

they're back



WORMS: 2

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Installation

To install the game, simply insert the Worms 2™ CD into the CD-ROM drive while in Windows® 95.

If Auto-run is not enabled, click Start and select Run. Type d:\Setup (where d: is the letter of your CD-ROM drive) and press Return on your keyboard.

You will now be offered the chance to Install Worms 2, Play Worms 2, View Readme.txt or Quit. If Auto-run is enabled, this menu will be displayed automatically.

INSTALLING WORMS 2

- Click Install Worms 2 and follow the on-screen instructions.

When Worms 2 has successfully been installed, a Team17 program group will be added in Programs within your Start menu.

UNINSTALLING WORMS 2

To uninstall Worms 2, click the Start button, select Settings and click Control Panel. Double-click Add/Remove Programs, select Worms 2 and click OK.

README FILE (README.TXT)

Software is continually improved throughout all stages of development, wherever possible, to ensure the finest quality gaming experience. The installation program will automatically offer you the chance to view the Readme file (Readme.txt). We advise all players to read this file for any last-minute changes or additions that are not reflected in this manual.

NOTE:

A Worms 2 CD must be present in order to play the game. If you are playing a multi-player game over a Network, then each player must have a Worms 2 CD.

STARTING THE GAME

To play Worms 2, click Start and select Team 17 from the Programs menu. Click on Worms 2.

Finally, once the game is installed to your Hard Disk, you can play the game from CD. Simply ensure the CD is in your CD-ROM drive and select Play Worms 2 from the installation menu.

Introduction

They're back! They're crazy! And they're ready for action!

The sequel to the highly successful Worms™, Worms 2 gives you all the outrageous features and addictive game-play of the original and some things you wouldn't believe!

Worms 2 is a multi-player game that blends no-holds-barred action, strategy and sheer outrageous fortune, meaning you can play for 20 minutes or 20 hours. No game of Worms 2 is ever the same, making it endlessly entertaining.

Up to six teams can battle it out on the same machine, local network or on the Internet, making it the ideal party game. It doesn't matter how you play it, once you're hooked, you'll always come back for more!

A WORD OF CAUTION...

As a new player you may be overwhelmed by the addictive game-play and great graphics of Worms 2 and miss out on many of the game's great features. We recommend that you read as much of the manual as possible to get the most from the game; at the very least you should check out the Quick-Start, Playing Worms 2 and Weapons sections of this manual. You have been warned!

If you're a Worms veteran, then welcome back! We think you'll enjoy all of the improvements and extra goodies we've added into Worms 2, especially

The Concepts of Play

the Internet play. Now, you can take part in global warfare!

OVERVIEW

Worms 2 is a turn-based strategy game, where between two and six teams (either human or computer-controlled) can battle it out over bizarre randomly generated landscapes. Each team takes it in turn to pick off the opposing Worm teams, using crazy weapons and tools.

Worms die when they lose all of their energy or drown. The winning team is the one that manages to survive the mayhem and have the only Worm(s) left standing.

TURN-BASED SYSTEM

In Worms 2, players have a set time in which to make a move before the game automatically switches to the next player. During this period, you can select which Worm to use (unless you only have one!) and either let its arsenal loose on the enemy or move the Worm into safety.

TIME

In addition to the time limit for each turn (an option that you can change), each battle has an overall time limit before "Sudden Death" extra time is called. In Sudden Death, all Worms have their energy reduced to one unit, meaning the slightest hit will make that vital kill and edge your team towards victory! There are a number of options you can change for "Sudden Death,"

including having the water level gradually rise, making high territory even more strategic!

RANDOMLY GENERATED LANDSCAPES

Each time you play Worms 2, the game will be different - guaranteed! Worms and mines are randomly placed on billions of possible landscapes, providing you with endless playing opportunities.

WORMS AND WEAPONS

Each team of Worms will have a huge arsenal of devastating weapons at their disposal. Some of these will be limited in supply, so you will have to use strategy to achieve maximum carnage!

There is a wide variety of weapon types in Worms 2. For full details about weapons and weapon usage, see the Weapons section later in this manual.

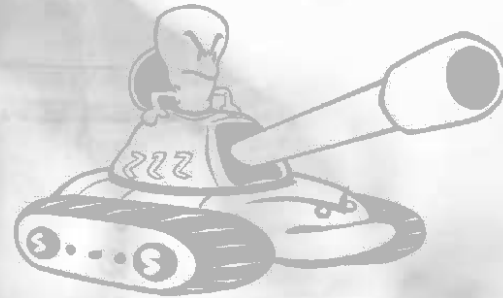
STRATEGY

Worms 2 can be played in many different ways - some players opt for wanton destruction, others play it safe, and there are those that are so underhanded that they have vengeance wreaked upon them at every opportunity!

Those who resort to hiding their Worms away and playing a very defensive game have turned to the 'Dark Side' of Worms playing and must be shouted at! Keep on your toes and tails! You will have to adapt your strategy to the weapons available, the landscape you're playing on and to each new opponent.

ON YOUR OWN. OR IN A GROUP

Worms 2 is enjoyable whether you play alone or in a group. Although the game is best enjoyed when played against others, Worms 2 also features Single-Player Missions for the lone player, pitting your skills against crack computer teams.



Quick-Start

For those of you eager to launch yourself straight into the fray, we have prepared some quick instructions to get you straight into the game.

After starting Worms 2, click on the Single Machine icon from the title screen. You will now be on the Game Menu.

We have already prepared some teams and options so that you can play immediately.

- Double-click on at least two teams from the Team Pool at the bottom of the screen. To begin with, we suggest Player 1 (a human team) and CPU-EASY (a weak computer-controlled side).
- Click Go! to start the game.

You will now be in the thick of it, faced only with the landscape, your Worms and the cold faces of the opposition. You can experiment with weapons and tactics, or refer to later sections in this manual for full weapon details. There is also a section devoted to all of the Game Options - read these, they can drastically change how Worms 2 plays.

Playing Worms 2

You've started the game but now what? This section will familiarize you with the basic controls of Worms 2 that are essential if you're going to take on the world! A key summary is provided at the end of this manual for reference.

MOVING THE VIEW

You can use the mouse to scroll around the landscape. Simply move it in the direction you'd like the screen to scroll.

CHANGING WORMS

If you have Worm Select set to 'Manual' (see Options Menu later in the manual), press TAB to select a different member of your Worms Team.

You can only change Worms if you haven't already moved one.

MOVING WORMS

Move your Worm around by using the Arrow Keys. The left arrow moves your Worm to the left, the right arrow moves your Worm to the right. If the Worm is blocked then it will stop.

JUMPING

You can make your Worms jump forward by pressing the Return key on the keyboard. The size of the jump will be affected by wind strength and gravity. Be careful, Worms that jump too far can hurt themselves - a long fall will prevent your Worm from completing its turn.

You can also make Worms jump backwards by pressing the Return key twice in quick succession and perform an upward jump with Backspace.

OTHER MOVES

Some of the weapons and tools have some nifty little tricks that can aid your Worm in its movements. Check out the Weapons section later in the manual for further details.

Along with the Worms controls, there are other keys which can be used.

ACTION REPLAY

- Press 'R' to replay the last shot. This can only be done immediately after the shot.
- Press and hold the Spacebar during a replay to fast-forward it to the end.

NOTE:

If you lose sight of the currently selected Worm, pressing 'Home' will centre the display on that Worm.

NOTE:

You cannot Draw games or declare Sudden Death in a Network game. Selecting Quit will Surrender all teams on that machine.

QUIT

Press and hold ESC to open the Quit Menu: Draw Game, Sudden Death and Quit Game. You can also view the number of rounds won by each team from here.

In a Network game, action will continue as normal behind the menu. In a normal game, action will be paused while the menu is on-screen.

NAME SWITCH

Press DEL to toggle the Worm Name Visibility setting from full, partial or none.

On-Screen Information

The Worms 2 game screen is full of useful information - the following explains what it all means!

COMMENTARY PANEL

A full commentary appears at the top of the screen, giving full details of who has been killed, who is on the move and which weapon has been selected.

TURN/ROUND TIME INDICATOR

Your Turn Time counts down at the bottom left of the screen. As an option, you can also have the Round Time displayed here (for full details see the Options Menu section later in the manual).

WIND BAR/BACKGROUND INCIDENTALS

There is a wind strength indicator at the bottom-right of the screen. The arrows indicate the strength and direction of the wind.

TEAM STATUS

The combined energy bars of each team in play are shown at the center of the lower section of the screen. Status bars are removed from the screen when a team's energy is depleted and that team is out.

WORM STATUS

Worm names, team color and energy values appear above each Worm.

Weapons

Selecting Your Weapon

Okay, this is the section where it all happens...the armory! There are two ways to load up with your favorite weapon:

- 1) Click the right mouse button to display the Weapon Selection Menu, then click the weapon or tool of your choice. As you move the cursor, the name of the highlighted weapon appears at the bottom of the Weapon Selection Menu. Click away from the menu to close it without making a selection.

The number next to the weapon shows the amount of that weapon available. When a weapon is unavailable (ie your stock is at zero), the weapon is removed from the Weapon Selection Menu.

- 2) Use the 'F' keys at the top of your keyboard to select your weapon directly. You can use this to speed up the slaughter!

The Weapon Selection Menu shows which 'F' keys relate to which weapons. Where more than one weapon shares a key, simply press that key more than once (up to four times) to select the other weapons. Currently selected weapons will appear in the Commentary Panel.

Wreaking Havoc

- The Art of Weapon Usage

The following section details the weapons of Worms 2, their effects and how to use them. There are many more that are top secret and will only be found in weapon crates - good luck finding them!

Remember, all weapon instructions are written assuming you have already selected that weapon.

One of the new tactics introduced into Worms 2 is 'Air Moves'. Many of the weapons can be used in the air, when jumping or falling for example.

NOTE:

Worms can still be moved with this menu on-screen.

NOTE:

If you are playing with the highest detail levels selected, the background graphics will also reflect the wind strength and direction.

NOTE:

You can change which weapons you start the game with in the Weapons Menu (for full details see the Weapons Menu section later in this manual).



BAZOOKA (F1)

The Bazooka is a powerful weapon that offers immediate satisfaction. Careful use of the wind strength and direction turns this weapon into a strategic wonder.

- Use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire (the longer you press the Spacebar, the stronger the shot will be).

The Bazooka inflicts a maximum of 50 points of damage.



HOMING MISSILE (F1 X2)

Eternally useful, the Homing Missile will aim for a specified target. Remember to give it enough power so that it can effectively find its target. Homing Missiles in Worms 2 are aquatic and can be fired under water.

- Move the target cursor with the mouse and click on the target to mark it (with an X). Then, use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

This missile inflicts a maximum of 50 damage points.



MORTAR (F1 X3)

The Mortar always fires at full power and explodes on contact spreading cluster bomb fragments around the immediate area.

This weapon is very useful towards the end of a round when groups of Worms may be on opposite sides of the landscape. It is also very effective on cavern levels, as firing Mortars into the roof will deflect the clusters downwards onto unsuspecting Worms.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.

Each cluster can do 30 points damage.



HOMING PIGEON (F1 X4)

A semi-intelligent equivalent of the Homing Missile that will do its best to reach the target you select. Obviously Pigeons aren't totally reliable though...

- Move the target cursor with the mouse and click on the target to mark it (with an X). Then, use the up and down Arrow Keys to move the cross hair and press the Spacebar to set it on its way.

As the Pigeon is strapped to large amounts of high explosive, it does a maximum of 75 points damage.



GRENADE (F2)

Grenades are simple but effective.

- Set the fuse time (in seconds) using keys 1-5 on the keyboard and toggle the bounce setting from high to low with the '+' and '-' keys.
- Use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

The Grenade inflicts a maximum of 50 points of damage.



CLUSTER BOMB (F2 X2)

This is no ordinary Grenade! The Cluster Bomb shatters into smaller bomblets which explode around the target. While less precise than a Grenade, a Cluster Bomb can be really useful for damaging groups of Worms.

- Use keys 1-5 on the keyboard to set the fuse time (in seconds) and toggle the bounce setting from high to low with the '+' and '-' keys.
- Use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

Each cluster does a maximum of 30 points damage.



BANANA BOMB (F2 X3)

The 'soft fruit of doom' will explode, split and cause wanton devastation to an area the size of a small Greek Island.

- Use keys 1-5 on the keyboard to set the fuse time (in seconds) and toggle the bounce setting, from high to low, with the '+' and '-' keys.
- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be). Each Banana inflicts a maximum of 75 points of damage.



HOMING CLUSTER ,(F2 X4)

Like the Cluster Bomb, except that the bomblets seek out their target directly, destroying anything in their path.

- Move the target cursor with the mouse and click on the target to mark it (with an X). Then, use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).

Each cluster does a maximum of 30 points of damage.



SHOTGUN ,(F3)

This wide-gauge Shotgun is great for picking off Worms at long range. Remember you get two shots!

- Use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire.

Each shot inflicts a maximum of 25 damage points.



HANDGUN ,(F3 X2)

Not much use, just a pleasing way of finishing off a particularly hated Worm! Fires 3 consecutive shots.

- Use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire.



UZI ,(F3 X3)

Spray Worms with bullets from one of the coolest guns around. A great finishing-off weapon.

- Use the up and down Arrow Keys to move the cross hair and press the Spacebar to fire.



MINI-GUN ,(F3 X4)

Misleading name for a huge, souped-up Uzi machine gun.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire.



FIRE PUNCH ,(F4)

This powerful punch knocks Worms into the air and also cuts upward through land.

- Stand next to your target with this selected and press the Spacebar to punch.

The Fire Punch inflicts 30 points of damage.



DRAGON BALL ,(F4 X2)

This unleashes an energy ball toward the enemy, knocking its victim back.

- Stand next to your target with this selected and press the Spacebar to attack.

The Dragon Ball Inflicts 30 points of damage.



KAMIKAZE ,(F4 X3)

The ultimate sacrifice. Select one of eight directions with the Arrow Keys, then press Spacebar and watch the Worm fire off and explode. You are guaranteed to lose the Worm of course, so it had better be worth it!

The final explosion does a maximum of 50 points damage and any Worms unlucky enough to be hit along the way will also suffer a loss of 30 points.



PROD ,(F4 X4)

Sarcasm personified in a move. Press the Spacebar to nudge a Worm and send it to its doom.



DYNAMITE ,(F5)

Press Spacebar to drop Dynamite from the edges of cliffs onto unsuspecting Worms or next to a group of Worms. This is a very powerful weapon and great for multiple Worm slaughter. Press Return to drop this from a rope.

Dynamite causes a maximum of 75 points of damage.



LAND MINE (F5 X2)

Similar to Dynamite in their operation, with the exception that they are proximity mines and will only explode if Worms are nearby. Mines are also a great strategic tool and can be knocked onto Worms by other explosions.

- Press Spacebar to drop a Mine.

Land Mines cause a maximum of 50 damage points.



SHEEP (F5 X3)

Your fluffy friend runs unselfishly towards the enemy and will detonate on your command. With the effectiveness of dynamite and the dexterity that only a four legged fluffy mammal can muster, the sheep is a priceless tool. Use it wisely...

- Sheep are released with the Spacebar and are detonated with a further press of the Spacebar. If left undetonated, they eventually get fed up and blow themselves up!

Sheep can inflict a maximum of 75 points of damage.



SUPER SHEEP (F5 X4)

The amazing 'steerable' flying Sheep! Press Spacebar to release what on the surface looks like your everyday, run-of-the-mill sheep. Press the Spacebar a second time and this Sheep is given powers other farm animals can only dream of!

- Control the flight of the sheep using the left and right Arrow Keys. You can either crash your sheep into something to make it explode or, if you are feeling particularly nasty, you can remove its special powers by pressing the Spacebar again causing an abrupt end to its super-hero-type activities.

A Super Sheep can do a maximum of 75 points of damage.



AIR-STRIKE (F6)

This weapon calls in an aerial missile strike in the target area you select. (Strike Weapons cannot be called in Caverns and are not affected by wind.)

- To launch the Air-Strike, simply move the target cursor with the mouse

and click on the target to mark it (with an X). If you wish to abandon, simply select another weapon. Select the direction of the Air-Strike with the left and right Arrow Keys.

Each of the five missiles does a maximum of 30 points of damage.



HOMING AIR-STRIKE (F6 X2)

A more intelligent adaptation of the Air-Strike. Great for multiple kills.

- To launch the Air-Strike, simply move the target cursor with the mouse and click on the target to mark it (with an X). You can retarget by clicking on a new target.

Each missile inflicts a maximum of 30 points of damage.



NAPALM STRIKE (F6 X3)

Light up the sky with pyrotechnic devastation! Scorch the Earth and barbecue the opposition.

- Move the target cursor with the mouse and click on the target to mark it (with an X). Select the direction of the Air-Strike with the left and right Arrow Keys.



BLOW TORCH (F7)

Use the Torch to dig through the landscape, but remember, a sneaky hiding game is a sign of the Dark Side!

- Select your direction with the Arrow Keys and press Spacebar to start and then stop the Blow Torch.

More twisted individuals can use the Blow Torch to inflict 15 points of damage on enemy Worms.

DRILL (F7 X2)



Press the Spacebar to dig down. This is useful for gaining access to tunnels that other Worms have made. You can start and stop the drill by hitting the Spacebar.

You can turn the drill on enemy Worms to inflict 15 points of damage.

GIRDER (F7 X3)



Girders have many uses. They are designed to enable Worms to cross valleys, provide a base for the Ninja Rope or a ramp so that Sheep can cross critical paths. Some players use Girders to block the progress of the enemy and others use them as a deflector for Grenades and Cluster Bombs.

Girder use can be restricted to the immediate area around the currently selected Worm from the Options Menu.

- Use the left and right Arrow Keys to rotate the Girder around and press Spacebar to place it.



BASEBALL BAT (F7 X4)

Sometimes the only really satisfying thing to do to an enemy Worm is to walk up behind it and smack it with a heavy wooden bat!

- Stand next to your target, aim the cross hair and press the Spacebar to sort him out!

The Baseball Bat inflicts 30 points of damage.



NINJA ROPE (F8)

Ropes can be used to maneuver Worms into otherwise inaccessible areas.

- Press the Spacebar to launch the Ninja Rope and use the left and right Arrow Keys to swing on the rope.
- Press the Spacebar to detach your Worm from the rope.

Experts can drop weapons (usually dynamite or exploding sheep) while swinging through the air. Simply press Return to drop the current weapon. Be careful, this is only advisable with certain weapons!

If the ability to drop Sheep from great heights weren't enough, you can also swing, let go, fire the rope again while in midair, swing and repeat, covering huge distances quickly! Be warned, this is a very tricky technique and really works well in spacious caverns.



BUNGEE (F8 X2)

Large falls can seriously damage your Worms' health, but with the Bungee selected you can safely wander off a cliff and drop weapons while bouncing around.

- Press Spacebar to release your Worm from the Bungee.
- Press Return to drop selected weapons while on the Bungee.



PARACHUTE (F8 X3)

Useful when dropping off a rope or as an alternative to the Bungee.

- Press Spacebar to open the parachute. Make sure you know which way the wind is blowing.
- Press the Spacebar to close the parachute. A further press of the Spacebar will open it again.



TELEPORT (F8 X4)

Moving a Worm out of a potentially disastrous starting position is the most popular use for this feature. The normal Teleporting strategy is to search for high ground away from cliffs and mines. Dark Side players use it to cram their Worms into small, inaccessible places – call them a 'Crevice Girl' if they do!

- Simply click the mouse on the location where you want your Worm to end up.



SUPER BANANA (F9)

Although this looks like a standard Banana Bomb, the Super Banana has the added bonus of manual detonation. Just press the Spacebar after you have thrown it and shower your enemies in soft fruit.



HOLY HAND GRENADE (F9 X2)

Unleash the power of the heavens with the Lord's preferred weapon. This is a 3-second (no more, no less) low-bounce grenade that will only explode on impact.

The most powerful weapon in the game (only a certain garden ornament could possibly be more dangerous), it is capable of delivering 100 points of damage.

NOTE:

You can also use the up and down Arrow Keys to alter the length of the rope.

NOTE:

When you need to trigger a weapon, such as an Exploding Sheep, you must press Return and not the Spacebar, or you will let go of the rope and fall.

NOTE:

You cannot Teleport into solid land.



PETROL BOMB (F10)

Really hot stuff - an urban favorite. You can smash the bottle against a wall and watch the flames drop on an unsuspecting victim. Best used in confined spaces.

- Use the up and down Arrow Keys to move the cross-hair and press the Spacebar to fire (the longer you hold the Spacebar, the stronger the shot will be).



PRICELESS MING VASE (F10 X2)

Drop this like Dynamite and run. After 5 seconds it will explode, sending pieces of china (the material, not the country) everywhere, much to the disgust of antique lovers.



SHEEP STRIKE (F10 X3)

Death by mutton from the skies. Similar to Air-Strikes, except five Sheep are dropped instead. Being fluffy, they also bounce on impact causing much more damage than a normal Air-Strike.



MAD COWS (F11)

Frothing mad cows intent on mass destruction.

- Unleash them by pressing the Spacebar. If you have more than one, you can release them in a mad herd by pressing keys 1-5. Being stupid, they will make no effort to get over an obstacle and just explode instead.

Each Cow can do up to 75 points of damage.



OLD WOMAN (F11 X2)

Press Spacebar to set the old lady wandering around, complaining about the price of tea and mumbling about the good old days before violently exploding. An erratic but fun weapon.

This old girl causes up to 75 points of damage.



SKIP GO (F12)

If for some reason you feel that you needn't cause any wilful decimation during your turn, you can skip it by pressing the Spacebar.



SURRENDER (F12 X2)

If you are unable to face it anymore, you can surrender. The humiliation continues however, as your team remains waving little white flags for the other teams to pick them off in a totally immoral way!

But that's not the end of it...

Well you didn't think we'd tell you about every weapon in the game now, did you?

So make sure you collect those weapon crates – who knows, the fabled Concrete Donkey may even make an appearance...

Menu System

From the Worms 2 title screen, you have four options you can select:

- **Single Machine/Hot-Seat Play** - Click this to start a new single-player or hot-seat game.
- **Multi-Player/Network Play** - Click this to start a Network or Internet game.
- **Worms 2 Configuration** - Click this to configure your sound and video options (for further details see Configuration Menu later in the manual).
- **About Worms 2** - Click this for details about Worms 2. From here you can check the latest documentation, the credits for Worms 2 and link to us via e-mail and the official Worms 2 website.

NOTE:

Every Option in these menus has help text attached. For information on a specific option, leave your mouse pointer over it and help will appear at the bottom of the screen.

There are four further menus available if you select the Single Machine/Hot-Seat Play option:

- Game Menu
- Options
- Weapons
- Terrain

Game Menu

From here you can set up the Play Roster, create new teams and check out the top ranked teams.

PLAY ROSTER

The Play Roster shows the teams currently selected for the next battle.

TEAM POOL

The Team Pool shows all of the teams currently available. You can sort these according to the following statistics: Rounds Played, Rounds Won, Rounds Drawn, Rounds Lost, Kills For, Killed Against, Kill Difference and Points.

Simply click on the appropriate statistic tab to order the Team Pool in that way.

CREATE NEW TEAM

- Double-click on Create New Team in the Team Pool.

A dialogue box will appear allowing you to enter new details. Enter your new team's name and the names of up to eight Worms.

To select a Speech Bank from the many that are packaged with Worms 2, use the drop down menu. You can edit or create your own Speech Banks using the Speech Bank Editor (for further details see Appendix 2).

- Click OK to accept, or Cancel to reject your new team details. Once created, the team details will be saved. New teams will be added to the Team Pool.

ADDING TEAMS TO THE PLAY ROSTER

- Double-click a team name in the Team Pool. The team will be moved to the Play Roster.

EDITING A TEAM

- Click on the team name to edit a team's details.
- Enter your new details.
- Click OK to accept or Cancel to reject.

Team details cannot be edited once the team has played games and gained match statistics.

You can view the statistics of a team by pressing (and holding) the right mouse button over a team name.

REMOVING A TEAM FROM THE PLAY ROSTER

- Double-click a team in the Play Roster to remove it to the Team Pool.

To delete a team from the Team Pool, click on it and click Delete from the bottom of the edit team dialogue box. You will be asked for confirmation.

WORMS IN TEAM

This allows you to set the number of Worms in a team between 1 and 8. There can only be 18 Worms on the landscape, so this number will change depending on the number of teams taking part. The following table indicates how the number of Worms changes depending on the number of teams:

Teams	Worms
2	1-8
3	1-6

NOTE:

If you can't think of any names for your Worms, pressing ALT and 'R' keys simultaneously when you are entering names will generate a random Worm name.

NOTE:

You need at least two teams on the Play Roster before the Go! button will be highlighted. Alternatively, add one player and then select the Start Mission button to play the Single-Player Missions.

4	1-4
5	1-3
6	1-3

If you are using fewer Worms, you can edit their starting Energy Value to be greater than the normal 100 units.

ROUNDS REQUIRED TO WIN

You can change the number of rounds required for a team to win the match, from 1 to 9.

Matches can last from 5-10 minutes (1 round, 2 team Challenge), right up to 1-4 hours (9 round, 6 team Campaign game).

A six-player heavy-energy campaign is not recommended unless you have a whole day to spare, or are intent on a sponsored Worm-a-thon!

ENERGY SETTING

Here you can adjust the energy each Worm starts with. Normally this is 100.

Most weapons deliver 30-75 points of damage, so giving Worms more Energy will mean longer battles.

OPTION SET

If you do not wish to change all of the options, you can select from some pre-defined option sets.

- Click the drop down box to change it and select a different option. The new set is automatically saved for when you play the next time.

Rookie is the default set. For beginners we recommend that you play using the Rookie set, which has increased time, lower gravity and fewer mines, making Worms 2 easier to play.

WEAPON SET

As with Options, you can choose from a list of pre defined Weapon sets. Experiment with these to alter dramatically the way the game plays. The default set is Standard.

You can create Option and Weapon sets and exchange them with friends creating endless hours of fun!

TIP:

Giving each Worm 500 units of energy is not recommended - Worms with a lot of energy can be drowned just as easily as Worms with low energy! In the wrong hands, a 500 unit game could

NOTE:

Details of the Option sets can be found by clicking the Details button in the Options Menu.

NOTE:

Details on the included weapon sets can be found on the game CD and by clicking the Details button in the Weapons Menu.

GO!

This is highlighted when enough teams are selected to play Worms 2. Just click it and let battle commence.

START MISSION

This is highlighted when 1 human player has been added to the roster. If you enter the Missions game, you will be taken to the Mission Screen where you can select a Skill Level or enter a password to resume a previous mission. The option and weapon settings on this page will replace all other settings.

Options Menu

Use this menu to select in-game options. There are many aspects to change, and you can save sets out for later use. The on-screen help information tells you what each aspect changes.

ROUND TIME

This is the time before the game plunges into Sudden Death. The round will be drawn when the time expires and Sudden Death is disabled. Use the slider bar to change the length of each Round.

TURN TIME

This is how long you have to make your move. Times range from 15 seconds (highly experienced, Speed-Wormers only) to 2 minutes. The default setting is 60 seconds, although 30 seconds is recommended when more than 3 teams are playing.

WORM SELECT

This lets you set how the Worm you control is chosen. It can be set to Auto, Manual, or Intelligent. When set to Auto, the Worms cycle through sequentially, so after the first Worm in your team has taken a shot, the second Worm will be chosen for the next go.

The Manual setting allows you to choose which Worm you'd like to use by pressing the TAB key.

With Worm Select set to Intelligent, the computer will decide which Worm you should use.

WORM RETREAT

This sets the length of time you can move after using your weapon, giving

NOTE:

Round Time is not usually visible on screen, so that players don't use it as a delaying tactic.

TIP:

Speed-Worm play is recommended only for link-up/network play (it's just too quick for hot-seat play!)

NOTE:

The camera usually follows the weapon, so you'll have to use the mouse to center the screen on your

your Worm a chance to find cover. You'll have to be quick the default is just 3 seconds.

ROPE RETREAT

This option sets the length of time you can move after dropping a weapon from the rope. It is normally set to 3 seconds.

TIMER DISPLAYED

As it says, when selected you will be able to see the Round Time count down to Sudden Death or the end of the round.

NUMBER OF LAND MINES

You can set the number of Land Mines that start on the landscape from 0 to 8. Normally there are 8 mines on the landscape.

MINE EXPLOSION DELAY

This setting determines when the mine explodes. A fuse time of 0 to 3 seconds or random can be set. The default is 3 seconds.

DUD LAND MINES

If selected, this makes some Mines into duds. The Mine will have a fuse as normal, but will not explode. Dud mines will puff black smoke when triggered.

WIND STRENGTH

Each landscape will have a pre set wind strength which you can change from here. You can change the wind strength of each landscape from none through to gale-force.

FRICTION LEVEL

This can be set at Low, Medium or High and affects how the Worms and objects react to the landscape surface. If set to Default, Worms 2 will use the landscape's own unique settings. If set to Low, Medium or High, the game will replace the default settings.

ACTION REPLAY SETTING

This allows you to select when an Action Replay is triggered. You can adjust the settings so that a Replay will be shown after a certain level of damage has been inflicted, or between 1 and 10 kills. You can also turn auto-replay off.

TIP:

Mine strength can be altered using the Weapon options.

NOTE:

You can press 'R' to force an Action Replay during a game.

FALL DAMAGE

With this setting, a Worm can sustain damage when falling from a height. You can also turn this feature off.

REPEAT SWINGS

This option restricts how many times the Ninja Rope can be used in one turn. This option is normally set for 3 uses per turn.

SUDDEN DEATH MODE

You can alter what happens when Round Time has elapsed to any of the following:

- Sudden Death - All Worms are reduced to 1 unit of energy.
- Sink Or Swim - The landscape gradually sinks into the water each turn.
- Sudden Sinking - All Worms are reduced to one unit of energy and the landscape sinks into the water.

GIRDER SETTING

When set, Girder (bridge sections) placement is restricted to the immediate area surrounding the currently selected Worm. This is the default option. Otherwise, you can place girder sections anywhere on the landscape.

LOAD OPTION SCHEME

- Click the Load/Save Options drop menu and select an Option scheme. The set will be loaded and replace the current settings.

SAVE OPTION SCHEME

- Click in the Load/Save Options box and type the name of your new scheme. Press Return on your keyboard or click Save to save the Options scheme.

OPTION SCHEME DETAILS

- Click this button and type some notes about the scheme and its uses. This is useful when exchanging schemes with friends.

NOTE:

You'll hear a noise if the Girder section cannot be placed.

Weapons Menu

The Weapons Menu allows you to set preferences for each individual weapon. It also allows you to set some general options concerning weapons and First Aid crates:

TIP:

Choose a weapon set with more weapons that have unlimited ammo, for a Stockpiling game.

STOCKPILING

A Stockpiling game carries remaining weapons forward into the following round. When Stockpiling is enabled, new supplies are NOT delivered every round. You can only get further supplies from crates which, thankfully, will fall more frequently during a Stockpiling game.

CRATE DROPS

Here you can select the regularity of crate drops. You can also choose which weapons will or will not appear in the crates in the Weapon Options. Special weapons cannot be set to appear - but look out for them!

You can, of course, turn crates off.

NOTE:

First Aid Crates will not drop during Sudden Death.

FIRST AID CRATES

This option allows you to vary the amount of energy restored to injured Worms (between 10-100 units), by the First Aid Crates. You can also select None so that no First Aid Crates will drop.

BOOBY-TRAPPED CRATES

Here you can choose whether to have booby-trapped Weapon Crates or not.

NOTE:

Crates can be blown up.

CRATE INTELLIGENCE

This setting will drop crates near to, or on the turn of, teams who are fairing worst, helping very unfortunate and inexperienced players.

SPECIFIC WEAPON SETTINGS

The Weapons Menu also allows you to tailor the effects, strength and availability of all weapons individually. Some weapons are kept under wraps though and will only be seen when they are discovered in Weapon Crates.

The Weapon Menu contains a List Box of all weapons available to edit.

- Click on a weapon. The options for that weapon appear on the right-hand side of the screen.

Each weapon will have its own individual settings. We will not list all of them here, but you can find help text for each one on-screen. Simply rest your

mouse pointer over the option in question and read the help information at the bottom of the screen.

LOAD WEAPON SCHEME

- Click the Load/Save Weapons drop menu and select a Weapon scheme. The scheme will be loaded and replace the current settings.

SAVE WEAPON SCHEME

- Click in the Load/Save Weapons box and type the name of your new set. Press Return on your keyboard or click Save to save the Options scheme.

WEAPON SCHEME DETAILS

- Click this button and type some information about the weapon scheme and its uses. This is useful reference when exchanging schemes with friends.

Terrain Menu

From here you can influence the type of terrain generated and the kind of graphics used.

The silhouette outline of the current landscape selection is shown in the middle of the screen. Around this are variations based on this level, that you can select.

- Click on a variation. The selected image moves to the center and becomes the current level design; four more variations of this landscape will then appear around it.

You can continue to modify the design of the level by clicking on these landscape variations.

To the right of the screen there are a number of controls for selecting the type of landscape:

LANDSCAPE GRAPHICS

This control allows the player to select the graphic style of the landscape.

WATER TYPE

This control allows the player to select the type of water that is featured on the level.

LANDSCAPE TYPE

This control allows the player to select between Open and Cavern landscapes. Air-Strike weapons will not be available in Cavern landscapes.

ENTER CODE

This button allows the player to enter a level code consisting of numbers or letters. Worms 2 will generate a different level from any text and numbers that you type here.

GENERATE

This button causes the editor to generate a totally different landscape.

EDIT

This button allows the player to edit the current level silhouette using basic drawing tools. Clicking the left mouse button will allow you to paint; clicking the right mouse button allows you to use the pointer as an eraser. You can change the shape of the drawing brush with the icons.

PREVIEW

Click this to see how the current level will appear in the game.

SAVE AS...

You can also save the current landscape using the Current Level box at the bottom of the screen. The Current Level box contains the name of the current level set-up. Click in the box and enter your new landscape name. Click Save or press Return to save.

Configuration Menu

Use the following options to configure Worms 2 to your satisfaction.

VIDEO

These Options allow you to configure the way Worms 2 looks. These are saved for the next time you play.

Animation Sequences

You can toggle animation sequences on or off here. Animation sequences only appear before the first round of any match.

Detail Level

If Worms 2 is running slowly in-game, try adjusting the detail level to improve performance. Check out Troubleshooting at the end of the manual if problems persist. There are 6 levels of detail in Worms 2. They are:

Level 1 - No background, one layer of water (Fastest)

Level 2 - No background, limited water

Level 3 - Colored background, more water

Level 4 - Gradient-filled background, more water

Level 5 - Gradient-filled background, incidentals for wind indication

Level 6 - Full detail level including parallax background

AUDIO

The Audio Options allow you to set the volume of sound effects and CD music during the game.

Volume

Audio Mixer Volume

Click this button to edit the mixer settings. From here you can balance the CD audio and the sound-effects.

Play Audio Track

Click this to play one of the CD tracks for test purposes. The CD Audio value on the mixer is used to control the volume level.

Play Sound Effect

Click this to play a sound effect. Balance it with the CD track using the mixer and adjusting the Wave value.

Repeat Samples

This option makes it easier to edit the sound by repeating the sound-effect. Click the button again to stop the sample looping.

Save Settings

Click here to Save the current configuration.

Cancel

Click this to Exit without saving.

Music Configuration

This panel allows you to configure the order of music played in the game.

Track Listing

Click the boxes to toggle a track on or off.

NOTE:

You can change the detail level in-game by pressing the INSERT key.

TIP:

Mixing is best done when an audio track and a looped sound effect are playing.

Move Up

Click this to move the highlighted track up the list.

Move Down

Click this to move the highlighted track down the list.

Random

Click this to shuffle the tracks into random order.

Play

Click this to Play the currently highlighted track.

Stop

Click this to Stop the current track playing.

Select All

Click this to select all tracks to play in the list.

Deselect All

Click this to deselect all tracks in the list.

Save

Click this to Save the track configuration.

Cancel

Click this to Exit without saving.

Single-Player Mission Game

Single-Player Missions have been added as a great way for Worms players to practice their skills. Missions are set up against computer-controlled teams with different abilities, weapon configurations and game set-ups.

- Click the Start Mission button. This will be highlighted when just one human player is present. You will then be whisked to the Mission Screen where you may select a skill level (either Beginner, Medium or Expert) or resume a previous mission by entering a password.

PASSWORDS

When you have completed a mission, you will be given a password. You can use this at a later stage to continue from where you left off.

NOTE:

Missions will override any game and weapon settings you may have already chosen.

World Domination – Setting-Up Network and Internet Play

Local Area Network Play

To enter a link-up game, you will first have to go to the Network Set-up Screen and then the Lobby Screen.

The Lobby is an area where you can view which players are available to join a game, which games are in progress and which games are being created.

- Click Networked Game from the Game Menu.

Type your name so that you can be identified on-line. Make sure that the name you type has no spaces in it - all spaces are removed when you enter the name.

- Click Local to open the Lobby Screen.

When you arrive in the lobby, you will see that some games are ready to join, you can spectate other games or you can host your own game.

On the left side of the screen, you will see a list of games. A Green Light signifies games that require players. A Green Light with 'XXX' on it is a game that needs players with an appropriate password to join the game.

Some games are closed; a red light signifies that the game is running and cannot be joined. The maximum number of players who can join, the number of teams already joined and available spaces for spectators are also shown here.

Players in the lobby appear in a box on the right-side of the screen. These players haven't yet joined a game.

MESSAGES

In the center of the Lobby Screen is the Message Board where all public messages, or private messages addressed to you, are displayed. Click the appropriate tab to view private or public messages. When a new message has been received, the Chat icon (on the tab) will be highlighted.

To send your own messages:

Type your message in the text box below the Message Board. Click either the Public or Private tabs above the box. If the message is private, then you must highlight the recipients by double-clicking their names in the lobby panel on the right side of the screen.

Public messages are seen by everyone in the lobby (or current lobby room, in the case of an Internet connection). Private messages will only be seen by those players you have selected.

HOSTING A GAME

Click Host New Game if you want to host your own game. You will now be taken to the Host Game screen where you will configure all game options, weapon options and the number of players able to join in the game.

Configuring Your Game

You will notice that the Menus on the Host Game screen are those you see when you play Single Machine/Hot-Seat Worms 2, and they are used in exactly the same way.

There are also some other items you will have to adjust before creating your game. These are found on the Settings tab.

Teams Allowed

This sets the total number of teams allowed to play in the game.

Teams Per Player

This sets the number of teams each player may enter. More than one player can be entered from the same computer in a link-up game, up to a limit of five (eg five players on one computer can play against a single-player on a separate linked machine).

Worms Per Team

This sets the maximum number of Worms allowed in a Team. This is limited by the number of teams participating (see Worms In Team in Game Menu for full details).

Victories Required

This sets the number of rounds required to win the game.

NOTE:

As soon as you have selected to host a game, the door is closed so others cannot join it until you have configured the game settings.

NOTE:

Depending on the Options you have defined, more than one team may be entered from the same computer.

Password

Click the Password Security checkbox to set a password, restricting entry into your game. Type your password at the prompt and press Return.

When you have set all of the options for your game, you will need to make it available to other players.

- Click Open Door.

When you create a game, it will appear in the left hand box on the Lobby Screen for other players to see. As players join your game, the options you have set will be passed on to them. You can still change options after this, but they are not applied until you click Apply.

All new players will appear on the left of the Host Game screen. These players are local to this game and you can highlight them to send messages. Not all players listed here will participate in the game some may have come to spectate. If there is anyone that you do not want spectating or participating in the game, then you can send them back to the lobby screen by clicking Dismiss.

When you are ready to start the game, click Close Door to restrict further entry into the game. Then Click Go! The game will now start.

JOINING A GAME

- Click on any of the games listed in the left panel with a green light.
- Click Join Game. You will be taken to the game set-up screen.

If the game requires a password to join it, you will be prompted for it here before being given access. The game set-up screen is similar to the Host Game screen, but you have none of the command options, ie you cannot configure options, dismiss people or close the door.

Only the host can start the game so you may have to wait here until enough players have joined.

Playing Over the Internet

Joining and Creating Internet games is exactly the same as with a LAN game, but with potentially thousands of people connecting at once!

To play over the Internet, you must first enable your Internet connection. You

must then connect to a Server:

- Click Networked Game from the Game Menu.

Type your name so that you can be identified on-line. Make sure that the name you type has no spaces in it - all spaces are removed when you enter the name.

- Click Internet to enter the Lobby Screen.

From the lobby, use the Connection drop down box to select from which server you wish to play. The game will connect to a Team17 server if you do not select one.

New servers are planned to appear periodically in different territories, so keep your eyes on the official Worms 2 website <http://www.worms2.com>, for an up-to-date list of all available servers.

In an Internet game, the lobby will have a list of Rooms which act as mini-lobbies. These Rooms can contain other Rooms, players waiting for a game, spectators and other games being hosted. Worms 2 uses Rooms to sort the sheer number of Internet players into smaller areas, so that you can easily find and connect to a game.

- Click Create Room to create your own room where you can chat amongst a group of users or create your own games.

You can also password protect rooms, in the same way that you create password protected games (see Password section for details). When a game is started, each player is connected to the host machine and the server disconnects. This is called a peer-to-peer connection.

A Word on Communication Problems

As you are playing a Link-Up game you may experience communication problems such as dropped lines etc. This has nothing to do with Worms 2 and Team17 can undertake no guarantee that Internet games will play without problems at all times. If a player is experiencing a communication problem, then the Worms in that team will automatically surrender. This may result in an automatic winner depending on how many teams are in play at the time.

NOTE:

You will be unable to control your Worms while the Chat Box is active. You can toggle the Chat Box on/off with the same key.

Chat Mode

This is an in-game chat facility that allows you to send taunts and abuse to other players participating in a link-up game. Sending a message is simple.

- Press the ` key (to the left of the '1' key) to open the Chat Box.

PUBLIC MESSAGES

Sending a public message to all players couldn't be easier, simply type the message and press Return.

eg Come Get Some!

ANONYMOUS MESSAGES

To send an anonymous message to everyone in the game, just type: /anon <message> eg /anon Losers!

Anonymous messages appear in yellow.

ACTIONS

To do an action, just type /me <action>

eg /me laughs at Paul

Actions appear in green.

ADVANCED MESSAGING CONTROL

For advanced messaging, type any of the following instructions and press Return:

/msg <machine> <message> -

This will send a private message to a specific machine that you identify.

eg /msg Karl ha! Got you there!

All other players will only see the message, "Whisper..." so they know that a private conversation is taking place. We hope you aren't paranoid!

Private messages appear in blue.

/ex <machine> - This will exclude a machine that you identify from a public message.eg /ex Karl

If you don't specify a machine, all machines will be excluded.

/inc <machine> - Includes a machine in public message that has been previously excluded eg /inc Karl

If you don't specify a machine, all machines will be included.

SHORTCUTS

The 'F' keys provide a quick way of sending private messages to other machines. Which 'F' key is assigned to which machine is shown by the names to the right of the Chat Box. The colors by the side of a name indicate the teams on that machine.

Holding CTRL and pressing an 'F' key will include/exclude that machine.

NOTE:

A machine name will turn red if an error occurs. If the error remains the name will change to grey.

Troubleshooting

If you are experiencing a lack of performance from Worms 2, it may be due to one of the following:

- 1) Worms 2 uses a large amount of video memory, so video cards with less than a 2Mb video card may suffer serious performance problems, especially systems with 16Mb or less of RAM. The game features a detail level toggle in the game (See Configuration Menu for full details) which allows you to play at a detail level that suits your machine.
- 2) The speed of the machine also has a bearing on how fast the game runs - the faster the machine, the better the performance.
- 3) Lack of system memory can also slow things down, 16Mb is the minimum you should have, but we recommend 32Mb or above.
- 4) Ensure that you are not running any other tasks or applications unless they are necessary. Running other programs may seriously impact on the amount of resources available to Worms 2 in order to run at optimum performance.

If you have any other technical problems with Worms 2, please refer to the **Readme.txt** on the root of your Worms 2 CD.

If the problem persists, you can try the following sources for further help.

Technical Support

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- o Complete product title (including version number)
- o Exact error message reported (if applicable) and a brief description of the problem you're encountering
- o Processor speed and manufacturer
- o Amount of RAM
- o Operating system
- o Video card that you are using and amount of RAM it uses
- o Maker and speed of your CD-ROM or DVD-ROM drive
- o Type of sound card you are using

Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact us by phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday – Friday from 9 am – 9 pm (Eastern Standard Time).

Contact us by standard mail

If all else fails, you can write to us at:

Ubi Soft Technical Support
2000 Aerial Center
Suite 110
Morrisville, NC 27560

Return policy

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

Credits

TEAM17

Here's a list of the guilty ones at Team17...

Concept	Andy Davidson	Design
Lead Programmer	Karl Morton	Game Code Guru
Lead Artist	Dan Cartwright	Game Sprites
Programming	Colin Surridge Phil Carlisle Martin Randall Rob Hill	Menu System Code Network Code Support/Utilities Support/Utilities
Graphics	Rico Holmes Paul Robinson	Lead Background Art Additional Graphics
Audio	Bjorn Lynne Matiné Studios Andy Davidson Cris Blyth	Music and Sound Effects Voice Artists Voice Artist Voice Artist
Video	Cris Blyth	Animation, Sound Effects and Post Production
	Rory Little Mark Taylor	Additional Modelling Additional Modelling
Quality Assurance	Paul Field Paul Dunstan John Eggett Kelvin Aston Grant Towell Mark Baldwin Andy Aveyard Guy Roper Emma Aspinall	QA Manager Lead Test Lead Test Lead Test QA QA QA QA QA
Production	Paul Sharp	Localization
Management	Martyn Brown	Producer

Team17 would also like to thank...absolutely everyone who ever e-mailed us, posted e-mail on Worm2Worm, got themselves on IRC #Worms, wrote in, phoned up or pestered us! Without you and your valuable suggestions, Worms 2 couldn't have gone in the correct direction. We would also like to thank the people around the office for their enthusiasm, comments and suggestions.

MICROPROSE

Product Manager	Matthew Carroll
Producer	Nick Court
Copywriter	Justin Manning
Manual Artwork	Jessica Crawley

Appendix 1 - Game Controls

- | | |
|--------------------|--|
| Mouse | - View/scroll landscape |
| Left-Mouse Button | - Select target (eg for Homing missile)
- Select weapon from Weapon Selection Menu
- Cycle through Girder selections (when Girder is selected) |
| Right-Mouse Button | - Open/Cancel Weapon Selection Menu |
| Cursor Left | - Move Worm left |
| Cursor Right | - Move Worm right |
| Return | - Jump
- Drop Weapon while on rope. Press Return again to trigger dropped weapon (if appropriate) |
| Return-Twice | - Back jump |
| Backspace | - Vertical jump |
| Cursor Up | - Aim cross-hair up
- Shorten rope when hanging from it |
| Cursor Down | - Aim cross hair down
- Lengthen rope when hanging from it |
| SPACEBAR | - Use weapon (one touch)
- Drop from rope |
| SPACEBAR | - Set strength of fired weapon (press and hold) |
| ESC | - Quit Options |
| +/- | - Set bounce high/low for projectiles |
| HOME | - Center on current Worm |
| TAB | - Switch to next Worm on team |
| R | - Action Replay |
| ` | - Open/Cancel Chat Box in multi player link game |
| F1-F12 | - Weapon shortcuts |

You can replace the default sound-banks with your own sounds using this utility program. From the Worms 2 CD, click Bankedit.exe to load the

Appendix 2 - Worms 2 Speech Bank Editor

Speech Bank Editor.

The Speech Bank Editor has the following options:

PLAY

- Click this button to play the currently selected sample in the Samples List.

STOP

- Click this to stop any samples that are currently being played.

SET

This button allows the user to replace the current sample with a sample of their choice.

- Click this button to open the file selector.
- Select a new sample.
- Click OK to accept your choice and replace the current sample. A blue square will now appear next to the sample name in the Samples List, indicating that it has been changed.

RESTORE

This button is only effective on samples that have been changed (ie those with a blue square next to them in the Samples List). Click Restore to change the sample back to the original sample.

LOAD, SAVE AND DELETE

You can save the current Sample Set using the box at the top of the screen. Click the box and enter a name for your Set.

- Click Save. Your new Sample Set will now be saved.

You can load a Sample Set by clicking a drop down menu at the top and selecting the name of the Set. The 'Delete' button can be used to delete the

TIP:

You can also preview samples in this mode by clicking the Play icon.

- Click this button to open the file selector.
- Select a new sample.
- Click O K to accept your choice and replace the current sample. A blue square will now appear next to the sample name in the Samples List, indicating that it has been changed.

RESTORE

This button is only effective on samples that have been changed (ie those with a blue square next to them in the Samples List). Click Restore to change the sample back to the original sample.

LOAD, SAVE AND DELETE

You can save the current Sample Set using the box at the top of the screen. Click the box and enter a name for your Set.

- Click Save. Your new Sample Set will now be saved.

You can load a Sample Set by clicking a drop down menu at the top and selecting the name of the Set. The 'Delete' button can be used to delete the currently highlighted Sample Set. The default Set cannot be deleted.

UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void, if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice. Refunds Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only. Product / Documentation Replacements Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS: Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.