

Dragon Warrior IV Game Genie Codes

by Paulygon

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Dragon Warrior IV - NES
Game Genie codes

by Paulygon

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See the end of this document for copyright information
and version history.

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Introduction:

Hi, all, and welcome to my Dragon Warrior IV Game Genie codes document. I have personally found all of these codes and they represent many hours of digging around in the game. To the best of my knowledge, they have not been available before. That's the main reason I set about to discover them! :-)
I've tried to create a wide variety of codes, so hopefully there's something here for everybody (that wants to use codes, of course :). If I find any other codes in the future, I'll release an updated version of this document. One other thing: These are all 8-letter codes, so there should be few side-effects, if any, unless otherwise noted.

Disclaimer:

These codes are used at your own risk and I assume no responsibility whatsoever for their effects. I do not guarantee that they will work for you or that any set of codes will work in combination with any other ones. This includes any codes found by others. There are far too many combinations for testing of this kind to be practical.

I would like to know, though, if any of these codes don't work for you, exhibit any side-effects, or if you find any combinations of them that cause problems. In that event, please give as much detail as you can.

Layout:

I have organized my codes into the following categories:

Legend: * = New category (new codes available)
! = Updated (new codes available)
- = Unchanged (no new codes)

- ! Field Codes : Codes for use while wandering on the field.
- ! Battle Codes : Codes for use while in battle.
 - ! Battle/Item : Codes changing the behavior of items used in battle.
 - Battle/Taloon: Codes changing Taloon's Chapter 5 battle behavior.
- ! Casino Codes : Codes for use while in the Endor Casino.
- ! Item Codes : Codes that affect/allow access to items.
- Stats Codes : Codes to affect character stats (only extra characters).
- ! Difficulty Codes : Codes that change the difficulty of the game.
- * Chapter Codes : Codes for use in a specific chapter of the story.
- * Story Codes : Codes used to quickly complete large sections of the story.
- * Shop Codes : Codes that affect the behavior of shops or items for sale.
- Miscellaneous Codes : Interesting/odd codes that may or may not be useful.

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 Codes:
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>>>>>>> Field Codes <<<<<<<< (Updated in Version 1.20)

ATXOSIAZ : Never get randomly attacked! Works while on the field and inside of dungeons.

* NEW *

SXNGUSVV : Suspends the passage of day/night when walking on the map. Other means to change to day or night will still work. Useful if you want to avoid tough enemies that appear at night or if you want to fight monsters that only appear at a certain time of day (or night).

SXKZPEVK : Fairy Water / Repel effect doesn't wear off.

OZELZTOU +

EAELLVXI : Take the wagon with you everywhere, even into towns and dungeons. Works everywhere, but inside castles, it will cause graphical corruption that lasts until reset or power-off. The game is not otherwise affected, though.

OXOPZOPX : Functionally the same as the previous wagon codes, but useful when you're short on code space. However, when inside places that the wagon is not normally allowed, the sprites for the wagon and horse will take on the look of other NPC sprites or possibly even appear visually corrupted. The game is not harmed by this.

AAEOKLLA : Hat of Happiness recovers MP with every step, instead of 4 steps.

TOVOUEAA : All active magic users (those not in the wagon) recover 1 MP with every step. Because this modifies the Hat of Happiness effect, the previous code AAEOKLLA is not compatible.

>>>>>>> Battle Codes <<<<<<<< (Updated in Version 1.20)

YYEXVTGE : Removes the AI control of all player characters in Chapter 5!!
(Not NPCs, though). Taloon's occasional funny attacks will still occur.
They'll show up as often as they did before when you give him the
"FIGHT" command. * See Note [4] below. *

AEUOPPZP : Any damage to a monster will defeat it, even bosses! This
includes damage from magic spells and breath weapons. Note with Spoiler
below. (Note [1])

AAUOPXZG +

AAKPGXYL : Always get a treasure chest after winning a battle! The item
received will be from the last enemy defeated. A few enemies don't have an
item assigned to them, so in those cases, a treasure chest will not appear.
NOTE: The first code is sufficient for most monsters, but there are a few
that have an additional element of chance. To get treasure chests from
those, both codes are required.. for example, the Plesiosaur and King Metal.

AEVEYNPA : Get double the Experience from a battle!

AASEKATA : Get double the Gold from a battle!

APNATAAA : Always get just over 1,000,000 exp. and 4,000 GP after any battle!
A side-effect of this code is that the party is Ironized for first round of
battle. After that, the ironized state wears off.

AEKOLNLA : All party members always inflict "terrific blows" whenever they
attack, even extra characters like Healie.

IGNAAGLG : Any character that's not AI controlled and is told to fight will
inflict a terrible blow every time for 10 times the normal damage!

IKEOIIILG : AI controlled characters that choose to fight will inflict
a terrible blow every time for 10 times the normal damage! This does not
include extra characters like Healie, Hector, Doran, etc.

SINAAGLK : Any character that's not AI controlled and is told to fight will
trigger an earthquake that defeats all enemies! Don't use this in the final
battle or else the battle will get stuck after a few rounds.

AEOLPZZT : Any party member can do Taloon's funny attacks.

* NEW *

AAOZEVTA +

EUKENAEP : AI is active in Chapters 1 through 4, instead of just Chapter 5.
A couple of notes..
* Taloon's funny attacks will not be active in Chapter 3.
* Don't use in Chapter 5, as it breaks AI character behavior.

AEVOIVTP : All party members get the effects of the Stiletto Earrings without
having them equipped. The two attacks are usually directed against one target
only.. if it's defeated on the first hit, then the second hit usually attacks
nothing, but not always. As far as I can tell, this is normal behavior.

AEUXLVGP : The Poison Needle always hits a normal enemy's vital spot for an
instant defeat.

AEKZATYP : The Poison Needle can work even on bosses.

AEXXGTGL +

SXSXZVVE +

SXSXTVVE : All weapons have the property of the poison needle. The weapons will do normal damage (including the poison needle), while still having a chance to defeat the enemy instantly.

ATVPUETG : Sword of Miracles recovers HP equal to the damage inflicted, instead of 25%. No HP is recovered when the attack defeats the enemy.. this is normal. Cannot be combined with AANPUALA.

AANPUALA : Sword of Miracles recovers 257 HP plus 25% of damage inflicted, instead of just 25% of damage inflicted. No HP is recovered when the attack defeats the enemy.. this is normal. Cannot be combined with ATVPUETG.

>>>>>>> Battle / Item Codes <<<<<<<< (Updated in Version 1.20)

UOSPZAEX : The Sage's Stone behaves like the "Dew of the World Tree" in battle, which restores all fighting party members' to maximum HP. The only difference in behavior is that it won't disappear after being used.

OXUOYEVE : When the Sword of Malice is used in battle, it summons Taloon's Merchant Army to attack the selected group.

YKUOYEVE : When the Sword of Malice is used in battle, a violent blaze does up to 100 points of damage to all enemies.

ZSUOYEVA : When the Sword of Malice is used in battle, an icy gust of wind does up to 140 points of damage to all enemies.

XSUOPEEE : When the Staff of Antimagic is used in battle, it causes every enemy to lose all of their MP!

VUUOTESA : When a character uses the Staff of Jubilation in battle, well... that character does something pretty funny. Something like removing their body armor to reveal what's underneath.. The enemy seems to find this quite fascinating. ;-D

* NEW *

UOEPGEYN : When using items in battle that normally do nothing, instead it will be as if the Dew of the World Tree was used. (All fighting members will be restored to maximum HP)

NOEPGEYN : When using items in battle that normally do nothing, instead it will be as if the Sandglass of Regression was used.

OXEPGEYY : When using items in battle that normally do nothing, instead it will be as if a Strength seed was used.

XXEPGEYY : When using items in battle that normally do nothing, instead it will be as if an Agility seed was used.

UXEPGEYY : When using items in battle that normally do nothing, instead it will be as if a Luck seed was used.

KXEPGEYY : When using items in battle that normally do nothing, instead it will be as if Lifeforce Nuts were used.

SXEPGEYY : When using items in battle that normally do nothing, instead it will be as if Mystic Acorns were used.

>>>>>>> Battle / Taloon Codes <<<<<<<<

AEOUYZGI : Taloon does his funny attacks on every turn.

SXXUIXSU +

ISXUTXAS : When performing one of his funny attacks, Taloon will always trip and make a terrific blow on an enemy. When this code is combined with AEOUYZGI, Taloon will do this on every turn.

YENUZPLA : When Taloon calls the merchant army, they will attempt to hit an enemy group 7 times instead of 3.

SXXUIXSU +

AVXUTXAI : When performing one of his funny attacks, Taloon will always call a merchant army for multiple hits on an enemy group. When this code is combined with AEOUYZGI, Taloon will do this on every turn. These codes can also be combined with YENUZPLA to increase the number of hits.

Note: The following code-sets can be combined. If they are all combined then Taloon will always steal an item from the enemy on each turn, even from a special enemy, unless there's no more room for items or the enemy has no item.

SXXUIXSU +

TSXUTXAS : When performing one of his funny attacks, Taloon will always either steal an item from an enemy or tell them to "calm down". When this code is combined with AEOUYZGI, Taloon will do this on every turn. Note that against a few enemies (like the King Metal), it is normally extremely difficult for Taloon to steal an item. Against those monsters, he will seemingly always tell them to "calm down".

AAXLIXYG +

AASLZZZZ : Makes Taloon always attempt to steal an item from an enemy, when faced with the choice of calming it down or stealing an item. There are a few exceptions. If his inventory is full, the monster is very rare (King Metal), or the enemy carries no item, he'll (seemingly) always try to calm them down.

AASUTZTP : When the opportunity presents itself, Taloon will always be able to steal an item from special monsters like the King Metal.

>>>>>>> Casino Codes <<<<<<<< (Updated in Version 1.20)

ELUXSPST +

LPUXVOSY : Items at the prize counter are free if you have enough coins to buy them! (2 codes)

* NEW *

PAVZKEZA : Endor Casino coins in Chapter 2 exchange for 1 Gold each, instead of 10.

PAVXVAGP : Endor Casino coins in Chapter 5 exchange for 1 Gold each, instead of 20.

OZSXNEOK : Endor Casino coins always exchange for the same amount as in Chapter 5 (20 Gold). Can be combined with PAVXVAGP to set the rate to 1 Gold per coin.

AEVOEZZG : Always get the Branca Tunnel 2,000 casino coin bonus the first time you pass through the tunnel in Chapter 5. You can only normally get it once.

YEVPOXPG : Keep getting the Branca Tunnel 2,000 casino coin bonus every time you pass through the tunnel in Chapter 5. This will not help you win it the first time.. only subsequent times.

PAXPKLAA : Get 67,536 casino coins for the Branca Tunnel bonus, instead of 2,000. It will still display 2,000, but you will get the full amount. Possible unknown side-effect.

>>>>>>> Item Codes <<<<<<<< (Updated in Version 1.20)

AVUJAILI : Buy the Sage's Stone from the travelling merchants in Chapter 3, instead of medical herbs! Best of all, it costs nothing! If you're familiar with changing patch values, you can substitute a different item for the Sage's Stone.

AAKAEOYP : Equip any weapon and armor, even if it says you can't! After equipping something, view the INFO for that character to get the stats to update.

AVEOGEOZ : Keep the Flying Shoes, Iron Safe, or Sphere of Silence at the end of Chapters 1, 3, and 4, respectively. *See note [2] below.

* NEW *

APSXENAU : Consumable items don't disappear when used outside of battle. This will also prevent the loss of a Wizard's Ring when it breaks. This includes stat-boosting seeds, nuts, and acorns.

GTVZENTP : Medical Herb heals at least 100 HP when used outside of battle.

EYVZENTP : Medical Herb heals at least 240 HP when used outside of battle.

KAVZSYSA : Medical Herb heals to maximum HP.

GVVLAEZA : Magic Potion restores at least 100 MP when used outside of battle.

ENVLAEZA : Magic Potion restores at least 240 MP when used outside of battle.

GVOUIAGP : Wizard's Ring restores at least 100 MP when used outside of battle.

ENOUIAGP : Wizard's Ring restores at least 240 MP when used outside of battle.

GAVAPTAA : Both the Magic Potion and Wizard's Ring restore MP to maximum. The amount shown in the message box will only be correct for amounts less than 256. Possible unknown side-effects.

XKULIEXU : Wizard's Ring won't break after use when used outside of battle.

ZAXLYAPE : Strength, Agility, and Luck seeds cause their respective stats to increase by 10 to 12 points, instead of 1 to 3 points.
Note: Unknown side-effect... recommended usage is only when needed.

ITXLTEPT : Strength, Agility, and Luck seeds cause their respective stats to increase by 129 to 131 points, instead of 1 to 3 points.

GPUUYAGA : Liferforce Nuts cause the Max. HP of the user to increase by 20 to 22, instead of 4 to 6.

OTUUTEPV : Liferforce Nuts cause the Max. HP of the user to increase by 251 to 253, instead of 4 to 6.

GPVUIALA : Mystic Acorns cause the Max. MP of the user to increase by 20 to 22, instead of 3 to 5.
Note: Unknown side-effect... recommended usage is only when needed.

OTVUGEVPV : Mystic Acorns cause the Max. MP of the user to increase by 252 to 254, instead of 3 to 5.

>>>>>>> Stats Codes <<<<<<<<<
(See Note [3] below)

NYUPTPZO : Healie has 255 Agility.

NYUOAPLX : Healie has 255 Maximum HP.

NYUPYOTO : Healie has 255 Maximum MP.

NYUOPOPE : Healie has 255 Attack.

NYUOZPGO : Healie has 255 Defense.

NYNOAOAE : Strom has 255 Agility.

NYNOZPZS : Strom has 255 Maximum HP.

NYNOLOZU : Strom has 255 Attack.

NYNOGPPX : Strom has 255 Defense.

NYVPZPZO : Laurent has 255 Agility.

NYVPGOZU : Laurent has 255 Maximum HP.

NYVPLPGK : Laurent has 255 Maximum MP.

NYVPIOGO : Laurent has 255 Attack.

NYVPTOPO : Laurent has 255 Defense.

NYKOGPZO : Orin has 255 Agility.

NYKOTOYS : Orin has 255 Maximum HP.

NYKOYPZS : Orin has 255 Attack.

NYSPAOLX : Orin has 255 Defense.

NNEOTOZO : Hector has 255 Agility.

NNOPAPAV : Hector has 255 Maximum HP.

NNOPPOZU : Hector has 255 Attack.

NNOPZOYX : Hector has 255 Defense.

NNXPGPTX : Panon has 255 Agility.

NNXPIOAO : Panon has 255 Maximum MP.

NNXPTPIS : Panon has 255 Maximum HP.

NNXPYOAS : Panon has 255 Attack.

NNXOAPIU : Panon has 255 Defense.

NNUOZPAS : Lucia has 255 Agility.

NNUOGOKO : Lucia has 255 Maximum HP.

NNUOLPKU : Lucia has 255 Maximum MP.

NNUOIOYS : Lucia has 255 Attack.

NNUOTPPS : Lucia has 255 Defense.

NNSPAPLX : Doran has 255 Agility.

NNSPLPUK : Doran has 255 Attack.

NNSPGPEX : Doran has 255 Defense.

>>>>>>> Difficulty Codes <<<<<<<< (Updated in Version 1.20)

AAXOOGIP : In Chapter 5, fight the tough enemies around Endor that appear in Chapter 2. (Rogue Knights, Skeletons, Metal Slimes, etc.) Useful for building exp. early in the Chapter.. Later on, though, they won't be quite so tough. *NEW*

* NEW *

AEKLAEPA : Wizard's Ring always breaks after use.

>>>>>>> Chapter Codes <<<<<<<< (All NEW for version 1.20)

-- Chapter 1 --

Ragnar normally gets a 3,000 Exp. bonus from the King of Burland just before the chapter is completed. These codes change the amount he gets.

ESSXYISA +

TEVZASYT : Ragnar gets no Exp. Bonus.

PEKXTIZA +
PESZZIVP +
PESXTSZA : Ragnar gets a 1 Exp. Bonus.

PESXTSZA : Ragnar gets a 300 Exp. Bonus.

ZEKXTIZE +
GVSZZIVP +
PESXTSZA : Ragnar gets a 1,000 Exp. Bonus.

IEKXTIZA +
GVSZZIVP : Ragnar gets a 5,000 Exp. Bonus.

ZEKXTIZE +
GVSZZIVP : Ragnar gets a 10,000 Exp. Bonus.

ZEKXTIZE +
GVSZZIVP +
GOSXTSZA : Ragnar gets a 20,000 Exp. Bonus.

ZEKXTIZE +
GVSZZIVP +
ZUSXTSZA : Ragnar gets a 50,000 Exp. Bonus.

ZEKXTIZE +
GVSZZIVP +
GVSXTSZA : Ragnar gets a 100,000 Exp. Bonus.

ZEKXTIZE +
GVSZZIVP +
XNSXTSZE : Ragnar gets a 250,000 Exp. Bonus.

YVSXZIAN +
TESXTSZE +
ANVZASYT : Ragnar gets a 1,075,200 Exp. Bonus.

YVSXZIAN +
AXSXTSZE +
ANVZASYT : Ragnar gets a 3,072,000 Exp. Bonus.

YVSXZIAN +
ASSXTSZA +
ANVZASYT : Ragnar gets a 6,144,000 Exp. Bonus.

YVSXZIAN +
UESXTSZA +
ANVZASYT : Ragnar gets a 10,060,800 Exp. Bonus. It will visually stop
increasing when the total reaches 10,000,000.

-- Chapter 2 --

GLNOIPGE : Start the chapter with Santeem, Tempe, Frenor, and Bazaar available
as destinations for the Wing of Wyvern and Return spell. This code MUST be
active at the introduction screen of the Chapter.

-- Chapter 3 --

EKEPZPAG +

PEEPLPAA : Start the chapter with Lakanaba, Bonmalmo, and Endor available as destinations for the Wing of Wyvern. Note:

- * These codes MUST be active at the introduction screen of the Chapter.
- * Possible unknown side-effects with the second code. If only the first code is used, then Endor is not available as a destination.

EEVXGIAA : Get almost triple what armor is worth from the Bonmalmo armor collector.

AAXZIAZA : Hire Laurent for 88 gold instead of 600. Possible unknown side-effect.

AAXZPEAI +

AAXZIAZA : Hire Laurent for free instead of 600 gold. Possible unknown side-effect.

AEVPUYPA : Hire Strom for 144 gold instead of 400.

AESONYEP +

AEVPUYPA : Hire Strom for free instead of 400 gold.

SZNOONVV : Laurent will stop counting days towards the 5 when he will leave.

SZNOKNVV : Strom will stop counting days towards the 5 when he will leave.

-- Chapter 4 --

TUEOAPZE : Start the chapter with Monbaraba, Kiev, Keeleon, Haville, and Aktemto available as destinations for the Wing of Wyvern and Return spell.

Note:

- * This code MUST be active at the introduction screen of the Chapter.

-- Chapter 5 --

In Zenithia, Master Dragon will give the Hero a one-time Exp. bonus. The following codes affects the size of this bonus.

AAELETGT : Hero gets no Exp. Bonus.

ZUNLXSZA : Hero gets a 50,000 Exp. Bonus.

ZUNLXSZA +

GONLVSZA : Hero gets a 100,000 Exp. Bonus.

ZUNLXSZA +

GONLVSZA +

XYELETGV : Hero gets a 250,000 Exp. Bonus.

ZUNLXSZA +

AXNLVSZE +

XYELETGV : Hero gets a 500,000 Exp. Bonus. Takes a little over 30 seconds.

ZUNLXSZA +

ASNLVSZA +

XYELETGV : Hero gets a 1,000,000 Exp. Bonus. Takes about 1 minute.

YVNUKIAN +

AYELXVYT : Hero gets a 2,560,000 Exp. Bonus.

GONLVSZA +

YVNUKIAN +

AYELXVYT : Hero gets a 5,120,000 Exp. Bonus.

AXNLVSZE +

YVNUKIAN +

AYELXVYT : Hero gets a 10,240,000 Exp. Bonus. It will visually stop increasing when the total reaches 10,000,000.

OXUXVPIV +

GVUXNOUI : When at least 1 Small Medal is given to the Medal King, your total number of medals deposited with him will become 100. Do not give him more than 127 medals, or else you won't be able to buy anything.

>>>>>>> Story Codes <<<<<<<< (All NEW for version 1.20)

-- Chapter 1 --

EEOAPTAP +

UEOAZVTY : Complete Chapter 1 very quickly. You must have this code-pair active when you start the chapter. It takes effect after the King finishes giving his orders to find the missing children. Once you save the game, it's not necessary to keep these codes active. You can complete the chapter anytime you're ready by coming back into the castle (you have to leave it first) and walking up to the King.

-- Chapter 2 --

EGNEZZAG +

KANELZSA : Finish chapter 2 very quickly by walking back into Santeem Castle, going up the stairs to the throne room, and then back out of the castle. You should probably get Cristo and Brey first =), but that may not be necessary.

Notes:

- * It's OK to do this before getting the Thief's Key, as then Alena will join your party in Chapter 5 with the key in her possession.
- * Possible unknown side-effect, recommended use is to disable/remove the codes as soon as possible.. a good point would be after saving Chapter 2 completion.

-- Chapter 3 --

LAVKNNIE +

VEEKXNIY : Walk into a roofed building in Chapter 3 and the two bridges will be repaired automatically. Notes:

- * After you do this and save, it is not necessary to keep the codes active.
- * This cannot be combined with any other roofed-building codes.

* For quickest completion using these codes, see Note [5a] below.

LAVKNNIE +

AANKKYAO +

XXEKXNIN : Walk into a roofed building in Chapter 3 and the tunnel will be completed automatically. Notes:

* After you do this and save, it is not necessary to keep the codes active.

* This cannot be combined with any other roofed-building codes.

-- Chapter 4 --

LAVKNNIE +

PANKKYAP +

EEEEKNIN : Walk into a roofed building in Monbaraba and you will be able to board the ship in Haville to complete Chapter 4 at any time. Notes:

* After you do this and save, it is not necessary to keep the codes active.

* For quickest completion using these codes, see Note [5b] below.

>>>>>>> Shop Codes <<<<<<<<

OTKUIINK : Buy a Small Medal instead of the Wooden Hat at the Endor Item Shop. The cost is nothing. Do not let your Small Medals deposited with the Medal King exceed 127 medals, or else you won't be able to buy anything.

SZKZOXSE : Items are free at the Medal King shop, if you have enough medals.

KYEUPUEI : The Hat of Happiness costs 1 Small Medal, instead of 4.

KTOLPLES : The Sword of Miracles costs 1 Small Medal, instead of 6.

AAOLLLGP : The Metal Babble Helm is free at the Medal King shop, instead of 20 Small Medals.

VEEUTKNK : Buy the Metal Babble Sword instead of the Metal Babble Helm at the Medal King shop.

EVEUTKNG : Buy the Sage's Stone instead of the Metal Babble Helm at the shop.

>>>>>>> Miscellaneous Codes <<<<<<<<

AAOOSLP +

AAOEIGP +

AAOONSIA : All random encounters are with the wandering merchants (as found in Chapter 3). (3 codes)

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Notes about specific codes:
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[1] AEUOPPZP code:

This code will not allow you to win against Keeleon in Chapter 4. If you hit him, he will be defeated, but the battle will just start over again. This will keep happening until Mara and Nara have been defeated. It is not necessary to remove or disable this code in order to advance the storyline.

[2] AVEOGE0Z code:

It seems the game tries to remove these story items at the end of each chapter, possibly other times. That would be the time to use this code, maybe also when characters join you in Chapter 5. I don't know if there are any interesting side effects from having these items in Chapter 5, but I'd be interested in knowing about it if you find any.

[3] Stats codes:

You may have to view the INFO for the character before the changes show up.

[4] Remove AI Control code: (YYEXVTGE)

While this code permits you to control all of the regular party members in Chapter 5 battles, the front-end tactical battle menu is gone. This means that you cannot switch party members in battle. All of the "Tactics" functions available outside of battle still function normally.

[5a] Chapter 3 Quick-Complete:

If you use the warp destinations codes to start with access to towns:

- * Start the chapter with the EKEPZPAG + PEEPLPAA code pair and buy a Wing of Wyvern after a day's work at the weapon shop. Use it to go to Endor. Save and remove the codes.
- * Use the LAVKNNIE + VEEKXNIY code pair and walk out of and back into the house of healing (a roofed building) to repair the bridges. Once again, save and remove these codes.
- * When you're ready to complete the chapter, continue by using the code triplet LAVKNNIE + AANKKYAO + XXEKXNIN. Then, walk out-of and back-into the house of healing to complete the tunnel. Save and remove the codes one last time.
- * Walk through the tunnel to complete the chapter.

Alternatively, if you don't want to use the warp codes for this chapter:

- * After a day's work at the weapon's shop, walk to Bonmalmo and save.
- * Use the first roof-building code pair on the house of healing to complete the bridges. Then walk to Endor, save, and remove the codes.
- * When you're ready to complete the chapter, continue by using the next triplet of roofed-building codes and then walk out-of and back-into the house of healing to complete the tunnel. Save and remove these final codes.
- * Walk through the tunnel to complete the chapter.

[5b] Chapter 4 Quick-Complete:

If you use the warp destinations code to start with access to towns:

- * Start the chapter with the TUEOAPZE code to unlock the warp destinations. Save and remove those codes.
- * Use the code triplet LAVKNNIE + PANKKYAP + EEEKXNIN. Walk into the theater in Monbaraba and then back out again, which will unlock access to the ship. Save now and remove the codes.
- * Travel to Kiev (running away from any battles if you want) and sleep free at the inn to recover HP/MP if need be.
- * In daytime, buy a Wing of Wyvern from the Item shop and use it immediately to go to Haville and then board the ship.

Alternatively, if you don't want to use the warp code for this chapter:

- * Do the same up until Kiev.

- * Instead of buying the Wing of Wyvern, leave and make your way to Haville. This can be done even at level 1, but it's risky and may take several tries to make it there. You should have the money to revive anyone, if necessary.
- * Board the ship to complete the chapter.

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Thanks
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- * Enix (now Square-Enix), for bringing this great game state-side.
- * Raith, for some code ideas and helpful advice in getting this game.
- * Everyone who's taken the time to send bug reports and offer comments.

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Version History
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1.20: April 3, 2005.

- * Fixed the remaining original codes that would confuse the Game Genie into thinking they were supposed to be 6 letter codes.
- * New Categories: "Chapter", "Story", and "Shop" codes.
- * Added a bunch of new codes in many categories.
- * Replaced the old treasure-chest code pair with a new pair that's more flexible.
- * Slight formatting changes and rewording of a few sentences.
- * Added a Thanks section.

1.10: May 9, 2001.

- * Added a bunch of new battle codes under 3 categories, with two of them being new:
 - * New Categories: "Battle/Items" and "Battle/Taloon" codes.
 - * Added note #4 explaining a limitation of the YYEXVTGE code.

1.05: April 14, 2001.

- * Small update (only 2 codes), but it's worth making a new version for! ;-)
 - * New Category: "Difficulty" codes.
 - * Updated Categories: "Battle" codes.

1.0: March 19, 2001.

- * First version.

