

# Ogre Battle 64 Game Shark Codes

by dancing elf

Updated to v1.3 on May 6, 2005

GameShark "Uber Codes" for  
Ogre Battle 64 - Person of Lordly Caliber  
By dancing elf  
Version 1.3

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## 1. Introduction

Information in other FAQs on GameShark codes for Ogre Battle 64 allow you to change the value of one variable at time. For example, changing the code 81193AC0 0001 to 81193AC0 0017 replaces "heal leaf" with "love and peace" in the first slot for expendables.

Being able to change one value at a time is very helpful for getting the equipment, expendables, characters and stats that you desire, but it is very time consuming.

With "Uber Codes," it is possible to change a group of variables with just 2 GameShark Codes. I have perfected several "Uber Codes" for Ogre Battle 64 that will allow you to speed up the process of using your GameShark to get what you want in the game.

The "Uber Codes" always come in pairs. The first code always looks like "5000YYZZ XXXX." YY is the number of times a value is repeated. ZZ is spacing between repeats. XXXX tells how to change the values.

The second code is a "standard" GameShark code with an "8" as its first digit (i.e. 81193AC0 XXXX). This code tells the "5000" code where to start making the changes.

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## 2. Version History

Version 1.3 - 05/06/05 - provided better instructions for using the "Uber Codes" correctly; updated information in "The Uber Codes" and "Credits" sections.

Version 1.2 - 03/05/05 - the "Uber Codes" for stat changes (K - Q) were adjusted for a maximum of 95 playable characters; corrected a typo in the "Uber Code" "Have 99 of All Equip-able Items, PART 1 (UC)" (A).

Version 1.1 - 02/23/05 - extended permission to www.neoseeker.com to post this FAQ on their website. Corrected a few grammatical errors.

Version 1.00 - 02/21/05 - created and published this FAQ at gameFAQs.com.

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## 3. Cautions and Suggestions

Read the following Cautions and Suggestions completely. There are several things that you should consider before you try these codes:

A) These codes were developed on a GameShark Pro v. 3.2 and v. 3.3 for N64. I do not know if these codes will work with older versions.

B) I recommend saving your game to a memory card before you do ANY work with a GameShark. One of my game files got erased, and I was in Chapter 3. If these codes are not entered correctly, game freeze should be expected.

C) Carefully check the codes to make sure they're entered correctly before you go into your game. Since you are changing groups of data, a wrong code has the potential to really wreck your game.

D) Use a hex calculator to help you convert from base 10 to base 16 (hexadecimals). I use the one at this web page:  
<http://www.mrcalculator.com/hexdec.html>

E) After you enter some of these "Uber Codes" that are listed below, the list of cheat codes for Ogre Battle 64 on your GameShark might look like this:

---New Code---  
Enabler (M)

Expendibles List (UC)  
99 of All Expendibles (UC)

When you use the Z-button to edit the "Expendibles List (UC)" code, you should have this pair of codes entered, with the "5000" code on top:

50002604 0001  
81193AC0 0001

Each one of the "Uber Codes" (UC) below is really one name assigned to two codes. (UC) in the above example denotes an "Uber Code."

F) Instructions for using the "Uber Codes" correctly:

- 1) The enabler code (M) should always be turned on. This code is F109A730 2400.
- 2) The first eight "Uber Codes" (A - H) MUST be applied in the exact order given below. To apply "Uber Code" A, select it with the GameShark, go into your game, save your game, then turn off your N64 system.
- 3) To apply "Uber Code" B, turn on your GameShark, de-select "Uber Code" A, select "Uber Code" B, go into your game, save your game, then turn off your N64 system.
- 4) Repeat step 3 until all of the "Uber Codes" C through H are applied and saved to your game file.
- 5) Do not skip Equalizer Codes (D) and (F). Without them, you will get game freeze when you try to scroll your inventory lists.
- 6) You can apply and save "Uber Codes" I and J together.
- 7) For "Uber Codes" K through Q, repeat steps 1 - 4 given above.

G) Turn off your N64 and remove your GameShark to allow cooling if it freezes, feels warm or shows signs of overheating. I'd hate to see you loose your GameShark's programming.

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#### 4. The "Uber Codes"

"Uber Codes" A through H will give you 99 of all the helmets, weapons, armors, spell books, shields and accessories that are available in the game.

A) Have 99 of All Equip-able Items, PART 1 (UC)\*:  
50008B04 0000  
80196B03 0063

B) Have 99 of All Equip-able Items, PART 2 (UC)\*:  
50008A04 0000  
80196D2F 0063

\*Note: Both of these "Uber Codes" change about 139 values at once. If you try to turn on "Uber Codes" A and B together,

your GameShark can't process all 278 codes at once. It will make a few of the changes, and do nothing else.

C) Get All Weapons, Armors, Shields, Spell books and Headgears, PART 1 (UC):  
50008004 0001  
80196B01 0001

D) Equalizer, PART 1 (UC)^:  
50008004 0000  
80196B00 0000

E) Get All Weapons, Armors, Shields, Spell books and Headgears, PART 2 (UC):  
50007F04 0001  
80196D01 0081 <<--- This is NOT a typo!

F) Equalizer, PART 2 (UC)^:  
50007F04 0000  
80196D00 0000

^Note: The Equalizer codes create changes that are not visible, so game freeze while scrolling the inventory lists is the big clue that these codes are needed. Don't skip them.

G) Get All Accessories, PART 1 (UC):  
50001704 0000  
80196EFC 0001

H) Get All Accessories, PART 2 (UC):  
50001704 0001  
80196EFD 0000 <<--- This is NOT a typo!

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"Uber Codes" I and J will give you 99 of all the expendable and portable items in the game.

I) Get All 40 Expendables (UC):  
50002604 0001  
81193AC0 0001

J) Have 99 of All 40 Expendables(UC):  
50002604 0000  
81193AC3 0063

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"Uber Codes" K through Q boost the stats of all existing characters in your battalion.

K) Strength Stat = 150 for All Characters (UC)\*\*  
50005F38 0000  
80193C15 0096

L) Vitality Stat = 150 for All Characters (UC)\*\*  
50005F38 0000  
80193C17 0096

M) Intelligence Stat = 150 for All Characters (UC)\*\*

50005F38 0000  
80193C19 0096

N) Mentality Stat = 150 for All Characters (UC)\*\*

50005F38 0000  
80193C1B 0096

O) Agility Stat = 150 for All Characters (UC)\*\*

50005F38 0000  
80193C1D 0096

P) Dexterity Stat = 150 for All Characters(UC)\*\*

50005F38 0000  
80193C1F 0096

Q) Max HP Stat = 150 for All Characters(UC)\*\*

50005F38 0000  
80193C0F 0096

\*\*Note: These "Uber Codes" will change the given stat for up to 95 characters in your battalion. If you have less than 95 characters when you use these "Uber Codes," then get additional characters, the stats assigned by the game will over-write any previous changes made with the GameShark for the new characters. Oh, one other thing--the maximum stat value you can use with these codes is FF, or 255.

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## 5. Legal and Contact Information

I, Beth "dancing elf" Mabels, am the sole author of this FAQ. You do not have my permission to claim any parts of it as your own work, nor do I give you permission to change its format in any way.

Currently, the only websites that have my permission to post this FAQ are:

[www.gameFAQs.com](http://www.gameFAQs.com)  
[www.neoseeker.com](http://www.neoseeker.com)

My e-mail address is [wannanewdrug6@hotmail.com](mailto:wannanewdrug6@hotmail.com) . I will answer questions about these codes, and will check feedback about typos.

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## 6. Credits

"Thank you so very much!" to the following people and organizations:

GameFAQs.com and neoseeker.com - for posting this FAQ on their websites

Kong K Rool and MacroX - for their document, "The Secrets of Professional GameShark Hacking"

Interact - creators of the GameShark Pro for N64

Bearsman6 - for the info on GameShark codes in his FAQ (80196B03 00XX, 80196B01 00XX, 81193AC0 00XX, 81193AC3 00XX)

www.mrcalculator.com/ - for the free hex calculator ^-^

unknown contributor on the Ogre Battle 64 message board - for the digits to modify the expendables

Dan C. - your e-mail prompted me to clarify my instructions for using the "Uber Codes." I am honored that you think these codes "rock."

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