

DEMO RELEASE 1.0: (Sept 1st 1997)

Please note that this demo contains non-final code and may be subject to minor performance problems, these will be amended in the final release version. Check the Worms2 website for more information on www.worms2.com

IMPORTANT:

Worms2 is designed to run exclusively under Windows95 and you should ensure that you have a Direct-X v3 installed on your system. (Final release uses Direct-X v5)

Please read GUIDE.TXT for an outline on the game and how to control it, Worms is far from simple (despite appearances) and it takes time to master.

DEMO CONTENTS:

This demo of Worms2 is severely limited in that it demonstrates just a small number of the features and possibilities of the full game. Here is a list of features MISSING from this demo version;

- No Internet/Network Play (hotseat play only in demo)
- No CPU teams (for single & mission play)
- Many weapons & features missing or unavailable (Over 40 in final game)
- No Weapon Crates & First Aid Crates
- Time, Worm and Team restricted (demo limited to 2 teams of 2 worms)
- No ability to select from 2-6 human/cpu teams, with up to 8 worms/team
- No editing of the *massive* option suite (Saveable schemes in final game)
- No user-friendly Win95 menu system
- Just 1 graphic theme in demo (many more in final release)
- No terrain editor (only fixed terrains in the demo)
- No weapon editing (Saveable schemes in final game)
- No randomly generated levels (billions are possible)
- Just one speech bank (final contains many)
- No speechbank editor
- No single player missions
- No stats or team roster
- No music (final game has CD audio ambience tracks & jukebox)
- Single animation sequence (CD/Full demo - final release has more)
- No localisation (full version localised, including speechbanks)

RECOMMENDED SPEC:

The recommended spec for optimal performance is as follows;
P120 or above
2Mb or above video card
16Mb or (preferably) more system ram
16Bit audio card

TROUBLESHOOTING:

Always play the game when no other applications are running, to ensure maximum system resources are available.

MATROX MILLENIUM PERFORMANCE PROVBLEMS:

We have found that using the Windows MGA driver rather than the Matrox specific video driver improves performance of the game with a Matrox Millenium. Problems occur on any weapon which involves destruction of the background graphics, causing the video update to slump - if this happens

on your system, use the Windows driver instead. To change your video driver, open up the settings/control panel for your video card, select advance settings and click on CHANGE - try one of the other drivers listed in the panel, especially the oldest one (if dated).

GRAVIS ULTRASOUND EXTREME:

Worms2 uses Direct Sound (in the Direct X suite) for communicating with the audio card, but some cards appear have a problem with this. The Gravis Ultrasound Extreme and cards based on ESS architecture have performance problems. Team17 will try and rectify these problems in the release version.

CREATIVE LABS AWE-64

Please ensure that the REVERB output of your Awe64 is muted or off, or performance problems may occur.

If you have any other problems running the demo, please email us at 'support@team17.com' or fax us on +44 (0)1924 267658.

REDISTRIBUTION OF THIS DEMO:

Team17 permit authority to redistribute this demo as long as the original files remain intact and unchanged. We would appreciate it that web sites who wish to distribute the files offer all versions of the demo (with and without Direct-X installation offered). Check www.worms2.com for details.

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