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EVOLUTION Guide
Version 1.0 (07/21/2005)
Version History:
-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (07/21/2005)
Legality:
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Table of Contents
*To jump to a section, hold the Control Key and press F, then type in the
section number as it appears (ie type E1 to find Intro).
E1: Intro
E2: Modes
E3: Amoeba
E4: Frog
E5: Rodent
E6: Beaver
E7: Gorilla
E8: Human
E9: Credits
E1: Intro
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There are some games that try to do everything, you see it a lot in this day and age, many different styles of play wrapped into one package. Well, this can be great or poor, depending on how well they're implemented. Of course, some of this comes from the needless complexity involved in menial gameplay which is really just there to impress people. If you're going to have a minigame, it's okay to make it deep as long as it doesn't detract. If the

game itself has multiple styles, then don't go overboard - that's a fragile beast you have there. Evolution is entirely different styles of play, from "move around the screen" to something like digdug. However, while many old games do share the same threat new ones do of being horrible, the simplicity of Evolution makes it mostly entertaining.

Naturally, I was attracted to the title because I've long held an interest in evolution and I'm studying biology as an undergrad. While I don't necessarily agree with the progression of life as "Amoeba -> Frog -> Mouse -> Beaver -> Gorilla -> Human" and the game doesn't quite hold the same place in my heart as the Super Nintendo's E.V.O., I still find the games concept enjoyable. It's a game you can clear in almost no time at all... but then there's many a fun game that's just like that.

On the title screen, you'll be able to select using the pad between 1,2,3,4.

These are the game modes.

The first three modes are just your difficulty levels.

Fourth mode is "Demo Mode," where the stages are extremely easy to win. I suppose it is just that, a "demo" of the stages, so you'll know what you're up against. Here are the winning conditions:

Amoeba: Grab one helix Frog: Grab one fly

Rodent: Grab one green cheese.

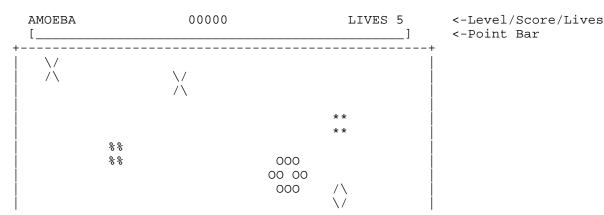
Beaver: Grab one tree. Gorilla: Hit one monkey. Human: Kill one greenbot.

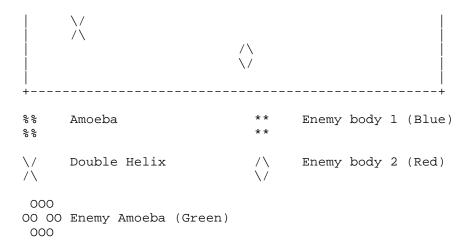
None of the maps shown in the following sections are to scale. They are just a graphical example.

The game begins, humbly enough, with an Amoeba. As an amoeba you must collect double stranded DNA helices which dot the screen. This is the most simple round of evolution, and also the easiest. Of course there are opponents.

Object: Just move the Amoeba around teh screen and collect all of the helices.

Generalized Map:





For lack of a better term, there is a large green "donut" onscreen which I have termed the "enemy Amoeba." I'll just call him Green. Green travels around the screen releasing, again for lack of a better term, "enemy bodies." The red ones (Whom I will affectionately refer to as "Red") are rhomboids. The blue ones, (you guessed it, I'll call 'em "Blue") are circular.

Obviously, avoid Green and keep an eye on him, there can be many enemy bodies onscreen at once and just grazing a helix will not register it as collected. There are some hit detection issues in this game, and you can appear to have been killed by a body while it had only appeared to be approaching.

The enemy boies have distict differences, Red tends to linger, usually Green will release two towards the start of the round and they will persist. Blue can appear on the screen in greater numbers and move much faster than Red, and while Red seems to be territorial to an extent, Blue will move towards the Amoeba. However, Blue will also disappear after a short time. They may also appear from the sides of the screen - so only travel to the sides if you're after a helix or need to pull some quick evasion. The ephemeral nature of the Blues also means that you'd better watch out for Green producing them out of the.. blue?

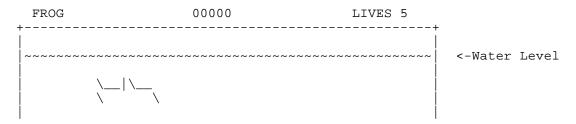
At the top of the screen you'll see a meter. This is the only round in the game with a meter at top. This is probably because the helices are worth so little. When you start the game, they're only worth 5 points. However they will be worth more on subsequent rounds.

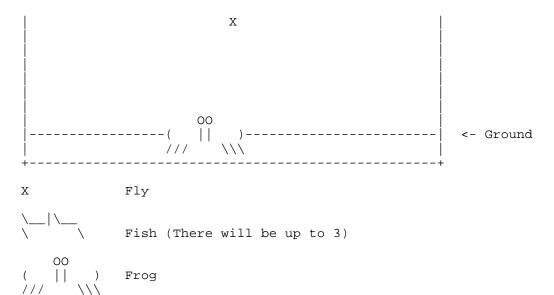
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Bam! Nature gives all the goodness of porifera, cnidaria, and hell even the vertebrate-essential urochordata (or cephalochordata, whichever you suscribe to) the miss and hops straight from Amoebas to frogs!

Object: Avoid the fish and catch flies with the frog.

Generalized Map:



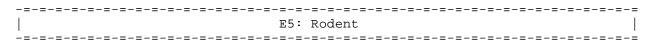


This one's pretty simple to. Joystick left/right will cause teh frog to move in the respective directions, scooching along the groung. Button 1 will cause the frog to jump, about a third up the screen. _*Please Note*_ that you _must_ be moving left and right when you jump to jump laterally. Otherwise, you'll

So, do you have to jump to catch flies? No, you don't. In fact it's easier to geta fly when it's struggling on the ground. The jump is necessary, however, if the fish pursue you. While you can almost anticipate it to pull up after a short time of chasing you, where you could just shuffle safely by underneath, if they back you into a corner, you must jump. Unfortunately, you have minimal control over your jump so if there's another low fish behind it, you could hit it. Keep in mind taht there's some grace with respect to the fish colliding with your legs. If you jump over a fish and say your outstretched feet hit its back, don't worry you probably won't die. Don't cut it _too_ close, but do try and remember that it's survival of teh fittest? A little joke...

The fish will come quickly, three of them and when the fish have arrived they won't leave the screen. Since you have a set number of fish on screen you do not have to have your neck craned looking for newcomers.

Eat enough flies and you'll be on your way to the next level. Please note that flies will fly away so get em' while you can. This means that you may find yourself jumping for flies.



"Rodent." Very descriptive. Well, you're either a rat or a mouse, that's plain to see. This is maybe one of the more obscure examples of Natural Selection in the game, you'll be controlling a mouse as it tunnels through the ground, searching for... green cheese? Well, you're pursued by snakes and you can drop a few yellow cheese, which kill them. It kind of reminds me of DigDug, except not as rad.

Object: Tunnel away from snakes while you wait for green objects to appear, collect these to progress.

Generalized Map:

jump straight up.

RODENT 00000 LIVES 5

				
				<- Ground Leve
(~~~<	<	A ~()>	<- Tunnel
				+
~~~<	Snake	<  Gre	en Cheese	

~()> Rodent A Yellow Cheese

Snakes will pursue you through the tunnels that you dig with your mouse. You must keep digging, keeping ahead of the snakes. It's best to make long runs in one direction, rather than twisting around in a staircase design. You see, you will be slowed down while the snakes will navigate with little trouble. On occasion, a green piece of cheese will appear. Navigate to it and collect it -you will keep collecting these until you progress to the next stage. The only other kind of cheese in this round is yellow, which you lay using button 1. This cheese will kill snakes.

You get three cheese, and there can be up to four snakes onscreen at once. So just kill three of them? No, don't just lay three down! The snakes can max at four, but once one is killed another will spawn. Furthermore, laying cheese will slow you down, and I've found the mouse needs to be positioned laterally in order for it to be laid easily. If you lay cheese while travelling in a vertical direction, you will turn to show the mouse's profile, slowing you down further, so do it only if you must.

What you can do is gain some distance and lay a cheese when a snake gets close to you. If you can draw a rectangle in the dirt, snakes may just cycle around and around the tunnels. The cheese will appear in existing tunnels, however, so be prepared to take evasive measures. The snakes are fast, at least as fast as the mouse. They may seem rather fast though, because you have to make turns that they follow without issue.

One other thing you _could_ do is lay all three cheese fairly early, building up a big lead. This is risky, however, and you could very well end up with some regrets later on.

I figure this is the most difficult level, so don't give up. It will take the average player 2 lives on their first try, and maybe you'll lose a life from bad luck on subsequent runs.

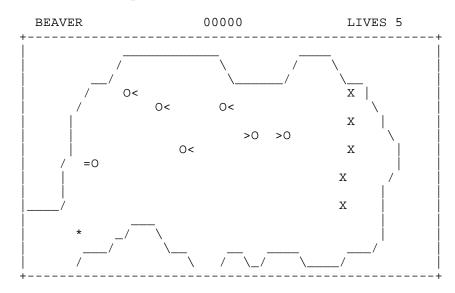
In retrospect, the "yellow cheese" looks a bit like dung. Dung would make a bit more sense I guess.

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	E6: Beaver	
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Ah, the beaver, symbol of Canada and the mugjob for our nickels. This level is interesting, you have to cross an alligator infested pond, getting logs.

Object: Cross a pong with six alligators, grab one of five trees. Take this to the mouth of the river leading into the pond, the beaver will deposit he log. Do this four more times.

## Generalized Map:



Surrounding the water is land. This is the level's bounds.

O< Alligator X Log

=O Beaver * River's mouth

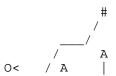
This game's relatively simple, you cross the pond, grab a log, and take it to the mouth. But there's six alligator's moving vertically, see? And their behaviour is erratic, and they seem to change direction when you come near.

You have two options, wait for them to clear out of the way, or weave in between them.

Staright run, this is actually fairly havardous, because you're leaving your player open for an attack of opportunity, to borrow briefly from Dungeons and Dragons

Either way you move, you're likely to die.

So you'll need to be ready to do this



You see? You need some room to move. Maybe best bet would be to take it from the centre, or halfway between an end and the centre. This gives you enough room to pull a quick diagonal or two.

_Note_ that the Alligators are right next to each other, not spaced as in my diagrams. It's just neater to do it this way.

Note that at the mouth, the logs are arranged as so:

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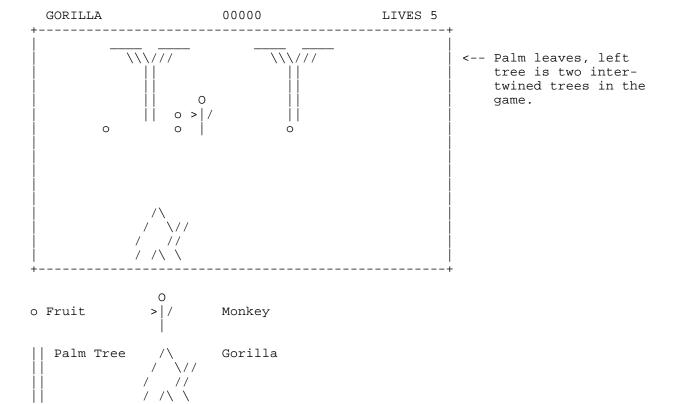
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Take the log to the appropriate position to drop it off.

Now this... THIS... is brilliance! I love the concept of the entire round, not to mention Gorillas are radical anyways. Probably the nicest looking round at that.

Object: There are three fruit on the ground, monkeys will try to steal them and then run up a tree. If these fruit are all taken up trees, you lose. How does a gorilla protect its fruit? By beaming monkeys with coconuts, of course!

Generalized Map:



Pressing left/right on the joystick will cause the gorilla to move back and forth. Pressing button 1 will make him throw a coconut. This is similar to the

frog, if you aren't holding left/right, the Gorilla will throw straight up. However, if you're moving you'll throw the coconut on a diagonal up in the direction you were moving.

The monkeys, those damn dirty apes want to steal your food. And as a gorilla you have the right to eat food you find on the ground and beat your chest while doing it. All is not lost if they pick one up - they still have to make it to a tree. I'd recommend throwing a coconut straight up in the direction they are moving. This has the ebst chance of connecting. Use the diagonal nut only if you're rushing over to stop the monkeys. If you let them take three up the trees, you'll lose a life.

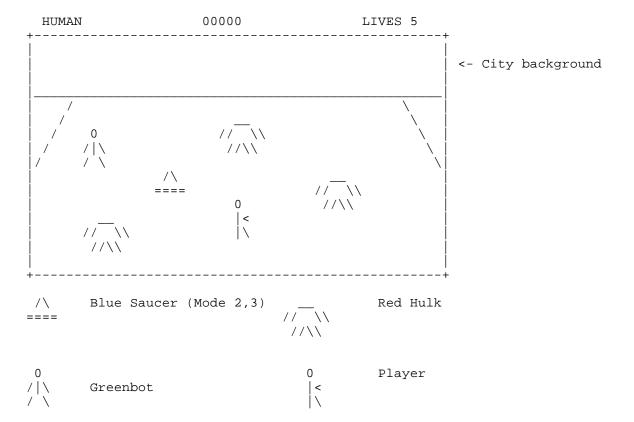
**Note about Coconuts: There is some serious delay with coconuts, you have to wait until it is offscreen to throw another, make your shots count. Wild flinging from the sidelines is not a good tactic.

**Also note: There is a fourth fruit on the screen, this seems to be decorative as the monkeys won't pick it up for me.

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E8:	:	Human
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Humans. Repressed humans. Human invaded by aliens. A game pretty much natural in execution takes a total Sci-Fi twist in the last level as you control a human to kill aliens.

Object: Destroy the green aliens withs hots from your character.



Move your character in any direction using the joystick. Pressing button one will fire the gun, but only in the direction you are running. You can shoot in eight directions.

The final round throws three hulking, red robots at you. I'm referring to them as hulks, of course, because just like in Robotron, these behemoths are indestructible. They will move towards you without mercy in their cold, heartless bodies. I find it best to get them to clump together, it makes them much less of a threat.

During the match Green Robots, Greenbots I have dubbed them, which may just be aliens will teleport onto the screen. Kill them to win the round. Tehy tend to appear close to the top - do _not_ get caught off guard. Stay near the bottom and shoot them from below. If you find yourself on the screen with just the hulks, take a shot at the city. It seemed to work for me.

On modes two and three, blue saucers will appear. They move around for a short time and disappear. You can shoot them for points.

After this the game will loop after the ending, and you'll get an extra life.

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	E9: Credit	
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As far as I can tell, Evolution is Sydney Development's only game. That's kind of unfortunate because while the game isn't terrific, there were some cool ideas.

So thanks Sydney.

I'd also thank my hosts for allowing you to see this guide.

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