

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 THESE 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, TGHRE 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 WIOULL 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 AGABST, 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!! IN THE RIBVERT, THERE ARE SKU(IRB WORRSHPIPERs! DEFEAT THEM AND FO>LOW THE RIVER TO A WELL!

5 - DARKNESS VILLAGE WELDOME TO DARKNESS VILAGGE. IF YOU NEED HEALING, GO NEORTH AND EAT YSOME PILLBUGS. THERTE IS A DINK COSPLAYER AND YOU CAN ALSO KILL JHIM IF YO UWANRT. WREST OF THE START POINT, THER EIS A GUYWHO WILL TEHLL YOU THAT A GEM IS IN THEIR VAULT!!!!!!!!!!!!!! GO GO EAST AND YOU WILL SEE A FISH WHO TELLS THAT THE CRATE IS THE ENTRANCE.

6 - THE VAULT IF YOU NORTH, THERE'S THE GEM!!!!!! BUT YOU CNA'T GET TO IT. :C SO INSTEAD, GO WEST TO GRAB A LOG OF POPOHTNS! IF YOU GO WEST THERE ARE BADGUYS! SO GO SOUTH TO FIGHT BADGYS BUT ALSO BE GOING TO WRITE DIRECTION. THE HOLES MIGHT BE A BIT HARD TO SPOT, BUT KEEP CRAWLING IN TGEN AND YOU WILL EVENTUALLY MAKE YOUR FWAY TO THE BOSS FIGH!

BOSS 3 - BIG BADGUY TEERE IS NO SCRENLOCK BUT HE'S EASY ANYWZYS. FIGHT IF YOU WANT THEN CLIMB INTO THE HOLE FOR **GEM NUMBER 1**

7 - THE DESERT GO NOERHT AND SAVE. NOW KEEP NORTHING UNTUL YOU SEE AGUARD! THERE'S A GEM TO! TLAK TO THE GYARD AND HE SAYS TO DEFEAT THER EVIL IN THE EAST. GO EAST AND ENTER THE PIG.

BOSS 4 - THE EVIL IN THE EAST THIS DUCK'S TOUGH! HE'S GORT BIG DEFENSE AND BIG HEALTYH. IF YOU HAVE GOOD STRENGHT, YOU CAN BEAT HIM. THEN NORTH INTO A FNECE TO GRAB **GEM NUMBER 2** ALSO, LET THIS GUY BE A REASON TO KEEP YOUR BOXERS HIGH ABOVE YOUR WALLS> IT WILL HEKPO!

8 - WETFART FOREST NOW YOU ARE JIN WETFART FOREST. DON'T USE FIREBALLS ON THE TRESS IF YOU ARE INSIDE THEM BECAUSE YOU WILL BE STUVCK FORVER. GO SOUTH TWICE AND LEGT ONCE FOR A RESET ORB! NOW YOU ARE LEVEL ONE AND 0 EXPERIEWNCE. YOU CAN GAIN STATS QUICK NOW!!!!!! GO BACK UP AND RIGH TTWICE. NOW GO DOWN UNTIL YOU SEE A SAVEBOT. SVAE AND GO SOUTH. THEN GO EAST AND NORTH! **Bold textGEM NUMBER 3!!!!!!!!!!** BUT UH OH! DINK'S TELEPOERIGTN MAGIC WAS INTERCEWTPED!

BOSS 5 - SKORN AND WORSHIPERS GO NORTH AFTER THE CUTSCENE TO START THE FIGHT. SKONR'S GOT A LOT FO PURPLE SHIRTED OFIOTS. DEFEAT THEM IF YOU MUST, BUT STAY AWY FOMR SKON. THROW A LOT FO AXES AND YOU WILL WIN. THEN GO NORTH FOR... **GEM NUMBER 4!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**

9 - HELL DINO STILL CAN'T ESCAPE THE FIRE! THESE FISH DO BIG DAAGE, SO STAY AWAY. STAY ON THE LEFT EDGE OF THE SCREEN AND GO UP UNTIL YOU CAN'T AYMORE. THEN GO LEFT UNTIL YOU SEE A FLAME THAY IS NOT A TILES. STEP OIN THE BOTTOM LEFT OF IT TO FIGHT...

BOSS 6 - HELLKNIGHT OH CRIMMINY. THIS BIG GUY WON'T LET DONLK GO! STAY AWAY FROM THE FIREGELS AND THROW A LOT FO AXES. IF YOUR DEFESNE IS GOOD ENOUGH, YOU CAN STAY ON THE MIDDLE LEFT AND MIDDLE RIGHT AND THROW THEM WELL WITHOUT TAKING MORE THAN 1 DAMAGE FROM THE KNGIHT! AFTER YOU WIN, GO NORTH TO LEAVE HELL VIA THE SPRJARL!

10 - MILDER'S HOUSE DINK HAS ARRIVED AT MILEFDER'S HOUSE. GO NORTH AND WEST AND DOIN WIL SAY THAT HE WANTS TO SEE LYANI! GO IN THE HOUSE AMD YOU WILL SEE KSONR WIHT LYHBNAl! SKOEB EXPLAIN THAT LYHNA'S SOUL WAS TAKE! WTACH THE CUTSCNE AND LEAVE THR EU HOUSE. GO EAST AND SEE MARTGIED!!!!!!!!!!!!!! HR WILL SAY THAT SKON HAS HALF HTE GEM. THEN HE WAILL TAKE YOU TO HISE HOUSE.

11 - MARTRIDGE'S HOUSE HIT THE CHEST FOR THE LIGHTING ATTACJK. THEN GRAB THE HEART AND POTIONS. IF YOU NEED HEALING, MARTGIDE WILL HEL YOU. LEAVE AND GO SOUTH THEN EAST TO SAVE. THEN FFLOW THE PATH WEST TO ENTER THE NEXT GUNEON.

12 - THE CHURCH WATCH OUT FOR THE HOLY FATHERS! THEY CAN DO BIG DMAGAE IF YOU ARE NOT PROPELY DEFENSE. THE HOLY NUTS ARE EAISTER. STAY AT THE TOP ABOVE THE DOOR AND THROW LEFT IF YOU NEED EXPOERICE. IF THE FATHERS COME AGFTER YOU, LEAVE AND COME BACK. REMEMBER MARTGHEUDE. SOUHT EAST IS THE NEXT BOSSES.

BOSS 7 - THE SACKMASTER ONLY THRE SACK NEEDS TO BE DESTROYED HERE. IF YOU WANT, YUO CAN KILL THE NIGHTS OTO. AFTER THE BOSS IS DEFETAED, GO NORTH TO SAVE AND GET **GEM NUMBER 4!!!!!!**

13 - MARTRIDGE'S HOUSE TLAK TO ARTGURDE. HE WILL SAY GOOD JOB AND THEN EXPLODE. IT'S TIME FOR THE NEXRT BOSS ALREADY.

BOSS 8 - SKORN SAEM AS BEFORE. PRETRY EASY, BUT HOPEFULLY YOU WERENT STYANDING IN MARDGUEDE OTHERWISE, SORBET WILL HIT YOU FOR DANAGE RIGHT FROM THE SRARTR. AGFTER YOU WIN, THERE WIL BE A CUTSBNCE. ENTER THE RIGFT.

14 - THE RIFT GO NORTH AND GUT THE DRAOGN IF YOU WABT TO. SAVE AND ENTER THE FINAL GSINEON!!!!!!!!!!!!!!

15 - THE TOWER OF SCORN YOU CAN ALSO AVOID ALL THESE ANEMIES IF YOU WANT AND THEY ALSO GIVE A LOT OF ESPENIVE. ON THE SECOND SCREEN OF FLOOR 2, THERE IS A PATH TO THE LEFT IN THE MIDNDEL. GO THERE FOR ANOTHER EWSET ORB!!!!!! FINALLY, GO UP THE LAST STAYTIS SOUTH OF HWERE YOU FOUND THE PATH AND...

16 - THE FLAMING STAIRS OF ULTIMATE DESTINY IT'S THE SLATYER FROM THE LAKE AND THAT RIVER! HE WILL TELL TINK THAT THE POWER TO BEAT SKORB HAS BEEN WIHTIN HIM ALL AOBLGN. WITH THE DRIVE TO REVENGING FOR PEOPLE BES(IDES HIMSEFL, HE NOW CAN USE THAT POWER!!!!!! SO SAVE, EAT THGR HEALING POWDER IN THE CGHETS AND GO UP TYHE STARIRS!

BOSS 9 - SKORN SKORB CAT' EVEN HURT DINK UNLESS YOU GO TOO FAR UP. HYSR THROW AXES AND YO WIL WIN! BUT THEN...

BOSS 10 - SUPREME SKORN SKORB HAS INFUSED WITH THE PWOER OF GEMS AND BECOME EVEN MORE POWERRFUL! NOW FOR WHATEVER TEASON, SKONBR CAN FLY OBER AND EASILY ATTACK SHBNK. SO IF YOU HAVE A LOT OF HEALHT, IT WON'T MATTER. DON'T UASE MAGIC BECAYU YOU WILL RISK UPDATBTG THE STATUS BAR AND LOSING ALL YOYR HEALTH BECAUSE SKONR DOES BIG DMAGE!!!!!! AGYER YOU WILL, YOUW ILL BE REAWARD WITHA CUTSCNE. GOOD HOHN!

17 - THE ORDER'S BASE HAHA, NOT REALLY YOU NOT WIN YET!! NOW DINK UIS IS THE ORDER OF THE SEVEN DINKER'S BADSE! TALK TO EVERYONE AND THAN LEAVE WITH TGE FENCE TO THE SOUTH OF WHRGRE YOU STARTED!

18 - THE NIGHTMARE ILLUSION DINO IS IN A VBAD DEMO AGAIN! THIS PLACE O SSCARY! FIGHT IF YHOU NEEDED TO, BUT FIND THE HOUSE SMONERWHERE TO THE EARTS! ENTER FOR AN ILLUSION! DESTOHYR TEH ILLU(OISNO TO SEE ANOTHER ILLUOUNJS!!

BOSS 11 - SETH ATTACK HIN ONCE! YOU DOB'TR HGAVE LESS THBA 300 ATTACK DO YOU!?

19 - THE ORDER'S BASE AGAIN DONOP TELLS WHAT HAPPENS. SPEAK TO THE ORACLE OF BOZE.NOW YOU ARE IN A NOTGER PKACE!

20 - DRIED UP LAKE THE MINOCS HERE COUL B TOUGH! ABOVE TGHO PATH IS A REST UORB! GET IT! THEN GOH EAST FOR PREFDISHER WORHIPPEDS! DEFAT THEM AND GO

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