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Playmates Interactive Entertainment, Inc.

Item No. 6770

Playmates Interactive Entertainment
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Developed by

Shiny Entertainment

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SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

EARTHWORM JIM™

INSTRUCTION MANUAL

Playmates Interactive Entertainment, Inc.

Item No. 6770

Shiny Entertainment

KIDS TO ADULTS

K-A

AGES 6+

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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 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.

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.

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Earthworm Jim™
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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Handling Your Cartridge
- The Sega Cartridge is intendeed for use only in Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

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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.....33

DIGGING IN

1. Make sure your **Game Gear™** system is set up correctly.

2. Make sure the power switch is turned OFF. Place the Earthworm Jim cartridge into the cartridge slot and press it down firmly.

4. Turn the power switch to ON. You should see the Sega title screen, then the **Earthworm Jim** title screen. If not, open your eyes and try again.

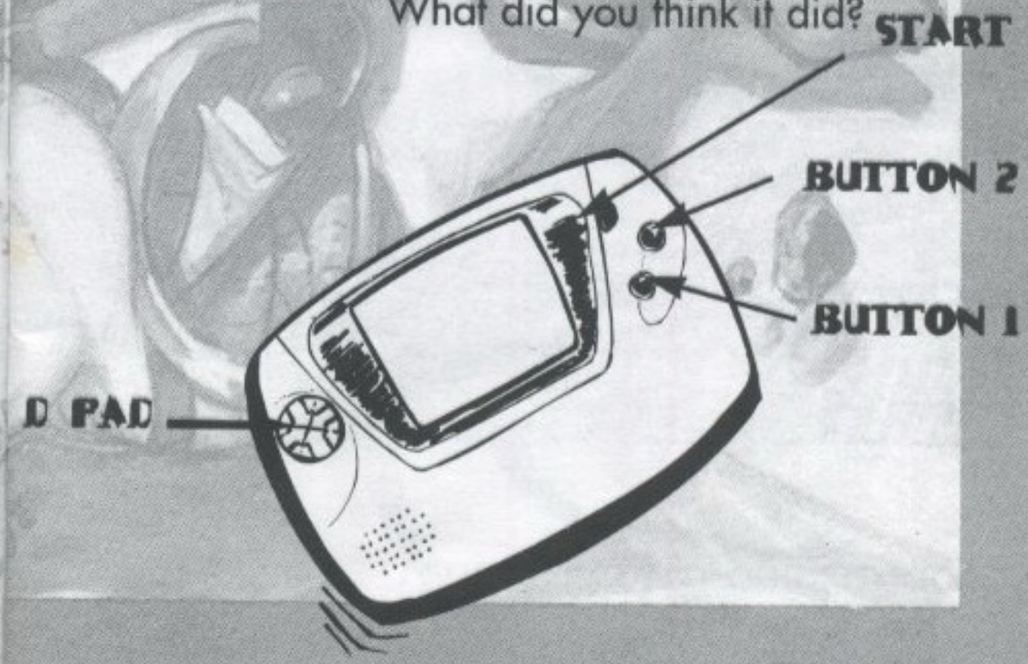
TAKE CONTROL

Button 1 When standing: Fires your Plasma Blaster, or any other weapon you get. A long tap does the Head Whip.
When moving: Does the Head Whip. A short tap will speed you up in the Asteroids level.

Button 2 Jump. Rapidly pressing while in flight turns Jim's head into a helicopter-like blade that floats him gently to the ground.

Start Pauses the game.

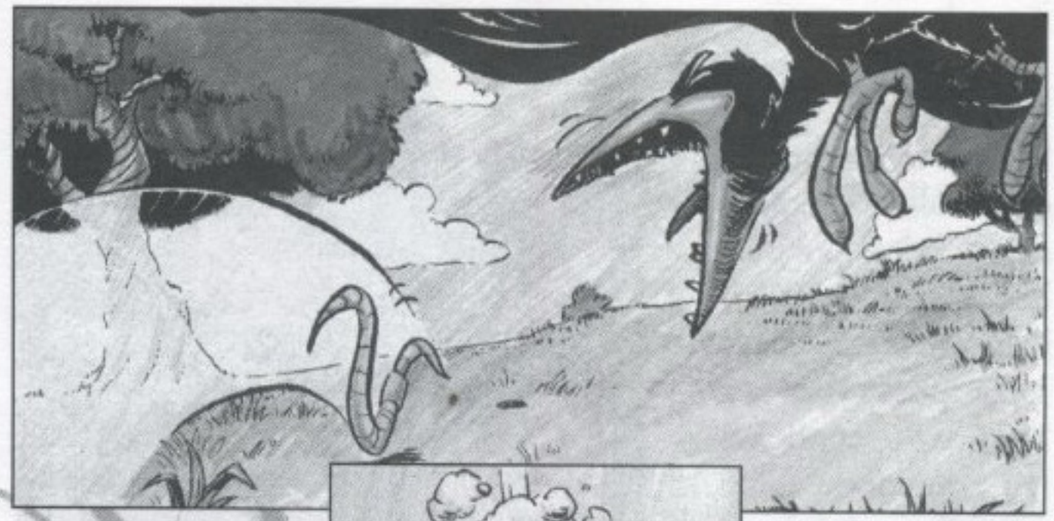
D-Pad Hey, it controls which way you move and which direction you look.
What did you think it did?

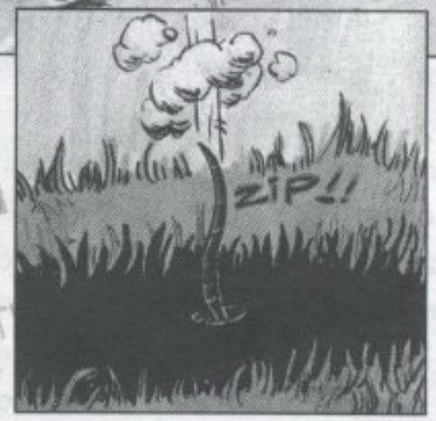


THE WORM HAS TURNED

INTO A SUPER HERO

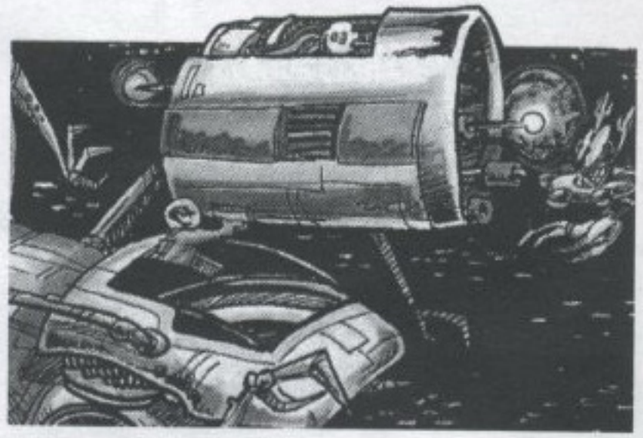
It's a day like any other. A crow is chasing a worm, a worm named Jim. Today the worm escapes to safety and the crow eats dirt.



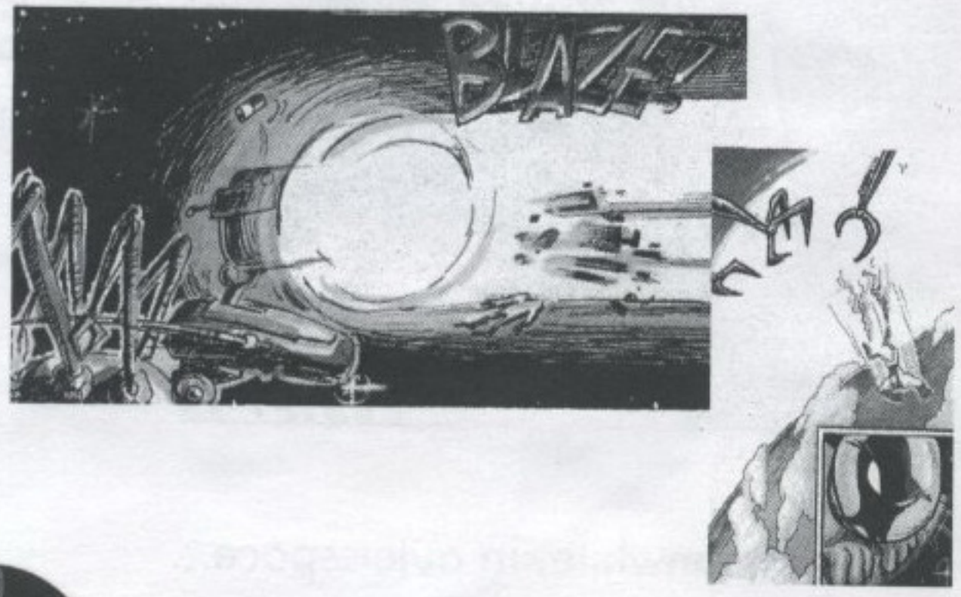




Meanwhile, in outer space...



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.**

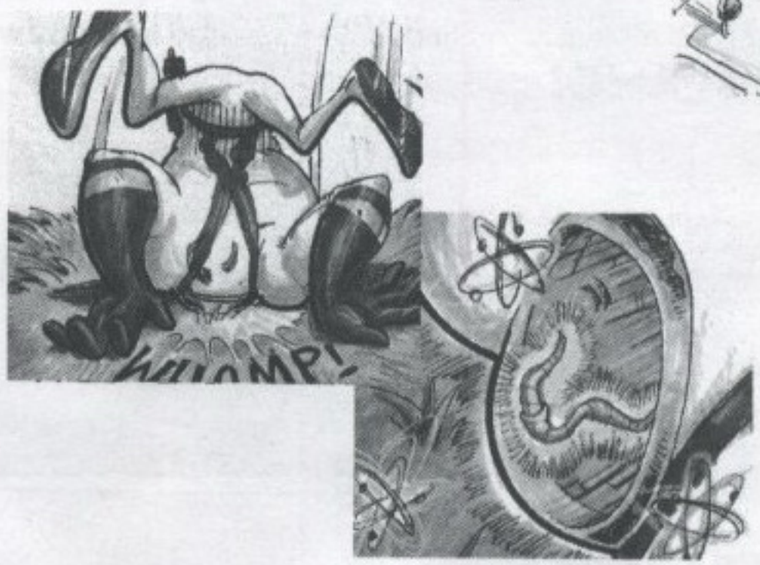


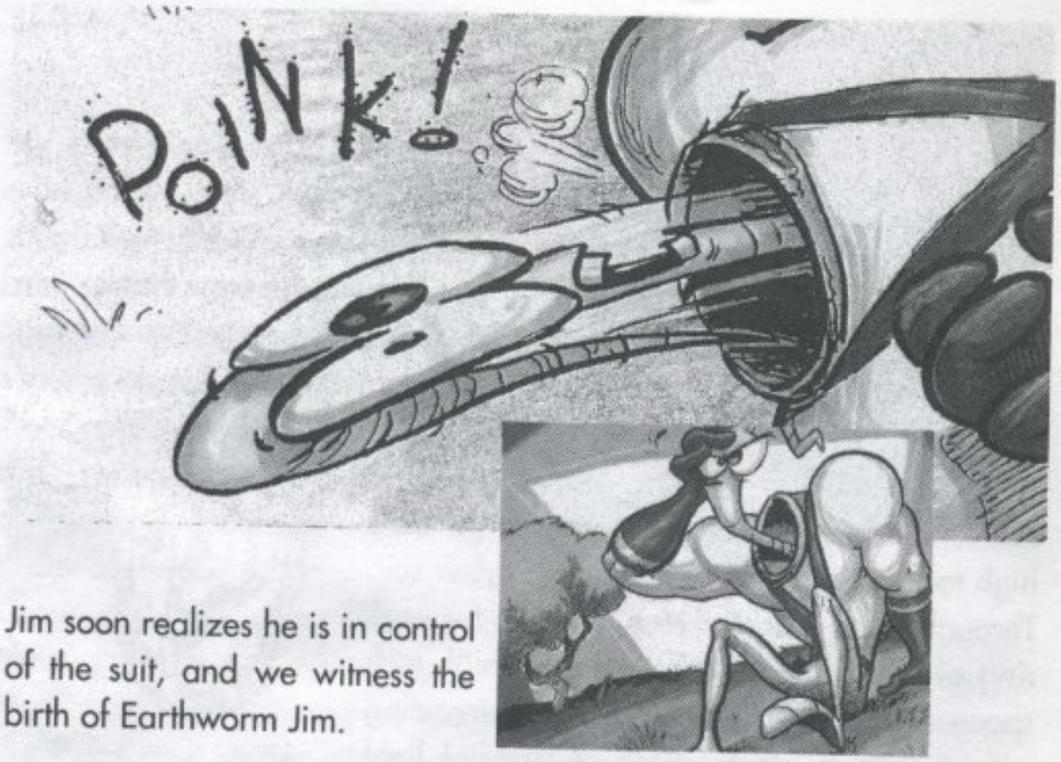


Back on earth, our slimy hero is wondering if it's safe, and if he has eluded the crow. Jim looks left, then right. It seems he has given the crow the slip. Jim returns to his normal daily life, cruising about avoiding crows and doing other general worm-like things.

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.

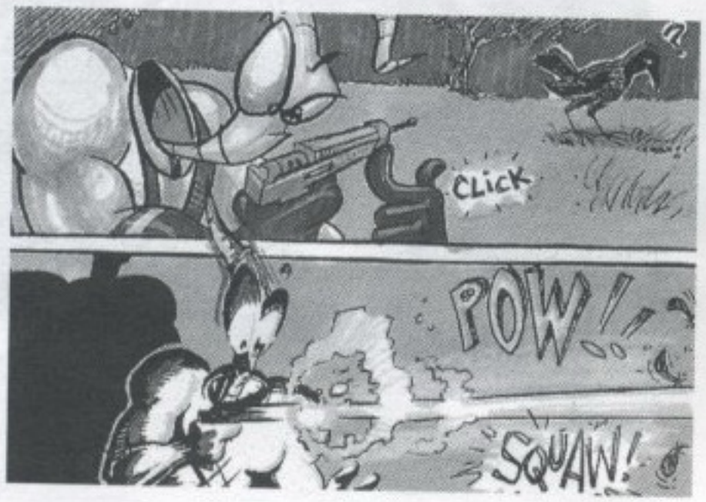






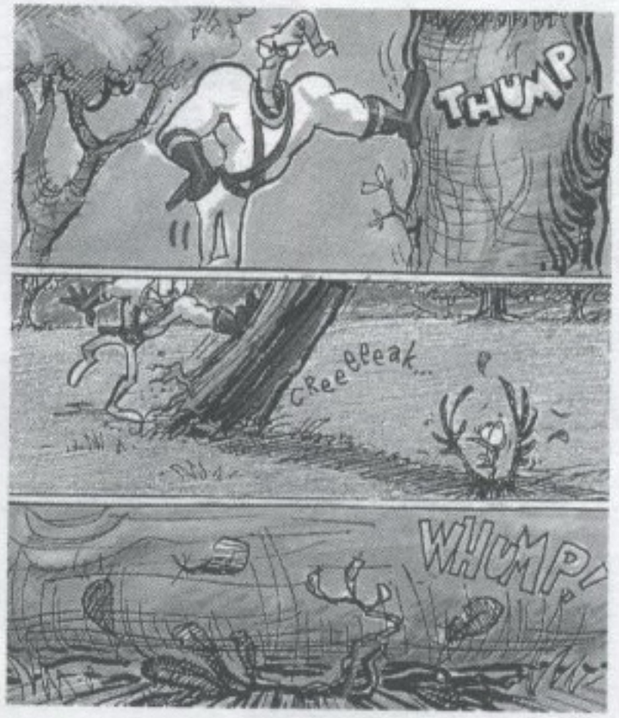
Jim soon realizes he is in control of the suit, and we witness the birth of Earthworm Jim.

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:

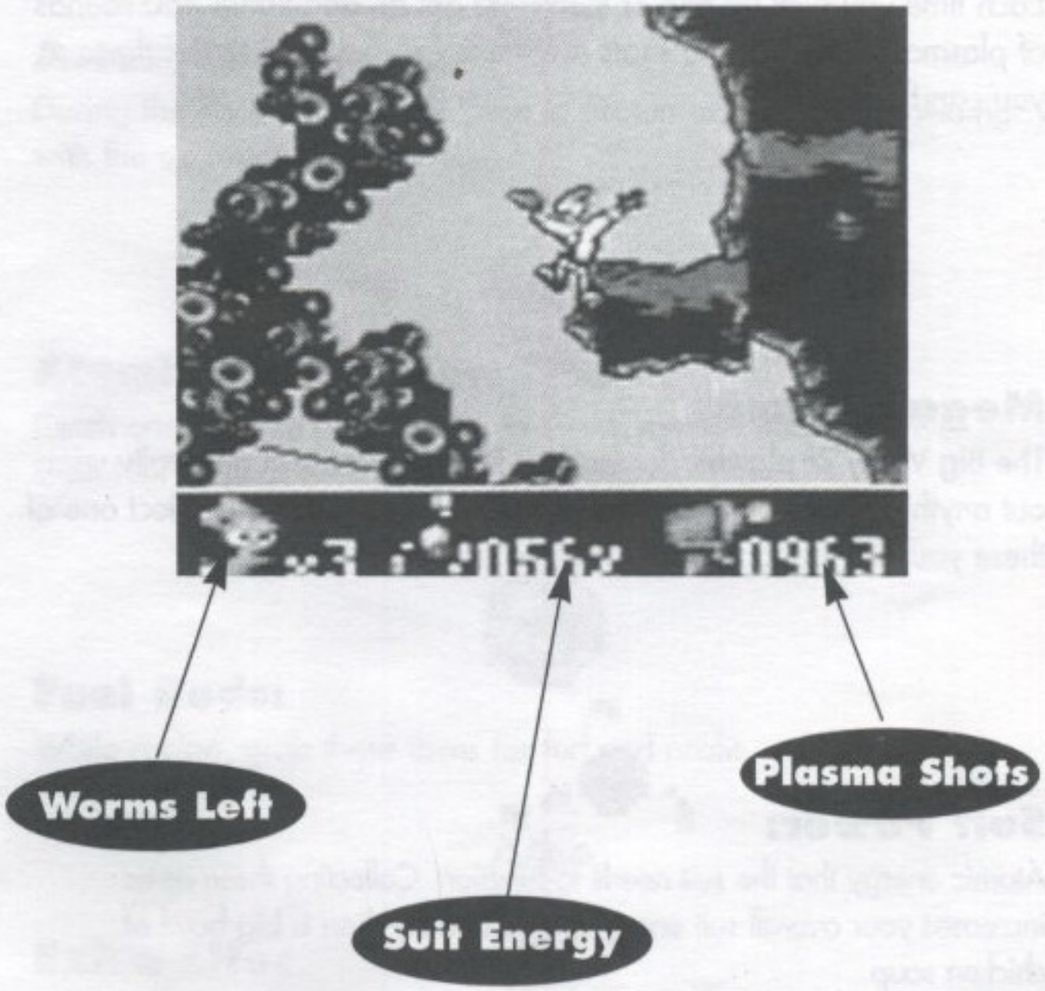
This is the number of additional Jim lives you have left to complete the game. There are many hidden free lives to help you on your quest to save the Princess. Look everywhere for them!

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 will lose one life. Additional energy can be found floating throughout the levels, or when you defeat 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 strongly advised not to let the gun run out of ammo.



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 weapon will generally wipe out anything you can point it at and fire! Every time you collect one of these 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.



Super Suit Power:

We're talking full suit power. Like a double espresso and a hunk of cheesecake, prepare to be energized to the extreme!



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:

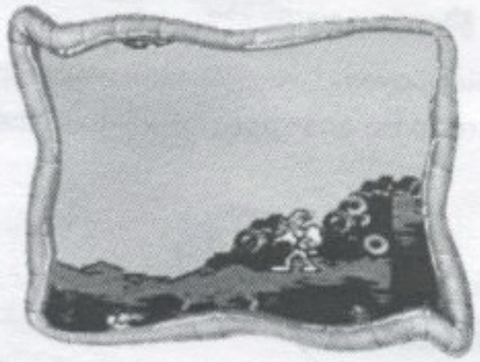
While racing, grab these items for fun and profit.



Extra Life:

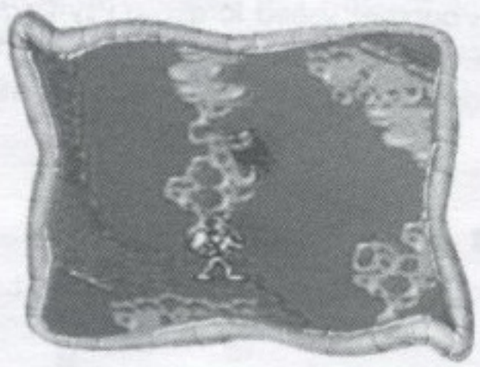
Hidden throughout the vast levels are these items that will give you an extra life towards rescuing the princess.

THE LEVELS:



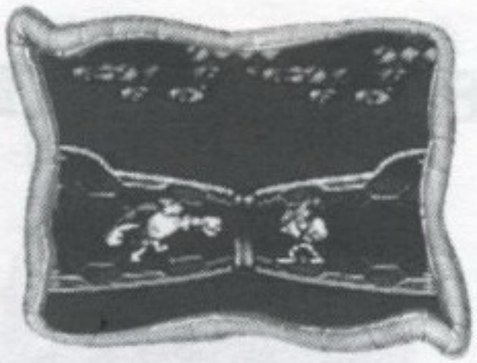
New Junk City:

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!



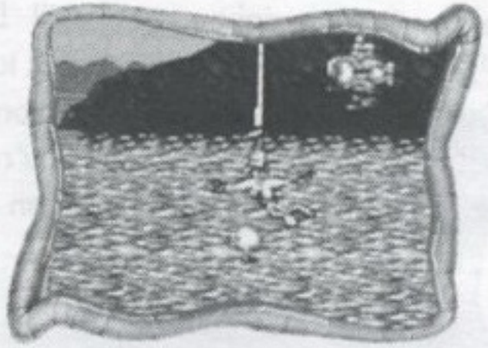
What the Heck?:

Welcome to Planet Heck. As Evil the Cat dances, you wander through the 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:

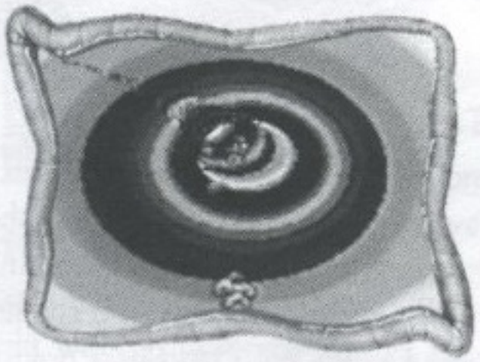
Bob the goldfish knows that EWJ's super suit could make him ruler of the world. Maybe even the universe!!! Controlling the drone cat minions in his underwater lair, Bob will use his servants to find you wherever you hide, high or low. Don't let the size of Bob's kitten guards fool you- they're just as 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 a few measly threads!!! But that's not all. Mucus Phlegm Brain is waiting for you to get too close to the pool of snot or fall in - he's waiting for lunch!

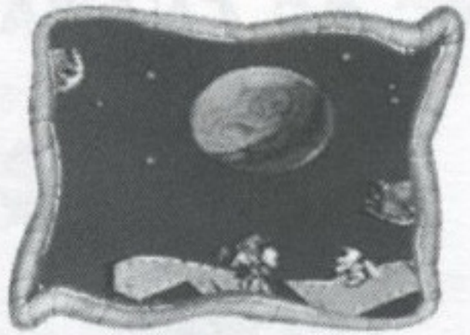
THE LEVELS: CONTINUED



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 eating 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.





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' (like an octopus but with one arm) tentacles can kill you...?



Buttville:

It 's dark, 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 stop you. Everywhere you turn, one of her followers is going to be there. You may think it's hopeless, but it's Snot. Try to control your every move here. Any mistakes 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 hi-tech stuff!



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.



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!

CHARACTERS: CONTINUED



Major Mucus:

From the distant phlegm planet, Major Mucus will stop at nothing to get Jim's suit. Bouncing wildly from 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 its powers might not be enough to help him get back...



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!

CHARACTERS: CONTINUED



Princess-What's-Her-Name:

Twin sister of the queen, she got the good end of the genetic pool. 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 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, 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.

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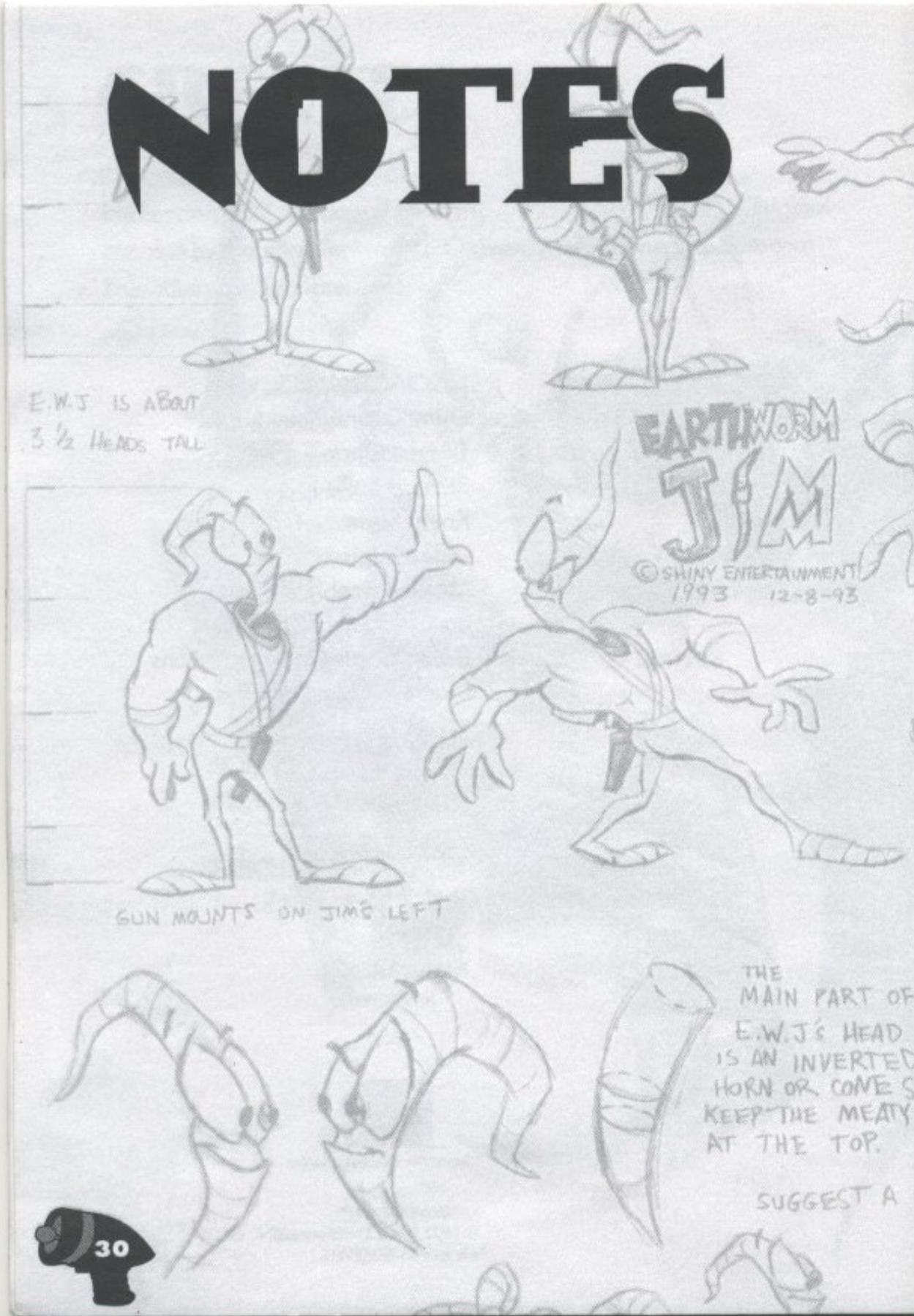
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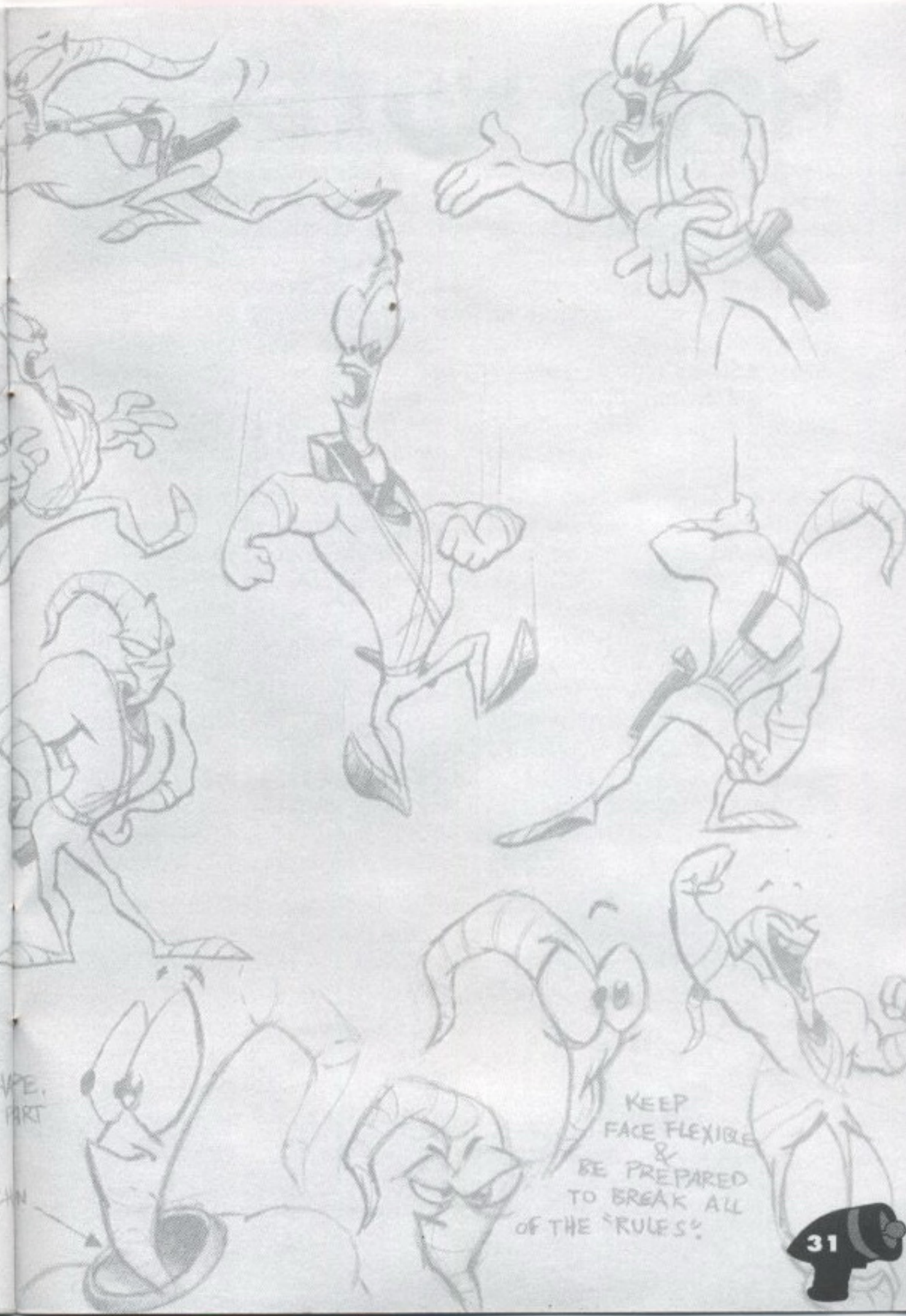
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Sachs Finley & Company
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Moore & Price Design

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NOTES


E.W.J IS ABOUT
3 ½ HEADS TALL
EARTHWORM
JIM
©SHINY ENTERTAINMENT
1993 12-8-93
GUN MOUNTS ON JIM'S LEFT
THE
MAIN PART OF
E.W.J'S HEAD
IS AN INVERTED
HORN OR CONE SHAPE.
KEEP THE MEATY PART
AT THE TOP.
SUGGEST A CHIN


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

MORE NOTES



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Patents: U.S. Nos. 4,442,486/4,454,594/4,62,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155.