

W · O · R · M · S · ?TM

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OBJECT

The worms capture territories by laying trails from dot to dot. Each dot lies in the center of a territory.

SCORING

1 point goes to the worm that lays the last (sixth) trail in a territory. Scores are shown on the bottom of the screen.

STARTING

Choose the type of worm you want for each color that will be playing. Then start the game and begin training your worm!

TYPES OF WORMS

There are five worms built into the program. You may also play with worms you have saved from previous games (see Reference Card). The five worms are as follows:

NEW The worm is untrained. You must train it as you play the game.

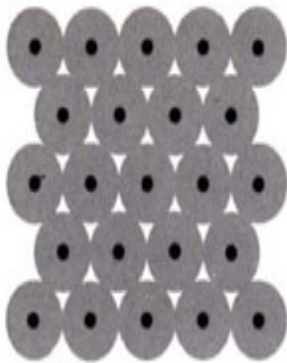
AUTO This worm is just like **NEW**, but the computer trains the worm to make smart moves as it plays the game.

WILD The computer trains the worm randomly for all possible moves before the game begins.

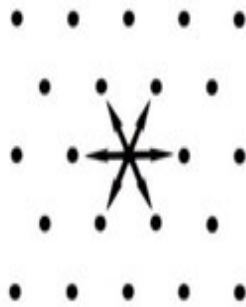
SAME The worm which played this color in the last game is used again in this game.

----- The worm is asleep and doesn't play.

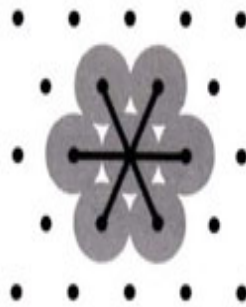
How to Play



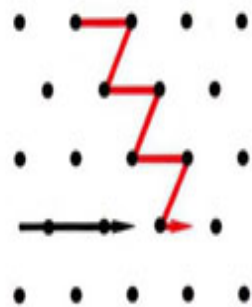
A. The screen is covered with dots. Each dot lies in the center of a territory.



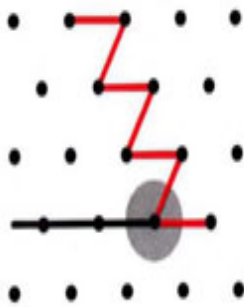
B. Worms start in the center and can move in one of 6 directions. See the Reference Card for movement commands.



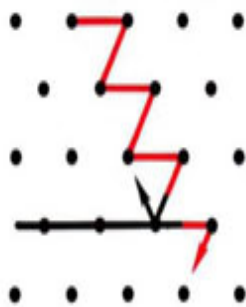
C. When worms move, they leave a trail behind. Notice a trail is half in one territory and half in another.



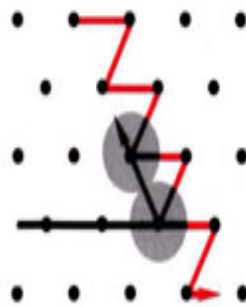
D. Move your worm in the direction you want. The worm cannot move along an existing trail.



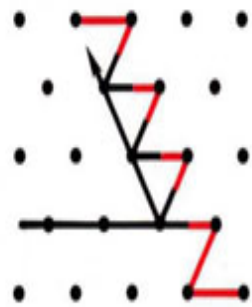
Once a worm recognizes a movement pattern, it will move automatically, until it runs into something.



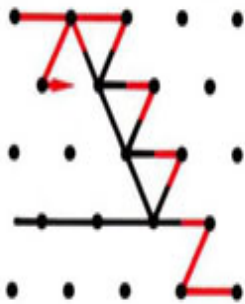
E. The worm that needs a movement command is flashing, and its name is underlined at the bottom of the screen.



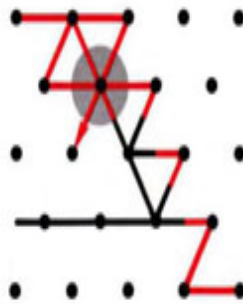
F. When a worm adds a new trail to a dot's territory,



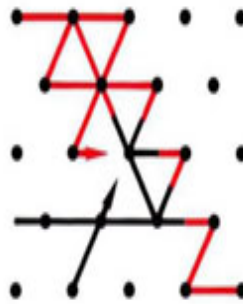
all other existing trails in the territory turn to that color.



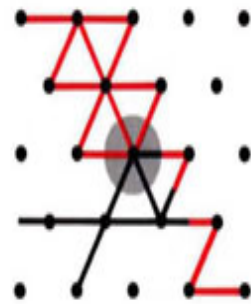
G. Several moves later, the red worm is coming back. It is changing the territory's color again.



H. The red worm has scored a point by laying the last (sixth) trail in the territory. The territory flashes when the point is scored.

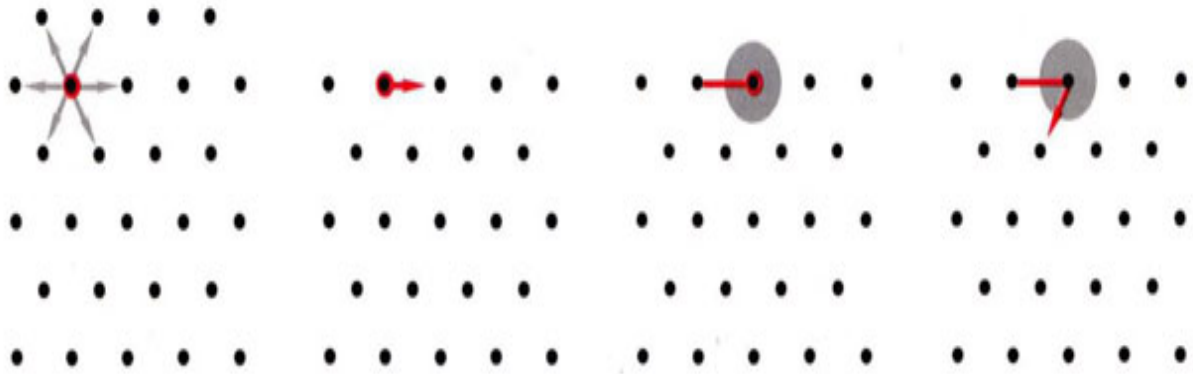


I. Red and black are headed for the same dot. The worms will die because they cannot move.



J. When all the worms are dead, the game is over. Each territory flashes, and the score is shown.

How Worms Understand Their Training



Step 1. The worm starts in the center territory. It can move in one of six directions, but it doesn't know which to choose.

Let's train the worm to zigzag. Move it to the right.

Step 2. Now the worm is in a new territory with one trail going off to the left (→). Move the worm to the lower left (↙).

The worm will now remember that when it encounters → it moves ↙



Step 3. In this territory, there is a trail coming in from the upper right (↘). Move the worm to the right (→).

Now it will remember that when it encounters ↘ it moves →.

Step 4. Since the worm remembers this configuration from step two, it remembers to

move to the lower left. And so it continues...



Step 5. ...until the worm moves into a configuration (↙) it does not recognize. The player must now tell the worm what to do.

Step 6. If you move the worm to the lower right, it encounters ↘ in the next territory.

The worm recognizes this from Step 3, so it will move →.

OTHER COMMANDS:

Keys 1 to 9 set speed of the worms. Speed can be set any time during the game.

- 1 is slowest.
- 7 is the default.
- 9 is fastest.

ESC—Freezes the game; press key again to resume game.

G — Turns grid off so dots disappear; press key again to have dots reappear. (This command can only be used at the beginning of a game.)

F — Territories that flash because they have had the last (sixth) trail laid continue flashing for the rest of the game; press this key again to turn continual flashing off.

S — Saves worms onto separate disk.

L — Loads worms from separate disk.

U — Updates already saved worms.

D — Directory of saved worms.

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ELECTRONIC ARTS

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COMMAND • SUMMARY

WORMS?™

ATARI HOME COMPUTERS

Number of Players – One to four.

To Select Worms:

SELECT key – For moving to the next worm position.

OPTION key – For choosing a type of worm (NEW, WILD, etc.) for each position.

To Start – **START** key.

NOTE: Use **SELECT** and **OPTION** only if you want to change worm types. Otherwise just use **START** to begin another game.

Play Commands

Using Keyboard

Using Paddles

Choose worm direction

SPACE BAR

Turn paddle

Move

Press any key

Red fire button

Keyboard movements and paddle movements can be used in the same game.

NOTE: Paddles in Port #1 control the gold and pink worms; in Port #2, the blue and green worms.

Load Notice: – This program will not run with BASIC or a cartridge in the system.

– Atari 600XL, 800XL, 1400XL or 1450XL owners must hold down the **OPTION** key while turning the computer on.

– See your Atari Owner's Guide for detailed instructions.

YOUR GAME MANUAL IS LOCATED INSIDE THE FRONT PANEL OF THIS PACKAGE.



To Save Worms:

First:

- Load the Worms? program disk, remove the program disk from the drive and insert the blank, formatted disk (using Atari DOS) into the drive.
Remember: If you make a mistake, you can press any key to go back to the SELECT/OPTION/START menu.

Then:

- Use SELECT to indicate which worm you want to save.
- Press **S**. The computer will respond SAVE? RETURN.
- Press **RETURN** key for "yes." Or else if you don't want to save that worm, press any other key to return to the SELECT/OPTION/START menu.
- The computer will ask FILE NAME: Enter a worm name that is no more than 4 characters long. Then press **RETURN**. The screen will go blank as the worm is saved onto the disk.

To Load Worms:

First:

- Load the WORMS? disk. Then put the disk with the saved worms in the disk drive.

Then:

- Use the **SELECT** key to indicate which color you want your saved worm to play.
- Press **L**. The computer will respond LOAD? RETURN.
- Press **RETURN** and the computer will ask FILE NAME:
- Enter the worm's name and press **RETURN**. The screen will go blank as the worm is loaded.

To Update Worms (for teaching a "saved" worm new moves):

First: • Put the disk with the saved worms in the disk drive.

Then: • Press the **SELECT** key to choose which worm is being updated.
• Press **U** for update. The computer will respond UPDATE (worm's name)?
RETURN.
• Press **RETURN** and the new moves will be added to the worm's file.
• The screen will go blank during this time.

Directory:

First: • Put your disk with the saved worms in the disk drive.

Then: • Press **D**. The computer will respond DIRECTORY? RETURN.
• Press **RETURN** and the names of your saved worms will be listed at the top of the screen.

When you are finished, just press the function key to begin your next game.

Additional Credits:

Target Compiler: Nautilus Systems

Forth System: Norm Lane

Charles Moore and whole fig-Forth community

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