WormWars

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COLLABORATORS			
	TITLE : WormWars		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

WormWars

1.1   Worm Wars

```
                        #*=====================*#
            #|   W O R M   W A R S   |#
            #|     for the Amiga     |#
            #|      Version 7.21a    |#
            #|     Mon 21 Oct 2002   |#
            #|                       |#
            #|   by James R. Jacobs  |#
            #*=====================*#
```

```
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1.2   Overview

Worm Wars is an arcade game for up to 4 players, who travel around a
series of rectangular maze leaving a deadly trail behind them, fighting 16
types of creature and collecting 32 varied object types.

The integral field editor allows you to load, edit and save user
fieldsets, for greater lasting attraction. There is support for
playing MED and IFF 8SVX files as music and sound effects respectively.

It is enjoyable either for one player, or for competitive multiplayer

games, and demo mode is available. Amiga or human control can be specified
for any worm. Two keyboard players, four joystick players, and/or four
CD32 gamepad players are supported. It is system-friendly and style
compliant.

1.3 New Features

. Fixed: corrupt graphics in deep screens.

1.4 Usage

System Requirements

Startup

1.5 System Requirements

Hardware	Required	about 512K free RAM
	Recommended	Colour monitor
		Mouse
		Joystick(s)
		CD32 controller(s)
		Flicker fixer
		about 1Mb free RAM
		Keyboard with numeric keypad
		Battery-backed clock
		Parallel port joystick adapter
Firmware	Required	Kickstart 2.0+
	Recommended	Kickstart 3.1+
Software	Required	OS2.04+
	Recommended	OS3.5+
		MEDPlayer.library (included)

You need at least Installer 42.9 to run the installation script.

1.6 Startup

Workbench ToolTypes

CLI arguments
Startup

The default behaviour is to load the music and sound effects automatically
at startup. The -n (NOPRELOAD) CLI argument prevents loading of the sound
effects and music until they are needed.

If WormWars.font cannot be loaded at startup, Topaz 8 is used.

If the specified default fieldset cannot be loaded at startup,
a blank, five-level fieldset is used instead, with a treasury floored
with silver.

The user's preferred screen mode, initial worm controls, and settings for
"Animations?", "Create Icons?", "Thick Tails?" and "Shuffle Levels?" are
loaded from WormWars.config, if possible.

If the WormWars.config file does not exist, and you are running OS2.1+,
you will be asked to select your preferred screen mode. At least 640x512
in 16 colours is required. There is no advantage in selecting a larger or
deeper screen than this.

1.7 Workbench ToolTypes

          The following can be specified in the game's .info file. All are ←
             optional.

```
   TOOLPRI=<priority>                              eg. TOOLPRI=5
      FILE=<fieldset>                              eg. FILE=foo.fset
    GREEN=JOY|GAMEPAD|AMIGA|NONE|KYBD    eg. GREEN=GAMEPAD
      RED=JOY|GAMEPAD|AMIGA|NONE|KYBD
     BLUE=JOY|GAMEPAD|AMIGA|NONE
   YELLOW=JOY|GAMEPAD|AMIGA|NONE
 NOPRELOAD                                         eg. NOPRELOAD
   NOANIMS
   NOMUSIC
     NOFX
   NOICONS
THICKTAILS
   SHUFFLE
    QUIET
```

These are equivalent to the relevant
                CLI arguments
                 .

If you double-click on a fieldset file, the game will load with that
fieldset. In that case, ToolTypes are of course, taken from the fieldset's
.info file.

1.8 CLI Arguments

Command Information

                              WormWars

Format: WormWars [-p=<priority>] [-n|nopreload]
               [-a|noanims] [-i|noicons] [-s|shuffle]

```
                    [green=JOY|GAMEPAD|AMIGA|NONE|KYBD]
                      [red=JOY|GAMEPAD|AMIGA|NONE|KYBD]
                      [blue=JOY|GAMEPAD|AMIGA|NONE]
                    [yellow=JOY|GAMEPAD|AMIGA|NONE] [-t|thicktails]
                    [[file=]<fieldset>]]
```

Template: WORMWARS -N=NOPRELOAD/S,-A=NOANIMS/S,-I=NOICONS/S,
                 -P=PRI/K/N,-S=SHUFFLE/S,-Q=QUIET,GREEN/K,
                 RED/K,BLUE/K,YELLOW/K,-T=THICK,FILE

Purpose: To run the Worm Wars game.

Specification:

    -p: the priority that Worm Wars will be run at.
                 Higher priorities can help the game to run
                 closer to full speed. Lower priorities can
                 help the system multitask, by giving less
                 processor time to Worm Wars.

                 The allowable range is -128 to +5, with the
                 default being 0.

    -n: don't load sound effects and music until they are needed.

    -a: turn off animations. This is not needed on 68000/68010-
                 based systems, as animations are turned off by default
                 on such systems.

    -i: don't create icons when saving.

    -s: shuffle levels.

    -q: don't report errors during startup.

    colour=KYBD|JOY|GAMEPAD|AMIGA|NONE:
                 the initial controls for the worms. For example,
                 GREEN=KYBD will select keyboard control for the
                 green worm. Unless otherwise specified, RED=KYBD,
                 YELLOW=AMIGA, GREEN=NONE and BLUE=NONE. KYBD
                 is not available for the blue and yellow worms.

    -t: draw thick worm tails instead of thin ones.

    <fieldset>: the pathname of your default fieldset. This
                 is taken exactly as entered; an '.fset'
                 extension is not automatically appended. If no
                 argument is given, the default is PROGDIR:WormWars.fset.

    ?:   displays the command line argument format.

    The order of the arguments is interchangeable.

Examples:

    WormWars /foo.fset   load foo.fset from parent
                            directory, and run at priority level 0
```

```
   WormWars -f -p-3 bar.fset
                               load bar.fset from current
                               directory, and run at priority
                               level -3, without loading sound effects

   WormWars HD1:foo.fset -m -f -p4 -o
                               load foo.fset from root
                               directory of HD1:, and run at
                               priority level +4, without loading music or
                               sound effects, and set overhead viewpoint

   WormWars -p+5 /fsets/bar.fset
                               load bar.fset from fsets/
                               sibling directory, and run at priority
                               level +5

   WormWars ?                  display command format
```

1.9 Title Screen

```
                Keys

Esc F1 F2 F3 F4 .. .. .. .. .. ..
.... 1 2 3 4 . . . . . . . . . <-   ... Hel   . . . .
..... Q . . . . . . . O . . . Ret           . . . .
... .. A S . F . H . . . . . . ur     .      4 . . .
Shift . . . . . . N M . . ? Shift    . . .   1 2 3 E
  .. .. -----Spacebar---- Am ..               -.- . n


1-4 or F1-F4 cycles the relevant worm
             controls
              through the various
control options. If Shift is held as a qualifier, it cycles backwards.
Return or Enter begins the game.
M toggles the music on or off.
F toggles the sound effects on or off.
S toggles level shuffling on or off.


Menu

 Project|New             Amiga-N              Creates a blank, 5-level
                                              fieldset titled WormWars.fset.
 Project|Open...         Amiga-O              Loads a fieldset.
 Project|Revert          Amiga-R              Reloads the current fieldset.
 Project|Save            Amiga-S
 Project|Save As...      Amiga-A
 Project|Delete...       Amiga-D              Deletes a fieldset.
 Project|Quit            Amiga-Q, Esc         Exits to CLI/Workbench.
Settings|Animations?     Amiga-T              Animations on/off.
Settings|Create Icons?   Amiga-I              Create icons when saving?
   Help|Creatures...                          List of creatures.
   Help|Objects...                            List of objects.
   Help|About...         Amiga-?, Help        Credits window.
```

Gadgets

    Key   Colour   Human Controls

                1   Green   Joystick 3/Gamepad 3/Left Keyboard

                2   Red   Joystick 4/Gamepad 4/Right Keyboard

                3   Blue   Joystick 2/Gamepad 2

                4   Yellow   Joystick 1/Gamepad 1
            Any combination of controls is acceptable, but at least one worm ←
                must
exist.

1.10 Field Editor

                The field editor allows you to load, edit and/or save the ←
                    playfields
which the worms compete on.

You are allowed to have up to 50 levels, plus the bonus level, in each
fieldset.

The high score table for each fieldset is saved with the fieldset. Making
any modification to the fieldset will clear all the fieldset's high
scores.

            Hints
            Keys

Esc F1 F2 F3 F4 F5 F6 F7 F8 .. ..
.... 1 2 3 4 5 6 7 8 9 0 . . . ..   Del Hel   ( ) . .
..... Q . E R T . U I O . . . Ret   7 8 9 .
Ctr .. A S D F . . . . ur   U   4 5 6 .
Shift . . C . . . N M . . ? Shift   L D R   1 2 3 E
   Al .. -----Spacebar---- Am Al   -0- . n

        F1   empty
        F2   silver
        F3   gold
        F4   dynamite
        F5   wood
        F6   stone
        F7   metal
        F8   frost

M toggles the music on or off.
F toggles the sound effect on or off.

Delete and Help change the current level (lower and higher,
respectively). When shifted, they change to level 1 or the
final level, respectively.

C centres the cursor in the centre of the field.

X and Y are symmetry functions. The cursor will move to the other side of
the field, at the same distance from the other edge as it was originally
from the original edge. This is useful for making symmetrical fields.

Numeric . stamps the current brush at the current cursor location.

Numeric 0 toggles 'sticky mode'. This means that the 'brush'
is held down: any single-square keyboard cursor movements will alter
squares that the cursor passes over to the current brush. Toggling
sticky mode 'on' also does a 'stamp' of the current brush at the current
cursor location.

F1-F8, when unshifted, change your brush type to the
appropriate type, as if the gadget had been clicked. When shifted,
the level will be filled with the requested square type, without change to
the current brush.

Alphanumeric 1-8 change the square under the cursor to
the relevant type, without affecting the current brush.

The cursor keys or numeric keypad move the cursor around the field.
The default movement is one square. (If sticky mode is on, copies of the
brush are left behind). Holding Alt moves the cursor in increments of
five squares. Holding Shift or Ctrl moves the cursor to the
relevant edge of the field. (The cursor is shown as a white dot, or in
sticky mode as a red dot.)

Numeric (and) cycle the brush and square under the
cursor through the available
                objects
                , lower and higher, respectively.

Menu

```
 Project|New          Amiga-N               Clears the fieldset.
 Project|Open...       Amiga-O               Loads a fieldset.
 Project|Revert        Amiga-B               Reloads the current fieldset.
 Project|Save          Amiga-S               Saves current fieldset.
 Project|Save As...    Amiga-A               Saves with new filename.
 Project|Delete...     Amiga-D               Deletes a fieldset.
 Project|Quit          Amiga-Q, Shift-Esc Exits to CLI/Workbench.
    Edit|Cut           Amiga-X
    Edit|Copy          Amiga-C
    Edit|Paste         Amiga-V
    Edit|Erase         Amiga-E               Clears this level.
    Edit|Delete                              Deletes this level.
    Edit|Insert                              Inserts blank level here.
    Edit|Append                              Adds blank level to end.
Settings|Animations?   Amiga-T               Animations on/off.
Settings|Create Icons? Amiga-I               Create icons when saving?
Settings|Thick Tails?  Amiga-H               Draw thick worm tails?
    Help|Creatures...                        List of creatures.
    Help|Objects...                          List of objects.
    Help|About...      Amiga-?, Help      Credits window.
```

Mouse control

The gadgets to the left of the field will change your current 'brush' to
the appropriate type. This brush is assigned to the left mouse button,
and the keyboard and joystick. The pointer imagery will be altered to
reflect your brush type, for some brush types.

The right mouse button, when over the playfield, will function as
'empty' rather than bringing up the menus.

Clicking on the field will change the current cursor location to the
chosen square, and change that square to the current brush (or to 'empty'
if the right mouse button is clicked).

You can click on any object in the Help|Objects... requester, and that
object will become your current brush.

Teleports:

Two teleports may be defined in the field editor. These
                teleports
                will teleport to each other during gameplay. They are independent ←
                   of any
teleports that may be created randomly as the game progresses. You use the
T key for teleports.

Start:

The starting location for all worms. This is invisible during
gameplay. Usually it is best left where it is, in the centre of the
field. You use the S key to set the starting location.

```
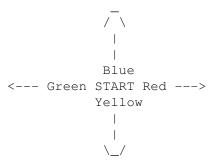                                _
                              / \
                               |
                               |
                              Blue
                  <--- Green START Red --->
                             Yellow
                               |
                               |
                              \_/
```

Octopi:

Each level may have up to 12 user-defined octopi. You use the O key
for octopi.

Arrows:

You use the U key for up-arrows, and the D key for down-arrows.
Arrows change the speed of the worm; eg. if a worm travelling up (north)
hits an up-arrow, its speed is increased; if a worm travelling down
(south) hits an up-arrow, its speed is decreased.

1.11 Hints for Creating Fieldsets

All worms start from the same square. Worms may emerge from it
in any orthagonal direction. Leave enough space. Fields should not give an
unfair advantage to any particular worm(s). The easiest way to ensure this
is through the use of symmetry.

Mazes one square wide are difficult. 3-5 squares width is usually more
appropriate for less skilled players.

Point-squares (ie. silver and gold) should be used with restraint, and
generally only as a reward for difficult maneouvering. The average field
should give have only about 5% point-square density. Richer fields can be
made for experienced players, but they should be as a reward for skill.

Goats only fire when they are on the edge of the stone/wood/metal/tail/
slime, but they move quasi-randomly. Therefore, some configurations will
be more deadly than others. For example, thin lines provide maximum
contact between worms and goats, and thick square areas will quickly
generate new goats.

Lightly sprinkle your treasury with objects. Use objects very sparingly
or not at all in other levels.

Metal squares which are aligned with each other can be deadly, as
fragments can bounce between one and the other endlessly
until a collision occurs. Remember also that metal is unjumpable.

1.12 Other Information

```
Contact Details

Development System

Source Code

History

Other Software
```

1.13 Contact Details

Licence

Worm Wars for Amiga is freeware. It is available as a service to the Amiga
community. There are no limits on usage, distribution or modification,
except that you are not allowed to modify and/or distribute it for
commercial purposes or port it away from the Amiga without consent.

Permission is hereby granted to the Amiga community in general to use
and distribute this program as they deem appropriate.

```
Bugs

Amiga development and style guidelines have been adhered to, using the
official Amiga Developer CD 2.1 as authoritive reference.

Please contact us immediately if any bugs are found. You can use our
utility, Report+, to generate bug reports for Worm Wars, though this is
not required.

Submissions

Fieldsets, etc. can be submitted to Amigan Software and may be
distributed with a future release and/or offered for download, with
acknowledgements to the contributor(s).

Users are invited to contribute suggestions for the future of the game.
Special thanks to Jilles Tjoelker.

Future

Amigan Software have demonstrated their commitment to the Amiga for
many years. We intend to continue further AmigaOS programming.

Contact details

EMail       amigansoftware@abime.net

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            Amigan Software
            11 Yate Gdns
            RIVETT ACT 2611
            Australia

Voice       Australia (02) 6287 4917
```

1.14 Amiga Development System

```
Hardware    Virtual A1200 (MC68020+FPU on 233MHz Pentium)
            1.2Gb 3.5" IDE hard disk (2Gb compressed)
            2Mb chip RAM
            8Mb fast RAM
            56Kbps Dynalink (Rockwell) modem
            ESS MF-1868 (SoundBlaster Pro-compatible) sound card
            AcerView 56L monitor running as 15Hz AGA PAL (640*512)
            Battery-backed clock
Firmware    Kickstart 3.1
Software    WinUAE 0.8.8 R9 and 0.8.17 R3
            AmigaOS 3.9 with all Boing Bags and other updates
            SAS/C 6.58 with SLink and SAS/C Editor and CodeProbe
            Amiga Developer CD 2.1 and 3.9 NDK
            Amiga Lint 2.0b
            BlowUp
```

```
        CheckGuide
        CodeWatcher 1.4
        CXXC 1.4
        CygnusEd Professional 4.2
        Deluxe Paint 5
        IFF 2 Source 1.0
        IO_Torture
        KingCon 1.3
        LhA 1.51
        MungWall
        OctaMED 5 and MEDPlayer Programmer's Sources
        PatchWork
        PrintA
        Report+ 5.63
        Sashimi
        SoundBox 2.9 beta
        StackSnoop
        VirusChecker ][ 2.2 (BF 2.18)
```

Thanks to all those whose software was used to create Worm Wars.

1.15 Source Code

The Amiga version is written in hybrid C/assembler (SAS/C 6.58), whilst
the IBM-PC version is written in hybrid C/C++ (Microfilth Visual C++ 5.0),
using Microfilth Foundation Classes.

Both platforms use the same game engine, written in C, with API calls for
the relevant OS in other modules.

SAS/C 6.58 source code is provided, with which you may do as you wish for
non-commercial purposes.

The Amiga source files are:

```
system.c,o      Most Amiga-specific code.
fe.c,o          Field editor.
engine.c,o      Code common to the Amiga and IBM-PC versions.
tails.c,o       Graphics for the thin worm tails.
squares.c,o     Graphics for all other squares.
amiga.h         Amiga-only header used by all modules.
diff.h          Platform-specific header used by system, engine modules.
same.h          Header file common to all modules and both platforms.
ww.link         AmigaDOS script to link modules into executable.
SCOPTIONS       SAS/C options we prefer to compile with.
libproto.h      MEDPlayer.library C header.
stdafx.h        Required for IBM-PC compatibility. :-(
```


1.16 History


```
7.21a [Amiga 2.04+].                              Mon 21 Oct 2002.
7.21  [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Wed 11 Sep 2002.
```

```
7.2    [Amiga 2.04+].                                      Mon  9 Sep 2002.
7.1a   [Amiga 2.04+].                                      Mon 19 Aug 2002.
7.1    [Amiga 2.04+].                                      Thu  8 Aug 2002.
7.02   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Sat  6 Jul 2002.
7.01   [Amiga 2.04+].                                      Sun  2 Jun 2002.
7.0    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Mon  8 Apr 2002.
6.9    [Amiga 2.04+].                                      Thu  7 Feb 2002.
6.81   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Tue 25 Sep 2001.
6.8    [Amiga 2.04+].                                      Mon 10 Sep 2001.
6.7b   [Amiga 2.04+].                                      Sun 12 Aug 2001.
6.7a   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Mon 25 Jun 2001.
6.7    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Tue 22 May 2001.
6.6    [Amiga 2.04+].                                      Sat 21 Apr 2001.
6.5    [Amiga 2.04+].                                      Sun 31 Dec 2000.
6.4    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Sat  7 Oct 2000.
6.3a   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Fri 18 Aug 2000.
6.3    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Tue  8 Aug 2000.
6.2    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Thu 22 Jun 2000.
6.1    [Amiga 2.04+].                                      Thu 15 Jun 2000.
6.0a   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Thu  8 Jun 2000.
6.0    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Thu  1 Jun 2000.
5.60   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Wed 26 Apr 2000.
5.6    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Wed 19 Apr 2000.
5.51a  [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Wed 29 Mar 2000.
5.51   [Amiga 2.04+].                                      Tue 28 Mar 2000.
5.5    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Tue 14 Mar 2000.
5.4    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Sun  5 Mar 2000.
5.3    [Amiga 2.04+].                                      Sun 13 Feb 2000.
5.21   [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Wed  5 Jan 2000.
5.2    [Amiga 2.04+].                                      Wed 29 Dec 1999.
5.1a   [Windows 95/98/NT/2000/XP].                 Tue 28 Dec 1999.
5.1    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Tue 23 Nov 1999.
5.0a   [Windows 95/98/NT/2000].                    Tue  2 Nov 1999.
5.0    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Mon  1 Nov 1999.
4.4    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Wed 22 Sep 1999.
4.3a   [Windows 95/98/NT/2000].                    Wed  8 Sep 1999.
4.3    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Sun  5 Sep 1999.
4.2    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Sat  7 Aug 1999.
4.1    [Amiga 2.04+][Windows 95/98/NT/2000/ME/XP]. Sun  6 Jun 1999.
4.0    [Amiga 2.04+].                                      Sun  1 Nov 1998.
3.3    [Amiga 2.04+].                                      Wed 29 Jul 1998.
3.2    [Amiga 2.04+].                                      Tue  3 Dec 1996.
3.1    [Amiga 2.04+].                                      Tue 16 Apr 1996.
3.0    [Amiga 2.04+].                                      Thu 18 Jan 1996.
2.2    [Amiga 1.2+].                                       Sun  5 Feb 1995.
2.1    [Amiga 1.2+].                                       Tue 27 Dec 1994.
2.0    [Amiga 1.2+].                                       Sat  3 Dec 1994.
1.7    [Amiga 1.2+].                                       Wed 26 Oct 1994.
1.6    [Amiga 1.2+].                                       Sun  9 Oct 1994.
1.5a   [Amiga 1.2+].                                       Thu 25 Aug 1994.
1.5    [Amiga 1.2+].                                       Sun 10 Jul 1994.
1.4    [MS-DOS].                                           Wed  9 Mar 1994.
1.3    [MS-DOS].                                           Fri 11 Feb 1994.
1.2    [MS-DOS].                                           Thu  4 Nov 1993.
1.1    [MS-DOS].                                                      1993.
1.0    [MS-DOS].                                                      1993.
```

1.17   Other Software

```
Report+ 5.63
```

```
Report+ is a freeware ReAction-based utility with ten functions:
```

 1. It is an enhanced, reverse-engineered, 100% byte-compatible
    replacement for the official Commodore bug reporting tool (40.2).
 2. It can generate/edit Aminet-style readmes.
 3. It can administer the Amiga Certified Software Engineer test.
 4. It can perform batch processing on icons.
 5. It can access the official manufacturer and product ID registries.
 6. It can view IFF FORMs and their component chunks.
 7. It can convert between various end-of-line (EOL) formats, optionally
    also detabulating and/or unwrapping.
 8. It can show directory byte usage for any path, optionally also
    fixing protection bits.
 9. It can edit A3000/A4000-type battery-backed memory.
10. It can check your OS3.9 installation (or any other path) for missing,
    surplus and/or outdated files.

```
Saga 1.2a
```

```
This is a conversion of the 1981 TSR boardgame "Saga: Age of Heroes", for
up to 6 players. Players can be controlled by human or Amiga.
   In Saga: Age of Heroes, players defeat evil monsters, win fabulous
treasures and rule great kingdoms in their quest to gain glory and be the
one hero whose memory will live on forever in the songs and stories of the
age.
   It is currently available in English and German. Full SAS/C source code
is included.
```

```
Worm Wars for Windows 95/98/NT/2000/ME/XP
```

```
The Amiga version of Worm Wars has long been popular in the Amiga
community, acknowledged as the premier snake game for many years.
It is also available to the masses of benighted Windows users. That
version includes dockable toolbars, status bar, automatic
saving/reloading of configuration information, and a larger field.
```

1.18   How to Play

```
            Worm Wars is an arcade game for 0-4 human players. Each player

            controls
             a
            worm
            . They move around a semi-toroidal
rectangular (45x40) playfield, leaving their tails behind them. Each

            worm
             aims to amass the most
            points
            , to
```

complete the levels and to survive as long as possible.
The rightmost column is not actually part of the fieldset but rather
indicates the vertical position of the current number and all worms.

Controls

Squares

Creatures

Numbers

Objects

Scoring

Strategy

Fragments

Teleports

Timebombs

1.19 Creatures

Type	Points	Damage
Bird	40	3
Cloud	20	3
Dog	20	5
Drip	100	5
Fish	20	2
Giraffe	40	3
Goat	50	2
Lion	50	5
Octopus		

```
                    50        5

            Orb
                    40        5

            Otter
                   150        5

            Penguin
                    20        3

            Protector
                     0        5

            Slime
                     0        2

            Whirlwind
                   100        5

            Worm
                     0        5
```

1.20 Controls

```
              In-game keyboard controls

Esc .. .. .. .. .. .. .. .. .. ..
.... . . . . . . . . . . . . .. ... ...    . . . .
..... Q W E . T . . . . P . . ...          7 8 9 .
... .. A S D F . . . . . . . . . .    U    4 5 6 .
Shift . Z X C . . . M . . . Shift   L D R  1 2 3 E
   .. .. ----Spacebar---- .. ..            -0- . n

    Green worm                    Either   Red worm
```

Esc exits to the
            title screen
            .
Shift-Esc exits to CLI/Workbench.
P pauses until P is pressed again.
M toggles the music on and off.
F toggles the sound effects on and off.
T (for turbo) will run the game as fast as possible, for the
rest of the level, when there are no human worms alive. The clock will be
lit whilst in this mode.

Worm control principles

Worm control is an acquired skill and is the single most important factor
in playing successfully and enjoyably.

A worm has direction and speed. It is unable to ever stop completely,
but its speed is adjustable between three or four settings. It can

turn 45\textdegree{}, 90\textdegree{} or 135 \textdegree{}in any direction and can ↩
    move orthogonally or
diagonally.

The worm can pass through most types of square, though some cause damage.
Some squares slow the worm down, halving its speed for every square
traversed (to a minimum of 'slow'). Stone, metal, goats, octopi, fish,
and blocked
                teleports
                 will block the worm's motion as well
as slow it.

Control of the worms is by keypresses; that is, press and release in a
normal keystroke motion. There is no reason to ever hold down any key.
Only fresh keystrokes are ever looked at by the program. Also, holding
down a key may lock out your input (see below).

For joystick control, it is best to nudge the joystick briefly in the
direction you want, and let it return to the central upright position.

Each move, a worm is able to do any one of five things:

    .   fire (in the current direction);
    .   change direction;
    .   change speed (one speed in either direction);
    .   jump; or
    .   nothing.

The worm will move one square regardless. This means you can:

fire in your current direction and move in your current direction,
change direction   and move in the new direction,
change speed   and move in your current direction.
jump   leaping 2-4 squares and then landing, in
                                your current direction.
nothing   and move in your current direction.

Speed changes are accomplished using the same keys as for turning.
Pressing the direction you are already travelling increases your
speed; pressing against that direction decreases your speed.

Keyboard [green and red]

If only one human is selected for the keyboard, all three sets of
keyboard controls are available for that player, whether it is the
green or red worm. When only one human is selected for the keyboard,
we suggest using the cursor keypad, as it has the best rollover
properties (ie. you can press a key whilst another is already held
down). However, the cursor keypad obviously does not support diagonal
movement.

Two players may use the keyboard, playing at each end. If there are
two humans selected for the keyboard, the cursor keypad cannot be
used, due to keyboard hardware limitations. The green worm must use
the leftmost controls (QWEASDZXC, spacebar) and the red worm
must use the rightmost controls (the numeric keypad).

Note that the leftmost and rightmost controls do not rollover properly,
due to keyboard hardware limitations. This means that you must release
all keys before pressing another one, or the new keystroke is ignored
and so is all further input from that player until all keys are released.
The other player's keystrokes are completely unaffected by what you do;
you can only cause this problem for yourself.

X and C are both down-right for the green worm.
Spacebar is the firebutton for the green worm.

5 and 2 are both down for the red worm.
0 and Enter on the numeric keypad are both
firebuttons for the red worm.

Joystick [all]

The green and red worms can use joysticks plugged into a parallel port
joystick adapter. These extra joystick ports are ports '3' and '4',
respectively. This uses direct hardware access, rather than using the
parallel.device.

The blue and yellow worms can use joysticks plugged into port '2' and
'1', respectively. This uses direct hardware access, rather than using the
gameport.device.

CD32 gamepad [all]

You can use a CD32 controller to control any worm. The relevant ports are
the same as for joystick play (see above).

1.21 Squares

The various types of square are as follows:

Empty: Harmless. Worth 1 point.

Silver: Harmless. Worth 10 points.

Gold: Harmless. Worth 20 points.

Dynamite: Harmless. When touched, sets off adjacent dynamite in a chain
reaction. Each square dynamited is worth 5 points.

Wood: Painful. Slows movement.

Stone: Painful, slows movement, blocks movement.

Metal: Painful, slows movement, blocks movement, reflects fragments/
bullets, can't be jumped over.

Frost: Worms can't turn when traversing frost, but it doesn't cause pain
or slow/block movement.

Arrows: These change the speed of the worm; eg. if a worm travelling up
(north) hits an up-arrow, its speed is increased; if a worm travelling

down (south) hits an up-arrow, its speed is decreased. You won't leave
tail whilst traversing arrows; the arrows will remain in position.

1.22   Numbers

There will always be one, neither more nor less, number onscreen ↩
                at
any given time. When a worm collects it, the next number will appear.

The main objective of the game is to complete all the levels. The level
will be completed when all the ninth number is collected. The level is
considered to have been won by the worm with the most tail/remnants
onscreen at the time of completion. That worm receives:

    100 x old level
     10 x seconds remaining
     50 x how many numbers you collected
      1 x tail squares of your colour onscreen

Only worms and their
                protectors
                 go on to the next level;
other creatures perish.

1.23   Objects

Type	Points	Frequency
Affixer	60	Very rare
Ammo	20	Common
Armour	20	Common
Bias	50	Common
Bomb	30	Common
Bonus	10	Common
Brakes	10	Uncommon
Clock	60	Rare

```
Converter
     50       Uncommon

Cutter
     80       Uncommon

Cyclone
     90       Uncommon

Enclosure
     20       Uncommon

Glow
     30       Rare

Grower
     50       Uncommon

Healer
     90       Very rare

Ice
     60       Rare

Life
     50       Uncommon

Lightning
     40       Uncommon

Magnet
     80       Rare

Missile
     40       Uncommon

Multiplier
     50       Rare

Powerup
     30       Uncommon

Protector
     50       Rare

Pulse
     40       Uncommon

Pusher
     50       Uncommon

Remnants
     40       Uncommon

Sideshot
     30       Rare
```

```
            Slayer
                40        Rare

            Slower
                40        Rare

            Switcher
                70        Rare

            Treasure
                100       Very rare

            Umbrella
            100           Very rare
```

1.24 Affixer

```
                Affixer
```

This causes your
```
                protectors
                 to stop rotating and
```
zigzagging. They are 'fixed' into position at whatever position they
were in at the time. This makes them more useful, as you can more easily
predict where they will be at any given time in advance.

1.25 Ammo

```
                Ammo
```

Ammo provides 2-6 bullets.

Bullets are fired by pressing your appropriate fire
```
                control
                .
```
If a bullet is available, you will fire. This bullet is instantaneous. If
you have no bullets, you may
```
                jump
                .
```

The width of your bullet depends on
```
                powerups
                . Normally,
```
it is 1 square wide, but it can be up to 7 squares wide. In reality,
up to 7 independent bullets are fired.

A bullet which hits a
```
                teleport
                 will be teleported and continue on its way.
```
You will get the teleport
```
                skill bonus
```

```
                    , too. That segment of
the bullet will thereafter leave a trail of gold behind it.
```

A bullet which goes through the same teleport twice, or is reflected off
metal twice, will be destroyed.

In the absence of obstructions, a bullet continues going until it reaches
the edge of the field.

1.26 Armour

```
                Armour
```

Armour will protect worms from being hurt by many different causes.
For a list of them,
```
                click
                .
```

Whenever a worm with armour goes over a tail square it receives:

```
     5 points    if it eats friendly tail. Tail turns to silver.
    10 points    if it eats enemy tail. Tail turns to gold.
```

Armour is only temporary. Its power counts down at a constant rate, and
can be extended by the acquisition of more armour.

While you are have armour your head-image will be different.

1.27 Bias

```
                Bias
```

Provides these benefits:

```
                birds
                 will not chase you.
   vampirism: whenever you cause a
                worm
                 to take damage,
      you gain as many lives as they lost. Whenever you kill a
      creature, you gain a life.
   otters will leave dynamite instead of stone.
   when you get (trigger) a bomb, what you destroy will turn to dynamite.
```

Bias counts down at a constant rate. It can be extended by the
acquisition of more bias.

1.28 Bomb

```
Bomb
```

As soon as you go over one of these the bomb will go off, clearing the
area around you. The blast radius is random, but is always constrained
by the field edges.

1.29   Bonus

```
            Bonus
```

You will be awarded the currently displayed
```
            number
```
```
            , and the currently
```
displayed number will be incremented by one.

1.30   Brakes

```
Brakes
```

You will be able to use the 'very slow' speed. Brakes can't be lost.

1.31   Clock

```
Clock
```

If there is still any time remaining, the amount of time remaining is
increased.

1.32   Converter

```
            Converter
```

This will instantly convert all currently active
```
            fragments
```
```
             into
```
friendly
```
            missiles
```
```
            .
```

1.33   Cutter

```
              Cutter
```

This allows you to 'cut' or 'tunnel' your way through such things as tail.
Every move, the squares in front of you, the two to your side and the two
diagonally in front behave as though affected by a
                bombblast
                ,
except that objects are not destroyed.

```
    ...
    .#.
     |
     |
```

One thing to keep in mind is that whilst you have cutter you cannot make
enclosures. Cutter counts down at a constant rate.

1.34 Cyclone

```
              Cyclone
```

When you get this, a
                whirlwind
                 will be created somewhere on the
playfield. It is just as dangerous to you as to everything else.

1.35 Encloser

```
Encloser
```

This allows you to form valid enclosures even if the an axis is one square
longer than allowable, ie. slightly rectangular enclosures. For example,
you can do a 9x10 enclosure, or a 4x5 enclosure, or a 7x6 enclosure. This
ability remains until the end of the level.

1.36 Glow

```
Glow
```

Whilst this object is operating, the tail that you leave will glow,
causing extra harm to enemy worms and no harm to yourself.

1.37 Grower

```
Grower
```

Grower will cause all gold, silver and dynamite onscreen to 'grow',
expanding into their neighbouring squares if those neighbouring squares
are empty.

1.38 Healer

```
Healer
```

If you have less than your starting lives (100), boosts you back to 100.
If you have 100 or more, boosts you to 200.

1.39 Ice

```
Ice
```

Ice will freeze all creatures, except missiles and worms, for a short
period of time. Additional ice collected will be added onto the amount
remaining. It does not matter which worm collects the ice.

1.40 Life

```
Life
```

Life provides 2-6 lives.

1.41 Lightning

```
Lightning
```

When you get lightning, most squares adjacent to your tail flash
momentarily. This will harm:

```
        unarmoured enemy worm heads
        unarmoured orbs                 replaced by bonus
        goats                           replaced by bonus
        slime                           replaced by empty
        fragments                       replaced by empty
        drips                           replaced by empty
        objects                         replaced by empty
        penguin                         replaced by empty
        enemy missiles                  reaplced by empty
```

The things that are not flashed are:

```
        stone
```

```
        metal
        wood
        numbers
        graves
        frost
```

1.42 Magnet

```
Magnet
```

This causes some or all objects to travel towards you in a guided fashion.
Apart from the fact that these objects are now 'magnetized' (ie. moving)
they remain normal objects in every other respect. Objects which are
magnetized may not be remagnetized by other worms.

1.43 Missile

```
Missile
```

Missiles are automatically guided. They hunt the following things:

```
        worms
        enemy missiles
        orbs
        goats
```

The missile hunts whatever is nearest, and recalculates its target
every move.

Missiles will not cross field edges.

If you collect a missile whilst there is nothing for it to chase, you will
receive only points; no missile will be generated.

1.44 Multiplier

```
Multiplier
```

Each time you get a multiplier, your scoring will be doubled. If you
get more than one, it is doubled again each time. You can collect up
to three (3) multipliers.

Your object points for actually getting the multiplier are
affected by the new multiplier itself.

```
        Multipliers      Scoring

              0               *1
              1               *2
              2               *4
```

```
            3               *8
```

At the end of each level, your multiplier will be reduced by one
(ie. half).

1.45 Powerup

                Powerup

This is power for your
                bullets
                . Each bullet you fire becomes wider,
requiring less aiming accuracy and causing more general devastation.

```
        Symbol          Meaning

        <number>        bullet number
        :               worm head, facing up (north)
        :               worm head, facing up-right (northeast)
        #               worm tail

        1               213             42135           6421357
        1               213             42135           6421357
        1               213             42135           6421357
        1               213             42135           6421357
        :               :               :               :
        #               #               #               #
        #               #               #               #

      Single          Triple        Quintuple        Septuple
  (no powerups)    (one powerup)  (two powerups)  (three or more)

            1               312             53124           7531246
           1               312             53124           7531246
          1               312             53124           7531246
         1               312             3124             31246
         :               :2              :24             :246
       #               #               #               #  6
        #               #               #               #
```


1.46 Protector

                Protector

Acquisition of this item will give you a companion who stays near you,
collecting
                objects
                 for you exactly as if you had moved
over them yourself, and defending you from some forms of damage.

You can have up to three protectors. The first two orbit around
your head. The third will be a 'nose', suspended three squares in

front of your head, which zigzags. The rate of orbiting/zigzagging is
the same as the worm's speed; that is, they move when the head moves.

Protectors are invisible over friendly tail, friendly remnants and
teleports.

An
                        affixer
                         will stop the protectors from rotating and
zigzagging.

1.47 Pulse

Pulse

Up to 7 fragments are fired outwards when a pulse is collected.

1.48 Pusher

                   Pusher

This enables you to push stone, goats, metal and tail. You will push the
square in whatever direction you are facing. Pushing is similar to the
pushing of
                   timebombs
                   . You can push things off the field if
you so desire. You are not allowed to push more than one square at a
time. You can push over objects and empty/silver/gold. Pusher is kept
only until the end of the level.

1.49 Remnants

Remnants

This enables your bullets to leave their remnants behind them as they
travel.

These images of the bullet do no harm to the worm that fired it,
nor to any other creature except enemy unarmoured worms. Remnants are
kept only until the end of the level.

1.50 Sideshot

Sideshot

This means that whenever you fire, in addition to any forward bullets you
will also fire a bullet to each side.

1.51 Slayer

            Slayer

Slayers are used instantly. They will destroy all
            goats
            ,

            slime
            ,
            drips
            ,
            orbs
            ,

            penguins
            ,
            octopi
             and enemy
            missiles
            , and cause damage to all
            unarmoured
            enemy worms.

1.52 Slower

Slower

Slower will slow all fragments, orbs, goats, drips and penguins to half
their previous speed. The speed of these is reset at the start of each
level.

1.53 Switcher

Switcher

All enemy tail onscreen is instantly changed to friendly tail. If it was
already friendly tail, it glows.

1.54 Treasure

Treasure

The worms will enter a bonus level for a limited amount of time.
At the conclusion, the next level is reached. The full time bonus
(2:00, which is 1200 points) is given at the end of the treasury.

There are three types of bonus level: treasury, drips and penguins.

1.55   Umbrella

Umbrella

This skips 2-3 levels.

1.56   Strategy

Goats prefer to be near free space (empty, gold or silver), so that
they can shoot.

Faster speeds are useful for:

    racing another creature for a number or object;
    hunting another creature when you have armour;
    evading missiles and fragments;
    laying tails to trap other creatures;
    creating gold/silver with armour;
    amassing more square-points by moving;
    amassing more square-points at level completion;
    making large jumps;
    causing protectors to rotate faster.

Slower speeds are useful for:

    making small jumps;
    waiting in a certain region of the screen;
    not filling the playfield;
    enclosure;
    easier control.

Remember that bullets, bombs, missiles, fragments and drips will not
wrap around playfield edges. If you do, they cannot follow.

Certain objects work well together. Eg.:

    bullets, powerups and bias;
    multipliers and armour;
    armour and grower;
    treasure and ice;
    protectors and affixer.

To avoid a missile or bird, get a creature, or a solid barrier such as
stone or metal, between you and it.

A good way to handle slime is to encapsulate it with your tail, so it
cannot spread.

When you have armour, it is good to go over wood and slime as that is an
easy way to destroy it.

1.57 Worms

Worms can be controlled by humans or the Amiga. For information on
how to control them,
click
.

A worm consists of a head, one square in size, and a tail, which is
formed in the wake of the head's passing. As the worm moves, the tail
stretches out behind its head. Collision with any part of a worm by the
head normally results in damage (to the head).

Worms can move in eight directions and at three speeds; getting
brakes
allows another speed (very slow).

Worms begin with 100 lives. Whenever you are taking damage your head will
flash as an 'X'. When 0 lives is reached, the worm is dead and there will
be a grave where you died. Every 1,000 points you will be awarded an extra
life.

Graves

If a worm or
protector
 robs the grave of a dead worm,
the robbing worm will get all the objects that the dead worm had, in
addition of course to what it already had itself.

Graves absorb any
bullets
,
missiles
,
drips
 or
fragments
,
and are immune to
bombblasts
.

Jumping

A worm with no
ammo
 can jump instead. If the destination
is stone, metal, a
goat
 or a blocked
teleport
 you will not
jump, and metal cannot even be jumped over. The distance varies according
to your speed, and is shown below.

        Name   Speed   Jump distance

```
            * Very slow              quarter speed        1
            . Slow                   half speed           2
            . Normal                 normal               3
            . Fast                   double speed         4
```

* Very slow speed is only available if you have
            brakes
            .

'Worm motion is stopped': Every move in which the worm takes damage from
that cause, its speed is halved (to a minimum of 'slow'). The worm is
unable to actually enter the square.

            Unarmoured
             worms can also die by the following methods:

```
    remnant              5   worm is slowed
    worm bullet          5
    enemy missile        5
    enemy protector      5
    orb                  5
    dog                  5
    worm head            5
    bird                 3
    fragment             3   if armoured, fragment is reflected
    bombblast            3
    lightning            3
    enemy slayer         2
    slime                2
    wood                 1   worm is slowed
    worm tail            1   worm is slowed
```

Enclosure

If your tail forms an exact square which measures 4x4-12x12 including
the tail (2x2-10x10 of interior area), this is known as enclosure. Any
squares within the closed area which are empty, silver, gold or enemy tail
are converted to your glow. You receive 10 points for each enclosed square
which is thus converted. Enclosure is a basic ability of any worm.

Note that enclosure is only checked for when the worm's head is at a
corner of the square. And remember also that the enclosure must be
square: the same size in both x and y dimensions. Diamond enclosures (ie.
an enclosure made diagonally) are invalid. This is the skill of enclosure.
If you have an
            encloser
             you can make enclosures that are not quite
square.

```
    Symbol              Meaning

    :                   worm head
    #                   worm tail
    .                   enclosed area
```

```
        5x5                 6x6 interior    7x7 interior
        #####               ######          :######
        #...#               #....#          #.....#
        #...#               #....#          #.....#
        #...#               #....#          #.....#
        ####:               #....#          #.....#
                            :#####          #.....#
                                            #######
```

1.58 Orbs

Orbs move diagonally and bounce whenever they hit a tail, metal, stone,
wood, goat, octopus, or fish, so their motion is predictable.

Objects

Objects can be used by orbs, as follows:

```
    Affixer     This will remove any affixer from any worms.
    Ammo        Doubles the orb's speed.
    Armour      The orb will split.
    Bias        This will remove all bias from all worms.
    Bomb        Same as worm.
    Bonus       The orb will split.
    Brakes      Doubles the orb's speed.
    Clock       The time remaining is reduced.
    Cyclone     Doubles the orb's speed.
    Encloser    Doubles the orb's speed.
    Freedom     All remnants onscreen will change to empty.
    Grower      All wood onscreen will 'grow', expanding into their
                squares if those neighbouring squares are empty.
    Healer      The orb will split.
    Ice         The orb will split.
    Life        The orb will split.
    Lightning   Doubles the orb's speed.
    Magnet      Any magnetized objects become demagnetized.
    Missiles    All missiles will be destroyed.
    Multiplier  Same as worm.
    Powerup     Doubles the orb's speed.
    Protector   This will slay all protectors.
    Pulse       Doubles the orb's speed.
    Pusher      This will remove any pusher from all worms.
    Remnants    This will remove any remnants from all worms.
    Sideshot    This will remove any sideshot from all worms.
    Slayer      Doubles the orb's speed.
    Slower      Doubles the orb's speed.
    Switcher    All tail onscreen is instantly changed to wood.
    Treasure    The orb will split.
    Umbrella    The orb will split.
```

Splitting

The orb will split into up to four orbs, depending on the number of orbs
already in play.

Each orb wilil be an exact clone of the original in all attributes,
except (obviously) starting direction. Once born, they are completely
independent.

1.59 Otter

Otters are created when the allowed time for the level has expired. They
appear at the extreme horizontal edges of the field and gradually bounce
up and down towards the centre, filling the area behind them with stone.
If any worm has bias, they will leave dynamite behind rather than stone.
They are almost indestructable, although a slayer will kill them and they
can be frozen by a clock or ice.

1.60 Giraffe

Giraffes do not move. Any worm colliding with a giraffe will be kicked
around 5 squares, if possible, or otherwise the giraffe will die and the
worm will take damage.

1.61 Goat

          Goats walk along the top of stone, metal, wood, tails and slime, ↩
             firing

          fragments
           randomly when they are at an edge (next to
somewhere they can't go). Goats prefer to be at an edge and tend to move
towards and stay at one. When not at an edge, they cannot fire.

1.62 Lion

          Lions move orthogonally (horizontally and vertically) at random, ↩
             bouncing
the same as an
          orb
           and also bouncing off the field edges, and sometimes
changing direction for no reason.

1.63 Slime

Slime may be randomly created at during play. This slime can 'grow' into
some adjacent squares over time. It never moves, only grows.

1.64   Drips

Drips appear near the top of the field, and fall downwards. They ←
can be any
of the four colours (green, red, blue and yellow).

Drips of your own colour are worth points. Drips of the wrong colour hurt
you, unless you are
armoured
. In either case, the drip is destroyed.

1.65   Fragments

Fragments are generated by:

pulse
 explosions.

goats
 firing.

octopi
 firing.

clouds
 firing.

Fragments travel until they are absorbed or reach the field edges.

1.66   Penguin

Penguins are randomly created, independent creatures which move randomly.
They are not aggressive but will harm things that collide with them. They
only ever move onto empty (or silver/gold) squares.

1.67   Whirlwind

These are created when a worm collects the
cyclone
 object.
They move very quickly in a random fashion, though they tend to drift
slightly upwards over time. They are one of the more dangerous types of
creature.

1.68   Dog

These appear randomly. They wait patiently until a worm passes over them.
Then they begin to awaken and soon they chase the worm along its tail.
They cannot cross field edges.

1.69   Bird

Birds hover in one square. When an unbiased worm gets too close, they
swoop on that worm, chasing it in a kamikaze-style attack.

1.70   Cloud

These appear randomly. They only ever move horizontally, left and right,
changing direction at each end of the playfield. Occasionally they will
shoot out a pair of fragments: one up and one down.

1.71   Teleport

These always come in pairs. Going through one will teleport you to ←
the
other, and bestow points also.

If a teleport is blocked (there is stone, metal or a
goat
 next to
its partner on the side where you would emerge) then the teleport cannot
be used and is dangerous. You will slow down from hitting it and not be
able to use it. It is obviously possible for a teleport to be blocked to
some approaches and unblocked to others.

Protectors
 are invisible over teleports.

Two teleports may be defined in the
field editor
; another
two may appear randomly during play. These two sets are completely
independent of one another.

1.72   Timebomb

This ticks from 9 down to 0 before detonating. During ticking, it ←
can be
pushed around by worm heads. If pushed off the field edges, 100 points
are given and the timebomb is destroyed without detonation. If pushed

against anything, or shot, or hit by most things, it will detonate
immediately, with harmful consequences to anything within its radius.
Points are never awarded for timebomb blasts. The explosion is the same
as a normal

                        bomb

                        .

1.73 Octopus

                These are created with the
                field editor
                . Up to 12 can be
created for each level. They can also appear randomly during play. They
do not move. Occasionally they will decide to spin around, firing
fragments as they do so.

1.74 Fish

These live in the same types of squares that goats and octopi do
(slime, metal, stone, wood, tail). They move randomly. Any tail which
they swim over is turned into its corresponding colour of remnant.

1.75 Scoring

                 Square points

        1   Empty
        5   Dynamite
       10   Silver
       20   Gold
      100   Grave
      100   Number

The 'number' points are multiplied by the number, eg. getting number '5'
is worth 500 points, getting number '6' is worth 600 points, etc.

Skill points

        5   For each square you turn to silver with armour.
       10   For each square you turn to gold with armour.
       10   For each enclosed square.

There are also level completion bonuses.

                Objects
                 and
                creatures
                 are worth various amounts of points.

All points are multiplied by the number of worms selected for human and

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Amiga control, and of course by any
                 multipliers
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