

## **Worm Story 2: What happened to Jim after he stepped through the door**

### **Introduction by Paul.Power**

Well, WS1 was getting really long - it was on to something like its ninth page, and people were getting so fed up that they imposed something like a 20 post deadline. I managed to squeak the story out by getting Jim to follow the Concrete Donkey through a door, thereby ending WS1.

The working title for WS2 was "What Happened to Jim After He Went Through The Door". It wasn't intended to be about time travel, or indeed anything in particular. I just thought it would be a feather in my cap (or an extra bit of annoyance, look at it as you wish) if I did start it off.

WS2 had about half as many posts as WS1, but as each post was remarkably longer (Worm Mad's idea), the story itself was actually longer. It was the first of many sequels, and I was quite pleased with the way the series went. It was loony, but then I do pride myself on my lunacy...

### **The Story...**

Jim stepped through the door, only to find that he had travelled back to the Jurassic Worm Period where Dinosaurs roamed the Earth. "Oh Crumbs," thinks Jim "I've only gone and walked into the far past where weapons were non existent and the concrete donkey of light played the banjo all day on top of Mount Wormore".

Then suddenly a spacecraft landed and out stepped SnipperTheWorm's old avatar (you know, the one that looked like an alien and was really a bitmap). It said: "Run while you still have the chance Jim! The Smelly Buffalo is still after you!"

So Jim ran as fast as he could until he ran into a dyslexic pigeon named "Twerp" who was highly explosive to worm beings, while the old SnipperTheWorm played a tune on his recorder, even though they didn't exist yet and also that no self respecting alien would be seen dead with a recorder.

Jim got out of the way of Twerp's blast radius just in the nick of time, only to fall of a 375 ft cliff and luckily landed on a big fungus type net.

Jim lost consciousness. When he came around, he found that the buffalo of lies had captured him. "But Why?" asked Jim. The Buffalo said "Well, there wasn't anything on telly tonight".

Jim groaned at this terrible joke, and realised that his right hand wasn't chained up. Then the buffalo said 'Jim now I want to be serious with you see I haven't told you this but I AM YOUR FATHER!!!!!!!!!!!!'

Then suddenly Jim passed out. When he woke up the Buffalo had found a baseball glove and ball. "I've never had the chance to spend some quality time with you son, so I thought I'd have a go now."

Jim replied, "NO! I'll never join you, I'm a Donkey Worshipper like my father before me!"  
"Er...I'm your father and I NEVER worshipped that donkey!" snorted the Buffalo.

The Concrete Donkey appeared from behind him and said "Really, then maybe you can explain why Jim was 'born with evil within as mentioned in the first paragraph of Worms Story 1?"  
"Umm... er... it's like this..." began the Buffalo...

"Well" Jim's father interrupted, "It all began when I met your mother. Boy what a demon in the sack she was, come to think of it, I think that's why you were born with evil within. And because of this, we recommend that you don't have any children, as they will be even more evil than you are, and we don't want that, do we?"

At that moment Boggy-B jumped in from nowhere and cried "I'm afraid I've got a confession to make. I was working at the hospital the night Jim and a buffalo called Bob were born and I kind of got them muddled around. Jim wasn't really born with evil within and his dad isn't the Buffalo of Lies, his real parents are the Angular Wooden Giraffe and the Aqua Sheep, so how he turned out a worm is anyone's guess."

"So what happens now?" asked Jim. "Why are we in the Jurassic era and how do I get out?"

"You need to find the time machine which is guarded by 5,000 worms who all have well trained super sheep that can track down intruders. If you do get past (chances are 1:1,000,000,000,000) go to the time machine and type in present 20453235 BC and then Future 2002 AD"

He decided to set off only to suddenly realise that 20,453,235 BC wasn't in the Jurassic Era! (20,453,235 BC is Tertiary). If that was wrong, maybe everything he had been told was a lie...

Maybe he was still in VR simulation at Boot Camp. After all, enough weird stuff had happened. He cast his mind back to his days at Boot Camp...

Then he realised he saw a porno calendar on the wall it had the time of the Jurassic Era. The calendar also helpfully told him what year it was, so he could properly operate the time machine instead of typing in the wrong year. The year really was 161,257,901 BC.

Jim had to find a strategy to get past those 5000 worms. Maybe if he found an Invisibility utility. There was no invisibility utility around because the technology around was too feeble to get past the worms then suddenly he found some plans that just blew into his face on how to create a jetpack using Oil and other materials, sadly there was no oil around to speak of.

However, given the turn-based nature of worms, he might be able to make it to the time machine before the 5000 worms could retaliate. He still had a fast-walk utility on hand.

Jim got to the time machine, running past the 5000 strong worm army. After setting it up as planned he pressed the big red 'START' button and the machine got underway. It was then that he realised that instead of pressing a '1' he had accidentally pressed an 'I' key on the keypad.

"Oh damnit!" cried Jim as the time machine stopped with an unreassuringly 'fzzitfggf' noise. Jim leapt out as the time machine exploded, only to find that he had ten seconds before the first member of the 5000-strong army reanimated.

He was sweating badly and shaking like a leaf he had nothing left to do he slammed his hand on the keypad then he heard a beep beep beep, flashing error on the LED screen. The error read '\*\*spaceman\*\*'. "What the..." started Jim when suddenly a UFO descended from the sky and zapped the 5000 worm army.

A pig flew by and said to Jim "Jim, you must leave quickly. There's an army over those mountains to the south that will help you. We have predicted your arrival, and the time will alter if we decide to

take you there, but in order to get there safely, you must collect lots of crates, especially health crates. Having utility crates, and more weapons will help you in your quest."

Jim set off on his perilous journey, only to be stopped in his tracks by a sudden reappearance of the Johnson's Baby Lotion bottle! The bottle was flashing a bright light and started flying it self then it turned to Jim and squirted lotion saying 'follow me' on the floor.

Jim followed the bottle to a cave. He walked inside and there was a singed branch of Wikapoo the magic tree inside. Wikapoo cried, "At last, you've come. I have something to tell you before I die. It's that I've managed to convert all that fake money Clarissa gave you into real money; it is now in your bank account in Wormopolis.

"Mind you, that's some 160 million years in the future, so you'll have to wait until you get the time machine functioning. But there is a hut full of gold and wads of cash but you'll have to get past the 10 sheep on guard, the 100 super banana bomb mines, the 1,000 bazooka drone guns, and the 10,000 mad cows, not to mention the four calling birds, three French hens and those two turtle doves. Oh, and watch out for that partridge, I'm sure he's planning to do something with that pear-tree of his. Maybe he'll make some washing-up liquid for the super-sheep... I'm rambling, go on without me..."

Jim had already left though. A cloaked stranger approached him and said "I've fixed your time machine, you can go home!". Foolishly trusting the shady individual, Jim got into the time machine and set off back home. However, when he got out of the time machine he had landed in the middle of the plate of corned beef that the authors were eating!

"Oh, not you again!" exclaimed Paul.Power. "Here, let me fix that time machine of yours - and properly, not like that cloaked stranger did..."

The time machine was repaired but the time machine only stretched a 50,000,000 year radius he transported then he thought he could just keep transporting 50,000,000 year jumps but every time he teleported it took 17 hours to recharge its energy so he played I Spy with himself to while away the time.

"I spy with my little eye, something beginning with A"

"Apple tree?"

"No, Wikapoo hasn't made another appearance yet..."

"Army?"

"Correct! Oh, \*\*\*\* ..."

Next he decided to get out and see where he was. He was in the INCO factory in Clydach, Swansea! He looked around and saw boggy B with a banana bomb with his name on and then he saw another version of him seeing boggy b. "This is too weird" said Jim "I guess I'm going to need some more help from the writers to get home". So he pressed the time machine's "Undo" button to get him back to the restaurant.

However the Time Machine said, "This program has performed an illegal operation and will be erased from the time stream. If the problem persists, contact... um... I DON'T KNOW!"

Then it randomly teleported and appeared with everybody else in the Ice Age. A shadow moved swiftly along the ground. Jim looked to the sky to see a Super Sheep heading towards him.

Fortunately, the sheep's pilot was a member of the Paul.Power School of Super-Sheep flying, and missed Jim by miles.

Jim was getting extremely annoyed by now due to all the things that had happened to him. He walked into the nearest cave to go to sleep. "SUPRISE!!!" yelled the entire cast of Worm Story 1 & 2 who were hiding in there waiting for him. "HAPPY BIRTHDAY!!!" they cried.

"But guys..." started Jim, "aren't you still controlled by the Smelly Buffalo of Lies?"

"No" they replied "We couldn't stand the stench, so we left, and took his supply of Johnson's Baby Lotion with us."

"My birthday's tomorrow", said Jim.

"Damn, got it wrong again," Paul.Power said, annoyed. "Well, happy birthday for tomorrow, Jim. We've got you a big cake..." However that cloaked stranger who botched up Jim's time machine had tampered with the cake...

Jim fell to the floor after eating the cake crying "Ooooh, I don't feel so good!". The cloaked stranger laughed and removed his mask, and then he cried, "It is I, Worm Mad! I messed with your time-machine so you wouldn't get home and this story could continue and now I've put ground up sleeping tablets in your cake so that I can cause more mayhem while you're asleep!"

But Jim said "We have a backup time machine, which is running the much more reliable Windows XP, so it will get us home. You shall fall before..."

He produced a small, round, gold object with a cross on the top. It was... a Holy Hand Grenade!

"The Holy Hand Grenade! Feel the wrath of the Almighty!"

He threw it in the direction of Worm Mad, only to realise that he would suffer as much damage as Worm Mad would.

"Oh \*\*\*\*\*..." he thought. This was a move that was about as stupid as the average 'It's Dave D!' WWP team move. The grenade exploded with a massive "HALLELUJAH!", engulfing him and Worm Mad in a cloud of dust and debris. Not forgetting the bits of burned worm and other animals which were unfortunate to be caught in the almighty blast radius.

"Now that wasn't very nice!" growled Worm Mad "I guess I've put you through enough, Jim. It's time to give you the happy ending you deserve even though it will mean that you don't have any more adventures and cease to exist."

"Cease to exist? No adventures?" Cried Jim "Ha ha...who needs a happy ending, eh? I'll be happy enough with..."

Before he could finish, something strange happened. A giant bowl of cornflakes appeared, telling him it was all a dream.

"I don't believe you!" cried Jim. This was an emotionally devastating revelation.

He produced a shotgun and proceeded to blast away at the apparition...

He woke up. "Hey! I want to tell you who I am!" cried the cloaked stranger "Don't fall asleep on me!".

"You're Worm Mad" sighed Jim.

"No, I'm Worm Mad" Said Worm Mad who was sat in the corner, puzzled.

The cloaked stranger laughed, "I am Andy Davidson ... aka as ... THE ONE AND ONLY BUFFALO OF LIES!" Jim replies "You can't be!"

"Well maybe not... but I'm something worse... I am your evil brother! Mwuhahaha ... And it's time we had a talk. All my life, I've been in your shadow, you stole my birth rite, and it's about time I've gotten back what's mine. So I'll make you a deal...

"You lend me your time machine, the Windows XP version, and I will see that you get home safely, and have a happy ending to the story. But, if you don't lend me your time machine, or it breaks down on me, I will see that something extremely nasty happens to you. This extremely nasty thing will be to give me 1.000.000.000.000.000. dollars!"

But he did not have so much money so he ran a system check and checked the hard disk of the time machine to make sure absolutely nothing could and would not go wrong and then he went to see his brother. However his brother had died of boredom. The police believe that Jim killed him. On the run for a crime he didn't commit, Jim decides to use the new WinXP time machine to teleport out of this increasingly daft situation.

He landed in the heat of a major battle between 2 teams, an evil one under the command of a secret evil commander and a good one fighting for their lives. He recognized the good 1 as TE@/\ \$TI/\VG but they were only 8 of them and about 16 enemy members!

Their team was called It's Dave D! and thus despite having a 2-to-1 majority, they ended up killing 12 of their own worms in one shot, allowing Team Sting to mop up the rest. Then Jim said "what the \*\*\*\* do I do now!" since he had no clue what to do.

It's Dave D!'s remaining Worm tried to use a ninja rope to extricate itself from the situation, but instead bounced off a cliff and fell into the water. Jim shrugged, and headed back to his time machine but had no clue where to go...or when to be exactly...

Unfortunately, the time machine had bits of It's Dave D worm all over it, and some of it had got in the time machine's workings... Jim desperately tried to remove the Worm guts, but to no avail, so he took out that Special lotion that everyone knows by now and poured it all over the time machines controls hoping that this would make it work properly.

It did better than that! The time machine came to life and said, "Where would you like to go, Jim? I recommend the year 1998..."

But he wanted to go to the year 2010 (AD) to see if Worms 3D had been released. So he teleported to the year 2010 AD but things were not normal. Worms 3D had not been released but Team 17 had taken over the world, instead!!! Jim was scared at the implications this might have so asked a worm in the street what the world was like now.

"Well..." he began "... first of all... why do you look 2D still? Go get yourself formatted to 3D then I'll talk to you. You can find a transformation centre down that street, but beware, if you don't have any 3D money, the guards there won't let you be able to transform."

Jim replied, "What's with all this 3D stuff? Is the world gone mad?" So Jim had no choice. He started walking down the street and tried to think up a way to persuade the guards to let him transform. After a few minutes, he thought of an idea. It was to steal money!

But he didn't want to be a criminal so he decided to steal from criminals! So he robbed somebody who looked very shifty and was holding a shotgun.

However the worm saw him and cried, "Nobody robs from Fagin, eh boys?"

"But there isn't anybody else here!" exclaimed Jim.

"No...No...You're right. Take my money then I'll just go rob a bank!" moaned Fagin.

Jim soon brought himself a nice new 3D body but then he could no longer use his time machine as it was still 2D! Jim wondered if he could find out how exactly Team 17 had managed to take over the world. Then he saw a large purple sign on the horizon. Four letters, two numbers. Jim exclaimed, "Ooooh 3D billboard...". He walked closer and realized that it had said, "Team 17"

Jim approached a walking 3D worm and asked, "Excuse me do you know where I can find the Team 17 HQ?"

"Team 17? Never heard of it," the Scottish worm scoffed and continued squirming on.

Jim asked another worm who seemed nicer and explained, "That's a REALLY old billboard in honour of Team17. The company died out a long time ago, but the new company were impersonators of Team 17 claiming they were the originals," the worm whispered not wanting to be heard. "If you turn around that corner there may be some buildings where Team17 once owned."

Jim proceeded to go until he felt footsteps from behind. he heard a nose grunt, like a bull of some sort. He slowly turned his head and gasped.

"It's my old friend, the Super Sheep of Terror! But hey weren't you an illusion?" The Super Sheep of Terror warned Jim that there was a policeworm following him with a bazooka so Jim used all his cunning to make sure that the policeworm didn't see him.

Arriving in the old Team 17 HQ, he found the Angular Wooden Giraffe lying on the floor asleep.

"Hey! Wake Up!" yelled Jim.

"Oh hello" started the giraffe "I'm a little tripped up on shrooms," he exclaimed a little woozy, "and I forgot what I was"

Jim then proceeded to shout "Daddy!" (as, as mentioned by Boggy B near the start of WS2, the AWG is Jim's father).

Salutations completed, Jim wondered where he could find Team 18 (as the fake Team 17 were nicknamed), and their boss, Martin (note spelt with "l" as he's an impostor) Brown, aka "Spade" (note omission of "g", again because of the impostor thing), so he could deal stuff out on a democratic basis.

"So, Dad, where can I find Team 18?"

"They have a secret head quarters in Yorkhire Biglend (as the real team 17 is in Yorkshire England)."

So he went to that place and punched Spade in the mouth then he asked him what this was all about. "Owww... It's just an April fools joke...yow...why did you have to h...hit..me?" he cried.

"April Fools was over a week ago!" Jim cried then he noticed a newspaper on the floor. Jim screamed, the date read 1 April 2010. "Apologies," said Jim, "time travel really screws you up. So this whole thing - a 3D World Future, Team 18 - is just a big April Fools Joke?"

"Absolutely." said Spadge (as it turned out, he really was Spadge disguised as Spade, and Team 18 was really Team 17 in disguise)

"So... what now?" asked Jim...

"You must travel back in time to the year 2003 so you can display your 3d looks to other worms and tell them - the future is 3D shaped!"

"But my time machine's 2D," said Jim, "I need a 3D time machine..."

Then he heard a 3d voice saying "turn the machine 3d by going to the 3d shop down the road"

"Oh aye," said Jim. But there was another thing troubling him. How could he, as a 3D creature, appear in the 2D Worms world? Would he have to do the trick performed by A Sphere in the book Flatland? Luckily he didn't need to worry about this as in the 3d shop he found an excellent 2d-3d converter which he could ask the now 3d time-machine to use to change the 2d world 3d and then it could return to pick him up.

So he gave the time-machine the converter and it disappeared. A second or so later it reappeared. However it was a different shape and multi coloured and it seemed a bit unreliable. It was the dreaded DOS 4.0 version!

"I'm not going anywhere in that!" said Jim. So he shouted abuse at it.

"Oh. That hurts!" cried the unhappy time-machine "just because I'm a DOS 4.0 time-machine doesn't mean I don't have feelings!". Jim felt bad about treating the time-machine so badly, so he tried to find a shop where they could update MS-DOS V4.0.

He scanned the nearby perimeter and had no luck until he ran into a PC World shop but they could only update it from dos v4.0 to v4.0000000000001, which was exactly the same!

But then he found an Internet cafe and started surfing for information when he stumbled onto a certain site. His eyes became glued to the screen as some very interesting information was seen on the screen. Jim began to read quietly and soon found out that Windows 1.1 ROCKS!!!!!!

But what he REALLY found interesting was that he had found a copy of the OS Linux, that he started downloading, but then just as the download was reaching the 99.999% mark, his ISP disconnected him. After much cursing, he decided to go back into the PC World, and buy Linux.

Nothing went wrong, making him extremely surprised. So surprised he fell over, moving the mouse and clicking. It hit the cancel button, which cancelled an order of 1000 pottery elephants that the time machine had for some reason made.

Jim checked the time machine was working, read through the operating manual, and set things in general for the year 2003. A few minutes later and he was back in, the now 3D, 2003.

He went up to a 3d worm and said "Hey did you know that it was me who made you 3D?".

"No, it wasn't!" shouted the worm "It was the magical time-machine! He told us all about you!".

"But I've got the time-machine" Jim started then he realised that the original time-machine must have created a badly working version of itself in the hope that Jim would never get back to 2003.

"Arrest him!" cried the worm "And then take him to see... the Almighty Time Machine!"

Jim began to wonder if his old time machine had got just a little too big for its boots. He heard a voice from a nearby house and ran there (or crawled)

When he got there he opened the door he saw... all the Worm story authors! Only instead of the utensils they had when they were discussing Jim's fate, they were all in defensive positions with miniguns, bazookas etc.

One said "Gear up for war Jim we must fight the evil time machine controlled by the buffalo of lies!" "Ok" said Jim. "But we need the 2x Damage supply that will be delivered to... The Time Machine's palace!" and then "THE" Big bang happened! What it was? It was the all mighty Concrete donkey falling down! So Jim and the authors used their last Fast Walk to escape from the Donkey of Destruction!

"That was a close one" said Jim. "But we need to get that 2x Damage supply. I know a guy that can help us in this mission. He's Nutter!!! THE creator of the worms story! and also plutonic could help since he created me!"

They all agreed to go to get Nutter and Plutonic. Jim said: "But... Does somebody know where they live?..."

"Well" said Worm Mad "I looked into it and found that Nutter lives in Australia but I couldn't find out where Plutonic lives."

Suddenly a carrier pigeon dropped a message for them all. It read as follows: "if u ever want to c nutter again, u must defeat the giant Mole of the darkside!" A very long down on the paper, it was written: PS. If you've not found him until next month, we will destroy the whole world's servers, so you can't play any wa and w2 and wwp Mwaaha. DS.

"How the heck are we going to find that mole, there must be another clue" said Jim. So they walked slowly in a march led by no-one, and saw a big picture of the mole. Under it it said, "Killer. Famous for killing almighty Nutter." Everybody got worried...

But then the mole appeared and laughed "Ha ha ha, I have put Nutter into a rocket and he's now in space!!! You will never see him again!!!". Jim and everybody else killed the mole and then got into a slightly unreliable looking spaceship which was nearby. Then they blasted off into the unknown.

## THE END

### Written by

Paul.Power, Worm Mad, Plutonic, FlipNautix, NZKiwi, SnipperTheWorm, explodingsheep, Mdk, thomasp, manitou, Vahagn, dragon, Striker, SupSuper, fuch, Nutter, svenneundulat and Ireng.