

# Final Fantasy IX Support Ability Gameshark Guides

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Final Fantasy 9 - Support Ability Gameshark Guides

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2.Disclaimer:

I don't know what to say in this disclaimer section since i'm new in faq writing.This is only for personal use only, feel free to use it as long as not used for profittable and illegal use.If you want to use this in your website, please e-mail me first and and give me credit (you don't even need my permission, just let me know and give the credit to me :)

Bestviewed w/ notepad and wordwarped.

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3.Introduction:

This is my first faq ( and i'm not really good in english) so if you find mistakes just inform me, i'll give you credit. But i don't know if i'm gonna update this faq later (so....).OK. let's get to the point why i made this faq. In many gameshark code source, never give exact explanation how support abilities work, in Beatrix faq made by Edward Chang and Elranzer said Beatrix can't equip support abilities. I like Beatrix since her 1st appearance,i like her style, i like her music theme (battle theme and field theme),I like her fighting style (Holy swordwoman! just like Thunder God Cid!), I LOVE her ^v^ .That's why in the first place ,i search this code.

Yes, Beatrix can equip support abilities,yeah She's like Orlandu of FF9 (once she tell me the reason why she's in FF9 is to kick major ass)->in my dreams :P

Of course the others can equip else's support abilities (Zidane w/ return magic, Steiner w/ half MP etc). Just don't overuse this code, because it will wreck your fun factor (I'm only use it on my Mighty Beatrix).

HEAVEN OR HELL! LET'S ROCK!

If you want use this faq, you'll need GameShark or equivalent device. My GameShark's version is 2.3

but i think it doesn't matter if you have lower version.

#### 4.Support Ability Mechanical Guides

##### Character codes

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|               |               |               |
|---------------|---------------|---------------|
| BEATRIX:      | FREYA:        | STEINER:      |
| 8008B794 dcba | 8008B5A4 dcba | 8008B4C4 dcba |
| 8008B796 hgfe | 8008B5A6 hgfe | 8008B4C6 hgfe |
| 8008B798 lkji | 8008B5A8 lkji | 8008B4C8 lkji |
| 8008B79A ponm | 8008B5AA ponm | 8008B4CA ponm |

|                |               |               |
|----------------|---------------|---------------|
| BLANK/AMARANT: | MARCUS/EIKO:  | VIVI:         |
| 8008B704 dcba  | 8008B674 dcba | 8008B3A4 dcba |
| 8008B706 hgfe  | 8008B676 hgfe | 8008B3A6 hgfe |
| 8008B708 lkji  | 8008B678 lkji | 8008B3A8 lkji |
| 8008B70A ponm  | 8008B67A ponm | 8008B3AA ponm |

|               |                |               |
|---------------|----------------|---------------|
| Cinna/Quina:  | GARNET/DAGGER: | ZIDANE:       |
| 8008B5E4 dcba | 8008B434 dcba  | 8008B314 dcba |
| 8008B5E6 hgfe | 8008B436 hgfe  | 8008B316 hgfe |
| 8008B5E8 lkji | 8008B438 lkji  | 8008B318 lkji |
| 8008B5EA ponm | 8008B43A ponm  | 8008B31A ponm |

##### Value modifier

-----

|                                                                   |                                                                           |                                                                  |                                                               |
|-------------------------------------------------------------------|---------------------------------------------------------------------------|------------------------------------------------------------------|---------------------------------------------------------------|
| a. 1-Auto-Reflect<br>2-Auto-Float<br>4-Auto-Haste<br>8-Auto-Regen | e. 1-Undead Killer<br>2-Dragon Killer<br>4-Devil Killer<br>8-Beast Killer | i. 1-Mag Elem Null<br>2-Concentrate<br>4-Half MP<br>8-High Tide  | m. 1-Insomniac<br>2-Antibody<br>4-Bright Eyes<br>8-Loudmouth  |
| b. 1-Auto-Life<br>2-HP+10%<br>4-HP+20%<br>8-MP+10%                | f. 1-Man Eater<br>2-High Jump<br>4-Master Thief<br>8-Steal Gil            | j. 1-Counter<br>2-Cover<br>4-Protect Girls<br>8-Eye 4 Eye        | n. 1-Restore HP<br>2-Jelly<br>4-Return Magic<br>8-Absorb MP   |
| c. 1-MP+20%<br>2-Accuracy+<br>4-Distract<br>8-Long Reach          | g. 1-Healer<br>2-Add Status<br>4-Gamble Defense<br>8-Chemist              | k. 1-Body Temp<br>2-Alert<br>4-Initiative<br>8-Level Up          | o. 1-Auto-Potion<br>2-Locomotion<br>4-Clear Headed<br>8-Boost |
| d. 1-MP Attack<br>2-Bird Killer<br>4-Bug Killer<br>8-Stone Killer | h. 1-Power Throw<br>2-Power Up<br>4-Reflect-Null<br>8-Reflectx2           | l. 1-Ability Up<br>2-Millionaire<br>4-Flee-Gil<br>8-Guardian Mog | p. 1-Odin's Sword<br>2-Mug<br>4-Bandit<br>8-Void              |

##### Base convertor

| Dec | Hex |
|-----|-----|
| 0   | 0   |
| 1   | 1   |
| 2   | 2   |
| 3   | 3   |
| 4   | 4   |
| 5   | 5   |
| 6   | 6   |
| 7   | 7   |
| 8   | 8   |
| 9   | 9   |
| 10  | A   |
| 11  | B   |
| 12  | C   |
| 13  | D   |
| 14  | E   |
| 15  | F   |

#### How to use

Add ability's number in same value modifier.

If you want Auto-Reflect, replace 'a' with 1 ( because Auto-Reflect's number is 1)

If you want Auto-Reflect,Auto-Haste,Auto=Regen, relpace 'a' with D ( 1+4+8 =13 ( Hex= D ))

#### Example:

- Beatrix w/ :
- a.Auto-Reflect,Auto=Haste,Auto=Regen (1+4+8)
  - b.Autolife,Mp+10% (1+8)
  - c.MP+20%,Accuracy+,Distract,Long Reach (1+2+4+8)
  - d.Bug Killer (4)

---->8008B794 4F9D

#### 5.Notes

- 1.This is not codes to mastering your abilities, only to equip support abilities.
- 2.After equip abilities such as HP/MP plus, try to optimize your equipment to take the effect.
- 3.For the ones that naturally someone don't have, you can't see them equipped. But actually you really equipped them. (e.g. you can't see Zidane equip 'half MP' in the list but actually in battle his Mp usage will be halved).
- 4.You can save it to memory card, turn off the GameShark, and the abilities still equipped.
5. Use it at your own risk, i'm not guaranttee anything including /but not limited to loss of data,breakage of the game (which should be very seldom if you use it right).

Enjoy!

#### 6.Credits

-Mama & Papa

I love You So Much

-My Friends (Wie Hauw cs)

You're so kind to me

-Edward Chang & Erlanzer

For writing Beatrix faq , inspiring me to write this.

-Gameshark Code Creators Club (www.cmgsgccc.com)

For the base of my research of this faq.

-GameFAQs

The only place i goto for information and faqs of many games.

Merry Christmas and Happy New Year and Idul Fitri to all who read this (may not be the right time anymore :)

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