

Wurm Instruction Manual

1. The game opens to the start menu. At the moment, only single player mode is supported. Click the “1P” button to start the game.
2. Once the game starts, the sandworm will immediately start moving. You cannot control the sandworm’s movement speed, but you can control its movement direction with the following controls:
 - a. Press the up arrow key to turn the sandworm up.
 - b. Press the left arrow key to turn the sandworm left.
 - c. Press the right arrow key to turn the sandworm right.
 - d. Press the down arrow key to turn the sandworm down.
 - e. **NOTE:** The sandworm can only move in 90 degree turns. It cannot perform a full 180 degree in place. For instance, if the sandworm is moving to the left and you’d like it to face to the right, you must first turn the sandworm upward or downward and then to the right.
3. In controlling the sandworm, you have three goals:
 - a. Avoid the sandworm’s head making contact with the four borders of the playable area (designated by a sand-like surface). This will result in the game ending.
 - b. Avoid the sandworm’s head making contact with any parts of the body that trail behind it. This will result in the game ending. As the sandworm grows longer, this will become more difficult.
 - c. “Eat” the harvesters that randomly spawn in the playable area. This can be accomplished by directing the sandworm’s head to make contact with the harvester. When this happens, the score will increment by one, the sandworm’s length will increment by one, and the harvester will disappear and a new one will be randomly generated.
4. The object of the game is to eat harvesters to achieve the highest score possible before the sandworm’s head makes contact with the wall or with its own body, which will end the game and reset the score.
5. The ultimate goal of the game is to eat so many harvesters such that the sandworm’s body occupies every tile of playable area on the board. This would prevent any further harvesters from being generated and would result in a win for the player. However, this is an extremely difficult task.
6. Have fun!