

WORMS?™

COMMODORE 64

Number of Players: One to four

To Load: Turn on the disk drive, turn on the computer, and insert the program disk. Type LOAD"EA",8,1 followed by a **RETURN**. (See your Disk Drive User's Manual if you need additional instructions.)

Play Commands

Starting: **f1** key Resets the program
f3 key Lets you choose a type of worm (NEW, WILD, etc.)
f5 key Lets you select the next worm position (pink, green, etc.)
f7 key Starts the game; during a game, it takes you back to the f3/f5/f7 menu

Moving: **SPACE BAR** Changes the worm's direction (when the worm is waiting to be told what to do)

any letter key Tells the worm to move

Other: **RUN/STOP** Pauses/restarts game

0 to 9 keys Sets the speed of the worms (0 is the slowest, 9 is fastest, 6 is the default)

YOUR GAME MANUAL IS LOCATED INSIDE THE FRONT PANEL OF THIS PACKAGE.

Note: The G and F commands described on the fourth page of the manual do not work for the Commodore 64 version of WORMS?

To Save Worms:

First: ● Initialize a blank disk, following the instructions in your Disk Drive User's Manual.

Then: ● Load the WORMS? program disk, remove the program disk from the drive, then insert a blank, formatted disk into the drive.

- Use **f5** to select the worm you want to save.
- Press **S**. The computer will respond SAVE? RETURN.
- Press **RETURN** for "yes." (If you don't want to save that worm, press any other key to return to the f3/f5/f7 menu.)
- The computer will ask FILE NAME: Enter a worm name no longer than 4 characters, then press **RETURN**. The screen will go blank as the worm is being saved onto the disk.

To Load Worms:

First: ● Load the WORMS? disk. Then put the disk with the saved worms into the disk drive.

Then: ● Use the **f5** 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 resaving a previously "saved" worm after you've taught it some new moves):

First: ● Make sure the disk with the saved worms is in the disk drive.

Then: ● Press the **f5** key to select the worm which needs updating.
 ● 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: ● Boot the disk with the saved worms on it.

Then: ● Type LOAD"\$",8 and hit the **RETURN** key. Then type LIST. You will see the list of saved worms: (worm name).WRM

A COPY OF MAYNARD'S SOLITAIRE (shown on the package) IS INCLUDED ON THE PROGRAM DISK. IT IS CALLED DEMO AND CAN BE LOADED FOLLOWING THE "TO LOAD WORMS" INSTRUCTIONS ABOVE.

Additional Credits:

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

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