

Evolution 2 Guide

by CChan

Updated to v1.1 on Sep 26, 2000

```
Reasghas                                     asdfasaf
asdgeasf asd   asd asdggas das       asd ujs asfgsa rtu asfasf fsasasasd
        asdf asdg asdasdfge fas       hsd ysd asdgau tga asdgasdg fswt  rsa
fsasdgea sdffasds asd  dfs tea       gda gas                wad asg hdsa  hda
safgsdgf asdfar  asf   fas yru       tru tas asd   gsa asr  gsa gdae  jda
asdf      asdt   ewasdgasr tyysdadf tfa asr  ter   asg hxayuhdf heaf ysd
fdsasasd  tw     sdfawds rasdgawe asdfgag asdg gea  bhasha gdat  hsf
fasdgfas                                     ydad  ydu
```

```
tertyasrasfa
asdfasdfgasdf
        asdfa
        fasd
        asdfgasdg
asdgfasdga
```

```
asdgasdgasdga
opdasdtweqrta
```

F a r O f f P r o m i s e

Evolution 2 : Far Off Promise

version 1.1

Last updated: 26th of September 2000

Created by: Clement Chan Zhi Li

E-mail address: saigoheiki@gmail.com

Table of Contents

- <1> Introduction <1>
 - [1.1] About Evolution 2: Far Off Promise
 - [1.2] Copyright info
 - [1.3] Review
- <2> Basic Information <2>
 - [2.1] Controls
 - [2.2] Menu
 - [2.3] Battle Menu
 - [2.4] Saving
- <3> Evolution 2 <3>
 - [3.1] Beginning
 - [3.2] Day Two: Blaze Ruins
 - [3.3] Day Three: Forest Depths
 - [3.4] Day Four: Crypt Maze
 - [3.5] Day Five: Carcano
 - [3.6] Day Six: Yurka
- <4> Lists <4>
 - [4.1] Appraisal Items
 - [4.2] Talents
 - [4.3] Skills
 - [4.3A] Mag
- <5> Miscellaneous <5>
 - [5.1] Story line
- <6> Cheats, Secrets and Tricks <6>
 - [6.1] Gameshark Codes
- <7> Credits <7>

=====
<1> I n t r o d u c t i o n <1>
=====

Hi! I'm Clement Chan and this is yet another Guide I've written, after the exciting RPG called Evolution. I hope this guide will help you a lot through the game, fighting bosses and etc. as some of them may be confusing and difficult.

I hate to say this but my FAQ will contain spoilers, which mean, that some of the story line will be exposed at certain parts. Read this only if you are really, really stuck or just want to know the whole walkthrough.

Feel free to e-mail me anytime you like. You may send your comments, critics, information that is not available on this walkthrough. I will give you an immediate reply because there are times I'm busy with exams.

Take note to AOL users. I've spend three times replying to them and all I got is a return mail from the server. This happen to some of the AOL users because they may have restricted their mails and etc. so I MAY NOT be able to reply to you BUT I will credit you for any information you give.

[1.1] About Evolution 2 : Far Off Promise

This time, Sting surprises us again with Evolution 2, supposedly a sequel for Evolution. The first version, which is in Japanese is released a few months after Evolution and the english version for Evolution 2 was in the year 2000.

As this game is an RPG, most of you will already know the basic concept for all RPGS. You know, HP, MP, magic and the usual battle system against all enemies but this game has slightly different concept, to have FP, TP and Talent.

Whatever it is, this game is longer than Evolution with a story line targeted on Linear with one extra character, Carcano the bandit together with Mag, Linear, Chain, Gre and Pepper. This Dreamcast game uses Dreamcast's hardwares and they function really well. A really exciting RPG after Evolution appears once more.

[1.2] Copyright info

This FAQ is Copyright © 2000 Clement Chan Zhi Li. You can distribute this FAQ as long as its contents are not changed. No. Not even a single letter.

Only Clement Chan Zhi Li can make changes and updates to this FAQ. Any unauthorized changes and updates without my permission is prohibited by law.

If you want to put parts of this FAQ publicly, at least write down the name of this FAQ and the owner's name (mine) together. One more word, don't even send parts of this Guide to other FAQs and write it as your own. I will soon find out.

Evolution 2: Far Off Promise, names of characters, and others are Copyright Sting, UbiSoft, ESP and the rest.

[1.3] Review

If you want to get this game or still doubt Evolution 2's capabilities, read this review and decide on your hard-earned money whether this game meets your needs.

Evolution 2 stands out completely as a terrifically cool sequel to its older brother, Evolution. Despite many bashes it got from many other reviews, it's actually one game that I find extremely exciting with an intriguing story line which made you want to know more about it. Furthermore, lots of new special features which made Evolution 2 a more fun game to play.

Graphics - 10

What can you say about the graphics? They're interestingly cool with sharper and clearer graphics compared to Evolution. Very detailed graphics, colourful pictures and scenery, added with nice, modeled background make this game better. The rendered characters themselves are certainly great to look at. Enemies at least now have better and scarier looks instead of fighting against insects always.

The colours are managed accordingly and the lighting effects are used more often already. At almost all ruins you'll notice the new feature added. Ah, Sting has really done a great job creating Evolution 2. The FMV sequences, set at certain parts of the game are definitely nice with the combination of several graphical elements. Realistic.

Music - 10

Thankfully enough, Sting has done it again by enhancing the background music, making them suitable at each right moments. If you're a rapid player of Evolution, you're sure to notice the difference in the music. Moreover, the clear and realistic sound effects of explosions, hits and others are better than before. Best of all, the remaining voices of each characters could be heard at last, including cute Linear. Most of the time (during dialogues and automatic sequences), you will hear them though they're in Japanese.

Gameplay - 10

More than a sequel! Evolution 2 has been added with more features with a refreshing new look to it that reflects the capabilities of Dreamcast and Sting, for producing this type of RPG. Not that I want to say that Evolution is now not a nice game all together but Evolution 2, you know, it's longer and fun.

As a normal RPG would have, you'll expect to find HP and all other similar stuffs. This game follows almost the same as Evolution, having a Cyframe, a type of weapon that adventures would use, special attacks which would drain FP out together with a new option to the game, Talent. Talent will automatically upgrade to a better one when you use it more often without telling you what it has upgraded into. The downside is, some characters' talents are restricted to a certain number of times while some can be used always but must be 'recharged' first.

More types of parts for the Cybernetic Frame (better know as Cyframe throughout the game) which an extra attack for all characters which you can also get but harder. In order to learn new skills, you'll need to use TP, which are automatically earned throughout the battles. This new enhancement makes the attack much stronger and more effective against new enemies.

Fortunately, Sting has decided to remove the 'automatically generated ruins'

through the game which made ruins more easily to be navigated. Only one part of the game which has this old type of feature, the Tower of Despair, a special tower created for you to practice and upgrade your skills here. The floors will be much higher the more ruins you've been and conquered and at the highest floor, you're sure to get a special item, be it a special part for your Cyframe or just a cool accessory of item.

Talk about accessory, you can now equip two instead of one as restricted before. Whenever you buy your items, you can see whether it will upgrade your status or downgrade yours instead of telling after you had bought it as in Evolution. As you're now in the new town of Museville, you can buy special tickets for the lucky draw by using Prehistoric Coins which could be found in ruins and battles against enemies.

You can now take more items, as the adventure goes on. You can even combine items into much more powerful ones or just make it into one full set in order to save space for other items. Find more appraisal items and the correct ones can be combined into Rare Appraisal Items which you can sell in a higher price and get more money. When you had finished the game, you'll see how you rank yourself, whether, S, A, B, C or lower so collecting appraisal items, what level you are now, how many battles you've gone through and etc. affects this.

There is also one new character you can play as, other than your good old main character, Mag Launcher, the mysterious girl Linear, the Launcher's family butler Gre, Mag's rival Chain and Pepper. So many choices, you'll find it hard to choose who to select into your party (only three in one party) as every character has their own special abilities and attacks.

Story - 10

If you had played Evolution, you'll understand what had happened and what battles they had gone through before. If you don't want to buy Evolution just to know the story, you'll know it here. Just a brief one what had happened (some from Evolution 2 official website), in Evolution, Eugene from the Eight Empire Army head to Pannam Town in search of Evolutia, the legendary Cyframe.

Eugene kidnapped Linear and found out that Evolutia was really Linear (then why can't we choose Linear in her Evolutia form?)! Mag, Gre and his other best friends, Chain and Pepper crash-landed on Eugene's ship and went for a huge battle. Linear used the power of Evolutia to restore Mag back to life and rescued him.

It has been a half-year after the riot with the Eight Empire army. The Society field office in Pannam Town received a request from the Society museum in Museville, which is located far south of the Palldian continent. The request was to send the best adventurer in Pannam. Never one to avoid challenge, Mag Launcher rises to the call and boards a transcontinental train with his friends, Linear, Gre and Chain to head to Museville. Uncertain as to why he has been called, Mag's new adventure begins the moment his train leaves the station, against a new, secret enemy with a struggling story line of Evolutia!

Replay Value - 7

Replay? I won't expose any spoilers but Sting has managed to do something in order to let you replay the whole game again, while accomplishing a new task (if you are an Evolution player, you'll guess it right) that you haven't and won't do when you start a new game. When you replay all together, this don't really fit in the near-ending story line but oh well, if you've got nothing to do, you can re-sharpen your fighting skills again. The downside? You'll start at Level 6 once more, no matter how high your level is before.

Overall - 10

A fun and longer sequel and I've always made the right choice on Dreamcast games. Sting managed to surprise us once more with its English and Japanese version of this game (mind you, get the English one!) and better English translations with almost no grammar and spelling mistakes. As I had explained thoroughly to this game, grab enough money out of your wallet and you'll see that Evolution 2 don't really burn your pocket.

Mag

- Better and enhanced graphics!
- Voices in Japanese! Cool!
- Longer, better and super sequel!

Launcher

- Ruins, ruins, ruins...
- Few bosses are a bit hard.
- Replaying it is a bit disappointing.

[1.4] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled in with spaces and etc., it's because your browser did not view it at the right width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches), look for Right and type 0.8" in it. That way, you could view this guide neatly as it is meant to be!

=====

<2> B a s i c I n f o r m a t i o n <2>

=====

Evolution 2 controls have been changed slightly but still, you could easily get used to it (except for me. I keep figuring out how to bring up the menu until after the first ruin). Anyway, at this section, you'll find out the basic thing that you need to understand before you're steered away to the real game.

[2.1] Controls

You can still change the default controls if you don't like the feel of the real ones. Here's the list of each buttons do (for the default controls).

- D-Pad - Move characters up, down, left and right.
- Analog Stick - Move characters up, down, left and right.
- A button - Activate items, destroy secret walls, confirm and others.
- B button - To cancel and jump.
- X button - To change the order of the characters.

- Y button - To arrange items.
- L button - To change the camera and to change from menu to menu.
- R button - To change the camera and to change from menu to menu.
- Start button - To bring up the menu.

[2.2] Menu

- Items - Select items that you want to use.
- Skills - You can learn any moves for your characters once you have enough TP.
- Equip - Equip any weapon, armor or accessory that is suitable for your character.
- Status - See your character's status in this screen.
- Party -
 - Battle Formation - Select your character's position during battle.
 - Disperse Party - Take away any optional character that you use.
- System -
 - Sound -
 - Sound type : Stereo Mono
 - Event sounds : On Off
 - SFX volume : 1 2 3 4 5
 - Music volume : 1 2 3 4 5
 - Low <---> High
 - Text Speed -
 - Fast
 - Normal
 - Slow
 - Window Color -
 - Blue Green
 - Red Yellow
 - Map Options -
 - Normal size, scroll
 - Normal size, synchronize map with camera
 - Large size, scroll
 - Large size, synchronize map with camera
 - Normal size, fixed position
 - Vibration -
 - Vibration on
 - Vibration off
 - Key Assignment - Assign your buttons to perform certain moves.

[2.3] Battle Menu

- Attack - Attack enemies with your character's respective weapon.
- Skills - Use your character's special attacks against enemies. Use FP.
- Talents - Use your character's talents that don't use FP. Will upgrade itself to a better version based on number of times it have been used.
- Items - Use items either to cure party or attack enemies.
- Move - Move towards the front row or back row.
- Defend - Defend oneself. Enemies' attacks will be cut into half.
- Escape - Once all your characters are in the back row, use this option to escape. Will not work against bosses or if your characters are in other rows.

[2.4] Saving

Saving is slightly different than Evolution. Instead of searching for a save point, you can now save anywhere by going to the menu except in ruins (which you must search for a save point there).

In the Tower of Despair, you cannot save at all except using the pause saving by selecting Save & Exit when you go up or down the levels there.

[2.5] Combining Items

Yes, you can combine certain items to make it to more powerful or into one set to save some space for other items. Example, you can combine two Naolins together to create Naolin Set [2] and combine another Naolin with it to make Naolin Set [3]. Some items like Red Viper cannot be combined. Wind-protection Pack combined with another Wind-protection Pack will give you Typhoon Shield. Try it! It's really exciting to see what items you can form.

=====
<3> E v o l u t i o n 2 <3>
=====

The real walkthrough is beyond this section. Find the parts which you're stuck and try the tip tht I gave to see whether it works. If you don't, drop by an e-mail to me at saigoheiki@gmail.com and you'll see your reply quickly. Also, please remember that this walkthrough is based through my experience and fighting bosses are based on which characters I choose. If you want to follow my FAQ easily, use the characters I choose.

[3.1] Beginning

You'll start by a nice music together with a train chugging around. Next, you'll see Mag running after the train because he's late. The emergency alarm will then rang and Nina will explain that there are many bandits around this area and the alarm has been installed for safety precaution.

Once you get control of Mag and his party, run towards to the front (by going to your right) and you'll see Chain. Chain will say (when you talk to her the second time) that she's not the one who cause the alarm. Go back to the left and you'll get to see an automatic sequence of Carcano.

Fight with him. It's an easy battle so just slash him and his two henchmen. I'll be surprised if you lose in the battle. Right after that, head back to the tram that you came from and talk to Nina. Apparently, Carcano has ran off with his real objective, an appraisal item that was going to be taken to Museville while distracting Mag.

Once your reach the town, you might want to wander about, try some controls to get used to the basics of the game (and the town, it's most important that you don't get lost). There will be a mini-map to show you where you are and in your first day here, you can't buy any items or weapons. Occasionally, you may see Julia, the little puppy.

After you are quite satisfied, head back to the hotel, it's opposite the bar and is orange in colour with a fountain. Enter it, talk to Gre and then the manager. Select 'Let's hit the sack!' and you'll be asleep.

[3.2] Day Two: Blaze Ruins

The next morning, you'll see Linear at the hotel garden. Yurka will appear and introduced himself and have a little talk with her. Then, he'll fly away and be gone (ain't that mysterious now to you?).

Head to the Society (on the map, it's at the north) and talk to Lisa, the receptionist. Go upstairs and head to the second door you passed. Professor Whitehead and Nina will start talking to you and if you had played Evolution before and have the save file in your VMU, he'll say about how high your level is in the previous game.

After getting your assignment (and through lots of 'ehems' from Whitehead), go down and talk to Lisa again. You might want to hear about the exhibits which is the door on your left and right or hear more about Blaze Ruins.

Choose your character, whether Gre or Chain and buy some weapons, equipments and items for yourself (and upgrade your Cyframes too if you want. The shop is south and near the entrance, you'll need to jump on stairs to enter it). Buy Wind-protection Pack too but it's not a must.

I recommend that you head to the Tower of Despair which is located on the west (if you don't want to, it's all right) to get lots of TP and items from enemies but very few experience points. On every ruin you go, PLEASE bring at least one Escape Incense (buy it at the Item Shop). If you don't want to do so, it's fine.

Blaze Ruins - 5 Floors

Secret items to obtain: Map of Blaze Ruins and Old Doll.

This level is pretty straightforward. You can demolish stones to get hidden treasure boxes. On Floor 3, fall down a brown hole and you'll gain access to a secret place in Floor 2. Grab the items there, Map of Blaze Ruins, Old Doll and other curative items.

Look out for treasure boxes and try and fight every single enemy to gain lots of experience points and TP. Actually, there is not much to say. Once you reach Floor 5, save the game there and head towards to the transporter to bring you back to the town to get full HP and FP. Then, head to Blaze Ruins at Floor 5. Press open the button (slightly hidden) and walk towards the door to fight a boss.

Boss - Storm Bird

Mystery Sound - Wouldn't hurt you but you need to be careful because it will sleep you (?).

Gust - Will attack your whole row.

Wind Breath - Will attack your whole row and throw you to the back row.

If you have Magna Combo, use it on this enemy. Any of your special attacks will do very well against it. Linear should cure (Serious First Aid work perfectly here) and use Protection Spell and Strength Spell. There is not much to say as this boss is really easy. Just continue using special attacks and if your FP runs out, use normal attacks. Repeat until it dies.

Once you finished fighting, Mag will be happy and smiling all over with Linear(what happen to the other character?). Suddenly, the monster came back to live but a blast hit it and it flew to the other side. It's Pepper! Apparently, she had been asked to search the ruin too but since Mag got there first, he'll take the treasure.

A short FMV will take place and he'll get the Lapis orb. You'll be automatically transported back to the Society and Professor Whitehead will ask you to go down to the receptionist to receive your reward. If you use Chain, she'll take some of your share but if you use Gre before, he would not touch it (remember, he is the Launcher's family butler).

Sell any appraisal items you have and if you suspect any of them can be combined (but cannot be combined because you have missed some of them), keep it. Once you're finished, head back to the hotel and have a good night sleep. Keep any items you don't use or sell the useless one.

Linear will play with the ocarina and Gre and Chain will talk to each other. Some parts of it is really funny but I don't know whether it's humourous to you. Anyway, Mag will appear and the whole talk is cut off.

[3.3] Day Three: Forest Depths

Head to the Society, grab your assignment and choose your characters (I prefer Pepper the most. She's really powerful of the lot). By the way, if you're scratching your head over the Old Doll that you got from Blaze Ruins, you can make use of it.

Go to the weapon shop and talk to the guy inside it. He'll want to change your Old Doll for a Fashionable Chain. Head to the Item Shop and talk to the person inside it. He'll trade it for Meissen Ornament. Now, head to the Lottery Shop and talk to Anita. She'll exchange your Meissen Ornament for a Dowsing Stone. Now, you can check secret rooms by using your Jump Pack and VMU. Cool, huh? After getting it, head for Forest Depths.

Forest Depths - 10 Floors

Special item to obtain: Map of Forest Depths

Forest Depths is a different ruin as it is almost like a jungle. The first floor will contain jet parts for Chain. There will be boulders and try to grab all the four treasures there.

After that, the rest is up to you. Enemies can be real difficult but just attack with all your special attack you've got. If you ever have the urge to exit, do so with your Escape Incense and buy a new one later on. Then, head all the way up to the tenth floor and exit the ruin (as explained in the Blaze Ruins).

You'll find yourself back at Museville and head back again to Forest Depths. Save there and prepare for another battle with the boss.

Boss - Blocker

Spiral Upper - A powerful attack against one character.
Chest Beam - An equally powerful attack against one character.

Smoke Bomb - A smoke attack against all characters.

Basically, this boss use the same principal as when you attack Storm Bird in Blaze Ruins. Use your most powerful attack (not Dive Punch or Mach Punch), preferably Magna Rave, Magna Combo or Magna Punch and your other 'optional' character's powerful attack.

Linear should always cure your party and use Protection Spell and Strength Spell (together with Agility Spell, if you had learned it). Attack this boss until it bangs itself head first into a wall and exploded.

Finish that, talk to Whitehead and collect your reward from Lisa. Pepper or Chain will take some of your money while Gre wouldn't. After that, exit the Society and go out.

Then, you'll see a cut-scene of Whitehead and Yurka talking about the Orbs that they are collecting. Now, you can go back to the hotel and keep any unwanted items or sell them. Then, sleep for the day.

Yurka will appear once more and destroy the balcony flower. Linear will use her healing powers and the whole row of flowers are alive again! After some more talk about Linear giving power to Yurka, he'll go away.

[3.4] Day Four: Crypt Maze

Next morning, head to the Sociery once more and get your assignment at Crypt Maze, a cold freezing place. Select your character and buy some weapons, items or upgrade your Cyframes. You may want to get Cammies, to protect against fire and ice.

Head to Mrs. Valeria's house (next to the Item shop) and talk to Veronica. She'll give you a small quiz so do enter it. "What's the name of the lady at the Loterry shop?" In case you don't know, it's Anita. Answer it correctly and you'll get a Coconut as your prize (cures 650 HP!).

As usual (as what I always did), you can choose to go to the Tower of Despair to get the powerful item on the highest level and to gain more TP.

Crypt Maze - 15 Floors (Basement)

Special item to obtain: Map of Crypt Maze.

Be prepared as this place is way slippery at certain points and a bit foggy. Enemies are bigger and harder than ever (depends on your characters' levels). There's one floor that is crammed full with enemies (I guess around Basement Floor 10). Find your way at the south and then go up the stairs. At the other floor, head east go down the stairs and continue your way.

Beware of Rhinoceros and Super Horn. They will unleash powerful attacks but their agility is quite low so attack them with your special attacks (espeacially those agility-lowering enemies). Find your way to Floor 15, exit to Museville, save if you like and re-enter the ruin. Look for the door, enter it and prepare to fight the boss.

Boss - Pomornik

- Vice Press - This will sort of 'squash' one of your characters to make them long and thin and hurt them at the same time.
- Freeze Volley - Pomornik will unleash ice attack that affects all characters.
- Auto-Repair Function - This will cure Pomornik's life a little bit (rather than Prince Eugene's Naolin 3000 in Evolution).

Basically, use the same ol' technique. Attack, cure, attack, cure, attack cure. Linear should cure whenever it's half of the life already and use Protection Spell, Strength Spell, Agility Spell and other useful cures. Mag should use Magna Rave, it's hyper effective against a boss like this.

Using the optional character like Gre, Chain and Pepper helps too. Gre may use Critical or any Mag-only type powers. He can also help to cure if it's not Linear's turn or extremely urgent matters. Chain, on the other hand, can help Mag by attacking while Pepper can do the same.

Right after defeating Pomornik, Mag will take the treasure and the almost-same scene will appear again (what a cool-looking robot!). Take the Amber orb back to the Society and take your most-deserved hard-earned money. After all, you go through those tough battles and it's worth it.

Now, talk to Nina and as usual, she'll give you her long rant about conquering the ruins. Then, she will ask Mag whether he heard anything from Pepper. Choose between "No, what do you mean?" and "Oh, that...?". None of them are really funny but if you like, you can answer "Oh, that...?" and she will reply "How embarrassing!"

If you want to know what's happen, exit the Society and talk to Pepper and ask "How are you feeling?". She'll then tell you about it. Ask her yourself. I'm not going to reveal what she had said exactly.

Then, head back to the Hotel, keep any items or sell them and hit the sack. You'll see a cut-scene where Linear is hanging out at the balcony. Mag will be there and ask her to go back so that she won't catch a cold (what a caring person).

[3.5] Day Five: Carcano

Just like any other days, wake up and head for the Society. Go upstairs and talk to Whitehead. He'll tell you that Carcano had put off a robbery and stole all the Society Appraisal items (the ones that Mag have been getting). Apparently, a bug had been put at the items and they can just generally say that he's in Pine Village.

Buy any powerful items and weapons that may suit you, upgrade your Cyframes and most importantly, go to the Tower of Despair if you want to. You can now go up to Level 40. Go to the entrance (the place that you can choose whether you want to go to other ruins or not).

Top-left will be a selection for Pine Village. Select it and go there. Once you reach there, you may want to press Y to go to first-person view mode. Now, you must find Carcano.

From where you stand near the entrance, head right and climb the stairs to the

top. Head a little bit to the left and you'll see a ladder which you can climb. It's located in the middle against a wall. Enter the door and you'll have a nice little cut-scene where Carcano sent them down to the basement for a trap!

Bandit's Trap - 3 Floors (Basement)

Important item(s) to obtain: Map of Bandit's Trap and Recovery Blast Level 1 (Pepper)

There will be a Level 26 enemy, a scorpion-like and SaberLynx. Most of all, try and keep your Level about 30 and you'll find fighting with Carcano and the other enemies easier.

You must remember now that you have to go UP instead of down (to find your way out, of course). Basement 3, where you first start, will have a locked door so you need to go all the way up and find the key. In Basement 2, you'll also find Recovery Blast and Map of Bandit's Trap. Remember to equip Recovery Blast to Pepper, it's important and crucial later on.

Anyway, just fight your way right to the top, get the key, go all the way down (easiest way is to jump down a hole) and you'll reach Basement 3. Use the key and open the locked door (all automatic, you just need to press the A button at the door). Then, go all the way up back while fighting against enemies.

Save your game at the savepoint nearby and press the A button at the ladder to go up. Prepare for the battle against Carcano!

Boss - Carcano (Level 35)

Wire Drill - An attack which will pull your character to the front row while hurting him or her.

Drill Attack - A powerful drill attack against one character.

Boss - Bandit Henchmen 1 and 2

Attacks:

Death Punch - A powerful death blow against one character.

If you've learned Magna Reverse or Grand Beam, use it against your three enemies. It's important to kill the two Henchmen first and then concentrate on Carcano himself as the Death Punch, delivered by the two Henchmen could lower your life a lot.

This strategy is for characters Level 32 and higher (from my personal experience). Actually, one Magna Reverse added with Pepper's Grand Beam is enough to kill the Henchmen (if you're on Level 32 or higher). Then, finish Carcano off with Magna Rave and Super Beam.

If you don't have Magna Reverse at all or even Grand Beam OR Level 31 and lower, it's going to be a bit difficult. You'll need to concentrate attacking the Henchmen and then Carcano (or eitherwise, as I killed Carcano first before the Henchmen once). If you use Gre or Chain, just attack the enemies normally, while curing and using useful attacks such as Critical and etc.

It's not at all a hard enemy, just depending on the Level you are now and special attacks that you've learned.

After fighting, you'll have a short talk with Carcano. Then, Mag will hear someone calling him (I'm positive that you know who's the person who called him). Head outside (it's almost dark out there) and walk all the way to the entrance as Mag will keep hearing and talking.

Later on, you'll see a cut-scene with Mag and Yurka. He'll ask you stop being together with Linear and she herself will appear. She'll prevent Yurka from hurting Mag further but will ask Mag to 'stop talking bad things of Yurka'.

Mag will feel surprised towards Linear and feel a little cold about it. Now everyone will have the wrong idea (this proves out but talking to people at Museville later on).

Anyway, you'll sleep at Carcano's hideout and awake the nice day. If you're loaded with money, you may want to buy Appraisal items at one of the shop there or buy any other accessories as they're not available anywhere. Return to the entrance and you'll be automatically at the Society.

Chat with Professor Whitehead for a while and go down to get your reward. Head back to the hotel and keep or sell any useless items that you got (like Puriol and others). You may choose to take off any accessories or weapons off Linear as you won't be able to use her later. Then, sleep for the day.

You'll see another cut-scene of Linear and Yurka talking together. Yurka will tell Linear that she'll just be a load to Mag and ask her to leave him.

[3.6] Day Six: Yurka

In the morning, you'll see Gre running down the stairs (in a real funny way), stating that Linear has disappeared!

Then, you'll have a long talk with Gre and Chain so head to the Society afterwards (Prepare for a cut-scene between Linear, Yurka and Whitehead later on). The door to the Society has been locked and Pepper will appear suddenly. After some more discussion, Mag will decide to bring Carcano in.

Carcano will agree and show you how he pull off a robbery and enter without anyone seeing him. He'll open the door and you can now go in. Choose your characters (I use Pepper and Carcano) before you go inside. Buy any powerful weapons or armors and PLEASE, buy Escape Insence. It's crucial later on. You can choose to go to the Tower of Despair first to get lots of TP. Head towards Professor Whitehead's room and Mag will talk to him.

Save your game first and jump to the teleporter. You'll be in a new world of dungeons.

Society Dungeon - 25 Floors

Quite a big number right? Try and fight every enemy you see if you want to Level up yourself. Currently, you can go up to 16 Floors for the first part. Just fight your way through, while collecting treasures and important items. Once you're in Floor 15, exit by using Escape Incense from the dungeon to automatically cure yourself.

Remember to buy Escape Incense first from the Item Shop and three Almost-broken Light (equip them or any other status-preventing accessories). Then, head towards the teleporter near you (at the Society entrance) and choose Level 15 (Remember to save first!). Head towards Level 16 (without any enemies disturbing) and you'll see Linear and Yurka. Yurka will try and prevent you to go any further and as you may guess, you'll battle with him.

Boss - Yurka (Level 59)

Natural Disaster - A well-hated attack from me which will wipe off a great deal of life from all of your characters.

Absorb HP - He'll absorb a little of one of your characters' HP and cure himself. If you left 1 HP (that's what happened to me!), he can only absorb 0 HP.

Spellbound Blindness - It'll blind all of your characters while lowering their HP a bit. That's how your Almost Broken-Light come in handy.

Time to Freeze Solid - Not really that powerful but will still hurt all of your characters all the same.

How to defeat him? Remember to get all of your characters at least Level 51 and above (that's why you should fight ALL enemies). He's a bit hard and Pepper is down when I succeeded in defeating him.

Pepper should use her Recovery Blast more effectively while other characters attack (Magna Rave and Tower Bringer, no Magna Reverse and other all-enemies attack as they are not really good).

The only thing I can say is that you'll have to use your Naolin Royal+ much more often (if you got lots of them) and other curative items. Use your Green Moss and Blue Moss when you see your character's FP is low, or even Cosmos which will cure one of your character's HP and FP to the fullest.

Once you defeat him, you'll be treated to a FMV of the ancient civilization with Yurka briefing you. Then, you'll have to enter the door with Yurka and Linear escaping. Professor Whitehead and your two other optional characters which didn't join your party will come together.

He'll leave you a teleporter which could be used to go back down to the Society anytime.

Society Dungeon - 25 Floors

Special item to obtain: Map of Society Dungeon

Continuing from Floor 16, you'll have to go all the way to Floor 25. You'll fight dinosaurs, Spider and Giant Spiders and other ancient forms. Seek for treasures and remember, you can jump on to the moving platform but be careful that you don't fall down to the wide hole.

Remember to collect the Map of Society Dungeon by looking everywhere (including secret passages). Once you reach the top, grab the Naolin Royal and the other item and then save. Head up the stairs and you'll find the Ulticannon standing there.

It will be a totally LONG cut-scene so enjoy it to the fullest. After that,

you'll see the Ulticannon changing to its evil form with Yurka inside it.
Prepare for the final battle!

Boss - Ulticannon (Level 65)

- Temptation to Sleep - It will be used against all of your characters but only occasionally it would sleep one or two of your characters.
- Life-Weakening Beam - A powerful laser beam against one of your character.
- Sublimation of Humanity - An attack against all of your characters.
- Gravity Free - Will make the ground and your characters fly up to the air and drop all of them on the ground (your formation will be changed).
- Return to Nothingness - If you use Typhoon Shield or other increasing status items, it will use it and make your character back to normal (and even cure your sleeping character!)

At least Level 57 and above is needed here. If you have Santa Maria, equip it! Any sleep-preventing accessory is also needed for this fight. Despite being a final battle, if you have a higher level, Ulticannon will be an easy fight.

Use Magna Rave repeatedly and Carcano should use Tower Bringer too. Pepper must remain to cure all of your characters and revive with Viper Blast if one of your characters died. Like other bosses, just attack and cure, attack and cure. If your FP is low, use Green Moss or Blue Moss if you have them.

Once Ulticannon is destroyed, prepare for a long and heart-wrenching cut-scene (not really!). Yurka will die and fly off to the sky, leaving the Evolutia feathers behind. After finishing the cut-scene, you'll see yourself at the Millenium Express with Gre and Whitehead. Linear is not there and Gre asks you to fetch her at the hotel.

Head towards the hotel and you'll see Linear very sad. Mag will talk to her and give her the present and a letter. See the credits roll off and save the game. Check how you fare towards the whole adventure (I got an A-rank - First Class Adventurer for my first time through!).

No, it's not yet finished. You'll see the party in the train and Gre will open a letter. You'll have to pay a debt amounting 300,000 dinars for a one-week stay at the hotel! Then, you'll start all over again but on your second time through, you'll see lots of new features added and a few changes.

=====

<4> L i s t s <4>

=====

This section will have an in-depth lists on Appraisal items, Talents, characters' special attacks and others.

Lists section completed - 45%

[4.1] Appraisal Items

For the appraisal items, there are only a quarter of the items which I will include the prices. If you could help me with this incomplete list, feel free

to do so and send it to me at saigoheiki@gmail.com and I'll credit you for them.

My own Appraisal Items found:

No. 122 found
61% Complete

This section's Appraisal Items:

No. 136 listed
68% Completed

This section's Appraisal Items' prices:

71/136 Appraisal Items

001 - ??????

002 - Broken Light
Light that used to be used for adventuring
[Appraisal Item]

003 - ??????

004 - Small knob
Knob for turning something
[Appraisal Item]
\$460

005 - Thin plate
Small, thin palm-sized plate
[Appraisal Item]
\$570

006 - Broken cooking stove
Cooking stove with a slot for something
[Appraisal Item]
\$330

007 - Blue tube
A long blue tube
[Appraisal Item]

008 - Small blue car
Small 4-wheeled toy car
[Appraisal Item]
\$100

009 - Old opera glasses
A broken tool for letting you see far off things
[Appraisal Item]

010 - Small chip
Small black oblong chip
[Appraisal Item]
\$250

011 - ??????

012 - Color monitor

Large square box with glass on the side

[Appraisal Item]

\$1600

013 - Small metal rod

Small metal rod with a groove

[Appraisal Item]

\$1000

014 - ??????

015 - Archaeophage fossil

Fossil of Archaeophage, ancestor of the Phage

[Appraisal Item]

\$1400

016 - Broken Cyframe

Completely smashed, useless Cyframe

[Appraisal Item]

\$300

017 - Motherboard a

Board with many narrow silver lines

[Appraisal Item]

\$550

018 - Motherboard ß

Board with many very narrow silver lines

[Appraisal Item]

\$650

019 - Reeled tape

Long tape wound up tightly inside a small case

[Appraisal Item]

020 - ??????

021 - ??????

022 - Adventure Novel 1

The battles of Red the Adventurer

[Appraisal Item]: Volume I

\$100

023 - ??????

024 - Adventure Novel 3

The battles of Red the Adventurer

[Appraisal Item]: Volume III

025 - ??????

026 - ??????

027 - ??????

028 - Love Story 1

Passionate love story of John and Kara
[Appraisal Item]

029 - ??????

030 - Love Story 3
Passionate love story of John and Kara
[Appraisal Item]

031 - ??????

032 - ??????

033 - ??????

034 - ??????

035 - Smiley doll
Smiley doll that makes you feel happy
[Appraisal Item]

036 - Huge glove
Leather glove so huge you can't wear it
[Appraisal Item]

037 - Crystal
Sparkling clump of crystals
[Appraisal Item]

038 - ??????

039 - Shiny disc
Mysterious rainbow-colored disc
[Appraisal Item]

040 - Big shiny disc
Big rainbow-colored disc
[Appraisal Item]
\$1030

041 - Propane tank
Spray-size propane tank
[Appraisal Item]

042 - Perforated tank
Gas tank of unknown use
[Appraisal Item]

043 - Small engine
Looks like a very small engine
[Appraisal Item]
\$800

044 - Big engine
Big engine with a large turbine
[Appraisal Item]

045 - Book on making ethane
Describes how to make fuel
[Appraisal Item]

\$630

046 - Astral projection book
Structural theory and projection methods
[Appraisal Item]

047 - ???????

048 - Tachyon theory book
A book from the prehistoric age
[Appraisal Item]
\$740

049 - Z boson fusion book
How to generate new materials
[Appraisal Item]
\$500

050 - Sooty pot
Poorly-made worthless pot
[Appraisal Item]
\$2000

051 - ???????

052 - Black box
A box with lots of buttons
[Appraisal Item]

053 - Broken telescope
A broken old precision telescope
[Appraisal Item]

054 - Crystal offering vase
A beautiful crystal vase
[Appraisal Item]
\$390

055 - Rainbow-color feather
A pretty feather used for decoration
[Appraisal Item]
\$300

056 - Cloudy lens
A lens that can be used in something.

057 - ???????

058 - Automatic computer
Big device for even complex calculations
[Rare Appraisal Item]
<010 Small chip + 012 color monitor + Motherboard β>
\$4500

059 - ???????

060 - ???????

061 - ???????

062 - ??????

063 - Unexploded shell

A used shell that did not explode

[Appraisal Item]

\$20

064 - Hourglass

Measures a period of time with falling sand

[Appraisal Item]

065 - Backward-running clock

Clock with its hands running backwards

[Appraisal Item]

\$100

066 - Astronomical telescope

Telescope for observing the stars

[Rare Appraisal Item]

<053 Broken telescope + 056 Cloudy lens>

067 - Spoiled canned goods

An old dangerous can that is bloated

[Appraisal Item]

\$250

068 - Bent parasol

A huge bent parasol

[Appraisal Item]

069 - ??????

070 - Red capsule

A capsule containing solids

071 - Transparent capsule

A capsule containing liquid

[Appraisal Item]

\$500

072 - ??????

073 - Ice crystal

A kind of arctic crystal

[Appraisal Item]

074 - Leaden mineore

Lead ore often found in mines

[Appraisal Item]

075 - ??????

076 - Slate shard (top R)

Says 'Put...' or something

[Appraisal Item]

\$10

077 - Slate shard (top L)

Says 'all hope'

[Appraisal Item]

\$10

078 - ???????

079 - ???????

080 - Broken gear
Beat-up gears that can be put into something
[Appraisal Item]

081 - ???????

082 - Flowered portrait
Portrait done with many flowers
[Appraisal Item]

083 - Golden portrait
Portrait entirely of gold
[Appraisal Item]
\$170

084 - ???????

085 - Hoop
A big hoop made of a light material
[Appraisal Item]

086 - Small bottle
Bottle containing a small ball
[Appraisal Item]
\$50

087 - Pictorial fauna guide
A pictorial guide to ancient fauna
[Appraisal Item]

088 - ???????

089 - Broken trolley wire
Electric wire formed into a circle
[Appraisal Item]
\$100

090 - Bouncy ball
Mysterious ball that bounces high
[Appraisal Item]

091 - Small motor
Small motor fixed to a dirty box
[Appraisal Item]
\$90

092 - Junk board
Board that looks like a junk
[Appraisal Item]
\$120

093 - ???????

094 - ???????

095 - ???????

096 - ???????

097 - Fried-egg medal

A medal from some ancient country

[Appraisal Item]

098 - Rounded metal triangle

Has a big hole in the center

[Appraisal Item]

\$5

099 - Instant adhesive

Glues broken things back together

[Appraisal Item]

100 - Red/blue eyeglasses

Eyeglasses with different-color lenses

[Appraisal Item]

101 - ???????

102 - Thick cable

Very thick cable

[Appraisal Item]

\$600

103 - ???????

104 - Old fountain pen

Fancy pen from an ancient age

[Appraisal Item]

105 - Crab signboard

A large crab-shaped object

[Appraisal Item]

\$160

106 - ???????

107 - Musty device

Device said to suck in air

[Appraisal Item]

\$620

108 - Round target

A target used for something or other

[Appraisal Item]

109 - Broken arm

A small robot-type arm

[Appraisal Item]

\$310

110 - Glass cylinder

A long cylinder made of glass

[Appraisal Item]

\$150

111 - Smashed photograph

An old faded photograph

[Appraisal Item]

112 - Foot pedal

Though to be some sort of foot pedal

[Appraisal Item]

\$290

113 - Small valve

A very small valve

[Appraisal Item]

114 - Large valve

A large, heavy valve-like item

[Appraisal Item]

115 - ???????

116 - Broken motor

Looks like some kind of motor parts

[Appraisal Item]

\$160

117 - ???????

118 - ???????

119 - ???????

120 - Statue's shard

Stone shard from a broken statue

[Appraisal Item]

\$300

121 - Fungus spores

Mushroom spores taken from a Fungus

[Appraisal Item]

\$310

122 - Poison flower seeds

Seeds shot from a Poison Flower

[Appraisal Item]

123 - Self-destruct circuit

Part dropped from a Bomb Pod

[Appraisal Item]

\$500

124 - Gun pod part

Part dropped from a Gun Pod

[Appraisal Item]

\$520

125 - ???????

126 - Old empty cartridge

Empty prehistoric Mech cartridge

[Appraisal Item]

\$300

127 - Chestnut's thorn
Thorns from a chestnut
[Appraisal Item]

128 - Havoc's propeller
Propeller attached to the top of Havoc
[Appraisal Item]

129 - ???????

130 - Spider bolt
Large bolt; probably a Spider part
[Appraisal Item]
\$700

131 - Two rings
Steel parts with two overlapping rings
[Appraisal Item]
\$37

132 - Red cloth
Pretty red decorative cloth
[Appraisal Item]
\$20

133 - Star-shaped cloth
Cloth with tiny stars
[Appraisal Item]

134 - Net-covered box
Mystery box with a net over the top
[Appraisal Item]
\$90

135 - ???????

136 - Long scissors
Scissors with very long handles
[Appraisal Item]

137 - Old world map
Map of the world in ancient times
[Appraisal Item]

138 - ???????

139 - ???????

140 - Mystery cube
Palm-sized cube with colors on each side
[Appraisal Item]

141 - ???????

142 - Cat sculpture
Cat sitting with one front paw beckoning
[Appraisal Item]
\$29

143 - Broken ice axe

A sharp pickaxe-shaped item with a broken handle

[Appraisal Item]

144 - ???????

145 - Rusted rod

A rod covered with rust

[Appraisal Item]

146 - Rusty claw

A large claw-shaped item

[Appraisal Item]

\$25

147 - Brown aromatic wood

Natural aromatic wood with a clean smell

[Appraisal Item]

\$1200

148 - Beige aromatic wood

Natural aromatic wood with a sweet smell

[Appraisal Item]

\$980

150 - Broken camera

Old-type camera with a large lens

[Appraisal Item]

\$210

151 - ???????

152 - Broken cane

Plastic rod that looks like a cane

[Appraisal Item]

\$16

153 - ???????

154 - Oblong pottery

Tall, thin piece of pottery

[Appraisal Item]

155 - ???????

156 - Clogged tube

Tube with something clogging it

[Appraisal Item]

157 - Round-bladed scissors

Steel scissors with round blades

[Appraisal Item]

\$15

158 - Small card

Small card made of metal

[Appraisal Item]

159 - Glass fruit

Small fruit made of glass

[Appraisal Item]

\$20

160 - TH-f3

Prehistoric mechanical part

[Appraisal Item]

161 - LX-a7

Prehistoric mechanical part

[Appraisal Item]

\$30

162 - V-205

Prehistoric mechanical part

[Appraisal Item]

\$30

163 - Broken Fight 182

Prized medicine that is handy to come by

[Appraisal Item]

\$21

164 - ??????

165 - Metal pole

Long hard metal pole

[Appraisal Item]

166 - Antique glass

Glass product of an ancient age

[Appraisal Item]

\$1000

167 - Antique doll

Wooded doll of an ancient age

[Appraisal Item]

\$2300

168 - ??????

169 - Extinct plant seedling

Seedling of a fern plant that is extinct

[Appraisal Item]

170 - ??????

171 - Jet-black plate

Jet-black plate with hard-to-see square inlay

[Appraisal Item]

\$47

172 - ??????

173 - Children's book

Entitled 'Working Adventurers'

[Appraisal Item]

174 - Adult book

A book of scary ghost stories

[Appraisal Item]

175 - Broken bottle

A bottle that once held something

[Appraisal Item]

\$10

176 - Mechanical earmuffs

Earmuffs that you fit over your ears

[Appraisal Item]

177 - ???????

178 - ???????

179 - Rod with buttons

Has numbered buttons on the back

[Appraisal Item]

\$22

180 - ???????

181 - ???????

182 - Small screw

Small screw that secured something

[Appraisal Item]

183 - Large screw

Large, very heavy screw

[Appraisal Item]

\$12

184 - Shoes with wheels

Shoes with wheels attached

[Appraisal Item]

\$34

185 - ???????

186 - Gold disc

Disc-like item made of gold

[Appraisal Item]

\$500

187 - ???????

188 - ???????

189 - ???????

190 - Fish print

Paper with the print of a whole fish

[Appraisal Item]

191 - Bird-men's scribbles

Sketch drawn by a bird-like man

[Appraisal Item]

\$750

192 - Golden cup
A large gold-colored cup
[Appraisal Item]

193 - Ruby ornament
Old ornament covered with rubies
[Appraisal Item]

194 - Sapphire ornament
Old ornament covered with sapphires
[Appraisal Item]

195 - Cat's eye ornament
Old ornament covered with cat's eyes
[Appraisal Item]

196 - Big balloon
A big broken leather balloon
[Appraisal Item]

197 - Old corkscrew
A corkscrew from ancient times
[Appraisal Item]

198 - Dirty bottle
A slightly soiled old bottle
[Appraisal Item]

199 - Mythical liquor
Ancient drink thought to exist no more
[Rare Appraisal Item]
<197 Old corkscrew + 198 Dirty bottle>
\$3000

200 - O-Parts
Completely unknown prehistoric item
[Appraisal Item]
\$4000

[4.2] Talents

Everyone's talents will be able to upgrade to a better and effective version of them. Below is a list of them.

Mag

<Give Spirit>
Carcano giving Mag spirit restores FP

<Give Courage>
Carcano giving Mag spirit restores FP

<The Usual>
Carcano giving Mag confidence greatly restores FP

<Cheer up>

Pepper's cheering restores Mag's HP.

Linear

<Talk to them>

Talk to them so that low-level enemies leave; EXP bonus

<C'mon please!>

?????

<Persuade them>

Persuade them so that low-level enemies leave; EXP bonus

Pepper

<Pepper Attack>

All-or-nothing attack; maybe big damage to enemy

Comments: Pepper will fire enemy by using her Cyframe and hit it in the air.

<Pepper Crash>

All-or-nothing attack; maybe big damage to enemy

Comments: Pepper will kick enemy in the air, fire it while in mid-air and hit to the ground.

<Pepper Flash>

All-or-nothing attack; maybe big damage to enemy

Comments: A combination of Pepper Attack and Pepper Crash. Pepper will defend herself, run forward while flashing and kick the enemy in the air, fire it while in mid-air, hit it to the ground and kick it to the air again. The enemy will fall down after that.

Carcano

<Gimme>

Gimme an item the enemy has

<I'll Take That>

I'll take an item the enemy has

<Smash 'n Dash>

Smash 'n Dash grab for an enemy item

[4.3] Skills

All of the characters will have their own special attacks, which the game calls 'skills'. Below are the list of them and they should be completed fully after a couple of updates.

[4.3A] Mag

Hand Parts

Magna Punch
Attack enemy with a Cyframe punch
[One Enemy]

Magna Snap
Special attack by snapping at the enemy
[Enemy Rank Area]

Magna Combo
1-2-3 punch & upper combo attack
[One Enemy]

Mach Punch
Lightning-fast punch attack attack on enemy
[One Enemy]: Mag to front rank

Dive Punch
Dive at enemy and hit with a shockwave
[All Enemies]

Magna Rave
Powerful rave attack on the enemy
[One Enemy]

Giant Knuckle
Pound enemy with giant Cyframe fist
[All Enemies]

Magna Reverse
Rend the ground with the Cyframe
[All Enemies]: To back rank

=====
<5> M i s c e l l a n e o u s <5>
=====

If other Evolution 2-related stuffs can not be included in other sections, this section will contain them.

[5.1] Story line

The story line here is straight off from the official Evolution 2 website.

Mag, like his parents, had dreams of becoming the world's greatest adventurer. With the company of his butler, Gre, and Linear, Mag set out to explore the ruins of the ancient civilization.

One day during their adventures, a warship from the Eight Empire landed at Pannam Town. They were on a mission to find "Evolutia" a piece of the ancient world that was thought to only exist in legend. Eugene, the leader of the troops from the Eight Empire, kidnapped Linear, so that he could interrogate her as to the whereabouts of Evolutia.

Mag, Gre, and their steadfast freinds, Chain and Pepper, stormed into Eugene's warship to rescue Linear and after numerous battles with Eugene's troops, Mag and Company got close enough to approach Eugene. To their surprise, Eugene discovered that "Evolutia" was, in fact, Linear! After a fierce battle with

Eugene, Mag and Linear found themselves trapped in a rapidly sinking ship. Using the power of Evolutia, Linear saved both Mag and herself from certain doom.

It has been a half-year after the riot with the Eight Empire army. The Society field office in Pannam Town recieved a request from the Society museum in Museville, which is located far south of the Palldian continent. The request was to send the best adventurer in Pannam. Never one to avoid challenge, Mag Launcher rises to the call and boards a transcontinental train with his friends, Linear, Gre and Chain to head to Museville.

Uncertain as to why he has been called, Mag's new adventure begins the moment his train leaves the station.

=====
<6> C h e a t s , S e c r e t s a n d T r i c k s <6>
=====

This section will lists out tricks and secrets that contain in Evolution 2 (if they have, anyway) and Game Shark codes if you have the nifty gadget.

[6.1] Game Shark Codes

If you have the Game Shark for Dreamcast, plug it in and enter the following code to activate the cheat. All of these codes are NOT CONFIRMED and I am not responsible for any damages that it may have done.

Infinity Money - 57FF79FB000000F0

Quick Level Up for Mag - 600B64FB0000FFFF

Maximum TP for Mag - 865B82BB0000270F

Maximum HP for Mag - 42BA10720000270FFDE9993D0000270F

Maximum FP for Mag - 5B8778EC0000270F5BF778EC0000270F

Quick Level Up for Linear - 20876CFF0000FFFF

Maximum TP for Linear - 4C9210730000270F

Maximum HP for Linear - B20635370000270F886382BA0000270F

Maximum FP for Linear - 1454192B0000270FC2BBE8420000270F

Quick Level Up for Gre - B6D635370000FFFF

Maximum TP for Gre - E0CF172E0000270F

Maximum HP for Gre - 8BC382BA0000270F4F4A10730000270F

Maximum FP for Gre - B06635370000270F9F58054D0000270F

Quick Level up for Pepper - 533778ED0000FFFF

Maximum TP for Pepper - 52CF78ED0000270F

Maximum HP for Pepper - B46635370000270FDA788C650000270F

Maximum FP for Pepper - 24876CFF0000270F1234192B0000270F

=====
<7> C r e d i t s <7>
=====

Clement Chan - (saigoheiki@gmail.com)

The writer of this guide. I've taken quite a long time to finish the whole thing and well, it's worth it.

Cheat Code Central - (<http://www.cheatcc.com>)

Thanks for providing the Gameshark codes for Evolution 2.

thadarkman78 - (kidgoten@hotmail.com)

Thanks to this helpful guy for providing me some of the Appraisal Items list, pushing it from 58% to 68%!

=====
<8> History <8>
=====

Version 0.9 - 19th September 2000

The whole Guide was completed but the Lists section is incomplete. I'll work out on that in a few weeks.

Version 1.0 - 22nd of September 2000

Fixed the wrong formatting for the review section which looks all mixed up.

Updated loads of stuff for <4>Lists<4>. Still incomplete but 40% of the whole section is completed.

Added <6>Cheats, Secrets and Tricks<6>

Version 1.1 - 26th of September 2000

Added [2.2] Menu and [2.3] Battle Menu. I forgot to put them before. Tee-hee!
laughs like Chain

Updated [4.1] Appraisal Items and [4.2] Talents. Thanks to thadarkman78 for providing some of the Appraisal Items! Expect more coming soon!

Version 1.2 -

Added [1.4] How to Best View this Guide

Added [4.3] Skills and [4.3A] Mag. Still not yet fully completed though.