

Lufia Max Stats PAR Codes

by Apostrophe

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LUFIA AND THE FORTRESS OF DOOM

Character Maximum Guide - Date/Version 1.06.27

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----- Introduction -----

After a grueling couple of hours of experimentation, I created these three Pro Action Replay codes which will pretty much max out your characters in the first LUFIA game for the SNES.

Why make a guide simply for three codes? Well, when I started playing the game, I looked around for codes that would help me skip all the annoying leveling-up in the game.

I play RPGs for the stories, not the battles. There's nothing that I hate more than to really get into the game, and then be forced to put that aside just to level myself up enough to get past some enemy to continue the game.

Unfortunately, all the codes I found were ones that gave you a "false high" (so to speak.) For example, try one of the codes in the other guides that sets one of your attributes to 999.

Save your game after making sure the code works. Now turn off the game and remove the Pro Action Replay (or disable "cheats" if you're using an emulator.) Now turn the game back on. Are you still at 999? Nope, it's been set back to whatever number you had before using the code.

And how about items? The only codes I could find that'll help you get a desired item were ones that "might" give you an item after a battle (with a 70% chance of success.) What does this mean? More battles...

----- The Codes: Maximize Your Character -----

Use the following three codes, and you'll need to win just one battle to level up your character all the way. Be prepared to press the "B" button quite a lot though, as it details all the spells and attribute you've acquired with the experience.

7E141AFF + 7E141BFF + 7E141CFF

----- The Codes: Maximize Your Money -----

This code will give you the most gold that you can acquire per battle (65,535 Gold Pieces.) In just a few battles, you'll be set for life.

7E141DFF + 7E141EFF

----- The Codes: Maximize Your Inventory -----

Here's my pride and joy. By using this code, it will give you any item in the game (and even some that were removed from the game - Note the "Dummy" items.)

7E16C0??

How it works:

Look at the charts below and find the hex code that represents the item you want to obtain. Let's say you'd like to have the Might Sword right now. That's represented by the code: E2

Take the above code and replace the ?? with the item hex code, which in this case is E2. That makes the code: 7E16C0E2

Enable this code and when you go into the Hero's equip screen, you'll see that the item you chose is now in your weapon slot. (This will even work with non-weapon items. Ha ha!) Now just unequip the item, and you'll find that instead of removing the item, you simply placed a duplicate of it into your item list.

Now just keep unequipping the item until you have your desired amount of that item. Then, once you're done with that, change codes to a different item and repeat the process.

I found this method really easy, since I was using an emulator to find these codes (they didn't sell Pro Action Replays where I lived, I own a Game Genie.) And Snes9x has a great debugger for making codes.

Though, I can imagine that this method would be rather tedious in a real Pro Action Replay device, because then you'd have to keep turning on and off the game to change the item.

(Note: You may want to unequip the Hero's weapon before using this code since it would replace whatever he's holding.)

----- The Codes: Items Chart -----

00 -	Nothing	80 -	Dummy (?)
01 -	Knife	81 -	Brone Breast
02 -	Club	82 -	Carbo Sword
03 -	Mace	83 -	Carbo Plate
04 -	Dagger	84 -	Carbo Shield
05 -	Long Knife	85 -	Carbo Helm
06 -	Short Sword	86 -	Carbo Cap
07 -	Rod	87 -	Gloom Guard
08 -	Gladius	88 -	Diamond Ring
09 -	Glass Robe	89 -	Engage Ring
0A -	Brone Sword	8A -	Monster Ring
0B -	Staff	8B -	Blue Ring
0C -	Scimitar	8C -	Yellow Ring
0D -	Rapier	8D -	Red Ring
0E -	Long Sword	8E -	Purple Ring

0F -	Long Staff	8F -	Green Ring
10 -	Axe	90 -	White Ring
11 -	Spear	91 -	Black Ring
12 -	Morning Star	92 -	Heavy Ring
13 -	Catwhip	93 -	Wave Ring
14 -	Battle Axe	94 -	Potion
15 -	Hammer Rod	95 -	Hi Potion
16 -	Trident	96 -	Ex Potion
17 -	Silver Rod	97 -	Hi Magic
18 -	Silver Sword	98 -	Ex Magic
19 -	Buster Sword	99 -	Antidote
1A -	Zircon Rod	9A -	Sweet Water
1B -	Great Axe	9B -	Foul Water
1C -	Great Blade	9C -	Awaken
1D -	Zircon Axe	9D -	Stone Cure
1E -	Zircon Sword	9E -	Mystery Pin
1F -	Broad Sword	9F -	Shriek
20 -	Broad Rod	A0 -	Swing Wing
21 -	Luck Blade	A1 -	Magic Guard
22 -	Gloom Pick	A2 -	Power Gourd
23 -	Dual Blade	A3 -	Mind Gourd
24 -	Dress	A4 -	Power Potion
25 -	Cloth	A5 -	Spell Potion
26 -	Cloth Armor	A6 -	Speed Potion
27 -	Robe	A7 -	Mind Potion
28 -	Tan Armor	A8 -	Great Potion
29 -	Tan Robe	A9 -	Float
2A -	Light Armor	AA -	Smoke Ball
2B -	Light Robe	AB -	Arrow
2C -	Chain Mail	AC -	Mid Arrow
2D -	Chain Cloth	AD -	Big Arrow
2E -	Plate Cloth	AE -	Arrows
2F -	Brone Armor	AF -	Hi Arrows
30 -	Quilted Silk	B0 -	Ex Arrows
31 -	Half Mail	B1 -	Dragon Arrow
32 -	Brone Robe	B2 -	Sleep Arrow
33 -	Silver Armor	B3 -	Puzzle Arrow
34 -	Silver Robe	B4 -	Stun Arrow
35 -	Plate Mail	B5 -	Gloom Arrow
36 -	Zircon Robe	B6 -	Bomb
37 -	Zircon Armor	B7 -	Hi Bomb
38 -	Clear Silk	B8 -	Ex Bomb
39 -	Bracelet	B9 -	Miracle
3A -	Tan Shield	BA -	Revive
3B -	Wood Shield	BB -	Pear Cider
3C -	Buckler	BC -	Sour Cider
3D -	Wood Wrist	BD -	Lime Cider
3E -	Kite Shield	BE -	Plum Cider
3F -	Round Shield	BF -	Apple Cider
40 -	Round Wrist	C0 -	Hair Band
41 -	Brone Shield	C1 -	Brooch
42 -	Tower Shield	C2 -	Earring
43 -	Large Shield	C3 -	Necklace
44 -	Silver Wrist	C4 -	Stuffed Bear
45 -	Silver Plate	C5 -	Stuffed Dog
46 -	Zircon Wrist	C6 -	Stuffed Pig
47 -	Zircon Plate	C7 -	Emerald
48 -	Cloth Helm	C8 -	Opal
49 -	Tan Helm	C9 -	Goblet
4A -	Hair Band	CA -	Ear Tip

4B -	Wood Helm	CB -	Empty Bottle
4C -	Glass Cap	CC -	Gown
4D -	Brone Helm	CD -	Ribbon
4E -	Red Beret	CE -	Fry Pan
4F -	Iron Helm	CF -	Small Knife
50 -	Plate Cap	D0 -	Pot
51 -	Plate Helm	D1 -	Chop Block
52 -	Glass Beret	D2 -	Apron
53 -	Silver Helm	D3 -	Dragon Egg
54 -	Sakret	D4 -	Crown
55 -	Zircon Beret	D5 -	Secret Map
56 -	Zircon Helm	D6 -	Miracle Gem
57 -	Sandal	D7 -	Silver Wick
58 -	Cloth Shoes	D8 -	Royal Statue
59 -	Tan Shoes	D9 -	Silver Tarot
5A -	Spike Shoes	DA -	Golden Pawn
5B -	Heeled Shoes	DB -	Crown Jewels
5C -	Wind Shoes	DC -	Wind Flute
5D -	Wind Heels	DD -	Escape
5E -	Knife Shoes	DE -	Magic Jar
5F -	Needle Heels	DF -	Dragon Tooth
60 -	Sonic Shoes	E0 -	Grilled Newt
61 -	Sonic Heels	E1 -	Poison Pin
62 -	Sword Shoes	E2 -	Might Sword
63 -	Cat Heels	E3 -	Straw Doll
64 -	Mach Shoes	E4 -	Long Nail
65 -	Mach Heels	E5 -	Bomb
66 -	Power Ring	E6 -	Alumina
67 -	HiPower Ring	E7 -	Power Oil
68 -	Daze Ring	E8 -	Elven Bow
69 -	Hi Daze Ring	E9 -	Artea's Bow
6A -	Mind Ring	EA -	Might Bow
6B -	Sonic Ring	EB -	Dummy (?)
6C -	Mach Ring	EC -	Dummy (?)
6D -	Undead Ring	ED -	Dummy (?)
6E -	Ghost Ring	EE -	Dummy (?)
6F -	Dragon Ring	EF -	Free Door
70 -	Sea Ring	F0 -	Sheran Key
71 -	Fly Ring	F1 -	Letter
72 -	Water Ring	F2 -	Dais Key
73 -	Fire Ring	F3 -	Shrine Key
74 -	Ice Ring	F4 -	Pirate Key
75 -	Electro Ring	F5 -	Light Key
76 -	Flash Ring	F6 -	Oil Key
77 -	Flame Ring	F7 -	Green Jade
78 -	Water Ring	F8 -	Red Sapphire
79 -	Blast Ring	F9 -	Blue Jade
7A -	Frost Ring	FA -	Purple Newt
7B -	Might Armor	FB -	Glasdar Key
7C -	Might Shield	FC -	Magic Flavor
7D -	Might Helmet	FD -	Fairy Kiss
7E -	Gloom Ring	FE -	Not Used
7F -	Gloom Voice	FF -	Not Used

----- Next Version -----

Will there be another version? I doubt it. I originally made this FAQ back in January 2001, but I was planning on releasing it once I completed the game again. Due to several unforeseen events, I haven't had the time to, so I'm releasing it now.

----- Special Thanks -----

Special thanks go out to my good friend, Kailin, who suggested this game to me. I miss you. May she rest in peace...

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