

# EARTHWORM JIM 1 & 2





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The background of the page is a vibrant, comic-style illustration. In the foreground, Earthworm Jim, a green worm with large eyes and a wide grin, is perched on the shoulder of a large, grey, muscular character with a red and blue belt. The grey character has a mechanical, circuit-like chest. In the background, another character is seen falling or jumping through the air, leaving a bright, fiery trail. The sky is a fiery orange and yellow, with dark, swirling patterns. The overall tone is energetic and adventurous.

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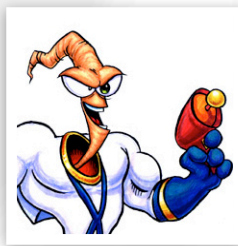
# GENERAL

## CHARACTERS

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### Earthworm Jim

Jim is but a mere earthworm, turned into a superhero after finding the awesome Ultra-high-tech-indestructible-super-space-cyber-suit. Jim knows that with great power comes great responsibility and is always ready to fight in the name of justice and for the sake of being super cool!



### Queen Slug-for-a-Butt

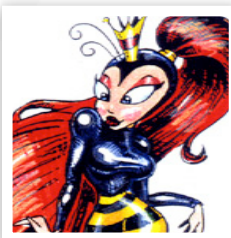
Also called the Evil Queen Pulsating, Bloated, Festering, Sweaty, Pus-filled, Malformed, Slug-for-a-Butt. Originally Jim's super suit was made for her, to be delivered personally by Psy-Crow. She is the twin sister of the “ugly” Princess What's-Her-Name.





### Princess What's-Her-Name

Little is known about her in the video game. She is the twin sister of the “beautiful” Queen Slug-for-a-Butt. She likes space cars and is the love interest of our beloved hero.



### Psy-Crow

Intergalactic bounty hunter and Jim's arch nemesis, Psy-Crow lost the super space suit and he's determined to get it back. Though lacking in hand-to-hand prowess or things like common sense, he makes up for his failings with sheer persistence. Not enough to beat ol' Jimmy, of course!



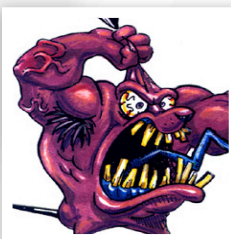
### Snott

Little more than a big green booger with eyes and a mouth, he aids Jim in his heroic quest, forming floating platforms and replacing Jim's whip in the second part of the game.



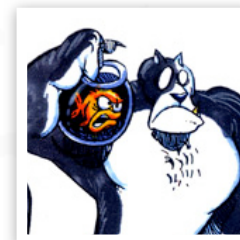
### Peter Puppy

Peter is a timid puppy from a planet ravaged by marauding aliens and meteor storms. When scared, he transforms into an aggressive, hulking brute, quite possibly as a defense mechanism against the plentiful dangers of his home-world.



### Bob the Killer Goldfish

Don't let the looks fool you, Bob, despite being a small goldfish in an ordinary fishbowl, is a real villain and not to be trifled with. He makes up for his rather helpless physique by making a menacing face and employing legions of feline minions both big and small.



### Evil the Cat

He is a cat, which is short for “the ultimate manifestation of evil in its truest form”. He rules over Planet Heck and revels in all things evil, like lawyers, elevator music and spiky stuff. When Planet Heck gets too hot for his refined feline tastes, he goes on a vacation and runs his brother's Circus of the Scars.



### Professor Monkey-For-A-Head

A genius professor with a monkey (named Monkey Professor-For-A-Head) grafted to his head. He responsible for creating the one and only ultra-high-tech-indestructible-super-space-cyber-suit. Why not make another one, you ask? Well, the monkey ate the plans, not to mention not having an extra Battery of the Gods...



## WEAPONS

---

### Plasma Blaster

Jim's main weapon. Apart from looking cool and hi-tech in a '50s kind of way, it is powerful enough to kill or stun most enemies Jim will encounter on his journey in a few shots.

### The Mega Plasma Blaster

Fires a bigger, more powerful blast. In EWJ1 it's an upgrade to the original Blaster and in EWJ2 it looks even more intimidating and awesome.

### Homing Missile Gun

You can't say "homing" without "home"! This gun shoots missiles which are shaped like houses and require no aiming at all. Just point (wherever) and click.

### Three-Finger Gun

Just like those multi-barrel cannons in side-scroller games. Jim's fingers become gun barrels, giving our hero massive firepower and wide cone of fire for easy hits.

### Barn Burner Gun

A gigantic gun which produces a massive recoil, leaving Jim knocked down and dazed. What this gun does during the flash is most likely too gruesome to contemplate, but it leaves no enemies alive on the screen.

### Bubble Gun

It's a bubble gun. It shoots bubbles. Bubbles are useless. This gun is useless. Avoid it unless you really, really like bubbles.

## BASICS

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### Common

- Jim will jump higher if you hold the JUMP button longer.
- Jim will automatically use his head to grab hold of chains and pulleys.
- While hanging from something press up to have Jim pull himself up to avoid foes lurking below, or press your JUMP button to let go.
- While hanging from a pulley press the JUMP button to jump up and let go of it. If you miss your target and need to use the pulley again, you will need to move a screen's length away from it. Once you return, it will have "refreshed" itself. If you find yourself just hanging on a horizontal wire, you will need to use your blaster's recoil to propel yourself.
- Use your WHIP button to hit enemies or grab conveniently placed hooks and swing forward Indiana Jones style. You can easily spot



hooks and similar devices by a distinct glitter emanating from the pointy bits of most of them.

### **Specific**

- In Earthworm Jim 1 Jim can slow down his fall by performing the “heli-head”. To do this tap JUMP repeatedly while falling.
- In Earthworm Jim 2 our hero is also equipped with Snott sitting in his backpack. Press JUMP while in the air to deploy him, just like your whip. This way you can grab mucus dripping from a ceiling and propel yourself forward, again just like with your whip.
- In Earthworm Jim 2 you can no longer heli-head to slow down your fall. Instead press the FIRE button to deploy Snott as a parachute.



# EARTHWORM JIM

## LEVEL PASSWORDS

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**WHAT THE HECK?** - Kettle, Faucet, Cow, Faucet, Cow, Faucet

**DOWN THE TUBES** - Paint, Faucet, TV, Faucet, Cone, TV

**POD RACE** - Cone, Kettle, Cone, Cow, Cow, Kettle

**SNOT A PROBLEM** - Cow, Kettle, TV, Cow, Kettle, Paint

**LEVEL 5** - TV, TV, Cow, Can, Cow, Hammer

**PETER PUPPY** - Cow, TV, Kettle, Cow, Kettle, Paint

**BUTTVILLE** - Can, TV, TV, Kettle, Cone, Cow

**ANDY ASTEROIDS** - Cone, Faucet, Cow, Cow, Cow, TV

## CHEATS

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Press the “P” key to pause the game and type in one of the following:

**SOFABORD** - Full energy.

**CATMODE** - Extra Life.

**HYBRIS** - Kill Jim Now.

**.DOT** - Save Screenshot.

**AND SO ON..** - Extra Continue

**LARRY WALL** - Invincible

**I LOVE COWS** - See end credits



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## NEW JUNK CITY

To get past the cow next to the hanging from a hoist, whip the chain and watch the cow fly.



To get past the conveyor belt, just jump onto it – this is easiest to do in the left side – and claw your way up by pressing the UP button. Don't worry too much about getting hit by any obstacles, there will be some energy to pick up further along the way.

### Junk Thing (sub-boss)

To kill the Junk Ting just shoot it until it dies, then stop shooting. You can only hurt it once it is transformed into a trash can on wheels – it's impervious to fire while in robot mode. You can deflect the objects it drops and throws at you by shooting them. When it moves too close for comfort, try to jump over it – heli-head if you need to. Just unload as many blasts as you can before evading – it will blow up soon enough.

### Chuck (boss)

First of all, do not shoot him – he will only get annoyed and start regurgitating seafood at you. Your goal is to keep out of harm's way until one of the magnets drops a crate. Whip it until it lands on the spring to your right and jumps up at the boss. After a few hits he will start moving from right to left – you will have to wait for the right moment before whipping the crate onto the spring. Keep going until he's had enough punishment and goes away.



## ANDY ASTEROIDS

Your goal here is to get through the tunnel before Psy-Crow. Press the JUMP button to go faster. If you pick up a semi-transparent energy ball, you can press the WHIP button to turn on your shield, making you impervious to asteroids. Picking up a black-and-red energy ball instantly turns on a short turbo boost. You can also pick up the marbles (fuel pods) – 50 of these earn you an extra life.



You can either race Psy-Crow fair and square or fight dirty, pushing him into asteroids or hitting him with your shield turned on.

If you lose the race you will have to face Psy-Crow on the planet's surface. Shoot him until he gets dizzy and whip him afterwards. After a while he will get bored and fly away.

## WHAT THE HECK?

On this level you will have to watch out for the spontaneously combusting wires and floors, plus some spiky bits coming out of the walls. Additionally, on the lowest part of the level, you can fall off into the abyss below and instantly lose a life in the process.



After the first continue, you will see a green crystal ball turning lazily in the air. You will need to get onto the chain above it – either by whip or heli-head – and land on top of it. Now you have to start running in the direction opposite to the

one in which it's turning. This is a bit tricky - try tapping right repeatedly at first, then start running steadily, otherwise you might fall off. After the ball picks up some speed it will start moving up and Jim along with it. Jump off once you can't go any further.

When you reach a grate with a cogwheel next to it, whip the cogwheel repeatedly until the grate moves as far up as it can, then run past it before it closes again.



To get rid of the pesky lawyers you need to whip them into submission, then pop a few shots to finish them off.

After the second grate you will see another spinning crystal ball. After a bit of running this one will teleport you to the sub-boss.

### **Snowman (sub-boss)**

This one is pretty straightforward – jump when he attacks you then respond in kind. A few whips and blasts will finish him off.

In the next part of the level you have to keep an eye out for falling stalactites and use the conveyor belt trick to get up the slope on the far left. Whip your way up and jump onto one of the floating crystal balls.



Jump from one to the other to avoid getting burnt.

You will have to kill the lawyer and whip the cogwheel from below. Then comes the tricky part – you will have to make a long swing with your whip and

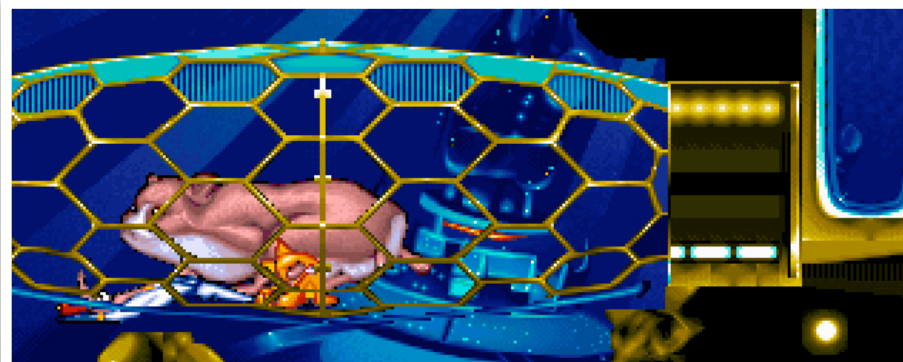
then another one. After hitting the first hook with your whip keep pressing the LEFT button and use your whip after you stop moving up. Keep trying until you make it to the other side.

### **Evil the Cat (boss)**

You find yourself outside of your super cyber suit and under fire by a rather evil-looking cat. You will have to avoid the fireballs for a while until the column to your right melts and allows you to resume your rightful place inside your ultra cool armor.

Then you need to use your super hero reflexes to shoot the cat and avoid the flames he leaves after his escape – jump over them one at a time. After you shoot all of his nine lives out of him it's time for another ride on your Pocket Rocket.

## **DOWN THE TUBES**



Just go along the tubes and try not to get into trouble. You can't harm the big bouncer cats, your only choice is to wait until one of them moves away, grab a handle under the bubble and pull yourself up. Jump down and start running once the way is clear.

Once you open the hamster's cage jump onto its back and press the FIRE button so that it eats the small bouncer cats on the way.

Now comes the tricky part – piloting a sub. Treat this ride as training. Use your LEFT and RIGHT keys to rotate your engines and your FIRE, WHIP or JUMP buttons to accelerate in the direction they're facing. Try to avoid obstacles if possible – enough hits and the bubble will break, meaning one less life for ol' Jimmy. The goal is to pilot the sub all the way to another airlock like the one you launched from.

After a quick walk down the tubes you will find yourself in another sub. Keep an eye out for air valves conveniently placed to the left of your sub – these will replenish the vessel's air supply. Jump out of the sub at the airlock and let the bouncer clobber you for a bit and throw you to the far side of the tube. After a short walk and some jumping you will be off to the next level.

## POD RACE

Again take a merry walk down the tubes until you reach the sub. This one is extremely hard unless you know the location of a hidden air valve near the end, at the last U-turn. The easiest way to find it is to watch the 'Pod Race' movie included in the archive you downloaded from GOG.com.

### Bob the Killer Goldfish (boss)

After you've completed the race it's time for the boss fight. And if you thought the race was hard, think again! This boss is so challenging I can't even begin to think of a guide on how to beat him. You're on your own, so good luck!

## SNOT A PROBLEM



In this level you have to beat Major Mucus in a three-round bungee jumping death-match. The goal is to push the other into the wall so that their bungee rope (or mucus) gets torn and breaks, sending the loser to a

dreadful plunge. Avoid the cyclopean, razor-toothed monster in rounds 2 and 3 – it can and will cut Jim in two with just one bite. Also, in these two rounds, Major Mucus will use a dirty trick – he will start spinning like crazy, which is bad news if Jim's rope if he touches him.

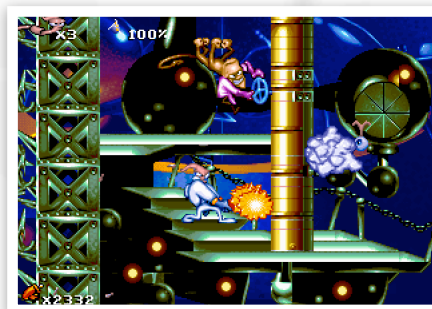
A sure way to beat him is to stay above him and near a wall while going up. Then, once you both start falling down, move to the other side, so that Mucus is between you and the wall. Now press your FIRE, WHIP



or JUMP buttons to push im into the wall with your huge, robotic shoulders!

## LEVEL 5

Watch out for the flying blobs – they die easily but spill out maggots once they do. These pests move really quickly when jumping, but can be killed with a single shot.



To turn on the escalator go right, jump onto the electrified orbs (be careful not to catch a few unwanted jolts) and go right. You can jump onto the big dark orbs which look like background artwork. Do not stand on them too long or you'll get electrocuted. Shoot the bullseye and go back to the, now mobile, escalator.

Once you find yourself in a cage being bombarded by what looks like bacteria, just keep shooting until they stop coming and the cage starts moving.

When you encounter Professor Monkey-For-A-Head pop a few shots at him to send him running away like a little girl (with a monkey for her head). The orbs which release the eye bats can be dispatched with a single hit from your whip.

### Naked Worm (sub-level)

This is a pretty straightforward level, just try to move naked Jimmy in the general direction his suit is being moved. Avoid the grinding machines and use the fans to propel yourself forwards.

### Professor Monkey-for-a-head (sub-boss)

Once you reach the professor, jump onto his chain and shoot him. Once again, he will prove his worth by running away. Don't let yourself get zapped once you're on the chain next to the lightning bolt generators – one zap will result in one falling super hero!

### Mecha Chicken (boss)



This one is pretty simple, just avoid being shot, jump up and whip the bulls-eye when this chicken walker is somewhere below the cage. It will

send an exploding bacteria onto its head or to its feet. Repeat a few times to win and fly off into another race with your arch-nemesis!

## PETER PUPPY

Press the “P” key and take a few slow, deep breaths before attempting to complete this level. The first time I played Earthworm Jim, I skipped “Peter Puppy” by using the password for Buttville. This level is very demanding and utterly unforgiving. You have been warned.



The goal is to get Peter the Puppy to the far side of the level. The pup is, obviously, oblivious to any obstacles on his way and will fall down or get entangled in tentacles as soon as he gets a chance. This wouldn't be much of a problem if he

didn't turn into a hulking worm-hating berserker when he gets into trouble. This means losing some health and getting thrown back a few screens back. Yes, that means you'll have to go once again over the part of the level that made you repeat it in the first place.

Remember that you can make short jumps – if you jump too high, you'll lose a second or two which you will need to save your pink friend from trouble.

Whip Pete to have him jump above obstacles. Remember that the whip has a short delay before actually hitting anything.

Shooting in Pete's direction will make him duck, giving you a few seconds to catch up.

Shooting at tentacle vines will make them shrink for a second, letting Pete walk above them.

Jump onto the platforms on springs while Peter's on them and jump off to launch him high into the air and, hopefully, into safety.

Teeters are best used to slow down Peter and whip him afterwards, but can be also used to launch him forward, if such a need arises.

If you encounter an asteroid shower, shoot down the falling rocks and protect Pete with your own massive body.





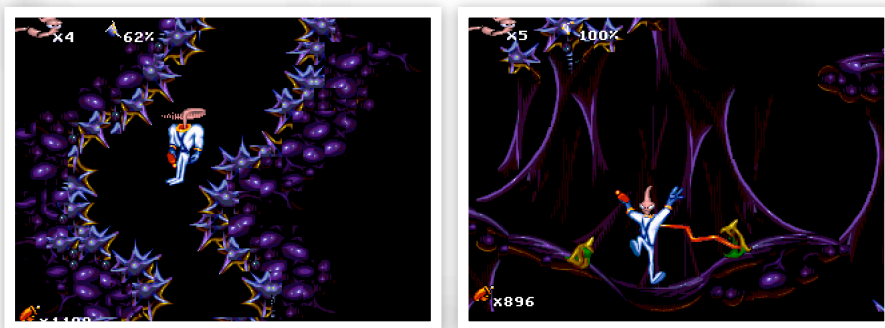
UFOs will stun you for a few seconds, which is quite unacceptable on this level – shoot them before they zap you!

Hooks will carry Peter further along the level, letting you rest for a couple of seconds. You will encounter drill-things below the first hook – you can either whip them or avoid them.

After getting Peter to his home, you can go right and take the Advanced route, but I don't know why you would want to do that.

## BUTTVILLE

Jump down and heli-head until you reach the bottom. The first fork right and the second fork left are easier, but contain less items for you to pick up.



Jim will grab hold of the moss hanging from the ceiling, just as if it was a chain.

To get past the two vertical sets of hooks jump, grab hold of one with your whip, then as soon as possible turn in the opposite direction and use your whip again. Make sure you hold JUMP during the last swing left.

Hives can be destroyed simply by shooting at them. The bugs they release will die as soon as you get rid of the hive.

Watch out for eyes glowing in the background. The extra-choppy worms hiding there will chop Jim in half regardless of health. Avoid them or lure them out and whip them. You might want to dodge later, as they release drops of acid when they die.

The bugs with the extra-long tongues can't be killed. All you can do is avoid them. Luckily for you, they're pretty predictable.



You can jump onto the golden orbs, but be warned: they're quite slippery. The easiest way not to fall off is to make short jumps up and down and compensate with long ones if you start falling off.

To get past the barrier of thorns behind the first Continue, find the hook placed just above it and use your whip.

After killing the three choppy worms hold onto the moss to your right and move a bit right. You will notice a hook below and to the right. You have to jump down and whip it. After grabbing the hook keep holding RIGHT and heli-head just in case. Use the Continue and... Continue.

After a few jumps and whip-cracks you will find yourself below Queen Slug-for-a-butt's butt. Jump up and whip it a few times while trying to avoid her attacks and not to land on the spiky bits on some of the platforms below.



You can cauterize the holes that drip acid by shooting them.

Jump from the first Snott platform to the second – as soon as you grab the plasma gun – and prepare to face the intended owner of your mega-suit...

### Queen Slug-for-a-Butt

Just keep shooting her so that she won't release any pesky bugs at you. Hit her with your whip when you get a chance. Rinse and repeat until she goes pop.

## ENDING AND CREDITS

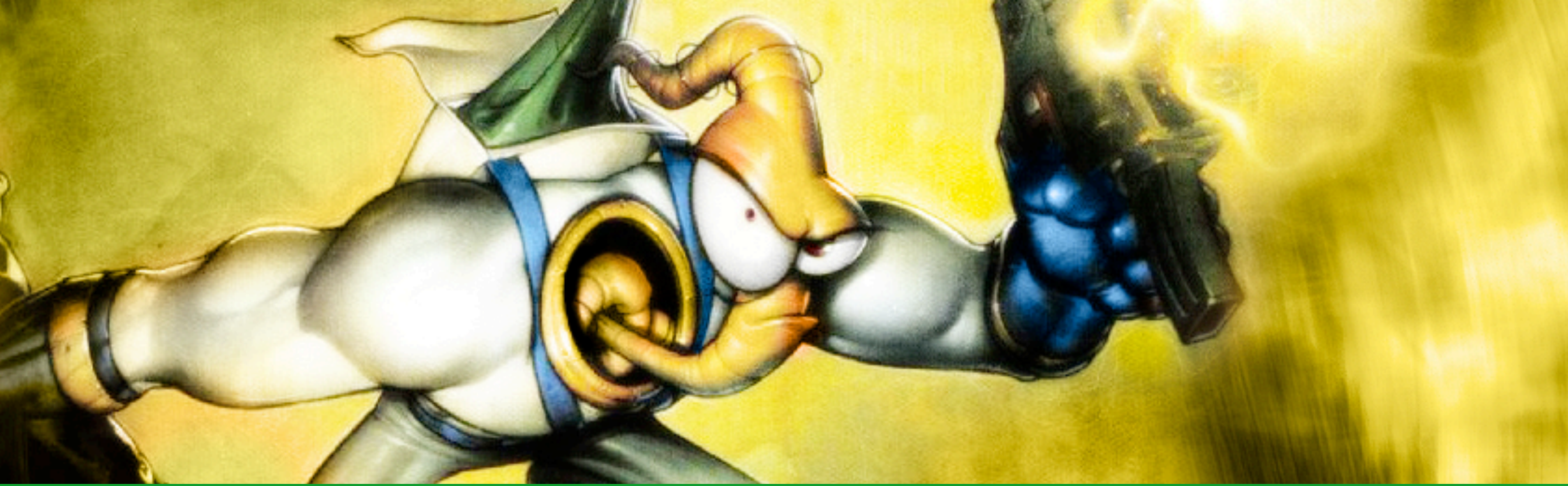
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Basically what you do in this level is sit back and enjoy.

Congratulations on completing Earthworm Jim.

By the way, remember that cow you launched using the fridge in the first level?





# EARTHWORM JIM 2

## CHEATS

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Press the “P” key to pause the game and type in one of the following:

**SAVE ME** - Full energy

**HAVNELUDER** - Invincibility

**I AM A LOSER** - Extra life

**BAB TARM** - Extra continue

**BAIT** - Nine money worms

**I HATE MY HAIR AND WANT TO DYE** - Suicide

**I LOVE COWS** - View ending sequence

**GIV MIG ALT** - Activate all passwords

**CHEESE** - Screenshot (this will be saved in the game directory in IFF format)

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## ANYTHING BUT TANGERINES

Launch a pig at the fishbowl floating on the pond with the nasty diver. Hold your DOWN key to pick up a pig, then carry it to the chute, then proceed right.

You can avoid the falling angry grannies by using this pattern, starting with the first and switching to the next once you have safely avoided a granny: fast-slow-fast-fast-slow. Grab the handle bar and proceed left...

To get past the bowling bouncer cats shoot the shaking padlocks above them.



To get past the rolling fishbowl you must place enough pigs on the plank hanging above the hole. You can let go of a pig by shooting or using your whip. Jump down once the hole is unplugged...

### Bob the Killer Goldfish (boss)

This one is almost as challenging as in the first Earthworm Jim game. Once again, no hints here, you're all on your own.

## PUPPY LOVE

The goal is to save as many of Peter's 600 puppies as you can manage using your giant marshmallow. Then, when Psy-Crow throws a bomb, bounce it into Pete's house as well.

JUMP changes the direction that you're facing and WHIP makes Jim do a desperate leap forward with his "pillow".

When one of the puppies goes "splash" your puppy count will go down. Once it hits zero, Peter gets scared. Remember what happened in the first part when Pete got scared?





After three rounds Psy-Crow will be knocked down and Jim will be on his way to the next level.

## VILLI PEOPLE

Right... Jim is using his Blind Sally disguise, effectively making him look like a blind cave salamander.

Here are the basics: JUMP to move up. You can use your blaster normally. Avoid the villi lining the walls or you're in for a shock!

The floating sheep blow up after being shot, so keep your distance.

You can find a Continue on the floor after the first couple of turns – make sure to explore a bit on your way through the level.

### Game show

You'll get to answer a few questions, depending on how many worms you picked up. Here are the answers:

- "Alas, poor yorrick..." was written by:  
(B) *Chocolate Shake*
- Animotion 2 is:  
(Y) *Vaporware*
- Can Jim speak french?  
(B) *No*
- Can Jim speak german?  
(A) *Bitte, woist de toileten*
- Can Jim speak japanese?  
(B) *Lie*
- Can Jim speak spanish?  
(Y) *Si*
- Can Jim tie himself into a knot?  
(Y) *No*
- Can Peter Puppy have a bite of your ice cream sandwich?  
(A) *Over my dead body*
- Can Psy-Crow beat Jim at arm wrestling?  
(B) *Jim has no arms*
- Can you rub your stomach and pat your head?  
(B) *No*
- Coal is to water as a lightbulb is to:  
(A) *Wet coal*
- Does Jim have a piranha in his aquarium?  
(A) *Both A & B*

- Does Jim's mother approve of the girls he dates?

(Y) *No she does not*

- Does misery love company?

(Y) *None of your biz*

- During his short-lived rap career, Jim was known as:

(Y) *M.C. Sweet N Low*

- Fore!

(Y) *Nice shot!*

- Have you read the instruction manual?

(Y) *No*

- Have you seen the Earthworm Jim cartoon?

(Y) *Yes*

- Hey kids, what time is it?

(A) *Nick*

- How do you compute the area of a circle?

(A) *Ask your doctor*

- How does Jim spell his first name?

(B) *MIJ*

- How fast does Jim's plasma gun fire?

(Y) *A bazillion round a second*

- How long is a piece of string?

(Y) *The same shape as something beige*

- How many donuts are in a dozen?

(Y) *8, by the time you get home*

- How many legs does a shark have?

(Y) *As many as it wants*

- I don't get it.

(A) *The right answer is wrong and the rest don't make sense*

- If cigarettes cause cancer what causes Capricorn?

(A) *One and one half pounds of butter*

- If tim runs east with two apples, when does the train arrive with peaches?

(Y) *As soon as herb arrives*

- In a dogfight between a spitfire and a harrier which plane would win?

(B) *The harrier*

- In China, this American cartoon character was renamed, there he was called:

(Y) *Mickey Mao*

- In college, Jim played what sport?

(Y) *Jousting*

- In what year did the battle of hamstrings take place?

(A) *101 D.M.*

- Is Jim dyslexic?

(Y) *Sey*

- Is this a trick question?

(Y) *The sock*



- Jim was born in what state?  
(B) *Texas*
- Jim's super suit is:  
(A) *Filled with healthy oat bran*
- Jim's super suit's what size?  
(A) *One size fits all*
- May I please be excused to go to the bathroom?  
(B) *The Industrial Revolution*
- Phrase your response in the form of a question?  
(Y) *Yes*
- Psy-Crow was named after which Shiny employee?  
(Y) *Steve Crow*
- Seven times seven equals:  
(A) *C'mon, I really need this power-up!*
- These walk down stairs, alone or in pairs:  
(Y) *Shoes*
- Use what in place of butter while cooking?  
(Y) *Shortening*
- W.W.W stands for:  
(Y) *Weewy wascawwy wabbit*
- What Broadway musical is based on annelids?  
(A) *the worm of the opera*
- What color is Jim's red gun?  
(B) *Green*
- What exactly is "Mojo"?  
(B) *A tiny Elvis*
- What flavor is a cow?  
(Y) *Milk*
- What food isn't available on the streets of New York City?  
(B) *Real beef hot dogs*
- What is "The Manta"?  
(A) *A Secret Jim move*
- What is a Chip Butty?  
(A) *A totally radical power-up*
- What is a paradox?  
(A) *I don't know*
- What is Doc Duodenum's favorite cheese?  
(Y) *Camembert*
- What is Earthworm Jim's favorite Christmas carol?  
(A) *My funny valentine*
- What is Earthworm Jim's favorite disco dance step?  
(A) *The funky cow*
- What is Jim's favorite fighting game?  
(B) *Samurai Slowdown*
- What is Jim's favorite magazine?  
(Y) *Annelid Monthly*
- What is Jim's second favorite disguise after "Blind Sally"?  
(Y) *Steve's Shop Vacuum*

- ▶ What is Princess What's-Her-Name's real name?  
(Y) *What's-Her-Name*
- ▶ What is the meaning of life?  
(B) *42*
- ▶ What is the Union Jack?  
(B) *Organised labor's tool for changing a tire*
- ▶ What kind of license do you need to fly a pocket rocket?  
(Y) *Class 'C'*
- ▶ What was the answer to the previous question?  
(B) *Y*
- ▶ When bowling Psy-Crow needs 7 more pins to win. He should:  
(Y) *Hit reset and get a spare if nobody is looking*
- ▶ When is Jim's birthday?  
(B) *June 9, 1994*
- ▶ Where does Mrs. Schultz lie?  
(A) *Germany*
- ▶ Where is Jim originally from?  
(Y) *Texas*
- ▶ Which character was not in the first EWJ game?  
(A) *Shemp*
- ▶ Who are you?  
(Y) *Who, who, who, who?*
- ▶ Who is Leo Tolstoy?  
(Y) *Dead*

- ▶ Who is the king of the animals in Africa?  
(A) *Earthworm Jimba*
- ▶ Why are Jim's eyes different in color and size?  
(Y) *The ladies love it*
- ▶ Would you like that on account or gift certificate  
(B) *On account of I'm cool*

## THE FLYIN' KING

Take the bomb! At the start of the level you may or may not notice a bomb hanging from a hot air balloon. Your goal is to bump it all the way to the end of this level.

You can turn around by pressing the JUMP button.



Use rockets located on the upper left and lower right edges to get a quick speed boost.

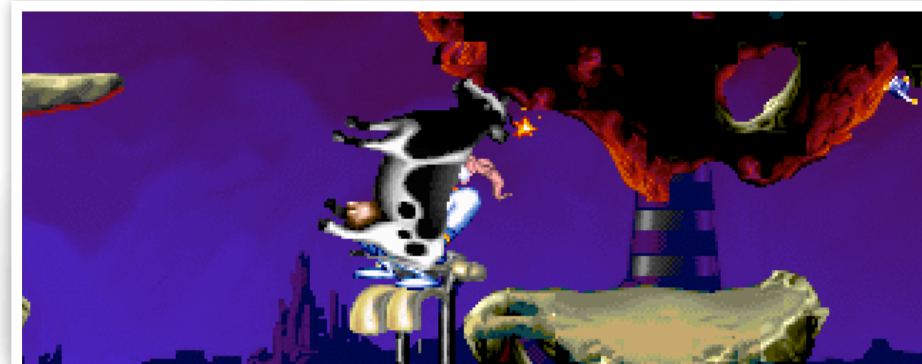
Avoid the pigs being launched from catapults. You can shake them off by mashing the JUMP button.

Shoot the boulders next to the catapults to get rid of them.

After pushing the bomb to the level's boss just shoot it until it goes boom.

## UDDERLY ABDUCTED

Explore the area and look for strange looking plants with cow heads. Sometimes a plant will not want to let go of the cow it had captured – this means you will have to find and save another cow first.



The goal in this level is to find a cow and put her in a barn, thus opening the gate to the next part of the level. How many cows you need depends on the amount of windows in the barn.

The same rules as with pigs apply, except for UFOs which fly over to pick up the cows if you let go of them – you'll just have to be faster than those pesky aliens or scare them off with your blaster.

Some cows come with a fuse! Dunk them in a conveniently placed bathtub to defuse them before going to the barn.

Watch out for and try to avoid coffins and electric chairs.

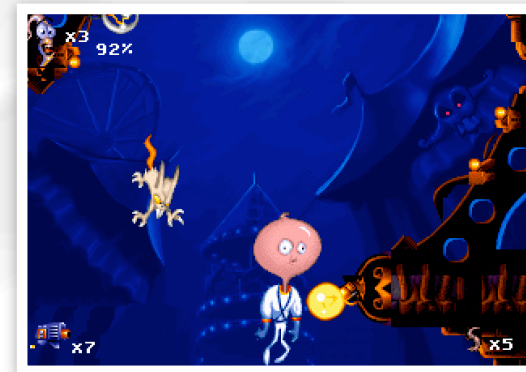
The strange-looking, weakened ledges can support Jim's massive frame, but not Jim accompanied by a lumbering cow! After a few seconds, they will bend and send both of them falling.

For the three mucus puddles after the three-windowed barn, use the same trick as with the two columns of hooks from part one. Jump, grab one with Snott, turn in the opposite direction, use Snott again, rinse and repeat until you're next to the third cow plant.

Use the cannon on the cliff's edge to launch the last cow to the other side, then use Snott to get there yourself.

## INFLATED HEAD

What you need to do here is find a helium valve and survive the trip to the top of the Circus of the Scars. Touching a light bulb will cost you a bit of health and getting hit in the head by a cat's peashooter will cause





the aforementioned extremity to go “pop”.

JUMP makes Jim inflate his head, WHIP makes him deflate it.

Avoid heli-cats in the later part of the level. One touch of those razor-sharp claws means one falling Jimmy!

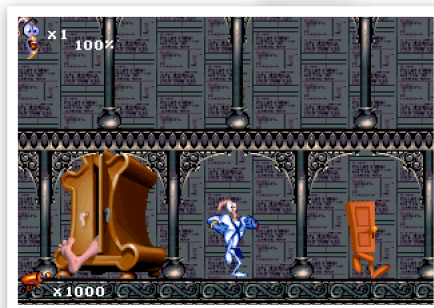
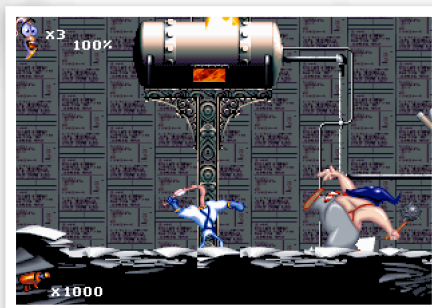
### Hammer Head (mini-game)

Jump as high as you can and land on the platform as soon as a power-up appears in the left cat's head.

## ISO 9000

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Pick up the rolling mouse cage, drop it at the grinding machine and... Jump inside!



The fat guys with bondage masks cannot be killed with just your blaster - use big guns or your whip.

Watch out for filing cabinets! The only way to get past them is to jump onto the drawer they slide out, then jump over them. Sometimes this will be the only way to jump onto a really high cliff's edge. Don't let them squish you against themselves or a wall – even a deceptively short one!

Close the furnace valves to let Jim walk over them safely.

The cabinet before the teleport is a bit tricky if it gets stuck and just jumps from right to left near the small hill of documents. Try to get to the other side until you make it – there's really no sure way to do it, unless you can time your jump with the moment the cabinet “ducks” before making a jump. Lure it to the right side and use its wardrobe to get on the ledge above, but be quick or it will squish you! Snott to the other side and jump into the teleport.

### Door chase (sub-level)

Pick up the shelf with a foot conveniently sticking out of it and place it in an even more convenient under the ledge to your right.

Chase the door a bit so that it trips on the foot then walk inside.

## LEVEL ATE

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Yum... Avoid the pointy bits of forks and remember that too much salt is bad for you! Salt-shakers can only be destroyed with big guns.

Touch or shoot the knobs to turn off the burners.

Shoot the eggs above the burners to make a few well-done islands on which you can cross the hot obstacle ahead.

### Flamin' Yawn (boss)



Avoid the plate he uses to attack you. When he jumps down to shoot you with his flaming yawn, shoot him first. After a few hits he will die.

## SEE JIM RUN. RUN JIM RUN.

The goal is to reach Princess What's-Her-Name before Psy-Crow does.

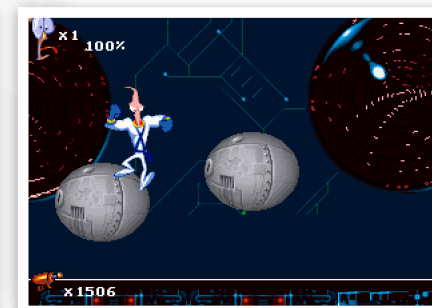
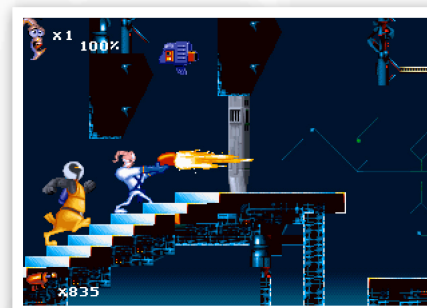
You can basically forget about picking up any power-ups and the like and just run like hell! You can pop a few shots at your nemesis to slow him down a bit.

Shoot the closed bulkheads with any weapon to get them out of your way.

Shoot the first rotor to get past it.

You don't have to use the mucus platforms after the first rotor, but using it will get you ahead faster. The one exception being the last one, after the first set of hopping steel balls – it's easy to spot as there is no floor below it, so you must use it to get across.

If Psy-Crow reaches a trap before you, he will use it to your great disadvantage. Avoid as many balls of steel as you can then continue running once the bulkhead opens.



You can use the third rotor to propel yourself forward if you wish.

Avoid the hopping balls and remember about the mucus platform mentioned earlier – after avoiding the first set of balls you must grab that platform to get across.

Save the Princess and enjoy the happy (?) ending!



## CREDITS

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A stylized illustration of a Looney Tunes scene. In the upper right, a yellow bird (Daffy Duck) is shown from the chest up, holding a red bomb. In the lower center, a blue bird (Bugs Bunny) is shown from the waist up, holding a large, ornate golden gun. The background is a dark green and brown landscape with a large yellow sun or moon in the lower left. The text 'gog.com' is centered in the middle, with 'gog' in green and '.com' in yellow. Below it, 'GOOD OLD GAMES' is written in white capital letters.

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