



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



Item No. 6730

Distributed by

Playmates Interactive Entertainment 16200 S. Trojan Way La Mirada, CA 90638
FOR CONSUMER SERVICE PLEASE CALL (714) 562-1720

Developed by



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

PRINTED IN JAPAN

Nintendo
GAME BOY



DMG-AEJE-05



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.



Playmates Interactive Entertainment, Inc.
Item No. 6730
16200 S. Trojan Way
La Mirada, CA 90638
Consumer Service (714) 562-1720



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 DESIGNED BY
SALE FOR USE ONLY WITH OTHER AUTHORIZED
PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY

EARTH WORM 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

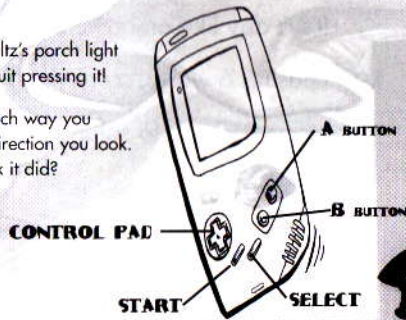
DIGGING IN

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?



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.

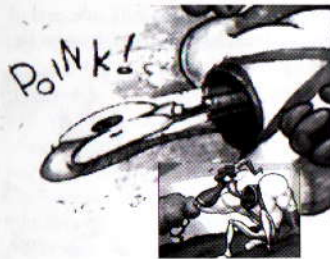


Back on earth, our slimy hero is wondering if it's safe, and if he has eluded the crow. Jim looks left, then right. It seems he has given the crow the slip. Jim returns to his normal daily life, cruising about avoiding crows and doing other general worm-like things.



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

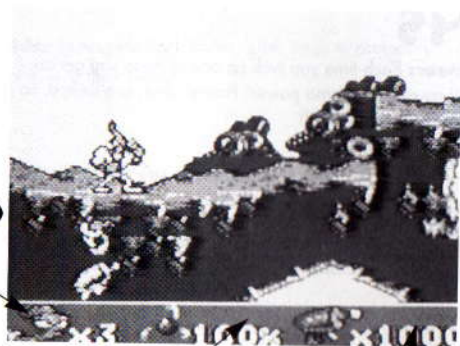
Worms Left: This is the number of additional Jim lives you have left to complete the game. There are many hidden free lives to help you on your quest to save the Princess. Look everywhere for them!

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.



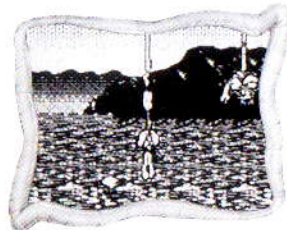
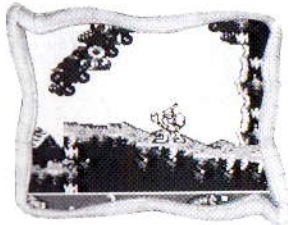
THE LEVELS

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



Playmate Entertainment, Inc.

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

NOTES

REVISIT: 11/10/00
1/24/01

EARTH
JIM

THE
MAIN FAN
F.W.D. SHOW
ON INDEPENDENT
TURN OR COME
KEEP THE MILES
AT THE TOP

30

31

MORE NOTES

PLAYMATES INTERACTIVE ENTERTAINMENT
16200 S. TROJAN WAY
MIRADA, CA 90638
(714) 562-1720

EARTHWORM
JIM

THE MAIN PART OF
THE WORM IS MADE
OF AN INVERTED
HORN OR COVE.
KEEP THE WORM
AT THE TOP

WARRANTY INFORMATION

LIMITED WARRANTY PLAYMATES INTERACTIVE ENTERTAINMENT WARRANTY

Playmates Interactive Entertainment warrants to the original purchaser of this Playmates Interactive Entertainment product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Playmates Interactive Entertainment product is sold "as is," without expressed or implied warranty of any kind, and Playmates Interactive Entertainment is not liable for any losses or damages of any kind resulting from the use of this product. Playmates Interactive Entertainment agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Playmates Interactive Entertainment product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Playmates Interactive Entertainment product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE PLAYMATES INTERACTIVE ENTERTAINMENT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PLAYMATES INTERACTIVE ENTERTAINMENT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PLAYMATES INTERACTIVE ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability 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.



Interactive Entertainment Inc.

Playmates Interactive Entertainment, Inc.
16200 S. Trojan Way
La Mirada, CA 90638
Consumer Service (714) 562-1720

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