

Ys III: Wanderers from Ys Save State Hacking Guide

by demonsword2

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Ys III: Wanderers from Ys(c) Falcon, 1989

Save State Hacking Guide
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Version History

2009 March 18: v. 0.9

-First Version of this guide. Some stuff missing here and there, but there's not really much to add anyway.

This is a save state hacking guide for Ys III: Wanderers from Ys, a classic Genesis RPG by Falcon. Why I bothered writing this stuff for a game that's almost 20 years old? Same reasons I wrote this same stuff for SoV (Sword of Vermillion! If you didn't check it out yet, do so! thanks!). So I did fiddle a little with my fav hexeditor, a diff tool, some save states and now I want to share it with you, my dear lazy classic RPG gamer. Enjoy :)

PS: This guide won't teach you hexediting. There are plenty of other guides who'll teach you better than me.

PS2: I used Gens 2.15.5 for Linux as emulator, I think that the offsets are the same on Gens for Windows but since I can't and won't install that OS on my machine I can only guess. Dunno if any of this will work on any other emulators too, mail me if it does so I can update this notice.

PS3: Use this guide with moderation! You can ruin your fun if you go overboard and max out everything. In fact, I recommend that you beat the game first without cheating, and in subsequent replays hexedit away.

PS4: The date above, in the version history, is correct. I wrote this quite some time ago, but never published before, can't seem to remember why at the moment...

And, before anyone bug me with annoying accusations, I played on a emulator yes, but I DO OWN a copy of this game! (or rather used to have, it doesn't seem

to work anymore :(maybe I'll buy another someday if I ever feel the need)

Well, on to the guide...

Index

- 1.0 Save state?
- 1.1 Stats offsets
- 1.2 Money
- 1.3 Experience
- 1.4 Battle Gear & Items
- 1.5 Thanks & contact info

1.0 Save state?

Save state is a file with a snapshot of the game progress on a given instant. More specifically, its the CPU & Memory data on a given instant. This guide was made and tested on Gens for Linux as stated above, before the index. The files you want to edit ends with the extension .gs* (where * goes from 0 to 9). Open it on your favorite hex editor, hack away the values you want to edit, load the save state on the emulator and voila!

1.1 Stats offsets

STR (base/equipped) 0x????? / 0x10717
DEF (base/equipped) 0x????? / 0x10719
HP (base/equipped) 0x????? / 0x?????

Stats seem to be fixed by level, which means that if you alter them they reset if you change your weapon/armor/shield or gain a level. BUT it is still very useful raise them, specially before boss battles and some areas in the game.

1.2 Money

0x10722, 0x10723
values between 0000 and FFFF (65535 gold)

C350 = 50000 gold -- NOW you can buy that Fairy Necklace while it is useful!!
No, no need to thank me ;)

1.3 Experience

<TODO will find out later>

1.4 Battle Gear & Items

(00 = don't have, 80 = in inventory)

Swords	Armor	Shields
0x1072E Short Sword	0x10733 Leather Armor	0x10738 Wood Shield
0x1072F Long Sword	0x10734 Chain Mail	0x10739 Small Shield
0x10730 Broad Sword	0x10735 Plate Mail	0x1073A Large Shield
0x10731 Banded Slayer	0x10736 Banded Armor	0x1073B Banded Shield
0x10732 Flame Sword	0x10737 Battle Armor	0x1073C Battle Shield

Rings	Items	Items (continued)
0x1073D Power Ring	0x10742 Herb	0x10747 Warehouse Key
0x1073E Shield Ring	0x10743 Brosha Serum	0x10748 Roy's Pendant
0x1073F Time Ring	0x10744 Mirror	0x10749 Stone Idol
0x10740 Heal Ring	0x10745 Amulet	0x1074A Tablet
0x10741 Protect Ring	0x10746 Fire Jewel	0x1074B Flame Staff

Items (continued)

Statues

