

rb bet

<p>Worms.Zone</p>

<p>Share</p>

<p>Join the fight to become the biggest worm in Worms.Zone. Playing</p>

<p>

<p>against other worms in a big multiplayer arena, you O , £ have to eat a
s much food as</p>

<p>possible to grow bigger. Slither your way towards the power-ups to get

an O , £ edge. This</p>

<p>.io game is addictive!</p>

<p>How to play Worms Zone</p>

<p>WormsZone.io is survival of the fittest.</p>

<p>You're a worm, and you O , £ must eat and grow to be big and strong

. Who knew being a worm</p>

<p>could be so much fun? Remember O , £ to trap your opponents so you can

get all of their</p>

<p>delicious food.</p>

<p>Pressing the left or right mouse button, you O , £ can turbo-speed your

worm.</p>

<p>Use it sparingly and tactically to sprint towards big rewards ahead of

the other</p>

<p>players. As O , £ you get larger, you get slower. Turbo also becomes mo

re costly to your</p>

<p>score, so use it sparingly when you O , £ are big, and plentifully when

you are small.</p>

<p>Worm</p>

<p>Outfits</p>

<p>Pick an outfit fitting for the common worm. As you level up O , £ in the

game, you</p>

<p>can treat your worm to funkier and more colorful designs. Head over to

the worm's</p>

<p>wardrobe O , £ on the main menu to pick a fresh new outfit.</p>

<p>Game Options</p>

<p>Head to the options</p>

<p>menu to choose your favorite colors O , £ for the game. You can also pi

ck between 3 different</p>

<p>food types. You can find the options menu at the O , £ bottom right of

the main</p>

<p>menu.</p>

<p>Power-ups</p>

<p>Keep your eye out for power-ups in potion bottles scattered around the&

lt/</p>

<p>arena. There are O , £ six types of power-up in Worms.Zone:</p>

<p>Red and blue - Increase capture</p>

<p>radius (pulls in more food).</p>

<p>Blue - Increase the amount O , £ of food eaten by 5</p>

<p>times.</p>

<p>Purple - Reveal where other worms have perished.</p>

<p>Green - Increase the speed of</p>

<p>your worm.</p>

<p>Round O , £ green bottle - Improves control of worm for collision</p>