WormWorld Help Index

General Help

The Game

About WormWorld

Welcome to WormWorld for Windows.   This is the PC Plus special version.   For details on obtaining a more developed version of WormWorld, see the notice that appears upon exiting WormWorld.

Idea of the Game

The idea of the game is to guide the worm through the level into the exit pot:-

The Exit Pot

Although you cannot directly control the worm, you can place special command blocks in front of it.   When the worm walks into the command blocks, it will do what the command block dictates:-

The Bridge Command Block
 The Anti-Gravity Command Block
 The Stop Command Block

The Worm

The worm moves independently.   You have no direct control over it.   It will always start walking right when the game begins.

When the Worm Walks into a Wall

When the worm hits a wall (brick or steel), it will turn around and walk in the other direction.

When the Worm Walks into Soil

The worm will eat through the soil.   Note that any blue blocks directly above the soil will fall.

When the Worm Walks into a Blue Block

The blue blocks are movable.   If the worm walks into the blue block, and there isn't another block in the way, the worm will push the block once in the direction it is walking and then turn around and walk the other way.

When the Worm Walks down the exit tube

When the worm walks down the exit block, the level is completed.

When the Worm Falls

If the worm falls too far it will die.   If the worm doesn't fall too far, it will land and keep walking in the direction it was walking before it fell.

When the Worm Falls into Spikes

When the worm falls into spikes, the worm will die.

When the Worm Walks into a Command Block

See Command Blocks

Command Blocks

Command Blocks provide you with a way to control the worm's actions (see also Scenery Blocks).   You must put command blocks in the path of the worm to make him do what you want him to do.   You do this by clicking on the appropriate Command Icon (on the panel below the screen) and then clicking on a blank space on the screen in front of the worm where you want the Command Block to be placed.   There are three command blocks:-

The Bridge Command Block

Placing this block in front of the worm means that if he walks into it, he fill create a gooey bridge in front of and below him, if there is a gap there. This is an easy way to walk over pits etc.

The Anti-Gravity Command Block

Placing this block in front of the worm means that if he walks into it, gravity will be reversed.   That is, the worm will fall upwards and walk on the ceiling.   Note, this does not affect gravity for the movable blue blocks.

The Stop Command Block

Placing this block in front of the worm means that if he walks into it, he will stop and turn around and walk the other way, as if he had walked into a wall.

Scenery Blocks

WormWorld levels are made up from scenery blocks (see also Command Blocks).   Each block acts in a certain way:-

The Brick Block

The worm can walk on this.   If the worm walks into it from the side, the worm will turn around and walk the other way.   Brick blocks are not movable.

The Metal Block

The metal block acts in the same way as a brick block.   It is there just as scenery.

The Blue Movable Block

These blocks are movable.   If there isn't anything holding the block up, it will fall.   The worm can push these blocks along by walking into them as long as there isn't another block in the way.

The Mud Block

The worm can eat through mud from the side.   Mud is sometimes used to support blocks.   Note that the worm cannot eat through mud from the top or bottom.

The Spikes

Spikes can usually be found at the bottom of a pit.   Spikes will skewer the worm if it falls into them.   If a worm walks into it from the side,   the worm will turn around as if it were a wall.   Note there is also an upside-down version of the spikes.   The worm can fall upwards into these when gravity is reversed.

The Exit Tube

The worm must find its way to the exit tube to complete the level.   It must be entered from above.   There can be more than one exit per level, but note that on some levels, one of the exits may be impossible to reach. The time you take to complete a level   can be seen from the timer.

The Timer

There is a timer in the bottom-right of the screen on the panel.   This times how long it takes you to finish a level.   The timer starts when the worm starts walking.   Each level has a Best Time (to view the best time when a level is loaded, go to the Options menu).   If you beat the best time, you must put your name in.   This is then saved to disk with the level.