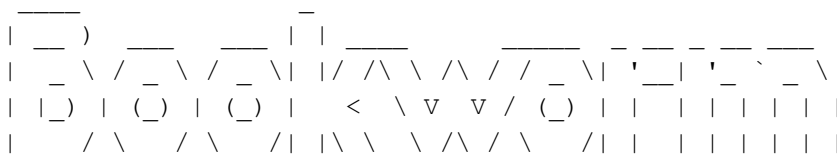


Bookworm FAQ

by PeTeRL90

Updated to v1.1 on Mar 6, 2007



VERSION 1.1

FAQ

By: PeTeRL90

Copyright: 2007-2008

Date Started: March 6, 2007

Date Finished: March 6, 2007

=====
Version History
=====

Version 1.0 - March 6, 2007 - Finished up everything.

Version 1.1 - March 6, 2007 - Added in a little more info.

=====
Table of Contents
=====

- 1.) Introduction
- 2.) Legal Stuff
- 3.) Controls
- 4.) Basics
- 5.) Credits/Thanks

=====
1.) Introduction
=====

Howdy and welcome to my guide for Bookworm for the Gameboy Advance. The Bookworm games are probably one of my favorite time killers, and I've always had fun playing them. Since I wrote a guide for Bookworm Deluxe, I thought I'd write a guide for its counterpart, Bookworm.

=====
2.) Legal Stuff
=====

This FAQ is copyrighted by me, and may be used for personal use. This FAQ may NOT be used for any kind of profit, or be put in any kind of magazine. I write these on my spare time for free, and you shouldn't be able to get money from ripping this, claiming it as your own, and selling it off. You may NOT use this on your website. You may NOT copy and paste part of any part of my work, as that is still plagiarising.

I am no longer allowing any more sites to use any of my present or future FAQs any longer. The only sites that are allowed to use my present and future FAQs are the sites listed below.

ALLOWED SITES TO USE THIS FAQ AND FUTURE FAQs:

<https://www.neoseeker.com>
<http://faqs.ign.com>
<http://www.supercheats.com>
<http://www.gamerhelp.com>
<http://www.honestgamers.com>

=====
3.) Controls
=====

D-Pad - Move the cursor around on the word board.

A Button - Highlight a letter, confirm a word.

B Button - Cancel out of the menu or cancel out a letter.

Start Button - Brings up a menu.

Select Button - Allows you to scramble the letters around.

=====
4.) Basics
=====

Unlike its PC counterpart, there's only one Game Mode you can play, and that's the classic mode in which you can take your time spelling out words.

Once you boot up the game, you'll get a chance to either create a new file for yourself, or load up a file that already exists. You can hold up to 3 files at once.

During the game, you can push Start and a menu will pop up, allowing you to save your game and quit, mess around with some options, or keep on playing.

Status Screen

-If you look on the left side of the screen, you can find your score, a picture of the Bookworm, and the Special Word that you can spell out when it appears. The Bookworm is there to let you know that you either got a level up by getting a certain number of points, or he'll tell you that you're close to getting a Game Over, so make sure to pay attention to what he says from time to time.

Spelling

-This is what the game is based around. Basically, you have a board with a bunch of random letters that are there when you start out. Whenever you clear a word, new random letters will drop from the top. Your words have to be at least 3 letters long, so words like To aren't accepted. For example, let's say this is what part of the board looks like:

A E
ZTP
TNQu
VBR

In that example, you can spell out the word Ate by pressing A over the A, T, and E, and then pressing A one last time after spelling out the word. The longer the word, or the more difficult the word, the more points you can get out of it. Make sure to look around the board carefully, as the bigger words can easily be overlooked. Points also increase a little as you get to the higher levels.

Once you get a certain amount of points, you'll earn a level up. You need to earn more points to reach the next level, as the higher levels require a handful of points for you to advance to the next level.

Fire Blocks

-Aside from the normal blocks, these blocks will determine whether you get a Game Over or whether or not you get to keep playing. Basically after you spell enough words, red blocks will start falling down. These are considered Fire Blocks (though this may not be the official word for them). What Fire Blocks do is burn through letters if they aren't used up. For example, let's say you have this:

Y Qu
NOW
TMU
BAK
RCJ

Let's say that the M block is a Fire Block. The A underneath it will glow a light red. If you don't spell a word with the M, the M will burn through the letter supporting it until you can spell a word with the letter. Once it reaches the bottom, you'll get a warning that it's down there. If you still can't spell a word with the Fire Block, it will drop down one last time, ending your game.

Bonus Words

-As you keep spelling out your words, you'll eventually get Green colored blocks, which are Bonus Blocks. For example, let's say you have this:

P A
NIC
KVT
TZR
WXB

-Let's say the P in Pit is a Bonus Block. If you spell out Pit with that P as part of the word, you'll earn extra points for it. Do note that these blocks can be burned by the Fire Blocks, so make sure to use them if they're about to be burned.

Also if you spell out some big words, Yellow Bonus Blocks will appear. These work in the same way as the Green Bonus Blocks, but you'll get more points from these ones.

Special Words

-As you spell out your words, you'll eventually see a word at the bottom left corner of the screen. These words are Bonus Words. Whenever one appears, and you spell out that word, you'll get a +1,000 Bonus to that word along with the base score from it. However, these words are hard to come by, meaning you need to do a little planning to get the words together if the letters are close to each other, but not exactly adjacent to each other.

=====
5.) Credits/Thanks
=====

GameFAQs and the other hosting sites: For hosting this guide.

PopCap Games: For making such addictive games.

http://www.rootsecure.net/?p=ascii_generator

And a huge thank you to you, the readers. Without you guys, I wouldn't be making these guides to begin with.