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WORMS?
COMMAND SUMMARY
Atari 400/800/1200XL

Number of Players - One to four.

To Load - See your Atari Owner's Guide for instructions.

To Select Worms:

SELECT key - For moving to the next worm position.

OPTION key - For choosing a type of worm (NEW, WILD, etc.) for each position.

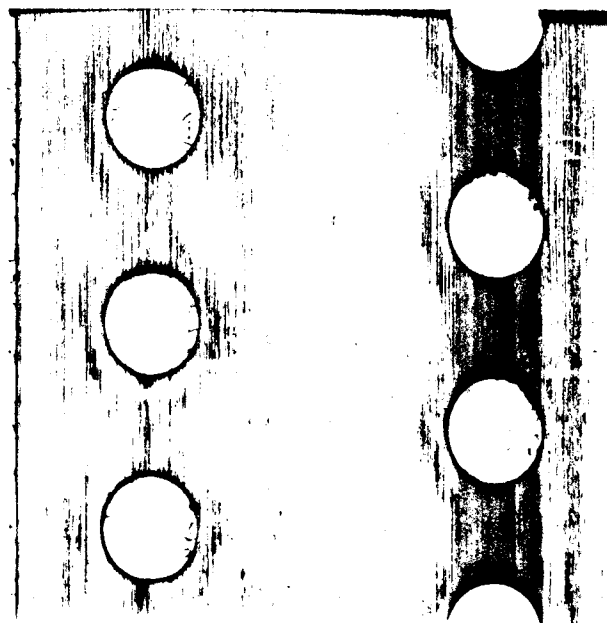
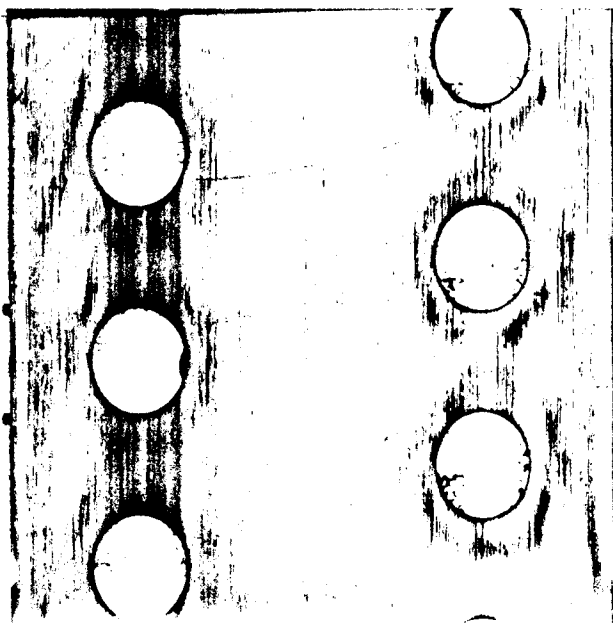
To Start - **START** key.

NOTE: Use SELECT and OPTION only if you want to change worm types. Otherwise just use START to begin another game.

<u>Play Commands</u>	<u>Using Keyboard</u>	<u>Using Paddles</u>
Choose worm direction	SPACE BAR	Turn paddle
Move	Press any key	Red fire button

Keyboard movements and paddle movements can be used in the same game.

Note: Paddles in Port #1 control the gold and pink worms; in Port #2, the blue and green worms.



To Save Worms:

- First:
- Load the Worms? program disk, remove the program disk from the drive and insert the blank, formatted disk (using Atari DOS) into the drive. Remember: If you make a mistake, you can press any key to go back to the SELECT/OPTION/START menu.
- Then:
- Use SELECT to indicate which worm you want to save.
 - Press **S**. The computer will respond SAVE? RETURN.
 - Press RETURN key for "yes". Or else if you don't want to save that worm, press any other key to return to the SELECT/OPTION/START menu.
 - The computer will ask FILE NAME: Enter a worm name that is no more than 4 characters long. Then press RETURN. The screen will go blank as the worm is saved onto the disk.

To Load Worms:

- First:
- Load the WORMS? disk. Then put the disk with the saved worms in the disk drive.
- Then:
- Use the SELECT key to indicate which color you want your saved worm to play.
 - Press **L**. The computer will respond LOAD? RETURN.
 - Press RETURN and the computer will ask FILE NAME:
 - Enter the worm's name and press RETURN. The screen will go blank as the worm is loaded.

To Update Worms (for teaching a "saved" worm new moves):

- First:
- Put the disk with the saved worms in the disk drive.
- Then:
- Press the SELECT key to choose which worm is being updated.
 - Press **U** for update. The computer will respond UPDATE (worm's name)? RETURN
 - Press RETURN and the new moves will be added to the worm's file.
 - The screen will go blank during this time.

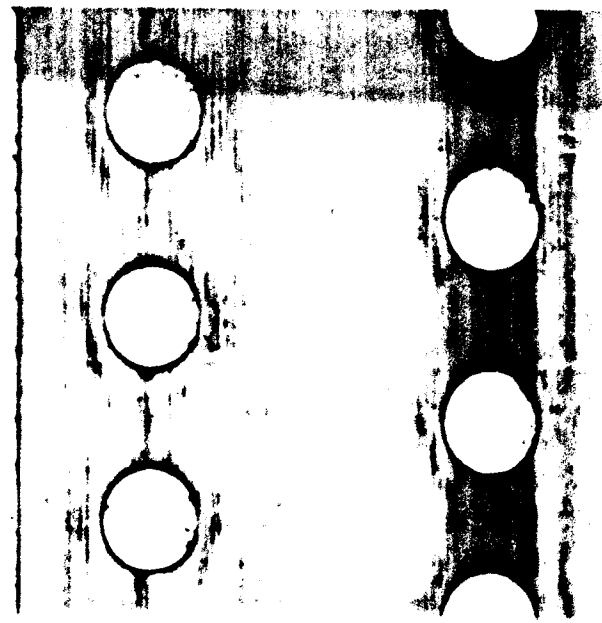
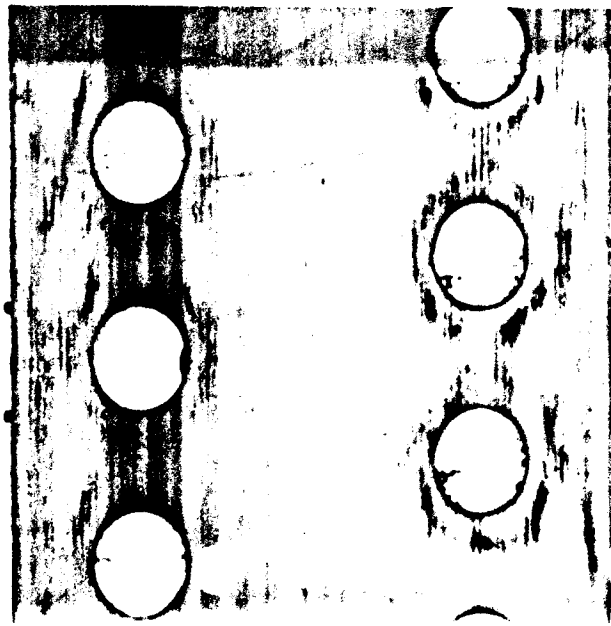
Directory:

- First:
- Put your disk with the saved worms in the disk drive.
- Then:
- Press **D**. The computer will respond DIRECTORY? RETURN.
 - Press RETURN and the names of your saved worms will be listed at the top of the screen.

When you are finished, just press the function key to begin your next game.

Additional Credits:

Target Compiler: Nautilus Systems
Forth System: Norm Lane
Charles Moore and whole fig-Forth community



Worms?