

A Nightmare on Elm Street Save State Hacking Guide

by MASTERNO

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A Nightmare on Elm Street

A Nightmare on Elm Street is (c)1984, 1985, 1987, 1988, 1989, 1991, 1994, 2003, 2010 New Line Cinema
A Nightmare on Elm Street Hex Editing FAQ is (c)2012 by Louis Boiko (MASTERNO)

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-----Introduction-----
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[1]

Welcome to my Nightmare on Elm Street Hex Editing guide! Seemingly based on the 1987 film "A Nightmare on Elm Street 3: The Dream Warriors", this game was one of the few that supported the four-player NES add-ons. From what I understand, though, the game was poorly developed for such multiplayer function, attributed generally to the many bugs and glitches people would come across due to the number of sprites on-screen at once. Despite that even emulation doesn't fix this, I've found the hex values you need for a full 4-player game. Now you can play this rather difficult game with your friends and completely dominate it!

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-----Known Hex Values-----
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[2]

The following are hex values I've discovered that are meaningful to gameplay. There aren't a whole lot of them because there aren't many variables that affect gameplay. The only value you really need to walk through this game is the Extra Lives value (trust me, you will probably fall down a lot of pits and will need all these lives). In order to steamroll the game as though Freddy's just a punk, The Dream Meter, Dream Warrior, and Freddy's Life values will be needed as

well. Collected Bones will shorten the adventure considerably, but aren't necessary for a steamroll playthrough.

====Using Hex Addresses====

[2.1]

010A - 010D: Life

-Setting this value to 03 or less will give you infinite life. Setting it to 04 or more will make you a one-hit kill. This is because the game counts up the number of hits you take as opposed to counting down some life meter. Individual player hexes go in order from Player 1 to Player 4 sequentially.

0139 - 013C: Extra Lives

-The extra lives a given player has. If you set this to 01 or more, you'll have infinite lives. As with Life, individual player hexes go in sequential order.

0113: Freddy's Life

-Setting this to value 00 will either be an automatic win (in dream battles with Freddy) or one-hit kills (in boss fights). Setting to anything higher will result in infinite life for Freddy. 3D maxes out the bar visually, but I believe 3F is the highest actual value for any boss fight.

06C8 - 06CB: Dream Meters

-Setting this to value 00 will automatically put you in the Dream World. Any single player's hex set to that value will do it so long as they're in the game that's being played (i.e. setting Player 4's Dream Meter to 00 will not affect a single-player game). Setting it to any value higher than that will prevent you from entering the Dream World. Value 0A is the highest natural value and will visibly max out the bar.

054D - 0550: Dream Warrior

-These will change your character into one of the three other kinds of characters you can become in the Dream World or during boss fights at the end of each area. Changing the value will work even while outside of the Dream World and boss fights, making the game a literal walkthrough. The hex values are sequential like the others and the input values give the following results: 00 - Normal, 01 - Shadow Warrior, 02 - Necromancer, 03 - Acrobat

06EB: Collected Bones

-This value determines how many bones you've collected in the various stages. Interestingly, much like your Life, it counts up instead of down, so higher values will give you free passage throughout all the areas. Setting this to 1F will ensure you never have to collect a bone in the game, but you can always continue to collect them for the bonus points.

====Known Bugs and Issues====

[2.2]

There really weren't a whole lot of bugs I found with the hexes in this game. They pretty much account for any value higher or lower

than they're designed for by simply checking to see if a hex value is greater (or less) than or equal to a benchmark value. There's also very little reason to substitute for values outside of natural values since there's no benefit to be gained from them. The developers were pretty nifty in programming the framework for this game, so I have to give them some awesome kudos for keeping the development simple.

010A - 010D: Life

-No real bugs to report here. If you set the value higher than 04, you'll die when hit and when you set it to anything lower, you're immortal.

0139 - 013C: Extra Lives

-Setting this to any value higher than 09 will just produce graphical glitches in place of the numerical value of lives.

0113: Freddy's Life

-As with your Life, there are no real bugs to report. If you set the value to anything higher than 00, he's immortal and if you set it to 00 he's a one-hit kill.

06C8 - 06CB: Dream Meters

-Setting this to a value within the range of 0B and 14 will give you the "Continue: X" graphic, where "X" is a whole number between 0 and 9. Setting it to value 15 will give you the "GAME OVER!" graphic, and setting it to any value higher than 15 will come up with the same scrambled graphic.

054D - 0550: Dream Warriors

-Setting this to any value higher than 03 will cause a variety of nasty effects, from freezing the game to paralyzing you (can't move your character at all, but the game still runs and you can pause). This is the only real bug that affects gameplay on any level.

06EB: Collected Bones

-As with Life, setting this to any value higher than what you need will simply make redundant every bone you can collect. There are no graphical glitches of any kind, so you can even set it to FF without any negative effect.

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-----Version Information-----

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[3]

Version 1.00 - Initial release version; contains all necessary information; updates will generally be used for clarification and grammatical corrections, but information found to be missing or incorrect may be updated to reflect more accurate information.

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-----Credits-----

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[4]

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I'd like to thank the various FAQ writers that have used this format in the past. I think there are many of them, and I don't really remember who they are or what they wrote FAQs for, but this writing format is my favorite and preferred. Credit goes to them, whoever they may be, for this style of FAQ formatting. Contact me for creds if you know who they are or what games they wrote for.

A big thank you to GameFAQs for hosting a website where knowledge such as this can be freely shared by gamers everywhere.

Also a big thank you to Nintendo, Rare Ltd., and LJN Ltd. for the creation of the NES and the development and production of this tough and unforgiving, but enjoyable survival-horror action game, respectively. Another big thank you goes out to the production teams behind the original movies that inspired this game.

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