

Silkworm FAQ

by furb

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Silkworm FAQ

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By: Rob Furbee

AIM: Mayor Maynaut or MudTurkey3334

ICQ: Mud Turkey 3

Email: furb_3@hotmail.com

GameFAQs Username: furb

SILKWORM for the Nintendo Entertainment System

"Thank you for selecting the fun-filled "Silkworm" game pak by American Sammy Cooperation."

-From the Silkworm Insturctions

Table of Contents

1. Game Story
2. Game Controls
3. Bonus Items
4. Bonus Badges
5. Enemy FAQs
6. Main Targets FAQs
7. Helpful Hints
8. Works Sited
9. Lega Info

1. Game Story

A solution has turned into a problem!

Man's solution to war, the artificial brain "MHC2", has somehow overridden its programming and is turning our own weapons against us.

In response to this threat, world leaders have chosen a two member team from the top-secret defense program code-named, "Silkworm".

This team will utilize the unique weaponry and maneuverability of the Silkworm attack helicopter and the Silkworm interceptor jeep to infiltrate MHC2's defenses and eradicate the threat.

To do so will take ever ounce of the team's strenght, reflexes and determination. MHC2 has issued its ultimatum:

"Surrender! Worship me as your god or DIE!"

Intelligence recommends extreme caution. Beware of MHC2's trickery!

The world is anxiously waiting.

Will the Silkworm team succeed or will they fail? Only time will tell.

2. Game Controls

Player Controls

Silkworm Attack Helicopter:

Use the NES Directional Pad to move the chopper in 8 directions.

Press the "A" button to angle the chopper fire downward.

Press the "B" button to fire the choppers cannon.

For continual fire, hold the "B" button down.

Player Controls

Silkworm Interceptor Jeep

Directional Pad movement is limited to left and right only.

Up and Down movment of the Directional Pad rotates the Jeep cannon left and right.

Press the "A" button to jump.

Prest the "B" button to fire the cannon.

For continual fire, hold the "B" button down.

Misc. Controls

Select Button

Use the "select button" to indicate your vehicle of choice at the start of the game and to decide "yes" or "no" at the contuation screen.

Start Button

Press start to begin the game. Pressing the "start button" during play will result in the pausing of the game.

Prest the "start button" again to end pause mode.

3. Bonus Items

Bonuse items will appear only after defeating the MH SNAKEHEAD helicopter.

The item recieved will depend on the previous item collected.

They will progress in this order: Twin Sphere, Turbo Card, and Bonus Pod.

Item Name: Twin Sphere

A Twin Sphere allows the player to double their firepower

Item Name: Turbo Card

Capturing this item will allow the player to increase their movement speed.

Item Name: Bonus Pod

This pod will add 10,000 points to the players point total.

Item Name: Eagle Emblem

This emblem will appear sometime in Wave 4 or 5.

It adds 100,000 points to the players total.

Item Name: Condor Emblem

The item will only appear if the player collected the Eagle Emblem.

It adds 500,000 points to the players total.

MISC. ITEM

Item Name: Shield

This item will appear whenever you destroy a land mine.
When collected the player is invinsible for a short time.

4. Bonus Badges

Badges are awarded to players who accumlate bonus items.
It takes around 4 bonuses to move up to the next bonus badge.
Once 15 bonus items are collected, the player is awarded the Captains badge.
It remains with the player throughout the rest of the game.

Badge Name: Ensign Badge

Players begin Wave 1 with this badge.

After picking up 5 bonus items, the player is promoted to Lieutenant.

Badge Name: Lieutenant Badge

Collecting 5-9 bonus items will qulify the player for this badge.

Badge Name: Commander's Badge

Collecting 10-14 bonus items will qulify the player for this badge.

Badge Name: Captain's Badge

Collecting 15 bonus items will qulify the player for this badge.
Having this badge allows the player to keep the "twin sphere" firing upgrade
until the game is over.

5. Enemy FAQs

Name: MH RAVEN

Point Value: 200

Resistance Value: 1

Discription: A typical single rotor attack chopper.

Name: MH VULTURE

Point Value: 400

Resistance Value: 1

Discription: A single rotor attack chopper. It has two ski's on the bottom.

Name: MH HAWK

Point Value: 200

Resistance Value: 1

Discription: A single rotor attack chopper. Has a rounded, stubbed nose.

Name: MH RED DOG

Point Value: 400

Resistance Value: 1

Discription: A single rotor attack chopper. Plain features, small, sharp nose.

Name: MH WHITE DOG

Point Value: 100

Resistance Value: 1

Discription: A single rotor attack chopper.

Resembles a high heel shoe with out the heel.

Name: MH MAD DOG

Point Value: 10

Resistance Value: 1

Discription: Oddly shaped chopper lacking a rotor. Has large, round hull.

Name: MH GREEN DOG

Point Value: 100

Resistance Value: 3

Discription: A single rotor chopper. It has a flat nose.

Name: MH DEMON DOG

Point Value: N/A

Resistance Value: N/A

Discription: A chopper lacking a rotor.

Name: MH SNAKEHEAD

Point Value: 2000

Resistance Value: Waves 1-4 ~ 8

-----Waves 5-7 ~ 12

Discription: Large Voltron like flying vehicle.

It is assembled from all the MH DOG choppers combining.

Name: HM HOPPER

Point Value: 200

Resistance Value: 1

Discription: A single rotor attack chopper.

Has legs which are used for jumping.

Name: C12 BOMBER

Point Value: 200

Resistance Value: 1

Discription: An attack plane. Resembles a MH HAWK without a rotor.

Name: MH HOVER BLADE

Point Value: 400

Resistance Value: 8

Discription: An attack chopper which utilizes a hovering ability.

It does not have a rotor.

Name: HM HORNET

Point Value: 200

Restance Value: 1

Discription: Very small attack chopper with a single rotor.

Name: C2 TRANSPORT

Point Value: N/A

Resistance Value: N/A

Discription: Large duel rotor, stationary transport chopper.

Name: MH STINGERS

Point Value: 100

Resistance Value: 1

Discription: Small single rotor choppers.

Released from the C2 TRANSPORT. They come in four different styles.

Name: MH SHARKBITE

Point Value: 400

Resistance Value: 1

Discription: Single rotor attack chopper.
It has a large landing ski on the bottom.

Name: MH BARRACUDA

Point Value: 200

Resistance Value: 1

Discription: Single rotor attack chopper.
Has linked metal bars to form the tail.

Name: C2 RAT HOPPER

Point Value: 100

Resistance Value: 1

Discription: Single rotor chopper.
Has legs much like the MH HOPPER only angled backwards
unlike the MH HOPPER whose legs go straight down.

Name: MH JACKAL

Point Value: 100

Resistance Value: 1

Discription: Single rotor chopper. Odd shape beyond my discription.

Name: C2 STRIKER

Point Value: 400

Resistance Value: 1

Discription: A standard jet fighter.

Name: C2 GREYSSNAKE

Point Value: 100

Resistance Value: 1

Discription: An odd flying machine without a rotor.
Looks like a flying triangle.

Name: C2 METALSNAKE

Point Value: 100

Resistance Value: 1

Discription: An odd flying machine without a rotor.
How it flies I do not know.

Name: C2 STEELHEAD

Point Value: 100

Resistance Value: 1

Discription: A roundish flying machine without a rotor. Has a landing ski.

Name: C2 SILERSNAKE

Point Value: N/A

Resistance Value: N/A

Discription: A flying toaster like craft.

Name: C2 SNAKEHEAD

Point Value: 2000

Resistance Value: 12

Discription: An advanced verion of the MH SNAKEHEAD.
Also it is formed by combining the GREYSSNAKE, METALSNAKE, STEELHEAD,
and SILVERSNAKE.

Name: ANTIGRAV MINE

Point Value: 500

Resistance Value: 10

Discription: A floating, round explosive.

Name: C2 ARROW
Point Value: 200
Resistance Value: 1
Discription: An advanced jet fighter. It has a large cannon over the cockpit.

Name: C2 FISH HOOK
Point Value: 400
Resistance Value: 1
Discription: An advanced jet fighter.
It has a large cannon beneath the cockpit, has sharp ended tail fins.

Name: C2 BOUNDER
Point Value: 200
Resistance Value: 1
Discription: Resembles a flea.

Name: C2 STEALTH SHIP
Point Value: 400
Resistance Value: 1
Discription: A flying craft that is a flat disk.

Name: C2 TURRET
Point Value: 200
Resistance Value: 8
Discription: A round gun turret.

Name: MH1 TANK
Point Value: 200
Resistance Value: 1
Discription: A tank with a short barrel.

Name: MH1 AV
Point Value: 300
Resistance Value: 6
Discription: A treaded vehicle with a disk in the center.

Name: MH MULTIGUN
Point Value: 500
Resistance Value: 8
Discription: A treaded vehicle with a flip-top that houses several guns.

Name: C2 HANK
Point Value: 100
Resistance Value: 6
Discription: A normal tank.

Name: C2 ROBOHEAD
Point Value: 700
Resistance Value: 6
Discription: A bipedal robot with head that resembles a football helmet.

Name: MH SNAPPER
Point Value: 200
Resistance Value: 6
Discription: A treaded vehicle with large flie-swatters in the front

Name: C2 AA CANNON
Point Value: 200
Resistance Value: 3
Discription: It is a normal anti-aircraft cannon.

Name: SHIELDED SILO
Point Value: 100
Resistance Value: 1 (open)
-----6 (closed)
Discription: It appears as a dome on the ground.

Name: C2 TRI CANNON
Point Value: 100
Resistance Value: 3
Discription: A fixed posistion cannon with three barrels.

Name: LAND MINE
Point Value: 200
Resistance Value: 2
Discription: A typical land mines, appears as a disk on the ground.

Name: DEFENSIVE WALL
Point Value: 10,000
Resistance Value: 3
Discription: A wall that slows movement.

Name: C2 LASERSHINE
Point Value: 100
Resistance Value: 1
Discription: This machine looks like a satalite.

Name: C2 SEEKER
Point Value: 200
Resistance Value: 1
Discription: A small missle that follows the player.

Name: MH SILKWORM
Point Value: N/A
Resistance Value:N/A
Discription: A medium sized missle.

Name: C2 SILKWORM
Point Value: N/A
Resistance Value:N/A
Discription: A large sized missle.

6. Main Target FAQs

Name: THE DESTRUCTOR
Wave: 1
Point Value: N/A
Resistance Value: 20 (1 player Helicopter)
-----10 (1 player Jeep)
-----35 (2 player game)
Weak Spot: It is just below the highest gun turret.

Name: MH HELIDEATH
Wave: 2
Point Value: N/A
Resistane Value: 45 (1 player Helicopter)
-----50 (1 player Jeep)
-----65 (2 player game)

Weak Spot: A round orb in the nose is the place to concentrate fire.

Name: C2 TURTLESHELL

Wave: 3

Point Value: N/A

Resistane Value: 30 (1 player Helicopter)

-----15 (1 player Jeep)

-----40 (2 player game)

Weak Spot: When the flip top opens, a round orb on a stick will be exposed.
Shoot there.

Name: MH SCORPION

Wave: 4

Point Value: N/A

Resistane Value: 55 (1 player Helicopter)

-----55 (1 player Jeep)

-----70 (2 player game)

Weak Spot: A large colored triangle in the nose is the place to shoot.

Name: MH CLAMSHELL

Wave: 5

Point Value: N/A

Resistane Value: 45 (1 player Helicopter)

-----25 (1 player Jeep)

-----55 (2 player game)

Weak Spot: Use the same method that destroyed the C2 TURTLESHELL.

Name: C2 BUMBLEBEE

Wave: 6

Point Value: N/A

Resistane Value: 25 (1 player Helicopter)

-----25 (1 player Jeep)

-----45 (2 player game)

Weak Spot: A small crevice below the cockpit is where you want to shoot.

Name: C2 BATTLE CRUISER

Wave: 7

Point Value: N/A

Resistane Value: 35 (1 player Helicopter)

-----45 (1 player Jeep)

-----55 (2 player game)

Weak Spot: Aim for the center of the flying behemoth.

Name: MHC2

Wave: N/A

Point Value: N/A

Resistane Value: N/A

Weak Spot: I'm making this fight rough on you.

7. Helpful Hints.

*Use different firing patterns in the 2 player game

in order to cover each other.

*Try to destroy the 2nd vehicle of the MH and C2 SNAKEHEAD before it forms.
You will be rewarded.

*Each waves main target has a weak spot.
A white flash will occur if you score a direct hit on this spot.

*Avoid contact with idestructable enemies. (DUH!)

8. Works Sited

The Silkworm Instruction Manual was very helpful for finding Resistance Value and enemy names.

9. Legal Info

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