

# Secret of Evermore Low Level Walkthrough

by josh1212

Updated to v1.00 on Mar 2, 2005

SECRET OF EVERMORE - LOW LEVEL WALKTHROUGH

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03/02/2005  
v1.00

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If you've read my SoM low level guide, then the idea is similar. Except there are some major differences:

1. Money is NOT a concern. The bosses will give you more than enough money to purchase goods and armor.
2. Don't level up your alchemy. This costs money and indirectly causes your level to go up.
3. Boss battles are considerably longer.

Much of my SoM strategy also holds in SoE, so refer to my SoM guide for that. And one more thing, immediately turn the dog "off" (set his AI all the way to the left [Search]).

Please view this document in a non-proportional font such as Courier New.

Let's roll.

~Professor's Lab~

Just hit Start in the opening sequence to skip this.

~South of Fire Eyes Village~

Get as many of the alchemy ingredients as you can, and defeat the enemies. Don't forget to get the petal!

~Raptor's Area~

Before you step into the leaf, search for alchemy ingredients. There are two on the right and two on the left. They are (in order, counterclockwise):

- 1 part Crystal
- 2 parts Water
- 3 parts Oil
- 2 parts Crystal

Now "fight" the Raptors, but let yourself get killed.

~Fire Eyes' Village~

Search every hut for items. But do not take the items in the secret area on the left, nor the items in Fire Eyes' hut. If you do, you will get a Biscuit instead of a Call Bead. You will need Call Beads late in the game, trust me! Fire Eyes will give you an alchemy formula: Flash.

Flash: 1 Wax + 2 Oil      Cheapest Cost: Acid Rain Man (40 Talons/Use)  
Small Fireball            Power: 4/20

After talking to Fire Eyes, head east.

You should be level 1 now.

~East of Fire Eyes Village~

Find alchemy ingredients, kill all the flowers (but NOT the Skelesnails!) Advance to the next area.

~Quicksand Field~

OK, fall into the first whirlpool. Then head into the shop. Buy something from there so you can get the Jaguar Ring. You need it to proceed. After that, take the whirlpool out of the enclosure. Ignore all the enemies and head for the Bugmuck.

Still level 1.

~Bugmuck~

Shortly upon entry, you'll find a cave with another alchemist inside. He'll give you another alchemy formula: Hard Ball.

Hard Ball: 1 Clay + 1 Crystal      Cheapest Cost: Acid Rain Man (18 Talons/Use)  
Target gets beaned                      Power: 3/20

All right, at this point, you need to whack Mosquitoes and Maggots with your Bone Crusher until it gets to level 3. Otherwise you will get slaughtered by Thraxx, no matter how good you are.

Now you should be around level 6. (Ouch!)

~The Big Bug~

Make your way through the big bug. Ignore the enemies and avoid the Tar Skulls at all costs, they can do 25 damage!

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BOSS! Thraxx

500 HP, 750 Exp, 750 Talons

Claws:

250 HP, 150 Exp, 150 Talons each

Special Abilities:

Maggot Summon

Acid Rain Lv.2

Using the level 3 Bone Crusher can cause you to mistakenly destroy the claws. Anyway, hack away at his rib cage until it opens, then use a level 3 attack. Since it can hit twice, expect the boss to take nearly 300 damage. Keep the dog alive, because the boss spreads Acid Rain over the entire party, but cuts the damage to each in half. This can mean you take 20 damage instead of 40 or 50. The boss doesn't have a lot of HP, so about three or four charged attacks should do it.

This battle causes you to hit level 7.

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You get the Spider's Claw at the end. Use it on the cocoon to free Strong Heart. You will receive 10 parts Wax and 10 parts Oil from him. If you can't carry that much, he'll give you 300 Talons instead.

Don't forget to get the Mammoth Guard on the way out.

~Quicksand Field~

Head up, then when you can't head up anymore, head right, right through a secret passage. Open the gourds. Don't worry about the Biscuit, it won't become a Call Bead. Head right, into the next section to get another alchemy formula.

Acid Rain: 1 Ash + 3 Water      Cheapest Cost: Acid Rain Man (22 Talons/Use)  
Target showered with acid      Power: 1/20

~Fire Eyes' Village~

Talk to Fire Eyes and she gives you two things: A new mission and 6 Call Beads. Now that you have Call Beads, you can open her gourds as well as the one in the hidden area to the left of the village. Over there is another alchemy formula.

Defend: 1 Clay + 1 Ash      Cheapest Cost: Acid Rain Man (16 Talons/Use)  
Brings up defense

Fire Eyes' Spells

Flare - A powerful fireball attack.

Heat Wave - A powerful attack that targets all enemies automatically.

Storm - A powerful lightning storm electrifies your enemy.

Life Spark - Restores a large amount of HP.

~South of Fire Eyes Village~

Cut through the grass on the left and follow the path. You will then find a Shell Hat (equip it) and Strong Heart's hut. He sells you Roots at 10 Talons apiece, and gives you the Cure formula.

Cure: 2 Roots + 1 Oil      Cheapest Cost: Strong Heart (32 Talons/Use)  
Dispels States

Also talk to Strong Heart twice as the dog and he gives you a Leather Collar for free!

~North of Fire Eyes Village~

Use the Spider's Claw to cut through the grass. When you reach the next area, switch to the Bone Crusher.

~Mammoth Graveyard~

Make your way to the right, then up, then to the left, then up again. If you get poisoned, you know what to do. At the end, you face a sub-Boss: four Vipers and a Viper Commander. They go down quickly with the level 3 Bone Crusher. Beat them for the Horn Spear, although you won't be using it. Another alchemist will appear and ask if you need healing. Say no, because then he'll give you 10 parts Oil and 10 parts Crystal. Either way, he'll give you the Heal formula.

Heal: 1 Roots + 1 Water      Cheapest Cost: Strong Heart (18 Talons/Use)  
Recovers HP

That battle should cause you to hit level 8.

~Volcano Path~

Head up the path to the geyser area. Some players do a fair amount of wandering here, so I'll tell you. On the ground level, there is a geyser hidden underneath a plant (axe it.) Use the geyser, then take the cave on the left. The following geyser shoots you up to the volcano, where you'll find an alchemist.

Levitate: 1 Water + 1 Mud Pepper      Cheapest Cost: Blimp (68 Jewels/Use)

Lifts rocks

On the way back, there is a cave you should enter. Defeat the three Raptors for some Dino Skin, which boosts your defense by seven points.

~Fire Eyes' Village~

Purchase the Claw Guard and the other piece of armor you don't have. Save and heal, then go to the Acid Rain man and buy some clay. Now head for the swamp.

~Eastern Swamp~

In this area, you'll need to defeat some Frippos to find your way to the end. Be advised that there is a gourd with a Call Bead inside. You'll do some wandering here before you meet the Boss of this area, with some REAL boss music to boot!

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BOSS! Salabog  
2000 HP, 712 Exp, 66 Talons  
Will o'the Wisp:  
40 HP, 4 Exp, 4 Talons each  
Special Abilities:  
Blue Fire Breath (summons Will o'the Wisps)  
Headbutt

This is a LONG fight. If you don't have the Bone Crusher at level 3, this will be very tedious. When the Boss is in the swamp, have the boy charge his weapon. When he resurfaces and lunges at you, let him have it. It can do as little as 75 damage or as much as 140, depending on your luck. This is not difficult, just try not to get hit by Salabog's headbutt attack. Heal as needed. The formula should be hitting level 1 or even 2 during this battle.  
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Enter Blimp's Hut and he gives you the Mud Pepper you need to enter the volcano. Rest and save your game now. Then head for the volcano. The entrance is blocked by a boulder (Levitate) in "North of Fire Eyes Village" area.

~Volcano Core~

Commonly missed Call Bead! Hug the left wall at the start and you'll stumble into a secret passage containing one Call Bead. Inside the Volcano itself, you'll need Levitate to move more boulders. The maze has all the Mud Peppers you'll need, but getting to some of them can be tricky. The last Mud Pepper is held by a Viper Commander above the location where you received 100 Talons from a gourd. You have to go through a series of passages to get there. In one of them, there is a hidden alchemist on the other side of a false wall on the right. He gives you the Speed formula. Get this now because if you don't, you can't go back here and get it. He can also save your game.

Speed: 1 Wax + 2 Water Cheapest Cost: Acid Rain Man (24 Talons/Use)  
Raises Agility

By the time you beat the Viper Commander, you should hit level 9.

~Volcano Pipes~

You'll have to take a specific route to end up in the hole with the flashing light. Check out the 117k Walkthrough on GameFAQs--it has a map.

After you press the button, attack the Viper. He will comment, then offer to save your game. Do it. Then take the right pipe and head straight up. You'll fall into the other side of the room you were just in. Refill your HP, pray, then enter the next room.

You now meet Fire Eyes' evil twin. She makes the real Fire Eyes go away, then summons Magmar (not the Pok~~emon~~!) You are then attacked.

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BOSS! Magmar

1000 HP, 500 Exp, 900 Talons

Special Abilities:

Heat Wave

Lava Bath

This fight is tough because of Heat Wave. It can knock out half your HP. Magmar's physical attacks can also crank a lot of damage. He only has 1000 HP, but he pops back into the lava periodically, causing you to see annoying blue numbers next to him. Charge up the Bone Crusher to level 3 and let him have it. Rinse and repeat.

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Now Fire Eyes' twin shows up again. She turns off the machine, causing it to overload. It explodes and the volcano blows, sending you and your dog to opposite ends of Antiqua.

~Crustacia~

First things first--your Talons are now worthless. Go to the armor shop and trade your Talons for acceptable currency - Jewels. Buy all three armor pieces and equip them. Head to the right after saving/going to the Inn.

~Blimp's Beach~

The enemies in here are very powerful. Mad Monks can afflict you with a number of bad conditions, and the Rogues are just plain powerful. Head up to Blimp's Cave. He then gives you a bridge that lets you to the desert, as well as an alchemy formula...

Crush: 1 Wax + 1 Limestone    Cheapest Cost: Blimp (40 Jewels/Use)

Crushes target enemy            Power: 12/20

This formula is a little expensive, but it gets powerful.

Also, purchase some Mud Peppers and equip the Levitate formula. Make sure you have 1000 to 2000 Jewels before you head for Nobilia.

~Desert of Doom~

Unfortunately, you won't have an Amulet of Annihilation at this point, so you'll have to hoof it across the desert. You will take 5 damage from the sun's rays every so often. Oases refill your HP to max. Now, for the hardest alchemy formula to find in the entire game....

To get the Sting formula, start at the beginning of the desert. Walk up to the first oasis. Then walk left until you reach the second oasis. Walk up and left until you reach the third. Walk left until you reach the fourth, and finally, up and left for the fifth. This oasis should have an alchemist in it. Talk to him to get the Sting formula. If you have the dog with you, have the dog talk to the alchemist to receive a Spiky Collar for free!

Sting: 1 Vinegar + 2 Water    Cheapest Cost: Strong Heart (26 Talons/Use)  
Stings target enemy            Power: 11/20

Nice and cheap to build up, you can do 999 damage by level 7!

~Nobilia Market~

You have exactly 15 minutes real time to shop before the big fight. During that time, your objectives are to trade for three items: Stone Vest, Obsidian Helmet, and Bronze Gauntlet. Also purchase an extra tapestry when you're done. Then go up to the area north of the market and use Levitate on the boulder. Tiny the Barbarian appears. He will toss the rock in exchange for one tapestry. They're easy enough to get, only 3 beads apiece. This rock falls near Blimp's, opening up access to jars containing a Call Bead and 200 Jewels. If you have time, purchase the Moxa Stick. This item costs 2 chickens, a jeweled scarab, and 12 jars of spice, but it makes all your healing items/formulas 25% more powerful. Petals heal 50 instead of 40. Nectar heals 150 instead of 120. Honey heals 375 instead of 300. If you have time after this, trade for other items such as the Jade Disk. By now, time should be up. Head for the Inn and save the game.

You should still be level 9. Yes, entering the colosseum still at single digit levels!

~Nobilia Colosseum~

"Uh, hi." -The boy's reaction to being chosen for the gladiator battle

Your dog got you into this mess, but he'll also help you get out of it. He'll detect two jars in the main area.

Found Centurion Cape  
Can't carry any more petals

Then he'll uncover a secret passage that leads to more goodies:

Found some Wax  
Can't carry any more wax  
Found a Call Bead  
Found a Call Bead  
Found Centurion Helmet  
Found Gloves of Ra

Note: If you have all three armor in a series (i.e. Bronze Armor/Stone Vest/Centurion Cape), you will find 100 Jewels instead.

Equip this armor, then wait for the games to begin.

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BOSS! Vigor  
1250 HP, 1050 Exp, 1000 Jewels  
Special Abilities:  
Trident  
Boomerang  
Dash

"I think the hero got pummeled in that picture." - The boy's anecdote to a movie with a colosseum

Note that the boss music has been slightly mixed for this battle. Anyway, on to the fight. It's thumbs down for you. Not only do Vigor's attacks do lots of damage, the crowd hurls garbage at you throughout the duel. There are two strategies to beating Vigor. Both are equally hard.

1. Defeat Vigor with lots of powerful alchemy formulas. Not too bad an idea because it can be hard to get behind him with the Bone Crusher. Hard Ball Lv.0 only does about 6 damage, though, his magic defense is that high!
2. Defeat Vigor by attacking his weak point: his back! If you hit him anywhere else, you will do randomly between 0 and 5 damage, regardless of how much your weapon is powered up. If you're running low on Roots or Water, you can get him in a corner and keep whacking his front with the Bone Crusher (even though you haven't reached 100%!) It takes a while but you can win this way. Your weapon does normal damage if you hit him from behind. It takes 6 to 8 of these to win.

This battle will cause you to hit level 10.

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~Nobilia Market~

Pick up an alchemy formula from the Rogue behind the crates in the warehouse emporium. It raises your attack power temporarily.

Atlas: 1 Ash + 1 Atlas Amulet    Cheapest Cost: Blimp/Atlas Man (112 Jewels/Use)  
Target gets super strength

You can only purchase 3 of these at a time, and the price goes up by 50 jewels each time. Useless in a low level world.

Now you have all the time in the world to trade. Get the artifacts before heading across the desert.

~Blimp's Beach~

The boulder will fall and create a bridge to the items I described in a previous section. Head back to Blimp and he gives you a formula.

Revive: 1 Bone + 3 Roots    Cheapest Cost: Blimp/Strong Heart (58 Talons/Use)  
Brings dog back to life

Very valuable formula in case you run out of Biscuits.

~River~

There is an alchemist here, but you need to finish the Pyramid first. Switch to the dog and have him jump across the broken bridge. Go up to the elevator and move it to the other side. You can now cross the river and regain control over the boy.

~Diamond Eyes' Hub~ (What, could you come up with a better name?)

Once again, there are barriers you need the Bronze Axe for. This time, they don't have anything good really... Just head for Horace's camp. (Fall into a pit to get there quickly.)

~Horace's Camp~



There are a BUNCH of alchemy ingredients here, including over 5 parts Bone. You'll need Bone to revive your dog with the Revive formula. After the first conversation, talk to Horace again and he gives you some Call Bead spells:

Confound: Confuses enemies

First Aid: Dispels states and restores a large amount of HP.

Time Warp: I don't know what this does.

Then talk to Mandronius. He gives you a formula you need for the next two areas.

Revealer: 1 Wax + 2 Ash Cheapest Cost: Strong Heart (36 Talons/Use)

Reveals hidden paths

Now you can take two options here: Go to the Hall of Collosia or the Pyramid. It doesn't matter really, though. I will go through the Hall of Collosia first.

~Hall of Collosia~

Boy's Level: 10

Recommended Formulas:

Revealer, Heal, Cure, Defend, Sting, Revive

As in the hub, you need to avoid the Dancing Fools as they do a load of damage. Head to the top of the entrance area, then use Revealer on the left bridge. Press the floor switch and it opens the upper-left door. Now, if you wish, use Revealer on the right bridge and talk to the person there. She will record your progress. Note that there are no "hidden" alchemy ingredients here; they are all in jars.

~Hall of Collosia Section One~

The goal here is to make your way to the switch that opens a bridge. This takes you to the north side of the section. You will need to use Revealer to get to a jar. I think it has 5 parts Ash in it. Now, to make this easy, intentionally fall into a pit. From where you end up, go up, then left/down until you reach another pit. Avoid it, then head up. Look in the passages that head to the right. One has a switch that opens the next door. Now, here's the hard part. South of there you ended up from the pit is a switch. Hit it and it activates a bridge back to the other side. Now you have to HUSTLE. Make your way to the bridge, avoiding the enemies there. If you don't make it in time, head back to the switch and try again.

~Hall of Collosia Section Two~

Remember to heal before you enter the lower-left door. You now face a sub-boss.

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BOSS! Mini-Taur

1250 HP, 1050 Exp, 1000 Jewels

Special Abilities:

Stomp

Horn Attack

The strategy here is to power up your Bone Crusher (yes, we're still using it) to level 3 and let him have it. Unlike most battles in Evermore, this one doesn't take long and you don't need a safe place to hide.

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Press the switch that appears and you open up another section. Don't forget to save your game right now.

~Hall of Colossia Section Three~

You are confronted with a switch puzzle. I will not tell you how to get the items, but here is how to get to the next passage. Numbering the switches in order from left to right, press switch 1, then switch 2, then switch 3.

Enter to the next section, featuring a new music theme. Power up your weapon to level 3, then run (A) across the bridge. Shortly afterward, you find a switch on the left. The switch opens the last section. Press it, then make your way to the upper-left, pressing switches and collecting items as you go. You find an elevator that takes you back to the main area.

~Hall of Colossia Section Four~

No switches here. As before, you hit a switch that opens a bridge. Cross it and the bridge retracts. Now make your way around to the center of the area, where you find a Mad Monk, except he has 1000 HP. Beat him to get the Bronze Spear. Now head to the lower left corner, where you find a secret passage. Feel your way around until you find a junction (it's visible.) Now head to the left, then up, then right, then down, then left, and finally up. You find 4 parts Brimstone and 4 parts Ash. Now head down the stairs and you find an alchemist who gives you a powerful alchemy formula. He can also save your game.

Fireball: 1 Brimstone + 2 Ash Cheapest Cost: Lance (42 Gold Coins/Use)  
Fiery destruction to target Power: 12/20

Too bad you don't use formulas too much, because once this gets to level 4 or 5, you can give even major enemies a major hot foot!

Head back through the secret area and back to the bridge. The boy will point out that there is a switch on the other side of the gap. Have him throw the Bronze Spear at the switch. You can now exit to the main area. Save your game here.

Now throw the Bronze Spear at another switch... and face the REAL boss of the area!

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BOSS! Mega-Taur  
1250 HP, 1050 Exp, 3000 Jewels  
Special Abilities:

Roll  
Crush Lv.2  
Confound  
Drain Lv.1

You have to outlast this guy because he has a load of HP. He uses a few spells, but the most dangerous one is Confound. While afflicted with this, your controls are backwards (down is up, left is right, etc.) Get rid of it with Herbal Essence or the Cure formula. Attack him with charged Bone Crushers or alchemy formulas. Beat him for the first Diamond Eye.

This battle causes you to hit level 11.

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Now head back outside and collect any alchemy ingredients you missed. There is a lot of Bone and Limestone in the area. Exit when you find it all, then head to Horace's Camp.

~Horace's Camp~

If you talk to Mandronius, he'll give you another alchemy formula.

Escape: 1 Vinegar + 1 Wax      Cheapest Cost: Strong Heart (34 Talons/Use)  
Escape from a maze

Helps if you run out of Wings.

Now get some rest at the Inn and save your game. Purchase some more alchemy ingredients from Mandronius, then head for the Great Pyramid.

~Great Pyramid~

There are a few alchemy ingredients here, but mostly Brimstone. Useful for the Fireball formula, though. You'll have to slip between the pit and the edge of the cliff to get to the ingredients. Carefully slip past, then find the ingredients. Return to the other side of the pit. When you reach the Pyramid's base, have the boy stand on the button. Now switch to the dog and have him enter the Pyramid from the entrance that just opened. When you jump across the water, switch back to the boy. Have him head up (onto the Pyramid) then around to the other side until you see an alternate entrance. There are lots of Bone Buzzards here, but they only do about 5 or 6 damage. Ignore them and head to the upper right, where you'll find some items, including 2 Call Beads. Now head to the left and collect the items there, including 2 useless parts Iron (useless for now.) Head down and left to collect the items, then search around this area until you find an entrance guarded by 2 Sons of Set. Now you find yourself outside, on the top level. Head down the stairs and you find an alternate entrance. You find all sorts of ingredients in here, including:

- Found a Petal
- Found Herbal Essence
- Found Wings
- Found Pixie Dust
- Found some Grease
- Found some Iron
- Found 4 Feathers
- Found 2 Meteorites
- Found 2 parts Gunpowder
- Found some Nectar
- Found 2 parts Dry Ice
- Found some Honey

Note that you need to go back when you have the Bronze Axe to get the Honey. Now head up the S-shaped path to a barrier. This one falls when you approach it. You and your dog will now be in the same area of the Pyramid. Before you cross the Stone Cobras, search the upper-left corner for items. One contains 3 commonly missed parts of Dry Ice. From there, do NOT let the Stone Cobras hit you or you will die. When you cross the sinking platforms that lead to items, collect all the pots EXCEPT the bottom right one. That pot is a trap. Now walk back across the bridge and switch to the dog. Have him press the lower-left switch. Here you meet a sub-boss that appears as a regular enemy in the Pyramid Extension. These Sons of Anhur have 500 HP and two special abilities: Storm and an alchemy formula called Slow Burn (Lv.0.) It causes you

to take 8 damage then 4 damage every couple of seconds. Cure it with Cure or some Essence. Beat then with the Bone Crusher (level 3 attacks.) When you do, you get a Bronze Axe. Use it to get around to the lower-right corner. Then have the dog press the lower-right switch. Head into the passage that just opened. Avoid the Stone Cobras. Break the barrier and open the pot. You then receive Horace's Regenerate magic. It is a healing spell that is more powerful than Life Spark. Free your dog and head through the entrance on the lower-right. You may have hit level 12 by now. When you go through here, head back to the entrance we used to get to the top of the Pyramid. From there, have the boy stand on one of the buttons and have the dog stand on the other. You now face a boss.

!!!!!!!!!!!!!!!!!!!!

BOSS! Rimsala  
1200 HP, 1200 Exp, 1000 Jewels  
Special Abilities:  
Flash Lv.5  
Confound

You are confounded at the beginning of the battle. Use Cure formula. From here, use any formula (Flash, Hard Ball, Fireball...) on each of the statues (3 at a time) to get Rimsala to stay still. Then let the boss have it with level 3 Bone Crushers. When the statues enable again, just use alchemy to re-disable them. Beating the boss gives you the other Diamond Eye.

This battle causes you to hit level 13.

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~Diamond Eyes Hub~

Head to the exit of this area and Horace(?) will take the Diamond Eyes from you. You will then be assaulted by two Rogues. Just take them out the way you did Rimsala. You receive an extra 100 Jewels for this battle.

~The River~

Head back across the river, then break the barrier on the right bank. You then enter a cave with an Alchemist inside. He gives you the Drain formula.

Drain: 1 Ethanol + 2 Root    Cheapest Cost: Right Bank Alchemist (24 Jewels/Use)  
Steal some enemy HP

Not real useful because you have to build it up and there are better things to do with your precious money!

At this point, head to Nobilia.

~Nobilia~

The market place is empty...how suspicious...  
There must be a meeting. Head to the inn (it's still open) and save the game.  
Now head to the town square for your fate...

!!!!!!!!!!!!!!!!!!!!

BOSS! Aegis the Destroyer  
4500 HP, 3000 Exp, 1200 Jewels  
Special Abilities:  
Summons various enemies

This is a long, hard battle because of the Bad Dawgs. They only give 20 exp,

so if you beat one, don't worry. When Aegis' shield is down, attack with level 3 Bone Crushers. If things get rough, use your Call Beads here. Heal as needed.

This battle causes you to hit level 14.

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You now receive the Staff of Life, which gives you some much-needed defense. Purchase five Amulets of Annihilation, then a Jeweled Scarab and a Golden Jackal if you have the money, then head for Horace's Camp.

~Right Bank~

Go to the alchemist that gave you the Drain Formula. He'll give you a more powerful formula:

Double Drain: 2 Ethanol + 2 Vinegar

Steals enemy HP

This is a very powerful formula, but it is very hard to level up. Not like you're going to do that anyway!

~Horace's Camp~

You will now notice that the river that runs through the Pyramid and the camp has drained out. Head north of the camp. Ignore the Mad Monks and head for the waterfall and one of the most tedious mazes in the game!

~Underground Tunnel~

You have little vision in here, and the tunnels seem to repeat endlessly. Nintendo Power suggests making a map from the starting point, but someone has already done that for us. How nice! Check out the map on GameFAQs. If you have time and resources, search the area for alchemy ingredients, there are a few rare ones here, like 3 parts Oil. The Oglins here are very pesky. Eventually you find a jar containing three Call Beads. When you find it, you are very close to the boss.

!!!!!!!!!!!!!!!!!!!!

BOSS! Aquagoth

2500 HP, 5000 Exp, 5000 Jewels

Special Abilities:

Summons Oglins

Tentacles

Tiny Tentacles

Sparks

Corrosion Lv.0

Lightning Storm Lv.0

Because your alchemy ingredients are limited, this battle will last a while. His attacks aren't anything to worry about; Lightning Storm does hardly anything, and Corrosion can be cured with Herbal Essence or the Cure formula. Use some alchemy here to build it up. When you win, you get some Honey as well as 5000 Jewels.

This battle causes you to hit level 15.

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~Ivor Tower South~



Found 6 parts Water  
Found 3 Mushrooms  
Found some Honey

Now head straight down, out of the water and onto another dry section into another secret passage. This time you get:  
Found 3 parts Oil

Now go around and up to the upper-right area of the sewer. Here, run right, against the current pushing you to the left. You find two chests and one alchemist that gives you one alchemy formula:

Corrosion: 1 Mushroom + 3 Water      Cheapest Cost: Omnitopia/Acid Rain Man  
(144 Credits/Use)

Deadly shower

Not that useful.  
Now, for the chests:  
Found 2 Call Beads  
Found a Biscuit

Now just head left and you'll see the ticket out of the sewer.

~Ivor Tower~

After the escape you'll come out smelling like a rat. Now a guard will arrest you and take you to the queen. She gives you a dangerous assignment: go down the chessboard into the ravine. Upon exiting, you notice the key around your dog's neck. This key unlocks all the doors in the east wing. Use it and get all the alchemy ingredients. There are a few rare ones, like Feathers and Brimstone. When you finish, give the key to a man in the area, and he gives you a VERY powerful alchemy formula:

Fire Power: 1 Brimstone + 1 Feather      Cheapest Cost: Omnitopia/Lance  
(130 Gold Coins/Use)

Damages target enemy      Power: 17/20

Real descriptive. It damages the enemy a LOT, but it's costly to train. Like you're going to do that anyway!

~Giant Chessboard~

This is a maze with a few alchemy ingredients and a few minor enemies. Make your way to the chessboard and you are assaulted by a Boss.

!!!!!!!!!!!!!!!!!!!!!!  
BOSS! FootKnight  
2500 HP, 850 Exp, 200 Gold Coins  
Special Abilities:

This fight isn't that long, just hack away with your Bone Crusher level 3.  
!!!!!!!!!!!!!!!!!!!!!!

Winning the battle causes a secret area to open up. It leads to the ravine.

~The Ravine~

Make sure you save your game before entering the forest; it is a long and trying test.

Secret Alchemy Formula!

When you enter the forest, take these exits in this order:

Down 2, Right 2, Down 1, Left 1, Down 2, Right 2, Down 2, Left 1,  
Down 3, Left 1.

One Up: 1 Root + 1 Feather                      Cheapest Cost: Omnitopia  
(432 Credits/Use)

Restores tartget's HP (this is a typo in the game)

Very Helpful in the battles ahead.

Now use Wings or the Escape formula to return to the entrance. Follow the black goblins through the forest and you'll end up facing three likenesses of yourself as a sub-boss. They have 1000 HP each, give 400 Exp and 333 gold coins each. They all wield deadly alchemy spells. The first one uses Crush Lv.3, the second uses Storm, and the third uses (gulp) Nitro Lv.1! This spell may deal enough damage to kill you in one hit even if you have full HP! After the battle, you can save the game.

From here, go right, up, right, up, then right twice. Remember the Oglin you saved from the well? He appears and gives you the Wizard's Coin. Follow the goblins again and you end up at a boss: Timberdrake.

!!!!!!!!!!!!!!!!!!!!

BOSS! Timberdrake

2500 HP, 2200 Exp, 2000 Gold Coins

Special Abilities:

Fireball Lv.3

You can tell when the dragon is about to let you have it. When he roars, brace yourself for a Fireball attack. It actually does pretty good damage, so attack with the Bone Crusher and heal as needed.

You receive the Lance at the end of the battle.

This battle causes you to hit level 16.

!!!!!!!!!!!!!!!!!!!!

~Ebon Keep Sewer~

Head for the sewer pipe after exiting the forest. You wind up in Ebon Keep Sewer. The trick to getting through here is to follow the Blue Goos until you find the door that takes you to the dungeon.

~Ebon Keep Dungeon~

The door will shut behind you. If you step on the button, it "Won't Budge". Unlock all the cells and fight the enemies. Very weak except the last one. You face two Vipera, two level 3 Raptors, and a Guardbot, whose attack does massive damage. The last door leads into the abandoned kingdom of Ebon Keep. There is a hidden passage similar to the one in Ivor Tower Dungeon, but don't press B at the end, or...

Bitten by a Mazquito!

It causes you to lose health.

~Ebon Keep (Abandoned)~

You can't do a lot of exploring here, but you should go to the armor shop. It's run by a Paladin named Cecil (Final Fantasy 4 Anyone?) Buy his armor and



he'll give you the Bazooka, but it's loaded with only one Thunderball projectile. Now you can stay at the Inn (also run by Cecil) and save your game/restore your HP. Now head to the top area, and enter the house from the back right and you get an alchemy formula:

Regrowth: 1 Acorn + 2 Water                      Cheapest Cost: Regrowth lady  
(24 Gold Coins/Use)

Gradually restores hero's HP

When you get it to level 9 it restores 1 HP every 0.1 of a second!  
The other thing you need to do is keep Heal in your active alchemy.  
Otherwise equip ALL attack spells.

Now head to the castle and the hardest boss in the game...

!!!!!!!!!!!!!!!!!!!!

BOSS! Verminator

4000 HP, 1050 Exp, 6000 Gold Coins

Special Abilities:

Acid Rain Lv.7

Drain Lv.5

Explosion Lv.4

Corrosion Lv.4

OK, at the beginning of the battle, immediately cast Horace's Aura spell and keep it in effect the entire battle, or Verminator will dominate with his powerful alchemy formulas. It isn't uncommon to take 200 damage from one Explosion here. Cast alchemy formulas over and over because your weapon can't reach the boss. Use Call Beads to attack only when you run out of attack formulas.

This battle causes you to hit level 17.

!!!!!!!!!!!!!!!!!!!!

~Ebon Keep~

You now meet the REAL queen of Gothica. She now wants you to do some damage to that double-crossing imposter at the other castle. But how to get there? Head to Tinker's Tower in the east wing of the castle. In his tower are three things you want.

Found the Knight Basher

Found the Explosion formula

Found the Slow Burn formula

Yes, TWO alchemy formulas! Don't forget to save the game!

Slow Burn: 1 Iron + 1 Brimstone                      Cheapest Cost: Lance  
slowly drains target's HP                              (54 Gold COins/Use)

Like Corrosion except it does  $8 \times ((1 + \text{alchemy level}) / 2)$  damage when used, plus  $4 \times ((1 + \text{alchemy level}) / 2)$  damage every couple of seconds. Its damage is fixed, not random.

Explosion: 1 Ethanol + 2 Ash                              Cheapest Cost: Lance  
Destroys barriers  
Power: 14/20    (44 Gold Coins/Use)

The explosion formula does NOT destroy barriers.

Back out in the west wing of the castle, you'll find a boy named Naris. Guess the number of marbles in his hand (it's random) and he gives you the Super Heal formula.

Super Heal: 1 Ethanol + 2 Acorn

Restore both hero's HP

It fully restores the entire party's HP. Sweet!

~Gomi's Tower~

After making your way back through the sewer, head north to the barrier and break it with the Knight Basher. Head to the top of the tower. When you fall a long way onto a large platform with stacked crates, you're on the right track. Head through the door and to the top of the tower, where you'll face another dragon.

!!!!!!!!!!!!!!!!!!!!

BOSS! Sterling

3000 HP, 0 Exp, 0 Gold Coins

Special Abilities:

Fireball Lv.4

Throwing you

OK, the trick is to hit the boss either with alchemy or timed Bone Crusher attacks. If he throws you off the platform, climb back up and try again.

!!!!!!!!!!!!!!!!!!!!

After the battle, Gomi appears and heals you. After a conversation, he summons Sterling and he gives you a ride to Ivor Tower, but not before giving you another alchemy formula:

Lightning Storm: 1 Iron + 2 Ash

Bolts of lightning

Power: 14/20

~Ivor Tower Sewer~

Save here. Make your way back to the queen's room and face another boss. No, not in her room, but in the puppet room to the left!

!!!!!!!!!!!!!!!!!!!!

BOSS! Mephista, Old Nick, Mungola

Mungola: 4000 HP, 8000 Exp, 10000 Gold Coins

Mephista: 500 + (250 \* times defeated) HP, 1000 Exp, 250 Gold Coins

Old Nick: 500 + (250 \* times defeated) HP, 1000 Exp, 250 Gold Coins

Special Abilities:

Mephista heals Mungola

Drain Lv.4

You have to defeat Mephista and Old Nick two times each, causing you to hit level 18. Then Mungola is revealed. You may then use alchemy formulas or the Bone Crusher.

!!!!!!!!!!!!!!!!!!!!

After the cut scene, exit Ivor Tower and head back to Ebon Keep.

~Ebon Keep~

Head to Tinker's Tower. Take the right exit and you enter the Windwalker after a short cut scene.

~Overworld Map~

Fly to Fire Eyes' village.

~Fire Eyes' Village~

Talk to Fire Eyes and she thanks you for your heroics, then sends you to the volcano and Bugmuck. But first, head back to Strong Heart.

~South of Fire Eyes' Village~

Head for Strong Heart's hut and he gives you this useful alchemy formula:

Miracle Cure: 1 Vinegar + 2 Root           Cheapest Cost: Strong Heart  
Dispels states & restores HP           (42 Talons/Use)

This is a lot better than your mother's chicken noodle soup!

Strong Heart also sells you Vinegar for the price of 5@90 Talons; buy some!

~Volcano Path~

Take the geyser that took you to the volcano crater and you instead end up next to a gourd. - Received a Gauge -

Your work here is done. Now head for the Bugmuck.

~Bugmuck~

Take the same route you did the first time you went here, when you saved Strong Heart. When you get to where Thraxx was, there is another boss in his place.

!!!!!!!!!!!!!!!!!!!!

BOSS! Coleopatra

Coleopatra's Heart: 6000 HP, 10000 Exp, 4000 Talons

Claws: 2500 HP, 4166 Exp, 400 Talons

Special Abilities:

Crush Lv.4

Storm

Flash Lv.5

Electra-Bolt

This is a lot harder than Thraxx because of all the annoying alchemy, so use some alchemy of your own! Lightning Storm, Lance, Explosion, or any formula you built up from the Verminator all work great. Be careful not to destroy the claws, as they give out lots of EXP.

This battle causes you to hit level 19.

!!!!!!!!!!!!!!!!!!!!

After the battle, you will receive a Wheel in the cocoon. Now head back to the Windwalker.

~Overworld Map~

Head for Nobilia. There is a very useful alchemy formula there.

~Nobilia Palace~

Enter the palace and you find Horace. He gives you a super useful alchemy formula:

Barrier: 1 Limestone + 2 Bone           Cheapest Cost: Blimp  
Shields target hero                   (72 Jewels/Use)

This really comes in handy in the battles ahead, as it heals you AND protects

you from all physical attacks.

Now take the Windwalker to Crustacia. From there head to the Pyramid.

~Great Pyramid Hub~

Head into the now-drained river and you find a cave that leads to the Pyramid Extension.

~Great Pyramid Extension~

There are lots of items here if you're interested. First, levitate the boulder onto the switch. Have the boy stand on another switch, and the dog on the last one. The gate to Tiny will open. When in the teleporter maze, your destination is random, so keep going back into the teleporter you just went into, and you'll eventually reach Tiny, who gives you the Diamond Eyes. Now head back to Tinker.

- Gave away the Gauge -
- Gave away the Wheel -
- Gave away the Diamond Eyes -

With these parts, he can send you to Omnitopia.

~Junkyard~

You emerge from the ship in Omnitopia Junkyard. Your dog is now metallic and his stats go through the roof. Head to the beam in the upper middle section to enter the research lab. Find the alchemy ingredients here. Ignore the Guardbot that wants to release you. He gives you a Neutron Blade and the Reflect formula, but you gain loads of EXP from it, so ignore.

~Main District~

Have the dog disable the Sphere Bot, then defeat Rimsala. This causes you to hit level 20. Enter A2, the shopping center.

~Shopping Center~

Purchase the updated armor, then head down to the Inn. Stay and save the game. You now emerge in B2.

~Main District~

Disable the Sphere Bot and head for C2.

~Heater Chamber~

Flip the switch.

~Main District~

Head for C1.

~Heater Chamber~

Make your way through the maze. At the end you get Old Reliable. You emerge in D1.

~Main District~

Take control of the dog and disable the sphere bots in all the D hallways.

Go back down at D3 and you avoid defeating a Rimsala or two.

You should now hit level 21.

~Security Access Chamber~

Ignore the Floating Fans and make sure the lights are OFF.  
Disable the alarm in the Alarm Room.

~Main District~

Head to sector C4.

~Alarm Room~

Waltz through the alarm room and pick up a Titanium Vest at the end.  
You emerge in sector B4.

~Main District~

Disable the Sphere Bot. and defeat the Rimsala. Head for the Greenhouse (B3).

~Greenhouse~

The lights should be off right now. Just waltz through. If the lights are on,  
you're done. When you get to the end, you emerge in A3.

~Main District~

You may have to defeat another Rimsala here as well as disabling another  
Sphere Bot. Enter sector A4.

~Professor's Lab~

Where it all started... First, the Professor opens up a trapdoor in the  
Chessboard. Second he sends you there to find the Energy Core. Third he gives  
you an alchemy formula:

Call Up: 1 Meteorite + 1 Dry Ice  
Increments Call Bead max

This formula will create one Call Bead for every Meteorite and Dry Ice you  
have, regardless of its level. I got it to level 1 and it does NOT give you 2  
Call Beads.

Now you should buy the armor from the merchant here; it is the best in the  
game. The escape pod takes you to the...

~Overworld Map~

Head for Ebon Keep.

~Ebon Keep~

Make your way to the chessboard.

~Chessboard~

Enter the trap door on the right. After a bit of walking down there...  
- Received Energy Core -

Continue to head down until you find an alchemist. If you have the Oracle Bone, he gives you two alchemy formulas:

Force Field: 1 Grease + 1 Crystal  
Protects target from next attack

Stop: 1 Crystal + 2 Wax  
Halts enemy attack

For fun, try using this on various enemies. I found out that the dragons in the forest are big enough for the boy to ride if only the game would let you! Same with the Raptors! You can't attack the enemy, but you can heal yourself.

This alchemist is the only one in the game that sells Grease.

Now head back to Tinker's Tower. You find two things there: The Atom Smasher and the most powerful alchemy formula in the game!

Nitro: 1 Gunpowder + 2 Grease  
Big explosion Power: 20/20

Now take the pod back to the lab.

~Professor's Lab~

After retrieving the Energy Core, you get this formula from the Professor:

Energize: 1 Crystal + 1 Iron

This formula charges your weapon up in a fraction of a second for a limited amount of time (75 seconds.)

Save the game and equip these formulas:

Heal                  Miracle Cure                  Barrier                  One Up

Super Heal      Energize

Fill the other slots with your most powerful attack formulas.

~Main District~

Again, you may have to defeat Rimsalas here, raising your level to 22.

Head for sector A2.

~Shopping Center~

Purchase as many Cryo-Blast particles as necessary. There may be a quirk in the game that forgets to decrease your Cryo-Blast shell count.

~Main District~

Head for A1.

~Junkyard~

Head for the computer in the lower-left. Save your game. If you want to take your screenshot, the save screen here is the best place. Afterward, you teleport to the middle of Omnitopia. Enter the sector and take a deep breath. The final battle is going to be a biggie!

~Battle Arena~

You now face many Bosses in a row.

#### Battle 1

Fan x4	2500 HP
Speaker x4	1000 HP
Bomb	200 HP

Continue to shoot Cryo-Blast shells at the fans and speakers. Avoid the bombs, they do a lot of damage. When you destroy all the Fans and Speakers, flip all the switches they reveal. You now face three battles, and the music changes to the Final Battle theme. Do not destroy the Mechadusters or you face Death Spiders; they can do over 200 damage and have 6666 HP each.

#### Battles 2, 3, and 4

Raptor x2	4000 HP, 24 Exp
-----------	-----------------

Cast Barrier immediately and make sure it stays in effect, or else you will get slaughtered here. For the next three fights, continue to blast the Raptors with Cryo-Blast shells. Next! :)

#### Battle 5

Eye of Rimsala x3	7500 HP, 3000 Exp
-------------------	-------------------

Make sure Barrier is in effect here. Continue to blast them with Cryo-Blasts and they'll go down.

#### Battle 6

Bad Boy	1000 HP, 100 Exp
---------	------------------

One or two Cryo-Blasts should take care of him. Next!

#### Battle 7

Dark Toaster	10000 HP
--------------	----------

This enemy is rather evasive. Barrier must be in effect. Blast him with many Cryo-Blasts and proceed.

#### Battle 8

Magmar	25000 HP, 10000 Exp
--------	---------------------

Special Abilities:

Recharge (Recover lots of HP)

Heat Wave

Crush Lv.6

Now you can use your alchemy formulas. Use Horace's Aura instead of Barrier because of his alchemy. When your alchemy runs out, use Cryo-Blasts. Now for the last battle...

#### Battle 9

Carltron's Robot	30000 HP, 100000 Exp
------------------	----------------------

Keep blasting away and make sure Barrier is constantly working. Whittle down

his 30,000 HP and victory is yours!

Congratulations! You have finished Secret of Evermore at a low level, a very good accomplishment I must say!

#### How to Submit Results

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To submit results, you don't have to beat the game, you just have to tell me the following things:

1. Your location in the game
2. The boy's level
3. The boy's experience
4. (Optional) The boy's name

If you send me a screenshot, send me the Load File screen. And please include the Super NES in the photo if at all possible.

List of Save Locations (first to last):

Fire Eyes' Village  
Bugmuck  
Quicksand Field  
Jungle Hut  
Volcano Path  
Volcano Crater  
Blimp's Hut  
Volcano Core  
Volcano Pipes  
Crustacia  
Blimp's Cave  
Nobilia  
Nobilia Colosseum  
Horace's Camp  
Hall of Collosia/Great Pyramid  
Collosia Secret/Right Bank  
Ivor Tower South  
Ivor Tower Inn  
Banquet Trouble  
Dark Forest  
Forest Bridge  
Ebon Keep Inn  
Tinker's Tower  
Ivor Tower Sewer  
Omnitopia  
Professor's Lab  
Junkyard

#### Current Results

-----

Player	Location	Level	Exp	Name
Josh_1212@sbcglobal.net	Junkyard	Lv 22	73,392	Josh

=====  
Credits



-----  
SquareSoft - For this game.

Myself - for writing this guide.

God - I wouldn't be here if it weren't for Him.

All sites that are hosting this document.

All who have submitted me results.

You - For reading this.

-----  
Version History  
-----

0.40 - Walkthrough up to Horace's Camp.

0.75 - THrough Ivor Tower Sewer.

1.00 - Walkthrough complete.  
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~End of File~

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