

EARTHWORM JIM 1 + 2



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INSTALLING EARTHWORM JIM

There are two ways to install EW) to your PC

DOS

EW) can be played directly from the CD or from your harddisk. If you wish to install EW) to your harddisk insert the CD into your CD-ROM drive. Change the directory to that of the CD. for example if your CD drive is at drive letter D:

CD D: <ENTER>

Then type:

INSTALL <ENTER>

This will launch the EW) installer for DOS. Simply follow the instructions on screen. When the installer is finished it will launch the sound setup program.

If you wish to start EW) from your CD then insert the EW)1 or EW)2 CD into your CD-ROM drive and change to the drive as described above. If you are about to run the game for the first time you will need to run the sound setup program first. Simply type:

SETUP <ENTER>

And follow the instructions given on screen.

If any problems should occur please refer to the „README.TXT“ file located on the CD.

When you wish to start the game after installing it simply insert the EW)1 or EW)2 CD into your CD-ROM drive, change your directory to either the harddisk directory where you installed EW) or to the CD as described above and type EW)1 or EW)2 followed by <ENTER>.



NOTE: The setup program will, if the game is launched from the CD, create a directory on your drive called „EW“. In this directory there will be placed some small configuration files used by the game. If this directory or the files in it are deleted you will have to run the SETUP program once again.

WINDOWS 95

Insert the CD into the CD-ROM drive while running Windows 95. Windows should now automatically launch the setup program and you should just follow the on-screen instructions.

If any problems should occur please refer to the „README.TXT“ file located on the CD.

CONTROLLING JIM

When the game starts there is already defined a set of keys to control Jim's actions:

[Alt] ...Fire your plasma Blaster, or any other weapon you get. Also acts as an accelerator for your rocket.

[Shift] ...Does the Head Whip, the „Hamster Bite“ (you'll find out...), and the Bungee Shove. Activates shields during the rocket flights.

[Ctrl] ...Makes Jim jump, or when airborne, turn Jim's head into a rapidly rotating helicopter blade.

Arrow keys ...Control which way you move and which direction you look. What did you think it did?



If you encounter problems withthe diagonal directions use the arrow keys on the numeric keypad instead.
Only for EW)z:

[TAB] ...cycles through all of Jim's currently held weapons.

GENERAL INGAME KEYS:

- [P]** Pause / unpause the game.
[M] Music on/off.
[S] Sound-Effects on/off.
[J] Joypad on/off.
[R] Joypad recalibration. This function recalibrates the joypad "on the fly". Simply move the direction pad in all directions and the joypad will be recalibrated.
[ESC] Exit to the title-screen.
[Alt]+[X] Exit to DOS or Windows.
[F1] Scroll fix for Tseng3000 video cards. The old Tseng3000 videocard (and others possibly) have some problems when panning. Pressing this key will fix this problem.
[F2] Adjust frame rate. On some PC's it happens that the EW) game is running at an unstable frame rate. Try pressing this button up to three times to fix it. Pressing it the fourth time will set the frame rate values to default.
[F3] Toggle between 240 and 200 lines display. Very useful for slow video cards.
[F4] Panic Key. Press once to restore the default controls. When on title screen the custom controls will be over written.

TITLE SCREEN

Once the game has loaded the title screen will fade in after some logos have been shown. On the title screen you will see three options:

START GAME

PASSWORD (in EW)z there is the **PASSCODE** option in the **OPTIONS** menu)
OPTIONS

These three options can be selected by moving up/down using the direction keys (or pad if joypad has been enabled) and thereafter pressing the fire key/button.

If the program doesn't receive any input for a while the game will switch to attract mode showing a few self running demos of the game.

START GAME - This of course starts the game from the first level.

PASSWORD - In this screen you are able to enter a set of icons to give access to a specific level in the game. Tap left/right or up/down on the keyboard/joypad to select password icons. When all five icons match the ones you received for finishing a level in the game, the game will start from that particular level. If you want to exit the password screen go to the icon with the red cross and press the fire key/button. Between each level is given a set of icons forming a password which is unique to this level. Remember to write them down!



OPTIONS

When entering this menu you will be presented to four lines.

Line 1: Difficulty (practice, normal, difficult)

There are three levels of difficulty in Earthworm Jim: Practice, Normal and Difficult. Every level of difficulty changes a number of things.

PRACTICE - You can't even watch fishing shows. Salt makes you cringe. You don't even own any Earthworm Jim action figures. You still haven't figured out the hamster gags.

NORMAL - Okay, You've ordered the action figures. You juggle fishing lures.

You call him EW) even though it's more syllables than Earthworm Jim. You've been caught in long underwear tying your hair to curtain rod to see if you can swing from your head, just like EW). You begin to make hamster jokes yourself...

Difficult: You go swimming in trout-infested waters. You sunbathe at the beach on the hottest day of the year, and swim in the dead sea. You've designed the next Earthworm Jim game and submitted your idea to Shiny Entertainment.

You're a stud, you're tough, you're a lumbricus terrestris.



Line 2: Joypad calibration (enable joypad/recalibrate joypad)

Pressing fire when highlighting this line will take you to the joypad calibration screen. Here you have to shoot all the enemies around you. When all enemies have been shot the joystick is calibrated and you will return to the options menu. When the joypad has been calibrated once the line will change from „Enable Joypad“ to „Recalibrate Joypad“.

Line 3: Redefine keys/buttons (redefine controls)

Selecting this option will bring out a new set of lines to be selected.

NOTE: After redefining the Keyboard/Joypad settings the setup is saved to your harddrive. Next time you start up „Earthworm Jim“ your custom settings are restored.

JOYPAD - Here you can redefine the button setup of your Joypad. Just follow the on-screen instructions.

Keyboard - Gives you the possibility to alter the keyboard setup. Once again just follow the on-screen instructions.

Default Control - Restores the default controls of the game. Please notice that your custom settings saved on the harddrive will be overwritten by the default settings.



Line 4: Passcode (in EW)2 only - the substitute for PASSWORD in EW)1)

To fully activate the passcode for any level, you need to collect all three passcode flags and complete the level. The passcode will always be operational since it is saved onto the harddrive. Once your initial game ends, in the Options menu under the passcode heading, it will show you all the flags for each level you have collected.

If you have collected all flags for a particular level, and successfully completed the level, you can resume the game from the very next level. If you miss any flags for a level, you'll have to replay the level, but this time you'll only need to collect the items that you missed the first time. (You don't even need to complete the level to get the skip code — the next time you get to the top of the option screen, it'll be there waiting for you.)

Enter the passcode screen by selecting the option from the menu and then use direction keys/pad left and right to cycle through the levels that you have completed. Press fire to start the particular level you have on screen.

Line 5: Return to titlescreen (Back to Title)

Pressing fire on this line will bring back the titlescreen and menu.

THE GAMESCREEN

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 the 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.



THE EWJ STORY 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.



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 Andy Asteroid 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 or catch up with Psy-crow in the Andy Asteroid levels.

Fuel Pods: While racing, grab these items for fun and profit. Collecting 50 of these will gain you an extra continue.

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 EW'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!

Level 5 - The Professor would love to have Earthworm Jim on the dissection table, but that darn super suit keeps him safe. The Professor wants that suit back - after all, he designed it for the Queen. Of course, he could make another one... if only that darn monkey hadn't eaten the blueprints. That's another can of worms entirely. You'd better keep an eye out for the Professor's creepy science experiments - they're everywhere. Careful when the lights go out! Remember when you were afraid of the dark? Relive the horror (if you can find it) and find your way out!

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 that 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.

Andy Asteroids. Ready for a wild ride through space? Well hold on to your seat because between each level Psy-Crow is right on your tail! Dodge the asteroids and try knocking Psy-Crow off his rocket backpack to help you get to the finish line alive. Grab the Atomic Accelerators along the way to leave Psy-Crow in the wake of your heavy ions. Of course, if you're traveling that fast, you'll want to stock up on shields... unless you're an expert pilot.

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.



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!

Professor Monkey-for-a-Head: You'd be pretty mad too if you had a monkey sharing your head, or if the Professor sharing the monkey's head? Whatever you do, don't call him "Monkey Professor for a Head" or he'll get really steamed! This guy is totally bananas and he's willing to destroy Jim to prove it.

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?

EARTHWORM JIM 2

WHASSUP WITH JIM? Once upon a time, there was a worm who was victorious in defeating the evil Queen Pulsating, Bloated, Festering, Sweaty, Pus-filled, Malformed, Slug-for-a-Butt. Her lovely twin sister, Princess What's-Her-Name (our heroine) was crushed by an errant flying cow (launched by the unknowing Jim) and fell into a slime pool below where she was innocently standing. After removing said cow from atop said princess, Jim quickly re-inflated the squashed lady. Jim bared his enamored worm-hearts to the princess.

The Texan worm did not resemble the prince her mother had told her stories about in any way, shape, or form. Therefore, she refused his love. After all, who ever heard of a princess falling in love with a worm? Frog, maybe...but not a worm.

Jim quickly composed love songs, showed off his physical prowess by lifting stuff that was so heavy he had to grunt, and drove his pocket rocket as fast as he could with the stereo turned way up. Jim did everything he could to woo her. Thoroughly impressed by his really way cool 'Annelid w/Attitude' bumper sticker, personal grooming habits, and Tiny Elvis collection (not to mention his hefty bank account), she decided that she should be in love with him after all.

Suddenly, from out of nowhere (actually, from just behind a big rock really, really close to them),

Psy-crow swooped down with his jet pack and kidnapped the lovely aristocrat. As the only heir to the throne, her husband would become Monarch of the Galaxy! Ruler of the Universe! Master of All! King of Burgers! Eligible for deep discounts at „Zarware - (clothing for Monarchs“ fashion emporiums! And Psy-crow wants that crown for his own diminutive head.



Jim has to stop them before they reach the Lost Vegas system where they can get a quick, non-consenting wedding 24 hours a day. Jim blasts off on their trail, following them from planet to planet. Many of these worlds are the summer homes of his worst enemies like Evil the Cat (let's face it, Heck gets just too darn hot in August, even for Evil). Jim's not going alone this time. He's enlisted his pal Snott to help him chase down Psy-crow and nab the woman of his dreams.

IKONS, WEAPONS & STUFF

Suit power. Each one of these gives Jim's suit an extra 4% on the old life meter. Grab 'em up whenever you can.

Super Suit Power. These bad boys will boost your suit power up to a cool 100%. Groovy to say the least. A better pick-me up than a kick in the head, and far less painful....

Chip Butty. A tasty lo-cal snack that actually boosts Jim's suit power up to a whopping - yes, whopping - 200%! No weird side effects, no heart palpitations, a perfect way to start your day, just like the queen mum!

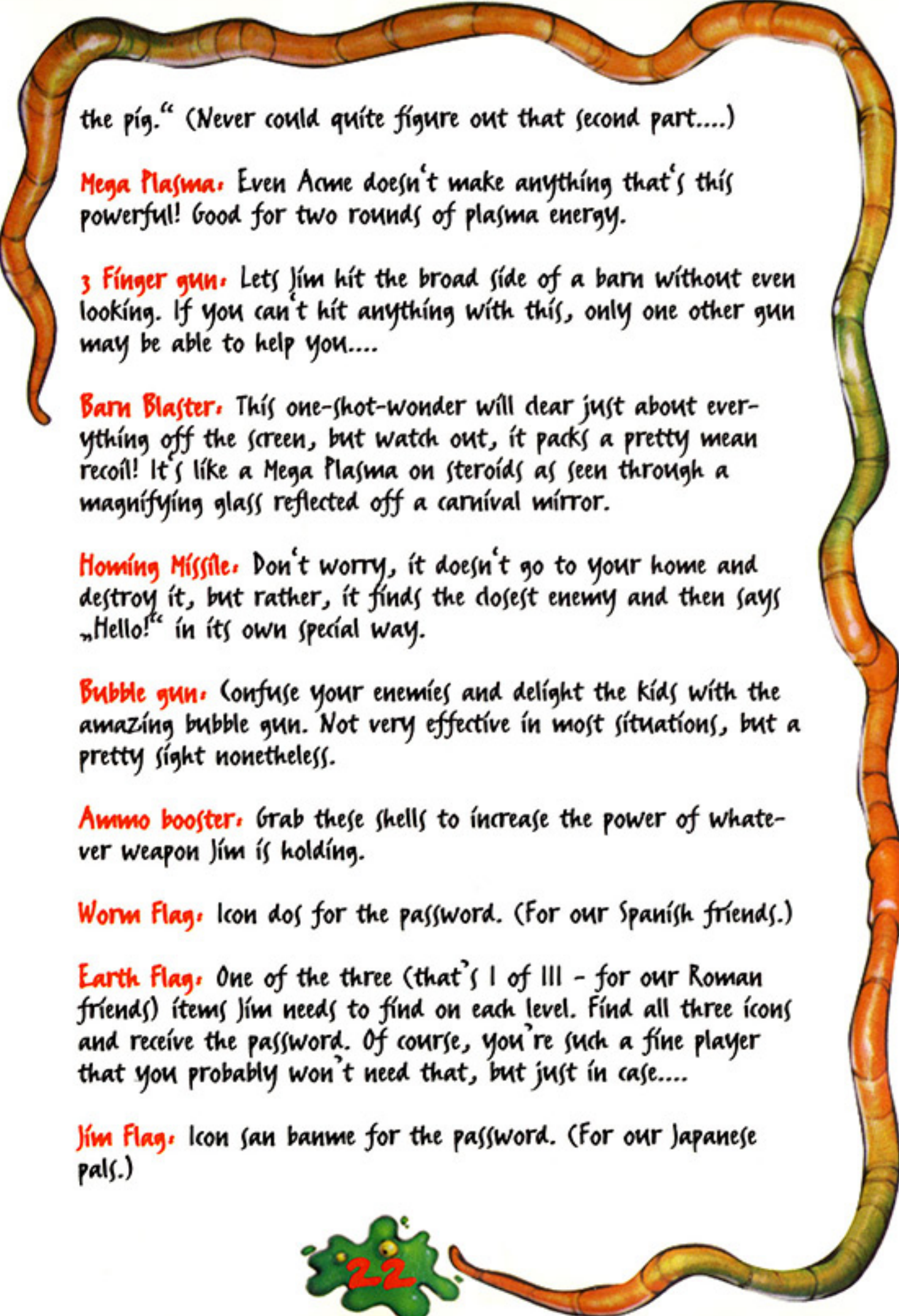
Meal worms. They're not just for breakfast any more. Grab these and earn chances to earn extra bonuses later in the game.

Extra life. Lets you go on longer than Lucy in syndication....

Stopwatch. Buy yourself some time in Lorenzen's Soil with each of these. They'll postpone the sky from falling.

Standard Machine Gun Plasma Power. Gives Jim 250 rounds of ammo. As Jim's granny used to say, „Sonny, you can never have too much ammunition to shoot, or too much grease for





the pig." (Never could quite figure out that second part....)

Mega Plasma: Even Acme doesn't make anything that's this powerful! Good for two rounds of plasma energy.

3 Finger gun: Lets Jim hit the broad side of a barn without even looking. If you can't hit anything with this, only one other gun may be able to help you....

Barn Blaster: This one-shot-wonder will clear just about everything off the screen, but watch out, it packs a pretty mean recoil! It's like a Mega Plasma on steroids as seen through a magnifying glass reflected off a carnival mirror.

Homing Missile: Don't worry, it doesn't go to your home and destroy it, but rather, it finds the closest enemy and then says "Hello!" in its own special way.

Bubble gun: Confuse your enemies and delight the kids with the amazing bubble gun. Not very effective in most situations, but a pretty sight nonetheless.

Ammo booster: Grab these shells to increase the power of whatever weapon Jim is holding.

Worm Flag: Icon dos for the password. (For our Spanish friends.)

Earth Flag: One of the three (that's I of III - for our Roman friends) items Jim needs to find on each level. Find all three icons and receive the password. Of course, you're such a fine player that you probably won't need that, but just in case....

Jim Flag: Icon san banme for the password. (For our Japanese pals.)

Continue Icon: Tag these to activate the continue point should something unfortunate happen to Jim.

Turbo: Gives Jim extra turbo power. Makes him go faster than a squirrel on asphalt in July.

Express Lane: Use this to bolt back to the beginning for more bomb laden balloons in the Flyin' King.

Big Block Engine: Makes the pocket rocket twice as manoeuvrable and speedy. (Cheaper than a trip to your local auto parts supplier for new valves.)

Can o' Worms: We fooled you in the first one - there was no hidden can of worms. Well, we thought it was funny. Anyway, now these things are hidden throughout the game!!! Find 'em for an extra continue (good for three lives at participating locations. See store for details).

THE LEVELS

Anything but Tangerines

Bob's summer home, A.B.T. is also the home to blunderbuss wielding octopi, #4's bowling alley, and umbrella-wielding geriatrics (who get a great senior citizen vacation discount). Even though the happy pigs aren't as good looking as Wilbur, as smart as Arnold Z., or as militant as Napoleon, you can still left one up and use it to your advantage (as long as you don't mind getting a little dirty). Use the E-Z stair climber to get to the real action, but watch out for the jealous grannies who want their turn on the lift. Hmm, haven't I seen those grannies on TV somewhere....

ProTip: Certain areas look totally out of reach. Look around for possible pathways to the power-ups. There is a way to reach everything on the level.

Puppy Love (with music by Peter's Pound and Mary)



Psy-Crow has taken the Princess to Peter Puppy's world and now is holding Peter's puppies hostage, all 600 of them! Cornering Psy-Crow in an abandoned spaceport control tower on the edge of Nowhere (City), Jim has to stop Psy-Crow from throwing the helpless puppies out the

window and thus getting rid of any evidence!

Use the giant marshmallow o' love to get the puppies back to Peter. Drop a few and Peter might get angry. And you know that getting Peter angry is like having a 900 pound weasel stuffed down your shorts! Yikes!

ProTip: Always go for the first puppy thrown. Follow the



sequence and you'll get them there safely. Watch carefully where the puppies land, knowing where to position yourself is half the battle.

Special Level Controls:
B - Turns Jim around
A - Makes Jim dive for puppies
Control Pad - Moves Jim in that direction

The Villi People a/k/a Blind Sally

In order to pursue Psy-Crow and the princess through the living intestinal planet Doc D's old summer home - Jim will have to don one of his numerous disguises...Sally, the blind cave salamander. Still holding on to his plasma blaster, Jim must pass the pinball bumpers, collect power-ups in a quick memory game, and then compete in an impromptu game show! Watch out for the villi that are always on the lookout for a snack! (Don't know what a villi is? I told you to stay awake in Biology class last time didn't I? And did you? I didn't think so.) Tender morsels can be found throughout the cavern to win extra chances for bonuses. Earthworm Jim...come on down, you're the next contestant!!!!

ProTip: The more mealworms that you collect, the more bonus power-ups you'll have the chance to win in the gameshow round. Always choose the most correct answer, except in situations where all the answers are wrong, in which case choose the least likely answer, but not ruling out answers that are just plain funny that we really liked....

Special Level Controls:
C - Fires Plasma Blaster
B - Swim/move
Control Pad - Moves Jim in that direction

Circus of the Scars

Managing Heck can be a pretty tiring job, even for Evil the Cat. That's why, in the off-season, he changes jobs with his cousin





Flagitious and runs the traveling „Circus of the Scars“. Wait in the turnstile line of despair, evade the pea-shooting cat carnies, eat way too much fried food before going on the Tilt-a-Whirl, and hopefully catch Psy-crow before he gets away again! Show off your strength at the

hammer and bell competition. Laugh at the horribly deformed Elephant man....wait a second! Don't do that! Recognize him as a man, and not an animal! See his inner beauty...hey! Hurry up! Psy-crow's getting away!

ProTip: Evil the Cat doesn't have his pilot's license yet and isn't too maneuverable in the air, so try avoiding whatever spot he goes off the screen, cause that's where he comes back down.

Special Level Controls: A - Deflates Jim's head
B - Inflates Jim's head
Control Pad - Moves Jim in that direction

The Flyin' King & Peter Pain

Jim, on his trusty pocket rocket, flies over the locks and castles in search of his Princess. Psy-crow has warned the mayor, Major Mucus, of Jim's arrival. Jim has to get through the planet's defenses and dethrone the Major so that he can continue after his beloved princess. From homing missiles, cannon balls, and flying sumo/Roman centurions, Jim has to evade them or shoot them out of the sky in order to stay alive. Guide the blimp to its destination and drop the bomb. It ain't easy bein' in love....

ProTip: Use the Express Lane on the bottom of the screen to get additional bombs from the level starting area to destroy Major



Mucus.

Special Level Controls: C - Fires rocket's guns
A - Orders large pepperoni pizza
B - Turns rocket around
Control Pad - Moves Jim in that direction

Cow Abduction



For centuries, aliens have visited planets in search of intelligent life. For years, Jim's had an unbridled passion for cows. Now those two ideologies will meet in an epic clash. Jim, known to cows as the Brahman Brahma, can never say no to a bovine in need. Help

him save cows from alien abduction. Round them up and get 'em back to the barn before the aliens steal them for their nefarious schemes. Mutant superpowered Penguins and transforming udder ships challenge Jim at every step of the way. Hurry, the longer it takes, the farther Psy-crow and the Princess get away! If Jim fails, the cows will be used for inhumane scientific experiments like, "Where exactly on a cow is the 'tenderloin'? And, „A statistical analysis of funny looking clothes that Herefords hate to wear, in order of increasing irritation“ - type research papers.

ProTip: Like in ABT, you can jump while holding a farm animal. But, since some of the platforms aren't stable, you'll need to hurry when standing on one.

150 9000

Psy-crow has tricked Jim onto the planet of paperwork! Now, he's got to run over piles of paperwork, past sneaky file cabinets, and evade the masked lawyers and accountants who will stop at



nothing to get him to properly fill out his 150 9000 forms (to renew his class 'C' pocket-rocket pilot's license). Deeper and deeper into the archives, to where the mighty blast furnaces and printing presses await. Will the nightmare never end? Will he ever find the right form? Where can he find the exit door? Will he become permanently filed? Is he in the right office? Which one was the dumb one, Lenny or George? I can never remember....

ProTip: Grab the mice to start the machinery. Then, watch out for the sneaky file cabinets. How can you get past them? The answer can be found in drawer number two.

Level Ate

What the heck is goin' on here? A planet of meat? Where days are measured by when the burger patty sets and rises? The burger flips at noon, the bacon is

hot and sizzling, the steaks are rare and juicy, and the eggs (for the steak, of course) are slightly runny. Keep away from the salt shaker or Jim will end up like a piece of those deep fried onion things your parents serve at parties! Dodge the sandwich toothpicks, destroy the bendy straws, and above all, don't get Flamin' Yawn mad or you're totally forked!

Remember, to make an omelet, you've got to break a few eggs. (Warning: Drooling on the control pad may result in poor game performance and possible electrocution. Like the pros, please wear a bib while playing to avoid possible injury.)

ProTip: Although you can't destroy the salt shaker (the bane of worms, we all know), shooting at it will stop it for a second and even make it back off a bit. This will give you the extra time that you'll need to get through the tricky parts.



See Jim run, run Jim run

The largest quickie 24-hour church and deli in the Lost Vegas system, it is known by many names; Mystical Shrine of MU, The House of Holstein, the Steerstein Chapel. This Cathedral holds all the answers to Jim's questions. Can Jim finally defeat Psy-Crow once and for all? What the heck is the princess' real name? (It really is What's-Her-Name, just so ya know.)



Will he be too late to stop the princess from living a life of misery and pain as Mrs. What's-Her-Name (row? If you've read this far in the manual, quit it, and go play the game. I mean c'mon, you didn't pay all that just to sit

around and read this did you? Should you fail here, udder chaos will rule the universe. (Like you weren't expecting at least one udder joke.) Get real!

ProTip: Like we're really gonna give you a tip for the final level. Yeah, right. And as long as we're wishing, I'd like a pony.

TOPSECRETBONUSAREA(THATYOU MAYNEVEREVENSEE!)

Totally Forked.

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 round isn't such a hot idea and you'll need to get out of somebody's way. Just pull yourself up by your bootstraps (you'd 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, Shiny Entertainment's logo or the Funsoft Logo on it will automatically make you the coolest person in your neighbourhood.

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 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 have 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? (lick.



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

AND A FEW MORE FOR THE SECOND PART.

Jim's been working out recently, and can now lift just about anything that isn't nailed down. He'll pick up things such as farm animals, furniture, even the check at the end of the dinner!

If you grab a gun you don't want, look around for the one you do and then grab it. It'll help you out in the long run if you avoid guns you don't want.

Snott can stick to a number of different areas. Just keep your eyes open and look for slime covered pipes and rocks.

The Snott parachute works the same way as the Helicopter head used to. You can glide for hours doing this. No helicopter head this time, as that move really left Jim quite dizzy and with some severe lower back pain.

If you see something that you can't get to, try and remember



its relative position in the level. You may pass back by it at a later point in the level when you can reach the item or access a secret passageway.

The answer is never „B“.

Although Jim has no teeth, he believes strongly in proper oral hygiene. As he always says, „If you got good gums, ain't nothin' gonna get you down.“ Always floss between meals. Just simply hold the button down to rapidly fire a weapon. No more annoying „Press the Q button ridiculously fast to fire the gun“, - thumb crippling actions needed.

Go buy the action figures in your local store to study more about Earthworm Jim and what other super-secret weapons and defenses he has.

Read at least one piece of classic literature a year. I personally recommend reading one a month in addition to your normal reading list. For example, Jim is a sucker for E.E. Cummings' early works and any Hemingway he can get his hands on....



Loosen the lug nuts just a little on the tire you want to change before you elevate the car with the jack.

* Humour in manuals is measured by weight, not by volume. Some settling of humour may occur in shipping. And no, we're not telling you the super deluxe

cheat code that is hidden in the game, so don't even THINK of calling for it!

CUSTOMER SUPPORT

Questions?

Contact our customer service on: . 0181 748 7588 weekdays between 10.00 and 17.00 hours (hey, we have to go home sometime!).

Please try to have your computer in front of you when you call (or a really long keyboard with a magnifier glass) along with a pen & paper. Information to have handy includes your computer's make, model, peripherals, RAM and hard disk size, graphics card, monitor and the information in your config.sys and auto-exec.bat files (yes, all of it!).

The team of Earthworm Jim & 2

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Dedicated to the memory of Mike Pilotti

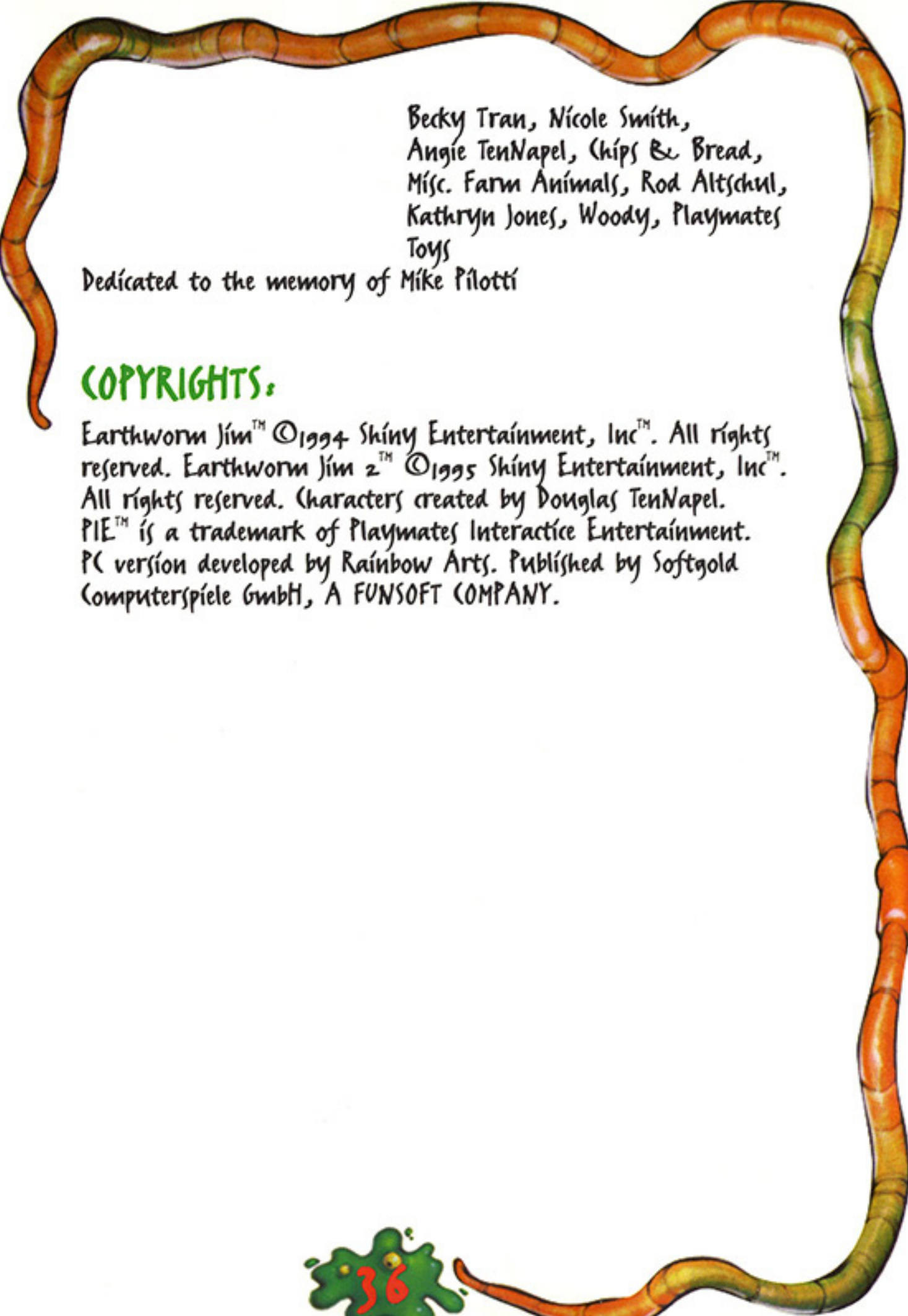
Hello To:

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EARTHWORM
JAM 1 + 2