

Captain Tsubasa Vol. II - Super Striker (Import) Save State Hacking Guide

by Whipontech

Updated to v2.0 on Aug 27, 2007

```
*-----*
*Captain Tsubasa Vol 2 - Super Striker *
*-----*
```

```
*-----*
| Save State Hacking Guide |
*                               *
|       For VirtuaNES       |
*                               *
|           by Whipon       |
*               v 2.0        *
*-----*
```

Version History

Version 1.0 (11/13/03)

Initial release. The work was very hard to organize, because of my lack of Japanese knowledge

Version 2.0 (28/08/07)

Last release. Now it looks prettier because of the addition of all the correct names for the chars ñ____ñ.

Index

- 0) Note to the begginers in save state hacking
- 1) Byte order
- 2) Player Stats
- 3) Enable Tsubasa's Cyclone Shot
- 4) Player Digits
- 5) Play Time
- 6) Credits

```
*-----*
0) Note to the begginers in save state hacking
*-----*
```

I received lots of emails answering me how to implement this guide. I had no problem in lend you a hand. However there's dozens of tutorials meant to be understood to a totally newbie around the web. Just search "save state hacking" in google. And you'll find lots of documents that'll teach you all the secrets ;). If you had problems hacking or if you're very lazy to learn, take a look at GSHI.ORG. There you'll find lots of codes for lots of plattaforms. My codes are listed under the Whipon nickname. I created lots of PAR and GG codes for this game. n_n

```
*-----*
1) Byte order
*-----*
```

The byte order is Intel.

Example:

9999 in Motorola is 270F

in Intel is 0F27

------*---*---*---*---*---*---*---*---*

2) Player Stats

------*---*---*---*---*---*---*---*---*

Player 001

Player, 418
Guts, 419, 41A
Level, 41B

Player 002

Player, 40C
Guts, 40D, 40E
Level, 40F

Player 003

Player, 400
Guts, 401, 402
Level, 403

Player 004

Player, 3F4
Guts, 3F5, 3F6
Level, 3F7

Player 005

Player, 3E8
Guts, 3E9, 3EA
Level, 3EB

Player 006

Player, 3DC
Guts, 3DD, 3DE
Level, 3DF

Player 007

Player, 3D0
Guts, 3D1, 3D2
Level, 3D3

Player 008

Player, 3C4
Guts, 3C5, 3C6
Level, 3C7

Player 009

Player, 3B8
Guts, 3B9, 3BA
Level, 3BB

Player 010

Player, 3AC
Guts, 3AD, 3AE
Level, 3AF

Player 011

Player, 3A0
Guts, 3A1, 3A2
Level, 3A3

Bench:

These are the reserve players when you get the full Japan Team.

Player 012
Player, 4A8
Guts, 4A9, 4AA
Level, 4AB

Player 013
Player, 4AC
Guts, 4AD, 4AE
Level, 4AF

Player 014
Player, 4B0
Guts, 4B1, 4B2
Level, 4B3

Player 015
Player, 4B4
Guts, 4B5, 4B6
Level, 4B7

Player 016
Player, 4B8
Guts, 4B9, 4BA
Level, 4BB

Player 017
Player, 4BC
Guts, 4BD, 4BE
Level, 4BF

Player 018
Player, 4C0
Guts, 4C1, 4C2
Level, 4C3

Player 019
Player, 4C4
Guts, 4C5, 4C6
Level, 4C7

Player 020
Player, 4C8
Guts, 4C9, 4CA
Level, 4CB

Player 021

Player, 4CC
Guts, 4CD, 4CE
Level, 4CF

Experience:

Fill all with FF to max out all your char's stats after you finish a match.

Player 1, 506, 507
Player 2, 508, 509
Player 3, 50A, 50B
Player 4, 50C, 50D
Player 5, 50E, 50F
Player 6, 510, 511
Player 7, 512, 513
Player 8 & 9, 514, 515
Player 10, 516, 517
Player 11, 518, 519

------*---*---*---*---*---*---*---*---*---*---*---*

3) Enable Tsubasa's Cyclone Shot

------*---*---*---*---*---*---*---*---*---*---*---*

4E8 (Set to 01).

------*---*---*---*---*---*---*---*---*---*---*---*

4) Player Digits

------*---*---*---*---*---*---*---*---*---*---*---*

Change the player value to one of these. You can make a dream team in seconds.
Imagine playing with Santana, Schneider and Hyuga amongst others in the same
team: yours!!!!!!.

Players (characters) digits:

- 01, Tsubasa *
- 02, Lennart {GK}
- 03, Lima
- 04, Marini
- 05, Amaral
- 06, Dottil
- 07, Battista
- 08, Tahamata
- 09, Babinton
- 0A, Gil
- 0B, Platton
- 0C, Urabe
- 0D, Kishida
- 0E, Nakayama
- 0F, Morisaki {GK}
- 10, Takasugu
- 11, Misaki
- 12, Izawa
- 13, Taki
- 14, Ishizaki
- 15, Nitta *
- 16, Kisugi
- 17, Masao
- 18, Kazuo
- 19, Sano
- 1A, Hyuga *
- 1B, Souta *

1C, Jitou
1D, Matsuyama *
1E, Sorimachi
1F, Sawada
20, Misugi
21, Wakabayashi {GK}
22, Wakashimazu {GK}
23, Satilst
24, Riverio *
25, Da Silva
26, Meon {GK}
27, Toninho * Drive Shot
28, Nei * Buster Shot
29, Zagalo * Double Eel
2A, Dircil
2B, Carlos * Mirage Shot
2C, Santamaria *
2D, Jethrio *
2E, Jitou *
2F, Sano
30, Masao
31, Kazuo
32, Souta *
33, Nakanishi {GK}
34, Misugi
35, Matsuyama *
36, Hyuga *
37, Sorimachi
38, Sawada
39, Wakashimazu {GK}
3A, Rampion
3B, Victo
3C, Da Silva
3D, Kapilman
3E, Kaltz
3F, Metzger
40, WakaBayashi {GK}
41, Hyuga *
42, Nitta *
43, Sano
44, Misaki
45, Misugi
46, Masao
47, Kazuo
48, Jitou *
49, Ishzaki
4A, Souta *
4B, Matsuyama *
4C, Wakashimazu {GK}
4D, LiHan
4E, Li Ba
4F, Sya
50, Kim
51, Mach
52, Jaich {GK}
53, Lorima
54, Robson
55, Belaef
56, Lashin
57, Napoleon *

58, Pierr *
 59, Espera
 5A, Rampion
 5B, Hernandez {GK}
 5C, Islas
 5D, Ribla
 5E, Pascal
 5F, Satilst
 60, Dias *
 61, Babinton
 62, Galvin
 63, Schneider *
 64, Margis
 65, Kaltz
 66, Metzer
 67, Schister
 68, Kapilman *
 69, Muller {GK}
 6A, Carlos *
 6B, Zagalo *
 6C, Riverio *
 6D, Nei *
 6E, Santamaria *
 6F, Toninho *
 70, Dottil
 71, Amaral
 72, Dircil
 73, Jethrio *
 74, Gertise {GK}
 75, Coimbra *

The characters with an * have specials. Most of them are popular ones
 in the anime series. I don't recommend using other GKs than Lennart,
 Morisaki, WakaBayashi and Wakashimazu. You can't use the special
 abilities of the other GKs. And them are very bad when they aren't
 under CPU's control.

----*--*--*--*--*--*--*--*--*--*--*--*

5) Play Time

----*--*--*--*--*--*--*--*--*--*--*--*

You can finish a boring game modifying this value.

Play Time, 697

----*--*--*--*--*--*--*--*--*--*--*--*

6) Credits

----*--*--*--*--*--*--*--*--*--*--*--*

I want to give my thanks to the translator of this great game.
 I cannot post the link to his page. However you can look at
 YouTube.com.

If you have any question or comments, write me at:

wwjab@yahoo.com.ar

Thanks for reading!!!

