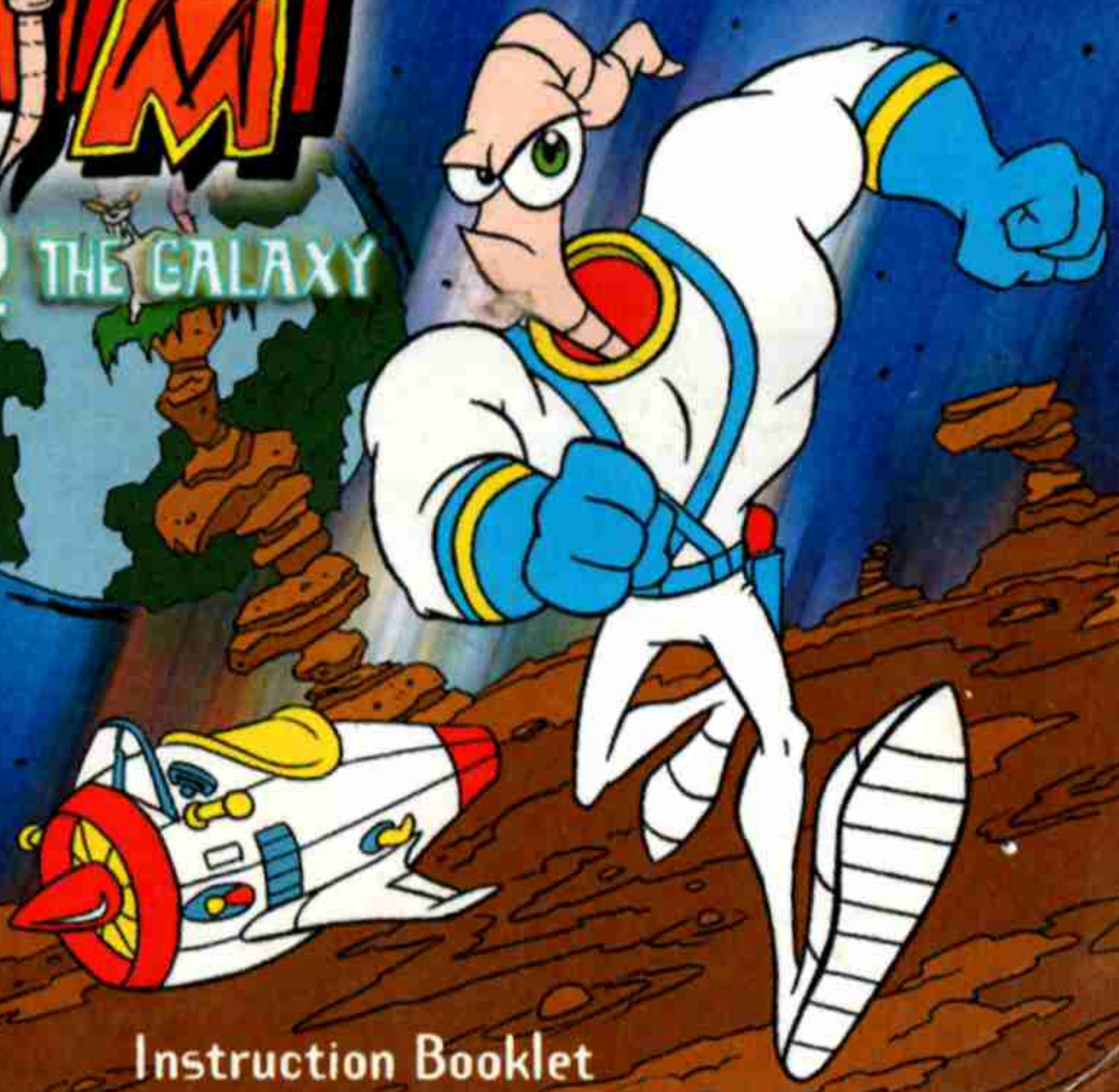
Nintendo

GAME BOY COLOR

DMG-AEBE-USA

EARTHWORM JIM

MENACE 2 THE GALAXY



Interplay

BY GAMERS FOR GAMERS

CRAVE

Instruction Booklet

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



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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EVERYONE
Animated Violence

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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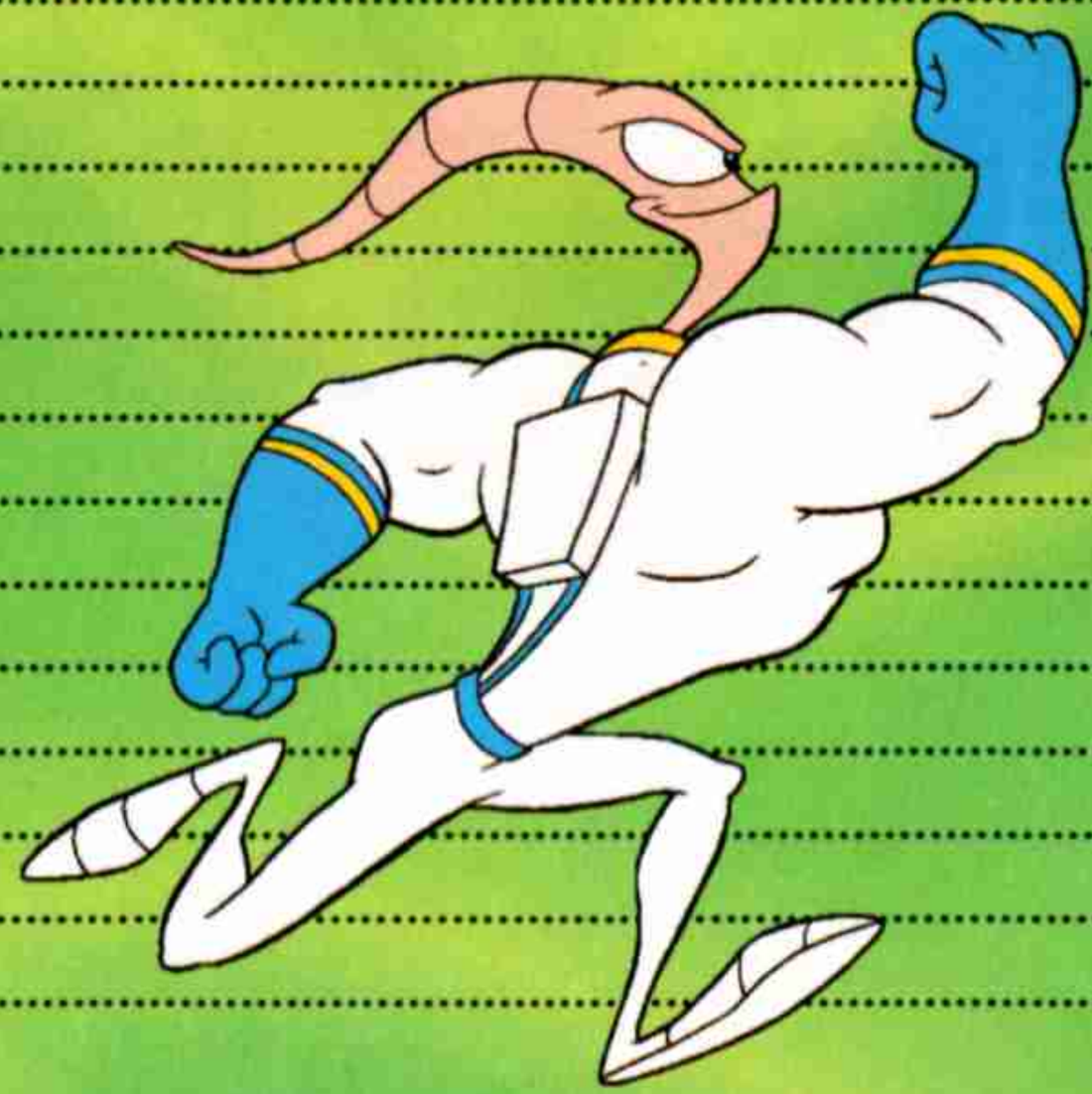


2 Precautions

- Don't stomp on the game cartridge repeatedly and expect it to work.
- Never go swimming with the game during an electrical storm.
- After playing for long periods of time, get out and experience the best game of all, the real world.
- Never, never say "Beetlejuice™!" three times in a row while playing.



What Kind of Game Boy Do You Have?

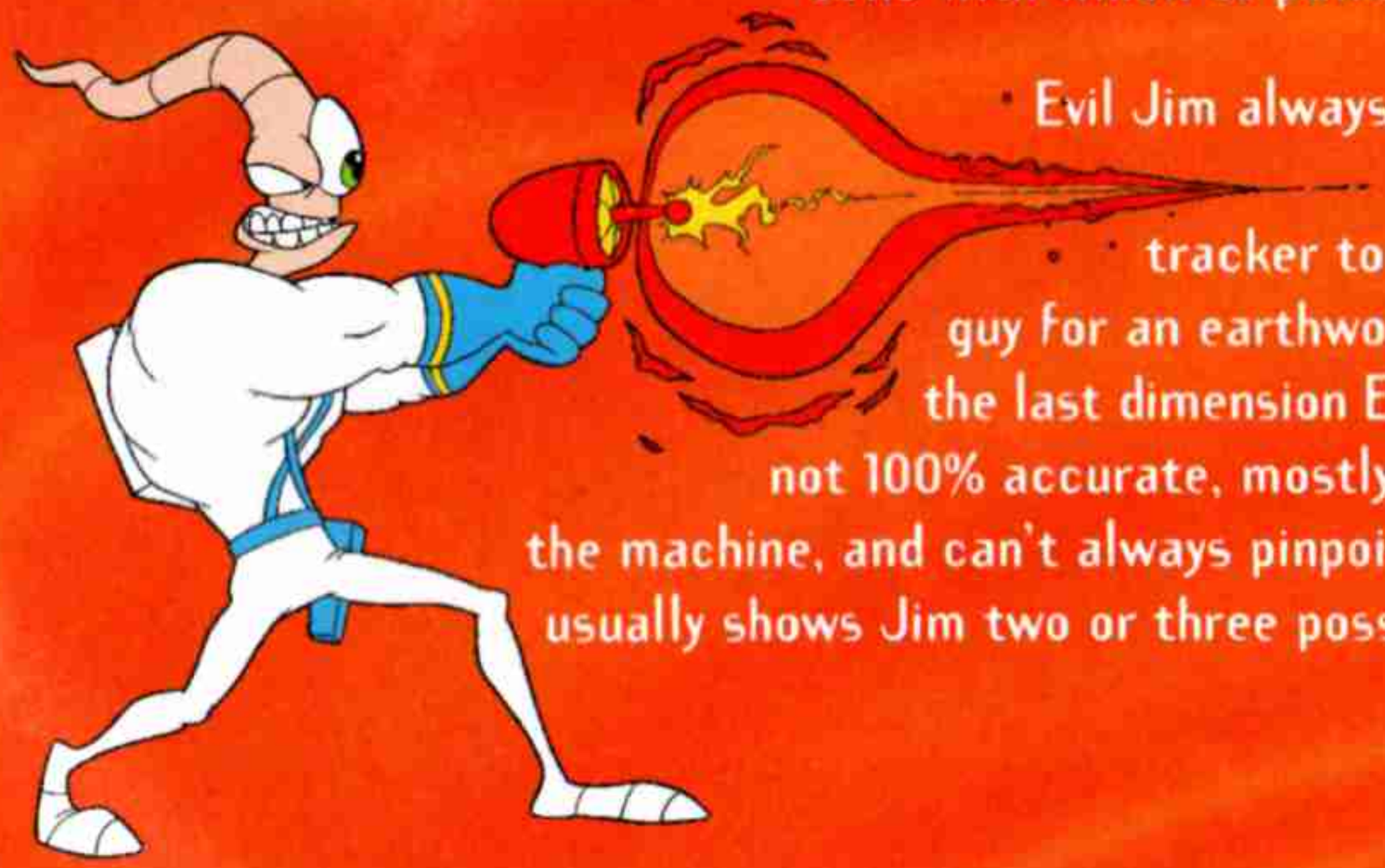
This Game Pak will work on any Game Boy unit you have, including the Game Boy, Game Boy Pocket, Game Boy Color and the Super Game Boy. The game will automatically be in color if played on a Game Boy Color system, and no further tweaking is necessary. The game will not be in color on the Game Boy or Game Boy Pocket.

This Game Pak will not work in toasters, VCRs or your little brother's nose.



4 story

Oh, no, Evil Jim is loose, and is wreaking havoc across the galaxy thanks to the Inter-Dimensional-Transporter-of-Doom he stole from Professor Monkey-For-a-Head's laboratory. It is up to Earthworm Jim to recover it and banish Evil Jim forever. Jim manages to construct an Inter-Dimensional-Transporter-of-Goodness of his own with which to track down Evil Jim. Each use of the transporter drains its power, so Jim has to collect power cells with which to power his next dimensional jump.



Evil Jim always manages to stay one jump ahead, so Jim has added a dimensional tracker to his device. Isn't Jim just a clever guy for an earthworm? With this he can lock onto the last dimension Evil Jim has visited. The tracker is not 100% accurate, mostly due to Jim's hasty assembly of the machine, and can't always pinpoint his evil twin's exact location. It usually shows Jim two or three possible locations to transport to.

Occasionally one of these locations may be the domain of another enemy of Jim's. Evil Jim has convinced three of our hero's rivals to look after parts of a super weapon, with which he intends to get rid of Earthworm Jim for good and blast him well beyond the galaxy.

Can Earthworm Jim catch up with his Evil Twin and stop him in time?

Can Evil Jim assemble the super weapon and use it against Jim?

Can I stop asking questions that nobody will answer?

And most importantly -

Can we get on with this manual?



6 I don't want to read anymore, I just want to play!

1. Turn off the Game Boy.
2. Insert the Game Pak.
3. Turn on the Game Boy.
4. Press the B button to advance to the Main Menu.
5. Select Start from the Main Menu by pressing the B button.
6. Play game until finished or fingers cramp up.
7. Tell friends how much you loved this game.
8. Buy them all copies for Christmas, birthdays, Mother's Day, Groundhog Day...



CONTROL PAD	**Left/Right** - Moves Jim left or right. **Down** - Crouches **Up** - Enter a door or teleport through a toilet or portal
START	Pauses game
SELECT	Change weapons
RESET	Hold down A, B, Select and Start
B BUTTON + CONTROL PAD	Jump in that direction
HOLD DOWN A BUTTON CONTROL PAD	Fire weapon in that direction or activate Snot



8 Advanced Moves

RUN-N-JUMP Hold down the control pad left or right and Earthworm Jim will start to run. Press the B button, and Earthworm Jim will jump farther than if he were standing still and jumping.

HIGH JUMP Hold Up and then press the B button for extra high jumps.

CHAIN SWINGING Not the same thing as chain smoking, but just as addictive. Earthworm Jim will automatically hold on to chains. Press up and the B button at the same time to jump to higher chains or across chains that have obstacles.

ELECTRIC SLIDE Run and press down on the control pad to have Earthworm Jim slide.



Oh, we all know the objectives by now, don't we kids? Jim's got to go through level after level until he finds and defeats his arch-nemesis, Evil Jim. You control Jim. You tell him to jump, and he says "How high?" You tell him slay that vicious Smiley-Face, and Jim attacks with all he's got. You tell him to jump into the bottomless pit, and Jim yells "Geronimo!" all the way down. Just don't tell him they canceled his favorite TV show.

And when we say "tell" Jim, we mean press the buttons. Don't actually talk to your Game Boy. Game Boy Voice Recognition (GBVR) is not out yet, but we'll get Nintendo right on it.

Each level is filled with power cells. Jim has to collect a certain number of power cells before he can charge up his Inter-Dimensional-Teleporter and continue on his chase of Evil Jim. The number of power cells that Jim has collected will be at the bottom of the screen.

When Jim approaches the portal for the Inter-Dimensional-Teleporter, the bottom of the screen will flash how many power cells Jim needs to power up the portal. If he has enough, stand before it and press Up. Jim will be whisked away to the next Dimension. If Jim doesn't have enough power cells, keep looking through the level.

10 Jim's City

Jim begins in the city he calls his home. Even at home they're trying to kill him! Poor guy can't get a break. Watch out for pits and dangerous trash cans. When Jim has collected 15 power cells, go to the Interdimensional Transporter and begin the chase. Jim will periodically return to his hometown to recharge before continuing onward.



INTERDIMENSIONAL TRANSPORTER



POWER CELLS

LEVELS	POWER CELLS NEEDED TO BEAT THE LEVEL	TOTAL POWER CELLS IN THE LEVEL
SCI-FI	147	197
LABORATORY	159	213
GRAVEYARD	158	195
BEDROOM	147	181
SWEETSHOP	213	244
DESOLATION	149	171
SUBWAY	187	200
GARDEN	153	164



12 Lives Ammo and Power-Ups

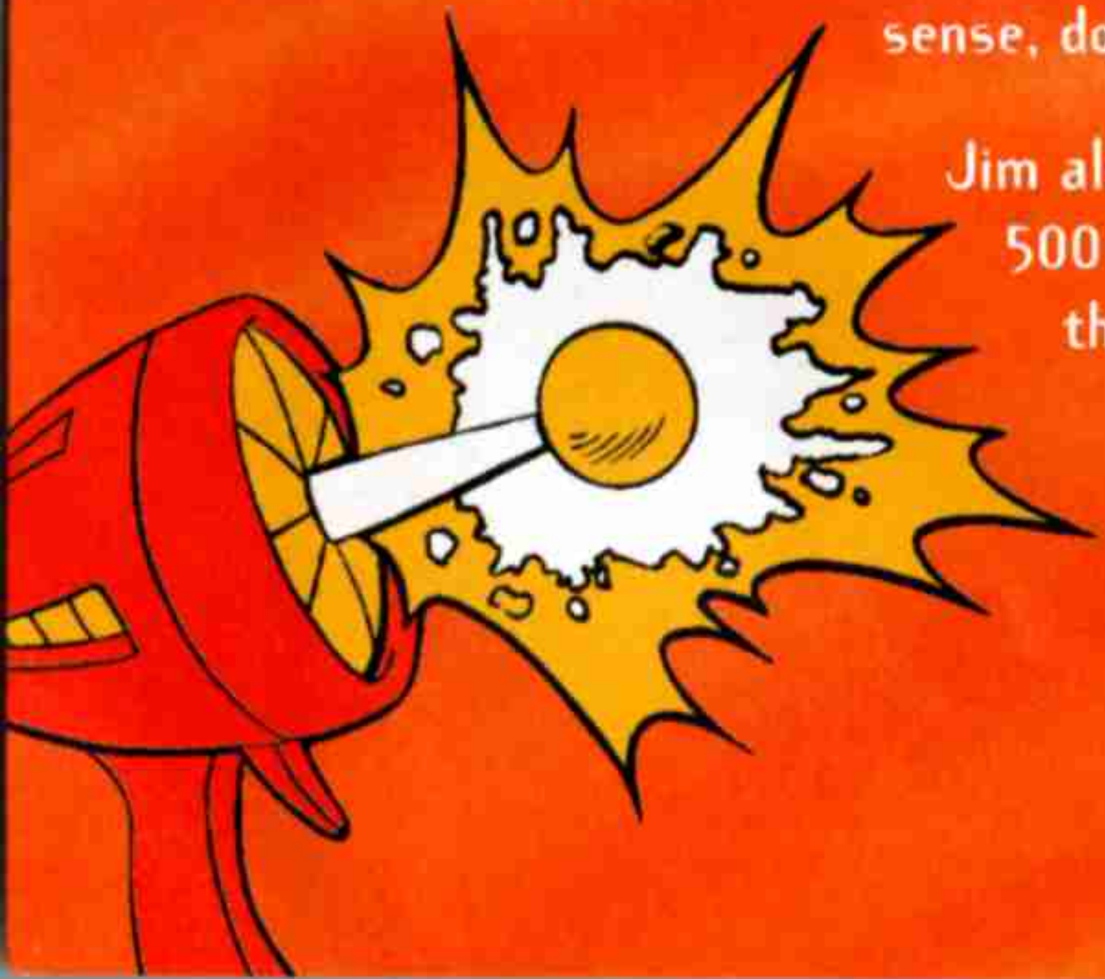
Earthworm Jim starts off with 3 lives per game and he has 100% health. Each time Earthworm Jim is hit, he loses some health. By collecting health power-ups, Earthworm Jim can recover a small amount of health. If his health drops below 1%, there isn't much left to keep him going, is there?



HEALTH POWER UP

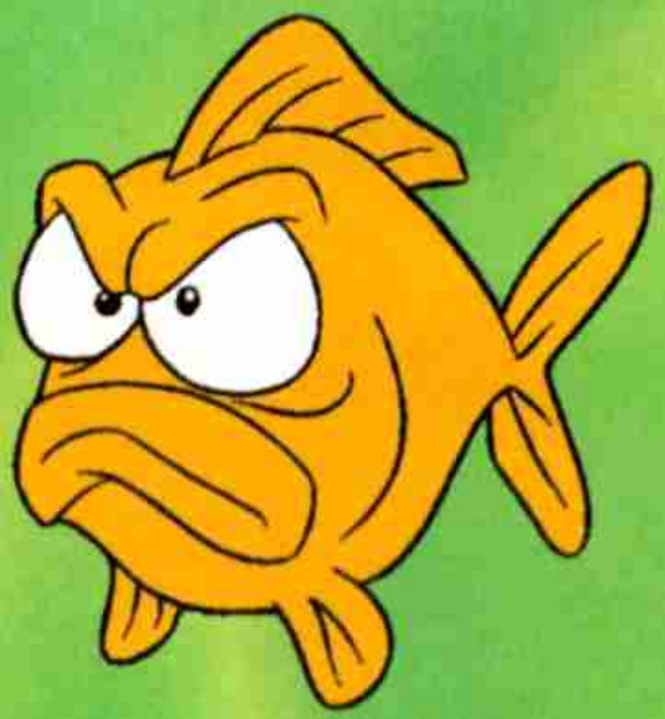
For extra lives, grab the bonus heads of Earthworm Jim hidden in various levels (makes sense, doesn't it?).

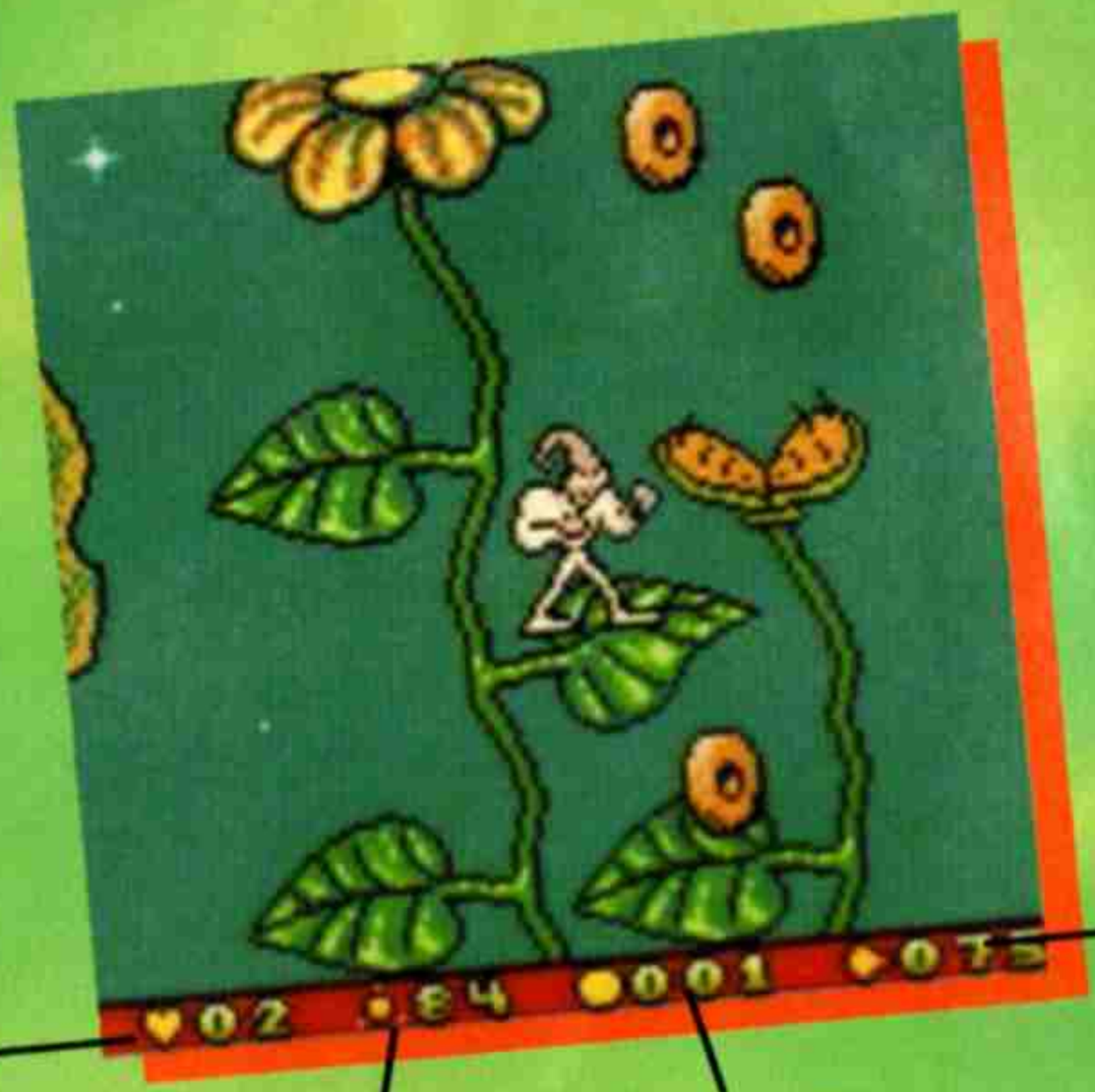
EXTRALIFE 



Jim also has a limited amount of ammo. He begins with 500 rounds for his standard regulation blaster. Along the way, he will find more ammo and other weapons to add more juice to his power.

Press Select to switch between weapons and Snot.




02
04
01
07
Lives
Health
Power Cells
Ammo

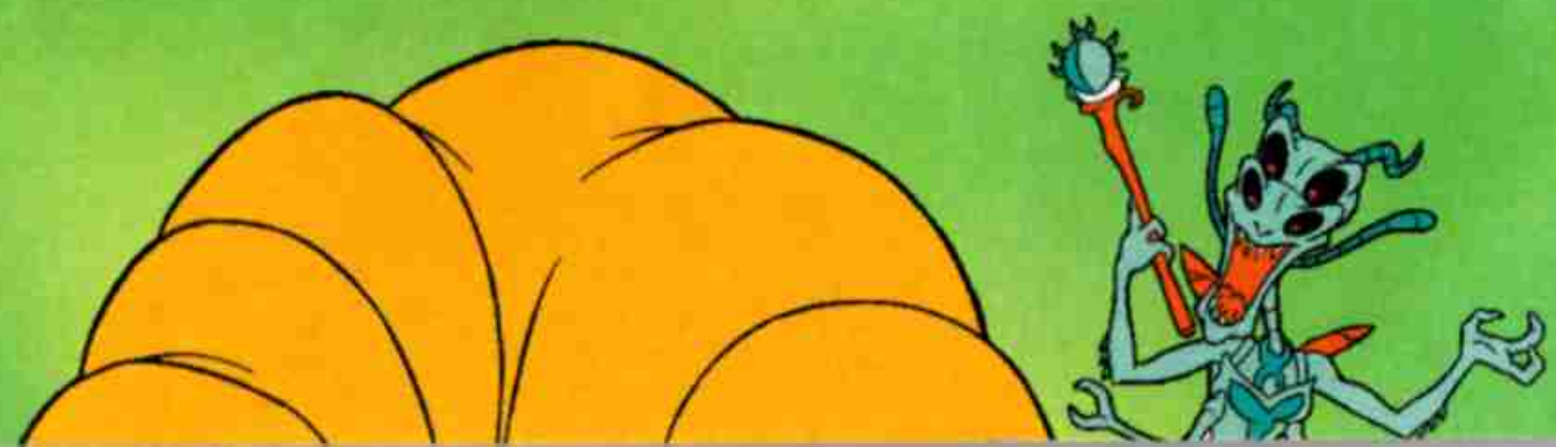
14 Bonus Items and Objects

 STANDARD BLASTER	More ammo for more blastin' fun!
 BIG BLASTER	Can't get enough of the big guns!
 ROCKET LAUNCHER	Locked and loaded, this weapon packs quite a punch.
 PLASMA BLASTER	Gets out the nastiest stains.
 POCKET ROCKET	Ride this anywhere in the level, but watch the timer because the rocket will eventually deflate.
 SNOT	After collecting Snot, press Select to choose him. Hold down the B button to pump him and and float Jim to new heights.
 TELEPORTING TOILETS	Stand in front of them (but not on them), and press Up to get flushed across space and time.
 INDESTRUCTIBLE BARRELS	Jim can shoot to move them, but they won't go away.
 SWITCHES	Shoot from underneath them to turn them on.

LEVEL PASSWORDS



After completing a level, be sure to note the password. When you come back later, you can begin from the last level completed by selecting Password from the Main Menu. Enter the password by using the control pad to select a letter and press B to enter it into a box. To correct a mistake or move to another box, hold down the A button and press the control pad. When you have successfully entered a password, Jim can continue his quest right where you left off.



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Must be at least 18 yrs. of age to call. Kids get your parents' permission. Available 24 hours a day.

HAVE AN INTERNET CONNECTION?

Find out about tips, cheats and more on the Crave website. www.cravegames.com

1 – 8

18

Password Page for Levels

O	Q	B	B	B	B
B	B	B	B	B	B
B	B	B	D	O	2

Q	S	R	V	B	B
B	B	B	B	B	B
B	B	L	D	M	G

Notes

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