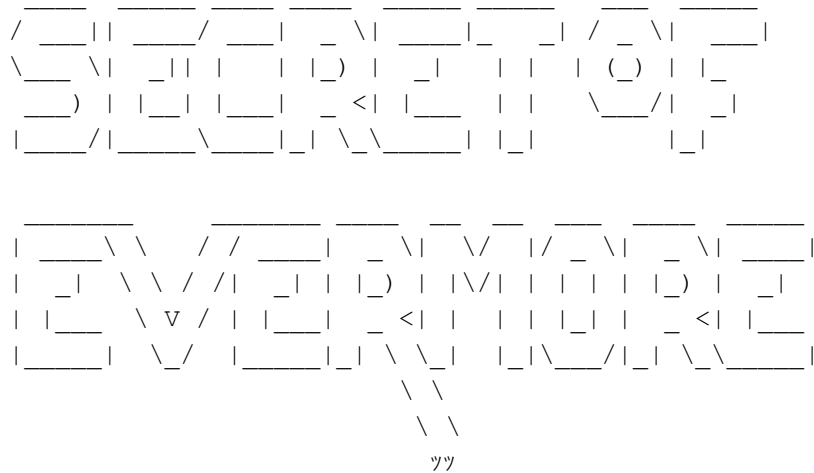


# Secret of Evermore FAQ/Walkthrough Final

by Yami Shuryou

Updated on Jan 19, 2005



1. Walkthrough
  - a. Visit to Evermore 1AVEM
  - b. Finding Strong Heart 1BFSH
  - c. Caveman Blimp 1CCMB
  - d. Prehistoria Volcano 1DPRV
  - e. Gladiator Prince Vigor 1EGPV
  - f. Hunt for the Diamond Eyes 1FHDE
  - g. Hall of Collosia 1GHOC
  - h. Great Pyramid 1HGPR
  - i. The Sacred Dog 1ISRD
  - j. Ivor Tower 1JIVT
  - k. Ebon Keep 1KEBK
  - l. Ivor Tower Revisited 1LITR
  - m. Omnitopia 1MOMN
  - n. The Last Battle 1NTLB
2. Equipment 2EQPM
  - a. Weapons 2AWPN
  - b. Armor 2BARO
  - c. Amulets 2CAML
  - d. Items 2DITM
3. Alchemy 3ALCM
  - a. Regular Alchemy 3ARGA
  - b. Call Bead Alchemy 3BCBA
4. Enemies 4ENMS
5. Shops 5SHPS
  - a. Shopping Prices 5ASHP
  - b. Trading

# 1. Walkthrough

```
+++++
+===== 1a. Visit to Evermore =====+
+++++
1AVEM
```

Enter your name. There is no default name, but I'll henceforth refer to the character as 'Hero'.

We'll see a scene where an experiment goes faulty. Thirty years later, in the same town, a boy and his dog will emerge from the local movie theater, and the dog will end up chasing a cat and leading Hero to a run-down mansion. Inside, he'll find some weird devices. Suddenly, we'll be led to a giant machine. The dog will chew on the wires, and Hero will get zapped and teleported elsewhere. Waking up, he will meet with a guy in a white coat, who leads him to a door. Inside, open the golden gourd, and you'll get the Bazooka! However, to counterbalance that, two enemies will pop out from gourds in the floor.

This 'boss battle' is really just a battle to get you used to the combat of Secret of Evermore. After the battle, Hero will find his dog and an escape gourd.

In the escape gourd, we fall to the world of Evermore below.

```
=====
Southern Forest
=====
```

After getting up, Hero will spot his dog, who certainly looks different. After throwing him a stick and getting a bone in return, Hero will decide to use the bone as a weapon. After, go and open up the gourd nearest you for a Petal, then head up and kill the flower. Going right, head down and slay the flower here.

Now, you might have noticed your dog sniffing around a bit. What he does is look for ingredients (That's for later), which will be vital in your quest. When he stops and is sniffing heavily, go and check the area that he's sniffing and you'll pick up an ingredient. Now head back up, and go left into a new area when you can. You'll be able to pick up some Oil from a gourd down and left a bit. Going back, head up and right a bit and take the clockwise path down to a flower and a gourd containing 15 talons, the local currency. Now head up a bit, and after destroying the enemies that are around, head up into the next area (You cannot cut the weeds that are around...for now...).

Here, we'll be facing some raptors.

```
+++++
R A P T O R S
+++++
Prize: 50 Talons, Petal
```

This battle is optimum as to whether to win or lose. However, if you win, you gain a decent chunk of experience and can later get a Grass Vest for winning against the raptors. If you lose, you'll just end up being dragged

away by your dog.

Now, the raptors. The raptors will hide in four grass bushes, and every once in a while, one of them will pop their head out of the bushes. After they do that, one of the raptors will run out of a bush to the bush straight diagonal from him. During the time that it he is running, the raptor is vulnerable to attack. Hit him, then draw back, as sometimes the raptor will try to come and bite you instead of continuing on to sanctuary.

This battle is more easy to win if you're a veteran to the game, but no worries, it's nowhere near impossible to win if you're a newbie to Secret of Evermore.

```
+++++ ++++++
E N D   B A T T L E
+++++ ++++++
```

After (Supposing you won), head up into the next area.

```
=====
Prehistoria Village
=====
```

There's a lot to do in this village here. The most notable is that the house at the far back of the village has a man inside who will give you a Grass Vest if and only if you defeated the raptors from inside the forest. Otherwise, there are a ton of gourds arounds with plenty of items, and there are many ingredients for your dog to search out.

Of course, you'll have been talking to the people, and will have heard of 'Fire Eyes'. Head down to the bottom of the village, and in front of the smoking fire pit is Fire Eyes' hut. Talk to the man beside it, and he'll tell you this is the hut of Fire Eyes. A bunch of villagers will start gathering around and call Fire Eyes out. Fire Eyes comes out, introduces herself as Elizabeth, and tells Hero to step in.

Inside, Elizabeth will ask Hero for his dog's name. Again, no default name, but I'm not going to stick you with something as lame as 'Dog' for when I refer to the dog. Instead, I'll be referring to him as 'Canine', which is at least slightly less lame. After, Elizabeth tells Hero he is on the world of Evermore, in her prehistoric village of which she is the leader of. After Hero mentions gourdkunk, Elizabeth gets a bit weird, and then offers Hero a chance to get himself good with the village.

Alchemist Strong Heart has wandered into the Bugmuck, east of the village, and has not come back. Elizabeth wants him to go and rescue Strong Heart, and Hero readily accepts. Elizabeth then teaches Hero Alchemy formula Flash, and will give a basic run-down on alchemy. After you grab the items in her hut, exit.

Once you've done everything in the village that you can (Picking up a Dog Biscuit or two is recommended), head to the bottom east of the screen, and exit.

```
+++++
===== 1b. Finding Strong Heart =====
+++++
1BFSH
```

```
=====
Eastern Forest
```

=====  
Out here, slay the flowers that are in your vicinity, then head out into the open area. Here, kill the Skelenails by attacking them from the front. After you're done destroying the large supply of Skelenails and gaining some experience and Talons, exit out to the right.

=====  
Quicksand Area  
=====

Likely the first thing you'll notice is that there are quicksand holes around here. However, the quicksand holes, instead of killing you, will take you to a different hole. After eliminating the immediate targets, of the two sandholes closest to you, fall into the right one. It'll pop you out up in front of a cave. Enter.

Inside is a shop. Although the prices are a bit expensive, if you buy any one item (\*cough\*Essence\*cough\*) you get the Jaguar Ring, which allows you to run faster. After you obtain it and some items from gourds, head back outside, and go into the hole again. What to do now? Basically, it can be summed up in "Head down the screen while dodging the sandholes."

After you make it down, head to the left instead of leaving the quicksand area. Taking the 4 Crystal parts, go up the stairs, and exploring, you should get a Petal at the top of the screen. Now head back into the Eastern Forest from the path up here.

=====  
Eastern Forest  
=====

You should find a few parts down at the bottom here. After having done so, head back into the Quicksand Area.

=====  
Quicksand Area  
=====

Go back down to the bottom of the screen, and this time, head into the Bugmuck.

=====  
Bugmuck  
=====

Here, destroy the Tar Skull and Maggot, then go down as much as you can before hitting a block, then go right and up into the cave. In here, we'll meet another alchemist who met Strong Heart only a few days before. He mentions Strong Heart walking towards a big bug, and teaches us the Hard Ball alchemy formula. Save and buy ingredients, grab the Water and Clay that is in the gourds, then head outside again.

Back out here, go and look in the gourd to the right for some Crystal, then head left and down a bit for some Water. Now, go and take the upper path to the right, and after eliminating the Tar Skull off, continue upwards and deal with the Maggots. Head up to the top, and take the lower counterclockwise path. Head down the path, and at the end, go left to open a gourd with Clay in it. Now head right, and then up into a big shell.

I cannot really think of a way to make precise directions, so I'll just be general in this. From the start, go up, right, up, left, down, left, up, left, up, left, up, right, up, left, and into the cave. Inside, head up, and take the

left path when you can. Outside, head down and grab a Petal from the gourd, and take the lower-most path. On the other side of the shell, grab another Petal from the gourd up top, then take the lowest-most path. On the other side, grab a Biscuit from the gourd. Now head back up into the shell, and this time go up to the top of the screen. Enter the cave.

Inside is the lair of a giant bug, of which you must now fight.

+++++

T H R A X X

+++++

Prize: Spider Claw

600 HP, 500 EXP, 750 Talons

Thraxx is one of those bosses that appear difficult at first, but in later years, will have you looking back and laughing.

Thraxx itself is a huge spider. He is for the most part invulnerable, but by destroying his arms, you disable his ability to protect the part of his body that IS vulnerable: the heart, which is protected by bones.

To protect himself, Thraxx can summon Maggots that drop down from the ceiling, make a furious roar which will send the Hero and his Canine down to the bottom of the screen, and cast Acid Rain.

But it is not difficult.

Although Thraxx's Heart is protected by bones, it is not necessarily protecting against any attacks. All that happens is that you can only manage in a light hit with your Bone from far off. Alchemy doesn't suffer at all. What you really want to do is cast Hard Ball and Flash as often as you can (Hard Ball more than Flash), and when the bones protecting Thraxx's Heart open, you head in and bash it with the Bone.

To keep your spirits up, bring into this battle two Dog Biscuits and four Petals minimum. Don't bother wasting any Petals on your Canine, as all he'll do is attack the Maggots. Rather, wait until he's out of HP to use a Dog Biscuit on him. As for Hero, once his HP drops below 35, heal him with a Petal (Acid Rain can be a real pain). Eventually, the constant attacks of Hard Ball, Flash, and your Bone will do Thraxx in, and you'll obtain the Spider Claw.

+++++ ++++++

E N D B A T T L E

+++++ ++++++

After, decimate the core with your recently obtained Spider Claw, and we'll meet up with Strong Heart. After some introductions, Strong Heart will give Hero 10 Wax and 10 Oil ingredients. After, head outside.

Back out here, go right, killing all the enemies in your path. When you can, head down, and get 2 Crystal and a Mammoth Guard from the two gourds. Now head back up, and continue left and up into the Eastern Forest.

=====

Eastern Forest

=====

Head up a bit, and grab the Clay from the pot. Now, go right. That's right, right. The wall really is just a part of the background, and not an actual

object. From the gourds that you'll find in this secret path, you'll obtain some Clay, Water, and a Biscuit. Now head right again. You'll meet an alchemist who will teach you Acid Rain. Get the Water and Ash from the pots, then head back.

Back in the Eastern Forest, continue your counterclockwise walk, and beat down the weeds that NOW you can destroy. Now take a trek down to the village.

=====  
Prehistoria Village  
=====

Head straight to Fire Eyes' hut.

In here, Fire Eyes confirms Strong Heart's explain and details a new crisis to Prehistoria: the volcano to the north is rapidly cooling, and at the rate that it is going, Prehistoria could very well be a frozen wasteland. She then tells Hero that tracing the source of this problem is his best bet to getting home - and reveals that she too is from gourdkunk! Apparently, 30 years ago, her grandfather created a machine that could send people to worlds of their invention. She then adds that the cause of this cooling is a person from the real world. She'll then give you some Call Beads and explain how they're used. After, we'll step outside, and Fire Eyes will light a fire using her eyes.

Now, after buying whatever stuff you want to buy, exit the village to the southern forest.

=====  
Southern Forest  
=====

Now, remember those weeds at the exit just before you fought the raptors? Yep, that's right. Making your way through the linear path here, grab the Nectar and Shell Hat from the two gourds, then head onto the next screen and enter the hut here. Inside, talk to Strong Heart, who will teach Hero Cure. After getting your ingredients and the Wax and Oil from the gourds, head back to the village.

=====  
Prehistoria Village  
=====

Here, do whatever you need to do, then head up to the equipment hut. From here, head down and left into a small area. In here, pick up the Clay, Ash, and Call Bead from the gourds, then talk to the Alchemist here, who will teach you Defend. After, head back into the village, and this time, exit to the north.

+++++  
+===== 1c. Caveman Blimp =====+  
+++++  
1CCBM

=====  
Northern Forest  
=====

From the entrance, head right, and bat your way through weeds to get some Clay from the gourd. At the top of the screen, you'll see that the entrance into the volcano is blocked off by a giant boulder. Oh well. Head left for now, and after some hacking and killing some Carniflowers, check the gourd for Nectar, then head up into the cave. Here, you can purchase some equipment. After you get what you want, head back outside, then go back to the volcano entrance. Kill the Carniflower to your right, and head up into the Bonelands.

=====

## Bonelands

=====

Here in the Bonelands, we'll be dealing with a deadly enemy: the Widowmaker. These spiders are capable of poisoning you, and boy, the poison sure knocks you a good one. If you can, bring an Essence or two with you (You should most likely have one from acquiring the Jaguar Ring), as they'll heal you from poison. Anywho, make your way through the linear path, and at the top, you'll end up fighting some Vipers.

+++++

V I P E R S

+++++

Prize: Horn Spear

Four Vipers will attack Hero and Canine with two attacks; rolling around in a spiky ball and just straight-out attacking. While they're pretty strong against physical attacks, Hard Ball, and Acid Rain, they take heavy damage from Flash.

To this end, I suggest that you employ multiple-target Flash, with at least 20 available uses. After you devastate the four regular Vipers, the Viper Commando will come down from his hiding place and fight Hero and Canine one on two, a far cry from four on two. While he is somewhat more powerful than his fellow Vipers, he's still nothing to the power of Flash.

+++++ ++++++

E N D B A T T L E

+++++ ++++++

After, a person will come out, and after Hero mentions Fire Eyes, he will gladly open the gate. He then teaches Hero Heal, and offers to replenish HP. Now head up into the next area.

=====

## Front of Volcano

=====

From the start, head up and left just before the ladder, and bat your way through the weeds. Inside, talk to the man who'll offer you the chance to rest if need be, along with saving your progress, and then grab the Water from the two gourds. Now exit out.

First and foremost, head up onto the ladder, then go right and up the hill, then head left. When you see a cave, enter it. Inside here, we'll have to deal with three Raptors intent on killing Hero. After you defeat them, you'll receive the Dino Skin. Exit the cave after equipping it.

Coming out of the cave, head left along the path, up the hill, then go right to see the steam jets (A note for something you might be wondering when going on the steam jets - one of the gourds IS unreachable. That's for much later).

First, take the first steam jet on the ground floor and grab the Roots up top. Two steam jets later, head left and grab a Petal from the gourd, then go back and take another steam jet (Make sure not to trip on the steam jet near the gourd with the petal in it. It leads nowhere that you want to go). After going up on this last jet, grab the Water from the gourd, then head down through the cave to the bottom.

Now. It might look like there's only one steam jet on the bottom, but there's actually two. Cut away some undergrowth to reveal the second one, and head up on

it. Go to the right and grab some Clay, and then go into the left cave. Down one, head up onto this steam jet - it'll launch you to the top of the volcano.

Up here, we'll meet a wizard who tells Hero that he could enter the volcano by the catacombs at the crater. When Hero tells him about the boulder that's lying in front, the wizard teaches us Levitation and tells Hero that he needs a Mud Pepper, which can be obtained from the swamp to the east. Buy whatever you need, then drop off the volcano.

Back down on solid ground, head east of the beginning of this area, and go through a layer of undergrowth. After fighting a few enemies, you might want to head up into the cave to visit the Item store that's here. Afterwards, head through the second undergrowth to go into the swamp.

=====

Swamp

=====

From the start, head up and grab some Water from the gourd. Now go up the top ladder and get some Water from the gourd at the end of the path, then take the bottom ladder and do some walking into the main swamp screen.

Before I start, I should make a mention: Kill ALL ENEMIES. Part of the way that the swamp works is that you need to kill all the enemies, and that this will cause lily gourds to grow, creating bridges. Anywho...

From the entrance, head up right, killing the Frippos in your way, and go up the ladder. Head right across the bridge, and once you get off the bridge, head down and right, opening the gourd on your way for some Oil. After slaying all the enemies, go onto the bridge, which will form as you walk along. On the other side, kill all the enemies in your vicinity, then head down. From here, go left and up, slay all the enemies, then go back and this time head down. Clear out the enemies here, then go up the stairs. Head left across the bridge, and take the down path here.

From here, tackle the completely straightforward path, stopping to grab the Nectar in a gourd on an island to your south after killing some enemies to form a lily pad path. After you've gone across the bridge, head back, and this time take the left path. When you come to another branch, take the left, and grab the Clay and Roots. After you're done with the enemies, take the right path. When all the Frippos are dead, another lily gourd path should have been formed. From this bridge, head on completely down to the gourd and grab a Call Bead. Killing the two Frippos here will also result in a lily gourd bridge forming elsewhere.

Now, with basically all the enemies cleared out of the area (Spiders can still respawn though), head to where that lily gourd bridge is. Once you get there and across, head up.

=====

Blimp's Place

=====

Head up, and we'll meet Blimp...only to learn that a giant snake is around, which then pops up to give us heck.

+++++

S A L A B O G

+++++



2000 HP, 700 EXP, 66 Talons

Most people would have difficulties with Salabog their first time through, trying to attack him with their Horn Spear and using their Alchemy. In truth, neither of those ways work, and although Alchemy can cause Salabog a little bit of pain (Hard Ball works best), the only option to go with is to charge your Horn Spear.

For those who've no idea what I mean by charging your Horn Spear, first you need to level up this weapon to Level 2. After that's done, you hit B, then hold onto it. After your % meter recovers to 100%, a bar will form, and when it is full, you can throw your Horn Spear. Not only can you hit Salabog from a long distance, but it also causes plenty of damage (Usually somewhere around 70, if your levels are at the trend of Level 10).

Your battle arena is three islands, connected by two bridges. The main island has a lot of room, but the other two are crushed. Salabog will pop up in front of one of these islands, and then breathe fire down in front of him. Will o' the Wisps will appear out of this fire. Leave the Wisps to your dog to attack, and just charge your Spear between when Salabog drops down into the water after taking an attack and when he pops up again.

When you're in critical danger, just take a step back on the main island and use your time to use whatever Alchemy and/or Items that you require.

+++++ +++++  
E N D B A T T L E  
+++++ +++++

After, Blimp will invite you inside. In here, he will give Hero a Mud Pepper for his troubles, and will give us free rest and save our game. After, grab the water, leave, and head back to the Northern Forest.

+++++  
===== 1d. Prehistoria Volcano =====  
+++++  
1DPRV

=====  
Northern Forest  
=====

Here, head to the boulder, and use Leviation. Enter.

=====  
Prehistoria Volcano  
=====

From the start, head up onto the next screen.

In here, go left at the branch, and right at the next branch. Grab the 100 Talons and Water right here, then head left, killing the Vipers in your way. After grabbing Clay from the gourd, head right, and get a Mud Pepper from the gourd here. Now, head back all the way to the first branch, and this time head right. Use Leviation on the rock here.

Now, head up, and go up the ramp onto the cliff. Up here, head to the boulder that's around, and strike it. Hero will knock it off. Go back down the cliff, and head left past the boulder blocking the hallway. Past the second cliff, go up, and open the gourd for some roots. Now, head up the ramp of second cliff and strike the boulder here to knock it down. Now go and open the newly accessible gourd for another Mud Pepper.

Head back to the rock blocking the hallway and use Leviation on it. Heading up the new hallway, go right and down for a Petal, then go back up and head up the cliff. Go left, and knock the rock down to create another path in the lava. Head off the cliff, and go across the new path. Head up at your first opportunity, then go down and up onto the cliff. Head up and into the cave.

In this first room here, collect the Ash from the gourd and head left. Now go down two rooms and get some Water from the gourd, then go back up one room. Back in this room, go left and down. In the next, grab the Ash, and head down again. Go two rooms right, then one room up.

Up on the cliffs here, you get to fight a Viper Commander (Black Viper). When you finally defeat him, you get a Mud Pepper, but guess what? You can just exit and reenter the room and there'll be a new Viper Commander, allowing you to stockpile Mud Peppers. For now, I recommend you getting at least three extra Mud Peppers for later.

After getting the one required Mud Pepper plus whatever number of extra Mud Peppers that you so desire, head back all the way to where the last rock was. Use Leviation on it, and head up to enter the Prehistoria Volcano Sewers.

=====  
Prehistoria Volcano Sewers  
=====

In here, open the gourd for some wax.

These sewers will rush Hero around with water, and dump him in one of several locations. You can dash against the current. For those who wish to get right down to where they need to go, head to Room 5, then Room 10.

Room 1 - Take the left sewer, and go left the first chance you get. Inside, you will be able to get some Clay from a gourd.

Room 2- Take the left sewer, and the first time you have a choice of up or down (Having come from the right), go up and then right. Inside will be two Raptors.

Room 3- Take the left sewer, and the first time you have a choice of up or down (Having come from the right), go up and then left. Inside will be nothing at all.

Room 4 - Take the left sewer. Go left the second chance it's possible, then head down. Inside is a gourd with Wax.

Room 5 - Take the left sewer. Go left the second chance it's possible, then head up. Go all the way left, then all the way down. Inside is a switch (Which you need to step on), and a peaceful Viper who will offer to save your progress (Which you should definitely do).

Room 6- Take the right sewer. Head right at first opportunity, up, then right again at first opportunity. Inside is a gourd with some Clay.

Room 7 - Take the right sewer. Head right at first opportunity, up, then right again at your second opportunity. Inside is a Raptor.

Room 8 - Take the right sewer. Head right at first opportunity, up, then left, up, right at first opportunity, and up again. Inside are two gourds with Oil contained within.

Room 9 - Take the right sewer. Head right at first opportunity, up, then left, and up all the way.

Room 10 - Take the right sewer, simply head up.

In Room 10, we'll meet somebody who looks a lot like Fire Eyes. Hero will call Fire Eyes, and the replica tells Fire Eyes that she is her evil twin. She then reveals that she's cutting the volcano's heat off at it's source, and that after Fire Eyes' village dies out, she'll take over with her army of Vipers. Fire Eyes will disappear, and the twin sends out her 'pet rock' - Magmar.

+++++

M A G M A R

+++++

Prize: 900 Talons

1000 HP, 500 EXP

Magmar, much as he might look it, is not difficult.

He has three attacks. The first attack is where he will curl up in a ball and roll around (He isn't at all aggressive with this attack). The second is where he will breath a stream of fireballs at Hero, easily dodgable. The third is where he will simply shoot these fireballs up into the sky, and they will fall down. This is especially easy to dodge.

The only real strength is his replenishing HP attack, where he goes and submerges into the lava, making him temporarily invincible and healing a chunk of HP, and his capability to catch you off-guard while trying to hit him. For this battle, you'll want to use charged up Horn Spear, and that's the most likely time that he'll be able to nail a hit on you.

When you need to heal yourself, just get back a bit and heal. Another useful tactic is to heal right before he is about to attack - sometimes using Heal when your opponent is attacking will result in the attack not affecting you.

+++++ ++++++

E N D B A T T L E

+++++ ++++++

After, Evil Fire Eyes will go and cause an explosion, jettisoning Hero and Canine out of the volcano. They'll make it onto a river safely, but fall down a waterfall.

+++++  
===== 1e. Gladiator Prince Vigor =====  
+++++  
1EGPV

=====  
Crustacia  
=====

Waking up on a beach, Hero will discover that Canine is nowhere to be found. Anyhow, in Crustacia, exchange your Talons for Jewels, and buy whatever Items and Equipment you need, topped off by saving at the Inn. Afterwards, strike out east.

=====  
Eastern Beach

=====  
On the bottom here, go up the cave, and immediately head up and into the second cave. In here, we'll meet Blimp, who apparently also got washed out to here. After, Hero will wonder where Canine is, and we'll switch to Canine's view.

=====  
Nobilia Palace  
=====

From the leaf you start on, leap down, and then right onto the stairs. Head right a bit more until you see an open door, then head in. We'll overhear something about somebody needing "Diamond Eyes" to further his power, and his advisor says the people need a "Sacred Dog" to show them a sign first. And guess what our poochie-woochie who slides in is classified as? Now we switch back to Hero.

=====  
Eastern Beach  
=====

Blimp will tell Hero that there's a city on the other side of the desert, and that he can use Blimp's newly-built bridge. Blimp will then teach Hero the Crush formula (>HELPFUL!<) and will offer to sell some ingredients. Stock up on Limestone, fer sure. Now head back into Blimp's cave and grab the Ash and Wax from the gourds.

Now, before you head across the desert, I recommend that you fight the Mad Monks and Rogues that are around a bit. This is for three good reasons;

1. Experience - Now that you're in a new area, you're likely to be overwhelmed by the more powerful enemies easily.
2. Gaining Money - Switching currencies probably put a dent in your wallet, so you want to get some more money for later.
3. Leveling up Crush - For God's sake, Crush is one of, if not perhaps the most powerful attack formulas in the game. Although it might seem weak at weak, it practically doubles in power after it's first level-up, and only gets much more powerful.

A really cheap way to do the latter two is to just go to Crustacia, enter the Eastern Beach, kill the first Mad Monk with one Crush, exit, reenter, and rekill the Mad Monk. Each Mad Monk nets 75 Jewels - With 60 Jewels for 5 Wax and 120 Jewels for 5 Limestone, it's a sound payment.

After you're done leveling up, head into the Nobilia Desert.

=====  
Nobilia Desert  
=====

Well now, I can't really give a step-by-step walkthrough through the Nobilia Desert besides just "Head up a long time." However, here's a list of tips for passing through the Nobilia Desert;

-Supposing you DID pick up the Amulet of Annihilation in Crustacia (Which would not have actually been such a bad choice, since you'd get a free Chocobo Egg with it), you can use it to ride with the Ghost Ship that you should see shortly.

-If the Sand Spiders are getting in your way too much, just use Crush on them. By now, you should've leveled it up enough to make an instant kill.

-The enemies cannot go into the oasis, but you can. Use them to your advantage by getting into them and healing.

-Dashing is your friend.

After you make it to a large stone building at the end, enter from the left into the Nobilia Marketplace.

=====  
Nobilia Marketplace  
=====

The market seems to be creating a buzz, and with good reason - there's going to be something going on at the Nobilia Square pretty soon.

Anyways, talk to the man in a green robe just south of the entrance. He'll be a parody, basically, talking about how this is a video game. When you're given a choice of three options, press Y instead and the man will give you a Stone Vest.

For the Nobilia Marketplace, there are a few patterns of market stalls where you can make some money. However, don't get your hopes up just yet, as you have all of ten minutes before the market closes to go to the square. When that happens, everybody will disappear as soon as they're out of your sight radius. When this happens, head to the northwest corner of the market, and check the jars between two of the stalls for 500 Jewels. After that, head east into the Square.

=====  
Nobilia Square  
=====

Pomponius will introduce the Sacred Dog (Canine), and says that he (SD) will choose a challenge to fight Vigor the Indestructible. As Canine's Hero's dog, he will immediately choose Hero. Hero will then be taken to the colosseum.

=====  
Nobilia Colosseum  
=====

Pomponious will come in and introduce himself, and tells Hero that as the Sacred Dog chose him, he must be the one to fight. He then leaves.

All is not lost, however, as there are secret passages in this room. A Centurian Cape\* lies in a pod to your left, a Petal in a pod to your right, and going through the middle of the right wall will lead you to a passage with: A Bronze Gauntlet\*, two Call Beads, Wax, and an Obsidian Helmet\*.

\*Equipment depends on what type of equipment you already have. Everything will be one class stronger than what you have.

After you equip your arsenal, head outside. Out here, Pomponious will give a big speech over Vigor's enter, and the crowd will hate Hero off the bat.

+++++++ +++++ +++++  
V I G O R T H E I N D E S T R U C T I B L E  
+++++++ +++++ +++++  
Prize: 1000 Jewels, Gladiator Sword

1050 HP, 1050 EXP

Vigor can throw what looks like a boomerang forward, as well as a trident. He also moves from left to right and right to left, as well as up and down, all at varying speeds. He can also get the crowd to throw junk at Hero, injuring him.

But he's a joke on turning speed.

Vigor himself is in a wheelchair contraption that lets him drive around at a lot of different speeds, and while he is near invincible from the front side, he's quite different on the back - and as said before, he's a joke on turning around. Not only does he do it slowly, but he'll more than likely try to get the crowd to throw junk at Hero, increasing the amount of time he's vulnerable.

That's not to mention his weakness to Crush. If you got Crush to at least Level 4, and brought a good 20 uses of it along, then you can breeze through this battle with relative ease. If you didn't (Which I hope not), you can always use your Horn Spear charged and throw it at his back.

However, if you did not level up Horn Spear and/or Crush at all, then you're in for a difficult fight. Otherwise, it's pretty easy.

```
+++++ ++++++
E N D   B A T T L E
+++++ ++++++
```

Afterwards, Hero will ask Pomponious for a clue on what to do, and Pomponious tells him that he should head across the river west of Crustacia, and that Nobilia's leader, after he gets the Diamond Eyes, should have the power to send Hero back home. We'll also get use of Canine back. We'll then oversee a conversation between the leader of Nobilia and some mysterious entity. After, we'll be deposited in Nobilia Marketplace.

```
+++++
+===== 1f. Hunt for the Diamond Eyes =====+
+++++
1FHDE
```

```
=====
Nobilia Marketplace
=====
```

Do what you need to do in Nobilia Marketplace (And if you want to avoid the hassle of going through Nobilia Desert again, pick up an Annihilation Amulet). After, head back all the way to Eastern Beach from here.

```
=====
Eastern Beach
=====
```

Here, go into Blimp's cave, and talk to him. He'll teach Hero the Revive formula. Grab what ingredients you require, then head to Crustacia.

```
=====
Crustacia
=====
```

Here, save and rest at the Inn if you need to do so, then go west onto the Western Beach.

=====  
Western Beach  
=====

Go as far as you can as possible on the bridge, then switch to your dog with the Select button. As Canine, leap across the bridge, head up and onto the elevator, then switch to Hero as the elevator moves across the water, then head back across. From here, go into the next area.

From the entrance of this area, head up and right, cutting your way through some undergrowth while on your path. Now, there's two things that you can do: Either you can fall down into the pit north of you, or you could head west into a small camp. If you fall into the pit, you'll meet up with Horace Highwater. Otherwise...into the camp, where you'll also meet Horace Highwater.

=====  
Horace's Camp  
=====

Here, head up and around the bridge down to the tents, and talk to the man in yellow. After going through the Crustacean's and Nobilian's dress style, he'll figure Hero to be a Podunker, and introduces himself as Horace Highwater - the former curator of the Podunk Natural History Musuem! Hero will already know what had happened, having talked to Elizabeth/Fire Eyes, and Horace will mention that another guest - Miss Bluegarden, the librarian - was at the incident.

Horace suspects that somebody arranged for the machine to backfire, and Hero mentions getting the diamond eyes. Horace then tells Hero that more likely than not the leader has his own personal ends, and that as a power-hungry person, they're likely bad intentions. Horace then tells Hero that since there are bound to be others looking for the Diamond Eyes, Hero needs to retrieve them first and give them to Horace, who'll keep them safe. He then gives the locations of the two diamond eyes - one is in the Hall of Collosia to the north, the other in the Great Pyramid to the south.

After, talk to the Nobilian person. He will teach you Reveal, which will reveal hidden paths over the dug pits. At this point in time, if you've been following my walkthrough, your arsenal of Alchemy should be at the point where you cannot equip all your Alchemy at the same time, so you need to unequip another Alchemy first. After buying some ingredients, Madronius mentions his brother being in the Hall of Collosia, who of course I'll mention how to get to him.

After saving at the inn, exit from the north. We're going to Hall of Collosia first.

=====  
Western Beach  
=====

From the exit from Horace's camp, just go right a bit, and cast Revealer before the pit, then walk along it into Hall of Collosia Entrance.

+++++  
+===== 1g. Hall of Collosia =====+  
+++++  
1GHOC

=====  
Hall of Collosia Entrance  
=====

Just walk straight up into the Hall of Collosia, killing the Mad Monks in your way if wanted.

=====  
Hall of Collosia  
=====

A note before I start. Falling off a pit in the main room will have you go into a cell, which I will be referring to as "Cell" from now on, mostly to base directions off.

First thing's first, head to the far northwest-corner, just before the pit. Stand on the switch, and use Reveal. Walking across the bridge, pick off the Dancin' Fool from afar, then go and stand on the switch on the platform to open a door. Heading back across the pit now, head down along the east wall and go through the top door.

In here, head down, and going left, take the second set of stairs. Heading up and left a few times, grab some Brimstone from a gourd, then head back to the first set of stairs, and go up here. When you hit a branch, take the right path, and go all the way up to the pit. Here, you'll see two blocks to the right - hit it, and go across the bridge that connects.

Now, go over to the switch here, and use Reveal on it. Head over the bridge and open the gourd for some Ash. Going back to the switch, head up, right, up all the way, and then left. Continue down the linear path from here, and at the end, step on the switch to open another door elsewhere.

Now, remember that second set of blocks that more likely than not you saw earlier? That builds another bridge, but this time, the bridge is timed - and time is short, as you have to run around the top to get to the bridge from the cubes. There are two things that you should consider before trying, however: the first thing is to switch to your dog to attack the cube, and the second thing is to have Hero dash (Which is why you want your dog to attack the cube - the more energy you can get, the better). After you make it over, head all the way back into the main room.

Back here in the main room, go to the southeast room. Inside, you'll fight mini-boss Mino-Taur.

+++++  
M I N O - T A U R  
+++++  
500 HP, 1000 EXP, 10 Jewels

There's not really much reason to call Mini-Taur a mini-boss, but I'll keep him classified as one nonetheless.

Mino-Taur has one attack - his single attack is where he causes you to be knocked back, much like the attacks that Thraxx and Magmar boasted. What is not really an attack, but is hurtful nonetheless, is where Mino-Taur rushes around, running into you with his spiked body. Now THIS attack is painful.

Nevertheless, the room you fight in is a large room, so if you need to tend your injuries, you can just retreat and either use Heal or some Nectar, or in the case of reviving Canine, a Biscuit or Revive.

As always, Crush does wonders, leveling Mino-Taur in only a few hits.  
+++++ +++++  
E N D B A T T L E  
+++++ +++++



After, step on the switch that forms and step outside.

Back in this room, go into the southwest room now.

In here, head up right at the start, and grab some Brimstone from the gourd. Now go down, and press the middle, right, and left switch in that order and go and open the gourd in the left cell for Wings. Now exit, and reenter, and here, press the right switch, then the middle, then the left to get Nectar. Now reenter one last time, and press left switch, middle switch, and right switch to head up into another room.

In here, you need to dash across the wooden planks, but they'll fall down easily. The way to think of this is that they aren't all part of one unit - if you step on one wooden plank, the rest of the planks aren't going to fall down. For this, it would be wise to run across in a dash - walk, dash - walk pattern to conserve your energy. After you make it over, head down, and after defeating all the enemies that are around, head left and step on the switch. Now go right and up into a room with a bunch of switches. Step on all of them, then head up, left, and up all the way (You need to hit the cubes first). You'll be taken to the cell in the main room. Back in here, take the northeast door now.

From the start, head along the completely linear path until you hit the set of cubes, and hit them, then go up the bridge. Head up the left from here, open a gourd for some Wax on your way, and step on a switch. Now go back, and this time take the right path. When you come to another branch of up and down-right, take the down-right path, and stand on another switch there. Now take the up path. When you come to a third branch, take the left and walk down a long hallway for some Ash. After that, head back, and go down the right path. Use Reveal just before the pit, and head straight down. Now, head along the linear path until you reach a large room, where you have to fight a Mad Monk. After you win, you will gain the Bronze Spear.

Now, in order to continue on through the dungeon, you WON'T need to level up your Bronze Spear to Level 2. But BEFORE we do that, there's something else we need to do. Remember Mandronius mentioning his brother being in the Hall of Collosia? Yep, that's right. In the large room again, head to the southwest corner, and press along the west wall. When you go into the wall, go down, right, and up into a small room. From here, go left, up, right, down, left and then up into a small room here. Get from the gourds some Wax and Brimstone, then walk down the stairs, where we'll meet Madronius's brother. He'll teach you the Fireball formula (Helpful like Crush), and offer to save your progress. Now, head back to where the extending bridge ended off. Go to between the two piers to the left of it, and Hero will throw his spear, hitting the blocks at the end, extending the bridge. With that done, head back to the main room now.

Back in the main room, go up to between the two Reveal switches at the top of the room, and Hero will automatically throw his Bronze Spear. Another bridge will extend, so head up and into the next room. In here, we'll end up fighting Megataur, without anything prompting us into a battle.

+++++

M E G A T A U R

+++++

Prize: 3000 Jewels, Diamond Eyes

2600 HP, 2500 EXP

Megataur is really just a beefed-up version of Mino-Taur, with some extra attacks.

His first attack is to curl up in a ball and roll around, attacking everything in his way. He can also use Drain, which will steal some of Hero's and Canine's HP, and restore their health to him. In addition, he can use Crush on you (Though it more likely than not is MUCH weaker than your Crush). And last, there is the trademark knock back attack.

Megataur will roll out of the fire pits at the start, and will continue to do so throughout the battle along with going back in - but don't worry, he isn't like Magmar where he restores his HP when he steps in lava.

What might be your only real problem is how the two fire pits make it hard to get into a secure position, safe from Megataur's rolling around.

+++++ ++++++

E N D B A T T L E

+++++ ++++++

Afterwards, head back to Horace's Camp.

=====

Horace's Camp

=====

Here, go and talk to Mandronius, who will teach you the Escape formula, allowing you to escape a dungeon at a moment's notice. Also, TALK TO HORACE, as you'll need to learn his Call Bead spells for later. After, exit out to the Western Beach.

=====

Western Beach

=====

From the exit from Horace's Camp, head right, then go down all the way to the shoreline, and then left into Great Pyramid Entrance.

```
+++++
+===== 1h. Great Pyramid =====+
+++++
1HGPR
```

=====

Great Pyramid Entrance

=====

At the start, use Reveal, and then walk across the pit. From here, go all the way up to the locked door at the entrance to the Great Pyramid. Stand on the switch beside it, then switch to Canine and head in alone.

=====

Great Pyramid

=====

In here, leap across the water, then go and step on the northwest switch. Now, switch to Hero who's back outside.

=====

Great Pyramid Entrance

=====  
Back out here, head up the stairs to your left, then circle around and head in through the door.

=====  
Great Pyramid  
=====

When you come to the three-way branch, take the northeast path up, and get some Limestone from the gourd. Now head back and take the northwest path, and head up when you can to get a Mushroom and two Call Beads from two gourds. Head left now and grab some Iron and a Petal from two more gourds, then go south and left for a Nectar. Following that, head back up a bit, then go right and south and go up the stairs and back out to the Great Pyramid Entrance.

=====  
Great Pyramid Entrance  
=====

Back out here, head down and through another door into the Great Pyramid again.

=====  
Great Pyramid  
=====

In this new area, pick up the items from the gourds to your left, which contain Feathers, a Biscuit, a Herbal Essence, Acorn, Meteorites, Clay, Wings, Grease, Gunpowder, Ethanol, Dry Ice, Nectar, Water, another Herbal Essence, and Limestone. With the three paths up top, take the left and grab a Petal from the pot. With that done, take the middle path. At the end, step on the switch, and it will break down the door in front of you. Now continue onto the stairs, and head down into the next area.

In here, head right along the path, and at the end, pick up the Nectar from the gourd. Go back to the gate, then switch to Canine (If the gate hasn't been lowered). Step on the northwest switch, then switch back to Hero and head up. Take the right path to get some Dry Ice from a gourd, then go on the linear left path. On your way, if you step on the green panels, you'll active the Stone Cobras. During your path, open the gourds for Wings and another Call Bead.

At the water, go over one of the bridges, and get from the four gourds (The lone gourd to the right activates a Stone Cobra statue) a Biscuit, Pixie Dust, Bone, and Wax. Head back down the water via another bridge, then head right, and up another switch. Switch to Canine, step on the northeast switch. Switch back to Hero, go through the newly opened door, and grab from the gourds a Petal and a Biscuit. Exit the gate, then switch back to Canine, and this time, step on the southwest switch. Switch back to Hero, go through the new door.

Here, head up, and you'll fight two Sons of Anhur. I WOULD classify this as a mini-boss fight...but no mini-boss music :( . If you've leveled up Crush, a single hit should do both of them in. After, you'll gain the Bronze Axe. The Bronze Axe has the capability to crunch down all those weak walls you've been seeing into fine powder.

Now, head down and right, and destroy the first wall that's here. Head right now and hit the wall up top, and talk to the man to save. After, grab from the gourds Roots, Ash, Honey, Limestone and Vinegar. Now, head down, but DON'T break down the wall. Instead, continue down and past the bridges over the water at the bottom, and head right. If you haven't already, switch to Canine and step on the lower right switch to open the gate. Head up past the Stone Cobra statues

(again, stepping on the green tiles activates them), and then destroy the wall up top. Inside the room, open the gourd for Horace's Regenerate Magic. You can only attain this if you had previously talked to Horace before coming here and had gotten the rest of his spells.

After, go back to the one wall that I said not to break, and this time break it. Pilfer the contents of a nearby gourd for a Call Bead, then go down and smash the wall that leads into the room your dog is in. With your dog, go down the left-most bridge and grab a Call Bead, then head back up. Now, head right a few bridges, then go upstairs.

On the second floor, work your way up and left and out onto the top of the pyramid.

=====  
Great Pyramid Entrance  
=====

Up here, have Hero stand on one switch, and Canine on the other. Inside, you'll promptly have a boss fight.

+++++  
R I M S A L A  
+++++  
Prize: 1000 Jewels, Diamond Eyes

1200 HP, 1200 EXP

Rimsala is a boss with a stagnant amount of variety. A statue will lower and the eye of the statue (Rimsala) will pop out and spin around the battlefield. After a while of spinning around, it will go and pop back into the statue, where you can thus attack it.

The laughable part is the low amount of variety of attacks Rimsala offers - it can use Confound, and it can spin around. Heck, it doesn't even utilize any knock-back attack!

The part that will get to you, however, are the four statues that guard Rimsala. Throughout the battle, they will randomly cast Flash on you, and the only way to stop them is to attack them and make the liquid in their heads disappear.

+++++ +++++  
E N D B A T T L E  
+++++ +++++

After, head east a screen out to the Western Beach.

+++++  
+===== 1i. The Sacred Dog =====+  
+++++  
1ISR D

=====  
Western Beach  
=====

For the point, Horace isn't at his camp right now, and Madronius suggests that we go find him on the western river. On your way through the Western Beach, break the rock slab up top with your Bronze Axe, and pilfer from the three gourds that are available some Limestone, Wax, and Water. There's also a rock

slab at the bottom with some more Water in a gourd. Press on.

Before we get to the river, however, we'll meet up with Horace!...Oddly enough, he's dressed in green instead of yellow, but Hero will think nothing of that and give him the Diamond Eyes. Horace will suddenly run off, unleashing two Rogues on Hero! Dispatch of them quickly, and Hero will talk to Canine about how that guy must not have been Horace at all, and that they should head on quickly. Head west into the second part of Western Beach.

Here, take the elevator across the river, and destroy the rock slab up top, and head into the cave. Inside, we'll meet an Alchemist who will teach us Drain. Also get from the gourds some more ingredients. Now, from here on out, grab whatever ingredients you need from Blimp, whatever items and equipment you need in Crustacia, then go to Nobilia.

=====  
Nobilia Marketplace  
=====

Something's wrong...the marketplace is empty again...Where could they be? In the Nobilia Square, that's where!

=====  
Nobilia Square  
=====

In here, we will see Horace clone inserting the Diamond Eyes into the Sacred Dog statue, and we'll have to fight a boss.

+++++++  
A E G I S  
+++++++  
Prize: 1200 Jewels

3800 HP, 3000 EXP

Aegis is basically a statue that takes off and puts on masks. When it has a mask on, Aegis is able to summon a certain type of monster - either a Will o' the Wisp, a Bad Dawg, or a Skullface. After a certain amount of time, Aegis will change masks, and during the time that a mask on it's face is flashing, or when it has no mask on it's face, it is vulnerable. It is during this time that you let lose your armament of Alchemy and attacks, and when you should heal if you have to. After a few rounds, if you use Crush/Fireball/etc. as often as possible, then you should be able to wipe out Aegis quickly.

+++++ ++++++++  
E N D B A T T L E  
+++++ ++++++++

After, the energy core will be remaining, and Horace will come on to the scene. Apparently, the clone was Horace's evil twin, much like Fire Eyes' evil twin. Horace then calls out Tiny (The muscleman from the Colosseum), and Tiny will throw the energy core into the air, where it will promptly explode after its landing elsewhere. Madronius then comes and tells us that the core landed north of the camp, exploded, and caused a tunnel to show up - a tunnel that could take us to the unexplored reaches of Evermore! Horace suggests to Hero that he take this tunnel, and gives him a Staff of Life, which increases Defense.

Now, after this, head down and left into a small warehouse. Here, go to the upper right stack of cases, and we'll meet a Rogue. The Rogue will teach us the

Atlas Alchemy, and offers Atlas Amulets at varying prices a piece.

Now, from here on out, do whatever stuff you need to do, go and learn Double Drain from the same alchemist you learned Drain from, then head out to Horace's Camp.

=====  
Horace's Camp  
=====

You'll notice the pits are dry now. That's right. Go down to the bottom right part of the river, and you'll see a small part where you can climb down into the river. Head up a screen. Jump over the waterfall here, and you'll fall into the Oglin Tunnel.

=====  
Oglin Tunnel  
=====

There's only one treasure in the entire Oglin Tunnel, and that's on your way through the tunnel, so there's no diverting from paths here. In case the instructions here are confusing you, I suggest you use Tropicon's Undersea Tunnel/Oglin Tunnel map to help you out. I highly recommend his work.

From the start, head down. On the next screen, head down some more, then left, and down into a teleporter. Coming out of the receiving end, head right and down (Into the next screen, not the teleporter). In the next area, head right and up, and in the room after that, go into the teleporter.

From here, head left and up (Not into the teleporter), then in the next room, up and right. In the room after that, go down, then head into the teleporter in the next room. At the receiving side, get 3 Call Beads from the gourd, and go left a room. In here, head up to fight the boss of this area, who brings true meaning to the term 'tentacle rape'.

+++++  
A Q U A G O T H  
+++++  
Prize: 5000 Jewels, Honey

2500 HP, 5000 EXP

Aquagoth is a giant squid protected by several tentacles. Your best choice to defeating him is to cast Crush as often as possible on the tentacles to destroy them, and then attacking Aquagoth himself.

Besides the flailing tentacles that Aquagoth boasts, Aquagoth also has the ability to use Lightning Storm - a beefed up version of Acid Rain - and Counfound.

To damage Aquagoth himself, you must attack him from in front of his face, or otherwise target him with Alchemy. But, if you've leveled up your offensive spells a great deal, Aquagoth should not present a problem.

+++++ +++++  
E N D B A T T L E  
+++++ +++++

++++  
1JIVT

=====  
Ivor Tower South  
=====

Hero will be carried up in a basket to come out of a well. He talks to his rescuer a bit, who tells him that he should go talk to the Queen of this new land in Ivor Tower to the north, and then he lifts up Canine...who this time turns out to be a poodle. Now, before you head west, go and pull the lever on the rope a bit, and an Oglin will come up and run away. You'll meet up with him again later on.

On the next screen, head east until you come to the edge of a forest. Head left, and you will go through the trees to a chest with Ash in it. Head back, and this time go south to a chest with an Atlas Medallion in it. From the chest with the Ash in it, head left and then up for a chest with an Amulet of Annihilation.

When you hit the castle walls, head left, and then down, and open a chest for Horace's Aura Call Bead Magic. After that's done, head up into Ivor Tower.

=====  
Ivor Tower  
=====

Before doing anything in the marketplace here, head up and right and talk to the person in a viking helmet. He'll offer a ticket to a show for an Amulet of Annihilation. Take it. After, go to the eastern side of town, and visit all the houses and grab their treasure. However, one house will have their treasure upstairs. In this case, do NOT grab the treasure here. Instead, head back downstairs, and you'll end up talking to the house's owner, Lance. Say you didn't take his treasure, and not only will you be able to get the treasure now, but Lance will also teach you the Alchemy Lance (There are two houses with upstairs, though, so don't get confused.) After, you can get the Gold-Plated Vest and an Amulet of Annihilation.

Go back to Ivor Tower's entrance screen. Now, head left a screen and up a screen.

Here, go up and talk to the man in front of the house to the left. He'll ask you if you have a ticket, and if you do, he'll let you go inside - but not your dog. However, once Hero steps inside, aman will come up and kidnap(?) Canine.

Inside, Hero will go through a series of...odd...exhibits, but the third exhibit will have escaped, and the exhibit tour warns us to watch out (Surely he's joking). However, the fourth one is Canine all dressed up as a pig, and Hero will recognize him. Hero and Canine will both run out - and run smack-dab in a pig-racing contest, which Canine promptly wins. Hero will then be invited to the Queen's banquet, but when he heads in, Canine is nowhere to be found. After a while, Queen Bluegarden will come in (Yep, that's right. Bluegarden), and Hero will ask her if she's seen his dog.

Switch to Canine, who barely escapes after blowing his cover to a butcher and drops into the Ivor Tower air vent system.

=====  
Ivor Tower Air Vent System  
=====

From the entrance, head left and up, left and up again, then left and up out of

an air vent. Upside again, go outside, up and right into another room, and drop down the air vent here. From the start, head right, up, right, up midways, right, up and right again out of another vent.

Back upside, head right into another vent. Down here again, go up, right, down, and right. Stop once you hit the wall. Press against the right wall, and when you move in, head right, down, right, left, up, right, up, left, up, right, down. Here, head right feeling against the upper wall, and then just work your way from there (Sorry, but even I am unable to give exact directions from here on in). After you make it out into the light, talk to the old woman there who will give you the Queen's Key (Known in the manual as the White Castle Key).

Now, head back one set of vents. Head left, down, left, down, right, down, right and up, and go upside again. Go right behind the bookshelf into another vent. From the new vent, go down, left, down, right, down, right, up, right, up, right, and up again. Head outside, take the bottom door, and go into another vent. From this last vent, go left, up, right, up, left, down, left, and down. Canine will then rush out, and enter the dining area, where he will promptly eat the appetizers! Hero will then get into trouble, as he is taken to the cells. You'll also get the chance to save (Although the alternate choice makes one go LOL).

=====  
Ivor Tower Jail  
=====

In jail, Hero will prod Canine out. When Canine's out, step on the stone next to the cell to open it up. Once you're out, head right and up the hill to open a cell and fight a Viper, then head down and right to open another cell with a Mini-Taur inside. Now head down, and free a Mini-Taur, Guardbot, and Viper from three more cells. After you eliminate all three enemies, head up through the fourth door to drop into the Ivor Tower Sewers.

=====  
Ivor Tower Sewers  
=====

First off, head right. When headed down for the direction, resist the pull of the current four times and head down instead. When you see a stop on both sides of you, get off to the left. Move against the down wall here, and when you find a hidden passage, go down, left, down, left, and up into a small room with some chests. Open the chests to get Iron, Acorn, and Water. Head back, and this time, Dash over to the other side. Press against the down wall, and head down, right, and up. The two chests here contain Mushrooms and Honey. Now go back.

Head into the current again, and head into the small space at the end. Go down, right, and up for a chest with oil in it. Now, go back into the current, and DON'T MOVE AT ALL until you're deposited outside. Once that's done, go inside, and head up. When you see a man to your right (Or otherwise a small amount of space, in case the man isn't in view), Dash against the current and go to him. Talk to him, and he'll teach you the Corrosion Alchemy. Grab from the chest a Biscuit and 2 Call Beads, then go back into the current. Head left, and go up into the small space and back into Ivor Tower.

=====  
Ivor Tower  
=====

We'll end up escaping the sewers...only to get caught by a guard. Taken to the queen, she'll apologize to Hero, and then requests a favor of him - to clear out



the stragglers who remain in Ebon Keep, the former castle of this region. She then gives directions as how to get there. Headed downstairs, Hero will notice the Queen's Key around Canine's neck, and take it.

Now, remember where that guard was coming from? Head there, and you'll be in the banquet room. Now, go right two screens into the upper parts of the dog maze. Here, collect the treasure from all the rooms (Ignore the left-most room in the second row of rooms), and make sure you don't forget heading up the two staircases for some more rooms. Once you've gotten all the bounty, go and talk to the man in the left-most room in the second row of rooms. He'll talk about his wife and a skeleton key of his - the Queen's Key. Give him back his key, and he'll teach Hero Fire Power. Now, head to the lower right corner of the room, and exit out to the Chessboard.

```
+++++
+=====                               1k. Ebon Keep                               +=====+
+++++
1KEBK
```

```
=====
Chessboard
=====
```

From the start, head into the maze, then up, right, down, right, down, right, down, left, down, left, up, left, up, and right once more, fighting off the enemies while going through. At the end, on the Chessboard, you'll fight the FootKnight.

```
+++++
F O O T K N I G H T
+++++
2400 HP, 850 EXP, 200 Gold Coins
```

So...yeah...all Footknight basically does is charge at you, and not even that fast, as compared to a Raptor's speed. So basically, this battle consists entirely of 'Run away, cast powerful offensive spell from afar'.

So, yeah. How am I to even bother typing anything more than that up?

```
+++++ +++++
E N D   B A T T L E
+++++ +++++
```

After, head down the stairs that appear. Inside, head downstairs. We'll briefly see the energy core from the Sacred Dog. Once you exit, we'll see a cutscene between Queen Bluegarden and a man from Nobilia. After that, we'll be in the Dark Forest.

```
=====
Dark Forest
=====
```

Save if you want, then take these instructions.

From the entrance to Dark Forest, head down two screens, then go two right. Head down one, left one, down two, right two, down two, left one, down two screens, then left one last screen. Here, talk to the Nobilian, who will teach you the One Up Alchemy. Now, backtrack all the way to the entrance of Dark Forest, and head down two screens again.

From here, head left one screen, up one screen, left one, down two, left two, down four, right one, up one, right one, down two, right one, down one, left one, down one, right two, down two, right one, up one, right two, down one, and right one more to enter a battle arena...where you shall fight...

+++++ +++++ +++  
B A D B O Y X 3  
+++++ +++++ +++  
Prize: Crusader Sword

700 HP, 400 EXP, 333 Gold Coins

You get to fight your own evil twin - three of them, in fact, though seperately. But much like Footknight, Bad Boy can and will be brutally raped by the weakness that is his lack of attacks.

Three attacks - one is the basic sword swing attack. Another is Nitro, a powerful but rarely-used attack spell. The other is Crush. Am I the ONLY one here who finds this lack of variety sickening sometimes?

+++++ ++++++  
E N D B A T T L E  
+++++ ++++++

Go and save if you want then head into the new screen. From here, head right one, up one, right one, up one, and right three. If you saved the Oglin from the well earlier, he will give you the Thug's Cloak. Backtrack now to the first screen.

From here, head right one, down one, right one, up one, right one, up one, left one, up one, right two, down three, right two, up one, right two, up one, left one, and up two to fight the boss of Dark Forest.

+++++ ++++++  
T I M B E R D R A K E  
+++++ ++++++  
Prize: 2000 Gold Pieces, Lance (No, not the alchemy, the weapon)

2000 HP, 2200 EXP

Uh...OK...it's kind of obvious that the developers of Secret of Evermore were running out of time to finish this game, and the fact that the last few bosses have been lacking in attacks prove it. Timberdrake is no different, boasting a grand total of one attack - Fireball. With this attack, you get a warning beforehand as to Timberdrake using it - the slight vibration of the ground, almost like the knock-back attack that you faced with the likes of Thraxx and Megataur.

+++++ ++++++  
E N D B A T T L E  
+++++ ++++++

After, head right. On the next screen, go upstairs and into the Ebon Keep Sewers.

=====  
Ebon Keep Sewers  
=====

From the start, go into the sewer, and head right, down, left, down, right,

down, and head left while pressing down against the walls. When you hit a dark spot, head down, right, down, right and then up. Open the three chests here for Acorns, Water, and Ethanol. Head back, and go left, up, left, down, right, down, left, up, and when going left, press against the down wall. From here, go down, right, and up to open the two chests for Pixie Dust and Ash. Head back, and go left, up, left, up, right, down, right, up, right, and up once more into the door to go into Ebon Keep.

=====  
Ebon Keep Jail  
=====

WARNING: A glitch plagues this room, where if you open the cells in a certain order, you CANNOT get into Ebon Keep, and you're screwed if you save. Whatever you choose to do, do NOT open the upper-left door LAST. Open it FIRST, just to play safe.

In here, just stand on all the pads to open the gates, and blast the living heck out of the enemies inside. The last cell door will let you exit, instead of releasing an enemy.

=====  
Ebon Keep  
=====

Well, it seems the schematics of the two castles, while similar, are not exact. Instead of leading into the castle, Ebon Keep's sewers and cells lead out behind a house in Ebon Keep. From here, head up right and up the stairs, then go left and up the second set. Up here, go through the door of the first house, and go right in here, and then up. Talk to the guy here. His name is Cecil. If you've played Final Fantasy II/IV, this is the main character from that game. Yes, it's an official cameo. He'll serve as an armorer, a currency exchange, and even an innkeeper. If you purchase a piece of equipment, he'll also give you the Bazooka, along with some Thunderball projectiles.

Afterwards, leave the store, and head right and up the stairs. However, do NOT progress left. Instead, go up and behind the house up top from the stairs, and inside, you'll meet an elderly woman who will teach you the Regrowth Alchemy formula, and sell you some ingredients. Get some vinegar and Limestone from the chests, head outside, and go left. Go back into the house and grab some Crystal, Ethanol, and Water from the chests inside, then go outside again and head up the stairs. Go through the gate, which will automatically open as you progress through it.

=====  
Ebon Keep Castle  
=====

It should be duly noted that with the plague of mice around here, this is the perfect spot to level up your weapons. You'll also want to level up somewhat for the boss that lies ahead.

In here, ignore the two side doors; instead, head up through the main door (The side doors head the same way as the main door). Inside, go down the stairs in the middle, and get some Feathers, Brimstone, and Acorns from the chests. After, head back upstairs and head up. Here, you'll fight the Verminator, a giant rat.

++++++  
V E R M I N A T O R  
++++++

Prize: 1000 Gold Pieces, 5000 Gold Pieces/Bazooka (Only if you didn't pick up the Bazooka from Cid)

3425 HP, 1050 HP

Verminator is quite possible the single most hardest boss in this game. His Explosion attack can take off 200 HP with a single hit, EVEN WITH the armor that you might have picked up from Cid, and it's his MOST used attack. He can also cast Acid Rain, which isn't exactly a slouch either, and Plague, which acts as a poison. He also has the capability to use Drain, thus healing himself.

Considering his high HP total, it would be a total bitch to try and take him down with physical attacks, so you'll have to resort to high-level Alchemy Attacks along with a high-level Heal. Cure will also be needed in this battle to ward off Plague.

If you think that the Verminator is too tough for you, there is an alternative: at this point in time, you can now turn back and go to the chessboard back at Ivor Tower, and the drawbridge to Ebon Keep will be open, allowing you to head straight into the castle and not have to fight the Verminator.

```
+++++ ++++++
E N D   B A T T L E
+++++ ++++++
```

After, head up. Inside, we'll meet a man, and Hero will explain his objectives to him: to open the drawbridge. The man then asks Hero to come with him and meet a certain somebody. And what do you know, it's Queen Bluegarden! The REAL Queen Bluegarden, as it appears the one in Ivor Tower was the evil twin of Bluegarden. After going through the events 30 years ago, Bluegarden explains that her evil twin locked her up and moved the kingdom across the ravine, and hypnotised the king. Bluegarden tells Hero that if he wants to get back to Podunk, he'll have to talk to Tinker, but before that, he needs to eliminate the impostor first. Our objective; head back across the ravine and take out the evil twin. We'll also get Bluegarden's Call Bead spells, and she'll ask to be referred by Camellia.

With that done, head down and right. In here, we'll see some windows with lifelike paintings of monsters on them...surprise surprise. After dispatching two Mad Monks, two Vipera, and two Dancin' Fools, head right. In here, we'll meet up with Tinker, who after Hero explains his predicament to, will say that he has a solution, but first needs to take care of the impostor. We'll then get a look at the impostor through a telescope. Apparently, her superior needs a device that produces a certain energy, and if they have to tear the kingdom apart to find it, then so be it. This is the Energy Core, of course, but that's for later. For now, we need to go with Tinker's brother Gomi, who resides in a tower north of the Dark Forest. Purchase whatever ingredients you need, then head down and grab from the chest the Knight Basher. Also look at the scroll to your right to get the Explosion formula.

From here, head to the main castle area - you know, the spot below the banquet room and throne room, the spot where you exited from the sewers in Ivor Tower, etc. In here, head up and into the upper left door. Inside the banquet room here, open the chest to the right and up for a Call Bead. Head into the room to the left. Here, take the lower right door, and talk to the young kid/old man here, who will put you into a guessing game. If you guess right, you'll get the Super Heal game. If you don't, just head back outside, come back in, and guess again.

After, go back into the main area, and head out the far left door into Ebon Keep Jail.

=====  
Ebon Keep Jail  
=====

In here, just head down and right into the upper right-most jail and back into the Ebon Keep Sewers.

=====  
Ebon Keep Sewers  
=====

Back here, you no longer have to trace your steps; rather, you can just use your trusty Knight Basher to eliminate a few obstacles. Head to the end and exit back out into the Dark Forest.

+++++  
+===== 1L. Ivor Tower Revisited =====+  
+++++  
1LITR

=====  
Dark Forest  
=====

Back out here, just head up and destroy the obstacles, and then head up into a swamp area. Here, just cross the bridges while exterminating the enemies and head into Gomi's Tower.

=====  
Gomi's Tower  
=====

Here, head up the first two stairs, then head left two stairs and up another one. Go across the bridge and up one to grab some Ash from a chest, then head back downstairs, and the floor will collapse underneath you as you walk left. From the falling point, head left one stair and up two, and grab an Acorn from the chest here. Now go back down two and walk left, and you'll fall down once more. From here, head left two stairs, and you'll fall down again. Here, go down the stairs to the earth's floor, and then head right and up the other stairs here. Enter the door up top, and you'll go up a bit. From where you emerge, go down three stairs and left and pick up some Ethanol, then go back left and up two stairs. Pick up the feather here, then go back and you'll fall again.

From here, head left and down a hole from earlier, and trace your path back to the door. Back up the higher part of the tower again, just head up three stairs and you'll fight the boss of Gomi's Tower, the dragon Sterling.

+++++  
S T E R L I N G  
+++++  
3200 HP, 3300 EXP, 2000 Gold Coins

Sterling offers a greater challenge than Thunderdrake, due to one thing; he can pick you up and drop you over the tower, forcing you to climb all the way back up. This also causes any attacks that hit Sterling while he is carrying you to be rendered useless, as they won't damage him at all. Besides that, however, his only attack is a weak Fireball, so casting Defend on both Hero and Canine before coming into battle and keeping a few spells of Super Heal handy.

No, the only real problem is how you're going to efficiently damage him in this battle. 3000 HP doesn't seem like much of a problem when you remember that the Verminator had 4000 HP, and Thunderdrake had 2500 and was still easy. However, when you realize that you're really are only going to be able to get in one or two hits before you're carried off the tower, you're going to have to decide what to use. My recommendation for this is, of course, Crush. Unless you have any other spells powered up to Level 9, Crush will be the spell to cause optimum damage.

```
+++++ ++++++
E N D   B A T T L E
+++++ ++++++
```

After, Gomi (Tinker's brother) will show up, and after he and Hero talk over what's going on and Gomi's obsession with the sky, will offer a ride with Sterling (Who we supposedly fought out of fun...right...) to Ivor Tower. Accept it.

```
=====
Ivor Tower Sewers
=====
```

After you're dropped off here, save your game with Gomi. Head inside the Sewers. In here, go up, and let the current take you until you reach an exit door, and head out here.

```
=====
Ivor Tower Castle
=====
```

Hmmmm....'tis odd...there's not a soul in sight...Anyhow, take the upper left stairway, and go up to the throne room. Here in the throne room, head left through the door to your left, and into the puppet room. In here, we'll meet the evil fake Queen Bluegarden, who shall then prepare to unleash on us the main boss of this medieval land...Mungola...

```
+++++ ++++++ ++++++ ++++++
M U N G O L A, M E P H I S T A, O L D N I C K
+++++ ++++++ ++++++ ++++++
Prize: 10000 Gold Coins
```

```
Mephista
~~~~~
500 HP, 1000 EXP, 250 Gold Coins
```

```
Mungola
~~~~~
5000 HP, 8000 EXP
```

```
Old Nick
~~~~~
500 HP, 1000 EXP, 250 Gold Coins
```

Uh....OK...all this battle really is is long. If you're looking for challenge, it ain't around. The first thing you must do is eliminate Mephista and Old Nick, and once you destroy both of them, a second pair of these dolls will come down. And they attack you in close-range, dealing a pitiful amount of damage. That's all. And if you cast Defend on yourself beforehand and have Super Heal, then it's REALLY pitiful.

The only factor where longness comes into play is after you destroy your second pair of puppets and Mungola appears. Mephista will heal Mungola occasionally, but you cannot take out Mephista alone and keep Old Nick around, because then Mungola will have the capabilities to cast Corrosion and Fireball - both somewhat hurtful.

So really, what you're left with is trying to cast your most powerful Alchemy against Mungola, while dodging Mephista's and Old Nick's attacks, and keeping patient long enough for your attacks to overpower Mephista's healing powers.

+++++ ++++++  
E N D B A T T L E  
+++++ ++++++

After the battle, the fake Queen will try to fall on Hero, but will miss. She'll fall several stories down...and then another. It is then at this time that I must paste a post of programmer Brian Fehdrau's, who once posted a bit on the GameFAQs Secret of Evermore board.

From: ItsBillsFault | Posted: 5/3/2004 12:41:57 AM | Message Detail | #026  
Oh, by the way, the cartoon referenced in Bluegarden's fall was Count Duckula.

There were four magpie burglars who routinely scaled his castle trying to get in. Even though they were evenly spaced on the rope when they inevitably fell, there was always a long pause between the three henchmen hitting the ground and the leader hitting it.

Crash, crash, crash ..... crash!

I always found the subtle humor amusing.

I bet nobody ever got the reference. Ah well.

After, the king will give you 10000 Gold Coins, and then warn you that the fake Queen damaged the foundation. We'll also get a hint as to that the evil twins are not human. After you get downstairs, head across the chessboard into Ebon Keep.

=====  
Ebon Keep  
=====

Here, head to Tinker's laboratory, and go outside. Out here, Tinker will land in a contraption of sorts, and tells Hero that he needs to retrieve two parts that were from the giant machine in Prehistoria Volcano, and the Diamond Eyes, before Tinker can build a spaceship. Tinker then gives Hero the device he was flying in, and tells Hero that he needs to find a place with a fire pit on the map before he can land. Now get in, and you're ready for takeoff.

On the world map, land in the Bugmuck area, which is to your north. From there, head to the village.

=====  
Prehistoria Village  
=====

Here, go to Fire Eyes' hut. Inside, Hero will discuss things, and Fire Eyes will mention that most of the parts from the giant machine fell in either the Bugmuck or the slope of the volcano. Hero then asks her if there was anybody else

besides her, Horace, Camelia, and her grandfather at the experiment - turns up negative, except for the robot butler. Afterwards, head outside, and make your way to the Bugmuck.

=====

Bugmuck

=====

Since you've already been here before, I don't really see any need to give you directions, as you should be able to make your own way around. Anyhow, go to the area where Thraxx once inhabited, and you'll end up facing up his gray superior, Coleoptera.

+++++

C O L E O P T E R A

+++++

Prize: 4000 Talons

6000 HP, 10000 EXP

Coleoptera is an upgrade from Thraxx, but he also loses strength in some areas. For example, he can no longer cast Maggots from the ceiling. Sure, they're nothing more than ants to you now, but they could still interfere with your battle. On top of that, the bone cage that protects his heart opens much quicker, and if you've leveled up your Knight Basher at least once, a Level Two attack can cause more than 400 damage - Level Three more so.

Coleoptera does, however, have some more powerful attacks. Storm and Flash can both take a good chunk out of your HP, as well as the technique where Coleoptera sends out some lightning from his beady eyes. However, his knockback attack causes very minor damage only.

Although weaponry can cause alot more havoc in this boss battle than select others, you might still want to bring other spells along, such as Explosion, Crush, or Fireball. Especially bring Super Heal for when Coleoptera brings your HP a wee bit too low.

+++++ ++++++

E N D B A T T L E

+++++ ++++++

After, slash the heart for a Wheel. Now, head to Front of Volcano.

=====

Front of Volcano

=====

Here, head up to the volcano's foot. Take the left steam pod, and up one, take the left door. Go on the pod here, and you'll be pushed up past the volcano. It looks like you're going to land on the crater...not. Rather, you'll land down to the gourd from a long while back that you couldn't reach. Open it for the Gauge, then head down and go back to your ship. We're headed to Nobilia, baby! Take the ship to the fire pit over Nobila.

=====

Nobilia Marketplace

=====

From your landing spot, head left one screen, and north three into the Nobila Palace. Here, we'll learn from Horace that Tiny has gone power-mad, and has



taken the Diamond Eyes to the Oglin cave underneath the pyramid. He'll then teach us Barrier. Also make sure you have Levitate equipped, along with the necessary ingredients. Now, head back to the flying bird, and head up into the sky once more.

Up here, head down along the mountain spine across the desert, and you should see a fire pit. Land down here. From here, go to the Great Pyramid Entrance.

=====  
Great Pyramid Entrance  
=====

Last time you were here, the river was still with water, but with the energy core's impact from a while back, it's dried out. Head left and go down the slope, then go right and into the cave. In here, head into the teleporter.

=====  
Oglin Cave  
=====

WARNING: GLITCH ALERT - First noted by Cactuar on the GameFAQs Message Boards, if you open the second central gate and leave before you get the Diamond Eyes, it's possible that you can't get back through the second gate. However, if this happens, you can go back to the crater of Prehistoria Volcano and collect a second Gauge, which counts as the Diamond Eyes. This would be best put into the words of Cactuar; "How amusing...a glitch to fix a glitch, lol."

From the start, go and stand on the left pod to open the gate. Go through the gate, and head left, down, left, down, and right to open a gourd with a Call Bead inside. Now head back out front and go on the right pod (You'll notice a rock around - that's for later). Head through the gate, and head along the linear path until you come to a broken wall. Crumble it with either the Bronze Axe or Knight Basher, then press on. Once you run into another broken wall, head through it and into the teleport pod, and on the receiving end, grab a Biscuit from the gourd. Head back, and this time, go left from the last broken wall. Break the rocks, and head up into the teleport pod here. Open the gourd near you here for some Wings, then break down the wall and grab some Ethanol.

Now, head back to the front. Here, use Levitate on the rock you saw from earlier, then stand on one of the remaining two panels - have Canine stand on the other. This'll open up a second gate, so head up through both of them. Here, you'll meet up with Tiny, who'll be throwing Oglins at you. The easiest way to get to him is to just step into the first teleporter, then when you get off the receiving end, step back onto that teleporter, and repeat that a few times. Once we get to Tiny, he'll give us the Diamond Eyes. Now, return to Nobilia Marketplace.

=====  
Nobilia Marketplace  
=====

Here, go and talk to Horace to have a brief chat about Tiny. Afterwards, head back to the bird and head to Ebon Keep.

=====  
Ebon Keep  
=====

WARNING: GLITCH ALERT - First noted by Shadow2089 on the GameFAQs message boards, it is possible that Tinker will take your two non-Gauge parts and

convert them into Gauges, thus screwing you over in case you save. Just make sure to save before handing them over.

Here, head inside and talk to Tinker. After handing over all your parts, he'll take you outside and launch you up into the dark reaches of the space station Omnitopia.

```
+++++
+=====                               1m. Omnitopia                               +=====+
+++++
```

1MOMN

```
=====
Dark Depths
=====
```

Yes, I know it's a lame name for a room, but I like having things named for organization.

Anyhow, Having landed on the space station, we'll learn that Canine...has turned into...a robot! Anyhow, from where you land, head up, right, and up, and talk to the Guardbot here. He'll inform you his patrol replacement is missing. Now head back down, and go right across the floor to the other side. Once on the far right part of the room, head up, go left across the floor, and go into what I call the Boiler Room.

```
=====
Boiler Room
=====
```

In here, head down and right past all the boilers. At the end, go up and head into the chamber that isn't protected by a force field. Flip the second from the right switch to free the Guardbot that was supposed to replace the patrolling Guardbot, and go talk to it. You'll get the Neutron Blade for helping it out. If you want, you can also flip the second from the left switch to fight a really powerful Raptor. Anyhow, after that's done, head back into the Dark Depths.

```
=====
Dark Depths
=====
```

Here, go and talk to the Guardbot you saw earlier, and it'll teach you Reflect as a thanks for your help. After that, head back into the Boiler Room.

```
=====
Boiler Room
=====
```

Here, head all the way to end and go up the warp.

```
=====
Main Station
=====
```

First thing's first; eliminate the Rimsala in the passageway to your right, as it'll cause an inconvenience later if you don't. That's because you need to switch to the dog and head upside, eliminating all the shooting Sphere Bots. While you're moving around, Hero will follow it, getting hit by the Rimsala.

Anyhow, after you're done destroying all the Sphere Bots, go back to the part you started out in, and head down two hallways and right one. Here, go down the

hatch, and down below, flip the switch on the machine. Head back up, and go left one hallway. Go down the hatch here, and down below, head past the cool machines and at the end, pick up an Old Reliable from the gourd. With that, head up the warp next to the gourd.

Back up here, head two right, and go down the pod. Down below, defeat the floor enemies, then go over to the machines. For the left-most machine, flip the switch, turning on the Storage Room lighting, and for the right-most machine, insert 2-2-2. If it doesn't work (It's possible it's random), you can just guess it through trial and error. After the code works, go up to the hatch and head down below. Downside, head up and you'll fight two Faces.

+++++++ +++

F A C E X 2

+++++++ +++

Prize: 4000 Credits, 30 Particle Bombs (Bazooka)

On either side of the room, there'll be a painting in which a face will materialize from time to time and cast a powerful version of Flash. When they appear, use your most powerful attacks on them, and heal yourself when need be after they disappear. If you want, you should try sticking to one Face at a time, then after that one's down for the record, go and take out the other one. But, this battle is optional, so if it seems a bit too tough, you can avoid it.

+++++ ++++++

E N D B A T T L E

+++++ ++++++

Afterwards, head up topside again (Where the Sphere Bots are). Go right one hallway, and down the hatch into the Storage Room.

=====

Storage Room

=====

Down below, take care of the Floating Fans first, then go and open the two left gourds for a Protector Ring and 30 Particle Bombs. Head down, and open the gourds here for some Dry Ice, Acorns, Honey, and 30 Thunderballs. After that, head back up to the Main Station.

=====

Main Station

=====

From the hatch into the Storage Room, head up the one hallway and into the hatch there. Down below, walk up the hallway, and you'll have to fight eight Guardbots, two at a time, to progress. Once done, head up to the end, grab a Titanium Vest from the gourd, and then go up the warp. Upside once more, head left and down the hatch...into the Greenhouse./

=====

Greenhouse

=====

There's a reason you weren't supposed to turn on the lights in the Greenhouse. The Greenhouse is home to the Flowering Deaths, enemies that are able to kill and are INVINCIBLE! However, in total darkness, they cannot do anything at all, so just walk your way along to the end, pick up 30 Cyro-Blast Projectiles from the gourd, and head upside once more.

=====

## Main Station

=====

Here, head right one hallway and go down the hatch.

=====

## Ruffleberg's Lab

=====

In here, we'll finally meet up with Professor Ruffleberg, who reveals that Carltron, the butler, began to get unsatisfied with his position as a butler and sabotaged the experiment. After some scheming, he blackmailed the professor into creating the robot clones, and although he was thwarted by Hero many times, he more than likely has one last trick up his sleeve. Ruffleberg tells Hero that to reach Carlton, he needs the Energy Core that was in the chessboard between Ebon Keep and Ivor Tower, and unlocks a second door on the chessboard. He'll also teach us Call Up Alchemy. Before you can leave, if you want to buy any equipment, just press the switch on the machine the professor was looking at before. Now exit out to the top and head to Ebon Keep from here, picking up a Laser Lance on your way out from the gourd.

```
+++++
+=====                               ln. The Last Battle                               +=====+
+++++
```

1NTLB

=====

## Ebon Keep

=====

Here, go into Tinker's laboratory and open the chest where the Knight Basher used to be, and you'll get the Atom Smasher. Also check the documents on the desk to learn the Nitro formula.

=====

## Chessboard

=====

Here, make your way to the center of the chessboard, and head down the right stairs. Below ground, continue your trek downwards and pick up the Energy Core. Continue on a bit and talk to the alchemist to learn Force Field. Also, if you have the Oracle Bone, the alchemist will additionally teach you Stop. After that, head back to Omnitopia and Ruffleberg's Lab.

=====

## Ruffleberg's Lab

=====

Talk to Ruffleberg again, and he'll teach you the Energize formula, the last one in the game. Now, you're probably going to hate this, but you're going to have to backtrack ALL THE WAY to the Junkyard, AKA Dark Depths.

=====

## Dark Depths

=====

Here, head to the machine from before that had the teleporter pod. Walking up to it, Hero will automatically install it. After getting a brief chance to save,

it'll teleport you back into a space in the Main Station. Take this warp here,  
and you'll teleport into the last area to fight...

+++++

C A R L T R O N

+++++

Prize: An ending to this game.

Bad Boy

~~~~~

999 HP, 400 EXP, 333 C

Bomb

~~~~

0 EXP, 0 C

Carltron's Robot

~~~~~

30000 HP, 100000 EXP, 0 C

Dark Toaster

~~~~~

10000 HP, 5000 EXP, 20 C

Death Spider

~~~~~

5000 EXP, 250 C

Eye of Rimsala

~~~~~

6000 HP, 1050 EXP, 0 C

Fan

~~~

0 EXP, 0 C

Magmar

~~~~~

25000 HP, 50000 EXP

Raptor

~~~~~

4000 HP, 24 EXP, 48 C

Speaker

~~~~~

0 EXP, 0 C

To start off, you'll have to destroy fans and speakers that are up at the top of the screen. Unfortunately, lone attacks aren't powerful enough and neither is most alchemy. Additionally, the fans will press you back along with bombs that are spit out from pipes to the side, so you're going to want to move so as to not activate the fans. My recommendation for what to do on this part is to cast Energize on Canine, switch to him, and use Level 2 shots on the fans and speakers. Once they're all destroyed, go up to them and press B on them, one at a time.

After that, monitors will appear on the screen, and two holographic Raptors will

appear. However, they're quite real in their ability to cause damage. Switch back to Hero, and unleash your most powerful Alchemy spells on them. After you defeat them both, a Mechaduster will come on screen and wipe their dust out (You can kill it). After, another two raptors come out and attack, and after you take care of them, if you had destroyed the Mechaduster before, a Death Spider will strike.

The Death Spider has a ton of HP, but it's still easy. This will, however, be one of the more grueling matches, due to it's ability to sting you and cause poison. Keep to Canine, sending barrage of Level 2 after it's ass. If it's a bit too hard for you, it is at this point that you might want to consider using Atlas. Switch back to Hero when you need to use Cure.

Anyhow, another two Raptors will appear, and you'll need to defeat these suckers as well. With them out of the way, THREE Eye of Rimsala will come out and attack you, so if you haven't already, DEFINITELY cast Atlas now. Once you mop the floor with the three-eyed menace, a Bad Boy will be forged out of the Hero. He's easily defeated, but then the Dark Toaster (evil twin of your dog) appears, with quite easily ten times the HP. However, it seems that he has about half the defense of the Bad Boy, as on average, I was able to deal twice the damage to him than the Bad Boy with the same attack.

But after that, oh boy. The right-hand man AKA Magmar reloaded appears. In addition to the attacks that Prehistoria Magmar had, this Magmar can also shoot fireballs into the sky, somewhat like the Minotaur from Hall of Collosia, and use Crush. However, his ability to sink in lava and heal himself has been removed, so he shouldn't be too too hard.

However, now we finally fight the big cheese; Carltron himself. With a colossal amount of HP, you'll be taking awhile to take him down - or at least, you would be if you had to spare your items. This is the last battle. You can use all your items without fear. This means go all-out with your alchemy and Call Beads and other Items. And besides, it's not as if Carltron's Robot is seriously all that hard. All he does is just jump back and forth in a horizontal line, shooting bullets that are so easy to dodge. The only thing that you should note is NOT to get close to Carltron, as he can emit gases from his robot that hurt.

```
+++++ ++++++
E N D   B A T T L E
+++++ ++++++
```

Enjoy your ending (On a side note, doesn't it look like Carltron is holding a bottle?)! When the credits roll, wait a few minutes and you'll see a second ending. If you wait a REALLY long time after this, you'll get this message;

YOU'RE A PATIENT ONE, AREN'T YOU? WELL, HERE'S ANOTHER CRYPTIC CREDIT, JUST FOR YOU...

Dolly Grip  
Brian Fehdrau

This is best explained by Brian Fehdrau's post on GameFAQs Message Boards (Apparently, he found an archive of SoE board topics through a search engine with his last name, and decided to join up and answer some questions about the game). Said username is poking fun at Programmer Bill Kristiansen, which the Evermore team blamed all their problems on.

From: ItsBillsFault | Posted: 4/21/2004 9:54:44 PM | Message Detail | #008  
I assume you mean the "Dolly Grip - Brian Fehdrau" credit.

People who write games often try to put their family members' names in the game for brownie points at home. Lead programmers usually set up the credits, and therefore have the ability to sneak things in, like family references or poking fun at certain other programmers who tend to gather blame the way a motionless stone gathers moss.

So, to answer this question and also the one about how "inside" the information is...

Dolly is my wife's name.  
-----

With that out of the way, this walkthrough is DONE. Meaning...

Finir.

---

---

## 2. Equipment

---

---

2EQPM

Here is listed the equipment, where to get them, and in the case of Armor, Amulets, and Items, how much it costs.

```
+++++  
+=====                2a. Weapons                +=====+  
+++++  
2AWPN
```

Bone Crusher

-----

Attack: 10

Automatically gotten when you land on Evermore. Cannot pierce weeds.

Spider Claw

-----

Attack: 10

Automatically gotten after defeating Thraxx.

Horn Spear

-----

Attack: 10

Gotten after defeating the Vipers in the Mammoth Graveyard.

Gladiator Sword

-----

Attack: 20

Received from Pomponious after defeating Gladiator Prince Vigor.

Bronze Spear

-----

Attack: 20

Received by defeating a Mad Monk in the Halls of Collosia.

Bronze Axe

-----

Attack: 20

Received after fighting two Sons of Anhur in the Great Pyramid.

Crusader Sword

-----

Attack: 30

Received from defeating the Bad Boys in the Dark Forest.

Lance

-----

Attack: 30

Get from beating Thunderdrake.

Knight Basher

-----

Attack: 30

Get it from the chest in Tinker's Laboratory.

Neutron Blade

-----

Attack: 50

Receive as an offering from the imprisoned Guardbot in the Boiler Room of Omnitopia.

Laser Lance

-----

Attack: 50

Get from the gourd where the Bazooka used to be at the start of the game in Ruffleberg's lab.

Atom Smasher

-----

Attack: 50

Obtain from Tinker's Laboratory in the same chest as the Knight Basher after coming from Omnitopia.



Bazooka

-----  
Attack: Thunder Ball - 200, Particle Bomb - 350, Cyro-Blast - 800

Get from Cid in Ebon Keep, or alternatively from the Verminator.

+++++  
+===== 2b. Armor =====+  
+++++  
2BARO

Name	Cost	Defense	Location
Grass Vest	120T	2	Prehistoria Village Shop, free from Villager if Raptors were defeated in Southern Forest
Grass Hat	120T	2	Prehistoria Village Shop before Salabog
Vine Bracelet	180T	1	Prehistoria Village Shop before Salabog
Leather Collar	300T	1	Prehistoria Village Shop before Salabog
Shell Plate	300T	4	Northern Forest Shop
Shell Hat	300T	3	Gourd on path to Strong Heart's hut, Northern Forest Shop
Mammoth Guard	350T	2	Gourd off the path from Thraxx, Northern Forest Shop
Dino Skin	450T	7	Defeat three Raptors at Volcano's foot, Prehistoria Village Shop after Salabog
Dino Helmet	300T	3	Prehistoria Village Shop after Salabog
Claw Guard	500T	5	Prehistoria Village Shop after Salabog
Bronze Armor	500J	12	Saving green-robed Nobilian*, Colosseum*, Crustacia Shop
Bronze Helmet	450J	11	Crustacia Shop
Serpent Bracer	450J	10	Crustacia, Colosseum*
Spiky Collar	450J	24	Crustacia Shop
Stone Plate	-	19	Saving green-robed Nobilian*, Colosseum*
Obsidian Helmet	-	18	Trading
Bronze Gauntlet	-	17	Colosseum*
Centurion Cape	-	28	Saving green-robed Nobilian*, Colosseum*, Trade
Centurion Helmet	-	27	Trading
Gloves of Ra	-	26	Colosseum*

Silver Mail	450G	40	Ivor Tower Shop
Titan's Crown	600G	39	Ivor Tower Shop
Iron bracer	600G	37	Ivor Tower Jail, Ivor Tower Shop
Defender Collar	450G	68	Ivor Tower Shop, Cid's Store
Gold-Plated Vest	-	55	Lance's House in Ivor Tower
Dragon Helmet	-	54	Trading
Magician's Ring	-	50	Trading
Shining Armor	900G	73	Cid's Store
Knight's Helmet	950G	72	Cid's Store
Dragon Claw	950G	65	Cid's Store
Magna Mail	9000C	94	Early Omnitopia Shop
Lightning Helmet	9000C	93	Early Omnitopia Shop
Cyberglove	9600C	82	Early Omnitopia Shop
Spot's Collar	6000C	115	Professor Ruffleberg's Shop
Titanium Vest	-	124	Gourd in Omnitopia
Old Reliable	-	117	Gourd in Omnitopia
Protector Ring	-	101	Gourd in Omnitopia
Virtual Vest	14400C	169	Professor Ruffleberg's Shop
Brainstorm	13200C	144	Professor Ruffleberg's Shop
Virtual Guard	6000C	115	Professor Ruffleberg's Shop

\*If you have Bronze Helm, you get the Obsidian Helm. Obsidian Helm, then you get Centurion Helm. Same goes for the other items.

+++++  
 +===== 2c. Amulets =====+  
 +++++  
 2CAML

#### Armor Polish

~~~~~

Increasing the defense power of your armors, the Armor Polish can be bought at both the Nobilia Market and the Ivor Tower Market.

#### Chocobo Egg

~~~~~

You can buy the Chocobo Egg from Ivor Tower's alley market, get it randomly from

buying pots in Nobilia, or purchase it from the Mad Monk in Crustacia along with an Amulet of Annihilation for 10000 Jewels. The effect of the Chocobo Egg permanently increases your HP.

#### Insect Incide

~~~~~

Bought at Ivor Tower, the Insect Incide will repel Mosquitoes.

#### Jade Disk

~~~~~

Increases the Hit rates of Hero and Canine. This can be bought in both Nobilia and Ivor Tower.

#### Jaguar Ring

~~~~~

The Jaguar Ring allows you to Dash by pressing and holding A, but it sucks up energy. You can acquire it by purchasing an item from the Item Shop in the Quicksand Area of Prehistoria.

#### Magical Gourd

~~~~~

Nobody knows what this does - not even Brian Fehdrau, the game's Lead Programmer. You can buy it from the Mad Monk in Crustacia along with an Amulet of Annihilation for 10000 Jewels, or buy it from the same guy that sells pots in Nobilia Market (The top left-hand corner).

#### Moxa Stick

~~~~~

Increasing the healing power of all healing spells and items, the Moxa Stick can be bought at both the Nobilia Market and the Ivor Tower market.

#### Oracle Bone

~~~~~

Purchased from the Ivor Tower market, the Oracle Bone will allow you to learn Stop from the alchemist under the chessboard.

#### Ruby Heart

~~~~~

Doing the exact opposite of the Jade Disk, the Ruby Heart lowers your opponent's hit rate, and can be found in both the Nobilian Market and the Ivor Tower Market.

#### Silver Sheath

~~~~~

The Silver Sheath \*supposedly\* increases all swords' attack power, and can be bought at both the Nobilia Market and Ivor Tower market. The reason I say \*Supposedly\*, is the fact that according to Brian Fehdrau, one of the people on the Evermore team was testing the effect, making it so that you had the Silver Sheath's effect with you during the entire game, and forgot to set the effect into the Silver Sheath itself. In other words, your sword is always powered up; the Silver Sheath doesn't do anything.

Staff of Life

~~~~~

Received from Horace after defeating Aegis, the Staff of Life will raise your total defense against enemies.

Sun Stone

~~~~~

The Sun Stone increases your total attack power, and can be bought either in the Nobilia Market OR Ivor Tower market.

Thug's Cloak

~~~~~

The Thug's Cloak will increase the chance you have of evading an attack, and can either be gotten by buying it in Ivor Tower or by receiving it by the Oglin in Dark Forest, IF you saved him from the well.

Wizard's Coin

~~~~~

Increasing your Magic Power, the Wizard's Coin can be obtained from the Oglin in Dark Forest ONLY if you freed him from the well AND had gotten the Thug's Cloak from Ivor Tower beforehand.

+++++

+===== 2d. Items =====+

+++++

2DITM

Dog Biscuit

~~~~~

Revives your dog from death.

Essence

~~~~~

Heals any negative status effects.

Honey

~~~~~

Heals 300 HP.

Nectar

~~~~~

Heals 120 HP.

Petal

~~~~~

Heals 40 HP.

Pixie Dust

~~~~~

When you use this on a character, if they die, it'll revive them once.

Pouch

~~~~~

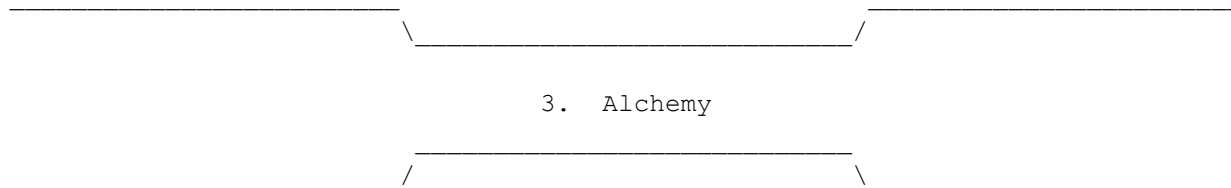
Holds all your charms, rare items, and trading ingredients.

Wings

~~~~~

Allows you to escape from a dungeon.

Finir.



3ALCM

+++++  
+===== 3a. Regular Alchemy =====+  
+++++

3ARGA

Acid Rain

~~~~~

Formula: 1 Part Ash, 3 Parts Water

Where: After fighting Thraxx, head on a bit from there, and press against the right wall when you get out of the Bugmuck. Eventually, you should walk into a hidden passage. Go right, and talk to the alchemist to learn Acid Rain.

Acid Rain is basically what it suggests - an offensive attack spell that consists of Acid Rain.

Atlas

~~~~~

Formula: 1 Part Ash, 1 Part Atlas Amulet

Where: In Nobilia Square, take the door to the Nobilia Warehouse in the southwest corner. In here, go up behind the stacks of crates, and you'll bump into a Rogue, who will teach you Atlas. He'll also sell Atlas Amulets.

Atlas will power up the Hero for a short time, but can be only cast on Hero.

Barrier

~~~~~

Formula: 1 Part Limestone, 2 Parts Bone

Where: Gotten from Horace after coming back from Ebon Keep in Nobilia Palace

Increases your defense for a short time, along with healing Hero slightly.

Call Up

~~~~~

Formula: 1 Part Meteorite, 1 Part Dry Ice

Where: Learn from Professor Ruffleberg after you meet him the first time in Omnitopia

Creates an extra Call Bead for your disposal.

Corrosion

~~~~~

Formula: 1 Part Mushroom, 3 Parts Water

Where: Ivor Tower Sewers, talk to an old man.

Corrosion will unleash an Acid Rain on all the enemies on the screen, which, although quite light in damage, will slowly dock the enemies' HP off. That's right, it's a slow-draining spell.

Crush

~~~~~

Formula: 1 Part Limestone, 1 Part Wax

Where: Blimp in Blimp's Cave, to the east and north of Crustacia

Perhaps my most favorite spell in the game, using Crush will result in a big fist crushing the select enemies on the screen.

Cure

~~~~~

Formula: 2 Parts Roots, 1 Part Oil

Where: Strong Heart in his hut after defeating Thraxx

Cure will remove any negative status effects from Hero and Canine.

Defend

~~~~~

Formula: 1 Part Clay, 1 Part Ash

Where: West of Prehistoria Village after rescuing Strong Heart, talk to old man

Defend will cast a shield over Hero and Canine, which raises their physical defense.

Double Drain

~~~~~

Formula: 2 Parts Ethanol, 1 Part Vinegar

Where: Alchemist in cave on the Western Beach, after defeating Aegis

Double Drain is twice as powerful as Drain, and sucks the HP out of enemies and siphons it into you.

Drain

~~~~~

Formula: 1 Part Ethanol, 2 Parts Roots

Where: Alchemist in cave on the Western Beach

Drain saps the HP out of enemies and gives it to you.

Energize

~~~~~

Formula: 1 Part Crystal, 1 Part Iron

Where: Professor Ruffleberg, after obtaining the Energy Core

Energize is easily one of the most useful spells in the game. For a short period of time, Hero and Canine recover their energy MUCH faster with the gauge at the bottom. This includes powering up your weapons, so you can see why it's fatal to

your enemies, especially with Canine in the last battle...

### Escape

~~~~~

Formula: 1 Part Wax, 1 Part Vinegar

Where: Talk to Madronius after you get Revealer and defeat one of the two temples, but before clearing the second temple and defeating Aegis

Escape isn't really all that handy. It allows you to escape from a dungeon, which can also be done by using Wings...

### Explosion

~~~~~

Formula: 2 Parts Ethanol, 1 Part Wax

Where: Read the scroll in Tinker's Laboratory

Explosion is a powerful offensive spell that causes a giant fireball blast.

### Fireball

~~~~~

Formula: 1 Part Brimstone, 2 Parts Ash

Where: In Hall of Collosia, after defeating the Mad Monk for the Bronze Spear, search the southwest corner for a hidden passage. At the end of the passage, talk to Madronius's brother for the Fireball formula.

A very powerful formula on higher levels, Fireball is as the name suggests.

### Fire Power

~~~~~

Formula: 1 Part Feather, 1 Part Brimstone

Where: Get the Queen's Key while you're in the cellars as Canine, and later unlock the doors in the east wing of Ivor Tower as Hero. One of the rooms will have an old man, who if you give the Queen's Key to, will teach you Fire Power.

Fire Power is a strong spell that explodes on the enemy.

### Flash

~~~~~

Formula: 1 Part Wax, 2 Parts Oil

Where: You get this spell when you first talk to Fire Eyes.

The starting Alchemy spell of the game, Flash sends a flash of fire after the enemy.

### Force Field

~~~~~

Formula: 1 Part Grease, 1 Part Iron

Where: Talk to the man under the Chessboard to learn this spell

Creates a force field that nullifies the next regular attack to the person the force field has been casted upon.

### Hard Ball

~~~~~

Formula: 1 Part Crystal, 1 Part Clay

Where: Alchemist in the Bugmuck

Proving it's worth in the battle against Thraxx, Hard Ball throws a big rock/ball at the enemy, causing them pain.

Heal

~~~~

Formula: 1 Part Root, 1 Part Water

Where: Learn it from the Alchemist in the Mammoth Graveyard after defeating the Vipers and Viper Commando

Heal will heal the Hero and Canine's HP.

Lance

~~~~~

Formula: 1 Part Iron, 1 Part Acorn

Where: In Ivor Tower, one of the houses has a bunch of chests upstairs. Without touching them, head back downstairs, and you'll meet Lance (the person), who'll teach you the spell for being honest.

Lance sends a lance down, cutting through the enemy.

Levitate

~~~~~

Formula: 1 Part Mud Pepper, 1 Part Water

Where: Alchemist on the Volcano Crater

Levitate will lift up certain rocks and move them elsewhere. Unfortunately, this is more of a filler spell than anything else, because other than the times it's necessary to use it, it's useless.

Lightning Storm

~~~~~

Formula: 1 Part Iron, 2 Parts Ash

Where: Gomi teaches you this after you defeat Sterling

Causes lightning bolts to strike the enemies.

Miracle Cure

~~~~~

Formula: 2 Parts Roots, 1 Part Vinegar

Where: Talk to Strong Heart in his hut after you receive the flying ship

Both dispels negative status effects and heals you.

Nitro

~~~~

Formula: 1 Part Gunpowder, 2 Parts Grease

Where: Scroll in Tinker's Laboratory after coming back from Omnitopia

A basic upgrade of explosion, Nitro is devastating.



## One Up

~~~~~

Formula: 1 Part Feather, 1 Part Root

Where: From the entrance to Dark Forest, head down two screens, then go two right. Head down one, left one, down two, right two, down two, left one, down two screens, then left one last screen. Here, talk to the Nobilian, who will teach you the One Up Alchemy.

One Up restores your HP completely.

## Reflect

~~~~~

Formula: 2 Parts Grease, 1 Part Iron

Where: In Omnitopia, after saving the imprisoned Guardbot, go back to the Junkyard/Dark Depths and talk to the Guardbot there. He'll teach you Reflect as a thanks.

Reflect will reflect magical attacks.

## Regrowth

~~~~~

Formula: 1 Part Acorn, 2 Parts Water

Where: In Ebon Keep, one of the houses has a hidden entrance if you go behind the back. Talk to the woman inside to learn Regrowth.

Regrowth will gradually heal the Hero's HP.

## Revealer

~~~~~

Formula: 2 Parts Ash, 1 Part Wax

Where: Alchemist Madronius in Horace's Camp will teach you this.

Revealer will reveal hidden paths over pits in the Western Antiqua area, as well as the Hall of Collosia. Other than that, it's useless.

## Revive

~~~~~

Formula: 3 Parts Root, 1 Part Bone

Where: Talk to Blimp after getting Canine back in Antiqua

Revives Canine when he is down.

## Stop

~~~~~

Formula: 2 Parts Wax, 1 Part Crystal

Where: Alchemist under Chessboard, must have Oracle Bone

Freezes enemies in their tracks.

## Slow Burn

~~~~~

Formula: 1 Part Iron, 1 Part Brimstone

Where: Examine the books in Tinker's Laboratory.

Slow Burn is like Corrosion in it's ability to slowly drain the enemies' HP, but it's a fire attack. Besides that, there's really no difference.

### Speed

~~~~~

Formula: 1 Part Wax, 2 Parts Water

Where: In Prehistoria Volcano, when you hit the maze, go left one room, down one room, and go down the right room. In this room here, head through the right wall and talk to the alchemist to learn Speed.

Speed increases your agility for a while.

### Sting

~~~~~

Formula: 2 Parts Water, 1 Part Vinegar

Where: By far the hardest spell to find...

From the start of Nobilia Desert, head up the first oasis to a second one. From here, you have to head up and right. I can't give precise directions, but fit things into perspective as about eight different screens of information up and four right. You'll eventually wander into an oasis with a Nobilian alchemist in it. Talk to him to learn Sting.

Sting will sting enemies, as suggested by the name.

### Super Heal

~~~~~

Formula: 2 Parts Ethanol, 1 Part Acorn

Where: Talk to Naris (the person who alternates between old man and young boy) in Ebon Keep, and guess the number of marbles he has correctly to learn Super Heal.

Super Heal is a much more powerful form of Heal, curing a greater amount of HP.

```
+++++
+=====          3b. Call Bead Alchemy          =====+
+++++
3BCBA
```

### Fire Eyes

~~~~~

Flare - Sends a fireball at one or multiple enemies.

Heat Wave - Heats the imminent area, hitting all enemies on screen.

Storm - A powerful version of Acid Rain/Lighting Storm, a cloud appears overhead and zaps the enemies.

Life Spark - Strengthens Hero and Canine briefly.

### Horace

~~~~~

Aura - Casts an aura of defence around Hero and Canine.

Time Warp - Transports you back in time, reversing dealt damage to you.

First Aid - Heals Hero and Canine.

Confound - Confuses the foes.

Regenerate - ???

Camellia

~~~~~

Shield - Casts an aura of defence around Hero and Canine.

Shock Wave - Causes an earthquake, damaging all the enemies in the vicinity.

Plague - Poisons the enemies.

Hypnotize - Stops enemies in their tracks for a long time.

Sidney

~~~~~

Disrupt - Stops the enemy, then hurts them.

Electra-Bolt - Sends out a big bolt of electricity at the enemies.

Restore - Restores your HP a lot.

Finir.

---

---

#### 4. Enemies

---

---

4ENMS

A note; if an enemy is in two different locations, I'm not bothering with the amount of money they give off.

| Name         | HP  | EXP | Money | Location    |
|--------------|-----|-----|-------|-------------|
| Blue Goo     | 70  | 150 | 30    | Gothica     |
| Bone Guzzard | 40  | 300 | 40    | Antiqua     |
| Carniflower  | 30  | 6   | 7     | Prehistoria |
| Cobra        | 100 | 100 | 10    | Antiqua     |
| Dancin' Fool | 100 | 70  | 10    | Antiqua     |
| Dragoil      | 300 | 150 | 60    | Gothica     |
| Floating Fan | 700 | 300 | 10    | Omnitopia   |
| Frippo       | 40  | 12  | 19    | Prehistoria |

|                 |      |     |     |                                   |
|-----------------|------|-----|-----|-----------------------------------|
| Gargon          | 300  | 150 | 60  | Gothica                           |
| Gore Grub       | 150  | 85  | 10  | Gothica                           |
| Guardbot        | 20   | 0   | 0   | Omnitopia                         |
| Guardbot V2     | 500  | 500 | -   | Gothica/Omnitopia                 |
| Hedgahillo      | 90   | 180 | 10  | Gothica                           |
| Lime Slime      | 70   | 50  | 30  | Antiqua                           |
| Mad Monk        | 60   | 20  | 75  | Antiqua                           |
| Maggot          | 30   | 4   | 4   | Prehistoria                       |
| Mechaduster     | 600  | 600 | 280 | Omnitopia                         |
| Mosquito        | 1    | 1   | -   | Prehistoria/Gothica               |
| Mummy Cat       | 100  | 160 | 60  | Antiqua                           |
| Neo Greeble     | 300  | 500 | 0   | Omnitopia                         |
| Oglin           | 120  | 150 | 100 | Antiqua (Strange as it may sound) |
| Raptor          | 40   | 16  | 29  | Prehistorica                      |
| Raptor V2       | 50   | 24  | 48  | Prehistorica                      |
| Rat             | 20   | 30  | 10  | Gothica                           |
| Red Jelly Ball  | 300  | 290 | 48  | Omnitopia                         |
| Rogue           | 200  | 100 | 10  | Antiqua                           |
| Sand Spider     | 74   | 72  | 18  | Antiqua                           |
| Skelesnail      | 30   | 20  | 15  | Prehistoria                       |
| Skullclaw       | 90   | 400 | 50  | Gothica                           |
| Son of Anhur    | 200  | 250 | 250 | Antiqua                           |
| Son of Set      | 160  | 120 | 40  | Antiqua                           |
| Sphere Bot      | 1000 | 70  | 10  | Omnitopia                         |
| Tar Skull       | 50   | 22  | 17  | Prehistorica                      |
| Tentacle        | 400  | 500 | 0   | Antiqua                           |
| Tiny Tentacle   | 200  | 300 | 0   | Antiqua                           |
| Tumble Weed     | 60   | 50  | 40  | Antiqua                           |
| Viper Commander | 250  | 160 | 200 | Prehistorica                      |
| Viper           | 125  | 80  | 50  | Prehistorica                      |

=====

|            |  |    |  |    |  |    |  |              |
|------------|--|----|--|----|--|----|--|--------------|
| Widowmaker |  | 40 |  | 40 |  | 12 |  | Prehistorica |
|------------|--|----|--|----|--|----|--|--------------|

=====

|              |  |    |  |   |  |   |  |              |
|--------------|--|----|--|---|--|---|--|--------------|
| Will o' Wisp |  | 40 |  | 4 |  | 4 |  | Prehistorica |
|--------------|--|----|--|---|--|---|--|--------------|

=====

|              |  |    |  |   |  |   |  |              |
|--------------|--|----|--|---|--|---|--|--------------|
| Wimpy Flower |  | 18 |  | 2 |  | 2 |  | Prehistorica |
|--------------|--|----|--|---|--|---|--|--------------|

=====

|           |  |     |  |     |  |    |  |         |
|-----------|--|-----|--|-----|--|----|--|---------|
| Wood Mite |  | 160 |  | 180 |  | 30 |  | Gothica |
|-----------|--|-----|--|-----|--|----|--|---------|

=====

Finir.

----- \ / -----

5. Shops

----- / \ -----

5SHPS

+++++

+===== 5a. Shopping Prices =====+

+++++

5ASHP

=====

EQUIPMENT

=====

Prehistoria Village

-----

(Before Salabog)

Grass Vest - 120 Talons  
Grass Hat - 120 Talons  
Vine Bracelet - 180 Talons  
Leather Collar - 300 Talons

(After Salabog)

Dino Skin - 450 Talons  
Dino Helmet - 300 Talons  
Claw Guard - 500 Talons  
Leather Collar - 300 Talons

Northern Forest

-----

Shell Plate - 300 Talons  
Shell Hat - 300 Talons  
Mammoth Guard - 350 Talons

Crustacia

-----

Bronze Armor - 500 Jewels  
Bronze Helmet - 450 Jewels  
Serpent Bracer - 450 Jewels  
Spiky Collar - 450 Jewels

Ivor Tower

-----

Iron Bracer - 600 Gold  
Silver Mail - 450 Gold  
Titan's Crown - 600 Gold  
Defender Collar - 450 Gold

Ebon Keep

-----

Shining Armor - 900 Gold  
Knight's Helmet - 950 Gold  
Dragon Claw - 950 Gold

Omnitopia Shop

-----

Magna Mail - 9000 Credits  
Lightning Helmet - 9000 Credits  
Cyberglove - 9600 Credits

Ruffleberg's Laboratory

-----

Virtual Vest - 14400 Credits  
Brainstorm - 13200 Credits  
Virtual Guard - 6000 Credits

=====

ALCHEMY

=====

All prices are for 5x of said ingredient.

Prehistoria Village

-----

Ash - 60 Talons  
Oil - 100 Talons  
Wax - 120 Talons  
Water - 60 Talons  
Crystal - 80 Talons

Bugmuck

-----

Crystal - 60 Talons  
Wax - 80 Talons  
Water - 30 Talons  
Oil - 60 Talons

Acid Rain Alchemist

-----

Clay - 30 Talons  
Water - 40 Talons  
Ash - 50 Talons  
Wax - 80 Talons  
Crystal - 60 Talons

Volcano Crater Alchemist (Only temporary)

-----

Wax - 50 Talons  
Clay - 30 Talons  
Ash - 50 Talons  
Water - 40 Talons

Strong Heart

-----

Water - 40 Talons  
Wax - 100 Talons  
Oil - 80 Talons  
Roots - 60 Talons

(After Gothica)

Vinegar - 90 Talons

Blimp

-----

Limestone - 120 Jewels  
Mud Pepper - 300 Jewels  
Oil - 60 Jewels  
Ash - 60 Jewels  
Water - 40 Jewels  
Crystal - 80 Jewels  
Wax - 60 Jewels

Madronius

-----

Brimstone - 180 Jewels  
Wax - 50 Jewels  
Oil - 60 Jewels  
Ash - 50 Jewels  
Root - 50 Jewels  
Vinegar - 100 Jewels

Drain + Double Drain Alchemist

-----

Wax - 100 Jewels  
Ethanol - 100 Jewels  
Water - 50 Jewels  
Root - 60 Jewels

Lance

-----

Brimstone - 150 Gold  
Ethanol - 60 Gold  
Wax - 60 Gold  
Iron - 120 Gold  
Acorn - 120 Gold  
Crystal - 80 Gold  
Ash - 60 Gold

Fire Power Alchemist (Only temporary)

-----  
Feather - 1000 Gold  
Acorn - 120 Gold  
Iron - 120 Gold  
Brimstone - 150 Gold

One Up Alchemist

-----  
Mushroom - 300 Gold  
Ethanol - 100 Gold  
Iron - 180 Gold  
Oil - 80 Gold  
Feather - 1000 Gold  
Roots - 80 Gold

Tinker

-----  
Acorn - 120 Gold  
Ash - 60 Gold  
Ethanol - 100 Gold  
Brimstone - 160 Gold  
Iron - 180 Gold

Regrowth Alchemist

-----  
Acorn - 100 Gold  
Wax - 80 Gold  
Clay - 60 Gold  
Water - 50 Gold

(After defeating Mungola)

Acorn - 50 Gold  
Clay - 30 Gold  
Ash - 50 Gold  
Root - 80 Gold  
Mushroom - 250 Gold  
Water - 40 Gold

Chessboard Alchemist

-----  
Grease - 80 Gold  
Crystal - 160 Gold  
Iron - 150 Gold  
Wax - 100 Gold

Early Omnitopia Shop

-----  
Gunpowder - 3000 Credits  
Feather - 2000 Credits  
Root - 160 Credits  
Oil - 160 Credits  
Ethanol - 200 Credits  
Iron - 360 Credits



Meteorites can be purchased from the Mad Monk in Crustacia.

```
+++++
+=====                               5b. Trading                               +=====
+++++
```

\* = Cheapest Price

=====  
Nobilia  
=====

Rice @  
-3 Jewels apiece\*  
-6 Jewels apiece  
-9 Jewels apiece

Spice @  
-20 Jewels apiece  
-4x Rice\* or 4x Ceramic Pots  
-2x Beads or 3x Ceramic Pots

Fish @ (Isn't a trading item)  
-30 Jewels apiece

Beads @  
-10 Jewels  
-12 Jewels  
-2x Rice and 3 Jewels\*

Chickens @  
-1x Spice & 2x Rice

Perfume @  
-3x Spice

Tapestry @  
-3x Beads

Ceramic Pots @  
-2x Rice (Gives off Chocobo Egg sometimes)

Jeweled Scarab @  
1x Spice and 2x Perfume

Limestone Tablet @  
4x Spice and 2x Beads

Annihilation Amulet @  
-30x Rice

Silver Sheath @  
-Armor Polish & 75 Jewels

Armor Polish @  
-Silver Sheath & 75 Jewels

Stone Vest @  
-Jeweled Scarab

Centurion Cape @  
-Jade Disk

Ruby Heart @  
-Moxa Stick OR Jeweled Scarab, Limestone Tablet, & Golden Jackal

Obsidian Helmet @  
-30x Spice

Centurion Helmet @  
10x Spice & Golden Jackal

Silver Sheath @ (Useless, as the effect's with you all game)  
-Golden Jackal & 10x Spice or a Sun Stone

Bronze Gauntlet @  
-Souvenir Spoon & 2x Tapestries

Gloves of Ra @  
-Moxa Stick

Finir.

~~~~~  
Credits  
~~~~~

Mana Knight at;

<http://mmxz.zophar.net/rpg/evermore/enemies.html>

and

<http://mmxz.zophar.net/rpg/evermore/bosses.html>

for some last minute HP information that I added.

~~~~~  
Email  
~~~~~

Questions? Comments? Compliments? Contributions? My contact info is as such;

Email: yamishuryou AT gmail DOT com

```
.-. .-.  
( _ \ / _ )  
 | _.._ _ o ( _ | _ . _ _  
 | ( _ | | | | _ ) | | | | \ / ( ) | |  
 /
```

This document is copyright Yami Shuryou and hosted by VGM with permission.