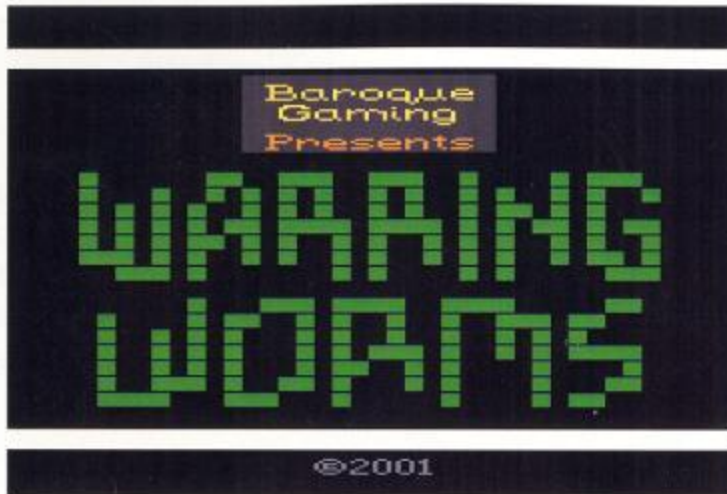


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Overview of the Game

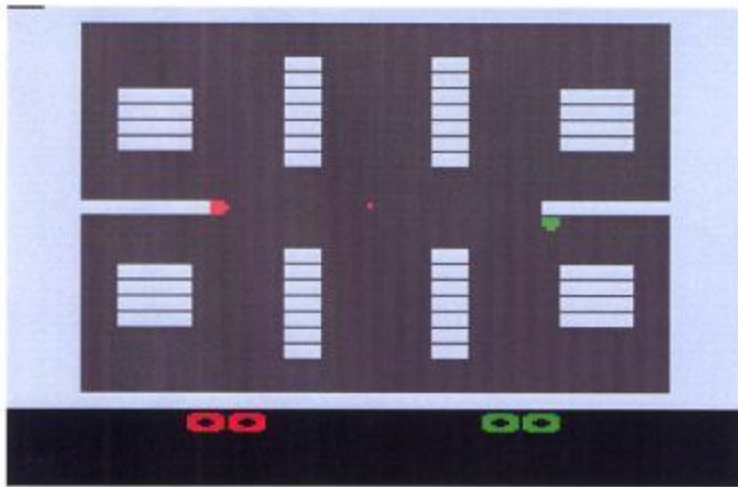
In *Warring Worms*, you control your super-charged, biologically engineered worm in a duel to the death. Each worm attempts to force his opponent into striking either a part of the playing field or the segments of pain being left as a trail behind each worm. Some may question if you can tell the difference between the playing field pieces and the segments of pain, but the experienced warrior will sense the difference. Game play allows the use of the mega cannon, a cybernetic enhancement to these already-deadly members of the phylum Annelida; others offer the pure thrill of lone worm-on-worm battle. This mega cannon is capable of destroying a segment of pain or a piece of the playing field, or, if you are particularly skillful, a single shot to the head will kill your opponent, like the lowly worm he or she is.

There are eight different arenas in which to do battle, from the simple open field of doom to the tightest of mazes. There are many different styles of play from which to choose. The hostile

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environment causes blocks of the playing field to appear randomly as the worms engage. Others have mysterious warping abilities, transporting a worm crossing one edge of the field to the opposite side in an amazing demonstration of technology some thought beyond members of the class Oligochaeta.

So, are you ready to do battle? Can your skill approach that of the many valiant worms that have come before you? Then, choose your style of game play, select the arena, and get ready for the fiercest fighting between two invertebrates that heretofore were deemed only suitable for fertilizing gardens and catching fish. Play Warring Worms.



Playing the Game

Use the joystick controllers. Single players use the left joystick. Control the worm's direction by moving the joystick in the direction you would like to go. Use the button to fire a missile, if the game selection allows. The left difficulty switch controls the initial worm speed. (A – Fast; B – Slow) The game is played in rounds, with the winner being the first to reach 99.

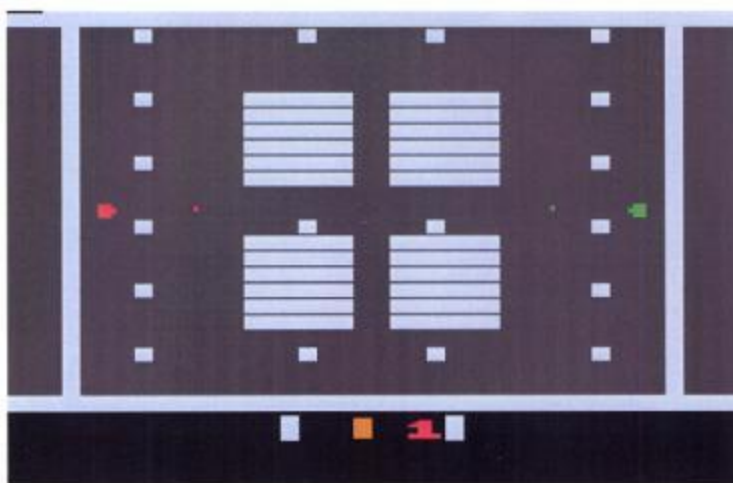
Game Selection

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Each option is shown on the select screen as a different feature as described in the table on the following page.

Most features are self explanatory, but hard mode means that a worm can turn back on itself and die (i.e., the worm is moving right, and you move the joystick left, causing the worm to die).

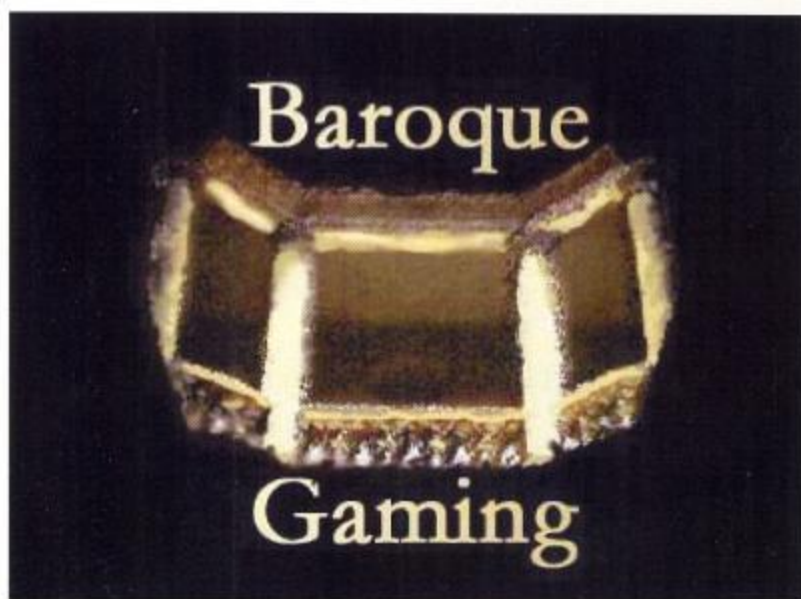
Arena	Eight arenas available, numbered 0-7
Number of Players	One Player (vs. Computer) or Two Player
Hostile Environment	Pattern of blocks means hostile environment is on
Mega Cannon	Missiles present/absent
Wrap Around	Left and Right walls present/absent
Hard/Easy Mode	A block behind each head means Hard mode



This screen shows Arena One, 2-player mode, a hostile environment with cannons enabled, no wrap around, and in easy mode.

Note that a block to the left of the arena number represents each one of these options. The select switch increments through the options one at a time. By holding down select and reset, you can scroll through these options quickly. Pushing up on the left joystick is the same as hitting select eight times. This allows you to keep the same arena while cycling through the other options. Pushing down will take you back eight steps.

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