Sorcerer's Kingdom Save State Hacking Guide

by coltonmray94   Updated on Jan 23, 2017

```
--------------------------------------------------------------------------------
Sorcerer's Kingdom Save State Hacking
By: Chimaera
--------------------------------------------------------------------------------

Contents:
    1. Introduction
    2. How to edit the saved game
    3. Note about editing/hacking
    4. Decimal to hexdecimal conversion chart
    5. Hex address locations
    6. Item hex values
    7. Disclaimer


--------------------------------------------------------------------------------
1. Introduction:
--------------------------------------------------------------------------------

I was inspired to write this guide because I've lately gotten interested about
hex editing. The thought of controlling the game and becoming surrogate
programmer just tickled my fancy. Plus I'm writing a guide/walkthrough for
this game and I needed a way to speed past all the tedious, slow parts.
This guide will allow you to freely manipulate your character's stats and
give them items you may have missed or just want.

Sorcerer's Kingdom is a very under-the-radar game. Even on GameFAQs, the
motherlode of all gaming information, there is 1 brief walkthrough and 1
review at the time I am writing this. This is my first save state hacking
guide. If you find any errors, please email them to me and I will try to
fix them. Most of the items in this game are all available in-game, except
for four (Elf Charm, Death Ring, Bare Hands, and Night Axe). The addresses
69 and 70 are blank, and anything after that is an illegible mess. It looks
like the programmers might have started to make a few new items, but they
cannot be equipped and will crash the game. Too bad...

Hex editing really isn't that hard. I've done all the hard work for you, so you
can sit back and get an Element Sword for Midi and Astina, or get a cursed
Night Axe cause it looks cool. Feel free to experiment and push the boundaries
of this game to the limit. Have fun!

(NOTE: Sections 2, 3, and 4 have been adapted from a guide by Seladoor. I did
not want to
struggle with explaining the process of hex editing when someone else has
already explicated it simply and clearly. Big prompts go to him. I adapted
these sections from HIS guide. He gets the credit. Just wanted to make that
clear. I'm NOT a plagiariser.)


--------------------------------------------------------------------------------
2. How to edit the saved game:
--------------------------------------------------------------------------------

To begin it may be beneficial to read Bcfis's guide to figure out the basics of
```

hex editing, I'm not sure how much more I can offer in terms of advising on hex
editing but I'll try. First off download the hex editor 'Hex Workshop' from
http://www.bpsoft.com.

Anyway when your party begins, quicksave a game into any slot F0-F9 (I will use
quicksave slot F5), now go back to hex workshop and click 'file' then 'open'
and direct it to the game you just saved (make sure that it is the correct game
save, gs1 means game save 1 so if you saved it in slot 5 you'll want ****.gs5,
****will be the same as the name of your ROM file). Hex workshop will then give
you a large list of incomprehensible hex numbers and this is where you'll be
adjusting your stats and items. Further down the page is a list of every item
and spell. Next to it is the hex equivalent for each item, so first, figure
out what you want to change. If you're changing a stat then you should find the
location in Hex workshop of whichever stat you want to edit, i.e. if you want
to change player 1's strength you would go to location 2927 and adjust the
number in that location. To find the location 2927 scroll down in the
main window until the numbers at the side get to 0000291E, over on the right is
a smaller window and you should see the name of your first player, you can cha-
nge this in the smaller window easily, be careful not to go over 20 digits or
you'll be changing other values and could screw the game up, never use this
little window for anything other than changing the characters name.

When you find line 0000291E, go to 2927; this is the address for the strength
stat, now you're able to adjust that stat by changing the number, look on the
table provided below to find what figure you want to change your strength to,
then check the hexdecimal equivalent and type that number into the location
you are in (2927), then you click on 'file' and then 'save', Hex Workshop will
then ask you if you want to create a backup, if you choose to make one it will
save the original unedited file as ****.bak, you can always come back to this
if you screw up your save game file and rename it ****.gs5 and you'll have
your original save game back, I recommend making a backup before you start
changing things but don't save over it by making a new backup

When it is saved you can then test it to see if it works by hitting F8 and
loading up the saved game you just edited (make sure it is the same slot that
you edited, gs0 is default i think), then go to your status and check your
strength stat, if it is changed then everything has worked and you can go on to
edit other things. If it hasn't I suggest you reread this section and read it
more thoroughly; this is a sufficiently explained method to hex editing.

----
3. Notes about editing/hacking HP and MP

                                  - HP -

I'm not sure of the upper limit to adjusting the stats, anything too high will
scramble the number into an illegible mess, also the players have a habit of
dying for no reason or never being able to hit at all. I don't know why but if
you set the stats too high the game seems to know you're cheating and you
just die.

Each time you complete a quest and earn a new title, your HP will increase by
256. 01 is the amount you start with, unequipped. However, if you enter in 03
at the beginning of the game for Elrad, he will get the HP bonus, but he won't
learn the Explosion spell until you complete the sixth quest. Bummer.

You can enter in higher hex numbers than 06, but, really, how much HP do you
need? And plus, like above, after you get too high, the game crashes.

Main Character
01 894
02 1150
03 1406
04 1662
05 1918
06 2174

Elrad
01 832
02 1088
03 1344
04 1600
05 1856
06 2112

Astina
01 932
02 1188
03 1444
04 1700
05 1956
06 2212

Midi
01 876
02 1132
03 1388
04 1644
05 1900
06 2156

Each of the characters start at a different number of HP.
1 numeric addition = 256 to the ingame HP.

                              - MP -

Main Character
N/A

Elrad
01
02
03
04
05
06

Astina
01 330
02 586
03 842
04 1098
05 1354
06 1610

Each of the characters start at a different number of MP.

```
 1 numeric addition = 256 to the ingame MP.
-------------------------------------------------------------------------------
4. Decimal to hexdecimal conversion chart:
-------------------------------------------------------------------------------


This will help you change the values accordingly: if you want 99 strength,
locate 99 in the 'DEC' section and find the 'HEX' equivalent; so 99 will be
63, enter 63 into the location for strength (2927) and you should have 99
strength when you load your game.


Dec    Hex       Dec    Hex       Dec    Hex       Dec    Hex
00     00        64     40        128    80        192    C0
01     01        65     41        129    81        193    C1
02     02        66     42        130    82        194    C2
03     03        67     43        131    83        195    C3
04     04        68     44        132    84        196    C4
05     05        69     45        133    85        197    C5
06     06        70     46        134    86        198    C6
07     07        71     47        135    87        199    C7
08     08        72     48        136    88        200    C8
09     09        73     49        137    89        201    C9
10     0A        74     4A        138    8A        202    CA
11     0B        75     4B        139    8B        203    CB
12     0C        76     4C        140    8C        204    CC
13     0D        77     4D        141    8D        205    CD
14     0E        78     4E        142    8E        206    CE
15     0F        79     4F        143    8F        207    CF
16     10        80     50        144    90        208    D0
17     11        81     51        145    91        209    D1
18     12        82     52        146    92        210    D2
19     13        83     53        147    93        211    D3
20     14        84     54        148    94        212    D4
21     15        85     55        149    95        213    D5
22     16        86     56        150    96        214    D6
23     17        87     57        151    97        215    D7
24     18        88     58        152    98        216    D8
25     19        89     59        153    99        217    D9
26     1A        90     5A        154    9A        218    DA
27     1B        91     5B        155    9B        219    DB
28     1C        92     5C        156    9C        220    DC
29     1D        93     5D        157    9D        221    DD
30     1E        94     5E        158    9E        222    DE
31     1F        95     5F        159    9F        223    DF
32     20        96     60        160    A0        224    E0
33     21        97     61        161    A1        225    E1
34     22        98     62        162    A2        226    E2
35     23        99     63        163    A3        227    E3
36     24        100    64        164    A4        228    E4
37     25        101    65        165    A5        229    E5
38     26        102    66        166    A6        230    E6
39     27        103    67        167    A7        231    E7
40     28        104    68        168    A8        232    E8
41     29        105    69        169    A9        233    E9
42     2A        106    6A        170    AA        234    EA
43     2B        107    6B        171    AB        235    EB
44     2C        108    6C        172    AC        236    EC
45     2D        109    6D        173    AD        237    ED
46     2E        110    6E        174    AE        238    EE
47     2F        111    6F        175    AF        239    EF
48     30        112    70        176    B0        240    F0
```

```
49      31          113   71          177   B1          241   F1
50      32          114   72          178   B2          242   F2
51      33          115   73          179   B3          243   F3
52      34          116   74          180   B4          244   F4
53      35          117   75          181   B5          245   F5
54      36          118   76          182   B6          246   F6
55      37          119   77          183   B7          247   F7
56      38          120   78          184   B8          248   F8
57      39          121   79          185   B9          249   F9
58      3A          122   7A          186   BA          250   FA
59      3B          123   7B          187   BB          251   FB
60      3C          124   7C          188   BC          252   FC
61      3D          125   7D          189   BD          253   FD
62      3E          126   7E          190   BE          254   FE
63      3F          127   7F          191   BF          255   FF


--------------------------------------------------------------------------------
5. Hex address locations:
--------------------------------------------------------------------------------


Character locations
28F8


--------------------------------------------------------------------------------
Main Character
--------------------------------------------------------------------------------
HP: 2921
Attack:
Attack Points:
Defense:
Range: 292C
Offense: 2924
Strength: 2927
Inventory: 2944-2959
Luck: 292B


--------------------------------------------------------------------------------
Astina
--------------------------------------------------------------------------------
HP: 2968
MP: 296A
Attack:
Attack Points:
Defense:
Range: 2975
Offense: 296C
Strength: 296F
Inventory:  292-29A1
Luck: 2973


--------------------------------------------------------------------------------
Elrad
--------------------------------------------------------------------------------
HP: 29B0
MP: 29B2
Attack:
Attack Points:
Defense:
Range: 29B7
Offense:
```

```
Strength:
Inventory: 29DB-29E9
Luck:

-------------------------------------------------------------------------------
Midi
-------------------------------------------------------------------------------
HP:
MP:hp +2
Attack:
Attack Points:
Defense:
Range:hp +7
Offense:
Strength:
Inventory:
Luck: hp +5




I'm still trying to find the addresses for shop inventories and such. I'm also
working on trying to hack it where you can visit all the towns from the
beginning of the game.

1FD2F Town locations?

Edited Heal Spell? properties 1F7AE-F

Edited the Hero's title to where he starts as a Warrior. No effect in game..

1A495 enemy locations

-------------------------------------------------------------------------------
6. Item hex values:
-------------------------------------------------------------------------------
NOTE 1: Each character's inventory can hold 22 items.
NOTE 2: If you choose to have your character start with no items, unless you
        buy a weapon from the store, you will do 0 damage (you have no weapon)
        take loads of hits (you have no armor) and die fairly quickly (you
        saw that coming, didn't you?) Needless to say, you start with items
        for a reason. Namely, survival.
NOTE 3: The items with an asterisk (*) weren't originally available in game.

00   Potion
01   Mega Potion
02   Elixir
03   Cure Potion
04   Nectar
05   Fairy Tear
06   Revive
07   Magic Potion
08   Fire Scroll
09   Blaze Scroll
0A   Cold Scroll
0B   Freeze Scroll
0C   Thunder Scroll
0D   Lightning Scroll
0E   Sleep Scroll
0F   Elf Charm*
10   Death Ring*
```

```
11   Fire Ring
12   Cold Ring
13   Thunder Ring
14   Cure Ring
15   Life Ring
16   Luck Ring
17   Mantle
18   Fire Tool
19   Cold Tool
1A   Thunder Tool
1B   Earth Tool
1C   Robe
1D   Leather Armor
1E   Chain Armor
1F   Splint Armor
20   Boar Armor
21   Saber Armor
22   Plate Armor
23   Mythril Chain Mail
24   Cold Armor
25   Flame Armor
26   Mythril Armor
27   Rune Armor
28   Wizard Armor
29   Caesar Armor
2A   Round Shield
2B   Buckler
2C   Kite Shield
2D   Elfin Shield
2E   Tower Shield
2F   Mythril Shield
30   Rune Shield
31   Caesar Shield
32   Circlet
33   Tiara
34   Sallet
35   Armet
36   Magic Helm
37   Death Mask
38   Full Helm
39   Wing Helm
3A   Mythril Helm
3B   Rune Helm
3C   Caesar Helm
3D   Leather Gloves
3E   Gauntlet
3F   Power Gloves
40   Thunder Gloves
41   Mythril Gloves
42   Rune Gloves
43   Caesar Gloves
44   Leather Shoes
45   Leather Boots
46   Greaves
47   Speed Boots
48   Wing Boots
49   Mythril Boots
4A   Rune Boots
4B   Caesar Boots
4C   Bare Hands*
```

```
4D   Dagger
4E   Rip Blade
4F   Quick Blade
50   Staff
51   Flame Staff
52   Freeze Staff
53   Holy Staff
54   Mace
55   Club
56   Evil Mace
57   Morningstar
58   Flail
59   Deathstar
5A   Hand Axe
5B   Battle Axe
5C   Great Axe
5D   Night Axe*
5E   Halberd
5F   Mythril Axe
60   Short Sword
61   Long Sword
62   Saber
63   Mythril Sword
64   Fire Sword
65   Ice Sword
66   Wind Sword
67   Earth Sword
68   Element Sword


NOTE 3: These items are useless and, if equipped, may crash your game.


71   Cure Paralysis
72   Turn-Into-Stone
73   A Fairy's
74   Turn Into
75   Use This To
76   Person
77   This Recov
78   Magic Powe
79   You Can Us
7A   It Costs 2


After this point, it gets kind of pointless. They're not technically items
anymore. Its just random scrambled data.


-------------------------------------------------------------------------------
7. Disclaimer:
-------------------------------------------------------------------------------
Thanks go to Seladoor for his guide. I've also adapted information from his.
The technical work is mine. He has no affiliation with me or
this guide, but I borrowed from him and I want it clear.
```