

**AGW**

**COLLABORATORS**

	<i>TITLE :</i> AGW		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AGW</b>	<b>1</b>
1.1	Manual . . . . .	1
1.2	What is Wally? . . . . .	1
1.3	How to play. . . . .	2
1.4	The Levels . . . . .	2
1.5	Electronic Minds . . . . .	3

# Chapter 1

## AGW

### 1.1 Manual

```
Wally the Wörm
=====
Short manual
=====
```

What is this Wally-thing anyway?

How to play Wally the Wörm.

The three levels.

Electronic Minds

Copyright Electronic Minds 1996

### 1.2 What is Wally?

Wally the Wörm is a new version of the old classic Worm ↔  
-game.

"It's so easy to play that even YOU should be able to pick it up in no time."

By the way, Wally the Wörm is the swedish way of spelling Wally the Worm.

BEHOLD! WALLY THE WÖRRM IS FREEWARE!!!

IMPORTANT NOTE:

Electronic Minds takes no responsibility if your monitor or your head  
explodes or if any other minor problem occur while using Wally the wörm.

---

Uhh..OK..I think.

### 1.3 How to play.

Choose a level in the main-menu using the joystick or the arrow ←  
-keys.

Goto "Exit" and press Fire or Return to play the selected level.

Use your joystick to move the white line (that's Wally) around the screen.  
OR... Use the keys, the ones to the right with the numbers on.

Normal mode or PC-mode?

~~~~~

If you are a Lamer use PC-mode. If you are normal use "normal mode"  
If you are something else, don't play! ;-)

More...

Pick up as many flashing "items" as possible to get points (400p each)

While you wind around the screen you'll notice that Wally gets taller.  
He gets one pixel taller every 2:nd second.  
When you take one of the "items" he'll get 10 pixels taller.

If you play VERY good Wally will reach the maximum length of 2200 pixels.  
At that time he will begin to flash yellow/white.  
and the point-counter will freak out (lots and lots of points 8-)

We recomend you to explore the levels the first time you play.  
Try to find out where you can and can not go with Wally.

OK

### 1.4 The Levels

Voodoo.

~~~~~

Well... It's a level...you know..in the jungle...or something.

Note: This is the "Happy level" (You know it's green and nice.)  
Some people also think this is the hardest level.

Techno.

~~~~~

It doesn't actually have very much to do with the music style

---

we just thought that it was ehh.. a nice name..

Note: This is probably the easiest level.

Chains.

~~~~~

Oooh.. this is a scary one.

Note: This should be the hardest level as it forces you to go in the diagonal directions. There's not too much space either.

That's all folks

## 1.5 Electronic Minds

Electronic Minds

~~~~~

This fantastic group of 17-year-olds from Kalmar in Sweden are

Martin Persson - The MIGHTY programmer (OK so it's AMOS, big deal)

Alli Sadeghian - The artist (The BEAST ehh..I mean the BEST :-)

Niklas Pahlsson - The BEST Musician in Kalmar (including Rinkabyholm)

If you find any bugs in WTW don't contact us! Use a swatter!

If you want to share your feelings about WTW with us

(or if you just want to send money \$-)

Please contact us, we might have some programs or games to send you.

Martin Persson

Skräddaretorpsv. 15 A

393 53 KALMAR

Sweden

Niklas Pahlsson

Skorstensv. 98

393 63 KALMAR

Sweden

Alli Sadeghian

Röde Orms Gränd 6

393 63 KALMAR

Sweden

Email: we can be reached ( at least until the summer 1997 )

at the following adresssssss (hmm)

Martin Persson:      nv94pema@kagg.gy-edu.kalmar.se

Niklas Pahlsson:      nv94pani@kagg.gy-edu.kalmar.se

OK. that was interesting!