

# Secret of Evermore Walkthrough

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SECRET OF EVERYMORE

In my opinion, this is the tenth best game of the SNES, which in my opinion has the best games ever! Secret of Evermore is much in the same style as Secret of Mana, but probably a lot darker and more American. To be honest, Secret of Mana is a hell of a lot better, but I don't mind this game. I have created this to aid those who are stuck in the game.

I was one of those people who was stuck and I actually gave up the game for about 2 years. (I couldn't get over the bridge to Horace's Camp, it took me ages to realise that you could switch to the dog). Yes, I know that was pretty stupid.....

Although I have seen a few walkthroughs for the Secret of Evermore, I still haven't found one that suits my liking. Some are a bit vague and some are downright WRONG.....I just want to make one that works in every way. There are a lot of walkthroughs that give wrong directions so I decided to write one that gave every detail of what to do.....and I checked over it heaps to make sure.

If you follow this walkthrough exactly, it will also show you a few secret areas and it will give you the location of nearly all of the formulas. It will also have a step-by-step guide on how to kill bosses and also a lot of info about what is going on at that point in the game.

Enjoy!

-MY TOP TEN SNES GAMES-

1. Super International Cricket
2. Secret of Mana
3. Harvest Moon
4. Chrono Trigger
5. Donkey Kong Country 3
6. Donkey Kong Country
7. Super Mario All Stars
8. Donkey Kong Country 2
9. Worms
10. Super Metroid

I have also written a few more things, like Super International Cricket hints and tips (I lost it somehow); I finished a Majora's Mask Walkthrough for N64 but I lost it too; and I plan on.....nah, I got nothing much planned.....

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in search of rare alchemy ingredients. She will also teach you the alchemy spell Flash. Flash is crap, but anything is better than nothing.

Before you head to the swamp, you should probably build up some levels and get some strong armour. Killing enemies gets you money and experience. When you feel brave enough, go west of the village into another area. Those pink jumpy things are good for getting levels up (they have 30HP)

Weave your way around the flowers and jumping pink things until you get to a desert-type area with death-pools. Walk straight into one of these whirlpools and you will be transported into a sealed off area with a cave. Talk to the bloke there and he will offer you the Jaguar Tooth Ring if you buy anything from the store. You need the Jaguar Tooth Ring to run over the pools so just buy a petal for 20 talons. You will receive the Jaguar Tooth Ring!

With this new found talent, run over the whirlpools until you reach an open area with a gourd. Get the 4 crystals and then head south to the swamp. When in the swamp area, take the first right fork and head inside the cave. This old dude will give you the Hard Ball formula, an effective spell to injure opponents. Get the water and clay from the gourds too. Continue south but turn right as soon as possible.

Continue along the path, go under some big stone bridges and you are near the mouth of the cave. Continue down and turn right and enter the big mouth thing.

Now to get to the top of this room: go straight, right, up, left at the first turn, down, around the U-turn, up, left, ignore the first up but go up next, left, up, right all the way to the end, up to the top, left and up into the opening.

In the next room, go up and left at the first turn. This will lead you outside. Go down and into the other tunnel. When you are inside again, go to the far right and go outside again. Again go down and into the other tunnel leading inside. Now go up and then left into the big opening. This is the room where you will have to fight Tharaxx.

(It is a good idea to have plenty of crystal and clay before you start the battle. If you really wanted to win this battle easily, try to get Hard Ball up to a higher magic level)

Tharaxx can be a bit of a struggle if you are weak but you shouldn't have much of a problem. To defeat him, hit his ribcage repeatedly and it will open after 3 hits. (It doesn't matter if your hits are not at 100%) The moment his ribcage opens, cast Hard Ball on his heart and run to the bottom of screen. If you want, you can go inside his ribcage and hit him with your bone but it isn't as effective. You should have plenty of petals handy and have your dog on full attack to fend off those slugs. He has about 600HP so be ready for a decent battle. You should always be healed because he sometimes casts Acid Rain which can cause a bit of damage.

Remember, if you do lose; just build some levels and get your magic stronger and it will be easier. Make sure you have some good armour as well.

After your inevitable triumph, you will receive a Spider's Claw, an axe of natural variety. This will able you to slice open the sac, releasing Strong Heart. He will give you 10 Wax and 10 Oil and sends you on your way. Follow the path and go down where you will find a Mammoth Guard. Equip that and then make your way up along the cliffs until you see a gourd. Collect that and go right into an area with more treasures. Keep going right and a green man will give you Acid Rain. Collect the water and the ash and head left along the cliff until you

get back to Fire Eyes's Village.

Talk to Fire Eyes and she will tell you about the problem in Evermore and she will also give you some Call Beads. DON'T USE THESE! They are for emergencies only! Now head south and then left in the direction of Strong Heart's hut. Cut through some shrubs and follow the track until you get there. Pick up the Shell Hat for some extra defence.

Talk to Strong Heart and he will give you the Cure formula. This can be used to cure you from poison, the plague, corrosion or anything that gradually brings your HP down. Look in the gourds and find some Wax and Oil. (I know this looks suspicious but what else can a man do in a hut all alone??!!)

Head back to the village and go north. Cut some bushes down and continue along killing enemies and collecting treasures until you see a cave with a rock blocking the entrance. Head left to find some nectar and even further left to find a man selling armour. Buy the Shell Plate (you should already have the other two) and then head to your far right and up the path into the Mammoth Graveyard.

Go far right, up, far left, up and then right until the screen pauses and four vipers will attack you. These brothers are pretty weak (125HP), just stand on the far left of screen and kill them one by one. After you dispatch of them, the silver one will fight you. He is stronger (250HP) but keep on hitting him and he will be licked.

If you have either the bone or the claw up to Level 1, use the powered up attack because it will make things a lot easier.

After they die, you will receive the Horn Spear. Nice weapon this is! When it is powered up, you can throw it at enemies! A man will open the gate for you and also give you the Heal formula. This one is great! It will help replenish some lost HP.

Continue along through the opened gate and head north. Watch for the raptors! Go left and up the ladder, and follow the path that snakes up to the top of the volcano. Go inside a cave and kill some raptors to receive the Dino Skin (if you wish).

Keep killing the raptors and the flowers until you get to a cliff face. Cut the bushes that are covering the grey thing on the ground (lets call them digbys). Stand on the first digby and that will send you into the air. Go into the cave on the left and you will drop to another level. Stand on this next digby and you will be skyrocketed onto the pinnacle of the volcano. The man up there will give you the Levitation formula, which will allow you to move that rock in front of the cave mentioned earlier. Too easy hey? The catch is that you need a Mud Pepper. To get a Mud Pepper, you need to head towards the swamp.

It would probably be wise to save the game and get some sleep before you tackle the swamp. The swamp is very confusing and is very difficult to navigate without some help. The trick is to kill things, and then paths open. Before you go in the swamp, you need to have your spear at least up 1 level (2 would be better). This is necessary to pass the game. It will also make the battle much easier and a lot shorter when you finally fight the boss.

When you are ready, go back to the start of this area and head far right. Cut some bushes down to get into the swamp area. Go down and then right onto the lower bridge. Keep heading right and cross the lily pads. Keep heading right until the next screen. Cross the lily pads on the bottom of screen until you reach land. Start spearing all the green hippos. When you have killed them all,

a lily pad will appear. Cross that and then go right, and up the ramp.

When you are on the ramp, cross the platforms and then take the path to the bottom-right. Kill the two hippos that you meet and this will create a new lily-bridge. Cross that and go north until you can go no further. You will see a green hippo across a small bit of water. Power up your spear and kill him; thus opening up a new lily pad. Go across this and then go north along a path until the next screen where you will fight Salabog.

Salabog is a piss-head. He isn't too hard but he can take a while to defeat, as he has 2000HP. The trick is to stand in front of him with your spear ready to -"throw"-. Make sure you are far enough away from him that you won't get hurt when he lunges. Then all you have to do is throw your spear. It may take a fair while to kill him but it shouldn't be too hard. Make sure your dog is on search mode so he doesn't kill those Will o' Wisps. If they die, the Salabog just makes them again so just try to evade them. Dodge the Will o' Wisps whenever you can because even though they are weak, they will hurt you eventually. If you need, use your new Heal formula to replenish some of that lost HP.

When you have made lunch out of this serpent bitch, a man comes out and thanks you. He introduces himself as Blimp and invites you into his hut. He then gives you a Mud Pepper (after refusing you the still-beating heart), which can be used for the Levitate formula. If you use your Mud Pepper, just return to Blimp's hut and he will give you another.

(To get out of the swamp, go down, left across the lilies, down, past the 1st ramp, past the 2nd ramp and left across the bridge. Now down the ramp and left to the next screen. Now left across the lilies and continue left until you are back in the jungle)

When you are out of the swamp and go back to the cave with the rock in front of it (just north of Fire Eyes). Use Levitate on the rock and now you have access to the innermost sanctums of the volcano.

Go straight ahead until you reach the first fork. Go left and past the cave. Go around the path (past the gourd with clay inside) to a place where you'll find a Mud Pepper. Use it to cast Levitate and move the rock to the right. Go back down and around into the cave and keep going until you see a rock on your left.

Go up the ramp on your right and keep heading north until you see a rock. Hit it and it will form part of a new bridge. Go back down and go past the rock to your left and up the ramp where you can hit another rock with your spear. This will cause the new bridge to be complete!

Go back down the ramp and across the new bridge where you can pick up another Mud Pepper! Go back down and head right until you meet that rock. Levitate it and continue along the new path that was created. Go up, turn right and go left up the ramp. You will see another rock. Push it in to make a new path. Go back down and left across the path. Go up the ramp and keep heading north until you get through the big door.

You are now in a cave with lots of goodies! Go left and all the way down into a room with a pot in it. Push against the right wall....and you have found a secret man. He will have some Ash and Water, as well as the Speed formula.

Go back into the room with the pot and go up, left, down past the viper, keep going down until you can go no further. Then go right, and right again past the viper, then go right and then up into the volcano area again. Keep going up the path and go left past a viper until you see the Master of Commander. He has





the market.

Eventually, everyone will disappear and it will get scary. Go to the far right of town and a meeting will be in order. "All hail the Sacred Dog" they say - but the sacred dog is actually your dog!

The 'sacred dog' will choose a challenger to fight the champion in the colosseum. Of course, he picks you - after all he is your dog. Tiny will take you to the colosseum to fight Vigor.

Tiny will take you to a lobby-type area where you can prepare. Open the pot near the left wall and the one on the right wall and then go to the middle of the right wall. There is a secret passage with some sweet armour to be found. Equip it and then go north where you will be in the Colosseum.

Vigor will be announced as a bit of a hero whereas you are just "some loser with a stick". Vigor isn't very hard at all because he has no way of healing himself! He has 1050HP. The hardest part of this battle is dodging Vigor's boomerang throws. He also summons the crowd to throw shit at you but this doesn't do any substantial damage.

His weak spot is his back, so stay on one side of the arena and wait for him to charge. After he has charged, he will turn back the other way - now you can charge your charged-up spear at his back. Keep doing this until he dies like a whale on Sunday. (Alchemy is next to useless on him so don't bother wasting ingredients)

After he dies, you will receive the fancy looking Gladiator Sword. You will then have your dog back to go and look for the Diamond Eyes on the west side of the bank. You see a cut scene of the evil leader talking to some tool. They plot against you and your dog.

Now you have unlimited time to go looking around the market for everything and anything you can get. My trick is to not trade any special items to get armour - the armour will soon be outdated anyway! Before you leave, make sure you have a Golden Jackal statuette and a Jewelled Scarab.....for later in the game!

When you decide that you have had enough trading at the market; go back across the desert - either catching a ride with the skeleton or running. When you get across the desert, go back into Blimp's Cave. He'll be so happy that you found your dog in one piece that he will reward you with the Revive formula. This will bring your dog back to life when he faints!

After that, go west of the wrecked ship until you see a bridge that is unsurpassable. Press SELECT to change to the dog where you can jump over the gap - all you have to do is run at it! Go up and stand on the circle wooden platform to bring it across to the east bank. Switch back to the boy and hop on the circle platform that will bring you back over to the west bank. Struth Ruth!

Cut through some bushes and keep heading west until the next screen - a sandy/jungle type area. Keep heading further west and then go up, cut through some bushes and fall down the big chasm to the north.....

(Also note that it is worth sniffing around for some ingredients because they are plentiful around these parts)

After you do fall down the cliff, you will be rescued by a man in yellow attire....this is Horace. After talking with him, you discover that he is too from Podunk. After he is finished, talk to Madronius and he will give you the Revealer formula, which allows you to see the invisible paths over the pits. Also, you should go left and talk to the chick that looks like Wilma from the

Flinstones. She will let you nap for 20 Jewels and let you save your game. After that, it is time to get those Diamond Eyes!

To get to the Great Pyramid, go east out of Horace's Camp and then go down until you get to a beach. Continue west along the beach until the next screen. You will see a large chasm. Cast Revealer on this chasm to form a visible path across to the other side. Make your way across and then take the upper path towards the pyramid entrance. Stand on the switch to make the door open and then switch to the dog and go inside.

As the dog inside the pyramid, jump over the first gap and switch back to the boy.

As the boy, go up the stairs to the left and follow the path until you get to a door. Go inside and switch back to the dog.

As the dog, stand on the bottom-left switch. This will open a gate. Switch back to the boy.

As the boy, follow the passages past the skeletal bats until you get to the first fork.

Go left and then up and then left again and now start heading down. At the next fork, go right and then down. Follow the path until you get to some stairs. Climb those stairs and you will be outside on TOP OF THE PYRAMID. Go down the big stairs at the bottom and then go in the door on your left. You will soon realise that you are in a room full of treasure. Collect as much as you can before heading back to the entrance of this room. Now, go north past the first 3 pots and then turn left. Go up at the next fork. Follow the path until you get to a great big crumbly wall. Stand on the pad in front of it and it will simply crumble away. Continue along the path until you find some stairs. Go down the stairs to get to the next area. Now that you are in the next area, switch back to the dog.

As the dog, go up and stand on the top-left switch. This will again open a new gate. Switch back to the boy.

As the boy, go up where the new gate was just opened. Take the left passage and keep along it until you have to go down. BEWARE! There are some big green dragon things that can really hurt you. Run past them until you reach the bottom. Go right and up the third blue bridge. It is now that you can switch back to the dog.

As the dog, step on the bottom-left switch. Now switch back to the boy.

As the boy, go through the newly opened gateway and keep heading north until a blinding white flash appears. You will now have to fight 2 Sons of Anhur. There isn't a trick to this really....all you have to do is hit them whilst dodging their attacks. Easy!

You will kill them in no time and when they die, you are rewarded with a Bronze Axe. This axe can smash down those crumbly walls that you have seen around the place!

Continue along to your right and bash through the first weak wall. Keep going up and then right again until you see another weak wall. Bash it down and there will be a man in the room. Collect the goodies from the pots and talk to the man. He will save your game!

Go back out and then left until you get to a passage. Now go down, right and

then down again. At the bottom will be a weak wall. Bash it into pieces and take the left passage down. Go left again and you will see another weak wall. Belt that wall down to be reunited with your dog.

Once you are with your dog again, go back down past the crumbled wall and go to the far blue bridge. Cross it and then cross back over again on the other bridge. Turn right and you will see some stairs. Go up the stairs and go in the doorway. In the next area, follow this path until you get to a big junction. Go down the left passage and then up and then left again and now start heading down. At the next fork, go right and then down. Follow the path until you get to some stairs. Climb those stairs and you will be outside on TOP OF THE PYRAMID again. You will see a door with a switch on either side. Switch to the dog and have him stand on one and the boy on the other. When the door is opened, this leaves you free to fight Rimsala.

(Before you fight Rimsala, it might be a good idea to get either your Gladiator Sword or your Bronze Axe up another level to allow for some charge up death from Rimmy)

Rimsala is the easiest boss in the game and if you die - you deserve to die also...he only has 1200HP. When you enter the room, you will notice that Rimsala is just a big red sphere. He will Confound you at first so just run around until it wears off. When Rimsala flies around the room, outrun him and dodge his Flash attack. (It doesn't matter if the dog dies). Charge up your attacks and then attack Rimsala when he stops at the top of the room. He will then chase you some more but once Rimsala stops moving, smash him again. Rimsala will die rapidly using this technique, and a Diamond Eye will be yours. (1000 Jewels will also be awarded)

When you kill the beast, head out the door and you will be transported back outside the pyramid. Head back to Horace's Camp where you can save and be healed and buy whatever you want.

Head back towards Crustatia and go across the moving platform. On the east bank, you will see a cave with a rock in the opening. Smash it down with your new axe and talk to the man inside and he will give you the Drain formula. Collect the Ethanol and Roots from the pots. Keep going past the ship and into Blimp's Cave. Buy lots and lots of Limestone and Wax.

Before you head off to the Hall of Colossia, you should make sure that that your formula Crush is at least level 2. If you have a powerful Crush formula, the boss at the end will be a lot easier to defeat.

Take the opportunity now to build up the level of Crush and get some much needed experience points.

When you are ready, you should start heading off to the Hall of Colossia to get the other Diamond Eye. From Horace's Camp, go east until you are back in the jungle area. Go north and use Revealer on the gap that you can see.

When you have crossed the gap, go north and you will be in front of a big temple. Go up the stairs and enter through the main door.

Once inside, you will see that at the top on the main room is a big pit. If you stand in the middle of the pit, you will see that there is a big switch on the other side. You need to throw a spear at the switch to activate it...but your Horn Spear isn't heavy enough.

At the pit, use Revealer on the right-side of the pit and this will lead to a woman that will save your game. Go back across and then use Revealer on the

left-side of the pit. This will take you across to a place with a switch and some Vinegar in a pot. Step on the switch and a door will open in the distance.

Go back across the pit and go through the newly top left door of the main room. Follow the passage and go up the stairs. Turn right at the next fork and keep going up until you see another deep dark pit. Hit the orange switch on the right-hand-side and a bridge will form. Cross the bridge and then it will go! Once you have crossed the bridge, head up and turn left at the first fork. Follow that passage until you see another orange switch.

Before you hit the orange switch, go up, right to the end, up to the top, left, down to the bottom, left, up and right to hit another switch on the ground. Now go back to the other orange switch. Hit that and get ready to run to the next TEMPORARY bridge.....go up, right to the end, up to the top, left and then down to the bottom. Quickly cross this bridge while it is still there. (It might be a good idea to clear the path - kill everything!)

Once across, go down the stairs and continue south. Smash through some rocks with your axe and go down, left and then up to find a Call Bead in a pot. Head back across the other side of the pit now and back to the main room. You should save now because you will shortly fight Mini-Taur. (Remember, use Revealer on the right path to get to the save point).

When you are ready, enter the opened door on the bottom right wall to fight Mini-Taur (500HP). Just a distraction! A couple of charged-up attacks will have him dead in no time! Step on the switch that just materialized and that will open another new door.

Go back into the main room (save if you want to). Go in the bottom left door and into the next room. Go up to get some Brimstone and then go down to the bottom and go left. You will see a switch on the floor - ignore that and keep going left until you have passed 3 switches on the ground. Now stand on the switches from left to right and the right side door will open. Go through that and into the next area. (You can open the other 2 doors but it's not really worth it)

Once in the next area, go up a bit and you will see a wooden bridge on your right. RUN OVER IT AS FAST AS YOU CAN because it will crumble under your weight. (Just press A as fast as you can). Once over, go south until you step on some switches that will barricade you in. Go down and then left and you will see another switch. Stand on that and then go all the way right and up until you are in a big room with 6 switches. Press them all in any order and the door at the top of this room will open. Go through that and follow the passage until you come to the first fork. Go up until you find another orange switch that activates an elevator that will take you back to the main room. Walk onto the elevator and you will be back in the main room.

Back in the main area, you should save it before going into the top right door. Just follow the passage until the first fork, where you should turn right. You will soon see an orange switch. Hit it and run across the temporary bridge. Once over, go up the left passage. At the end of that passage will be a switch. Stand on it and a door will open to your right. Go back down to where you crossed the temporary bridge, go straight up and follow the passage until the first fork.

Go down and to the far right to step on another switch. Go back to the fork and go up this time past the newly opened door. Follow the passage and head STRAIGHT DOWN until you get to another gap. Use Revealer on the gap (or just walk straight) and get to the other side. Once across, keep going down until you get to the bottom. Then go left and then up at the next turn. Keep going up until you get to a wide-opened area. This is where you fight the Super-Monk.

The Super-Monk is hardly a boss. Just keep hitting him until he dies. You will then be awarded with the Bronze Spear. SPEARS ARE AWESOME! Make sure you have equipped the spear before you keep playing.

Stay in the same room and search near the bottom of the left wall until you find a secret passage. Follow the passage until you get to a small room with nothing in it. Go left into another secret passage and follow that until you get into another room with 2 pots. Get the Brimstone and the Wax from the pots and then go to the left of the room. A man will come out and he tells you that he is Madronius' brother. He is a good bloke because he gives you the handy Fireball formula and he also offers to save your game.

Once you have done this, go back into the room where you fought the Super-Monk. Now you have to make your way back to the main room.

(To get back to the main room from where you are; go down, right, up, up the stairs, up across the gap, up to the top, left, down, left and then down to where you crossed the temporary bridge. Go a bit left until you are in line with the orange switch. You will then automatically throw your spear at the switch, causing the bridge to form again. Now cross the bridge and go down, left, down, right, down, left, up and left back into the main room)

Once you are back in the main room, go to the top and in the middle (just before the edge of the pit). With your Bronze Spear equipped, you should automatically throw your spear at the switch, causing a bridge to be formed. Cross this bridge and go in the door and you will be in the room where you will fight Megatour. (You should save before doing this!)

Megatour is a tough boss. Remember how I told you to build up Crush and to buy heaps of ingredients...you will see why. Megatour has 2500HP and some dastardly alchemy formulas. He also is fast and strong. Using the "Crush non-stop until he dies" method is a sure bet that you will win. (If Crush is level 2, you will usually hurt him about 150-200HP each time). Your battle will be over in a few minutes at most and Crush will end up being really powerful!

After you defeat him, you will receive 3000 Jewels and also the 2nd Diamond Eye! Now it's time to give them to Horace. You will be transported back to the entrance. Head down the stairs and keep going down until you are out of that area. Now you at the big gap again! Use Revealer and cross the bridge and then head left into Horace's Camp. Madronius will tell you that Horace isn't here and that he is on the west bank.

Leave the campsite and go east towards the broken bridge. Just before you get there, you will see 'Horace'. 'Horace' has shunned his characteristic yellow apparel and has instead donned bottle green garments. He will talk with you and you will end up giving him the 2 Diamond Eyes. He then escapes, leaving you to fight some rogues before you can chase him. Oh!

After you kill the baddies, you get 100 Jewels. It then occurs to you that you did Not give the Diamond Eyes to Horace, instead you handed them to the evil leader of Nobilia. Quickly make your way to Nobilia as fast as you can (save your game first).

Once you are back in Nobilia, go to the Dog Statue (Town Square). You'll see the evil Horace put the two Eyes in the Dog Statue! He then runs off as the statue explodes and becomes Aegis, another boss for you to kill.

Aegis is tough but he shouldn't be much of a problem. He has 3800HP and alchemy doesn't do a hell of a lot. That said, Crush will still do a bit of damage. You

can only hit him when his head is flashing so you have to time your hits or else they will be useless. He also throws little enemies to kill you....but they aren't much problem if you just keep evading them. They will wear you down after a while so make sure you keep well healed. If you keep hitting him with your charged up weapon, you will have him licked in a short time.

After beating Aegis (and getting 1200 Jewels), Horace will come and congratulate you on defeating the evil villain. The only thing left is a power core...that could explode at any minute. Tiny is called in and he throws it a long way away. Madronius comes shortly after that and tells Horace that a very large cave has opened up near the camp....and the tunnel may lead to unexplored areas of Evermore!

To quote Horace, "Your passage to Podunk could start on the other end of that tunnel". Before you leave to explore the tunnel, Horace gives you the Staff of Life and he sends you on your way.

Whenever you feel the need, go back across the desert and go past Crustatia. Before you cross over to the west bank, go to the cave where you got the Drain formula. The same man will then give you the Double Drain formula. Continue heading towards Horace's Camp. You will surely notice that the riverbed is dry. First save, then go down the riverbed and walk north up the river. Keep going and you will see a gap. You should try and jump it.....but you will fail.

(Before you fall down the big gap, make sure you have your Bronze Spear on Level 3 because you will encounter a boss that will really test you). (A good place to get levels up is just east of the ship, killing the Monk (only 60HP), then going back to the ship area and then back to the Monk. This is also good for experience and Jewels.)

After your unsuccessful leap of faith over the gap, you will fall down the waterfall and you will get quite a beating. When you eventually land, set the dogs action to SEARCH, to keep him close by (it is very hard to see).

From where you land, go down into the next area. Keep going down and take the left path to the teleporter. Stand on the teleporter and then go to the right as far as you can go and then go down to the next screen (ignore the teleporter there). Follow the U path until you get to the next screen. Keep going north and you will see a teleporter. Step on it and you will be warped to another area. Keep going left until you see another teleport pad. Ignore it and take the path that goes up. Keep going up until the next area. Now go east until the next area. Now go right until you hit water and then go south until get to a new area. This area has a distinctive look about it!

In this new area, go down a short distance and you will see a teleporter on your right. Step on it and you will be warped again to another place. If you have done this correctly, you should be next to a pot (with 3 Call Beads). Continue heading left until the next area. You will see a path heading north. This is where you will fight Aquagoth

This is why having a Level 3 Bronze Spear will come in handy! Aquagoth has 2500HP and has a lot of powerful formulas. If you have the spear up to level 3, get it charged up and it should do between 250-400HP damage each time. If you have the dog busy killing some of the tentacles that are protecting Aquagoth, that will leave you to concentrate on hitting his head. If you keep your spear charged up and make sure you have plenty of Heal ingredients, this battle will be yours.... as well as 5000 Jewels and some Honey.

After you slaughter the boss, you will hear a voice from the heavens.....no it is not God, but it is someone that will drop a bucket down to help you out of



you will find later. You should buy about 20.

Now you can collect from the treasure chests. Do so, equip the Gold-Plated Vest and then go back down the bottom and go all the way west until you are in an alley. Look along the west wall and you can get some really good deals on armour and other goods. Buy a helmet and arm protection from the armour merchant (You already found a Gold-Plated Vest at Lance's house). When you have got everything that you want, go north towards the freak show exhibit.

Head towards the middle shack and you will be shown the amazing cultural oddities. As you go in, your dog started to chase a cat.....but was captured by a mysterious man.

You are viewing the tantalising exhibits until you get to the last one.....it is your dog "Pigpoodle" with a pig's mask on its face. Your dog then takes off out the door. You chase it but it is too quick - so quick that it wins the pig race; and you get to go to the Queen's banquet!

At the castle, your dog disappears, yet again! Whilst you are eating, having a great time, sharing gossip...meanwhile, the cook is intent on cooking up your dog. The dog runs - but falls down into the sewers. Is this the end for your lovable Lassie? We'll see...

You are now the dog. From the start, go west, north, west, north, west, south, west, north and then stand on the vent.

Now you will be in the castle. Go left onto the balcony and take the top door back inside. Go to the bottom of screen and drop down the hole back into the sewers. \*

Now go east, north, east, south, east, south, east, north and then stand on the vent.

In the castle, walk behind the bookcase and back into the sewers.

Now go south, west, south, east to the end, south, east, north, east, north, east, north and then up the vent.

Go out onto the balcony and take the bottom door back inside. Drop back down a hole into the sewers.

Go west, north, east, north, west, south, west, and south back into the banquet room #.

\* This is to get the secret key from this point: Go east, north, and east to the end, north, east, north, and east into a vent. You will be in the castle. Go east through two rooms and down a hole into the sewers again. Now go north, east, south, and east to the end. Stop there! Go down about 2 or 3 paces (you will hear a chiming sound) and then go through the east wall. Go a few paces east and then head north. Then go west ASAP, then north, north-east to the top and then east, south, east and you will meet the old lady. She will reward you with a special key. With this key you can open many locked doors in Ivor Tower and find many items. You can also find a new alchemy formula.

#. Meanwhile, the Queen is very unhappy that your dog has messed up her banquet so she orders you and your dog to be locked in the dungeons. Your dog will escape easily...but don't let the boy out yet! Release and kill 2 red things and 2 pink vipers. Then you can release a red bazooka thing. Charge up and kill it as the dog to receive the Defender's Collar. Sweet!

Now you can release the boy. Run across and go into the cell just after the water jet. You will now be back in the sewers. Yeah! Some more water currents!

This is not too hard though. This will tell you what direction to go at each fork. Go east, south, south, east, south, east, north, then fight east against the current until you see a ledge with 2 chests and a man on it. The man will teach you Corrosion. Drop back down into the currents and keep heading west and then north onto a small ledge. Go up and through the door and you will be back in the castle.

Once back in the castle, you will see a guard. The guard will take you to the queen again. But she is very nice this time. And says she'll help you get home if you simply go to Ebon Keep and lower the draw bridge so that her people can create chaos at Ebon Keep for those that didn't come.

Go in the opening to the left of the Queen and you will see the king. He is delirious! He is just watching some Shakespearean puppets!

Go back out and go down the flights of stairs and go up into the banquet room. Now just keep going through the eastern doors until you are outside again.

After you feel confident that you are strong enough, you need to make your way through the hedge maze. From the start, go up, right, down, left, down, right, down, right, down, down, left, left, up, left, up, then right onto the chessboard

Once you get to the chessboard, you will fight the Foot Knight. He has 2400HP but his attack power is super-low so it is really easy. Just charge up your spear and also have your dog unleashing Level 3 attacks and you will defeat him quite easily. If you want, you can just stay out of the fight all together and just let the dog do it all but it's up to you.

After you defeat him, some stairs will appear on the left of the chessboard. Go all the way down the stairs to the Dark Forest.

You will see a cut scene of the Queen talking with Eronio. She informs him that that she has sent you to Ebon Keep. She then mentions something about dragons killing you.....

After that, you will come out at a lush area, filled with water and spring air. Talk to the man and he will save your game.

Actually, this is where the game starts to get really difficult so I suggest building up to about Level 28 before you set off through the Dark Forest. Make sure your spear is Level 3 and the dogs attack is also Level 3.

A good spot to build levels up is the staircase after you beat the Foot Knight. Those bats only have 60HP but still give you 300 EXP. One solid hit from either your spear or your dog will have them dead! They sometimes leave Honey as well! (The bats in the hedge maze have 90HP and 400 EXP).

Once you feel that you are strong, the key to navigating the forest is the Oglin that you freed from the well. If you see the Oglin in the trees above you, you have taken the right path...but I will tell you anyway. First go down from where the man is standing and you will be in the woods. From there, go down, left, up, left, down, down, right, right, down, left, down, left, down, down, down, right, down, left, down, right, right, down, down, right, up, right, right, down, right and right into the next area. There you will fight the Shape Lifters.

There are 3 Shape Lifters (clones) and even though they only have 700HP, they

are pretty tough. Your best bet is to set the dog with a big charge up that should hurt about 500HP each time. They have some pretty vicious alchemy spells so have plenty of healing ingredients ready. A good attack formula to use is Crush (a level 3 Crush can do about 100HP damage). Actually, any attack formula is good because that will temporarily immobilise the enemy, allowing the dog to inflict some damage. Just keep dancing around (leaving the dog to kill as well as a bit of help from the boy) and you will eventually be victorious.

After your conquest, you will receive the Crusader Sword. (Don't worry about using it; spears are the key to battles in this game). You will also notice that a bridge on the other side. Cross it and talk to the boy there to save your game. Keep going east and you will be back in the forest again.

From the start, go right, up, right, up, right, right, down, down, down, right, right, up, right, up, left, up and up into a new area. This is where you will fight the Timberdrake.

Now, I know this may take some of the fun away from battling but this is the easiest way. If Crush is at Level 3, use it a few times and he will be dead. You might as well have the dog at Level 3 charge to make it go quicker. So easy.....and you get 2000 Gold Pieces! (If Crush is not at Level 3, still use it anyway because it is still effective)

As soon as you kill the Timberdrake, you will get a Lance. Equip it and move on to the right until you have entered a green, luscious area. Go up the ladder and into the red pipe - you will be in the sewers again!

In the sewers, go down and to the right then down across the platform. In the next pipe, go left, then down, then right all the way to the wall. Then you go down, left, down, right, down, left. Follow the pipe until you come to a four way fork. Go up, follow the pipe and then go right at the next fork. Keep going until the pipe starts going down. There you will see a platform. Get off there and go up and through the door into the dungeons of Ebon Keep.

Here you must open five cells and defeat the monsters within. They shouldn't give you much trouble. The last remaining cell will be the exit into the town of Ebon Keep.

You will notice that Ebon Keep is exactly the same as Ivor Tower - except a bit worse for wear. Just keep heading up the levels towards the castle. Stop in at the shop and you will see a person.....not just any person - this man is named Cecil of Baron Castle. Talk to him and MAKE SURE YOU SAY THAT YOU HAVE HEARD OF HIM. He will be polite to you and then offer to sell you some armour. Buy something and he will give you a Bazooka! Don't waste the ammo because you only get one shell.

While you are there, you should probably stock up on good armour anyway (you should already have the Defender's Collar). Buy what you can anyway and be on your way. Just keep going up until you see the castle gate. Once you enter the castle, you should equip the Bronze Spear again in preparation for battle. Just keep going up the various screens until you get to a dark dingy room. This will be where you fight the Verminator ().

The Verminator is probably the hardest battle in the game! He has 3425HP and has some terribly good formulas. By this time, you should have at least 10 Call Beads stocked up. If you followed this walkthrough well, you should also have Horace's Aura. This is a temporary barrier from all attacks. You should use this at all times (don't worry about protecting the dog). Just keep charging up your spear to throw at the Verminator to weaken your foe. If you keep up the damage, keep Auraed, continue working hard and stay concentrated - you should be able to

beat this mean boss.

(An even better method of killing this rat is to use Crush over and over. You are probably sick of that anyway - or you have run out of Limestone!)

( ). If you really cannot beat the Verminator, no matter how long you try, you can always turn around and go back to the chessboard. Go into Ebon Keep from the drawbridge that is now lowered and you won't have to fight the Verminator.

After your victory, you will get 1000 Gold Coins...plus 5000 Gold Coins (6000 Gold Coins!) Go up and into the castle. You will meet some dickhead who will send you upstairs where you will meet the Queen! But is that really the Queen? Yes, it is....it turns out it was her evil twin over in Ivor Tower. Hmmmmmm, well, she tells you of the plot that her evil twin had hatched up and then she tells you to find Tinker in the east wing.

Go east of where the Queen is and you have to fight the alive windows.....anyway, once you easily beat them, you can continue east where you will find that dickhead again. That is Tinker. He will tell you that he saw a space station through his telescope. You will look through his telescope and see the impostor scheming. Tinker tells you to go north to visit his brother.

After his speech, buy some ingredients and save your game. Now you can explore around Tinker's Tower. Go down to the bottom-left and get the Knight Basher from a chest. This can be used to bash down big barriers! Now read the book on the table next to the chest and you will get the Explosion formula. Now go up and look in the second bookcase to the left. You will find the Slow Burn formula.

Once you have got all that you can get, go back down past the Queen and down the long flight of stairs. Once you are in the main room, go to your far left and then go up the passage to the top of screen into the banquet room (go up the stairs to the right for a Call Bead). Now go through the door on the left wall. Go down and talk to the boy there (don't be deceived is if looks older than he is). He will claim to be the smartest boy in Ebon Keep. If you can guess the number of marbles in his hand, he will give you the Super Heal formula (the best there is). If you guess wrong, he won't want to play so don't bother with it. (Nah, just RESET and try again!)

Once you have gotten that super formula, go east back into the banquet room and then down back into the main room. Now go through a door on the left wall and you will be back in the dungeons. Go into the cell on the far right to be back in the sewers. Once back in the sewers, you can now smash down a few of those big rocks that were blocking your path. Equip your Knight Basher and go down and follow the pipe until the next fork. Go down and smash the barrier. Keep going south past the first fork and just follow the pipe until you get to a four way fork. Go a few paces right and go down the wall there.....into a secret passage. It's hardly worth it as you only get some Ash and Pixie Dust.

From the four way fork, go down and follow the path until the first fork. Go up and smash down the barrier. Keep going north, smashing through each barrier as it comes. Now you can just follow the path until you see the exit to your north. Go through the pipe and you will be at the exit of the Dark Forest. DON'T GO INSIDE! Go down the stairs and then go up and smash the barriers down. Keep going up and you will soon be in a swamp.

Just keep following the bridges until you get to the base of Gomi's Tower. To get to the top, go up the first 2 sets of stairs and then go all the way left until you fall through the floor. When you land, go down 2 sets of stairs and you will be back on the ground. Go right and up the 2 sets of steps and in the door. You will be taken up a few levels. Now just go up the last 3 sets of

stairs and this is where you will fight Sterling.

Although Sterling, this dragon/bitch, looks like Timber Drake.....you will be sadly mistaken. He is a lot harder because he has some mean alchemy formulas like Fireball. He can also throw you off the tower down a few levels and you have to climb back up before you can hurt him again. He has average formula defence so you can use anything on him and it will work OK, not great. You should definitely have the dog on Level 3 charge attacks because that will be your main attack avenue. You can always use Crush! Sterling has 3200HP so it will be a tough battle but if you use that Super Heal to good effect, you will have no trouble. (As usual, try to have a spear on Level 3 charge when you attack).

Stick that big dragon up on a pillar and you will have him beat. A man will come and protest against your inhumane approach to dragons but will become friendly and introduce himself as Gomi, Tinker's brother. He will give you the formula Lightening Storm and will also have Sterling give you a ride to Ivor Tower. Sterling will drop you off near the sewers but it's not too bad for a dragon. Go up into the opening to be back in the sewers. To get back to the tower, just go with the current and turn left at the first fork. Go on the platform to the top of screen and that will lead you back into the castle.

In the castle, go up the stairs to the top-left and you will be in the 'Queen's' room. Go into the opening on the left and you will be met with a terrible sight....the impostor Queen is there and she threatens to kill you and your dog. She then sets 4 puppets onto you, two puppets at a time. They are really easy, they only have 500HP each....but once you have defeated them - Mungola appears.

Mungola isn't much to worry about, although he has 5000HP. Those 2 puppets are still hanging around - but don't kill them both. You only have to kill Memphista (purple one) because he is the only one that will heal Mungola. Old Nick (green one) will do nothing so just leave him alone because if you kill them both; Mungola will bring them both back to life.

Using Crush will really hurt Mungola in this one but it is unlikely that you have any ingredients left. Just have your dog on Level 3 attacks to take care of the puppets and charge up your spear to throw at Mungola. Remember, don't kill the green puppet. You might need to do some Super Healing to keep you alive but it shouldn't be too much trouble. If you just keep chipping away at this boss, he will be dead soon.

The Queen is really pissed that Mungola didn't kill you so she attempts to kill you by herself - by jumping on you with that big fat keg of lard that she calls her body. She misses, and then falls to her death down the many levels. The King will be so grateful that you have killed Mungola - that he will reward you with 10000 Gold Coins.

Now you have to get out of there before the tower collapses - the impostor Queen weakened the foundations when she fell. Once you, your dog and the King are safe, go and talk to the King and he tells you that everybody has gone back to Ebon Keep - and he needs to go too! He runs away and leaves you here alone in Ivor Tower. Go back down to the Inn where you can rest and save but then you must head back over to Ebon Keep via the chessboard.

Go back up into the castle and go up the right passage from the main room into the banquet hall. Go right from there across the bridge thingy and then keep going right across a room, then across another bridge thingy until you are back in the hedge maze.

From there, go up, right, down, right, down, right, down and then right to the



Levitate as a spell). Go back down and run past the ship and take the platform over to the west bank. (The dog jumps over the gap and brings the platform back over)

Go west and cut through the bushes and you will eventually get to Horace's Camp. Save your game with the lady there and then go follow the dried riverbed to the south. Now go left and continue following the dry bed until you get to a cave. Once inside the cave, go straight for the teleport pad, ignoring the Oglins.

Once you are inside the pyramid again, go up and you will see a rock. Levitate it onto a switch. Change to the dog and have him stand on the far left switch. Change back to the boy and have him stand on the middle switch. This will open a door. Go up and through that door. Some music will start and then you will see the man...Tiny...and he tells you to piss off!

Go left onto the teleport pad and you will be transported to a new area. The trick with this is to just stand on the pad that you came from. (Tiny will keep throwing Oglins at you so this is a good opportunity to build up some levels for your Lance and EXP points if you want) Just keep going back to the pad that you came from and you will eventually catch up with Tiny. Tiny will break down into tears and he will hand over the Diamond Eyes.

Go back out of the Pyramid and out of the cave. Follow the dried riverbed back to Horace's Camp where you should again save your game. Now just go back to the far east of the beach where your Windwalker should still be parked.

Get in the Windwalker and land in the Jungle near Fire Eyes's Village. Cut down some brush and head west until you are back in Fire Eyes's Village. Talk to Fire Eyes and she talks a bit of crap before she lets you leave for the Bugmuck. Go back to your east and go through the desert until you are at the swamp. Follow the path in the swamp until it leads you into the big opening.

Once inside, go straight, right, up, left at the first turn, down, around the U-turn, up, left, ignore the first up but go up next, left, up, right all the way to the end, up to the top, left and up into the opening.

In the next room, go up and left at the first turn. This will lead you outside. Go down and into the other tunnel. When you are inside again, go to the far right and go outside again. Again go down and into the other tunnel leading inside. Now go up and then left into the big opening. This is the room where you will have to fight Coleoptera.

Remember Tharaxx, the first boss.....yeah, well Coleoptera is like him except he hits 5 times as hard and has 6 times as much HP. Other than that, they are very similar in the way they fight and need to be killed. If you followed these instructions carefully, you should have a level 4 Crush with plenty of ingredients coming into this fight - this will be what you need to defeat this prehistoric python (Level 4 Crush will do 250-500HP damage). You might need to do some Super Healing because it has some pretty devastating formulas like Flash and Storm. Just use a high level Crush repeatedly until he dies.

(If you don't want to do this, you must first open its ribcage and then throw a spear at it to do some damage. Do this repeatedly to kill it)

After you kill Coleoptera, you will receive 4000 Talons. Go up and slice open the scrotum and you will get the Wheel. Go up and follow the path left, up to the top and then left until you can go no further. Cut through the brush, go down and cut through the next lot of brush to your left. Go up and get back in your Windwalker to find that last component - the Gauge!

In the Windwalker, look around for the other Fire Pit on this island (it should be to your right). Land there and there should be a huge dog statue there. Anyway, go down and to your left until you are in the next area with the raptors. Cut the shrubs down and follow the path to your left and then go up at the next turn. Keep following the path (go past the ladder) until you reach the cliff face.

At the cliff face, stand on the left digby (grey thing) and you will go up a level. Now go in the cave to your left and that will send you down a level. Stand on the digby there and you will be skyrocketed up over the volcano and you will land on a platform with a gourd. Open the gourd..... and you will find.....the Gauge!

Go back down to the ground and make your way back to the Windwalker by following the path back down the mountain. Now go east, and cut through 2 lots of bushes to get into the next area. Now go up past the flowers and into the next area to get back in your Windwalker.

Now that you have what Tinker wants, you can go back to Tinker's Tower, near Ebon Keep....but first you should fly to Crustatia to save your game in the big boat. MAKE SURE YOU ARE SAVED! After that, get back in the Windwalker and just fly around until you find Tinker's Tower (near the chessboard). Run over and talk to Tinker and he will be pleased because now he has everything he needs to assemble to rocket. He brings you over and shoots you into the sky - and onto the Space Station!

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### The Space Station

You landed safely....but your dog is now a toaster (but this toaster can do unbelievable amounts of damage with its bullets). Go up, and then turn right until you get to the right wall. Go up and talk to the red droid. He will ask you to find the other guard. Now, go back down to where you started and go up and then left until you see a big computer. Go up past it until you reach the left wall. Go up and turn right at the next fork. Just follow that path until you get to the beam of light. Walk up to it and you will be sucked up a tube.

You will now be in an area with green stuff. Just go down and follow the path until you get to a place with lasers blocking the cells. Go up the unblocked cell and you will see 4 switches. Hit the first 2 on the left and then talk to the droid in the newly opened cell. You will then receive the Neutron Blade. Go down and to your right and go up the beam of light.

This is the main room of the Space Station. To navigate this; you must make your dog fly and kill some baddies.....and to make your dog fly - all you have to do is switch to your dog and go in the door to your right. Now you will be in the air. Go to your right and kill the Sphere Bot. Once you have killed that, a blue Rimsala will come at the boy. As the dog, go back over to the black hole above the door. Press B to go back on the floor. Kill the Rimsala (for 1000 Credits). Keep going to your right and you will see a hatch on the ground. Press B to go down the hatch.

You are in a futuristic store. First you should change your money into Credits, and then go to your far left and buy Spot's Collar for the dog (NOTHING FOR THE BOY!) Go down to the next chamber where you can rest and save your game. Go to your left and go up that beam of light. You will now be surrounded by passages. Make the dog fly again and have him kill the Sphere Bot to the south. Change to the boy and have him go down the next hatch to the south. In this room, go down and to your left and you should see a switch. Activate it and some fans should start spinning. This will turn off some heaters in the next room.

Go back up the hatch and use the dog to kill the Rimsala and the Sphere Bot to your left. Go one chamber left and go down the hatch there. In this room, go down and through the turned-off heaters and go to your far right. You will see a pod. Open the pod and equip the helmet before going up the light beam back into the main room of the Space Station.

Now go to your right 2 chambers (killing whatever you need to). Once you get there, go down the hatch and you will see a big machine with a few sets of switches. The first one is the Access Code (2-1-3). The next one is the Greenhouse Lighting. THESE MUST BE OFF! And the far left one is the Storage Room lights. THESE MUST BE ON! Go back up the hatch and go right to the next chamber and go down the hatch there.

You will be in the Storage Room! (This room has a lot of treasure). On the far right of this room, you will find a Protector Ring, 30 Particle Bombs and 3 Meteorites. Go down and search the pod on your left. You will find 30 Thunderballs. Now go back up the beam of light and you will be back in the main room. Go up one chamber and then go down the hatch there.

Go to your right and go straight up until you find a treasure pod (if you didn't activate the alarm; you would have to fight some mean things - LUCKY!) Open the pod to find a Titanium Vest. Now you can go up the beam of light to your right.

Once up the top again, go left one chamber and go down the hatch there. This is the Greenhouse area. Lights should be off! Make your way through the sleeping flowers by going up, right, up, left, up, right, down, right and up towards the beam of light. (Before you go up, open to pod on the left for some Cryo-Blast Projectiles.) Now you can go up into the light beam.

Once back in the main area, go right to one chamber and then go down the hatch. You are now in Professor Ruffleberg's lab. Talk to him and he will explain how Carltron (the robot) is creating havoc in Evermore. He says that he will send you back to Podunk if you can thwart Carltron..... so long as you retrieve the Power Core from beneath the chessboard. He tells you to use his escape pod to go back to Evermore and find the Power Core. He will also give you the formula Call Up. Save your game and then hit a switch to your north. Buy all the armour than you can afford and then go up the passage into the next room. This will look very familiar (this is where you started the game.) You will notice a pod on the right of the room. This will contain the Laser Lance. This is the best weapon in the game (besides the Bazooka) so you must equip it now! After equipping the Laser Lance, go up and into the Escape Pod.





dog lash out until he is dead (he has 25000HP though.) You might need to heal yourself but it is unlikely.

Once Magmar is dead, Carltron's robot will come immediately. It's time for the boy to relax and let the dog do the killing. First, use Horace's Call Bead and cast Aura on both the boy and the dog. Now cast Energize on the dog (not the boy). Cast Barrier and Force Field on the dog.

Now switch to the dog and start killing! The boy will stand at the bottom with his bazooka (Cryo-Blasts) and blaze away. Your dog will be busy kicking some ass as well. If Aura wears off, just do it again! Even though this robot has 30000HP, you should kill him pretty quickly!

You have beaten the Secret of Evermore!

Watch the screen as Carltron comes to attack you. Professor Ruffleberg will come up from behind him and turn his power off!

Watch as all the monsters around Evermore explode into smithereens. Back at the Space Station, Sidney explains to you that Evermore is destructing and that is your influence on the world that is doing this. You have to leave now with Elizabeth, Horace, Camellia and the Professor.

The Professor sends you back down to Evermore to collect those 3. You watch as Strong Heart gets teary-eyed, Madronius gets sentimental and the King gets moody.

Once you have rounded them all up, they all get zapped back through that machine.....except for you! You have to run but I don't think you'll make it.....

You get to the machine just in time and you get zapped - back to Podunk (outside Doughead Software). Go into the cinemas and you will be seen talking with the rest of the gang from Evermore.

They ponder their regrets and they wonder what will become of the place they called home.....Evermore.....

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And that concludes the game. This guide should have hopefully helped you through all of the tricky maze s that are found in this game and got you through it with ease.

If you have any queries, email me at [gothelobsters@hotmail.com](mailto:gothelobsters@hotmail.com) and I will sort you out

You know how most of these things have disclaimers and that sort of shit.....well.....to be honest - you can rip this off if you want and even publish it because I know that it is a fucking good guide.....hahaha!

87082 characters (with spaces)

Pretty good, hey?