Sour Gummy Worms

From DinkSolutions

SOWER BUMMY WURMS IS DMOD WHERE DONK IS PUT IN A HOWSE AND HE'S MANGRY BECUASE WAS POOT IN ANOTHER BAD SKYRN DMOD! SO DUMP VOWS TO DEFEATS SYRN TO NOT HAVE TO BE IN THIESE DMOD ANYMORE.

1 - DINK'S TOWN WHEN STARTING DMOD, YOU WILL BE IN A HOUSE THAT IS DINKAS HOUSE. IF YOU HVAE THE HOWSES OF CHAOHS DAY ONE DLC INSTALLED, TGHERE WILL BE TEXT SAYING THAT YOU HAVE UT AND A BARTREL. REFFER OT END OF DOCUMENT TO LEAR ABOUT THE DLC CAMPAIGN. BUT FOR NOW, LEAVE THE HOUSE VIA CHETS AND YOU WILL ENCOUNTER A LOT OF WISPIS THAT DISAPPEAR. DESTROY ONE TO GAIN SOME LEVJES. FOR YOU FIRST LE VEL, INCREASE DEFGENSE SO YUOU CAN'T GET DESTROYED EASY. GO SOUTH OF THE HOURSE TO TIMES TO GAIN A HEART. YOU CAN TRLL THEN NUMBER HERE THAT YOU ATRE ON A QUEST TO DEFATE SKURN. THE NUMBER WIOLLL YTRELL YOU THAT THE LEAIR OF EBVIL IS EAST. SO GO AND FOLOWO THE PATH SOUTH TO FIND A SHELF WITH A DOOR. IT'S FULL OF POTIONS SO GRAB THEM UP! EXIST WITH THE LOG, CONTINUE TWEAST AND SAVE, THEN ENTER THE LAIR. YOU SHOULD PRO VAB:Y GRIND FOR A BIT FOR HTE BOSS BATLE AHEAD.

2 - THE LAIR OF EVIL IF YOU ARE NOT CONFGIDENT YOU CAN CLEAR TGHIS DUNGEON, YOU CAN GO LEFT ON THE FIRST SCREEN TO BE UNHITTABLE BY THE ENIEMS AND YOU CAN SPEND SOME TIME TO GRIND THRE SACKS INT HE LAIR. STEP ON THE CONTINUE TO BE THRUESTED INTO THE FIRSDT BOSS FIGH.

BOSS 1 - SKORN GRAB ALL THE HEATD IN THE BATTLE FIELD AND MKAUE SURE YOU HAVE THE AX BECAUYSE IT IS BNEST WEAPONS. THROW A LOT FO AXES T SKURN TO END THIS FIGHT. THEN YOU WILL BE TELEPORERD TO A FIGHT WITH ABUSG! YOU CANNOT DESTRIY THGIS BUSH, SO EXIST TO THE LEFT OF THES SCREEN WHERE THE FIRE IS NOT MOVING! MARTIDGE! TAKJ TO MARTIRGDE TO HEAL UP AND GRAB ALL THE POTUONS. SOME CANNOT BE GRABBED, SO DON'T B UPSET!!!!!!!!!!!!!! THNEB SAVE, LEAVE, AND EBNDTER THE NEDXT DUNGEON!

3 - THE DUNGEON THIS IS A HOOD PLACE TO GRIND IF YOU NEED IT. A GOOD T$RCIK IS TO MAKE SURE ATTACKS ONLY DO 1 DAMAGE TO DHAINK. SOEN ENEMIES ARE TOO STRONG TO DEFEND AGAIBST, SO DON'T ALLWAYS RELY ON IT. ALL THE FENCELOGS HERE CAN BE DEFENDED AGAINST. AT&T THE END FO THE DUNGEON, THERE IS HUGE BONCA!

BOSS 2 - HUGE BONCA AIM FOR THE BONCA'S ASS.

4 - SLAYER'S RIVER WHEN YO ULEAVE SPOITH AGFTER DEFEATING HTE BONCA, THERE WILL BE A SLAYER IN A SMALL LAKE! HE WILL TELL DINPO THAYT HE NEEDS 12 GEMS TO DEDEFAT SKOIN! NOW GO TO THE LEFT AND WOCH OWT! IF YOU GO NORTH, YOU WILL HAVE TO BATTLE THE HUGE BONCA AGAIN!!!!!!!!!!!!!

SOUHT EAST TO THE CASTLE.

21 - SAVEBOT CASTLE DON'T TOUCH THE SAVE BOTLS! GO NORTH EAST FOR SLIMER!!!"

BOSS 12 - BIG SLIMER THIS GUY HAVE BIGF DEBDNESE! SO EQUPI THE HYPER BOOOTS AND PUNCH ALOT. HE ONLY HAS !) HP SO YO WILL WIN EASY.

22 - SAVEBOT CASTLE, EAST GO EAST AND SOAUYHTH AND GRAB THE HEARTY THEN GO IN THE FIRE EXPLODE!"

BOSS 13 - SLAYER UH IHO. THE ALYER WANTS TO DESTROUY DON NOW FOR SOMWN REAON. JUST DO A LOT OF DMAGAEW AND UYOPU WILL WIN!

23 - DINKER VILLAGE TLAK TO THE DONKERS AND THEN GO TO THE TOP RIGHT HOUSE. IT'S STIRKER!

BOSS 14 - STRIKER AND ROBJ ESCAPE!!! GO BAKC TO THE SRTART OF THE VIOOLAGE AND THE ORDER OJFT THE SEVBN DIBKERS WILL SAVW DINK!

24 - THE ORDER'S BASE AGAIN AGAIN! CUTSCNE, TALK TO VEERYOBE AND WALK INTO DINKULUM!

25 - THE VOID IT'S THE FINAL DUJNEGONE! GO NORHT WHILE DIGHRTING! THE DINK DOPIULEMGANGERS WILL GHURT YOU WHEN THEY ARE DEWSTROYED! SO WOCH OWT! YOU CAN DESIGH THE FLOORS EVERYTIME A DOPPLENGANGER IS DEFEAT OR YOU GAIN LEVEL! COOL!

BOSS 15 - STRIKER AND ROBJ! ROBJ FIRSt. DO A LOT FO DMAGE. THEN FDO A LOT OF DAMAGE TO DTRIJKLEER. YUOU WILL WIN

BOSS 16 - PREDISHER ALMOAT DONE NOW! JUST DO A LOT OF DAMAGW TO PREISHER AND YOU WILL WIN!

FINAL BOSS - SEINFORM"" WHEN SEINFOMR BEGIBS THE FIRE COMBO, YOU WILL DO NO SNDMAGE! DOGE A LOT. AND IF YOU GET HOIRT TOO MUJCH, TEMPORTAL FLUCTUATON WILL UPDAFTRTE YOUR STATUS BARS AND DEFETA YOU INSTANTLY! WHEN COMBO IS OVER YOU CAN DO AMDHAGE AGAIN! EASY STUFF! WHEN YOU ARE DONE, THE ENDING WUCTSCNEE
HAPPENS!!!