Friday the 13th Save State Hacking Guide

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Friday the 13th
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Friday the 13th Hex Editing FAQ is (c)2012 by Louis Boiko (MASTERNO)


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number, including brackets, beside the section you want to view, then
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of navigation.
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--------Introduction--------
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[1]


Welcome to my Friday the 13th Hex Editing guide!  While the game gets
plenty of notoriety for being "complicated" and, to some degree,
difficult, I've found the game to be very charming and fun to play
since I was a little kid.  The game certainly has a lot of replay
value in its native form because of the many ways to not only
complete the game, but many ways to challenge yourself too.  The game
truly is much more simple than a lot of people make it out to be, but
it does take a little investment to learn the ropes.  Fortunately,
we're to the point where we can take advantage of hex addresses to
give us a fighting chance until we do learn those ropes.


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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.  Unlike most other games, you can't exactly get away with
just infinite life.  Those kids are pretty pesky to go around saving
all the time.  Well, I have all the values you need to make this
game a cake-walk.  You'll definitely want to use the Children values
to ensure the kids are well-protected from the advances of Jason.
Aside from that, there are several ways to sup up your counselors to
take out the Vorhees Menace, from the Zombie Combo (which is
ridiculous fun) to the typical Infinite Life cheat.
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To steamroll the game like a boss, use Life, Active Weapons (Value 05), and Jason's Life (Value 01). If you want a more challenging and unique experience, use Children 1 and 2, Counselors, and Zombie Counselors.

=====Using Hex Addresses====

[2.1]

0482: Jason's Mother
-This is the hex used to keep track of Jason's Mother's life when you decide to raid her cave home. Unlike all the other life hexes, this one counts up from 00 to 20. Setting it to 20 or higher will make her a one-hit kill.

0502: Children 1
-This value prevents the children counter on the HUD from changing. This alone will not prevent you from getting a game over via three countdowns against the kids, but you will never technically lose kids from the countdown. If you use this, he will continue to attack the kids even if you have Children 2 active as well. Mainly useful for giving you opportunities for indoor battles which you can modify Jason's damage output for. They're also more fun than outdoor fights.

0503: Children 2
-This value determines the actual number of kids. If Jason wipes them all out, you will see 00 on the HUD, but the game will continue and Jason will not attack the children unless you have the Children 1 hex active.

0504: Counselors
-This value determines how many counselors you have left. This would be the equivalent to extra lives in most games, except that Jason can wipe them out if you don't reach a counselor in time. If you set this hex to anything higher than 00, Jason cannot wipe out the number of remaining counselors if you let the timer run out, but it doesn't prevent the loss of a given counselor that's being attacked.

0505: Life
-This determines the active counselor's life. The max value legit value is 20. You don't need to change any of the storage values for the inactive counselors to replinish their life, just switch them in as the active one or use vitamins to recover their life if they've been hurt by Jason while you were making your way there to rescue them.

0506: Active Weapon
-This changes the weapon of the active counselor. You can pass this weapon onto inactive counselors and still keep this weapon, allowing you to easily acquire infinite pitchforks or torches. The weapon values are: 00 - Torch, 01 - Knife, 02 - Axe, 03 - Stone, 04 - Machete, 05 - Pitchfork

0517: Lighter
-Enables the lighter item you use to light the fireplaces with. It only needs to be set to value 01 to be effective.

0518: Flashlight
-Enables the flashlight item you use to see in the cave. As with the
Lighter, it only needs to be set to value 01 to be effective.

0519: Vitamins
-Enables the vitamin items you use when you run out of life or need
to recover an inactive counselor. The legit max is nine bottles, but
you can set any number of them and have up to 255. Just remember
that overflowing the hex will cause it to reset to 00, so it's wisest
just to set it to a small number. You won't run out anyway, so
there's no real benefit to setting it to a higher number.

051A: Key
-Enables the key item you use to enter the cabins in the woods and
caves. As with the Lighter and Flashlight, it only needs to be set
to value 01 to be effective.

051B: Sweater
-Enables the sweater item and corresponding visual effect you can
acquire on the second day from Jason's Mother. It reduces the amount
of damage you take by about 50%. It's only really necessary if you
aren't using the Life hex or if you want the visual effect you get
from it.

051C: Jason's Life
-Just as with your life, it has a max value of 20. If you set it to
00 or 01, it'll be a one-hit kill. If you set it low enough, your
first fight will be your last with him, as he'll go into a sort of
desperation mode and fight you until death.

05A9: Jason's Indoor Weapon
-This value determines what weapon Jason uses in the indoor battles.
Interestingly enough, it doesn't correspond to the list of weapons
you use as a counselor, despite having two sprites that are used by
that hex. If you're already in battle, the weapon won't change until
he attacks next. The values are: 01 - Fist, 02 - Machete, 03 - Axe

0748 - 074D: Zombie Counselors
-These hexes are EXTREMELY fun. While a bit buggy if you don't do it
right, these hexes allow you to return your dead counselors to life,
or to manually kill off counselors you don't want. The only values
of importance are 00 (Alive) and FF (Dead). When you pair them up
with the Counselors hex (0504), you literally have an army of
immortal counselors. In a couple of ways, this is more effective
than the Life hex. First, if Jason's attacking the kids and you need
to rush over to them pronto, wipe out a counselor and pick them again
at the counselor select screen. They'll start off right at the lake
and near the west dock too. Second, you never have to worry about
counselor attacks again! If they die, they just spring back to life.
If you need more opportunities for indoor battles, just pop them back
into cabins and switch out again. Doing this can also lead to a fun
and interesting bug I'll describe in the Known Bugs and Issues
section. The values go in order of the counselors from left to
right, so George is 0748 and Crissy is 074D.

====Known Bugs and Issues===

[2.2]

There's a lot of room for bugs in this game since many of the hex addresses I gave you above generally use a specific value or range of values and aren't programmed for any other variables. The programmers were smart enough to generally cover all their bases and hex editing was unheard of at the time this game was released. As a result, the game can behave very erratically if unnatural values are put in place of legitimate ones. As such, I can't gather comprehensive data on values and bugs, but I can give a general idea of what some of the bugs can do.

0482: Jason's Mother
-Since this is a static variable when you modify it, there really aren't any bugs. If you set it to less than 1A, you won't be able to kill her and if you set it to 20 or higher, you will one-hit kill her.

0502: Children 1
-Seems to only cause graphical bugs in the HUD where the number of children are displayed if you force a value greater than 09.

0503: Children 2
-There are no seemingly discernable issues with this hex.

0504: Counselors
-If you use this hex without activating the Zombie Counselors hex range (at least one of them), when all your living counselors are dead, you'll have to select a phantom counselor. Moving the cursor at the counselor select screen will cause the game to lock up and moving the zombie-phantom counselor to the left or right will lock it up too. The zombie-phantom counselor cannot attack and can still die if they take enough damage while the Life and/or Vitamin hexes are inactive, but they'll always exist so you'll have to reset or select them ad infinitum.

0505: Life
-There are no seemingly discernable issues with this hex.

0506: Active Weapons
-Value 06 causes a graphical glitch towards the top of the screen and in your HUD where your portrait and weapon are normally displayed. The weapon is an extremely close-range weapon that can oddly kill a zombie in one hit, but deal absolutely no damage to Jason. It's indoor battle sprite is that of the torch. Value 07 freezes the game and value 08 is similar to 06, but has more of an impact graphically as well as deals one tick of damage per three shots against Jason. Feel free to experiment with this one as much as you'd like.

0517 - 051B: Items
-With the exception of a small overflow issue with Vitamins as mentioned before, there are no real problems with this hex range. If you want to experiment will all sorts of input values, feel free, but if you just stick to 00 and 01, there are no problems.

051C: Jason's Life
-It's the same as your life, so there are no issues to be found.

05A9: Jason's Indoor Weapon
-More accurately, this is his encounter indicator. Since you can encounter him any number of times inside, anything higher than value 03 will simply result in the Axe weapon. Oddly enough, 00 also

results in the Axe weapon.

0748 - 074D: Zombie Counselors
-As stated earlier, this one comes with a myriad of bugs and issues,
some of which rely on the other Counselors hex. One of the more
interesting and useful bugs this hex range can produce is the cloning
of a counselor. While in function they're more of a phantom-zombie
counselor, the main purpose of cloning a counselor is to basically
create a radar of sorts that indicates Jason's movements. You can
literally fill up every single unoccupied cabin with a phantom clone
and Jason will attack them as a normal counselor. Of course, being
that they're phantom clones, their deaths do absolutely nothing,
especially since it requires the Counselors hex to be active in order
to execute it. In order to abuse the bug, keep alive whatever
counselor you'd like to clone. It doesn't really matter which, but I
used Crissy for testing purposes. Crissy needs to be alive as long
as you intend to clone her. Next, kill off whatever other counselors
you'd like. The more, the easier. I killed them all off. Select
any one counselor you'd like to use as the cloning vessel. I chose
to zombify Mark during the test, but any single one will do. Once
you've gotten all this set up, put Crissy into a vacant cabin.
Select Mark from the counselor select screen. One of the cabins in
the middle of the lake should be flashing. After you select Mark,
you'll find that you're using Crissy's sprite and you're in a big
cabin. Turn around and go out the door and you'll be mystically
transported to Crissy's cabin with the phantom-zombie clone. Go into
the cabin and you'll find Crissy hanging out there as expected. Use
the Change function and after a bit of a glitch, your clone will be
against the wall and you'll have control of Crissy again. Save for
the clone's name, everything else will be normal. That clone is now
a permanent fixture there, at least until Jason kills them. In order
to repeat this procedure, you need to kill off Mark again. If you
fill up every small cabin in the game, each time Jason enters one you
will know about it. You can then track his movements and get an idea
of his patterns.

-Another peculiar bug with this hex range is that if you manage to
get a zombie-phantom counselor that can move around, they'll be very
slow in both speed and attack outdoors, but when fighting Jason
inside the cabins they'll be blindingly fast, faster than Jason is on
the third day!

-In a weird looping error, as long as you keep Counselors turned on
and at least one of the Zombie Counselors turned on, you'll always be
able to select that counselor even if all the others are dead and you
lose the last one.

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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, Pack-In-Video, and LJN Ltd. for the
creation of the NES and the development and production of this weird,
but enjoyable survival-horror action game, respectively.  Another big
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