

The Worm Manual

Requirements:

486 100mhz or better, Win95, 2D card that can handle 640*480 24bit graphic, Soundcard, DirectX

Installation:

To install the game unzip the files in worm.zip and then run setup.exe

Make sure you have visual basic runtime library msvbvm60.dll in your system directory.

Joystick Control:

Push the joystick in the direction you want the worm to go

Fire1=Breaking, shortcutting countdowns, Selecting highlighted menu option

Fire2=Pause, Aborting test

Fire3=Turbo speed

Keyboard Control:

Press numpad 1,2,3,4,6,7,8,9 to control worm direction

Fire1=Numpad 0

Fire2=Numpad 5

Fire3=Numpad +

How To Play:

Select "The Worm" in the start menu. At the game main menu select "Play". Press button 1 on your joystick or wait until the counter is zero. To complete the track you have to eat all the food, then the exit starts to flash and you will hear a siren, now you can leave. To pause the game during play press button 2 on your joystick, you will now find yourself at the pause menu, here you can choose between "Quit" returns you to the main menu, "Save" saves the game, "Info" shows info about the game, "Resume" resumes the game. Pressing button 1 during play makes the worm break (go slower), which can be very useful in tricky situations. If you want to go faster then press button 3.

The Editor:

To edit tracks choose "Edit" at the main menu, you will now be in the editor environment. Here you can choose to make a new database or load an existing one, if you choose to make a new database then you just start editing right away. For a track to work there MUST be the following blocks - start, food, exit. When you are done editing the track, you choose test in the track tab or press F1(shortcut), now you can play & Test to see if it's working ok. To terminate a test and return to the editor can be done in 3 ways, get killed, eat all food and exit Or by pressing button 2 on your joystick. To save a new database you choose save in the database tab or press F6(shortcut) then you give it a name. The databases must be saved in the track directory. If you want your new database to be the default one you must select it in the choose database tab. When you have finished a new track you probably want to fine tune it, this is done by setting the sliders in track config tab. To fine-tune a database you set the sliders in the database config tab. The most important thing to do after making a new track is to rate it (give it a number between 1-10). This is done with the rating slider in track config tab, 1 means that the track is easy and 10 that it's very hard, this number also tells the editor where to put the track, a low number means that the track comes in the beginning of the game, and a high that it comes at the end of the game. The game then plays the tracks in a random order within the rating number, so if you have 2 tracks at rating 1 and 2 at rating 5 the game would play the 2 tracks in rating 1 randomly then continue to rating 5 and play those in random order. To see how many tracks there are in the different ratings you just press the (i) information button on the toolbox. This way you can easily move a track from beginning of the game to the end with just moving a slider.

Keyboard Shortcuts In Editor Mode:

F1=TestTrack , F2=Grid , F6=Save , Ctrl=Swap Toolbox , U=Undo , R=Redo

Feedback:

If you make some nice tracks that you like then please email them to me, I would be very interested to see what could be done with the editor. Just pack it with WinZip and email it to (peter.043515597@telia.com). If you don't know what file to send...Use explorer and look for the directory "Tracks" in that directory you should find the file with the name you gave it and with the extension .wdb (Worm DataBase),this is the file to pack & send.

Bugs:

Non that I know off, but If you should find a bug then send me an email explaining how it happened and what the error message said.

Problems:

I have some trouble with the line tool so it's not operational right now, but i will fix it as soon as possible.

Legal Stuff:

This game is freeware so you are free to use & spread it, but not for profit without my written consent.

E-Mail:

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Homepage:

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The Worm:

Code:Peter Nordström

Gfx:Sven Nordström

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Fun Factory