

# Brain Lord Pro Action Replay Codes

by Solomon warrior

Updated to vFinal on Feb 3, 2004

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## BRAIN LORD PAR CODES

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Version:Final (seventh version)  
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#### 1)Version history

version:1.0[8-30-2002]

-first FAQ.

-contain items codes and magic codes.

-teach you to modify only first slot.

version:1.1[9-24-2002]

-second FAQ.

-teach you how to modify slot 2 to slot 48.

version:1.2[9-25-2002]

-third FAQ.

-continue my FAQ from slot 6 to slot 10.

version:1.3[9-27-2002]

-fourth FAQ.

-continue my FAQ from slot 11 to slot 25.

version:1.4[9-29-2002]

-fifth FAQ.

-continue my FAQ from slot 26 to slot 38.

version:1.5[10-1-2002]

-sixth FAQ.

-continue my FAQ from slot 39 to slot 48.

-FAQ is totally complete.

version:Final[10-11-2002]

-seventh FAQ.

-add Copyright issue.

-add description to item.

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#### 2)Introduction

I made this guide is to help you to beat the game and i do not responsible if some strange things happen if you use this guide. Anyway, this guide is totally free. If you found any other codes, please e-mail me or leave a message in GameFAQ's message board. Please tell me too if you found some codes are not working correctly. You can only get this FAQ at [www.gamefaqs.com](http://www.gamefaqs.com) . One week ago I received some e-mail. They asked me to give them ZSNES emulator and rom. My advise to you is DON'T ever send that kind of e-mail again. you should find what you want by yourself. Besides, giving rom to you is illegal.

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### 3) PAR Codes (Pro Action Replay Codes)

You must have ZSNES emulator to get these codes work.

Money code: 7E093747F

Money code: 7E0937596

Money code: 7E0937698

Maximum/unlimited life: 7E08C415

Maximum/unlimited life: 7E08C415

[don't put too much value for these value or it will crash your game.]

Power: 7E08CAFF

[you can kill your enemy by 1 hit]

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### MAGIC CODES:

7E08D110 (MUST BE ON)

7E091002- Magic Shot=Shot of Cold. Last a short time

7E091103- Magic Shield=Builds a small barrier in front of you.

7E091204- Flame Ring=Makes 2 fireballs surrounding you.

7E091305- Fireball=Powerful flame explode over a wide area.

7E091406- Impulse=Sends a shock wave along the ground to your enemy.

7E091507- Lightning=Lightning flies in a straight line.

7E091608- Magic Missile=Aims 3 magic beams of light at enemies.

7E091709- Bound=Attacks by reflecting 2 beams of light off of walls.

7E09180A- Ice=Uses tremendous cold to make ice and shoot it at an enemy.

7E09190B- Phaser=Inflicts damage by drying out all of the water in the body.

7E091A0E- Slow=Slows your enemy's movements for a while.

7E091B0F- Stop=Paralyzes your enemy's movements for a while.

7E091C10- Ghost=A body of Energy chases and attacks your enemy.

[there is 16 slot for magic but there are only 13 kind of magic.]

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### SLOT 1 MODIFIER:

#### ITEMS CODES

##### 1) Conventional Items:

7E092100 (MUST BE ON)

7E0920XX

replace XX with

01- Apple=Fresh food. Recover 3 HP.

02- Cheese=Recovered 6 HP. Preserved food. The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items. (SPECIAL)

05- Cape Herb=Herb found in North Country. Cures a numbed body.

06- Antidote Herb=Counteracts poison. Ingredients unknown.

07- Dragon Scale=Very expensive. Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

- 0B- Source of Power=Magic Dust with a strange smell.Power raised from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E092101(MUST BE ON)

7E0920XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E092102(MUST BE ON)

7E0920XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.

09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E092103 (MUST BE ON)

7E0920XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E092104 (MUST BE ON)

7E0920XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E092105 (MUST BE ON)

7E0920XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E092106 (MUST BE ON)

7E0920XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E092107 (MUST BE ON)

7E0920XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...

- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light. Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light. Possibly the last key.

Keys to use in Abell Ruins:

7E092107 (MUST BE ON)

7E0920XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization. Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization. Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light. Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization. Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization. This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization. A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization. You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization. Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization. Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization. There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization. The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization. The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization. The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092107 (MUST BE ON)

7E0920XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.

- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092107 (MUST BE ON)

7E0920XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092107 (MUST BE ON)

7E0920XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E092107 (MUST BE ON)

7E0920XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 2 MODIFIER:

ITEM CODES

1) Conventional Items:

7E092300 (MUST BE ON)

7E0922XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strengre smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E092301 (MUST BE ON)

7E0922XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack

=defeat an enemy with one blow of this weapon.

0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.

0F- Silver Bow- Bow, 6 Attack

=Heavy bow.Inflicts great damage even at a distance.

10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.

12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E092302 (MUST BE ON)

7E0922XX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.

02- Iron Helmet- 3 Defense=Seems to be made of iron.

03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.

04- Blackgold Helm- 8 Defense=Shiny black helmet.

05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...

06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.

07- Nameless Helm- 14 Defense=No description.

08- Nameless Helm- 16 Defense=No description.

09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E092303 (MUST BE ON)

7E0922XX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.

02- Chain Mail- 3 Defense=Armor made of chains fastened together.

03- Banded Mail- 5 Defense=Armor made from sheets of iron.

04- Bone Mail 8- Defense=Armor made from monster bones fastened together.

05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.

06- Royal Armor- 15 Defense=Set with jewels.Has great value.

07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.

08- Nameless Armor- 20 Defense=No description.

09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E092304 (MUST BE ON)

7E0922XX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.

02- Round- 50 Endurance=Circular shield,easy to use.

03- Kite- 60 Endurance=Gives protection over a large area.

04- Bone- 70 Endurance=Made from buffalo bones.

05- Warrior- 80 Endurance=A Warrior's fighting shield.

06- Battle- 99 Endurance=Protects a wide area,hard to attack.

07- Shield- Use in the Arena=no description.

#### Accessories:

7E092305 (MUST BE ON)

7E0922XX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.

02- Debug Mirror=This is a Recovery Mirror for debugging.

03- Wind Shoes=You can't fall into a trap when you're wearing this.

04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E092306 (MUST BE ON)

7E0922XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E092307(MUST BE ON)

7E0922XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092307(MUST BE ON)

7E0922XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.

The tip of the key point to the center of the floor.

15- Power Room Key=Found on 4th floor of Site of Civilization.

The tip of this key shines to the south-southwest.

16- Oblivion Key=Found on 3rd floor of Site of Civilization.

The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092307(MUST BE ON)

7E0922XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle. All the kays here are beautiful.

26- Water-Air Key=Key found in the Ice Castle. Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle. A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle. Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle. Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle. Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092307(MUST BE ON)

7E0922XX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092307(MUST BE ON)

7E0922XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.

It radiates light.

- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E092307 (MUST BE ON)

7E0922XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

-----  
SLOT 3 MODIFIER:

ITEM CODES

1) Conventional Items:

7E092500 (MUST BE ON)

7E0924XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E092501 (MUST BE ON)

7E0924XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E092502 (MUST BE ON)

7E0924XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E092503 (MUST BE ON)

7E0924XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E092504 (MUST BE ON)

7E0924XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.

- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E092505 (MUST BE ON)

7E0924XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E092506 (MUST BE ON)

7E0924XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E092507 (MUST BE ON)

7E0924XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092507 (MUST BE ON)

7E0924XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.

- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092507 (MUST BE ON)

7E0924XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092507 (MUST BE ON)

7E0924XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.

A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.

A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.

A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092507 (MUST BE ON)

7E0924XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.

Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.

Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.

It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.

The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.

It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.

Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum.

Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.

Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.

Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.

Dark Power tightens the body.

Keys to use in Toronto:

7E092507 (MUST BE ON)

7E0924XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 4 MODIFIER:

ITEM CODES

1) Conventional Items:

7E092700 (MUST BE ON)

7E0926XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised

from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised

from 1 to 3.

- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E092701 (MUST BE ON)

7E0926XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E092702 (MUST BE ON)

7E0926XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E092703 (MUST BE ON)

7E0926XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E092704 (MUST BE ON)

7E0926XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E092705 (MUST BE ON)

7E0926XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E092706 (MUST BE ON)

7E0926XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E092707 (MUST BE ON)

7E0926XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,

to get to the 4th floor.

- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092707 (MUST BE ON)

7E0926XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092707 (MUST BE ON)

7E0926XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.

All the keys here are beautiful.

- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092707 (MUST BE ON)

7E0926XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092707 (MUST BE ON)

7E0926XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E092707 (MUST BE ON)

7E0926XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 5 MODIFIER:

ITEM CODES

1)Conventional Items:

7E092900 (MUST BE ON)

7E0928XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items. (SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E092901 (MUST BE ON)

7E0928XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack

=Heavy bow. Inflicts great damage even at a distance.  
10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.  
12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E092902 (MUST BE ON)

7E0928XX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.  
02- Iron Helmet- 3 Defense=Seems to be made of iron.  
03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.  
04- Blackgold Helm- 8 Defense=Shiny black helmet.  
05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...  
06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.  
07- Nameless Helm- 14 Defense=No description.  
08- Nameless Helm- 16 Defense=No description.  
09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E092903 (MUST BE ON)

7E0928XX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.  
02- Chain Mail- 3 Defense=Armor made of chains fastened together.  
03- Banded Mail- 5 Defense=Armor made from sheets of iron.  
04- Bone Mail 8- Defense=Armor made from monster bones fastened together.  
05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.  
06- Royal Armor- 15 Defense=Set with jewels.Has great value.  
07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.  
08- Nameless Armor- 20 Defense=No description.  
09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E092904 (MUST BE ON)

7E0928XX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.  
02- Round- 50 Endurance=Circular shield,easy to use.  
03- Kite- 60 Endurance=Gives protection over a large area.  
04- Bone- 70 Endurance=Made from buffalo bones.  
05- Warrior- 80 Endurance=A Warrior's fighting shield.  
06- Battle- 99 Endurance=Protects a wide area,hard to attack.  
07- Shield- Use in the Arena=no description.

#### Accessories:

7E092905 (MUST BE ON)

7E0928XX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.  
02- Debug Mirror=This is a Recovery Mirror for debugging.  
03- Wind Shoes=You can't fall into a trap when you're wearing this.  
04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E092906 (MUST BE ON)

7E0928XX

replace XX with

01- Life Jade=???? is inside.Restores your HP.

- 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E092907 (MUST BE ON)

7E0928XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092907 (MUST BE ON)

7E0928XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.

16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092907 (MUST BE ON)

7E0928XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.

21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092907 (MUST BE ON)

7E0928XX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.

2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092907 (MUST BE ON)

7E0928XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.

- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E092907 (MUST BE ON)

7E0928XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 6 MODIFIER:

ITEM CODES

1) Conventional Items:

7E092B00 (MUST BE ON)

7E092AXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E092B01 (MUST BE ON)

7E092AXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E092B02 (MUST BE ON)

7E092AXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E092B03 (MUST BE ON)

7E092AXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E092B04 (MUST BE ON)

7E092AXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.

- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E092B05 (MUST BE ON)

7E092AXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E092B06 (MUST BE ON)

7E092AXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E092B07 (MUST BE ON)

7E092AXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092B07 (MUST BE ON)

7E092AXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.

- Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092B07 (MUST BE ON)

7E092AXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092B07 (MUST BE ON)

7E092AXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092B07 (MUST BE ON)

7E092AXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E092B07 (MUST BE ON)

7E092AXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 7 MODIFIER:

ITEM CODES

1) Conventional Items:

7E092D00 (MUST BE ON)

7E092CXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.

- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E092D01 (MUST BE ON)

7E092CXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E092D02 (MUST BE ON)

7E092CXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E092D03 (MUST BE ON)

7E092CXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E092D04 (MUST BE ON)

7E092CXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E092D05 (MUST BE ON)

7E092CXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E092D06 (MUST BE ON)

7E092CXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy???? is inside.
  - 06- Anger Jade=Attacking Fairy???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E092D07 (MUST BE ON)

7E092CXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...

- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092D07 (MUST BE ON)

7E092CXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092D07 (MUST BE ON)

7E092CXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092D07 (MUST BE ON)

7E092CXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092D07 (MUST BE ON)

7E092CXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E092D07 (MUST BE ON)

7E092CXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 8 MODIFIER:

ITEM CODES

1) Conventional Items:

7E092F00 (MUST BE ON)

7E092EXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E092F01(MUST BE ON)

7E092EXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E092F02 (MUST BE ON)

7E092EXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E092F03 (MUST BE ON)

7E092EXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E092F04 (MUST BE ON)

7E092EXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E092F05 (MUST BE ON)

7E092EXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E092F06 (MUST BE ON)

7E092EXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.

- 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E092F07(MUST BE ON)

7E092EXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E092F07(MUST BE ON)

7E092EXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E092F07 (MUST BE ON)

7E092EXX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle. All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle. Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle. A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle. Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle. Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle. Opens 3rd Gate.

Keys to use in Dragon Cave:

7E092F07 (MUST BE ON)

7E092EXX

replace XX with

2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E092F07 (MUST BE ON)

7E092EXX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.

Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.

Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.

Dark Power tightens the body.

Keys to use in Toronto:

7E092F07(MUST BE ON)

7E092EXX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

-----  
SLOT 9 MODIFIER:

ITEM CODES

1)Conventional Items:

7E093100(MUST BE ON)

7E0930XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised

from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised

from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093101(MUST BE ON)

7E0930XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E093102 (MUST BE ON)

7E0930XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E093103 (MUST BE ON)

7E0930XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093104 (MUST BE ON)

7E0930XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093105 (MUST BE ON)

7E0930XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093106 (MUST BE ON)

7E0930XX

replace XX with

- 01- Life Jade=???? is inside. Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093107 (MUST BE ON)

7E0930XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093107 (MUST BE ON)

7E0930XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.

- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093107(MUST BE ON)

7E0930XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093107(MUST BE ON)

7E0930XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093107 (MUST BE ON)

7E0930XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E093107 (MUST BE ON)

7E0930XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

-----  
SLOT 10 MODIFIER:

ITEM CODES

1) Conventional Items:

7E093300 (MUST BE ON)

7E0932XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.

- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E093301(MUST BE ON)

7E0932XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E093302(MUST BE ON)

7E0932XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E093303(MUST BE ON)

7E0932XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.

- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093304 (MUST BE ON)

7E0932XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093305 (MUST BE ON)

7E0932XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093306 (MUST BE ON)

7E0932XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093307 (MUST BE ON)

7E0932XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093307 (MUST BE ON)

7E0932XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093307 (MUST BE ON)

7E0932XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.

Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.

Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.

Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093307 (MUST BE ON)

7E0932XX

replace XX with

2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093307 (MUST BE ON)

7E0932XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum. Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum. Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum. Dark Power tightens the body.

Keys to use in Toronto:

7E093307 (MUST BE ON)

7E0932XX

replace XX with

3E- Duplicate Key=Received from the Stonemason. Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason. Can only be used in the village.

-----  
SLOT 11 MODIFIER:

ITEM CODES

1) Conventional Items:

7E093500 (MUST BE ON)

7E0934XX

replace XX with

01- Apple=Fresh food. Recover 3 HP.

- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093501(MUST BE ON)

7E0934XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E093502(MUST BE ON)

7E0934XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E093503(MUST BE ON)

7E0934XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093504(MUST BE ON)

7E0934XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093505(MUST BE ON)

7E0934XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093506(MUST BE ON)

7E0934XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.

08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.  
09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093507 (MUST BE ON)

7E0934XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093507 (MUST BE ON)

7E0934XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093507 (MUST BE ON)

7E0934XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093507(MUST BE ON)

7E0934XX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093507(MUST BE ON)

7E0934XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E093507 (MUST BE ON)

7E0934XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

-----  
SLOT 12 MODIFIER:

ITEM CODES

1)Conventional Items:

7E093700 (MUST BE ON)

7E0936XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093701 (MUST BE ON)

7E0936XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E093702 (MUST BE ON)

7E0936XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E093703 (MUST BE ON)

7E0936XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093704 (MUST BE ON)

7E0936XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093705 (MUST BE ON)

7E0936XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093706(MUST BE ON)

7E0936XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093707(MUST BE ON)

7E0936XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093707(MUST BE ON)

7E0936XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.

A weapon is drawn on it. Use on the 3rd floor.

- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093707 (MUST BE ON)

7E0936XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.

21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093707 (MUST BE ON)

7E0936XX

replace XX with

2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.

2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093707 (MUST BE ON)

7E0936XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E093707(MUST BE ON)

7E0936XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 13 MODIFIER:

ITEM CODES

1)Conventional Items:

7E093900(MUST BE ON)

7E0938XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.

- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093901 (MUST BE ON)

7E0938XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E093902 (MUST BE ON)

7E0938XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E093903 (MUST BE ON)

7E0938XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.

- 07- Cape- 0 Defense, +Speed=Your Defense power is 0, but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093904 (MUST BE ON)

7E0938XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093905 (MUST BE ON)

7E0938XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093906 (MUST BE ON)

7E0938XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093907 (MUST BE ON)

7E0938XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light. Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light. Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light. Possibly the last key.

Keys to use in Abell Ruins:

7E093907 (MUST BE ON)

7E0938XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093907(MUST BE ON)

7E0938XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093907 (MUST BE ON)

7E0938XX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.

2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093907 (MUST BE ON)

7E0938XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E093907 (MUST BE ON)

7E0938XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 14 MODIFIER:

ITEM CODES

1) Conventional Items:

7E093B00 (MUST BE ON)

7E093AXX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093B01 (MUST BE ON)

7E093AXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E093B02 (MUST BE ON)

7E093AXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.

- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E093B03 (MUST BE ON)

7E093AXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093B04 (MUST BE ON)

7E093AXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093B05 (MUST BE ON)

7E093AXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093B06 (MUST BE ON)

7E093AXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093B07 (MUST BE ON)

7E093AXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093B07 (MUST BE ON)

7E093AXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093B07 (MUST BE ON)

7E093AXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design

is written on this key.

- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093B07 (MUST BE ON)

7E093AXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093B07 (MUST BE ON)

7E093AXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E093B07 (MUST BE ON)

7E093AXX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

-----  
SLOT 15 MODIFIER:

ITEM CODES

1) Conventional Items:

7E093D00 (MUST BE ON)

7E093CXX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093D01 (MUST BE ON)

7E093CXX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

06- Battle Axe- Axe, 5 Attack=Light and easy to use.

07- Tomahawk Axe, 10 Attack=Doubled edged axe.

08- Rock Breaker Axe, 15 Attack=Can even shatter stone.

- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E093D02 (MUST BE ON)

7E093CXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E093D03 (MUST BE ON)

7E093CXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E093D04 (MUST BE ON)

7E093CXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E093D05 (MUST BE ON)

7E093CXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this

you can recover one time.

- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093D06 (MUST BE ON)

7E093CXX

replace XX with

- 01- Life Jade=???? is inside. Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093D07 (MUST BE ON)

7E093CXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093D07 (MUST BE ON)

7E093CXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.

- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093D07(MUST BE ON)

7E093CXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093D07(MUST BE ON)

7E093CXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093D07(MUST BE ON)

7E093CXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E093D07 (MUST BE ON)  
7E093CXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

-----  
SLOT 16 MODIFIER:

ITEM CODES

1) Conventional Items:

7E093F00 (MUST BE ON)  
7E093EXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E093F01(MUST BE ON)

7E093EXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E093F02(MUST BE ON)

7E093EXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E093F03(MUST BE ON)

7E093EXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.

09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E093F04 (MUST BE ON)

7E093EXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E093F05 (MUST BE ON)

7E093EXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E093F06 (MUST BE ON)

7E093EXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E093F07 (MUST BE ON)

7E093EXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E093F07 (MUST BE ON)

7E093EXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.

- Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
  - 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
  - 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
  - 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
  - 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
  - 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
  - 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
  - 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
  - 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
  - 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
  - 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
  - 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
  - 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
  - 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
  - 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E093F07 (MUST BE ON)

7E093EXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E093F07 (MUST BE ON)

7E093EXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E093F07 (MUST BE ON)

7E093EXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum. Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum. Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum. Dark Power tightens the body.

Keys to use in Toronto:

7E093F07 (MUST BE ON)

7E093EXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason. Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason. Can only be used in the village.

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SLOT 17 MODIFIER:

ITEM CODES

1) Conventional Items:

7E094100 (MUST BE ON)

7E0940XX

replace XX with

- 01- Apple=Fresh food. Recover 3 HP.
- 02- Cheese=Recovered 6 HP. Preserved food. The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items. (SPECIAL)
- 05- Cape Herb=Herb found in North Country. Cures a numbed body.
- 06- Antidote Herb=Counteracts poison. Ingredients unknown.
- 07- Dragon Scale=Very expensive. Found at the Tower of Light.

- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E094101(MUST BE ON)

7E0940XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E094102(MUST BE ON)

7E0940XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.

- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E094103 (MUST BE ON)

7E0940XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E094104 (MUST BE ON)

7E0940XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E094105 (MUST BE ON)

7E0940XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E094106 (MUST BE ON)

7E0940XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E094107 (MUST BE ON)

7E0940XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E094107 (MUST BE ON)

7E0940XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094107 (MUST BE ON)

7E0940XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094107 (MUST BE ON)

7E0940XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094107 (MUST BE ON)

7E0940XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094107 (MUST BE ON)

7E0940XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 18 MODIFIER:

ITEM CODES

1)Conventional Items:

7E094300 (MUST BE ON)

7E0942XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E094301 (MUST BE ON)

7E0942XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

06- Battle Axe- Axe, 5 Attack=Light and easy to use.

07- Tomahawk Axe, 10 Attack=Doubled edged axe.

08- Rock Breaker Axe, 15 Attack=Can even shatter stone.

09- Great Axe- Axe, 20 Attack

=A very heavy axe with a long string of teeth.

0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.

- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E094302 (MUST BE ON)

7E0942XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E094303 (MUST BE ON)

7E0942XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E094304 (MUST BE ON)

7E0942XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E094305 (MUST BE ON)

7E0942XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.

04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E094306 (MUST BE ON)

7E0942XX

replace XX with

01- Life Jade=???? is inside. Restores your HP.

02- Crimson Jade=???? is inside .Uses Fireballs.

03- Foundation Jade=???? is inside .Raises Defense Power.

04- Power Jade=???? is inside .Raises Attack Power.

05- Lightning Jade=Lightning Fairy ???? is inside.

06- Anger Jade=Attacking Fairy ???? is inside.

07- Water Jade=???? who shoots Water Energy, is inside.

08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.

09- Light Jade=????, who emits light to illuminate dark places inside.

note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094307 (MUST BE ON)

7E0942XX

replace XX with

01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.

Pay attention to the name...

02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.

03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.

04- Puzzle Key=Key found on the 3rd floor of the Tower of Light. Very foreboding...

05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.

06- Sky Room Key=Key found on the 4th floor of the Tower of Light. Possibly the last key.

Keys to use in Abell Ruins:

7E094307 (MUST BE ON)

7E0942XX

replace XX with

07- Cave Room Key=Found on 1st floor of Site of Civilization. Point of the key shines to the southwest.

08- Dark Room Key=Found on 1st floor of Site of Civilization. Blackened brass key.

09- Basement Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the ceiling

0A- Detour Key=Key found on the 3rd floor of the Tower of Light. Use close by.

0B- Bottomless Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southeast.

0C- Distance Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southwest.

0D- Office Key=Found on 4th floor of Site of Civilization. Tip of the key point to the south.

0E- Flyer's Key=Found on 3rd floor of Site of Civilization. This key is decorated with a strange metal.

0F- Steel Sky Key=Found on 3rd floor of Site of Civilization. A weapon is drawn on it. Use on the 3rd floor.

10- Invisible Key=Found on 3rd floor of Site of Civilization. You will use this just ahead.

11- Underground Key=Found on 1st floor of Site of Civilization. Tip of the key point to the east.

12- Control Key=Found on 4th floor of Site of Civilization.

Something is written on the back:Go west from front door.

- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094307 (MUST BE ON)

7E0942XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094307 (MUST BE ON)

7E0942XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094307 (MUST BE ON)

7E0942XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.

It's rotting and falling apart.

- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094307 (MUST BE ON)

7E0942XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 19 MODIFIER:

ITEM CODES

1)Conventional Items:

7E094500 (MUST BE ON)

7E0944XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.

- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E094501 (MUST BE ON)

7E0944XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E094502 (MUST BE ON)

7E0944XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E094503 (MUST BE ON)

7E0944XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E094504 (MUST BE ON)

7E0944XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E094505 (MUST BE ON)

7E0944XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E094506 (MUST BE ON)

7E0944XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094507 (MUST BE ON)

7E0944XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E094507 (MUST BE ON)

7E0944XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.

- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094507 (MUST BE ON)

7E0944XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094507 (MUST BE ON)

7E0944XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094507 (MUST BE ON)

7E0944XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094507 (MUST BE ON)

7E0944XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 20 MODIFIER:

ITEM CODES

1)Conventional Items:

7E094700 (MUST BE ON)

7E0946XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

- 0B- Source of Power=Magic Dust with a strange smell.Power raised from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E094701(MUST BE ON)

7E0946XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheapp ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E094702(MUST BE ON)

7E0946XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.

08- Nameless Helm- 16 Defense=No description.  
09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E094703 (MUST BE ON)

7E0946XX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.  
02- Chain Mail- 3 Defense=Armor made of chains fastened together.  
03- Banded Mail- 5 Defense=Armor made from sheets of iron.  
04- Bone Mail 8- Defense=Armor made from monster bones fastened together.  
05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.  
06- Royal Armor- 15 Defense=Set with jewels.Has great value.  
07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.  
08- Nameless Armor- 20 Defense=No description.  
09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E094704 (MUST BE ON)

7E0946XX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.  
02- Round- 50 Endurance=Circular shield,easy to use.  
03- Kite- 60 Endurance=Gives protection over a large area.  
04- Bone- 70 Endurance=Made from buffalo bones.  
05- Warrior- 80 Endurance=A Warrior's fighting shield.  
06- Battle- 99 Endurance=Protects a wide area,hard to attack.  
07- Shield- Use in the Arena=no description.

Accessories:

7E094705 (MUST BE ON)

7E0946XX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.  
02- Debug Mirror=This is a Recovery Mirror for debugging.  
03- Wind Shoes=You can't fall into a trap when you're wearing this.  
04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E094706 (MUST BE ON)

7E0946XX

replace XX with

01- Life Jade=???? is inside.Restores your HP.  
02- Crimson Jade=???? is inside .Uses Fireballs.  
03- Foundation Jade=???? is inside .Raises Defense Power.  
04- Power Jade=???? is inside .Raises Attack Power.  
05- Lightning Jade=Lightning Fairy ???? is inside.  
06- Anger Jade=Attacking Fairy ???? is inside.  
07- Water Jade=???? who shoots Water Energy, is inside.  
08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.  
09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094707 (MUST BE ON)

7E0946XX

replace XX with

01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.

Pay attention to the name...

- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light. Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light. Possibly the last key.

Keys to use in Abell Ruins:

7E094707 (MUST BE ON)

7E0946XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization. Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization. Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light. Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization. Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization. This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization. A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization. You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization. Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization. Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization. There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization. The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization. The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization. The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094707 (MUST BE ON)

7E0946XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.

Beautiful and transparent.

- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094707 (MUST BE ON)

7E0946XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094707 (MUST BE ON)

7E0946XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094707 (MUST BE ON)

7E0946XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 21 MODIFIER:

ITEM CODES

1)Conventional Items:

7E094900 (MUST BE ON)

7E0948XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items. (SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droogh Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E094901 (MUST BE ON)

7E0948XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.

- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E094902 (MUST BE ON)

7E0948XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E094903 (MUST BE ON)

7E0948XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E094904 (MUST BE ON)

7E0948XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E094905 (MUST BE ON)

7E0948XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E094906(MUST BE ON)

7E0948XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094907(MUST BE ON)

7E0948XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E094907(MUST BE ON)

7E0948XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...

- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094907 (MUST BE ON)

7E0948XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094907 (MUST BE ON)

7E0948XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094907 (MUST BE ON)

7E0948XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094907 (MUST BE ON)

7E0948XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 22 MODIFIER:

ITEM CODES

1) Conventional Items:

7E094B00 (MUST BE ON)

7E094AXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E094B01 (MUST BE ON)

7E094AXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E094B02 (MUST BE ON)

7E094AXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E094B03 (MUST BE ON)

7E094AXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E094B04 (MUST BE ON)

7E094AXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E094B05 (MUST BE ON)

7E094AXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E094B06 (MUST BE ON)

7E094AXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094B07 (MUST BE ON)

7E094AXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E094B07 (MUST BE ON)

7E094AXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.

Use close by.

- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094B07 (MUST BE ON)

7E094AXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094B07 (MUST BE ON)

7E094AXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.

- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094B07 (MUST BE ON)

7E094AXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094B07 (MUST BE ON)

7E094AXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 23 MODIFIER:

ITEM CODES

1) Conventional Items:

7E094D00 (MUST BE ON)

7E094CXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E094D01 (MUST BE ON)

7E094CXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E094D02 (MUST BE ON)

7E094CXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E094D03 (MUST BE ON)

7E094CXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E094D04 (MUST BE ON)

7E094CXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E094D05 (MUST BE ON)

7E094CXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E094D06 (MUST BE ON)

7E094CXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094D07 (MUST BE ON)

7E094CXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.

- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light. Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light. Possibly the last key.

Keys to use in Abell Ruins:

7E094D07 (MUST BE ON)

7E094CXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization. Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization. Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light. Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization. Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization. This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization. A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization. You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization. Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization. Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization. There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization. The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization. The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization. The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094D07 (MUST BE ON)

7E094CXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.

- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094D07 (MUST BE ON)

7E094CXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094D07 (MUST BE ON)

7E094CXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094D07 (MUST BE ON)

7E094CXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
  - 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
-

SLOT 24 MODIFIER:

ITEM CODES

1)Conventional Items:

7E094F00 (MUST BE ON)

7E094EXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E094F01 (MUST BE ON)

7E094EXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.

- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.  
10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.  
12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E094F02 (MUST BE ON)

7E094EXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.  
02- Iron Helmet- 3 Defense=Seems to be made of iron.  
03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.  
04- Blackgold Helm- 8 Defense=Shiny black helmet.  
05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...  
06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.  
07- Nameless Helm- 14 Defense=No description.  
08- Nameless Helm- 16 Defense=No description.  
09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E094F03 (MUST BE ON)

7E094EXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.  
02- Chain Mail- 3 Defense=Armor made of chains fastened together.  
03- Banded Mail- 5 Defense=Armor made from sheets of iron.  
04- Bone Mail 8- Defense=Armor made from monster bones fastened together.  
05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.  
06- Royal Armor- 15 Defense=Set with jewels.Has great value.  
07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.  
08- Nameless Armor- 20 Defense=No description.  
09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E094F04 (MUST BE ON)

7E094EXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.  
02- Round- 50 Endurance=Circular shield,easy to use.  
03- Kite- 60 Endurance=Gives protection over a large area.  
04- Bone- 70 Endurance=Made from buffalo bones.  
05- Warrior- 80 Endurance=A Warrior's fighting shield.  
06- Battle- 99 Endurance=Protects a wide area,hard to attack.  
07- Shield- Use in the Arena=no description.

#### Accessories:

7E094F05 (MUST BE ON)

7E094EXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.  
02- Debug Mirror=This is a Recovery Mirror for debugging.  
03- Wind Shoes=You can't fall into a trap when you're wearing this.  
04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E094F06 (MUST BE ON)

7E094EXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E094F07 (MUST BE ON)

7E094EXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E094F07 (MUST BE ON)

7E094EXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.

The tip of this key shines to the south-southwest.

- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E094F07 (MUST BE ON)

7E094EXX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E094F07 (MUST BE ON)

7E094EXX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E094F07 (MUST BE ON)

7E094EXX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.

- Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
  - 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
  - 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
  - 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E094F07 (MUST BE ON)

7E094EXX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

-----  
SLOT 25 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095100 (MUST BE ON)

7E0950XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095101 (MUST BE ON)

7E0950XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E095102 (MUST BE ON)

7E0950XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E095103 (MUST BE ON)

7E0950XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E095104 (MUST BE ON)

7E0950XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.

- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E095105(MUST BE ON)

7E0950XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E095106(MUST BE ON)

7E0950XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095107(MUST BE ON)

7E0950XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E095107(MUST BE ON)

7E0950XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.

- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095107(MUST BE ON)

7E0950XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095107(MUST BE ON)

7E0950XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.

A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.

A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095107 (MUST BE ON)

7E0950XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095107 (MUST BE ON)

7E0950XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 26 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095300 (MUST BE ON)

7E0952XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

- 0E- Magic Wallet=Wallet with ??(your money)Ginside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E095301(MUST BE ON)

7E0952XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E095302(MUST BE ON)

7E0952XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E095303(MUST BE ON)

7E0952XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E095304 (MUST BE ON)

7E0952XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E095305 (MUST BE ON)

7E0952XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E095306 (MUST BE ON)

7E0952XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E095307 (MUST BE ON)

7E0952XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.

Very foreboding...

05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.

06- Sky Room Key=Key found on the 4th floor of the Tower of Light.

Possibly the last key.

Keys to use in Abell Ruins:

7E095307 (MUST BE ON)

7E0952XX

replace XX with

07- Cave Room Key=Found on 1st floor of Site of Civilization.

Point of the key shines to the southwest.

08- Dark Room Key=Found on 1st floor of Site of Civilization.

Blackened brass key.

09- Basement Key=Found on 2nd floor of Site of Civilization.

Tip of the key point to the ceiling

0A- Detour Key=Key found on the 3rd floor of the Tower of Light.

Use close by.

0B- Bottomless Key=Found on 2nd floor of Site of Civilization.

Tip of the key point to the south-southeast.

0C- Distance Key=Found on 2nd floor of Site of Civilization.

Tip of the key point to the south-southwest.

0D- Office Key=Found on 4th floor of Site of Civilization.

Tip of the key point to the south.

0E- Flyer's Key=Found on 3rd floor of Site of Civilization.

This key is decorated with a strange metal.

0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.

A weapon is drawn on it. Use on the 3rd floor.

10- Invisible Key=Found on 3rd floor of Site of Civilization.

You will use this just ahead.

11- Underground Key=Found on 1st floor of Site of Civilization.

Tip of the key point to the east.

12- Control Key=Found on 4th floor of Site of Civilization.

Something is written on the back: Go west from front door.

13- Preparation Key=Found on 4th floor of Site of Civilization.

There is a room you haven't entered yet...

14- Laboratory Key=Found on 4th floor of Site of Civilization.

The tip of the key point to the center of the floor.

15- Power Room Key=Found on 4th floor of Site of Civilization.

The tip of this key shines to the south-southwest.

16- Oblivion Key=Found on 3rd floor of Site of Civilization.

The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095307 (MUST BE ON)

7E0952XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle. A beautiful design

is written on this key.

21- Under Ice Key=Key found in the Ice Castle.

Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.

Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.

Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.

A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.

All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.

Has a mysterious pattern.

- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095307 (MUST BE ON)

7E0952XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095307 (MUST BE ON)

7E0952XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095307 (MUST BE ON)

7E0952XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 27 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095500 (MUST BE ON)

7E0954XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095501 (MUST BE ON)

7E0954XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.

12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E095502 (MUST BE ON)

7E0954XX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.

02- Iron Helmet- 3 Defense=Seems to be made of iron.

03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.

04- Blackgold Helm- 8 Defense=Shiny black helmet.

05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...

06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.

07- Nameless Helm- 14 Defense=No description.

08- Nameless Helm- 16 Defense=No description.

09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E095503 (MUST BE ON)

7E0954XX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.

02- Chain Mail- 3 Defense=Armor made of chains fastened together.

03- Banded Mail- 5 Defense=Armor made from sheets of iron.

04- Bone Mail 8- Defense=Armor made from monster bones fastened together.

05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.

06- Royal Armor- 15 Defense=Set with jewels.Has great value.

07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.

08- Nameless Armor- 20 Defense=No description.

09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E095504 (MUST BE ON)

7E0954XX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.

02- Round- 50 Endurance=Circular shield,easy to use.

03- Kite- 60 Endurance=Gives protection over a large area.

04- Bone- 70 Endurance=Made from buffalo bones.

05- Warrior- 80 Endurance=A Warrior's fighting shield.

06- Battle- 99 Endurance=Protects a wide area,hard to attack.

07- Shield- Use in the Arena=no description.

#### Accessories:

7E095505 (MUST BE ON)

7E0954XX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.

02- Debug Mirror=This is a Recovery Mirror for debugging.

03- Wind Shoes=You can't fall into a trap when you're wearing this.

04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E095506 (MUST BE ON)

7E0954XX

replace XX with

01- Life Jade=???? is inside.Restores your HP.

02- Crimson Jade=???? is inside .Uses Fireballs.

03- Foundation Jade=???? is inside .Raises Defense Power.

- 04- Power Jade=???? is inside .Raises AttackPower.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095507 (MUST BE ON)

7E0954XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E095507 (MUST BE ON)

7E0954XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095507 (MUST BE ON)

7E0954XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle. All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle. Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle. A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle. Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle. Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle. Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095507 (MUST BE ON)

7E0954XX

replace XX with

2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095507 (MUST BE ON)

7E0954XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.

- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095507 (MUST BE ON)

7E0954XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 28 MODIFIER:

ITEM CODES

1)Conventional Items:

7E095700 (MUST BE ON)

7E0956XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095701 (MUST BE ON)

7E0956XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E095702 (MUST BE ON)

7E0956XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E095703 (MUST BE ON)

7E0956XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E095704 (MUST BE ON)

7E0956XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.

07- Shield- Use in the Arena=no description.

Accessories:

7E095705 (MUST BE ON)

7E0956XX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.

02- Debug Mirror=This is a Recovery Mirror for debugging.

03- Wind Shoes=You can't fall into a trap when you're wearing this.

04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E095706 (MUST BE ON)

7E0956XX

replace XX with

01- Life Jade=???? is inside.Restores your HP.

02- Crimson Jade=???? is inside .Uses Fireballs.

03- Foundation Jade=???? is inside .Raises Defense Power.

04- Power Jade=???? is inside .Raises Attack Power.

05- Lightning Jade=Lightning Fairy ???? is inside.

06- Anger Jade=Attacking Fairy ???? is inside.

07- Water Jade=???? who shoots Water Energy, is inside.

08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.

09- Light Jade=????, who emits light to illuminate dark places inside.

note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095707 (MUST BE ON)

7E0956XX

replace XX with

01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...

02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.

03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.

04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...

05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.

06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E095707 (MUST BE ON)

7E0956XX

replace XX with

07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.

08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.

09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling

0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.

0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.

0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.

0D- Office Key=Found on 4th floor of Site of Civilization.

- Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
  - 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
  - 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
  - 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
  - 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
  - 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
  - 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
  - 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
  - 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095707 (MUST BE ON)

7E0956XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095707 (MUST BE ON)

7E0956XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095707 (MUST BE ON)

7E0956XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095707 (MUST BE ON)

7E0956XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 29 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095900 (MUST BE ON)

7E0958XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095901(MUST BE ON)

7E0958XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E095902(MUST BE ON)

7E0958XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E095903(MUST BE ON)

7E0958XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.

- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E095904 (MUST BE ON)

7E0958XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E095905 (MUST BE ON)

7E0958XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E095906 (MUST BE ON)

7E0958XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095907 (MUST BE ON)

7E0958XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.

Possibly the last key.

Keys to use in Abell Ruins:

7E095907 (MUST BE ON)

7E0958XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095907 (MUST BE ON)

7E0958XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095907 (MUST BE ON)

7E0958XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095907 (MUST BE ON)

7E0958XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095907 (MUST BE ON)

7E0958XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 30 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095B00 (MUST BE ON)

7E095AXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095B01(MUST BE ON)

7E095AXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E095B02 (MUST BE ON)

7E095AXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E095B03 (MUST BE ON)

7E095AXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E095B04 (MUST BE ON)

7E095AXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E095B05 (MUST BE ON)

7E095AXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E095B06 (MUST BE ON)

7E095AXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.

- 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095B07(MUST BE ON)

7E095AXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E095B07(MUST BE ON)

7E095AXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095B07(MUST BE ON)

7E095AXX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle. All the kays here are beautiful.

26- Water-Air Key=Key found in the Ice Castle. Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle. A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle. Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle. Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle. Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095B07 (MUST BE ON)

7E095AXX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095B07 (MUST BE ON)

7E095AXX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum. Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.

Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095B07 (MUST BE ON)

7E095AXX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 31 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095D00 (MUST BE ON)

7E095CXX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Civilization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095D01 (MUST BE ON)

7E095CXX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

06- Battle Axe- Axe, 5 Attack=Light and easy to use.

07- Tomahawk Axe, 10 Attack=Doubled edged axe.

08- Rock Breaker Axe, 15 Attack=Can even shatter stone.

09- Great Axe- Axe, 20 Attack

=A very heavy axe with a long string of teeth.

0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.

0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.

0C- Morning Star- Flail, 7 Attack

=Weapon with steel ball and chain attached.

0D- Heavy Mall- Flail, 15 Attack

=defeat an enemy with one blow of this weapon.

0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.

0F- Silver Bow- Bow, 6 Attack

=Heavy bow.Infllicts great damage even at a distance.

10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.

12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E095D02 (MUST BE ON)

7E095CXX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.

02- Iron Helmet- 3 Defense=Seems to be made of iron.

03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.

04- Blackgold Helm- 8 Defense=Shiny black helmet.

05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...

06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.

07- Nameless Helm- 14 Defense=No description.

08- Nameless Helm- 16 Defense=No description.

09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E095D03 (MUST BE ON)

7E095CXX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.

02- Chain Mail- 3 Defense=Armor made of chains fastened together.

03- Banded Mail- 5 Defense=Armor made from sheets of iron.

04- Bone Mail 8- Defense=Armor made from monster bones fastened together.

05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.

06- Royal Armor- 15 Defense=Set with jewels.Has great value.

07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.

08- Nameless Armor- 20 Defense=No description.

09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E095D04 (MUST BE ON)

7E095CXX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.

02- Round- 50 Endurance=Circular shield,easy to use.

03- Kite- 60 Endurance=Gives protection over a large area.

04- Bone- 70 Endurance=Made from buffalo bones.

05- Warrior- 80 Endurance=A Warrior's fighting shield.

06- Battle- 99 Endurance=Protects a wide area,hard to attack.

07- Shield- Use in the Arena=no description.

#### Accessories:

7E095D05 (MUST BE ON)

7E095CXX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.

02- Debug Mirror=This is a Recovery Mirror for debugging.

03- Wind Shoes=You can't fall into a trap when you're wearing this.

04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E095D06 (MUST BE ON)

7E095CXX

replace XX with

01- Life Jade=???? is inside.Restores your HP.

02- Crimson Jade=???? is inside .Uses Fireballs.

03- Foundation Jade=???? is inside .Raises Defense Power.

04- Power Jade=???? is inside .Raises Attack Power.

05- Lightning Jade=Lightning Fairy ???? is inside.

06- Anger Jade=Attacking Fairy ???? is inside.

07- Water Jade=???? who shoots Water Energy, is inside.

08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.

09- Light Jade=????, who emits light to illuminate dark places inside.

note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095D07 (MUST BE ON)

7E095CXX

replace XX with

01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...

02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.

03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.

04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...

05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.

06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E095D07 (MUST BE ON)

7E095CXX

replace XX with

07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.

08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.

09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling

0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.

0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.

0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.

0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.

0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.

- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095D07(MUST BE ON)

7E095CXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095D07(MUST BE ON)

7E095CXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095D07(MUST BE ON)

7E095CXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E095D07 (MUST BE ON)

7E095CXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 32 MODIFIER:

ITEM CODES

1) Conventional Items:

7E095F00 (MUST BE ON)

7E095EXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.

- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E095F01 (MUST BE ON)

7E095EXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E095F02 (MUST BE ON)

7E095EXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E095F03 (MUST BE ON)

7E095EXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.

- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E095F04 (MUST BE ON)

7E095EXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E095F05 (MUST BE ON)

7E095EXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E095F06 (MUST BE ON)

7E095EXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E095F07 (MUST BE ON)

7E095EXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E095F07 (MUST BE ON)

7E095EXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E095F07 (MUST BE ON)

7E095EXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.

Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.

Opens 3rd Gate.

Keys to use in Dragon Cave:

7E095F07 (MUST BE ON)

7E095EXX

replace XX with

2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E095F07 (MUST BE ON)

7E095EXX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum. Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum. Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum. Dark Power tightens the body.

Keys to use in Toronto:

7E095F07 (MUST BE ON)

7E095EXX

replace XX with

3E- Duplicate Key=Received from the Stonemason. Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason. Can only be used in the village.

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SLOT 33 MODIFIER:

ITEM CODES

1) Conventional Items:

7E096100 (MUST BE ON)

7E0960XX

replace XX with

01- Apple=Fresh food. Recover 3 HP.

02- Cheese=Recovered 6 HP. Preserved food. The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

- 04- Master Key=These are Debug Items. (SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E096101(MUST BE ON)

7E0960XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E096102(MUST BE ON)

7E0960XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096103 (MUST BE ON)

7E0960XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E096104 (MUST BE ON)

7E0960XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E096105 (MUST BE ON)

7E0960XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E096106 (MUST BE ON)

7E0960XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.

note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E096107 (MUST BE ON)

7E0960XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096107 (MUST BE ON)

7E0960XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096107 (MUST BE ON)

7E0960XX

replace XX with

- 1F- Western Sky Key=Unknown.

- 20- Ocean Key=Found at the Ice Castle.A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle. All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle. Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle. A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle. Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle. Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle. Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096107 (MUST BE ON)

7E0960XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096107 (MUST BE ON)

7E0960XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum. Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum. Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum. Dark Power tightens the body.

Keys to use in Toronto:

7E096107 (MUST BE ON)

7E0960XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 34 MODIFIER:

ITEM CODES

1) Conventional Items:

7E096300 (MUST BE ON)

7E0962XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Civilization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E096301 (MUST BE ON)

7E0962XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

06- Battle Axe- Axe, 5 Attack=Light and easy to use.

07- Tomahawk Axe, 10 Attack=Doubled edged axe.

- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E096302 (MUST BE ON)

7E0962XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096303 (MUST BE ON)

7E0962XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E096304 (MUST BE ON)

7E0962XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E096305 (MUST BE ON)

7E0962XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E096306 (MUST BE ON)

7E0962XX

replace XX with

- 01- Life Jade=???? is inside. Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E096307 (MUST BE ON)

7E0962XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096307 (MUST BE ON)

7E0962XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.

You will use this just ahead.

- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096307(MUST BE ON)

7E0962XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096307(MUST BE ON)

7E0962XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096307(MUST BE ON)

7E0962XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.

Contaminated by Dark Power.

- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E096307 (MUST BE ON)

7E0962XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 35 MODIFIER:

ITEM CODES

1) Conventional Items:

7E096500 (MUST BE ON)

7E0964XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E096501 (MUST BE ON)

7E0964XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

06- Battle Axe- Axe, 5 Attack=Light and easy to use.

07- Tomahawk Axe, 10 Attack=Doubled edged axe.

08- Rock Breaker Axe, 15 Attack=Can even shatter stone.

09- Great Axe- Axe, 20 Attack

=A very heavy axe with a long string of teeth.

0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.

0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.

0C- Morning Star- Flail, 7 Attack

=Weapon with steel ball and chain attached.

0D- Heavy Mall- Flail, 15 Attack

=defeat an enemy with one blow of this weapon.

0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.

0F- Silver Bow- Bow, 6 Attack

=Heavy bow.Inflicts great damage even at a distance.

10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.

12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E096502 (MUST BE ON)

7E0964XX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.

02- Iron Helmet- 3 Defense=Seems to be made of iron.

03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.

04- Blackgold Helm- 8 Defense=Shiny black helmet.

05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...

06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.

07- Nameless Helm- 14 Defense=No description.

08- Nameless Helm- 16 Defense=No description.

09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096503 (MUST BE ON)

7E0964XX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.

02- Chain Mail- 3 Defense=Armor made of chains fastened together.

03- Banded Mail- 5 Defense=Armor made from sheets of iron.

04- Bone Mail 8- Defense=Armor made from monster bones fastened together.

05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.

06- Royal Armor- 15 Defense=Set with jewels.Has great value.

07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.

- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E096504 (MUST BE ON)

7E0964XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield, easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area, hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E096505 (MUST BE ON)

7E0964XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E096506 (MUST BE ON)

7E0964XX

replace XX with

- 01- Life Jade=???? is inside. Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E096507 (MUST BE ON)

7E0964XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096507 (MUST BE ON)

7E0964XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096507(MUST BE ON)

7E0964XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.

21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096507 (MUST BE ON)

7E0964XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096507 (MUST BE ON)

7E0964XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum. It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum. Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum. Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum. Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum. Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum. Dark Power tightens the body.

Keys to use in Toronto:

7E096507 (MUST BE ON)

7E0964XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason. Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason. Can only be used in the village.

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SLOT 36 MODIFIER:

ITEM CODES

1) Conventional Items:

7E096700 (MUST BE ON)

7E0966XX

replace XX with

- 01- Apple=Fresh food. Recover 3 HP.
- 02- Cheese=Recovered 6 HP. Preserved food. The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items. (SPECIAL)
- 05- Cape Herb=Herb found in North Country. Cures a numbed body.
- 06- Antidote Herb=Counteracts poison. Ingredients unknown.

- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E096701 (MUST BE ON)

7E0966XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E096702 (MUST BE ON)

7E0966XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.

- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E096703 (MUST BE ON)

7E0966XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E096704 (MUST BE ON)

7E0966XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E096705 (MUST BE ON)

7E0966XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E096706 (MUST BE ON)

7E0966XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E096707 (MUST BE ON)

7E0966XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096707 (MUST BE ON)

7E0966XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096707 (MUST BE ON)

7E0966XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.

Seems to be made of crystal.

- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096707 (MUST BE ON)

7E0966XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096707 (MUST BE ON)

7E0966XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E096707 (MUST BE ON)

7E0966XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

-----  
SLOT 37 MODIFIER:

ITEM CODES

1)Conventional Items:

7E096900 (MUST BE ON)

7E0968XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised

from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised

from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

21- ?(don't know what is this)=Sell at tool shop.

22- Mushroom=Recover 10 HP.Suspicious-smelling food.

23- Meat=Stamina food.Recover HP completely.

Weapons:

7E096901 (MUST BE ON)

7E0968XX

replace XX with

01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.

02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.

03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.

04- Golden Sword- Sword, 7 Attack=Sword of great value.

05- Platinum Sword- Sword, 10 Attack

=This sword is filled with legendary power.

06- Battle Axe- Axe, 5 Attack=Light and easy to use.

07- Tomahawk Axe, 10 Attack=Doubled edged axe.

08- Rock Breaker Axe, 15 Attack=Can even shatter stone.

09- Great Axe- Axe, 20 Attack

=A very heavy axe with a long string of teeth.

- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E096902 (MUST BE ON)

7E0968XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096903 (MUST BE ON)

7E0968XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E096904 (MUST BE ON)

7E0968XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E096905 (MUST BE ON)

7E0968XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.

- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E096906(MUST BE ON)

7E0968XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E096907(MUST BE ON)

7E0968XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096907(MUST BE ON)

7E0968XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.

- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096907 (MUST BE ON)

7E0968XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096907 (MUST BE ON)

7E0968XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096907 (MUST BE ON)

7E0968XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E096907(MUST BE ON)

7E0968XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 38 MODIFIER:

ITEM CODES

1)Conventional Items:

7E096B00(MUST BE ON)

7E096AXX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broachinlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.

0D- Debug Warp Gate=This is a Warp Gate for Debugging.

0E- Magic Wallet=Wallet with ??(your money)G inside.

0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.

10- Gold Bullion=Gold Nugget.Sell at Tool Shop.

11- X-Ray Scope=See a floor of the Dungeon.

12- Drink=Your speed has increased for a while.

13- Sapphire=Jewel stolen from the Droog Statue.

14- Scrap of Paper=Found in the attic of Ranel house.

15- Silver Plaque=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

1F- Ancient Coin=Ancient Gold found at the Abell Ruins.

Sell at the Tool Shop.

20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.

- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E096B01(MUST BE ON)

7E096AXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E096B02(MUST BE ON)

7E096AXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096B03(MUST BE ON)

7E096AXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E096B04 (MUST BE ON)

7E096AXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E096B05 (MUST BE ON)

7E096AXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E096B06 (MUST BE ON)

7E096AXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E096B07 (MUST BE ON)

7E096AXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

#### Keys to use in Abell Ruins:

7E096B07 (MUST BE ON)

7E096AXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.

Blackened brass key.

- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096B07 (MUST BE ON)

7E096AXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096B07 (MUST BE ON)

7E096AXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096B07 (MUST BE ON)

7E096AXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E096B07 (MUST BE ON)

7E096AXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 39 MODIFIER:

ITEM CODES

1)Conventional Items:

7E096D00 (MUST BE ON)

7E096CXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.

- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E096D01(MUST BE ON)

7E096CXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E096D02(MUST BE ON)

7E096CXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.

- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096D03 (MUST BE ON)

7E096CXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E096D04 (MUST BE ON)

7E096CXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E096D05 (MUST BE ON)

7E096CXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E096D06 (MUST BE ON)

7E096CXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E096D07 (MUST BE ON)

7E096CXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096D07 (MUST BE ON)

7E096CXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096D07 (MUST BE ON)

7E096CXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096D07 (MUST BE ON)

7E096CXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096D07 (MUST BE ON)

7E096CXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E096D07 (MUST BE ON)

7E096CXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.  
3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

-----  
SLOT 40 MODIFIER:

ITEM CODES

1)Conventional Items:

7E096F00 (MUST BE ON)

7E096EXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E096F01 (MUST BE ON)

7E096EXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack

=Weapon with steel ball and chain attached.

0D- Heavy Mall- Flail, 15 Attack

=defeat an enemy with one blow of this weapon.

0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.

0F- Silver Bow- Bow, 6 Attack

=Heavy bow.Inflicts great damage even at a distance.

10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.

12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E096F02 (MUST BE ON)

7E096EXX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.

02- Iron Helmet- 3 Defense=Seems to be made of iron.

03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.

04- Blackgold Helm- 8 Defense=Shiny black helmet.

05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...

06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.

07- Nameless Helm- 14 Defense=No description.

08- Nameless Helm- 16 Defense=No description.

09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E096F03 (MUST BE ON)

7E096EXX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.

02- Chain Mail- 3 Defense=Armor made of chains fastened together.

03- Banded Mail- 5 Defense=Armor made from sheets of iron.

04- Bone Mail 8- Defense=Armor made from monster bones fastened together.

05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.

06- Royal Armor- 15 Defense=Set with jewels.Has great value.

07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.

08- Nameless Armor- 20 Defense=No description.

09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E096F04 (MUST BE ON)

7E096EXX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.

02- Round- 50 Endurance=Circular shield,easy to use.

03- Kite- 60 Endurance=Gives protection over a large area.

04- Bone- 70 Endurance=Made from buffalo bones.

05- Warrior- 80 Endurance=A Warrior's fighting shield.

06- Battle- 99 Endurance=Protects a wide area,hard to attack.

07- Shield- Use in the Arena=no description.

#### Accessories:

7E096F05 (MUST BE ON)

7E096EXX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.

02- Debug Mirror=This is a Recovery Mirror for debugging.

03- Wind Shoes=You can't fall into a trap when you're wearing this.

04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E096F06(MUST BE ON)

7E096EXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E096F07(MUST BE ON)

7E096EXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E096F07(MUST BE ON)

7E096EXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.

There is a room you haven't entered yet...

- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E096F07 (MUST BE ON)

7E096EXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the kays here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E096F07 (MUST BE ON)

7E096EXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E096F07 (MUST BE ON)

7E096EXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.

The spirit of the goblins is strong here.

- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E096F07 (MUST BE ON)

7E096EXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 41 MODIFIER:

ITEM CODES

1) Conventional Items:

7E097100 (MUST BE ON)

7E0970XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E097101 (MUST BE ON)

7E0970XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E097102 (MUST BE ON)

7E0970XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E097103 (MUST BE ON)

7E0970XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E097104 (MUST BE ON)

7E0970XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E097105(MUST BE ON)

7E0970XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E097106(MUST BE ON)

7E0970XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097107(MUST BE ON)

7E0970XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097107(MUST BE ON)

7E0970XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling

- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097107 (MUST BE ON)

7E0970XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097107 (MUST BE ON)

7E0970XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon

is carved into it.

2C- Land Dragon Key=Key found at Droog.

A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.

A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.

A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097107 (MUST BE ON)

7E0970XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.

Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.

Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.

It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.

The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.

It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.

Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum.

Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.

Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.

Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.

Dark Power tightens the body.

Keys to use in Toronto:

7E097107 (MUST BE ON)

7E0970XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 42 MODIFIER:

ITEM CODES

1) Conventional Items:

7E097300 (MUST BE ON)

7E0972XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised

from 1 to 3.

- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E097301 (MUST BE ON)

7E0972XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E097302 (MUST BE ON)

7E0972XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E097303 (MUST BE ON)

7E0972XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E097304 (MUST BE ON)

7E0972XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E097305 (MUST BE ON)

7E0972XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E097306 (MUST BE ON)

7E0972XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097307 (MUST BE ON)

7E0972XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the

second floor the Tower of Light.

- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light. Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light. Possibly the last key.

Keys to use in Abell Ruins:

7E097307 (MUST BE ON)

7E0972XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization. Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization. Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light. Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization. Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization. Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization. This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization. A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization. You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization. Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization. Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization. There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization. The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization. The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization. The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097307 (MUST BE ON)

7E0972XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.

- A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
  - 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
  - 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
  - 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
  - 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
  - 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097307 (MUST BE ON)

7E0972XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097307 (MUST BE ON)

7E0972XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E097307 (MUST BE ON)

7E0972XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 43 MODIFIER:

ITEM CODES

1)Conventional Items:

7E097500 (MUST BE ON)

7E0974XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E097501 (MUST BE ON)

7E0974XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.

- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E097502 (MUST BE ON)

7E0974XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E097503 (MUST BE ON)

7E0974XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E097504 (MUST BE ON)

7E0974XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E097505 (MUST BE ON)

7E0974XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E097506 (MUST BE ON)

7E0974XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097507(MUST BE ON)

7E0974XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097507(MUST BE ON)

7E0974XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southweat.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.

The tip of the key point to the center of the floor.

15- Power Room Key=Found on 4th floor of Site of Civilization.

The tip of this key shines to the south-southwest.

16- Oblivion Key=Found on 3rd floor of Site of Civilization.

The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097507(MUST BE ON)

7E0974XX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design is written on this key.

21- Under Ice Key=Key found in the Ice Castle. Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle. Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle. Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle. A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle. All the kays here are beautiful.

26- Water-Air Key=Key found in the Ice Castle. Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle. A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle. Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle. Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle. Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097507(MUST BE ON)

7E0974XX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon is carved into it.

2C- Land Dragon Key=Key found at Droog. A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog. A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog. A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097507(MUST BE ON)

7E0974XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum. Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum. Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum. It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum. The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.

It radiates light.

- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E097507 (MUST BE ON)

7E0974XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 44 MODIFIER:

ITEM CODES

1) Conventional Items:

7E097700 (MUST BE ON)

7E0976XX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E097701 (MUST BE ON)

7E0976XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E097702 (MUST BE ON)

7E0976XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E097703 (MUST BE ON)

7E0976XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E097704 (MUST BE ON)

7E0976XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.

- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E097705 (MUST BE ON)

7E0976XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E097706 (MUST BE ON)

7E0976XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097707 (MUST BE ON)

7E0976XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097707 (MUST BE ON)

7E0976XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southweat.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.

- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097707 (MUST BE ON)

7E0976XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097707 (MUST BE ON)

7E0976XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.

A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.

A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.

A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097707(MUST BE ON)

7E0976XX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.

Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.

Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.

It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.

The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.

It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.

Probably not contaminated by the Dark Power.

39- Night Key=Found on the 3rd floor of Platinum.

Even time seems to be controlled by darkness.

3A- Afterworld Key=Received on the 3rd floor of Platinum.

Gate to the afterworld on the 4th floor.

3B- Entropy Key=Found on the 3rd floor of Platinum.

Crushed by the terrible spirit of Darkness...

3C- Fountain Key=Found on the 1st floor of Platinum.

Dark Power tightens the body.

Keys to use in Toronto:

7E097707(MUST BE ON)

7E0976XX

replace XX with

3E- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

3F- Duplicate Key=Received from the Stonemason.

Can only be used in the village.

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SLOT 45 MODIFIER:

ITEM CODES

1)Conventional Items:

7E097900(MUST BE ON)

7E0978XX

replace XX with

01- Apple=Fresh food.Recover 3 HP.

02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.

03- Warp Gate=Travel instantly to any place you have been.

04- Master Key=These are Debug Items.(SPECIAL)

05- Cape Herb=Herb found in North Country.Cures a numbed body.

06- Antidote Herb=Counteracts poison.Ingredients unknown.

07- Dragon Scale=Very expensive.Found at the Tower of Light.

08- Barrier Capsule=Your Defense Power is doubled for a set time.

09- Speed Capsule=Your Attack Power is doubled for a set time.

0A- Heart Container=A Magic Broach inlaid with jewels.

Your HP meter will increase by 1.

0B- Source of Power=Magic Dust with a strange smell.Power raised

from 1 to 3.

0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised

from 1 to 3.

- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E097901 (MUST BE ON)

7E0978XX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Infllicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

Helmets:

7E097902 (MUST BE ON)

7E0978XX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

Body Armor:

7E097903 (MUST BE ON)

7E0978XX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

Shields:

7E097904 (MUST BE ON)

7E0978XX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E097905 (MUST BE ON)

7E0978XX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E097906 (MUST BE ON)

7E0978XX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097907 (MUST BE ON)

7E0978XX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,

to get to the 4th floor.

- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097907 (MUST BE ON)

7E0978XX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097907 (MUST BE ON)

7E0978XX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.

All the keys here are beautiful.

- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097907 (MUST BE ON)

7E0978XX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097907 (MUST BE ON)

7E0978XX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E097907 (MUST BE ON)

7E0978XX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 46 MODIFIER:

ITEM CODES

1)Conventional Items:

7E097B00 (MUST BE ON)

7E097AXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items. (SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E097B01 (MUST BE ON)

7E097AXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack

=Heavy bow.Inflicts great damage even at a distance.  
10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.  
12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E097B02 (MUST BE ON)

7E097AXX

replace XX with

01- Leather Helmet -1 Defense=Very old, and smells of sweat.  
02- Iron Helmet- 3 Defense=Seems to be made of iron.  
03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.  
04- Blackgold Helm- 8 Defense=Shiny black helmet.  
05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...  
06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.  
07- Nameless Helm- 14 Defense=No description.  
08- Nameless Helm- 16 Defense=No description.  
09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E097B03 (MUST BE ON)

7E097AXX

replace XX with

01- Leather Armor- 1 Defense=Armor made of dried skin.  
02- Chain Mail- 3 Defense=Armor made of chains fastened together.  
03- Banded Mail- 5 Defense=Armor made from sheets of iron.  
04- Bone Mail 8- Defense=Armor made from monster bones fastened together.  
05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.  
06- Royal Armor- 15 Defense=Set with jewels.Has great value.  
07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.  
08- Nameless Armor- 20 Defense=No description.  
09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E097B04 (MUST BE ON)

7E097AXX

replace XX with

01- Buckler- 30 Endurance=Small circular shield made of wood.  
02- Round- 50 Endurance=Circular shield,easy to use.  
03- Kite- 60 Endurance=Gives protection over a large area.  
04- Bone- 70 Endurance=Made from buffalo bones.  
05- Warrior- 80 Endurance=A Warrior's fighting shield.  
06- Battle- 99 Endurance=Protects a wide area,hard to attack.  
07- Shield- Use in the Arena=no description.

#### Accessories:

7E097B05 (MUST BE ON)

7E097AXX

replace XX with

01- Reviving Mirror=When you're equipped with this  
you can recover one time.  
02- Debug Mirror=This is a Recovery Mirror for debugging.  
03- Wind Shoes=You can't fall into a trap when you're wearing this.  
04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E097B06 (MUST BE ON)

7E097AXX

replace XX with

01- Life Jade=???? is inside.Restores your HP.

- 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy ???? is inside.
  - 06- Anger Jade=Attacking Fairy ???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097B07 (MUST BE ON)

7E097AXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097B07 (MUST BE ON)

7E097AXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.

16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097B07 (MUST BE ON)

7E097AXX

replace XX with

1F- Western Sky Key=Unknown.

20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.

21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.

22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.

23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.

24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.

25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.

26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.

28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.

29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.

2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097B07 (MUST BE ON)

7E097AXX

replace XX with

2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.

2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.

2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097B07 (MUST BE ON)

7E097AXX

replace XX with

33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.

34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.

35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.

36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.

37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.

38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.

- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E097B07 (MUST BE ON)

7E097AXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 47 MODIFIER:

ITEM CODES

1) Conventional Items:

7E097D00 (MUST BE ON)

7E097CXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strenge smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.
- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Cilivization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

Weapons:

7E097D01 (MUST BE ON)

7E097CXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E097D02 (MUST BE ON)

7E097CXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E097D03 (MUST BE ON)

7E097CXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E097D04 (MUST BE ON)

7E097CXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.

- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

Accessories:

7E097D05 (MUST BE ON)

7E097CXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

Jade Helpers (Fairy):

7E097D06 (MUST BE ON)

7E097CXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
- 02- Crimson Jade=???? is inside .Uses Fireballs.
- 03- Foundation Jade=???? is inside .Raises Defense Power.
- 04- Power Jade=???? is inside .Raises Attack Power.
- 05- Lightning Jade=Lightning Fairy ???? is inside.
- 06- Anger Jade=Attacking Fairy ???? is inside.
- 07- Water Jade=???? who shoots Water Energy, is inside.
- 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
- 09- Light Jade=????, who emits light to illuminate dark places inside.  
note:???? is the name that you give to the fairy.

Keys to use in Tower of Light:

7E097D07 (MUST BE ON)

7E097CXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...
- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097D07 (MUST BE ON)

7E097CXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.

- Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it.Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back:Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097D07 (MUST BE ON)

7E097CXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle.A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.
- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097D07 (MUST BE ON)

7E097CXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog.A beautiful blue Dragon  
is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.

2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097D07 (MUST BE ON)

7E097CXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E097D07 (MUST BE ON)

7E097CXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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SLOT 48 MODIFIER:

ITEM CODES

1) Conventional Items:

7E097F00 (MUST BE ON)

7E097EXX

replace XX with

- 01- Apple=Fresh food.Recover 3 HP.
- 02- Cheese=Recovered 6 HP.Preserved food.The smell is horrid.
- 03- Warp Gate=Travel instantly to any place you have been.
- 04- Master Key=These are Debug Items.(SPECIAL)
- 05- Cape Herb=Herb found in North Country.Cures a numbed body.
- 06- Antidote Herb=Counteracts poison.Ingredients unknown.
- 07- Dragon Scale=Very expensive.Found at the Tower of Light.
- 08- Barrier Capsule=Your Defense Power is doubled for a set time.
- 09- Speed Capsule=Your Attack Power is doubled for a set time.
- 0A- Heart Container=A Magic Broach inlaid with jewels.  
Your HP meter will increase by 1.
- 0B- Source of Power=Magic Dust with a strange smell.Power raised  
from 1 to 3.
- 0C- Drop of Protect=Magic Ashes with a strange smell.Guard raised  
from 1 to 3.
- 0D- Debug Warp Gate=This is a Warp Gate for Debugging.
- 0E- Magic Wallet=Wallet with ??(your money)G inside.

- 0F- Silver Bullion=Silver Nugget.Sell at Tool Shop.
- 10- Gold Bullion=Gold Nugget.Sell at Tool Shop.
- 11- X-Ray Scope=See a floor of the Dungeon.
- 12- Drink=Your speed has increased for a while.
- 13- Sapphire=Jewel stolen from the Droog Statue.
- 14- Scrap of Paper=Found in the attic of Ranel house.
- 15- Silver Plaque=Found at the Ancient Civilization Ruins.  
So light it's hard to believe it's metal.
- 1F- Ancient Coin=Ancient Gold found at the Abell Ruins.  
Sell at the Tool Shop.
- 20- Crystal Piece=Found at the Ice Castle.Sell at Tool Shop.
- 21- ?(don't know what is this)=Sell at tool shop.
- 22- Mushroom=Recover 10 HP.Suspicious-smelling food.
- 23- Meat=Stamina food.Recover HP completely.

#### Weapons:

7E097F01 (MUST BE ON)

7E097EXX

replace XX with

- 01- Copper Sword- Sword, 1 Attack=Cheap ,but easy to use.
- 02- Iron Sword- Sword, 2 Attack=An ancient black metal sword.
- 03- Steel Buster- Sword, 5 Attack=Steel-cutting sword.
- 04- Golden Sword- Sword, 7 Attack=Sword of great value.
- 05- Platinum Sword- Sword, 10 Attack  
=This sword is filled with legendary power.
- 06- Battle Axe- Axe, 5 Attack=Light and easy to use.
- 07- Tomahawk Axe, 10 Attack=Doubled edged axe.
- 08- Rock Breaker Axe, 15 Attack=Can even shatter stone.
- 09- Great Axe- Axe, 20 Attack  
=A very heavy axe with a long string of teeth.
- 0A- Boomerang- Boomerang, 5 Attack=Attack an enemy from a distance.
- 0B- Chuckler- Boomerang, 9 Attack=Transformed boomerang.
- 0C- Morning Star- Flail, 7 Attack  
=Weapon with steel ball and chain attached.
- 0D- Heavy Mall- Flail, 15 Attack  
=defeat an enemy with one blow of this weapon.
- 0E- Long Bow- Bow, 2 Attack=Attack Enemies from a distance.
- 0F- Silver Bow- Bow, 6 Attack  
=Heavy bow.Inflicts great damage even at a distance.
- 10- Lightning Bow- Bow, 10 Attack=Very powerful Long Bow.
- 12- Fire Sword- Magic Sword, 5 Attack=Magic Sword.

#### Helmets:

7E097F02 (MUST BE ON)

7E097EXX

replace XX with

- 01- Leather Helmet -1 Defense=Very old, and smells of sweat.
- 02- Iron Helmet- 3 Defense=Seems to be made of iron.
- 03- Cross Helmet- 6 Defense=Strong Helmet.Covers most of your face.
- 04- Blackgold Helm- 8 Defense=Shiny black helmet.
- 05- Warrior's Helm- 10 Defense=Helmet Won't cave in...Probably...
- 06- Platinum Helm- 12 Defense=Beautiful helmet,Contains Magic.
- 07- Nameless Helm- 14 Defense=No description.
- 08- Nameless Helm- 16 Defense=No description.
- 09- Nameless Helm- 17 Defense=No description.

#### Body Armor:

7E097F03 (MUST BE ON)

7E097EXX

replace XX with

- 01- Leather Armor- 1 Defense=Armor made of dried skin.
- 02- Chain Mail- 3 Defense=Armor made of chains fastened together.
- 03- Banded Mail- 5 Defense=Armor made from sheets of iron.
- 04- Bone Mail 8- Defense=Armor made from monster bones fastened together.
- 05- Plate Armor- 10 Defense=Sturdy Armor very beautiful.
- 06- Royal Armor- 15 Defense=Set with jewels.Has great value.
- 07- Cape- 0 Defense, +Speed=Your Defense power is 0,  
but your speed increased.
- 08- Nameless Armor- 20 Defense=No description.
- 09- Nameless Armor- 10 Defense, +Speed=No description.

#### Shields:

7E097F04 (MUST BE ON)

7E097EXX

replace XX with

- 01- Buckler- 30 Endurance=Small circular shield made of wood.
- 02- Round- 50 Endurance=Circular shield,easy to use.
- 03- Kite- 60 Endurance=Gives protection over a large area.
- 04- Bone- 70 Endurance=Made from buffalo bones.
- 05- Warrior- 80 Endurance=A Warrior's fighting shield.
- 06- Battle- 99 Endurance=Protects a wide area,hard to attack.
- 07- Shield- Use in the Arena=no description.

#### Accessories:

7E097F05 (MUST BE ON)

7E097EXX

replace XX with

- 01- Reviving Mirror=When you're equipped with this  
you can recover one time.
- 02- Debug Mirror=This is a Recovery Mirror for debugging.
- 03- Wind Shoes=You can't fall into a trap when you're wearing this.
- 04- Spike Shoes=When you have this you can walk in ice without falling.

#### Jade Helpers (Fairy):

7E097F06 (MUST BE ON)

7E097EXX

replace XX with

- 01- Life Jade=???? is inside.Restores your HP.
  - 02- Crimson Jade=???? is inside .Uses Fireballs.
  - 03- Foundation Jade=???? is inside .Raises Defense Power.
  - 04- Power Jade=???? is inside .Raises Attack Power.
  - 05- Lightning Jade=Lightning Fairy???? is inside.
  - 06- Anger Jade=Attacking Fairy???? is inside.
  - 07- Water Jade=???? who shoots Water Energy, is inside.
  - 08- Deceased Jade=Who will give up 1 level to revive you.???? is inside.
  - 09- Light Jade=????, who emits light to illuminate dark places inside.
- note:???? is the name that you give to the fairy.

#### Keys to use in Tower of Light:

7E097F07 (MUST BE ON)

7E097EXX

replace XX with

- 01- Key to the Seal=Key found on the 2nd floor of the Tower of Light.  
Pay attention to the name...
- 02- 3rd Floor Key=It's obvious how to use this key found on the  
second floor the Tower of Light.
- 03- 4th Floor Key=Key found on the 3rd floor of the Tower of Light,  
to get to the 4th floor.
- 04- Puzzle Key=Key found on the 3rd floor of the Tower of Light.  
Very foreboding...

- 05- Crossroads Key=Key found on the 3rd floor of the Tower of Light.
- 06- Sky Room Key=Key found on the 4th floor of the Tower of Light.  
Possibly the last key.

Keys to use in Abell Ruins:

7E097F07 (MUST BE ON)

7E097EXX

replace XX with

- 07- Cave Room Key=Found on 1st floor of Site of Civilization.  
Point of the key shines to the southwest.
- 08- Dark Room Key=Found on 1st floor of Site of Civilization.  
Blackened brass key.
- 09- Basement Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the ceiling
- 0A- Detour Key=Key found on the 3rd floor of the Tower of Light.  
Use close by.
- 0B- Bottomless Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southeast.
- 0C- Distance Key=Found on 2nd floor of Site of Civilization.  
Tip of the key point to the south-southwest.
- 0D- Office Key=Found on 4th floor of Site of Civilization.  
Tip of the key point to the south.
- 0E- Flyer's Key=Found on 3rd floor of Site of Civilization.  
This key is decorated with a strange metal.
- 0F- Steel Sky Key=Found on 3rd floor of Site of Civilization.  
A weapon is drawn on it. Use on the 3rd floor.
- 10- Invisible Key=Found on 3rd floor of Site of Civilization.  
You will use this just ahead.
- 11- Underground Key=Found on 1st floor of Site of Civilization.  
Tip of the key point to the east.
- 12- Control Key=Found on 4th floor of Site of Civilization.  
Something is written on the back: Go west from front door.
- 13- Preparation Key=Found on 4th floor of Site of Civilization.  
There is a room you haven't entered yet...
- 14- Laboratory Key=Found on 4th floor of Site of Civilization.  
The tip of the key point to the center of the floor.
- 15- Power Room Key=Found on 4th floor of Site of Civilization.  
The tip of this key shines to the south-southwest.
- 16- Oblivion Key=Found on 3rd floor of Site of Civilization.  
The tip of this key shines close-by.

Keys to use in Ice Castle:

7E097F07 (MUST BE ON)

7E097EXX

replace XX with

- 1F- Western Sky Key=Unknown.
- 20- Ocean Key=Found at the Ice Castle. A beautiful design  
is written on this key.
- 21- Under Ice Key=Key found in the Ice Castle.  
Seems to be made of crystal.
- 22- Waterfall Key=Key found in the Ice Castle.  
Has a picture of waterfall.
- 23- Flood Gate Key=Key found in the Ice Castle.  
Beautiful and transparent.
- 24- Wave Key=Key found in the Ice Castle.  
A strange whirlpool is carved on it.
- 25- Ice Key=Key found in the Ice Castle.  
All the keys here are beautiful.
- 26- Water-Air Key=Key found in the Ice Castle.  
Has a mysterious pattern.

- 27- Red Wing Key=Key found in the Ice Castle.  
A red feather is attached.
- 28- 1st Gate Key=Key found in the Ice Castle.  
Opens 1st Gate.
- 29- 2nd Gate Key=Key found in the Ice Castle.  
Opens 2nd Gate.
- 2A- 3rd Gate Key=Key found in the Ice Castle.  
Opens 3rd Gate.

Keys to use in Dragon Cave:

7E097F07 (MUST BE ON)

7E097EXX

replace XX with

- 2B- Sky Dragon Key=Key found at Droog. A beautiful blue Dragon is carved into it.
- 2C- Land Dragon Key=Key found at Droog.  
A stern black Dragon is carved into it.
- 2D- Sea Dragon Key=Key found at Droog.  
A beautiful green Dragon is carved into it.
- 2E- Dead Dragon Key=Key found at Droog.  
A skeletal Dragon is carved into it.

Keys to use in Platinum Shrine:

7E097F07 (MUST BE ON)

7E097EXX

replace XX with

- 33- Silence Key=Found on the 1st floor of Platinum.  
Contaminated by Dark Power.
- 34- Castle Key=Found on the 1st floor of Platinum.  
Thought to be used on 2nd floor.
- 35- Endless Key=Found on the 2nd floor of Platinum.  
It's rotting and falling apart.
- 36- Spirit Key=Found on the 2nd floor of Platinum.  
The spirit of the goblins is strong here.
- 37- Destruction Key=Received on the 1st floor of Platinum.  
It radiates light.
- 38- Platinum Key=Found on the 4th floor of Platinum.  
Probably not contaminated by the Dark Power.
- 39- Night Key=Found on the 3rd floor of Platinum.  
Even time seems to be controlled by darkness.
- 3A- Afterworld Key=Received on the 3rd floor of Platinum.  
Gate to the afterworld on the 4th floor.
- 3B- Entropy Key=Found on the 3rd floor of Platinum.  
Crushed by the terrible spirit of Darkness...
- 3C- Fountain Key=Found on the 1st floor of Platinum.  
Dark Power tightens the body.

Keys to use in Toronto:

7E097F07 (MUST BE ON)

7E097EXX

replace XX with

- 3E- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.
- 3F- Duplicate Key=Received from the Stonemason.  
Can only be used in the village.

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4) About upgrade

I will not upgrade this FAQ because this FAQ is totally complete with all items description.

But there will be an upgrade if you find some codes that this

FAQ don't have.

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