

WORMS™

THE BOARD GAME

DRAFT - SUBJECT TO FINAL EDITS, LAYOUT, ART AND APPROVALS



mantic

team7

Setup

If you are setting up your first game, go to page @@ and follow the instructions there! The youngest player is the first player during setup, but this will change for the start of the game.

1. Create the map

Place the **Wind Dial** onto the table.

Then, starting with the first player and going clockwise, take it in turns to place a single **Map Tile**. Map Tiles must be placed touching either the Wind Dial hex or any already placed Tile joining one or more edges together. This means that the map will be larger if there are more people playing, as there will be more Tiles used.

2. Collect

For each player in the game, collect the following:

- 4 worms in one of the available colours
- 1 Oil Drum, Mine, and Supply Crate

Place all of these **Things** (including the worms) near the map, in easy reach of all players.


3. Place

Starting with the first player and going clockwise, take it in turns to place one of the Things from the pile in front of you (Oil Drum, Supply Crate, Mine, or a worm in any colour). Note that no player currently has a Team selected, so there are no right or wrong answers when placing things, but if all of a Team's worms are on Oil Drums and Mines, this could be a short game! Keep going until all the Things are placed.

4. Select

Shuffle a **Reference Card** for each colour of worm being used in the game and give one randomly to each player. The colour you get is now your Team, keep them alive.

5. Starting hand

Separate out the **Starter Weapon Cards** - those with darker backs and the  symbol on them. Each player then takes one of each of the following Starter Weapon Cards:

- Uzi, Bazooka, Ninja Rope, Girder

Shuffle the remaining Starter Weapon Cards and deal one to each player face down. You should now have five cards.

This is your starting hand of cards. Keep your cards secret at all times until you play them. Don't give away any nasty surprises you have planned!


6. Decks

Create the **Supply Deck**. Shuffle all of the non Starter Weapon Cards together and place them into a pile, face down, in easy reach of all players. This is the Supply Deck.

Create the **Drop Deck**. Without looking at it, randomly choose a **Sudden Death Card** and place it facedown near the board. Then take three **Drop Cards** per player and shuffle them together before placing them facedown on top of the Sudden Death Card. This is the Drop Deck.

Finally, return the remaining Drop Cards, Sudden Death Cards, and Starter Weapon Cards to the box. They will not be used for this game.

7. Determine first player

Each player checks their Reference Card, and the player with the lowest number in the bottom right corner (usually blue) takes the **Target Token** .

That player then rolls a die until they get a numerical value and sets the wind direction arrow on the Wind Dial to that value.

**The player with the Target Token will take the first turn in the game.
You are now ready to play!**

How to play

Worms is played in **turns**, with each player moving their chosen worm, picking up weapons, and using them to smash the other Teams to little bits. The game ends one round after a player is eliminated, at which point the player with the most worms standing wins the game! See page 13 for more details.

Starting with the player holding the **Target Token** ☒, players take turns one at a time, clockwise around the board. During a player's turn, they are the **Active Player**, and will choose an **Active worm**. Whenever we refer to "you" or "your worm," we are referring to the Active Player, or the Active Player's worm.

A turn

Each turn follows the same order of actions:

1. Activate a worm
2. Heal worm if Damaged
3. Inch or Jump
4. Inch or Jump... again
5. Play a Weapon Card
6. End turn
7. Draw a Drop Card
8. Pass the Target Token

General Rules

If two or more effects are triggered at the same time, the player whose turn it is may choose in what order they are resolved.

If a rule on a card and a rule in the book contradict one another, follow the rules on the card.

1. Activate a worm

Choose any of your worms to be your Active worm. If you have no worms left, you have been eliminated, see page 13.

If your chosen worm is in the same hex as a Supply Crate, destroy the crate and draw a card from the Supply Deck (see page 21).

2. Heal worm if Damaged

If your Active worm is **Damaged** (lying on its side) place it upright to show that it is now back to full health and is fighting fit.

3. Inch or Jump

During this step your worm may move in a couple of different ways: Inching, or Jumping. See the boxout opposite for more information on moving. You may also choose not to move at all.

4. Inch or Jump... again

Your worm can then Inch or Jump again. Note that combined with Step 3 above, you could Inch first then Jump, visa versa, repeat the same move as before, or decide to not move at all.

Movement

Inching. Simply move the worm from a **Land hex** to an adjacent Land hex.

Jumping. Choose any hex within two hexes of the worm's current hex, then move the worm to that hex (ignoring any intervening hexes). Then, **Scatter** the worm (see page 20). This could mean you end up in the water!

Moving.

When moving a Thing, simply move it to the indicated hex (usually the adjacent hex). Many terrible things (and maybe some good ones) can happen during a move, so be sure to check the reference for each Thing that is in the hex you are moving to.

Moving into a Mine.

If a worm moves into the same hex as a Mine, destroy the Mine and flip the **Danger Flipper**. If it lands safety side up, the Mine was a dud (pew!), otherwise the Mine explodes! See page 22.

Moving into Fire.

If a worm moves into the same hex as Fire, destroy the Fire and flip the Danger Flipper. If it lands safety side up, nothing happens, otherwise the worm gets **Damaged**. See page 18.

Moving into a Supply Crate.

If a worm moves onto the same hex as a Supply Crate, the worm's player draws a card from the Supply Deck and adds it to their hand. Place the Supply Crate back into pool at the side of the map.

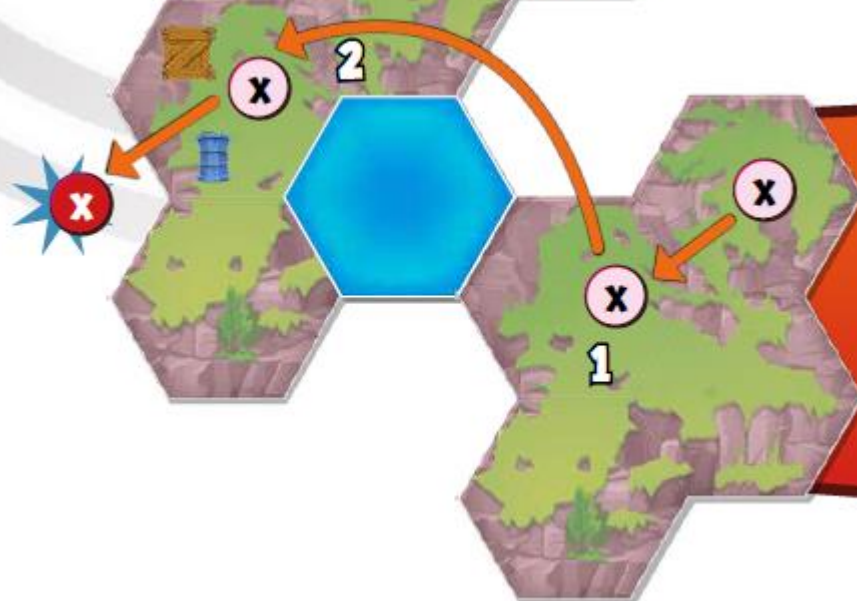
Moving into a full hex.

Hexes can usually only hold a maximum of three Things. If, after a Thing has completed a move (and after resolving any Mines, Supply Crates and whatever else), a hex has four or more things in it, choose a worm in the hex to 'prod'. **Knockback Scatter** that worm (see 20). If there are no worms to prod, you may choose a non-Crater Thing to prod instead.

Movement Examples



On their turn, the Blue player moves their worm A by Inching it to pick up the Supply Crate (1). They collect a card from the Supply Crate and then remove the crate. They then Inch the worm again (2).



On their turn, the Red player moves their worm X by Inching it (1), and then risking a Jump across the Water hex (2).

The player chooses the hex with the Oil Drum and the tempting Supply Crate, and moves their worm there. They collect a card from the Supply Crate and then remove the crate. They then roll a die to Scatter the worm.

Disaster! They roll a  symbol and the worm moves one hex in the direction of the wind - into the water! Oh dear...

How to play

5. Play a Weapon Card

You may choose a Weapon Card from your hand to play, completing the actions on the card by reading across the Action Line and resolving each symbol, in order from left to right, as follows:

➤ : The worm may Inch or Jump (see boxout on page 9). If multiple ➤ are present, the worm may move multiple times, once for each symbol.

👉 : Play another Weapon Card from your hand.

🌀 : Resolve the text on the card. All the text must be resolved in order and all text must be resolved before moving onto the next action in the Action Line. To find out more about the keywords and text, see page 16. If multiple 🌀 are on the card, the whole text of the card is resolved multiple times, once for each symbol.

After a Weapon Card has been fully resolved, discard it faceup into the box.

6. End turn

There are some effects that trigger at the end of the turn. Do those now.

7. Draw a Drop Card

Draw the top card of the Drop Deck and resolve the text on the card from top to bottom. All the text must be resolved, and resolved in order. After a Drop Card is fully resolved, discard it back into the box. The last card of the Drop Deck is the Sudden Death Card.

When a Sudden Death Card is revealed and resolved, place it faceup near the map rather than discarding it. For the rest of the game, whenever you would resolve a Drop Card at this step, simply resolve the “Drop” portion of the Sudden Death Card instead.



Let's look at an example Weapon Card, in this case, the awesome Bazooka!

1. Name

The name of the weapon, this has no rules effect.

2. Action Line: 🌀

After playing this card, this is the first symbol you would resolve (because it is the leftmost symbol on the Action Line).

3. Card text

Resolving the 🌀 means resolving the card text. For a Bazooka, this means you would choose a target Direct hex (see page 19), roll Accuracy (see page 16), then Blast the hex (see page 16).

4. Action Line: ➤

After resolving the text on the card, you would return to the Action Line and continue reading to the right. In this case you would now resolve the ➤, maybe moving your worm one hex or going for a jump!

8. Pass the Target Token

Take the Target Token 🎯 (whether it is on the map or still in front of you) and pass it to the player to your left. It is now their turn.

An example turn

This example uses the map setup from page 14. It is Blue's turn, and they are ready to wreak some havoc!

1. Activate a worm. Blue chooses worm A (diagram 1). They could also choose their other worm, immediately collecting the Supply Crate!

2. Heal worm if Damaged. Since it is the first turn, there are no Damaged worms, so Blue skips this step.

3. Inch or Jump. Blue moves their worm A (diagram 2). There is a Supply Crate and a Mine on the hex, but since it is Blue's turn, they can decide the order in which these are resolved they make the wise choice to draw a Supply Card (using the Supply Crate) before seeing if the Mine goes off by flipping the Danger Flipper. Luckily for Blue, it doesn't go off!

Probably not the smartest move Blue could have made if the Mine had exploded!

4. Inch or Jump... again. Blue decides not to use their second move. They could move over to the second Supply Crate now, but they plan on doing that with their weapon card.

5. Play a Weapon Card. Blue can play any card from their hand. They decide to fire a Bazooka, classic! They want to target worm X, but that is not in a line of Direct hexes from the shooting worm. They target the hex adjacent to an enemy worm X instead, in the hope that the wind will blow the shot in the right direction (diagram 3).

They resolve the Accuracy step of the Bazooka card by

rolling 3 dice (-1 for the extra range) and one result shows a 🎲, perfect! That moves the target onto the hex containing Red's worm (diagram 4).

Now it's Blast time!

To resolve the Blast, Blue adds a Crater to the hex then rolls a die for Red's worm, Damaging and Scattering it in a random direction (diagram 5) which rolls a 1. Red is pretty lucky here. They could have ended up in the water (direction 2,3,4,5) or onto a Mine (direction 6), meaning the only safe direction was direction 1, or a 🎲 which would have left them in their starting hex. Finally, Blue resolves the 🎲 on the Bazooka card (diagram 6), moving into the Supply Crate they were eyeing up at the start of the turn and drawing another card from the Supply Deck.

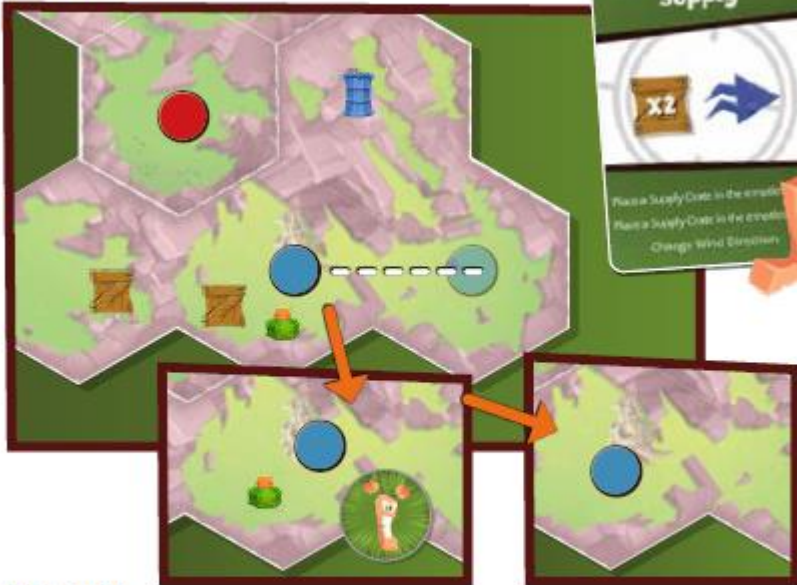
1. Select a worm.



3. Target



2. Inch



6. **End turn.** Nothing happens here in this example.

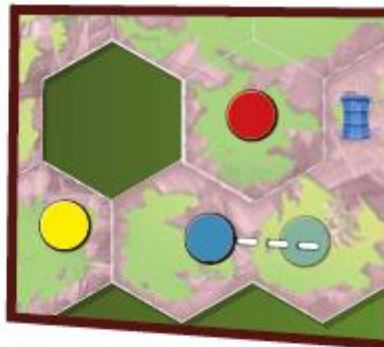
7. **Draw a Drop Card.** Blue draws the top card from the Drop Deck and resolves it (diagram 7), in this case placing two Supply Crates one at a time onto the map and then rolling to see if the wind changes direction.

8. **Pass the Target Token.** Blue passes the Target Token to the player to their left.

4. Accuracy



6. Final Inch



7. Resolve drop card.



5. Resolve Blast



Winning!

Eliminated (end of game)

When a player's Team has no remaining worms, they are out of the game, eliminated.

When the first player is eliminated, it triggers the end of the game. Finish the current player's turn, then each player takes one more turn (including the player that has just finished their turn) as a final round.

After the final turn, the player with the most remaining worms wins the game! If there is a tie, the player with the most undamaged worms wins the tie. Otherwise, the game ends in a draw.

Keywords and Terms



The following section explains the various terms and keywords in the game and what they do. Good to know.

Accuracy X

Many weapons become less accurate as they are fired at longer ranges. Accuracy reflects this!

X is a number, for example Accuracy 3. If the target is not in or adjacent to your worm's own hex, reduce X by the number of hexes the worm would have to move to be adjacent to the target hex. Accuracy cannot be reduced below 1. Still count Water hexes in this calculation, even though the worm wouldn't normally be allowed to move through them.

Then, roll X dice and choose one result to resolve, with the following effects:



EFFECT (ACCURACY)	
1-6	Move target one hex in the rolled direction.
	Move the target one hex in current wind direction.
	No effect (do not move the target) – a direct hit!



If the Blue worm A above was resolving Accuracy 4, they would roll 4 dice if the Target Token was in any blue hexes, 3 dice if the target was in purple hexes, and just 2 dice if the target was in a red hex. Any hexes further away than the red ones would mean they would roll just 1 die.

Blast

If the target hex is a water hex, nothing happens. Otherwise, place a Crater in the hex (see below). For each Thing in the target hex, starting with any worms, roll a die and resolve the effect below:

EFFECT (BLAST)	
1-6	Damage the Thing and then move it one hex in the rolled direction.
	Damage the Thing and then move it one hex in the current wind direction.
	Damage the Thing.

Note that a worm that moves into a hex due to a Blast resolves any effects as if they had moved into it for any other reason. They are destroyed if it is a Water hex, check to see if any Mines go off, etc!

If there are multiple Things in the target hex, the effects are resolved in an order of your choice, but all worms are affected before any other Things in the hex.

Change Wind

See Direction on page 17.

Crater

Craters are a Thing. They are immovable and indestructible, unless an effect specifically allows it (such as the Girder card).

If there are ever three Craters in a hex, destroy everything in that hex, including the Craters, then place a Water hex (see page 18) in the hex.



Damage

When a Thing takes Damage, what happens depends on what it is.

Worm.

If the worm is on full health (standing up), it is laid on its side to show it is now Damaged. If the worm is Damaged already, that worm is destroyed! Remove it from play. If your worm is Damaged during your turn, finish resolving your weapon card text if you have played one, then immediately skip to step 6: End turn.

Oil Drum.

When an Oil Drum is damaged, destroy the Oil Drum then roll five dice. For each direction showing on the dice, (treating a  as the hex containing the Oil Drum, and  as the Wind Direction) Damage all things in those hexes, then place a Fire in each. Duplicate rolls are not resolved multiple times.

Mine.

Boom! Destroy the Mine and resolve a Blast in the Mine's hex. Remove it from play and put it back in the pool at the side of the map.

Supply Crate.


Destroyed. Remove it from play and put it back in the pool at the side of the map.

Destroy

When a thing is destroyed, it is removed from play and put it back in the pool at the side of the map. If all of a player's worms are destroyed, that player is Eliminated (see page 13).

Direction



There are six directions in the game, as shown on the Wind Dial one for each face of a hex. Use the numbers on the Wind Dial as reference for moving Things (e.g. when Scattering).

Whenever a  symbol is rolled when determining direction, treat it as if it were a result matching the current wind direction.



Wind direction.

At the beginning of the game, the wind is set to a random direction (see page 6).

Whenever you are instructed to "Change Wind Direction", roll a die and resolve the result below:

EFFECT (WIND)	
1-6	Turn the Wind Dial needle to point in the direction of the number rolled.
	Wind direction does not change.
	Wind direction does not change.

Danger Flipper

A simple "coin" you can flip to see if you are in Danger  or Safe .

Keywords and Terms

Fire

Fire is a Thing. It is indestructible and immovable, meaning it can only be destroyed or moved by effects that mention it specifically (and by water).

When a Thing moves into a hex containing Fire, destroy the Fire (return it to the pool) and flip the Danger Flipper. If the result is Danger, Damage the Thing.

Hexes

There are two types of hex: Land and Water.

Land hex

Land hexes are fully, or mostly, covered with land. They might have a little water showing on their art, but they are still Land hexes.

Full hex

Hexes can hold a maximum of three Things. If, after a Thing has completed a move (and after resolving any Mines, Supply Crates and whatever else), a hex has four or more things in it, choose a worm in the hex to 'prod'. Knockback Scatter that worm (see page 20). If there are no worms to prod, you may choose a non Crater thing to prod instead.

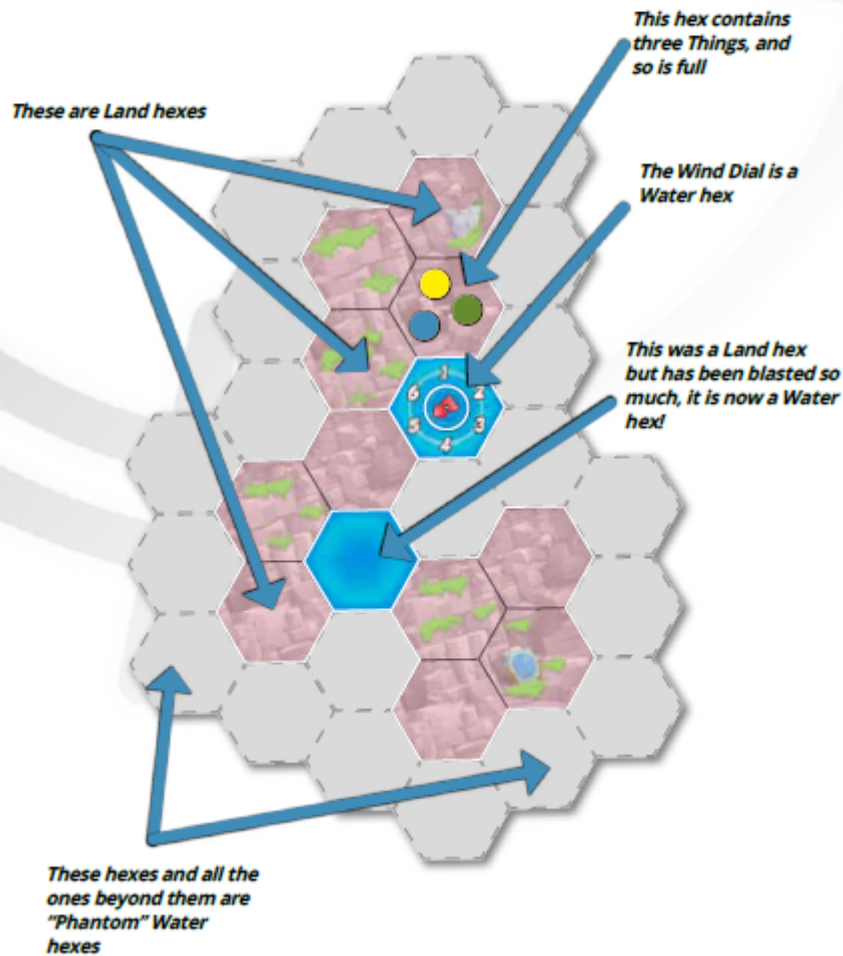
Water hex

Water hexes are every hex that is not a Land hex, or that has been covered by a Water hex tile. Any hexes off the edge of the map are also considered Water hexes (if, for example, a worm was blasted off the edge of the map, they would be destroyed in the same way as if they had been blasted into a water hex). Water hexes only show water art on them.

If a Thing would ever move or be placed onto a Water hex (or suddenly find itself in one!), it sinks and is destroyed. Water hexes can even destroy indestructible things, such as Fire, and Craters.

"Phantom" Water hexes

You can assume that all hexes that would be in a position, should there be enough components, are still valid hexes for the purposes counting Accuracy, Scatter, targeting etc. They are all Water hexes though!



Other terms that involve hexes:

Direct hex. A hex that is directly in one of the six wind directions from your worm.

Emptiest. The Land hex containing the fewest Things (if there is a tie, you choose)

Own hex. The hex that your worm is currently occupying.

New hex. A hex that does not contain the Target Token.

Non full hex. A Land hex with fewer than three Things in it.

Hex within X. A hex that is X or fewer hexes away from your worm (see Accuracy on page 16).



Place

Take the Thing from the pool at the side of the map and place it into the target hex. If you run out of a component, you cannot place more.


If a hex now has four or more things in it (after any effects have been resolved from placing the Thing) the hex is full (see page 18).

The general rule of thumb is “if the component was already on the board, it is being Moved, if the component was in the supply, it is being Placed”

Sudden Death

After all the Drop Cards have been drawn, the Sudden Death card will be revealed. Sudden Death Cards can introduce new rules into the game, and often affect the end of players' turns.

Superweapons!

Some Weapon Cards are Superweapons, shown by the  symbol and a yellow title bar. This has no rules effect except when referred to by a card.


Supply Crate

Supply Crates are Things. If a worm begins their activation in a hex containing a Supply Crate or moves into one, the Supply Crate is destroyed and the player whose worm it is, draws a card from the Supply Deck.

Note that Supply Crates are not picked up when they are placed into the same hex as a worm.

If a Supply Crate is Damaged, it is destroyed.

Target

Place the Target Token  into a hex. The Target Token is not a Thing, it does not have any effect on the map except to indicate the current target (which will often change due to Scattering and Accuracy).

Most weapons effect the target hex (e.g., Blast).

There are usually restrictions on the hex that can be targeted, as shown below:


Direct hex. A direct hex is one that is in a straight line along one of the six directions away from your worm. A worm's own hex is considered direct.

Hex within X. A hex that is X hexes away or closer. Note that a worm's own hex is always within X.

New hex. A new hex is any that does not contain the Target Token. This generally only effects cards that have multiple shots (such as the Shotgun).



Airstrike targets

Flip the Target Token to its directional side  and place it into any hex (even a water hex) pointing it in one of the six wind directions.

When resolving an effect (such as Blast) resolve the hex containing the target token and two hexes in the direction it is pointing, in order.

When Scattering an Airstrike, the Target Token's orientation does not change (if it moves, it will still point in the same direction).

See the example diagram to the left.

A player has placed the Target Token to show they are targeting the three orange hexes. If the Airstrike is Scattered in direction 2 (blue) the blue hexes would now be targeted. If the airstrike was scattered in direction 1 (purple) the purple hexes would now be targeted.



Keywords and Terms

Thing

Oil Drums, Supply Crates, Mines, Fire, and worms are all Things.

Hexes containing three things are full see page 18.

Oil Drum

Oil Drums are a Thing. When an Oil Drum is damaged, destroy the Oil Drum then roll five dice. For each direction showing on the dice, (treating a  as the hex containing the Oil Drum, and  as the Wind Direction) Damage all things in those hexes, then place a Fire in each.

Duplicate rolls are not resolved multiple times.

Mine

A Mine is a Thing. If a worm moves into a hex with a Mine or vice versa, destroy the Mine and flip the Danger Flipper. If danger is rolled, resolve a Blast in the hex.

If a Mine is Damaged, destroy the Mine and resolve a Blast.

Worms

Worms are a Thing. When a worm moves, they might activate Mines, and may pick up new weapons from Supply Crates.

A fully healthy worm is placed standing up. A Damaged worm is placed lying on its side. If all of your worms are destroyed, you are Eliminated (see page 13).

Weapon Cards

Weapon Cards are the main tool players have of destroying other worms and are used during the "Play a Weapon Card" phase of the turn, see page 11.

Wind Dial

The Wind Dial is a Water hex that shows the current wind direction. The arrow on the Dial points in the direction of the wind (1, 2, 3, 4, 5 or 6).

Wind Direction

The current wind direction can influence where Things Scatter. See Direction on page 17 and Scatter on page 20.

Optional Rules

Once you have grasped the basics and are feeling adventurous, how about trying out some (or all!) or these optional rules?

Parting Gifts

When a worm is destroyed, resolve a Blast in its hex. If a worm is destroyed by Blast, roll for which hex they are Scattered into before resolving the death Blast.

True Elimination

When a Team is eliminated, it does not trigger the end of the game. The game ends only when all but one player has been eliminated.

Sudden Death Draft

During the game setup, before building the Drop Deck, shuffle the Sudden Death Cards and deal them equally among the players, discarding any extra cards.

Each player chooses one of the cards discarding the rest back to the box. Then, shuffle the chosen cards and discard all but one, the chosen card is now the Sudden Death Card for this game as normal.

No Sudden Death

During setup, do not add a Sudden Death Card into the game. Use all of the Drop Cards available to make the Drop Deck.

Whenever a player would draw a card from the Drop Deck and it is empty, shuffle together all the Drop Cards together to form a new deck.

Late Superweapons

When forming the Supply Deck, shuffle all the Superweapon cards together and place them facedown, then shuffle two non Starter weapon cards per player and place them on top.

Longer game

Instead of adding two cards into the Drop Deck per player, add in four.

Reduced Blast

Blasts deal no damage (but still add Crater tokens and Scatter things in a hex).

Larger map

If you feel like your worms want some more air to breathe before destruction rains down upon them, you can add any additional map tiles you have to the game. How many you add is up to you! We recommend all players place one tile each as normal and then the youngest player adds any additional ones being used.

Timer

A timer can be used to help speed players along. Use an app on your phone for a 60-second countdown! Alternatively, you could use a 60-second sand timer. At the start of a player's turn, before they Activate their worm, they start the timer. Once started, the Active Player must reach step 6 of their turn (End turn) before the time runs out!

If they do not, their turn immediately jumps to step 6, so they miss any chance to perform steps they didn't get to. If a card has been played and any text is still being resolved, the player can complete it, but must then immediately proceed to step 6. They cannot perform any other actions on the card.