

Final Fantasy II (Import) Save State Hacking Guide

by Binta

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FINAL FANTASY II
Stats Hacking Guide

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What is this about?

This is a hacking guide for Final Fantasy 2 for the NES. It uses built-in hex editing for VirtuaNES under "Tool" as "Cheat Support". It's lets you change your stats, items, spells, and Gil held. To boot, you can also change the mastery levels of your weapons.

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Disclaimer

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Credit to TeraTempyst for telling me the magic mastery addresses

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Version History

V 1.0 - Initial

V 1.1 - Added level/EXP for magic spell mastery (thank you TeraTempyst)

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NEED

-NES emulator, hopefully VirtuaNES

-Rom of Final Fantasy 2

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HINTS

+When trying to get certain spells for your characters, it's better to hack the item rather than trying to hack the spell in your list. Do it either way, which ever pleases you. Same as with equipment and items. Just do which way is easier for you, or don't bother at all.

+Make sure you make a backup copy of your data! Do this by doing either a "Save-State" OR by copy/paste of your .SAV file. If you don't do this and you change a wrong value or make an overflow, it will erase ALL of your data files for your game which you otherwise won't be able to get back!

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NOTES:1)When altering a character's appearance, they will simply change colors UNTIL you "switch to a different screen"

2)I think (not sure) that when different characters leave/join the values must be changed again (if you want every different character strong).

3)When you see two values (e.g., for HP 6108,6109)input for both to get HP/MP over 255, since at most you can only place 255.

4)For stats, only place 99 at most!! HP/MP values put as 255. NEVER put anything above 255(DEC)/FF(HEX) for any case or you'll cause an overflow

5)Getting items on equipment slots they normally can't go on CAN be removed, but to get it back on you need to hex again.

6)If you try to get too high of HP, MP or Gil (currency) the number will looked glitched up but it's really above the unglitched number

7)If you find out other cool stuff or typos I missed, let me know.

8)When changing your items, don't get rid of the trashcan; I'm not sure if it's possible to get back.

9)It's possible to hex your characters' equipment in battles, but I don't

think you can change their HP/MP ratings.

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Current Gil Held-----601C, 601D, 601E
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1st Character Offsets

Current HP-----6108, 6109
Maximum HP-----610A, 610B
Current MP-----610C, 610D
Maximum MP-----610E, 610F
Power-----6120
Agility-----6121
Vitality-----6122
Intelligence---6123
Soul-----6124
Magic Power----6125
Evade%-----612B
 Level-----612A
Magic Defense--612D
 Multiplier--612C
Hit%-----6117
 No. of Hits---6116
Appearance-----6100
Right Hand-----611C
Left Hand-----611D
Body-----611A
Head-----6119
Arms-----611B
Item 1-----611E
Item 2-----611F

2nd Character Offsets

Current HP-----6148, 6149
Maximum HP-----614A, 614B
Current MP-----614C, 614D
Maximum MP-----614E, 614F
Power-----6160
Agility-----6161
Vitality-----6162
Intelligence---6163
Soul-----6164
Magic Power----6165
Evade%-----616B
 Level-----616A
Magic Defense--616D
 Multiplier--616C
Hit%-----6156
 No. of Hits---6156
Appearance-----6140
Right Hand-----615C
Left Hand-----615D
Body-----615A
Head-----6159
Arms-----615B
Item 1-----615E
Item 2-----615F

3rd Character Offsets

Current HP-----6188, 6189
Maximum HP-----618A, 618B
Current MP-----618C, 618D

Maximum MP-----618E,618F
Power-----61A0
Agility-----61A1
Vitality-----61A2
Intelligence---61A3
Soul-----61A4
Magic Power----6185
Evade%-----61AB
 Level-----61AA
Magic Defense--61AD
 Multiplier--61AC
Hit%-----61A7
 No. of Hits---61A6
Appearance-----6180
Right Hand-----619C
Left Hand-----619D
Body-----619A
Head-----6199
Arms-----619B
Item 1-----619E
Item 2-----619F

4th Character Offsets

Current HP-----61C8,61C9
Maximum HP-----61CA,61CB
Current MP-----61CC,61CD
Maximum MP-----61CE,61CF
Power-----61E0
Agility-----61E1
Vitality-----61E2
Intelligence---61E3
Soul-----61E4
Magic Power----61E5
Evade%-----61EB
 Level-----61EA
Magic Defense--61ED
 Multiplier--61EC
Hit%-----61E7
 No. of Hits---61E6
Appearance-----61C0
Right Hand-----61DC
Left Hand-----61DD
Body-----61DA
Head-----61D9
Arms-----61DB
Item 1-----61DE
Item 2-----61DF

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Appearance Values

These will change not only your character's portrait, but also the sprite on the map AND battle. However, in certain story events where it shows ALL your members on the map at once, they will look normal as if you didn't hack at all.

- 0-Frionel
- 1-Maria
- 2-Guy
- 3-Minh
- 4-Josef
- 5-Gordon
- 6-Layla
- 7-Richard

- 8-Lionheart
- 9-Cross, like when your character is dead.
- 10-Frog
- 11 or higher are glitches.

If you're used to the playstation names but playing this NES version instead, here are the names:

Frianel=Firion Guy=Gus Minh=Mindu Layla=Leila Richard=Gareth Lionheart=Leon

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Item slots are 6060 through 607F

HINT: Keep the trash-can in its initial position (bottom right corner) so it's easier to hex items.

(NOTE: Increasing address values goes from left to right, and starting new rows)

Item/Magic Values

Use these to get certain items. I've "divided" the item "types", such as story, sword, basic, etc..

If you try to place any item/equipment in any magic slot it will result in a totally useless spell which only wastes MP when used. Note that the spells are the ITEMS, not the items themselves.

Story Items

- 0-Nothing
- 1-Ring
- 2-Canoe
- 3-Pass
- 4-Mithril
- 5-Ice Sled
- 6-Goddess Bell
- 7-Egil Torch
- 8-Sun Flame
- 9-Pendant
- 10-Egg
- 11-White Mask
- 12-Black Mask
- 13-Crystal Rod
- 14-Hiryuu

- 15-??? (not sure, but I know it's useless)

Basic Items

- 16-Potion
- 17-Antidote
- 18-Gold Needle
- 19-Crucifix
- 20-Maid Kiss
- 21-Echo Screen
- 22-Eye Drop
- 23-Fenix Down
- 24-Elixer
- 25-Ether
- 26-X Potion
- 27-Cottage

Battle Items

- 28-Wind Flute
- 29-Earth Drum
- 30-Garlic
- 31-Unicorn Horn
- 32-Ice Wind

33-Elder IQ
34-Heart
35-Shoes
36-Thread
37-Silent B
38-Egg Timer
39-Death God
40-Bacchus Drink
41-Dragon Bean
42-Valium
43-Ice Scythe
44-Fang
45-Mirror
46-Hellfire

Useless items...

47-Phin
48-Unarmed

Shields

49-Buckler
50-Bronze
51-Mithril
52-Gold
53-Ice
54-Flame
55-Diamond
56-Dragon
57-Aegis

Daggers

58-Knife
59-Dagger
60-Mithril
61-Gouche
62-Orhacon
63-Ripper
64-Catclaw

Staves

65-Cane
66-Mace
67-Mithril
68-Were
69-Magic
70-Power
71-Evil
72-Greed
73-Daimond

Spears

74-Javelin
75-Spear
76-Mithril
77-Trident
78-Demon
79-Flame
80-Ice
81-Bolt
82-Holy

Swords

- 83-Broad
- 84-Long
- 85-Mithril
- 86-Ancient
- 87-Sleep
- 88-Winged
- 89-Blood
- 90-Earth
- 91-Flame
- 92-Ice
- 93-Defense
- 94-Sun
- 95-Excalibur
- 96-Masmune

Axes

- 97-Axe
- 98-Battle
- 99-Mithril
- 100-Demon
- 101-Ogre
- 102-Poison
- 103-Rune

Bows

- 104-Bow
- 105-Long
- 106-Mithril
- 107-Blind
- 108-Flame
- 109-Ice
- 110-Killer
- 111-Yoichi

Helmets

- 112-Leather
- 113-Bronze
- 114-Mithril
- 115-Giant
- 116-Flame
- 117-Diamond
- 118-Genji
- 119-Spiral
- 120-Goldpin
- 121-Ribbon

Armor

- 122-Clothes
- 123-Leather
- 124-Bronze
- 125-Mithril
- 126-Gold
- 127-Knight
- 128-Flame
- 129-Ice
- 130-Diamond
- 131-Dragon
- 132-Genji

133-Copper
134-Silver
135-Ruby
136-Quartz
137-Diamond (dunno why there's a possible duplicate?)
138-White Robe
139-Black Robe
140-Power
141-Black

Gloves

142-Leather
143-Bronze
144-Mithril
145-Thief
146-Giant
147-Ice
148-Diamond
149-Genji
150-Defense
151-Power

Books (stuff to make characters learn magic)

152-Fire
153-Bolt
154-Ice
155-Aero
156-Drain
157-Aspil
158-Flare
159-Sleep
160-Stone
161-Stop
162-Charm
163-Blind
164-Curse
165-Toad
166-Break
167-Death
168-Warp
169-Berserk
170-Haste
171-Aura
172-Cure
173-Life
174-Peep
175-Heal
176-Barrier
177-Blink
178-Safe
179-Shell
180-Wall
181-Dispel
182-Mini
183-Mute
184-Anti
185-Fog
186-Slow
187-Change
188-Fear

189-Holy
190-Exit
191-Ultima

Now for magic spells to use for magic slots!

192-Fire
193-Bolt
194-Ice
195-Aero
196-Drain
197-Aspil
198-Flare
199-Sleep
200-Stone
201-Stop
202-Charm
203-Blind
204-Curse
205-Toad
206-Break
207-Death
208-Warp
209-Berserk
210-Haste
211-Aura
212-Cure
213-Life
214-Peep
215-Heal
216-Barrier
217-Blink
218-Safe
219-Shell
220-Wall
221-Dispel
222-Mini
223-Mute
224-Anti
225-Fog
226-Slow
227-Change
228-Fear
229-Holy
230-Exit
231-Ultima

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Mastery Values

The first address is the level the mastery is at. The second one is experience points.

NOTE: When changing the skill level, remember to keep it one level less than what you want. For example, if you want a level 5 mastery, you put the level in as 4. 0 is level 1, 1 is level 2, and so on.

Weapon Mastery	1st Character	2nd Character	3rd Character	4th Character
Fist (Unarmed)	6200 6201	6240 6241	6280 6281	62C0 62C1
Shield	6202 6203	6242 6243	6282 6283	62C2 62C3
Dagger	6204 6205	6244 6245	6284 6285	62C4 62C5
Mace/Staff	6206 6207	6246 6247	6286 6287	62C6 62C7
Spear	6208 6209	6248 6249	6288 6289	62C8 62C9
Sword	620A 620B	624A 624B	628A 628B	62CA 62CB

Axe	620C 620D	624C 624D	628C 628D	62CC 62CD
Bow	620E 620F	624E 624F	628E 628F	62CE 62CF

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Magic Slot Values

	1st Character	2nd Character	3rd Character	4th Character
Slot 1	6130	6170	61B0	61F0
Slot 2	6131	6171	61B1	61F1
Slot 3	6132	6172	61B2	61F2
Slot 4	6133	6173	61B3	61F3
Slot 5	6134	6174	61B4	61F4
Slot 6	6135	6175	61B5	61F5
Slot 7	6136	6176	61B6	61F6
Slot 8	6137	6177	61B7	61F7
Slot 9	6138	6178	61B8	61F8
Slot 10	6139	6179	61B9	61F9
Slot 11	613A	617A	61BA	61FA
Slot 12	613B	617B	61BB	61FB
Slot 13	613C	617C	61BC	61FC
Slot 14	613D	617D	61BD	61FD
Slot 15	613E	617E	61BE	61FE
Slot 16	613F	617F	61BF	61FF

Magic Mastery/EXP Values

(1st address is level, 2nd is EXP)

1st Character

Slot 1---6210,6211
Slot 2---6212,6213
Slot 3---6214,6215
Slot 4---6216,6217
Slot 5---6218,6219
Slot 6---621A,621B
Slot 7---621C,621D
Slot 8---621E,621F
Slot 9---6220,6221
Slot 10--6222,6223
Slot 11--6224,6225
Slot 12--6226,6227
Slot 13--6228,6229
Slot 14--622A,622B
Slot 15--622C,622D
Slot 16--622E,622F

2nd Character

Slot 1---6250,6251
Slot 2---6252,6253
Slot 3---6254,6255
Slot 4---6256,6257
Slot 5---6258,6259
Slot 6---625A,625B
Slot 7---625C,625D
Slot 8---625E,625F
Slot 9---6260,6261
Slot 10--6262,6263
Slot 11--6264,6265
Slot 12--6266,6267
Slot 13--6268,6269
Slot 14--626A,626B
Slot 15--626C,626D

Slot 16--626E, 626F

3rd Character

Slot 1---6290, 6291
Slot 2---6292, 6293
Slot 3---6294, 6295
Slot 4---6296, 6297
Slot 5---6298, 6299
Slot 6---629A, 629B
Slot 7---629C, 629D
Slot 8---629E, 629F
Slot 9---62A0, 62A1
Slot 10--62A2, 62A3
Slot 11--62A4, 62A5
Slot 12--62A6, 62A7
Slot 13--62A8, 62A9
Slot 14--62AA, 62AB
Slot 15--62AC, 62AD
Slot 16--62AE, 62AF

4th Character

Slot 1---62D0, 62D1
Slot 2---62D2, 62D3
Slot 3---62D4, 62D5
Slot 4---62D6, 62D7
Slot 5---62D8, 62D9
Slot 6---62DA, 62DB
Slot 7---62DC, 62DD
Slot 8---62DE, 62DF
Slot 9---62E0, 62E1
Slot 10--62E2, 62E3
Slot 11--62E4, 62E5
Slot 12--62E6, 62E7
Slot 13--62E8, 62E9
Slot 14--62EA, 62EB
Slot 15--62EC, 62ED
Slot 16--62EE, 62EF

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"Word" address, and then values

Addresses are 6080 to 608F

Values

241-Wild Rose
242-Mithril
243-Warship
244-Parmekia
245-Airship
246-Goddess Bell
247-Sun Flame
248-Mysidia
249-Ultima
250-Dragoon
251-Hiryuu
252-Whirlwind
253-Jade
254-Mask
255-Ekume

