Lufia II: Rise of the Sinistrals Pro Action Replay Codes

by uolamer   Updated to v0.1d on Sep 5, 2013

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Lufia II: Rise of the Sinistrals
Pro Action Replay Codes
Version 0.1d
August 31, 2013
Code Author(s): uolamer, Ugetab

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
00.0 Version History %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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0.1d    08-31-2013
        Added the Axe item codes that were missing.-Thanks Dennis from Germany
        Added an example of using the item codes for odd and even
0.1c    10-26-2007
         Made an airship anywhere anytime, Mobs Always drop their Items,
         Dont need Scenario items, and a few other Game Genie/PAR codes.
0.1b    10-17-2007
         Added codes by Ugetab
0.1a    10-17-2007
         Initial Release


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
00.1 Intro %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


This was maybe the best RPG I played for the SNES. I played all that Square
released, along with most all others.. but I never got around to playing this
one until a few weeks ago, even though I had enjoyed the original Lufia.

Anyway there was sure not much in the way of codes for this game compared to
FF3, FF2, etc. I had recently made some code lists for other games, so I
decided to make a very extensive code list for this one as well.

These codes were made and work on the GoodSNES US rom for this game. But I
did test a few random codes and they do work with the Europe, Spain, German,
and Dutch versions of the game. But NOT the Japan game.

Some codes here are by Ugetab and a few codes are based off his codes. With
his permission. Any codes to that effect will have a note beside them.


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Requests %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


I need to have this better formatted I believe. Would like some help if anyone
is interested contact me at uolamer -at- gmail -dot- com. Also if you have any
codes you wish to add to this list feel free to send me an email or aim

If you have a code request just post it on the gamefaqs board for this game or
on the gshi.org forums under "Last Gen & Retro Hacking and Discussion".


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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Airship Anywhere, Anytime %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


Airship Anywhere, Anytime (1)


Game Genie version
1DB8-CD9C
C2B2-3FFB


or
par version (works on at least emulators, cant confirm it works on real PAR)
869AB160
8697D4AD


(1) Walking anywhere outside just press A. fly around a few spaces and land,
save your game, turn off codes, reload. codes are not needed again unless you
dont feel like walking to your ship, or loose the ability to use your ship or
go under water. If this happens use codes again repeat process. Leaving codes
on at all times will cause issues while using the sub so i recommend turning
them off, or at least when you are going to use the sub ;)

Yes this code works with Gift Mode, I have barely tested it in that mode
but seems that story is in tact lol. Makes for some interesting things ;)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Mobs Always drop their Items P1 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


Enemies will always drop their items if they have any to drop.

81FB5580 (Game Genie: 6DE9-3F01 )
81FB560D (Game Genie: D2E9-3F61 )


I have noticed even if it doesnt say its giving you an item, you still get
one, as long as that mob drops items. (made it annoying to make this code)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Mobs Always drop their Items P2 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


You can also edit how much they drop. If you want the default 1 you dont need
this code, but if you want more each battle the code below will do that. These
can be used with the codes above in 'Mobs Always drop their Items P1', they
will only increase the amount drop not IF they drop, P1 above will.

only use one of these codes.

81FB6E42 - will always drop 33 (Game Genie: 04E1-3761 )
81FB6EC6 - will always drop 99 (Game Genie: A1E1-3761 )

or customize it as you wish
81FB6E?? - Enemies drop ?? amount of items (02 is default)
?? = (amount you want * 2) then covert it to hex

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Retry & Gift Mode %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


This is a great code. Retry is the same as starting a normal game except you
get 4x the normal experience. Gift mode is designed for the ancient cave area
```

only. You get this normally by beating the game twice. If you dont see the
option reset the game with this code enabled, should see Start Retry Gift
at the top of the save selection menu instead of just Start.

Enable Retry & Gift Mode
7E155902

%%%
Per Battle Codes %%%
%%%

The TONS EXP will level you to 99 in one battle, gold will max your gold from
one battle.. etc.

TONS EXP   Tons Gold
7E1607FF *   7E160AFF *
7E1606FF   7E1609FF
7E1605FF   7E1608FF

You really only have to have the codes with a * beside them, others are
optional if you are lazy or short on code space.

%%%
Money! %%%
%%%
Both codes are by Ugetab.

9999999 GP   9999999 Casino Coins
----------   --------------------
7E0A8A7F   7E0B557F
7E0A8B96   7E0B5696
7E0A8C98   7E0B5798

%%%
Misc Battle Codes %%
%%%

Why fight when you dont have to? Or with the Constant battle code, dont even
have to move to start another fight.

No Random Battles [by Ugetab]
7E11E300

Constant Battles (turn code off to end) [based on code by Ugetab]
7E11E3FF

Found another code by accident..

7E11E304 No Random Battles & if you leave it on in the shop menu, you can hit
L or R buttons to scroll down to some things you normally cant buy.
[based on code by Ugetab]

%%%
Spell List %%
%%%

Spell Lists are laid out as follows in game
01 02
03 04

```
05 etc


##| Maxim   | Selen   | Arty    | Guy     | Lexus   | Deker   | Tia
-----------------------------------------------------------------------------
01| 7E0C43?? | 7E0D01?? | 7E0E7D?? | 7E0DBF?? | 7E10B7?? | 7E0FF9?? | 7E0F3B??
02| 7E0C44?? | 7E0D02?? | 7E0E7E?? | 7E0DC0?? | 7E10B8?? | 7E0FFA?? | 7E0F3C??
03| 7E0C45?? | 7E0D03?? | 7E0E7F?? | 7E0DC1?? | 7E10B9?? | 7E0FFB?? | 7E0F3D??
04| 7E0C46?? | 7E0D04?? | 7E0E80?? | 7E0DC2?? | 7E10BA?? | 7E0FFC?? | 7E0F3E??
05| 7E0C47?? | 7E0D05?? | 7E0E81?? | 7E0DC3?? | 7E10BB?? | 7E0FFD?? | 7E0F3F??
06| 7E0C48?? | 7E0D06?? | 7E0E82?? | 7E0DC4?? | 7E10BC?? | 7E0FFE?? | 7E0F40??
07| 7E0C49?? | 7E0D07?? | 7E0E83?? | 7E0DC5?? | 7E10BD?? | 7E0FFF?? | 7E0F41??
08| 7E0C4A?? | 7E0D08?? | 7E0E84?? | 7E0DC6?? | 7E10BE?? | 7E1000?? | 7E0F42??
09| 7E0C4B?? | 7E0D09?? | 7E0E85?? | 7E0DC7?? | 7E10BF?? | 7E1001?? | 7E0F43??
10| 7E0C4C?? | 7E0D0A?? | 7E0E86?? | 7E0DC8?? | 7E10C0?? | 7E1002?? | 7E0F44??
11| 7E0C4D?? | 7E0D0B?? | 7E0E87?? | 7E0DC9?? | 7E10C1?? | 7E1003?? | 7E0F45??
12| 7E0C4E?? | 7E0D0C?? | 7E0E88?? | 7E0DCA?? | 7E10C2?? | 7E1004?? | 7E0F46??
13| 7E0C4F?? | 7E0D0D?? | 7E0E89?? | 7E0DCB?? | 7E10C3?? | 7E1005?? | 7E0F47??
14| 7E0C50?? | 7E0D0E?? | 7E0E8A?? | 7E0DCC?? | 7E10C4?? | 7E1006?? | 7E0F48??
15| 7E0C51?? | 7E0D0F?? | 7E0E8B?? | 7E0DCD?? | 7E10C5?? | 7E1007?? | 7E0F49??
16| 7E0C52?? | 7E0D10?? | 7E0E8C?? | 7E0DCE?? | 7E10C6?? | 7E1008?? | 7E0F4A??
17| 7E0C53?? | 7E0D11?? | 7E0E8D?? | 7E0DCF?? | 7E10C7?? | 7E1009?? | 7E0F4B??
18| 7E0C54?? | 7E0D12?? | 7E0E8E?? | 7E0DD0?? | 7E10C8?? | 7E100A?? | 7E0F4C??
19| 7E0C55?? | 7E0D13?? | 7E0E8F?? | 7E0DD1?? | 7E10C9?? | 7E100B?? | 7E0F4D??
20| 7E0C56?? | 7E0D14?? | 7E0E90?? | 7E0DD2?? | 7E10CA?? | 7E100C?? | 7E0F4E??
21| 7E0C57?? | 7E0D15?? | 7E0E91?? | 7E0DD3?? | 7E10CB?? | 7E100D?? | 7E0F4F??
22| 7E0C58?? | 7E0D16?? | 7E0E92?? | 7E0DD4?? | 7E10CC?? | 7E100E?? | 7E0F50??
23| 7E0C59?? | 7E0D17?? | 7E0E93?? | 7E0DD5?? | 7E10CD?? | 7E100F?? | 7E0F51??
24| 7E0C5A?? | 7E0D18?? | 7E0E94?? | 7E0DD6?? | 7E10CE?? | 7E1010?? | 7E0F52??
25| 7E0C5B?? | 7E0D19?? | 7E0E95?? | 7E0DD7?? | 7E10CF?? | 7E1011?? | 7E0F53??
26| 7E0C5C?? | 7E0D1A?? | 7E0E96?? | 7E0DD8?? | 7E10D0?? | 7E1012?? | 7E0F54??
27| 7E0C5D?? | 7E0D1B?? | 7E0E97?? | 7E0DD9?? | 7E10D1?? | 7E1013?? | 7E0F55??
28| 7E0C5E?? | 7E0D1C?? | 7E0E98?? | 7E0DDA?? | 7E10D2?? | 7E1014?? | 7E0F56??
29| 7E0C5F?? | 7E0D1D?? | 7E0E99?? | 7E0DDB?? | 7E10D3?? | 7E1015?? | 7E0F57??
30| 7E0C60?? | 7E0D1E?? | 7E0E9A?? | 7E0DDC?? | 7E10D4?? | 7E1016?? | 7E0F58??
31| 7E0C61?? | 7E0D1F?? | 7E0E9B?? | 7E0DDD?? | 7E10D5?? | 7E1017?? | 7E0F59??
32| 7E0C62?? | 7E0D20?? | 7E0E9C?? | 7E0DDE?? | 7E10D6?? | 7E1018?? | 7E0F5A??
33| 7E0C63?? | 7E0D21?? | 7E0E9D?? | 7E0DDF?? | 7E10D7?? | 7E1019?? | 7E0F5B??
34| 7E0C64?? | 7E0D22?? | 7E0E9E?? | 7E0DE0?? | 7E10D8?? | 7E101A?? | 7E0F5C??
35| 7E0C65?? | 7E0D23?? | 7E0E9F?? | 7E0DE1?? | 7E10D9?? | 7E101B?? | 7E0F5D??
36| 7E0C66?? | 7E0D24?? | 7E0EA0?? | 7E0DE2?? | 7E10DA?? | 7E101C?? | 7E0F5E??



Spells to use in ??
FF - blank (normal empty spot)
 ----------------------------------------------------------------
|        Black Magic        |        White Magic         |
|----------------------------------------------------------------|
|12 - Absorb  | 0E - Drowsy   | 16 - Bravery  | 23 - Release  |
|0A - Blizzard | 04 - Fireball | 1B - Champion | 26 - Reset    |
|01 - Bolt    | 05 - Firebird | 17 - Courage  | 21 - Shield   |
|0F - Coma    | 00 - Flash    | 25 - Escape   | 19 - Strong   |
|15 - Confuse | 09 - Gale     | 13 - Fake     | 1A - Stronger |
|11 - Deflect | 0B - Ice Valk | 1F - Fry      | 14 - Trick    |
|0D - Destroy | 0C - Perish   | 27 - Light    | 1E - Valor    |
|08 - Dragon  | 03 - Spark    | 18 - Mirror   | 22 - Waken    |
|10 - Dread   | 02 - Thunder  | 1C - Poison   | 24 - Warp     |
|06 - Droplet | 07 - Vortex   | 1D - Rally    | 20 - Zap      |
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the rest are unusable or resets game I tried about 100 of the 200 left to try
if you find one that works without it resetting, locking up, etc. let me know.

%%
Character Exchanger %%%
%%

This is a character adding/replacing code, you use these code(s), then save,
turn off codes and reload. You might need to delete characters when you are
going to gain a new one as the story progresses.

Use this code with extreme care! of course!

1st char: 7E0A7B?? 2nd char: 7E0A7C??
3rd char: 7E0A7D?? 4th char: 7E0A7E??

00 - Maxim
01 - Selan
02 - Guy
03 - Arty
04 - Tia
05 - Deker
06 - Lexus
FF - None (Default value for no character)

07-FE Color Blobs (dont use these, unless you are testing)

Codes are not 100% tested, but working quite well so far. One minor issue is
it does not update the "number of followers" as how normally they follow you
when walking in town.. very minor issue.

If someone finds one in 07-FE that works let me know, i tried some to no avail.

%%%
All Warps %%%
%%%

You can really screw up story line with these, so be careful.
[All Codes by Ugetab]

7E097BFF   7E0989FF
7E097CFF   7E098AFF
7E097DFF   7E098BFF
7E097EFF   7E098CFF
7E097FFF   7E098DFF
7E0980FF   7E098EFF
7E0981FF   7E098FFF
7E0982FF   7E0990FF
7E0983FF   7E0991FF
7E0986FF   7E0992FF
7E0988FF   7E0996FF

%%%
Items List %%
%%%

What would this be without the codes for whatever items you want?? So here
is the list ;) This game has more items than most games so the Amount yy is
not like most games read below.

[All Codes by Ugetab]

from Ugetab
'I like to leave a little leeway so i don't have a 100% full inventory
that you can't add to If it is 100% full on all items, it can sometimes
cause problems'

##	Item	Amount	##	Item	Amount	##	Item	Amount
01	7E0A8Dxx	7E0A8Eyy	33	7E0ACDxx	7E0ACEyy	65	7E0B0Dxx	7E0B0Eyy
02	7E0A8Fxx	7E0A90yy	34	7E0ACFxx	7E0AD0yy	66	7E0B0Fxx	7E0B10yy
03	7E0A91xx	7E0A92yy	35	7E0AD1xx	7E0AD2yy	67	7E0B11xx	7E0B12yy
04	7E0A93xx	7E0A94yy	36	7E0AD3xx	7E0AD4yy	68	7E0B13xx	7E0B14yy
05	7E0A95xx	7E0A96yy	37	7E0AD5xx	7E0AD6yy	69	7E0B15xx	7E0B16yy
06	7E0A97xx	7E0A98yy	38	7E0AD7xx	7E0AD8yy	70	7E0B17xx	7E0B18yy
07	7E0A99xx	7E0A9Ayy	39	7E0AD9xx	7E0ADAyy	71	7E0B19xx	7E0B1Ayy
08	7E0A9Bxx	7E0A9Cyy	40	7E0ADBxx	7E0ADCyy	72	7E0B1Bxx	7E0B1Cyy
09	7E0A9Dxx	7E0A9Eyy	41	7E0ADDxx	7E0ADEyy	73	7E0B1Dxx	7E0B1Eyy
10	7E0A9Fxx	7E0AA0yy	42	7E0ADFxx	7E0AE0yy	74	7E0B1Fxx	7E0B20yy
11	7E0AA1xx	7E0AA2yy	43	7E0AE1xx	7E0AE2yy	75	7E0B21xx	7E0B22yy
12	7E0AA3xx	7E0AA4yy	44	7E0AE3xx	7E0AE4yy	76	7E0B23xx	7E0B24yy
13	7E0AA5xx	7E0AA6yy	45	7E0AE5xx	7E0AE6yy	77	7E0B25xx	7E0B26yy
14	7E0AA7xx	7E0AA8yy	46	7E0AE7xx	7E0AE8yy	78	7E0B27xx	7E0B28yy
15	7E0AA9xx	7E0AAAyy	47	7E0AE9xx	7E0AEAyy	79	7E0B29xx	7E0B2Ayy
16	7E0AABxx	7E0AACyy	48	7E0AEBxx	7E0AECyy	80	7E0B2Bxx	7E0B2Cyy
17	7E0AADxx	7E0AAEyy	49	7E0AEDxx	7E0AEEyy	81	7E0B2Dxx	7E0B2Eyy
18	7E0AAFxx	7E0AB0yy	50	7E0AEFxx	7E0AF0yy	82	7E0B2Fxx	7E0B30yy
19	7E0AB1xx	7E0AB2yy	51	7E0AF1xx	7E0AF2yy	83	7E0B31xx	7E0B32yy
20	7E0AB3xx	7E0AB4yy	52	7E0AF3xx	7E0AF4yy	84	7E0B33xx	7E0B34yy
21	7E0AB5xx	7E0AB6yy	53	7E0AF5xx	7E0AF6yy	85	7E0B35xx	7E0B36yy
22	7E0AB7xx	7E0AB8yy	54	7E0AF7xx	7E0AF8yy	86	7E0B37xx	7E0B38yy
23	7E0AB9xx	7E0ABAyy	55	7E0AF9xx	7E0AFAyy	87	7E0B39xx	7E0B3Ayy
24	7E0ABBxx	7E0ABCyy	56	7E0AFBxx	7E0AFCyy	88	7E0B3Bxx	7E0B3Cyy
25	7E0ABDxx	7E0ABEyy	57	7E0AFDxx	7E0AFEyy	89	7E0B3Dxx	7E0B3Eyy
26	7E0ABFxx	7E0AC0yy	58	7E0AFFxx	7E0B00yy	90	7E0B3Fxx	7E0B40yy
27	7E0AC1xx	7E0AC2yy	59	7E0B01xx	7E0B02yy	91	7E0B41xx	7E0B42yy
28	7E0AC3xx	7E0AC4yy	60	7E0B03xx	7E0B04yy	92	7E0B43xx	7E0B44yy
29	7E0AC5xx	7E0AC6yy	61	7E0B05xx	7E0B06yy	93	7E0B45xx	7E0B46yy
30	7E0AC7xx	7E0AC8yy	62	7E0B07xx	7E0B08yy	94	7E0B47xx	7E0B48yy
31	7E0AC9xx	7E0ACAyy	63	7E0B09xx	7E0B0Ayy	95	7E0B49xx	7E0B4Ayy
32	7E0ACBxx	7E0ACCyy	64	7E0B0Bxx	7E0B0Cyy	96	7E0B4Bxx	7E0B4Cyy
##	Item	Amount	##	Item	Amount	##	Item	Amount

For items in the even list use amounts in the even amount list and vice
versa, this is different than a lot of games, but it allowed them to have
more than 256 items in this game ;)

Amount (yy)
(formula amount*2 in hex for even or amount*2+1 for odd)

02= 1 Even Items   03= 1 Odd Items
0E=10 Even Items   0F=10 Odd Items
64=50 Even Items   65=50 Odd Items
C6=99 Even Items   C7=99 Odd Items

Example:

```
For slot 20 in the FAQ 7E0AB3xx  7E0AB4yy


Even Item
1 Dual Blade 7E0AB336 & 7E0AB402
99 Dual Blades 7E0AB336 & 7E0AB4C6


Odd Item
1 Pearl Shield 7E0AB30E & 7E0AB403
99 Pearl Shields 7E0AB30E & 7E0AB4C7



[All by Ugetab]

xx for above

Item Mod Values (Even)         Item Mod Values (Odd)


Useless                         Shielding
00-No Equip                    00-Gauntlet
                               01-Rune Gloves
Consumables                    02-Holy Shield
01-Charred Newt                03-Zirco Gloves
02-Potion                      04-Zirco Shield
03-Hi-Potion                   05-Old Shield
04-Ex-Potion                   06-Flame Shield
05-Magic Jar                   07-Water Gaunt
06-Hi-Magic                    08-Bolt Shield
07-Ex-Magic                    09-Cryst Shield
08-Regain                      0A-Mega Shield
09-Miracle                     0B-Dark Mirror
0A-Antidote                    0C-Dark Mirror
0B-Awake                       0D-Apron Shield
0C-Shriek                      0E-Pearl Shield
0D-Mystery Pin
0E-Power Gourd                 Helmets
0F-Mind Gourd                  0F-Pot
10-Magic Gourd                 10-Beret
11-Life Potion                 11-Cap
12-Spell Potion                12-Cloth Helmet
13-Power Potion                13-Hairband
14-Speed Potion                14-Headband
15-Mind Potion                 15-Hide Helmet
16-Brave                       16-Jet Helm
17-Pear Cider                  17-Red Beret
18-Sour Cider                  18-Glass cap
19-Lime Cider                  19-Wood Helmet
1A-Plum Cider                  1A-Blue Beret
1B-Apple Cider                 1B-Brone Helm
                               1C-Stone Helm
Balls                          1D-Cloche
1C-Sleep Ball                  1E-Fury Helm
1D-Confuse Ball                1F-Iron Helm
1E-Freeze Ball                 20-Tight Helm
1F-Smoke Ball                  21-Turban
20-Ice Ball                    22-Plate Cap
21-Fire Ball                   23-Roomy Helm
22-Terror Ball                 24-Tight Turban
                               25-Glass Cloche
Misc                           26-Plate Helm
```

23-Ear Pick
24-Boomerang
25-Big Boomer
26-Ex-boomer
27-Dragon Tooth
28-Green Tea
29-Escape
2A-Warp
2B-Dragon Egg
2C-Curselifter
2D-Providence
2E-Secret Fruit
2F-Holy Fruit
30-Breeze Fruit
31-Charm Fruit
32-Dark Fruit
33-Earth Fruit
34-Flame Fruit
35-Magic Fruit

Swords
36-Dual Blade
37-Frypan
38-Knife
39-Small Knife
3A-Rapier
3B-Battle Knife
3C-Dagger
3D-Insect Crush
3E-Long Knife
3F-Short Sword
40-Light Knife
41-Kukri
42-Gladius
43-Cold Rapier
44-Scimitar
45-Deadly Sword
46-Deadly Sword
47-SurhCustom11
48-Bronze Sword
49-Fire Dagger
4A-War Rapier
4B-Long Sword
4C-Berserk Blade
4D-Berserk Blade
4E-Multi Sword
4F-Rockbreaker
50-Broad Sword
51-Estok
52-Silvo Rapier
53-Burn Sword
54-Decar Blade
55-Crazy Blade
56-Deadly Sword
57-Deadly Sword
58-Luck Rapier
59-Luck Rapier
5A-Aqua Sword
5B-Red saber
5C-Lucky Blade

27-Rock Helmet
28-Jute Helmet
29-Shade Hat
2A-Metal Cloche
2B-SilverHelmet
2C-Fury ribbon
2D-Silver hat
2E-Eron Hat
2F-Circlet
30-Golden Helm
31-Gold Band
32-Plati Band
33-Plati Helm
34-Crysto beret
35-Crysto Helm
36-Holy Cap
37-Safety Hat
38-Zirco Band
39-Zirco Helmet
3A-Old Helmet
3B-Agony Helmet
3C-Boom Turban
3D-Aqua Helm
3E-Ice Hairband
3F-Legend Helm
40-Hairpin
41-Brill Helm
42-Pearl Helmet

Rings
43-Ear Jewel
44-Glass Brac
45-Glass Ring
46-Earring
47-Speedy Ring
48-Power Ring
49-Muscle Ring
4A-Protect Ring
4B-Wind Ring
4C-Witch Ring
4D-Fire Ring
4E-Water Ring
4F-Ice Ring
50-Thunder Ring
51-Fury Ring
52-Mystery Ring
53-Sonic Ring
54-Hipower Ring
55-Trick Ring
56-Fake Ring
57-S-Fire Ring
58-S-Water Ring
59-S-Ice Ring
5A-S-Thun Ring
5B-S-Power Ring
5C-S-Mind Ring
5D-S-Pro Ring
5E-S-Witch Ring
5F-Undead Ring
60-Rocket Ring

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5D-Lucky Blade                    61-Ghost Ring
5E-Mist Rapier                    62-Angry Ring
5F-Boom sword                     63-S-myst Ring
60-Freeze Sword                   64-Dia Ring
61-Silver Sword                   65-Sea Ring
62-Flying Bow                     66-Dragon Ring
63-Super Sword                    67-Engage Ring
64-Buster Sword                   68-Egg Ring
65-Rune Rapier
66-Old Sword                      Rocks
67-Lizard Blow                    69-Horse Rock
68-Zirco Sword                    6A-Eagle Rock
69-Sizzle Sword                   6B-Lion Fang
6A-Blaze Sword                    6C-Bee Rock
6B-Myth Sword                     6D-Snake Rock
6C-Gades Blade                    6E-Cancer Rock
6D-Sky Sword                      6F-Pumkin Jewel
6E-Snow Sword                     70-Uni Jewel
6F-Fry Sword                      71-Mysto Jewel
70-Egg Sword                      72-Samu Jewel
                                  73-Bat Rock
Axes                              74-Hidora Rock
71-Franshiska                     75-Flame Jewel
72-Thunder ax                     76-Water Jewel
73-Hand ax                        77-Thundo Jewel
74-Bronze ax                      78-Earth Jewel
75-Flying ax                      79-Twist Jewel
76-Rainy ax                       7A-Gloom Jewel
77-Great ax                       7B-Tidal Jewel
78-Zirco ax                       7C-Magma Rock
79-Mega ax                        7D-Evil Jewel
                                  7E-Evil Jewel
Rods                              7F-Gorgon Rock
7A-Mace                           80-Song Rock
7B-Rod                            81-Kraken Rock
7C-Staff                          82-Catfish Jwl.
7D-Deadly Rod                     83-Camu Jewel
7E-Deadly Rod                     84-Spido Jewel
7F-Sleepy Rod                     85-Gorgan Rock
80-Long Staff                     86-Light Jewel
81-Holy Staff                     87-Black Eye
82-Morning                        88-Silver Eye
83-Pounder Rod                    89-Gold Eye
84-Crystal Wand
85-Silver Rod                     Misc. Items
86-Zirco Rod                      8A-1 Coin
87-Zirco Flail                    8B-10 Coin Set
88-Spark Staff                    8C-50 Coin Set
                                  8D-100 Coin Set
Whips                             8E-Flame Charm
89-Whip                           8F-Zap Charm
8A-Wire                           90-Magic Lamp
8B-Chain                          91-Statue
8C-Aqua Whip                      92-Rage Knife
8D-Cutter Whip                    93-Fortune Whip
8E-Royal Whip                     94-Dragon Blade
8F-Holy Whip                      95-Bunny Ring
90-Zirco Whip                     96-Bunny Ears
91-Air Whip                       97-Bunnylady
                                  98-Bunny Sword
```

```
Spears                              99-Bunnysuit
92-Deadly Pick                      9A-Seethru Cape
93-Deadly Pick                      9B-Seethru Silk
94-Spear                            9C-Iris Sword
95-Trident                          9D-Iris Shield
96-Halberd                          9E-Iris Helmet
97-Heavy Lance                      9F-Iris Armor
98-Water Spear                      A0-Iris Ring
99-Dragon Spear                     A1-Iris Jewel
                                    A2-Iris Staff
Tools                               A3-Iris Pot
9A-Vice Pliers                      A4-Iris Tiara
9B-Coma Hit                         A5-Power Jelly
9C-Figgoru                          A6-Jewel Sonar
9D-Superdriver                      A7-Hook
9E-Stun gun                         A8-Bomb
9F-Battledriver                     A9-Arrow
                                    AA-Fire Arrow
Bows                                AB-Hammer
A0-Launcher
A1-Freeze Bow                       Scenario Items & Keys
A2-Cursed Bow                       Keeping "Scenario" items in your
A3-Arty's Bow                       inventory can cause problems. if
                                    you don't know what it does,
Armor                               you shouldn't keep it in your inventory
A4-Apron
A5-Dress                            AC-Treas. Sword
A6-Cloth                            AD-Door Key
A7-Lab-Coat                         AE-Shrine Key
A8-Hide Armor                       AF-Sky Key
A9-Frock                            B0-Lake Key
AA-Robe                             B1-Ruby Key
AB-Cloth Armor                      B2-Wind Key
AC-Coat                             B3-Clowd Key
AD-Tough Hide                       B4-Light Key
AE-Light Dress                      B5-Sword Key
AF-Light Armor                      B6-Tree Key
B0-Camu Armor                       B7-Flower Key
B1-Baggy                            B8-Magma Key
B2-Tight Dress                      B9-Heart Key
B3-Chainmail                        BA-Ghost Key
B4-Holy Wings                       BB-Trial Key
B5-Iron Mail                        BC-Dankirk Key
B6-Toga                             BD-Basement Key
B7-Chain Armor                      BE-Narcysus Key
B8-Thick Cloth                      BF-Truth Key
B9-Stone Plate                      C0-Mermaid Jade
BA-Long Robe                        C1-Engine
BB-Plated Cloth                     C2-Ancient Key
BC-Iron Plate                       C3-Pretty Flwr.
BD-Metal Mail                       C4-Glass angel
BE-Silk Toga                        C5-VIP Card
BF-Silver Armor                     C6-Key26
C0-Light Jacket                     C7-Key27
C1-Metal Coat                       C8-Key28
C2-Silver Mail                      C9-Key29
C3-Power Jacket                     CA-Key30
C4-Quilted Silk                     CB-Crown
C5-Metal Armor                      CC-Ruby Apple
C6-Power Cape                       CD-PURIFIA
```

```
C7-Magic Bikini          CE-Tag Ring
C8-Silver Robe           CF-Tag Ring
C9-Evening Gown          D0-Ran-Ran Step
CA-Plate Armor           D1-Tag Candy
CB-Plati Plate           D2-Last (Usless Item)
CC-Silk Robe
CD-Revive Armor
CE-Crystal Mail
CF-Crystal Robe
D0-Heal Armor
D1-Metal Jacket
D2-Deadly Armor
D3-Deadly Armor
D4-Eron Dress
D5-Bright Armor
D6-Bright Cloth
D7-Power Robe
D8-Magic Scale
D9-Holy Robe
DA-Ghostcloths
DB-Royal Dress
DC-Full Mail
DD-Old Armor
DE-Zircon Plate
DF-Zircon Armor
E0-Mirac Plate
E1-Ruse Armor
E2-Pearl Armor

Shielding
E3-Chop Board
E4-Small Shield
E5-Hide Shield
E6-Buckler
E7-Mini Shield
E8-Wood Shield
E9-Bracelet
EA-Power Brace
EB-Kite Shield
EC-Tough Gloves
ED-Brone Shield
EE-Anger Brace
EF-block Shield
F0-Tecto Gloves
F1-Round shield
F2-Pearl Brace
F3-Fayza Shield
F4-Big shield
F5-Tall Shield
F6-Silvo Shield
F7-Spike Shield
F8-Slash Shield
F9-Mage Shield
FA-Tough Buckler
FB-Tect Buckler
FC-Gold Gloves
FD-Gold Shield
FE-Plati Gloves
FF-Plati Shield
```

Thank you Ugetab :)

%%
Perm Stats V1 %%%
%%

This game seems to be a bit annoying to flat out cheat at in some aspects at
least on your stats and them save normally. So here is my recommended method
for perm stats. Stats max at 999 with the exception of GUT which stops at 199.

1] Soon as you get a new character (including the one you start with) use only
the codes

7E1607FF

Fight enough battles for lvl 99 (1 fight)

2] Turn off the codes from above

3] Go to your item list, make sure you have nothing in the bottom 6 slots. Move
the stuff up if you do. Then turn on the codes below.

Potion Codes
7E0B4111 Life Potion
7E0B4312 Spell Potion
7E0B4513 Power Potion
7E0B4714 Speed Potion
7E0B4915 Mind Potion
7E0B4B16 Brave

4] Now use Life Potion & Spell Potion until you reach 999 hp. You can go over
but I do not recommend it, once you reach 999 stop using them. Then use the
other potions until those stats max out. This should max everything except MGR
as far as stats go.

5] turn off the Potion Codes from above.

6] save the game in a free save slot, reload and verify everything.

7] your done

So far that is the best perm method I have came up with. If you come up with
a way to max and save MGR to 999 let me know.

Now you can use the Base MGR 999 code from above to keep it at 999, and if
you want the IP 255, Current HP & MP codes from below.

Reason I write this up is, the game sort of flips out if you get too high of
stats. If you were using the codes above without having lvl 99 first, then
gained levels (giving you stats), it can reset the game ;(. This is a solid
way to avoid that.

%%
Perm Stats V2 %%%
%%

This is a fast method NOT as solid and can cause problems. Your stats will be

above 999, including MGR, you wont see numbers higher than 999, but they will
be. If this does not reset the game, then it should be fine, further testing
is needed however. So do not go screwing up your save game with this method.

1] Level up to lvl 99 with the codes below (1 battle usually)

81F94FFE - Big Stat Increase each level
7E1607FE - Tons EXP each Battle

2] make sure the last item of your item list is empty and use the code below.
use the brave potion until GUT is 199.

7E0B4B16 Brave

3] turn off all codes, and see if you like the result. Assuming the game didnt
flip out when you leveled up ;)

This will make HP/MP and stats above 999 also, it will show the number 999,
but it will be above that. Again this is not as solid and safe as the way
above as you should see by now. Game some times flips out when you add stats
to ones above 999, which you do through leveling up.

%%
Character Stats %%
%%

After turning on the codes go to equip and change your equipment, stats
should update. [based on code by Ugetab or his exact codes]

These usually wont save with your save game, ie: codes have to be left on. For
perminate effect try the Perm Stats V1 section above, but these codes work if
you can just leave them on the whole time. Ones that seem to save are level,
current HP, Current MP, and IP. the rest wont save.

Effect	Maxim	Selen	Guy	Deker
Current HP 999	7E0BBF04	7E0C7D04	7E0D3B04	7E0F7504
Max HP 999	7E0BFF04	7E0CBD04	7E0D7B04	7E0FB504
Current MP 999	7E0BC104	7E0C7F04	7E0D3D04	7E0F7704
Max MP 999	7E0C0104	7E0CBF04	7E0D7D04	7E0FB704
Base STR 999	7E0C0304	7E0CC104	7E0D7F04	7E0FB904
Base AGL 999	7E0C0504	7E0CC304	7E0D8104	7E0FBB04
Base INT 999	7E0C0704	7E0CC504	7E0D8304	7E0FBD04
Current GUT 999	7E0BE104	7E0C9F04	7E0D5D04	7E0F9704

```
Base    | 7E0C08C7 | 7E0CC6C7 | 7E0D84C7 | 7E0FBEC7
GUT 199 |          |          |
----------------------------------------------------
Base    | 7E0C0B04 | 7E0CC904 | 7E0D8704 | 7E0FC104
MGR 999 |          |          |          |
----------------------------------------------------
IP 255  | 7E0C69FF | 7E0D27FF | 7E0DE5FF | 7E101FFF
----------------------------------------------------



Effect  | Lexus    | Arty     | Tia
------------------------------------------
Current | 7E103304 | 7E0DF904 | 7E0EB704
HP  999 |          |          |
------------------------------------------
Max     | 7E107304 | 7E0E3904 | 7E0EF704
HP  999 |          |          |
------------------------------------------
Current | 7E103504 | 7E0DFB04 | 7E0EB904
MP  999 |          |          |
------------------------------------------
Max     | 7E107504 | 7E0E3B04 | 7E0EF904
MP 999  |          |          |
------------------------------------------
Base    | 7E107704 | 7E0E3D04 | 7E0EFB04
STR 999 |          |          |
------------------------------------------
Base    | 7E107904 | 7E0E3F04 | 7E0EFD04
AGL 999 |
------------------------------------------
Base    | 7E107B04 | 7E0E4104 | 7E0EFF04
INT 999 |          |          |
------------------------------------------
Current | 7E105504 | 7E0E1B04 | 7E0ED904
GUT 999 |          |          |
------------------------------------------
Base    | 7E107CC7 | 7E0E42C7 | 7E0F00C7
GUT 199 |          |          |
------------------------------------------
Base    | 7E107F04 | 7E0E4504 | 7E0F0304
MGR 999 |          |          |
------------------------------------------
IP 255  | 7E10DDFF | 7E0EA3FF | 7E0F61FF
------------------------------------------
```

I did not list current ATP and DFP due to a few of your base codes will make
those also 999 without having to put in a code. If you are going to cheat
stats I still recommend Perm Stats V1 section above.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Item Drop Test %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

This is more of a code to test and can be buggy. Do not use and save on a
game that you care about.

1E66-7253 +   - Enemies drop random amounts of random items
DD2E-CFB9 (2)

(2) Enemies drop random amounts of random items over 99% of the time. Will
drop items that are useless and need or cant be thrown away about10% of the
time. Some of these items will lock the game up if you look at what they do.
Code drops items off the Odd list past what is usable 10% of the time to be
more clear ;)

%%
Scenario Items V1 %%%
%%

These codes can screw the story line up! Leaving these codes active will NOT
prevent you from getting more scenario items normally. So use these codes
with care.

Dont need Scenario items (1)
Game Genie Code: 1DE6-3DDC
Pro Action Code: 82FB8060

(1) Has to be turned off at certain times, notably after the crown is
stolen so you can leave the castle. (skips the check for the items), open
the doors, go in VIP room, etc.

%%%
Scenario Items V2 %%
%%%

These codes can screw the story line up! Leaving these codes active will
prevent you from getting more scenario items normally. So to use these
put them in, save your game, turn off codes, reload.

Playing with these can also screw up your characters name, possibly more so
use with caution.

Keys & VIP Card   All usable scenario items
7E091EFE - Keys   7E091EFF - Treasure Sword to Cloud Key
7E091FFF - Keys   7E091FFF - Light Key to Trial Key
7E09200F - Keys   7E0920FF - Dankirk Key to Pretty Flower
7E092102 - VIP Card   7E092183 - Glass Angel, VIP Card, Crown
                               7E092201 - Ruby apple

If you wish you can make your own codes using the Byte Arrays Method described
in a lower section.

7E091E??   7E091F??
Treasure Sword | 1 | 01   Light Key | 1 | 01
Door Key | 2 | 02   Sword Key | 2 | 02
Shrine Key | 4 | 04   Tree Key | 4 | 04
Sky Key | 8 | 08   Flower Key | 8 | 08
Lake Key | 16 | 10   Magma Key | 16 | 10
Ruby Key | 32 | 20   Heart Key | 32 | 20
Wind Key | 64 | 40   Ghost Key | 64 | 40
Cloud Key | 128 | 80   Trial Key | 128 | 80

7E0920??   7E0921??
Dankirk Key | 1 | 01   Glass Angel | 1 | 01
Basement Key | 2 | 02   VIP Card | 2 | 02
Narcysus Key | 4 | 04   Crown | 128 | 80
Truth Key | 8 | 08

```
Mermaid Jade   |  16 | 10
Engine         |  32 | 20          7E0922??
Ancient Key    |  64 | 40          Ruby apple  |   1 | 01
Pretty Flower  | 128 | 80
```

You might notice the last two sets are not as big, the rest are junk items not
used in the game, dont bother with putting them in. Some will reset the game.
If you find a use for any I did not include let me know.

%%%
Bit Array Method %%
%%%

I had a few people explain how this works, its going down to binary ;). Most
of you wont care, if you do look at the values in binary and it should become
obvious what is going on.

To use the these sections you pick out the 'things' you want and add up their
values and put the hex of the total as the ?? of the code.

Refer to the Dec to Hex Conversion below to get the hex of the total if you
do the math in Dec.

The format is as follows

name | dec | hex

example (from my FF3 codes):

Lets say I want Guard, Ninja, Orog and Retainer from the set below:

| Example Code: FFFFFF?? |

```
Guard       |   1 | 01
Soldier     |   2 | 02
Templar     |   4 | 04
Ninja       |   8 | 08
Samurai     |  16 | 10
Orog        |  32 | 20
Mag Roader  |  64 | 40
Retainer    | 128 | 80
```

I add up:

```
Guard       |   1 | 01
Ninja       |   8 | 08
Orog        |  32 | 20
Retainer    | 128 | 80
```

1 + 8 + 32 + 128 = 169

Now look up in the Dec to Hex Conversion in a section below and I see that
169 is A9 in hex. Replace the ?? in the code with the hex A9 making the code
FFFFFFA9

or I add it up in hex like:

```
1+8+20+80 = A9


For windows calculator you can go to View, Scientific, then select the radio
button for Hex instead of Dec. Just remember to change it back to normal
when your done, ;)

The same idea applies to ALL the codes. You just add up the ones you want
and replace the ?? with the hex of the total. If you want only one in the set
you can just use the hex value which is the second number in the example above
80 is beside Retainer using the code FFFFFF80 will give you just Retainer.

To have none of the rages in that list simply use 00, ie FFFFFF00 will make
you have none of the above rages.

I hope this isnt that complicated, but its about the best I can do in .txt
format.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Dec to Hex Conversion %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

 0 = 00 | 37 = 25 |  74 = 4A | 111 = 6F | 148 = 94 | 185 = B9 | 222 = DE
 1 = 01 | 38 = 26 |  75 = 4B | 112 = 70 | 149 = 95 | 186 = BA | 223 = DF
 2 = 02 | 39 = 27 |  76 = 4C | 113 = 71 | 150 = 96 | 187 = BB | 224 = E0
 3 = 03 | 40 = 28 |  77 = 4D | 114 = 72 | 151 = 97 | 188 = BC | 225 = E1
 4 = 04 | 41 = 29 |  78 = 4E | 115 = 73 | 152 = 98 | 189 = BD | 226 = E2
 5 = 05 | 42 = 2A |  79 = 4F | 116 = 74 | 153 = 99 | 190 = BE | 227 = E3
 6 = 06 | 43 = 2B |  80 = 50 | 117 = 75 | 154 = 9A | 191 = BF | 228 = E4
 7 = 07 | 44 = 2C |  81 = 51 | 118 = 76 | 155 = 9B | 192 = C0 | 229 = E5
 8 = 08 | 45 = 2D |  82 = 52 | 119 = 77 | 156 = 9C | 193 = C1 | 230 = E6
 9 = 09 | 46 = 2E |  83 = 53 | 120 = 78 | 157 = 9D | 194 = C2 | 231 = E7
10 = 0A | 47 = 2F |  84 = 54 | 121 = 79 | 158 = 9E | 195 = C3 | 232 = E8
11 = 0B | 48 = 30 |  85 = 55 | 122 = 7A | 159 = 9F | 196 = C4 | 233 = E9
12 = 0C | 49 = 31 |  86 = 56 | 123 = 7B | 160 = A0 | 197 = C5 | 234 = EA
13 = 0D | 50 = 32 |  87 = 57 | 124 = 7C | 161 = A1 | 198 = C6 | 235 = EB
14 = 0E | 51 = 33 |  88 = 58 | 125 = 7D | 162 = A2 | 199 = C7 | 236 = EC
15 = 0F | 52 = 34 |  89 = 59 | 126 = 7E | 163 = A3 | 200 = C8 | 237 = ED
16 = 10 | 53 = 35 |  90 = 5A | 127 = 7F | 164 = A4 | 201 = C9 | 238 = EE
17 = 11 | 54 = 36 |  91 = 5B | 128 = 80 | 165 = A5 | 202 = CA | 239 = EF
18 = 12 | 55 = 37 |  92 = 5C | 129 = 81 | 166 = A6 | 203 = CB | 240 = F0
19 = 13 | 56 = 38 |  93 = 5D | 130 = 82 | 167 = A7 | 204 = CC | 241 = F1
20 = 14 | 57 = 39 |  94 = 5E | 131 = 83 | 168 = A8 | 205 = CD | 242 = F2
21 = 15 | 58 = 3A |  95 = 5F | 132 = 84 | 169 = A9 | 206 = CE | 243 = F3
22 = 16 | 59 = 3B |  96 = 60 | 133 = 85 | 170 = AA | 207 = CF | 244 = F4
23 = 17 | 60 = 3C |  97 = 61 | 134 = 86 | 171 = AB | 208 = D0 | 245 = F5
24 = 18 | 61 = 3D |  98 = 62 | 135 = 87 | 172 = AC | 209 = D1 | 246 = F6
25 = 19 | 62 = 3E |  99 = 63 | 136 = 88 | 173 = AD | 210 = D2 | 247 = F7
26 = 1A | 63 = 3F | 100 = 64 | 137 = 89 | 174 = AE | 211 = D3 | 248 = F8
27 = 1B | 64 = 40 | 101 = 65 | 138 = 8A | 175 = AF | 212 = D4 | 249 = F9
28 = 1C | 65 = 41 | 102 = 66 | 139 = 8B | 176 = B0 | 213 = D5 | 250 = FA
29 = 1D | 66 = 42 | 103 = 67 | 140 = 8C | 177 = B1 | 214 = D6 | 251 = FB
30 = 1E | 67 = 43 | 104 = 68 | 141 = 8D | 178 = B2 | 215 = D7 | 252 = FC
31 = 1F | 68 = 44 | 105 = 69 | 142 = 8E | 179 = B3 | 216 = D8 | 253 = FD
32 = 20 | 69 = 45 | 106 = 6A | 143 = 8F | 180 = B4 | 217 = D9 | 254 = FE
33 = 21 | 70 = 46 | 107 = 6B | 144 = 90 | 181 = B5 | 218 = DA | 255 = FF
34 = 22 | 71 = 47 | 108 = 6C | 145 = 91 | 182 = B6 | 219 = DB |
35 = 23 | 72 = 48 | 109 = 6D | 146 = 92 | 183 = B7 | 220 = DC |
36 = 24 | 73 = 49 | 110 = 6E | 147 = 93 | 184 = B8 | 221 = DD |

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
Game Genie Codes %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

All Game Genie Codes codes by Ugetab

D5C5-3F6D Talk To A Priest To Get A Report (Can't Exit The Report, but it's
          normally only accessible from the end of the game)

CB81-CD0A Start on Level 99 of Ancient Cave
1481-CD6A

DDAD-30B8 Ancient Cave Boss Dies From 1 Hit (Necessary,
DDAD-3028 unless you think you can beat the boss at level 1 with no items)

BAC2-44AD Enable All Ancient Dungeon Trophies

(Keep talking to the person below the lowest level of the bar to keep
receiving trophies. The trophies will be displayed temporarily if you don't
talk to the person there, and will stay displayed if you do talk to them)


```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Credits %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Snes9X for a great emulator ;)

Ugetab from gshi.org for letting me post his codes, really helped to make this
a very nice code list.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Contact Info %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Any site has my permission to use this file, no need to ask, but cool to know
where all the file is, so feel free to let me know the url where its at.

Simply read the legal info below and that is made clear.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Legal Info %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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```