

Worms 4 : Mayhem

Mission Guide - Written by Cyclaws V1

PLEASE DO NOT CHANGE THIS WITHOUT MY PERMISSION.

My website: <http://www.wormstournaments.com>

My forums: <http://www.wormstournaments.com/forums>

How to use this guide:

Each mission is labelled by a number. To instantly reach this number, simply press Ctrl + F, and type the number in the search box. There should be two results. The first 1 will be in the index, where I give you the number, and the second will be where the mission is.

Each mission will be given in steps, from the first thing to do, till the last. This guide is only contains basic instructions to what you have to do. It will differ upon what the enemy do, and how good you are. However, using this guide as a bases, you should eventually get there.

Each step represents a go, except in the missions where you don't have enemies, and therefore don't have any turns. You will only get the maximum amount of coins, if you complete the level in the stated time.

Other credits, to those who helped me write this, are written after the mission they helped with.

Index:

Tutorial 1: Worminkle University: Number = 0.10

Tutorial 2: Unsporting Behaviour: Number = 0.20

Tutorial 3: Mike's Secret Laboratory: Number = 0.30

Mission 1: Diner Might: Number = 1.00

Mission 2: Sneaky Bridge Thieves Inc: Number = 2.00

Mission 3: Building Site Saboteurs: Number = 3.00

Mission 4: The Crate Escape: Number = 4.00

Mission 5: Destruct and Serve: Number = 5.00

Mission 6: Storm the Castle: Number = 6.00

Mission 7: The Windy Wizard: Number = 7.00

Mission 8: Ron in the Hood: Number = 8.00

Mission 9: Joust about it: Number = 9.00

Mission 10: Nice to Siege you: Number = 10.00

Mission 11: Mine all Mine: Number = 11.00

Mission 12: Ghost Hill Graveyard: Ghost Hill Graveyard: Number = 12.00

Mission 13: Tin Can Wally = 13.00

Mission 14: Doom Canyon: Number = 14.00

Mission 15: High Noon Hijinx: Number = 15.00

Mission 16: Turkish Delights: Number = 16.00

Mission 17: No Room for Error Number = 17.00

Mission 18: Carpet Capers: Number = 18.00

Mission 19: Traitorous Waters: Number = 19.00

Mission 20: Gibbon Take: Number = 20.00

Mission 21: Fast Food Dino: Number = 21.00

Mission 22: Escape from Tree-Rex: Number = 22.00

Mission 23: Chute to Victory: Number = 23.00

Mission 24: The Land that Worms Forgot: Number = 24.00

Mission 25: Valley of the Dino-worms: Number = 25.00

Other Credits: Number = 000

Tutorials:

0.10 - Worminkle University.

Follow the instructions, and kill all the worms using the weapons you collect in crates. You may wish to play around with the weapons available.

You will receive 10 coins for completing this tutorial.

0.20 - Unsporting Behaviour.

Follow the instructions, and kills all the worms using weapons you collect in crates. You may wish to play around with the weapons available. Remember, these worms will attack back.

You will receive 10 coins for completing this tutorial.

0.30 - Mike's Secret Laboratory.

Follow the instructions, and kill all the worms using the weapons you collect in crates. You may wish to play around with the weapons available. These worms will attack back!

You will receive 10 coins for completing this tutorial.

At the end of tutorials, you will have 30 coins!

Missions:

1.00 - Diner Might.

Step 1: Walk into the building, and the shotgun to destroy the TNT next to Sparkie. With your second shot, shoot the TNT next to Brickie.

Step 2: Using worm select, switch back to the worm that is already in the building. Once this is done, use the shotgun again to destroy the TNT next to Plumbie, then with the second shot, the TNT next to Chippie. To get to Chippie, climb up the little plank of wood that leads up to him.

If you did all this in less than 2 minutes, you will get 40 credits.

2.00 – Sneaky Bridge Thieves Inc.

Step 1: In front of you, you will see two planks of wood that lead up to a higher lever. Use them to get up, and collect the 3 saws on that level.

Step 2: Switch to the worm you were using before, and continue forward towards the crate. Collect it, but continue going, until you see a utility. Go up and collect it, then build a girder between the two levels. Go over the girder, and collect the 2 saws you see. Turn back, and go up the plank of wood towards a crate. If you have time, go up the next plank, and collect the utility.

Step 3: Switch to the worm you were using before. If, in the last go, you didn't manage to go up the plank of wood to collect the utility, do it now. Use the parachute to glide down towards the landing in front of you, and collect the saw that can be found there. Parachute to the level on the right (not the one with Concrete Kev on it). Head up the plank, and collect the saw.

Step 4: Switch to the worm you were using before. Build a girder up to the level above the one your currently on, and go up to it. Collect the saw that is found on one of the barrels.

If you did all this in less than 4 minutes, you will get 40 credits for your efforts.

3.00 - Building Site Saboteurs.

Step 1: Go forward, and collect the crate. Continue going forward, and drop the dynamite next to the TNT.

Step 2: Collect the crate that appeared, then start going towards the crate on the little floating boat. Start going right and you will see another digger, and some more TNT. Jump over to it, and leave dynamite there. Make sure you jump off again!

Step 3: Jump towards the stairs, and towards the last digger. Drop dynamite next to it, and run away.

Step 4: Go towards the little warehouse that the weapons appeared in, and collect them all. Use an air strike, like it up with both the worms, and kill them all in one go.

If you did all this in 3 minutes, you will be awarded 40 credits.

4.00 - The Crate Escape.

Step 1: Do a double jump up the two barrels behind you, to get to the second level. Climb up the plank of wood to get up to the third. Once again, double jump up to the fourth level using the barrels. Go over, and collect the utility. Use the parachute to go down, and collect the escape utility. Do this all as fast as you can!

If you can do it in less than 45 seconds, you will be given 40 credits.

5.00 - Destruct and Serve.

Easter Egg = 88MPH Easter egg. To collect the Easter egg in this mission, you need to blow up the sporty looking car, or to be more precise, the silver one.

Step 1: Jump forward towards the building, and go to the left. Start off by using the bazooka to destroy the TNT on the left side of the building.

Step 2: Once again, jump forward towards the building. Use the bazooka to destroy the TNT in the middle of the building.

Step 3: Again, jump towards the building, and go to the right. Destroy the TNT on the right side of the building, using the bazooka.

Step 4: Use an air strike to attack the one of the TNT's that is on the roof of the building. You might want to try and get the blast to attack Agent Dunst, as well. Agent Dunst should be killed in this blast.

Step 5: Use a jet pack to get to the second TNT found on the roof. Destroy it using a bazooka.

Step 6: Again, use a jet pack to get to the third TNT that is found on the roof. Destroy it with a bazooka.

Step 7: If you have been following this guide word for word, the worm you are now using should be near Agent Hood. Collect the super sheep in the crate, and use it to kill Agent Hood.

Step 8: The next worm should be near Agent Aston. Kill him with a sheep.

Step 9: Go forward, and attack Agent Diamond with dynamite.

Step 10: Attack Agent Dennis with dynamite. You may have to use a jet pack to fly up to him.

Step 11: Attack Agent Chesh with a bazooka.

Step 12: Finish off Agent Chesh with the bazooka.

If you completed the mission in less than 8 minutes, and collected the 88MPH Easter egg, you will have earned 1040 credits for that mission!

6.00 - Storm the Castle.

Step 1: Collect the health crate, and make your way to Royal Archer on the left side. Use fire punch to kill him.

Step 2: Use worm select to switch back to the worm you last used, and collect the crate. Head towards the health crate, and collect it, but then cross the little bridge to meet the right Royal Archer, and kill him with fire punch as well.

Step 3: Switch your worm back to the worm used in your last go and start making your way up the little spiral staircase. You should find another Royal Archer quickly. Kill him with fire punch.

Step 4: Again, switch to the worm used in your last go, and continue up the stair case. On your way up, collect the health create, and the infinite girders. Kill the last Royal Archer with fire punch.

Step 5: Switch back to the worm last used, and use a double jump to get up to the nearest Royal Guard, and use the baseball bat to knock in into the water.

Step 6: Switch to the worm you used last go, and bridge the gap between you and the next Royal Guard by using a girder. Jump over to him, and knock him into the water with a baseball bat.

Step 7: Once again, switch to the worm you used last go, and bridge the gap between you and the next Royal Guard with a girder. Jump over to him and baseball bat him into the water.

Step 8: Switch to the worm you used in your last go, and build a girder between you and the stairs. Go up the stairs, to the Wizard, and kill him with dynamite.

Step 9: Use one final girder from the stairs, to bridge the gap between you and the time machine piece!

If all this is done in less than 8 minutes, and 30 seconds, you get 40 credits!

7.00 - The Windy Wizard.

Step 1: Jump towards the right, then jump onto the fence. Observe the wind direction, and make a bazooka shot towards the TNT.

Step 2: Go to the left (towards where Agent Dennis was), and take out the TNT there with a bazooka. Once again, observe the wind direction.

Step 3: Go back to the fence you were at during step 2, and look behind you. Shoot the TNT with a bazooka, again observing the wind direction.

Step 4: Go back to the right, and take out the last wind machine. Be careful, the wind is very strong now. You may like to use a grenade if you feel more comfortable with them, but a bazooka can do it.

Step 5: Use a bazooka to kill Apprentice Tapper. Wind is no longer a problem.

Step 6: Use a bazooka to kill Apprentice Smith.

Step 7: Use a bazooka to kill Apprentice Dennis.

Step 8: Attack Windy Wizard with a bazooka.

Step 9: Finish off Windy Wizard with the bazooka.

If you complete this mission in less than 5 minutes, 40 credits will head your way!

8.00 - Rob in the Hood.

Step 1: Use a jet pack to get to Baron Heugar. Collect the utility, and drop a 5 second grenade next to him.

Step 2: Using the jet pack, fly your second worm over to Baron Gunther. Drop a 5 second grenade next to him, and run.

Step 3: Use the jet pack to get up to Baron Frogal. When you're up there, drop a 5 second grenade next to him.

Step 4: Collect the crates that fell out of the cages. When you get the super sheep, fly it up to Rogue Wizard, to kill him.

If you can complete this mission in less than 4 minutes, you get 40 credits!

9.00 - Joust about it.

Step 1: Head over to Sir Real and fire punch him.

Step 2: Go to Sir Plus and fire punch him.

Step 3: Go to Sir Pass and fire punch him.

Step 4: Kill Sir Fussup with a bazooka.

Step 5: Kill Sir Jerry with the homing missile.

Step 6: Drop a 5 second grenade next to Sir Kent.

Step 7: Use two shotgun shots on Sir Loin.

Step 8: Use one shot gunshot to kill Sir Loin, and another on Sir Render.

Step 9: Use two shotgun shots killing Sir Render.

Step 10: Use the shotgun on the last worm.

Step 11: Finish off the last worm.

Step 12: Collect the time machine piece.

If you did all of this in under 9 minutes and 30 seconds, you will win a well earned 40 credits.

10.00 – Nice to Siege you.

****Easter egg = Hidden room Easter egg.**** To collect this Easter egg, first you need to blow up the biggest castle door, with dynamite, or something similar. Inside the room, you will find a little passage way, have your worm walk down that, and you will unlock the Easter egg!

Step 1: For the next 15 minutes, you'll have to keep killing the worms, as they will spawn every time one is killed. This is actually very easy to do. Make sure you collect health crates, and to waste time, don't make your move until the timer is very low. You can use this mission as a way to experiment with many of the weapons available.

If all this was done in less than 16 minutes, and you unlocked the hidden room Easter egg, you will have earned 1040 credits! Nice job!

11.00 - Mine all Mine!

Step 1: Go towards Wild Bill, and bat the nearest mine towards him. You may have to do it higher than you thought you would!

Step 2: Go towards Worm-hai Kid and bat the nearest mine towards him. You may have to do it higher than you thought you would!

Step 4: Use the jet pack to get up to Quick Draw. Bat the nearest mine towards him. You may have to do it higher than you thought you would!

Step 5: Go to the mine nearest Worm Holliday, and bat it towards him.

If you do all this in less than 3 minutes, you will receive 40 credits.

12.00 - Ghost Hill Graveyard.

Step 1: Start walking towards the first nugget, and kill the worm what appears with a bazooka when you have collected it.

Step 2: Jump up the mountain, and over the bridge to collect the second nugget, and kill the worms that appear with a holy hand grenade.

Step 3: Go towards the next nugget, and use the parachute to get down. Attack one of the worms with a bazooka; aim to get it in the water.

Step 4: Start using girders to get yourself back up the mountain, but continue killing the worms.

Step 5: Spend your next few goes killing off the three worms, and using girders to get yourself to the next nugget.

Step 6: Go up, and collect the nugget. Finish off the mission by killing the worms that appear. I suggest using sheep and old ladies to try and knock them into the water. You will have to be fast on this mission.

If you managed this mission in less than 9 minutes, you will have earned yourself 40 credits!

13.00 - Tin Can Wally.

****Easter egg = Shoot the Crapper Easer egg.**** Any time during the mission, shoot the toilet that is behind you. It will unlock the Easter egg!

Step 1: Use the shotgun to shoot all of the targets, until Tin Can Wally dies.

Step 2: Using the shotgun, shoot two of the worms that have appeared.

Step 3: Using the shotgun, shoot the last two worms.

Step 4: Collect the gold!

If you collected the Shoot the Crapper Easter egg, and did the mission in less than 4 minutes, you will get 1040 credits.

14.00 - Doom Canyon.

Step 1: Build a girder to take you upwards, towards Wild Kev Carthew, and then skip your go.

Step 2: Build another girder about you, and double jump onto it. Then double jump up to the land, and kill Wild Kev Carthew with dynamite.

Step 3: Go over to Texas Towell, and kill him by dropping dynamite next to him.

Step 4: Go across the bridge, and use the bazooka to kill Robert the Kidd.

Step 5: Use the bazooka to knock Six Guns Dunstan into the water.

Step 6: Finish the mission by killing Omaha Li with that bazooka.

If you did all this in less than 4 minutes, you got yourself 40 credits!

15.00 - High Noon Hijinx.

Step 1: Collect the utility crate, and build a girder to bridge the gap between you and the next building. Jump up the ramps, to collect the utility. Continue jumping across, until you reach another ramp that takes you up to the third utility. Jump up, and get it. Use the parachute to glide down towards the crate.

Step 2: Collect the crate, and place dynamite next to the big gate, to let the other worms in.

Step 3: Jump outside the gate to collect all 4 of the crates, then go back in, and leave dynamite next to Lasso Larry.

Step 4: Go in, and drop dynamite next to Pistol Pete.

Step 5: Go in, and place dynamite next to Shotgun Sam. If you are lucky, the blast will kill Pistol Pete as well.

Step 6: Use a air strike to knock Fire Water Fred off the roof.

Step 7: Go into the large shed, and collect the shotguns. Use one to finish off Lasso Larry, and Shotgun Sam.

Step 8: Use an air strike to knock Messy James off the tower.

Step 9: Attack Fire Water Fred with dynamite.

Step 10: Use a dynamite to finish off Messy James.

Step 11: Fire a bazooka at Buffalo Barry. If you're lucky, he may fall off the roof.

Step 12: Finish off Buffalo Barry with a bazooka.

If you can do this in less than 11 minutes and 30 seconds, you will be awarded with 40 credits.

16.00 - Turkish Delights.

Step 1: Head over to Fingers Fareed, and bat him onto the target.

Step 2: Start batting Swag Swag Shabab towards one of the targets.

Step 3: Bat Swag Swag Shabab onto one of the targets.

Step 4: Shen start batting Laheeb the Loot towards the targets.

Step 5: Continue batting Laheeb the Loot towards the targets.

Step 6: Bat Laheeb the Loot nearer to the targets.

Step 7: Bat Laheeb the Loot nearer to the targets.

Step 8: Bat Laheeb the Loot onto one of the targets.

If you can do all this in less than 5 minutes, you earn 40 credits!

17.00 – No Room for Error.

Step 1: Equip the parachute, and start jumping up the clouds. Collect the shotgun, and then continue up a little further. Kill Soft Lad with the shotgun.

Step 2: Collect the sniper rifle that falls near you. Keep going up until you reach Handy Chap. Snipe Tough Guy.

Step 3: Collect the sniper rifle, and go up a little. When Hard Custard is in sight, snipe him.

Step 4: Continue going up, and collect the bazooka. Kill Handy Chap.

If you can do all this in less than 3 minutes and 30 seconds, you win 40 credits.

18.00 - Carpet Capers.

****Easter egg = Hidden Crate Easter egg**** To get this Easter egg, you'll need to parachute towards Egg's tower. Once there, jump off, and start parachuting down, Go around the tower, and you will see a hidden room with treasure in it. Glide in, and collect that treasure!

Step 1: Use the parachute to get down to the building, which has 3 crates on it. Collect them, then skip your go.

Step 2: Use the parachute to get down to another building with 3 crates on it. Collect them, and skip your go.

Step 3: Once again, use the parachute to get down to the last group of crates. Skip your go.

Step 4: Use a sniper rifle on Tomato.

Step 5: Finish off Tomato with a shotgun. Use the second shot on Egg.

Step 6: Finish off Egg with a sniper rifle.

Step 7: Use a super sheep to kill Sausage.

Step 8: Attack Bacon with the sniper rifle.

Step 9: Finish off Bacon with a sniper rifle.

If you can do all of this in fewer than 8 minutes, and collect the Hidden Crate Easter egg, you will have got 1040 credits!

19.00 –Traitorous Waters.

Step 1: This mission is easy. Simply use your turns to quickly take out each cannon. Use the bazooka, and make sure you watch the wind!

If you did this in less than 3 minutes and 30 seconds, you will win 40 credits.

20.00 - Gibbon Take.

Step 1: Use your jumping skills to collect the first set of jewels. When the utility comes, use the rope to get up to the next one. You will also need the rope for the next one. Jump onto the leaf with the next set of jewels on it. Jump onto the landing with the next utility on it. Using the jet pack, fly up to the tree with more jewels on it. Use the next utility to fly over and grab the next lot of jewels. To get past the mines, go near enough to them to start them beeping, then run away. To get the crate that is on top of a tower, rope up to it. Using the jet pack, fly up to get the final jewel.

If you can do all this in less than 3 minutes, then you will get 40 credits.

21.00 - Fast Food Dino.

Step 1: This mission is really easy. Simply fly around the map, on the jet pack, collecting the food as it appears. You will get more fuel every time you do so. If you feel that it will be easier to land first, and then do so.

If you can do this in less than 3 minutes, you will get another 40 credits.

22.00 - Escape from Tree-Rex.

Easter egg = Feeding T-Rex Easter egg. To get this Easter egg, you simple have to shoot the T-Rex's mouth with a bazooka.

Step 1: Use a jet pack to fly over and collect the crate, then fly back. Use one of the bazookas to kill one of the enemy worms.

Step 2: Use the second bazooka to kill the second worm.

Step 3: Using the jet pack again, fly over and collect the new crate. Once that has been done, fly over to the new enemies, and kill the one on the ground, by hitting him into the water.

Step 4: Using the Icarus Potion, fly up to one of the enemies in the tree, and bat him into the water.

Step 5: Using the Icarus Potion, fly over to the crate, and collect it. Then fly over to the last enemy worm, and kill him with a bat.

Step 6: From your position, using the Icarus Potion, fly down to the cave to win the mission.

If you complete this mission in less than 4 minutes, and get the Feeding T-Rex Easter egg, then you earn 1040 credits!

23.00 – Chute to Victory.

Step 1: Parachute down to the first worm, and collect the crate. Then kill the worm on that island.

Step 2: Get as high up on the island as you can, then parachute down to the next one.

Step 3: Get as high as you can on the island, then parachute down to the next one. Kill the worm who greets you there.

Step 4: Parachute down to the next island, and collect the crate on that island. Then kill the worm.

Step 5: Parachute down to the next island, and get as close the next worm as you can.

Step 6: Kill the worm.

Step 7: Parachute to the ending location.

If you can do this in less than 4 minutes, another 40 credits becomes yours.

24.00 - The Land that Worms Forgot.

Step 1: Use your arsenal of weapons to kill every worm. Make sure you collect the crates, as they contain many good weapons. The bovine blitz can take out 3 worms in one go, and the super sheep is good way to get worms who are high up. Just make sure you don't kill your friend!

Step 2: Once all the worms are dead, you have to save your friend. To do this, head over to him, and place a girder to cross the river. Miss your go.

Step 3: Switch back to the worm that made the girder, and jump onto it. Make another girder a bit further along, and jump onto that. Jump onto the land, and then go meet your friend!

If you did this mission in less than 6 minutes, you will get yourself 40 credits.

25.00 - Valley of the Dino-worms.

Step 1: Again, we are faced with the challenge of killing all of the worms. However, I found this fairly easy to do with the weapons available. I recommend using a bubble trouble, and sentry gun on your first go. This will prevent the enemy from moving, unless they want to get hit by the sentry gun. I used the concrete donkey to take out 2 worms, and weapons such as the old lady, and sheep, are good for killing off one worm. The holy hand grenade will also do enough damage to kill 1 worm. Bazookas are good for knocking worms in high places, down to where you can get them. And remember, every time a enemy worm moves, the sentry gun will give them some more damage.

Step 2: In your next few goes, build a bridge over to the Professor. Once you are there, you will win the mission.

If you can do that in less than 12 minutes, you will win 40 credits, and have finished every mission. Well done!

Other Credits:

Thanks to Reapr, for helping me with all of the Easter eggs.