

Friday the 13th Save State Hacking Guide

by Binta

Updated to v1.2 on May 13, 2004

FRIDAY THE 13TH

Stats Hacking Guide

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Disclaimer

I, Binta, have made this FAQ page. You can read this freely and/or download it, just don't post it up on your website or other places, unless I say it's okay. I'll let you print this if you want, too. Just don't steal my work.

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Credit to thebasedestroyer@hotmail.com for telling me the offsets for Jason's HP and number of kids.

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What is this about?

This is a hacking guide for Friday the 13th. It uses built-in hex editing for VirtuaNES under "Tool" as "Cheat Support". It's lets you change your stats and inventory.

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Version History

V 1.0 - Initial

V 1.1 - Added offsets for Jason's health and number of kids

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NEED

-NES emulator with same or similar built-in hexxer, hopefully VirtuaNES
-Rom of Friday the 13th

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HINTS

+Do NOT change anything to greater value than 255/FF. That will cause an overflow and possilby screw up or freeze your game.
+Make a save state! If you do not do so and you screw something up, the game might freeze or glitch in undesirable ways.

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NOTES

*The values here are in DEC. Use HEX if you want, though (granted you know which HEX values are equivelant to the DEC values).
*When adjusting a character's life, maximum should be 32. If you set it too high it could cripple your character or kill him or her. Also, don't set it to 0 unless you want it 1 hit kills you!
*When adjusting anything for your character, switch to a different character and THEN modify your character of choice. If you modify your CURRENT character you MIGHT NOT work.
*For lighter and flashlight addresses, put in 1. I think the other values will be safe, but this one should be the easiest. Set addresses for Keys to 2.
*If you place medicine address values to 10 or above, it will LOOK like 9 but you really have more than that. If you set it to 255 and you get another medicine on the way, you'll lose all your medicines! Watch out.

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If you find out how to change these values, email it to me and you'll get credit when it's updated. (although I can't check my email all the time so if you email, be patient)

#Jason's Current Weapon

#Counselors, to make them living or dead.

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Other Offsets

Jason's Health-----051C (This is similar to changing the health counselor life)
Kids-----0503 (The number won't really seem to be 0 if you set it high
enough, but 20 is really the number you might want)

INTERESTING FACT:

If you set the Kids too high, it will remain 0. It will fool Jason, but he will
only attack counselors.

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George

Lighter-----0708
Flashlight-----070E
Medicine-----071A
Key-----0720
Current Weapon-----0732
Life Remaining-----0738

Mark

Lighter-----0709
Flashlight-----070F
Medicine-----071B
Key-----0721
Current Weapon-----0733
Life Remaining-----0739

Paul

Lighter-----070A
Flashlight-----0710
Medicine-----071C
Key-----0722
Current Weapon-----0734
Life Remaining-----0739

Laura

Lighter-----070B
Flashlight-----0711
Medicine-----071D
Key-----0723
Current Weapon-----0735
Life Remaining-----073A

Debbie

Lighter-----070C
Flashlight-----0712
Medicine-----071E
Key-----0724
Current Weapon-----0736
Life Remaining-----073B

Crissy

Lighter-----070D
Flashlight-----0713
Medicine-----071F
Key-----0725
Current Weapon-----0737
Life Remaining-----073C

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Weapon Values

0-Torch
1-Dagger

2-Axe

3-Stone

4-Machete

5-Pitchfork

6-Glitch item which has no range and removes your character's portrait in game play, but

7 and above are also glitch items, but freeze your game.

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Other Cool Stuff

(these four will self-remedy when you refresh the screen, and only works with your current character)

#0207 to 12 and the character's upper-left area of his/her head is gone.

#020B to 104 to get rid of your character's upper-right section of his/her head.

#020C to 63 make the bottom-left area of your portrait disappear.

#0213 to 136 and your character bottom-right segment of his/her head vanishes.

It might say these values when you first enter the menu, but they change constantly and to change them you click on Update.

#Change address 0639 to 1 and the cabin music is screwed up. This automatically remedies when you leave the cabin. Obviously it only works in cabins or places with the cabin's music.