

W2 Guide

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COLLABORATORS

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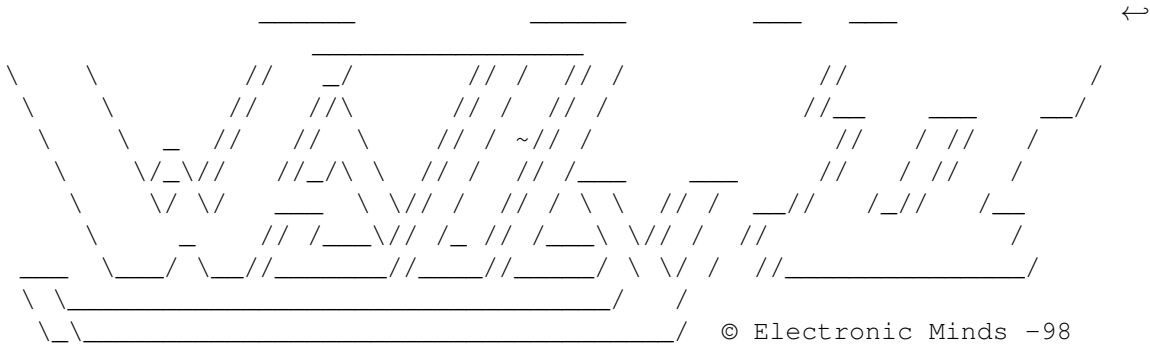
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Chapter 1

W2 Guide

1.1 Wally II Guide



If you played WtW..
Here's the news!

The story so far...
Background story!

Installation
Piece of cake! :-)

Instructions
How to play.

User levels
Make your own level!

Electronic Minds...
Who are they?

Disclaimer...
IMPORTANT!

1.2 new features

NEW FEATURES

If you have played WtW (Wally the Wörrm) you probably know what this is all about and then you don't have to read ALL of this boring manual. So... this is what you need to know:

W2 is very similar to WtW but with a few changes (surprise, surprise)! The changes are (in no particular order):

- *
 - Four new levels
 - Wow! ;-)
- * 4 tunes to every level.
- * 3 flashing "items" at the same time
- * Cool teleporters.
- *
 - Action items.
 - Be careful when you take these items.
- * OneWay-doors.
- * New cool "Pinball-like" scoreboard.
- * 64 colours instead of 32 (sory we couldn't make it in AGA)
- *
 - TWO-PLAYER MODE !!
 - (May the best worm win)
- * Three different speed levels instead of just two. ;-)
- * Ability to load other levels.
- *
 - Make your own levels
 - * Animated "items" to pick up.
 - * Flashing colours on the levels to bring them to life.
 - * No long anoying "got-new-hiscore" intro anymore.
 - * Two different Start-positions. (Random selection)
 - * TWO different
 - 2-Ply modes!
 - (F3 = Snake mode)

This is what i can remember at the time... ;-)

Other things that could be "good to know" before you start is:

- * The
 - background story.
 - (short "intro" story)
- * And the
 - hotkeys.
 - (Scoreboard features etc.)
- * NOTE!
 - When playing 2-ply the "start-positions" will be selected RANDOMLY!
 - The object of the 2-ply mode is to get the other player killed!
- * Also read about the
 - Action Items.
 - Ok! Now you can go back to
 - Main menu

1.3 the levels

The 4 Levels

Abandoned Castle

Okey...I think you now what this is, We had to do a "ghost level". This is the first level we did, so there's not much to say. Just one eh.. "flashy" effect. Maybee you'll notice it. :-)
Otherwise this is pretty much the STANDARD level.

I have to say that ALLI did a very nice job with the shadow effects on the stairs of this level.

Oh! That's right. There is one secret "door" he..He..HE..HA HA..hrm
If you look REAL close you might see it (You'll have to squeeze your nose really close to the monitor :-)

Iron Gate

This is similar to the Techno-level on Wtw.
Hmm.. are we completely out of imagination you might wonder.
Hear this! This level contains a SUPER DELUXE STATE-OF-THE-ART THREE-WAY TELEPORTER !!! Yes it's true!
How it works: The two BLUE teleporters are conected to eachother directly.. go into one and come out through the other.
The RED one is conected to both the BLUE ones, you will not know wich one you will come out through :-)

NOTE! When you "teleport" yourself you will come out going in another direction, so don't keep your joystick in the wrong direction or you'll probably just end up in a wall!

Ehh... otherwise it's a pretty standard level.

Break Beat

OK! This is our favourite level!
It's kind of a Disco level with some nice effects.
Including many flashing lights, a tiny teleporter and a thing that we call "the subway". The thing with the subway is that you almost can't see yourself inside it!
The teleport is really just a U-shaped tunnel. but you don't have to worry about making the U-turn (if you know what i mean).

You will also notice that Wally will change colour when he goes over certain areas! I think you will like this level, the music and the graphics creates a real nice arcade-atmosphere.

Laser Dome

OK! We know this level looks a bit strange! It's not a bug and you should not try fix your monitor! ;-)

When we started making this game, we were only going to do three levels! After a while however, Niklas and I thought that 3 levels would be a bit cheap. (There should be more levels in a sequel!) Alli wasn't to happy though! having to make yet another level. But, after a while we convinced him that we could make this weird level.

NOTE!

Laser Dome is mainly thought of as a 2-ply level! The reason is that it's hard to see what the other player is doing which makes playing a bit more interesting!
At first we thought that it would be a "2-ply ONLY" level, but later we rejected that idea.

Think of this as a BONUS level. (NOT a standard level!) ;-)

Make your own levels.

Main menu

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1.4 the items

The "Items"

There is three items on the level at the same time.

Here's a table of what happens when you take the different "items", how many points you'll get and how much longer you will be!

NOTE! Some colours are only available in either 1 or 2-ply mode!
"Stays" = How many pixels you can go before the item disappear!
"Mode" = In which mode (1Ply / 2Ply) that the item is available!

Colour	Mode	Points	Length	Stays	What happens!
Blue	1	750	8	600	Changes your direction randomly.
Red	2	-	10	500	Freezes your opponent 4 a while.
Orange	2	-	10	500	Changes direction of your enemy.
Green	1&2	900	9	550	Dig under the ground 4 a while.
Yellow	1&2	650	10	650	Nothing !!
Pink	1&2	500	12	650	Nothing !!
Grey	1&2	400	20	450	Nothing !!

NOTE! If you don't take any items you will get 1 pixel longer every 30 pixel you go! you will also get 1 point every pixel you move forward!

Ok! I hope You'll notice that some items are better than others. And also that it's actually better to just be winding around than to take the GREY items. (you'll get more points and less length!)

In 2-Ply mode on the other hand, it can be good to take the grey items. Because the longer you are the harder it gets for your opponent! The same things goes for the yellow and pink items: in 1-ply mode they are both good, although the yellow is better. And in 2-ply mode the pink item will probably be better!

The GREEN items can be very useful and dangerous! They will make you go under ground for about 20 pixels. Using green items you can go under walls and under yourself or your enemy. The danger is that you might be directly under a wall when Wally heads for the surface again = dead!

Knowing these things will give you an advantage over your friends ;-)

Main menu

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1.5 two-player

Two players

A new BIG feature in W2 is 2-Ply mode. This is probably the best way to enjoy the game. The object in this mode is NOT to get as many points as possible. Instead you should try to KILL your opponent :-} by making him crash into any obstacle on the level (including both worms).

NOTE! Watch carefully where your worm start!!
Since the starting locations are randomly choosen EVERY time you play!
Although there are only 2 possible places!

I recomend you to look through the
Items page.

There are a few items that affects the game quite a bit!
Mostly the RED and ORANGE ones but also the GREEN ones!

SNAKE-MODE is another way of playing with
a friend. You start this mode by pressing F3 instead of F2. I will not
entirely explain snake-mode now, I leave that for you to discover...
Just try not to panic! ;-)

One more thing: The reason that the worms are in the same colour is
because it would make too many colours of the palette unusable for the
level! Unfortunatly we couldn't make it in AGA! :-)

Oh.. if you wonder what the names of the worms are:
Ply1: Wally the wörminator (cyberdyne system model 102)
Ply2: W1000 (stupid liquid metal)

(If you didn't get that last joke your'e probably not a T2 fan!)

Main menu
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1.6 introduction

Introduction

Congratulations on getting the W2 game, clearly the choise of a discerning worm-game-lover!

As you will no doubt have noticed, our continual quest for excellence has resulted in this, the culmination of the search for the most advanced technology and ergonomic design embodied in one worm game.

etc. etc...

W2 is the sequel of Wtw (Wållly the wörrm) which came early in 1996. We actually began making W2 (Wållly 2 "the wörminator") the same year. The reason that it took so long to finnish was that we had lots of school work to do. (unfortunately ;-)) and after that Niklas and I had to do millitary duty. (When I'm writing this I still have 1½ month to do.)

The game is really just a simple worm-game. The same kind you played on those old computers where the graphics consisted of different kinds of letters :-)

The object of the game is to eat as many "flashing items" as possible. You will then become longer and longer and eventually you will crash either against yourself or against some of the walls.

To find out what happens and how many points you get for the items read the

Action Items.
section.

1.7 requirements

Requirements

We haven't really tested W2 on different machines. It does work on A1200 030 8Mb and it should work on any amiga as long as you have enough memory (I don't know how much memory it takes though :-))

1.8 userlevels

User levels

A new feature in W2 is that you can make your own levels. This may be a bit tricky and you won't be able to create all the effects that exist on the already made levels.

Basics

How it all works.

OneWayDoors

One-way-doors :-)

Flashing

How to flash colours.

Colours

Colour table.

Files & Music

File names and Music.

Problems

Problems & Solutions.

1.9 basics

The basics

To create a level you need a painting program (we used DPaint4) The pictures should be 320x256x64_halfbright IFF. "Halfbright" means that the last 32 colours are exactly half as bright as the first 32 (ie. RGB 444 = RGB 222).

I will now try to explain how W2 works, i hope you will understand.

- * A level is made up by 2 pictures.
 - * The pictures lies ontop of eachother so there is one picture that you never will see. I call this picture "MAP".
 - * The MAP is used to detect crashes against walls and Wally himself. It is also used to determine the colour of Wally.
 - * The picture that the user see is called the "LEVEL pic". this picture contains the "good"/"real" graphics.
 - * It's important that the palette is the same for both pictures.
 - * When Wally is drawn on to the LEVEL pic. The program first looks at the MAP to determine which colour Wally will have.
-

ie. if Wally is to be drawn onto the pixel 100,150 (x,y) the program looks on the MAP pixel 100,150. If this pixel is painted with colour 12 then Wally will be drawn with colour 12.

This is how we have done the shadow effects, the flash effects and this is what makes Wally white (most of the time). If we painted the whole MAP picture pink, Wally would always be pink.

- * Some colours are used for detecting crashes. Be carefull when you use theese. (Read the "Colour table" section.)
- * You have to use crashcolour 04 around the whole level, so that Wally can't go out of the screen (the game will crash).
- * You also have to make room for and paint the scoreboard at the bottom of the screen. I suggest that you copy the example MAP picture included and paint your own MAP picture on that.

We have marked out the two starting points for the worms on the MAP picture included, and also written some explaining coments. This MAP picture also has the righth measures for the scoreboard.

1.10 onewaydoors

One-Way-Doors

- * Some colours indicates a "zone change". This can be used to make "one way doors". usually Wally crashes when he finds colour: 31,04 or 01 (All the walls are painted whith colour 01). By using the ZONE colours (29,30,61,62) you can create an area on the level where wally crashes against other colours.

Are you still reading?? :-) Good... Hang in there.

For example: This is how the "one way doors" on the IRON GATE level is done: (This is how you should paint the MAP)

First you start the level, Wally is always in zone 1 at this time!

When Wally goes through the top door (heading down), he first find the colour 03. At this time that colour doesn't effect him more than other colours (obviously he will be painted with colour 03 on the LEVEL pic (read Basics .))

On the next pixel he finds one of the colours 29,30,61,62. This will tell him that he now is in zone 2. (He will also be painted in that colour on the LEVEL pic.) When he is in Zone 2 he will no longer crash against the colours 01 and 31. He WILL however crash against colour 03!

So if he tries to return through the same door. He will first find colour 29,30,61 or 62 (zone 2) then he will find colour 03 and DIE! This is how the "one way door" works.

To get out from zone 2 you go through the other door with colour 31 and then any colour except 29,30,61,62 and 09,10,11. (The colours 09,10,11 are neutral.) This will tell him that he is back on Zone 1. (In Zone 1 he crashes against 01,31,04).

- * The colours 09,10,11 are neutral, ie. they can be used on both zone 1 and zone 2. This means that you have only a few colours to use on zone 2: 09,10,11,29,30,61,62 every other colour will tell Wally that he is back on zone 1. And colour 03 and 04 will kill him!

1.11 makeflash

Make things FLASH

- * You can not make one single colour flash, but you can make a colour cycle. The "one way doors" on IRON GATE are made of three colours that cycles.

Lets say that you want to cycle colour 6,7 and 8 whith eachother.

To do this you will have to paint in the upper left corner of the MAP. Start with pixel 0,0 (= upper left). Paint this pixel with colour 6, the next pixel (1,0) (one step right) with colour 8 and the next pixel (2,0) with colour 10. This will cycle colour 6 to 8 with speed 10 (fast). If the colours are blue,white,red then you now have three colours which flashes from blue to white to red to blue to white.... and so on. Speed is set whith the third colour 1=fast 64=slow. After the third pixel you can define another cycle if you want to.

The program will read the colours in the top left and translate them into cycling information.

Check out the MAP picture included for more details.

1.12 colourtable

Colour Table

- * DON'T USE COLOURS 01, 02, 03 OR 14 ON THE LEVEL pic. These are reserved for "flashing items". (points) and SCOREBOARD. If you use them on the MAP Wally will flash in the same way as the "flashing items" when he runs over these colours. :-)

On the LEVEL picture you can use any colour you want in any way that you want (except 01,02,03,14), = paint beautiful levels. ;-)

When you paint the MAP you have to be more careful. Here are what the different colours do:

- * NOTE! ALL the colours affects the colour of Wally on the LEVEL pic.

Colour: Used for:

01,31 Causes Wally to DIE on zone 1.

03 Causes Wally to DIE on zone 2.

04 Kills Wally on BOTH zone 1&2.

09-11 Can be USED without problems on both zone 1&2.

14 Reserved for the SCOREBOARD (Fading and flashing).

29,30,61,62 Will tell Wally that he is in zone 2.

All colours except 29,30,61,62,09,10,11 Will tell Wally that he is in zone 1!

1.13 problems

Problems & Solutions

- P1. The level apears in strange colours in the game.
 S1. The LEVEL pic. uses the colours from the MAP.
 It's important that the two pictures have the same palette.
- P2. Wally crashes against things he shouldn't crash against.
 S2. You have used a "crash colour" by mistake. Or used the zone colours somewhere so Wally things he is in a different zone and therefore crashes against other colours (read above).
- P3. How do I make shadow effects?
 S3. Use a bright background, then paint with darker colours on the MAP where you want Wally to be darker. (Next to walls!)
- P4. My music doesn't sound right in the game.
 S4. It is a few years since AMOS music routines was updated ;-)
 Your song may contain stuff that AMOS don't understand.
- P5. The game crashes if Wally goes too near the edges of the screen.
 S5. You have to make a safety wall around the level (crash-colour).
- P6. My level flashes in a strange way, even though I didn't make any flashing effects.
 S6. You have probably used one of the colours: 1,2,3,14 somewhere on the MAP picture. These are reserved for items and scoreboard!

1.14 name_music

Name & Music

When you have made the two pictures. (Map and Level)

You can also have a highscore file (should be in hiscore drawer.) and an image file: Level.IM (in X_Levels drawer).

1.17 em

Electronic Minds

Electronic Minds consists of:

Martin Persson - Programing / Manual
Niklas Pahlsson - Music / SoundFX
Alli Sadeghian - Graphics / Anim.

If you want to contact us write e-mail to:

electronic_minds@hotmail.com

W2 is "email-ware" so if you like this game or even if you think it sucks, please write to us and tell us where you're from (which country) and where you got hold of it. Or if you have problems with creating your own levels. Although we might not have the time to answer you.

You can write in English or Swedish.

We hope you enjoy the game. (We got tired of it 2 years ago ;-)

1.18 hotkeys

Hotkeys

F1 - Starts the current level in 1ply mode.
F2 - Starts 2ply "normal" mode.
F3 - Starts 2ply "snake" mode.
F9 - Shows the current 2ply match standings.
F10 - Resets current 2ply standings: 0 - 0
Esc - Takes you back to "Main menu".
P - Pauses the game. (To unpause press P, Enter or Firebutton.)

1.19 disc

Disclaimer

W2 is "e-mail-ware". Which means that you don't have to pay anything for it and you can copy it as much as you like.

We don't take any responsibility for any damage that W2 or you may cause to yourself or to your computer.

If you do like it (or if you don't) please send an e-mail to:

electronic_minds@hotmail.com

We would be glad if you would write where you come from (what city/country) and where you got hold of W2.

Feel free to put W2 on any magazine-disks or cd:s.
If you do, please notify us. (by e-mail)
