

Evolution Worlds Boss FAQ

by KoopaKid1

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Evolution Worlds
Nintendo Gamecube
Boss FAQ
Version 1.0
By Enzan
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REVISION HISTORY -----

January 16th, 2004:
 Bosses listed:
 -Mandaskus

January 17th, 2004:
 Bosses listed:
 -Rafrecian
 -Eugene
 -Prince Eugene
 -Stone Blocker

January 18th, 2004:
 Bosses listed:
 -Pomornik

January 19th, 2004:
 -Yurka
 -Ulticannon
 -Izmail
 -Navarin

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Bosses
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KEY:

- Very Easy: Down in a few hits.
 Easy: Down in a few hits, though you'll receive some damage.
 Normal: It takes awhile to defeat the boss, and you'll receive your share of pain.
 Hard: You'll receive plenty of damage; the boss needs plenty of powerful attacks to be defeated.
 Very Hard: You'll be fighting this one a long time, and you'll take a lot of damage. Don't expect to defeat this one anytime soon!

Remember the golden rule: Attacking characters belong in front row while weaker healing characters belong in the back.

 LV. 10 Mandaskus

Difficulty: Easy

Attack List

Squash
Earthquake

Mandaskus has some pretty hurtful moves, namely Earthquake, which does at least 75HP damage to each of your characters (for a first boss, that's a lot). Squash does mediocre damage, about 40-50+. Use Mag's Magna Combo and his Crash Hammer while Linear will heal someone when their HP is low. If not, use Linear's attack. Gre should use his cuisine attack and lower Mandaskus' defense and attack. My characters were around Lv. 10 at the time: Lv. 9 Mag, Lv. 8 Linear, Lv. 9 Gre, I believe.

LV. 16 Refrecian
Difficulty: Normal

Attack List

Paralysis Pollen
Remove Potion
Tentacale
Recovery (125HP)

Refrecian is a tough cookie, er, plant... Use all the powerful attacks even if it will cost you a lot of FP! Rafrecian can be tricky with his Paralysis Pollen attack. His Remove Potion attack can cause Blindness, so have a Visual ready! Tentacale does at least 100 HP damage to all characters, so be sure to have those Naolins and Naolin+'s. Use Linear to heal, also. If you have a Santa Maria, equip it to Mag Launcher. Use Mag's Magna Combo or Mach Punch, while Linear uses Health recovery and Spells. Pepper can use the normal attack, and Fire shot. Make sure your characters are at least Lv. 12, or you'll have a problem.

LV. 18 Eugene
Difficulty: Normal

Attack List

Hail the empire!
Pistol
Sternenhaufen

Eugene doesn't have ultra-powerful attacks, but you can be fighting him for quite some time! His Hail the Empire! attack increases his attack parameter. Not by much, but it can cause you some problems if you don't have Naolins. Make sure you have Naolin+'s, and normal Naolins. Get Gre to use Cheer Up! for HP recovery. You may want to use Gre's Concentrate! Talent to increase his max HP. His Pistol attack, which he oftens charges-up, can do at anywhere between 100-200 HP damage to a single character, if your characters aren't leveled up enough (At least Lv. 14 for each character would be fine). His Sternenhaufen attack is a multi-strike sword attack and can be as dangerous as pistol! Use Mag's Magna Combo attack, Gre's Cheer Up! and normal attack and Pepper's Fire shot and Items.

LV. 20 Prince Eugene

Difficulty: Normal

Attack List

Nail
Knock Down
Fire Rollin' Bomb

Prince Eugene is a bit more lengthy and much harder than Eugene. However, it still does not deserve a difficulty rating harder than Normal, because note that I said "much harder _than Eugene_". He's harder than Eugene alone, but not even close to difficult. His Nail attack does below moderate damage to a character. His Knock Down attack does some damage, but is nothing lethal. His Fire Rollin' Bomb attack does moderate damage to all characters. The damage can range anywhere from 50-100+. His other attack, which is in a German name that I actually forgot, is pretty fatal to all characters. Use the same strategy above, except you may have times where you'll be forced to use normal attacks rather than Skills due to lack of FP.

LV. 13 Storm Bird
Difficulty: Easy/Normal

Attack List

Gust
Mystery Sound
Wind Breath

Never underestimate Storm Bird because he is a level 13 boss! His attacks still do the damage, however, he's not lengthy to get rid of. His Gust attack is not anything too damaging, about 50-70+ HP. His Mystery Sound may put someone to sleep, so take some Monol. His Wind Breath can do some damage, so Naolins are probably needed here. Use Mag's Magna Combo while Linear uses Health recovery and Spells (namely Strengthness) and Gre can use Mushy Soup to lower Storm Bird's defense. You probably won't have to heal much. This battle will be over with before you know it.

LV. 25 Stone Blocker
Difficulty: Normal/Hard

Attack List

Chest Beam
Spiral Upper

NOTE: Make sure Mag is in front row, Pepper is in the middle and Linear is in the back row.

Just when you thought bosses were easing up on you, Stone Blocker reminds you they're not! This guy uses much more powerful and effective attacks including some that pound all party members to dust. Most of his attacks are very lethal and can take down a party member in one hit, so if you have a Santa Maria, you may want to equip Mag with it. A good alternative is Red viper(s). Make sure you have plenty of Naolins with you, and some Makona ampoules. Use Mag's Magna Combo to do at least 300 HP to Stone Blocker. Let Linear use Health recovery skills and Pepper can use items or Fire shot(s). It's a tricky battle, because of his fatal attacks. Battle wisely.

LV. 37 Pomornik
Difficulty: Hard

Attack List

Freeze Volley
Auto-Repair Function
Vice Press

NOTE: IF Mag has Magna Rave, use it instead of Trip Hammer.

First of all, you should have these items with you: At least two Red Vipers, three Mokana ampoules, possible one or more Blue/Green mosses, plenty of Naolin (Naolin+, Naolin+ Gold, Naolin Gold), and around Level 30 characters (at LEAST 28 for each). If not, I recommend you level up. I defeated Pomornik with Lv. 29 Mag and Pepper and Level 28 Linear. However, Mag and Linear ended up exhausted while I managed to defeat him with Pepper alone. I didn't have a Red Viper, which was one huge mistake, but I manage to defeat him anyway. Because of the fact that I defeated him with Pepper only, Mag and Linear didn't get 1 EXP point. Don't make the same mistake I did. Anyway, for this battle, have Mag up front and Linear+Pepper in the middle row.

Pomornik's normal attack alone does at least 300HP damage. Use Mag's Trip Hammer for at least 500HP damage to Pomornik and get Linear to use spells for herself and Pepper (all spells, but specifically Protection and Strength). Get Pepper to use the healing items to preserve Linear's FP and use her Talent attack and Super Beam (if not, Triple Beam). His Freeze Volley and Vice Press and almost fatal attacks, because they can do up to 500HP damage to all characters. His Auto-Repair Function restores (usually) around 565HP. The Ice protection pack may help against Freeze volley, so you may want to use that. Oh, and one more thing: Get Linear to use the Strength Spell on Mag at least two times increase his attack parameter. Use Blue moss or Mokana ampoule when they're low on FP.

LV. 35 Carcano
Difficulty: Easy/Normal

Attack List

Drill Attack
Wire Hook
Killer Punch (Bandit Henchman)

Carcano isn't difficult at all, but you'll receive damage. Simply Mag's Dive Punch and your strongest Hand/Hammer attack(s) on Carcano. Use Linear to heal and use You Go First! for more damage to Carcano's party. You SHOULD have Pepper's Recovery blast, so she can heal the party, too. This battle will be over with before you know it.

LV. 57 Yurka
Difficulty: Hard

Attack List

Time to Freeze Solid
Spellbound Darkness
Natural Disaster

As usual, use Carcano and Pepper for this one. First off, make sure your characters are at least Lv. 40 each. If you know Mag's Mirror Ball and Slegehammer attack, it'll make this battle much easier. Use Mag's Mirror Ball to power-up himself a few times (at least twice) then get him to use Slegehammer. This should do at least 2,000 HP damage to Yurka (most likely near 3,000 HP). Get Mag to power-up Carcano, too. Get Carcano to use Tower Bringer. Use Pepper to heal the party constantly. Don't forget to bring in some Naolin+ Royals and mosses with you.

His Time to Freeze Solid attack decreases the partys' agility (it misses sometimes). It doesn't really affect the battle much. His Spellbound Darkness does at least 500HP damage to all characters and most likely causes blindness. His Natural Disaster attack is the most potent attack he has. Depending on your defense, the damage may not be as much. But I'll say around at least 1000 HP damage to everyone, sometimes more. One more thing: Bring in some vipers with you.

LV. 67 Ulticannon
Difficulty: Very Hard

Attack List

Sublimation of Humanity
Return to Nothingness
Gravity Free
Temptation to Sleep

Owie. That's what you'll be saying when you attempt to defeat Ulticannon. Your characters should be at LEAST Lv. 51 in this battle. His Sublimation of Humanity attack does major damage, and so does Temptation to Sleep, which can put a character sleeping like a baby in no time. Return to Nothingness cancels all effects. Gravity Free does at least 500 HP damage AND pushes your party around. Use the exact same stragey as above to defeat him.

Izmail
Difficulty: Normal

Attack List

Prehistoric Cannon
Hellshower

Navarin
Difficulty: Normal/Hard

Attack List

Prehistoric Missile
Heaven's Shower

NOTE: Before encountering these two in Top Hunter Mode, make sure youparty is at LEAST Lv. 50. Bring some Naolin+ Royals. Use Pepper's Healing, too.

The above bosses are exactly the same, except Navarin is stronger. Has far has I know, their levels depend on your levels (although I MAY be wrong...). Use the same strategy for Yurka/Ulticannon. Izmail's Prehistoric Missile doesn't

inflict too much damage on one character. His Hellshower does, however.

Navarin's Prehistoric Missile blasts everyone for some pretty moderate damage. His Heaven's Shower will do MAJOR damage to everyone, if their level 50. Each boss has around 9,000HP.

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That concludes my Evolution Worlds Boss Guide. You may not copy this guide anywhere and it may not be posted anywhere other than GameFAQs.com. Doing so is a violation of law.
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