Rings of Power Save State Hacking Guide

by Whipontech   Updated to v2.0 on Dec 8, 2005

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Rings of Power Save State Hacking Guide Ver 2.0

For Kega Fusion/Gens

by Whipontech

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00 - Notes:

The maximum value for Food and Water is 9999 ($270F)
The maximum value for gold is 32767 ($7FFF)
To have all Rings, fill the two offsets with FF
Use the same procedure with "Items", "Papers" and "Keys"
The maximum value for all the Goods is 99 ($63)

0a - Food / Water

Food,E7DC,E7DD

Water,E7DE,E7DF

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0b - Gold

Gold,2756,2757 (Max 7FFF)
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0c - Rings

Rings,275A,275B (FFFF to have all)

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0d - Items

Items,E7B8,E7B9,E7BA,E7BB,E7BC

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0e - Papers

Papers,E7BD,E7BE,E7BF,E7C0,E7C1

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0f - Keys

Keys,E7B6,E7B7,E7B8

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0g - Goods

Gems,E7C4

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Finini,E7D6

Flags,E7D7

DragSt,E7D8

BoatSt,E7D9

BrigSt,E7DA

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1 - Party Stats

1a - Notes

The maximun value for the Experience is 13000 ($32C8).
If you set your Experience to 13000, after the next battle
you'll raise to the maximum level.

The maximum value for HP and MP is 9999 ($270F).

You can also edit your character's class with the digits at the end of
this section.

To have all the spells fill the three offsets of each character with FF.

1b - Buc

Sorcerer - Buc:

Class,2779

Experience,277A,277B

HP:
Current,277C,277D

Max,2780,2781

MP:
Current,277E,277F

Max,2782,2783

Spells,2791,2792,2793

1c - Obliki

Enchanter - Obliki

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Class,28B1

Experience,28B2,28B3

HP:
Current,28B4,28B5

Max,28B8,28B9

MP:
Current,28B6,28B7

Max,28BA,28BB


Spells,28C6,28C7,28C8

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1d - Feather

Archer - Feather:

Class,294D

Experience,294E,294F

HP:
Current,2950,2951

Max,2954,2955


MP:
Current,2952,2953

Max,2956,2957


Spells,2962,2963,2964

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1e - Alexi

Conjurer - Alexi:

Class,29B5

Experience,29B6,29B7

HP:
Current,29B8,29B9

Max,29BC,29BD


MP:
Current,29BA,29BB
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Max,29BE,29BF

Spells,29CA,29CB,29CC

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1f - Slash

Knight - Slash:

Class,2A1D

Experience,2A1E,2A1F

HP:
Current,2A20,2A21

Max,2A24,2A25


MP:
Current,2A22,2A23

Max,2A26,2A27


Spells,2A32,2A33,2A34

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1g - Mortimer

Necromancer - Mortimer

Class,2AB9

Experience,2ABA,2ABB

HP:
Current,2ABC,2ABD

Max,2AC0,2AC1


MP:
Current,2ABE,2ABF

Max,2AC2,2AC3


Spells,2ACE,2ACF,2AD0

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1h - Classes Digits:

Note: The Corpse, Priest and Townsman classes has only 1 Spell.
Use them just for fun, but don't expect a powerfull char. :P
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81,Sorcerer
82,Knight
83,Archer
84,Necromancer
85,Enchanter
86,Conjurer
87,Corpse
88,Priest
89,Townsman


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2 - Credits / Contact


Thanks to gamefaqs for host my guide
Thank you for reading!!


If you have any questions - comments feel free to e-mail
me at wwjab@yahoo.com.ar


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