

# SUPER WORMS

## Introduction

Super Worms is a racing game for one or two players. The game has the following options:

### Grand-Prix

Race on five tracks (five laps each) against computer-driven opponents.

### Practice

Practice a track and try to set new time-records.

### Match (2 players only)

Match between two players on a track (five laps).

### Knock-Out (2 players only)

The same as *Match*, but also try to knock out the other player by using weapons.

### Battle Game (2 players only)

Try to hit the other player three times with the available weapons, so he loses all of his segments.

## Requirements

To play Super Worms, you will at least need:

- PC with 386-processor or higher
- VGA
- At least 410K of memory available

The game also supports (if available):

- Soundcard (Adlib/SoundBlaster)
- Joystick(s)

## Controls

You can always end the game by pressing the **Esc** key.

All menus can be controlled with the arrow keys. Options can be selected by pressing **Space** or **Enter**.

If you have a joystick, go to **Options**, and then **Controls** to set it up.

Keyboard controls:

Action	Player 1	Player 2
Left	←	S
Right	→	F
Drive	↑	E
Brake	↓	C
Fire	Ins	Space

If only player 1 uses a joystick, the keys for player 1 and player 2 will be swapped, so that player 2 can use the arrow keys.

During the game the following keys are also available:

- P** - Pause
- F3** - Change ground detail
- F4** - Change camera position (1 player only)
- F5/F6** - Music volume (down/up)
- F7/F8** - Sound FX volume (down/up)
- Shift-Esc** - Give up and try the same track again (*Grand Prix* only)
- Esc** - End game

## Items/Weapons

Whenever you drive through a white balloon, you will receive one of the following items/weapons:



**Bomb**

Drop this bomb behind you to stop another worm.



**Mini-trampoline**

This blue mini-trampoline can be put down anywhere on the ground. Touch it to jump.



**Acceleration Board**

Put this board on the ground in front of you. The board will make you move much faster whenever you touch it.



**Red Bottle**

This red bottle makes the player invincible for a short period of time.



**Blue Bottle**

The blue bottle makes the player invisible for other players.



**Purple Ball**

Shoot this ball to another worm to stop it. A purple ball will keep rolling until it hits a player or falls into the water.



**Orange ball**

The orange ball follows its target. Jump to avoid this one.



**Segments**

In the *Battle Game* and *Knock-Out* it is possible to get a lost segment back. Put this on the ground and then touch it. Don't touch other player's segments!



**Green mat**

The green mat will slow down everyone who touches it.



**Black Bouncing Bomb**

This bomb will keep bouncing until your opponent is near enough, then it attacks.



**White balloon**

Put the white balloon anywhere on the ground, so everyone can get more items.

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