

EVO: The Search for Eden FAQ/Walkthrough

by BoredGamer

Updated to v1.04 on Nov 9, 2009

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EVO: THE SEARCH FOR EDEN FAQ/WALKTHROUGH
For play on Super Nintendo Entertainment System
Presented by BoredGamer
Version 1.04
Last Updated: 11/8/2009
Phase: WALKTHROUGH: 3/5 complete

THE FOLLOWING SITES HAVE HOSTING PRIVILEGES:
GameFAQs (www.gamefaqs.com)

If you are e-mailing me about feedback, questions, or anything having to do with any FAQ, please send it to thechowrocker@yahoo.com. That's the fact jack.

Another new note: DO NOT put my name in your address book. I'm not doing this to be mean, and I extend my full apology to those of you who know how to take care of your computer who have had my name in their books. The person you can blame is whoever it is that just will not get rid of their klez problems (as well as other e-mail viruses). I'm sick and tired of opening my e-mail and seeing more than a dozen messages from MAILER DAEMON saying that e-mail I set was not accepted, especially when it was to somebody I've never sent mail to in my life; or when I get mail from newsletters I've never signed up for. If you are reading this and know you're responsible, PLEASE GET SOMETHING TO TAKE CARE OF YOUR VIRUSES. I don't mean to come off as sounding mean, but it's seriously irritating the bejesus out of me.

After the Monster Rancher 3 FAQ, I'm going to say this. If you don't have anything nice to say, don't say it at all. I know that not everyone is instantly going to listen to this, but if you wish to flame me for something on a FAQ, please don't even bother e-mailing because you will be instantly ignored and added straight to my e-mails' blocking lists, so that you can never e-mail me with that address again. Also with the last one, if you feel the need to falsely accuse me of plagiarism, please only do so if you are the author of the item that you felt was plagiarized. If you are not, you will be instantly ignored. This pertains to the dumbass who accused me of stealing from

someone else's Monster Rancher FAQ because we coincidentally had three games in common on both our FAQs: Final Fantasy 7, Final Fantasy 8, and Jade Cocoon. Said person claimed I couldn't -possibly- own a copy of Jade Cocoon, despite having written a review for it.

Please stop sending me files. I will not download them unless they are someone I know, and by this I mean someone I know -personally- like family or best friends. I have suspected that some files that have been sent to me are viruses (with good justification after being persecuted) and did not download them. This also means not to send me FAQs or any other material to critique.

INFO INVOLVING PUTTING MY NAME IN ADDRESS BOOKS:

It has come to my attention recently that some of you out there have been putting my name in your address books. This is all fine and dandy by me. However, one, maybe more, amongst you have contracted the Klez virus (or something similar). I know this because I'm constantly getting e-mails sent back to me by MAILER-DAEMON and the like that certain e-mails that I didn't personally send are not going through because they have viruses in them. This is usually how viruses like Klez operate; they get into your address book, find a name, and begin sending e-mails using that name. I will say this loud and clear... CLEAN YOUR SYSTEMS!!! Download FixKlez or AVG Virus Scanner Free Edition. They're free, much emphasis on FREE, which means costs you nothing but time and hard drive space. You can probably find them on Download.com, if not do a Google search for them.

If you have something you would like to contribute to this FAQ, do send it in. That does not mean it will be definitely accepted, though.

UPDATE HISTORY

8/15/03

-1:00 AM Update

Decided to get started on this FAQ. I've been wanting to do a FAQ for this for quite some time. Walkthrough complete on the first chapter and second one started.

-6:30 PM Update

Sections 1A, 1B, and 2A complete. Added a little to the walkthrough.

8/20/03

-8:10 PM Update

Body part listings now up for fish and amphibian. Walkthrough is past the Desert of the Sand Eater in Ch. 2.

8/22/03

-2:00 PM Update

1C Complete, thereby completing all of Section 1. A little added to 2B. Also completed 3B (Chapter 2 of the walkthrough). Now hunting an ASCII art title. Should be up right away.

-10:30 PM Update

Minor update...

8/24/03

-3:55 PM Update

Very minor update. Mainly added some body parts to the list and gave a little extra info on fighting the Brosasaurus.

-7:30 PM Update

Walkthrough covers up to the Mt. Brave sidequest. All body parts listed for Dinosaurs. I will probably add the list on for birds very soon.

8/27/03- FAQ-wide update.

11/4/09

-10:30 PM Update

I have come out of FAQ retirement, mostly to finish this FAQ. Life has been interesting in my six years off. I'll spare you the gory details and just say that (hopefully) you'll be seeing a few novels and short stories coming up soon. Added a few more body parts and a bit to the walkthrough, and I also updated my e-mail address info.

11/8/09

-4:40 PM Update

Added a little to the walkthrough. Also added some to the bird parts. I've begun work on chapter 4.

Contents According to Joe

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/ SECTION 1: INTRODUCTION \

1A: ALL THINGS BIG AND SMALL

Take your pick of just about any RPG made by the usual brand names (Square, Enix... SquareEnix, Atlus, etc.) and you see the same trends and the same premises ran into the ground. You're always seeing someone's village destroyed, a group of people (most of which are still teenagers) ban together to save the world, someone threatens to take it over or try to build a "perfect" world, etc. The list goes on and on. However, it seems that any time elements are run into the ground there's always someone who's there to try to go against the grain. Oddly enough, it was Enix who made this attempt with the game EVO: The Search for Eden.

In this game, you play as a lifeform that starts as a fish and evolves over time. With the guidance of Gaia, you can help change the world by evolving into higher and higher lifeforms until finally you reach Eden. However, as a law of nature, there are others who would rather you become their nutrients rather than have you succeed. So, in order to survive (and even to grow), you need to kill and eat other lifeforms around you.

Each new chapter unravels another age in prehistory. You can experience the vast oceans as a fish, discover the newly created land as an amphibian, and even become a dinosaur, and eventually a mammal. Each new chapter provides new levels, new enemies, and newer (and meaner) bosses than the last.

1B: BASICS

This section will cover anything you need to know outside of gameplay.

-CONTROLS-

D-Pad- Movement. When in water, you can move in all eight directions. When not in water, you can only move left to right. You can also push a direction twice to do a charge attack in that direction.

A Button- Buck hind legs, perform dash attack

B Button- Jump, Make selection

Y Button- Attack, Cancel

X Button- Eat

Start- Pause

Select- Bring up menu

R Trigger- Exit completed level

L Trigger- Not used

-MENU LAYOUT-

On a horizontal scrolling screen (in a level):

Evolution- Pick the body part you would like to evolve. See Section 2 for details.

Capability- List your stats. Helpful when making a choice on a type of evolution.

Record of evolution- Allows you to record the creature you are and give it a name.

Review of evolution- Change into one of the creatures into your evolution book.

One the world map:

Save the game- Self-explanatory. This is where you can save your game to later reload it.

Erase saved file- Also self-explanatory. Erase a file you created permanently.

Review evolution records- Look at the evolution records created.

Erase evolution records- Delete a page from your evolution records.

1C: GAMEPLAY BREAKDOWN

Though this game is quite unique, the gameplay is nothing too complex, as you will find. It's a lot like playing something along the lines of a platformer mixed with Echo the Dolphin (in the case of the first chapter and a few levels afterward, anyway). In the case of the former, however, you really don't get very many obstacles to stand between you and your ultimate goal.

-Basic Moving-

As you would expect, basic motion can be performed with the D-pad. Pushing the direction, naturally, sends you in that direction. As a land animal, you can only move left and right without jumping. As a sea animal, you can move in all directions without having to push any additional buttons. All forms, however, can jump. To execute a jump, push B. You may not realize it, but the sea animals can jump as well. You just have to be on the very surface of the water, otherwise it won't work. Pushing the same direction twice very quickly will cause you to do a dash. From here, you can add any other action, such as different attacks (bite or dash attack, see the next sub-section below for details) or a jump. Jumping while dashing can add extra distance to you jump.

Before getting into levels, however, you have to start on a world map. Moving around on this map is just like Super Mario World. You just push basic direction buttons to move along, and hit B to enter a level. Levels are represented by red and green dots (Christmasy, no?). Red dots are completed levels, while the green are incomplete levels. Level designs can range from fairly elaborate to just a straight forward walk without any obstacles (you'll see quite a bit of the latter). Use what you know about moving to get through the levels and you'll be just fine. Oh yeah, it may help to attack a bit, too.

-Killing and Eating-

Killing and eating animals is the core of this game. It may sound violent, but it's a part of the natural balance of life. One must fall for another to live. In any form, you can attack animals with Y. This will bite them, causing a certain amount of damage. To cause more damage, you can evolve your jaw (see Section 2). When an animal dies, it will leave behind some meat. This meat will give you this game's version of experience, called Evolution Points (EP, or sometimes denoted as P in this FAQ), and some HP restoration. You can eat meat by either biting at it with Y again, or pushing X when your close enough. It seems to be much easier to use Y to eat, especially when you're being attacked. Just as a final note, your bite's power is dictated by Bite in your Capabilities menu.

Later in the game, attacking enemies can be done other ways. In or out of the water, you can perform a dash attack by pushing forward twice to dash, then pushing A while in dash to nail the enemy with a tackle-like maneuver. How much damage you do with a tackle is judged by strength in your Capabilities menu.

You can also do a Horn attack. Horns are special weapons you can evolve onto your body. Many of them have a limit as to how many times they can be used, others cannot even be used for battle. Most of them, however, can only be used 3 times before they break off. To do damage with them, equip one and do a dash. Make sure the horn itself makes contact with the enemy you wish to damage. The damage of your horn is

dictated by the Horn stat on your Capabilities menu.

You can also go Mario on all the arses of your opponents in this game. If you really need to, you can jump on enemies. To do this, simply push B to jump into the air and angle yourself such that you land on a creature. This should do some damage that is dictated (I think) by your jumping capability in your Capabilities menu.

Finally, in the later rounds of the game, you can use a buck attack by pushing A while standing still. This will buck your hind legs and damage an enemy. The power of this is judged by your Kick in the Capabilities menu. This type of an attack can take some getting used to, since they throw in on you about halfway through the game. The main thing you are going to want to learn here is to time your attack with the kick. If you do it too soon, you'll be left open. Do it too late and you won't get your hit in, allowing the enemy to beat you to the punch. Once you master the timing behind kicking, this can prove to be a useful skill against some enemies (particularly those who just move straight at you).

Not all things that can be eaten must be hunted. On just about every level, you will see certain lifeforms and organic materials that can be eaten for HP. Most of these consist of little bugs, plants, small lifeforms, bones, eggs, etc. Some of them don't give you very HP (like bones). Others, however, can provide a relatively good amount (like eggs). Take advantage of these, for these are food stuffs that don't bite back.

-Evolving-

I'm not going to say too much on evolving, since there's a whole section dedicated to it (see Section 2). This is basically how you level up. Eat enough meat and you can change parts of your body, thus changing the parameters of your stats.

-Bosses-

Most of the difficulty in this game went into the bosses. It's not hard to breeze through many of the levels here, but there are literally tons of bosses who can stomp you into lifeless jelly if you're ill prepared. In just such a case, kill all you can and build up your EP. Grab all the body parts you think will work the best for you, customize your creature into a powerful hellbeast if you wish. After that, you may just be able to hand the boss' pathetic ass right back to him/her.

-Stats-

This is a fairly detailed breakdown of each stat in your Capabilities menu.

CLASSIFICATION: Tells you what kind of creature you are, as if what you are isn't obvious. This is ultimately useless, although it fills in a void, making this seem a fuller profile.

HIT POINT MAX: Pretty self-explanatory. This entails the maximum amount of HP you can have.

...Attacking Power...

...

BITE: Tells how powerful your bite attack is. Usually, it tells exactly how much damage it will do, but there are times where some animals will take less than what the stat says.

STRENGTH: Determines the attack power of your dash attack. The higher it is, the greater the damage.

KICK: Determines the attack power of your kick attack. Pretty much useless for the first few chapters, as you cannot kick for a while.

STRIKE: Determines the attack power of your strike. Much like kick, it's useless for a while. Actually, it's useless until towards the end, when you become a human.

HORN: Determines the attack horn. As mentioned before, most horns can only be used three times before they break off for good. When they do break off, you will get all your HP back.

...

DEFENSE POWER: Determines how much damage you can take and absorb. The higher this is, the more of a beating you can withstand.

AGILITY: Determines how fast you move. This can also help, in turn, impact how far you can jump.

JUMPING ABILITY: Determines how high, far, and fast you can jump. This can also help determine how much damage your jump does to enemies that you land on.

/ SECTION 2: EVOLUTION \

2A: ABOUT EVOLVING

How does your typical RPG run? Kill anything in sight until you gain enough experience, then every part of you mysteriously becomes stronger simultaneously. This game has a much more unique means of becoming stronger. The fact that you have to kill to become stronger remains, however, you are not just senselessly killing. You are killing for food, for survival. Each piece of meat that you eat provides you with a certain amount of EP (Evolution Points, I assume). When you've collected enough EP, you can go into your menu, select "evolution", and look at the different body parts you have. You can evolve each given body part to different types of body parts, each one giving you new bonuses and even some downers (sometimes you have to weigh the advantages to the disadvantages to decide what you like).

Changing different body parts seems to have different effects on your stats, logically. For instance, changing your jaw increases the power of your bite. To make things a bit more convenient, you often times have multiple different structures to choose from. So, if you want, you don't have to stop with one evolution of your jaw. You can pick a better one later. If you really don't feel like waiting to get the best jaw, you can try to save up all the EP you can and get the best jaw right away without having to go for the lesser ones first. All of this really depends on your personal preference, whether you would like to work your way up or get it all instantly.

2B: PERIODS AND EVOLUTION

Different chapters beget different periods. Those different periods can give you new evolutions, as you become a different animal. This means that body parts will cost more through time and give you different types of stat deviations and increases. It will get harder, but much more personal to customize your creature. Listed below are the different periods in each chapter.

CH 1- Fish. Here, you can move in any direction you feel free to. However, your attacks are limited to bite, dash attack, and horn.

CH 2- Amphibian. Since you walk more on land, you don't cannot move in all directions effortlessly. However, you can now jump on enemies and damage them that way. Also, there are more parts to create your creature in all the different ways you wish to. You can go for more speed, more defense, a balance of the two, or even make your creature into an all out predator.

CH-3 Dinosaur. From here, you can choose to be either two-legged or four-legged. A biped can move faster and jump higher while a quadroped has higher defense. This seems to be the way that the game pulls you. You either get to have high defense, but move slowly; or high agility, but crap for defense.

CH 3- Bird (optional). Get this: birds can fly. Holy crap! Really? No, you don't say! Yes, birds fly. There, I said it.

I'll be posting info on CH's 4 and 5 in another update. Stay tuned.

2C: PARTS AND EFFECTS

Listed below are all the different parts of the game and the different stat bonuses they give you.

NOTE:

-You will see parts that have "Default" set as their description. These are parts you start with, which take your stats for certain parts back to normal. This means any stats that aren't related to that part stay. So, if you have a body part that gives you additional bite that isn't a jaw, then setting your default jaw will not take away that bonus.

-Stat bonuses are based on difference between default stats and newly set stats.

Stat reminder: This is in case you did not see the different stats above... Just a breakdown of what they do.

Max Hit Point- Your maximum health

Biting- Damage your bite causes

Strength- Damage your running attack does

Kick- Damage your kick causes

Strike- Damage your strike attack does

Horn- Damage your horn causes

Defense Power- How much damage you can take

Agility- Your speed

Jump Ability- How high you can jump

[[[FISH PARTS]]]

JAWS

Original Jaws- 10 P

Default jaws

Kuraselache's Jaws- 200 P
+2 to bite

Zinichthy's Jaws- 800 P
+4 to bite

HORNS

Original Horn- 200 P
+5 to horn

Spiraled Horn- 300 P
+10 to horn

Angler's Horn- 500 P
Grants no stat bonuses, but can keep certain fish from running away from you. Quite useful.

Swordfish's Horn- 700 P
+3 to horn, +3 to bite, but also has unlimited (or seemingly unlimited) uses. The only downside is that you may not want to use the horn category to restore your HP, as it would cost you another 700 P just to get another Swordfish's Horn. On top of that, you cannot evolve your jaws while you have this horn on.

Remove- 100 P
Remove horn, lose all stat bonuses.

BODY

Slick Body- 200 P
Default body

Scaly Body- 300 P
+2 to defense

Shelled Body- 600 P
+4 to defense

Increase Body Size- 400 P
Increases defensive ability, but lowers agility

Decrease Body Size- 200 P
Default set; Increases agility, but lowers defensive ability.

HANDS & FEET

Original Fin- 50 P
Default limbs

Coelafish Fin- 200 P
+1 to strength, +2 to agility

Tackle Fin- 500 P
+2 to strength, +3 to agility

DORSAL FINS

Original Dorsal Fin- 50 P
+1 to strength, +1 to agility, +3 to Max. HP

Sailing Dorsal Fin- 200 p

+2 to strength, +2 to agility, +5 to Max. HP

Kuraselache's Dorsal Fin- 500 P

+3 to strength, +3 to agility, +10 to Max. HP

Remove- 10 P

Lose dorsal fin, lose all stat bonuses.

TAIL

Original Tail- 50 P

Default tail

Coelafish's Tail- 100 P

+1 to agility, +1 to jump, +3 to Max. HP

Teratisu's Tail- 300 P

+2 to agility, +2 to jump, +5 to Max. HP

Zinichthy's Tail- 500 P

+3 to agility, +3 to jump, +7 to Max. HP

Kuraselache's Tail- 700 P

+4 to agility, +4 to jump, +10 to Max. HP

[[[AMPHIBIAN PARTS]]]

JAWS

Frog Jaws- 50 P

Default jaws

Ikustega's Jaws- 200 P

+2 to bite

Tusking Jaws- 500 P

+4 to bite

Fierce Jaws- 1500 P

+9 to bite

HORNS

Original Horns- 200 P

+5 to horn

Feeler Horns- 500 P

+10 to horn

Big Horn- 1500 P

+15 to horn

Dual Horn- 5000 P

+20 to horn

BODY

Ikustega's Body- 20 P

Default body

Mottle Body- 200 P

+1 to defense

Scaly Body- 2000 P

+3 to strength, +2 to defense, -1 from agility

Armor Body- 5000 P

+5 to strength, +4 to defense, -1 from agility

Increase Body Size- 1000 P

Increases defensive ability, but lowers agility

Decrease Body Size- 1000 P

Default set; Increases agility, but lowers defensive ability.

DORSAL FIN

Original Dorsal Fin- 50 P

+1 to strength, +1 to agility, +1 to jump, +5 to Max. HP

Vestigial Shark Fin- 200 P

+2 to strength, +2 to agility, +2 to jump, +7 to Max. HP

Edasaur's Dorsal Fin- 1000 P

+3 to strength, +1 to defense, +2 to agility, +2 to jump, +25 to Max.
HP

Thorn Dorsal Fin- 1000 P

+5 to strength, +2 to defense, +2 to agility, +2 to jump, +15 to Max.
HP

Jump Dorsal Fin- 1000 P

+3 to strength, +1 to defense, +5 to agility, +4 to jump, +15 to Max.
HP

Remove- 50 P

Lost dorsal fin and any bonus stat increases with it.

TAIL

Ikustega's Tail- 50 P

Default tail

Power Tail- 100 P

+2 to strength, +2 to jump, +3 to Max. HP

Spring Tail- 500 P

+2 to strength, +2 to agility, +7 to jump, +3 to Max. HP

Thorn Tail- 600 P

+3 to strength, +4 to jump, +5 to Max. HP

Thorny Spring Tail- 1000 P

+3 to strength, +2 to agility, +7 to jump, +5 to Max. HP

BACK OF HEAD

Wooper- 300 P

+5 to jump

Kerll- 300 P

+5 to agility

Jeprol- 300 P

+5 to bite

Morimar- 300 P

+2 to defense

[[[DINOSAUR PARTS]]]

JAWS

Tritop's Jaws- 100 P

Default jaws

Brosaurus Jaws- 500 P

+2 to bite

Toracodons Jaws- 1000 P

+4 to bite

Omosaurus Jaws- 3000 P

+9 to bite

Tyrasaurus Jaws- 5000 P

+19 to bite (!!!)

Pitsosaurus Jaws- 100 P

+3 to agility, +3 to jump

Ptenodons Jaws- 200 O

+1 to bite, +3 to agility, +3 to jump

Phamyces Jaws- 500 P

+2 to bite, +3 to agility, +3 to jump

Longtailed Birds Jaws- 1000 P

+3 to bite, +3 to agility, +3 to jump

Phonocos Jaws- 1500 P

+7 to bite, +3 to agility, +3 to jump

HORNS

Muzzle Horn- 500 P

+5 to horn

Forehead Horn- 1000 P

+10 to horn

Spiraled Horn- 1500 P

+15 to horn

Dual Horns- 5000 P

+20 to horn

Remove- 500 P

Remove horn and any stat modifications.

NECK

Shorten Neck- 1000 P

Default setting; limits your range, but gives you a somewhat quicker attack.

Extend Neck- 1000 P

Lengthens your neck. However, you now have to make sure you're at just the right distance to bite something.

BODY

Slick Body- 50 P

Default body

Spotted Body- 500 P

+1 to defense

Warted Body- 2000 P

+1 to strength, +2 to defense

Armor Body- 2500 P

+3 to strength, +5 to defense, -1 from agility

Pronosaur Body- 3000 P

+4 to strength, +6 to defense, -2 from agility, +10 to Max. HP. Four legs only.

Nautilon's Body- 5000 P

+5 to strength, +9 to defense, -5 from agility, +20 to Max. HP. Four legs only.

Transform to 2 Legs- 1000 P

Your creature becomes two legged; Cannot use Pronosaur or Nautilon's Body. Increase in agility, decrease in strength.

Transform to 4 Legs- 1000 P

Your creature becomes four legged (default setting); Can use all body types. Increase in strength, decrease in agility.

Increase Body Size- 1000 P

Increases defensive ability, but lowers agility.

Decrease Body Size- 1000 P

Increase agility, but lowers defensive ability.

DORSAL FIN

Edasaurus Dorsal Fin- 200 P

+1 to strength, +1 to agility, +1 to jump, +2 to Max. HP

Segosaurus Dorsal Fin- 300 P

+2 to strength, +1 to defense, +2 to agility, +2 to jump, +5 to Max. HP

Pronesaurus Dorsal Fin- 1000 P

+3 to strength, +2 to defense, +3 to agility, +2 to jump, +10 to Max. HP

Remove- 50 P

Lost dorsal fin and all stat increases.

TAIL

Normal Tail- 50 P

Default tail

Snakes Tail- 100 P

+1 to strength, +2 to agility, +2 to jump, +1 to Max. HP

Nautilon's Tail- 500 P

+1 to strength, +1 to defense, +3 to Max. HP

Pronesaurus Tail- 500 P

+2 to strength, +1 to defense, +2 to Max. HP

Invincible Tail- 1000 P

+3 to strength, +1 to defense, +3 to agility, +4 to jump, +5 to Max. HP

BACK OF HEAD

Ptenodon's Crest- 500 P

+1 to strength, +2 to agility, +2 to jump, +3 to Max. HP

Tritops Helmet- 1000 P

+2 to strength, +5 to Max. HP

Horned Helmet- 1000 P

+3 to strength, +1 to defense, +5 to Max. HP

[[[BIRD PARTS]]]

-NOTE: Jaws, horns, neck, dorsal fin, and back of the head are exactly the same as Dinosaur parts.

BODY

Spotted Body- 500 P

+1 to defense

Warted Body- 2000 P

+3 to strength, +2 to defense

Armor Body- 2500 P

+5 to strength, +5 to defense, -2 to agility, +5 to Max. HP

Feathered Body- 3000 P

+3 to strength, +3 to defense

Increase Body Size- 1000 P

Increases defensive ability, but lowers agility.

Decrease Body Size- 1000 P

Increase agility, but lowers defensive ability.

TAIL

Snake's Tail- 300 P

+1 to strength, +2 to agility, +2 to jumping ability, +1 to Max. HP

Thorn Tail- 500 P

+1 to strength, +1 to defense, +2 to Max. HP

Fan Shaped Tail- 1000 P

+3 to strength, +1 to defense, +4 to agility, +3 to jumping ability, +3 to Max. HP

Longtail Bird Tail- 3000 P

+5 to strength, +2 to defense, +7 to agility, +3 to jumping ability

[[[MAMMAL PARTS]]]

/ SECTION 3: WALKTHROUGH \

3A: CHAPTER 1: THE WORLD BEFORE LAND

I'm sure you know all the preliminary crap to starting this game, don't you? You know, get the cart, put it in your SNES, hit power... All the basics. Okay, in this day and age, it would be more along the lines of, "Hunt down the ROM, download it, load it up through ZSNES/SNES 9X, etc. etc. etc..." So, we'll cut to the chase...

Right after you select new game, just sit back and watch the intro cutscene. It may not necessarily hurt to actually read what the blue-haired vixen before you is saying, either. Well, isn't that sweet? She wants you to go on a journey! One that will change the world. No, your mission isn't to save the world from some corrupt empire that destroyed your village like about 1000 other games out there. It's a bit more unique than that. You will start your humble journey as a lowly fish. Since this is well into pre-history, you don't need to worry about crap like commercial fishing, large-scale water pollution, or Exxon Valdez.

After the cutscene is over, you will appear on the world map. You really cannot do anything, so just select the area you are in to bein the first level... Ah... orientation.

RECOMMENDED EVOLUTIONS FOR THIS CHAPTER

Jaws- Zinichthy's Jaw. Sure, it's expensive, but it's nice to have. I usually save up for that one last. Killing the splitting little green guys in the third area for a little while should provide you with just enough to get that. It shouldn't take you too long, either, since each one can provide anywhere from 40-200 EP (200 if you're incredibly lucky and get two flashing meats; The most you'll usually get is 120 EP).

Horns- Avoid like the plague, unless you need to restore HP. Outside of that, the only hornt that wouldn't be too bad is the Angler's Horn, since this can keep some of the enemies from escaping you.

Neck- N/A... Fish don't have necks, silly buns!

Body- Definitely get the armored body. Whether or not you want to raise your body size is totally up to you. It all really depends on whether you would like to sacrifice 4 points of agility for 1 point of defense and strength, not to mention some HP boosting, or not. Personally, I like to, even though I know how valuable agility can be in this game. Just because I like to, though, doesn't mean I recommend it. Try both out and see which one works best for you. Let's also not forget that you can make up most of that missing speed with dorsal fins. Of course, if you add the dorsal fin to a small body, that means you're extra fast! Bah, I'll stop with causing any indecisions I might have already case.

Hands and Feet (or lack thereof)-

Dorsal Fin- Kuraselache's Dorsal Fin. Nice boost of speed and strength!

Tail- Kuraselache's Tail. Also adds some fine bonuses. That and the Kuraselache's Dorsal Fin can help a large body (assuming you grab one) make up for the lack of speed.

Back of the Head- Also N/A

-OCEAN OF ORIGIN-

The first thing you need to do is swim up to the jellyfish closest to you and endure his mind-numbing clichés. After that, repay his wisdom by killing him and eating his flesh. YAAAY!... and... YUUUMMMY! Swim on ahead and take on all the other defenseless jellyfish, doing likewise with their flesh. After time, you should accumulate some nice EP to do some evolving. Be sure to take a look at what you can evolve straight off. The first thing you should easily be able to evolve is into the first Dorsal Fin, which is worth 50 EP. Honestly, I recommend you just go to the next areas if you really wish to level up. There are enemies there worth more EP that are just as easy to kill.

So, just swim straight through the level, eating the jellyfish as you go by. Make sure to take note that there are some edible plants attached to the rocks as well. That may come useful later when you need some food and aren't exactly strong enough to kill others for it. Exit and head to the next dot on the screen.

-CAVE OF GUIDANCE-

Kill some of the jellies on the outside and enter the cave. Inside, you'll find some eels that are worth 15 EP to eat. Build a bit right here and make your evolutions. Anytime, though, you should head to the furthest end of the cave and eat the green crystal after hearing some words of wisdom. If you need HP, eat the clams below.

I usually don't spend too much time evolving myself here. You can if you wish, but there are still creatures worth better EP coming up. The most I do here is maybe the first upgrades on my tail and jaws. I highly recommend doing the jaws, though, since this will increase the amount of damage you do.

Exit the cave and leave this area. Head to the next place on the map.

-CAVE OF TEMPTATION-

Am I the only one that thinks this name kind sounds like a reality program or a porno? Anyway, fight all you want outside, then enter the cave.

In here, you will find some creatures well worth killing for EP. I don't now what the hell they are, but attacking them will cause them to split into two more creatures. Kill those other two and eat their meat for 20 EP each. If you're lucky, you can get special meat from them worth 100 EP!

At any rate, swim to the end of the cave and eat the red crystal. This will transform you into a sting ray. Don't worry, this is only a temporary transformation. It should wear off quite quickly. Afterwards, stay behind for a while and build yourself up to a fine specimen fit for ruling the sea. After you're done, exit the cave and this area.

-OCEAN OF TERODUS-

This is a pretty lame area, but okay for EP. You should see some little yellow fishies. They will run from you, since you are a

predator. Swim after them quickly and attack as many as you can. After you've defeated several of them, the volcano should erupt. Now, the wall of bubbles should be gone. Swim away the best you can, trying not to get hit by the rocks that the volcano is throwing at you. Exit the area and go to the next one on the map.

This just in:

I recently found out that you can attach an Angler's Horn to yourself to keep the Terodus from running away from you. This can make the area much easier, plus it can make gaining 25 EP much easier!

-CAVE OF ZINICHTHYS-

Kill and restore your HP. If you need to, eat the urchins or coral on the ocean floor. Enter the cave. As you enter, you should see a gray armored fish. These guys can be quite aggressive. If you leveled up as I said, you should be able to dispatch them with a couple hits. They're also worth 50 EP, but if you took the time to level up, EP really isn't a big issue right now. Head to the right all the way. You should see a blue crystal. Eat it, it's worth 500 EP! Now, head back and go down. From here, it doesn't matter which way you go, as all roads will lead to Rome, so to speak. However, to make it quicker, just head left at the first intersection and straight down to the bottom. Once you reach the bottom, head right. Avoid the lava rocks again and you should make it to a clearing. This is the end of the level. Head to the next area on the map.

-DOMAIN OF CEPALAS-

Be ready from the get go. The enemies here will barrage you with attacks, quadro-teaming you. Whenever you can, sneak an attack into one of them. After you've eaten him, pick off the others and eat them as well. Head right. Near the top before long should be a group of urchins. Eat them all to restore your HP. Swim as fast as you can to the right, avoiding any unnecessary fights. You should eventually reach a cave. Enter it. You are done with this area. You will automatically appear in the next. Just push B at the map screen.

-CAVE OF ORIGIN-

Restore some life, if you need to. Clear out the jellies and enter the cave. Head right, avoiding the trilobites if you can. At the end of the hall, head up. At the very top, head right. Some squid-like creatures should be here (can't remember exactly what they're called). Get past them and you will hear the seaweed holding a conversation. After they're done with their chit-chat, head right and out of this portion of the cave.

-DOMAIN OF KURASELEACHE-

This cave will have a bunch of sharks all over the place, waiting to tear you apart. These guys are VERY aggressive. If you can kill them, more power to you. It's almost wiser to actually avoid them than to fight them. Head up and out of the cave. It may be to your benefit to eat the starfish on the way up. Once you're out, head right. If you need to restore life, I highly recommend you do so now, even if you have to kill those kuraseleache (sharks). Enter the cave and be ready for a boss fight...

BOSS

KURASELEACHE LEADER

Difficulty Rating: Somewhat hard

This guy can be a major pain in the buttocks, even with all the good upgrades. This is where speed can really pay off. At the same time, this is also where defense can really pay off. The leader will charge at you first thing. Be ready to dodge his attack. The best thing you can do for yourself is hang out close to walls or try to lure him to a wall. When he does his charge attack, he'll hit a wall and stun himself for an instant. At that time, bite him. You can try to bite him a few times, but while doing his tail whack he could nail you pretty badly. Regular contact damage from him, though, only does 1 damage.

What I usually do is lure him to the left side of the cave and then make my way to the veggies. He should do his charge attack fairly close by. When he stuns himself, move in for an attack. If you need HP, eat some food on the right side of the cave or give yourself a horn through evolution (remember, evolving restores HP). After you've equipped a horn, you can even use it against him. I usually recommend going for the weaker ones, unless you have a strategy in mind to use the stronger ones to do more damage. Remember, if your horn breaks off, your HP will be restored again. So, only use the horn when you're starting to get low on HP.

Attack and dodge the best you can. Make sure to try and hit when he's stunned only (or charge with your horn when he's turned away). After a while, he should croak and give you quite a bounty of meat, each piece worth 250 EP!

Exit the cave and go through the screen just above it.

-COAST OF PANGE-

Head straight to the right. Rise to the surface of the water and push B. You should jump right out and change into a new creature. Gaia will talk a bit more, change you again, and that should end the chapter...

3B: CHAPTER 2: EARLY CREATURES OF LAND

Well, you're no longer a fish. This is both good and bad. Good because you can start to evolve again and get stronger. Bad because you've lost all those stat increases you once had and must strive to get them back. Now, as a dopey looking amphibian, you must learn the ropes of life on land. Since your motion is now more limited, the game's gameplay has changed quite a bit. You can still charge and all that, but the game has become more of a platformer than before. You actually have to jump around and run and all that crap that requires legs. Also, the game can get a bit more difficult now that you are on land. Bosses have become more plentiful; Rather than fighting one per chapter, you should be bumping into a few just in this chapter alone. Ah, best of luck to you.

RECOMMENDED EVOLUTIONS FOR THIS CHAPTER

Jaws- Fierce Jaws, by far, as they add +9 to you jaw attack. Yes, even despite the price of 1500 EP. You should be able to make this before

the first boss of this area if you're patient enough (fight enemies in the Land of the Amphibian long enough).

Horns- Again, avoid this unless you need to recover some HP or use it in a certain strategic way.

Neck- N/A

Body- Honestly, I like to keep the increased body mass, as this gives you much needed defense. I also like to take the Armor Body, despite the loss of one agility point.

Hands and Feet- N/A for some reason.

Dorsal Fin- Go with either the Thorn Dorsal Fin if you favor strength or the Jumping Dorsal Fin if you favor speed. The latter is nice to have if you take the Armor Body.

Tail- Thorny Spring Tail, all the way.

Back of Head- This one is pretty much your preference, although I usually go with either Kerll or Jeprol, for agility and bite respectively.

-COAST OF PANGE-

Very small and insignificant area. Walk forward past the hermit crabs (eat them if you wish, though you shouldn't need to). Eat the green crystal for a tip. Exit the area. On the map, you should have two selections to go to. You really don't need to, but let's say you went up first. If you just want to advance the game, head left.

-EMPTY LAND-

This is assuming you went up. There really isn't anything here. Just go straight right and you will see a little dialogue. After that, continue right, eat the green crystal (though it shouldn't have any effect now... Come back another time), and exit the area. Head to the left of Coast of Pange.

-OCEAN OF PANGE-

Jump into the water and you will become able to swim. Head right and you will meet some fish called Coelafish. These guys really aren't worth fighting. They take about three hits to kill, are somewhat aggressive, and only give you 4 EP. Just continue right, avoiding or fighting (whichever you wish). Eventually, you will come to land. Jump back out and exit the area. Head to the next dot that just appeared.

-LAND OF TIMID IKUSTEGA-

Ready for some hardcore cannibalism? There are smaller version of you running around here. That's all there really is in this place. Just run around and kill them all that you wish. It's almost not really worth it, though. They are a bit hard to kill since they run so fast and they only give you 10 EP. There is also one dragonfly in this area, but he's acceptably hard to hit. Just continue right until you exit the area and move to the next one.

On one final note, it can be easier to attack these tiny lizards during the night time. This is when they rest, so you can usually land a hit much more successfully then. Also, it might be in your best interesting to build up about 200 EP here and get yourself a set of Ikustega's Jaws. Reason being? The enemies in the next area have 3 HP, which can easily be taken off with one bite of Ikustega Jaws.

-LAND OF BULL IKUSTEGA-

More cannibalism here. The only difference is that these guys are more aggressive. This area is also just like the last, in that you only have to go straight forward. I honestly recommend you stay here for a while and beef up a bit. These Bull Ikustegas are worth 15 EP each. You may have a little difficulty attacking them (with Frog Jaws, that is), but if you time your initial bite just right, you should be able to get three bites in before they can move. I recommend charging before attacking, then biting once you're at the right point. Once you're done here, just move on to the next area. If you're really having difficulty killing, go for the minimal upgrade and get some Ikustega Jaws.

-LAND OF AMPHIBIANS-

This is a decent place to build up. There are some tough amphibians here, one type in particular that looks like a ceratopsian that's worth a good 30 EP. If you begin to run low on HP, head to another level to refill or grab a cheap evolution. This can help you to kill animals much quicker and build yourself up faster.

My personal recommendation at this point is to kill as much as you can and build up your evolution to its fullest. Grab all the selections you like best. This may mean having to save up to 5000 EP at a time for the Armor Body. The main reason I say so is that you're about to be thrust into battle with a boss soon.

-LAND OF BOSS IKUSTEGA-

Sit back and read the monologue. After that, it's time to rumble.

BOSS

DEBUSTEGA

Difficulty rating: If you maxed your evolution pattern to your liking, it shouldn't be too hard. Otherwise...

Debustega can be very, very easy to beat if you're fully evolved the way you like. When he does his initial jump, dodge it and take a bite out of him. From here, he'll do little (and some big) jumps and spit a slime at you. Do not get too close, so to avoid the slime. Hopefully, you have some EP just in case your going against this battle isn't very slick. Just keep attacking and avoiding his attacks (doing a rushing attack or jumping on him wouldn't hurt, either), and he should eventually fall.

Eat the meat he leaves behind and head right. You should start a cutscene by going that way. Just select yes when the time comes. Afterwards, you can attack and eat the flesh of the two amphibians who just spoke to you. Doing so, however, will lower your EP. After you're done doing whatever you wanted to do, just head out of the level.

After you're done, head back to the first level, then head right to the next area.

-DOMAIN OF PROFASU-

Straight forward area. Creatures will come out from the right called Profasu, which are a type of cockroach. Kill them as they approach you by biting them. Not much else to this level. Just exit out at the furthest right.

-DOMAIN OF GIANT BEE-

Another straight forward level. The only difference here are the cliffs, smaller amphibians, and giant bees. Try not to eat the meat of the amphibians here, as it does 5 damage to you. The bees really shouldn't be much problem if you took the time to level up. Eating them isn't such a bad idea, though. Head straight right and complete the level.

-LAND OF INSECT-

Nothing special here. If you really don't want to be here that long, just run straight right. You should be able to do so with little complication. You should notice some more bees carrying small amphibians. If you want, you can kill the bees (if you're fast enough) and eat their flesh as well. Once you've had enough, just exit.

-CAVE OF KING BEE-

Just outside the cave, an amphibian will come to you, mortally wounded. After he's said his piece, he'll die and leave behind some meat. Eat it to gain 1000 EP and 44 HP. Enter the cave. There should be eggs littering the place. Some of them will hatch, releasing larval bees. Kill them all. These guys can be a bit tricky. If you're having enough trouble with them, just jump on them or time your bite. You can also eat the piles of bones or unhatched eggs to restore life. After you've killed all the larvae, eat as much as you can to restore your HP. Head all the way right and you will be challenged by the King Bee.

BOSS

KING BEE

Difficulty rating: With low jumping ability, he can be pretty hard. With high jumping ability, he's pathetic.

This guy can be a bit tough at times. If you have high jumping ability, he's a sinch. When he flies out, jump up as high as you can and take a bite out of him. This should cause him to drop. Repeat the process as much as possible, avoiding his stinger shots. There is one attack that he does that can barrage you with needles. This does tons of damage. If you're caught by this attack, take the initiative to heal however you can (either by eating the eggs or putting on a horn).

If, however, you cannot jump high enough, there is one thing you can do. Wait until he does his diving sting attack. When he does, he'll be stunned for a moment. Take a bite out of him and he'll raise back up. Just wait for it again and repeat the process. This is, by far, a slower method. You should hopefully have all it takes to get the jumping ability you need. If you don't, then try to get either one of the Spring Tails or the Jump Dorsal Fin.

Exit the cave on the right. A dragonfly will come and talk to you. He'll give you a little info on what's to come. After he's done, you can kill him if you want. Exit the level at any rate.

-DESERT OF SAND EATER-

This can be a pretty tough, brutal area. You cannot kill the Sand Eaters, so don't even bother fighting. Again, you should hopefully have good jump ability. Combined with good ability, you should be able to bound over these guys. If you're lucky, you should be able to get to the end with relatively few hits. Just keep jumping right. About halfway across, you should see a green crystal. Eat it and continue. You should be coming to the end soon. If you direly need HP, either go to the Cave of King Bee or the first level to eat some of the HP restoring beings there.

-DESERT OF EDOSAUR-

Here, you will see creatures just like the Dimetrodon. This should be a fairly easy level for you, especially in comparison to the last one. Despite the dorsal fin, you can still jump on these guys to damage them. Just run through and bite all you can. Edosaur meat can give you 80 EP. You should be fully beefed right now, but if you need EP for later to aid yourself in HP restoration, by all means grab some. Just run straight to the right, killing the Edosaurs and the other creatures along the way. You can also eat the baby sand eaters for HP restoration. Exit the level at the far right.

On one final note, this area can be much easier if you grab the Back of Head body part that gives you +5 to bite, as this should hopefully help you total 15 HP, which is about what each Edosaur has.

-DESERT OF MOSUCHOP-

This level can be a bit trickier than the last. There will be creatures that will come up out of the sand to bite you. You can easily avoid this by jumping through the air the instant one begins to pop up. Towards the end of the level should be an inclined area where you can get yourself some dragonflies to eat. Exit the level at the far right, remembering to avoid the Mosuchops as they come up out of the sand.

Before going to the next level, restore as much HP as you can. You can easily do this by going back to the Edosaur area or even back to the cave if you need to.

-DESERT TIME TRANS-

The dragonfly from earlier will speak to you. He'll insult you and praise his queen. Follow him. Queen Bee will spit out her angst against you. After that, she'll challenge you.

BOSS

QUEEN BEE

Difficulty Rating: Freakin' hard, even with a full evolution

Bottom line: If Queen Bee gets one attack on you, she will get quite a few others. Do not, I repeat, DO NOT allow her to bite you. This can cause quite a bit of damage. Allowing her stingers to hit you can also cause a good amount of damage. The worst part is if one hits you, the

others probably will to. Here's what you do. When Queen Bee swoops down to bite, jump and try to maneuver yourself over her so you can land on top of her. This may not do much damage, but it will still damage her nevertheless. After that, she will shoot her stinger at you several times. To avoid that, simply jump in the air and try to maneuver out of the way of each one. They can only go straight in one direction, so dodging them in air (as long as you're in constant motion in air) shouldn't be too hard. You can also dash right underneath her as she's shooting. Just make sure she doesn't hit you while you're doing so.

After you jump on her, see if you can maneuver yet again into just the right position to bite her. If you can, she will fall to the ground. From there, try to bite her again before she gets too high of the ground. If you're quick enough, you can keep her going into that brutal cycle until she has lost a lot of HP or died.

If you're craving some HP, give yourself a horn. It may not be of much use in this battle, but it can be great for restoring HP.

After Queen Bee is dead, head right. Gaia will speak and change your body into a dopey looking dino. After that, the door will open and you will be able to progress to the next chapter.

3C: CHAPTER 3: AGE OF DINOSAURS

Once again, you've changed. Instead of a lowly amphibian, you have become a dinosaur. From here, you will have a choice as to whether or not you'd like to become a two-legged creature or a four-legged. Advantages and disadvantages come along with either transformation, of course. With two legs, you can move faster and jump higher. Four legs, however, gives you more defense. After a bit of evolving, this rather dopey looking dino can become yet another powerful hellbeast.

RECOMMENDED EVOLUTIONS FOR THIS CHAPTER

Before starting, I'd like to emphasize that whether or not you pick two or four legs is entirely up to you. This, again, depends highly on what kind of player you are. If you really like speed, go for two legs. If you favor defense, go for four legs.

FOR REGULAR DINOSAURS

Jaws- Personally, I recommend the Tyrasaurus Jaws, no matter what structure you are. They pretty much have two different kinds of jaws: One for attacking and the other for speed. Though the lower ones give you +3 to agility and jump, they really shaft you in terms of bite. The Tyrasaurus Jaws give you an extra 19 to bite! You really can't beat that!

Horn- Same as always. Avoid unless you really want to spend a lot of EP in something that will break off in three uses. Only use for restoring HP.

Neck- Personally, I don't extend my neck. It doesn't seem to give enough advantages. On one part, you can attack from further away. However, it's a bit harder to use your bite attack to eat food, since all your food will float up to your head and out of your range of bite (forcing you to use X, which can be a slower process to use).

Body- Difficult to decide for four-legged characters. I recommend

keeping away from Nautilon's Body, just because it lowers your agility by quite a bit. If anything, go for Pronesaurus Body. If you're two legged, do go for the Armor body, despite the fact that you'll lose 1 agility point. It's the most defensive type of hide you can get.

Dorsal Fin- Go the full mile with the Pronesaurus Dorsal Fin. At this point, 1000 EP should be nothing compared with what you have to pay for some body parts.

Tail- Invincible Tail, definitely. This bestows all the advantages of defense and agility that the others can bestow, and then some.

Back of Head- This depends on which type of body structure you're going for. If you are two-legged, grab the Ptenodon's Crest. If you're four-legged, go for the Horned Helmet (it's the same cost as the Tritops Helmet).

FOR WINGED DINOSAURS

-DOOR TO DINA CONTINENT-

Basic level. Nothing much more to it than that. Go straight, climb the elevated ground and eat the crystal for an Evolution Tip. After that, head forward and listen to the voices talk about Mt. Brave. Does this creature have schizophrenia or something? He seems to hear voices A LOT in this game. At any rate, exit the level on the right.

From here, you can either go up or down. If you want, you can always go back and do the other. They both lead the same way.

[[[DOWN FROM DOOR TO DINA CONTINENT]]]

-DOMAIN OF TECODONTO-

Let's assume you headed down...

Nothing much here. It's all straight forward. The only thing to take note here are the creatures here called Tecodontos. To kill these things easily, use your dash attack on them, as that does a bit more damage than your bite at this point. Keep killing and eating, then exit the level.

-DOMAIN OF POLSAURUS-

As you enter, the dinosaurs here will talk to you. They'll then start fighting each other. You may not instantly suspect it, but these guys are fairly easy kills. While they are dueling, you can easily attack at the one closest to you and he just won't give a damn. Just make sure you are positioned just that you can inflict damage and not take it. After that, just dash attack the other one a couple times and eat its flesh as well. Just do not let them attack you, as this can cause a decent amount of damage. Keep heading right and exit the level.

[[[UP FROM DOOR TO DINA CONTINENT]]]

-MARSH OF THE PRIME FROG-

Now, let's assume you headed up from the Door to Dina Continent...

Head forward. Some amphibians will speak to you. After that, they'll begin to run. You can chase after them and attack them if you wish. However, they do tend to attack back before you can get a hit in on them. Only attack them if you wish, but they aren't worth staying to build up with (at this point, the Tecodonto's can provide more). If you're going to attack them at all, take your one damage from them, then hit them with a dash attack (or two bites, though that can result in more life loss). After that, exit out and move on.

-MARSH OF AMPHIBIANS-

This is a pretty easy, straight forward level. As you enter, the amphibians will speak to you. After that, run to the right. If you are good enough at using your dash attack, you can hit these guys with two of them before they can get one attack in on you. Let the kills rack up, keep eating meat to gain more EP, and exit the level at the right.

Either way that you take from Door to Dina Continent will lead to the same level. The only thing is you will have to do different levels on the way. If you want, you can go back and do all the levels, just for you sporty types out there. Enter the level that either path can lead you to.

-DOMAIN OF SYROCOSAURUS-

Nothing here at all. There will be a huge Syrocosaurus here, but don't fight it. It wants you to look for its kid. Just run past it, since you really don't want any trouble at this point. Exit the level at the right and move on.

-DOMAIN OF BROSASAURUS-

Before even coming here, you had better have some decent evolutions under your belt. If you can't cause enough damage to these Brosasaurs, they'll tear you apart easily.

There is an easy way to beat these guys. Attack them at first with anything you have. After the third shot, the Borsasaurus will be staggered back and then charge you. While it's doing this, do as many dash attacks as you can as quick as you can. Keep baraging it with dash attacks. After it dies, eat up for 80 EP each. I recommend staying here until you have your evolution fully built up. Attack your way past these behemoths and exit the level at the right.

-DOMAIN OF PRASAURO-

Awfully familiar dinosaurs, don't remember how to spell the name (I believe it's originally pronounced PAIR-UH-SUH-RAW-LUH-FUS. Yeah, that's the best I can do without butchering the name I don't feel like looking it up... Anyway, if you did as I told you and leveled up in the last area, this part is a breeze. There are maybe four or five of these guys, and with the Tyrasaurus Jaws, they're one bite to kill. Run quickly to the run while killing these guys (and eating), exit the level, and go to the next.

-DOMAIN OF SEGOSAURUS-

Just like the last level. If you took the time to fully evolve, these

guys are nothing. One bite from a Tyrasaurus Jaw is enough to put one of them away for good. Just like the last level, run right, kill and eat along the way, exit the level, go to the next.

-DOMAIN OF PRIME FROG-

Nothing much here at all. Just a couple wimpy frogs picking on a young dinosaur. Approach them and they'll begin to run. You can chase after them and kill them, though they're not worth much to eat. Once you're done, head right and exit. You should notice on the world map that no new areas have opened. However, you may also notice that this level is still green as though it weren't visited. That's because a new event has opened here, involving a boss battle. Re-enter the level and you'll see a huge frog. She will be a bit pissed off that you attacked her offspring and attack you herself.

BOSS

MOTHER OF PRIME FROG

Difficulty Rating: Easy

If you haven't fully evolved your creature yet, shame on you! This battle is a breeze if you have. Tyrasaurus Jaws are great here! I know I'm drilling that into your head, but I'm hoping you get the point.

When Mother is sitting still, she will unleash her children from a strange orface in her side (eww!). They will come at you and do a whopping 1 damage each (if you're fully evolved). You can easily kill them with one bite. Just run right past them or keep attacking until they're dead. Head straight for Mother and attack her several times with your bite. She should jump a few times, maybe landing on you here or there, but she shouldn't be doing too much damage. If your HP is falling quickly, give yourself a horn to restore it. She should eventually jump to a further part of the area. Run to her and keep attacking. With time, she should croak. </bad joke>

Exit stage right and two new levels should appear. Go up first if you want to do the special Mt. Brave sidequest.

MT. BRAVE SIDEQUEST

This sidequest involves going to three different levels. What exactly is the benefit here? You can become a winged dinosaur!

-DOMAIN OF TRITOPS-

These guys are just like the last few levels you've been through. Just a straight shot of nothing but these creatures running around. The only difference is that these guys can be a bit mean at times. That and the fact that they can take just a bit more damage than the last few enemies you've faced. If you're fully evolved, a couple of well placed dash attacks should kill them. Keep heading right and exit the level.

-DOMAIN OF PLESUSAURUS-

Unlike other levels, this one flows to the left. Jump into the water and cross through to the next screen. Here, you should find a bunch of nautilus-like creatures at the bottom of the sea and some Plesusaures (as the game calls them). If you see any of them, kill them instantly.

They can be a bit aggressive, but nothing really to worry about. Unleash one bite from your jaws and eat the meat afterward. Just keep heading left, jump back onto dry land, and exit.

-MT. BRAVE-

This place can be pretty difficult. Do not give up if you want to go the full nine yards. Make your way across the screen to the right. Ignore the first bunch of cliffs. Along the way, you will be chased by a winged dinosaur (Pteranodon, or Ptenodon as the game calls them). These guys can be very bothersome. If they grab you, you will have to start the level all over again. What I usually do is wait for one to get close enough and bite it a couple times (using Tyrasaurus Jaws, of course). That should kill it. When you get to the second bunch of cliffs, start climbing. Be careful, as on the way up more Ptenodons are going to be coming at you. Get around them the best you can and keep heading up. Eventually, you should reach the top of the level. Jump through the top of the screen.

Once here, continue climbing and trying to get away from any Ptenodons nearby. Once you're at the top, you should hear a voice speaking to you. It will tell you all you need to do now is jump off the cliff on the left...

WARNING: SHOULD YOU JUMP OFF HERE, YOU WILL PERMANENTLY EVOLVE INTO A WINGED DINOSAUR. YOU CANNOT CHANGE BACK.

Jump off and you will evolve. Press B while in air and you will fly. This can also be achieved by holding B when jumping. Once you're on the bottom screen, hit left twice and try to fly your way out of there. Head back to one of the earlier levels and begin to build yourself up anew. You should also notice that a new level has opened near an isolated volcano.

As stated before, you should build yourself up first. By this, I mean completely. Be prepared for a good sit down to do so, or just bust out some Game Genie codes if you're feeling extra-disgruntled at seeing all your EP go down the proverbial drain.

You now have access to Mt. Hidden Mammals, a bonus level that is only accessible to birds. It will be down and to the left from Mt. Brave.

-MT. HIDDEN MAMMALS-

NOTE: Only available to birds

There appears to be little point to this level. The mammals will run away as soon as you arrive. You have only to move forward and drop off the edge of the cliff. There are some dead mammals around to eat, but being a bird you probably won't be able to eat them. Sad...

NOTE: The following levels can be done by either dinosaur or bird. If you chose to skip the Mt. Brave sidequest, then this is where you will be picking up.

ANOTHER NOTE:

Just become a bird? Find losing all your evolutions and EP a drag? Well, TS. Time to get back into the swing and redevelop your beastie. I recommend finding a level that you're comfortable doing long enough, one that you won't continuously die doing, and gain back all your EP.

Get all the best evolutions you can before going too far. The final domain will own your rump if you go in unprepared.

-DOMAIN OF PRONESAURUS-

Pronesaurus, huh? They're very irritating. I only have one recommendation here: run. Or fly. I guess it doesn't matter. These guys are not worth wasting energy on. They don't give enough EP per kill to justify fighting on unless you're so damn good at this game that you can own one of these guys effortlessly. Walk away. Just walk away.

-DOMAIN OF OMOSAURUS-

Mini-T-Rex mothers. They've got teeth that hurt like hell. If you're a fledgling bird, try to build yourself up before coming in here. If you're not a bird, and you're actually a powerful dinosaur I say whoop up on some Ommosaurus ass. These guys give a decent amount of EP, and they don't take a horrible amount to kill.

-DOMAIN OF TYROSAURUS-

BOSS

TYROSAURUS

Difficulty rating: Medium

This battle is tricky if you haven't evolved to the highest. I recommend having the Tyrosaurus Jaws, as each bite can do 20 damage per successful bite.

There will be multiple Tyros in the level. Your mission is to just kill, kill, kill. Bump off one after another until the game says you've taken enough lives. Killing these guys is best achieved with biting, whether you're a dino or a bird. The key is timing. Tyros will charge at you and attempt to land a bite. Your best bet is to give them a preemptive bite, landing yours before they can land theirs. Hit them enough times and they will perish, giving you some nice eats. Kill enough of these guys and the screen will shake. This means you've won the battle and the door to the ice age will open. Now just watch the depressing cutscene and it's on to the next chapter.

3D: CHAPTER 4: ICE AGE

This is not CGI. There will be Denis Leary or John Leguizamo around to greet you. Just more of the same.

You will be the same creature you were at the end of the last chapter. You have not evolved into a mammal yet.

Enter the first level.

-ICED COAST-

Walk right, climb the hill, eat the crystal (or don't) and exit stage right. Done.

-CAVE OF JUDGEMENT-

Yeah, "Judgment" is misspelled. It's a common misspelling.

Enter the cave. Well, isn't that touching. Makes me want to go sit in the bathroom and cry while eating ice cream. Keep heading right and the S(t)yracosaurus will talk to you. Head right again and the same ghostly image will speak to you, only this time you get a choice: become a mammal or remain a bird/dino. Personally, I like to become a mammal. It's the only way to become human, if that's what you seek. Otherwise, being a bird has its perks. There's a Youtube video out there where a guy absolutely owns the final boss as a bird. It's not a bad gig, really.

You'll morph into some kind of rodent thing... A fierce, powerful beast with the head of a mouse, the body of a lion cub, and 0 EP. D'oh! Leave the cave, exiting the way you came in. A new area should be open to you.

-CAVE OF DELTADIUM-

Enter the cave.

Head right and notice all the little rodents everywhere. They're the first things you can kill in this level. One bite should do it, but you'll receive a paltry amount. Boo! You can continue right and munch all the Deltadiums you want, though I feel it's not worth it. The only reason they had you come here was to hear the "rumor" that one deltadium speaks at the very beginning.

When you feel you've had your fill of weak rodents, exit back the way you came in. A new level will be open.

-DOOR TO MT. SNOW-

Mt. Snow. Wow. Bet they racked their minds to come up with that one.

Head right and fight off more deltadiums. You have two choices here: head right across the wall and enter the cave, or go up the stairs and finish off the level.

If you go up the stairs and finish the level, you'll access a new level.

I recommend going into the cave. The first area you see in there will have some familiar enemies. These amphibians aren't worth the effort anymore than the deltadiums are. I say avoid them and only kill if you must. Continue right to the next room. Triceratops! Avoiding battle with these guys is tough. They can charge at you and do massive damage. Jump over them unless you've somehow taken the time to eat enough deltadiums and amphibians to evolve high enough to munch on the 'Ceras.

The next room will have tapirs in it. Just keep heading right, and eat the green crystal along the way if you wish. After this screen is one with a lone bird. Kill it and eat it if you wish, but exit the level to the right. This will access a level that the staircase exit would not allow you to access.

/ SECTION 4: TIPS AND NOTES \

This section won't see full completion until the walkthrough is fully

complete. I will be giving some tips hither and yon as more updates go up.

/ SECTION 5: FAQ \

Q: What does it mean when the meat is glowing?

A: That means it's worth more EP to eat. All the better for you!

Q: What sort of body parts should I take?

A: All the best you can. I usually recommend against horns unless you love them. They're too much of a pain to keep on.

Q: What good are horns?

A: They can restore your HP whenever you create one. That's about all they're really good for.

Q: How should I do my evolutions: Grab each one after another or go for the more expensive ones right away?

A: This depends on the type of person you are. If you are patient enough to sit and kill to gain all the best evolutions right away, I highly recommend you do so. However, always remember to save before evolving.

Q: Why are some of the dinosaur names spelled oddly?

A: That's how they're spelled in the game. Many of them are either abbreviated or spelled with Engrish (i.e. Toracadon, which should be Tracodon)

/ SECTION 6: LEGAL BIT \

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/ SECTION 7: THANK YOU AND GOODBYE \

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