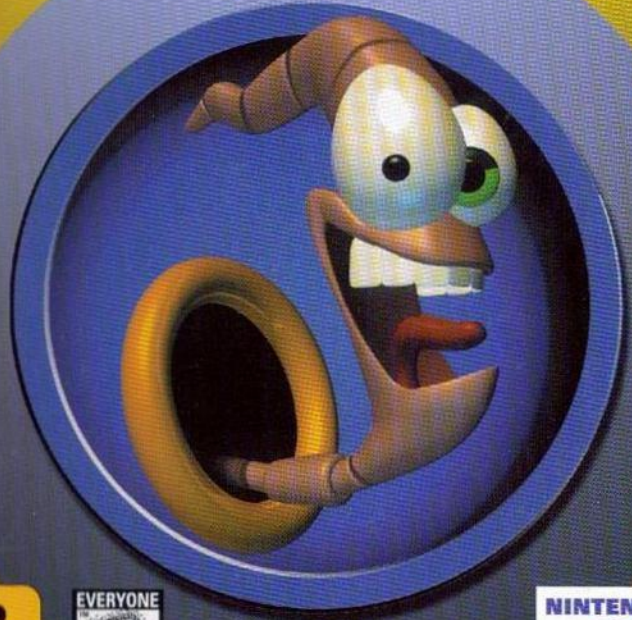


EARTHWORM JIM™ 3D



INSTRUCTION BOOKLET

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TABLE OF CONTENTS

Oooh, What's This I'm Holding?	3
The Fiendish Plot	4
Wormin' Your Way In	5
Pushing the Right Buttons	6
Groovy Wormy Peepers	9
Whatdat?	9
Extra Special Gizmos, Gadgets, Watsits and Stuff	11
On the Level Descriptions	12
Warranty, Helpline etc.	16

OOOOH, WHAT'S THIS I'M HOLDING?

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This means if ya point it to the right, you go right!



Plug a Controller

(gray spotty thing with wiggly black thing) into Controller socket 1 (hole bit at the front of the Nintendo 64 that looks like it's got Woodworm). If the screen is blank, you now need to switch the TV and

Console on; this is done by pressing the POWER button. When turning the Control Deck power ON, do not move the Control stick from its center position on the controller.

If ya hold the Control Stick like this when the power is turned ON, you'll walk funny and keep falling off things (this is a stoopid idea).



To reset the center position once the game has started, let go of the Control Stick so it can return to its center position then press START while holding the L- and R- Buttons.



The Control Stick is a precision instrument; do not spill liquids, place any foreign objects into it, hit it with a mallet, or hurl it out of an aircraft at 20,000ft.

While playing this game, we recommend you hold it like this-



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C- Buttons. Your third thumb is now free to help with those tricky maneuvers.

THE FIENDISH PLOT

[or how Jim lost his Marbles]

Cow! Splat! PAIN!

Hit by a hurtling heifer, the last thing to flash through Jim's minds was a large bulging set of udders. Meaning, yes! His brains have been pasteurized! Now Jim's Superego is all that stands between Jim the Megahero and Jim the fruit loop.

Jim's Superhero Superego must seek out the golden udders of lucidity that lie deep within his cow struck cranium. Will he find the magical teats in time? Or will he teeter off the edge of sanity?

To make things worse (well it couldn't be simple could it?) Jim's churning imagination has released the cream of evil villainy, and they are hell-bent on preventing him regaining his mental balance. The psychotic figments of Pyscrow, Fatty Roswell, Professor Monkey for a Head and Bob the Goldfish have each skimmed off one of Jim's brains and must be sterilized before Jim can regain control of himself and discover who could have dreamt up this dastardly dairy deception. Who is sick, twisted, and power mad enough to have conceived this cowardly cow-dropping caper? Who is it that seeks total Lobal Domination? There's only one way to find out.

Saddle up it's brain surfin' time.

Wormin' Your Way In

Congratulations on reaching this page, you've passed the 1st part of your training. Now it's play time.

The opening screen shows you how well you're doing for each saved game. Use the controller to scroll through each saved game.

Click A to start.

Once you're in the game hit start and you'll get to a menu sort of like this -

Doops! Let me go back!

Returns you to the game.

Save and go to brain.

You can save a game at any point, but you will only keep the udders you've discovered, the marbles will reset every time you leave a lobe. Should your saved game be captured by a mad bad cow for a conk alien scientist type guy, please don't try and rescue it, this type of saving should be left to professionals of EWJ's caliber, please don't try it at home.

I want to end it all! Quit!

But once you've started you can never stop, never, never, never aha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha (honest).

How am I doing, doc?

Come here to see your progress. This will show you how many udders you've collected and the best marble count you've achieved in each lobe.

Other random stuff

This lets you twiddle with the sound and stuff. Thoughtful, hey?

Pushing the Right Buttons

LADIES AND GENTLEWORMS START YOUR CONTROLLERS

- Creep, Walk, Run in any direction you like!
- Crouch (moving while crouched means ya' roll)

N64™ Controller



Back of Controller



IF YOU WANT TO JUMP FURTHER YOU CAN RUN AND JUMP



IF YOU WANT TO TURBO JIM'S JUMP HIGHER, CROUCH THEN JUMP.



Jim can climb (and you thought only cute archaeologists could do that). Once you've jumped push the control stick towards the obstacle you want to scale, and if Jim can get a grip he'll grab on and pull himself up.

Press Down C for a head banging Jim. Jim's head whip can be used as an attack, to activate some of the objects like vending machines and hamsters, and as...er...a whip.





Give Jim a better hang time. Jump and once you're in the air hit A again to increase to hover.

Rope swing. Jump onto the rope and Jim will scurry along it faster than a spider with a hot date. Press crouch to raise your legs, and jump when you wanna get down. You can also accidentally press jump at the wrong time to plummet to your doom, but we recommend avoiding this.



YET MORE THINGIES

See this game has more useful stuff than you can shake a super space suited worm at.

You've got boogers all over your brain. But panic not, this is not more mental instability, but your favorite faithful mucusoid - Snott. Munch the mucus and he'll give you some playing tips you'll need for the future.



Earthworm Jim can talk! When Jim meets someone he can speak to then this little Jim speech bubble will appear in the top left of the screen. Press A to prattle and learn the terrifying secrets of what is to come.

LIVES & MENTAL HEALTH

Your health goes from a maximum of 100% to a minimum of 'you're dead sucker'. You can find more lives and more health as you go through the game.



GROOVY WORMY PEEPERS

Ever wanted to direct a movie? Well now you can, coz Jim's got cameras!

Press R + TOP C to get inside Jim's head, but we're already in Jim's head, yeah but this button puts you inside the head of Jim's Superego so you can look round the inside of Jim's head, what? But?? Err? Just press it and see. You can't move when you're in this view, but some weapons will let you snipe at the enemy. Press any C button to come out again.



Press the R button to move your view behind Jim so you're facing the way he's facing. Hold it down and your view will stay behind him.

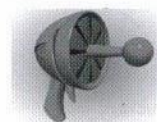
Left and Right C each time you tap these the camera will move 45° in that direction. Keep tapping until you see what you wanna see.

Top C zooms and does wonderfully wiggly special effects type stuff to your view.

If the camera won't move and you hear a buzzing noise, that means the camera can't swing round any more. Just move Jim and you'll be able to sort it out.

WHATDAT? (THINGS THAT GO BOOM! IN A FIGHT)

EWJ's trusty combat equipment. Once you've picked a weapon up you've got it till you run out of ammo, or find another. You'll find the weapons in special vending machines. Head whip the button to dispense destruction.



Standa-da-da-da-dard Blaster

Ya get this for free. It don't fire far, but it fires fast and don't stop firin'. When you reach 0 you'll automatically reload one bullet at a time back up to 100. You want more? You'll just have to find the reloads.



Egg Chucker

Wait till you see the whites of their eyes, then unleash it's eggsplosive cargo to hit any rotten egg with a, well, a rotten egg.



Cleaver Gun

Slice your enemies down to size with Earthworm Jim's mighty chopper.



Laser

Light up your life with this hi-tech delusion destroyer.



Peashooter

No self-respecting superhero should be without one. Makes any villain green with envy.



Apollo 13

Houston we have a problem. This baby will track your enemies down. Big boom, little pieces. Nice long range.



Gnome Gun

Your very own gnoming missile. Try bouncing them off walls to bring an ignominious end to any foe.



Bananamite

Tick, tock, tick tock, fruit salad!



Funky Gun

The grooviest gun of all, noted for its ability to blow the funk out of anyone in its path, leaves your enemies completely defunked.



Magnum

Pack the mighty 'six' shooter, see if you're quicker on the draw, or worm food, urghh cannibalism.

EXTRA SPECIAL GIZMOS, GADGETS, WOTSITS AND STUFF

PICK UPS



Marbles

These are essential for Jim's mental health, pick 'em up to stay alive. Marbles can open new areas to explore, but you might need to find the shy ones that are hiding. The Marbles will reset every time you come out of a level.



Atomic Health

Bump off a bad guy and you'll release a health boost. Some extra ones can be found lurking in crates.



Helium Head

Make Jim a helium hero. Swallow the balloon and Jim's head will swell up (like it isn't swollen enough already) and he can boldly float where no worm has floated before.



Pump-pak

Beans, beans the musical fruit, the more you eat, the harder you toot.



Extra life

Steal a heart to get another chance to get on.



Blaster Orb

Grab this to get your own faithful blaster orb, a bit like a dog, only it shoots people.

ON THE LEVEL DESCRIPTIONS

PSYCHE CENTRAL

The pulsing nerve center of Jim's personality, nice wallpaper, this gives access to all four of our Jim's brains. Each entrance will tell you how many udders you'll have to collect before it will open.

Once you've discovered a set of udders, they remain discovered, so when you return to that lobe, they will only appear as ghostly udders.

The marbles you collect represent your IQ, the more marbles you pick up the smarter you'll get. The smarter you get the more parts of each lobe you can explore. Doors will tell you how intelligent you need to be to pass through that door.

Once you're inside the brain you'll have to battle your way through a number of lobes before you can face the chief nightmare lurking at the center of that brain.

This screen shows you the best scores you've achieved. The total number of marbles is the total of all the best scores you've achieved. If you want to get the count higher, then scroll through the levels to which ones you haven't got all the marbles from.

You won't need to collect all the marbles in order to get through to the last level, but what kinda punk are yah? Doesn't the name superhero mean anything anymore?

Once you've collected all the udders you'll reach, da da da - THE FINAL LOBE!!!!

MEMORIES

All of Jim's worst memories have seized Brain number one and Psy-crow and his battalions of well-armed bovines have set up base camp here. This is no place for shrinking violence, you've got to lock, load and prove to the world that you've got what it takes to be a real worm.

Coop D'etat

Colonel chicken's got a mission for you, or ...nah that joke's too bad even for us, aw shucks what the heck... or are you CHICKEN?!! There I said it.

Climb the chicken run of carnage. Jump grenade eggs and ruffle as many feathers as you can find.

It's a Barnyard Out There!

Battle your way through the farmyard facing lorry loads of Bovine Special Elite. Blast anything that moves and Grrooove your way to those cow juice creators.

Psychrow-somatic

Psy-crow in person, well in cow induced coma imaginary figment. Those bombs aren't really real are they? They're just in Jim's mind, aren't they?

Climb aboard your very own Porker Careerer mk1 and go head to head with this felonious flapper.



HAPPINESS

Brain No.2 has become obsessed with the thing that makes Jim happiest - Food. The sort that makes it from freezer to stomach in under 60 seconds. But it's also home to Fatty Roswell ruler of an extra-terrestrial fast-food franchise who has amassed an army of underpaid workers to strip Jim's brain in search of the ingredients of the ultimate burger.

Lord of the Fries

King Gherkin has been kidnapped and only you can save him before he becomes part of the biggest burger ultima-munch super snack pack..

Are You Hungry Tonite?

Fatty Roswell has kidnapped the one and only king of burger munching. Pull on your blue suede shoes, groovy up those hips and the king to free your brain.

The Roswell Incident

Face to face with Fatty in his pernicious pizza palace. Climb aboard your powerful porker once more to make sausage meat of this extraterrestrial egomaniac.



Blaster Orb

Grab this to get your own faithful blaster orb, a bit like a dog, only it shoots people.

FEAR

Jim's third brain has been completely consumed by terror under the watchful eye of Professor Monkey for a head. Prepare to slither into Jim's worst nightmares. An awesome array of spine tingling, skin crawling, ghastly, fiendish fear! Fear! FEAR! FE..., well it's pretty scary.



Poultrygeist

Make your way through the mad scientist's mansion to the secret lab. But keep your peepers peeled for spectral chickens.

Poultrygeist Too

Deeper into the mystical mental mansion we wander, for more cryptic capers of the cerebellum. Be afreud, be very afreud.

Death Wormed Up

It's death, Jim, but not as we know it. Prepare to meet the cutest deadly bunnies you've ever seen.

Boogie Nights of the Living Dead

Groovy graveyards full of enemies deader than corduroy. Some are so dead, you can't kill 'em again, no matter how many times you shoot 'em. Dance past disco zombies, grab those udders and get out faster than you can say tank top.

Professor Monkey for a Head

Once you've completed the other two quests you get to go one on one with Professor Monkey for a Head in a pork powered showdown.

FANTASY

Jim's fourth brain has slipped back into the westerns he used to watch as a kid, but Bob the Goldfish got here before you and this brain just ain't big enough for the both of ya. Yeehaw, saddle up partner it's time to do away with them bad guys that's a rustling away your marbles..



Violent Death Valley

Branded a failure you must draw your trusty six shooter and blast these critters to blue blazes and all for a fist full of marbles.

The Good, the Bad and the Elderly

The sheriff's been locked in his own jail by backwoods grannies gone bad. You've gotta clean up this town, boy.

Bob the Goldfish and No.4

Outmaneuver Bob the Goldfish and the brain will be yours again. Sounds like a piece of cake doesn't it? Ha, ha, ha.

CREDITS

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