

## WORMS FORTS : : UNDER SIEGE

### Mission Guide - Written by Cyclaws V3

PLEASE DO NOT CHANGE THIS WITHOUT MY PERMISSION.

My website: <http://www.wormstournaments.freeservers.com/>  
My forums: <http://s7.invisionfree.com/WormsTournaments/>

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 besses, you should eventually get there.

Each step represents a go, except in the missions where you don't have enemy's, and therefore don't have any turns. At the end, where it tells you what you win for completing on a certain medal, the medal's winnings will depend on where I am. If I have only got a silver medal, then that's all that will be displayed. Once I have gold, it will be updated.

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

Any other information given:

I will also include a basic story line for the mission, and what you will win if you do get gold.

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Tutorials:

0.10 - Introducing the Twins...

Tutorial Story: NONE

Tutorial Guide:

1. Follow the God Worm's instructions, and complete the course, learning a variety of weapons and forts.

What you get for completion: Tutorial 2.

0.20 - The Founding of Rome

Tutorial Story: NONE

Tutorial Guide:

1. Follow the God Worm's instructions, and complete the course, learning a variety of weapons and forts.

What you get for completion: Tutorial 3, and the Mr.Tee! voice.

0.30 - Bigger, Better...

Tutorial Story: NONE

Tutorial Guide:

1. Follow the God Worm's instructions, and complete the course, learning a variety of weapons and forts.

What you get for completion: Tutorial 4, and the Crossbow and Catapult scheme.

#### 0.40 - Special Buildings

Tutorial Story: NONE

Tutorial Guide:

1. Follow the God Worm's s instructions, and complete the course, learning a variety of weapons and forts.

What you get for completion: Tutorial 5, and the English Monarch speech bank.

#### 0.50 - The Battle for Rome

Tutorial Story: NONE

Tutorial Guide:

1. As this is a match, all I can do is give tips. For this 1, and pretty much all the others, I recommend that you always build towards victory locations, and attempt to quickly get to the highest available building. I recommend you don't bother with Hospitals, Weapons Factory or Laboratory in this tutorial, and you should always aim at the opponents Stronghold, that way you finish the tutorials nice and quickly.

What you get for completion: The Pro Scheme.

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After you have completed the tutorials, so long as you have not made a start to the missions, you should now have 10% of the game completed. This is on the basis that there are no Easter Eggs that I have missed, or something similar.

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Missions:

#### THE EGYPTIAN ERA

##### 1.00 - Army of the Dead

Mission Story: Help Seth destroy the targets by collecting all the weapons (Fire Punch), destroying them 1 by 1, then going over the bridge so the Seth can awaken the Mummy Army.

Mission Tips: Just take it as slow as necessary, this is only the first mission. Try not to fall, and be carefully of the mines.

Mission Guide:

1. Turn around, and jump/walk up the steps.
2. When facing steps, go to your left.
3. Continue walking/jumping left until you get to the mountains.
4. Go up the first part of the mountain using a double front flip.

5. Turn right, then continue going until you get to the first patch of mines.
6. Go through the mines, and collect the crate. Jump out in time to miss the mine blasts.
7. Turn back, and start going towards the next mountain and mine patch.
8. Collect the crate, avoid the mine blasts.
9. Jump off the mountain, and collect the next crate that's below. Watch out for the mines again.
10. Press E, and walk/jump back to the starting position. Go back to the stairs.
11. This time go left, until you reach the sea, and can see the next crate on the stone.
12. Jump out to get it, then watch as your teleported back to your original position.
13. Go to each target, stand next to them and fire punch them. Don't worry if you miss, you have unlimited supply.
14. Go back to the stairs, then continue right and go back to the mountains.
15. Go back up the cliffs, and right again.
16. Continue, until you reach a bridge.
17. Go over the bridge, and to the victory location. Be careful not to fall!

What you get for completion (gold medal): The Egyptian Flag 1, the City of the Ancients map, the Fortapedia, and the Ancient Egypt Fortapedia page.

## 2.00 - The City of the Ancients

Mission Story: Get rid of the troublesome Pharaohs army, by using a crate Seth magically creates, and a little help from the Gods...

Mission Tips: Fairly easy mission, try not to miss the worms when using Fire Punch.

### Mission Guide:

1. Go forward, and do a double front flip onto the building with the crate (press E to ensure the right building). Collect the crate.
2. Build a Keep in any of the available locations. Switch worm to the worm that collected the crate, and use Fire Punch to knock 1 of the worms down (attack from behind).
3. Toggle to the worm that attacked last turn, and use Fire Punch again to knock him down.
4. If the next worm is near the Keep, walk/jump to it, and use Flood. If the worm is not near it, toggle to 1 that

is.

What you get for completion (gold medal): The Egyptians Flag 2, the Ooh and it makes me Wonder map, the Seth Fortapedia page, the Fortpot, and the Air Assault scheme.

3.00 - Ohh, and it makes me Wonder...

Mission Story: Seth want's you to build him a Wonder, however, he want's it on the other side of the map. In order to get there, your going to have to take out 2 enemies, and use some mysterious lighthouses...

Mission Tips: Be very quick doing everything, I recommend reading the step during the enemy's turn. Try to learn parts of it, so you don't waste time referring to it.

Mission Guide:

1. Jump off the building, and commit suicide.
2. Commit Suicide.
3. Commit Suicide.
4. Walk/jump your worm over to the nearest lighthouse, and build a Tower on the victory location. Go to the Tower, and use the Ballista, attacking the blue teams Stronghold only.
5. Walk/jump your worm over to the lighthouse again, and build another Tower, this time on the 1 location it can be built on. Walk/jump over to it, and skip.
6. Build another Tower in the only location it can be built in, walk/jump over to it, then finish off the blue teams Stronghold by using Ballista.
7. Once again, build a Tower and place it in the only location it can go in. Walk/jump over to it, then skip.
8. Build another Tower, and build it in the location that's nearest the Victory Location. Walk/jump over to it, then skip.
9. Build another Tower, again make sure it is on the location nearest the Victory Location. Walk/jump over to it, then skip.
10. Build a Tower on the victory location, walk/jump your worm over to it. Skip.
11. Build a Castle on the only location available, walk/jump your worm over to it, then aim the Homing Pigeon at the yellow teams strong hold, then release it.
12. Build a Tower in the only available location, walk/jump over to it, then skip.
13. Go to the second lighthouse, and from there build a Tower on the Victory Location. Walk/jump over to it, then skip.

14. Build a Tower from the first selected location when you chose it, and walk/jump over to it. Skip.
15. Build a Tower where part of the yellow team's forts used to stand. This should be marked with a cross, floating about it. Walk/jump over to it. Skip.
16. Build a Tower in the first selected place, then walk/jump over to it. Skip.
17. Build a Tower in the first selected place, then walk/jump over to it. Skip.
18. Build a Tower on the Victory Location, walk/jump over to the second lighthouse (further up), then skip.
19. Build a Wonder on the victory location.

What you get for completion (gold medal): Egyptian flag 3, the Pharaoh Enough? map, and the Under Construction map.

Thanks Reapr for helping me get gold on this mission.

4.00 - Pharaoh Enough!

Mission Story: Your on your way to see Seth, for a cup of tea, but on your way to where he lives, you come across the Pharaoh, and to get past you need to show him who's boss!

Mission Tips: Be nice and slow, you have plenty of time on this mission. Try not to waste good weapons by missing though.

Mission Guide:

1. Using Jetpack, go around collecting all the silver fort crates. Go back to where you started, and build a Castle. Skip.
2. Using Jetpack again, collect the 3 weapon crates, then get back to the Castle. Skip.
3. Use Chilli Con Carnage on the Tower with the worm called Decomposing Slave sitting on it.
4. Use Chilli Con Carnage on the same Tower as in the last go.
5. Use Siege Onager to finish of the Tower.
6. Build a Keep on the Victory Location. Walk/jump over to it, then skip.
7. Build a Keep in the location directly in front of the Keep you made in the last go. Walk or jump over to it. Use Minigun against the enemy's strong hold.
8. Use Chilli Con Carnage against the enemy's strong hold.
9. Use Siege Onager to destroy more of the enemy's Stronghold.

10. Use whatever you have at hand, to finish off the Stronghold, and complete the mission with gold.

What you get for completion (gold medal): Egyptian Gravestone, the Giza chance Seth...map, the RA page of the Fortapedia and the Breathing Arsenal scheme.

5.00 - Giza Chance Seth...

Mission Story: Seth has gone shopping, and had left you with the final war against the Pharaohs. Weaken their defences, and finish them once and for all!

Mission Tips: Follow each step carefully, and try your best not to make a mistake. 1 mistake could lead to you losing the mission, at least, whilst the enemy has two Science Labs!

Mission Guide:

1. Build a Tower on the Victory Location, walk/jump over to it, then Skip.
2. Walk/jump over to the Tower you built in the last go. Build another Tower in the automatically selected location. Walk/jump over to it, then Skip.
3. Walk/jump over to the Tower you built in the last go, and build a new one on the Victory Location. Walk/jump over to it, then Skip.
4. Walk/jump over to the Tower you built last go, and build a Castle on the automatically selected location. Walk/jump over to it, and press E and pin-point the enemy's weak link. This is the Tower which comes out of their Stronghold, and connects to the two Science Labs. Select Super Hippo from your inventory, and steer it to the Tower. Destroy it.
5. Walk/jump over to the Castle, and build a Tower, placing it in the first selected location. Walk/jump over to it, then Skip.
6. Walk/jump over to the Tower build last go, and build a Tower in the location that is nearest a tree. Walk/jump over to it, and Skip/
7. Walk/jump over to the Tower built last go, and build another Tower, again in the location near a tree. Walk/jump over to it, and Skip.
8. Walk/jump over to the Lighthouse, which should now be glowing red. Make a Tower in the automatically selected location, walk/jump over to it, and Skip.
9. Walk/jump over to the Tower build in the last go, and build another Tower on the only location. walk/jump over to it, and Skip.
10. Walk/jump over to the Tower build in the last go, and build a Cididel in the only available location. Go on top of it, aim the Pigeon at the enemy's Strong hold, and release it.
11. Walk/jump to the Cididel, and attempt to take some damage from the enemy's Strong hold with the Minigun.

12. Walk/jump to the Cididel, and finish off the enemy using the rhino.

(13. If you were unsuccessful with the Minigun, use a 13th turn to finish off the enemy with another Minigun).

What you get for completion (gold medal): The Greek intro video, the Egyptian hat, the Kidnapped! map, the Horus Fortapedia page, the Monkey Troop map, and you unlock the animal strike weapon!

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After you have completed the missions 1 to 5, and tutorials 1 to 5 you should have 26% unlocked, so far as all the missions are completed as gold.

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## THE GREEK ERA

### 6.00 - Kidnapped!

Mission Story: Oh no! The Prince has taken hostage the Queen! Take time to take out all the enemy's and save her from within the Towers!

Mission Tips: This is one of those missions where anything could happen to make this guide not quite so effective. You should use it as a template, but should edit it in a way that suits you.

#### Mission Guide:

1. Get a bit slower to Grunt Dunst, and take him out with a Bazooka.
2. Walk/jump to Grunt Kel, and take him out with a Bazooka.
3. Walk/jump to Grunt Grant, and take him out with a Bazooka.
4. Walk/jump your way up to the collosseum, and set off a mine that is right next to 1 of the tower. Then Skip.
5. Use worm select to go to the worm at the collosseum, and go toward Grunt Kev, and use the Bazooka to take him out.
6. If necessary, use worm select, to go to the worm who took out Grunt Kev. Use E to pin-point Grunt Rob, (he could be on the collosseum or in it), and take him out with the Bazooka.

What you win for completion (gold medal): Greek flag 1, the In hot Pursuit map, the Paris Fortapedia page, the Greek Mythology Fortapedia page, and the Construction Junction map.

### 7.00 - In Hot Pursuit

Mission Story: Whilst the Prince and Queen are sailing off, you find yourself with no crew, and 4 worms there holding you off. Kill enemy, and spawn yourself a crew!

Mission Tips: This is one of those missions where several things can happen. It is also a hard mission to



describe which fort to attack, though I've tried my best. If you follow the guide carefully, and use your own brain (yes, that's why you have one), you should do the mission just fine.

#### Mission Guide:

1. Go over to the enemy fortifications, and kill one of the worms using Fire Punch.
2. Go over to another enemy worm, and kill him with Fire Punch.
3. Go over to another enemy worm, and kill him with Fire Punch.
4. Go over to the last enemy worm, and kill him using Fire Punch.
5. Go back to your Stronghold, and build a tower directly in front of it. Skip. (Note: If the enemy didn't manage to destroy this tower, just ignore this step).
6. Walk/jump to the tower built last go, and build another one in the location that's diagonal to the tower you're standing on, and nearest to the enemy's forts. Walk/jump to the newly made Tower, and use the Ballista against the enemy's forts that's directly in front, and closest of yours.
7. Build a new Tower directly right of yours. Walk/jump over to it and use the Ballista again, attacking the same fort you did before.
8. Use Ballista again, against the same fort.
9. If not already destroyed, finish off the enemy fort with Ballista. This should destroy some other forts, and free a Victory Location.
10. Build a new Tower on the location that is marked with a cross floating above it, then walk/jump to it. Use Ballista and point it forward, there should be a direct line of enemy forts, attack the second one in line.
11. Build a Tower on the Victory Location, but don't bother going over to it. Instead, get the Ballista and attack the enemy fort that you attacked last go.
12. Attack the same fort with the Ballista. (Don't worry if you attack the fort in front by accident).
13. Attack the same fort with the Ballista. (Don't worry if you attack the fort in front by accident).
14. If it's not already destroyed, attack it again. (Don't worry if you attack the fort in front by accident). If so, Skip go.
15. Build a Tower on the first of the two locations that have a cross floating about it. Walk/jump over to it. Use the Ballista, slowly turn left. When you get to a point where you see 2 forts in a line (diagonally), attack the second one.
16. Build a Tower on the second of the two locations with crosses floating about, use the Ballista, and attack the same fort as you did last go. This time however, it should be easier to see, without the first fort getting in the way.

17. Attack the fort that you attacked last go, with the Ballista.
18. Attack the fort that you attacked last go, with the Ballista.
19. Finish the fort off, and watch as more of the forts are blown up.
20. Build a Tower, on the location that is in a straight path to the Victory Location. Walk/jump over to it, then Skip.
21. Build a Tower on the next location that is in a straight path to the Victory Location, and walk/jump over to it. Skip.
22. Build a Tower on the Victory Location, walk/jump over to it, and Skip.
23. Build a Hospital anywhere, and use Worms Spawn twice.

What you get got completion (gold medal): Greek flag 2, the Ship of the Fools map, the Helen page of the Fortapedia, and the American news reader voice bank.

## 8.00 - Ship of Fools

**Mission Story:** Its been 15 years since you set to sail, and you still haven't found Helen! But, you've started running low on supplies, and have run in to some pirates. Kill them, and take their supplies!

**Mission Tips:** Try your best to aim well with the Ballista, taking in to account that the wind does effect it. Also, when flying, try not to fall in to the water.

### Mission Guide:

1. Walk/jump over to either Castle, and aim the Homing Pigeon at the enemy's stronghold. If it misses, restart the mission and try again.
2. Walk/jump to a Castle, and use the Ballista against the enemy's stronghold.
3. Continue doing this, until the stronghold is destroyed. This may take a few goes, and don't move on to the next step until you have completely destroyed the stronghold.
4. Use Jet pack to fly over to the first rock with a Crate on it. Collect it. Do a double jump over to the next rock (on the right) and collect the crate. Fly over to the next one, which is on your right.
5. Switch the worm over to the one you were using in the previous go. Fly forward and collect the next crate. Look to your left, do a double jump over to it, and collect the crate. Fly to the next one in front of you. Do a double jump to your right, and collect the crate on that rock. Do a double jump to the next one, which is on your right and forward. Double jump over to the next one, on your right. Do a double jump forward and collect the last crate that's on the rocks.

6. Switch over to the worm you used last go, and using the last Jet Pack fly him over to the island. Go up the steps, and collect the last three crates.

What you get for completion (gold medal): Greek flag 3, the Enemy at the gates map, the Check mate map, and the Odysseus Fortapedia page.

## 9.00 - Enemy at the Gates

Mission Story: Finally we have reached Troy, but to go through the gate would be suicide! Fight your way through!

Mission Tips: Do everything as fast as you can. I know it seems strange attacking your own Tower, but you need to so you can re-build it, and collect the crate. When using the Super Hippo, always aim between the doors, and give yourself plenty of room to turn. Good luck with this one!

### Mission Guide:

1. Go over to your stronghold, and build a Tower on the Victory Location which is on your right. Do not build of the Victory Location that is one your left at this time. Jump back to your stronghold, and then to the second of your two Castles. Skip.
2. Walk/jump to the Tower you built last go, and build another Tower on the Victory Location on the left. Again, walk/jump over to the second Castle. Skip.
3. Go to the Tower you built last go, and build a new one on the Victory Location. Skip.
4. Go to the Tower you build last go, and build a new one on the Victory Location. Pick up the crate, then walk/jump to the second Castle. This may sound strange, but its the only way. Attack, using a one second Cluster Launcher, the Tower you just built.
5. Go back to your stronghold, and build another Tower on the Victory Location that is on the left. The one you didn't build on at the begging of the mission. Go back to the second Castle, and once again attack the your own Tower, the one you attacked in the last go. Use a Cluster Launcher to do this, on one second. This should destroy it.
6. Walk/jump over to the Tower you built in the last go, and build a new one on either of the two Victory Locations. Walk/jump back to the second Castle, and use a Super Hippo, attacking the enemy's stronghold.
7. Go to the Tower you built last go, and build a new Tower on the Victory Location. Go back to the second Castle, and use the second Super Hippo against the enemy's stronghold.
8. Go to the Tower you built last go, and build a new Tower on the Victory Location. Collect the crate on the way back to the second Castle. Once there, Skip.
9. Go to your stronghold, and Skip.
10. Walk/jump to the position where the Tower you destroyed used to stand. Build a new one in this place.

Collect the new crate, and go back to the second Castle. Use the new Super Hippo against the enemy's stronghold.

11. From the second Castle, finish off the enemy's stronghold with the last Super Hippo.
12. If the enemy managed to destroy one of the Towers that surrounds the statues, re-build it before moving on to the next step. This may require a few skips.
13. Fly up to the two blue worms, and use a Bazooka against one of them. This should take of 45 damage.
14. Switch the same worm as used before, and use the Bazooka again, against the same worm. He should be left with 10 life.
15. Switch to the same worm as used before, and use the Bazooka to finish off the worm with 10 life.
16. Switch to the same worm as used before, and use the Bazooka to take 45 damage from the second blue worm.
17. Switch to the same worm as used before, and use the Bazooka to take a further 45 damage from the second blue worm.
18. Switch to the same worm as used before, and finish off the last worm with the Bazooka.

What you get for completion (gold medal): The Final Assault map, the Achilles Fortapedia page, the scheme Fire, fire! and the Greek Gravestone.

## 10.00 -The Final Assault

**Mission Story:** Finally, after 25 years you have caught up with the Queen! It is time to finally take out the enemy, and recover her.

**Mission Tips:** Do not miss anything. If you go wrong here, it could cost you the game. Although I say to repair building about once every three goes, I suggest you watch this yourself, and repair them when you feel necessary. Remember, you have plenty of time on this one.

### Mission Guide:

1. Use the Jet Pack, and collect the crate behind you. Go back to your stronghold and build a Tower on the Victory Location. From there, pin-point the blue teams stronghold, and attack it using the Ballista. If you wind is to high for you to control, Skip.
2. Walk/jump/Jet Pack to your stronghold, and build another Tower in the first of the two selected locations. Go to that Tower you used the Ballista on, and once again attack the blue teams stronghold. If the wind is to hard to control, then Skip.
3. Walk/jump/Jet Pack to your stronghold, and build another Tower in the only location available. Go to the

Tower you used the Ballista on, and again, attack the blue teams stronghold. If the wind is to high, Skip.

4. Walk/jump to the Tower you build last go, and build a new one on the automatically selected location. Walk/jump to the Tower you have been using the Ballista on, and for the final time attack the blue's stronghold. This should finish it off.

5. Walk/jump/Jet Pack over to the Tower you build last go, and build a new one on the only location. Go back, and repair any building that has been really destroyed.

6. Walk/jump/Jet Pack over to the Tower you build last go, and build new one on the only location. Skip.

7. Walk/jump/Jet Pack over to the Tower you built last go, and build a new one on the location that is nearest the Victory Location. Skip.

8. Walk/jump/Jet Pack over to the Tower you built last go, and build a new one of the Victory Location. Skip.

9. Walk/jump/Jet Pack over to the Tower you build last go, and build a new one on the automatically selected location. Jet Pack back over to your stronghold, and repair any highly damaged building.

10. Walk/jump/Jet Pack over to the second lighthouse, and build a Tower on the location that is nearest to the Victory Location. Skip.

11. Walk/jump/Jet Pack over to the last Tower you built, and build a new one on the Victory Location. Skip.

12. Walk/jump/Jet Pack over to the last Tower you built, and build a Citadel on the location that is left of the Tower. Go to it, and use the Trojan Donkey against the enemy's strong hold. It should take at least 700 damage.

13. Walk/jump/Jet Pack over to your Citadel, and aim the Rhino at the enemy Citadel that you can see. Allow it to make a path underneath the Citadel, which leads to the stronghold.

14. Walk/jump/Jet Pack over to your Citadel, and once again aim the Rhino at the enemy Citadel. However, this time it should go under the path and towards to stronghold. Allow it to take as much damage as is possible. This should be around 300 damage.

15. Walk/jump/Jet pack over to your Citadel, and once again aim the Rhino at the enemy Citadel. Allow it to go under the path again, and attack the stronghold. This should finish it.

What you get for completion (gold medal): The Oriental intro movie, the Greek hat, the Fall of the Warlords map, the Animal Strike Fortapedia page, and the Menelaus Fortapedia page.

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After you have completed the missions 1 to 10, and tutorials 1 to 5, you should have 44% unlocked, so far as all the missions are completed as gold.

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THE ORIENTAL ERA

## 11.00 - Fall of the Worlocks

**Mission Story:** There are some untrustworthy Warlords around. Its your job to eliminate the threat of each one in its own way, but look after the Emperor.

**Mission Tips:** Be quick, and don't allow the enemy to get a single Victory Location!

**Mission Guide:**

1. Use Jet Pack to fly over to Warlock one, and kill him with the Bazooka.
2. Go to the second lighthouse, and build a Keep. Use a Ballista, and destroy the Tower on your right.
3. Walk/jump to the Keep you just built, and build another Tower in the place of the enemy's Tower. Use the Ballista to destroy the Tower in front of you.
4. Walk/jump to the Keep you built last go, and build a new tower in the place that the enemy used to stand. From the Tower your on, aim the Rhino towards the Castle. Take out as much damage as you can.
5. Walk/jump to the Keep you built two goes ago, and finish off the Castle with a Rhino.
6. Walk/jump to the Keep you used the Rhine on in the last go, and once again us it.
7. Finish off the rest of the enemy Castle with Bazooka.
9. Build a Keep in the location where the enemy Castle used to stand. Walk/jump to it. Use a Ballista to destroy the next Tower in front of you.
10. Build a Keep in the location where the Tower used to be. Walk/jump to it, and destroy the next enemy Tower with Ballista.
11. Build a Keep in the location where the Tower used to stand, walk/jump to it, then attack the enemy Tower with the Ballista.
12. Build a Keep where the Tower used to stand. Walk/jump to it, then go to the first Keep you built. Destroy the Tower standing in front of it.
13. Build a Keep in the location where the last Tower used to stand.
14. Now, the next part is very hard to put in this guide, as the enemy do different things. However, I can give you some tips.
  - Always check which way the enemy are heading, and pin-point the Victory Location they are after.
  - Block their way, by building Keeps in front of them, or by destroying the Tower they build.
  - When attacking Towers, if there is a chain, go for it. You need to destroy as much of the enemy as possible.
  - Do not attack the enemy worms or the enemy stronghold.
  - Always use the Ballista, it destroys the Tower in one go.

Skip Go.

What you get for completion (gold medal): The Oriental flag 1, the Rise of the Monks map, the Great wall brawl map, and the Oriental Fortapedia page.

## 12.00 - Rise of the Monks

**Mission Story:** In order to get a special prize from the Gods, you must collect a series of crates. Then, get yourself back up.

**Mission Tips:** On turn one, take your time and be careful. On turn two, remember to go the other way, that you did on turn one. Turn three is the hardest, as crates are randomly positioned. On turn four, you might have to land to find the next crate. Be quick!

### Mission Guide:

1. Go around on Jet Pack, and collect all the crates.
2. Go around on Jet Pack, and collect all the crates.
3. Go around on Jet Pack, and collect all the crates.
4. Go around on Jet Pack, and collect all the crates.

What you get for completion (gold medal): The Oriental flag 2, the Fall and rise of the defences map, and the Great Statesman voice.

## 13.00 - Fall and Rise of the Defences

**Mission Story:** Oh no! The have come, and your not ready. First of all, build yourself some defences, then blow them to smithereens!

**Mission Tips:** You have plenty of time to do this mission. Don't panic if the Giant Crossbow misses, its not the best weapon. You might want to have a play around in this mission as well, before doing to properly. This way you get good idea of what do, before having to do it.

### Mission Guide:

1. Build a Tower on the Victory Location. Skip.
2. Walk/jump to the Tower you built last go, and build another one on the Victory Location. Skip.
3. From where you worm is standing, build a Castle on the second location. The on that's in line with your stronghold. Walk/jump over to it, and use the Rhino against the enemy Towers.
4. Collect every crate that appeared.
5. Walk/jump back to your Castle, and build a Keep on the location in front of it. Pin-point the enemy Tower that is at the beginning of a chain, and destroy it with the Rhino.
6. Walk/jump to the Keep you build last go, and build a Castle on the location in front of the Keep. Skip go.

7. Walk/jump to the Castle you build last go, and build another Castle on the location that is diagonal, and to the right. Walk/jump to it, and use Giant Crossbow against the enemy stronghold.
8. Walk/jump to the Castle you build last go, and build another one on the location that is directly forward of it. Walk/jump to it, and use the Giant Crossbow against the enemy stronghold.
9. Walk/jump to the Castle you build last go, and once again use the Giant Crossbow against the enemy stronghold.
10. Walk/jump to the Castle you used the Giant Crossbow on last turn, and use it once again, on the enemy stronghold.
11. Walk/jump to the Castle you used the Giant Crossbow on last turn, and use the Chilli Con Carnage against the enemy stronghold.
12. Walk/jump to the Castle you used the Chilli Con Carnage on last turn, and use the Chilli Con Carnage against the enemy stronghold.
13. Walk/jump to the Castle you used the Chilli Con Carnage on last turn, and use the Chilli Con Carnage against the enemy stronghold.
14. Walk/jump to the Castle you used the Chilli Con Carnage on last turn, and use the Chilli Con Carnage against the enemy stronghold.
15. Continue using the Ballista against the stronghold, until you have destroyed it. This may take several goes.

What you get for completion (gold medal): Oriental flag 3, the Rise and fall of the wonder map, and The blue dragon map.

#### 14.00 - Rise, Fall and Rise of the Wonder

**Mission Story:** We need to build a Wonder, but those pesky Mongols have got there first. Grab the Victory Locations, and fight the Mongols. Only then, can you build your Wonder.

**Mission Tips:** Be as quick as you can, and don't miss killing the worms at the beginning.

#### Mission Guide:

1. Build a Tower on the Victory Location, then jump over the little red bridge, and attack one of the worms with a 3 second grenade. Do so, by standing right next to the worm and simply pressing the mouse button.
2. Walk/jump over to the Tower you built last go, and build another one on the only available location. Go over the bridge, and attack another worm with grenade, in the same way as before.
3. Walk/jump over to the Tower you built last go, and build another one on the only available location. Go over the bridge, and attack another worm with grenade, in the same way as before.



4. Walk/jump over to the Tower you built last go, and build another one on the only available location. Go over the bridge, and attack another worm with grenade, in the same way as before.
5. Walk/jump over to the Tower you built last go, and build another one on the only location. Go over the bridge, and attack the another with grenade, in the same way as before. This worm might be on the big building. In this case, double jump on to the green vase, and then onto the building.
6. Walk/jump over to the Tower you built last go, and build another one on the Victory Location. Go over the bridge, and attack the last worm with grenade, in the same way as before.
7. Walk/jump over to the Tower you built last go, and build another one on the only location. Skip.
8. Walk/jump over to the Tower you built last go, and build another one on the only location. Skip.
9. Walk/jump over to the Tower you built last go, and build another one on the only location. Skip.
10. Walk/jump over to the Tower you built last go, and build another one on the only location. Skip.
11. Walk/jump over to the Tower you built last go, and build another one on the only location. Skip.
12. Walk/jump over to the Tower you built last go, and build another one on the only location. Skip.
13. Walk/jump over to the Tower you built last go, build a Castle on the automatically selected location. Walk/jump to it, and use Chilli Con Carnage against the enemy stronghold.
14. Walk/jump over to the Castle you built before, and use the Chilli Con Carnage on the enemy stronghold.
15. Walk/jump over to the Castle you built before, and use the Minigun on the enemy stronghold.
16. Walk/jump over to the Castle you built before, and use the Minigun on the enemy stronghold.
17. Walk/jump over to the Castle you built before, and use the Ballista on the enemy stronghold.
18. Walk/jump over to the Castle you built before, and use the Ballista on the enemy stronghold.
19. Walk/jump over to the Castle you built before, and use the Ballista on the enemy stronghold.
20. Walk/jump over to the Castle you built before, and use the Ballista on the enemy stronghold.
21. Walk/jump over to the Castle you built before, and use the Ballista on the enemy stronghold.
22. Walk/jump/Jet Pack over to the your stronghold, and build a Tower on the Victory Location. Skip.
23. Walk/jump/Jet Pack over to the Tower you built before, and build another Tower on the only location. Skip.
24. Walk/jump/Jet Pack over to the Tower you built before, and build another Tower on the second location.

Skip.

25. Walk/jump over to the Tower you built last go, and built another one on the automatically selected location. Skip.

26. Walk/jump over to the Tower you built last go, and built another one on the only location. Skip.

27. Walk/jump over to the Tower you built last go, and built another one on the only location. Skip.

28. Walk/jump over to the Tower you built last go, and built another one on the Victory Location. Skip.

29. Walk/jump over to the Tower you built a while ago, and build the Wonder on the diagonal location, which is in line with the green vase,

What you get for completion (gold medal): The Rise, fall, rise ect... Oh whatever map and the Ship of fools map.

15.00 - Rise, Fall, Rise etc... Oh Whatever!

Mission Story: Those pesky Mongols are back, and this time they are ready to fight to death! You are armed with a few highly rated weapons, and a Citadel. Kill them, and please your leader!

Mission Tips: Try not to miss with the Bazooka, and try to get 20 damage each time. Sometimes you won't be able to build another Tower, in these cases, just ignore this part of the guide. Eventually, you do also run out of Towers.

Mission guide:

1. Build a Tower on any of the locations. Walk/jump to the Citadel, and use the Rhino, aiming it at the enemy stronghold. This may take several attempts, but as you only have one Rhine, if you make a mistake, just restart the mission. Restart if you miss, or take less than 450 damage from the stronghold. It can be done.

2. Build a Tower on any of the locations. Walk/jump to the Citadel, and steer a Super Hippo towards the enemy stronghold, and make sure it takes 250 damage.

3. Build a Tower on any of the locations. Walk/jump to the Citadel, and steer the other Super Hippos towards the enemy stronghold, again making sure you take 250 damage.

4. Build a Tower on any of the locations. Walk/jump your worm towards the enemy, doing a double jump off the edge. The worm should lose some life, this is fine.

5. Build a Tower on any of the locations. Switch to the worm you used last go, and again double jump off the edge, and land on a enemy Tower. You should lose some life again, but this is fine.

6. Switch to the worm you used last go, and walk/jump towards what's left of the enemy stronghold, and use the Bazooka from a distance.

7. Continue doing this until you have destroyed the enemy stronghold. (Be patient, this could take several

goes). If you feel that your stronghold is getting weak, build a Tower on any location, before switching worm. This will distract the enemy. Also, you might want to try using the 50 Stone Canary, see how well you do with that.

What you get for completion (gold medal): The Medieval intro movie, the Oriental hat, The magic of Merlin map, the Nuclear strike Fortapedia page, and the Nuclear strike weapon.

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After you have completed the missions 1 to 15, and tutorials 1 to 5, you should have 58% unlocked, so far as all the missions are completed as gold.

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## THE MEDIEVAL ERA

### 16.00 - The Magic of Merlin

**Mission Story:** The king wants his Castle in a exact location, but upon arrival, he finds that its been taken! But this kings serious, he want that location, so its your job to go get it for him.

**Mission Tips:** If you miss early on in the mission, just restart it. As you go on, make sure you repair the building that links to the rest of your structure, when necessary.

#### Mission Guide:

1. Walk/jump over to your Keep next to the lighthouse, and build a new one on any location. From the same Keep, use Siege Onager to destroy the Tower you can see over the mountain. Do not attack any of the forts that are covered in ice.
2. Go to the Keep you used last go, and jump onto the tree in front. Do a double jump from there onto the cliff, and go to the lighthouse. From there, build a Keep on the only location, go to it, then use the Siege Onager against the Tower in front.
3. Build a Science Lab on any location (in order to do so, move around until a available location appears), then switch to the worm you used last go. From the Keep, destroy the enemy Tower with the Siege Onager.
4. Switch to the worm you used last go, and go to the second lighthouse. From there, build another Keep on the only location. From there, use the Siege Onager.
5. Switch to the worm you used last go, and walk/jump over to the lighthouse. From there, build a Keep. On the Keep, use the Siege Onager.
6. Repair any building that is nearly destroyed, and could break the chain.
7. Switch to the worm you used two goes ago, and jump to the lighthouse. From there, build a Keep, walk/jump to it, and use Minigun against the enemy Keep.
8. Like you did in turn two, jump on to the tree, and onto the mountain, then jump towards the Keep you built last go. Finish off the Keep by using Ballista.

9. Repair any building that is nearly destroyed, and could break the chain.
10. Like you did last turn, jump on to the tree, and onto the mountain, then jump towards the Keep you built two turns ago. Build a Keep, then walk/jump to it. From it, use the Minigun against the enemy Keep.
11. Walk/jump to the Keep you built last turn, and attack the enemy Keep using Minigun.
12. Jump up to the Keep you last build like you did twice before, and finish off any of the Keep that might still be there.
13. Walk/jump to the second lighthouse, and build a Keep in the location. From there, use Minigun against the stronghold.
14. Walk/jump to the Keep you build last go, and use Minigun against the stronghold.
15. Walk/jump to the Keep you build last go, and use the Chilli Con Carnage against the stronghold.
16. From the Keep, use Chilli Con Carnage against the enemy stronghold.
17. From the Keep, use Chilli Con Carnage to attack the enemy stronghold.
18. Finish off the Keep with Ballista.
19. Build a Keep where the stronghold used to be.

What you get for completion (gold medal): The Medieval flag 1, the Tower of Power map, the Medieval Fortapedia page and the Merlin Fortapedia page.

Thanks Reapr for helping me with the guide.

### 17.00 - A Knight to Remember

Mission Story: 15 years on, and the previous king has died. Now Arthur, a young knight, is destined for the throne. However, in order to do so, he must capture each and every Victory Location.

Mission Tips: Be quick, and don't drop off the Jet Pack. Kill the worms quickly, so you can continue to victory.

#### Mission Guide:

1. Using Jet Pack, fly over to where the two worms are with their forts. Using a 3 second grenade, take 50 damage from one of them.
2. Switch to the worm you used previously, and using another 3 second grenade, finish off the worm you attacked last go.
3. Switch to the worm you used last go, and take another 50 damage from the other worm, with a 3 second

grenade.

4. Switch to the worm you used last go, and finish of the second worm by using a 3 second grenade upon him.
5. Switch to the worm you used last go, and fly him on Jet Pack, back towards your forts. Go over to some steps, where 2 further enemy worms are. Using a 3 second grenade, take 50 damage from him.
6. Switch to the worm you used last go, and finish off the worm you attacked last go with a 3 second grenade.
7. Once again, switch to the worm you used last go, and finish off the worm you attacked last go, with a 3 second grenade.
8. Switch to the worm you used last go, and use a 3 second grenade upon the last worm.
9. Switch to the worm you used last go, and finish off the last worm with a 3 second grenade.
10. Rebuild any Tower the enemy might have destroyed. Skip.
11. Switch to the worm you used last go. From the Tower, build another one towards the Victory Location. Skip.
12. Switch to the worm you used last go. Build another Tower from the Tower you build last go, and capture the Victory Location.
13. Switch to the worm you used last go. Walk/jump towards the lighthouse then Jet Pack up the wall. Build another Tower. Skip.
14. Go near the stairs, where there should be a lighthouse glowing red, build a Tower to connect it to the other lighthouse. Skip.
15. Use Jet Pack to make your way back up towards the enemy forts. Find the lighthouse, and build a Tower on the location. Skip.
16. Switch to the worm you used last go, and build another Tower on the location. Skip.
17. Switch to the worm you used last go, and build a Castle in the only location. From the Castle, use a Super Hippo, and aim it directly at the stronghold in front of you.
18. Switch to the worm you used last go, and build a Tower on the Victory Location. From the Castle, use the Super Hippo again, aiming it directly at the stronghold.
19. Switch to the worm you used last go, and use Chilli Con Carnage against the enemy stronghold.
20. Continue switching to the worm on the Castle, and continue using Chilli Con Carnage to destroy the stronghold. If you run out, start using Ballistas.

21. Once its destroyed, build a Keep in the place of the enemy stronghold.

Mission Tips: Be careful, and be very quick.

What you get for completion (gold medal): Medieval flag 2, The kingdom is born map, The best defence map, and the Lady of the lake Fortapedia page.

### 18.00 - The Kingdom is Born

Mission Story: King Arthur's wife is not very happy, and is demanding that she gets a very big Castle. Well, have fun. Its you job to build it!

Mission Tips: If your finding it hard to understand what goes where, look at the map, which the enemy's forts are standing on. Also, take your time, you have loads of it.

Mission Guide;

1. For the first 4 goes, simply build Towers on the locations that are on a straight path with the Stronghold, not on the diagonal ones.

2. For the last 4 goes, simply build Keeps on the locations that are on a diagonal path with the Stronghold.

What you get for completion (gold medal): Medieval flag 3, A quest map, the Guinevere Fortapedia page, the King Arthur Fortapedia page, and the Tower and Castles scheme.

### 19.00 - A Quest

Mission Story: It has now been so long since Arthur became king, he was forgotten when it was! He has also forgotten about his wedding anniversary! So, its your job to go through 3 trials, and collect for him, the Holy Grail!

Mission Tips: Be quick on the third trial, and be accurate on both trial 1 and 2.

Mission Guide:

1. Merely double jump from each part of land, and glide down to the next. Do this for each one, and at the end, press C to cancel the parachute.

2. Use both Rhino's aiming them high, and towards the Stronghold. Make sure they go ever the Citadel in front. Then start using the Chilli Con Carnages, and aim them so the fly over the Citadel and land on/near the Stronghold. If at this stage the Stronghold has not been destroyed, use the Cluster Launchers until it blows up. Always aim them high, so they pass the Citadel in front.

3. Always double jump once to each bit of land, except where you need to do it twice. When you get to the last piece of land, use 2 Girders, and make a bridge for you to cross. Go over to the building, and jump on to the Holy Grail.

What you get for completion (gold medal): Medieval gravestone, the Mordred and Morgana map, the Question of faith map, the Ector Fortapedia page, and the Gawain Fortapedia page.

## 20.00 - Mordred and Morgana

**Mission Story:** In order to stop the war, you have to undo a freezing spell, and finish off the enemy, before they finish you...

**Mission Tips:** Be as quick as you can. If you feel a important building it going to be destroyed, regardless of what you guide says, go over and repair it, or use a building to make the link stronger. Don't risk it, later on in the mission you don't want to lose because of bad links.

**Mission Guide:**

1. Build a Tower on the second of the 2 locations. Walk/jump over to your Keep, Use Rhino to damage the enemy's right Keep.
2. Go to the Tower you build last go, and build a Tower on the Victory Location. Walk/jump to your Keep, and use the Rhino to attack the newly built Tower. If the Rhino has not yet blown up, continue on and destroy more of the Keep.
3. Walk/jump over to your Keep, and build a Keep on the location towards the bridge. Finish off the enemy Keep by using Ballista. (If you couldn't build a Keep, because the enemy had destroyed your Towers, restart the mission).
4. Walk/jump over to the Tower you build last go, and build a Tower on the Victory Location. Directly in front of you, should be a enemy Tower. Walk/jump to your Keep, and destroy this Tower with Rhino.
5. Walk/jump to the Tower you build last go, and build a Keep on the only location. Walk/jump to it, and using Chilli Con Carnage, damage the Tower in front of you.
6. Walk/jump over to the Keep you built last go, and build another one on the Victory Location. Walk/jump over to it, and finish off the Tower you attacked last go using Ballista.
7. By now, the enemy should have destroyed the 2 Towers you built at the beginning of the game. Use Jet Pack to fly back to the first statue, and build a Keep on the location before the Victory Location. (If this has been blocked off, build in the one next to it). Use the Repair utility to repair any buildings of importance.
8. Switch to the worm you used last go, and build a Keep on the Victory Location. (If in the last go, you had to build on the location next to the one instructed, in this go, build on the one you should have built on last go). Walk/jump back to the Keep you built 2 turns ago, and Skip.
9. (If last go, you had to build on the location before the Victory Location, walk/jump to it, and build a Keep on the Victory Location. Then use Repair to repair any damaged buildings). Go to step 10.
10. Walk/jump/Jet Pack over to the Keep you build several turns ago (over by the enemy forts). Build a Keep on the location that is diagonally facing the next Victory Location. Walk/jump to it and Chilli Con Carnage to attack the enemy Keep.
11. Walk/jump over to the Keep you build last go, and build another one on the location nearest the Victory

Location. Finish off the enemy Keep with Chilli Con Carnage.

12. Build a Keep on the Victory Location.

13. Go and collect the crate, then go back to your Keep, and build the Science Lab on any location. From the Keep, use a Minigun against the enemy Stronghold.

14. Walk/jump over to the Keep you attacked from last go, and build a Castle on any location. Aim the Homing Pigeon at the enemy Stronghold, and attack it.

15. Walk/jump over to the Castle you build last go, and attack the enemy Stronghold using the Super Hippo.

16. Walk/jump over to the Castle, and use the Minigun to finish off the enemy Stronghold.

What you get for completion (gold medal): The Medieval hat, the Galahad Fortapedia page, the Mordred Fortapedia page, the Trojan donkey Fortapedia page, The full gun scheme and the Trojan donkey weapon.

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After you have completed missions 1 to 20, and tutorials 1 to 5, you should have 78% unlocked, so far as all the missions are completed as gold.

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Trials:

100.00

Deathmatch Story: NONE

Deathmatch Tips: Make sure you build in the direction of the enemy, and capture as many Victory Locations as possible. As the AI is not to good here, you should make the forts, then Skip. Keep doing this until you get closer to the enemy. Don't waste good forts (such as Citadel) by placing them in bad locations. Always aim for the Stronghold. To get stuff done quicker, build a Science Lab and a Weapons Factory at some point.

AI Level (1 = best, 5 = worst): 4

What you get for completion: Deathmatch challenge 2, and the Weapons R us scheme.

200.00

Deathmatch Story: NONE

Deathmatch Tips: Build towards the enemy, grab the 4 easy Victory Locations at the beginning, after building forts, skip goes until you get closer to the enemy. Build a Science Lab to get more damage. Use the Giant Laser on the Stronghold only! You have 7 Super Hippos. Take advantage of this.

AI Level (1 = best, 5 = worst): 4

What you get for completion: Deathmatch challenge 3. and the Manic Professor voice.



300.00

Deathmatch Story: NONE

Deathmatch Tips: Use your weapons accurately and wisely. Only attack the Stronghold, build towards the enemy. Skip go after making a fort, until you get closer to the enemy. Build a Science Lab, and Weapons Factory. Take your time.

AI Level (1 = best, 5 = worst): 4

What you get for completion: Deathmatch challenge 4, and the Windy weapons scheme.

400.00

Deathmatch Story: NONE

Deathmatch Tips: Connect yourself up to the stray Weapons Factory. Aim to get Victory Locations. Get as many weapons as you can, even go over to the enemies Weapons Factories to get weapons. Start attacking when you have got a Castle. If you can get a Castle, and 5 Super Hippos. so long as they all take 253 damage from the enemy Stronghold, you will win.

AI Level (1 = best, 5 = worst): 3

What you get for completion: Deathmatch challenge 5, and the Point and shoot death Fortapedia page.

500.00

Deathmatch Story: NONE

Deathmatch Tips: In this deathmatch, its a good idea to try to kill the worms, whilst getting Victory Locations. Get up to there position, and use grenades on them. If they use a Hospital, just keep on killing them.

AI Level (1 = best, 5 = worst): 3

What you get for completion: Deathmatch challenge 6, and Custom flag 1.

600.00

Deathmatch Story: NONE

Deathmatch Tips: This deathmatch is simple. Just go over to the enemy, and kill them with grenades. Remember, that there are some enemy worms on both side of the map.

AI Level (1 = best, 5= worst): 3

What you get for completion: Deathmatch challenge 7, and the Puppet master Fortapedia page.

700.00

Deathmatch Story: NONE

Deathmatch Tips: This deathmatch is also one where you can just go over and kill the worms with grenades.

However, it is also advisable to build some fortifications, so you aren't killed due to lack of Stronghold.

AI Level (1 = best, 5 = worst): 2

What you get for completion: Deathmatch challenge 8, and Custom flag 2.

800.00

Deathmatch Story: NONE

Deathmatch Tips: In this deathmatch, its worth destroying the enemy Stronghold, just to get a chance to use many great weapons. However, if you would prefer to just kill the worms, then do so with grenades. Build a Science lab, and build towards the enemy if your going to destroy the forts.

AI Level (1 = best, 5 = worst): 2

What you get for completion: Deathmatch challenge 9, and the Mini point and shoot death Fortapedia page.

900.00

Deathmatch Story: NONE

Deathmatch Tips: In this deathmatch, its more fun just to go over and kill the worms with grenades, as there are no good weapons to play with. Just use 3 second grenades, dropping them next to each worm in turn.

AI Level (1 = best, 5 = worst): 3

What you get for completion: Deathmatch challenge 10, and Custom flag 3.

1000.00

Deathmatch Story: NONE

Deathmatch Tips: As the last deathmatch, you might want to fight it out a bit. However, if you want, you can easily just go up to each worm in turn, and kill him with a grenade.

AI Level (1 = best, 5 = worst): 2

What you get for completion: The Armageddon Fortapedia page, and the Armageddon weapon.

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After you have completed missions 1 to 20, tutorials 1 to 5 and deathmatch's 1 to 10, you should have 100% unlocked, so far as all the missions are completed as gold.

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Have fun!

Other Credits:

Shadow Reapr - For helping me with some of the missions.

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ThomasP - For the idea of putting the names of each mission as well as the number.

Thanks to you all!