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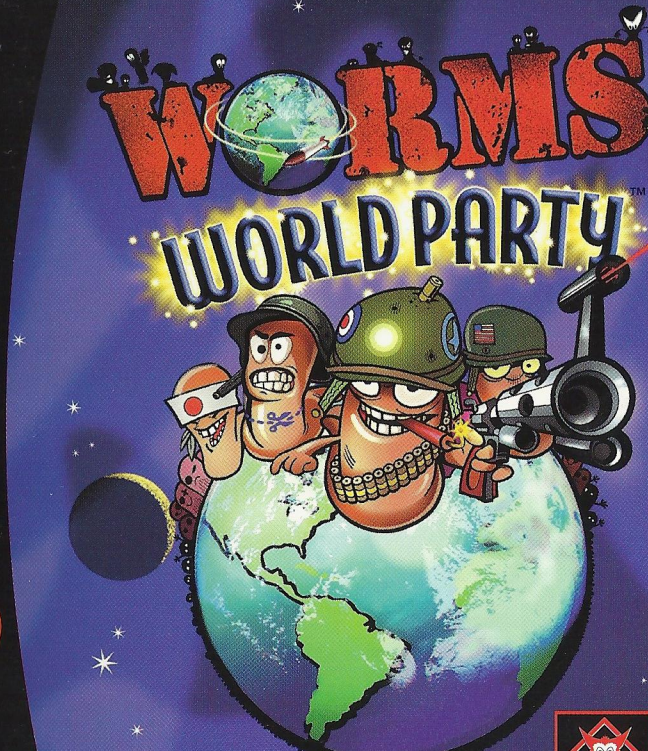
TEAM17

SEGA

Dreamcast



TEAM17

TITUS

EVERYONE
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CONTENT RATED BY ESRB
T-22904N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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INTRODUCTION

IT'S TIME FOR A PARTY...

Welcome to a Worms World Party and everyone's invited!

It's a Quarterpounder of a game with some meaty multiplayer action, a healthy salad of single player and a flap of amusing cheese topped up with a generous amount of strategy ketchup. We've more weapons than drinks ranging from relatively alcohol free Bazooka to the super strength Donkey.

Worms World Party is our latest turn based gift in which Worms will battle across zany landscapes either custom or randomly generated. With Worms already having a reputation of being a party animals, there is just no reason not to come.

You can also do battle online so if you can't make it to the party you can always join the fun via the Worms network. There's just no need to be on your own tonight, you can even chill out after a game and chat in one of the lobbies.

Our DJ informs us his record box is just bursting with single player missions and there are dozens of custom landscapes which can be requested and played on anytime.

If you're new to the party scene don't worry. Our friendly training section will soon have you dancing with the rest of us. There's even a weapons library available if you don't know the steps.

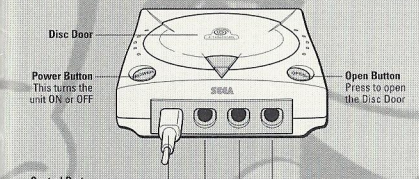
So ladies and gentlemen, let's gather round and toast our glasses to a Worms World Party!

GAME CONTROLS

STARTING THE GAME

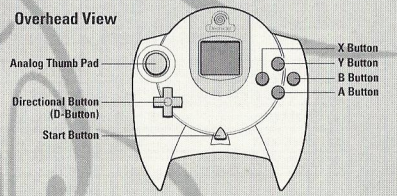
On the title screen, press Start Button to begin the game. A VMU selector will then appear on screen. You may choose a VMU, which will be used for saving game process and desired settings. You may also choose the "continue without saving" option, but you will not be able to save your game."

SEGA DREAMCAST HARDWARE UNIT

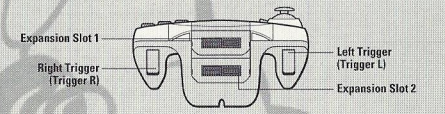


SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

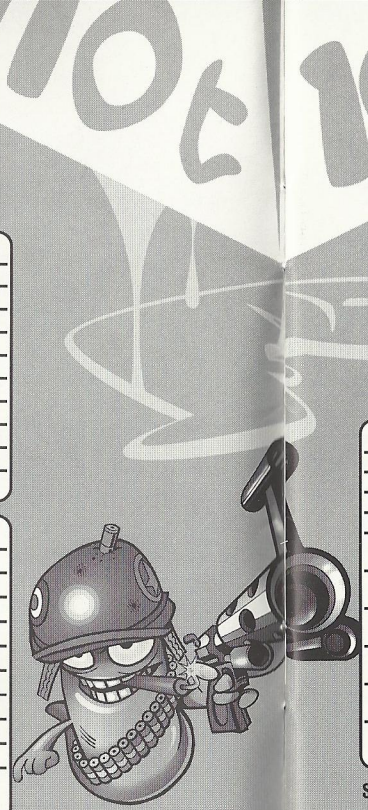
CONTROLS

You can use either the Controller or the Dreamcast Keyboard to play Worms World Party.

CONTROLLER

CONTROLLER 1 (DEFAULT)	
Analog Thumb Pad	= Scroll Camera
Directional Button	= Move Worm
A Button	= Fire, Bounce Toggle/Girder Rotate
B Button	= Jump 2, Name Detail
X Button	= Jump 1, Fuse Setting/Girder Rotate /Air Strike Direction
Y Button	= Center Camera, Worm Select
Start Button	= Pause, Quit Menu
R Trigger	= Weapon Select
L Trigger	= "Shift" (for fuse setting)

CONTROLLER 2	
Analog Thumb Pad	= Scroll Camera
Directional Button	= Move Worm, Target Up and Down
A Button	= Fire, Bounce Toggle/Girder Rotate /Air Strike Direction
B Button	= Jump 2, Name Detail
X Button	= Center Camera, Worm Select
Y Button	= Jump 1, Fuse Setting/Girder Rotate
Start Button	= Pause, Quit Menu
R Trigger	= Weapons Menu
L Trigger	= "Shift" (for fuse setting)



CONTROLLER 3	
Analog Thumb Pad	= Scroll Camera
Directional Button	= Move Worm, Target Up and Down
A Button	= Jump 1, Fuse Setting/Girder Rotate /Air Strike Direction
B Button	= Jump 2, Name Detail
X Button	= Fire, Bounce Toggle/Girder Rotate /Air Strike Direction
Y Button	= Center Camera, Worm Select
Start Button	= Pause, Quit Menu
R Trigger	= Weapons Menu
L Trigger	= "Shift" (for fuse setting)

KEYBOARD CONTROLS	
Shift + Cursor Left	= Camera Left
Shift + Cursor Right	= Camera Right
Shift + Cursor Up	= Camera Up
Shift + Cursor Down	= Camera Down
Cursor Left	= Worm Left, Dialog Left, Cursor Left, Girder Down
Cursor Right	= Worm Right, Dialog Right, Cursor Right, Girder Up
Cursor Up	= Worm Up, Dialog Up, Cursor Up
Cursor Down	= Worm Down, Dialog Down, Cursor Down
Space	= Worm Fire, Crate Drop, Dialog Select
Backspace	= Worm Jump Up, Backspace (for text)

Return	= Worm Jump
Home	= Worm Focus, Home (for text)
End	= Text End
Delete	= Text Delete
B	= Advance Bounce
I	= Info Detail
F	= Advance Fuse
Tab	= Worm Select
S1	= Dialog Options
S2	= Dialog Weapons
PageDown	= Chat On
PageUp	= Chat Off
SHIFT + (F1 - F12)	= Chat Control
CTRL + ALT + DEL	= Soft Reset

SHIFT - Hold down and press left, right, up and down to scroll the camera.

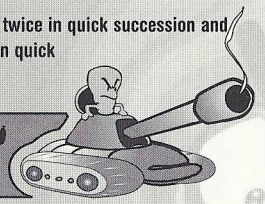
MOVING THE VIEW
Use the Analog Thumb Pad (or SHIFT + CURSOR KEY) to scroll around the landscape.

CHANGING WORMS
Choose the Worm select weapon. Press and hold the left trigger, then tap Y Button to cycle through the different Worms.

MOVING WORMS
Move your Worm around by using the Directional Button (or CURSOR KEYS).

JUMPING
Make your Worms jump forward by pressing the JUMP 1 button.

You can also make Worms jump backwards by pressing JUMP 1 twice in quick succession and perform an upward jump with JUMP 2. Pressing JUMP 2 twice in quick succession performs a back-flip.



TIP: Certain weapons can be used while your Worm is jumping.

QUIT
Press the Start Button (or S1 Button) to open the Quit Menu. Select Draw Game, Force Sudden Death mode or Quit Game by highlighting the option and press A Button (or ENTER). You can also view the number of rounds won by each team from here.

NAME SWITCH
Sometimes the visibility of the Worm names can hinder the player, press the NAME DETAIL LEVEL button to toggle the Worm name visibility setting from full, partial or none.

ON-SCREEN INFORMATION
The game screen is full of useful information - the following explains what it all means!

TURN/ROUND TIME INDICATOR
Your Turn Time counts down at the bottom left of the screen. When it reaches zero, play passes to the next team.

WIND BAR
Some weapons e.g. Bazooka are affected by the wind. There is a wind strength indicator at the bottom-right of the screen to help you gauge your shots.

TEAM STATUS
Each team in the game has an overall energy bar shown at the bottom of the screen. When this is fully depleted, that team is removed from the game.

WORM STATUS
Worm names and energy values appear above each Worm.

UTILITIES
Enabled utilities (Double Damage, Crate Spy etc.) will appear above the wind indicator in a small box when they are in use.

SELECTING YOUR WEAPON
WEAPONS PANEL
The weapons panel is accessible by pressing the WEAPON SELECT button. To select a weapon, move the highlight box to your desired weapon and press the FIRE button to select it.

To remove the panel from the screen, you can either select a weapon or press the WEAPON SELECT button again.

WEAPON USAGE

Worms World Party includes nearly 60 weapons for you to use.

The best way of learning to use the weapons is by playing the Training, Missions and Time Attack single player games. The Wormapaedia section available on the Training, Missions and Time Attack menu screens also offers valuable advice and tips. It is well worth reading to brush up on the necessary skills.

BAZOOKA

Press the up and down Directional Button to move the crosshairs. Then press and hold FIRE to shoot the weapon (the longer you press it, the farther the shot will go).

HOMING MISSILE

Place the target cursor on desired target. Press FIRE button once to set target.
Press the up and down Directional Button to move the crosshairs and press FIRE again to shoot (the longer you press it, the farther the shot will go).

MORTAR

Press the up and down Directional Button to move the crosshairs and press FIRE to shoot.

HOMING PIGEON/ PATSY'S MAGIC BULLET

Place the target cursor on desired target. Press Fire button once to set target.
Press the up and down Directional Button to move the crosshairs and press FIRE again to shoot.

SHEEP LAUNCHER

Aim with your Directional Button and press FIRE to launch. Once the sheep is off and running, it acts as any self-respecting sheep would.

GRENADE/ CLUSTER BOMB/ BANANA BOMB/ HOLY HAND GRENADE

Set the fuse setting (in seconds) and toggle the bounce setting, from min to max. Press the up and down Directional Button to move the crosshairs. Then press and hold FIRE to shoot the weapon (the longer you press it, the farther the shot will go). Note Holy Hand Grenade has no fuse/bounce settings.

BATTLE AXE/ FIRE PUNCH/ DRAGON BALL/ SUICIDE BOMB/ PROD

Stand next to your target and press FIRE.

EARTHQUAKE/ INDIAN NUCLEAR STRIKE/ ARMAGEDDON/ SCALES OF JUSTICE

Press FIRE to start. No aiming is required.

SHOTGUN/ HANDGUN/ UZI/ MINIGUN

Press the up and down Directional Button to move the crosshairs and press FIRE to shoot (shotguns have two shots due to their double barrel).

KAMIKAZE

Select a direction with the Directional Button, then press FIRE.

DYNAMITE/ LAND MINE/ MING VASE

Press FIRE to drop.

SHEEP

Press FIRE to release and press FIRE again to detonate.

SUPER SHEEP

Press FIRE to release, press a second time to fly. Control the flight via left and right on the Directional Button, and FIRE again to drop.

MOLE BOMB

Press FIRE to release, FIRE to cause the mole to jump up then dig downwards. Press FIRE a third time to detonate.

AIR STRIKE/ MAIL STRIKE/ MINE STRIKE/ MOLE STRIKE/ MB BOMB/ SHEEP STRIKE/ CARPET BOMB

Select a target by moving the cursor with the Directional Button, choose from which direction you would like the strike to come from (left or right of the screen) using the L Trigger and X Button. Once you are happy with your positioning, press FIRE.

BLOW TORCH

Select your direction with the Directional Button and press FIRE to start and stop digging. You can also use the Directional Button to move up and down while digging.

PNEUMATIC DRILL

Press FIRE to start digging down and FIRE again to stop.

GIRDER/ BRIDGE KIT
Use the Directional Button to position the Girder and press GIRDER ROTATE to rotate the girder. Press FIRE to place it.

BASEBALL BAT
Stand next to your target, aim the crosshairs and Press FIRE to sort them out.

NINJA ROPE
Press FIRE to launch the rope and the left and right Directional Button to swing on the rope. Press up and down on the Directional Button to shorten and lengthen the rope. Press FIRE to detach your Worm from the rope.

BUNGEE
To use the bungee, you must first select it and then walk your Worm off the edge of a cliff!

PARACHUTE
Press FIRE to open your parachute. It also opens on its own after a fall.

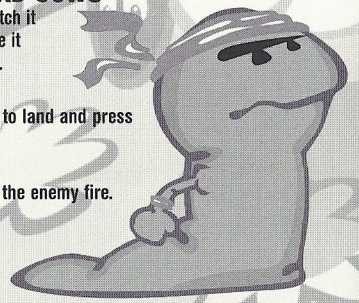
TELEPORT
Simply select the location where you want your Worm to end up and press FIRE to activate.

SUPER BANANA BOMB
Just press FIRE after you have thrown to shower your enemies in soft fruit and then FIRE again to detonate.

SALLY ARMY/ SKUNK/ OLD WOMAN/ MAD COWS
Press FIRE to release (facing the direction you want). Watch it explode or press FIRE a second time to manually detonate it (Old Women and Mad Cows can't be detonated manually).

DONKEY
Simply select the location where you want the Donkey to land and press FIRE to activate.

FREEZE
Press FIRE to freeze your worm, and protect him from the enemy fire.



CRATES 'R' US

Throughout the game, different crates will drop from the sky, or teleport into the play-field. There are three distinct types : Weapon Crates, Health Crates and Utility Crates.

WEAPON CRATES
The contents of Weapon Crates are usually more powerful weapons, or weapons that are initially handed out in limited supply, such as Super Sheep, Dynamite, Homing Missiles etc.

HEALTH CRATES
Health Crates offer a source of topping up your energy levels throughout a match. Collect the crate and the Worm receives a boost. Health Crates also offer an antidote to any infection (such as the skunk) a Worm may have received.

UTILITY CRATES
These crates contain utilities to help you in various ways. There are two types : collectable types, which can be stored and used when the time suits (shown in the utility panel at the top of the weapon panel) and instant utilities, which come into effect as soon as you collect the crate.

UTILITIES

COLLECTABLE UTILITIES

FAST WALK
This lasts for one turn and allows Worms to walk over the land much quicker than before, excellent for long assaults and critical attacks.

LASER TARGET
That enables a Laser Sight on the following weapons : Uzi, Mini Gun, Hand Gun, Kamikaze and Shotgun. This makes it much easier to judge your shots, but this only lasts one turn.

LOW GRAVITY
This incredible effect makes all your shots and movements susceptible to Low Gravity. This means super-long jumps and more besides!

JET PACK

Use the Directional Button to control vertical and rear thrusters as your Worm takes to the skies. Particularly useful to reach distant shores if you're short on Teleports and exceedingly useful if you wish to fly by and drop some Dynamite onto a bunch of Worms. Join the space age, get the Jet Pack!

INSTANT EFFECT UTILITIES

DOUBLE TIME - Instantly doubles the amount of time remaining on the current turn.

CRATE SHOWER - Randomly drops a few more crates onto the landscape.

CRATE SPY - Allows the team to reveal the contents of any crates around the landscape (last until the end of the current round).

DOUBLE DAMAGE - Delivers double damage to any explosion that occurs during the current turn. Mightily powerful and should be used with caution.

MENU SYSTEM

MAIN MENU

From here, you can select to play a single player game, create a new game, play online or go to the options menu. The A Button on the controller is used for selecting. Pressing the B Button will take you back to the previous menu, or out of team select windows.

SINGLE PLAYER MENU

SINGLE PLAYER QUICKSTART GAME

This allows you to get playing very quickly. You will play with a predefined team and weapon selections against a series of computer controlled robots (Wormbots).

Games will be played on randomly generated landscapes, with the default game option set.

TRAINING

The training arena offers a host of distinct disciplines in which to train.

In all training modes, you will work against the clock, your best times are logged and can be saved to your VMU.

Keep an eye on our web page, http://www.team17.com for the best confirmed times in each event. Can you beat us at our own game?

To play, select your event, then your team, then start.

MISSIONS

Missions in Worms World Party are cunningly designed to test everyone from beginners to seasoned veterans. They range in order from easy to hard and must be completed in order. If you struggle to complete a mission, the game realises this and supplies help in the form of extra weapons / utilities to help you progress.

Note: If you successfully complete a mission, the custom drawn landscape in that mission is available for you to play on in normal games! (See TERRAIN GENERATION SCREEN section later in the manual for details). Select team, then mission, then start.

TIME ATTACK

Similar to missions though there are multiple ways to complete the level. The objective is to find the fastest method.

The times for completion are saved and Team17 record times are listed as a gauge.

DEATHMATCH CHALLENGE

Similar in play to standard games, this is the Worms version of career mode. You will take on a number of computer teams in an ever-increasing spiral of difficulty.

The statistics for this will be kept and awards given for high ranked teams. Select or create a new team, then start.

CREATE A NEW GAME

MULTIPLAYER

This is the menu for creating traditional Worms World Party multiplayer games.
Choose 2-4 teams, any of which may be computer controlled at a variety of skill levels.

BARRACKS

All teams available for selection are listed in the Barracks.

To add a team to the game, highlight the team and press A Button. The team will disappear from the barracks and appear in the GAME ROSTER window. Select all the teams you want to be in your game and press B Button to exit the barracks window.

GAME ROSTER

As you add teams into the game, they will appear in the game roster. Up to four teams can be added. To remove a team and place it back in the Barracks, highlight it and press A Button.

When the teams are in the ROSTER, you can select several options:

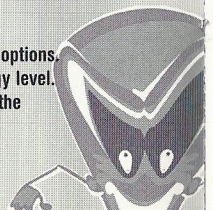
ALLIED TEAMS

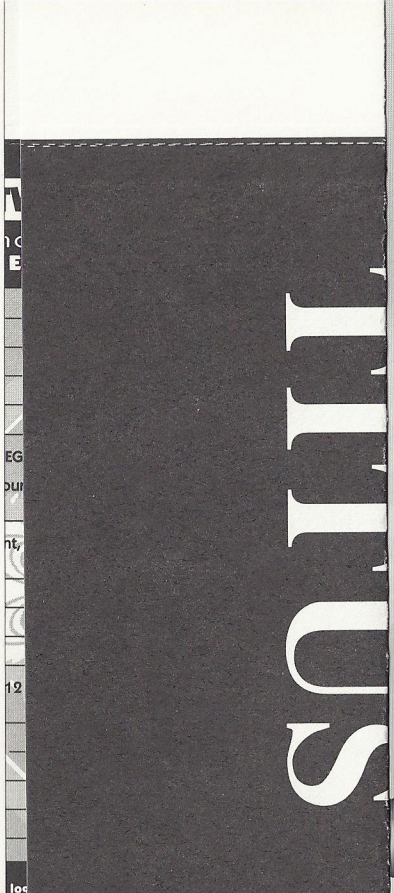
You can ally teams together, meaning they will appear in the game on the same side. Highlight the team you wish to ally and press X Button until the team color is the same as the team you wish to ally with.

Allied games play exactly like normal games, but with a few notable exceptions. Allied players get accredited with a victory if their alliance wins, even if their team is defeated. During the game, alliances take turns to have their move. Teams within alliances will take turns to move within that alliance.

HANDICAPPING

Highlighting a team and pressing Y Button will toggle through the team handicap options. A team will have 25 energy points added (+) or removed (-) to its starting energy level. If neither symbol is shown (default) then the Worms start with the level as set in the General Game Options.





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CHATSWORTH, CA 91311

NUMBER OF WORMS IN THE TEAM

You can alter the amount of Worms that a team will start the game with. To do this, highlight the team and move the Directional Button left and right to toggle the amount from 1 to 4.

GAME SCHEMES

The weapons that teams take into battle are determined by which GAME SCHEME they are using. All the GAME SCHEMES are accessed from this menu. These schemes contain set-ups of the options and weapons, which govern how the game plays. The name of the option set indicates the style of game you can expect.

BEGINNER
For novices. Provides the player with standard issue weapons and long turn time.

INTERMEDIATE
Similar to beginner, but for the slightly more adept player.

ARMAGEDDON
Instant nuclear explosion leaves your Worms with health problems. More weapons add to your destructive fun.

ARTILLERY
Immobilized Worms and manual Worm placement mean you have to prepare yourself for a long battle of attrition.

DARKSIDE
A scheme tailored for people who like to hide away rather than fight in the open.

SHOPPING MALL
A basic weapon set aided by frequent supply drops.

STRATEGY
For deep, strategic play.

SUDDEN SINKING
With instant water rise, this scheme has the tools you need to escape the tide and destroy the enemy.

TOURNAMENT
For more advanced players who prefer the more difficult to master weapons.

ANIMAL FARM
A scheme mainly utilizing the various animal based weapons available.

KUNG FOOD
This scheme is for lovers of close personal combat only.

SNIPER
For those who prefer to use guns rather than explosives.

CLOCKWORM ORANGE
A variety of intensely powerful weapons, set on delay – the longer the round takes, the more weapons become available.

AERIAL
A scheme for players who like their weapons dropped from above, Jet Pack equipped Worms.

MEN AT WORM
Allows you to build good defences before the delayed weapons become available for use.

ARMS RACE
Hugely powerful weapons released gradually as the battle progresses.

FULL ROPE
For players who like to use the rope to good effect.

HIGH EXPLOSIVE
High explosive weapons for total destruction.

TANKXZ
Immobile Worms, a battle to the death.

RETRO
The original Worms default scheme.

STRIKER
Air Strike based destruction.

BLAST ZONE
Powerful weapons a-plenty. High Worm energy compensates for this intense battle.

PRO
Manual Worm placement and scheme for the more advanced player.

BNG
Bazookas and Grenades are the order of the day here. For players who prefer the difficult to master weapons.

FOR FUN
Lots of everything, it's for the kids!

NO RETREAT
No going back once you have taken your shot.

DROPS ONLY
All weapons come via crate drops. You only have a few 'movement' weapons at the start.

ONE SHOT ONE KILL
Does exactly what it says on the tin.

ENERGY OR ENEMY
Your health is going down, fast. Do you go for the kill or try to pick up that health crate ?

HEALTH BONANZA
Loads and loads of health crates, try and get them in the water.

You can override the core settings of the game by changing the GENERAL GAME OPTIONS.

GENERAL GAME OPTIONS

These are options that are very basic and govern simple rules of the game. Highlight the option required and press A Button to toggle through the available settings.

TURN TIME
This is the period (in seconds) you have to make your move on your turn. The lower it is, the more difficult it becomes to make your turn.

ROUND TIME
This is the period (in minutes) before the round ends and the Sudden Death period begins.

STARTING ENERGY
This is the starting energy of all Worms in the game, before any handicapping is selected. The default energy level is 100 and is what we recommend.

VICTORIES REQUIRED
Select the number of victories (rounds won) for the team (or alliance) to win the match. The default is two rounds to win the match.

WORM SELECT MODE
During play, it's possible to play and select which Worm you would like to move next, however, we feel that Worms World Party is a more skilful game when the Worms in a team take turns to cycle round to their turn.

Select between NO WORM SELECT (you cannot choose which Worm to move), and WORM SELECT (you can use the WORM SELECT button to choose which Worm to move).

MANUAL WORM PLACEMENT

The Worms will be placed randomly if this feature is turned off.

TERRAIN GENERATION SCREEN

This is the screen where you determine the shape and style of the landscape your game will take place on. You can choose between open landscapes, island type landscapes, cavern type landscapes and 'wormery' type landscapes.

In all there are 8 different types of terrain shape styles you can choose, generating billions of different combinations.

You can also play on one of several supplied pre-drawn landscapes, and, when single player missions are completed, you can play games on the mission landscape.

Every game of Worms you ever play can be on a different landscape, if you wish.

LANDSCAPE

To select a landscape, highlight the small terrain of your choice and press A Button to use. This will put the landscape in the larger window at the top of the screen, which denotes the landscape you will play your game on. Pressing X Button on a small terrain will generate a new one.

TEXTURE TYPE

The graphical appearance of your selected landscape can be changed by highlighting the TEXTURE TYPE box and toggling the available types. The texture type you choose determines the objects and look of the landscape you will play your game on.

BRIDGES

Bridges are an integral part of some strategies. Highlight the BRIDGES icon and toggle the number of bridges you would like to see on your landscape. Note: Bridges can only be placed where there is room on the landscape.

It is wise to choose the '2 island' type landscapes if you want to use bridges.

OBJECTS

Each in-game landscape has a number of large objects placed on there. Highlight the OBJECTS icon and toggle the number of objects you would like to see on the landscape.

If you want a landscape packed with features, choose a high number, otherwise choose a lower number. We recommend the highest number, and this is the default.

SAVING A TERRAIN

If you come across a particularly good randomly generated landscape, you can save it for future play.

To do this, move the highlight to the CURRENT TERRAIN box and press A Button to enter the save terrain screen. Once there, select an empty space to save the landscape and press A Button.

If there are no empty spaces left, you can overwrite any landscape by highlighting and pressing A Button.

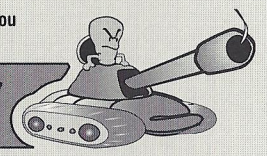
It is also possible to save a landscape after you have actually played on it (as you might not be able to tell a particularly good landscape until you've done battle over it).

To do this, follow the above procedure immediately after your round has finished, i.e. go to the terrain generation screen from the ROUND RESULTS page.

If the match has finished, wait for the game to return to the CREATE GAME menu, then enter the TERRAIN GENERATION menu and follow the above instructions, the previously played landscape will always be visible in the top CURRENT TERRAIN window.

To load a landscape from the SAVE TERRAIN menu, simply highlight the terrain you wish to play on and press X Button.

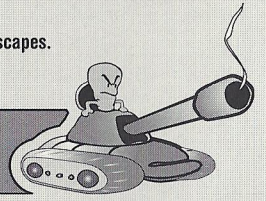
The terrain will now appear in the CURRENT TERRAIN box when you return to the terrain generation menu.



Note: The landscape you save is just the shape. It will play differently depending on the TEXTURE TYPE, BRIDGE and OBJECT number you select.

CUSTOM TERRAIN

You can choose to play on one of several supplied pre-drawn landscapes. To play on one, go to the CUSTOM TERRAIN window and select a terrain of your choice.



Note: You can't select bridges, object or texture types for custom landscapes.

The CURRENT TERRAIN window will show a pre-drawn landscape to show you have chosen one, though this will not be the actual landscape.

Once all single player missions have been completed, their landscapes will appear in this window and be available for selection.

When you are done, exit this menu by either the ACCEPT button which will use your chosen landscape or the CANCEL button which will return you to the CREATE GAME menu without saving any of your changes.

If you cancel changes, the game will use the previous games landscape, or a randomly generated one, depending whether you have played any games since loading the game.

STARTING THE GAME...

When you have finished setting your game up and are happy with the settings, press the START GAME button at the bottom right of the menu. Battle will then commence.

PLAY AN ONLINE GAME

This is where the real fun is at.

Playing online means you can literally play against anyone in the world from the comfort of your own home.

To play online, you first need to register yourself with a web browser. To do this, consult the documentation that came with your Dreamcast.

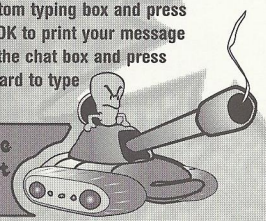
Once you have set up a Dreamarena account, you are now ready and equipped to play Worms World Party over the Internet.

You need to have a phoneline connected to your Dreamcast (see Dreamcast operation manual), the game will display a login box, "enter your nickname here" and highlight the check mark. Now WWP will attempt to connect to Wormnet and you will be presented with a 'Dialling' message. When successfully dialed, your Dreamcast will display the message 'Getting Channels'. This is a list of all the game rooms where you can play against other people.

A game room is simply an area set up for hosting or joining games that use a particular Game Scheme. For example, if you choose to join the Intermediate Channel, you will play against other people using the intermediate game scheme (which you can also use playing a normal offline game).

Choose a game channel to enter by highlighting the channel box, select a channel and press A Button.

When entered in a channel there will be a list of people who are already in the channel in the top right corner (providing there is actually anyone there). There may be chat taking place already, which is displayed in the chat box. To chat, highlight the bottom typing box and press A Button to bring up the softkeyboard, type your message and press OK to print your message on the screen. If you have a Dreamcast keyboard attached, highlight the chat box and press enter - the softkeyboard will be displayed, but you can use the keyboard to type instead - press enter to print your message on the screen.



Note: To exit out of a Box, Press the B Button. Then use the Directional Button or Analog Thumb Pad to highlight the next Box.

PLAYING A GAME.

If there are people already hosting games, you can join one of those, providing their game is not already full (has the maximum of 4 people already joined).

JOINING A GAME

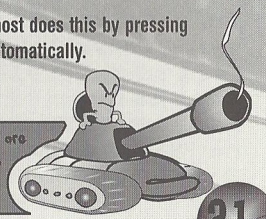
To join a game, simply highlight a game to join in the top left box and press A Button. You will be taken to the host's game join screen, where the landscape, number of players and other options for the game you are joining will be displayed. (At any time, pressing B Button or highlighting and selecting the X Button at the bottom left of the screen will return you to the Channel Room).

To play in a game you need to enter a team. To do this, highlight and select a team from your game roster - it will be entered into the game roster at top center of the screen. You can enter more than one team, providing the host allows this. They will be allied together in the game.

The host can alter the number of Worms in the teams, alter the handicap and set team ally status - you, the joining player, do not have control over this. The host can't start a game until all players have pressed the bulb icon signalling they agree with the host's game settings and are ready for the host to start the game.

You can remove your team from the game roster by highlighting and selecting it. You can't remove other teams though - only the host can do this.

When every players' bulb is lit, the host can start the game. The host does this by pressing the Start game icon - all joining players have the game started automatically.



Note: All players, including the host must press the bulb icon to show they are ready to play. If the host makes any further changes to the game settings, or changes the landscape, every 'lit' bulb becomes 'unlit'. This is to ensure everyone agrees to the game settings before they start a game.

HOSTING A GAME

You can decide to host your own game. There might not be any games available to join in your chosen channel, or you might want to meet up with friends for a game.

To host a game, simply highlight and select the HOST GAME icon (bottom right). You will now find yourself in the same screen you'd be in if you had joined a game - this time though, you're in charge of the game settings and landscape.

Other people can join the game at any time, providing there is room. You can expel any player out of your game should you wish to by highlighting and selecting their name from the player list. To expel teams from the game roster, simply highlight and select them in the game roster box.

You can alter the game settings for an online game in exactly the same way you would for an offline game. All players joined to your game see these changes you have made.

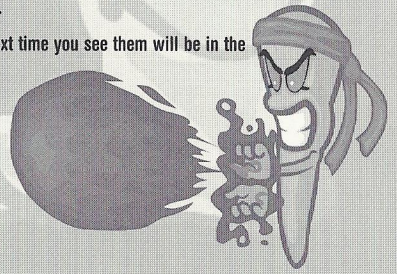
When hosting a game, enter your team as you normally would (if you enter more than one team, they will be allied). As players join your game and enter teams they will appear in the game roster alongside your entered team(s).

When you are ready to start the game and all joining players are ready (shown by the lit bulb next to their name), press the Start Game button.

All joining players are started automatically, the next time you see them will be in the actual game.

CHAT FEATURE

If you have a Dreamcast keyboard attached, you can chat to other people (providing they also have a keyboard present). The chat function is available only while a player is in the Lobby. Press PAGE DOWN to access the chat feature. Pressing PAGE UP shuts the chat box down.



OPTIONS MENU

From this menu you can create new teams, edit old ones, view each teams in battle performance statistics, change your controller configuration, alter the sound and video options and save or load the game status to and from the VMU.

CREATING A NEW TEAM

Creating a team of your own helps to get the most satisfaction out of playing Worms World Party. It adds to the game when you become attached to Worms that you have named, and you get great satisfaction when your favorite Worm pulls off an amazing shot.

To create your own team, highlight and select the CREATE TEAM icon. This takes you to the create team menu, from where you have several options :

SELECT HUMAN OR WORMBOT (CPU CONTROLLED) TEAM
Highlight this icon and press A Button to toggle whether the team is human controlled or controlled by the Dreamcast (at 1 of 5 different skill levels).

SELECT SPECIAL WEAPON
Some GAME SCHEMES allow the player to take into battle a special weapon of his/her choice. This special weapon will appear in the player's arsenal after a certain number of turns has elapsed. Highlight this option and press A Button to toggle through the 7 available weapons : Sheep Launcher, Mad Cows, Holy Hand Grenade, Super Sheep, Mole Bomb, Old Woman and Homing Pigeon.

SELECT GRAVESTONE
When one of your Worms is killed in action, he leaves behind a Gravestone. Highlight this icon and press A Button to toggle through the available Gravestones.

EDITING TEAM AND WORM NAMES
Move the highlight to your Team or Worm name and press A Button. The name will now appear in the character box on the right of the screen. Move around the letters and change the name. Then, highlight OK and press A Button. If you press CANCEL, the name will revert back to its original status.

If you want to change the names but don't want to edit each one, you can select the QUESTION MARK icon next to the name you want to change and press A Button.

The name in question will change to a different random name each time you press A Button. When you have done editing your team, select the ACCEPT button at the bottom right of the menu. If you aren't happy with your created team, select the DELETE TEAM box and press A Button. After confirmation, you will be taken back to the options menu.

EDITING A TEAM

Highlight the team box and press A Button to choose the team you want to edit. Move the highlight to the EDIT TEAM DETAILS button and press A Button. Edit the team in the same way you would create one as highlighted previously in CREATE A NEW TEAM.

If you aren't happy with the changes made, you can simply select the RETURN AND CANCEL CHANGES button and press A Button. This will take you back to the options menu and cancel any team changes made.

VIEW TEAM PERFORMANCE

Select a team from the team box and then highlight and select this button to view that team's battle statistics.

In this screen, you can see how your selected team has performed in the single player missions, training events, single player deathmatch and their overall general battle performance.

To see how the team has performed on each of the single player missions completed, highlight the MISSION window and press LEFT and RIGHT on the Directional Button to look at each of the mission statistics.

Highlight the TRAINING window and press LEFT and RIGHT on the Directional Button to scroll through the TRAINING statistics.

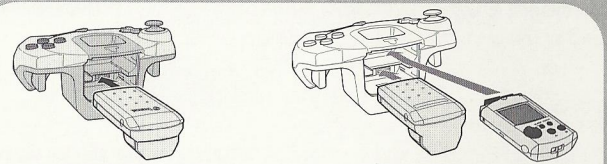
The overall TEAM RANK in the GENERAL STATS is decided by the game outcomes.

When you have finished, select RETURN TO PREVIOUS MENU.

CONTROLLER OPTIONS

Highlight the controller and press A Button to go to the controller options screen (see page 4 & 5). In this menu, you can alter the configuration of the buttons used in the actual game. Highlight the controller and press A Button to choose 1 of 3 different configuration (see page 4 & 5).

Should you have a JUMP PACK attached to your controller, you can highlight the icon and press A Button to toggle vibration on or off.



The SEGA DREAMCAST JUMP PACK is supported if you use a SEGA DREAMCAST controller to play this game. Connect the SEGA DREAMCAST JUMP PACK to the SEGA DREAMCAST controller's expansion socket 2 and turn the vibration "ON" in the options from main menu screen.

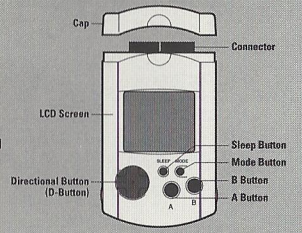
VMU OPTIONS (Load / Save options)

You can save all the in-game options and settings (including TEAM NAMES and STATISTICS etc.) to the VMU.

To save the current status, highlight the SAVE TO VMU icon and press A Button. You will then be taken to the SAVE screen where you can choose any available VMU to save the game status to.

Highlight the VMU you wish to use and press A Button to select (press A Button again to accept any confirmations that may be displayed such as 'Do you want to overwrite the current options?). When you have accepted, read the on screen information for details of any problems that may occur.
To load a saved game file, highlight and select LOAD FROM VMU. When in the LOAD screen, select the VMU you wish to load the save game file from and follow the on screen instructions.

VIRTUAL MEMORY (VMU)



SOUND AND VIDEO OPTIONS

From this menu, you can alter the volume of the sound effects and music that appear in the game, select which speech bank the Worm Teams will use in the battle and center the screen position.

MUSIC VOLUME

Highlight the CHANGE MUSIC VOLUME window and press A Button. You can now alter the music volume by pressing left and right on the Directional Button. Press A Button again when you have finished.

SOUND EFFECTS VOLUME

Highlight the CHANGE SFX VOLUME window and press A Button. You can now alter the sound effects volume by pressing left and right on the Directional Button. Press A Button again when you have finished.

SPEECH BANK

Highlight the SPEECH BANK window and press A Button. You can now move the blue highlight up and down the available speech banks. Press A Button on your desired speech bank to select.

LANGUAGE SCREEN

Select this icon to bring up a menu with a choice of different languages : UK, US, Germany, France, Sweden, Italy, Spain, Holland, Denmark. Select the corresponding flag and the in-game language will change.

NOTES

CREDITS

ARTWORK

Dave Smith - Frontend / Custom Levels

Dan Cartwright - In game / Custom Levels

Patrick Romano - Custom Levels

Jan Ruud - Custom Levels

Paul Robinson - Custom Levels

Liam Kemp - Custom Levels

Mike Green / Cris Blyth / Neil South - FMV

DESIGN

Johnny Eggett, Kevin Carthew, Grant Towell

AUDIO

Bjorn Lynne

CODE

Karl Morton - Source

Mark Robinson - Dreamcast Code

Mark Gipson - Dreamcast Support (Frontend)

Martin Randall - Online Client Code

Sascha Kettler - Online Server Code

ORIGINAL CONCEPT

Andy Davidson

PRODUCER

Paul Kilburn

QA

Kelvin Aston - Lead QA

Brian Fitzpatrick - Lead QA

Rob Henfrey

Jax Li

Paul Field - QA Manager

WARRANTY

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TECHNICAL SUPPORT

The technical support on Titus products is being provided by Interplay Entertainment Corp.
TROUBLESHOOTING DOCUMENTS ONLINE!
Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at: www.interplay.com/ support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:
• Title of Game
• Platform
• A description of the problem you're having
If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00AM - 5:45PM, and Friday 9:00AM-4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820
Interplay Entertainment Corp. Technical Support • 16815 Von Karman Avenue • Irvine, CA 92606
HOW TO REACH US ONLINE
INTERNET E-MAIL: support@interplay.com • WORLD WIDE WEB: www.interplay.com • FTP: ftp.interplay.com

ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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