

# Evolution Walkthrough

by Strife123

Updated to v1.2 on Nov 4, 2000

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## THE WORLD OF SACRED DEVICE

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Walkthrough Version 1.2

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NOTE: The game never tells you what the money is called, so I'll refer to it as gold.

WARNING: Don't read ahead if you don't want to find spoilers.  
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## I. INTRO/UPDATES

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### INTRODUCTION

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You have indeed picked an excellent game in Evolution. The first RPG for the Dreamcast, it was certainly worth the wait; packed full of exploring and fun. But enough, no need to write a review for it here. This is the first full walkthrough I've ever written for an RPG, and I have to say, it's a lot of hard work! Well, thanks for using my walkthrough, I hope it helps you.

### UPDATES

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- V. 1.2 -- 6/28/00 -- This is the final version. I know it's still not complete, so don't email me complaining! In this version I just updated the copyright date, changed the text in the legal info slightly, and updated my email address (although I may not be able to help people with questions much, since I haven't played the game in awhile.)
- V. 1.1 -- 1/13/00 -- Some minor updates on the item list (armor and weapons) and the walkthrough. Also added one skill for Pepper and one enemy I missed in the Blind Ruins. The rest is going to have to be delayed even longer because there was a death in my family and I haven't had the time to work on it.
- V. 1.0 -- 1/7/00 -- Created walkthrough. It isn't fully complete yet, but I had to get it up anyway. I apologize for any trouble it may cause, and will get it finished as soon as possible. (In a day or two)

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## II. PLAYING THE GAME/ETC.

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### CONTROLS

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The default controls are as follows:

- D-Pad/Analog - Move/Switch Between Characters in Menus
- A - Confirm/Enter
- B - Cancel
- X - Menu
- Y - Walk/Arrange Items

A+B+X+Y+START - Soft Reset

The controls can be changed in the config menu.

## THE MENU

-----

The menu can be accessed by hitting the X button (unless you change it in the config menu.)

ITEM - Use/Throw away items

EQUIP - Equip weapons/armor/cyframe parts

SKILL - Shows skills; you can master them from the menu if you have enough TP

STATUS - Shows statistics of your characters (i.e. HP, FP, Attack) and your level/experience information.

PARTY - Allows you to make changes to your party

FORMATION - Change where your characters stand in battle

DISPERSE - Make one member leave to make room for another

CONFIG - Allows you to change game settings

SOUND - Stereo/Mono

SPEED - Changes message display speed

CONTROLLER - Make changes to the controls

In the Equip, Skill, and Status menus, switch between characters by hitting right or left on the d-pad or moving the analog stick right or left.

## BATTLE

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While exploring ruins, you will run into monsters you have to battle. If you attack the enemy from behind without them seeing you, you will get a surprise attack on the enemy and will be able to get in several turns before the enemy. If you meet the enemy head on, you'll have a normal battle. If the enemy attacks you from behind, they'll get a surprise attack against you and get many turns in before you. The icons on the right display the order of turns.

### Battle Menu

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Attack - Attack the enemy with weapon/cyframe

Special - Use/Master a skill

Item - Use an item

Move - Move forward or backward (NOTE: The farther back, you are, the higher your defense but lower your attack and the closer you are to the front, the higher your attack and lower your defense. It's usually best to stay in the middle.)

Defend - Wait in defensive position to reduce damage from enemy

Flee - Escape from battle (all characters must be in the back row)

## ELEMENTS

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The elements include fire, ice, and lightning. Attacking an enemy who is weak against a certain element with that element will inflict more

damage than normal. What element an enemy is weak against depends on what they're strong against.

Strong vs. | Weak vs.  
-----

Ice		Fire
Fire		Ice
Fire & Ice		Lightning

#### STATUS CHANGES

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Status changes are caused by certain enemy attacks and limit or hurt the character they are inflicted on in some way during battle.

Status Change | Effect  
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Berserk		Character attacks every turn for more damage than normal
Blind		Hits and Evasion lowered
Blocked		Can't use skills
Brainwashing		Controlled by enemy (will recover if attacked)
Confusion		Attacks random targets including friends
Cursed		Luck and Agility lowered
Fallen		Can't do anything in battle (occurs when HP reaches 0)
Paralysis		Can't move until recovered
Poison		Damages character every turn
Recovering		Heals character every turn
Sleep		Can't move until woken up (will wake up if attacked)

#### SKILLS/TP

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Each character has different skills they can learn by earning enough TP. Using them costs FP, which can be regained by attacking in battle. Cyframe users can learn different abilities for each cyframe part (besides stat boosting parts.) You can master a skill from the skills menu or in battle. If you master it in battle, you will use the skill without using any FP. You gain TP by defeating enemies and winning battles.

#### LEVELING UP/EXPERIENCE

-----

After each battle, you gain a certain amount of experience points depending on what monsters you defeated, how many there were, and how strong they were. Once you gain enough experience, you go up in level. This raises your stats, thus making you stronger. You should fight every enemy to be sure you're strong enough to survive.

#### THE LAUNCHER FAMILY'S DEBT

-----

The Launcher family owes a lot of money to the Society, so Mag has to find treasures in the ruins to pay off the debt. Some of the money will automatically be used to pay off part of the debt after you

finish an assignment from the Society. You can use your own money to pay toward the debt also, but it's not necessary except to pay any fees for being saved by the Society you might have, so if you don't feel like fighting a lot of enemies, don't avoid them, just take a break.

## DUNGEONS

-----

Throughout the game, you'll visit different ruins where you'll fight monsters and seek out treasure. The layout, treasures, and monsters are all random. As you walk through the ruins, you'll automatically create a map. On the map, white squares represent treasure chests and red squares represent monsters. Green squares represent traps, but will only appear if you use a trap search item. You'll want to avoid the traps on the ground (where part of the floor comes up.) However, even if you step on a trap on accident, some of the traps are good and restore HP or FP. At the end of each dungeon, you will fight a boss who holds a treasure that you can trade in at the Society for money to pay off the Launcher family's debt and a portion of it to keep.

To stay at a high enough level to survive, you should fight every monster. If all of your characters' HP reach zero, the Society will come and save you, but you'll lose any items you got and they will add a small fee to your debt. When you reach the end of a floor (usually stairs,) you will be given the option to go to the next floor or 'pause' your game. 'Pausing' your game makes a temporary save file at that point in the dungeon so that you can stop playing for awhile without having to start the dungeon all over again which will be deleted once you load it. The amount of floors in the ruins depends on how many ruins you have explored.

In each dungeon there are warps back to the Society scattered about that are also marked with white squares. Once you reach the bottom floor of a dungeon, the Society can't come and save you, but there is always a save point and a warp back to the Society and there are no monsters except for the boss.

Sometimes you'll find yourself in a room with tons of monsters where the music changes. As much as you'd like to just avoid them, you really should defeat ALL of the monsters!

## TYPES OF TRAPS

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- Restores 50% of HP
- Restores 50% of FP
- Reduces FP
- Erases Map
- Damages All Characters by Fire
- Confuses Characters
- Blinds Characters
- Alarms Enemies
- Makes Enemy Appear
- Makes All Enemies on floor Stronger
- Makes All Enemies on floor Weaker
- Takes an item out of your inventory and puts it in a chest on that floor
- Warps you somewhere else on that floor
- Raises one stat by 1
- Makes all monsters on that floor disappear

## APPRAISAL ITEMS

-----

Some of the items you find in treasure chests throughout the ruins are items that need to be appraised at the Society by talking to Nop (the man at the left counter.) He will pay you for some of the items, and for others charge you to make them into items.

## ITEM SHOP/CYFRAME UPGRADING

-----

You can go to the item shop near the Society to buy items and equipment to use on your adventures. Every time you explore some ruins, more items are added to the item shop, so visit often to be well equipped and prepared.

In the building right next to the item shop is Sam the Upgrader, who will upgrade your cyframes. If you have an Upgrade Kit, he can add a slot to your cyframe for 1000 gold. He can also level up your cyframe parts to make them stronger and slightly reduce the cost of FP for each ability of the upgraded part.

## CHARACTERS

### MAG LAUNCHER

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Son of the famous adventurer, Asroc Launcher and the main character of Evolution. Made a promise to protect his adventuring partner, Linear, who mysteriously showed up one day with a letter from Mag's father. Mag is always in the party. Uses a hand-type cyframe.

### LINEAR CANNON

A shy, mysterious girl who showed up at the door of the Launcher residence with a letter from Asroc Launcher telling Mag to watch over her until he returns. Linear is always in the party for most of the game.

### GRE NADE

The Launcher family's servant and Mag's guardian while his father is away. He makes a good companion as he is powerful and has many useful abilities. Gre will join your party if you talk to him at the Launcher residence.

### CHAIN GUN

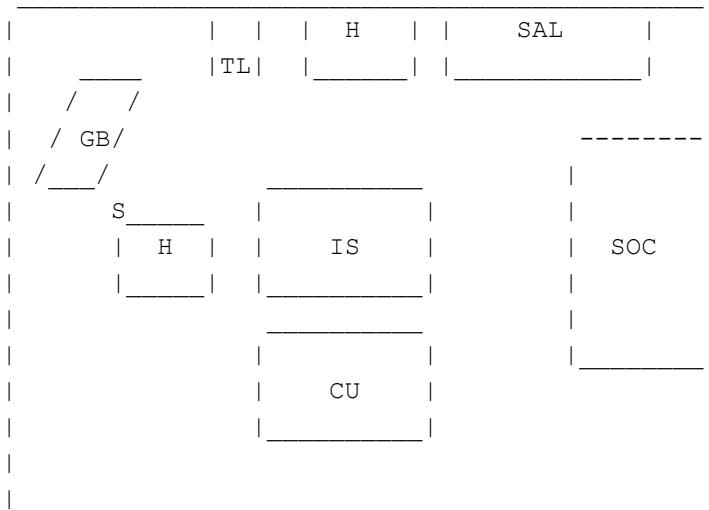
Only child of the Gun family, the Launcher family's rivals. She likes Mag and is jealous of Linear. She has a very large variety of attacking abilities. She will join you if you talk to her in the blue bus outside the area of the Launcher residence. Uses a sword-type cyframe.

### PEPPER BOX

A wandering adventurer who shows up after Mag's first successful assignment. She has a variety of abilities, including status changing attacks. She will join you if you talk to her in the saloon after meeting her at the Society. Uses a cannon-type cyframe.

## PANNAM TOWN MAP

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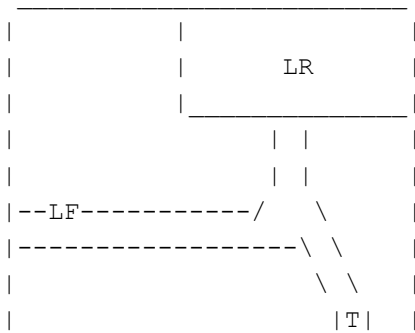


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|KEY      |
|---     |
|SOC - Society |
|IS - Item Shop |
|CU - Cyframe Upgrading Shop|
|SAL - Saloon |
|GB - Gun Family Bus |
|TL - To Launcher Residence |
|H - House |
|S - Save Point |
|-----|

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LAUNCHER RESIDENCE AREA MAP



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|KEY      |
|---     |
|LR - Launcher Residence |
|LF - To Landing Field |
|T - To Pannam Town |
|-----|

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III. WALKTHROUGH

WALKTHROUGH

-----

You start off in a battle against two monsters. You can easily beat

them by simply attacking. After you win, you will receive a Naolin and a Naolin Gold. The game controls itself for awhile after this battle. During this time, you'll meet Chain Gun, an adventure of the Launcher family's rivals' family, who made it to the treasure before Mag.

Once you have control of your character, leave the Launcher residence and make your way back to the Society in town. Talk to Nina (the woman at the left counter) and ask for an assignment. Choose whatever ruins you want to go to (the Blind Ruins are the easiest to start out with.)

After you have your assignment, get a third party member (Chain in the blue bus right outside the area of the Launcher residence or Gre in the Launcher residence.) Then head to the Sea Otter seaplane by taking the other path in the area of the Launcher residence and you can fly to whatever ruins you chose. (See the Ruins section below for info on the ruins.)

After you beat the first ruins, you will earn 10,000 gold, 8,000 toward the debt and 2000 for yourself. Appraise any appraisal items you found in the ruins by talking Nop at the left counter. Now you can take your earnings and buy new equipment/items and upgrade your cyframe (if you want to update Chain or Pepper's cyframe, wait until before your next assignment.)

Head back to the Launcher residence and Gre will ask you if you'd like to retire for the evening. Answer yes.

The next morning, Gre will tell Mag that someone from the 8th Imperial Army came to see him to ask about the legendary cyframe, Evolutia. Gre tells Mag that they are waiting for him at Pannam Port. Exit the Launcher residence and you will automatically be taken to the port.

When you arrive at the port, you will see the giant ship of the 8th Imperial Army. Walk up and talk to the sailor by the lift and he'll let you ride up into the ship.

Follow the path straight. Don't bother with any of the side doors, there aren't any items or anything. Eventually you'll reach a staircase where you'll be stopped. Mag tells the man who he is and you are shown up the stairs to meet Prince Eugene.

Eugene will have a little 'misunderstanding' about why there are two people, and then you'll have control over Mag again. Go up to Eugene and talk to him. Mag and Eugene will have a chat about Evolutia, then you will be rudely told to leave. Just go back out the way you came.

The next morning, Gre and Mag will talk some more, and then it will be time to go out for some more adventuring! Go to the Society; when you enter, you'll meet Pepper. After she leaves, talk to Nina for a new assignment. One area will be blockaded by the 8th Imperial Army, so you'll have to pick from the other three.

After getting an assignment, get a third character (you can have Pepper in your party now, she's at the saloon.) Now head the the Sea Otter and fly to the ruins you chose. (See Ruins section for more info.)

After the second ruins, you will earn 20,000 gold, 4,000 for yourself. Appraise any items you found, buy items/upgrade cyframes in town then head back to the Launcher residence and 'call it a day' (option 2.)

Once you have control over Mag again, head back to the Society, get another assignment, get a third party member, buy/upgrade whatever you want in town then go to the next ruins in the Sea Otter airplane. (See 'Ruins' section below.)

Your earnings for this assignment will be 30,000 gold and you'll be able to keep 6,000. Appraise whatever items you need to, buy stuff, and upgrade your cyframes then head back to the Launcher residence.

Mag and Gre will talk for awhile again. In the morning, Eugene pays



Mag a visit and they have a talk for awhile, until Eugene finds out that Linear is not in the Launcher family by blood and leaves suddenly giving the order to get the girl, Linear. After that's all over, it's time for some more ruin exploring. Go to the Society for an assignment, get your third character, make any preparations you need, and hop into the seaplane to the last remaining unblockaded ruins.

## RUINS

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### Blind Ruins

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These are the easiest ruins to start out with. REMEMBER: To be strong enough to survive, always fight ALL of the enemies.

Enemies (see enemy list for more info):

- Big Ben
- Hydra
- Paleo Calinoides
- Popo Tribesman
- Spekler
- Teio Roach
- Terapede
- BOSS: Mandasks (See 'Bosses' below for strategy)

### Heaven Ruins

-----

These are, in my opinion, the second easiest ruins. Not much to say, but remember to fight all of the enemies.

Enemies (see enemy list for more info):

- Big Ben
- Claymore
- Millepede
- Peripatus
- Protocalus
- Spekler
- Teio Roach
- BOSS: Rafflesian

NOTE: Before fighting the boss, put everyone in the back row.

### Shades Ruins

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Most of the enemies here are weak against fire. Don't forget to explore each level completely.

Enemies (see enemy list for more info):

- Archaeopteryx
- Bacterio
- Brummbar
- Crinoid
- Gumbas
- Hyenodon
- Paleo Calinoides
- BOSS: Shadenischus

## BOSES

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BLIND RUINS - MANDASKS

If Mag has Magna Rave have him use it continuously, otherwise use Magna Combo. If he runs out of FP, have him use regular attacks. Linear should use Protection Spell right away; after that she should heal your characters when necessary, and when they don't need it she should just attack. You may also want to use her Strength Spell. If Gre has Energy-Saving, have him use it on Mag. Other than that, just have him attack. Pepper and Chain should use regular attacks and/or attacking skills. Mandasks will sometimes paralyze you, but it usually heals automatically after one or two turns. If your characters desperately need to be healed, but Linear's turn isn't soon enough or she is paralyzed, have Gre, Pepper, or Chain use healing items.

HEAVEN RUINS - RAFFLESIAN

**\*\*STRATEGY ONE\*\***

Put everyone in the back row before starting the battle. Rafflesian will suck all of your characters forward one rank periodically throughout the battle. DO NOT let any of your characters stay in the front row, because Rafflesian will do a VERY powerful attack on one of them. Have Mag use Magna Rave if he has it; if not, use Magna Combo. If he starts to run low on FP have him attack regularly. Have Linear cast spells to raise your party's defense and attack and anything else if you like, and also have her heal when necessary. If she's not doing anything else, have her use regular attacks to regain her FP. If Gre has Energy-Saving, have him use it on Mag (especially if Mag is using Magna Rave.) Other than that, Gre should just attack or use healing items if necessary. If Pepper has Trigger Happy (or Pepper Flash), have her use that and after that just have her attack and use healing items when needed. If she doesn't have it, have her use a combination of regular attacks and attacking skills. Have Chain use a combination of regular attacks and attacking skills and also healing items when necessary. Be warned: Rafflesian has a good curing skill so take him out as quickly as you can.

**\*\*STRATEGY TWO\*\***

If the first strategy is giving you trouble, just do the same thing except allow Rafflesian to suck you in and do his powerful attack. After he does the attack again someone, have Linear use a cure spell on them or have her or someone else use a curative item on them.

SHADES RUINS - Shadenischus

Shadenischus uses a strategy similar to Rafflesian, except he pushes you toward the back and then does a really powerful ice laser against everyone in the back row. I suggest you stay AWAY from the back row, because unlike Rafflesian's attack, this attack hits the whole rank (Mag's Moving Hand Parts may come in handy here.) Use the usual basic strategy; if Mag has Magna Rave, he should use it and if not, he should use Magna Combo (regular attacks if he runs out of FP.) Linear should use Protection Spell and should also heal your characters when necessary, with maybe a regular attack here and there to regain her FP. If Gre has Energy-Saving, have him use it on Mag and other than that he should use regular attacks and curative items when needed. Chain and Pepper should go all out with their most powerful skills but also use regular attacks once in awhile to restore FP. If Pepper has Trigger Happy or Pepper Flash, you may want to have her use that and then just use regular attacks. Having to move forward all the time may make this

battle seem somewhat challenging, but Shadenischus isn't really the hardest of the bosses.

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#### IV. LISTS

##### ----- ENEMY LIST

##### ----- Archaeopteryx

Found in: Shades Ruins

Weak Against: Ice

##### Bacterio

Found in: Shades Ruins

Weak Against: Fire

##### Big Ben

Found in: Blind Ruins, Heaven Ruins

Weak Against:

##### Brumbar

Found in: Shades Ruins

Weak Against: Lightning

##### Claymore

Found in: Heaven Ruins

Weak Against: Fire

##### Crinoid

Found in: Shades Ruins

Weak Against: Fire

##### Gumbas

Found in: Shades Ruins

Weak Against: Fire

##### Hydra

Found in: Blind Ruins

Weak Against:

##### Hyenodon

Found in: Shades Ruins

Weak Against: Fire

##### Millepede

Found in: Heaven Ruins

Weak Against: Lightning

##### Paleo Calinoides

Found in: Blind Ruins, Shades Ruins

Weak Against:

##### Peripatus

Found in: Heaven Ruins

Weak Against:

##### Popo Tribesman

Found in: Blind Ruins

Weak Against:

Protocalus

Found in: Heaven Ruins

Weak Against: Lightning

Spekler

Found in: Blind Ruins, Heaven Ruins

Weak Against:

Teio Roach

Found in: Blind Ruins, Heaven Ruins

Weak Against: Lightning

Terapede

ITEM LIST

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Items

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ANCIENT LIGHT

Use - Removes status/stat changes from all enemies

Cost - N/A

CHAMELEON COLOR

Use - Keeps enemy from seeing you on one floor

Cost - N/A

DOCTOR POTION

Use - Cures poison or paralysis

Cost - 20

ELECTRIC BALL

Use - Causes lightning elemental damage to one rank of enemies in  
battle

Cost - N/A

EYE POTION

Use - Cures sleep or blindness

Cost - 20

FANG POWDER

Use - Increases attack by 5

Cost - N/A

FIRE BALL

Use - Causes fire elemental damage to one rank of enemies in battle

Cost - N/A

FLAMING WRAP

Use - Increases fire resistance for all friends in battle

Cost - N/A

FROZEN SOLID WRAP

Use - Increases ice resistance for all friends in battle

Cost - N/A

HERB

Use - Restores 300 HP to one friend

Cost - N/A

ICE BALL

Use - Causes ice elemental damage to one rank of enemies in battle

Cost - N/A

ITEM SEARCH

Use - Shows locations of treasure chests on map for one floor

Cost - N/A

MINI-BH BALL

Use - Sucks enemy into a black hole and moves them forward

Cost - N/A

MINNAOLIN

Use - Restores 100 HP to all friends

Cost - N/A

MINNAOLIN GOLD

Use - Restores 500 HP to all friends

Cost - N/A

MOKANA AMPOULE

Use - Restores 60 HP and 30 FP to one friend

Cost - 220

NAOLIN

Use - Restores 100 HP to one friend

Cost - 50

NAOLIN GOLD

Use - Restores 500 HP to one friend

Cost - 200

NAOLIN ROYAL

Use - Restores 1000 HP to one friend

Cost - N/A

NERVE GAS BULLET

Use - Paralyzes all enemies

Cost - N/A

PURIFYING POTION

Use - Cures curse or block

Cost - 20

PUSH RUBBER

Use - Moves an enemy backward

Cost - N/A

RED VIPER

Use - Revives one fallen friend and restores 25% of their HP

Cost - 350

ROLLING BOMB

Use - Poisons all enemies

Cost - N/A

RUIN SEARCH

Use - Automatically creates map for one floor

Cost - N/A

SHEEP BOMB

Use - Puts all enemies to sleep

Cost - N/A

SHELL POWDER

Use - Raises Defense by 5

Cost - N/A

SOUL POTION

Use - Cures confusion, berserk, or brainwashing

Cost - 20

STICKY BALL

Use - Lowers Evasion of one enemy

Cost - N/A

THERMO SEARCH

Use - Shows positions of monsters on map for one floor

Cost - N/A

TRAP SEARCH

Use - Shows locations of traps on map for one floor

Cost - N/A

QUICK GUARDER

Use - Boosts one friend's defense by 15% in battle

Cost - N/A

QUICK RACER

Use - Boosts one friend's evasion by 15% in battle

Cost - N/A

QUICK SNIPER

Use - Boosts one friend's hits by 15% in battle

Cost - N/A

QUICK SPEED

Use - Boosts one friend's agility by 15% in battle

Cost - N/A

UPGRADE KIT

Use - Add slot to cyframe

Cost - N/A

Appraisal Items

-----

AMBER KERCHIEF

Appraise - Sell for 1500 gold

BROKEN HELMET

Appraise - Sell for 1200 gold

GAS TANK

Appraise - Sell for 800 gold

HYENODON'S TOOTH

Appraise - Becomes Fang Powder for 1000 gold

ICE FANG CRYSTAL

Appraise - Sell for 600 gold

MONSTER EGG

Appraise - Sell for 400 gold

OLD SANDAL

Appraise - Sell for 400 gold

PALEO CALINOIDES' FEET

Appraise - Becomes Alarm Clock for 1500 gold

RUSTY GUN

Appraise - Sell for 400 gold

SMALL METAL ROD

Appraise - Sell for 1000 gold

Weapons

-----

FIGHT GUN

Equipped by - Gre

Cost - N/A

ATTACK + 105

FRYING PAN

Equipped by - Linear

Cost - N/A

ATTACK + 16

FRYING PAN WITH POT HOLDER

Equipped by - Linear

Cost - 180

ATTACK + 22

DEF + 5

HUNTING GUN

Equipped by - Gre

Cost - 240

ATTACK + 45

LUCKY FRYING PAN

Equipped by - Linear

Cost - N/A

ATTACK + 66

HITS - 50

LUCK + 25

LUMPY FRYING PAN

Equipped by - Linear

Cost - 300

ATTACK + 38

HITS - 15

NEW STYLE GUN

Equipped by - Gre  
Cost - N/A  
ATTACK + 75

OLD-STYLE GUN

Equipped by - Gre  
Cost - N/A  
ATTACK + 30

USED FRYING PAN

Equipped by - Linear  
Cost - 600  
ATTACK + 85  
HITS + 20

Armor (Head, Body, Foot)

-----

BANDANA OF THE SUN

Equipped by - Chain, Gre, Pepper  
Type - Head  
Cost - N/A  
ATTACK + 12  
DEF + 36  
LUCK + 24

BOOTS

Equipped by - Chain, Mag  
Type - Foot  
Cost - N/A  
DEF + 5  
EVASION + 5  
AGILE + 5

BREAST PROTECTOR

Equipped by - Mag,  
Type - Body  
Cost - 480  
DEF + 84

CASUAL SANDALS

Equipped by - Linear, Pepper  
Type - Foot  
Cost - N/A  
DEF + 10  
EVASION + 5

CASUAL SHOES

Equipped by - Anyone  
Type - Foot  
Cost - 40  
EVASION + 38

CERAMIC BOOTS

Equipped by - Chain, Mag  
Type - Foot  
Cost - N/A  
DEF + 28  
AGILE + 5



CLOGS

Equipped by - Gre, Mag,  
Type - Foot  
Cost - N/A  
Attack + 6  
DEF + 40  
AGILE - 6

COAT

Equipped by - Chain, Linear, Pepper  
Type - Body  
Cost - N/A  
DEF + 10

FANCY SANDALS

Equipped by - Linear, Pepper  
Type - Foot  
Cost - N/A  
DEF + 15

FINE GLASS

Equipped by - Mag, Pepper,  
Type - Head  
Cost - 600  
DEF + 72  
EVASION + 10

FRILLY RIBBON

Equipped by - Gre, Linear  
Type - Head  
Cost - N/A  
DEF + 5  
EVASION + 4  
AGILE + 6

GAS MASK

Equipped by - Anyone  
Type - Head  
Cost - N/A  
PREVENTS POISON  
DEF + 60  
AGILE - 5

GIMMICK SHOES

Equipped by - Linear, Mag, Pepper,  
Type - Foot  
Cost - 480  
DEF + 55

GLITZY GEAR

Equipped by - Gre, Mag,  
Type - Head  
Cost - N/A  
PREVENTS SLEEP  
DEF + 60

GYM SUIT

Equipped by - Chain, Linear, Pepper  
Type - Body

Cost - 145  
DEF + 5  
EVASION + 5  
AGILE + 5

#### HEAD GEAR

Equipped by - Gre, Mag  
Type - Head  
Cost - N/A  
DEF + 10

#### HEAVY COAT

Equipped by - Chain, Linear, Pepper  
Type - Body  
Cost - 365  
DEF + 66  
EVASION - 5  
AGILE - 5

#### HEAVY TAIL COAT

Equipped by - Gre  
Type - Body  
Cost - 330  
DEF + 54  
EVASION - 5  
AGILE - 5

#### HIGH HEEL SHOES

Equipped by - Linear, Pepper  
Type - Foot  
Cost - N/A  
DEF + 8  
EVASION - 5  
LUCK + 5

#### HUNTER JACKET

Equipped by - Chain, Mag, Pepper  
Type - Body  
Cost - 350  
DEF + 48  
EVASION + 12

#### IRON CLOGS

Equipped by - Gre, Mag,  
Type - Foot  
Cost - N/A  
ATTACK + 20  
DEF + 45  
AGILE - 8

#### LEATHER JACKET

Equipped by - Chain, Mag, Pepper  
Type - Body  
Cost - 250  
DEF + 60

#### METAL TAIL COAT

Equipped by - Gre  
Type - Body  
Cost - 430

INSERT STATS HERE \*\*\*\*

MINTOUIN GLASS

Equipped by - Gre, Mag, Pepper  
Type - Head  
Cost - N/A  
PREVENTS SLEEP  
DEF + 10

NOCT GLASS

Equipped by - Gre, Mag, Pepper  
Type - Head  
Cost - N/A  
PREVENTS BLINDNESS  
DEF + 18

OVERALLS

Equipped by - Mag  
Type - Body  
Cost - N/A  
DEF + 15

OVERSIZED DRESS

Equipped by - Linear  
Type - Body  
Cost - N/A  
DEF + 13

PREMIUM SHOES

Equipped by - Anyone  
Type - Foot  
Cost - 240  
DEF + 24  
EVASION + 10  
AGILE + 4

SHORT JACKET

Equipped by - Chain, Mag, Pepper  
Type - Body  
Cost - N/A  
DEF + 24

SILK HAT

Equipped by - Gre  
Type - Head  
Cost - N/A  
DEF + 60

SILVER MASK

Equipped by - Chain  
Type - Head  
Cost - N/A  
DEF + 15  
AGILE - 2

SNOW BOOTS

Equipped by - Mag,  
Type - Foot  
Cost - N/A  
INCREASE ICE RESISTANCE

DEF + 12

#### SPIRITED BANDANA

Equipped by - Chain, Gre, Pepper

Type - Head

Cost - 360

ATTACK + 12

DEF + 36

LUCK + 5

#### TAIL COAT

Equipped by - Gre

Type - Body

Cost - N/A

DEF + 17

#### TURQUOISE RIBBON

Equipped by - Gre, Linear

Type - Head

Cost - N/A

DEF + 5

EVASION + 6

AGILE + 4

#### WING KERCHIEF

Equipped by - Chain, Linear

Type - Head

Cost - 300

DEF + 36

EVASION + 20

AGILE + 5

LUCK + 3

#### Accessories

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#### ALARM CLOCK

Equipped by - Anyone

Use - Protects from sleep

Cost - 1500 (Created from Paleo Calinoides' Feet)

#### AMULET OF CONFUSION

Equipped by - Anyone

Use - Protects from confusion once, then is destroyed

Cost - 100

#### AMULET OF PARALYSIS

Equipped by - Anyone

Use - Protects from paralysis once, then is destroyed

Cost - 100

#### CRYSTAL BANGLE

Equipped by - Anyone

Use - HITS + 20, EVASION + 10

Cost - N/A

#### FOUR-LEAF CLOVER

Equipped by - Anyone

Use - DEF + 3, LUCK + 2

Cost - N/A

ISIS FIGURE

Equipped by - Anyone

Use - Hits enemy with same amount of damage the enemy inflicts on you,  
but has a 30% chance of breaking each time

Cost - N/A

LUCKY CHARM

Equipped by - Anyone

Use - LUCK + 5

Cost - N/A

POCKET WATCH

Equipped by - Gre

Use - HITS + 10, EVASION + 5

Cost - N/A

ROCKET

Equipped by - Mag

Use - DEF + 5, LUCK + 3

Cost - N/A

STRAW DOLL

Equipped by - Anyone

Use - Hits enemy with same amount of damage the enemy inflicts on you,  
but has a 20% chance of breaking each time

Cost - N/A

WOOL GLOVES

Equipped by - Anyone

Use - Increase ice resistance, DEF + 12

Cost - N/A

CYFRAME PARTS LIST

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ATTACK BOOSTER +##

For - All

Use - Raises attack

BLADE PARTS

For - Chain/Sword-Type

Use - Fight with a sword

BULLET PARTS

For - Pepper/Cannon-Type

Use - Fight by shooting cannon

FLAME BLADE PARTS

For - Chain/Sword-Type

Use - Fight with fire element

FLAME CART PARTS

For - Pepper/Cannon-Type

Use - Fight with fire element

HAND PARTS

For - Mag/Hand-Type

Use - Fight by punching the enemy

ICE CART PARTS

For - Pepper/Cannon-Type  
Use - Fight with ice element

JET PARTS

For - Chain/Sword-Type  
Use - Fight with a body-slam

LIGHTNING BLADE PARTS

For - Chain/Sword-Type  
Use - Fight with lightning element

LIGHTNING HAND PARTS

For - Mag/Hand-Type  
Use - Fight with lightning element

MOVING HAND PARTS

For - Mag/Hand-Type  
Use - Fight by moving characters/enemies

SAUCER PARTS

For - Chain/Sword-Type  
Use - Fight by firing a discus

SPECIAL BULLET PARTS

For - Pepper/Cannon-Type  
Use - Fight with abnormal status

SKILLS LIST

-----  
Chain  
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BLADE PARTS

Double Blade - Series of slashes against an enemy  
                  \*Starts With\*  
Line Blade - Attack against a rank of enemies  
                  \*300 TP to master\*  
V Blade - Attack twisting enemy line into a V shape  
                  \*800 TP to master\*  
X Blade - Attack twisting enemy line into an X shape  
                  \*1600 TP to master\*  
Air Raid - Attack against all enemies  
                  \*3000 TP to master\*  
Hyper Air Rave - Lift one enemy into the air for a powerful  
                  multi-slashing attack  
                  \*5000 TP to master\*

FLAME BLADE PARTS

Fire Machete - Fire elemental pressure attack  
                  \*Starts With\*  
Fire Shield - Increases fire resistance (self)  
                  \*100 TP to master\*  
Fire Saucer - Fire elemental disc attack; unaffected by distance  
                  \*400 TP to master\*

JET PARTS

Dash Attack - Body-bashing attack; moves enemy to front rank  
\*Starts With\*

Reverse Attack - Body-bashing attack from behind; moves enemy to  
front rank  
\*100 TP to master\*

Dash Tackle - Attack against one enemy; moves enemy to back rank;  
moves Chain to front rank  
\*400 TP to master\*

Reverse Tackle - Attack against one enemy from behind; moves enemy to  
front rank; moves Chain to back rank  
\*1600 TP to master\*

Gre  
---

#### STORYTELLING TYPE

Go to Sleep! - Cause all enemies to fall asleep  
\*Starts With\*

Get it Together! - Slightly restores HP to one friend  
\*100 TP to master\*

Can't Get Away With That! - Rebuke and block enemy  
\*400 TP to master\*

Hey! - Reduces the Attack of all enemies  
\*1600 TP to master\*

Buck Up! - Cures sleep/confusion/brainwashing/berserk  
\*3200 TP to master\*

Pull Yourself Together! - Restores some HP to one friend  
\*6400 TP to master\*

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#### SPIRIT TYPE

Spirited Shot - Beating attack  
\*Starts With\*

Spirited Explosion - Beating attack with explosive spirit; increases  
enemy wait time  
\*200 TP to master\*

Fire Spirit - Fire elemental beating attack  
\*800 TP to master\*

Ice Spirit - Ice elemental beating attack  
\*1200 TP to master\*

Lightning Spirit - Lightning elemental beating attack  
\*2000 TP to master\*

Spirited Peak - Giant spirit beating attack against all enemies;  
increases enemy wait time  
\*4000 TP to master\*

#### CUSTOM TYPE

Boost - Temporarily raise cyframe parts by one level  
\*Starts With\*

Critical - Make a cyframe user's next attack critical  
\*150 TP to master\*

Speed Up - Shortens freeze after using a cyframe skill  
\*450 TP to master\*

Energy-Saving - Temporarily reduce FP use for a cyframe user  
\*900 TP to master\*

Full Power - Temporarily raise cyframe parts to max level  
\*2700 TP to master\*

High Speed - Shortens freeze a lot after using a cyframe skill  
\*5400 TP to master\*

#### COOKING TYPE

Flaccid Soup - Reduce defense of all enemies  
\*Starts With\*

Ultra-Spice Mabodofu Sauce - Cause confusion in all enemies  
\*200 TP to master\*

Spaghetti La Mer - Blinds all enemies  
\*600 TP to master\*

Roast Chicken - Reduces agility of all enemies  
\*1800 TP to master\*

Lamb Steak - Increase FP regeneration rate for one friend other than  
Gre himself  
\*3600 TP to master\*

Eisheaia Lunch Box - Doubles gained TP for one friend other than self  
\*4600 TP to master\*

#### MAG ONLY TYPE

Encourage - Slightly raises all paramaters  
\*Starts With\*

Incite Anger - Causes berserk state  
\*100 TP to master\*

Please Go First - Eliminates Mag's wait time  
\*500 TP to master\*

Rouse - Raises all parameters greatly  
\*2500 TP to master\*

Morning Call - Revives Mag and restores all of his HP  
\*7500 TP to master\*

#### Linear

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#### STRENGTH RECOVERY TYPE

A Little First Aid - Slightly restores HP to one rank of friends  
\*Starts With\*

First Aid - Restores some HP to one rank of friends  
\*125 TP to master\*

Serious First Aid - Restores some HP to all friends  
\*400 TP to master\*

Welcome Home! - Revives fallen character and restores 25% of their HP  
\*1200 TP to master\*

Major First Aid - Completely restores HP to one friend  
\*2400 TP to master\*

Welcome Home, Dear! - Revives fallen character and restores all of  
their HP  
\*5600 TP to master\*

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#### SPELL TYPE

Protection Spell - Increases Defense for one rank of friends  
\*Starts With\*

Strength Spell - Increases Attack for one rank of friends  
\*400 TP to master\*

Quickness Spell - Increases Agility for one rank of friends  
\*1200 TP to master\*

Dexterity Spell - Increases effect of attack item (self)  
\*2400 TP to master\*

Cure Spell - Restores status to one rank of friends  
\*3200 TP to master\*

Anger Spell - Causes one rank of friends to become berserk  
\*6400 TP to master\*

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#### STATUS RECOVERY TYPE

Wake-up Touch - Cures sleep/blindness  
\*Starts With\*

Poison Release Touch - Cures poison/paralysis  
\*100 TP to master\*

Everyone Refreshed - Cures blindness/poison/paralysis for all friends  
\*400 TP to master\*

Hello Touch - Cures sleep/confusion/brainwashing/berserk  
\*800 TP to master\*

Block Release Touch - Cures curse/block  
\*1600 TP to master\*

Everyone Wide Awake - Cures  
confusion/brainwashing/berserk/curse/block for  
all friends  
\*3200 TP to master\*

Restorative Touch - Cures all status abnormalities for one friend  
\*6400 TP to master\*

#### PRESENT TYPE

Give Health - Give away half of remaining HP to a friend  
\*Starts With\*

Pain Box - Attack with an exploding box  
\*100 TP to master\*

You Go First - Exchange turn with a friend  
\*400 TP to master\*

Give Power - Give away half of remaining FP to a friend  
\*1200 TP to master\*

Exploding Box - Attack one rank of enemies with an exploding box  
\*2400 TP to master\*

Give Me Power - Take half of remaining FP from a friend  
\*4800 TP to master\*

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#### MUSIC TYPE

Enticing Tone - Move enemy one step closer  
\*Starts With\*

Blocking Tone - Block enemy's skills  
\*400 TP to master\*

Fearful Tone - Chase enemies from combat  
\*1200 TP to master\*

Phony Tone - Reduce Hits of all enemies  
\*2400 TP to master\*

Flat Tone - Reduces all parameters of all enemies  
\*3600 TP to master\*

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Mag

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#### HAND PARTS

Magna Punch - Knock down punch/uppercut  
\*Starts With\*

Charge Punch - Lunging punch attack (moves to front rank)  
\*50 TP to master\*

Magna Combo - Triple punch/uppercut; knocks enemy back a rank  
\*200 TP to master\*

Mach Punch - God-swift punch; freezes Mag after attack  
\*600 TP to master\*

Shock Punch - Vibration attack to one rank of enemies by hitting the  
ground  
\*1500 TP to master\*

Dive Punch - Attack to all enemies by hitting the ground  
\*3000 TP to master\*

Magna Rave - Intense attack against one enemy  
\*4500 TP to master\*

Giant Knuckle - Huge fist attack against all enemies  
\*6000 TP to master\*

#### LIGHTNING HAND PARTS

Lightning Punch - Punch using lightning elemental  
\*Starts With\*

Zap, Baby, Zap! - Freezes all enemies weak vs. lightning  
\*50 TP to master\*

Thunder Shield - Increases lightning resistance (self)  
\*360 TP to master\*

#### MOVING HAND PARTS

Members Advance - Move one friend other than self forward  
\*Starts With\*

Members Retreat - Move one friend other than self backward  
\*100 TP to master\*

Enemy Advance - Move one enemy forward  
\*300 TP to master\*

Enemy Retreat - Move one enemy backward  
\*500 TP to master\*

Rank Moves - Move all friends to a line occupied by friends  
\*1250 TP to master\*

Pepper

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#### BULLET PARTS

Double Shot - Successive shooting; power unaffected by distance  
\*Starts With\*

Line Shot - Attack with lines of fire; power unaffected by distance  
\*300 TP to master\*

All-Range Shot - Attack against one line of enemies; power unaffected  
by distance  
\*1200 TP to master\*

Trigger Happy - Continuous firing using all FP; power unaffected by  
distance  
\*3600 TP to master\*

Burst Shot - Attack against one enemy; power unaffected by distance;  
Pepper moves back one rank  
\*8400 TP to master\*

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#### FLAME CART PARTS

Flame Beam - Fire elemental beam attack  
\*Starts With\*

Fire Shield - Increases fire resistance (self)  
\*75 TP to master\*

Burning Typhoon - Fire elemental tornado attack

#### ICE CART PARTS

Ice Beam - Ice elemental beam attack

\*Starts With\*

Ice Shield - Increases ice resistance (self)

\*75 TP to master\*

Freezing Tempest - Ice elemental tornado attack

\*500 TP to master\*

#### SPECIAL BULLET PARTS

Quiet Shot - Attack against all enemies causing sleep

\*Starts With\*

Clammy Shot - Attack against all enemies causing paralysis

\*200 TP to master\*

Rolling Shot - Attack against all enemies causing poison

\*400 TP to master\*

Skull Scattershot - Attack against all enemies causing curse

\*800 TP to master\*

Strobe Shot - Attack against all enemies causing blindness

\*1600 TP to master\*

Flat Shot - Attack against one enemy that reduces all parameters

\*3200 TP to master\*

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#### V. OTHER

#### HINTS AND TIPS

- Try to fight all the enemies so you'll be strong enough to survive
- Search every floor completely! Check all the treasure chests
- ALWAYS save the game at the end of each dungeon before the boss
- Don't constantly rely on skills during regular battles; attack normally a lot so you won't run low on FP
- Try to save a few poison preventing accessories 'til the end if you can, because it will help a lot in the final battle
- If you find that you aren't strong enough to beat the boss at the end of a dungeon, go back to town then return to the ruins. You'll be able to choose which floor to start on; start a few floors below the last one so you can build up a bit before fighting the boss.
- Don't forget to return everyone to their original ranks after fighting Rafflesian
- If you step on a trap that confuses your characters, just hold still and after a bit you will be cured automatically

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<http://www.gamefaqs.com/> - GameFAQs \*  
<http://strife132.cjb.net/> - My Homepage  
<http://www.rpgamer.com/> - RPGamer

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