

Wurm: Journey to the Center of the Earth FAQ/Walkthrough

by Da Hui

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Journey To The Center Of The Earth

This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

Table of Contents

1. - Controls
2. - Walkthrough
 - 2.1 - Nonmalta
 - 2.2 - Dyna Crystal
 - 2.3 - Magma Falls
 - 2.4 - Ziggy
 - 2.5 - Dual Duel
3. - Weapons
4. - Tips/Cheats
5. - Disclaimer

1. - Controls

In Digger:

D-Pad - Move
A - Change Weapon/Ships*
B - Shoot
Start - Pause Game
Select - No Use

*Must hold and hit directional button.

Shooting:

D-Pad - Aim
A - Shoot

B - Shoot
Start - Pause Game
Select - Allow to aim

Human:

D-Pad - Move*
A - Jump
B - Shoot
Start - Pause
Select - No Use

*Press up to kick, and down to crouch.

2. - Walkthrough

I'm not going to list the enemies and where they are because they will always be coming towards you at random times and they won't stop coming. Just stay alert for the enemies.

2.1 - Nonmalta

Right away switch to the drill, you could still shoot your gun so it just makes things easier to switch right away. Go to the right and get past three hills. At the end of the third, will be a wall you will have to drill through. Just hold shoot while you are using your drill and drive into it. You will get through with no problem.

Now go to the right and hold A. Press up while holding it and you will float to the top of the screen. Now the rest is really easy. Just go to the right, you won't have to kill any enemies. All you have to do is avoid their attacks so pay attention to the enemies below you. Keep going until you reach an earthquake. Watch the cutscene.

Press B and talk to everybody. When you're finished talking with everybody, you will get 60% possibility rating. Now go to use and choose the electro-gatling. Go back and talk to Dan one more time. Press A and you have to shoot the creature's eye. Shoot it three times and it will explode. Now you will have to kill the rest of the parts. Press select and find all of them by moving to the left or right. Kill them all, they will take two shots to kill. You will see a few other of the first, just kill all of them.

Now you are playing as Moby. You just have to keep going down. To do this, go to the far right and go down the first hole. Go to the left and get to the fallen friend. Talk to him and he will give you a key. Now go all the way to the right and down the last hole. Go to the left and open the gate with the key. Keep going to the left and enter the VZR-2.

Go to the right while in this ship. Jump when you have to and you will reach the leader of the Nonmalta Empire. Talk to him and just fight him off. He's not that hard. After he leaves, a G-13Robot will appear. Talk to the robot and there will be a cutscene. Just watch the rest of the cutscene and you'll be done with this act.

2.2 - Dyna Crystal

You will be back in the VZR-5. Go to the edge and shoot at the thing in the sky. One of the shots will hit it and kill it. Change into the jet and fly to the right. There will be a few sections where you will have to change to the driller and drill through some rocks. Keep going until you reach the end. Once again, you will reach another earthquake.

Now you will be in a new flying area. This one is more fun than the last. Now you get the above view instead of the side view. Just fly through the level and avoiding the walls. Keep kill all of the enemies that you come across. There will be a section where you have to dig through some rocks. You will have to switch to this ship, it will be the ship you change to when you press A+Down.

When you reach the end, you will have to kill another monster. Talk only to Locke and G-13, don't talk to anybody else or you will just end up losing something. Shoot around and its weak point will vary around. It's usually in his chest and head so try there the most. It will eventually go off the screen and start attacking you in different ways. It will throw a rock at you every so often. You will have to blow up the rocks to gain the possibility percentage. Keep killing them until you get 100%. Now shoot it one more time to finish it off.

Go to the right and jump past the first hole. Grab the stone tablet on the ground a little further ahead. Keep going and fall down the next hole. Fall down the only hole you could in this new area. Go to the left and fall down that hole. Go to the right and start climbing up the stairs. Jump up the hole and go to the left. Climb up the rocks and go through the hole above you. Go to the right and fall down the first chance you get. Go to the right in this area and climb the rocks. Talk to the woman at the end of this path.

Go back and go through the hole you came from. Go to the right here and get to the end of this path. Jump through the hole at the end. Go to the right and fall down the hole. This area should look familiar, keep falling until you reach the bottom area. Go to the right and through the gate. Fight Zolda again and go through the gate to the right. You will talk to the princess again and finish the level.

2.3 - Magma Falls

Equip the drill and go to the right. Drill through the rocks and continue to the right. Turn into a jet whenever you want to. You will eventually have to when you reach the water. Shortly after the water will be more rocks to drill through. Go over more water and get the drill out. Drill through the rocks shortly after the water and drive down this path. Wait for the earthquake. You will turn into a jet again. Just get to the end of this drilling through the rocks whenever you have to.

Now you will have to fight a reptilian enemy. Talk to Mike and Diane. After you talk to Diane, talk to Mike again. Now start shooting at the enemy. Keep shooting at it until it disappears, now look around. After you get a chance to talk/use again, use the Hydro-Sonic. Whenever it is looking in the opposite direction, shoot its head. It will give you +10% possibility. Avoid its tail when it hits you. Just keep shooting at it until it dies.

This new section is really easy. Go to the right killing or avoiding all of the enemies. Talk to the woman at the end of this path. Now this will be the maze section. Go to the right and fall down the hole there. Go to the left down here and climb the platforms at the end. Jump up the hole and go to the left. Go to

the left and fall again. Talk to the person down here. Jump to the right after you talk to him and talk to the person down there. Go through the gate and go all the way to the right. Open the gate down there and fight Zolda's buddy. Beat him and talk to Allan.

2.4 - Ziggy

You can't use the A-Form of the VZR so you will have to use the H-Form. All this one will do is hover your VZR. Keep going to the right killing or avoiding the enemies. Go under the water to get past the rock if you have to. Go through the rocks with the drill and keep going. You will have to go underwater later on too. Just keep going to the right until you reach another earthquake.

Watch the cutscene and go through this area. Use the driller to get past the rocks. Keep going to the right and get past the raining rocks. This part is kind of challenging so be very careful. At the end of this raining area, switch to the hover craft, if you haven't already. Keep going to the right and you will reach another earthquake.

Talk to Sylvia then Allan. Talk to G-13 afterwards. Keep shooting at this robot whenever it flies away then back at you. When you get a chance to talk to your team again, talk to Diane. She will tell you something else that will give you 100% possibility. Just shoot the robot one more time and it's done.

Jump over the hole in front of you and keep going to the right. Go to Icamod at the end of this path. Scare him off and jump to the right. Fall down the next hole. Jump to the right and grab the stone at the end of this short path. Now go back up the hole you fell down and go to the right. Talk to your father at the end of this path and go back down the hole again. Fall down the next hole too. Go to the right and through the gate. Walk to the right until you reach a cutscene.

2.5 - Dual Duel

Drill through the rock ahead of you and use the hover mode. Now you got a new weapon, the shockwave. Use it because it is quite powerful. You will have to shoot two to kill the enemies in this level but they shoot at a quick rate of speed and they will hit almost everybody in front of you. Drill through the rocks after the hole you will hover over. Just keep hovering over holes, drilling through rocks, and avoiding or killing enemies until you reach an earthquake. After this section, you will have to go into the another jet area. Get past this whole area and avoid the flames because they will kill you in one hit.

When you have to kill the next enemy, talk to Davis, Allan, and Banda. Now talk Banda a few more times and then shoot the plane. Keep shooting at it as much as you could. Next chance you get, equip the phaser-gun, if you haven't already. Keep talking to Dan until you have to fight the plane again. When you have to talk to your team again, keep talking to Banda. Talk to him as much as you can before you have to fight the plane again. Just keep shooting it until it falls down to the bottom of the screen and it crashes.

Start off by jumping in the hole above you and going to the left. Fall down the first hole and go to the left. You will eventually reach Icamod. Fight him and scare him off. Go to the left and through the gate after. Jump up the hole there and go to the right. Jump over the first hole you see then go down the

next. Go to the right and grab the stone tablet. Keep going to the right after you grab the stone tablet and jump up the hole at the end. Go to the left from there. Fall down the first hole you see.

Go to the right down here and open the gate. Go to the right and talk to the King of Dinamur. Now go back to the left and through the hole you came in through. Go through the gate at the end of this path and keep going to the right. Now keep going all the way to the right until you reach a cutscene. Now you will have to fight Sogalz.

Now you have to go to the talk section. You have to choose the crystals in the correct order. The order is Green, Red, Yellow, then Blue. Now go to use and use the Star-Light Gun. Now aim at Sogalz and shoot him once in the head to kill him.

3. - Weapons

VZR: T-Form:

Change: Double Shot

This will shoot one shot straight forward and one in front of you going diagonally up.

Drill: Double Shot with Drill

This is the same as the Change weapon but it doesn't have the drill. The drill can't be used as a weapon but it will drill through rocks.

VZR: A-Form:

Change: Three Laser Beams

These laser beams will shoot in front of you and bounce off the walls until they kill an enemy or go off the screen.

Unit A: Spiral Shot

These will spiral around you and they will keep making a bigger spiral until they kill an enemy or go off the screen.

Unit B: Spiral Shield

These will spiral around you for as long as you hold the shoot button. If you let go, they will go in four opposite directions.

VZR: H-Form:

Change: Three Shots

This will shoot three shots in the same direction as the VZR: A-Form but they won't bounce off a wall.

Unit A: Homing Bombs

Shoots homing bombs in all directions and some will home onto enemies.

Unit B: Shockwaves

Shoots shockwaves in both directions killing everybody around you.

4. - Tips/Cheats

Your shield will always regenerate if you wait in one spot for long enough. That will only happen with the VRZ-2.

Most enemies will move while shooting at them in the shooting stages so aim ahead and then shoot.

You could press up to kick when walking. Use that for close combat.

Level Passwords:

Act 1 - 0000
Act 2 - 3196
Act 3 - 3569
Act 4 - 1719
Act 5 - 1024

Game Genie Codes:

SZSGYNSE - Infinite Fuel
SXNGZTSA - Infinite Shields and Life
ZEXITGPA - Start on Act 2, Dyna Crystal
LEXITGPA - Start on Act 3, Magma Falls
GEXITGPA - Start on Act 4, Ziggy
IEXITGPA - Start on Act 5, Dual Duel

5. - Disclaimer

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