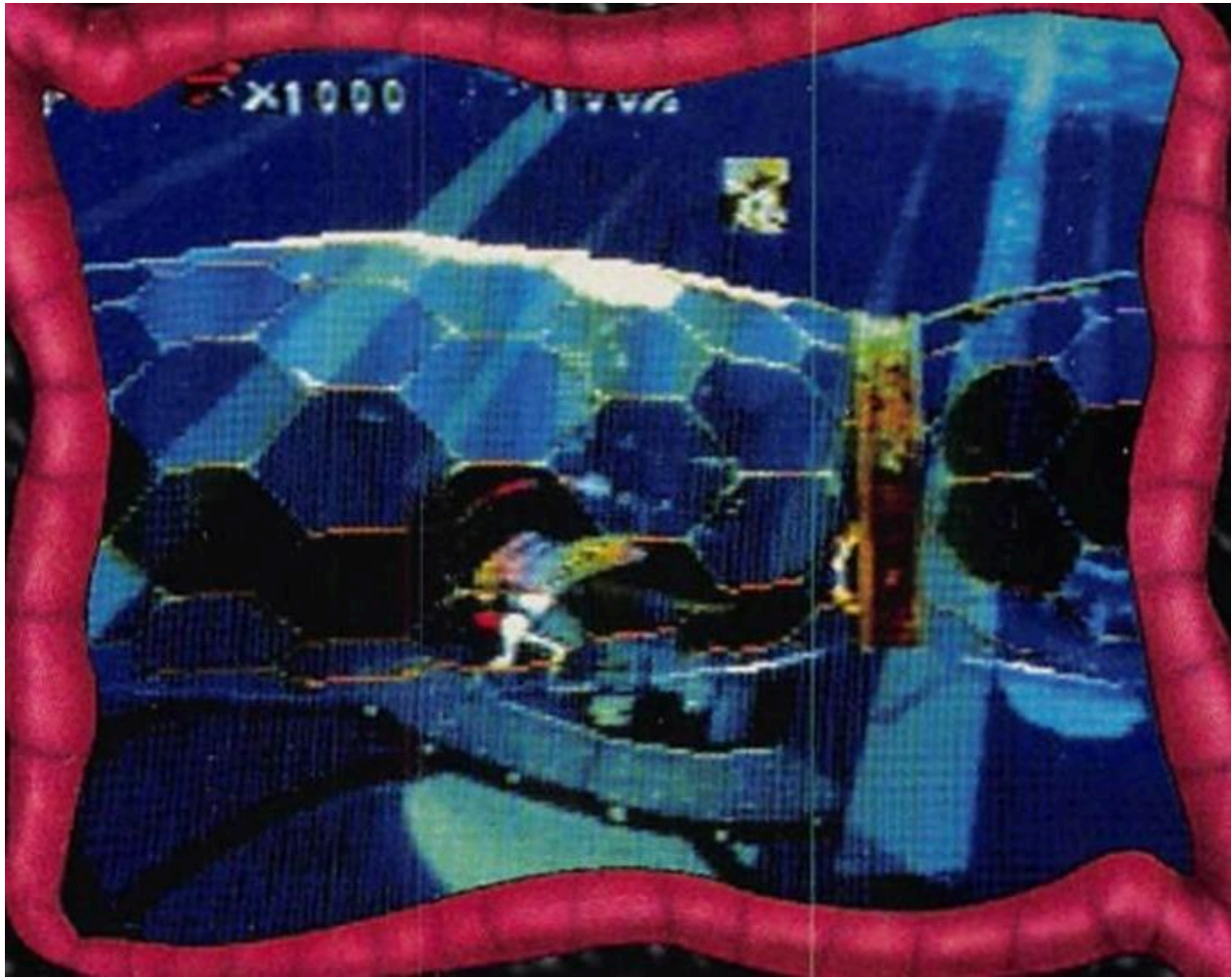


## **Earthworm Jim Screenshots**

Available screenshots from all Earthworm Jim games including beta content. Warning, this is an early edition so some evidence might be low quality or missing.





YOU HAVE EARNED  
A  
**CONTINUE**











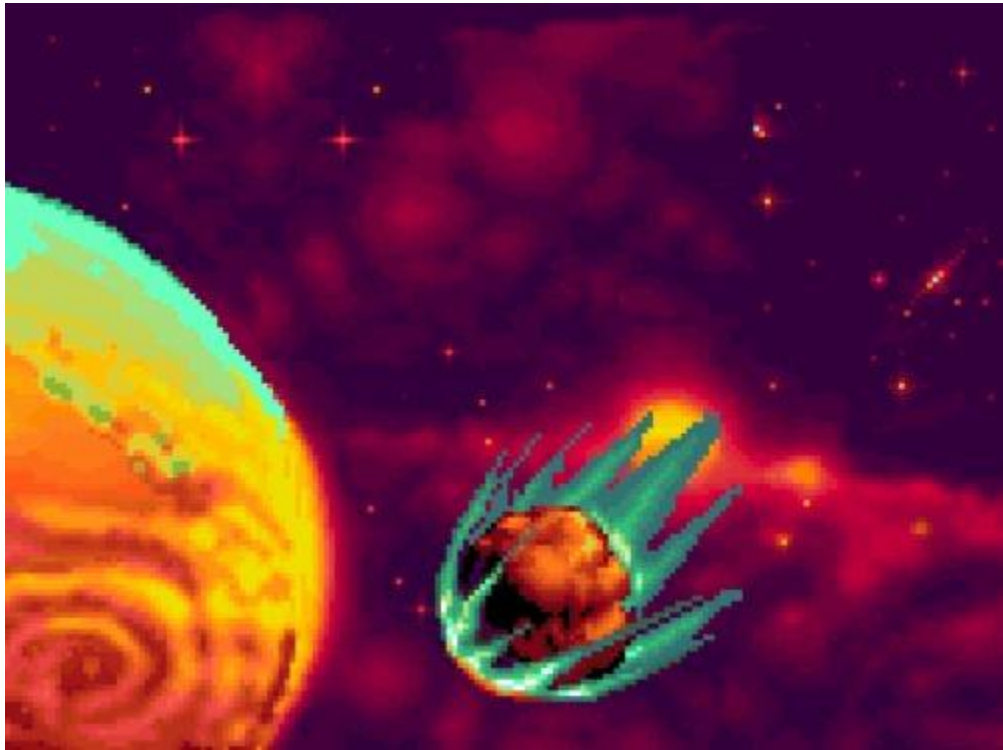
















### Earthworm Jim

"We had just set up Shiny Entertainment and were mulling over ideas for our first game. We met [comic book artist] Doug TenNapel when we were all working at Virgin Games and he came by and showed us his Earthworm Jim character. It was love at first sight. Doug created such a wide range of eclectic characters that we could build any crazy environment and it would just work. Licensed work restricts your creativity but with Jim the handcuffs came off. My favourite character was Evil the Cat so I made sure that the level I was going to work on first was Heck. We were still using Deluxe Paint for pixel work along with our custom map tool 'Tume' for laying out the maps using tilesets.

"I was learning 3D Studio [now 3ds Max] at the time and thought I'd surprise everyone with a rendered 3D version of Earthworm Jim. It looked promising although I think the animators wanted to lynch me for that one so I dropped it! They were right of course. Jim looks great because of all the expression and character that comes through that great animation.

"Donkey Kong Country came out around the same time as Earthworm Jim with its pre-rendered sprites. I thought it looked great but still 'loved our animation more'." *Nick Bruty, art director*

First released  
1994  
Genre  
Run and gun  
Developer  
Shiny Entertainment  
Publisher  
Playmates Interactive  
Entertainment















