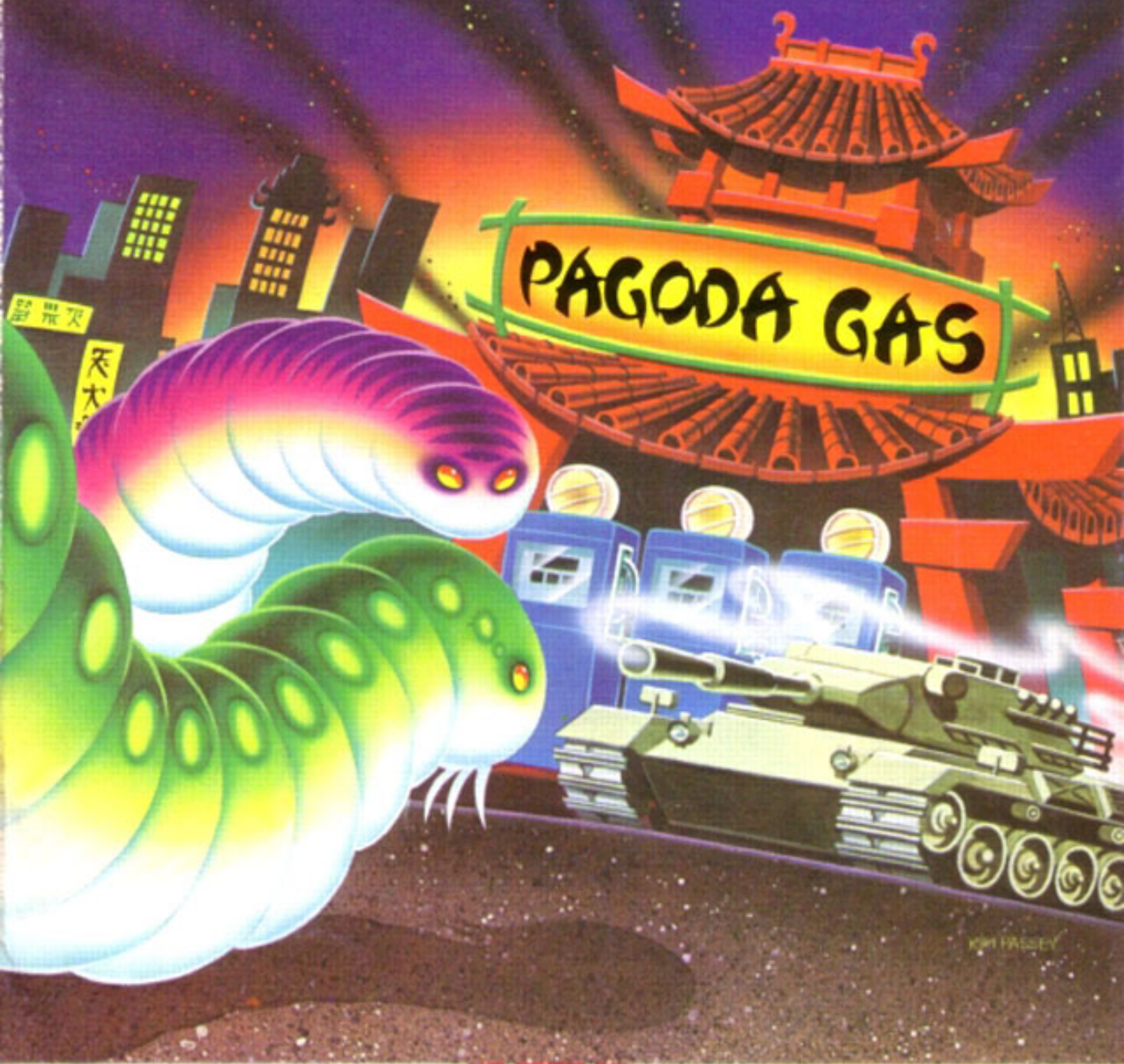


WORM WAR I



GAMES
OF THE
CENTURY™

GAME INSTRUCTIONS

WORM WAR I

TO SET UP:

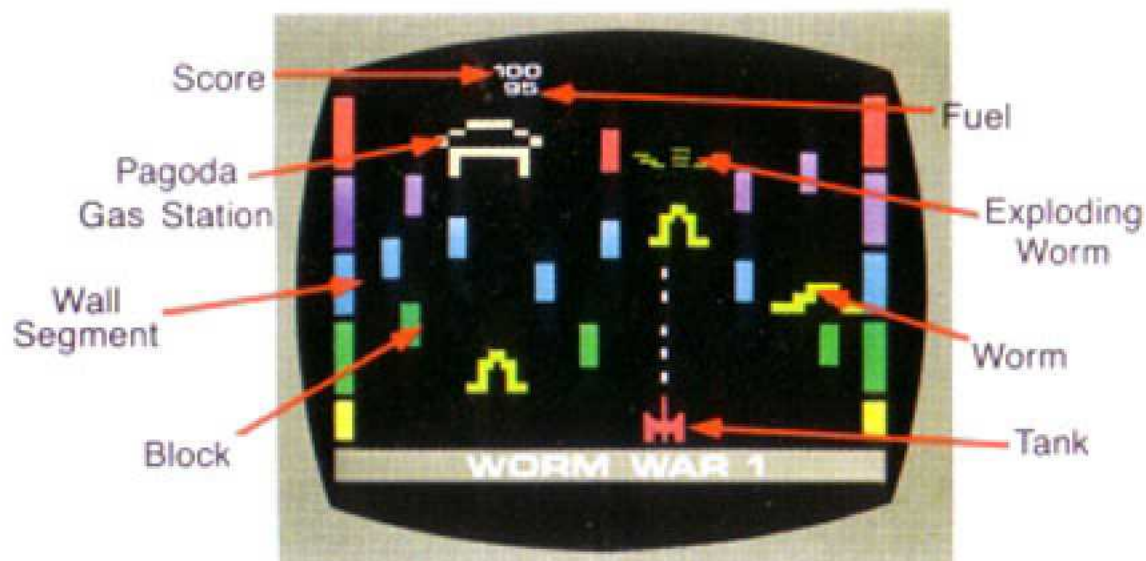
Set up your video game system and joystick controllers as instructed in your manufacturer's owner manual. (Use the left joystick controller for one player.) Turn the power OFF and insert the Worm War I game cartridge.

TO BEGIN:

Turn the power ON and choose the Difficulty Level (or Player Skill Level) and Play Option you want. Press the Game Reset lever to leave the "Demo Mode" and get ready to do battle with the hideous giant worms of Teriyaki!

THE OBJECTIVE:

Your mission, as a master tank commander, is to drive through the city of Teriyaki and blast away as many Worms and Blocks as possible without running out of fuel.



PLAY OPTION 1

THE CONTROLS:

Tilt your joystick left and right to pilot your tank back and forth across the screen. Tilt the joystick forward to speed up and backward to slow down. Press the joystick button once for a single shot or hold the button down for rapid fire.

PLAY OPTIONS:

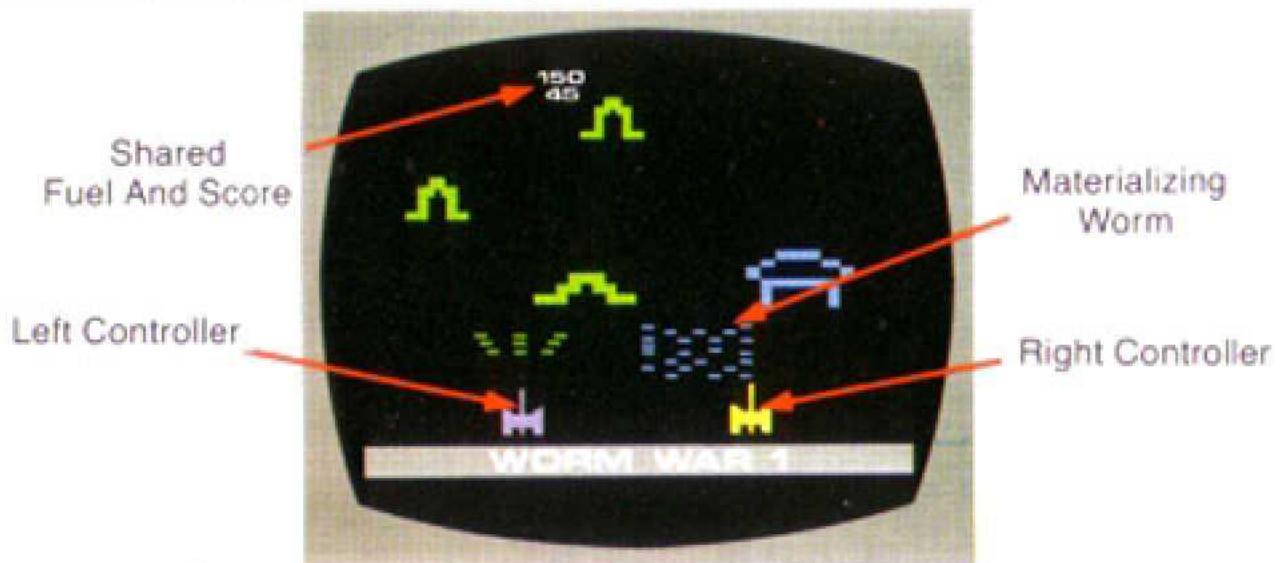
Use the Game Select lever to choose a play option at any time during the game.

SINGLE PLAYER OPTIONS

OPTION 1: The "Obstacle Course" begins with side Wall Segments and a clear playing screen. Obstacles appear after the first group of Worms are demolished and grow denser with each round.

OPTION 2: The "Straightaway" maintains a clear playing screen.

OPTION 3: "Invisible Worms" uses the Option 1 playing screen, but Worms are only visible during brief flashes that light up the screen.



PLAY OPTION 4

2 PLAYER COOPERATIVE OPTIONS

In the cooperative options, the two tank drivers SHARE fuel and points.

OPTION 4 uses the same screen as in Option 1.

OPTION 5 uses the same screen as in Option 2.

OPTION 6 uses the same screen as in Option 3.

2 PLAYER COMPETITIVE OPTIONS

In the competitive options, each tank driver has a separate fuel and score tally.

OPTION 7 uses the same screen as in Options 1 and 4.

OPTION 8 uses the same screen as in Options 2 and 5.

OPTION 9 uses the same screen as in Options 3 and 6.

DIFFICULTY/PLAYER SKILL SWITCHES:

The LEFT Difficulty Switch (or Player Skill Switch) controls the Worm MOVEMENT.

A (or up) = Random Worm Movement

B (or down) = Fixed Worm Movement

The RIGHT Difficulty Switch (or Player Skill Switch) controls the Tank movement RESPONSE.

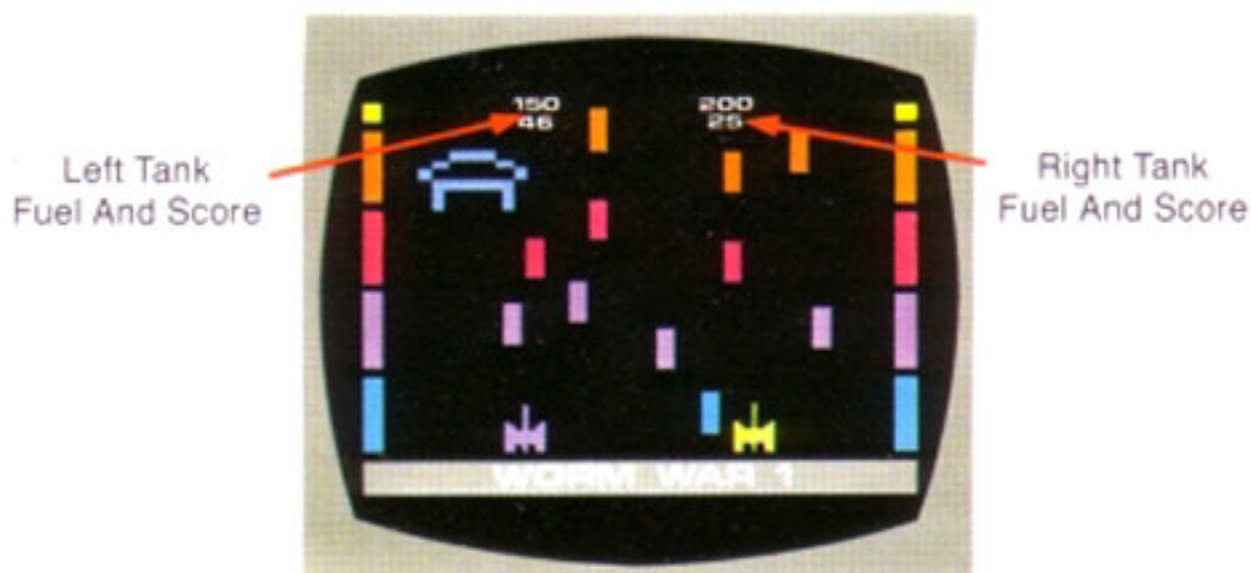
A (or up) = Slower Brake Response
B (or down) = Faster Brake Response

FUEL:

As each battle begins your tank is filled with 99 fuel units. You lose fuel by moving forward and by crashing into obstacle Blocks or giant Worms. You can refuel by driving through Pagoda Gas Station. The faster you drive through, the more fuel you get, though your tank can carry no more than 99 units. The fuel gauge is located at the top of the screen. Worm War I ends when you run out of fuel, or, in options 7, 8 and 9 when both players' tanks are empty.

FUEL CHART:

Running into a Worm = 10 fuel units lost
Running into a Block = 5 fuel units lost
Moving forward one Wall Segment = 1 fuel unit lost
Driving through a Gas Station = 1 to 12 units gained



PLAY OPTION 9

SCORING:

The more Worms you rack up, the higher your score. The Worms will always attack in groups. Each group begins with the appearance of one Worm on the screen, then two Worms and then three on up to six Worms at once! You earn 20 points for each Worm shot in the first attack group. The Worm point value increases AND bonus points are awarded after every group is destroyed.

You can also get points for blasting down obstacle Blocks. Blocks are always worth 5 points a piece. Be sure to record your high scores on the back of this folder!

GREATEST GUNNERS

Name	Option	Score

Programmed By David Lubar
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