

PlayStation 2



NTSC U/C



WORMS
FORTS
UNDER SIEGE



EmuMovies

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



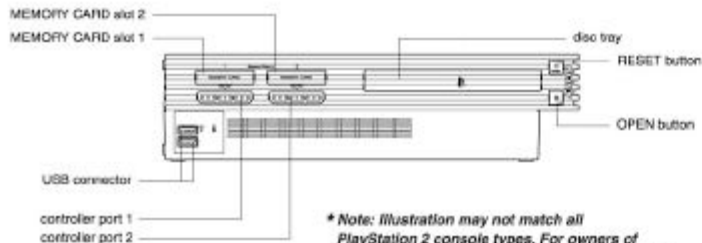
CONTENTS

Thank you for purchasing **WORMS™ FORTS: UNDER SIEGE**. Please note that this software is designed only for use with the PlayStation®2 Computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing **WORMS FORTS**. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.

GETTING STARTED	2
STARTING UP	3
INTRODUCTION	4
OVERVIEW	5
QUICK START	6
GAME PLAY	7
CAMERA CONTROL	8
ON-SCREEN INFORMATION	9
TURN-BASED PLAY / WEAPONS	11
BUILDINGS	15
CRATES	16
INSTANT UTILITIES / COLLECTIBLE UTILITIES	17
THE MENU SYSTEM / PLAYING A SINGLE PLAYER GAME	19
CREATING / EDITING / DELETING A TEAM	21
PLAYING A MULTIPLAYER GAME	22
USING FORTPOT	24
CHANGING GAME SETTINGS	25
CREATING & LOADING SCHEMES	26
CHANGING WEAPON OPTIONS	27
CHANGING SOUND OPTIONS	28
CREDITS	29
WARRANTY / PRODUCT SUPPORT	33



GETTING STARTED*



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

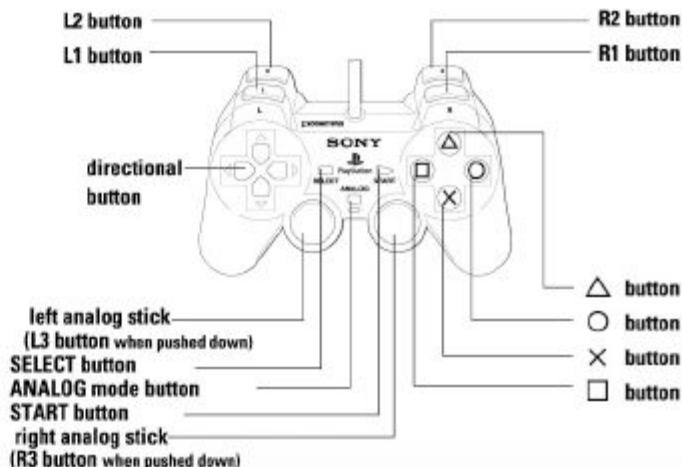
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Worms Forts: Under Siege disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

Worms Forts: Under Siege supports MEMORY CARD slot 1. 8MB of free memory space is required to save the Worms Forts: Under Siege file. The progress of the game will be saved automatically after the game, after exiting from Chao Garden, or when a change is made in the Options. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Pause.....	START button
Move Worm	left analog stick
Rotate Camera.....	right analog stick
Fire	X button
Open/Close Weapon Panel	circle button
Cancel.....	triangle button
Jump.....	square button
1st Person View.....	R1 button
Blimp View.....	R2 button
Set Fuse	L1 button
Adjust Girder Height	L2 button
Return Camera to Default View	R3 button (push down right analog stick)

INTRODUCTION

Historically, castles have provided the backdrop to the most dramatic battles of all time. Now it's your turn to take part in your own epic struggle in **WORMS FORTS: UNDER SIEGE**. Pitting fort against fort, worm against worm, and Catapult against Trojan Donkey, **WORMS FORTS** offers more features, weapons, options and hours of crazy game-play than ever before, taking it to a new level.

Take command of a worm Stronghold and battle your way through time, from Ancient Egypt, to the epic struggle for Troy, to meeting the might of the Samurai, or aiding King Arthur on his knightly quest! If you want to master all 30 different weapons, as well as unlock the huge array of hidden maps, speech banks, missions, and challenges, you'll need skill, strategy and a healthy dose of **WORMS™** attitude, not to mention unleashing destruction on a scale never seen in a **WORMS** game before.

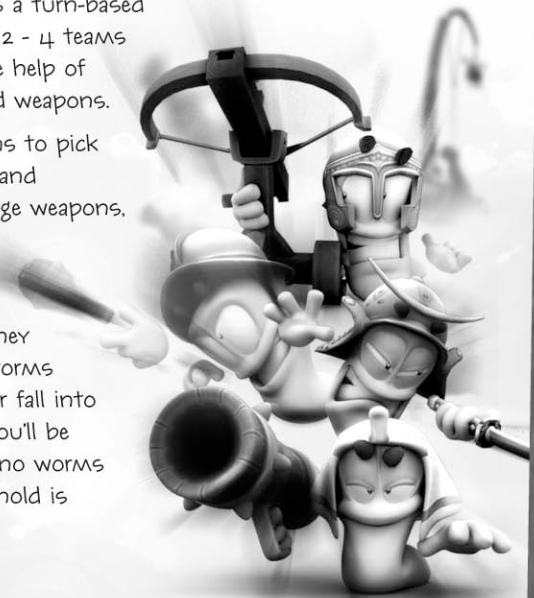
What's more, with up to 4 teams battling it out on the same PlayStation®2, **WORMS FORTS** is the ideal party game. It doesn't matter how you play it, once you're hooked, you'll always come back for more!



OVERVIEW

WORMS FORTS is a turn-based strategy game, where 2 - 4 teams battle it out with the help of mighty fortresses and weapons.

Each team takes turns to pick off opposing worms and buildings, utilizing siege weapons, constructing fortifications and using whatever dastardly strategies they can imagine. When worms lose all their energy or fall into the water, they die. You'll be defeated if you have no worms left or if your Stronghold is destroyed.





QUICK START

To move your worm around use the left analog stick. If you encounter an obstacle blocking your path, try using the **□** button to jump it, or tap the **□** button twice to perform a back-flip over it. Tapping the **□** button twice while your worm is doing a back-flip will perform a double back-flip, great for getting on top of really tall buildings! It is also possible to perform a forward flip by applying forward worm movement while tapping the **□** button twice.

To construct a building simply select it from the weapon panel **○** button, choose where to place it and press the fire key **×** button. As long as it connects to your Stronghold, everything's fine. Some buildings require a specific number of victory locations in order to build them. The bigger the building, the more victory locations are needed. To obtain more victory locations, construct buildings in places that contain yellow stars.

To setup a shot, press the **←→** directional buttons to rotate your worm or weapon until it's pointing in the desired direction, and choose a trajectory by pressing the **↑↓** directional buttons. Fire by pressing the **×** button. With some weapons the longer you press the stronger the shot will be. Take into account the strength and direction of the wind when aiming your shot, as some weapons can be blown off course. Remember, most weapons require your worm to be on top of a building to fire. The bigger the weapon, the bigger the building you will need to fire it from.

Try using different camera angles to look around the landscape. In addition to the default 3rd person view, you have a choice of 1st person view **R1** button, or blimp view **R2** button, which are good for getting a strategic overview of the situation.



GAME PLAY

MOVING WORMS

Move your worm around using the left analog stick, your worm can be moved in all directions. The **←→** directional buttons will rotate your worm on the spot and the **↑↓** directional buttons will adjust weapon trajectory. If your selected worm encounters a small obstacle on the landscape, it will 'auto-hop' to clear the obstruction, but if blocked by a larger obstacle your worm will stop.

JUMPING

Make your worm perform a forward jump by pressing the **□** button. You can also make your worm jump straight up in the air by pressing and holding the **□** button. Pressing the jump button twice in rapid succession makes your selected worm perform a back-flip. Pressing the **□** button twice while your worm is doing a back-flip will make it perform a double back-flip, taking it even higher into the air!

All jumps can be steered while your worm is in the air by using the left analog stick. Use the shadow under your selected worm to judge your landing position.

OTHER MOVES

Some of the weapons and utilities have nifty little tricks that can aid your worm in its progress. Check out the Fortapedia section in the game for more details and tips.

CHANGING WHICH WORM YOU CONTROL

If Worm Select is available, open the weapon panel and choose the option with the **SELECT** button to activate it. Use the directional buttons to cycle through your team, and press the **SELECT** button to select a worm.

QUITTING THE GAME

Press the **START** button to open the Pause Menu. You can choose to 'Quit', 'Restart' or 'Continue' by clicking on the option you require.

When the Pause Menu is accessed, the game enters pause mode. Press the **START** button again to resume play.

CAMERA CONTROL

There are four camera views to help you navigate the landscape and select your target. These camera views are:

3RD PERSON VIEW (DEFAULT)

This camera view sits behind your selected worm to give you a view of the action. It automatically follows your worm and game events such as when building and tracking weapons fire or explosions. The default camera view can be moved using the right analog stick. Clicking the **R3** button returns the camera to its default position behind your selected worm.



3rd PERSON VIEW (DEFAULT)



1st PERSON VIEW



BLIMP VIEW



HOT SEAT VIEW

1ST PERSON VIEW

Pressing and holding the **R1** button takes the view into 1st person mode. You will now have a view of the action through the eyes of your selected worm. You can look around and aim using the right analog stick.

BLIMP VIEW

Pressing and holding the **R2** button takes the camera view to blimp mode. You will now have a strategic overview of the landscape. The blimp camera view can be moved with the right analog stick.

HOT SEAT VIEW

During hot seat time, the hot seat camera view automatically circles the landscape giving a strategic overview of the game world. Hot seat time can be ended at any time by pressing any button.

ON-SCREEN INFORMATION

The game screen is full of useful information. The following explains what it all means.



TURN/ROUND TIME INDICATOR

Your turn time counts down at the bottom right of the screen. When it reaches zero, play passes to the next team. Under the turn time, the round time indicates how much time remains before the round ends. In multiplayer games this means the onset of Sudden Death, while in some single player missions it can indicate how much time you have in which to complete the mission.

WIND INDICATOR

Some weapons such as the Bazooka can be blown off course by the wind. The wind indicator, found immediately under the scanner, shows the direction of the wind, while the number indicates how strong the wind is.

VICTORY LOCATION COUNTER

The victory location counter, located under the weapon indicator, displays how many victory locations the current team has. The more victory locations owned allows bigger buildings to become available, which gives access to better weapons.



WORM STATUS

Worm names and energy values appear above each worm. Sometimes the visibility of worm names can hinder you. In these cases, press the **SELECT** button to toggle worm name visibility between full, health only, name only and none.

SCANNER

The scanner is located in the top left hand corner of the screen, it indicates the position of all worms in relation to your selected worm. The team to which worms belong is indicated by the color of the dots.

COMMENTARY PANEL

The commentary panel, found in the top center of the screen, pops in and out with relevant information as the game proceeds. Sometimes this will concern an event in a game, while other times it can give hints and tips about completing a mission.

POWER BAR/TRAJECTORY ARROW

The trajectory arrow at the bottom left of the screen shows the elevation at which your selected weapon will be shot. The aiming of the shot can be changed by using the directional buttons for worm rotation and trajectory. Some weapons (such as the Bazooka and Grenade) require you to choose how far they will go: with these weapons, the longer you press the fire button, the further they travel. The power bar alongside the trajectory arrow indicates just how much power you are giving the shot.

WEAPON INDICATOR

The weapon currently selected is indicated in the top right corner of the screen. Some weapons are best aimed from particular camera angles: for this reason, the suggested aiming button is pictured next to the selected weapon. Using the suggested aiming button will select the most useful camera angle for the current weapon.

STRONGHOLD STATUS

Each team's Stronghold has an overall energy shown at the bottom of the screen. This displays the strength of that team's Stronghold. When this is fully depleted, the team is removed from the game.

TURN BASED PLAY

The game is turn-based, meaning that you have a set time in which to make a move before the game automatically switches to the next team. During this period, you can select which worm to use (unless you only have one available or are playing without Worm Select) and either construct a building, let its arsenal loose on the enemy or move the worm to a safer location.

HOT SEAT TIME

When hot seat time is enabled in multiplayer games, a small amount of time in between turns allows the controller to be passed to another player, or to otherwise get ready for their turn. This is called hot seat time, and may be ended at any time by pressing any button.

SUDDEN DEATH

In addition to the time limit for each turn, each battle has an overall time limit before Sudden Death extra time is called. There are a number of options you can change from earthquakes to the deadly Armageddon!

WEAPONS

WEAPON PANEL



The weapon panel is accessed by pressing the **○** button. To select a weapon, building or utility, move the highlight over the desired item and press the **×** button to select it. The name of the selected item appears at the bottom of the weapon panel along with how many units of that item you have. If for any reason, the weapon or building is unavailable, the text at the bottom of the weapon select panel will tell you why.

To remove the weapon panel from the screen, either select a weapon, building or utility, or press the **○** button again.

WEAPON USAGE

WORMS FORTS includes a massive selection of crazy weapons, some old favorites, and a big bunch of new ones for you to experiment with. The following section gives an indication of how to use these weapons, however, the best way to learn is to complete the tutorials, examine the Fortapedia, and try different weapons against your friends. Honing your weapon skills, and using the right weapon for the job are what separates a **WORMS FORTS** master from a novice!



AIR STRIKE, NAPALM STRIKE, MINE STRIKE, ANIMAL STRIKE

Move the target crosshair using the blimp camera button and directional buttons, press the **X** button to mark the spot where the strike is desired. If you wish to abandon the strike without launching it, simply select another weapon. You can also select the direction of the strike by rotating the blimp camera using the right analog stick.



BALLISTA, MINI GUN, GIANT CROSSBOW, GIANT LASER

Select a trajectory for a shot and use the directional buttons to rotate the weapon to the desired direction for the shot. Press the **X** button to shoot. The Ballista has two shots, while the Giant Laser and Mini Gun can be moved while shooting, allowing multiple targets to be hit.



BAZOOKA, SIEGE ONAGER, ROCKET LAUNCHER

Choose a trajectory and rotate your weapon using the directional buttons to the desired direction. Then it's just a case of pressing and holding the **X** button to shoot: the longer you hold the button down, the stronger the shot will be. Remember that these weapons are affected by the wind and detonate on impact.



ELECTRICAL STORM, EARTHQUAKE, FLOOD, NUCLEAR STRIKE, ARMAGEDDON

Simply press the **X** button to deploy. No aiming is required.



FIREPUNCH

Stand next to your target, face them, and press the **X** button.



GRENADE, CLUSTER LAUNCHER, CHILLI CON CARNAGE, FRIDGE LAUNCHER, TREBUCHET

Set the fuse setting in seconds using the **L1** and **L2** buttons. Then, choose a trajectory and rotate your worm to the desired direction for the shot. Press the **X** button to shoot: the longer you hold it, the stronger the shot will be. These weapons detonate when their fuses expire.



HOMING PIGEON

Steer the blimp camera until your desired target is visible. Select the exact location of the strike by pressing the **X** button. Then, watch as the Pigeon homes in mercilessly on its target.



MORTAR

Choose a trajectory for the shot, and rotate the Mortar to the desired direction. Then it's simply a case of pressing the **X** button to shoot. The Mortar automatically fires with full power, this weapon is affected by the wind and detonates on impact.


50 STONE CANARY, OLD WOMAN, RHINO, MONKEY TROOP

After aiming, press the **X** button to release the Canary, Old Woman, Monkey Troop or Rhino. The Old Woman and the Rhino can be steered by using the left analog stick, and or made to jump using the **□** button. The 50 Stone Canary and Monkey Troop can only be made to jump using the **□** button, they cannot be steered. They can all be detonated early using the **X** button.


SUPER HIPPO

Press the **X** button to release the Super Hippo, and then control its flight path using the left analog stick.


TROJAN DONKEY

Move the target crosshair using the left analog stick, and press the **X** button to mark the spot where you wish to drop the Trojan Donkey. Once dropped, the Trojan Donkey will remain until he detonates, how long that will be is anyone's guess though!

BUILDING USAGE

In addition to the crazy selection of weapons, **WORMS FORTS** includes many buildings. To place a building, simply select it from the weapon panel **○** button, choose a location using the left analog stick, and place using the **X** button. Buildings can only be constructed in locations adjacent to existing buildings. Available construction locations are indicated with a construction site to make it easy to see where you can and can't build.


HOSPITAL

This building allows you to use the Spawn Worm utility. You can only bring back dead worms if you have a Hospital standing. You'll need 2 victory locations to build a Hospital.


LIGHTHOUSE

You can't construct Lighthouses, and can never destroy them either. What Lighthouses can do though is connect buildings without the need for walls. Lighthouses come in pairs: construct a building next to one Lighthouse, and next turn you'll be able to construct a building next to another Lighthouse, somewhere far away!


SCIENCE LABORATORY

The Science Lab increases the damage of all weapons you fire, great for quickly reducing your opponents to rubble! You'll need 4 victory locations to construct a Science Lab.


STRONGHOLD

The Stronghold is the hub of your operations. It gets stronger the more buildings that are connected to it, but if it's destroyed, your team will be defeated.



TOWER, KEEP, CASTLE, CITADEL

These buildings have no special powers, but allow you to deploy weapons from their tops. The bigger the building, the bigger the weapon you can deploy, and the harder they are to knock down! Unfortunately, the bigger the building, the more victory locations you'll need to construct one: while a Tower only requires one victory location, a Citadel needs a massive four!



WEAPON FACTORY

The Weapon Factory causes multiple weapon crates to fall around it at the start of every turn you take. Essential when ammunition stocks are low, be sure to collect all the crates on the turn that they're dropped, you wouldn't want your supplies falling into enemy hands! You'll need 3 victory locations to construct a Weapon Factory.



WONDER

Constructing a Wonder gives you a good chance of winning the game. If you've constructed a Wonder, your opponents have 2 turns to try and knock it down. If they don't, you win! However, if an opponent builds a Wonder too, you'll have to destroy it to win the game. You'll need 5 victory locations to construct a Wonder.

CRATES

Throughout the game, different crates will drop from the sky, or teleport into the playfield. There are four distinct types of crates: Weapon Crates, Health Crates, Utility Crates and Building Crates.

WEAPON CRATES

The contents of Weapons Crates are usually slightly more powerful than the weapons handed out in the initial supply, so they're normally worth going for.

HEALTH CRATES

Health Crates offer a way of topping up your energy levels throughout a match. A worm that collects the crate receives an energy boost. Health Crates also offer an antidote to any infection a worm may have received.

UTILITY CRATES

There are two types of utilities: instant and collectible. Instant utilities come into effect as soon as you collect them, while collectible utilities can be stored and selected from the weapon panel when the time is right.

BUILDING CRATES

Building crates contain buildings. Buildings are necessary if you want to unleash the most deadly weapons upon your enemies. Any buildings you collect in crates can be constructed whether you have enough Victory Locations or not, so it's always worth trying to collect them.

INSTANT UTILITIES

CRATE SPY

Allows you to see the contents of all crates on the landscape.

DOUBLE TIME

Instantly doubles the amount of time remaining in your turn.

DOUBLE DAMAGE

Lasts for a single turn, and means that any attack inflicts double the amount of normal damage.

COLLECTIBLE UTILITIES



FREEZE

Press the **X** button to freeze your worms and buildings and protect them from damage until your next turn.



PARACHUTE

Parachutes deploy automatically after a jump or you may press the **X** button to open it, using the left analog stick to steer it as you descend.



GIRDER

Use the left analog stick to move the girder around, adjust its height using the **L1** and **L2** buttons. Use the directional buttons to rotate the girder and adjust the incline, use the **□** button to change the size of the girder. When you're happy with the placement, the **ⓧ** button places it.



JET PACK

Use the left analog stick to control the direction of travel, and the **ⓧ** button to power the Jet Pack thrusters. This is particularly useful for reaching distant locations.



REPAIR

Use the left analog stick to choose which building you wish to repair. When you've selected the desired building, press the **ⓧ** button to completely repair any damage.



SPAWN WORM

This utility can only be used if you have a Hospital. Simply press the **ⓧ** button to spawn a replacement for a fallen comrade at your Hospital.

THE MENU SYSTEM

MAIN MENU

From here, you can select to play a single player game, create multiplayer games, Xbox Live, Sign out or go to the options menu. Navigate around the menu system using either the Left analog stick or the Directional pad. Select menu items by pressing the **SELECT** button.



PLAYING A SINGLE PLAYER GAME

The single player menu allows you to get into all of the single player fun we have for you:





SINGLE PLAYER QUICK GAME

This option allows you to get into the action straight away. Select this, and you'll be playing with a pre-defined team and weapon selection against a team of CPU-controlled worms. Quick games are played on random landscapes with the standard game options set.

TUTORIALS

The tutorials offer the new player a basic guide to **WORMS FORTS**, from moving and jumping, to the various weapons and buildings you will need to use in the campaign missions.

CAMPAIGN

The missions in **WORMS FORTS** are cunningly designed to test everyone, from absolute beginners to **WORMS** masters. They range in difficulty from easy to hard, and must be completed in order. Starting with the Egyptian missions and progressing through to the Medieval ones; the completion of one mission unlocks the next one. On completion of a mission, you will be awarded. What you receive for your efforts will be dependent upon how long it took you to complete the mission. Once you've completed a mission, there's nothing to stop you going back to it and trying to get higher awards to unlock more features.

THE TRIALS

The Trials pits your team against a wily team of CPU opponents. Do you think you are up to the challenge? There are lots of deathmatch challenges to try, so if you've got some spare time, why not have a go?

VIEWING GALLERY

This option takes you to the Viewing Gallery, where you can view any movies that you've unlocked, find out how much of the game you've completed, view the credits or look through the Fortapedia.



CREATING/EDITING/DELETING A TEAM



You want to create a team? Perhaps you want to change one you've already created? Or perhaps you just want to remove one that you don't like anymore...? Well, the Team Options menu is the place to do it!

NAME YOUR WORMS & TEAM

You need a nickname for your team and worms. If you're short of ideas for names to call your worms, simply generate some random ones!

SELECT SPEECH BANK/FANFARE

A default speech bank will be selected for your team depending upon the selected language, but this can easily be changed. We have created a choice of odd, strange, and downright bizarre speech banks for you to choose from. Simply choose the one you like best! You can also select a fanfare for your team. The winning team's fanfare is played on presentation and match results screens.

SELECT FLAG

A default flag will be chosen for you, but again, you may choose one yourself from a truly comprehensive selection.



HAT

Choose a hat for your team to wear, from helmets to head-dresses. The decision is yours!

SELECT TEAM SPECIAL WEAPON

You are able to select a special weapon from the list to take into battle with you. Check out the Fortpedia, try them out, and pick the one that best suits your strategy.

SELECT GRAVESTONE

Select the type of Gravestone you would like your squad to leave behind as a mark of respect.

SELECT CPU OR HUMAN

The team you're creating can be either a Human-controlled or CPU-controlled team. For a CPU-controlled team, you can also select a skill level from easy through to difficult.

ALL DONE?

When you've selected the items you require, select 'Accept' to add your team to the team roster. Once added, you can use it in Tutorials, Campaign Missions, The Trials and Multiplayer games.

PLAYING A MULTIPLAYER GAME

The multiplayer menu is the place for creating multiplayer **WORMS FORTS™** games. Here you can set up games for between 2-4 teams, some of which may be CPU-controlled at a variety of skill levels.

SCHEMES

A scheme is a set of weapons and game options. Choose from a selection of pre-set game schemes.

CHOOSE A LANDSCAPE

Choose a landscape on which to play. More landscapes can be unlocked by completing campaign missions.



TEAM ROSTER

The team roster displays the teams that are available for play in the multiplayer game. Select a team from the drop down list to add it to the current game. Selecting on a team in the Team Roster window allows you to remove it from the current game.

TEAM OPTIONS

Selecting team options takes you to a menu where you can create new teams, edit existing teams, or delete a team.

FORTPOT

This option takes you to the Fortpot screen, as outlined in the USING FORTPOT section.

WEAPON OPTIONS

This option takes you to the Weapon Options screen, where the starting ammunition, probability of weapons appearing in crates, and how many turns a weapon will be delayed can be selected.

GAME SETTINGS

Choosing Game Settings takes you to the Game Settings menu where you may adjust all sorts of gameplay options.



USING FORTPOT



FORTPOT is a fast and easy way of experiencing some of the many different ways of playing **WORMS FORTS**. This is possible because many of the game options and play modes appear on three reels. By adding the combinations of the play modes on these three reels, it's possible to create well over 100 different game mode combinations!

For example:

- Reel 1 God Only Knows
- Reel 2 Wind Affects All
- Reel 3 Crate Spr

This combination would mean that when playing this particular game, you would be able to see what was in every crate that dropped, every worm would jump and be blown by other weapons super-long distances, and all weapons would push worms twice as much as they normally would.

The best way to learn about the Fortpot modes is to play them... so what are you waiting for?



CHANGING GAME SETTINGS



Game settings allow you to tweak and configure your own game to your own tastes. Why not try different combinations of game settings? You might find some unexpected results.

WINS REQUIRED

Select the number of rounds needed to win the whole match. The default setting is one round.

TURN TIME

This is the period (in seconds) you have to make your move. The lower the turn time is, the more difficult it becomes to make your move.

ROUND TIME

This is the amount of time in minutes the game will run before moving into Sudden Death.

HOT SEAT TIME

The amount of time a player has to take control in hot seat games.



WORM HEALTH

Choose the starting health for all worms: the more health they have, the harder they are to kill. Simple.

SUDDEN DEATH SETTING

Set which flavor of Sudden Death you require: whether it be a Flood at the end of every turn, a Nuke, an Earthquake, an Electrical Storm, Armageddon or even a random God Act, the choice is yours!

CREATING & LOADING SCHEMES

Schemes are collections of game settings. Rather than having to adjust the game settings every time you play, schemes allow you to create your own set of options, and easily save them.

LOAD SCHEME

Select a scheme to play with.

SAVE SCHEME

Once a scheme is selected, you may choose to save any changes you make.

DELETE EXISTING SCHEME

Select the scheme you wish to delete. You can only delete custom schemes.

CHANGING WEAPON OPTIONS



The weapon settings allow you to configure the way in which weapons are distributed and suggest if and when the weapon should arrive as a reinforcement.

STOCKPILING

You can set stockpiling to the following options:

Teams get ammunition only at the beginning of round 1.

Teams get fresh ammunition at the start of each round.

Teams get fresh ammunition at the start of each round and keep any ammunition left over from previous rounds.

STARTING AMMO

By default, you will see the Ammo Selection, which shows you how many of each weapon will be given at the start of a round. Highlight the icon using the left analog stick or the directional buttons and press the **X** button to toggle between none, 1-8 or unlimited.



CREDITS

DELAY

This shows on which turn the weapon will become available. Press the **X** button to toggle between 1-8 or off.

CRATE PROBABILITY

You can use this screen to adjust how often these weapons will appear in weapon crates. Press the **X** button to cycle through off, and 1-4. This affects the probability of the weapon appearing in the game.

CHANGING SOUND OPTIONS

The sound options menu allows you to select various sound settings.

VOLUME

Select the volume level at which you would like the worm sound effects, environment sound effects and game music to be played at.

TEAM 17 SOFTWARE

GAME DESIGN TEAM

Calvin Aston
Kevin Carthew
Rob Charlish
John Dennis
Mark Dimond
Pori Dunstan
John Eggett
Jackson Li
Grant Towell
Lee Varley

PROGRAMMING TEAM

Lead Programmer
Damian Hibbard

Programmers
Richard Gatehouse
Fredrik Egeberg
Laurie Dobson
Nikolas Lalas
Phil Woods
Paul Tapper
Matt Bishop
Sam Parsons
Michael Platings
Rob Hill
Paul Scargill

ART TEAM

Lead Artist
Julian Holtom

Artists
Johannes Fors
Nick Gommersal
Leanne Adams
Aton Skinner
Rico Holmes
Dave Hall
Paul Sigerson
Tim Lornqvist

Front end/Menus/Icons/HUD

Paul Robinson
FMV/EFMV/Animation
Taran Matharu
Tony Landais
Javier Leon Carrillo

Concepting

Tom Gluckmann
Craig Whittle

Promotional & Web Art

Javier Leon Carrillo

Art Tech Support/Scripting

Art Manager
Neil South

AUDIO TEAM

Music and sound effects
Bjorn Lynne

QUALITY ASSURANCE

Lead Tester
Andy Aveyard

Testers

Brian Fitzpatrick
Adrian Evans
John Egginton
Richard Payne
Adam Bartkow
Karl Gilbert
Daniel Burnell

Test Manager
Paul Field

LOCALIZATION TEAM

Project Management
Paul Sharp

PRODUCTION TEAM

Creative Director
Martin Brown
Producer
Jamie Irvine



CREDITS

BABEL MEDIA

Project Management

Anna Andre

SEGA of America

President

Hide Irie

Director of Development and Localization

Osamu Shibamiva

Localization Producer

Kevin Frane

Vice President of Entertainment Marketing

Scott A. Steinberg

Product Marketing Manager

Mark J. Polcm

Associate Product Marketing Manager

Teri Higgins

Creative Services Specialist

Chris Mowry

Public Relations

Bret Blount

Ethan Einhorn

Director of Web Development

Chris Olson

Web Team

Bridget Oates

Ricky Viray

David Fung

Leri Greer

Rodwin Pabello

Special Thanks

Rob Lightner

Noah Musler

Sue Hughes

Keith Gerhardt

Mike Kacz

Chris May

Tom Dudley

Lisa Mares

Packaging

Moore Design Group



NOTES



**THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!*

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the PlayStation 2 Game Disc shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective PlayStation 2 Game Disc or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site <http://www.sega.com>
- e-mail support@sega.com
- telephone 1-716-650-6702

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of Sega Corporation or its affiliates. Worms Forts: Under Siege © 2003 Team17 Software. Library programs Worms Forts: Under Siege © 2003 Team17 Software, Team17 Software and Worms Forts: Under Siege are trademarks or registered trademarks of Team17 Software Limited. Original Concept Andy Davidson. This game is licensed for use with PlayStation 2 only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94103. All Rights Reserved. www.sega.com. Programmed in Japan. Made and printed in the USA.