

Nintendo®

GAME BOY®

DMG-AEJE-USA-1

EARTHWORM JIM™

INSTRUCTION MANUAL

KIDS TO ADULTS

K-A

AGES 6+

Shiny
Entertainment

Playmates
Re

Microsoft Entertainment Inc.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



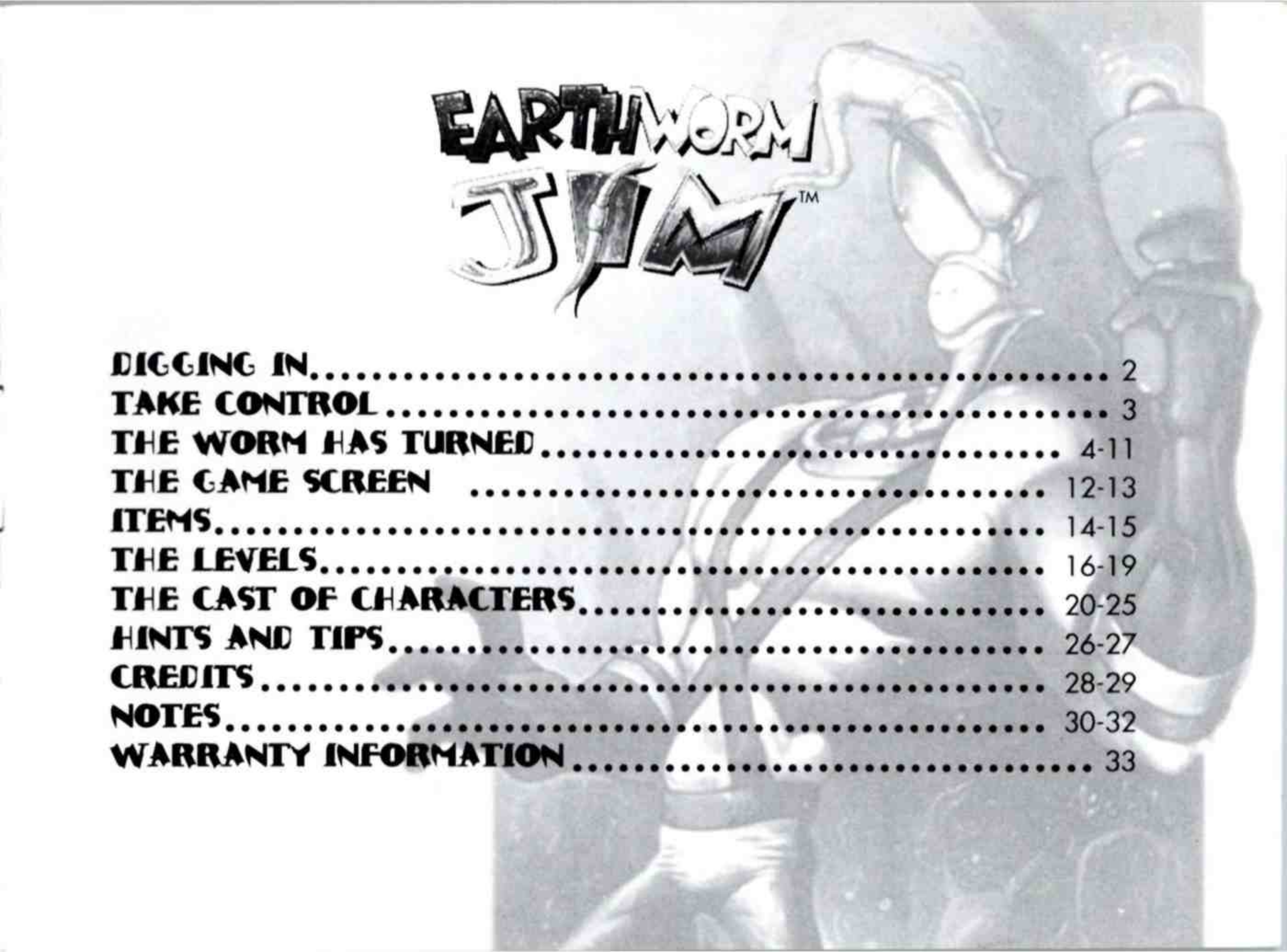
DISTRIBUTED BY SVG DISTRIBUTION INC.
19645 RANCHO WAY • RANCHO DOMINGUEZ, CA 90220
1 (888) SVG-0499



NINTENDO, GAME BOY AND
THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS
OF NINTENDO OF AMERICA INC.
©1989 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



EARTHWORM JIM™

DIGGING IN.....	2
TAKE CONTROL.....	3
THE WORM HAS TURNED.....	4-11
THE GAME SCREEN	12-13
ITEMS.....	14-15
THE LEVELS.....	16-19
THE CAST OF CHARACTERS.....	20-25
HINTS AND TIPS.....	26-27
CREDITS.....	28-29
NOTES.....	30-32
WARRANTY INFORMATION.....	33

DIGGING IN

1. Set up your **Game Boy**.
2. Make sure the power switch is turned OFF. Place the Earthworm Jim game pak into the game pak slot and press it down firmly.
3. Turn the power switch to ON. You should see the Nintendo title screen, then the **Earthworm Jim™** title screen. If not, open your eyes and try again.



TAKE CONTROL

Button A Jump. Rapidly pressing while in flight turns Jim's head into a helicopter-like blade that floats him gently to the ground. Acts as an accelerator for your rocket.

Button B A long tap fires your Plasma Blaster, or any other weapon you get. A short tap will do the Head Whip, or fire your Plasma Blaster if you are hanging.

Start Pauses the game.

Select Turns on Mrs. Schultz's porch light in Germany. So quit pressing it!

Control Pad Hey, it controls which way you move and which direction you look. What did you think it did?

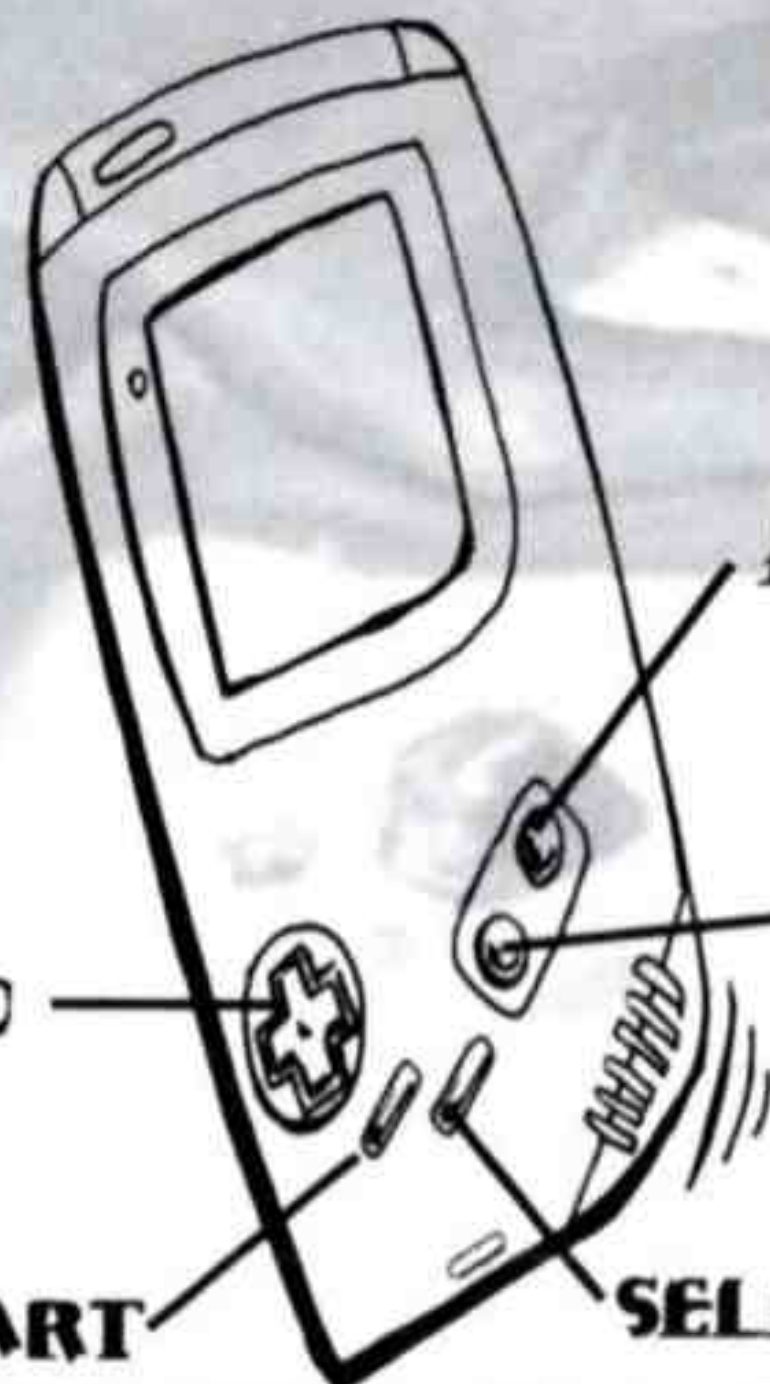
CONTROL PAD

START

A BUTTON

B BUTTON

SELECT



THE WORM HAS TURNED

INTO A SUPER HERO

It's a day like any other. A crow is chasing a worm, a worm named Jim. Today the worm escapes to safety and the crow eats dirt.





Meanwhile, in outer space...



Psy-Crow is chasing a small renegade ship. The ship's pilot has stolen an ultra high tech indestructible super space cyber suit. Psy-Crow overtakes the renegade ship and they face off head to head. Psy-Crow pulls his gun. The renegade pulls an even bigger gun. Wrought with gun envy, Psy-Crow pulls out a huge monster gun. The renegade, realizing he has been outmatched, pleads for mercy. But Psy-Crow, under direct orders from the evil Queen Pulsating, Bloated, Festering, Sweaty, Pus-filled, Malformed, Slug for a Butt, blasts the renegade and his entire ship to smithereens. The suit falls gently to a strange planet below. The strange planet is our planet.



PLANET EARTH.





Back on earth, our slimy hero is wondering if it's safe, and if he has eluded the crow. Jim looks left, then right. It seems he has given the crow the slip. Jim returns to his normal daily life, cruising about avoiding crows and doing other general worm-like things.



Jim is suddenly struck by a very large ultra high tech indestructible super space cyber suit. Through sheer luck, Jim rests safely in the neck ring of the suit. Suddenly, the ultra high tech space particles of the suit begin interacting with Jim's soft wormy flesh. A radical light speed evolution takes place.

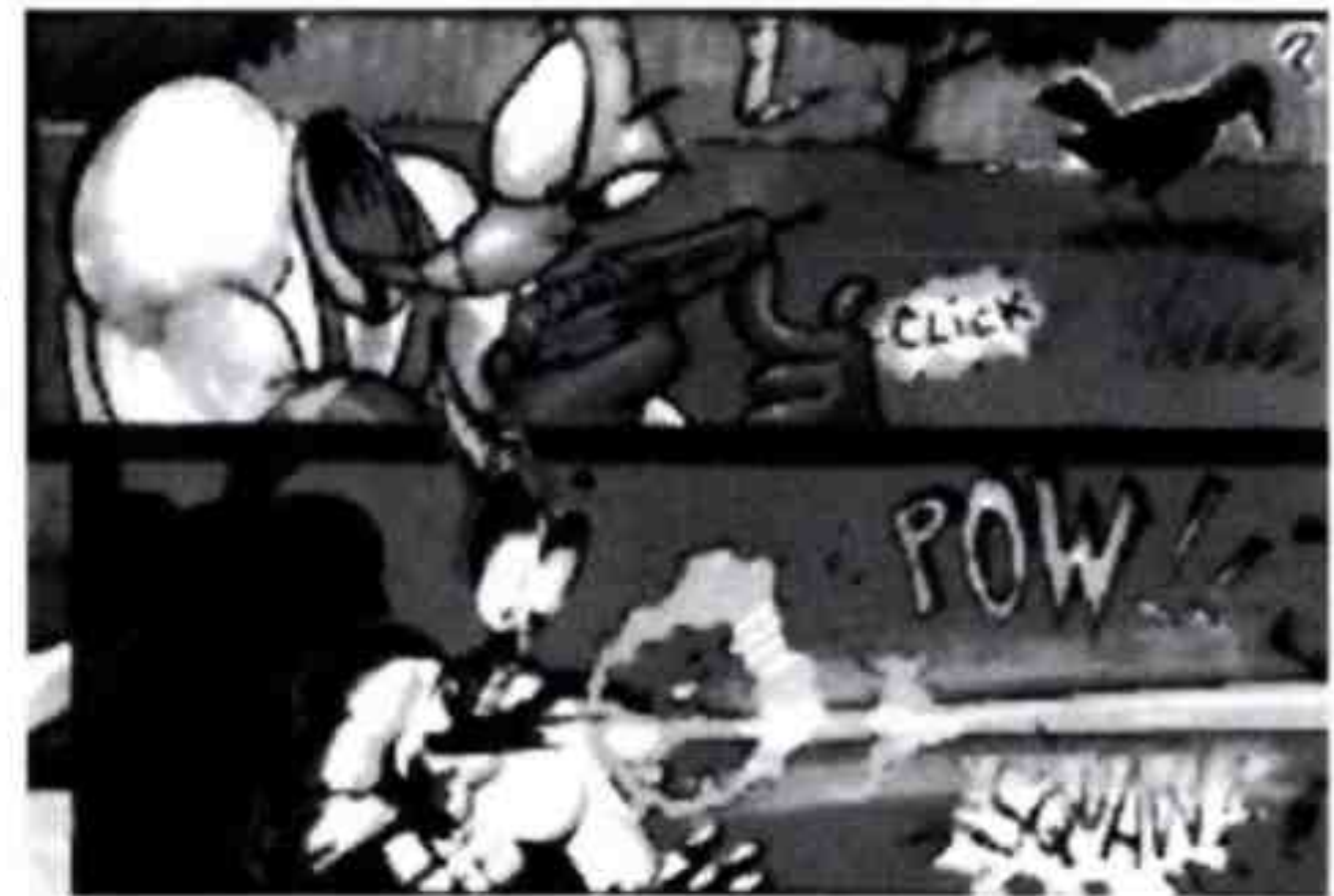




Jim soon realizes he is in control of the suit, and we witness the birth of Earthworm Jim.

Jim checks out the suit and he notices a red thingie attached to his side, which just happens to be a plasma blaster. He pulls it out of the holster and starts playing with the buttons. Meanwhile, off in the distance, the crow is still looking for his lunch. Jim finds the trigger and lets loose with a plasma blast. **BLAMO!**

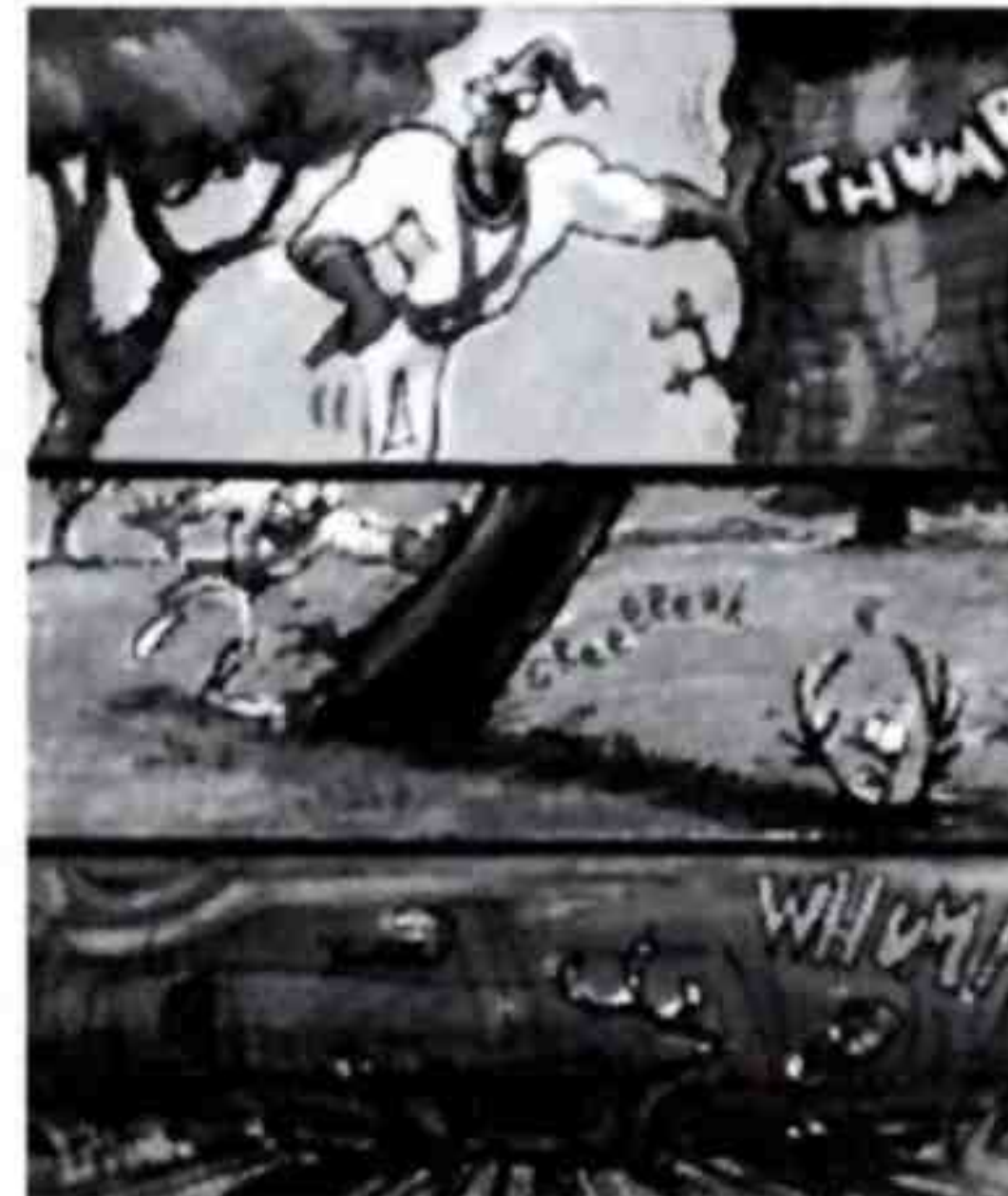
The crow is torched!





Taking a moment to gather his thoughts, Jim leans up against a tree. Due to the suit's incredible power, Jim forces the tree over, right on top of the now barely conscious crow. His lifetime nemesis is never to be seen again.

Our hero thinks he's got it pretty easy now, but...





... he hears something in the distance. Psy-Crow, the intergalactic bounty hunter is standing over a burn in the grass which the suit had left behind. Peering over the toppled tree, Jim sees Psy-Crow talking to the Queen, informing her that the suit is very near. The Queen knows that the suit will make her even more beautiful than her imprisoned twin sister, "Princess-What's-Her-Name." Jim decides he needs to meet this Princess and dashes off to find her before Psy-Crow can find him and **the suit**.



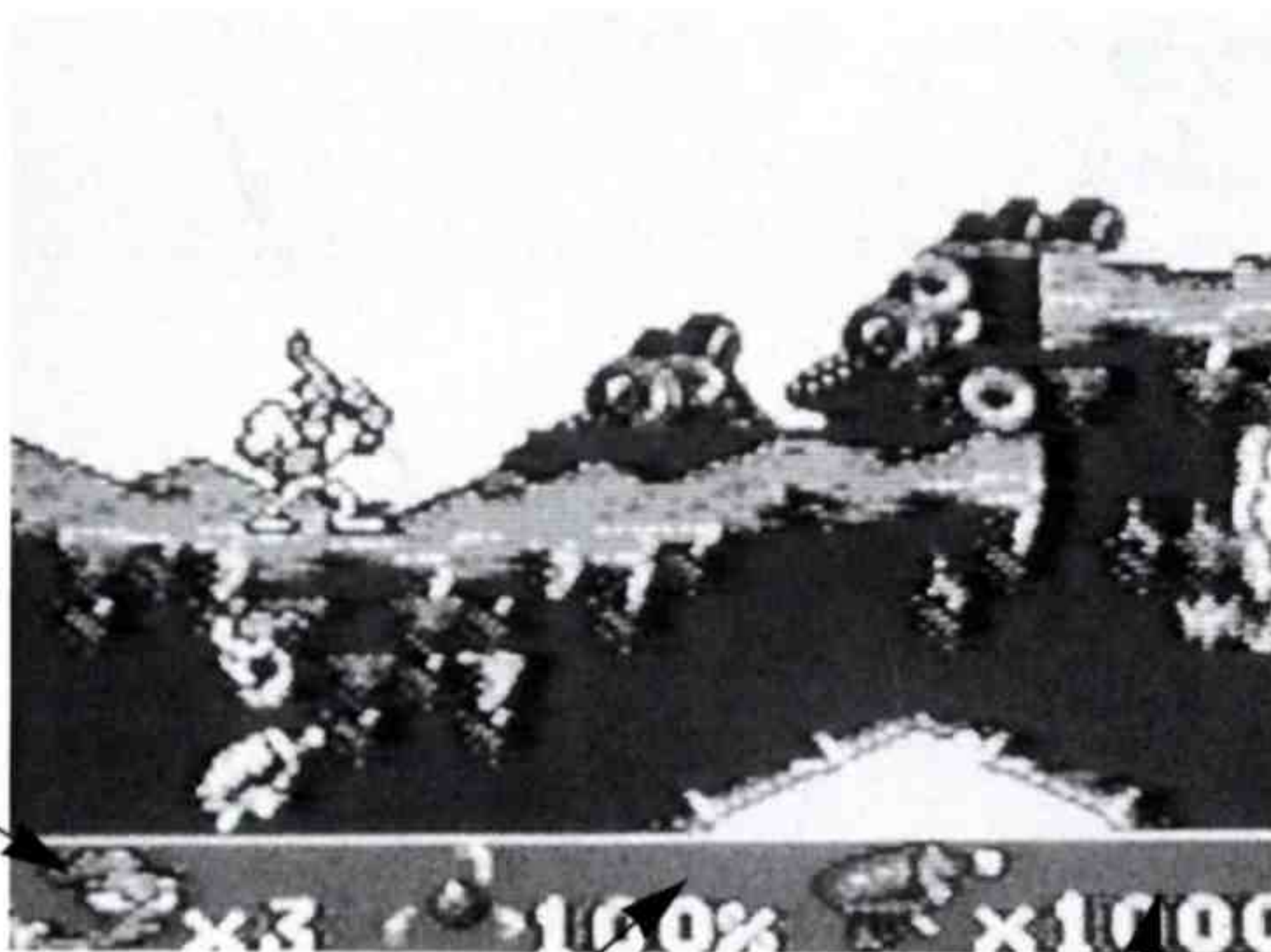
THE GAME SCREEN

Worms Left: This is the number of additional Jim lives you have left to complete the game. There are many hidden free lives to help you on your quest to save the Princess. Look everywhere for them!

Suit Energy: This is the percentage of energy the suit has left. Whenever you are attacked by an enemy, touched by an enemy or generally do something stupid, this number goes down. If this number reaches zero you lose one life. Additional energy can be found floating throughout the levels, or when you destroy an enemy.

Plasma Shots: This is number of rounds of plasma energy you have left to fire. Additional energy clips can be picked up while you are playing, but you must use your shots carefully as many enemies await you. If you run completely out of shots, the plasma gun automatically recharges itself very slowly by gathering energy from around it, but it is much advised not to let the gun run out of ammo.





Worms Left

Suit Energy

Plasma Shots



ITEMS

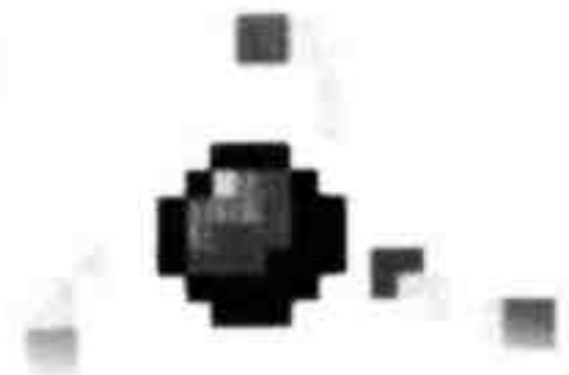
Plasma Power: Each time you pick up one of these you get an additional 250 rounds of plasma power! Plasma shots are limited, so get as many of these as you can find!



Mega Plasma: The Big Wally of plasma detonation! This item will generally wipe out anything you can point it at and fire! Every time you collect one of these babies you only get one mega shot, so use them wisely!



Suit Power: Atomic energy that the suit needs to function. Collecting these items increases your overall suit energy. More healthy than a big bowl of chicken soup.



Asteroid Shields: During the Rock Races, grab these to protect yourself from colliding with the asteroids.



Atomic Accelerator: Catch one of these power gems to throw yourself into overdrive. Useful for a quick burst of speed to avoid Psy-Crow.



Fuel Pods: While racing, grab these items for fun and profit.



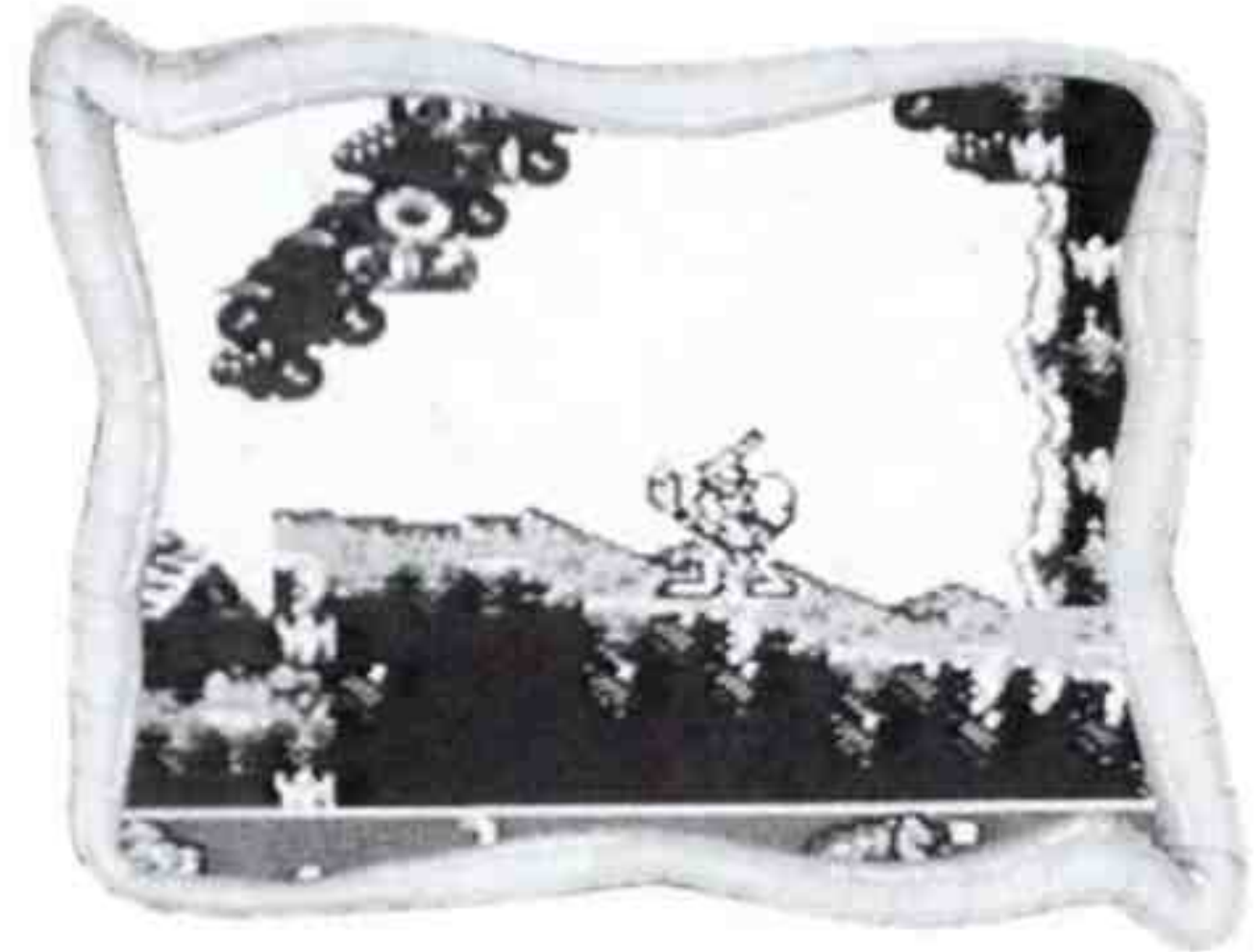
Extra Life: Hidden throughout the vast levels are these items that will give you an extra life towards rescuing the Princess.



THE LEVELS

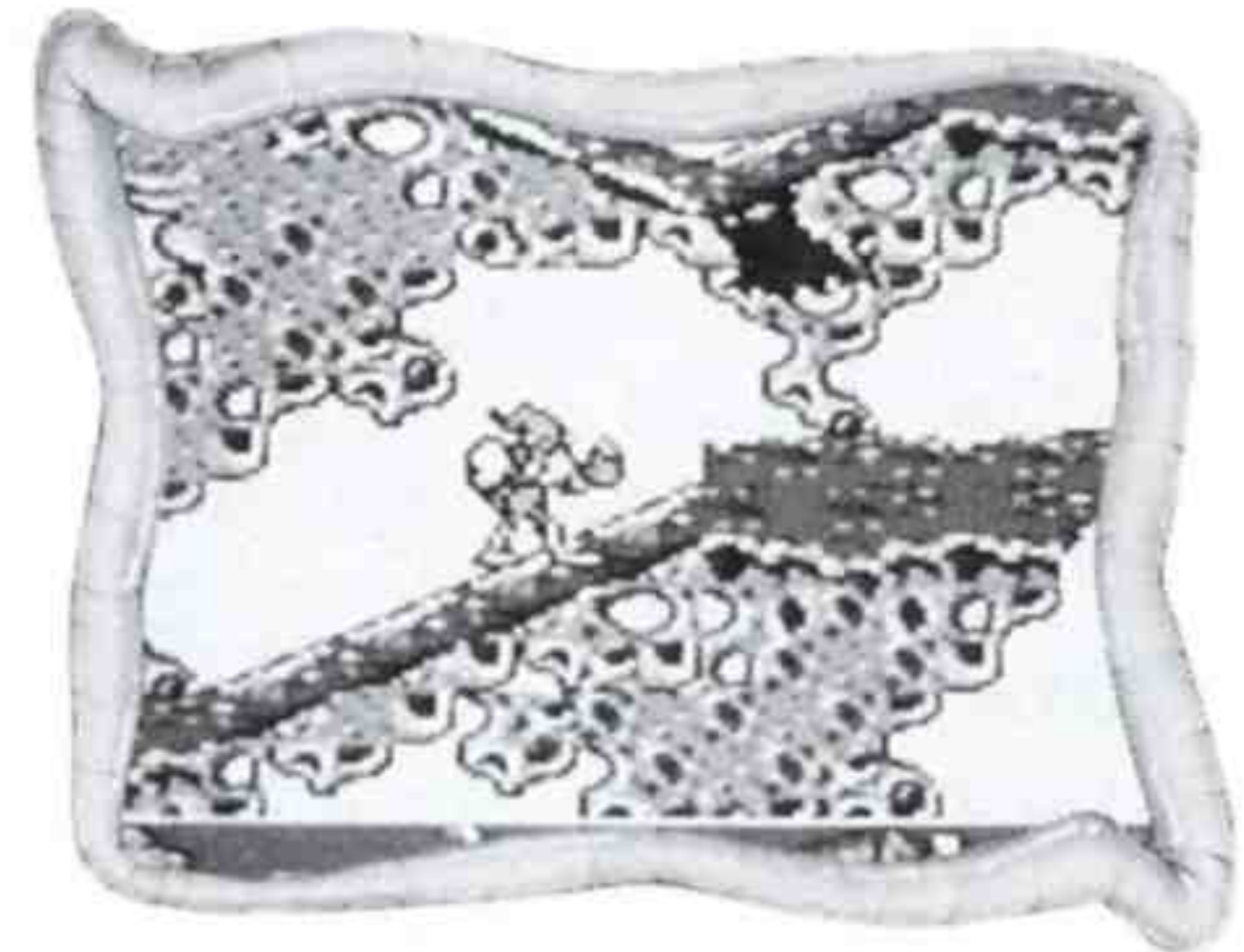
New Junk City:

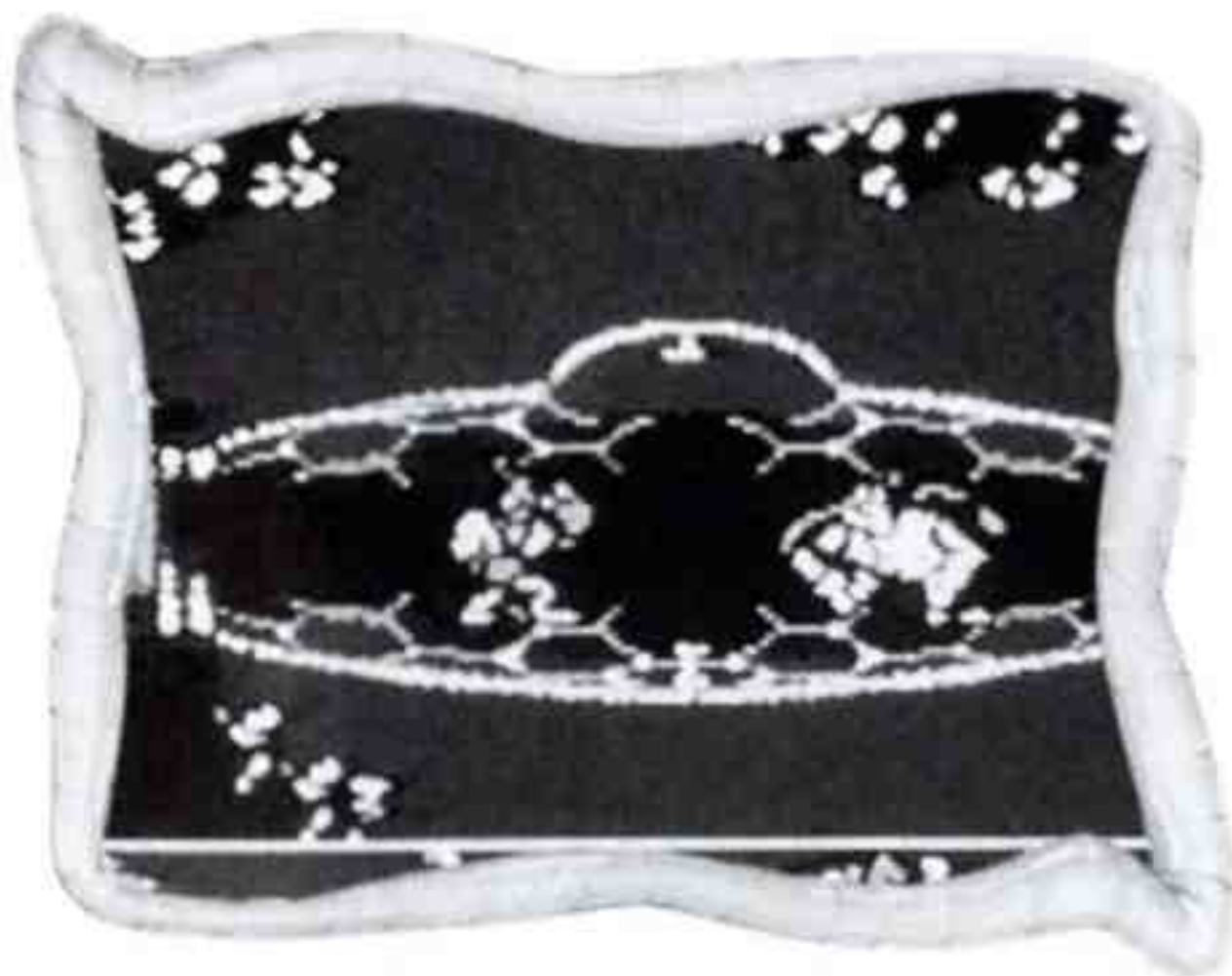
Menacing crows, giant mutant garbage cans, the junkyard's owner Chuck and his dog Fifi want to welcome you to the junkyard in their own special way - by trying to kill you. Bounce from tire to tire or slide across zip lines to grab extra power-ups. Watch out, compared to Fifi's bark, those bites are even worse!



What the Heck?:

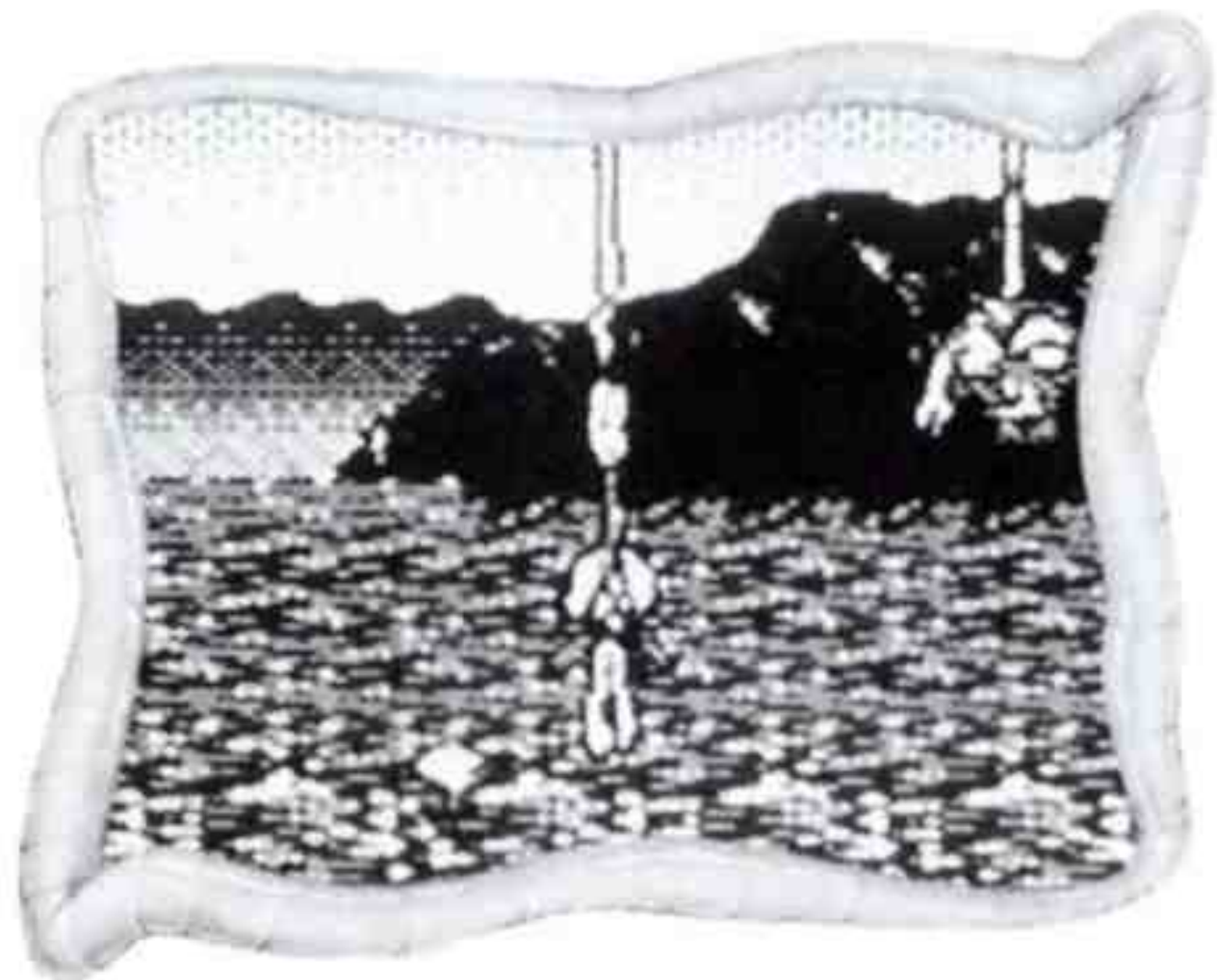
Welcome to Planet Heck. As Evil the Cat dances, you wander through a devilishly tricky maze. Step quickly...it can get a little too hot for Jim even in his indestructible suit. For an uplifting experience, take a jog on a gem, but don't let Jim get a hot foot! There'll be a hot time in the old town tonight for sure!!





Down the Tubes:

Bob the Goldfish knows that EWJ's super suit could make him ruler of the world. Maybe even the universe!!! Controlling the drone cat minions in his underwater lair, Bob uses his servants to find you wherever you hide, high or low. Don't let the size of Bob's kitten guards fool you- they're just as powerful as the cats! Hamsters galore!



Snot a Problem:

Bungee jumping is scary enough without Major Mucus trying to bash you into the walls, but that's exactly his plan. As your bungee cord gets thinner and thinner, your life hangs on by a few measly threads!!! But that's not all. Mucus Phlegm Brain is counting on you to get too close to the pool of snot or fall in - he's waiting for lunch!



THE LEVELS: CONTINUED

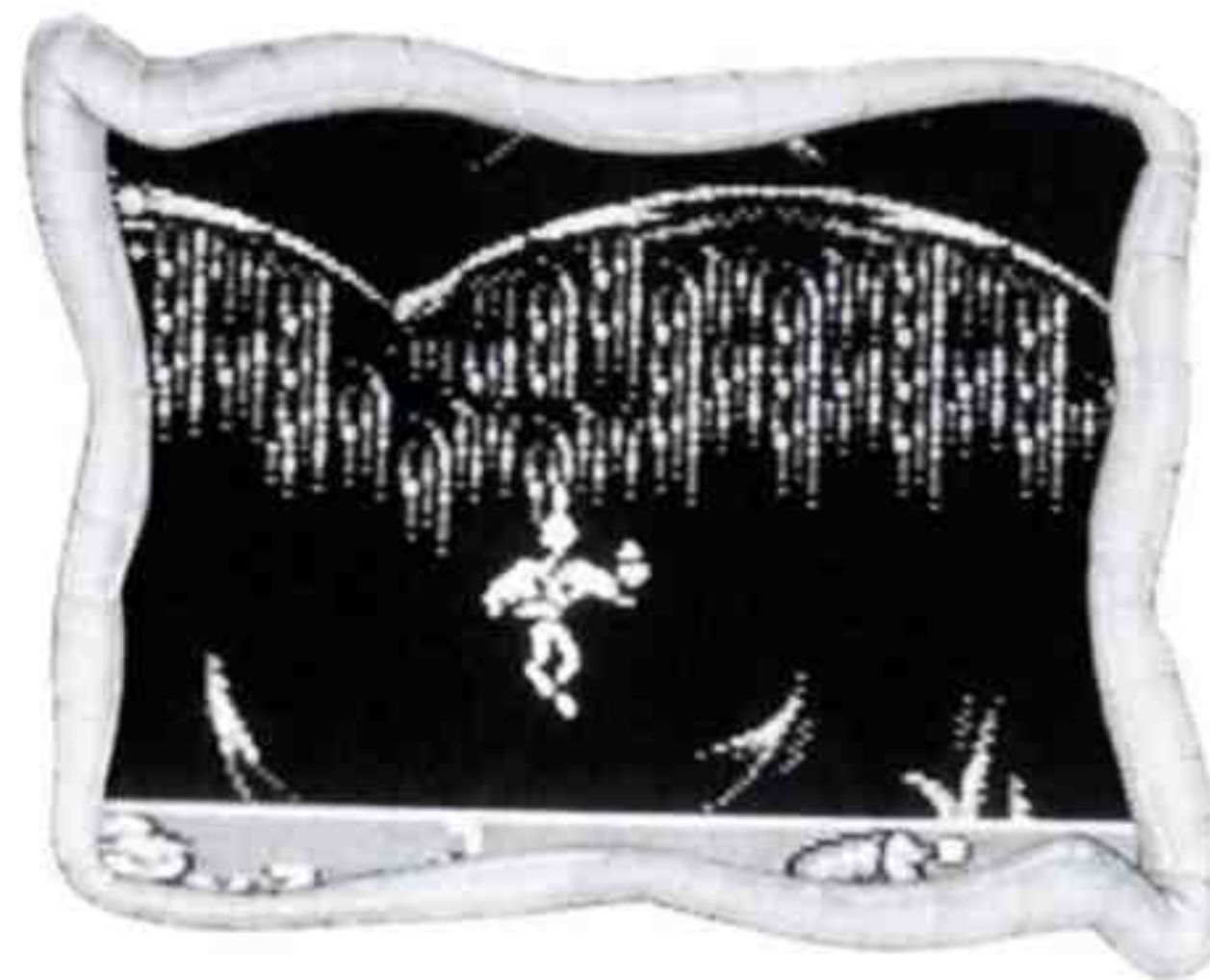
For Pete's Sake:

Walking the dog was never like this!!! If you let little Peter fall, watch out - his temper gets the best of him and he mutates into a ravenous hulking giant! If the meteor showers don't rain on your parade, and the flying saucers don't blow you away, then maybe, just maybe, you'll make it through okay. Oh, did I forget to mention that the Unipus' (It's like an octopus but with one arm) tentacles can kill you...?



Buttville:

It's dark, but there's lightning in the distance and you've got to keep your head in order to stay alive. You're now facing the Queen and her minions head to head, so use yours. The Queen is using her control over all the insects in order to try to stop you. Everywhere you turn, one of her followers is going to be there. Try to control your every move here. Any mistakes you make will probably be your last.



THE CAST OF CHARACTERS:

Earthworm Jim:

Just an ordinary earthworm caught in a suit he doesn't understand. Faced with the daunting task of keeping the super powered suit out of the evil clutches of his vicious enemies, you'll have to use every weapon and power you can just to keep Jim alive! And has he got weapons, whips, plasma blasters, hamsters (umm...), and other high-tech stuff!



Major Mucus:

From the distant phlegm planet, Major Mucus will stop at nothing to get Jim's suit. Bouncing wildly on a tiny thread of goo, the Major is bound to be trouble. Watch out - if he gets a hold of Jim, the snot will really hit the fan!



Peter Puppy:

Peter may first look like a cute, cuddly puppy, but when he transforms into his alter ego there's nowhere to hide. This isn't going to be just another walk in the park with Peter! Jim's super suit helped him survive the trip through the black hole to Peter's world, but even its powers might not be enough to help him get back.



Evil the Cat:

Born with no heart, the ruler of Heck lives to torture others. Filling Heck with corporate lawyers and dreaded elevator music, Evil has seen to it that Jim doesn't stand a snowball's chance. Evil's snowmen are a good example of how twisted this cat really is!!! If you thought Heck was bad before, you ain't seen nothin' yet.



CHARACTERS:CONTINUED

Psy-Crow:

Jim was hunted by crows all his life, but never one with a gun!! Psy-Crow is determined to get that suit back for the Queen at any cost. Because of his persistence and twisted crow mind, you'll never know when he's gonna turn up!!! If he gets his worm hook into you and pulls you out of the suit, Jim is as good as bass bait. Keep your eyes open and stay on guard!



Bob & #4:

Bob is a goldfish with plans...plans to steal Jim's powerful suit so he can rule the universe. He can't harm Earthworm Jim directly, but that's what the drone cat #4 is for!! This brute packs a mean punch! Whatever Bob wants, #4 gets – and Bob wants that suit!





Chuck & Fifi:

Fifi is no lovable poodle. Try a psychotic, four legged chainsaw with a rusty chain and you'll know what we mean. Fifi wants to keep strangers away from his master's junkyard. Chuck will throw up anything he can to keep you from surviving. You'll need to keep your wits in order to dethrone him!

CHARACTERS:CONTINUED

Princess-What's-Her-Name:

Twin sister of the queen, she got the good end of the genetic chain. A truly bodacious babe of the highest magnitude! When asked about her favorite activities, she sweetly replied "Save the space whales. I'm a Libra. Will you buy me a spaceship?"





**The evil Queen Pulsating, Bloated,
Festering, Sweaty, Pus-filled, Malformed, Slug for a Butt.....:**

Adjectives escape us as we try to encapsulate the utter putridity of her being. Let's put it this way: she's big, she's bad, and she's in the mood for earthworm burgers!! She has a face not even a mother could love (and a body to match). She's Jim's ultimate nightmare! How can she be defeated? Is it possible? You know she has a twin sister, don't you?

HINTS AND TIPS:

Try not to stay in the same place too long. As a moving target, Jim is a lot tougher to hit.

Limit your firing to short bursts of plasma. This will help you save much needed rounds for later.

Use your head – literally! Your whip-like head can do more than destroy your enemies. You can use it to swing from place to place. Hmmm... what sort of thing could you swing from?

Don't be afraid to make a leap of faith. With a part-time propeller for a head, Jim can gently glide down a chasm that he's leapt into - even though you couldn't see where he was going to land.

Sometimes hanging around isn't such a hot idea and you'll need to get out of somebody's way. Just pull yourself up by your boot straps (you'll be amazed at how many enemies don't look up...).

Surrounding yourself with Earthworm Jim action figures, watching the new television show and buying anything with Earthworm Jim, the Playmates logo, or Shiny Entertainment's logo on it will automatically make you the coolest person in your neighborhood.



Gather as many atoms as you can before the end of each stage. You'll need as much energy as you can get to defeat the bosses. And watch your plasma gun's energy level - recharging only seems to take longer when you're in a jam!

Open your eyes and search around. There are many secrets to be found. Closely look at what you see, for many secrets are **off the screen...**

There are a ton of goodies on each level. If you can't find a way to get to something you see, the answer may lie just ahead, or below, or above you, or this-away, or that-away...

To keep Psy-Crow out of the action, you've got to beat him in the asteroid...race. Otherwise he'll give you problems on every level. (Lose a turn for not laughing at the asteroid joke.)

Defeating the Queen involves stopping her from laying eggs. Now, how can you do that? Don't you wish you stayed awake during health education?

Most of the time, keeping Peter moving along is the best plan of action. But how can you stop him, or slow him down, when you need to? Click.

Making cookies with butter-flavored shortening rather than butter or margarine keeps them from flattening out too much during baking.



CREDITS

Earthworm Jim™ developed by Shiny Entertainment, Inc.™. Original concept by Douglas TenNapel. Conversion developed by Eurocom Entertainment Software.

PROGRAMMING

Dave Looker
Kevin Grantham
David Pridmore
Tim Rogers

GRAPHICS

Andy Bee
Nigel Bently
Steve Bedser

SOUND

Martin Walker

EXECUTIVE PRODUCER

David Luehmann

PRODUCERS

Mat Sneap
Mark Hetherington
Hugh Binns

PROJECT MANAGER

Scott Herrington

LEAD TESTERS

Raymond Nivarel
Kevin Holt

QUALITY ASSURANCE

Andy Brown
Lee Jones
James Martinez
Jose Zatarain
Manuel Quinones



SPECIAL THANKS

Shiny Entertainment, Inc.™

Thomas Chan

Richard Sallis

Kathy Sison

Diane Teigiser

Michael Koelsh

Sachs Finley & Company

Golin/Harris Communications

Moore & Price Design



Interactive Entertainment, Inc.

EARTHWORM JIM™ © 1994 SHINY ENTERTAINMENT, INC.™
ALL RIGHTS RESERVED



NOTES



EARTH NORM
JAM



KEEP
FACE FLEXIBLE
&
BE PREPARED
TO BREAK ALL
OF THE RULES.

MORE NOTES

LOWEY IS ABOUT
2 1/2 INCHES TALL



PUT NOSE ON SIDE OF IT



EARTHWORM
JIM

© SHINY ENTERTAINMENT
1993 12-2-93



32

THE
MAIN PART OF
E.W.'S HEAD
IS AN INVERTED
HORN OR CONE SHAPE
KEEP THE MEATY
AT THE TOP.

SUGGEST A CH

90-DAY LIMITED WARRANTY

SVG Distribution warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, SVG Distribution will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify SVG Distribution of the problem requiring warranty service by calling 1 (888) SVG-0499.
3. If the SVG Distribution Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

SVG Distribution • 19645 Rancho Way • Rancho Dominguez, CA 90220

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

• **Repairs/Service after Expiration of Warranty:** If the PAK develops a problem requiring service after the 90-day warranty period, you may contact SVG Distribution Return Authorization Dept. at 1 (888) SVG-0499. If the SVG Distribution Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for SVG Distribution to repair or replace the PAK, and provided with a Return Authorization Number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SVG Distribution, and enclose a money order payable to SVG Distribution for the cost quoted to you. If after personal inspection, the SVG Distribution Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

• **Warranty Limitations:** ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN, IN NO EVENT SHALL SVG DISTRIBUTION BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

KEEP
FACE FLEXIBLE
&
BE PREPARED
TO BREAK ALL
OF THE "RULES"





NINTENDO, GAME BOY AND THE OFFICIAL SEALS
ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1989 NINTENDO OF AMERICA INC.



Distributed by SVG Distribution Inc.
19645 Rancho Way • Rancho Dominguez, CA 90220 • (310) 661-3000



Earthworm Jim™ © 1994
Shiny Entertainment, Inc.™
All Rights Reserved.

PRINTED IN JAPAN