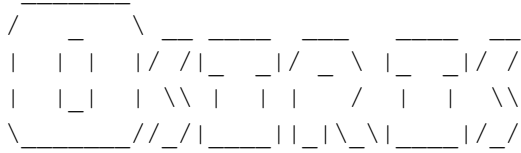


The Legend of Dragoon Debug Room Guide

by Osiris

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Presents

Legend of Dragoon Debug Room Guide v1.0

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UPDATES

08/27/01

~Floors 3 & 4

08/19/01

-Floors 1 & 2

I - Credits & About

II - Codes

III - Debug Room Maps

IV - Debug Room Floor 1 Guide

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VI - Debug Room Floor 3 Guide

VII - Debug Room Floor 4 Guide

I - Credits & About

All 3 debug codes for the US, Jap, and US Demo version of Legend of Dragoon were made by myself (Osiris). As was this FAQ. Thanks to Sony for the awesome game.

The Legend of Dragoon debug room isn't quite as exciting as some other debug rooms, such as Final Fantasy 7 or 8. This debug room just warps you around to different parts of the game. Anyway, on to the guide.

II - Codes

NOTE Once you get in the debug room, this code must be turned off. Otherwise, you won't be able to exit the debug room. To get back in, simply turn the code back on.

All codes were made by Osiris <- Osiris@osirishq.com ->

US Version
80052C30 0000

Jap Version
80051930 0000

US Demo Version (from Jampack Summer 2k)
8005BE04 0000

NOTE The US Demo Version Debug room doesn't allow you to go to disc 2, 3, or 4 for obvious reasons. You can only use the warps in the first room.

III - Debug Room Maps

```
A  B  2  _____ K  E  F
|  |  4  _|_L  |  |
|__|_____|_____|__|
|  |  I  _|_M  |  |
|  |  J  _____ N  |  |
C  D  _____ G  H
~1~
```

```
O  3  _____ W  Q  R
|  |  1  _|_X  |  |
|__|_____|_____|__|
|  |  U  _|_Y  |  |
|  |  V  _____ Z  |  |
P  _____ S  T
~2~
```

```
a  4  _____ i  c  d
|  |  2  _|_j  |  |
|__|_____|_____|__|
|  |  g  _|_k  |  |
|  |  h  _____ l  |  |
b  _____ e  f
~3~
```

```
1  _____ t  n  o
|  |  3  _|_u  |  |
|__|_____|_____|__|
```

```
| | r__|__v | |
| | s_____w | |
      m           p q
```

~4~

IV - Debug Room Floor 1 Guide

```
A B 2_____K E F
| | 4__|__L | |
|_|_____|_____|_|
| | I__|__M | |
| | J_____N | |
C D           G H
```

~1~

Floor 1 Takes you to different parts of Disc 1

Since each room only has warp points, I will set up the guide like this.

LETTER - WHERE IT TAKES YOU (ANY OTHER INFORMATION)

2 - Takes you to Floor 2 (Where disc 2 warp points are located)

4 - Takes you to Floor 4 (Where disc 4 warp points are located)

A - Shirley's Shrin

B - Kazas

C - Lohan

D - Nest of Dragon

E - Forest (beyond Seles)

F - Hellena Prison

G - Cave (near Prairie)

H - Prairie

I - Volcano Villude

J - Marshland

K - Beginning of Game

L - Dart sees Seles on fire

M - Bale

N - Town of Hoax (before Dragon attacks)

V - Debug Room Floor 2 Guide

```

O      3____W  Q  R
|  |  1__|__X  |  |
|__|_____|_____|__|
|  |  U__|__Y  |  |
|  |  V____Z   |  |
      P          S  T

```

~2~

Floor 2 Takes you to different parts of Disc 2

LETTER - WHERE IT TAKES YOU (ANY OTHER INFORMATION)

3 - Takes you to Floor 3 (Where disc 3 warp points are located)

1 - Takes you to Floor 1 (Where disc 1 warp points are located)

O - Fletz

P - Prison Island

Q - Donau

R - Valley

S - The Queen Fury

T - Giganto Home

U - Feuno

V - Undersea Cavern

W - Fletz

X - Barrens

Y - Phantom Ship (stuck between a wall)

Z - Lidiera

VI - Debug Room Floor 3 Guide

```

a  4____i  c  d
|  |  2__|__j  |  |
|__|_____|_____|__|
|  |  g__|__k  |  |
|  |  h____l   |  |
      b          e  f

```

~3~

Floor 3 Takes you to different parts of Disc 3

NOTE For some reason, the debug room was taken out of disc 3. When you are on disc 3, and you load your game with the debug code on, you will be asked to insert disc 2. After doing this, the debug room will load up fine. Also, when you are on Floor 3, when you enter a warp point, you will be asked to insert disc 3 once again. If you turn the debug code on at any time during disc 3, you will once again be asked to change to disc 2.

LETTER - WHERE IT TAKES YOU (ANY OTHER INFORMATION)

4 - Takes you to Floor 4 (Where disc 4 warp points are located)

2 - Takes you to Floor 2 (Where disc 2 warp points are located)

a - Flanvel Tower

b - Capital City Vellweb

c - Deningrad

d - Neet

e - Forbidden Land

f - Wingly Forest (Talking to Guaraha)

g - Fort Magrad

h - Snowfield

i - Furni (Start of Chapter 3)

j - Evergreen Forest

k - Mortal Dr. Mountain

l - Kashua Glacier

VII - Debug Room Floor 4 Guide

```

      1____t  n  o
|  |  3__|__u  |  |
|__|_____|_____|__|
|  |  r__|__v  |  |
|  |  s____w  |  |
      m          p  q

```

~4~

Floor 4 Takes you to different parts of Disc 4 for the most part. Some warps take you to places on Disc 2 which are noted.

NOTE For some reason, the debug room was taken out of disc 4. When you are on disc 4, and you load your game with the debug code on, you will be asked to insert disc 2. After doing this,

the debug room will load up fine. Also, when you are on Floor 4, and you enter a warp point, you will be asked to insert disc 4 once again. If you turn the debug code on at any time during disc 4, you will once again be asked to change to disc 2.

LETTER - WHERE IT TAKES YOU (ANY OTHER INFORMATION)

1 - Takes you to Floor 1 (Where disc 1 warp points are located)

3 - Takes you to Floor 3 (Where disc 3 warp points are located)

m - Moon

n - Giganto Home (On Disc 2)

o - Twin Castle (On Disc 2)

p - Rouge

q - The Queen Fury (On Disc 2)

r - Divine Tree

s - Malfil (Starts with Zieg Talking)

t - Death Frontier (Start of Chapter 4)

u - Ulara

v - Aglis

w - Zenebatos

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