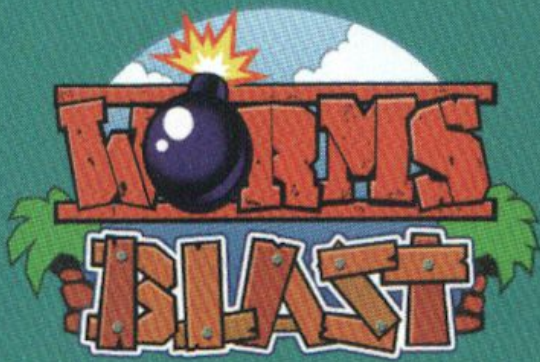
Shoot a block with the right colour to destroy all the like-coloured blocks connected to it!

Shoot a block with a different colour to paint it that colour and set up combos.

Make sure you don't miss, though, otherwise you're in for a "heavy" punishment!





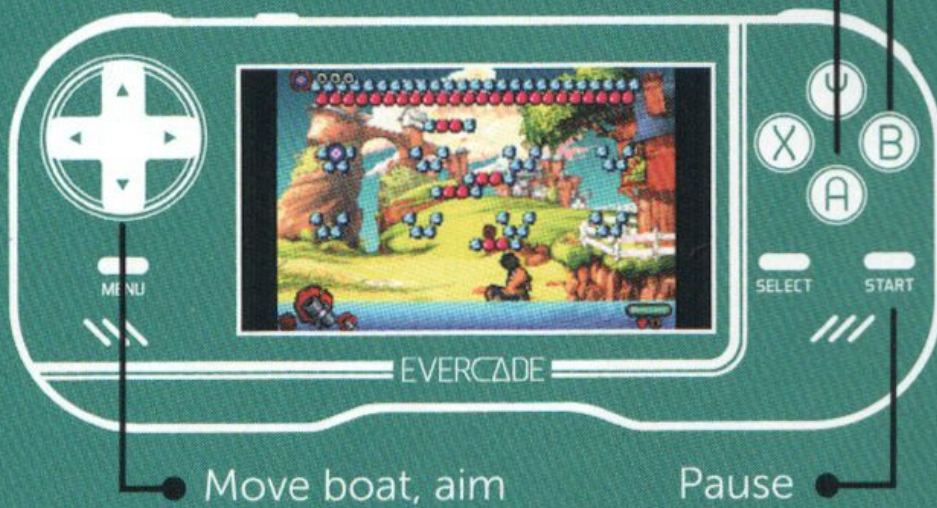


## CONTROLS

### IN BATTLE

Fire (hold for power)

Switch weapon



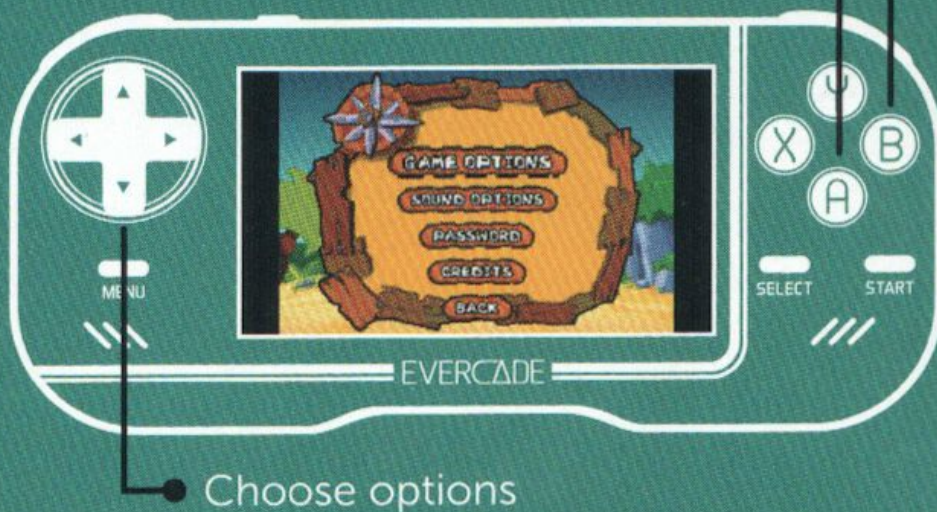
Move boat, aim

Pause

### IN MENUS

Select option

Go back



Choose options



# GAME MODES

## PUZZLE

Clear a series of stages by meeting the objectives.

## TOURNAMENT

Compete in a series of minigames that provide an opportunity to practice with the different weapons.

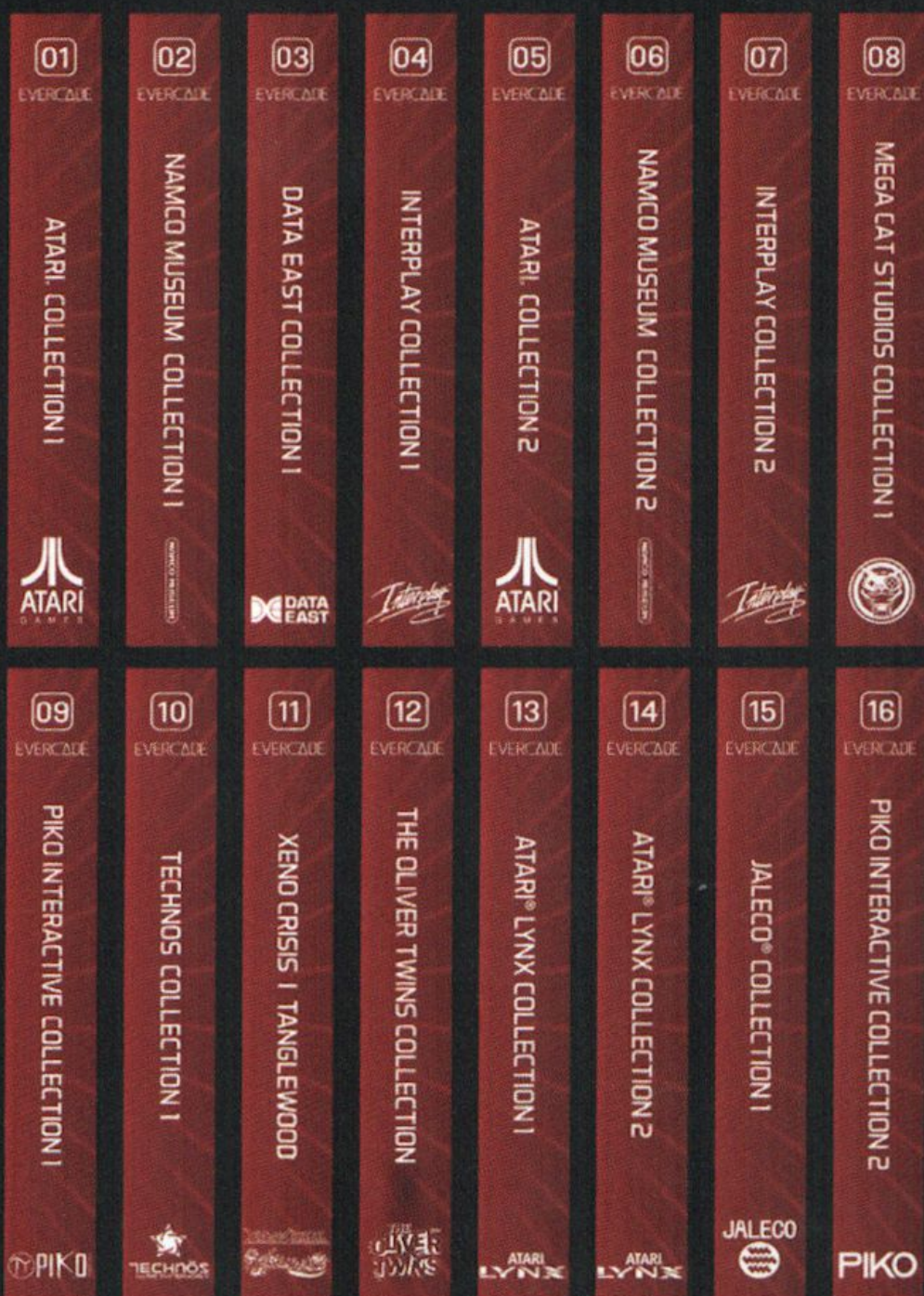
## VERSUS MODE

Challenge the computer opponents to a series of matches under several different rulesets.





# MORE COLLECTIONS AVAILABLE






**BLAZE** ENTERTAINMENT | EVERCADE

MADE IN CHINA. DESIGNED IN THE UK.

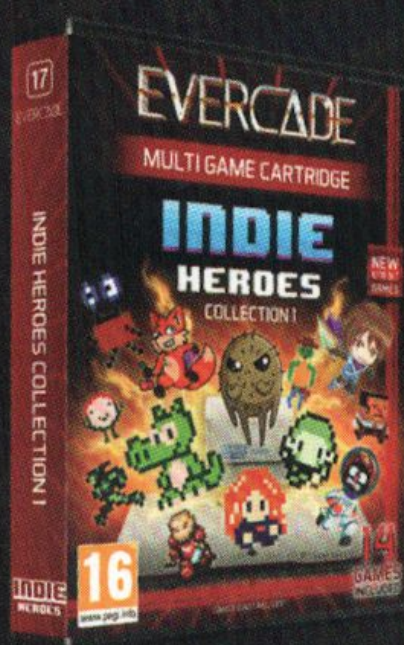
BLAZE ENTERTAINMENT, VENTURE HOUSE, LETCHWORTH, SG6 2HW, UK

FOR MORE INFORMATION VISIT [BLAZERETRO.COM](http://BLAZERETRO.COM)

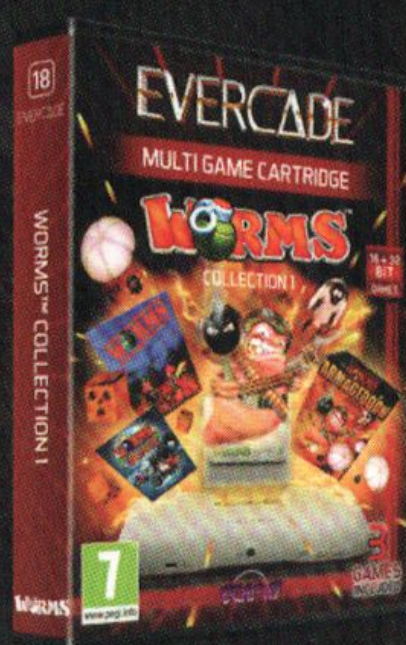
 /evercaderetro  evercaderetro  @evercaderetro



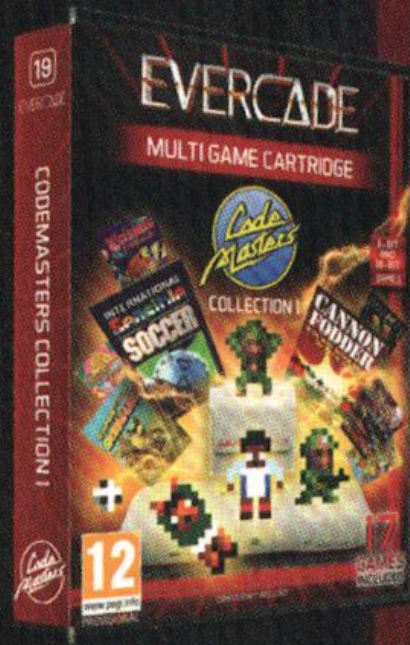
# NEW TO EVERCADE



17 **INDIE  
HEROES**



18 **WORMS**



19 **Code  
Masters**

FOR MORE INFORMATION VISIT  
**EVERCADE.CO.UK**



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Original Concept Andy Davidson. Worms™ and Team17  
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Millipede

PAC-MAN

THE SIMPSONS  
TROPICS

KARATE  
CHAMP

EVERCADE  
RETRO GAMES CONSOLE  
CELEBRATE THE CLASSICS

THE SIMPSONS  
BART VS. THE WORLD

ATARI 7800

EVERCADE

ATARI 7800  
BOOBERMAN

ATARI

EVERCADE  
RETRO GAMES CONSOLE

EVERCADE  
RETRO GAMES CONSOLE

EVERCADE  
RETRO GAMES CONSOLE

ATARI 7800