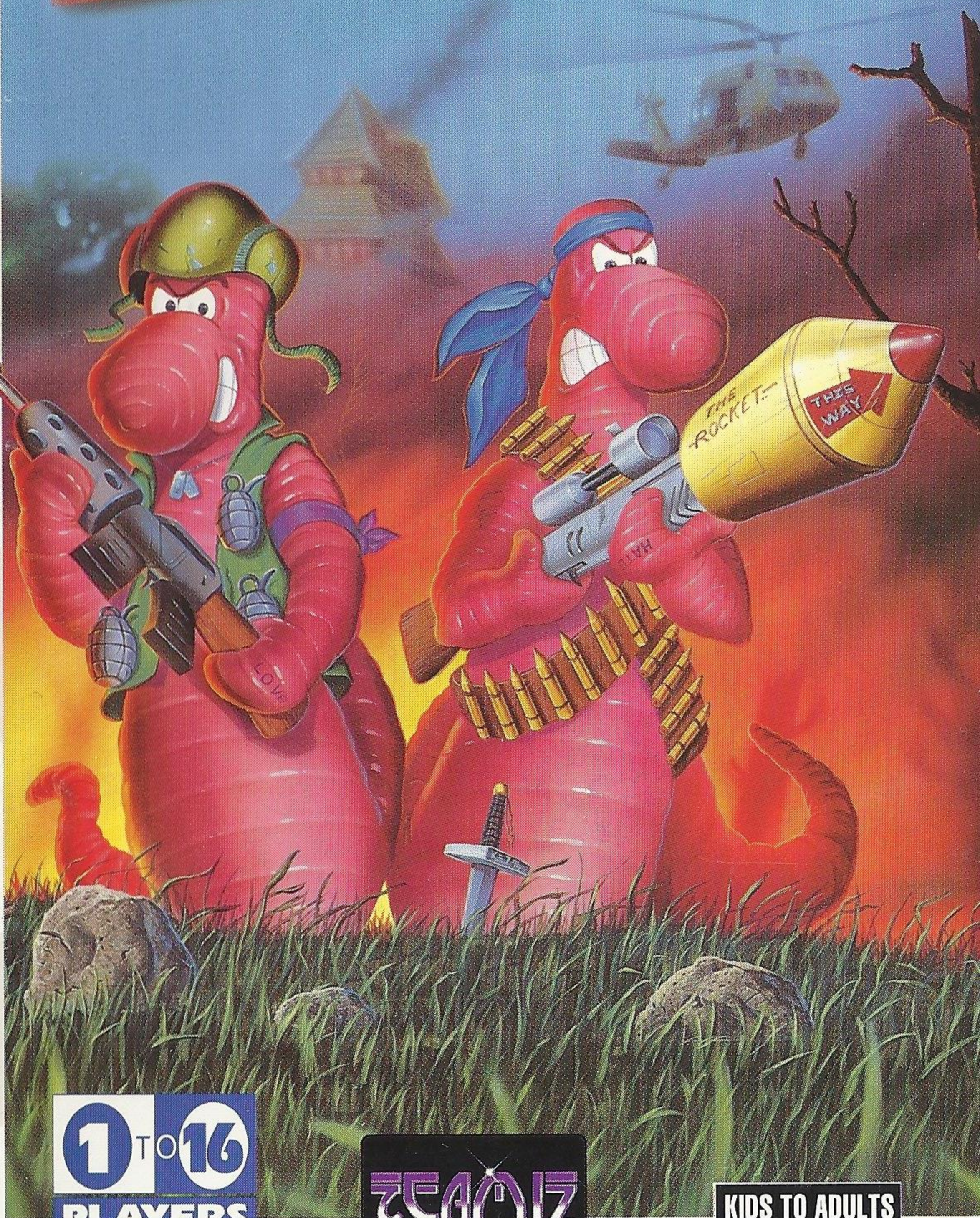


SEGA™



WARBMS™

SEGA SATURN™



1 TO 16
PLAYERS

TEAM 17™

KIDS TO ADULTS
EA
AGES 6+



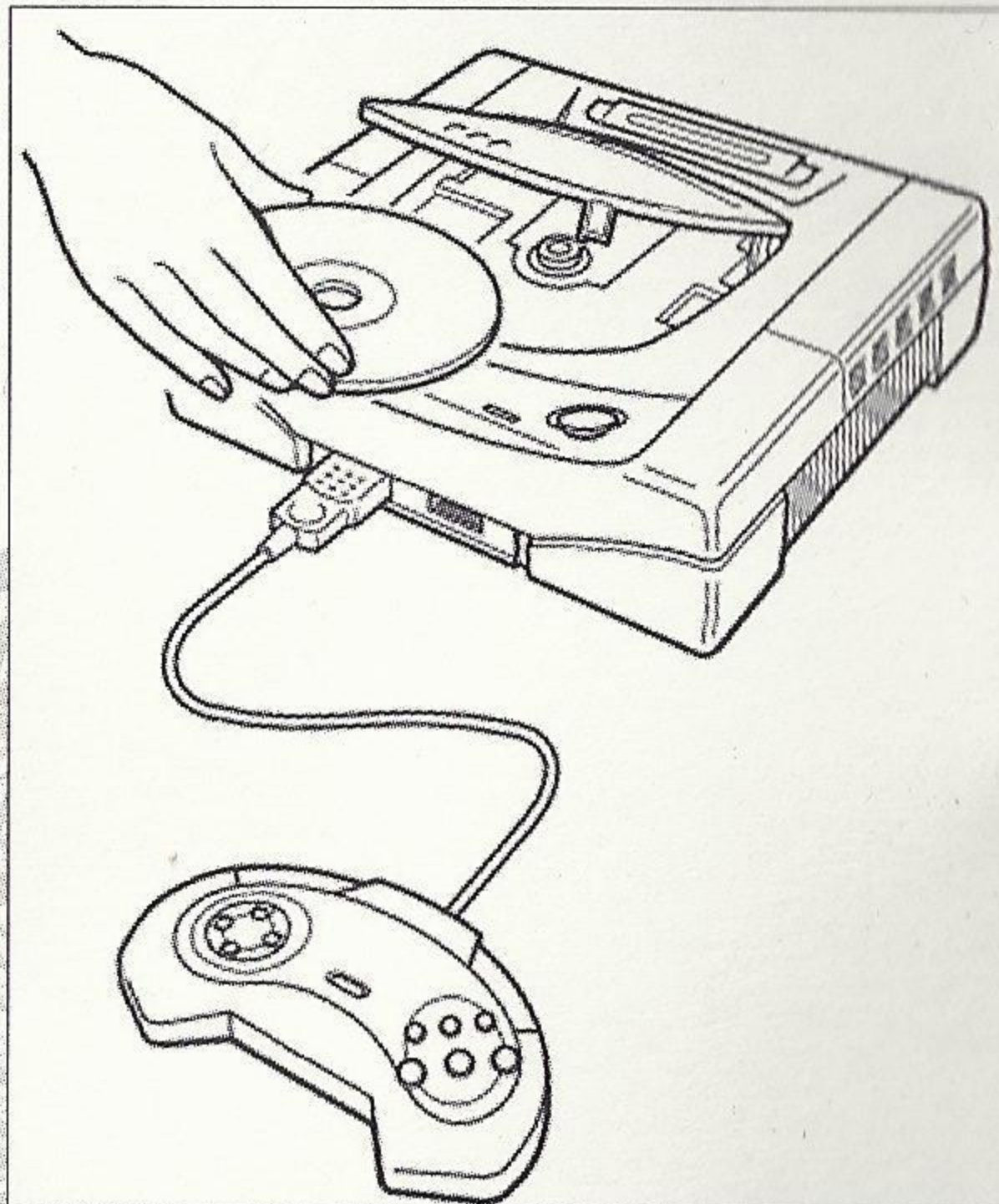
ocean®

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-16403H

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

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.

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.

This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.



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EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **IMMEDIATELY** discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



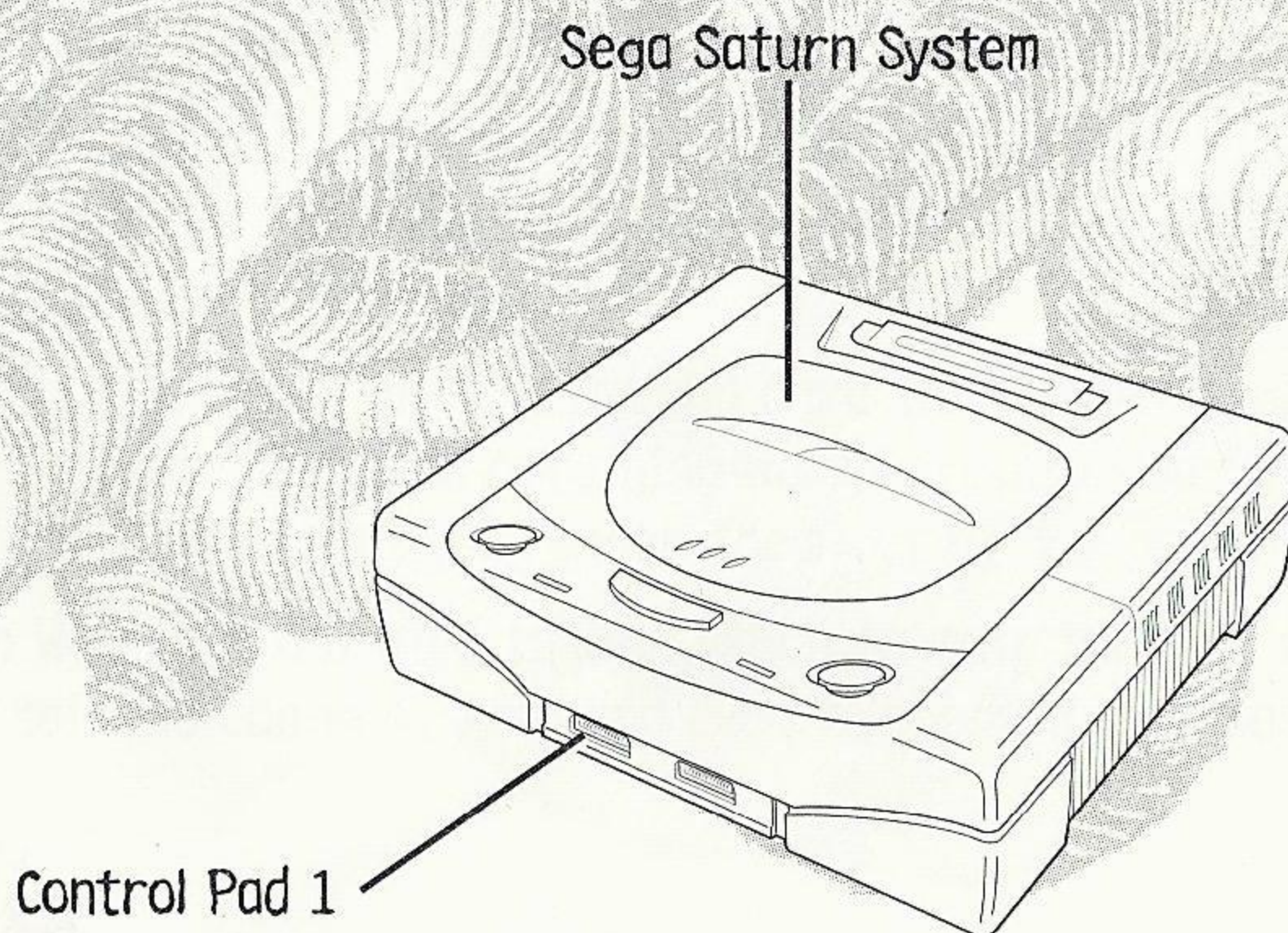
STARTING UP

HOW TO USE YOUR SEGA SATURN SYSTEM

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player — doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.



HANDLING YOUR SEGA SATURN CD-ROM

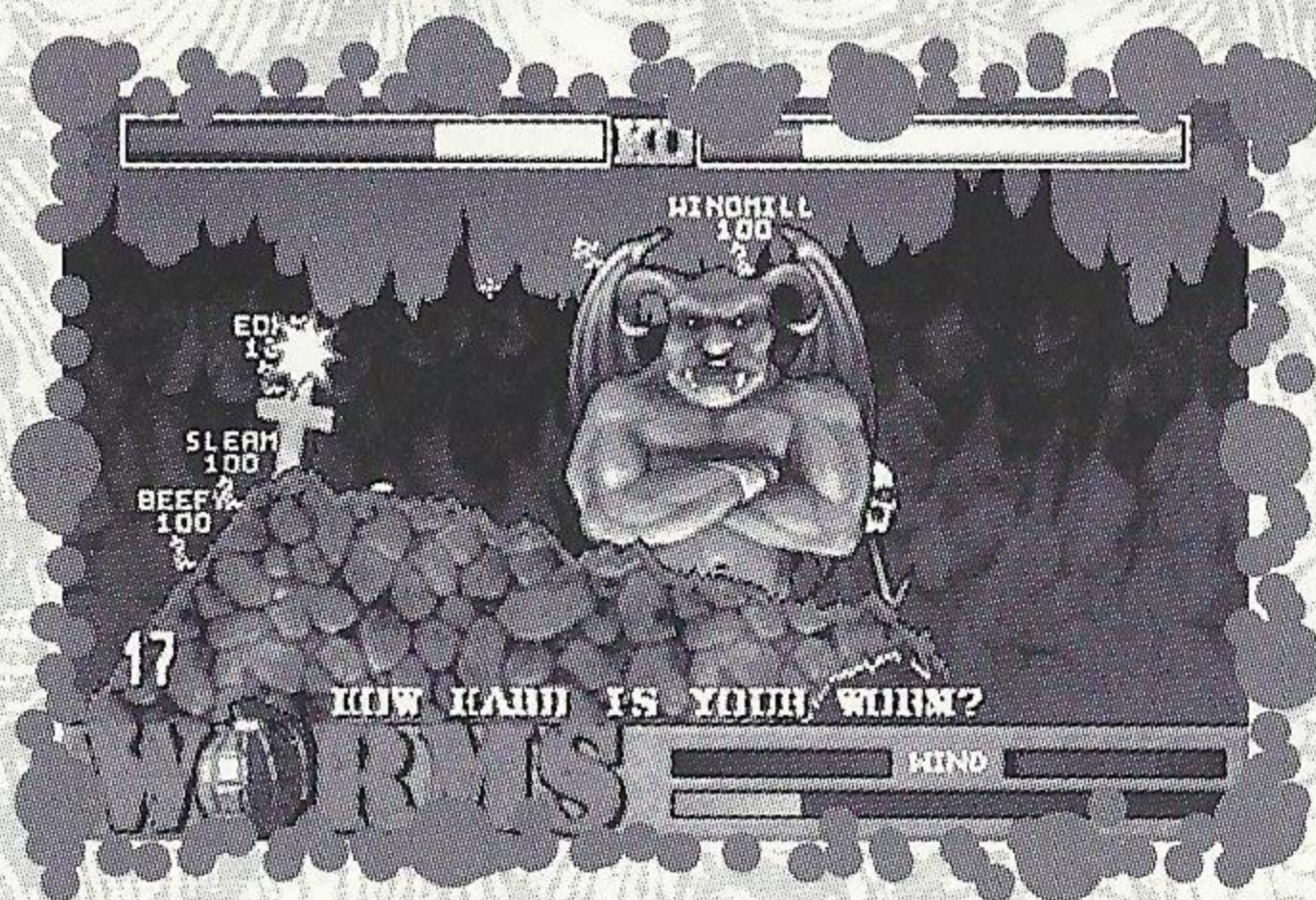
- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

Warning to owners of projection televisions: 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.



WORMS

INTRODUCTION



Worms combines the best elements from the very best games ever created. It requires great thought, strategy and elements of sheer outrageous fortune. It provides players with an almost infinite range of playing possibilities and we guarantee that no two games will ever be the same!

Teams take turns bombarding the enemy with whatever weapon they feel is likely to reap the best reward. Some weapons are limited in terms of supplies and therefore strategy is required for the best results.

Each Worm has an initial energy level which is depleted through the battle. Once this is at zero the Worm is removed from play. The last team remaining wins the game.

Each battle has a time period and once this is over a period of Extra Time may be played where all remaining Worms are reduced to 1 unit of energy and the slightest hit will render them out of the game.

Each Worm has a limited time in which to make its move (adjustable of course!) and can walk, jump and even teleport to new pastures.



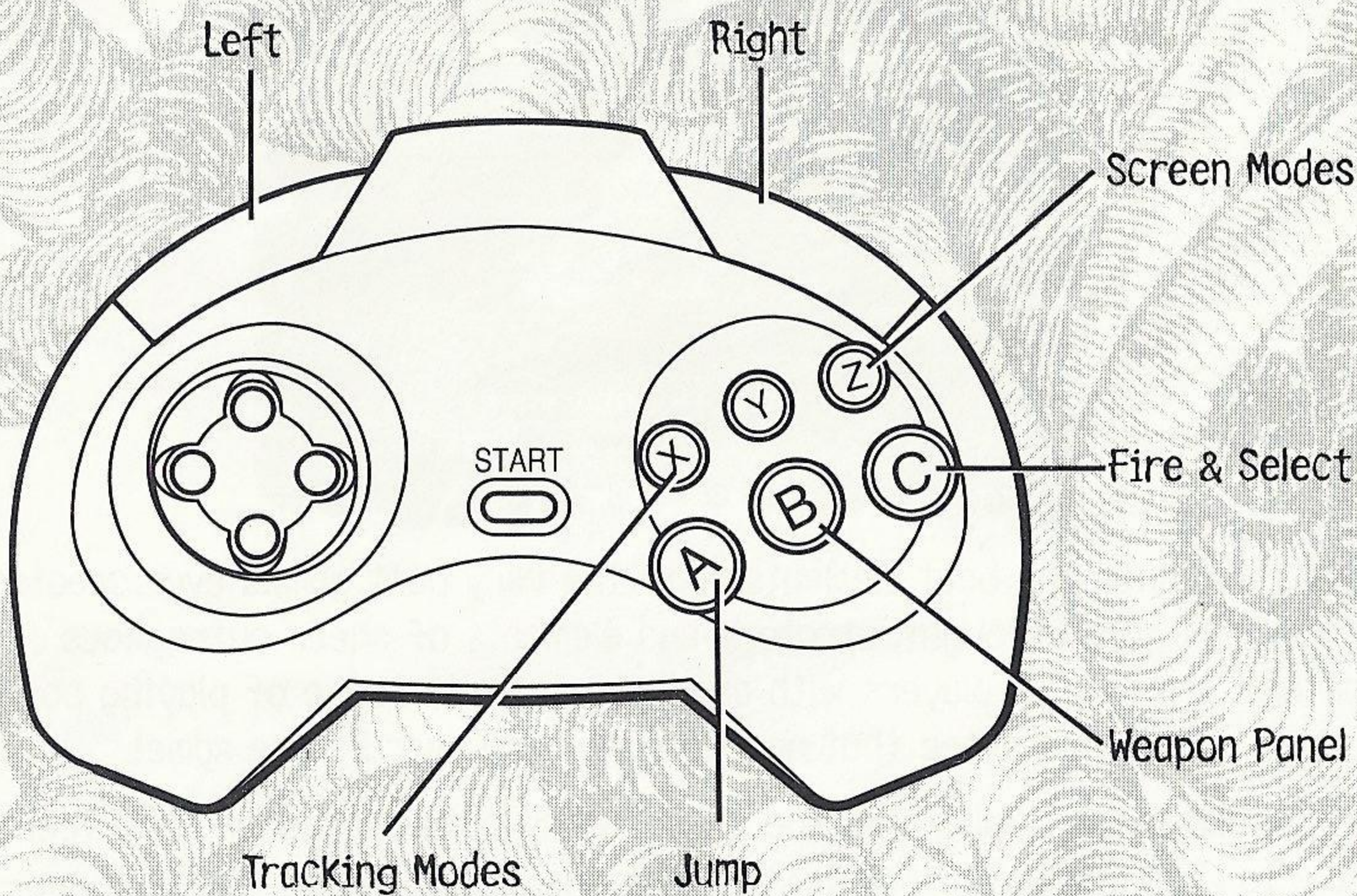
CONTROLS

LOADING

Please make sure your controller is inserted into game port ONE. Turn your Saturn off and insert the WORMS disk. Turn the power on and wait a few moments, then the title sequences will appear and the game will load. Press any button to skip any animation sequences if you so desire. Once the main menu appears, you are ready to start the game.

CONTROLS

The control mode can be chosen from the Options Menu. Control defaults to Method A.

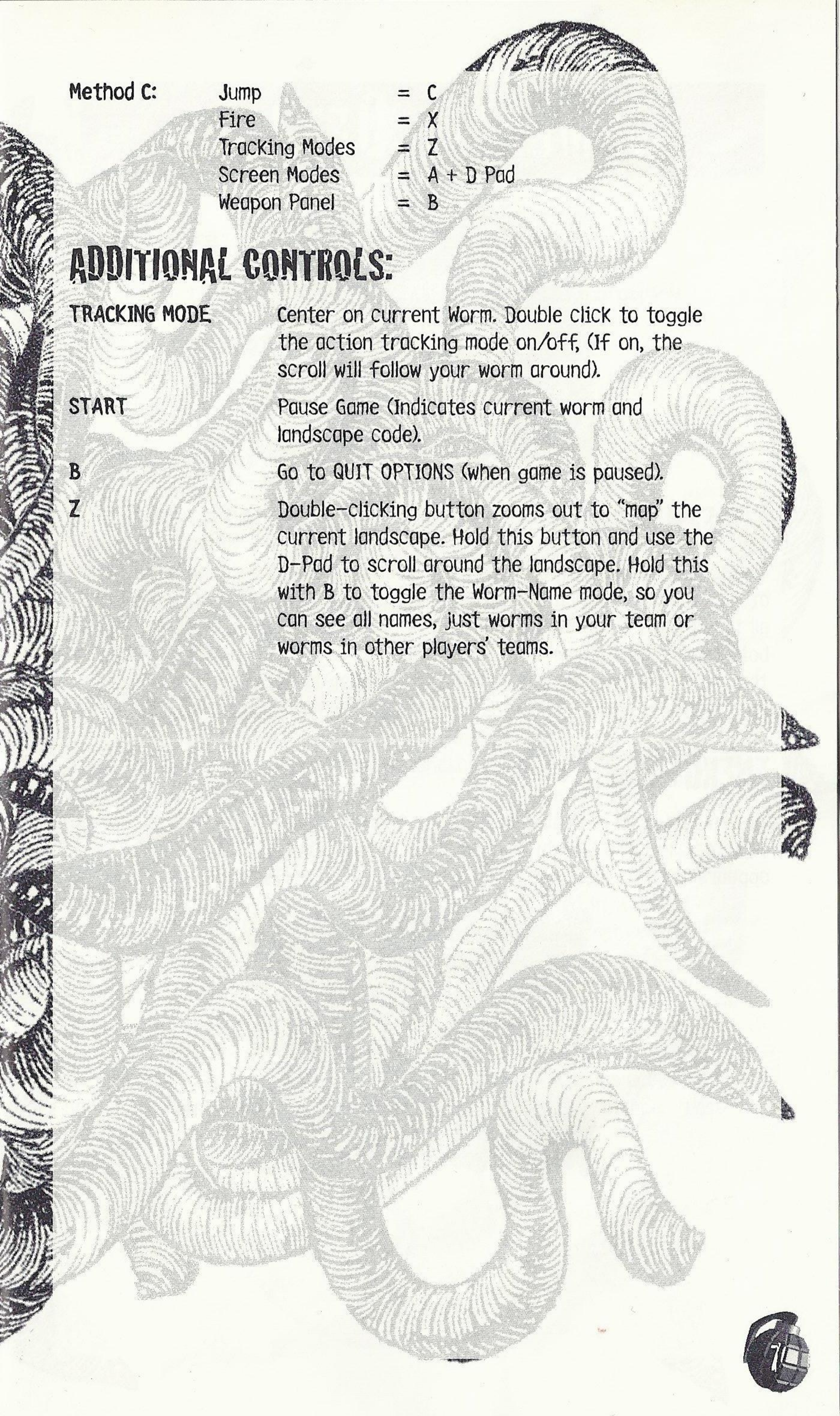


Method A:

Jump	=	A
Fire - Select	=	C
Tracking Modes	=	X
Screen Modes	=	Z + D Pad
Weapon Panel	=	B

Method B:

Jump	=	C
Fire	=	Z
Tracking Modes	=	A
Screen Modes	=	X + D Pad
Weapon Panel	=	B



Method C: Jump = C
 Fire = X
 Tracking Modes = Z
 Screen Modes = A + D Pad
 Weapon Panel = B

ADDITIONAL CONTROLS:

TRACKING MODE Center on current Worm. Double click to toggle the action tracking mode on/off, (If on, the scroll will follow your worm around).

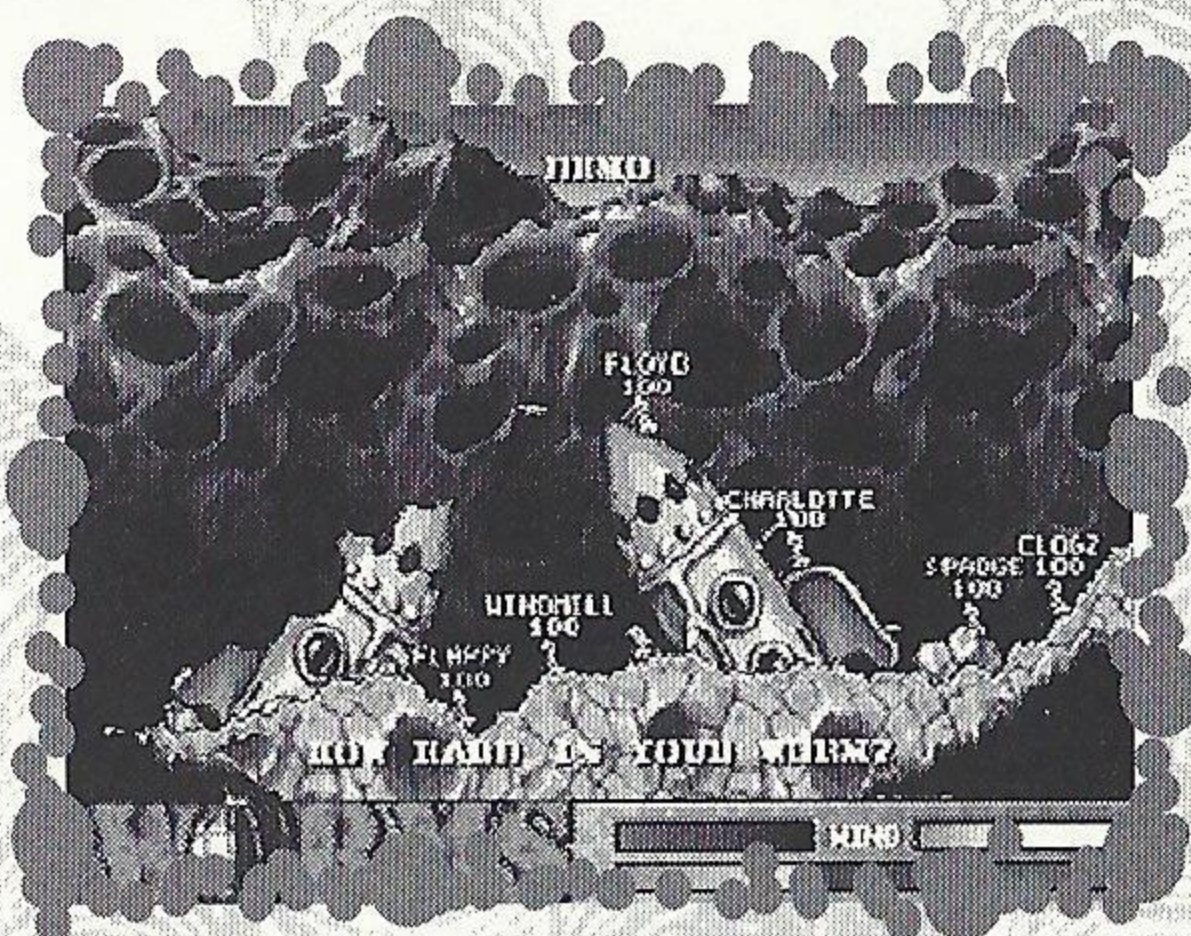
START Pause Game (Indicates current worm and landscape code).

B Go to QUIT OPTIONS (when game is paused).

Z Double-clicking button zooms out to "map" the current landscape. Hold this button and use the D-Pad to scroll around the landscape. Hold this with B to toggle the Worm-Name mode, so you can see all names, just worms in your team or worms in other players' teams.



GAMEPLAY DETAILS

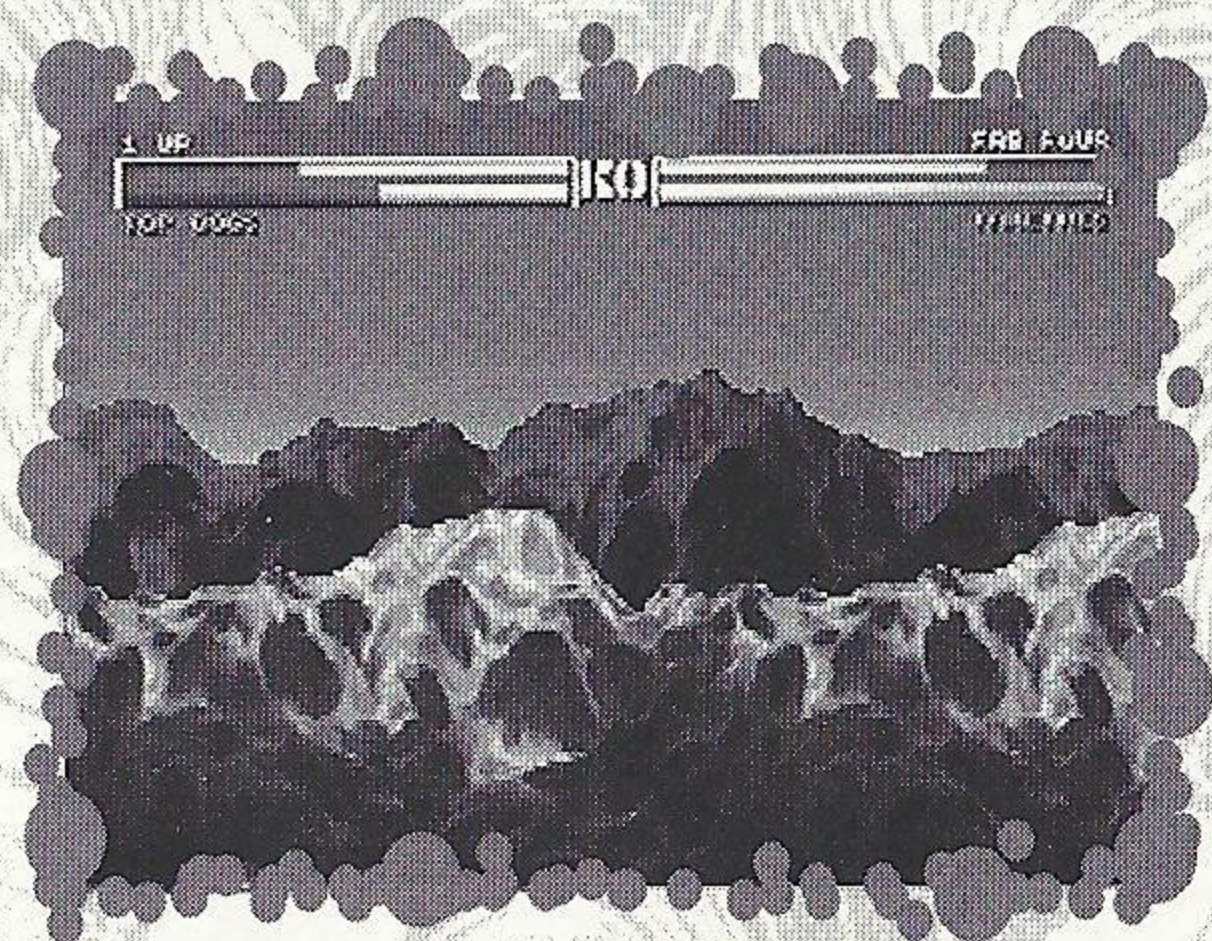


SCREEN DISPLAY

The screen consists of the landscape, which can be either zoomed out or at normal resolution, an energy bar which shows the relative strengths of all teams and the number of rounds they have won (medals), a panel at the bottom which shows the wind strength and direction and a clock showing the time remaining for the current turn. Press the Z button twice to zoom in and out.

ENERGY PANEL

The energy panel is visible by scrolling the screen to the top. The bar gets depleted as worms take hits. When a team wins a round, a small medal appears next to their name.



CLOCK

The clock shows you how many seconds remain in the current turn. This clock scrolls up when the icon selection bar appears on screen.

BOTTOM PANEL

This displays the wind direction (left or right) and the approximate strength. This should be used when firing weapons that are strongly affected by the wind (Bazooka for example). The bar below is the power indicator and is used when gauging how much power to put into certain weapons.

WEAPON CRATES

These drop from time to time and contain a variety of goodies. They can only be collected by the current worm and can also be destroyed by blasting them, which is a tactic in itself.

DIFFERENT LANDSCAPES

A number of landscapes are featured in the game and there are in excess of 4 billion possibilities, offering an endless and never-ending stream of gameplay opportunities. To skip a landscape the game has chosen for you, press the C button twice. To select a landscape press START.

LANDSCAPE GENERATOR

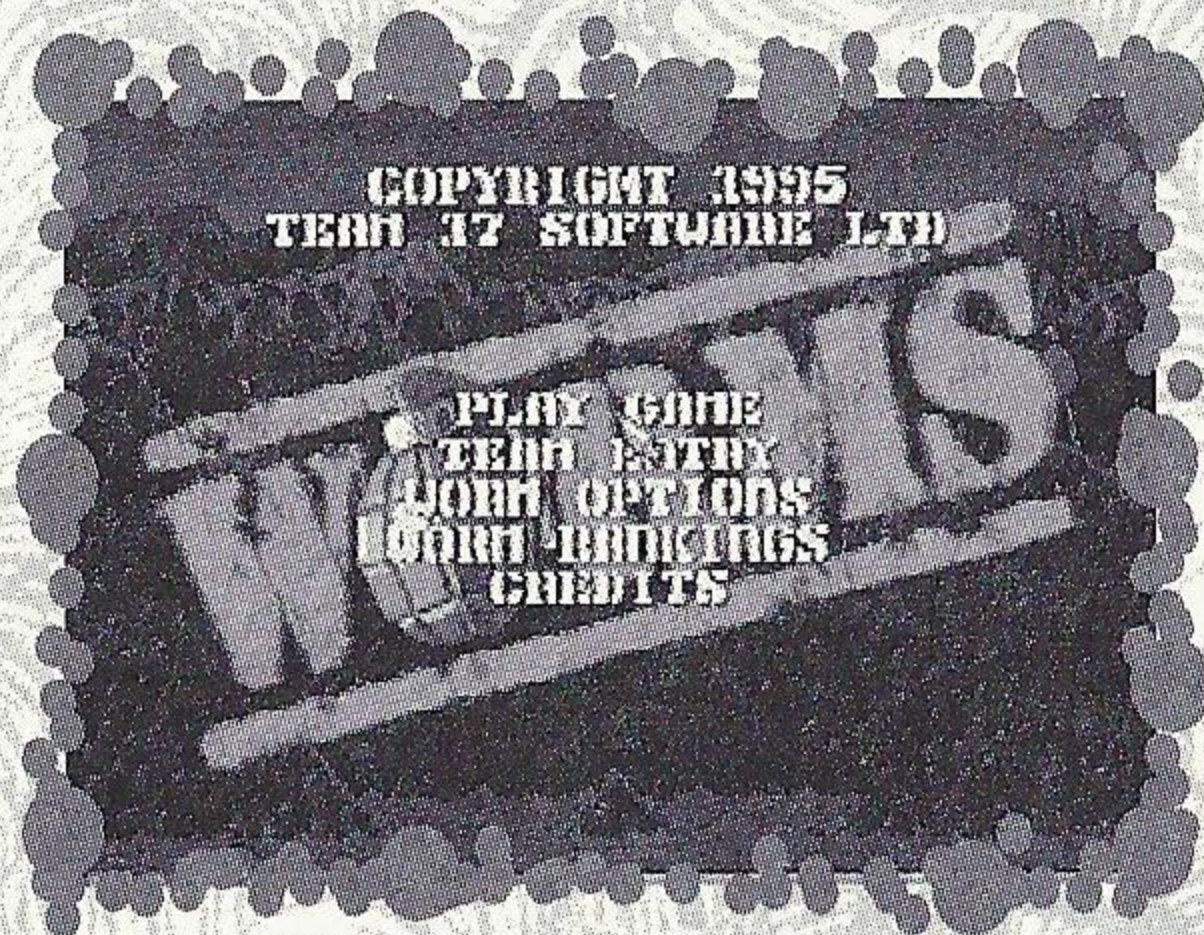
You will notice that the landscape generator creates an entirely new landscape each time you play. You might also be interested in the fact that you can also type your own name/number for a landscape and one will be created based around that. This may be a name, a birthday — your pet goldfish, anything at all...

To generate a landscape press the C button at the start of a game to clear the landscape generator code. Cycle through letters and numbers using Up and Down on the D-Pad. The Right and Left buttons access the next or previous character (up to a maximum of ten) in the code. Press the C button to enter the landscape.



MENU OPTIONS

- A. PLAY GAME
- B. TEAM ENTRY
- C. WORM OPTIONS
- D. WORM RANKINGS
- E. CREDITS



A. PLAY GAME

Begin the game with the current settings. From this menu, you will go to the Team select options and then onto the game itself. You must select at least 2 teams with which to play (to a maximum of 4, each having 4 worms) and when these are highlighted, the following options are available...

Control the arrow using the D-Pad to highlight an option and select or toggle between options by pressing the C button.

More teams can be listed by clicking DOWN and the list can go back again by clicking UP.

Once the teams are selected, toggle between League or Friendly options and press START to begin the game. The League setting places all the worms in a league where the WORM STATS are updated after a match. The aim here is to be the best, reach the top of the table and stay there. The Friendly setting allows a series of matches to be played without updating the WORM STATS.

B. TEAM-ENTRY

When you first load WORMS up, a selection of default & computer controlled teams are already present and these can be selected. Edit and customize your teams by highlighting CLEAR and pressing the C button to wipe the default selection (optional). Next highlight either TEAM NAME,

CAPTAIN or a WORM and press the C button to begin editing. Use the Up and Down D-Pad Buttons to enter a letter and Right or Left to move onto a new letter or back to a previous one. Up to eight characters can be entered. Press the C button to move down to the next name and either repeat the process or press again to skip. After the last name has been accepted the arrow will reappear.

Click on NEXT or LAST to edit the next or previous Worm team.

You can select if the team will be controlled by a human player (HUMAN) or by the computer (CPU) at three distinct skill levels.

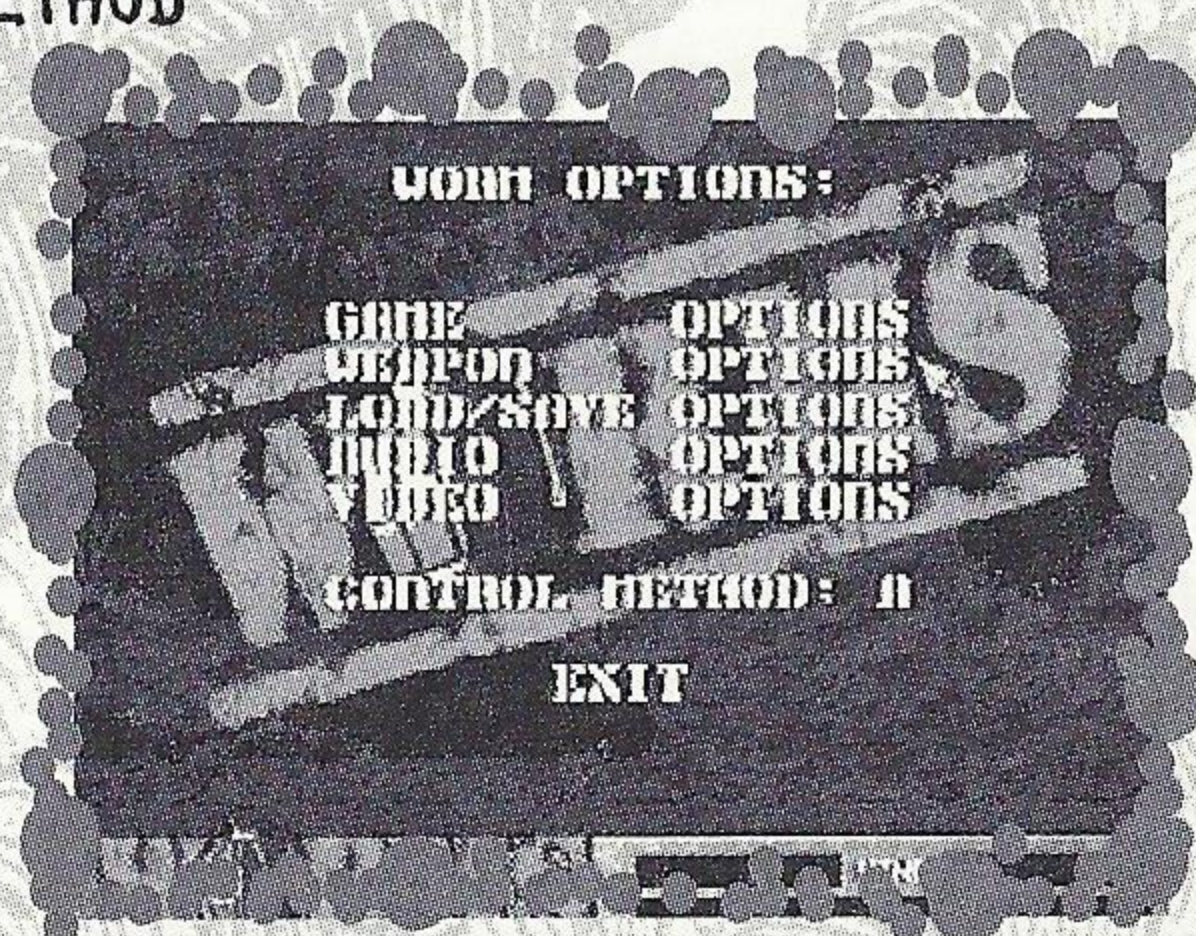
Highlight ENERGY and press the B button to decrease a Worm's energy level or the C button to increase it.

When all changes have been made click on EXIT to return to the main menu.

C. WORM OPTIONS

Highlight an option by moving the arrow using the D-Pad and pressing the C button to select.

1. GAME OPTIONS
2. WEAPON OPTIONS
3. LOAD/SAVE OPTIONS
4. AUDIO OPTIONS
5. VIDEO OPTIONS
6. CONTROL METHOD



1. Game Options

MOVE TIME (10 seconds - Unlimited time, Default = 60 secs , 30 secs is the norm)

The shorter the move time, the tougher the game and the quicker you must think. Beginners may select it to be OFF so that they have plenty of time to accustom themselves to the controls.

ROUNDS REQUIRED TO WIN (1 or 2, Default = 2)



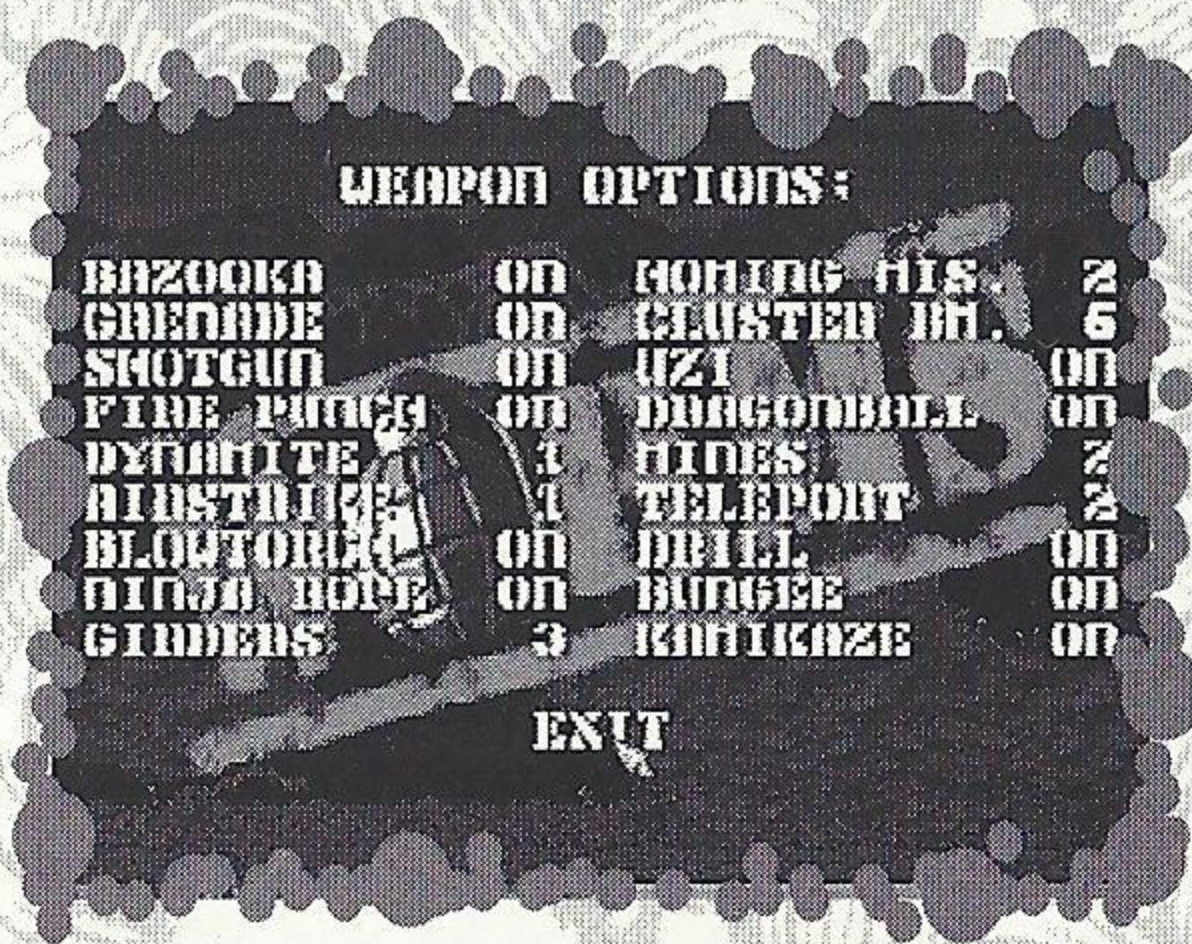
- ROUND TIME** (5 Mins - Infinite, 15 Mins is the default)
- WORM PLACING** (Entirely Random or in groups of teams, default = random)
- NUMBER OF LAND MINES** (1-8 or OFF. Default = 8)
- AUTOMATED ACTION REPLAY** (On/Off. Default = ON)
- ROUND TIME DISPLAYED** (On/Off. Default = OFF)
- EXTRA TIME MODE** (On/Off. Default = ON)
- BANZAI MODE** (On/Off. Default = OFF)
This option is for crazies only! This makes all explosions have the strength of dynamite...
- ACTION TRACKING** (On/Off. Default = ON)
- CLEAR LEAGUE STATISTICS**

2. Weapon Options

If a weapon is OFF then it is unusable.

If a weapon is ON then it is infinitely usable.

Alternatively, a weapon can be used 1-9 times during the round.



Extra weapons are also dropped in weapon-crates during play, these are as follows ; Airstrike, Teleports, Cluster Bombs, Dynamite, Minigun, Banana Bombs, Homing Missiles and Exploding Sheep.

3. Load/Save Options

This product will not give you the option to delete a saved game or games from backup memory. You can save the configuration of the game and all the Worm teams and data. You can also reset to the default configuration and re-load saved data. Only one game at a time may be stored. Subsequent saves will overwrite the previous data. Game details are preserved even after the machine is reset. To begin a game with fresh details select Default Status from this menu.

4. Audio Options

- MUSIC VOLUME** Change the volume level of the background Audio Effects
- SFX VOLUME** Change the volume level of the in-game sound effects
- TEST SFX** Try out the Sound-FX
- TEST CD MUSIC** Try out the CD Audio

5. Video Options

- FMV ON/OFF** FMV sequences can be exited by pressing any button during playback.

6. Control Method

Players can select between 3 alternative control methods. These are outlined in the controls section. The default is method A, which we recommend as most natural for the game.

D. Worm Rankings

Rankings are calculated as average performance ratings and may be reset by selecting default status from the Load/Save menu.

E. Credits

This screen reveals the programmers and artists.

CONTROLLING YOUR WORM

Basic Movement Controls:

You move your worm around by using the D-Pad. Left makes your worm walk to the left, right makes your worm walk to the right. If he is blocked then he will stop. If he falls from a cliff, then he will most likely get hurt and your turn will be over.

You may make your worm jump by pressing the JUMP button. Be careful when doing this as you can jump too far and if you hurt yourself, your turn will end.

Aiming Your Weapon:

As a default, a worm carries a bazooka. You will see a small cross hair when the worm stands still – this is the basis for aiming shots. Move the cross-hair up and down with the up and down keys on the D-Pad. You must use your skill and judgement to predict the trajectory and fall of the weapon you are using.

Selecting a Weapon:

The icon selection bar is brought up by pressing the B button, use the D-Pad and the FIRE button to select your weapon. A further press of the B button will bring more options to bear.

The icons stay on screen until a weapon has been selected. Time counts down while the icon selection bar is on-screen.

Using a Weapon:

Weapons fall into several groups and groups share a common control method. For full details on the actual weapons themselves, the damage they can do and strategies for their use, see the weapons section.

Bazooka, Homing Missile

Hold the FIRE button down to set your power and let go to fire. Adjust the aim up and down using the D-Pad. The homing missile is aimed by moving around using the D-Pad and confirming the target with the FIRE button, then the FIRE button is used again to set power and to fire the missile.

Grenade, Cluster Bomb, Banana Bomb

You can change the fuse time (L button) and whether or not it is min or max bounce (R button). Aim and fire as you would the bazooka. Note that unlike the bazooka, these weapons remain unaffected by the WIND. When collected, the banana bomb replaces the cluster bomb.

Shotgun, Uzi/Minigun

These weapons do not use a trajectory but fire in a straight line. The Shotgun is useful because you actually get to use both barrels (i.e. 2 shots) and Uzi/Minigun offers automatic rapid fire and spread of bullets. Use the FIRE button - in the case of UZI/MINIGUN, hold the FIRE button down to fire all the rounds.

Fire-Punch, Dragon-Ball

These are 2 close-combat moves. Position your worm and press the FIRE button to carry out the move.

Dynamite, Mine, Exploding Sheep

Dynamite and Mines are different in that you press the FIRE button to drop the weapon and then have a short period of time (5 seconds) in which time you bid to make your escape to a safe haven. Sheep, if collected, are released with the FIRE button and are detonated with a subsequent press of the FIRE button. If undetonated, they will explode after 30 seconds have elapsed.

Airstrike, Teleport

These weapons are activated by confirming a position with the FIRE button.

Blowtorch, Drill

These utility weapons allow worms to dig and burrow in the landscape. The Blowtorch can be selected at any one of six different angles to dig (using up & down on the D-Pad) whereas the Drill can only drill vertically down. The FIRE button starts and stops both weapons activity. Both weapons will stop after a set period.

Bungee, Ninja Rope

These utility weapons allow the worm to move across large expanses of the landscape. Bungee is automatically activated if you walk off a cliff with the weapon selected. Ninja Rope is aimed, then fired with the FIRE button. Once dangling on a rope, you can speed up the swing with the CROSS PAD and jump using the FIRE button. Using rope weapons uses up move time after you have finished with it. This means that you do not have to scramble about when using the ropes.

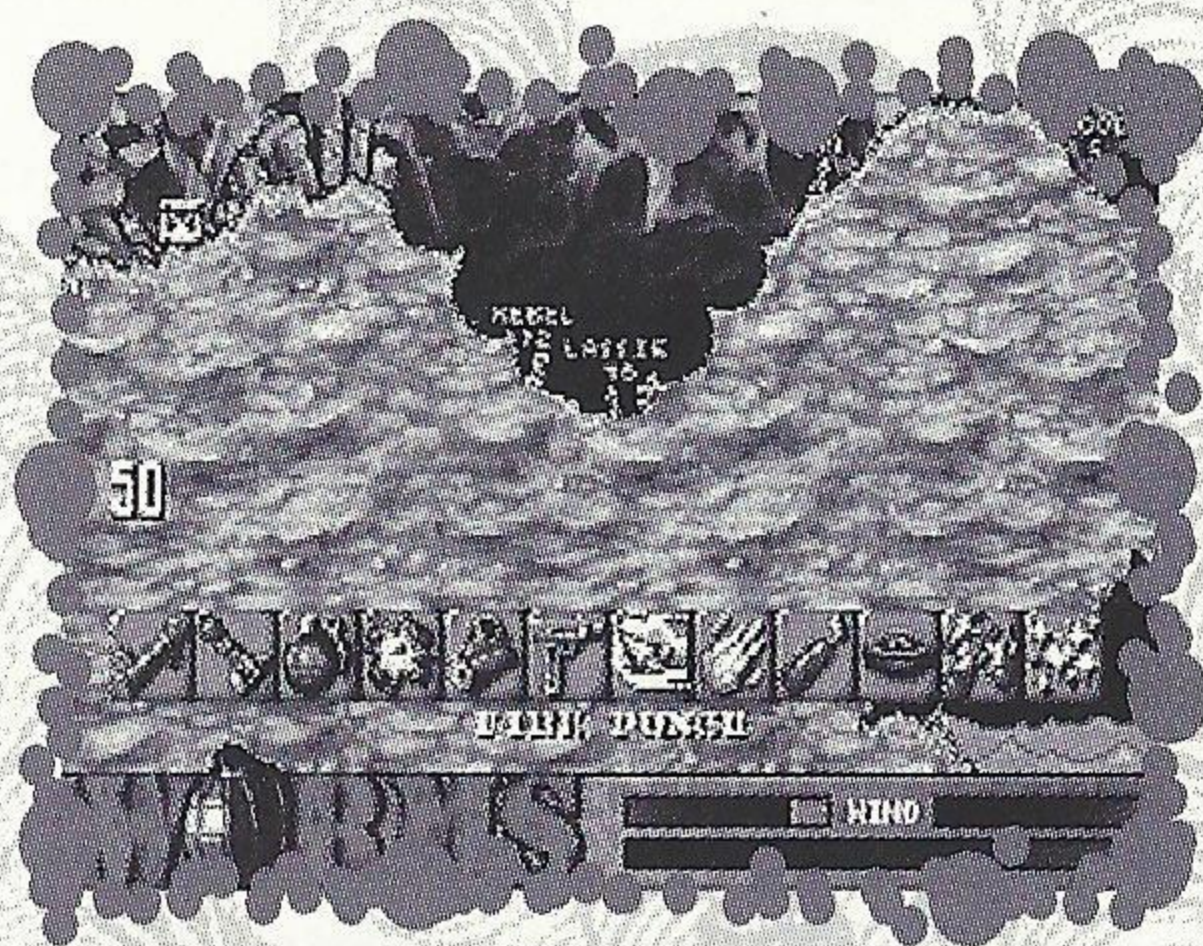
Girders

Once selected, you can rotate the girder around by using the L button. Press the FIRE button to place the girder. It can only be placed over clear background.

Kamikaze, Prod, Surrender, Skip Go

These are simple moves to employ. Aim your worm in the intended direction and press the FIRE button.

WEAPON DETAILS



Bazooka

Affected by the wind and gravity. Can cause up to 50 pts damage if a direct hit. Causes devastation to the landscape. Causes a large blast wave. Inadvisable to use from close range.

Homing Missile

Generally regarded as a precision bazooka missile, the homing missile comes into play usually later in the game or when the chance of a certain kill is highly probable. Homing missiles are limited to 2 by default and more can be found in weapon crates. Cause a maximum of 50 pts damage if a direct hit.

Grenade

Like the bazooka, this is standard issue. Grenades remain strangely unaffected by wind but are harder to pinpoint the damage due to the nature of them bouncing and rolling around. Can cause a maximum of 50 pts damage if the grenade explodes very near to the victim.

Cluster Bomb

Essentially this is very similar to a grenade but differs in that it shatters into 5 smaller warheads on explosion, with each smaller bomb being able to render 25 pts damage. Unaffected by wind.

Banana Bomb

These lethal, devastating weapons are only found in weapon crates. They are used like a cluster bomb and cause widespread destruction on impact. Each banana that is projected into the air can cause a massive 75 pts damage and they can usually be relied upon to wipe out entire teams in one blast. Unaffected by wind.

Shotgun

The only weapon that allows you to have 2 chances. In fact all that you do is use both barrels! Unaffected by wind and gravity.

Uzi Automatic Machine Gun

This high powered little beast is able to scatter a fine spread of bullets in the direction of your choice. Not a widely used weapon, but very effective. Unaffected by wind and gravity.

Minigun

This huge, massively powerful machine gun is only to be found in weapon crates. It acts in a very similar way to the UZI but is far more devastating. Unaffected by wind and gravity.

Fire Punch

This move always knocks 30 pts from the victim, but is more commonly used to "kick" (although it is a punch!) worms off screen or into the water. The punch always knocks the worm up and away from the player so it is possible to lift another worm up and over an object.

Dragon Ball

This is a move very similar to the one above but without the "cutting" action. The worm throws out a small bolt of energy at the victim which causes 30 pts damage and sends them reeling horizontally and slightly upwards.

Dynamite

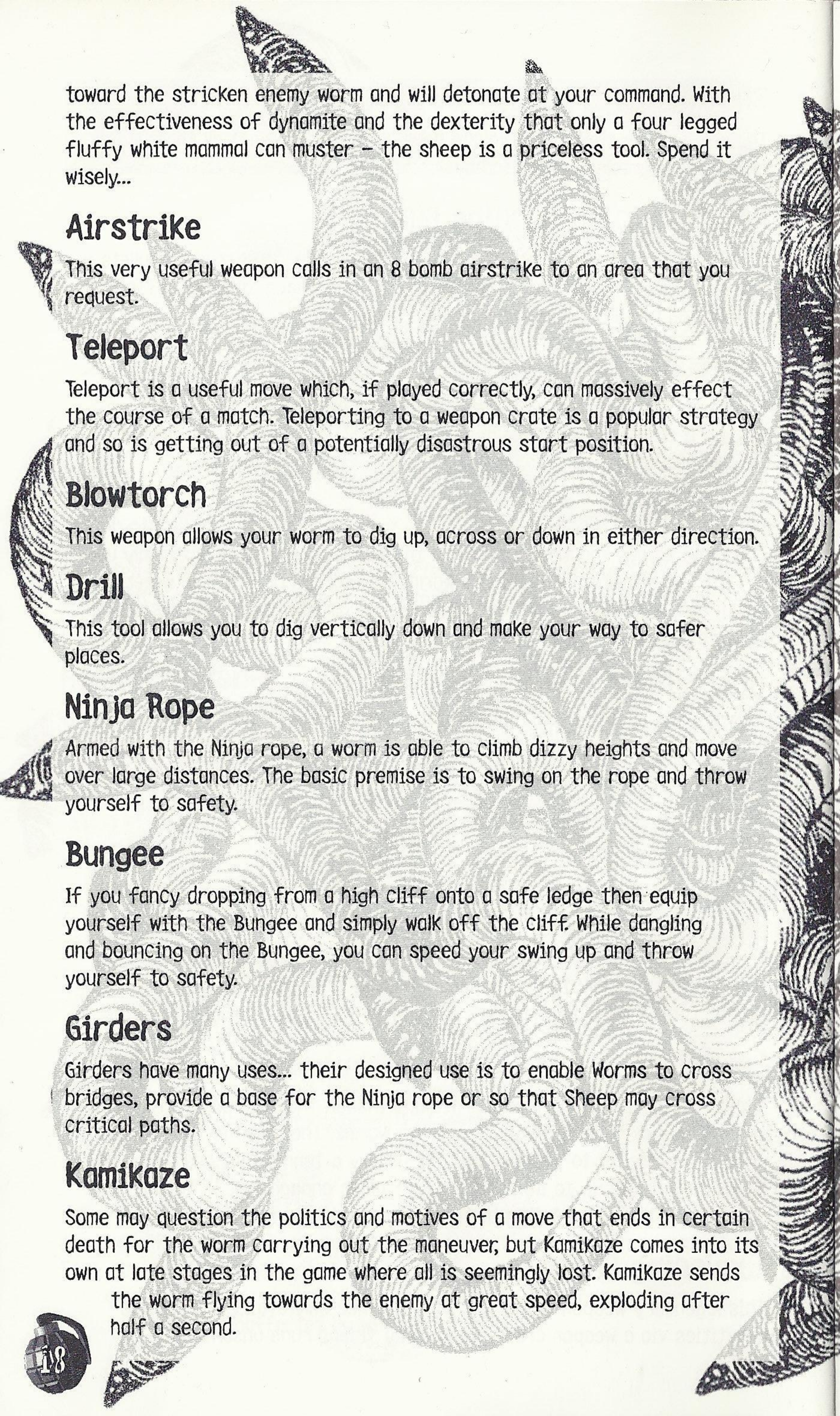
Dynamite can blow up to 75 pts damage from a worms tally and is very effective in throwing worms skyward and all over the level. On releasing the dynamite, you have 5 seconds to run before it blows... this should be enough time for you to get far enough away to avoid the large blastwave. Do not forget that Dynamite will fall if dropped from a cliff...

Landmines

Similar to Dynamite in their operation, although they are proximity mines and will only explode if they are near to worms. Their use is two-fold; (a) cheap dynamite (b) to protect an area, usually a tunnel that has been dug. Mines can remove up to 50 pts damage if close enough, but if triggered nearby usually knock 30-35 pts off a worm, which can be lethal...

Exploding Sheep

This legendary weapon is top secret and hence only available in limited quantities via a weapon crate. Your furry friend runs unselfishly



toward the stricken enemy worm and will detonate at your command. With the effectiveness of dynamite and the dexterity that only a four legged fluffy white mammal can muster – the sheep is a priceless tool. Spend it wisely...

Airstrike

This very useful weapon calls in an 8 bomb airstrike to an area that you request.

Teleport

Teleport is a useful move which, if played correctly, can massively effect the course of a match. Teleporting to a weapon crate is a popular strategy and so is getting out of a potentially disastrous start position.

Blowtorch

This weapon allows your worm to dig up, across or down in either direction.

Drill

This tool allows you to dig vertically down and make your way to safer places.

Ninja Rope

Armed with the Ninja rope, a worm is able to climb dizzy heights and move over large distances. The basic premise is to swing on the rope and throw yourself to safety.

Bungee

If you fancy dropping from a high cliff onto a safe ledge then equip yourself with the Bungee and simply walk off the cliff. While dangling and bouncing on the Bungee, you can speed your swing up and throw yourself to safety.

Girders

Girders have many uses... their designed use is to enable Worms to cross bridges, provide a base for the Ninja rope or so that Sheep may cross critical paths.

Kamikaze

Some may question the politics and motives of a move that ends in certain death for the worm carrying out the maneuver, but Kamikaze comes into its own at late stages in the game where all is seemingly lost. Kamikaze sends the worm flying towards the enemy at great speed, exploding after half a second.

Prod

Probably the most understated move, Prod does not actually harm the worms at all. The benefits are that you can just push a Worm off a cliff to its early demise, or, in the case of a slippery landscape, make it slide down a bank and into a mine.

Skip Go

If you are in a tight corner and do not want to actually perform a move, you can skip your turn.

Surrender

We are not sure what this one does, I mean, we never use it...

Game designed and developed by Team 17

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TECHNICAL SUPPORT

If you have questions, our technical support department can help. Call us at (408) 289-1411 Monday through Friday, between 8:00 a.m. and 5:00 p.m. Pacific Time. Or, write to us at:

TECHNICAL SUPPORT
OCEAN OF AMERICA, INC.
1870 LITTLE ORCHARD ST.
SAN JOSE, CA 95125-1041

Whether you call or write, please be sure to give the following information: product name, Sega Saturn platform, description of the problem you're having.

THE WORLD WIDE WORM

People who have Internet access may be interested to learn that dedicated areas have already been set up for WORMS and you can access them by using the address as follows:

<http://www.team17.com/t17/t17worm.hunt>

or

<http://www.worms.com/game>

The general TEAM17 website (gateway to the World Wide Worm) can be accessed at the following address:

<http://www.team17.com/>

Ocean of America's website is:

<http://www.oceanltd.com>

It is our intention to keep WORMS players up to date with stories, news, hints, tips, favorite landscapes and much more. Also, any patches and upgrades will be posted to these sites first. Team17 and Ocean are also considering a play by internet edition of WORMS — check the websites to receive more news on this as it happens!

WARRANTY

Ocean of America, Inc. warrants to the original purchaser only that the CD provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of ninety (90) days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the CD to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the CD, free of charge to the original purchaser (except for the cost of returning the CD) is the full extent of our liability.

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