
Subject: Re: Earthworm Jim Sound Test
Posted by [leandroalm](#) on Wed, 13 Jun 2012 05:27:21 GMT
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On Friday, November 22, 1996 6:00:00 AM UTC-2, Brett Graham wrote:

> Does anyone know how to get a sound test out of Earthworm Jim?
> I would appreciate it if someone could email me with a code.
> Thanks.
>
> -----
> Brett Graham
> brettg@byline.co.uk
> He whose stick has the largest point is most likely to split my head.
> -----

It's been 16 years and no one knows the code

Subject: Re: Earthworm Jim Sound Test
Posted by [BelPowerslave](#) on Wed, 19 Sep 2012 18:40:15 GMT
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>> Does anyone know how to get a sound test out of Earthworm Jim?
>> I would appreciate it if someone could email me with a code.
>> Thanks.
>>
>
> It's been 16 years and no one knows the code

It's because there is no code, it's done through the debug menu:

http://tcrf.net/Earthworm_Jim_2_%28Genesis%29

Both games, apparently, have the same debug menu, which features a sound test.

Bel
(because I had to log in to keep my Eternal September account active)

--
Whip Ass Gaming: <http://www.whipassgaming.com/>

"You spoony bard!"
- Tellah, Final Fantasy IV
