

Tales of the World: Narikiri Dungeon 2 (Import) FAQ/Walkthrough

by Mastersord

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Walkthrough for Tales of the world 2 - Narikiri dungeon

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I. Intro - Why did I write this?

I learned a lot about this game while playing it, but that information may be lost by now. I'm recording what I know here. The walkthrough available here at gameFAQs is useful, but it's hard to follow and I feel I can shorten and summarize it in a few paragraphs.

II. The basics

If you've come here, most likely you don't know how to read Japanese. Lucky for you, people have been translating this game as a ROM. Sadly, the actual cartridge will not come out in the US to my knowledge.

Ok, if you want to play this game you have 2 options:

- 1) Import the game from Japan and take a year or 2 to learn enough Japanese Kanji to understand the game (does not apply if you already know Japanese!)
- 2) Use an emulator or flash cart and find the ROM and translation patch (Links not provided!).

This walkthrough uses the existing translation patch's descriptions.

Now onto the good stuff!

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Menus:

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When you hit start, you won't be able to recognize the menus, so I'll make a quick diagram of them:

```
/-----\
|Skill  |      Time      |      Gald      |
|-----+-----|
|item   |      |      |
|-----|      |      |
|Clothing|      |      |
|-----|      |      |
```

status	Character	Character
Order		
AI		
Recipes		
Quest	character	Character
Albums		
save		

skill - Allows you to check and set skills. Should be self-explanatory.

item - Divided into several sorting options:

new
All
expendables
food
Roots
Accessories
Equip

"New" shows the last 8 items you picked up.

"All" shows all items you picked up.

"expendables" shows all non-clothing items which can be used in dungeons.

"food" is all cooking ingredients.

"roots" show all clothing roots you picked up.

"accessories" shows all accessories you picked up. These have various effects when equipped.

"Equip" allows you to equip an accessory to each main character.

Clothing - This is where you look at and choose your costumes:

Choose
Look

"choose" allow you to pick a costume for each main character to wear.

"Look" allows you to look at all the stats and skills of each of your costumes

Status - You can view your stats and skills from here

Order - lets you pick your starting battle positions and which character you want to lead. The leader is who you control directly. It took me a long time to figure out how this works. You have to hit up and highlight the "leader" icon. Then move it to the character you want to control directly. Direct control means you can set skills to certain

button combos. This is Frio's control method by default.

AI - Determines how the characters fight when you aren't controlling them directly. I haven't played with this much:

Fight Freely - balanced use of skills and normal attack
Go All Out - Uses all skills and power moves
Defend - Doesn't do anything unless attacked
Hold back - More conservative use of skills than fighting freely
Use no skills - uses only normal attacks

Recipes - You learn recipes throughout the game. Here is where you can select to make them.

Quest - Shows number of quests you received and quests you've completed. When you finish a quest and forget to say yes when asked if you want to go back to town, go to this menu and you can answer the question again.

Albums - Here you can view stuff you have seen:

Monsters

Clothing - List of all costumes you've made in the course of the game
Cameos - Biographies for tales characters you've met
Battle mode - controls AI of non-leader characters
Message speed
Button config

save - MAGIK BUTAN! w00t!!!

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Game play:

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The game-play goes like this: You hang around town and do random missions. Not all the missions are random though.

Missions are divided into several categories:

Find item missions: You have to search a specific dungeon for a specific item. Pay attention to what item they want you to get, because some items are more useful to you than the reward you get for returning them.

Fight monster missions: The NPC or character will ask you about a specific monster. The monster will be in a specific dungeon. Find it and kill it! Keep an eye on these as well as many monsters have valuable items you will want to steal before you kill the monster. You can find out what by looking up the monster's name in the clothing root chart. Sadly, until I find a monster modifier code, I don't plan on writing up a steal item FAQ for all monsters in the game.

Scan monster missions: Like above, but you only have to scan the monster by using spectacles on it or using the skill "inspect eye". You might not recognize these when you get them, so make a habit of scanning every new monster you encounter. This will also fill your album.

Clear monsters missions: Same as "fight monster missions", except in these missions, you search the dungeon for several of the monster in question. When enough groups of the monster are defeated, you win.

Delivery missions: You'll get something to deliver to another character or NPC. Keep an eye out for clothing roots you might need!

Ranking missions: These are randomly handed out by Tales characters when

they're in town. The idea is to earn a certain amount of EXP during the mission and you get a prize plus a stat boost to your costume depending on how much you earn. The highest hit count for combo attacks also gets factored in as a boost to your rank in the end. Bigger combos also give bigger EXP bonuses after battles, so try for as many of these as you can!

Event missions: These are missions you have to look out for! After event missions, new monster groups are unlocked and the dungeons get a bit harder. Some monsters, like the fake chests, get replaced by other monsters after a certain event mission, so don't forget to scan and steal from them! When you have the option of doing an event mission, hold off on it. You can still get random missions from the other categories. Event missions can be recognized by a few things: 1) an NPC or character only wants you to go to a certain dungeon without giving you any other task while there, or meet a character you haven't encountered yet. 2) The end result of the mission is a boss battle with a tales character. The biggest clue that an event or event mission has been triggered, is a dialogue scene (talking between characters), and/or a sudden music change. Note that event missions must eventually be completed in order to advance the plot of the game.

Don't get these confused with the other mission types

Missions take place in one of several dungeons:

Hunters' forest
Dark drifts
Water castle
10,000 year ice cavern
Ordeal tower
Floating city
Illusion castle

The last 1 must be unlocked by story progression events. Floating city can be accessed by getting the witch costume. You can get into ordeal tower, but you need to beat the golem to advance beyond the doorway.

There is also an 8th dungeon called the maze of Dragons, which only has 1 mission. You unlock it towards the end of the game. Saying more will spoil it.

Now when you get a mission, what do you do? Pay attention to the highlighted words in the description the NPC or Tales character gives you. Do they mention an item, monster, character, or dungeon? Make note of them. You can also check back with the description by going to the 8th menu item from the top. The 2 characters will talk about the mission they're on. If the mission doesn't mention a dungeon or room in a dungeon, go back to town and just keep hitting L or R buttons to hear the various rumors. Eventually, you'll always hear something about your mission objective and where to go if you persevere long enough (20-50 presses have always eventually worked for me).

Now you know where to go, what else should you do? See which Tales characters are around and pick one to go with you. Mint is available all the time, and she is a good healer, so I would pick her as your 3rd partner (unless you think you can handle the dungeon without healing!). To recruit her for the mission, just talk to her and pick "yes".

/////////
Town map:
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```

      Polpol's forge----Elder's hut-----Alleyway
          /                |                |
      /-Cafe Bec-----Central Plaza-----Pub Rose
    /-
  /-
Fundackle's shop-\      /Regunia Church\      |
                Anasui St.<      |      >Regunia St.
                    \      |      /
                      --Town gate---

```

```

//////////
World map:
\\\\\\\\\\

```

```

10,000 year ice cavern
  |  \
  | Old water castle---Temple of the----floating city of the dead
  |  /
  | Giant Tree      /      \
Illusion castle-----|      |      Tower of ordeals
                    |      |
                    | Maze of Dragons\      /
                    |      |      >-Hunters' forest
                    |      |
                    -Dark drifts-----

```

```

//////////
Costumes:
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You should also pick some costumes to work on. If you're just starting out, thief, scholar, and merchant are quite useful. You should get a good thief as soon as possible because you can gain a lot of precious items from one. You're gonna need one for Tales character costume roots. The scholar will be the screen-clearer when he/she reaches a high enough level to learn their best spells. Merchants gain money while walking around. A good source for income for the beginning of the game. You get the merchant root from Gamel at the beginning of the game when you first speak to him and I think you get another for doing one of his quests. When you have a good thief like Chat or Suzu, you can make 10-100x more by stealing and selling stuff. Except for your scholar, don't worry about the element of the costume. I recommend the water scholar (Oceanographer) because it learns Undine which is a good screen clearer. Until you get a Klarth costume, you should have another scholar or mage of a different element in case you run into a resistant monster (and YOU WILL!!)

You should also have either a fighter or swordsman. I skipped over the melee classes because I tend to use screen-clearing mages most of the time. Melee costumes are good for building up a costume so you can make a Tales character costume. You need a level 15 costume of the correct type and element to tailor into a Tales character costume. Let me take some time to explain how tailoring works:

You get clothing root items which turn 1 costume into another.

Steel sword = swordsman
Kunai = ninja
Lock pick set = thief
Stethoscope = doctor
Silk hat = magician
Cards = gambler
Lexicon = scholar
Pouch = merchant
Guitar = musician
Bible = priest
Dancing shoes = dancer
Black belt = fighter
Pince-nez = carouser
Frying pan = wonder chef
Alchemy proof = wizard/mage
Long bow = archer
Cat toy = katz
Beauty lotion = model
Tales character costume roots = tales character costumes

You also get stones which change the costume's element:

Green stone = wind
Yellow stone = earth
Violet stone = lightning
Black stone = dark
Blue stone = water
Red stone = fire
White stone = holy
Iron ore = Origin
Fashion mag = neutral/no element (also returns clothing to Narikiri base class)

At Stebia's shop, you can combine these items with your costume to change it. You can also combine anything else you have to give your costume a stat boost (tailoring). Be warned though, that the more times you combine an item with the costume, the more expensive the costume gets to tailor again. The price caps at 9999 gald.

You can change a costume back to it's neutral form by tailoring it with it's root again (does not work with tales character costumes)

Tales character costume roots can be gotten a number of ways:

- as dungeon treasures or mission items (Rare)
- By stealing them from certain enemies
- by stealing them from boss fights (rare)
- as rewards for A rank and S Rank from ranking missions
- as part of normal character dialogue.
- As rewards from boss fights

The same applies to normal costume roots, but they can also be bought in town as the game progresses.

Do not tailor these roots into other costumes! Once you use them, you lose them and you may have a tough time getting them back!

Except for Valkyrie, Celsius, and Dhaos, you can re-get any costume roots you may have lost. There may yet be a way to get those 3 roots again, but from what I know, the bosses can only be fought once.

You only have 25 costume slots for both characters to share. If you need to switch genders on a costume, buy fashion magazines and use 1 or 2 of them to switch genders on the costume. You can also sell extra costumes.

During the game, you gain experience points which go towards the level of your current costume. The max level a costume can be is 60. Note that tailoring one costume into another will have no impact on it's level or additional stats from tailoring and ranking missions. Therefore, you can start a costume off as something that levels quickly and easily, then tailor it into something else and it will retain it's level and stat bonuses.

```
\\\\\\\\\\\\\\  
In-battle:  
//////////
```

While in a dungeon, you will have random battle encounters. The triggering of these battles is based on the number of steps you take. The battle its self is based on the room you are in when it occurs and an RNG, which is changed every time you switch rooms, areas, or maps.

Stealing items is very difficult in this game. It may take several refills of your TP before you are successful. Do not get discouraged. Improving your speed stat may increase your success rate, but it may still take you 20-50 tries before you are successful.

Note about stealing: It's been suggested that the speed stat improves success rates of stealing items. Also, a Suzu costume seems to make the best thief.

You can change costumes outside of battle by using change sticks, so keep them stocked along with any available gummies. In fact, if you can afford it, buy 15 of everything Fundackle has to offer.

You can take along a 3rd and 4th party member during missions by talking to them after accepting missions. Only characters you've encountered are available. If the character you want is not in town, but you have encountered him/her, you can check the rumors and they should be in one of the dungeons you've explored. Take on a mission and before completing said mission, go to that dungeon and look for the character.

Besides costume roots, most useful items can be stolen from various enemies. If you encounter the "fake" chest monster, you can steal an elixir from it and run away and do it again. Keep this in mind because elixirs restore HP and MP fully as well as cure status effects, but are never sold in town. The only other way to get them is in random chests in dungeons.

```
\\\\\\\\\\\\\\\\\\\\\\  
Out of battle:  
//////////
```

You can get random items from chests, plants, and bags. These items are randomly scattered in the dungeons and regenerate when you sleep at the church.

Rumors in town can also tell you what dungeons various accessories can be located in. Keep this in mind!

III. Codes

```
////////  
Codes:  
\\\\\\\\
```

All Items
42003B8C FFFF
00000027 0002

82003BDA 00FF

Full library code:

42003F90 FFFF

00000026 0002

Monster data

82003F90 0FFF

42003F92 FFFF

00000008 0002

42003FA6 FFFF

00000009 0002

Costume data

42003FBA FFFF

0000000D 0002

Character intro data

82003FD6 FFFF

82003FD8 FFFF

All recipes

82003F52 FFFF

Infinite Gald

82003258 C9FF

8200325A 3B9A

9999 Max HP Furio

82003182 270f

9999 Current HP Furio

82003186 270f

9999 max TP Furio

82003184 270F

9999 current TP Furio

82003186 270F

Attack:

8200318a xxxx (0000-270f)

Defense:

8200318C xxxx (0000-270f)

Wisdom:

8200318E xxxx (0000-270f)

Agility:

82003190 xxxx (0000-270f)

Accuracy:

82003192 xxxx (0000-270f)

Evade:

82003194 xxxx (0000-270f)

Status:

32003196 00xx (values not known yet)

Accessory:

32003198 00xx (values not known yet)

9999 Max HP Karo
820031be 270f

9999 current HP Karo
820031c2 270f

9999 Max TP Karo
820031c0 270F

9999 current TP Karo
820031c4 270F

Attack:

820031c6 xxxx (0000-270f)

Defense:

820031c8 xxxx (0000-270f)

Wisdom:

820031ca xxxx (0000-270f)

Agility:

820031cc xxxx (0000-270f)

Accuracy:

820031ce xxxx (0000-270f)

Evade:

820031d0 xxxx (0000-270f)

Status:

320031d2 00xx (values not known yet)

Accessory:

320031d4 00xx (values not known yet)

Costumes:

Each costume is stored in a data block. To access the next one, set your calculator to hexadecimal mode and to each code address, add (38 times (n - 1)) where n = the slot of the costume counting downward from the top. That's 38 in hexadecimal which is 56 in Decimal.

Appearance and name:

3200325c 00xx (00-c8)

[Value list made by RoJ from www.cmgsgccc.com]

00: Crashes Game

01: Cless

02: Chester

03: Mint

04: Klarth

05: Arche

06: Suzu

07: Stahn
08: Rutee
09: Leon
0A: Philia
0B: Woodrow
0C: Chelsea
0D: Mary
0E: Kongman
0F: Johnny
10: Rid
11: Farah
12: Keel
13: Meredy
14: Fog
15: Chat
16: Race
17: Dhaos
18: Lilith
19: Celsius
1A: Mirald
1B: Ami
1C: Dymlos
1D: Narikiri (Boy)
1E: Narikiri (Girl)
1F: Swordsman (M)
20: Swordsman (F)
21: Fighter (M)
22: Fighter (F)
23: Archer (M)
24: Archer (F)
25: Cleric (M)
26: Cleric (F)
27: Ninja (M)
28: Ninja (F)
29: Wizard (M)
2A: Witch (F)
2B: Merchant (M)
2C: Merchant (F)
2D: Gambler (M)
2E: Dancer (F)
2F: Wonder Chef (M)
30: Wonder Chef (F)
31: Carouser (M)
32: Carouser (F)
33: Doctor (M)
34: Nurse (F)
35: Musician (M)
36: Musician (F)
37: Scholar (M)
38: Scholar (F)
39: Katz (M)
3A: Katz (F)
3B: Magician (M)
3C: Model (F)
3D: Valkyrie (F)
3E: Driller (M)
3F: Thief (M)
40: Thief (F)
41: Firesword (M)
42: Firesword (F)
43: Galesword (M)
44: Galesword (F)
45: Hailsword (M)

46: Hailsword (F)
47: Berserker (M)
48: Berserker (F)
49: Thundersword (M)
4A: Thundersword (F)
4B: Holysword (M)
4C: Holysword (F)
4D: Demonsword (M)
4E: Demonsword (F)
4F: M. Fencer (M)
50: M. Fencer (F)
51: FervFighter (M)
52: FervFighter (F)
53: Galefighter (M)
54: Galefighter (F)
55: Snowfighter (M)
56: Snowfighter (F)
57: Rockfighter (M)
58: Rockfighter (F)
59: Thunderfighter (M)
5A: Thunderfighter (F)
5B: Monk (M)
5C: Monk (F)
5D: Champion (M)
5E: Champion (F)
5F: Iron Fist (M)
60: Iron Fist (F)
61: Shooter (M)
62: Shooter (F)
63: Snowarcher (M)
64: Snowarcher (F)
65: Hunter (M)
66: Hunter (F)
67: Thunderarcher (M)
68: Thunderarcher (F)
69: Shourikou (M)
6A: Artemis (F)
6B: Sniper (M)
6C: Sniper (F)
6D: Powerarcher (M)
6E: Powerarcher (F)
6F: Shaman (M)
70: Shaman (F)
71: Pilgrim (M)
72: Pilgrim (F)
73: Prophet (M)
74: Prophet (F)
75: Vile Monk (M)
76: Vile Monk (F)
77: Fire Ninja (M)
78: Fire Ninja (F)
79: Tempest (M)
7A: Whirlwind (F)
7B: Mist (M)
7C: Tsunade (F)
7D: E. Spider (M)
7E: E. Spider (F)
7F: Jiraiya (M)
80: Kunoichi (F)
81: Evil Seal (M)
82: Evil Seal (F)
83: Shadow (M)
84: Shadow (F)

85: Ninja Boss (M)
86: Ninja Boss (F)
87: Flare Mage (M)
88: Flare Witch (F)
89: Wind Mage (M)
8A: Wind Witch (F)
8B: Aqua Mage (M)
8C: Aqua Witch (F)
8D: Earth Mage (M)
8E: Earth Witch (F)
8F: Thunder Mage (M)
90: Thunder Witch (F)
91: Enchanter (M)
92: Enchantress (F)
93: Necromancer (M)
94: Necromancer (F)
95: Wizard Lord (M)
96: Witch Lord (F)
97: Spy (M)
98: Spy (F)
99: Pirate (M)
9A: Pirate (F)
9B: Bandit (M)
9C: Bandit (F)
9D: Phantom Thief (M)
9E: Phantom Thief (F)
9F: Assassin (M)
A0: Assassin (F)
A1: Treasure Hunter (M)
A2: Treasure Hunter (F)
A3: Fire Dancer (F)
A4: Travelling Performer (F)
A5: Water Ballerina (F)
A6: Tap dancer (F)
A7: Maiden (F)
A8: Idol (F)
A9: Shadow Dancer (F)
AA: Temple Dancer (F)
AB: Volcanist (M)
AC: Volcanist (F)
AD: Meteorologist (M)
AE: Meteorologist (F)
AF: Oceanologist (M)
B0: Oceanologist (F)
B1: Geologist (M)
B2: Geologist (F)
B3: Inventor (M)
B4: Inventor (F)
B5: Theologist (M)
B6: Theologist (F)
B7: Astronomist (M)
B8: Astronomist (F)
B9: Physicist (M)
BA: Physicist (F)
BB: Trickster (M)
BC: Illusionist (M)
BD: Conjuror (M)
BE: Juggler (M)
BF: Gourmand (M)
C0: Gourmand (F)
C1: Priest (M)
C2: Priestess (F)
C3: Druid (M)

C4: Druid (F)
C5: Mystic (M)
C6: Mystic (F)
C7: Bishop (M)
C8: Bishop (F)
C9: I (XD the blue fuzzy animal)

Level:

3200325d 00xx (00-ff) (WARNING: When you change the level of the costume, it rearranges all them by lowest level at the top. While the codes are active it will change the stats of each costume as it cycles. I may need to use a joker code with this one.)

Attack:

82003268 xxxx (0000-270f)

Defense:

8200326a xxxx (0000-270f)

Wisdom:

8200326c xxxx (0000-270f)

Agility:

8200326e xxxx (0000-270f)

Accuracy:

82003270 xxxx (0000-270f)

Evade:

82003272 xxxx (0000-270f)

Bonus Ability:

32003274 xxxx (00-B0)

Skill 1:

32003277 xxxx (00-E7)

Skill 2:

32003278 xxxx (00-E7)

Skill 3:

32003279 xxxx (00-E7)

Skill 4:

3200327a xxxx (00-E7)

Skill 5:

3200327b xxxx (00-E7)

Skill 6:

3200327c xxxx (00-E7)

Skill 7:

3200327d xxxx (00-E7)

Skill 8:

3200327e xxxx (00-E7)

Skill 9:

3200327f xxxx (00-E7)

Skill 10:

32003280 xxxx (00-E7)

Experience

8200328C xxxx

8200328E xxxx

Stebia's shop codes

Each costume is stored in a data block. To access the next one, set your calculator to hexadecimal mode and to each code address, add (37 times (n - 1)) where n = the slot of the costume counting downward from the top. That's 37 in hexadecimal which is 55 in decimal.

Appearance and name:

32012F40 00xx (00-ce)

(See table above)

Level:

32012F41 00xx (00-ff) (WARNING: When you change the level of the costume, it rearranges all them by lowest level at the top. While the codes are active it will change the stats of each costume as it cycles. I may need to use a joker code with this one.)

Attack:

82012F4C xxxx (0000-270f)

Defense:

82012F4E xxxx (0000-270f)

Wisdom:

82012F50 xxxx (0000-270f)

Agility:

82012F52 xxxx (0000-270f)

Accuracy:

82012F54 xxxx (0000-270f)

Evade:

82012F56 xxxx (0000-270f)

Bonus Ability:

32012F58 00xx (00-B0)

Skill 1:

32012F5B 00xx (00-E7)

Skill 2:

32012F5C 00xx (00-E7)

Skill 3:

32012F5D 00xx (00-E7)

Skill 4:

32012F5E 00xx (00-E7)

Skill 5:

32012F5F 00xx (00-E7)

Skill 6:

32012F60 00xx (00-E7)

Skill 7:
32012F61 00xx (00-E7)

Skill 8:
32012F62 00xx (00-E7)

Skill 9:
32012F63 00xx (00-E7)

Skill 10:
32012F64 00xx (00-E7)

Experience

82012F70 xxxx
82012F72 xxxx

32012F40 00xx (00-ce) -slot 1
32012F78 00xx (00-ce) -slot 2
32012FB0 00xx (00-ce) -slot 3
32012FE8 00xx (00-ce) -slot 4
32013020 00xx (00-ce) -slot 5
32013058 00xx (00-ce) -slot 6
32013090 00xx (00-ce) -slot 7
320130C8 00xx (00-ce) -slot 8
32013100 00xx (00-ce) -Slot 9
32013138 00xx (00-ce) -Slot 10

Instant win (but no exp or gald)
3200d13e 0000

After-battle treasure mod
3200d138 00xx

xx: 00-9C

Hit L to set enemy health to 1 (may kill one or more of your team!)

74000130 01FF
820115de 0001
74000130 01FF
8201172a 0001
74000130 01FF
82011876 0001
74000130 01FF
820119c2 0001

Hit L for instant win (may kill 1 or more of your team!)

74000130 01FF
820115de 0000
74000130 01FF
8201172a 0000
74000130 01FF
82011876 0000
74000130 01FF
820119c2 0000

No random battles:
32001Ca0 0057

Constant random battles. Hit L and walk:
74000130 01FF

32001Ca0 0000

Change map code:

74000130 01FF

82003C24 xxyy

Hit start and enter the menu first. Then hit L

For xxyy:

0403 = water castle 1F

0405 = picking area

0407 = world tree altar

0408 = Labyrinth B1

1402 = ordeal tower floor 3

1500 = mine no. 3

1505 = bird's forest

1506 = Illusion castle b2

xx = room

yy = dungeon

For yy:

00 = dark drifts

01 = ice cave

02 = ordeal tower

03 = water castle

04 = floating city of dead

05 = hunter forest

06 = illusion castle

07 = world tree

08 = labyrinth

Note that you'll need to play with xx in order to get to a room where you aren't stuck

Play with the values yourself.

[This code made by masa7su from www.gameFAQs.com]

255 combo points plus lots of exp after battle

3200D123 00FF

Costume pointer for Frio

32003180 00xx

xx = costume location.

Here is how this works. Select clothing in the start menu and go to the second option so you see all costumes for both characters in one list. Then starting from 0, count the costumes going downward in the list. Then convert this number to hexadecimal and put it in place of xx. That will change your costume. It seems to work fine even for Karo's costumes, and you now have perfect, real-time manual control of Karo's costumes by putting them on Frio.

and here's one for Karo, though I doubt you'd want it.

Costume pointer for Karo

320031BC 00xx

Combo counter for ranking missions
32003D7D 0063

50,000 EXP counter for ranking missions (Will give you rank A
and the character's costume root)
82003D80 C350

99,999 EXP counter for ranking missions (Will give you rank S+
and a random tales costume root)
82003D80 869F
82003D82 0001

Battle counter for ranking missions
(Press L+Select to set it back to 20)
74000130 01FB
32003D7E 0014

(Press R+Select to set it to 0. Next battle you encounter, or the
current battle you are in will end the mission)
74000130 02FB
32003D7E 0000

IV. Credits

-Kajitani Eizan from GameFAQs: Translation patch for this game,
various corrections to my initial work.

-masa7su from GameFAQs: Writing the first FAQ on this game and
supplying much information on the various aspects of the game

-RoJ from www.cmgsgccc.com: Costume value list for costume codes