

Tactics Ogre: The Knight of Lodis Item Hacking Guide

by Soren Kanzaki

Updated to v0.8 on May 17, 2002

Tactics Ogre: Knight of Lodis Item Hacking Guide v.0.8

Released on May 19, 2002

by Soren Kanzaki (soren_kanzaki@yahoo.com)

Table of Contents:

Section 1: Overview
Section 2: Version History
Section 3: Item Data Block Basics
Section 4: Equip Items Data Address Table
Section 5: Expendable Items Data Address Table
Section 6: Spellbook Data Address Table
Section 7: Items Code Table
Section 8: Spellbook Code Table
Section 9: Credits
Section 10: Copyright / Authorization
Section 11: Miscellaneous

Section 1: Overview

Tactics Ogre. The newest incarnation of a venerable and much loved strategy/RPG game, and one that by all accounts is just as popular as its predecessors.

For those hours of entertainment that Ramza, Warren, Deneb, and many other memorable characters have given us - we all say thanks.

Of course, the Tactics series is well known for having powerful items - and ones that are difficult to find. Don't want to bother with a Dowsing Rod? Well ...

Section 2: Version History

0.7 (5/16/02): First draft. Should cover all basics. However, the ends of the equip items data block has not been confirmed yet (although all of the listed addresses do fall within the correct parameters).

0.8 (5/17/02): Added Spellbook information. Ending block for Spellbooks and Equip Items confirmed.

0.9 (5/19/02): Added hacking disclaimer to Section 3 (can't imagine why I forgot it earlier). Added small commentary to the miscellaneous section.

Section 3: Item Data Block Basics

A disclaimer before we begin (as borrowed from my other hacking guides):

If you use any of these cheats, I'm not responsible for any 'weird' things happening to your game or your save data. You use these cheats at your own risk (to your game, your system, your enjoyment Tactics Ogre: Knight of Lodis).

I made this document as a sort of educational glimpse into how the game was put together. You can make the game easier. You can make it harder. You can make it more fun. You can make it a bore. I think you get the point.

Secondly, this document is much more technical in nature than other things I have written. I cannot guarantee it's 100% correct. I cannot guarantee you'll understand it. Hopefully, both of those conditions will hold true.

The basic data block used to store information about any given item in the game is thankfully only 4 bytes long. The first byte stores the item code (which determines what type of item this block refers to), and the second byte stores the total amount of this item in inventory. The third byte, as far as I can tell, stores the amount of this item currently equipped (for items that can be equipped), and has no effect on expendable items. The function of the last byte is currently unknown (but probably has something to do with the swords created by the Snapdragon item).

For example, let us examine the first block of data relating to items that can be equipped.

2000da0 - Equip Item 1 Type
2000da1 - Equip Item 1 Amount
2000da2 - Equip Item 1 Currently Equipped Amount
2000da3 - Unknown (probably used in item types 17-21, the Snapdragon swords)

This relationship holds for any item in the game, and all the spellbooks. For example, if you want to set the amount of the fifth expendable item to 99, place the value 99 in address 2001129. Be sure to use 8-bit, unsigned settings in the cheating system of your choice.

Section 4: Equip Items Data Address Table

2000da0 - Equip Item 1 Type
2000da4 - Equip Item 2 Type
2000da8 - Equip Item 3 Type
2000dac - Equip Item 4 Type
2000db0 - Equip Item 5 Type
2000db4 - Equip Item 6 Type
2000db8 - Equip Item 7 Type
2000dbc - Equip Item 8 Type
2000dc0 - Equip Item 9 Type
2000dc4 - Equip Item 10 Type
2000dc8 - Equip Item 11 Type
2000dcc - Equip Item 12 Type
2000dd0 - Equip Item 13 Type
2000dd4 - Equip Item 14 Type
2000dd8 - Equip Item 15 Type
2000ddc - Equip Item 16 Type

2000de0 - Equip Item 17 Type
2000de4 - Equip Item 18 Type
2000de8 - Equip Item 19 Type
2000dec - Equip Item 20 Type
2000df0 - Equip Item 21 Type
2000df4 - Equip Item 22 Type
2000df8 - Equip Item 23 Type
2000dfc - Equip Item 24 Type
2000e00 - Equip Item 25 Type
2000e04 - Equip Item 26 Type
2000e08 - Equip Item 27 Type
2000e0c - Equip Item 28 Type
2000e10 - Equip Item 29 Type
2000e14 - Equip Item 30 Type
2000e18 - Equip Item 31 Type
2000e1c - Equip Item 32 Type
2000e20 - Equip Item 33 Type
2000e24 - Equip Item 34 Type
2000e28 - Equip Item 35 Type
2000e2c - Equip Item 36 Type
2000e30 - Equip Item 37 Type
2000e34 - Equip Item 38 Type
2000e38 - Equip Item 39 Type
2000e3c - Equip Item 40 Type
2000e40 - Equip Item 41 Type
2000e44 - Equip Item 42 Type
2000e48 - Equip Item 43 Type
2000e4c - Equip Item 44 Type
2000e50 - Equip Item 45 Type
2000e54 - Equip Item 46 Type
2000e58 - Equip Item 47 Type
2000e5c - Equip Item 48 Type
2000e60 - Equip Item 49 Type
2000e64 - Equip Item 50 Type
2000e68 - Equip Item 51 Type
2000e6c - Equip Item 52 Type
2000e70 - Equip Item 53 Type
2000e74 - Equip Item 54 Type
2000e78 - Equip Item 55 Type
2000e7c - Equip Item 56 Type
2000e80 - Equip Item 57 Type
2000e84 - Equip Item 58 Type
2000e88 - Equip Item 59 Type
2000e8c - Equip Item 60 Type
2000e90 - Equip Item 61 Type
2000e94 - Equip Item 62 Type
2000e98 - Equip Item 63 Type
2000e9c - Equip Item 64 Type
2000ea0 - Equip Item 65 Type
2000ea4 - Equip Item 66 Type
2000ea8 - Equip Item 67 Type
2000eac - Equip Item 68 Type
2000eb0 - Equip Item 69 Type
2000eb4 - Equip Item 70 Type
2000eb8 - Equip Item 71 Type
2000ebc - Equip Item 72 Type
2000ec0 - Equip Item 73 Type
2000ec4 - Equip Item 74 Type
2000ec8 - Equip Item 75 Type
2000ecc - Equip Item 76 Type

2000ed0 - Equip Item 77 Type
2000ed4 - Equip Item 78 Type
2000ed8 - Equip Item 79 Type
2000edc - Equip Item 80 Type
2000ee0 - Equip Item 81 Type
2000ee4 - Equip Item 82 Type
2000ee8 - Equip Item 83 Type
2000eec - Equip Item 84 Type
2000ef0 - Equip Item 85 Type
2000ef4 - Equip Item 86 Type
2000ef8 - Equip Item 87 Type
2000efc - Equip Item 88 Type
2000f00 - Equip Item 89 Type
2000f04 - Equip Item 90 Type
2000f08 - Equip Item 91 Type
2000f0c - Equip Item 92 Type
2000f10 - Equip Item 93 Type
2000f14 - Equip Item 94 Type
2000f18 - Equip Item 95 Type
2000f1c - Equip Item 96 Type
2000f20 - Equip Item 97 Type
2000f24 - Equip Item 98 Type
2000f28 - Equip Item 99 Type
2000f2c - Equip Item 100 Type
2000f30 - Equip Item 101 Type
2000f34 - Equip Item 102 Type
2000f38 - Equip Item 103 Type
2000f3c - Equip Item 104 Type
2000f40 - Equip Item 105 Type
2000f44 - Equip Item 106 Type
2000f48 - Equip Item 107 Type
2000f4c - Equip Item 108 Type
2000f50 - Equip Item 109 Type
2000f54 - Equip Item 110 Type
2000f58 - Equip Item 111 Type
2000f5c - Equip Item 112 Type
2000f60 - Equip Item 113 Type
2000f64 - Equip Item 114 Type
2000f68 - Equip Item 115 Type
2000f6c - Equip Item 116 Type
2000f70 - Equip Item 117 Type
2000f74 - Equip Item 118 Type
2000f78 - Equip Item 119 Type
2000f7c - Equip Item 120 Type
2000f80 - Equip Item 121 Type
2000f84 - Equip Item 123 Type
2000f88 - Equip Item 124 Type
2000f8c - Equip Item 125 Type
2000f90 - Equip Item 126 Type
2000f94 - Equip Item 127 Type
2000f98 - Equip Item 128 Type
2000f9c - Equip Item 129 Type
2000fa0 - Equip Item 130 Type
2000fa4 - Equip Item 131 Type
2000fa8 - Equip Item 132 Type
2000fac - Equip Item 133 Type
2000fb0 - Equip Item 134 Type
2000fb4 - Equip Item 135 Type
2000fb8 - Equip Item 136 Type
2000fbc - Equip Item 137 Type

2000fc0 - Equip Item 138 Type
2000fc4 - Equip Item 139 Type
2000fc8 - Equip Item 140 Type
2000fcc - Equip Item 141 Type
2000fd0 - Equip Item 142 Type
2000fd4 - Equip Item 143 Type
2000fd8 - Equip Item 144 Type
2000fdc - Equip Item 145 Type
2000fe0 - Equip Item 146 Type
2000fe4 - Equip Item 147 Type
2000fe8 - Equip Item 148 Type
2000fec - Equip Item 149 Type
2000ff0 - Equip Item 150 Type
2000ff4 - Equip Item 151 Type
2000ff8 - Equip Item 152 Type
2000ffc - Equip Item 153 Type
2001000 - Equip Item 154 Type
2001004 - Equip Item 155 Type
2001008 - Equip Item 156 Type
200100c - Equip Item 157 Type
2001010 - Equip Item 158 Type
2001014 - Equip Item 159 Type
2001018 - Equip Item 160 Type
200101c - Equip Item 161 Type
2001020 - Equip Item 162 Type
2001024 - Equip Item 163 Type
2001028 - Equip Item 164 Type
200102c - Equip Item 165 Type

Section 5: Expendable Items Data Address Table

2001118 - Expendable Item 1 Type
200111c - Expendable Item 2 Type
2001120 - Expendable Item 3 Type
2001124 - Expendable Item 4 Type
2001128 - Expendable Item 5 Type
200112c - Expendable Item 6 Type
2001130 - Expendable Item 7 Type
2001134 - Expendable Item 8 Type
2001138 - Expendable Item 9 Type
200113c - Expendable Item 10 Type
2001140 - Expendable Item 11 Type
2001144 - Expendable Item 12 Type
2001148 - Expendable Item 13 Type
200114c - Expendable Item 14 Type
2001150 - Expendable Item 15 Type
2001154 - Expendable Item 16 Type
2001158 - Expendable Item 17 Type
200115c - Expendable Item 18 Type
2001160 - Expendable Item 19 Type
2001164 - Expendable Item 20 Type
2001168 - Expendable Item 21 Type
200116c - Expendable Item 22 Type
2001170 - Expendable Item 23 Type
2001174 - Expendable Item 24 Type
2001178 - Expendable Item 25 Type
200117c - Expendable Item 26 Type
2001180 - Expendable Item 27 Type

Section 6: Spellbook Data Address Table

2001040 - Spellbook 1 Type
2001044 - Spellbook 2 Type
2001048 - Spellbook 3 Type
200104c - Spellbook 4 Type
2001050 - Spellbook 5 Type
2001054 - Spellbook 6 Type
2001058 - Spellbook 7 Type
200105c - Spellbook 8 Type
2001060 - Spellbook 9 Type
2001064 - Spellbook 10 Type
2001068 - Spellbook 11 Type
200106c - Spellbook 12 Type
2001070 - Spellbook 13 Type
2001074 - Spellbook 14 Type
2001078 - Spellbook 15 Type
200107c - Spellbook 16 Type
2001080 - Spellbook 17 Type
2001084 - Spellbook 18 Type
2001088 - Spellbook 19 Type
200108c - Spellbook 20 Type
2001090 - Spellbook 21 Type
2001094 - Spellbook 22 Type
2001098 - Spellbook 23 Type
200109c - Spellbook 24 Type
20010a0 - Spellbook 25 Type
20010a4 - Spellbook 26 Type
20010a8 - Spellbook 27 Type
20010ac - Spellbook 28 Type
20010b0 - Spellbook 29 Type
20010b4 - Spellbook 30 Type
20010b8 - Spellbook 31 Type
20010bc - Spellbook 32 Type
20010c0 - Spellbook 33 Type
20010c4 - Spellbook 34 Type
20010c8 - Spellbook 35 Type
20010cc - Spellbook 36 Type
20010d0 - Spellbook 37 Type
20010d4 - Spellbook 38 Type
20010d8 - Spellbook 39 Type
20010dc - Spellbook 40 Type
20010e0 - Spellbook 41 Type
20010e4 - Spellbook 42 Type
20010e8 - Spellbook 43 Type
20010ec - Spellbook 44 Type
20010f0 - Spellbook 45 Type
20010f4 - Spellbook 46 Type
20010f8 - Spellbook 47 Type
20010fc - Spellbook 48 Type
2001100 - Spellbook 49 Type
2001104 - Spellbook 50 Type
2001108 - Spellbook 51 Type
200110c - Spellbook 52 Type
2001110 - Spellbook 53 Type
2001114 - Spellbook 54 Type

Section 7: Items Code Table

Remember, this data should be entered as 8-bit, unsigned. The 'None' swords are the basic code and pictures used when a sword is generated through the use of the Snapdragon item. The color/code is determined by the element of the person who is turned into a Snapdragon sword. The name of the sword is the name of the person who is turned into a sword.

- 0 - Nothing
- 1 - Short Sword
- 2 - Long Sword
- 3 - Claymore
- 4 - Sum Mannus
- 5 - Firedrake Sword
- 6 - Ice Blade
- 7 - Fafnir
- 8 - Sword of Tiamat
- 9 - Balmung
- 10 - Notos
- 11 - Laevateinn
- 12 - Gram
- 13 - Oracion
- 14 - Fragarach
- 15 - Ambicion (fully powered version)
- 16 - Ambicion ('Ambicion' effect version)
- 17 - 'None' (Wind Snapdragon Sword)
- 18 - 'None' (Fire Snapdragon Sword)
- 19 - 'None' (Earth Snapdragon Sword)
- 20 - 'None' (Water Snapdragon Sword)
- 21 - 'None' (Virtue Snapdragon Sword)
- 22 - 'None' (Bane Snapdragon Sword)
- 23 - Matsukaze
- 24 - Kagari-bi
- 25 - Yomogi-u
- 26 - Yu-giri
- 27 - Rapier
- 28 - Estoc
- 29 - Dragon Gem Sword
- 30 - Inca Rose
- 31 - Peridot Sword
- 32 - Needle of Light
- 33 - Answerer
- 34 - Francisca
- 35 - Prox
- 36 - Earth Dragon Axe
- 37 - Frozen Axe
- 38 - Bloody Cleaver
- 39 - Boreas
- 40 - Halt Hammer
- 41 - Euros
- 42 - Flame Flail
- 43 - Sanscion
- 44 - Hammer of Tears
- 45 - Mystic Hammer
- 46 - Battle Fan
- 47 - Caldia
- 48 - Hyacinth Fan
- 49 - Gypsy Queen

50 - Scipplay's Staff
51 - Wind Wand
52 - Fire Wand
53 - Earth Wand
54 - Ice Wand
55 - Ripple's Staff
56 - Kerykeion
57 - Dowsing Rod
58 - Sugar Cane
59 - Pike
60 - Trident
61 - Zephyrus
62 - Volcaetus
63 - Earth Javelin
64 - Osric's Spear
65 - Longicolnis
66 - Brionac
67 - Leather Whip
68 - Beast Whip
69 - Holy Comet
70 - Rapture Rose
71 - Short Bow
72 - Great Bow
73 - Thunder Bow
74 - Flame Bow
75 - Sandstorm Bow
76 - Tundra Bow
77 - Crescente
78 - Sherwood Bow
79 - Bow Gun
80 - Composite Bow
81 - Tathlum
82 - Tower Shield
83 - Dragon Shield
84 - Thunder Shield
85 - Flame Shield
86 - Earth Shield
87 - Ice Shield
88 - Saint's Shield
89 - Dark Shield
90 - Chocolate Shield
91 - Hard Leather
92 - Chain Mail
93 - Thunder Chain
94 - Flame Leather
95 - Earth Leather
96 - Ice Chain
97 - Saint's Garb
98 - Cursed Garment
99 - Plate Mail
100 - Heavy Armor
101 - Peregrine Mail
102 - Phoenix Mail
103 - Nathalork Mail
104 - Leviathan Mail
105 - Rune Plate
106 - Black Armor
107 - Southern Cross
108 - Dragon Armor
109 - Grincer Coat

110 - Candy Armor
111 - Brigandine
112 - Robe
113 - Spell Robe
114 - Robe of the Wise
115 - Wind Garb
116 - Fire Garb
117 - Earth Garb
118 - Water Garb
119 - Cloak of Oath
120 - Robe of Abyss
121 - Fur Coat
122 - Pure-White Dress
123 - Cloak of Authority
124 - Leather Hat
125 - Bandanna
126 - Plumed Headband
127 - Iron Helm
128 - Goblin Helm
129 - Holy Crown
130 - Freude Helm
131 - Dragon Helm
132 - Sherwood Hat
133 - Candy Helm
134 - Pointy Hat
135 - Circlet of Wisdom
136 - Winged Shoes
137 - Warp Shoes
138 - Greasy Boots
139 - Snow Boots
140 - Forest Boots
141 - Ring of Flight
142 - Warp Ring
143 - Ring of Flotation
144 - Armlet of Wisdom
145 - Armlet of Agility
146 - Wind Ring
147 - Firedrake Ring
148 - Earth Ring
149 - Water Ring
150 - Sacred Ring
151 - Dark Ring
152 - Dragon Eyes
153 - Ring of the Dead
154 - Necklace of Resist
155 - Pearl Necklace
156 - Amulet
157 - Dragon Gem
158 - Cassowary Feather
159 - Glass Pumpkin
160 - Firecrest
161 - Sacrificial Doll
162 - Sacred Stone of Bliss
163 - Transferring Stone
164 - Seraph's Plume
165 - Healing Leaf
166 - Healing Seed
167 - Healing Salve
168 - Healing Essence
169 - Magic Leaf

- 170 - Magic Seed
- 171 - Magic Salve
- 172 - Magic Essence
- 173 - Wisdom Fruit
- 174 - Angel Fruit
- 175 - Revive Stone
- 176 - Antidote
- 177 - Spirit Fruit
- 178 - Orb
- 179 - Savage Bugle
- 180 - Coral Harp
- 181 - Snapdragon
- 182 - Reincarnation
- 183 - Sword Emblem
- 184 - Crown of Intellect
- 185 - Stone of Swiftness
- 186 - Tome of Discipline
- 187 - Urn of Chaos
- 188 - Mirror of the Gods
- 189 - Cup of Life
- 190 - Sorcerer's Cup
- 191 - Altar of Resurrection

Beyond 191, no useful items exist. Some are dummy items, and then the item information becomes scrambled (and may cause severe graphics errors).

Section 8: Spellbook Code Table

- 0 - None
- 1 - Thunderbird
- 2 - Thunder Flare
- 3 - Air Blade
- 4 - Teleport
- 5 - Summon Tempest
- 6 - Harnella's Influence
- 7 - Haste
- 8 - Salamander
- 9 - Firestorm
- 10 - Fireball
- 11 - Clear Sky
- 12 - Ray of Paralysis
- 13 - Zoshonel's Influence
- 14 - Molten Blade
- 15 - Gnome
- 16 - Acid Vapor
- 17 - Crag Crush
- 18 - Petrifying Cloud
- 19 - Hurdle Wall
- 20 - Berthe's Influence
- 21 - Constrain
- 22 - Fenrir
- 23 - Ice Javelin
- 24 - Ice Field
- 25 - Slumber Mist
- 26 - Grueza's Influence
- 27 - Poison Squall
- 28 - Purify
- 29 - Star Tiara (dummy)

- 30 - Exorcism
- 31 - Lightning Bow
- 32 - Divine Radiance
- 33 - Tranquillize (this is how the game spells it, I know it's misspelled)
- 34 - Faith
- 35 - Cleanse
- 36 - Heal
- 37 - Heal Plus
- 38 - Full Heal
- 39 - Resurrection
- 40 - Ignis Fatuus
- 41 - Fiend's Grip
- 42 - Nightmare
- 43 - Pain (dummy)
- 44 - Brain Sap
- 45 - Enfeeble
- 46 - Cursed Existence
- 47 - Fluid Magic
- 48 - Time Flux
- 49 - Necromancy

Section 9: Credits

There are several people without whose publicly available resources this document could have never been compiled:

GameFAQs (www.gamefaqs.com), for being the comprehensive game information site.

Section 10: Copyright / Authorization

This document is the sole property of soren_kanzaki@yahoo.com, and copyright 2002. Unauthorized reproduction, either in print, electronic, or other format is expressly prohibited without consent of the author. Individuals may download this document from the following authorized websites:

[GameFAQs \(www.gamefaqs.com\)](http://www.gamefaqs.com)
www.cheats.de
www.neoseeker.com

Individuals may only use this document for personal purposes and are expressly prohibited from transferring or reproducing this document in any format without consent of the author. This document cannot be altered and then redistributed without consent of the author. This document, reproductions thereof, or excerpts, cannot be sold for money.

Section 11: Miscellaneous

Admittedly, there were two reasons I rushed this guide out. First, most of the work I've been doing was in mecha based strategy and RPG games, and I wanted to branch out a little bit. Secondly, Tactics Ogre is a great game from a great lineage of games, and it's good to hopefully pitch in a little bit towards the enjoyment of the game. I have no idea how much time I can devote to playing Tactics Ogre, so this may or may not be the last guide I

release on how the game uses memory.

I've gotten a lot of questions on how exactly to apply these hacks. You should read the documentation that comes with your particular gameplay and/or cheating device. This guide is solely intended to tell you at what memory address certain values are stored, and what those values correspond to in game terms. To make it clear, I am not going to answer individual e-mails with a step-by-step process on how to apply this information to cheating.

Research into the character data block is already underway. The size has already been determined (looks like 104 bytes per character), and most of the major information (emblems, name, current/max HP, MP, statistics, picture, class, character number, level, XP, element, alignment, birth month, birth day, biorhythm [rough], sex, items, and abilities) has been isolated and explored. I'm still not 100% sure of the character 1 (Alphonse) start point (it's down to an 8-byte range), but if I can't find the exact start, I'll use what I have. It looks like the game temporarily stores certain battle information (like the current stats) in a duplicated location, so the first version of this guide will likely only cover the 'base' data (as seen during the Organization screen).

This document is copyright Soren Kanzaki and hosted by VGM with permission.