

# Worms Armageddon

## Game Information

### Multiplayer Information



- Internet play: yes
- LAN play: yes
- Lobby search: yes
- Direct IP: untested
- Play via [gameranger](#): reportedly
- [coop](#): yes
- Singleplayer campaign: yes
- Hotseat: yes

Worms Armageddon is practically exactly like all other [Worms](#). The subtle difference: With the New Edition version you don't need the CD to play anymore. You can also control the appearance of special weapons in boxes, and things like that, but not to the same extent as in [Worms 2](#).

## Purchasing

WA is still available at [GOG](#) or [Steam](#).

## Installation

Simply insert the installation medium and install. Because there is no CD query for the New Edition, there is no need for a crack. There is also a patch for the game. Humorously he needs the CD again after that.

## Network

To open a Worms Armageddon server (list server) you have to enable port 17011 (TCP + UDP). You can either use the LAN server (good for LAN, because you don't have to enter IPs), or you can connect directly to the Internet, using the IP/domain of the host, or you can use the Worms server of Team17. For private games I recommend the direct variant, save the annoying childish things like password for the Team17 server and the like. Especially since the question is appropriate whether the lobby servers still exist at all.

## See also

- [Worms](#)

[Back to the games database](#)

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / [www.mobile-infanterie.de](http://www.mobile-infanterie.de)

Permanent link:

[https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:worms\\_armageddon&rev=1648849152](https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:worms_armageddon&rev=1648849152)

Last update: **2022-04-01-21-39**

