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*          EEEEE V  V  OO L  U  U TTTT IIIII  OO N  N          *
*          E      V  V O O L  U  U  T      I  O O NN N          *
*          EEEEE V  V O O L  U  U  T      I  O O NN N          *
*          E          V V  O O L  U  U  T      I  O O N NN          *
*          EEEEE  V      OO LLLL  UUU      T  IIIII  OO N  N          *
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EVOLUTION Guide

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Version 1.0 (07/21/2005)

Version History:
-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (07/21/2005)

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Legality:
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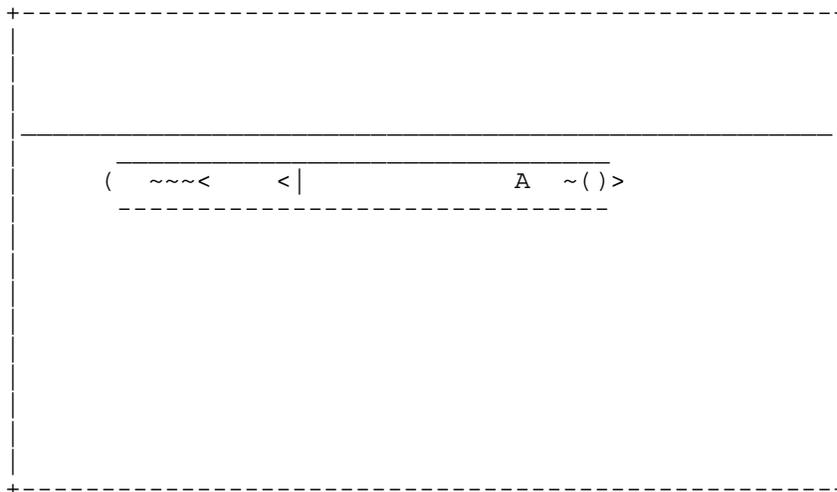
- E1: Intro
- E2: Modes
- E3: Amoeba
- E4: Frog
- E5: Rodent
- E6: Beaver
- E7: Gorilla
- E8: Human
- E9: Credits

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|                               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



<- Ground Level

<- Tunnel

~~~~< Snake <| Green 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.







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. They 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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