

# EVO: The Search for Eden FAQ/Walkthrough

by dancingcabanaboy

Updated to v1.5 on Dec 23, 2005

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| | E.V.O. THE SEARCH FOR EDEN | |
| | FAQ/Walkthrough v1.5 | |
| | Written by Snow Dragon ♪ 2003-2004 | |
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1 | UPDATES
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6.14.04 Thanks to the newly implemented GameFAQs hit counter, I found that this guide gets a fair number of hits daily (averaging about 50 a day usually). Therefore, I'm going to take the time to update this much-read guide using helpful snippets of information e-mailed to me by the following people:

MssrMooGoo

Kaner  
Samuel Lamont  
Viljar Ilumets  
Joe Housley

Thanks to all those for their contributions to making this a better guide! I've also taken the time to revamp the format on this guide in accordance with the way I do it now.

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2 | INTRODUCTION  
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Hello, and welcome to my 34th FAQ, for the Super Nintendo action platformer "E.V.O. The Search For Eden," released by Enix in 1992. While the information already supplied for the game on GameFAQs is complete and in fact very in-depth (by which I mean "complicated"), I figured I would try to bring a less broad point of view to every level, even in those that it seems you can just carelessly pass through. Hopefully you will enjoy this document half as much as I enjoyed writing it.

If you see anything inherently wrong with any of the information I've packed into this document, my e-mail address is [eubanks1084@hotmail.com], and as far as FAQs go, it probably will be until the end of time. E-mail me if you have complaints, error fixes, suggestions for things to add, or praise mail, 'cause we FAQ authors like gettin' a small note of thanks for our work every now and then!

Unfortunately, the bulk of my mail is just that; bulk mail. To differentiate it from the spam I get on a daily basis, please put the name of the game or something related to your specific problem in the subject line. Keep the file size to a single digit number if at all possible as well - if I see something in the hundreds of kilobytes, I'm often inclined to instantly delete it.

Also, make doubly sure that whatever you're asking isn't already addressed somewhere in the walkthrough. I covered just about everything there is to cover within the confines of the game. If you send me a question asking how to do something that I took the time to explain in the walkthrough, I'll give your message a weird look, and then, depending on my mood, I will either delete it or send you a hateful reply. I have neither the time nor the patience for such dalliances, as reading them wastes valuable seconds of my day and replying to them wastes valuable minutes.

On a brighter note, enjoy E.V.O. The Search for Eden!!!

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3 | BASIC CONCEPT  
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E.V.O. The Search for Eden starts you off as a small, defenseless fish in an unforgiving, torrential sea, but that's not even close to all, OHNOSIREEBOB! Your ultimate goal is to make it to the end of an evolutionary trial set forth by Gaia's father, the Sun. The rule here is "survival of the fittest" - that is, only the strongest will continue to proliferate and rule the ever-changing

land. If you can make it through each important era of prehistory by evolving your body through the Mysterious Time Stream and crossing from one to the next using the handy-dandy Time Transporter, you'll meet the lovely translucent-haired Gaia in Eden and populate the earth with her for eternity. An excellent proposition, no? ^\_^

At the beginning of most time periods, Gaia will give you a new body best suited to the environment around you, and from there you will kill other creatures in order to collect Evolution Points (abbreviated in this walkthrough as EP) with which to "buy" add-ons for your body. You can purchase bigger, stronger jaws to give your creature more biting strength, an armor-plated body to increase life points (LP) and defensive capability, and a tail which will allow you to soar through the air. It is certainly an interesting idea, and one that is well-implemented into the game, making it an entertaining experience overall.

However, even as you are trying to eke out your place in the new world, a subplot is developing behind the scenes. Crystals that artificially speed up the process of evolution are being scattered throughout time, and as a result super-breeds of monsters are popping up all over the place, vying for supremacy and for a place in Eden themselves alongside the beautiful Gaia. Along the way, hints will pop up regarding the origin of these enhancing spheres. Where do they come from? Who put them here? Just like the outcome of your sojourn to the mythic forest microcosm of absolute perfection known as Eden, only time will tell.....

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4 | CONTROLS  
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-- | -----  
4a | On the World Map  
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  _  
_| |_  
|_  _| The D-pad  
 |_  
  _
```

>> Move from level to level on the world map.  
>> Use Up and Down to navigate the World Map menu and the pages of the evolutionary record.

```
  _  _  
(  ) (  ) Start and Select
```

>> Start has no practical use on the world map.  
>> Press Select to bring up the following menu:

```
o-----o  
| > Save the game          |  
| Erase saved game        |  
| Review evolution record. |  
| Erase evolution record.  |  
o-----o
```

Save the game: You can save your progress at any time on the world map. When

you resume your game, you will be in the same form with the same amount of EP as when you left the game. You can have up to three saved files at a time.

Erase saved game: This option allows you to completely strike from the record one of your three saved files.

Review evolution record: From here you can look at the pictures and stats of monsters you have saved to the evolutionary record, if any.

Erase evolution record: Choose this to be presented with the option of taking a single page out of your evolutionary record.

```
  _  _  
(_) ( )  
  _  _  A, B, X, and Y Buttons  
(_) ( )
```

>> The only button you'll use on the world map is B, which will enter the level that your character is positioned on.  
>> Press B to choose an option on the World Map menu.  
>> Press Y to back out of said options.

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b. In Levels  
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  _  
_| |_  
|_  _| The D-pad  
  | |
```

>> Walk left and right.  
>> Tap either left or right twice to run in the corresponding direction.  
>> Use up and down to navigate the pause menu.

```
  _  _  
( ) ( ) Start and Select
```

>> Press Start to pause the game without any sort of menu pop-up.  
>> Press Select to bring up the following menu:

```
o-----o  
| > Evolution      |  
|  Capability      |  
| Record of Evolution |  
| Review of Evolution |  
o-----o
```

Evolution: Choose this to bring up yet another menu divided by general descriptions of the many body parts you can evolve.

```
o-----o  
| What would you like to evolve? |  
o-----o-----o-----o-----o-----o  
| Jaws | Horns | Neck | Body |H&F|  
o-----o-----o-----o-----o-----o-----o  
| Dorsal Fin | Tail | Both | DNE |  
o-----o-----o-----o-----o-----o
```

H&F = Hands and Feet  
Both = Back of the Head  
DNE = Do Not Evolve

From here each option will show a further menu, none of which I will take pains to expand here because there are tons of them and they have a tendency to change from chapter to chapter, that contains however many evolutionary options you have for that part of the body. Each body part's EP cost is listed out to the right of it. You must have the appropriate amount of EP before you can evolve whichever part you have your sights set on. EP can be gained through eating the meat that enemies leave behind or by eating certain crystals found at key points in the game.

Capability: Choose this option to see the statistics and attributes of your current body form, as well as a picture.

Record of Evolution: If you particularly like one of the forms your monster has evolved into, you can save it in the Record of Evolution. All you have to do is give it a name and it'll be in the record for you to use. The Record of Evolution is best used to save monsters derived from red crystals, as they are only forms that you keep for two minutes or so before reverting back to your weaker one. You can store up to 50 monsters at a time in the Record, but odds are unless you're a compulsive collector, you won't use 10% of the pages in it.

Review of Evolution: If you have eaten a green crystal sometime throughout the chapter you are currently in, you may turn into a monster you have saved in the Record of Evolution for a short time. Use it if you're in a jam with a slew of enemies or just want to be something ultra-cool for a while.

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  _  _  
|_| |_|  
  _  _  A, B, X, and Y Buttons  
|_| |_|
```

- >> Press B to jump. Evolving your tail will allow you to jump higher.
- >> Press Y to bite with regards to attacking your opponent. Your monster will turn its head to its side and move forward ever so slightly. Note that human/sub-human creatures don't bite, they use a club to beat their foes into submission.
- >> Press X to bite in a way that will allow you to consume vegetation. Your monster will stand still and reach its mouth out, puffing its cheeks in unabashed delight. Press Down and X simultaneously if your monster has a long neck to crane it down and eat veggies or small helpless organisms crawling along the ground. The human and its various sub-forms do not have the luxury of being able to eat plants and small helpless organisms.

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5 | ITEMS  
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5a | Crystals  
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### Yellow Crystal

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At or near the beginning of most of the game's time periods, there is a level containing nothing but a yellow crystal. If you eat the yellow crystal, you will get a tip on what to expect from this chapter and advice on evolving your body efficiently.

### Green Crystal

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Green crystals are quite plentiful throughout the game, but are only useful if you have monsters recorded in the Record of Evolution. After eating a green crystal, you'll have the opportunity to temporarily evolve into any creature you have written down in your evolutionary record. Choose wisely.

### Red Crystal

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Red crystals are extremely volatile but can have awesome effects in the short time that they last. Consuming one of these will turn you into a creature far more powerful than any you can evolve into for about two minutes. Typically they are recognizable animals, but some of them can be pretty off-the-wall, and are often memorable enough to be worth saving to your evolutionary record.

### Blue Crystal

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The rarest of all the crystals spread amongst the young earth. They have no effect on the body, but rather on your EP. Eating one will give you an ungodly amount of Evolution Points, which pretty much gives you free reign to go on an augmentation shopping spree. A blue crystal will never give you less than 5000 EP, just to give you an idea of the possibilities. MWAHAHAHAHAHA!

-- | -----  
5b | Edibles  
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### Meat/Flashing Meat

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Anytime you successfully kill your prey, it will yield a piece of meat that will float up to a level where your monster, no matter its bodily orientation, can consume it with ease. All monsters' meat gives out a set number of EP depending on the enemy, but the amount of LP given out by meat will decrease depending on your defensive capabilities.

Also, if you see meat flashing green, it's not poisoned (as I believed when I was a young whippersnapper) - it's actually a better version of the normal meat a monster gives up. Typically, the EP will be at least twice as much as the normal amount given, and the LP given will be substantially increased as well.

### Indigenous Vegetation

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While it won't give you any points toward your evolution, it's often best to eat what lies on the ground if you're low on life. Anything that you can pass

through that is tiny and whose movement is restricted to the ground can probably be eaten, and will restore anywhere from 1 to 5 LP.

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5c | Miscellaneous  
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#### Life Points (LP)

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As you evolve your body to one capable of withstanding more hits with its inherent defense capabilities, your life points (LP) will increase until they are maxed out for the best form of that particular era. When your LP reaches zero, Gaia will restore you (telling you to keep it a secret from her father) but will slice your EP count in half. You can restore your LP through one of three methods:

- 1) eating meat enemies leave behind after you bite/club them to death
- 2) eating the various species of plant and small helpless animal that toodle along the ground
- 3) evolving your body\*

\* If you're ever in a jam with a particular boss creature and need some life because you're about to be a-knockin' at death's door, just evolve yourself in some way. The safest bet is to go with whatever's cheapest, which in most cases happens to be either shortening/extending your neck, as the situation dictates. Thanks to BoboTheClown for relating this to me over AIM!

#### Evolution Points (EP)

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These are what you will use to make your body more powerful so that it can withstand the attacks of the more powerful creatures Gaia and her father will throw at you. To grow a certain desired body part, you must first have the required amount of Evolution Points (EP) in order to do so. There is in theory a limit to the amount you can have, but you'll likely never have more than 20,000 at any given time, so it doesn't really matter too terribly much =\

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6 | EVOLVING  
= | =====
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Unless your credo is "survival of the smallest," there is almost no way to get through the game without adorning yourself with a number of bodily supplements that will prepare you for the bigger creatures thrown at you during your trial. What follows is a brief description of what each general part will do for you and how best to evolve it. Enjoy!

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6a | Jaws  
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Your jaws are where the bulk of your offensive power will come from. Typically, the more expensive the dentures, the more sheer power you'll get, though that's not always true (for example, it's not worth it to shell out 2000 EP for the

Rhinoceros Jaws when the Fierce Jaws do about six times better for 500 EP less).

Normally, you want to evolve your jaws a little bit at a time in order to handle the enemies as they get progressively harder. Later chapters won't afford you this luxury, often requiring you to get to the good stuff in a hurry, but in earlier chapters such as the World Before Land and the Age of Amphibians, it's a good idea as much as it is a necessity to slowly advance them as the prey you hunt down gets a little smarter and a little faster.

```
-- | -----  
6b | Horns  
-- | -----
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Only once will you see me mention the evolution of horns in a walkthrough, and it should be pretty clear as to why if you've ever tried out a horn. Most break after three charges, and they're way too expensive. If you have the EP to do it and want to rub it around in your prey's face, go ahead and evolve a horn, but typically it's a waste of points, and one no E.V.O. novice should ever screw himself over with by spending hard-earned EP on.

You want my professional opinion? Horns suck like a high-end Hoover. End of story.

```
-- | ----  
6c | Neck  
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The neck will usually be evolved in the later chapters, especially as a mammal when really it just boils down to a matter of aesthetics and convenience. The neck is most useful for a cheap trick you can pull off with it, though. Interested? I thought so.

Any time you're in the thick of battle and the enemy has the edge and is about to kill you with one last salvo, either shorten or extend your neck, depending on current circumstances. As you know, evolution of any kind restores all your LP, and since the neck is the cheapest of these transformations at a low, low rate of 200 EP, it's the natural choice! Thanks again to BoboTheClown for pointing this out to me.

As for adding LP to your total, the neck has no real use in that regard. Either be a shortneck or a longneck, it's all good.

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-- | ----  
6d | Body  
-- | ----
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The evolution of the body is important, as later on certain body styles will allow you to take on other forms that are not necessarily a natural progression of the heaviest or bulkiest body available (a great example of this is the human). More expensive bodies often have higher defense but move more slowly, while smaller bodies take damage more easily and move with great speed.

Again, it comes down primarily to preference. Strength-oriented players will want bodies such as the one for the Amphibian that gives you purple skin and awesome wings (I forget its name presently). If you want speed, it's generally best to take the form that's one rung lower on the evolutionary ladder than that which would be considered the most powerful for a certain chapter.



-- | -----  
6e	Hands and Feet

You won't have to worry about hands and feet too often, as the option is only presented when your monster can "try to evolve." If it can try to evolve, the option will generally lie under this header. To evolve further from whatever you turn into, you'll have to go to the Body. Evolving further the first time costs quite a bit of EP, but thankfully, further evolutions are softer on the EP wallet. Seeing as how you're either getting by using fins or plodding around on all fours for most - if not all - of the game, hands and feet won't be something you worry about too often.

-- | -----  
6f	Dorsal Fin

The dorsal fin is a big concern only in the first two chapters of the game, where it is a handy tool for helping you swim faster and jump higher. Dorsal fins pretty much give you the same talents from one to the next, but the generalization that the most expensive is the best applies here. Jumping is especially important in the amphibian stage against big hoppers like Debustega (the boss Ikustega at the western end of the continent).

-- | ----  
6g	Tail

The tail is also a device meant to make you jump higher, although as a fish it is also a tool to make you move faster (it is used for leverage and momentum in the water, as you know). After a while, the tail will become less important, especially if you take the opportunity to become a mammal when it is presented to you, which you should (but not before saving your best bird first - that can be a good critter sometimes). In the first chapters of the game, though, be sure to max the tail out to ensure that you can swim real fast and jump real high.

-- | -----  
6h	Back of the Head

Actually, very few evolutions concern themselves with the back of the head. Off the top of my head - as opposed to the back of it - OH COME ON LAUGH - the only ones I'm able to think of where such an augmentation is applicable are in the Amphibian and Dinosaur periods, where they actually have fancy names =)  
Back-of-the-head improvements will give you more attack power when biting an enemy, especially the Jeprol in the Amphibian stage. If you're all about strength and speed, the back of the head makes for a good compromise because it doesn't hinder your movement and it makes your teeth a lot stronger for a lot longer.

Bottom line, in case I confused you: it's worth it to have something plastered onto the back of your cranium by the Mysterious Time Stream.

Have fun evolving as we dig into the walkthrough!

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7 | WALKTHROUGH  
= | =====

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>> SUPER IMPORTANT NOTE BEFORE MOVING ON REGARDING EVOLVING INTO A HUMAN

- 7f-16 Entrance of Eden

7g Epilogue \*\*WARNING: SPOILERS WITHIN\*\*

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7a | A Short Introduction
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Upon beginning the game, the presumably bare-from-the-shoulders-up Gaia will relate to you the intricacies of your mission: in a nutshell, tear your enemies to shreds and evolve to ensure your species' survival. When you reach the end of the line, you will meet Gaia in Eden, where I can only assume that you may then propagate the human race as you please.

After explaining that this is a test of your wits set forth by Gaia's father, you will be thrust into the harsh, watery world - or, more importantly, the game's first chapter, which takes place in The World Before Land.

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7b | The World Before Land (500-450 Million B.C.)
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---- | -----
7b-1 | Ocean of Origin
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The Ocean of Origin is a very basic level that doesn't really require you to do much of anything aside from getting to the other side in one piece. The plants along the bottom of the ocean floor are there for you to eat in case you get hurt; to munch on some of the bottom-feeding veggies - or any plant or meat

throughout the course of the game - press X. Each will restore three of your twenty life points (LP). Remember these plants in case you have a tough time with the jellyfish floating around the premises.

To take a bite for the purpose of attacking other creatures, press Y. Your first jellyfish will halt you in mid-bite to explain the rules of the evolution game. His three rules (fight for survival and food; only move forward, never back; and evolve and become strong) are the basic tenets of the game that you will do well to follow. After hearing the wisdom of the tentacled one, take two bites out of him. He will leave behind some meat, which will give you two life points and 10 Evolution Points (EP, seen on your screen as Evo.P).

These Evolution Points are the stepping stones to becoming a mighty creature. Move around the level swiping at jellyfish and eating the sweet meat they drop to gain more. They regenerate pretty quickly, so you can move all around the level to find that the ones you ate in a particular spot will always return. This makes many levels - not just in The World Before Land but in subsequent eras - ripe for quick EP gain.

And if a jellyfish drops some green flashing meat, for the love of God eat it! It gives you a whopping 50 EP and raises your LP!

Hang around the Ocean of Origin until you have about 500 EP, at which time you should bring up your Evolution menu by pressing Select. This menu is your instantly accessible one-stop shop for new body parts. As the jellyfish related to you, you'll need to evolve in order to stand a snowball's chance in hell of surviving. Choose the Evolution option.

You'll have a variety of bodily augmentations to choose from, some of which are currently out of your "price range," so to speak, but do what you can. Generally, don't evolve unless you can afford the best part that a certain subsection has to offer. Later levels will offer faster EP gain in higher increments, so 500 EP is actually pretty good for this primitive stage. For now, get the Kuraselache's (read: shark's) dorsal fin. You'll be somewhat of a color mismatch, what with your purple body and gray fin, but you should notice an increase in both your LP (up by 10) and your swimming speed, which is a tad faster. With this new body part, leave the Ocean of Origin to the right, as there is no longer an immediate dire threat posed by the jellyfish. A new dot will appear on the map; go to it and enter the new level.

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7b-2 | Cave of Guidance  
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More jellyfish await you here, but not as many as in the Ocean of Origin. The main thing here is the titular cave that you need to investigate. Eat around at the jellyfish if you want, but don't expect massive EP to result from it. Your main priority should be checking out the cave in the lower right-hand corner of the level.

Inside are a bunch of eels, who have a tendency to hit repeatedly if you get too close but drop meat with more substance than that of the jellyfishes. Take three bites out of an eel to get a hunk of beef that gives you 15 EP and two LP. Pass the eels if you find them intimidating and go right. You will see a small yellow orb. Eat it.

A voice (choosing simply to go by "crystal") will pipe up inside you and give you the skinny on what evolving certain parts of your body will do for you. Jaws give biting strength, making your body grow gives you defense, horns

increase attack, and improvements to the hands, feet, and in your case, fins will increase LP and speed. Don't worry about the minor as-thou-taketh-thou-shalt-also-be-taken-away-from schtick - as long as you can bulk up your body with a dazzling array of natural defense mechanisms, you'll do just fine.

Seeing as the yellow orb is what the level is here for, you can leave the level the way you came. Hearing the sea cucumbers talk may also yield a few useful tips, so listen to what they have to say before heading out the cave to the next level. Move up to the next green dot and enter.

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---- | -----  
7b-3 | Cave of Temptation  
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The small lime green slug creatures have a nasty disposition if provoked. Bite into one and it will split into two, at which point it will chase after you. If you find yourself outclassed, hightail it into fast swimming mode by tapping Right twice. You can also eat the sea anemones situated on the floor and ceiling to replenish your LP. If you happen to get meat from the slug monsters, it's 20 EP for regular meat and 100 for flashing. What's most important, however, is the red orb to the right - one not dissimilar from the yellow orb you just consumed in the Cave of Guidance.

Eating the red sphere will temporarily turn you into a massively powerful gray eel that has 100 LP (!) and is quite fast.\*\* Use this time to chow down on the swimming slugs as easily as you did with the jellyfishes in your former body. You should be able to grab up a good 150 EP or so before reverting back to a slow old purple fish. Once the effects wear off, leave the Cave of Temptation and go down, right, and up to the next level.

\*\* Some readers have also e-mailed me with reports that they turned into a tan stingray with 80 LP upon eating the red crystal. I'm not sure how to become the stingray - it may have something to do with how you've evolved to this point, but as of this update there's no telling.

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7b-4 | Ocean of Terodus  
---- | -----
```

You'll find yourself here in a dormant (for now) volcanic enclosure walled off by streams of bubbles on either side of you. The yellow fish are fast, but tap Right on the D-pad to catch up to them as they swim away from you. If you get within biting proximity, attack mercilessly to get meat that gives you 25 EP - more than any other meat so far bar the flashing variety. At some point the volcanoes will erupt, causing the bubble barrier to fall. Get out as fast as you can without getting killed by rocks being chucked up from the volcano.

NOTE: Samuel Lamont writes in saying: "...the Angler's Horn is VERY useful. First of all, it can't break...because it can't attack. However, it has another use. Specifically, it attracts smaller fish...like Terodus. This makes getting EP in the Ocean of Terodus a lot easier. Just thought I'd let you know."

So if you want the Angler's Horn, it will attract fish to you - bring them more toward the kill zone, so to speak. So I admit, not ALL horns are useless ... sheesh =D

---- | -----  
7b-5 | Cave of Zinichtys  
---- | -----

Joe Housley writes: "...there's a blue crystal you overlooked - if you go straight to the right when you enter the cave, you'll find a Blue Crystal worth 500 EP." So get that before doing anything else.

If you were badly damaged by flying volcanic debris in the previous level, take this time to eat the plant life, eels, and jellyfish that make up the diverse life living outside this cave. Once you're back at full strength, you should have almost 900 EP - if you don't, build yourself up to this level real quick, as you should be at least nearing it. 900 EP will get you the most powerful jaws a fish can have: the Zinichthy's Jaws, which are, incidentally, the creatures you'll face in the upcoming cave. With your new set of chompers, take your brave little sea monster into the cavern.

Immediately upon entering the cave, you'll lay eyes on your first Zinichthy, a steely-looking creature who will attack you if it gets close enough to you. When it charges, bite it twice in rapid succession with your new molars. The meat left behind is simply divine - 50 EP a pop. Use it to indulge in some rapid EP gain for the next body part you'll need.

The Zinichthys are actually less of a threat than the bottom-dwelling shellfish you'll encounter, who like to curl themselves up into a ball and take a dangerously high five LP out of you (which may not seem like much, but you only have 30 at this point!). Their meat, if you can get it, is worth 40 EP, so if you can sneak up on one, try to. Travel around looking for Zinichthys to pick fights with while going down along the left side of the level. This will eventually lead into a volcanic area where more rocks will attempt to pound you into oblivion. Charge past it, then recover using the Zinichthy and the plants at the end of the line.

Before leaving the level, use your EP, which should number around 700 if you've been actively looking for Zinichthys to beat up on, to evolve the Kuraselache's (shark's) tail, which you make you move substantially faster and will increase your LP to 45. If you need to, come back here for the quickest way to gain EP. You can exit the level at any time as well by pressing L and R simultaneously, as you will have already beaten it.

---- | -----  
7b-6 | Domain of Cepalas  
---- | -----

The scaly fish here like to beat up on you in groups. With the Zinichthy Jaws, however, they can be taken out easily in a single bite. Travel along the top of the level to find a grouping of floating sea urchins that will boost your LP in a hurry. Along with some jellyfish found here, there isn't really much to this area. The cave at the end will take you to the next part of the map, from which there is now no escape (i.e. you can't return to any previous levels). Proceed with caution.

---- | -----  
7b-7 | Cave of Origin  
---- | -----

You've been to the Ocean of Origin - now check out the Cave of Origin! Upon entering, you'll be surrounded by myriad jellyfish. Use them to build your EP

up to 500 (which you should already be near anyhow, so it's not too difficult) and evolve the Tackle Fin located under the Hands & Feet subsection of the Evolution menu. You won't gain any LP, but you'll be able to move a heck of a lot faster, which will help against the prawn-like bouncy creatures inside the cave.

If you can, sneak up on these guys for the easy 40 EP; the rest of them that you can't handle should just be avoided at all costs. Above, you'll find some crawling critters with pointed shells. When you pass over them, they will swim upward at you and use their shells as spikes. With the Tackle Fin, they're easy to pass up and turn around to kill, and best of all, they give the same EP as the bouncy shrimp. Awesome!

As you leave to go to the next screen, the conversation the seaweed is having (?!?!?) will cross your ears. They speak of the Strolites, who strive to create a new world of oxygen-breathing denizens. They also speak of the Kuraselaches (the sharks), who are the antagonists keeping this from happening. After listening to them talk, you may pass to the next screen.

```
---- | -----  
7b-8 | Domain of Kuraselache  
---- | -----
```

From the Cave of Origin, you'll be herded directly into the Domain of Kuraselache, where you'll encounter some pesky sharks for the first time. Do your best to not get bitten by them, as they hurt for quite a bit in your small state. Attack aggressively and eat their meat, which yields a so-far-astounding 80 EP and gives you back eight LP. The sharks have an excruciatingly painful one-two-three punch in which they bite you, let you get hit by them, and then smack you away with their tails. If at all possible, don't let this happen to you. Kill them and eat starfish on the way up to restore your LP.

When you get the opportunity, use 400 of your EP to increase your body size and thus give yourself more LP (that should take you up to 55). Evolving a scaly body when the chance arises will cause you less damage when the sharks sink their teeth into you, so do that as well - it will help in the battle against The World Before Land's final boss, the King of the Kuraselaches.

As you get closer, listen to the things the Strolites have to say about the Kuraselaches. They seem to be afraid of them, but you, the ULTIMATE SPECIES, can be their savior. Just head to the right, but go into the cave. Do not yet pass over the cave to the Coast of Pange - if you jump out of the water, you'll evolve feet, but your gills will suffer under the inability to process oxygen and you'll lose LP in increments of five very rapidly. So instead, journey into the cave where the King Kuraselache waits.

```
=====  
BOSS: KURASELACHE, KING OF THE SEA  
=====
```

Once you enter his cave, you will be unable to leave, so make sure you're equipped to the best of your ability. He's quite a formidable challenger even with your body built up to the maximum level of fishy awesomeness. First of all, don't let his conversation throw you off guard. As soon as it's over, he enters his ruthless attack mode, and each time he charges at you head on, it's 13 LP off your count.

It is quite difficult to move around your speedy opponent, but know this: his weakness is in his hastiness. In other words, if you're in front of a wall when he charges at you, he'll crush his cartilage skeleton from a moment and be

temporarily stunned. An easy way to maneuver around him is to cause him to charge into the wall, take two bites out of him, then get at a diagonal angle to him. Anticipate his lunges toward you and move at another diagonal angle to get him to crash into the rock again. Here's a diagram visualizing what I'm saying:

=====

|             |      |                                           |
|-------------|------|-------------------------------------------|
| a)          |      |                                           |
| you         |      | Hopefully you can make some sense out of  |
|             |      | this crude work of ASCII art. No matter   |
| Kuraselache | WALL | how it looks though, the underlying point |
| (stunned)   |      | in all of this is that you need to fool   |
|             |      | the King Kuraselache by tripping up with  |
|             |      | the magic of angles. See? Honors Geometry |
|             |      | was good for something after all.         |

|                      |  |      |                                            |
|----------------------|--|------|--------------------------------------------|
| b)                   |  |      |                                            |
| Kuraselache          |  |      | When you finally defeat him, it shall      |
| \<br>\<br>\<br>> you |  | WALL | truly be a joyous occasion, for you get to |
|                      |  |      | feast like you haven't yet! Defeating the  |
|                      |  |      | King of the Sharks will yield a bounty of  |
|                      |  |      | enormous meat products that give you 250   |
|                      |  |      | EP and 16 LP a piece! You now officially   |
|                      |  |      | have my permission to do a spit take with  |
|                      |  |      | whatever you were drinking when you read   |
|                      |  |      | that.                                      |

|                     |  |      |                                         |
|---------------------|--|------|-----------------------------------------|
| c)                  |  |      |                                         |
| you <-----o         |  |      | With Kuraselache, King of the Sea no    |
|                     |  |      | longer a threat to the Strolites, leave |
|                     |  |      | and head right to the Coast of Pange.   |
|                     |  |      |                                         |
|                     |  |      |                                         |
|                     |  | WALL |                                         |
| Kuraselache         |  |      |                                         |
| (stunned, where you |  |      |                                         |
| used to be)         |  |      |                                         |

=====

```
---- | -----  
7b-9 | Coast of Pange  
---- | -----
```

Press Up and B simultaneously to leap triumphantly from the water. The Mysterious Time Stream will evolve you into a creature with feet, except this time you won't lose LP for exposing yourself to oxygen. Your form is rather awkward, but it will get you sufficiently to the right side of the screen, where Gaia will usher you into the Land Age. For surviving the Fish Age, Gaia will bestow upon you the body of an Amphibian, which can adapt itself to travel on both land and water.

Unfortunately, you lose all those hard-earned Evolution Points when Gaia turns you into a fat-cheeked land monster, but look on the bright side! It's the dawn of a new era for your species! Gaia will open up the Time-Trans, which looks oddly like the monolith from "2001: A Space Odyssey," and your new amphibious body will walk through to the next epoch of ancient creatures.

```
-- | -----  
7c | Early Creatures Of Land (300-230 Million B.C.)  
-- | -----
```

```
---- | -----  
7c-1 | Coast of Pange continued  
---- | -----
```



You don't need the hermit crabs that refill three LP a piece here, so skip ahead to the yellow orb, which will give you some pointers on surviving in the Land Age. Here, evolving your tail increases jumping ability and life points. That's basically all they tell you, leaving you with just that information and the freedom to move on to one of two new stages opened up. For now, move left to the Ocean of Pange.

```
---- | -----  
7c-2 | Ocean of Pange  
---- | -----
```

Jump freely into the water to evolve body parts to aid you in swimming. You'll encounter the Coelafish, boring specimens with little better to do than attack you if you attack them. They don't even give off good EP, so ignore them and swim to the right to the end of the level. When you jump to land, you'll evolve back into a slow land monster, so leave and go to the new level that results from conquering the Ocean of Pange.

```
---- | -----  
7c-3 | Land of timid Ikustega  
---- | -----
```

Another level with very little to do. If you bite once at the timid Ikustega, they'll run away, and as you'll see, they have a tad bit of an advantage over you in the area of speed. Get over to the right and leave, heading immediately to the more profitable land of bull Ikustega.

```
---- | -----  
7c-4 | Land of bull Ikustega  
---- | -----
```

Bull Ikustega make far better meals than their timid brethren. They're not afraid to approach you, they can be easily felled with rhythmic, repeated biting, and their meat gives slightly more EP than the timid Ikustegas' (15 as opposed to 10 - not much, but it accumulates). Unlike in The World Before Land, you can't afford to hang around long enough to save up for the awesome body parts you want. You're going to have to take it in baby steps here.

In that regard, stick around long enough to get EP for the Power Tail (100). Getting the Power Tail opens up a world of new possibilities, especially in this very level. It will allow you to jump high enough to bite at the dragonflies, who will fall to the ground when you get at them once. Bite them again as soon as they're grounded to obtain their meat, which is worth twice as much in terms of EP as the bull Ikustegas' (30). This will allow you to increase your EP a lot faster. Stay here until you get to 500, at which point you should go to the Evolution menu and get yourself some Tusking Jaws. These will kill all enemies in this area in one hit.

Also note the tendency of the level to change from day to night. At these times, exercise the power of surprise in order to get some easy nighttime EP. In any case, after getting the Tusking Jaws, stick around long enough to get the EP for a body part on the back of your head. They all cost 300, so it's really up to you as to which one you should get; however, for the intents and purposes of this walkthrough, we'll go with the Jeprol, the only back-of-the-head improvement to increase your biting power. After getting both the Tusking Jaws and the Jeprol, move on to the next level.

----- | -----  
7c-5 | Land of Amphibians  
----- | -----

In addition to bull Ikustega, the Land of Amphibians contains not only a warning to leave the area, but some head-butters that don't dole out serious damage and give you the same EP as dragonflies do. The level only requires you to move from Point A to Point B, so do just that, collecting only the EP points you get along the way. Before you go, make sure you have 500 EP, and morph to the Mottle Body. It will give you just the advantage you need to defeat the Boss Ikustega.

----- | -----  
7c-6 | Land of Boss Ikustega  
----- | -----

=====  
BOSS: DEBUSTEGA  
=====

Mostly the guy is just mad at you because you laughed at him. That doubles his intensity in defeating you to make sure you don't get through the protected land. There is one super-easy way to defeat him though. He will jump to the far left side of the screen; quickly move out of the way, then turn around with equal speed and bite at him without mercy. This will work best if, in following the methodology of this walkthrough, you've equipped yourself with the Mottle Body, the Jeprol, and the Tusking Jaws. You should get within one bite of Debustega's death by the time you've chomped him into a corner, so find an open opportunity and get in that last bite.

When you defeat Debustega, go to the right to meet up with the grateful Elder Ikustega. Agree to do him a favor, and he will launch into a spiel about the land's herbivorous history. He will explain how the insects have evolved abnormally and will ask you to track down the brave Ikustega who went to stop them, but never returned (the present child's father). You will bravely walk off the right side of the screen, and another level will open up in addition to the other of the two which you have not yet explored. Go now to that other level that you declined to explore in favor of the Ocean of Pange.

----- | -----  
7c-7 | Empty Land  
----- | -----

The level's designation is a slight misnomer. As you get to its middle, a voice will whisper in the air above you. You will hear a conversation between a captain and one of his subordinates discussing the power of the green crystal. Are more powerful forces intervening in the natural process of your species' evolution? Your monster will run up to the green crystal after the conversation. Eat it. It appears to do nothing.

Actually, later on, if you have any monsters recorded in the Record of Evolution, a green crystal will allow you to turn into one of them for a short period of time later. (Press Select to bring up the menu leading to the record. If you like your monster's current form, give it a name and save it to the book. You'll choose what you want to turn into temporarily from this set of pages.)

That said, continue to the right and go to the level that opened up when you defeated Debustega.

```
---- | -----  
7c-8 | Domain of Profasu  
---- | -----
```

There is nary a better place to improve your EP than here; the bugs come fast and furious and give you 40 EP per rack of ribs (150 for a flasher, which you're sure to come upon at least once in the deluge of insects). Bite with good timing to get rid of these ancestors to cockroaches and take it slowly. You can make about 700 EP per trip to this area even without the aid of flashing meat, so this might be a good time to max out your evolutionary amphibian journey in a jiffy. Once you have all the best body parts the Land Age has to offer, go to the next stage. It will take many trips, but it's a good thing they're quite short trips.

And whatever you do, don't hang around the Domain of Profasu at night. Cockroaches will start coming in from both sides, which is a little more than even the most hardened amphibian can deal with.

```
---- | -----  
7c-9 | Domain of Giant Bee  
---- | -----
```

There's not quite a boss here despite the fact that it's the domain of the Giant Bee. It's just a bunch of smaller but no less threatening bees carrying off helpless amphibians. The best way to dispatch the land of these menaces is to jump on them, which will kill them in one hit and will free the initially stunned baby Ikustegas. Make your way from Point A to Point B to conquer this level and move closer to the real Giant Bee.

```
----- | -----  
7c-10 | Land of Insect  
----- | -----
```

This area conjures up no sudden feelings of immediacy either. You'll see insects carrying along the baby Ikustegas, and you can jump on them for the meat that gives you 50 EP a pop. Other than that, this is another Point-A-to-Point-B affair. Beating this level will open the way to a green dot in front of a cave, which is the lair of the actual King Bee.

```
----- | -----  
7c-11 | Cave of King Bee  
----- | -----
```

Before you come to this level, make sure you have equipped the following amphibian accoutrements, listed below with EP cost bracketed in parentheses to the right:

```
>> Fierce Jaws (1500)  
>> Armor Body (5000)  
>> Jumping Dorsal Fin (1000)  
>> Thorny Spring Tail (1000)  
>> Jepro1 (300)
```

You'll be met at the cave's entrance by the brave Ikustega who went to persuade the King Bee to return plants to the land. He cannot go on living any longer, seeing as how he has been impaled with some kind of sharp bony object, and so he will offer you his meat, worth a whopping 1000 EP points and restoring 44 of your LP. By this point, however, you should already have all the maximum pieces of equipment the Evolution menu offers you save for the horn. We don't use horns in this walkthrough. They're absolutely useless.

When you're ready, gather your wits about you and enter the King Bee's cave.

```
=====
BOSS: KING BEE
=====
```

The King Bee is a ridiculously easy opponent compared to some of the others you've had to face up to this point. As long as you know what you're doing, there's no reason to panic. The one thing to avoid are the stinger trios he shoots at you. Assuming you have the Armor Body equipped, each one hurts for five LP - which adds up when you consider that you only have 45 (gulp). Jump in the air and bite him to take away 15 of his LP, and repeat the process as he gets up to attack you again. Keep up a constant assault to leave the King Bee incapacitated and immobilized and you should have no problem with him. Though you don't need it, eat the enormous portions he leaves behind to bring your EP total near 4000.

When you exit the cave and reach the Desert of Choice, you'll be met by a dragonfly named Megausu. He encourages you to not evolve (say what?) and to run away from the very strong Sand-Eater up ahead. But, didn't he just say there were NO strong enemies ahead? He's quite the contrary Mary, so ignore his advice and move forward to the northern half of the amphibian world.

```
----- | -----
7c-12 | Desert of Sand-Eater
----- | -----
```

This is an easy level provided you don't dawdle around. Use your supreme amphibian jumping prowess to get past the Sand-Eaters (who would be more accurately named the Sand-Vomiters) and go ahead to the end of the level, eating the green evolutionary crystal along the way. As per the usual, exit stage right and make the long journey west to the next area.

```
----- | -----
7c-13 | Desert of Edosaurus
----- | -----
```

The Edosauri have some quite powerful head-butts, but their weakness lies in their temporary sand-digging. When an Edosaurus puts its head in the sand, bite it to knock it away. Though their meat gives off impressive EP, you won't need it at this point. Listen also to the warning they give you regarding the coming Age of Reptiles. Your time as an amphibian nears its end, and this level makes the journey there seem almost like a cinch. Get to the right-hand end of the screen to get to the next stage.

```
----- | -----
7c-14 | Desert of Musochop
----- | -----
```

You'll notice here that reptiles are already starting to become prevalent even

before the Age of Amphibians is almost over. The Musochops here come out of the sand to attack you. Proceed with caution, and bite as soon as you see one rise from the ground to attack. If you bite when you see one come up, you'll instantly have the upper hand. They aren't difficult opponents; you just have to move ahead S L O W L Y in order to get through the stage intact. When you exit this relatively easy area, you'll be ready to face the final boss of the Amphibian Age: the Queen Bee.

```
----- | -----  
7c-15 | Desert Time Trans  
----- | -----
```

Remember Megausu, the pessimistic dragonfly? He's back to tell you what a failure you are and how you should have taken his advice. As a result, you'll be pitted against the almighty Queen Bee - easily your most difficult opponent yet.

```
=====  
BOSS: QUEEN BEE  
=====
```

The Queen Bee is fast, but she has a few predictable patterns that will allow you to conquer her with relative ease. You'll have to run up to her to meet her; as soon as you see her, jump in while dashing to execute a huge leap, then bite her down to the ground. She will rise up and shoot three drill-like stingers at you; jump over the first, which will cause the second to fly through the air at you. Stay on the ground to avoid the second one, and then jump again to get the third. She will then attempt to move in for the thoroughly physical kill by biting the crap out of you. This is a set of pearly whites you definitely don't want to be on the business end of; one simple act of mastication will drain 24 LP from your maximum of 45.

Most of it depends on having the proper timing to avoid the stingers. If you can't get around the first of second of those, it will throw you for the rest of the battle and will more than likely result in your quick death. The best strategy is to stay in a corner and use the alternating jump-stand-jump pattern to avoid the wrath of the Queen Bee's stingers, then jump as she lunges in to bite you. If you miss the bite that takes away 15 of her LP, settle for jumping on it to take away six. Lather, rinse, and repeat until dead. There's no easy way to do it; just know the patterns and concentrate all your energies on defeating her.

\*\* And in case you find this strategy too difficult, MssrMooGoo informs me of the following alternate idea:

"With the same evolved parts I started the level standing wating for the queen to charge me. When she is 2/3 the screen from me, I bite and the bee runs into it without being able to bite me. The bee then flies up towards the middle of the level. As soon as I can after I bite I dash to the other side of the level, while dashing, none of the bee's attacks can hit you. Then turn quickly before you hit the wall, and bite at the bee when it comes 2/3 of the screen close.

Bite, dash under stingers, turn, bite charging bee, repeat.

Hope this helps those others who suck at jumping."

In any case, when you finally defeat the Queen Bee - a long battle which can last long into the night - you'll get to eat her sweet honeycombs, which give you a useless cumulative 2000 EP. The balance of nature will return from its destruction at the hands of the insects, the plants will grow back, and you'll

get a new (admittedly doofy-looking) reptile body and the opportunity to move on to the next era of evolution: the Age of Dinosaurs.

```
-- | -----  
7d | Age Of Dinosaurs (200-65 Million B.C.)  
-- | -----
```

```
---- | -----  
7d-1 | Door to Dina Continent  
---- | -----
```

There is nothing of note here aside from the yellow crystal atop the small grouping of plateaus. It will tell you that here you will have more possibilities for evolution. Having four legs will allow you to have great strength and defense, but taking two legs will let you jump higher. More whispering will drift into your ear here as well ..... something about conquering a place called Mt. Brave and ushering in a new age ..... hmmm. Could it mean something later? When you get to the right-hand side of this level, two levels will open up. In this walkthrough, we'll travel to the lower one first.

```
---- | -----  
7d-2 | Marsh of Prime Frog  
---- | -----
```

You are so NOT equipped for this area right now. You have tiny crappy jaws and a big, dumb, slow body. We're just zipping through here to get farther into the world of dinosaurs. Run past them and jump, trying as hard as you can not to get caught in the crossfire of frog tongues. Get to the other end of this level to open up the next one and never come here again.

```
---- | -----  
7d-3 | Land of Amphibians  
---- | -----
```

Ahh, a familiar sight - bull Ikustega! They're easy if you get in and bite three times in succession at just the right angle, but can be a multi-hit nuisance if you get in too close and have to take a round of physical ramming and head-bopping. Get from one side to the other, gaining only that EP which you can get along the way.

```
---- | -----  
7d-4 | Domain of Syrococaurus, part one  
---- | -----
```

A quiet area containing a lone Tricera - er, I mean, Syrococaurus, who is angry because his child is missing. If you're low on life, run all around the level and eat the grub worms lining the ground to get your health back. Under no circumstances should you provoke the Syrococaurus by biting him - he's even less of a match for you than your highly evolved amphibian was for the Queen Bee in the previous chapter. Seeing as how he will leave you alone if you return the favor in kind, leave this sad, silent scene when your health is maxed out.

Two levels will open up when you leave the Syrococaurus' lair; one to the left and one south of you across the water bridge. Go left.

----- | -----  
7d-5 | Domain of Polsaurus  
----- | -----

These guys are great for some slow but decent EP gain. They don't even seem to care that you're eating them at first! That's because they're too absorbed in their ability to naturally evolve by head-butting each other. Eat the green crystal which they have chosen not to take, and stick around the area until you have 500 EP - enough for the Brosaurus Jaws. They are quite an improvement over your current arrangement. You'll have the same range, but enough power to overtake the Polsauri in one hit. The best time to get them is at night when you can surprise them in their sleep. When you have the Brosaurus Jaws, leave and go left to the other of the two levels you opened up after the Door to Dina Continent.

Before heading to the Domain of Brosasaurus in a minute, stick around here long enough to get a couple of other body parts as well:

- >> Pronesaurus Dorsal Fin (1000 EP), which will raise your LP to 40 and make you move faster
- >> Armor Body (2500) - takes several day/night cycles to get, but it's worth it against those mega-powerful Brosasauri

----- | -----  
7d-6 | Domain of Tecodonto  
----- | -----

This place is primarily a conduit to getting to the Domain of Polsaurus, which you've already been to. Just get through the level to be able to say you've beaten it, then cross the water bridge to the next new level.

----- | -----  
7d-7 | Domain of Brosasaurus  
----- | -----

With the two items listed in section 4e, run and jump through the line of Brosasauri in your way. You'll take substantially less damage if you do two things: 1) don't provoke them into head-butting you - you won't get hurt a lot by them, but the health and EP gain aren't worth the time it takes to kill them, and 2) try to hurdle them when their heads are down. Follow this and you should make it out with minimal damage done to yourself.

----- | -----  
7d-8 | Domain of Prasauro  
----- | -----

This is an excellent place to gain fast EP. For the most part, Prasauros are rather gentle creatures who don't know how to put up much of a fight. Their main attack seems to be a form of supersonic scream that's supposed to somehow damage you, but if you give each one a steady stream of four bites, they won't have an opportunity to pull it off. Stick around here until you've earned up enough EP to get the following items:

- >> Invincible Tail (1500), which will give you supreme jumping ability
- >> Horned Helmet (1000), which increases your LP to what should now be 50 and

will raise your defense.

Coupled with the bountiful vegetation in the area that heals you in times of need, this level is a pretty posh arrangement compared to most. When you have these two items, leave this domain for the next area.

```
----- | -----  
7d-9 | Domain of Segosaurus  
----- | -----
```

There is excellent EP gain to be found here with little fuss from the locals. Each Segosaurus (baha) gives you 80 EP per rack of normal meat, allowing you to build up quickly and get the following three bodily extensions:

- >> Tyrasaurus Jaws (5000), the most powerful Evolution Points can buy
- >> Nautilon's Body (5000), the most defensively helpful add-on you can get in this chapter which unfortunately also makes you super-slow
- >> After getting both of these, get 1000 EP and extend your neck size.

Have patience building up to such a high amount of Evolution Points; it can be done, but it requires the willingness to clock in a little bit of hard work on your part. The Segosauri pose little threat to you as long as you keep up a constant biting offensive. Once you have all these mighty parts on your character, you should be practically unstoppable against the larger beasts of the Dinosaur Age.

It should be noted that you ought to get the Tyrasaurus Jaws first so you can start to make mincemeat of the Segosauri and thus build your EP faster to get the other two bodily expansions quicker. Once you have all three of these, you're pretty much invincible against most monsters. At this point, leave.

```
----- | -----  
7d-10 | Domain of Prime Frog  
----- | -----
```

A simple wild goose chase to save the Syrocosaurus child that the Syrocosaurus father from way back when was missing. You probably won't be able to get him, and anyway, that's not the point of this exercise. When you get to the other side, the dot will remain green. Re-enter the level.

```
=====  
BOSS: PRIME FROG  
=====
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This time, when you return to the level, a larger frog will be standing there where the two little ones were before. It will tell you that it is such a powerful being that even reptiles fear it. Is that so? We'll see what happens when she ejects her offspring to attack you. It's really a matter of getting rid of these boogers above all. They're quite annoying, especially since you have to deal with them on top of a giant leaping mother frog. Their regular meat isn't worth much in the way of health, but fortunately they have a tendency to give off more flashing meat than a creature usually would, and it will restore 27 of your LP.

The main thing is to not get bombarded by smaller frogs and only attack the larger one when it comes in to pounce on you. If you get smothered in a deluge of tiny frogs, you're pretty much beyond all hope in your bogged-down Nautilon state. If you can get rid of all of them as they come for you and get in a series of well-timed bites on the Prime Frog, you'll perform well enough to get



a decent amount of evolutionary meat out of the whole ordeal.

Now, in spite of two new stages opening up, return to the Domain of Syrocosaurus for the time being.

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----- | -----  
7d-11 | Domain of Syrocosaurus, part two  
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```

When you return here, the small child Syroco will thank you for saving it and will give you a tip that you would do well to remember.

It will tell you the legend of Mt. Brave, which relates the story of a dinosaur who climbed to the peak of said mountain and was given the chance to turn into a new type of creature - a Ptenodon (basically, a Pterodactyl). The little dino tells you that the other dinosaurs admired his courageous decision to take on the new form, and then bids you farewell. Now, go to the upper of the two new levels you opened up.

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----- | -----  
7d-12 | Domain of Tritops  
----- | -----
```

It's hard to time the bite right on these guys, but even if you miss, they are temporarily immobilized after they charge you. Use this time to get in a good bite. They take two chomps to fell, and there is really no reason to stay after defeating them all. It's best to just move on.

```
----- | -----  
7d-13 | Ocean of Plesusaurus  
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Any other place you went to go get EP pales in comparison to this one. Hop into the water to activate the Mysterious Time Stream, which will give you flippers and the ability to submerge yourself in the ocean without losing LP. Along the bottom of the ocean floor, you'll find the swimming nautilus creatures, who are reminiscent of the prawn-type creatures way back from The World Before Land (in that they curl up into their shells and bounce around as a means of hitting you). Just try eating the meat that comes from one of these things. Yes, you read that right - 500 EP a piece.

The Plesusauri hand out less of an EP reward but are no less impressive, giving you 100 per. You shouldn't need Evolution Points from this point on, but this is nonetheless a good place to build up said points if you have not yet followed the advice contained herein.

You can leave the Ocean of Plesusaurus by journeying all the way to the left and hopping out of the water, where you will regain the feet you had when you came here.

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----- | -----  
7d-14 | Mt. Brave  
----- | -----
```

Don't let the Ptenodons here get the better of you. Jump in the air and bite when one approaches you. If it grabs onto you, it will carry you up into the

air and drop you from a great height, which in your evolutionary state will damage you for six LP. Not much, but as with most injuries, it adds up. Try not to let it happen as you progress through the stage.

Don't let any Ptenodon get you, as a matter of fact, because they will carry you all the way back to the beginning of the level. Any time you see one, either bite it in a hurry or jump on it to stave off the worst of the assault. Since you know the legend of Mt. Brave as told to you by the Syrocosaur child, you ought to go ahead and climb it. Find the large mountainside wall with a number of steps leading up it and start climbing; it's not too far from the entrance.

When you get to the top, jump to get to the next screen - the upper half of the mountain, as it were. Go to the very top where the ledge juts out to the left. When you reach the top, an unseen voice will whisper to you, telling you to jump off the side of the mountain - preferably without hesitating - and that if you suffer any injury, the voice isn't liable! Haha! Crazy voice! Anyhow, if you want to, jump off to the left and keep holding left. Your courage will be rewarded with an evolution to the Bird form, and all your EP and most of your LP will be taken away =(

Don't fret though. There's a payoff. Leave this stage and go to the world map, then enter whichever stage the cloud is floating around (you may have noticed it already). If you enter a stage that the cloud is hovering over, you'll be transported up into the cloud upon entry, where you will play the River of Asteroid level.

To leave Mt. Brave, exit through the left side of the stage where you came in. You might have already learned the hard way that you can't go right!

In addition to the River of Asteroid, another level will open up, which you can only access as the Bird. We'll get to it in a minute.

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----- | -----  
7d-15 | River of Asteroid  
----- | -----
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Remember, this will only work if you have evolved into the Bird form and enter a stage that the cloud is sitting above. When you are taken up into the cloud, you'll officially be in the River of Asteroid.

You'll start by flying way high upward; double-tap Up to fly faster, then fly left to consume a green crystal. Continue up, then go as far right as is possible. You should run into a red crystal, which if you'll recall from the Ocean of Origin turned you into a super-high-powered eel. This red crystal will turn you into a dragon with 150 LP and super-awesome biting and flying power. I don't often recommend this, as most creatures are easily disposable without any real attachment, but this is one you need to record.

To record the dragon, press Select and choose Record of Evolution. Record the dragon on page 1 and name it (personally, I think "Superguy" fits the bill nicely). Saving it to your evolutionary record allows you to turn back into it temporarily whenever you eat a green crystal.

From the red crystal, go left and turn downward at the first chance. Go down until you have an opportunity to go right. When you go right, the only way to go from there is down, so go that way and then right again through the open cloud tunnel. When you get to the end of this cloud tunnel, go up until you find a four-way intersection with a dead-end on the right. Go left and then up

at the first chance. This will take you out of the stormy weather and into the light of day. Fly up until you're in the dead of night in a technologically advanced asteroid field.

Approach the very top of the screen. You'll find along the way asteroids that you can fly up into. You will hear many stimulating bits of conversation regarding creatures of a higher intelligence. Some things to watch for:

- >> A red crystal that turns you into a bat-type creature with 100 LP
- >> A flying creature being treated by a floating alien in a spacesuit

The second of these is especially important because you'll see in here a blue crystal. The alien will be startled by your presence; bite the flying dinosaur once the alien teleports away to get rid of him, then eat the blue crystal. You'll gain an unholy 10,000 Evolution Points. Stay in this room for now and use the alone time to evolve the following helpful bird parts:

- >> Longtail birds Tail (3000)
- >> Tyrasaurus Jaws (5000) - for the sheer biting power
- >> Pronesaurus Dorsal Fin (1000) - for speed in flying and a bit of an LP boost
- >> Horned Helmet (1000) - increased defense, slight LP boost

Afterward, there's nothing else to do in the River of Asteroid. Leave and go to the Birds-only level on the mountain nearby.

```
----- | -----  
7d-16 | Mt. Hidden Mammals  
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Just some mammals mumbling about their time coming and little else. Just outrun them to the edge of the mountain and drop off to conquer the level. After this one, go to the one green dot you haven't yet explored.

```
----- | -----  
7d-17 | Domain of Pronesaurus  
----- | -----
```

Under the power of your Tyrasaurus Jaws, the Pronesauri are quite weak, and yet give away a great amount of EP per meat rack. Stay here until you have the 3000 EP necessary for the Feather Body, then leave. Seeing as how there are only three Ankylo - er, I mean, Pronesaurs around to munch on, it won't take you long at all to get the Feather Body and get the heck out of Dodge.

```
----- | -----  
7d-18 | Domain of Omosaurus  
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The Omosauri have a job to do, and that is preventing you from getting to the lair of the Tyrasauri. They have an admirable amount of courage but are rather stupid creatures. When they run at you, all you have to do is bite at them as they approach. As a bird, you can easily avoid the whole ordeal by killing the first Omosaurus, then going up to the uppermost plateau and flying through the rest of the level. The Tyrasaur's domain lies close to this level.

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----- | -----  
7d-19 | Domain of Tyrasaurus
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Immediately upon entering this level, you are faced with a choice; join the legion of Tyrasaurs out to rule the world with their sheer power, or oppose them and give yourself a fighting chance at furthering your species. You want to choose to be against them, but you can choose Yes ..... if you want to see an amusing short detailing your future as a fossil in a museum =)

When you choose No, you will be pitted against a large pack of them who are wandering around the premises waiting to take a chunk out of you. Kill the Tyrasaurs until you experience a tremor in the ground, at which point the River of Asteroid will start to rain down from space. The Time Trans will appear, ushering you into the next chapter just in time to escape the impending celestial disaster. A dense cloud of dust will block out all the sunlight in the land, leading into the next chapter of your species' evolution: the Ice Age.

-- | -----  
7e | Ice Age (65-36 Million B.C.)  
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---- | -----  
7e-1 | Iced Coast  
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Notice how you got to keep your form in the transition from one age to the next. This won't be the way it is for long, though, as soon you'll have the opportunity to evolve into a mammal, an animal better equipping for surviving the cold-weather ravages of the Ice Age. If you like your bird form, you might want to save it for the evolution record.

The only item of importance on the Iced Coast is a yellow crystal outlining the most rudimentary tips for survival here. The part about the human being is rather intriguing, is it not? Keep up with it - we'll turn into one later.

---- | -----  
7e-2 | Cave of Judgement  
---- | -----

Enter the cave and listen to the story of how the reptiles who have been defeated have come to live here. Go to the right to meet the spirit of the Syrocosaurus whose child you saved. It will judge you to see if you are worthy to become a mammal. Of course you are a worthy enough specimen; the question is whether you want to or not. Say yes in order to be turned into a tiny little rat with 20 LP to its name - the weakest creature you've been transmogrified into yet! Don't assault me with rotten vegetables yet, though. As with the Bird form from the previous epoch, there's a payoff. Leave the Cave of Judgement and go to the next stage on the map.

---- | -----  
7e-3 | Cave of Deltadium  
---- | -----

The Deltadia (rats) are scared of the two-legged being on the West Continent killing all the other mammals in order to survive. Obviously they speak of the humans - another omen that tells you that you might want to keep them open as an option for evolution. After the conversation, there is little to do around

here other than leave, but you should at least stay around long enough to evolve a Deer Horn (200 EP), which will raise your maximum LP to 22. When you have that, go to the next level.

Someone named Kaner also offers this sagely bit of wisdom:

"...a mane only costs 100 EP, it boosts your health to 22 just the same... AND it turns your "bite" on the rats from 2 - 7."

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---- | -----  
7e-4 | Door to Mt. Snow  
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You can exit Mt. Snow by taking the steps that lead up to unlock another level, or you can get to the other side of the continent by going through the cave located immediately to your far right when you start the level. Entering the cave will show you denizens from past eras of time who have survived the snowy death of the reptiles: bull Ikustega, Syrocosaurs, and some warthog-like creatures who will run away if you approach but are not afraid to attack if the same is done to them. You can defeat the bull Ikustega you run across in two swipes for the 15 EP, but the rest of the enemies should be avoided with some well-placed dashing jumps. When you get to the outside of the cave, avoid the Prime Bird and exit stage right.

The first time you go through, take the lazy exit via the icy steps outside the cave. That's the path this walkthrough will cover first.

After exiting Mt. Snow via the cave, two new levels will open up. Take the southern path first; the ice level to the north pits you against some ferocious sabre-toothed tigers, which you're not ready for just yet; plus, it contains a block of ice that is as yet unpassable. The new southern level is described in full in section 5g (below).

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---- | -----  
7e-5 | Domain Paramis  
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```

This is the level you'll get to by taking the steps outside the entrance to the cave in Mt. Snow; you'll know it by the gray squirrelly creature you see to your right upon entering it. As you'll notice when you get near them, they have insane jumping ability. Run through the lot of them to the other side of the level and pass through the right boundary to get to the next level.

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---- | -----  
7e-6 | Domain of Prime Bird  
---- | -----
```

These birds have a pesky way of pecking you four times rapidly to whittle down your small life. There's a green crystal you can get here that will allow you to evolve into something you've saved in the Record of Evolution, or will do nothing if you're not inclined toward that sort of thing. The main thing is stay away from the birds and get to the other side. If you fall down any of the pits, you'll be ejected to the world map and have to do it over. When you conquer this stage, you'll be on the part of the world map that you would be on if you took the cave route through Mt. Snow.

----- | -----  
7e-7 | Land of Survival (1)  
----- | -----

The Brosasauri from the previous chapter are here, and don't want to be bothered. They're not stirred into attack mode after a tiny little bop on the noggin, so use your dash and jump to hurdle their extremely tall heads. The best you can do for now is ignore them, so move on to the next level on the African continent.

----- | -----  
7e-8 | Land of Survival (2)  
----- | -----

In this Land of Survival, you'll bear witness to the Tyrasaurus tribe from the last chapter. They're as threatening as ever, and odds are your little rat body will get torn apart. This is why I recommended saving the dragon creature you evolved into in the River of Asteroid; you'll be able to fend off the evil creatures, and you'll pick up some nice EP for your rat creature in the process. It should last long enough for you to pick up a healthy 900-1000 Evolution Points, so find a safe hideaway place in some other level and evolve the Dog-Like Jaws, which will increase your biting power substantially. With the new dog jaws, proceed to the next level on the Australian continent.

----- | -----  
7e-9 | Domain of Balrium  
----- | -----

The Balrium like to charge you, and I'd be lying if I told you it didn't hurt more than a little bit, but if you time your bites right, you can get some good meat out of these critters. Since nothing costs very many evolution points in the mammalian stage of life, this would be a good area to stick around in and max out all your body parts. Here's what you should take the time to stick around and add to yourself:

- >> Fierce Jaws (1500) - despite the higher price of the Rhinoceros Jaws, they're much weaker. Don't get them! Get these!
- >> Increase your body size (1500) to increase your LP to 32
- >> Rhinoceros Body (2500), which will increase your LP to a whopping 67 and give you some mega-awesome defensive power
- >> Bull Horn (2000; listed under the "Back of the Head" subsection), which will top you out at an even 70 on Life Points.

NOTE: With the dog jaws, the Balrium are unfortunately impossible to get in a get in a good bite on during the nighttime when they are slumbering. Only attack them in the daytime!

When you leave this stage, a new one will open up in the wee-tippy-top right-hand corner of the screen on the ice bridge. To get to it, go right from the Domain of Balrium. In old-school Pac-Man side tunnel fashion, you will instantaneously move from one side of the screen to the other. Enter the new level.

----- | -----  
7e-10 | The North Pole  
----- | -----

A relatively easy level just as long as you leave everyone alone. The penguins, frightened by your presence, will slide at you at breakneck speed. Jump over them or on top of them as the situation requires, then take the time to bite the sea lions sleeping to death - they give off 100 EP a pop, which you won't need unless you're in the mood for a neck extension. If you're not, leave the stage to the right.

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7e-11 | Domain of Mammoth  
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Ominous music plays here - never a good sign. Run forward to face the first of three Mammoths that you will encounter here.

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BOSS: MAMMOTH BROTHERS  
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The Mammoth Brothers are a proud clan who are confident in their ability to take down the Yeti (even though they haven't even met up with him yet =P). In your state, however, you're more than a match for them. Their main lines of offense are shooting bubbles at you from out of their trunks and charging at you, each of which will only take away a single Life Point. Back them into the corner and bite away without mercy; you can pass through them without getting hurt, so make every bite count. Each mammoth, when killed, will yield up a piece of meat that gives you 250 EP and 16 LP. You'll need it more for the LP than the EP, trust me.

The Mammoth Brothers have no varying attacks, nor do they increase in difficulty from brother to brother. Use the same attack strategy for all three. When you're done, the Mammoth Gal will approach you.

She will tell you of the Ice Pole Spirit who lives in a mountain in the southwest (on the continent you and I know as Africa). She also tells you that if you close the Ice Pole, you won't be able to come back to this world. How does she know so much about the metaphysical and time-based matters of this age? It matters little right now. Your next priority should be to go to the new level that's opened up on that mountain.

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7e-12 | Fort Bird-Man  
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When you first enter this level, you won't be at the fort proper, but rather in front of a large frozen column with the level description reading only "?". Touch the ice pole in order to paralyze yourself and have your stiff body lifted up into the sky by a Ptenodon. You'll find yourself on the outside edge of Fort Bird-Man.

The bird minions here, whether airborne or riding the mighty Syrocosauri, are actually rather weak and can be taken down in one hit. The glut of them isn't even enough to do any major damage to you, and their spears have some wonky hit detection, so getting to the inside of the fort won't be a problem at all.

Once inside, your presence is detected, and you'll be attacked by a steady stream of brown eagle-like birds, who are also able to be KO'ed in a single chomp. The inside corridors of the fortress themselves are trickier than your avian oppressors, who are really nothing more than a minor nuisance. The path is fairly linear at first; you'll drop down two rows while going right, running

into the lone bird-man at each hallway you fall down into. Now, when you go right, you will see a teleportation device across the pit. Your short squatty little rhinoceros man probably has a slim chance of getting across to the other side; in fact, he'll probably fall just short of it if you run and jump. To ensure that you make, give yourself a neck extension - that is, if you haven't already. The long neck, for some reason, will give you the leverage to get to the teleporter. A bird-man will ambush you from behind; sink your fangs into his feathery body before going on.

You'll be in a large open area that narrows into a small hallway. Don't go down the hallway, but instead back through the teleporter you just came out of. You'll be in a new area; go left to the transporter in the corner. This will in turn lead you to another one wherein you have the choice to go in one of two directions: left or right. Go right and drop down the hole, where you'll find a green crystal, allowing you to transform into something you've saved in the record for a short while. From there, go right. You'll end up in a circle; i.e. if you go down the hole to the right, you'll end up in that same spot where you found the green crystal. This time, however, go back through the teleporter the way you came. You'll be inside one with one immediately to your lower left, and to the left of that should be a red crystal.

DO NOT GO BACKWARDS THROUGH THE TELEPORTER YOU JUST CAME OUT OF! IF YOU DO, IT WILL PLANT YOUR SORRY BUTT OUTSIDE THE FORT! Just warning you.

The red crystal, if you manage to get it, will turn you into an elephant with 200 LP, more than any creature in the game. If you don't get it, no worries - the elephant is slow and weak anyhow. Your main worry is getting through that teleporter just below you. When you enter it, go left. A bird-man will be in hot pursuit. Bite him and continue to the transporter tucked away in the alcove. When you come out the next transporter, go back through it. You will be in a room with several thin ledges stacked atop each other. This is the lair of the Bird-King.

=====  
BOSS: BIRD-KING  
=====

Again, you are given the choice of joining the Bird-King's people in creating a new civilization; however, this one is based upon intelligence and reason. Choose Yes and be summarily booted from the level; although humans will see you and draw pictures of you for millennia to come, it's a hollow ending, and one that you will force you to traverse the dizzying corridors of Fort Bird-Man all over again. You don't want that; choose No to rile him up and start a fight.

The Bird-King has a predictable pattern of zigzagging about the level attacking you with flashing neon spheres. These spheres hurt quite a bit, but he won't be able to use them to their fullest potential if you corner him and bite him repeatedly. He has the capacity to escape from you, but not without you getting in five or six good chews first. Still, the Bird-King is one of the tougher bosses in the game, so if you find yourself running out of life out of a hurry, either shorten or extend your neck depending on which one is available to you. As you know, evolving any body part restores all your LP, and since the neck is the cheapest thing to evolve (200), you should by now have the points to do it quite a few times.

Under your cheap healing method and your way of biting him constantly, the Bird-King will fall in a matter of mere moments. He'll give away the usual plethora of prime meat cuts for you to chow down on, and the power of the crystal will begin to fail. As the fortress shakes, make your way to the teleporter at right that brought you here. The fortress will explode, you'll return safely to the map, and there's only one open level left for you to



conquer. Go to it.

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7e-13 | Domain of Hynodon  
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If you came here before when the Exit to Mt. Snow split off into two levels, you probably noticed two things: 1) the Hynodon (sabre-toothed tigers) were more than a match for you and tore you to shreds, and 2) there was a block of ice guarding the cave entrance to the far left. Thanks to the explosion of the Bird-Man Fort, that icy monolith is now gone, leaving you free to explore the territory on the other side.

Immediately you'll hear noise coming from the left. It is the chittering of a rather small but malevolent yeti. He will notice that for a mammal, you have become rather strong, and will pose a question regarding your evolution. You have two dialogue choices: "Is something wrong" and "I stopped evolving." Either choice will result in the yeti thinking that you have a big mouth or that you are a liar, and the battle will rage.

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BOSS 1: YETI  
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The yeti's main line of offense is jumping at you and punching you, and boy does it hurt. At ten LP per whack, you'll go down in seven hits. The fact that he jumps in at odd angles that don't exactly facilitate you biting him doesn't help either. It's probably a good idea to have a long neck so you can get at him from somewhat of a distance. The best way to defeat him is to constantly bite as fast as the Y button will let you. More often than not, you'll be able to get in consecutive blows, keeping him temporarily immobilized. If your life gets in the 10-20 range, immediately evolve your neck to the alternate choice (short or long) to restore your LP in full. Once he's down, he will struggle at your feet.

He realizes that his downfall came through falsely believing that he was the strongest monster in the land and relying too much on the power of the crystal. His son, a sort of albino Donkey Kong Jr., will mourn his death, then hop away, ushering in the yeti's colossal wife, a behemoth who is none too happy to hear of the death of her hubby. Eat the meat the yeti father leaves, then prepare for a clash of the titans like none you have been through yet.

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=====  
BOSS 2: YETI MOTHER  
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The Yeti Mother isn't as big on fighting as her husband, but she's certainly more powerful. Being the subservient woman she is, she doesn't have much use for confrontation, and thus takes fighting to mean "slapping you." This is nonetheless a thing to fear, as each slap takes away 20 LP of your maximum 70. She also has an ice breath deal that will whittle away one point per hit. This isn't what you need to be worried about; worry about the slaps. If your life dips below 20 at any point, evolve the neck to fill your life. She's most vulnerable at those times when she jumps in after you to slap you, and at that time you can typically get in three bites or so. Repeat the process of biting and discombobulating your neck until she's dead.

The junior yeti is now an orphan thanks to you, but don't waste time riding on the guilt rollercoaster over it. Gaia is afraid because she doesn't know where the power of the crystal is coming from, and so she has no choice but to guide you into the days of early man to escape the wrath of dinosaurs.

Viljar Ilumets notes that "the yeti can easily be beaten by hitting [it] with [your] back legs ... I beat the first two without even getting hit."

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7f | Early Man (26-3 Million B.C.)  
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7f-1 | Final Step to Evolve  
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For the most part, these first several levels in the world of Early Man are going to be simple Point-A-to-Point-B affairs, something even the smallest video game-playing child would have no problems with. The first animal you'll encounter here are the mad jumping squirrels from the Ice Age. The volume of them is a bit thicker, but you should have a better time dealing with them in your rock-solid rhinoceros skin. Go to the left side of the screen to pass to the next level.

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7f-2 | Domain of Sincerous  
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The Sincerous (moose) will warn you of a two-legged mammal - again, the human - who has learned how to grasp a thing called a "tool" using its front legs, which you should take to mean its arms. The moose are for the most part very docile targets, easier to deal with and plow through than the squirrels in the previous stage.

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7f-3 | Domain of Fish of Prey  
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Jump into the water and the Mysterious Time Stream will bestow flippers upon you for swimming. The fish of prey - or the piranhas, take your pick - are more of a nuisance than anything. They chip away at your life very slowly, and you shouldn't have trouble getting across to the other side of the lake. Another easy one in the bag.

```
---- | -----  
7f-4 | Domain of Sea Otter  
---- | -----
```

Another stage that you'll have to use flippers to get across. Press Down and B at the same time to hop into the lake and get some flippers from the Mysterious Time Stream. The sea otters are even less threatening than the piranhas, and as a result the level feels a lot shorter. Trudge onward.

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7f-5 | Domain of Alligator  
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Though it may seem as though an alligator would be a fierce, powerful opponent

worthy of your fear, they do just as much damage to your toughened exterior as the fish of prey and the sea otters do. They move a lot faster and have the capacity to catch up to even when you move through the water at top speed, so you'll be slowed down in that you'll have to spend a little bit of time fighting herds of them off.

NOTE OF EXTREME IMPORTANCE: DO NOT leave the level to the right by jumping out of the water and off the screen! The Mysterious Time Stream will not evolve you, and you'll end up getting "stuck" in that boundary off the edge of the screen, so to speak. A glitch of sorts, I suppose. Take the extra few seconds to hop onto land and grow your feet back, and THEN exit the stage properly.

Thank You,  
The Management ^\_^

```
---- | -----  
7f-6 | Domain of Grizzly  
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```

If your neck is short when you come here, grow it out. Hit detection is miserable on these creatures, and it helps to have the upper hand in terms of distance. With your neck out, you'll be able to get at them better, so use that to bite them and eat the shrubbery lining the ground if you need some health. Both that and the grizzlies' meat do a good job of restoring your mammal's LP if you're a bit low.

When you beat this level, two more will open. Go to the one immediately to your left.

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7f-7 | Forest of Segosaurus  
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```

What's this? Thought the dinosaurs were extinct, eh? Not all of them, apparently. These herbivores want nothing more than to live in peace. Choose to let them do so when the opportunity comes up. When you agree to leave them alone, they will tell you a secret regarding a cave in the southwest part of the land, where a monster with the face of a cat and the body of a rabbit has evolved. With that, you will be ejected from the level. Go to the other one that opened up.

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7f-8 | Domain Eohip  
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```

Here you will encounter horses for the first time. They make a big show of getting up on their hind legs and neighing at you and all that, but it's just an act, as they can't do any substantial damage to your tough rhinoceros shell. If you need LP, eat the grub worms on the ground; if you need EP (which you really shouldn't), the horses give out 100 per rack of prime rib.

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7f-9 | Domain of Saber Tiger  
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The sabre-toothed tigers have nothing to say to you, and aren't afraid to come

up and pounce on you either. Like any other enemy that foolishly lunges at you, bite while it's airborne so that your fangs come down on it when it's near you. They can get to be a little bit of a hassle, so eat any meat they leave behind and the bouncy brown things on the ground for quick, easy LP.

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7f-10 | Domain of Condor  
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The condors claim to have seen a flying silver object up in the sky, like a bird, but not. After that, you'll have to fight them as you make your way up the mountain. Take the initiative and attack them first, because it's easy for them to put you in one of those multiple cheap hit binds. They have a tough beak that hurts for 10 LP each time they peck you, so bite with all the ferocity you can as you climb the mountain, changing necks as necessary to get back your LP.

On the next screen, you'll find yet more bull Ikustega, who are there to monitor the flourishing plant life in the area. Get them all with your fierce jaws and eat up the blue crystal at the top for 5000 quick Evolution Points. After this, there is nothing further to do in the level, so drop off to the right and run away to the right-hand side of the screen before any condors are able to have their violent way with you.

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7f-11 | Cave of Monkey Human  
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The monkey standing guard outside the cave will explain his tribe's ability to hold tools because of the crystal, then will throw a rock at you and retreat to the inside of the cave. Eat something on the ground - either the shrub or the melon - to regain what you lost from having a pebble dent your noggin - and enter the cave.

Inside the cave, you'll meet more monkey humans, who have various ways of dealing with you: tossing more pebbles, bouncing off the walls, etc. The bouncing is especially harmful, draining 10 LP off your total. One of them will introduce you to the elevator, which you can use by standing on and pushing the direction you want to go in. There's nothing of importance beyond this elevator, so choose up.

Once the elevator reaches its destination, you'll get pelted by a giant boulder if you go left, so go right to the next lift and again go up. Once that elevator is at its peak, go left. Try your best to avoid the monkey's giant boulder, even though it is difficult. Go as far left as you can; there should be an elevator there. Go down to find a green crystal and up to find a monkey raving about how to control the power of the crystal like the creatures to the east. When you have the green crystal, go back up and head back right. Going up the elevators along this floor will give you various tips regarding other areas, such as the stones nearby that someone's friend disappeared through while playing in. These cryptic riddles are great and all, but you should make it your priority to go up the third one from the far left.

This will open up into a corridor leading to the right, down which you will face every variety of monkey you've seen so far: the ones that toss tiny rocks, the ones sitting by the campfire who ball themselves up and bounce off the walls at you, and the ones who lug giant boulders around and toss them at you. Eventually you'll move down to the end of the corridor, which opens up into a

very fancy crystalline room.

At the end of this room is not a monkey but a yeti ..... one who seems more acclimated to this age of early man, and looks different than the ones from the Ice Age. He will mourn the sad voices of his ancestors - it turns out to be the voice of the young one whose parents you demolished in the Ice Age. He's none too happy about your humiliation of the great yeti race, and launches immediately into battle mode.

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BOSS: YETI

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The yeti descendant has learned the boxing rock-em-sock-em ways of his forefathers, oh yes, and he's learned them pretty dang well. This yeti has a wicked four-hit combo in which the first three jabs damage you for three LP a piece, and then the uppercut finisher sucks away 20. That's pretty nasty, and you might find yourself changing your neck size quite a bit in order to get your life back, which I don't blame you for doing it. You should have more than enough EP to do that as many times as you need to (~16000 by this point, thanks to the blue crystal from the Domain of Condor).

Your short neck will work best against this yeti, if you're willing to take the three jabs before the grand finale uppercut. Take those three jabs like a man, then bite while he winds up for the uppercut, which he doesn't spend long doing. He actually doesn't take very many hits to kill, and you'll find you have a little bit more success if you're actually aggressive and you jump in to bite him before he get in the three hits. When you've eaten up his array of meat selections, exit stage right.

Three levels will open up, one of which you are currently unable to access. Go to the one nearest you first.

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7f-12 | Domain of Ditryma  
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The Ditryma like to spend a lot of their time mourning the fact that their wings were taken away because they tried to erect a tower that reached up to the tippy-top of the universe, but they'll gladly jump on your back if you attack them once. There's a very important area at the end of this stage that you'll want to visit. At the very far right end, there is a symmetrical arrangement of stones that doesn't appear inherently special, but is more than it seems. Stand in the middle of it and jump. You'll be taken to that level you couldn't walk to over in Africa. Go to it with the expectation of a tough battle up ahead.

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7f-13 | Domain of Queen Bee  
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Uh-oh. She's back, and she looks meaner than ever. If you thought she was hard when you were an amphibian, then you ain't seen nothin' yet. Let her get through her rant about how the one from the North made them so great, then get ready to attack.

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BOSS: RETURN OF THE QUEEN BEE

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Immediately as she gets through talking, the Queen Bee will dive in at light speed and chew you up like a plastic pork chop. Try to move if at all possible, but if you can't, that's okay. She'll start in with the trio of stingers like the last time you fought her. They're a bit faster this time, but they don't seem to hurt as much, so time your jumps even more impeccably, then jump and bite her when she comes in at you. If you stay on the ground, odds are you'll get torn up. Jumping and biting better ensures that you'll get her. She doesn't have a whole lot of life, so if you see through the repetitive attacks, you'll do well enough without having to go through too many neck extensions.

When you finish the level, go to the stone arrangement to the right and jump in the middle to transport yourself back to the South American continent. While this may have seemed like a relatively useless detour, it has far-reaching consequences that will make your job a lot easier in the levels to come. Go to the other new level now.

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7f-14 | Final Ocean  
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Hop down the cliff you start on until you get to the bottom, then approach the water. Gaia will ask you to get rid of the Rogons, a mean species who are mistreating the kind and gentle whales. You have no choice in the affair, since the ultimate goal of the game is to meet up with Gaia and live with her in Eden, hopefully to propagate the rest of the human race ^\_^

You'll first meet up with the Coelafish, a familiar sight from the very first chapter. Their meat, as you will recall, gives pathetic EP, but you'll soon pass them up in favor of the Plesusauri from the Age of Dinosaurs. The next screen hosts the oh-so-unpleasant Kuraselaches, no longer bosses but here as regular enemies. When one charges at you, try to bite it. If that doesn't work, it will perform a sort of tail-slap maneuver. Move away from this. They will swim away. Bite when they turn around. They will charge at you if you get in a successful facial swipe; keep biting while they charge until they are dead. If you find yourself in a jam, evolve your neck as usual. There are only two Kuraselaches under the layer of frozen ice, so when they're out of your way, go in the door in the lower left-hand corner.

The Rogons are weird-looking little creatures whose steeds are miniature Kuraselaches and who somehow possess ray-gun technology. Swim through, killing each shark-riding Rogon in two bites until you come to a downward turn. Take it and hide away in it. Go to your Evolution menu; you'll notice that you can evolve your hands and feet now. Having nearly twenty thousand evolution points by now, trying to evolve should not be difficult.

You will at first become a seal with a few less LP, but fret not - you can keep evolving. At this point, you can now only evolve your body; plus, there's no turning back on this decision. Here are the stages of evolution you can go through with your body:

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Current form > Seal > Dolphin > Goofy fishy thing > Mermaid  
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Mermaid is what you're aiming for, and it's the one we're going to use in this level. She has 100 LP and actually possesses better biting strength than your rhinoceros swimmer ever did (for comparison purposes, your rhinoceros bites a Kuraselache for 20; the mermaid inflicts 25 damage points).

From that safe spot in the downward corridor, go down to the first four-way intersection and head all the way, all the way down, and left to the first downward path. That path will lead to a green crystal, allowing you to temporarily turn into either the dragon or anything else you've taken the initiative to save. After finding the green crystal, go back up and go left.

Immediately to your left is another route leading down. Go that way; it will lead to the boss of this stage in a hurry. (Notice how fast you are? Isn't that so cool?) Swim as far left as possible, biting the Rogons who can now be killed in one hit for their meat, which will heal you more since you are a mermaid and not a bulky rhino-like creature. Turn up when the path dictates, then left.

You'll be in a wide open area featuring Romanesque columns of various sizes. Turbo-swim your way to the left to find a grotesque green and purple sea creature; this is the King of the Rogons. He will try to make an argument that the whales are trying to oppose Rogon rule by returning to the sea and will try to make you see his point of view. If you agree with him, you'll see a rather amusing clip in which the Rogon King is caught by fishermen and ground up into fish cake and you become lonely and wander the earth. And of course, you'll have to play through the entire level all over again.

Of course, to start a battle, you'll want to disagree with him. Incredulous, the Rogon King will turn his back on your opinions, but not on the fight.

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BOSS: ROGON KING
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The Rogon King is actually one of the easier bosses in the game when you're battling him as a mermaid. He will swipe you with his claws, but it only does about 15 damage on your LP meter, meaning you've got to get hit by him seven times for it to totally do you in. Attack from an upper diagonal angle and he'll hardly be able to hit you. What you really need to be afraid of is the sphere of light he fires at you. Swim away from it, because if it touches you, your field of vision will be limited to a certain radius, outside of which the Rogon King is invisible. If this happens, stay on your toes and bite if he pops up at all. The light is only temporary though, and the king of the Rogons is rather weak - all in all, an easy battle.

Go left when you defeat him to enter a very regal hallway where dolphins are cheering you on to victory music. When you go left, the music will suddenly turn ominous again, and the leader of the whales will come up to you. In gratitude for getting rid of the crystal-abusing Rogons, he will blow away the cloud hovering over Eden on the African continent. He will also give you back your rhinoceros body - yay! All is as it should be! ^\_^

Go to the Domain of Dityrma and use the stone arrangement to get over to Africa. Since you've already beaten the Queen Bee (I hope), go to the new stage north of that one.

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7f-15 | Domain of Tyrasaurus
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You guessed it - more dinosaurs that aren't quite extinct yet. The Tyrasaurs will admit that they were on the brink of absolute extinction, but that the one living in the North saved them and made them an "important ancestor." Who is this "one" living in the "North?" You'll find out soon enough.....

Because of the way the level is situated - over a cloudy pit - you will pretty

much have to defeat every Tyrasaurus in your way, and then some, because a lot of them will come back through the miracle of instant backtrack regeneration to try and eat you alive. Get a neck elongation if you haven't, because the distance will help you beat the dinosaurs to a tempo (i.e. their rushing attacks are predictable and can be overcome by biting at the same time every time). Aside from that, this is another Point-A-to-Point-B no-brainer. The next level awaits, not too far from this one.....

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S U P E R   I M P O R T A N T   N O T E   B E F O R E   M O V I N G   O N  
R E G A R D I N G   E V O L V I N G   I N T O   A   H U M A N

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Up until now, I haven't mentioned the human a whole lot, because frankly I'm not that big a fan of him. He's weaker than the rhinoceros form you're in right now, but is a bit faster as well. If you prefer a slight edge in speed over a slight edge in strength, you'll want to become a human, and you should have the evolution points to be able to do so in one fell swoop. Here's how.

- >> Evolve Cat Jaws (200 EP)
- >> Evolve a rabbit's body (500)
- >> Once you have those two, evolve to the Ramotheucus body (5000). This will turn you into a hunchbacked monkey.
- >> Keep evolving further (2000 EP per further evolution) until you are a human with a club, not unlike the one you will do battle with shortly.

In case it was not clear the first time, I'm not a big advocate of using the human, as it is easier to beat the final boss, coming up in just a few, with sheer strength as opposed to a slight burst of speed. It is really a matter of choice, as Gaia will accept you into Eden in any form. But, just know that while you may enjoy using the human, I don't. So where I say "bite," if you're the human, just imagine it as "club." That said, let's move on to the last level.

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7f-16 | Entrance of Eden  
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Outside the entrance to the cave is a rather large human being with a club in his hand. Eat some of the banana bunches on the ground for LP if you need it. When you get up to him, you will learn that his name is Cro-Maine, and that he was rejected by the monkey-human tribe because he had less hair and was smarter than the rest. One person seems to treat him right, however, and he follows that person's order to guard the entrance to Eden without question. If you want in, you'll have to beat him up.

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BOSS: CRO-MAINE

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The main thing with Cro-Maine is to not allow him to hit you with his club. He has a really nice batting swing, worthy of the major leagues, but unfortunately, it will only serve to get you booted from the level, meaning you'll have to fight him all over again. To avoid getting the bat, jump in and attack first. He won't do anything until you do, and when you bite, he'll jump way up in the air and try to come straight down on top of you. If he gets on top of you, you'll be stunned long enough for him to practice his golf swing on you, so move and then jump back in to bite him again.



Despite the fact that he takes a long time to beat, this is one of the few bosses in the game that will fall for an established pattern. When you bite him the first time, run left out of the way, but not out of the level. He will swing only if you are close enough to hit you out of the park, so get in the second bite. At that time, when he jumps, run under him to the other side of him. Jump and bite, let him jump, run under him. Repeat this process ad nauseam until Cro-Maine gives up the ghost. Eat all the meat he offers you and then enter Eden.

\* \* \* \* \*

You'll be faced instantly with the elevator you first saw in the cave of monkey-humans. You can only go up on this one, so press Up until you come to the next corridor. Go right and eat the rat off the turning spit, then go right to see your first Dino-Person. They escaped to the mountain and evolved, and see themselves as the only rightful users of the crystal. Jump over the ball of matter that the Dino-Person fires at you, but don't bother actively pursuing him. Continue right after he runs away to the first elevator you find. Go up.

From there, there are a couple of elevators to your right, and to the far right (if you're willing to brave a wave of Dino-People that deep), a green crystal. Ignore the crystal, and from the shaft that you just came up, count two to the right. (It's the one to the far right, of the three located here.) Go down it once.

Walk right, jumping over the wave of Dino-People and avoiding confrontation where possible, to the lift at the end of the way. Only go down it once, because if you go down it twice, you'll end up in a dead-end bottom of the shaft. From where the lift takes you, go left. Take the next lift up, and then head left past two more Dino-People out into an open area. Before you are able to eat the green crystal that rests there, some dialogue will pop up. The pot containing the crystal will have exploded, making way for an enormous celestial beam of light. You pretty much have no choice but to be drawn up into it.

Now, get ready for the creepiest creepiness yet.

You'll be in a gross, fleshy room that looks almost like the inside of someone's muscle tissue. When you walk up to the being in the middle, it will speak to you. It is Bolbox, a caveman who has evolved into the most powerful creature on the planet by eating the evolution crystals. He feels he is a more suitable partner for Gaia than you, though I'm not sure Gaia would be too thrilled at the prospect of populating the planet with a giant one-armed ameoba =P

In any case, get ready to find out, in the most fearsome battle yet.

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F I N A L   B O S S   -   B O L B O X  
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Bolbox has many creatures stored inside his jelly body, which he will send to kill you as you whittle away at the protoplasmic extension sticking out of his body. That's his only weak spot. He will run away from you at the beginning of the fight; run up to him and immediately begin assaulting the green spot. When you bite it four times, Bolbox will send out his first minion. Listed below are the spheres he sends out, what they turn into, and how to conquer each one.

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Blue ridged sphere  
Turns into jellyfish  
-----

A jellyfish?!? Puh! This is easy! This was like, the first freaking enemy in the entire game! It's not that simple though. Bite the jellyfish three times and he will evolve into a larger one with a meaner disposition, more hit points, and a tendency to use his electric tentacle more often. Still, the jellyfish is rather slow in this titanic body shape as well, and should be easy to defeat. Eat his meat when he dies, which gives you 100 EP and will restore 86 LP, which is great because that's actually more than you have. When you've beaten the jellyfish, run up, attack Bolbox's protoplasmic extension four times, and wait for the next sphere to come down the chute.

-----  
Red bumpy sphere  
Turns into giant Profasu  
-----

This guy moves rather fast, and every time you hit him, he'll buzz around in a circle. If you can, get close enough while he's in the circle to take another bite at him, which will keep the cockroach flying around in circles. This will require a neck extension to pull off if you're still a mammal. All the while, you'll have to deal with Bolbox stretching out his arm, so stay on the ground and be ready to bite the hand that feeds you the spheres. Eventually, the Profasu will succumb to your willpower, and you'll get another 100 EP/86 LP rack of rib.

-----  
Green sphere with tiny bumps  
Turns into giant Zinichthy  
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The giant Zinichthy is one of the few enemies in the entire game that's actually truly unpredictable. It swims around the arena on constant vigil, and may come in to bite you at any time. There's no telling, but the one sure thing is that you need to bite when he comes at you. Each time the Zinichthy bites you, it takes away 16 LP, so you might be due for a couple of neck extensions; if you're a human, you unfortunately don't have such a luxury. If worse comes to worse, turn into something that you've recorded to get the job done. Feel proud when you defeat the enormous Zinichthy - it's definitely one of the harder of Bolbox's minions, and as such the EP reward is greater (200).

-----  
Orange spiked sphere  
Turns into giant Prasauro  
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This one isn't so much hard as it is annoying because of its wide-range scream that can affect you from nearly any point on the screen. Due to the way it whittles down your life one annoying life point at a time with its scream of death, a neck extension may be in order. When it billows up its chest to scream, try to run in and bite it if at all possible. At this point, Bolbox may start advancing on you to trap you in the corner; bite his green hand-like thing to make him move back. The Prasauro's meat will give you 300 EP when you defeat it - enough to cover one-and-a-half neck evolutions ^\_^

-----  
Yellow scaly sphere  
Turns into purple Debustega  
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This guy comes out of the sphere attacking, so get far away and get ready to run under him, as he'll jump at you if you're far enough away. Any time you

bite/club/jump him, he'll soar into the air and try to come down on top of you, which hurts quite a bit. If you avoid the slime and run under him when he jumps up in the air, he won't be too difficult of an opponent for you to take down. Unfortunately, the EP given doesn't reflect the work that goes into defeating him - only 150 from the Debustega's meat =( Oh well, can't win 'em all.

-----  
Smooth turquoise sphere  
Turns into flashing meat  
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If Bolbox ejects this from his stiff arm, consider yourself lucky! This piece of flashing meat will give you 1000 EP and will completely restore your LP. Consider this a breather of sorts, and after eating it, give yourself time to contemplate which orb he'll spit out at you next. Remember to actually go up and beat his arm enough times so he will spit one out too =D

-----  
White textureless sphere  
Turns into tiny lizard  
-----

It is not necessary for you to kill the lizard that pops out of this orb; it will run off the screen to the left, and won't even damage you if it passes through you. A freebie of sorts. When the lizard leaves the screen, run up and injure Bolbox's green amoebic hand until he gives up another sphere.

-----  
Purple sphere with oblong holes in it  
Turns into red bird-man with sword  
-----

This is the easiest guy you'll have to fight, and you'll know he's going to pop out because this sphere floats so high up in the air. The red bird-man is the only one of Bolbox's minions who is totally defenseless if you repeatedly bite it down. Corner it and chew it up until it gives up the ghost, then eat its meat for the EP and LP.

\* \* \* \* \*

After Bolbox has expelled every last sphere from his evil, evil cytoplasm of death, he is himself vulnerable in the same spot as ever, except now it's affecting him directly. Run up to him and start biting/clubbing the green hand on the end of his arm. Four more hits will do him in, as he has no more orbs with evil creatures inside to throw at you. He will fade out of existence, starting from the top and moving down, until he is gone completely. Gaia will then speak, telling you that there would have been no future if Bolbox had moved on to Eden. Afterward, exit stage right to set up the game's epilogue.

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7g | Epilogue  
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WARNING: SPOILERS AHEAD

Run down the empty shaft you are transported to after leaving Bolbox's gross intestinal lair. A door will lead you outside, and Gaia's upper body will be suspended in the sky, there to congratulate you for completing the harsh evolutionary journey. While you go to populate the planet in your perfect body with the divine Gaia, the scene will shift to a planet that on the surface is not unlike Mars.

Two aliens will appear, expressing their remorse for planting the crystals on Earth and interfering with the natural evolution process.

In addition, the Sun, who is Gaia's father, will also join in on the obligatory congratulations, and will bestow upon you a thing called "Intelligence," which will in your hands create great civilizations or cause many more difficult trials. From there, you and Gaia will go to Eden together into the unknown (as illustrated by that final step into the Time Trans) to start a new life together, in a brave new world.....

Annnnnnnnd, roll credits!

END SPOILERS

Congratulations on beating E.V.O. The Search for Eden!

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8 | CREDITS & COPYRIGHTS  
= | =====

Here we are once again, at the end of another successfully written walkthrough, where I have legal info to dish out and outward benefactors to acknowledge. Without further adieu, here's the obligatory listing of everyone who contributed to this sucker in some form or another:

- >> Bobo The Clown for the neck trick. Excellent idea, and it makes the game a whole heck of a lot easier.
- >> Joe Housley for the addition of the blue crystal in the Cave of Zinichtys and the bit about the tan stingray.
- >> Samuel Lamont for his short education on the usefulness of the Angler's Horn.
- >> MssrMooGoo for a simpler strategy with regards to the first Queen Bee.
- >> Kaner for the additional info in the Cave of Deltadium in the Ice Age.
- >> Viljar Ilumets for his brief yeti strategy.
- >> Brian P Sulpher, my FAQing idol. BAHAHA! =D
- >> My brother, who sleeps on in spite of the light of the computer being in his face. He's quite understanding.
- >> Enix for making the game, a little-bitty treasure of theirs that isn't an RPG!
- >> ZSNES, the emulator which makes writing a FAQ that much easier. (picture me squishing index finger and thumb together so tightly that it hurts)
- >> The Cynic, whose FAQ reminded me how to turn into a human (in the game - I haven't figured it out in real life and thus I remain a malformed three-eyed, eight-fingered beast - just kidding, hope I didn't scare any small children off). I hadn't played in so long that I forgot. His FAQ is excellent, and I would recommend it to you also as a foil to my own.
- >> Anyone, including parents, teachers, friends, co-workers, and fellow FAQ

writers and reviewers, who has influenced the way I write and helped it blossom into this beautiful ..... thing. I'm not feeling very poetic right now. Sue me.

Let's get on with the "administrivia," to steal CJayC's clever word for such legal logorrhea. First of all, dealing with the issue of plagiarism is a top priority, as it is first of all not only illegal by U.S. copyright laws, but it's stupid and, thanks to advances in the field of search engineology (who's making up words now, huh?), I can find you out by scanning something as simple as a single sentence. So don't do it, y'hear?

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This version of this FAQ (1.5) is ♪ June 14, 2004 by Snow Dragon. The latest version of this guide can always be found at GameFAQs and IGN, and that is the gospel truth.

Thanks for reading my FAQ, and have fun playing E.V.O The Search for Eden!

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