SEGA™

EARTHWORM JIM™

Special Edition



Interplay™

ShinY ENTERTAINMENT™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
AGES 6+

SEGA™

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.

Earthworm Jim™ and all related characters – ©1995 Shiny Entertainment, Inc. All rights reserved. Original character created by Douglas TenNapel. Interplay Productions ©1995. All rights reserved.

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 CD™ SYSTEM.

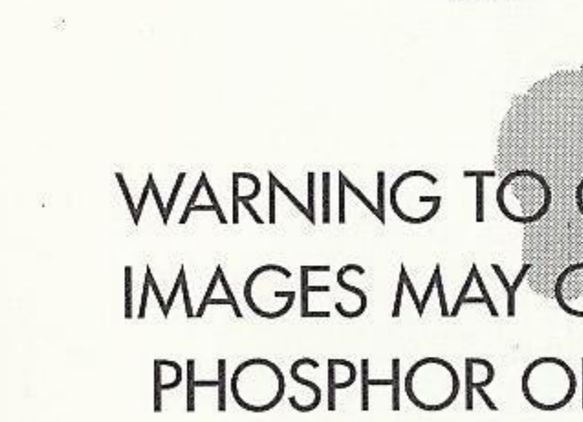
EARTHWORM JIM™

SPECIAL EDITION

HANDLING YOUR SEGA CD DISK

- The Sega CD disk is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disk.
- KEEP YOUR SEGA CD DISK CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth–wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE–TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE–SCREEN PROJECTION TELEVISIONS.



EARTHWORM JIM™

SPECIAL EDITION

DIGGING IN 4

TAKE CONTROL 5

THE WORM HAS TURNED . . . 6-13

THE OPTIONS SCREEN 14-15

THE GAME SCREEN 16-17

ITEMS 18-19

THE LEVELS 20-25

THE CAST OF CHARACTERS 26-31

HINTS AND TIPS 32-33

CREDITS 34-38

NOTES 39

WARRANTY 40

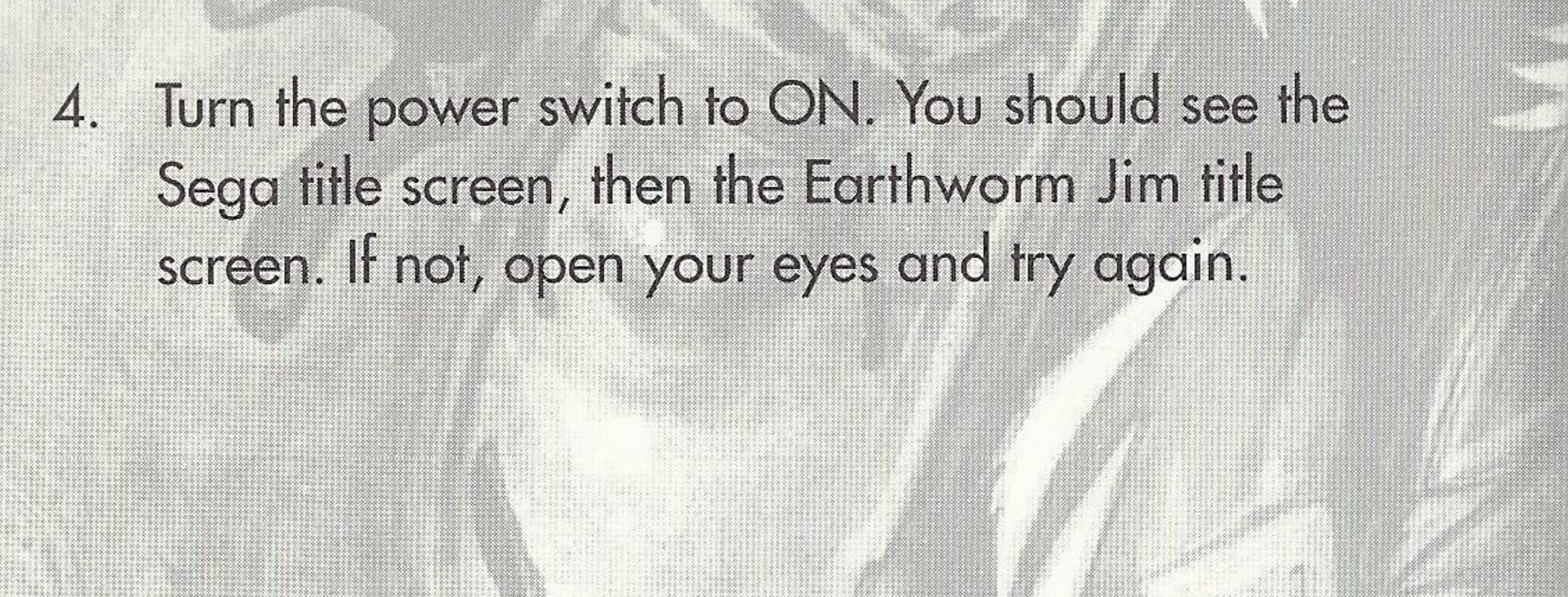
DIGGING IN

1. Make sure your Sega CD system is set up correctly.

2. Be sure that Control Pad 1 is plugged in properly.

3. Make sure the power switch is turned OFF. Place the Earthworm Jim CD into the CD 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.





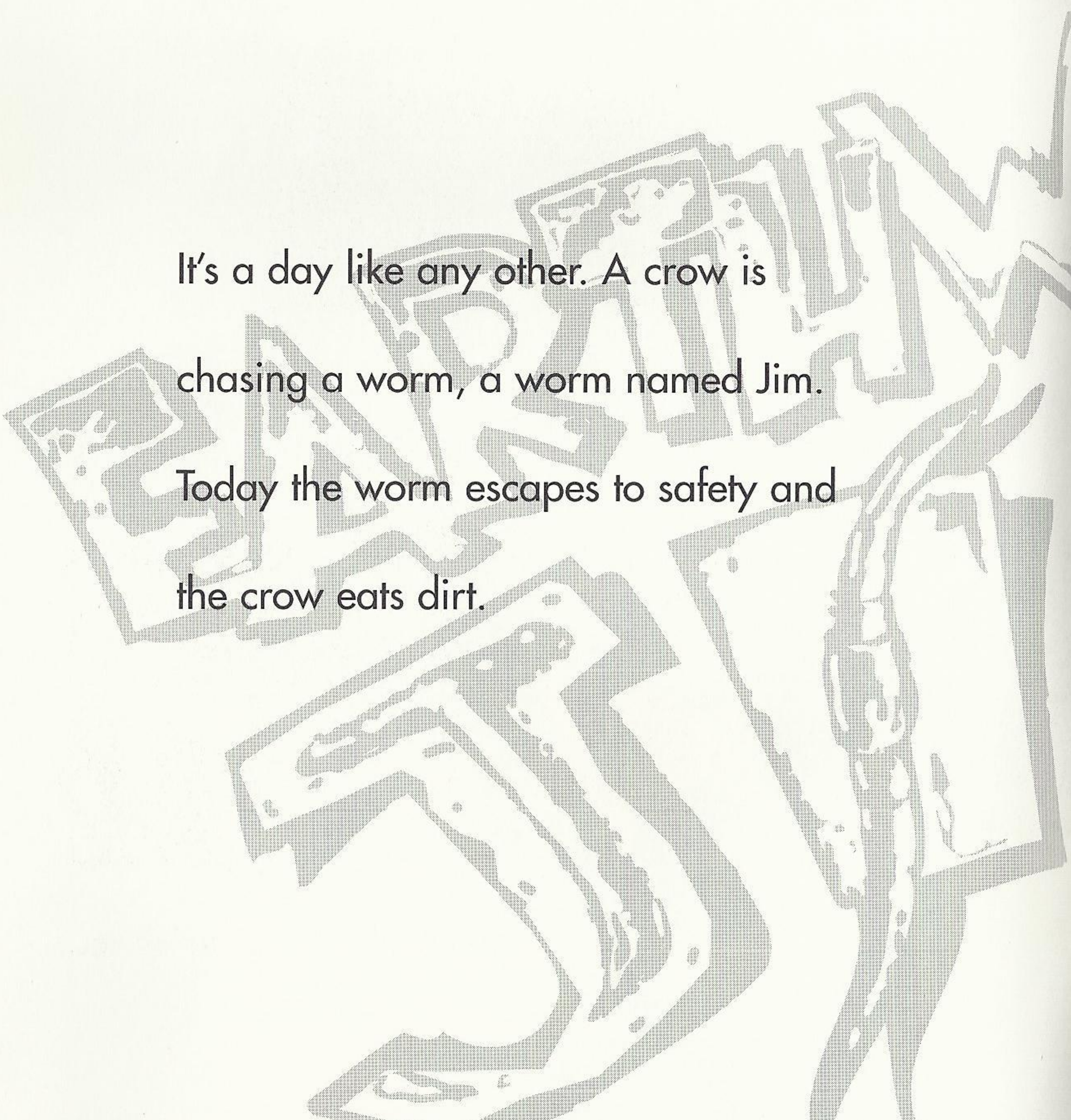
TAKE CONTROL

Button A	Fire your Plasma Blaster, or any other weapon you get. Also acts as an accelerator for your rocket.
Button B	Does the Head Whip, the "Hamster Bite" (you'll find out...), and the Bungee Shove. Activates shields during the rocket flights.
Button C	Makes Jim jump or, when in flight, turns Jim's head into a rapidly rotating helicopter blade.
Directional Pad (D-Button)	Controls which way you move and which direction you look. What did you think it did?



THE WORM HAS TURNED

INTO A SUPER HERO



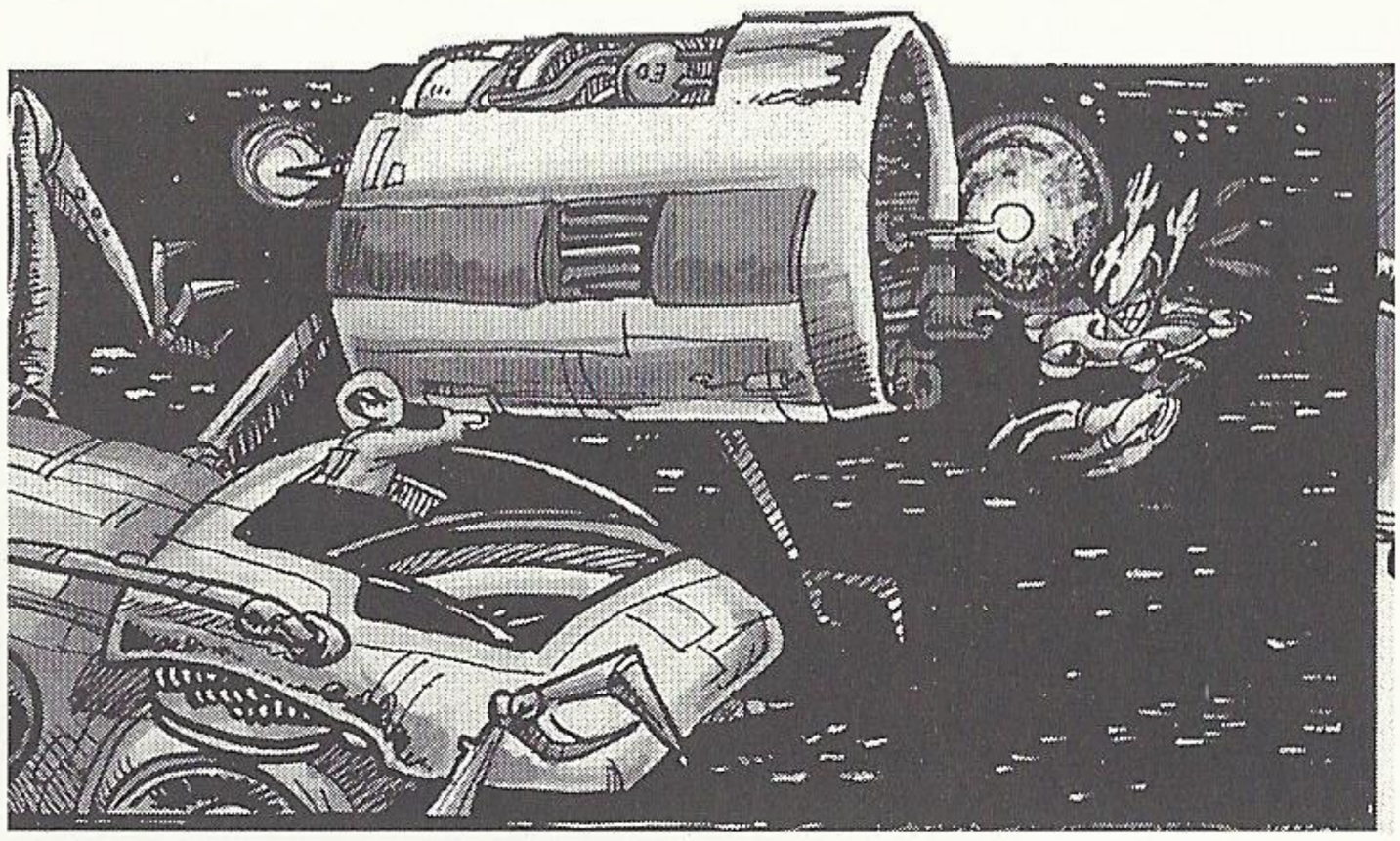
It's a day like any other. A crow is chasing a worm, a worm named Jim. Today the worm escapes to safety and the crow eats dirt.

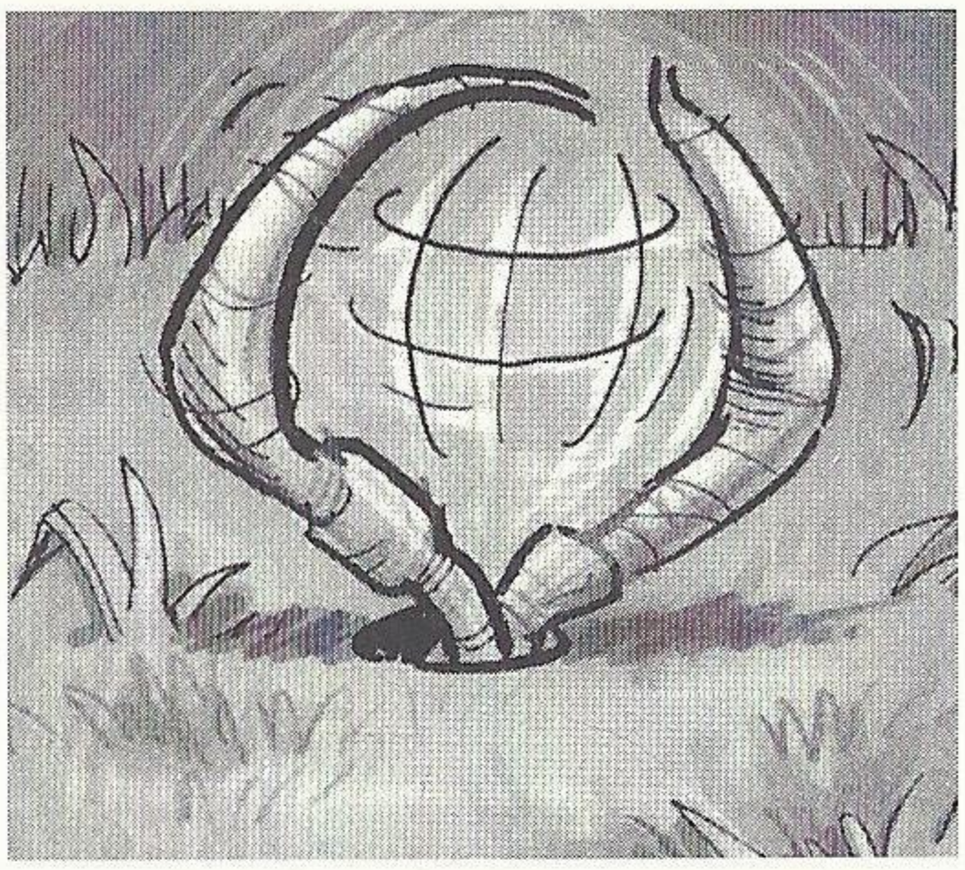




Meanwhile, in outer space...

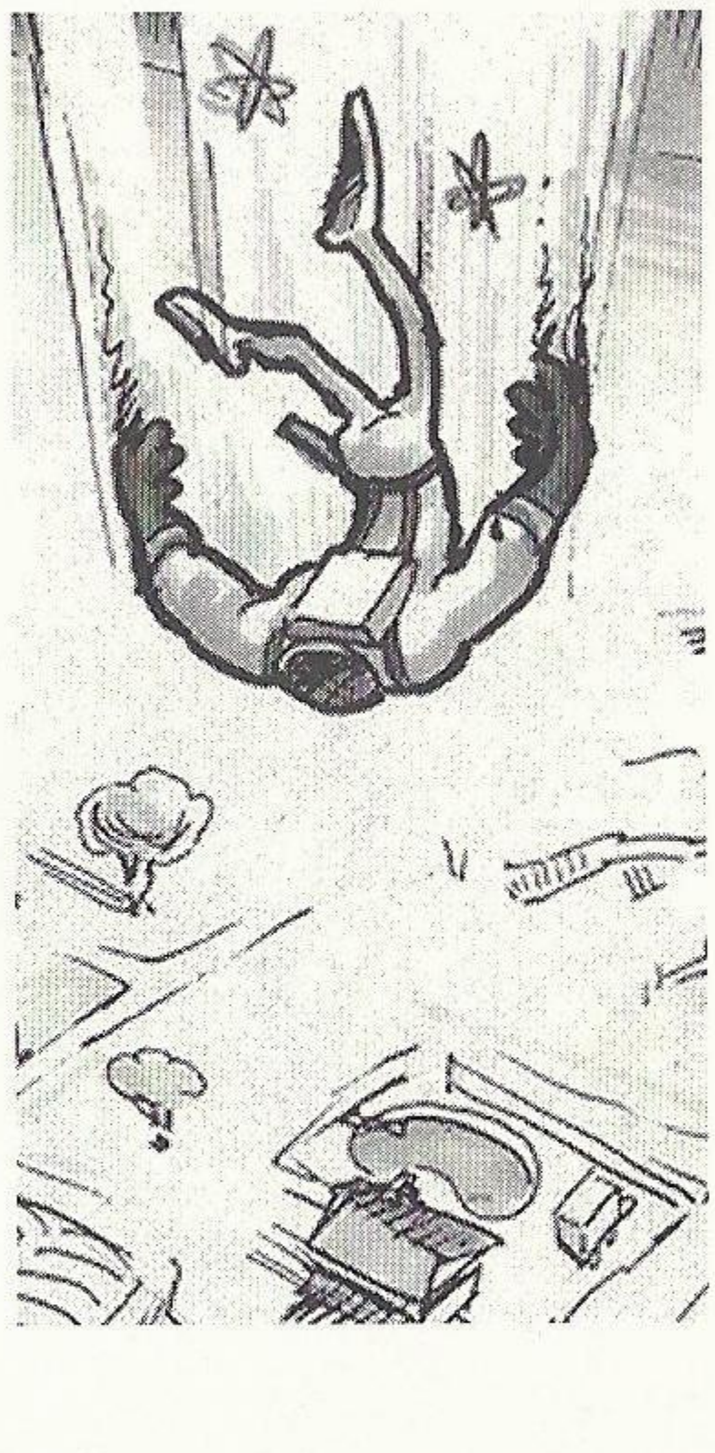
Psy-Crow is chasing a small renegade ship. The ship's pilot has stolen an ultra high tech indestructible super space cyber suit. Psy-Crow overtakes the renegade ship and they face off head to head. Psy-Crow pulls his gun. The renegade pulls an even bigger gun. Wrought with gun envy, Psy-Crow pulls out 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.**



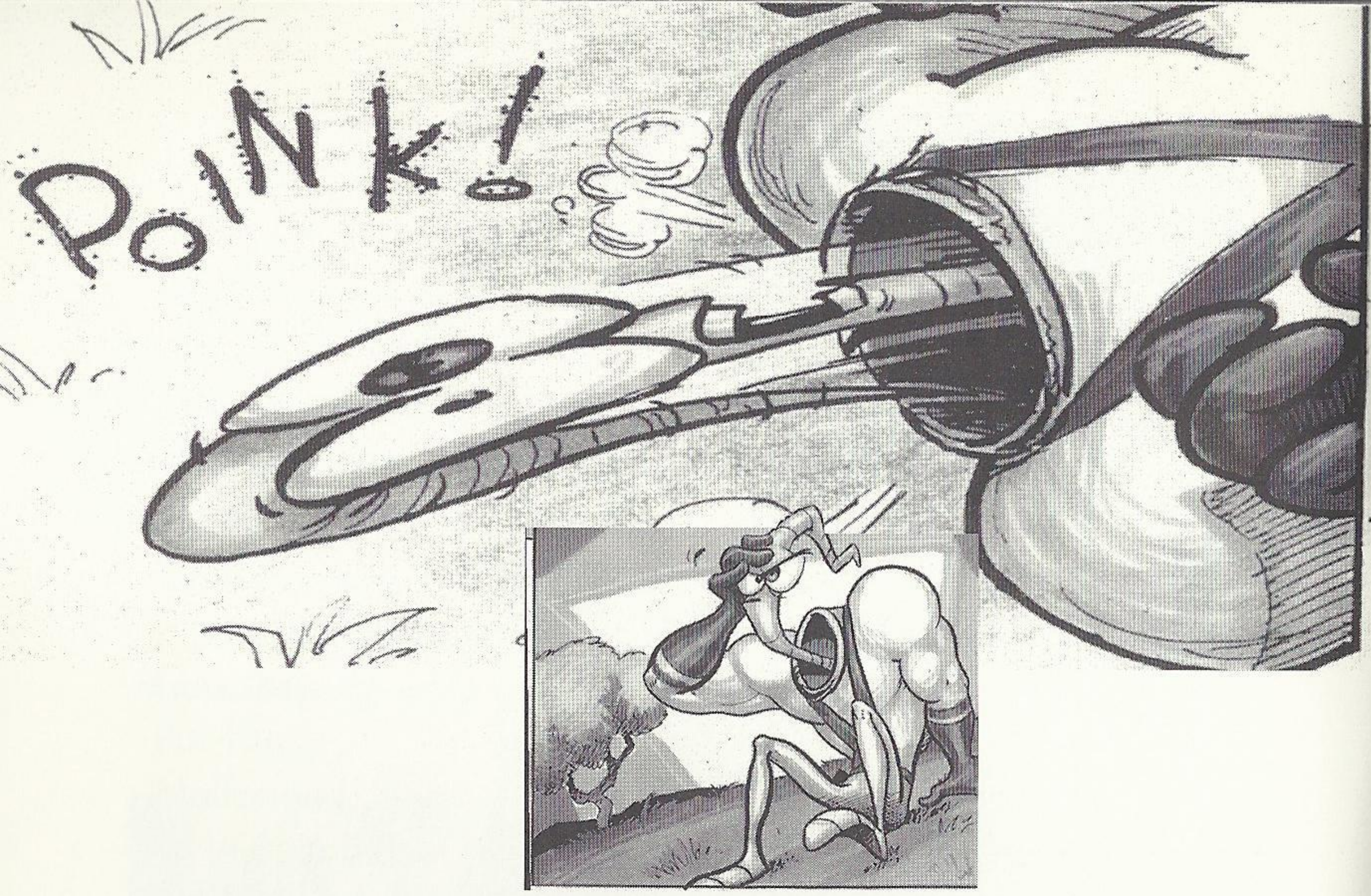


Back on earth, our slimy hero is wondering if it's safe, and if he has eluded the crow. Jim looks left, then right. It seems he has given the crow the slip. Jim returns to his normal daily life, cruising about avoiding crows and doing other general worm-like things...

... Until 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.

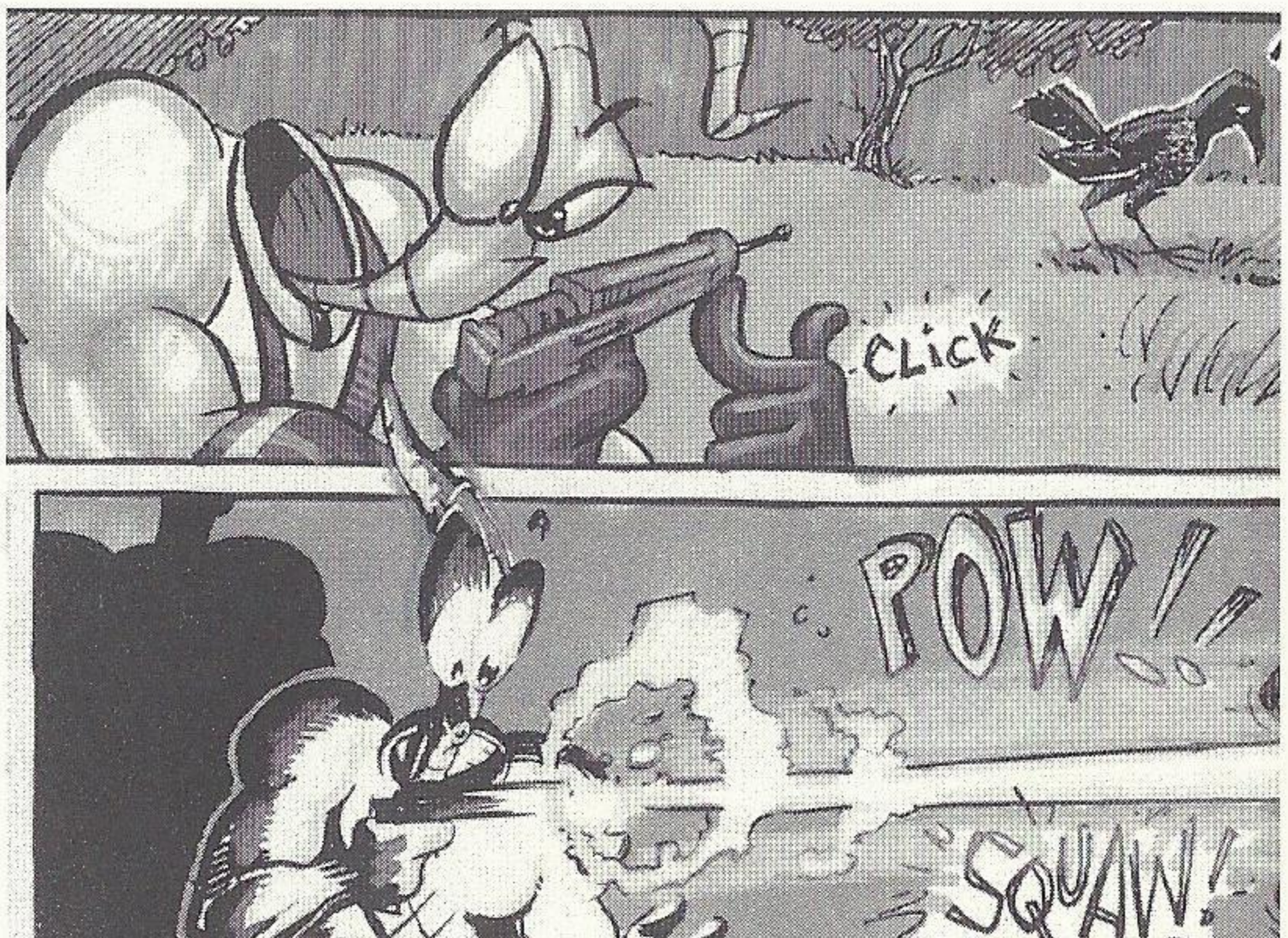


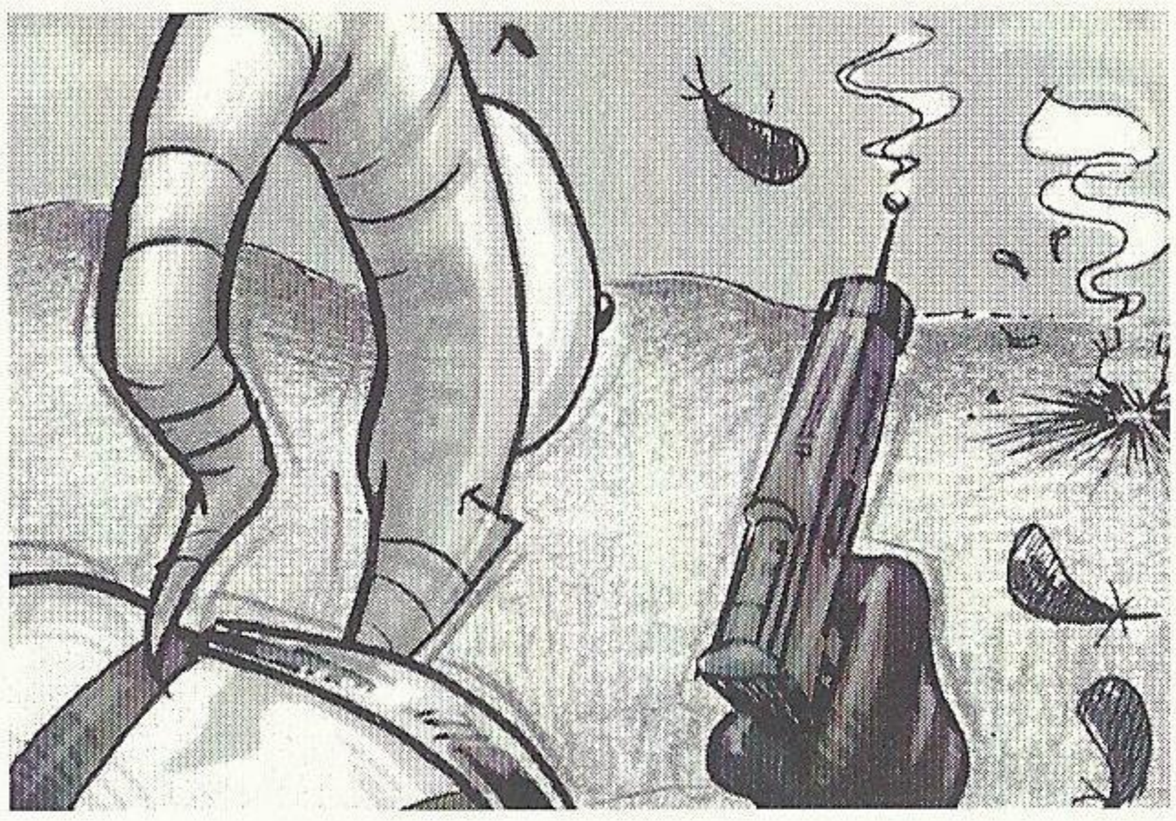




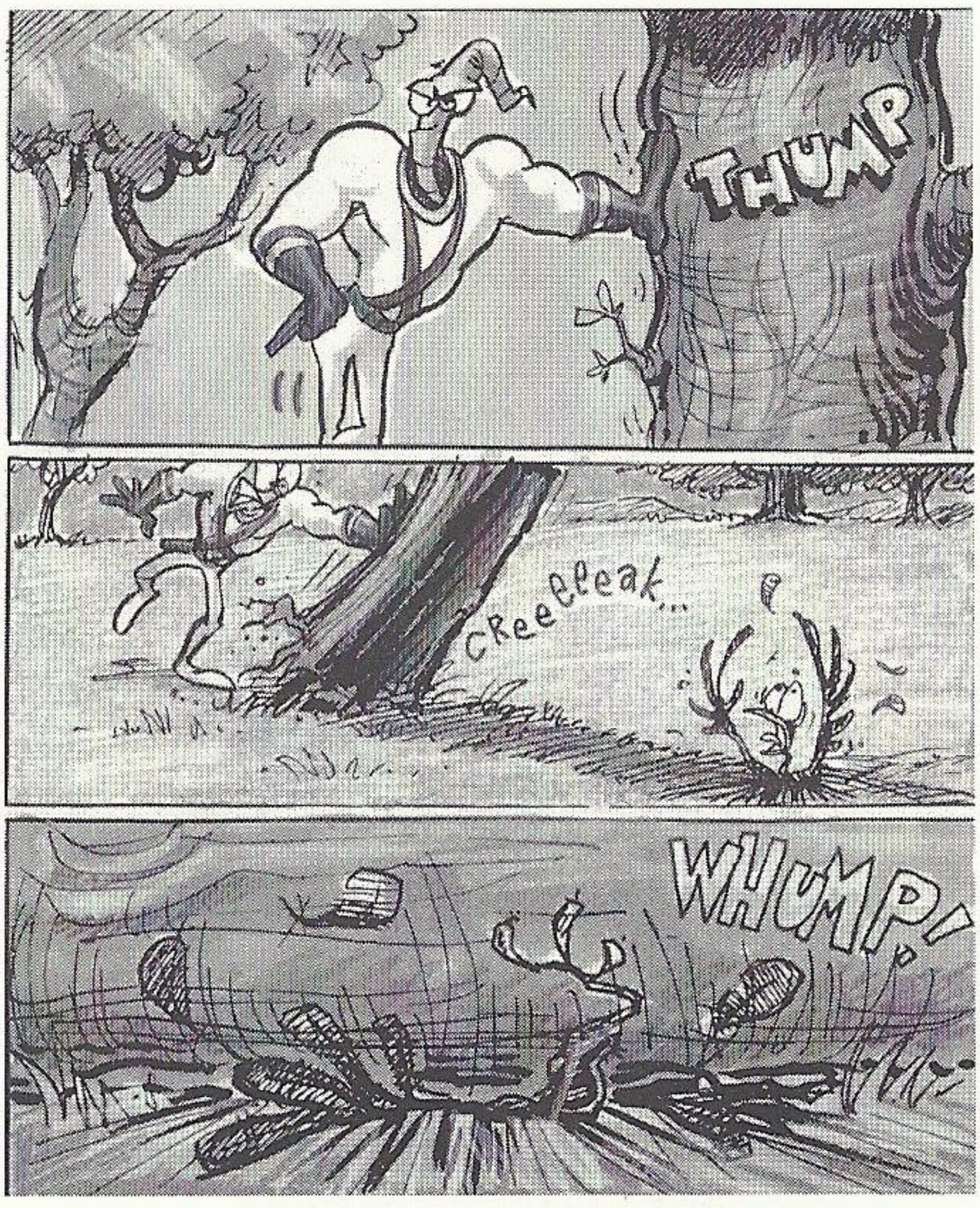
Jim soon realizes he is in control of the suit, and we witness the birth of Earthworm Jim.

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.

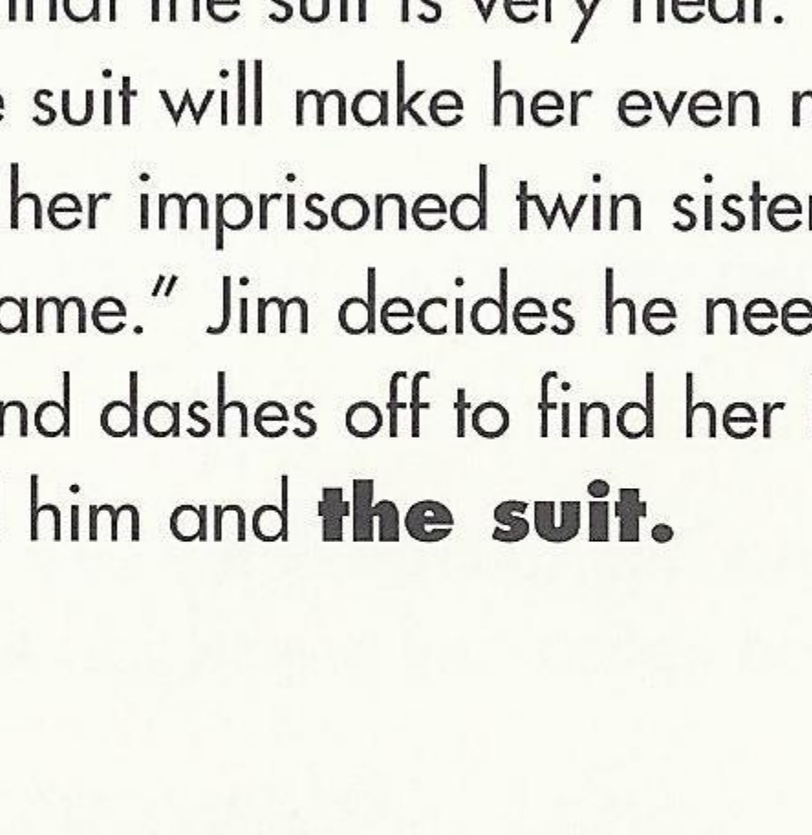


Our hero thinks he's got it pretty easy now, but...





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 OPTIONS SCREEN

To enter the options screen from the title screen, use up and down on the d–pad to highlight the options title and press any button.

Password: Tap up or down on the d-pad until the word "Password" is highlighted, then press any button to enter the password screen. Move Jim left and right with the d-pad and use any button to change the icons. When all five icons match the ones you received for finishing a level in the game, press start to enter that level.

Music volume: Tap up or down on the d-pad until this option is highlighted, then press left or right on the d-pad to control the volume of the music.

S/FX volume: Tap up or down on the d-pad until this option is highlighted, then press left or right on the d-pad to control the volume of the sound effects. Note that the volume of some S/FX, such as the machine gun, cannot be adjusted but can be switched on and off.

Joy Pad: You can change the controls of the button layout by highlighting the Joy Pad option and pressing Button A.

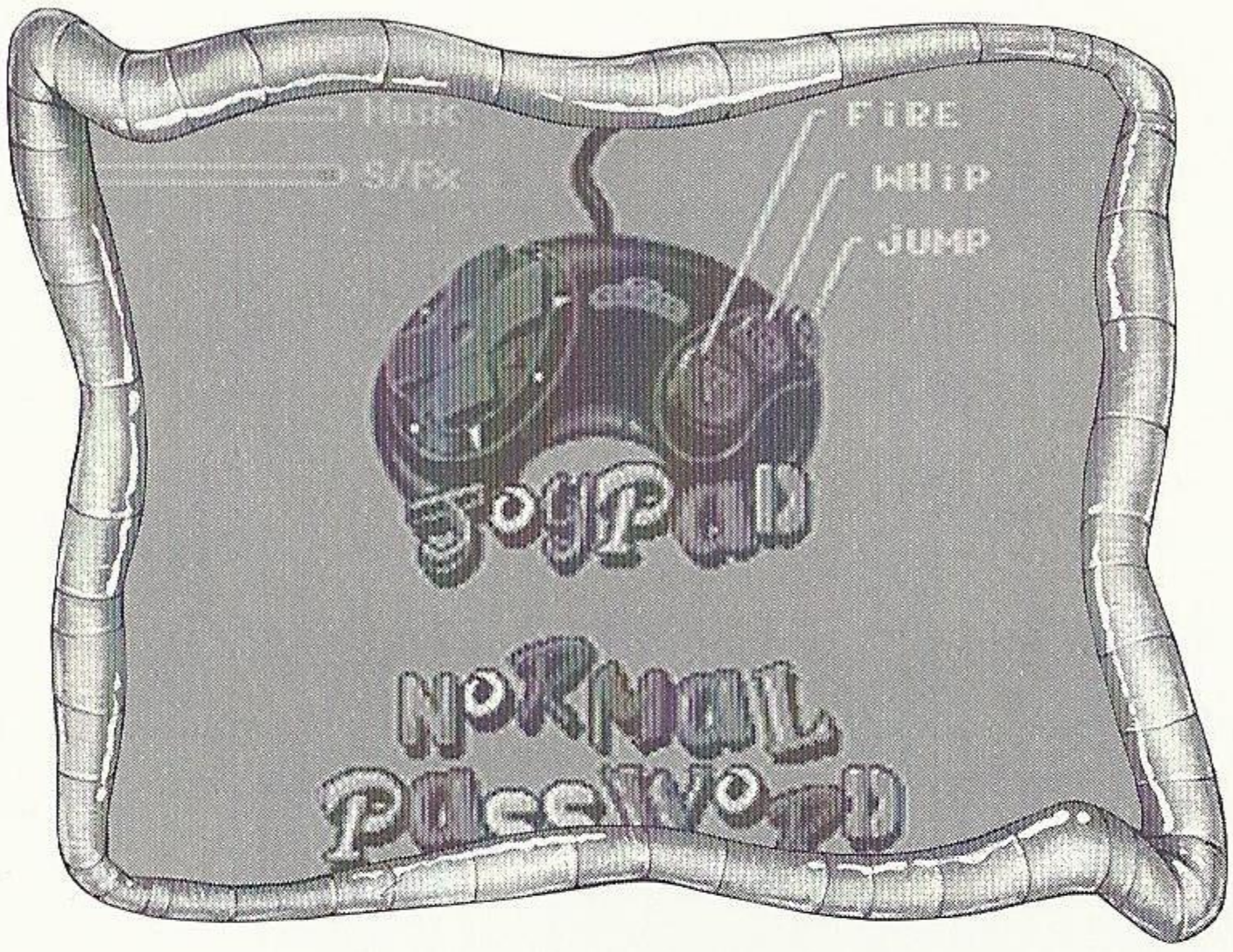
Difficulty: There are three levels of difficulty in Earthworm Jim: Easy, Normal and Difficult. Every level of difficulty changes a number of things.

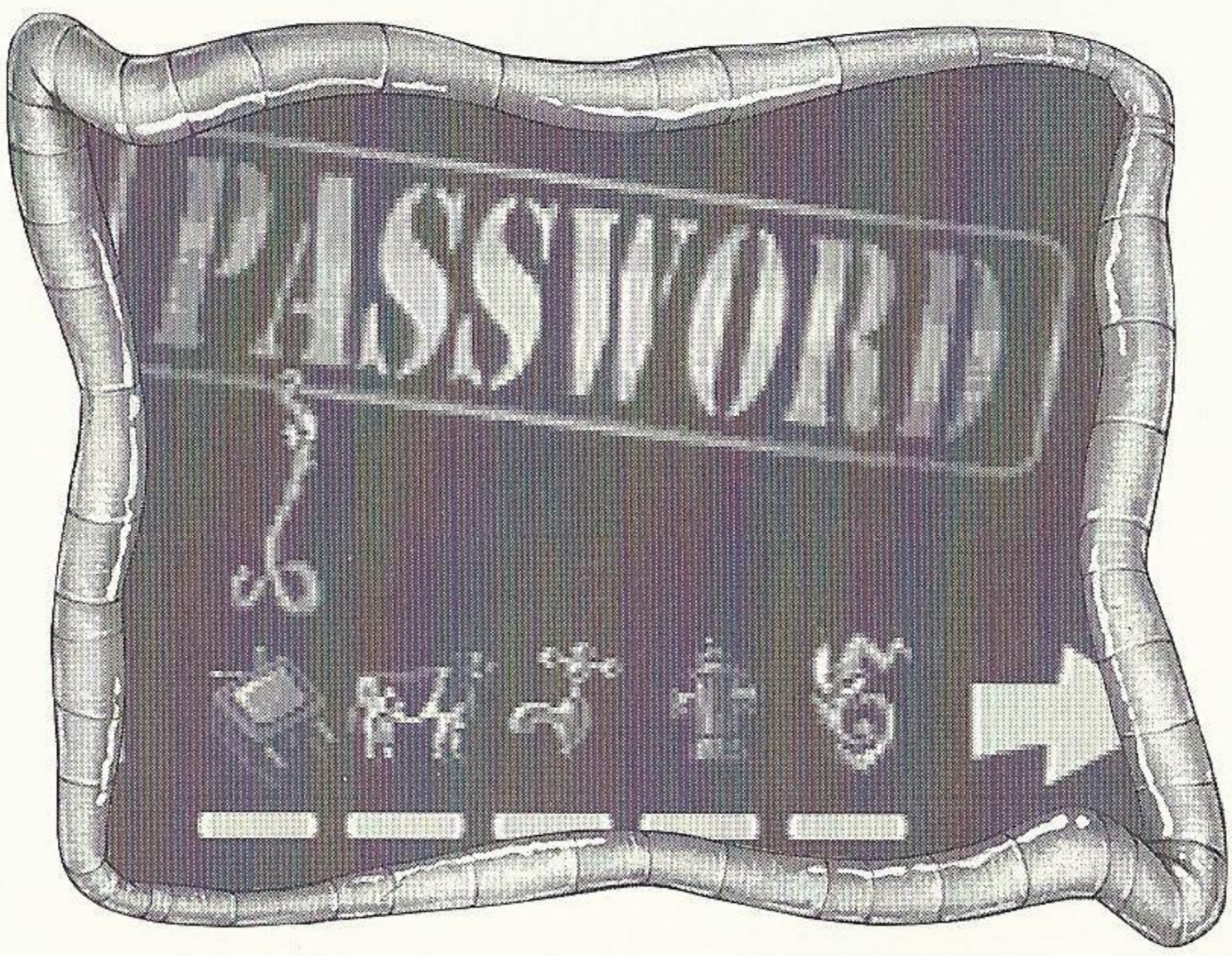
Easy: You can't even watch fishing shows. Salt makes you cringe. You don't own any Earthworm Jim action figures. You still haven't figured out the hamster gags.

Normal: Okay, you've ordered the action figures. You juggle fishing lures. You call him EWJ even though it's more syllables than Earthworm Jim. You've been caught in long underwear tying your hair to a curtain rod to see if you can swing from your head, just like EWJ. 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.





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!

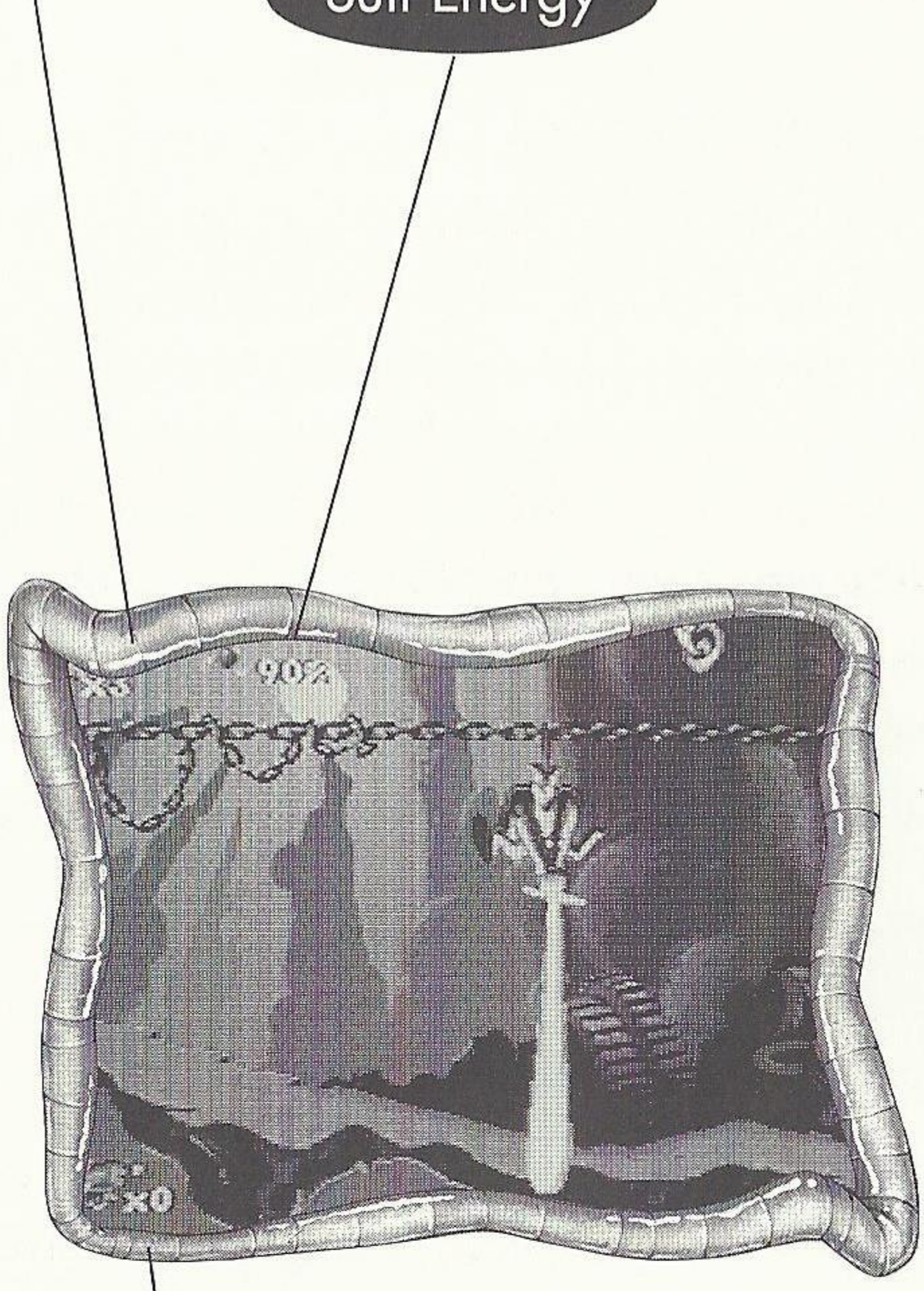
Suit Energy: This is the percentage of energy the suit has left. Whenever you are attacked by an enemy, touched by an enemy or generally do something stupid, this number goes down. If this number reaches zero you will lose one life. Additional energy can be found floating throughout the levels, or when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

Plasma Shots: This is 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.



Worms Left

Suit Energy



Plasma Shots

ITEMS



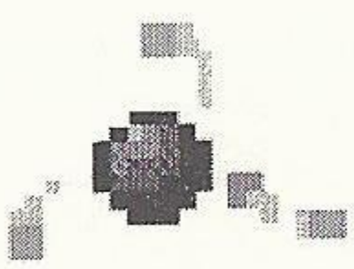
Plasma Power: Each time you pick up one of these you get an additional 250 rounds of plasma power. Plasma shots are limited so get as many of these as you can find!



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

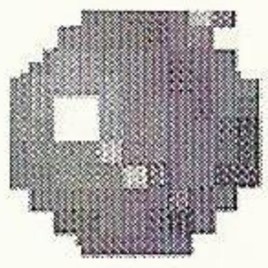


Homing Shells: The smart missile. This weapon will track down the closest enemy and blast it with Mega Plasma power. You get three missiles for each one of these you pick up.

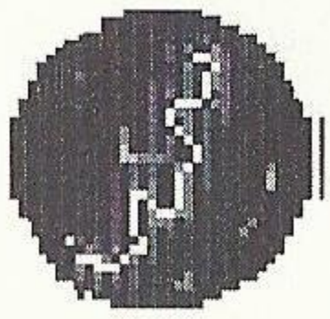


Suit Power: Atomic energy that the suit needs to function. Collecting these items increases your overall suit energy. More healthy than a big bowl of chicken soup.

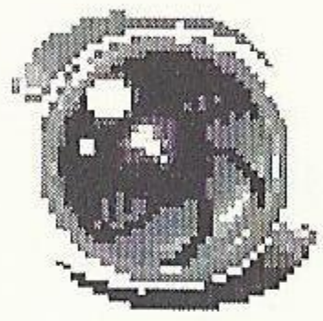




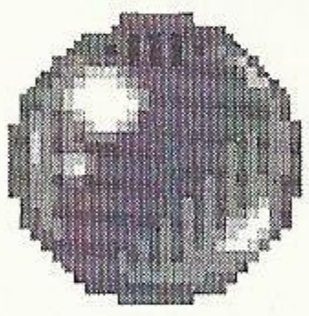
Super Suit Power: We're talking full suit power. Like a double espresso and a hunk of cheesecake, prepare to be energized to the extreme!



Asteroid Shields: During the Andy Asteroids, 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.



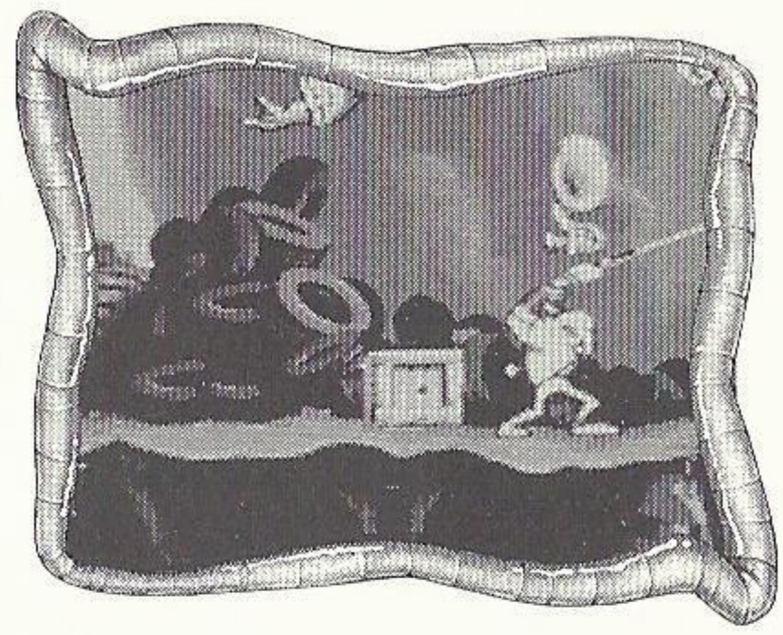
Fuel Pods: While racing, grab these items for fun and profit. Better than selling Grit (America's Family Newspaper) and much easier. Collect 50 and get a free continue.



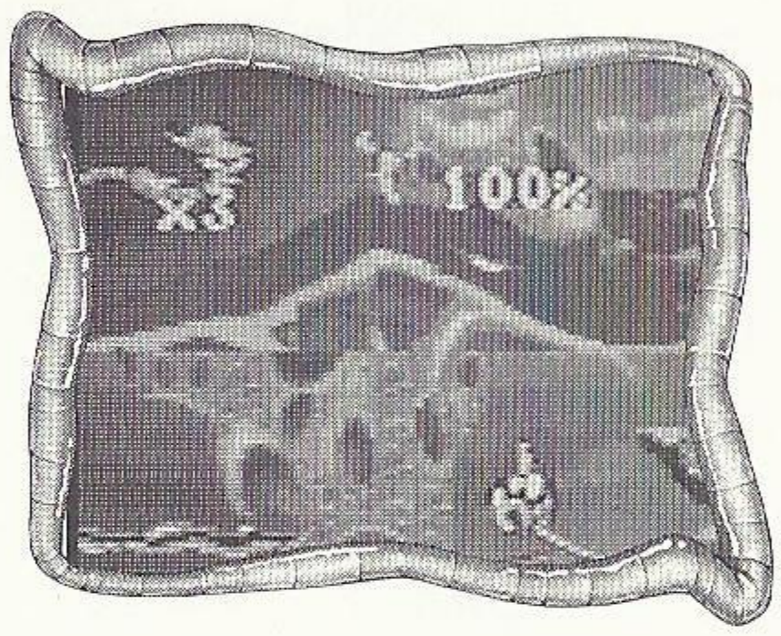
Extra LIfe: Hidden throughout the vast levels are these items that will give you an extra try at rescuing the princess.

THE LEVELS:

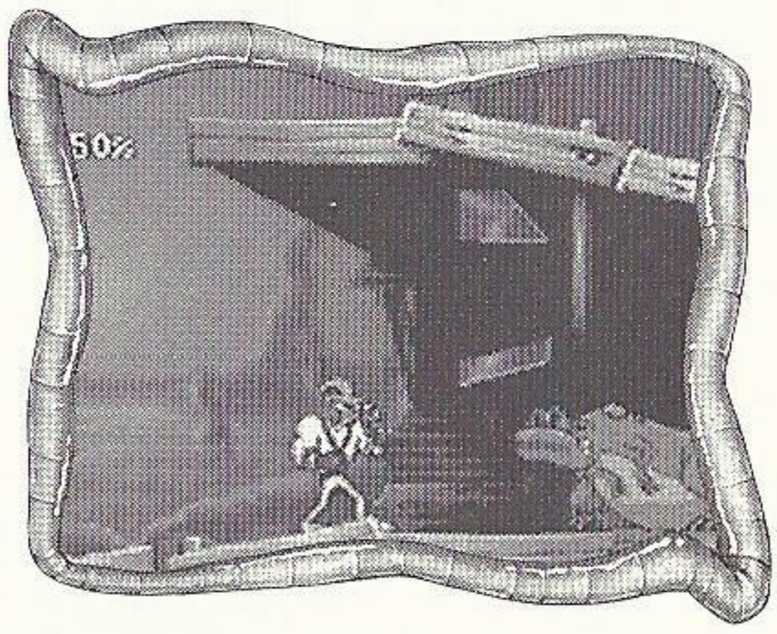
New Junk City:
Menacing crows, giant mutant garbage cans, the junkyard's owner Chuck, and his dog Fifi all want to welcome you to the junkyard in their own special way – by trying to kill you. Bounce from tire to tire, or slide across zip lines to grab extra power-ups. Watch out – compared to Fifi's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



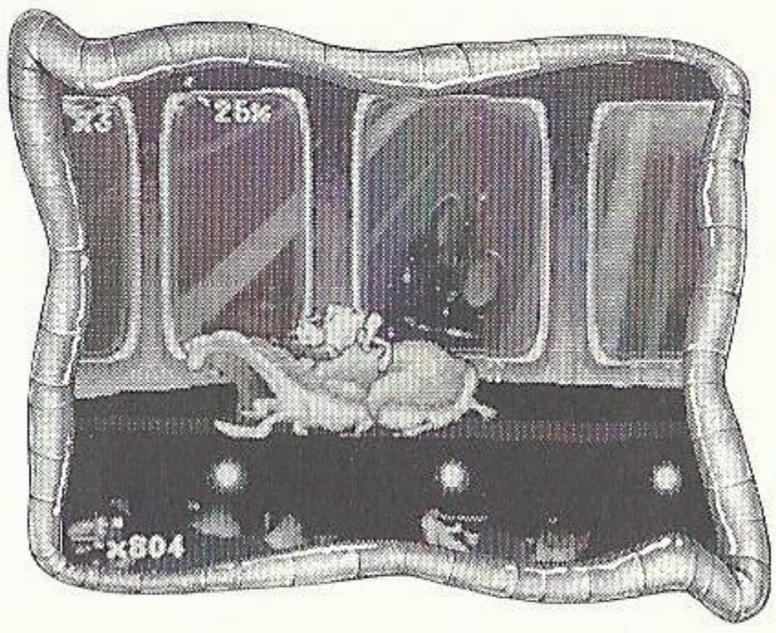
What The Heck?:
Welcome to Planet Heck. As Evil the Cat dances, you wander through the devilishly tricky maze. Step quickly...it can get a little too hot for Jim even in his indestructible suit. For an uplifting experience, take a jog on a gem, but don't let Jim get a hot–foot! There'll be a hot time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



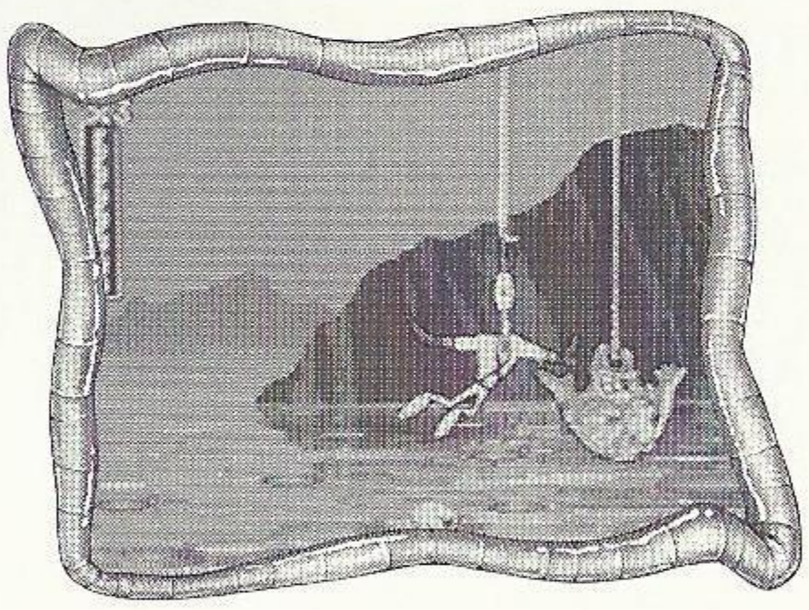
Big Bruty:
What's a Big Bruty, you say? You'll know one when you see one, that's for sure. Then all you'll have to do is figure out how to get by him without ending up like a big piece of chewing gum. Here's a hint: use his enormous weight and momentum to your advantage. Even if you do get past him, you still had better bee-careful – you wouldn't want to get stung.



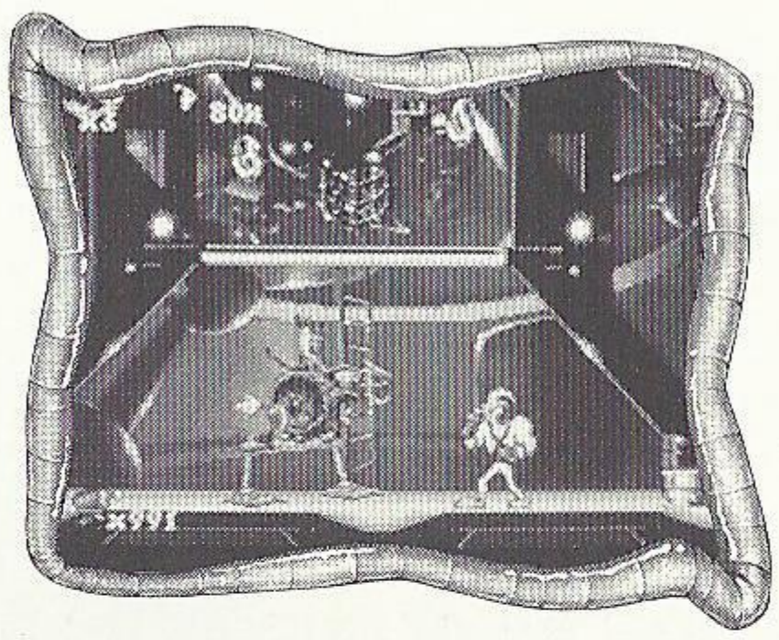
Down The Tubes:
Bob the Goldfish knows that EWJ's super suit could make him ruler of the world. Maybe even the universe!!! Controlling the drone cat minions in his underwater lair, Bob will use his servants to find you wherever you hide, high or low. Don't let the size of Bob's kitten guards fool you – 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!

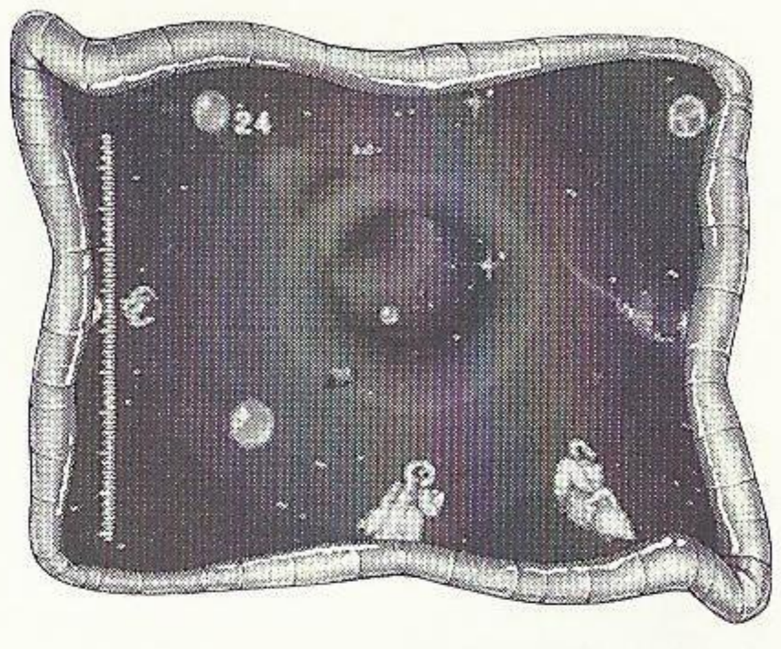


THE LEVELS:CONTINUED



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!

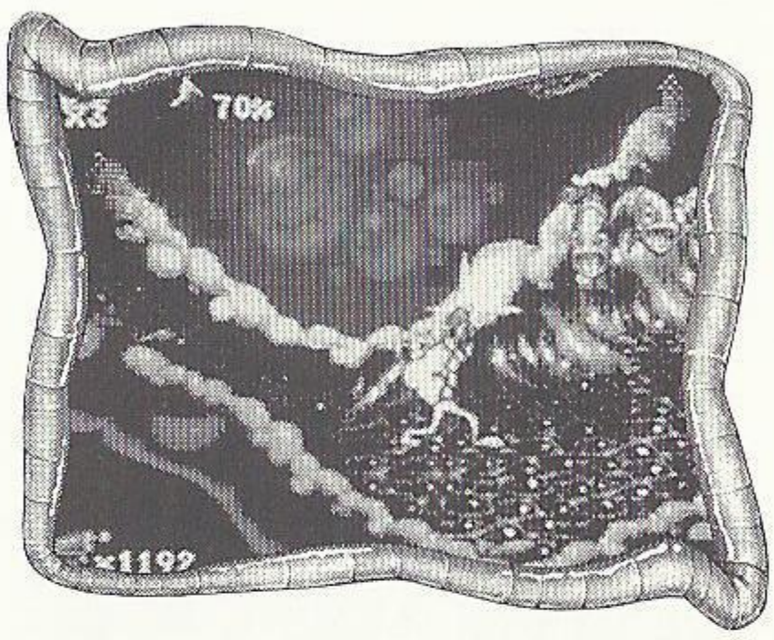


Andy Asteroids:
Ready for a wild ride through space? Well, hold on to your seat because between each level Psy-Crow is right on your tail! Dodge the asteroids and try knocking Psy-Crow off his rocket backpack to help you get to the finish line alive. Grab the Atomic Accelerators along the way to leave 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.



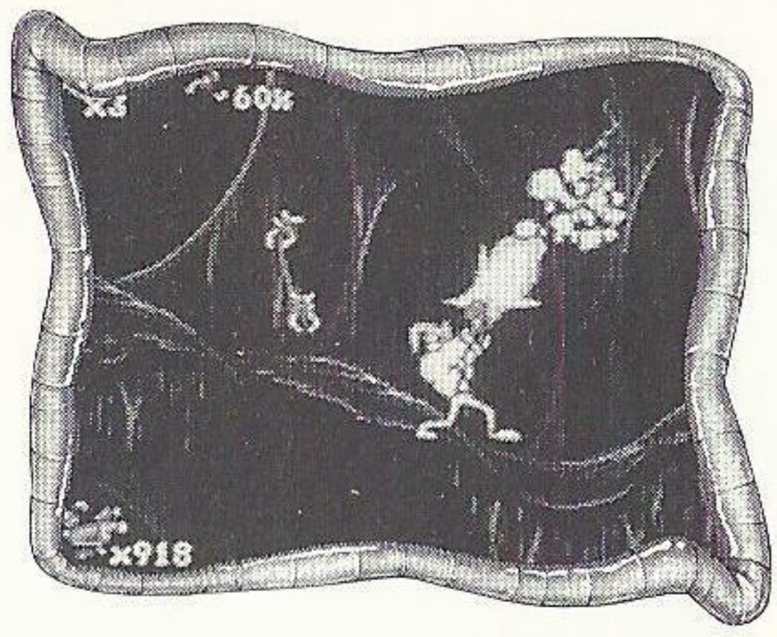
For Pete's Sake:
Walking the dog was never like this!!! If you let little Peter fall, watch out – his temper gets the best of him and he mutates into a ravenous hulking giant! If the meteor showers don't rain on your parade, and the flying saucers don't blow you away, then maybe, just maybe you'll make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

THE LEVELS: CONTINUED



Intestinal Distress:
Disgusting gross bad guys (like you were expecting less?). Flying fish? And a boss that will put a major squeeze on you! Now, would you like to see what you just had for lunch?





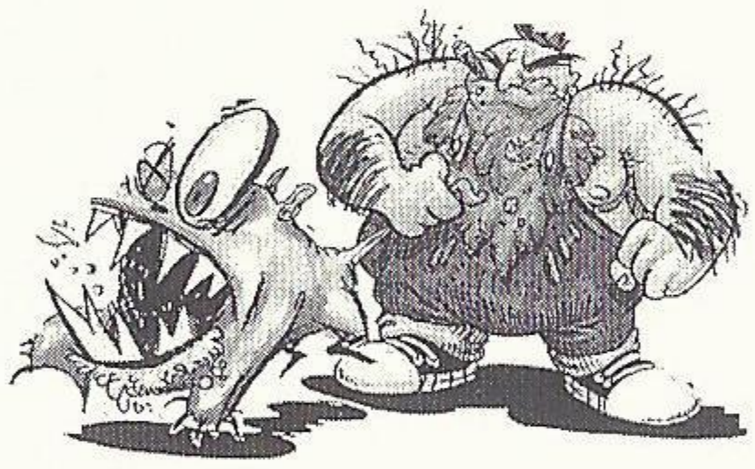
Buttville:
It 's dark, there's lightning in the distance, and you've got to keep your head in order to stay alive. You're now facing the Queen and her minions head to head, so use yours. The Queen is using her control over all the insects in order to stop you. Everywhere you turn, one of her followers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



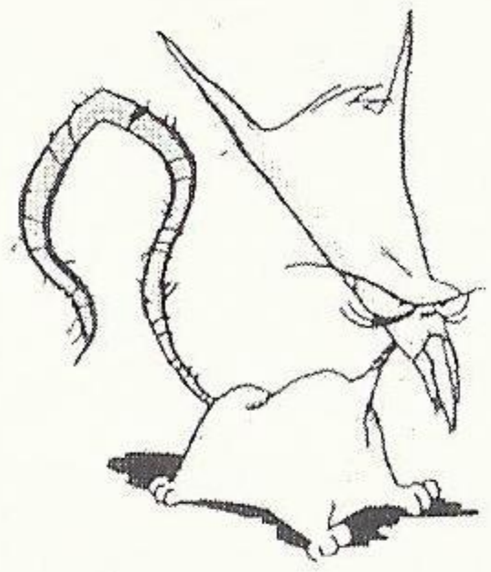
THE CAST OF CHARACTERS:



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 his 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



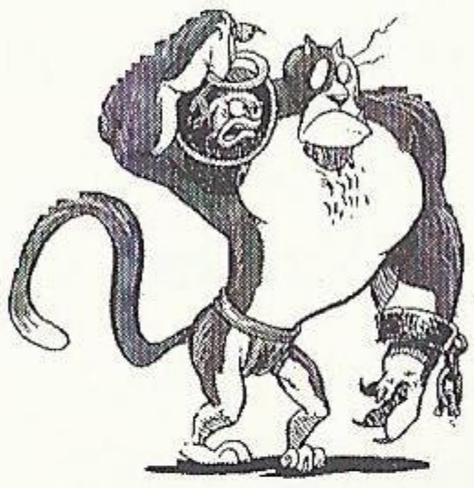
Major Mucus:
From the distant phlegm planet, Major Mucus will stop at nothing to get Jim's suit. Bouncing wildly from a tiny thread of goo, the Major is bound to be trouble. Watch out– if he gets a hold of Jim, the snot will really hit the fan!



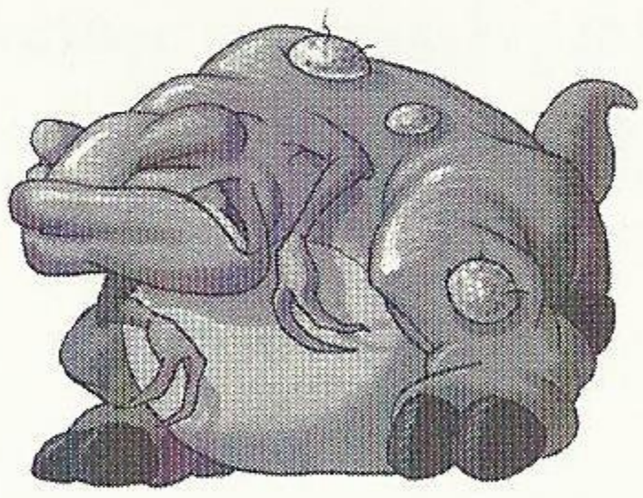
Peter Puppy:
Peter may first look like a cute, cuddly puppy, but when he transforms into his alter ego there's nowhere to hide. This isn't going to be just another walk in the park with Peter! Jim's super suit helped him survive the trip through the black hole to Peter's world, but its powers might not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



Professor Monkey–For–A–Head:
You'd be pretty mad too if you had a monkey sharing your head, or is 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.



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!



Big Bruty:
Blind as a mole rat. Fat as a beached whale. Dumb as a rock. That's Big Bruty. If he gets one whiff of you though, he'll come after you like a runaway freight train. Your best bet is to stay out of his way, because he's always hungry and he always chews his food 30 times before swallowing.

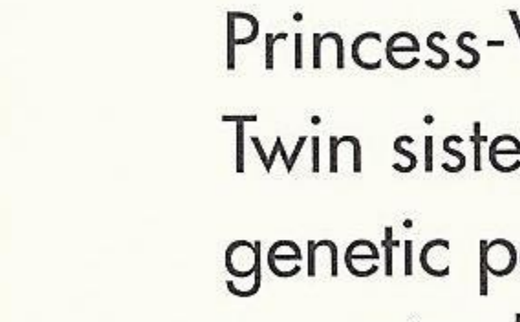
CHARACTERS: CONTINUED

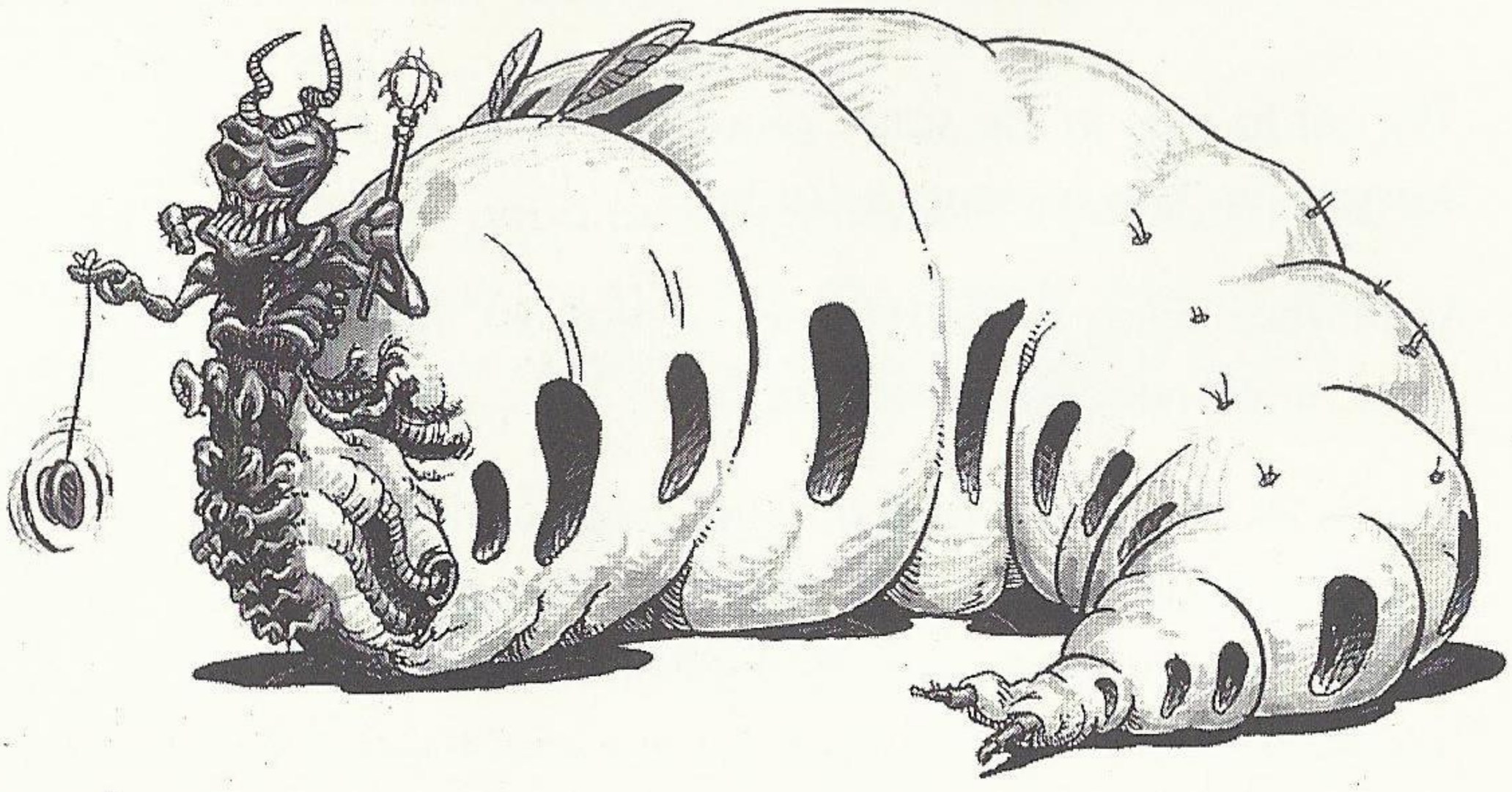


Doc Duodenum:
Tired of life as an alien's internal organ, Doc Duodenum took off on his own. The Doc would like to have Earthworm Jim over for lunch. Or was it over AS lunch? Hmmm. Jim needs to escape soon, or he'll make his final exit as an entrée for Doc. Other than the deadly bile that oozes from his body, Doc is actually a tidy person although not the sort you'd bring home to meet your parents...



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 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?

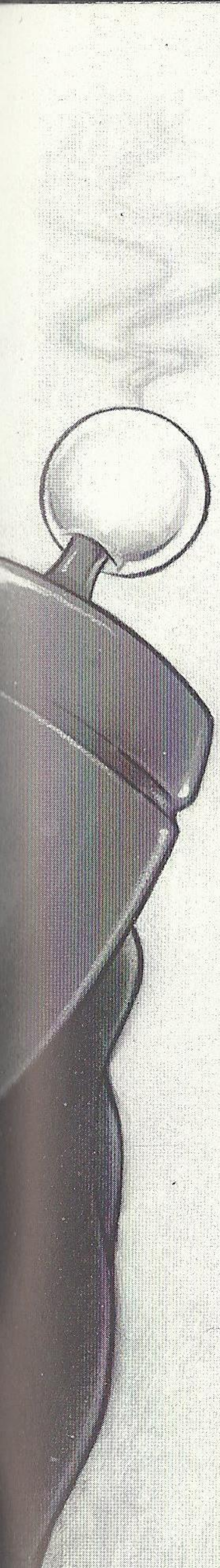
Most of the time, keeping Peter moving along is the best plan of action. But how can you stop him, or slow him down, when you need to? Click.

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

Finding the can of worms is one way to get a continue. The other...well, that's fuel for thought.




Koelsch



HEY-

WHO MADE THIS MESS?





CREDITS

PROGRAM
Andy Astor

ADDITIONAL PROGRAMMING
David Perry
Nicholas Jones

ORIGINAL CONCEPT
Douglas TenNapel

DIRECTING ANIMATOR
Mike Dietz

ANIMATORS
Edward Schofield
Douglas TenNapel

ART DIRECTOR
Nick Bruty

LEAD ARTIST
Steve Crow

LEVEL DESIGNER
Tom Tanaka

INK AND PAINT
Eric Ciccone
Mike Pilotti

CLEAN UP
Clark Sorensen
Ryan Silva
Nicky Wilson

ASSISTANT ARTIST
Lin Shen

DESIGNED BY
Many, Many Shiny Meetings

PRODUCER
Justin Siller

DEVELOPMENT TOOLS BY
Andy Astor
Dan Chang
PSY-Q

DIRECTOR OF QUALITY ASSURANCE
Jeremy S. Barnes
"Morpheus Blackstaff"

CONSOLE QA TECHNICIAN
Brian McInerny

ASSISTANT DIRECTOR OF QA
Dave "Get Out" Simon

LEAD TESTER
Yuki Furumi

TESTERS
Steve Rizor
Chris Parker
Larry Smith

MUSIC & SOUND FX
Tommy Tallarico Studios, Inc.
Additional Arrangements by Mark Miller & Mical Pedriana
Additional Guitars by Captain Crunch
Additional Editing by Roosta
Mixed at Group 4 Recording Studios, Hollywood
Mastered at A&M Studios, Hollywood
Mastered by Dave Collins
Mastering Assistant Pat Sullivan

SPECIAL THANKS
Becky Tran
Michael Koelsch
Brian Fargo
Moore & Price Design
Tex Avery



EARTHWORM JIM™
© 1995 SHINY ENTERTAINMENT INC.
ALL RIGHTS RESERVED

INTERPLAY'S WORLD WIDE WEB SITE

"Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place to where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!"

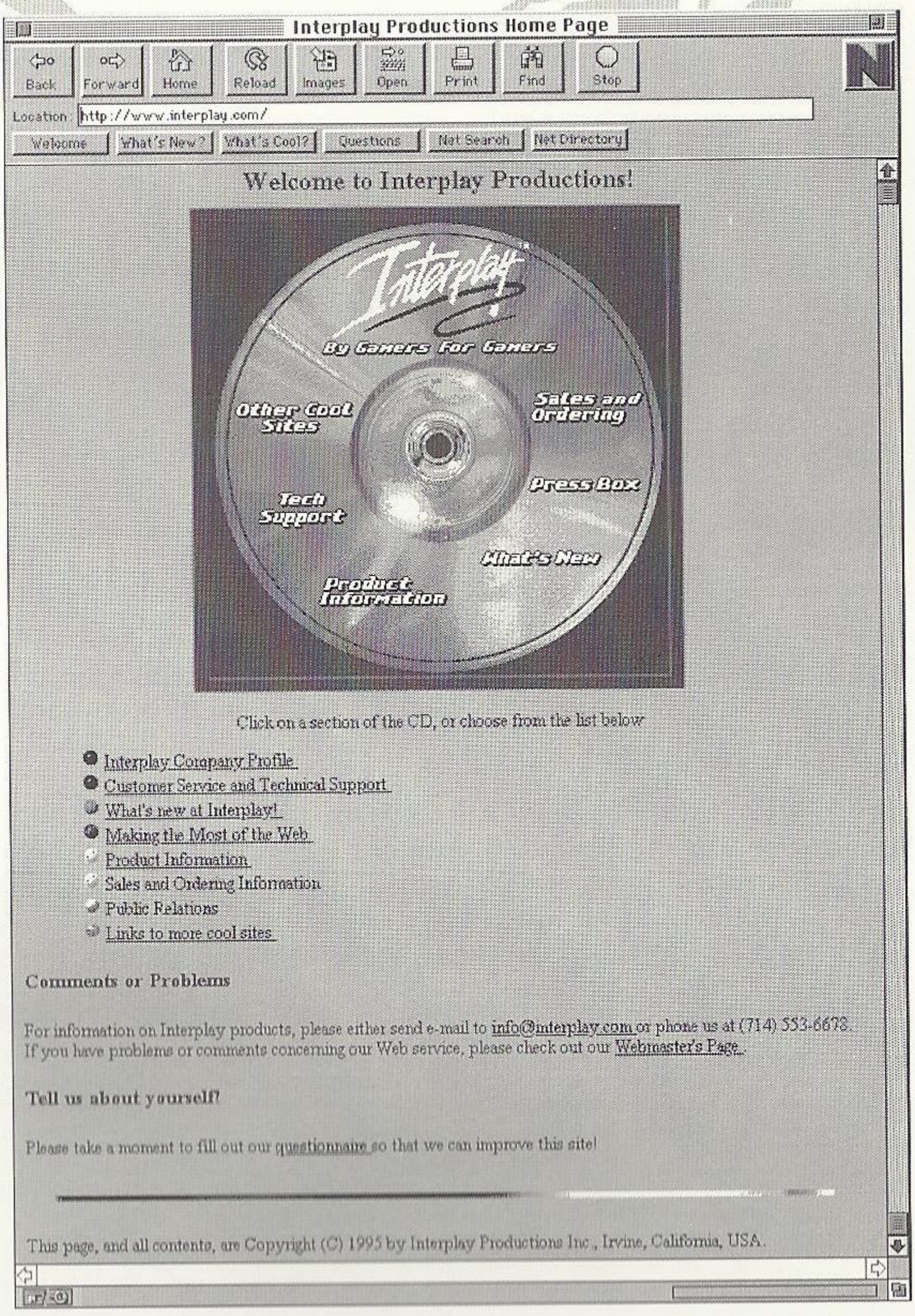
Brian Fargo

HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products. The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

http://www.interplay.com/



Limited Warranty

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and $5.00 to:

WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

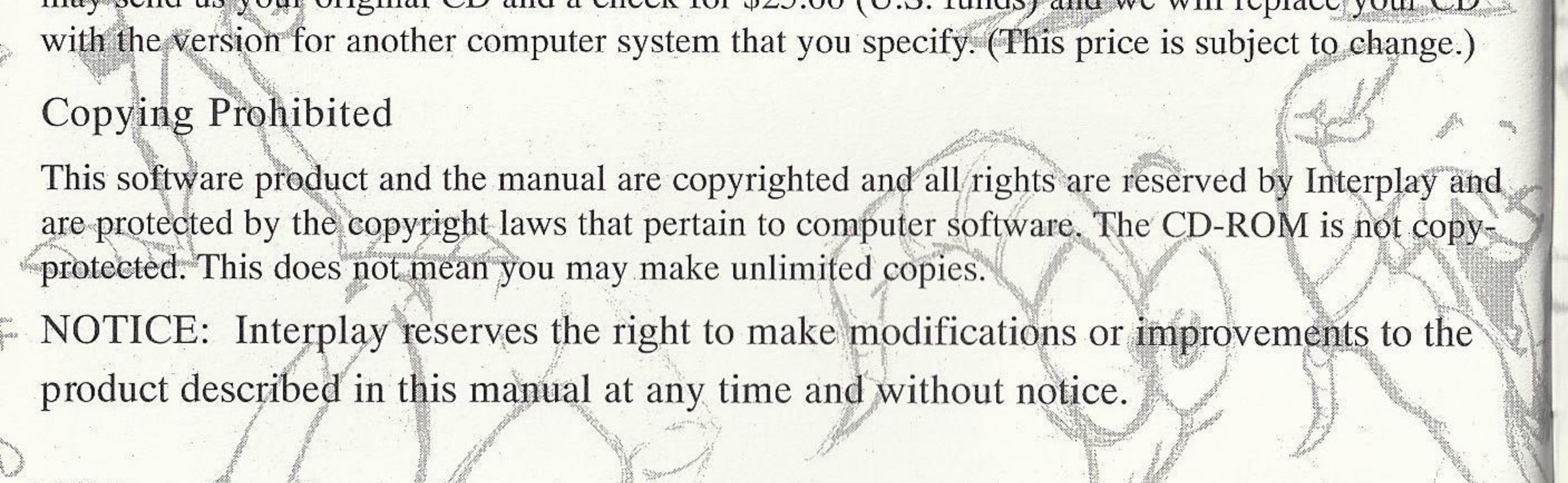
System Upgrades

Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original CD and a check for $25.00 (U.S. funds) and we will replace your CD with the version for another computer system that you specify. (This price is subject to change.)

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Interplay and are protected by the copyright laws that pertain to computer software. The CD-ROM is not copy-protected. This does not mean you may make unlimited copies.

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.



Patents: U.S.#'s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396.

Interplay

Interplay Productions
17922 Fitch Ave.
Irvine, CA 92714
714-553-6678

SEGA AND SEGA CD™ ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Manufactured in the U.S.A.