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Worms 2008: A Space Oddity  
THQ Wireless &  
Team17 Software

## [Worms 2008: A Space Oddity Brought to Mobiles](#)

### *Odd worms let loose in space*

In 1968, Arthur C. Clarke and Stanley Kubrick brought to light 2001: A Space Odyssey (novel, plus film). 40 years later, in 2008, which is about now after my estimations, Team17 Software brings to another - more modern, if I may say so - light its Worms 2008: A Space Oddity game. And since we're now living in a very mobile world, [THQ Wireless](#) together with the already mentioned Team17 Software will soon offer Worms 2008: A Space Oddity for [mobile phones](#). Although it is a brand-new game, Worms 2008: A Space Oddity will bring you the well-known humorous action and gameplay that made Worms one of the most loved game series from the last decade. But besides the familiar wormiverse (a word that depicts a universe of worms, obviously), the 2008 game brings new stuff, like four fresh mini-games, new weapons, improved campaign mode (in single player) and a new landscape view mode. As the title says it, Worms 2008: A Space Oddity has a story centered around worms that *wormingly* explore the vastness of the universe. In the campaign mode, players will have to complete various missions that come with challenging objectives, including (first of all) killing alien worms, repairing space shuttles, defending various locations and gathering resources. For the first-of-all objective there are several new weapons that you can use: Cluster Frags, Impact Frags and Atom Packs. Other new features that the 2008 edition of Worms brings include new graphics and animations that offer improved sceneries and effects. Also, the support for landscape mode (assuming your handset supports it, of course) brings an enhanced view over the battle area, similar to that experienced when playing using a widescreen. Already available for Nintendo Wii, Worms 2008: A Space Oddity should hit [mobile platforms](#) starting June 2008, when it will be available, via THQ Wireless' [website](#), for more than 850 phone models. Which is, I'm sure you agree, *wormfully great*.