

Evolution FAQ

by DeeBlackthorne

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"EVOLUTION: The World of Sacred Promise"
Adventurer's Guide
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INTRODUCTION \

For many generations, the Launcher family has produced a long line of famous adventurers. They are now long since gone and this glorious heritage seems about ready to come to an end. Except that into this family is born a single son, Mag, who has dreamt all of his life of becoming a skilled adventurer.

Well, that's the gist of the story - Mag, the adventurer, braving the ruins of the continent in search of fame (as if his family didn't have it already), fortune (to repay that hefty debt owed to the Society), and the legendary Cyframe named "Evolutia" (whose existence is much more rare than the Naolins that frequent the treasure chests).

Why an "Adventurer's Guide," then? Why go through the trouble of making an FAQ when the dungeons are randomly generated, when each battle remains at a relatively stable danger level, and that you're grown enough to hold a Dreamcast controller? Simple. Treasures are as randomly discovered as the dungeon layouts, and since no whole c compendium of items has been built, I've found my project for the time being.

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HOUSE RULES \

This FAQ is meant for YOU, the game player, of course. I don't mind people sharing, passing around, or printing this Adventurer's Guide. My only request is that if you wish to post it on the web, simply post a link to my e-mail address and give appropriate credit.

Because this compendium seems an eternal work-in-progress, I know that even after I complete the whole game, I probably won't find every single thing - rather, that players have found things I haven't. That's cool. Follow the format below (name of object, description, stats/value, etc.) and e-mail that information to me using the address at the top.

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VERSION HISTORY \

VERSION	DESCRIPTION
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1.0	First walkthrough of Evolution.
1.1	Reorganized appraisals from monsters. (Tab: Monster Parts)
1.2	Reorganized appraisals from boss battles. (Tab: Great Treasures)

- 1.3 Sorted Weapons contents by type and power.
(Tab: Linear's Pans)
(Tab: Gre's Guns)
- 1.4 Sorted Headgear, Body Armor, and Footwear by
defensive strength, ascending order.
- 1.5 Added Traps and Saloon's Jukebox sections.
- 1.6 Added Debt Repayment section.
- 1.7 Updated contact information.

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HOW TO READ THE GUIDE \

It's easy. I classified all the information by type. Scroll through the
sections to find the category you're looking for.

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ITEMS \

ITEM	DESCRIPTION
Ancient Eye	Ancient device blocks an enemy's moves.
Ancient Light	Icon nullifies all effects on foes.
Angel Seed	Faintly shines to increase all parameters.
Apple Grass	Restores 500 HP and FP to all allies.
Chameleon Color	Makes party invisible on one floor.
Cosmo Fruit	Elixir fully restores the party.
Cursed Ball	Hexed bomb that curses all opponents.
Doctor Potion	Cures Poison, Paralysis.
Electric Ball	Lightning-based damage to one enemy rank.
Eye Potion	Cures Sleep, Blindness.
Fang Powder	Increases ATK +5 for one ally.
Fire Ball	Fire-based damage to one enemy rank.
Firefly Mushroom	Rare ruin herb cures team's ailments.
Flaming Wrap	Plastic coating boosts allies' fire defense.
Frozen Solid Wrap	Plastic coating boosts allies' ice defense.
Green Moss	Healthy algae restores all FP to an ally.
Green Powder	Increases EVA +5 for one ally.
Grenades	Intense fire damage to all enemies.
Hazoose Ball	Randomly blind, confuse, or paralyze foes.
Heart Powder	Increases maximum FP +10 for one ally.
Herb	Restores 300 HP to one ally.
Ice Ball	Ice-based damage to one enemy rank.
Ichthyol	Balm cures all negative status for one ally.
Insecticide Bomb	Blasts all enemies with acidic gas.
Item Search	Device that seeks out treasures on a floor.
Life Powder	Increases maximum HP +10 for one ally.
Light Flash Bullet	Intense light blinds all enemies.
Luck Powder	Increases LUCK +1 for one ally.
Mini-BH Ball	Sucks one enemy into a black hole.
Minnaolin	Restores 100 HP to all allies.
Minnaolin Gold	Restores 500 HP to all allies.
Minnaolin Royal	Restores 1,000 HP to all allies.
Mokana Ampoule	Restores 60 HP and 30 FP to one ally.
Naolin	Restores 100 HP to one ally.
Naolin Gold	Restores 500 HP to one ally.
Naolin Royal	Restores 1,000 HP to one ally.
Navigator	Superb device reveals entire floor's layout.
Nerve Gas Bullet	Noxious gas paralyzes all enemies.

Pheromone Bomb	Uses extract to brainwash all enemies.
Purifying Potion	Cures Curse, Block.
Push Rubber	Forces one enemy to take a step back.
Quick Guarder	Boosts DEF 15% in battle. One ally.
Quick Muscle	Boosts maximum HP 15% in battle. One ally.
Quick Racer	Boosts EVA 15% in battle. One ally.
Quick Sniper	Boosts HIT 15% in battle. One ally.
Quick Soldier	Boosts ATK 15% in battle. One ally.
Quick Speed	Boosts AGI 15% in battle. One ally.
Red Viper	Revives dead ally with 25% HP.
Rolling Bomb	Smoking bomb poisons all enemies.
Ruin Search	Device that maps out the current floor.
Sheep Bomb	Cute, fluffy bomb puts all enemies to sleep.
Shell Powder	Increases DEF +5 for one ally.
Shredded Wrap	Plastic coating boosts lightning defense.
Soul Potion	Cures Confusion, Brainwashing, Berserk.
Sticky Ball	Spider-web orb lowers enemy's evasion rate.
Thermo Search	Infrared device reveals monsters.
Tick Bomb	Pesky infestation confuses all enemies.
Trap Search	Device that seeks out all traps.

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TREASURES \

TREASURE	DESCRIPTION	VALUE
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Adult Book	(Pornography? LOL.)	\$2,500
Adventurer's Journal	Document left by an adventurer.	\$1,500
Amber Kerchief	Ancient tattered scarf.	\$1,500
Black Box	Little black box wrapped in rope.	\$600
Black Lava Stone	A beautiful stone found near lava.	\$800
Broken Armor	Rusty, oil-smearred machine protector.	\$2,500
Broken Cyframe	Malfunctioning Cyframe parts.	\$2,000
Broken Helmet	A broken helmet with attachments.	\$1,200
Capsule	Tight-sealed, fluid-filled capsule.	\$1,000
Chickadee Fossil	An ancient fossil of a bird.	\$1,800
Cockroach Fossil	A slightly disgusting fossil.	\$400
Coin with a Hole	Coin with a hole in the middle.	\$1,200
Crystal Ceremonial Vessel	Ceremonial item used by ancients.	\$3,000
Electric Opal	A type of tourmaline, maybe opal.	\$1,800
Gas Tank	Tankard with a hole in the bottom.	\$800
Ice Fang Crystal	Fang-shaped crystal.	\$600
LX-A7	A well-done machinery part.	\$2,500
Monster Egg	A gourmand would die for this.	\$400
Monster Horn	Carve center to make a beer stein.	\$1,800
Motherboard Alpha	Circuit on thin plate embedded in rock.	\$600
Motherboard Beta	Rare circuitry mounted into rock.	\$1,500
Old Sandal	Ancient shoes resembling modern ones.	\$400
Piece of Lithograph	Items inscribed with ancient writing.	\$1,200
Pole with a Net	Ancient sports and recreation tool.	\$600
Portrait	Drawing of a woman with faded colors.	\$1,000
Rainbow-Colored Wings	Jewelry that commands a high price.	\$3,000
Rusty Gun	Ancient rusty gun appears powerful.	\$400
Sky Telescope	High-tech scope, looks broken.	\$800
Small Engine	A small engine.	\$2,500
Small Metal Rod	A metal bar with a thin groove.	\$1,000
Tachyon Particle Theory	Ancient manuscript on time travel.	\$1,200
TH-F3	Ancient machine part covered in dust.	\$1,200
Thin Board	Miniature hand board with thin bands.	\$1,500

Unexploded Shell	Dangerous, handle with care!	\$800
V-205	Missile without a fuse.	\$1,800

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GREAT TREASURES \

GREAT TREASURE	LOCATION	VALUE
Sleep Staff	Blind Ruins	\$10,000 *
Primary Rose	Heaven Ruins	\$20,000
Star Crystal	Descent Ruins	\$30,000
Cold Spiral	Shades Ruins	\$40,000
Earth Source	Sheol Ruins	\$50,000

* This may vary according to the order in which you explore the ruins.

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MONSTER PARTS \

MONSTER PART	PROCESSED VERSION	COST
Archaeo's Wings	Cooling Sheet	\$1,200 **
Bacterio's Nucleus	Blessed Headgear	\$2,500
Eisheaia's Shell	Scale Mask	\$1,200
Hallucigenia's Needle	Holy Contact	\$1,200
Ground Star's Shell	Ear Plug	\$2,000
Hydra's Shell	Hydra Hat	\$900
Hyenodon's Tooth	Fang Powder	\$1,000
Millipede's Carapace	Shell Frying Pan	\$900
Mosquito's Wings	Mystery Needle	\$2,000
Paleo Calinoides' Feet	Alarm Clock	\$1,500
Phage's Nucleus	Crystal Core	\$3,000
Speckler's Wings	Truth Glasses	\$2,000
Strange Powder	Heart Powder	\$1,000
Suspicious Rag	Bill	\$1,500
Terapede's Shell	Shell Powder	\$1,000

** If you don't like the processed item, you can sell it back to the item shop for the same price.

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CYFRAMES \

CYFRAME	DESCRIPTION
Agility Booster	Electrical unit upgrades Cyframe swiftness. AGI +?? where "??" represents the generated modifier.
Attack Booster	Electrical unit upgrades Cyframe strength. ATK +?? where "??" represents the generated modifier.
Battle Parts ***	Self-energizing blade combat unit.
Blade Parts	Steel sword attachment.
Bullet Parts	Shooting cannon.
Counter Parts	Secretive sword that charges attack power.
Defense Booster	Electrical unit upgrades Cyframe toughness. DEF +?? where "??" represents the generated modifier.
Energy Parts	High-powered beam cannon cartridge.
Evasion Booster	Electrical unit upgrades Cyframe dexterity.

EVA +?? where "??" represents the generated modifier.

Flame Blade Parts	Fiery-red blade attachment.
Flame Cart Parts	Red flame cannon.
Flame Hand Parts	Red gloves warm with branding.
Hammer Parts	Smashing mallet.
Hits Booster	Electrical unit upgrades Cyframe accuracy.

HIT +?? where "??" represents the generated modifier.

Ice Blade Parts	Cooled blade attachment.
Ice Cart Parts	Blue breeze cannon.
Ice Hand Parts	Blue groves frosted in bitter winds.
Jet Parts	Heavy jet pack slams into enemies.
Lightning Blade Parts	Plasma-enhanced blade attachment.
Lightning Cart Parts	Thunder cannon.
Lightning Hand Parts	Yellow gloves infused with electricity.
Luck Booster	Electrical unit upgrades Cyframe fortune.

LUCK +?? where "??" represents the generated modifier.

Moving Hand Parts	Large, durable glove moves players about.
Recovery Hand Parts	White, restorative gloves.
Rock Parts	Large hand that juggles boulders.
Saucer Parts	Sharp throwing discus.
Screw Parts	Immense cannon swallows enemies.
Sound Parts	Musical cannon.
Special Bullet Parts	Bullets loaded with abnormal status.
Spray Parts	Aerosol-based mechanism.
Steal Parts	Nimble hands pilfer from enemy targets.
Upgrade Kit	Adds one SLOT to Cyframe.

*** Unless otherwise indicated, all Cyframes have base attack values of +10. These increase through modification at the town's Cyframe shop.

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 LINEAR'S PANS \

PAN	DESCRIPTION
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Frying Pan ATK +16	Resists scratches and dirt.
Frying Pan + Holder ATK +22, DEF +5	Pan comes with bear-print mittens.
Lumpy Frying Pan ATK +38, HIT -15	Frying pan with a bumpy bottom.
Shell Frying Pan ATK +55, DEF +20; Prevents Poison.	Strange item shaped like a frying pan.
Lucky Frying Pan ATK +66, HIT -50, LUCK +25	Bizarre pan alters attack patterns.
Used Frying Pan ATK +85, HIT +20	It feels so natural!
Legendary Frying Pan ATK +130, HIT +50; Fire-based damage.	Legendary pan infused with hot flames.
Omelet Pan ATK +140, AGI +20	A small pan for frying eggs.
Scarlet Frying Pan ATK +170; Fire-based damage.	Fiery-red pan inflicts flame-based damage.
Heavy Frying Pan ATK +210, HIT -30, EVA -30, AGI -30	A very heavy, iron frying pan.

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 GRE'S GUNS \

GUN	DESCRIPTION
Hunting Gun ATK +30	An old, but well-maintained rifle.
Old Style Gun ATK +45	Classical fighting gun.
New Style Gun ATK +75	Gun made with the latest technology.
Fight Gun ATK +105; Doubles FP recovered each round!	A gun built with combat improvements.
Modified Gun ATK +140	A new and improved gun.
Mad Gun ATK +150, HIT +100; Automatically casts Berserk.	Intense gun brings out trigger happiness.
Shell Gun ATK +180, AGI +12	A light and easy-to-use Peripatus gun.
Heavy Gun ATK +240, AGI -5	A heavy, power-boosted gun.

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HEADGEAR \

HEADGEAR	DESCRIPTION
Frilly Ribbon DEF +5, EVA +4, AGI +6	Large ribbon flaps for movement.
Turquoise Ribbon DEF +5, EVA +6, AGI +4	Milky white and sea blue ribbon.
Head Gear DEF +10	Headgear with goggles and decorations.
Mintouin Glass DEF +10; Prevents Sleep.	Refreshing mint cap prevents drowsiness.
Silver Mask DEF +15, AGI -2	Face guard stitched with silver lacing.
Noct Glass DEF +18; Prevents Blindness.	Light-reflecting goggles prevents blindness.
Blessed Headgear DEF +20, HIT +10, EVA +5; Counterattacks with 20% of inflicted damage	Shining goggles blessed with a spell.
Spirited Bandanna ATK +12, DEF +31, LUCK +5	Spirit-bracing bandanna.
Scale Mask DEF +35, HIT +25, AGI -2; Lessens Elemental damage; -20% Max HP / lv.	Mask forged from a magical dragon's scale.
Hydra Hat DEF +36; Lessens Ice damage, Prevents Sleep.	Hydra shell hat for Gre.
Sanity Visor DEF +36; Prevents Brainwashing.	Hallucination-blocking goggles.
Wing Kerchief DEF +36, EVA +20, AGI +5, LUCK +3	Wing-shaped tough hairband.
Cooling Bandanna DEF +45; Prevents Berserk.	Head-cooling bandanna.
Power Gear ATK +5, DEF +48, LUCK +10	Hat increases concentration and boosts power.
Glitzy Gear DEF +60; Prevents Sleep.	Exciting, spirited headgear that sparkles.
Noble Circlet DEF +60, HIT +6, EVA +6, AGI +10; Prevents Poison.	Robust brow band protects against danger.
Dragonfly Lens	Strange spectacle lens may disorient you.

DEF +60, EVA +84; Automatically casts Confusion (at random).
Cowboy Hat Put this on to feel like a gunman!
DEF +70, HIT +5
Fine Glass Goggles made of light, tough materials.
DEF +72, EVA +10
Guts Bandanna A fighting-spirit bandanna.
ATK +12, DEF +80, AGI +5
Duck Gear Humorous, quacking headgear.
DEF +84, HIT -5; Prevents Berserk.
Steel Mask A mask forged from steel.
DEF +96, AGI -8
Anger Bandanna Arouses anger and fury when tied on.
ATK +100, DEF +100, HIT -30, EVA -30
Scale Circlet Brow band made of solid gold.
DEF +100, HIT +10, LUCK +3
Feather Headgear Strong and surprisingly light headgear.
DEF +108, EVA +18, AGI +36
Hunter Gear Headgear made for superior adventurers.
DEF +108, HIT +28, AGI +15
Battle Mask A face-protection mask for close combat.
DEF +110, AGI -8
Mystic Mask An ancient mask sealed with protection.
DEF +132, EVA +20, AGI -12
Prehistoric Headgear Headgear from an ancient civilization.
ATK +24, DEF +144, HIT +12, EVA +12

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BODY ARMOR \

BODY ARMOR DESCRIPTION

Apron Cooking apron fits over clothing.
DEF +4, HIT +5, EVA +5; Lessens Fire damage.
Gym Suit Woman's exercise outfit.
DEF +5, EVA +5, AGI +5; Prevents Paralysis.
Coat A soft woman's coat.
DEF +10
Power Arms Suit that magnifies strength and reduces damage.
ATK +84, DEF +12; Reduces all types of damage by 50%. ****
Oversized Dress Simple, cute, one-piece dress.
DEF +13
Overalls Mag's work uniform.
DEF +15
Tail Coat Marvelous coat with tails for Gre.
DEF +17
Short Jacket Short jacket allows free movement.
DEF +24
Hunter Jacket Light shirt allows free movement.
DEF +48, EVA +12
Camouflage Clothes Clothing covered with hard-to-find paint.
DEF +48, EVA +18
Champion Belt Warrior's crystal belt cuts damage in half.
ATK +48, DEF +48; Reduces physical damage by 50% ****
Heavy Tail Coat A coat with tails made of tough material.
DEF +54, EVA -5, AGI -5
Leather Jacket Leather jacket for adventurers.
DEF +60
Jones Suit A highly functional suit.
DEF +66

Heavy Coat	Woman's coat made of tough material.
DEF +66, EVA -5, AGI -5	
Metal Tail Coat	Hard steel coat with tails.
DEF +84, EVA -10, AGI -10	
Breast Protector	Protector piece for the upper body.
DEF +84	
Bulletproof Vest	An iron-plated vest.
DEF +96	
Prehistoric Coat	Ancient coat helps evade enemy attacks.
DEF +96, EVA +72	
Fiber Suit	Enchanted clothing guards against evil.
DEF +108; Prevents Poison, Sleep, Paralysis, Confusion.	
Kevlar Coat	A woman's coat made of durable material.
DEF +108, EVA +12, AGI +12	
Full Metal Jacket	A rider's jacket with good defense.
DEF +126	
Kevlar Tail Coat	A light and strong coat with tails.
DEF +132, EVA +12	
Kevlar Jacket	A light and strong jacket for adventurers.
DEF +144, EVA +12	
Astro Suit	An uncomfortable ancient suit.
DEF +156, EVA -40	
Armored Suit	Powerful protective gear for the whole body.
DEF +172	

**** While the stat increases are definitely true, I have yet to notice damage protection as significant as what the summaries say. Equip these pieces at your own risk.

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FOOTWEAR \

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FOOTWEAR          DESCRIPTION
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Courtesan Sandals  Gorgeous sandals let Linear run fast.
  HIT +90, EVA +10, AGI +20
Glass Shoes        Glass shoes for Linear.
  DEF -15, EVA -10, AGI -20, LUCK +70
Hustle Boots       Increases emotional tension and hit rate.
  HIT +120, EVA -12
Slippers           Fuzzy shoes with a soft heel.
  EVA +12, AGI +4
Casual Shoes       Ordinary shoes.
  EVA +20
Boots              High-topped leather shoes.
  DEF +5, EVA +5, AGI +5
Winged Shoes       Cute winged shoes, small for Chain's feet.
  ATK +5, DEF +5, HIT +5, EVA +15, AGI +15, LUCK +10
Jet Boots          Accelerated boots that take off.
  DEF +6, EVA +1, AGI +18
High Heel Shoes    Makes legs look long and slender.
  DEF +8, EVA -5, LUCK +5
Casual Sandals     Easy-to-wear sandals.
  DEF +10, EVA +5
Fancy Sandals      Cute dog print sandals.
  DEF +15
Foot Massage Shoes Soothing footwear for Gre.
  ALL STATS +20; Prevents Poison, Blindness.
Cat's Feet Slippers Sandals that are fun to look at and touch.

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DEF +24, EVA -5	
Premium Shoes	High-class, pricey footwear.
DEF +24, EVA +10, AGI +4	
Ceramic Boots	Boots covered with ceramic coating.
DEF +28, AGI +5	
Skid Loafers	Low heeled shoes.
DEF +30, EVA +6	
Squishy Sandals	Flip-floppy sandals guard against confusion.
DEF +36, HIT +4; Prevents Confusion.	
Clogs	Shoes that enrich the spirit.
ATK +6, DEF +40, AGI -6	
Trekking Shoes	Thick-soled shoes for bumpy roads.
DEF +40, EVA +2, AGI +2	
Iron Clogs	Shoes that greatly enrich the spirit.
ATK +20, DEF +45 AGI -8	
Jungle Boots	Solid shoes for severe environments.
DEF +48, EVA -6	
Rivet Boots	Covered in tacks to strengthen attack.
ATK +60, DEF +48	
Gimmick Shoes	Specially prepared tough shoes.
DEF +55	
Steel Boots	Defensive bargain boots that look effective.
ATK +5, DEF +90	

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ACCESSORIES \

ACCESSORY	DESCRIPTION
-----	-----
Alarm Clock	Obnoxiously loud ringing alarm.
Prevents Sleep.	
Amulet of Confusion	Prevents "Confusion" once, then breaks.
Prevents Confusion once.	
Amulet of Paralysis	Prevents "Paralysis" once, then breaks.
Prevents Paralysis once.	
Bill	Mystical paper protects against dark magic.
Prevents Curse, Block.	
Cold-Resistant Ring	Ring that protects against ice attacks.
Lessens Ice damage.	
Cooling Sheet	Cooling cloth staves off anger.
Prevents Berserk.	
Crystal Bangle	Translucent bracelet with shiny stones.
HIT +20, EVA +10	
Crystal Core	Shimmering crystal amulet extracts healing.
Ally receives 5% of normal attack damage to foe as HP.	
Cute Doll	Sacrifices itself to save its wearer's life.
Resurrects owner upon death.	
Ear Plug	Blocks unwanted noise.
Prevents Brainwashing.	
Face Badge	Charmed star sticker worn on the forehead.
FP x 1.5 recovery during combat.	
Fire-Resistant Ring	Ring that protects against fire attacks.
Lessens Fire damage.	
Four-Leaf Clover	Said to bring good luck.
DEF +3, LUCK +2	
Holy Contact	Gentle contacts provide focused vision.
Prevents Blindness.	
Isis Figure	Holy icon returns damage; 30% chance destroyed.
Counterattacks with 100% of damage to attacking enemy.	

Lightning-Resistant Ring	Ring that protects against thunder attacks. Lessens Lightning damage.
Lucky Charm	Good luck amulet. LUCK +5
Meistersinger	Record that boosts fighting spirit. ATK +20, DEF +10, HIT +10
Mystery Needle	Golden pin protects user from paralysis. Prevents Paralysis.
Pocket Watch	Gold-inlay watch strengthens Gre. HIT +10, EVA +5
Prehistoric Broach	Woman's jewelry withstands many attacks. Lessens all types of damage.
Prehistoric Pendant	Ancient jewelry protects the soul. Prevents all negative status changes!
Thief's Wire	Tool improves manual dexterity. HIT +20
Rocket	Carries a photo of Mag's parents. DEF +5, LUCK +3
Santa Maria	Enchanted pendant bearing a famous saint. LUCK +12; Resurrects its wearer with partial HP if defeated.
Scarf	Warm muffler protects face against the cold. DEF +15; Lessens Ice damage.
Scarlet Bow-Tie	Men's bowtie for Gre. EVA +20, AGI +4, LUCK +12
Self-Defense Bag	Guards women against offending attackers. DEF +25, EVA +25, LUCK +20
Straw Doll	Voodoo charm returns damage. Counterattacks with 100% of damage to attacking enemy.
Truth Glasses	Sharp-looking spectacles grant clear sight. Prevents Confusion.
Wool Gloves	Warm, fuzzy mittens protects hands. DEF +12; Lessens Ice damage.

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TRAPS \

Traps appear as discolored, raised sections of tile throughout the dungeons. Both beneficial and harmful to your team, traps become less worrisome if you use a Trap Search tool just after entering a floor. Use the following list to determine whether you should tread carefully.

Unless otherwise indicated, traps disappear after they are stepped upon. And if you don't have the Trap Search to discover them, avoid traps by either jumping over them (B button) or "hugging the walls" to maneuver around them.

HARMFUL TRAPS	DESCRIPTION *****
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Alarm	White tile with eight-directional arrow. Alerts monsters of your presence, making it harder to surprise them. Effects can be reversed if you use a Chameleon Color.
Blinding Gas	Grated manhole, shoots out black gas. Obscures vision, dimming the dungeon layout for 15 seconds. If engaged in battle, players are randomly given "Blindness" status.
Confusion Gas	Grated manhole, shoots out yellow gas. Muddles the team, disabling proper controller guidance for 15 seconds. If engaged in battle, players are randomly given "Confusion" status.
Erasure	Salmon-colored brick. Amnesia-inducing gas erases your progress on the floor. Effects can be reversed if you use a Ruin Search or Navigator.

Explosives Red-orange trap with an X in the center.
 Pressure-sensitive, it explodes, damaging about 10% of your team HP.
 Will reset after detonation.

FP Reduction Brick-colored square design.
 Saps away roughly 5% of your team's FP.

Larceny (Unknown.)
 Randomly steals away one of your items and stashes it in a chest.
 Slightly annoying - you can find your lost item rather easily.

Monster Boost Salmon-colored brick.
 Strengthens all monsters on the floor.

Monster Summoning White tile with eight-directional arrow.
 Summons a monster on the floor for a surprise attack against your team.
 Can be VERY dangerous, especially on the lower levels! Be careful!

Warp Trap Dark gray tile with a shadowed orb.
 Randomly teleports your team to another part of the floor.

BENEFICIAL TRAPS	DESCRIPTION
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FP Restore	Soft blue tile, emits green light. Restores 50% of your team's FP instantly.
HP Restore	Soft blue tile, emits blue light. Restores 50% of your team's HP instantly.
Level Boost	Soft blue tile, emits green light. Randomly levels-up one of your allies.
Monster Eliminator	White tile, emits red light and siren. Makes all monsters on the floor disappear!
Monster Sap	Salmon-colored brick design. Weakens all monsters on the floor.
Stats Boost	Blue-gray tile, emits yellow light. Randomly increases a statistic for one of your players. Bonus affects any ally regardless of formation in the party.
TP Bonus	Soft blue tile, emits blue light. Gives your allies several hundred TP. Very useful when you're trying to gain new techniques.

***** I drew up this list from memory, so it might not be as accurate as I would like. Feel free to submit your corrections.

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 SALOON'S JUKEBOX \

While this section of the game has no real importance, should a player be willing to find out what's on the jukebox after the barkeeper repairs it, here is the collection.

MUSIC COLLECTION 1

1. Chain's Theme
2. Mag's House
3. Pepper's Theme
4. Linear's Theme
5. Save Evolutia!
6. Treasure Song
7. Victory at the Ruins
8. Enter Eugene
9. Taking Down the Throne

MUSIC COLLECTION 2

1. I'm Here
2. Opening Theme

3. Let's Go!
4. Battle Theme
5. Heroic Theme
6. Cursed Theme / Adversity
7. Doom Melody
8. Pannam Town

MUSIC COLLECTION 3

1. To the Skies
2. Landing Field
3. Blind Ruins
4. Descent Ruins
5. Heaven Ruins
6. Sheol Ruins
7. 8th Empire Carrier
8. Happy March
9. My Precious Flowers

MUSIC COLLECTION 4

1. Item Shop
2. Upgrade Shop
3. Society Headquarters
4. Ocarina Practice
5. Shade Ruins
6. Peaceful Home
7. Gre's Worrisome Jazz
8. Presentation to the Throne
9. Monster's Nest

MUSIC COLLECTION 5

1. Eugene, First Battle
2. Sea Otter Screamer
3. Wake Up / By Your Side
4. The Morning After
5. Mystique
6. Catastrophe
7. Cyframe Raid

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DEBT REPAYMENT \

A secondary but important part of completing the Evolution game is repaying your family's debt. Embarking on adventures in the ruins pays off in the form of artifacts, valuable relics that Society member Nop appraises and then grants you payment.

Debt comes in two phases.

Your family left Mag an \$80,000 debt with the Society.

So long as you spend wisely on Cyframe upgrading (I dedicated much of it to Mag since he was always on my team and he's, without a doubt, your strongest character.) and you fight the bosses with Linear and Gre (He always reserves his portion of the adventuring money toward the family debt, and he can make a decent fighter once you level up his skills.), you can get that paid with little worry.

To thank you for paying off the \$80,000, Nina will give you an Attack Booster +72. This gift also "unlocks" your team's luck in find Boosters over +72 in

treasure chests.

After you defeat Eugene and the 8th Imperial Army (which means you've beaten the game and your save file has a star with an S in the middle), the family has a \$200,000 debt to repay - the Society fixed the Sea Otter and cleaned up all the wreckage from the carrier ship. Hefty, huh?

Unfortunately, even if you defeat the bosses from each of the ruins, the Great Treasures have already been found, so you don't get credit for them a second time.

I pose two recommendations here: (1) Discover which treasures yield the greater amount of value. If you're unfamiliar with how treasures are spread out through the ruins, remember that the more valuable items and objects reside in the deeper dungeon levels. Each ruin carries the same three or four valuable items in its depths, so once you figure them out, remember to collect as many as possible. (2) Items are in abundance, and once you find the "rare items" such as Firefly Mushrooms, Green Moss, and Apple Grass, keep them. These are more valuable than your standard fare healing items (i.e. Naolins, Minnaolins, Red Vipers) and miscellaneous equipment (i.e. Fire Ball, Ice Ball, Sticky Ball), so when your inventory appears full, dispose of the cheaper belongings and save the valuable ones. That, and hunt down as many Angel Seeds and Upgrade Kits as you can - after adding slots to your favorite adventurers' Cyframes, they continue to pop up and sell for \$1,000+.

Don't get too excited, though. Once you pay off your \$200,000 debt, Nina gives you a Prehistoric Broach. I already had found one in my adventurers and I didn't equip it because the Prehistoric Pendants were more effective accessories.

But hey, at least you thoroughly beat the game, right?!

FINISH TIME - 49:30