Ogre Battle Pro Action Replay Codes

by CouchPotato

This walkthrough was originally written for Ogre Battle on the SNES, but the walkthrough is still applicable to the PSX version of the game.

```
 cc   oo   u  u   cc  h h  pppp   oo   ttttt  aaaa  ttttt   oo   ''  sss
c   o  o u  u c   h h  p p o  o    t    a  a    t    o  o  '' s
c   o  o u  u c   hhhh pppp o  o    t   aaaa    t    o  o  '  sss
c   o  o u  u c   h h  p    o  o    t    a  a    t    o  o       s
 cc   oo   uuuu  cc  h h  p     oo    t    a  a    t    oo      sss


   OOOOO          GGGGGGG    RRRRRRR      EEEEEEEE
  OOOOOOO         GGGGGGGG   RRRRRRRR     EEEEEEEE
 OOO   OOO        GGG        RRR   RRR    EEE
 OOO    OOO       GGG        RRR   RRR    EEE
OOO      OOO      GGG  GGGG  RRRRRRRR     EEEEE
OOO      OOO      GGG GGGGGG RRR RRR      EEEEE
 OOO    OOO       GGG  G GGG RRR  RRR     EEE
  OOO   OOO       GGG    GGG RRR   RRR    EEE
   OOOOOOO        GGGGGGGG   RRR    RRR   EEEEEEEE
    OOOOO         GGGGGG     RRR     RRR  EEEEEEEE


BBBBBB     AAAAA   TTTTTTTTT  TTTTTTTTT  LLL      LLL       EEEEEEE
BBBBBBB    AAAAAAA TTTTTTTTT  TTTTTTTTT  LLL      LLL       EEEEEEE
BBB BBB   AAA  AAA   TTT        TTT      LLL      LLL       EEE
BBB BBB   AAA  AAA   TTT        TTT      LLL      LLL       EEE
BBBBBBB   AAAAAAAAA  TTT        TTT      LLL      LLL       EEEEE
BBBBBBB   AAAAAAAAA  TTT        TTT      LLL      LLL       EEEEE
BBB BBB   AAA  AAA   TTT        TTT      LLL      LLL       EEE
BBB BBB   AAA  AAA   TTT        TTT      LLL      LLL       EEE
BBBBBBB   AAA  AAA   TTT        TTT      LLLLLLL  LLLLLLL   EEEEEEE
BBBBBB    AAA  AAA   TTT        TTT      LLLLLLL  LLLLLLL   EEEEEEE


  CCCCCC       OOOOO     DDDDDD     EEEEEEEE
 CCCCCCC      OOOOOOO    DDDDDDD    EEEEEEEE
 CCC        OOO   OOO    DDD  DDD   EEE
 CCC        OOO   OOO    DDD  DDD   EEE
CCC        OOO     OOO   DDD   DDD  EEEEE
CCC        OOO     OOO   DDD   DDD  EEEEE
 CCC        OOO   OOO    DDD  DDD   EEE
  CCC       OOO   OOO    DDD  DDD   EEE
 CCCCCCC     OOOOOOO     DDDDDDD    EEEEEEEE
  CCCCCC      OOOOO      DDDDDD     EEEEEEEE


  GGGGGGG   UUU  UUU  III  DDDDD       EEEEEEEE
  GGGGGGGG  UUU  UUU  III  DDDDDDD     EEEEEEEE
 GGG        UUU  UUU  III  DDD  DDD    EEE
 GGG        UUU  UUU  III  DDD  DDD    EEE
GGG   GGGG  UUU  UUU  III  DDD   DDD   EEEEE
GGG  GGGGGG UUU  UUU  III  DDD   DDD   EEEEE
 GGG    GGG UUU  UUU  III  DDD   DDD   EEE
```

```
   GGG    GGG    UUU  UUU    III    DDD  DDD      EEE
  GGGGGGGG     UUUUUUUUU    III    DDDDDDD      EEEEEEEE
   GGGGG       UUUUUUU     III    DDDDDD       EEEEEEEE
```

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VERSION 2.6

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     6B] Quantity Changing Codes

7] CREDITS
     Credits, contact info, and legal info


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1] VERSION HISTORY  ==========================================================
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1.0    7-19-2003
          This is the original version.


1.1    7-20-2003
          This version has the Name Changing Codes section added, as well
          as the Liberation Card Code.


1.2    7-24-2003
          This version has the edited Card Drawing Code(formerly Liberation
          Card Code), as well as the new sections, Infinite Liberation
          Codes and Neutral Encounter Codes.


1.3    7-25-2003
          This version has the new sections Time of Day Codes and Stat
          Boosting Codes.


1.4    7-26-2003
          This version has the updated Card Drawing Code section, as well
          as the new sections Reputation Code and Character Cost Codes.


1.5    7-27-2003
          This version has the new section Character Experience Codes.


1.6    7-27-2003
          This version has the new Which One is Character Number.....
          section, in the revised Introduction.


1.7    8-09-2003
          This version has the HUGE new section ENEMY CODES.


1.8    9-08-2003
          This version has the corrected description of how undead status
          works.


1.9    11-07-2003
          This version has the corrected ENEMY & NEUTRAL ENCOUNTER CODES
          section. It used to be called ENEMY CODES.


2.0    12-05-2003
          This version has a slightly different layout, and the new
          sections Character Hit Points Codes, Character Strength Codes,
          Character Agility Codes, Character Intelligence Codes, Character
          Charisma Codes, Character Alignment Codes, Character Luck Codes,
          Character Level codes, and Item Modifier Codes.


2.1    12-29-2003
          This version has the new section Attack/Position Codes added.


2.2    2-07-2004
          This version has the Character Class Codes section added.
```

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2.3    3-07-2004
          This version has the Number of Enemy Units Codes section added,
          as well as the updated Card Drawing / Shop Code section, which
          used to be called Card Drawing Code.

2.4    3-14-2004
          This version has the new section Character ID Codes, as well as
          the updated Status Changing Codes section.

2.5    3-24-2004
          This version has the new section Character Elemental Defenses,
          the updated section Character Name Codes section, and several
          small updates throughout the FAQ.

2.6    4-10-2004
          This version has the new section In-Battle Stat Codes added.


===============================================================================
2] INTRODUCTION  ==============================================================
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_____
2A] Just to Start
_____


     Hello there fellow Ogre Battle fanatics! I wrote this FAQ for people
who like to use codes on Ogre Battle, so please feel free to use these
codes however you like. If you wish to use any or all of this FAQ on your
website or in your own FAQ, e-mail me and ask, and i'll probably say yes.

For those of you who don't know how to use these codes, I'll try to
explain it pretty quickly.

If you are using a console Super Nintendo, you must have a Pro Action
Replay or another cheating device that can use Pro Action Replay codes. If
you are using an emulator (such as Snes9x or ZSNES) you need to know how
to enter and use Pro Action Replay codes, which should be covered in the
documentation that came with the emulator.

Now, after you have your cheating device/program (and the game,of course)
You might be wondering about how the cheat codes are listed as characters
1- 100. This is easy to explain, but a pain to actually find unless you
start a new game and keep close track of the order the characters join
your army in. Yep, that's right, the game simply numbers your characters
in the order that they join your army. Because this understandably makes
it hard to keep track of your army, I have added the section below this
one called "Which One is Character Number.....".

That should cover everything you need to know, but if not, feel free to
e-mail me at the address in the credits section of this FAQ.


_____
2B] Which One is Character Number.....
_____


     This section will tell you the easiest way to find out which
characters in your army are which numbers.

The EASIEST way to do this is start a NEW GAME!
```

Start a game and cheat as soon as you beat the very first stage. When
you get your default army(when Warren joins) ERASE IT! That's right, you
heard me! Erase almost every character, only saving Warren, Lans, and of
course your main character, the Lord class leader. Then use the class
changing codes found in Sacred Hero's FAQ at www.gamefaqs.com to change
the class of either Warren or Lans(the hero can't recruit no matter WHAT
class he is). From now on i'll refer to whichever character you are using
to recruit your army with as the Recruiter. Use the Recruiter to hire new
characters for your army IN ORDER IN THE UNITS! If you are using the
cartridge, it is a pain to do any serious cheating, since you can't just
change codes in the middle of the game, you have to keep resetting. But if
you are using an emulator(I recommend ZSNES from www.zsnes.com) you can
change codes while playing. You are probably going to have to change codes
ALOT unless you change the Recruiter into a paladin and get a whole army
of only clerics and paladins(BBOORRING!). After you recruit your army, you
can start playing the game.
      But be careful! If you want to keep track of your army after special
characters start to join, and you plan on putting them into your existing
units, it's best to ERASE the character you plan on replacing! This way
you free up the number that character was stored in, and the special
character then takes that number! AND KEEP TRACK OF EVERYTHING!!!

The HARDER way to do this is if you start cheating in an EXISTING GAME!

      The best way to find out which characters are which is to use my
characters cost codes. This might take a while longer then the above
method, but if you are far into the game and don't want to start over,
then use this method.
      First of all, count your characters! Enter that number of codes. For
example, if you have 60 characters, enter 60 codes to start with. You may
have to enter more codes later, depending on how many characters you had
when the last character you still have joined your army. So just start at
your current number of characters and go from there.
      Second, start entering codes! Start at CHARACTER 2!! You already know
who character 1 is! Your opinion leader, the Lord class! Now, starting
with the code for character 2, use 200 Goth. For character 3, 300 Goth.
And keep entering codes like this, and using the example above, the last
code you should enter is character 60 at 6000 Goth. This makes it very
easy to see who is who.

WARNING!!!: DO NOT SAVE THE GAME WITH THE CHARACTER COSTS CHANGE!
            Unless you like having your characters with really wierd
            deployment costs :p

      Third, WRITE IT DOWN! You don't want to have to go through this again
later! Just write down each character's name, which number they are, and
keep track of all the changes you make to your army!
      Fourth, you must... just kidding! Once you have it all figured out,
just KEEP TRACK OF EVERTHING!! Once you know what is going on, it's not so
bad. But I still prefer making an army from scratch in the proper order.
That way you don't have to write everything down.

      That should be all you need to know. If you still need any help, do
not hesitate to write me an e-mail at newcouchpotato@aol.com , but be sure
to have the word OGRE somewhere in the beginning of the subject line of
your e-mail, or it might get erased along with the SPAM! :p

===
3] CHEAT CODES ===

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     This is the meat of this FAQ. In this section you will find all the
original codes I have discovered. Codes that have already been found by
someone else are now included, but only because the person who first put
them in a FAQ (SacredHero) only put down codes for the first 10 characters
out of 100. I have all 100 character codes here. And they are also all
correct.(I'm fairly sure they are, at least. If you find I am wrong, send
me an e-mail at the address found at the bottom of this FAQ.)

_____
3A] Infinite Attack Codes
_____

Use these codes to change the number of attacks you or your enemy gets.

WARNING: These codes are listed by character. The game counts YOUR
         characters first, so you are always character 1 through character
         5. However, the ENEMY is counted starting wherever it stops
         counting yours. This means that if you have a unit with 5
         characters in it, the enemy starts being counted at character 6.
         But if your unit only has 3 characters in it, the enemy starts
         being counted at character 4. If you activate a code that is for
         an enemy character, that character will have infinite attacks as
         well.Remember, you must LEAVE THESE CODES ON DURING BATTLE!

Always use these codes:
7EF94140
7F0ABD3F

And add these codes for the characters you want to have infinite attacks.
Character 1
7EF99615
Character 2
7EF99715
Character 3
7EF99815
Character 4
7EF99915
Character 5
7EF99A15
Character 6
7EF99B15
Character 7
7EF99C15
Character 8
7EF99D15
Character 9
7EF99E15
Character 10
7EF99F15

_____
3B] Tarot Card Codes
_____

Use these codes to change your tarot cards and fill up blank card spots.

Keep in mind that the change is only temporary until you save the game.

     Page 1
Slot 1
7E0DBE??
Slot 2
7E0DBF??
Slot 3
7E0DC0??
Slot 4
7E0DC1??
Slot 5
7E0DC2??
Slot 6
7E0DC3??
Slot 7
7E0DC4??

     Page 2
Slot 1
7E0DC5??
Slot 2
7E0DC6??
Slot 3
7E0DC7??
Slot 4
7E0DC8??
Slot 5
7E0DC9??
Slot 6
7E0DCA??
Slot 7
7E0DCB??

NOTE: Replace the ?? in the tarot codes above with one of the following 2
     digit values:

?? = 00   Card is Magician
?? = 01   Card is Priestess
?? = 02   Card is Empress
?? = 03   Card is Emperor
?? = 04   Card is Hierophant
?? = 05   Card is Lovers
?? = 06   Card is Chariot
?? = 07   Card is Strength
?? = 08   Card is Hermit
?? = 09   Card is Fortune
?? = 0A   Card is Justice
?? = 0B   Card is Hanged Man
?? = 0C   Card is Death
?? = 0D   Card is Temperance
?? = 0E   Card is Devil
?? = 0F   Card is Tower
?? = 10   Card is Star
?? = 11   Card is Moon
?? = 12   Card is Sun
?? = 13   Card is Judgment
?? = 14   Card is Fool
?? = 15   Card is World

```
?? = 16   NO CARD
```

_____

3C] Card Drawing / Shop Code

_____

     Use this code to change the card you pull when you liberate a town or
temple, or use a JOKER. This is very handy to pull whatever card you wish
when liberating, such as all Hierophant cards to boost that alignment!
This code is really better for those using emulators, because they can
change codes between towns while liberating, or between drawing JOKER
cards while in a stage.

WARNING: This code also changes what you can buy at towns with shops, so
         you have to turn off this code if you want to buy the items that
         SHOULD be in the shop!

NOTE: In the code below, replace the ?? with one of the 2 digit codes
      below this code.

7E03A8??

```
?? = 00   Card is Magician
             (shop: CURE      HEAL      BELL      REVIVE    SUMMONS )
?? = 01   Card is Priestess
             (shop: CURE      HEAL      BELL      REVIVE    SUMMONS )
?? = 02   Card is Empress
             (shop: CURE      HEAL      REVIVE    JOKER     SUMMONS )
?? = 03   Card is Emperor
             (shop: CURE      HEAL      BELL      REVIVE    SUMMONS )
?? = 04   Card is Hierophant
             (shop: CURE      HEAL      BELL      REVIVE    SUNSHINE)
?? = 05   Card is Lovers
             (shop: CURE      HEAL      BELL      REVIVE    SUNSHINE)
?? = 06   Card is Chariot
             (shop: CURE      HEAL      ALL HEAL  REVIVE    JOKER   )
?? = 07   Card is Strength
             (shop: CURE      HEAL      BELL      SUMMONS   PEARL   )
?? = 08   Card is Hermit
             (shop: CURE      HEAL      BELL      REVIVE    BOOTS   )
?? = 09   Card is Fortune
             (shop: CURE      HEAL      BOOTS     BOUGH     BEEHIVE )
?? = 0A   Card is Justice
             (shop: CURE      HEAL      ALL HEAL  REVIVE    MOONBEAM)
?? = 0B   Card is Hanged Man
             (shop: CURE      HEAL      ALL HEAL  BELL      REVIVE  )
?? = 0C   Card is Death
             (shop: CURE      HEAL      ALL HEAL  BELL      REVIVE  )
?? = 0D   Card is Temperance
             (shop: HEAL      ALL HEAL  BELL      BOOTS     CHARM   )
?? = 0E   Card is Devil
             (shop: HEAL      ALL HEAL  BELL      BOOTS     MOONBEAM)
?? = 0F   Card is Tower
             (shop: HEAL      ALL HEAL  REVIVE    SUMMONS   SUNSHINE)
?? = 10   Card is Star
             (shop: HEAL      ALL HEAL  BELL      REVIVE    JOKER   )
?? = 11   Card is Moon
             (shop: HEAL      ALL HEAL  BELL      REVIVE    BOOTS   )
?? = 12   Card is Sun
             (shop: HEAL      ALL HEAL  BELL      JOKER     MOONBEAM)
```

```
?? = 13    Card is Judgment
           (shop: HEAL      ALL HEAL   BELL      JOKER      MOONBEAM)
?? = 14    Card is Fool
           (shop: HEAL      ALL HEAL   BELL      REVIVE     JOKER   )
?? = 15    Card is World
           (shop: HEAL      ALL HEAL   BELL      JOKER      MOONBEAM)
?? = 16    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   REVIVE    BOOTS      FOLIO   )
?? = 17    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   REVIVE    JOKER      SUNSHINE)
?? = 18    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   BELL      REVIVE     JOKER   )
?? = 19    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   REVIVE    JOKER      CHARM   )
?? = 1A    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   REVIVE    JOKER      CHARM   )
?? = 1B    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   REVIVE    JOKER      DOWSER  )
?? = 1C    Card is GLITCH!!!!
           (shop: HEAL      ALL HEAL   REVIVE    JOKER      CRYSTAL )
?? = 1D    Card is GLITCH!!!!
           (shop: STR.      INT.       AGI.      HP.        LUK.    )
```

_____

3D] Infinite Liberation Codes
_____

    Use these codes to liberate towns again and again! The color of the
towns will stay blue(liberated), but when you stop on them, the game will
go through the whole liberation process again, and you don't lose any Rep!
A great alternative to using all those potions to boost your stats, or
entering all those codes. This works best when combined with the Card
Drawing Code from the previous section.

NOTE: These codes do NOT include either HQ town.

1st Town
7E1C5101

2nd Town
7E1C5301

3rd Town
7E1C5501

4th Town
7E1C5701

5th Town
7E1C5901

6th Town
7E1C5B01

7th Town
7E1C5D01

8th Town
7E1C5F01

```
9th Town
7E1C6101

10th Town
7E1C6301

11th Town
7E1C6501

12th Town
7E1C6701

13th Town
7E1C6901

14th Town
7E1C6B01

15th Town
7E1C6D01

16th Town
7E1C6F01

17th Town
7E1C7101

18th Town
7E1C7301

19th Town
7E1C7501

20th Town
7E1C7701

21st Town
7E1C7901

22nd Town
7E1C7A01
```

_____
3E] Neutral Encounter Codes
_____

     Use this code to get LOTS of neutral encounters with your starting
 luck, and even more as you get more luck!

NOTE: This code also freezes time, for some reason. Which is good, because
      you can enter as many neutral encounters as you want without losing
      any Reputation!

7E15721E

     Use this code to get NO neutral encounters, no matter how high your
 luck is!

```
NOTE: This code also freezes time, which is good if you have a lot of
      things to do.

7E157230


_____
3F] Time of Day Codes
_____


     Use these codes if you want it to be noon or midnight ALL the time.

Always Noon
7E15710C

Always Midnight
7E157100


_____
3G] Stat Boosting Potion Codes
_____


     Use these codes to control the amount a stat boosting potion will
increase your stats by. You can use this code to always max the amount, or
pick an amount if you're like me and want to have everyone in a unit even.

NOTE: Replace the ?? in the codes below with the values in the list below
      these codes.

7E11C600
7E11CA??

NOTE: Replace the ?? in the above stat codes with the following values.
      The 'others' refers to STR,INT,CHA,ALI,AGI,and LUK potions.

?? = 00  HP +1  all others +5
?? = 14  HP +2  all others +5
?? = 1E  HP +3  all others +5
?? = 28  HP +4  all others +5
?? = 37  HP +5  all others +5
?? = 41  HP +6  all others +6
?? = 50  HP +7  all others +6
?? = 5C  HP +8  all others +7
?? = 68  HP +9  all others +7
?? = 74  HP +10 all others +7
?? = 82  HP +11 all others +8
?? = 8F  HP +12 all others +8
?? = 9C  HP +13 all others +8
?? = AA  HP +14 all others +8
?? = B6  HP +15 all others +9
?? = C2  HP +16 all others +9
?? = CE  HP +17 all others +9
?? = DC  HP +18 all others +10
?? = E8  HP +19 all others +10
?? = FF  HP +20 all others +10


_____
3H] Reputation Code
_____
```

Use these codes to change your reputation. This is very useful if you
are pretty far into the game and don't want to start new just to get one
special character your current REP won't allow you to have. Like the rest
of these codes, your rep won't stay where the code puts it until you save
the game with the codes on. Enjoy!

WARNING: The Reputation Meter may not immediately show the change if you
         are using an emulator and enter this code while in a stage, but
         it will show after a minute or so. Have patience! :P

NOTE: In the following code, replace the ?? with one of the values below
      the code.

7E157C??

NOTE: Use these values to replace the ?? in the reputation code above.

?? = 00 ZERO reputation
?? = 19 1/4 full repuation
?? = 32 1/2 full repuation
?? = 4B 3/4 full reputation
?? = 64 MAX repuation

_____
3J] Attack/Position Codes
_____

     Use these codes to change your characters' positions in their unit,
as well as their number of attacks per battle. This code is great to give
a weak class a few extra attacks, or to cram 4 or more characters into a
single row.

WARNING: These codes must be left ON at all times during a stage, or the
         number of attacks may return to normal.

IMPORTANT: The characters in a unit are numbered as they are added to the
           unit. So the first character to enter a unit is Character 1,
           the second character to enter a unit is Character 2, and so on.

NOTE: Replace the X in the following codes with a value from below the
      code for Unit 20 / Character 5.
      Replace the Y in the following codes with a value from below the
      value list for X.

Unit 1 / Character 1
7E0DCDXY

Unit 1 / Character 2
7E0DCEXY

Unit 1 / Character 3
7E0DCFXY

Unit 1 / Character 4
7E0DD0XY

Unit 1 / Character 5
7E0DD1XY

```
Unit 2 / Character 1
7E0DD2XY

Unit 2 / Character 2
7E0DD3XY

Unit 2 / Character 3
7E0DD4XY

Unit 2 / Character 4
7E0DD5XY

Unit 2 / Character 5
7E0DD6XY

Unit 3 / Character 1
7E0DD7XY

Unit 3 / Character 2
7E0DD8XY

Unit 3 / Character 3
7E0DD9XY

Unit 3 / Character 4
7E0DDAXY

Unit 3 / Character 5
7E0DDBXY

Unit 4 / Character 1
7E0DDCXY

Unit 4 / Character 2
7E0DDDXY

Unit 4 / Character 3
7E0DDEXY

Unit 4 / Character 4
7E0DDFXY

Unit 4 / Character 5
7E0DE0XY

Unit 5 / Character 1
7E0DE1XY

Unit 5 / Character 2
7E0DE2XY

Unit 5 / Character 3
7E0DE3XY

Unit 5 / Character 4
7E0DE4XY

Unit 5 / Character 5
7E0DE5XY
```

```
Unit 6 / Character 1
7E0DE6XY

Unit 6 / Character 2
7E0DE7XY

Unit 6 / Character 3
7E0DE8XY

Unit 6 / Character 4
7E0DE9XY

Unit 6 / Character 5
7E0DEAXY

Unit 7 / Character 1
7E0DEBXY

Unit 7 / Character 2
7E0DECXY

Unit 7 / Character 3
7E0DEDXY

Unit 7 / Character 4
7E0DEEXY

Unit 7 / Character 5
7E0DEFXY

Unit 8 / Character 1
7E0DF0XY

Unit 8 / Character 2
7E0DF1XY

Unit 8 / Character 3
7E0DF2XY

Unit 8 / Character 4
7E0DF3XY

Unit 8 / Character 5
7E0DF4XY

Unit 9 / Character 1
7E0DF5XY

Unit 9 / Character 2
7E0DF6XY

Unit 9 / Character 3
7E0DF7XY

Unit 9 / Character 4
7E0DF8XY

Unit 9 / Character 5
7E0DF9XY
```

```
Unit 10 / Character 1
7E0DFAXY

Unit 10 / Character 2
7E0DFBXY

Unit 10 / Character 3
7E0DFCXY

Unit 10 / Character 4
7E0DFDXY

Unit 10 / Character 5
7E0DFEXY

Unit 11 / Character 1
7E0DFFXY

Unit 11 / Character 2
7E0E00XY

Unit 11 / Character 3
7E0E01XY

Unit 11 / Character 4
7E0E02XY

Unit 11 / Character 5
7E0E03XY

Unit 12 / Character 1
7E0E04XY

Unit 12 / Character 2
7E0E05XY

Unit 12 / Character 3
7E0E06XY

Unit 12 / Character 4
7E0E07XY

Unit 12 / Character 5
7E0E08XY

Unit 13 / Character 1
7E0E09XY

Unit 13 / Character 2
7E0E0AXY

Unit 13 / Character 3
7E0E0BXY

Unit 13 / Character 4
7E0E0CXY

Unit 13 / Character 5
7E0E0DXY
```

```
Unit 14 / Character 1
7E0E0EXY

Unit 14 / Character 2
7E0E0FXY

Unit 14 / Character 3
7E0E10XY

Unit 14 / Character 4
7E0E11XY

Unit 14 / Character 5
7E0E12XY

Unit 15 / Character 1
7E0E13XY

Unit 15 / Character 2
7E0E14XY

Unit 15 / Character 3
7E0E15XY

Unit 15 / Character 4
7E0E16XY

Unit 15 / Character 5
7E0E17XY

Unit 16 / Character 1
7E0E18XY

Unit 16 / Character 2
7E0E19XY

Unit 16 / Character 3
7E0E1AXY

Unit 16 / Character 4
7E0E1BXY

Unit 16 / Character 5
7E0E1CXY

Unit 17 / Character 1
7E0E1DXY

Unit 17 / Character 2
7E0E1EXY

Unit 17 / Character 3
7E0E1FXY

Unit 17 / Character 4
7E0E20XY

Unit 17 / Character 5
7E0E21XY
```

```
Unit 18 / Character 1
7E0E22XY

Unit 18 / Character 2
7E0E23XY

Unit 18 / Character 3
7E0E24XY

Unit 18 / Character 4
7E0E25XY

Unit 18 / Character 5
7E0E26XY

Unit 19 / Character 1
7E0E27XY

Unit 19 / Character 2
7E0E28XY

Unit 19 / Character 3
7E0E29XY

Unit 19 / Character 4
7E0E2AXY

Unit 19 / Character 5
7E0E2BXY

Unit 20 / Character 1
7E0E2CXY

Unit 20 / Character 2
7E0E2DXY

Unit 20 / Character 3
7E0E2EXY

Unit 20 / Character 4
7E0E2FXY

Unit 20 / Character 5
7E0E30XY

NOTE: Replace the X in the above codes with one of the following values:

X = 1    1 Attack
X = 2    2 Attacks
X = 3    3 Attacks
X = 4    4 Attacks
X = 5    5 Attacks
X = 6    6 Attacks
X = 7    7 Attacks
X = 8    8 Attacks
X = 9    9 Attacks
X = A   10 Attacks
X = B   11 Attacks
X = C   12 Attacks
X = D   13 Attacks
```

```
X = E   14 Attacks
X = F   15 Attacks


NOTE: Replace the Y in the above codes with one of the following values:

Y = 0   Position is left bottom
Y = 1   Position is left 2nd from bottom
Y = 2   Position is left middle
Y = 3   Position is left 2nd from top
Y = 4   Position is left top
Y = 5   Position is right bottom
Y = 6   Position is right 2nd from bottom
Y = 7   Position is right middle
Y = 8   Position is right 2nd from top
Y = 9   Position is right top



_____
3K] Number of Enemy Unit Codes
_____


  Use these codes to set how many of each type of enemy unit there are in
a stage. You can use these codes to set the number of each unit in Temple
Shalina stage to a manageable number (instead of 255 of each unit)!

WARNING!: Do NOT set a number to a unit that doesn't exist - make sure you
          know how many different types of units there are in a stage. If
          you set a number greater than 0 to a unit that isn't set up in
          the game, you get wierd empty units that appear and disappear.

NOTE: If you leave these codes on during a stage when you set a number
      greater then 0, you will face infinite units.

EXTRA: If you set all enemy units to 0, you will only have to fight the
       stage Boss!

NOTE: Replace the ?? in the following codes with a value from below the
      code for Enemy Unit 9.

Enemy Unit 1
7E1627??

Enemy Unit 2
7E1628??

Enemy Unit 3
7E1629??

Enemy Unit 4
7E162A??

Enemy Unit 5
7E162B??

Enemy Unit 6
7E162C??

Enemy Unit 7
7E162D??
```

```
Enemy Unit 8
7E162E??

Enemy Unit 9
7E162F??


NOTE: Replace the ?? in the above codes with one of the following values:

?? = 00     0 units
?? = 01     1 units
?? = 02     2 units
?? = 03     3 units
?? = 04     4 units
?? = 05     5 units
?? = 06     6 units
?? = 07     7 units
?? = 08     8 units
?? = 09     9 units
?? = 0A    10 units
?? = 0B    11 units
?? = 0C    12 units
?? = 0D    13 units
?? = 0E    14 units
?? = 0F    15 units
?? = 10    16 units
?? = 11    17 units
?? = 12    18 units
?? = 13    19 units
?? = 14    20 units

?? = 19    25 units
?? = 1E    30 units
?? = 23    35 units
?? = 28    40 units
?? = 2D    45 units
?? = 32    50 units
?? = 37    55 units
?? = 3C    60 units
?? = 41    65 units
?? = 46    70 units
?? = 4B    75 units
?? = 50    80 units
?? = 55    85 units
?? = 5A    90 units
?? = 5F    95 units
?? = 64   100 units
?? = 69   105 units
?? = 6E   110 units
?? = 73   115 units
?? = 78   120 units
?? = 7D   125 units
?? = 82   130 units
?? = 87   135 units
?? = 8C   140 units
?? = 91   145 units
?? = 96   150 units
?? = 9B   155 units
?? = A0   160 units
?? = A5   165 units
```

```
?? = AA   170 units
?? = AF   175 units
?? = B4   180 units
?? = B9   185 units
?? = BE   190 units
?? = C3   195 units
?? = C8   200 units
?? = CD   205 units
?? = D2   210 units
?? = D7   215 units
?? = DC   220 units
?? = E1   225 units
?? = E6   230 units
?? = EB   235 units
?? = F0   240 units
?? = F5   245 units
?? = FA   250 units
?? = FF   255 units
```

_____

3L] In-Battle Stat Codes

_____

   Use these codes to change the stats of your characters and the enemy
characters during a battle. You can go way beyond the usual max of 255
points in STR, AGI, and INT. You can set the stats all the way to 4000
points, which is massive overkill on ANY enemy, even Diablo.

WARNING: These codes are listed by character. The game counts YOUR
         characters first, so you are always character 1 through character
         5. However, the ENEMY is counted starting wherever it stops
         counting yours. This means that if you have a unit with 5
         characters in it, the enemy starts being counted at character 6.
         But if your unit only has 3 characters in it, the enemy starts
         being counted at character 4. If you activate a code that is for
         an enemy character, that character will be affected by the codes
         you entered.

NOTE: Replace the X and YY in the following codes with a value from
      below the codes for character 10.

Character 1
 Strength
  7EF879YY
  7EF87A0X
 Intelligence
  7EF8A1YY
  7EF8A20X
 Agility
  7EF8C9YY
  7EF8CA0X

Character 2
 Strength
  7EF87BYY
  7EF87C0X
 Intelligence
  7EF8A3YY
  7EF8A40X
 Agility
```

```
   7EF8CBYY
   7EF8CC0X


Character 3
 Strength
   7EF87DYY
   7EF87E0X
 Intelligence
   7EF8A5YY
   7EF8A60X
 Agility
   7EF8CDYY
   7EF8CE0X


Character 4
 Strength
   7EF87FYY
   7EF8800X
 Intelligence
   7EF8A7YY
   7EF8A80X
 Agility
   7EF8CFYY
   7EF8D00X


Character 5
 Strength
   7EF881YY
   7EF8820X
 Intelligence
   7EF8A9YY
   7EF8AAXX
 Agility
   7EF8D1YY
   7EF8D20X


Character 6
 Strength
   7EF883YY
   7EF8840X
 Intelligence
   7EF8ABYY
   7EF8AC0X
 Agility
   7EF8D3YY
   7EF8D40X


Character 7
 Strength
   7EF885YY
   7EF8860X
 Intelligence
   7EF8ADYY
   7EF8AE0X
 Agility
   7EF8D5YY
   7EF8D60X


Character 8
 Strength
```

```
   7EF887YY
   7EF8880X
 Intelligence
   7EF8AFYY
   7EF8B00X
 Agility
   7EF8D7YY
   7EF8D80X


Character 9
 Strength
   7EF889YY
   7EF88AXX
 Intelligence
   7EF8B1YY
   7EF8B20X
 Agility
   7EF8D9YY
   7EF8DA0X


Character 10
 Strength
   7EF88BYY
   7EF88C0X
 Intelligence
   7EF8B3YY
   7EF8B40X
 Agility
   7EF8DBYY
   7EF8DC0X


NOTE: Replace the X and YY in the above codes with one of the following
      values:

X = 0    YY = 19     25 points
X = 0    YY = 32     50 points
X = 0    YY = 4B     75 points
X = 0    YY = 64    100 points
X = 0    YY = 7D    125 points
X = 0    YY = 96    150 points
X = 0    YY = AF    175 points
X = 0    YY = C8    200 points
X = 0    YY = E1    225 points
X = 0    YY = FA    250 points
X = 1    YY = 13    275 points
X = 1    YY = 2C    300 points
X = 1    YY = 45    325 points
X = 1    YY = 5E    350 points
X = 1    YY = 77    375 points
X = 1    YY = 90    400 points
X = 1    YY = A9    425 points
X = 1    YY = C2    450 points
X = 1    YY = DB    475 points
X = 1    YY = F4    500 points
X = 2    YY = 0D    525 points
X = 2    YY = 26    550 points
X = 2    YY = 3F    575 points
X = 2    YY = 58    600 points
X = 2    YY = 71    625 points
X = 2    YY = 8A    650 points
```

```
X = 2    YY = A3     675 points
X = 2    YY = BC     700 points
X = 2    YY = D5     725 points
X = 2    YY = EE     750 points
X = 3    YY = 07     775 points
X = 3    YY = 20     800 points
X = 3    YY = 39     825 points
X = 3    YY = 52     850 points
X = 3    YY = 6B     875 points
X = 3    YY = 84     900 points
X = 3    YY = 9D     925 points
X = 3    YY = B6     950 points
X = 3    YY = CF     975 points
X = 3    YY = E8    1000 points
X = 4    YY = 01    1025 points
X = 4    YY = 1A    1050 points
X = 4    YY = 33    1075 points
X = 4    YY = 4C    1100 points
X = 4    YY = 65    1125 points
X = 4    YY = 7E    1150 points
X = 4    YY = 97    1175 points
X = 4    YY = B0    1200 points
X = 4    YY = C9    1225 points
X = 4    YY = E2    1250 points
X = 4    YY = FB    1275 points
X = 5    YY = 14    1300 points
X = 5    YY = 2D    1325 points
X = 5    YY = 46    1350 points
X = 5    YY = 5F    1375 points
X = 5    YY = 78    1400 points
X = 5    YY = 91    1425 points
X = 5    YY = AA    1450 points
X = 5    YY = C3    1475 points
X = 5    YY = DC    1500 points
X = 5    YY = F5    1525 points
X = 6    YY = 0E    1550 points
X = 6    YY = 27    1575 points
X = 6    YY = 40    1600 points
X = 6    YY = 59    1625 points
X = 6    YY = 72    1650 points
X = 6    YY = 8B    1675 points
X = 6    YY = A4    1700 points
X = 6    YY = BD    1725 points
X = 6    YY = D6    1750 points
X = 6    YY = EF    1775 points
X = 7    YY = 08    1800 points
X = 7    YY = 21    1825 points
X = 7    YY = 3A    1850 points
X = 7    YY = 53    1875 points
X = 7    YY = 6C    1900 points
X = 7    YY = 85    1925 points
X = 7    YY = 9E    1950 points
X = 7    YY = B7    1975 points
X = 7    YY = D0    2000 points
X = 7    YY = E9    2025 points
X = 8    YY = 02    2050 points
X = 8    YY = 1B    2075 points
X = 8    YY = 34    2100 points
X = 8    YY = 4D    2125 points
X = 8    YY = 66    2150 points
```

```
X = 8    YY = 7F    2175 points
X = 8    YY = 98    2200 points
X = 8    YY = B1    2225 points
X = 8    YY = CA    2250 points
X = 8    YY = E3    2275 points
X = 8    YY = FC    2300 points
X = 9    YY = 15    2325 points
X = 9    YY = 2E    2350 points
X = 9    YY = 47    2375 points
X = 9    YY = 60    2400 points
X = 9    YY = 79    2425 points
X = 9    YY = 92    2450 points
X = 9    YY = AB    2475 points
X = 9    YY = C4    2500 points
X = 9    YY = DD    2525 points
X = 9    YY = F6    2550 points
X = A    YY = 0F    2575 points
X = A    YY = 28    2600 points
X = A    YY = 41    2625 points
X = A    YY = 5A    2650 points
X = A    YY = 73    2675 points
X = A    YY = 8C    2700 points
X = A    YY = A5    2725 points
X = A    YY = BE    2750 points
X = A    YY = D7    2775 points
X = A    YY = F0    2800 points
X = B    YY = 09    2825 points
X = B    YY = 22    2850 points
X = B    YY = 3B    2875 points
X = B    YY = 54    2900 points
X = B    YY = 6D    2925 points
X = B    YY = 86    2950 points
X = B    YY = 9F    2975 points
X = B    YY = B8    3000 points
X = B    YY = D1    3025 points
X = B    YY = EA    3050 points
X = C    YY = 03    3075 points
X = C    YY = 1C    3100 points
X = C    YY = 35    3125 points
X = C    YY = 4E    3150 points
X = C    YY = 67    3175 points
X = C    YY = 80    3200 points
X = C    YY = 99    3225 points
X = C    YY = B2    3250 points
X = C    YY = CB    3275 points
X = C    YY = E4    3300 points
X = C    YY = FD    3325 points
X = D    YY = 16    3350 points
X = D    YY = 2F    3375 points
X = D    YY = 48    3400 points
X = D    YY = 61    3425 points
X = D    YY = 7A    3450 points
X = D    YY = 93    3475 points
X = D    YY = AC    3500 points
X = D    YY = C5    3525 points
X = D    YY = DE    3550 points
X = D    YY = F7    3575 points
X = E    YY = 10    3600 points
X = E    YY = 29    3625 points
X = E    YY = 42    3650 points
```

```
X = E    YY = 5B    3675 points
X = E    YY = 74    3700 points
X = E    YY = 8D    3725 points
X = E    YY = A6    3750 points
X = E    YY = BF    3775 points
X = E    YY = D8    3800 points
X = E    YY = F1    3825 points
X = F    YY = 0A    3850 points
X = F    YY = 23    3875 points
X = F    YY = 3C    3900 points
X = F    YY = 55    3925 points
X = F    YY = 6E    3950 points
X = F    YY = 87    3975 points
X = F    YY = A0    4000 points
```

===
4] CHARACTER CODES   ==
===

   Use these codes to change you characters' attributes. You can change
almost everything about your characters, from all-out cheating to adding
replay value by making units usually impossible to create!

    I have now included the corrected and completed codes that can be found
partially in SacredHero's FAQ.

_____

4A] Status Changing Codes

_____

     Use these codes to change whether your character's size, whether or
not they have undead status, and if they are a unit leader or not. Now
when a character is given undead status, they keep their Hit Points, thus
making them the next best thing to invincible. They get hit by only the
same attacks that hit regular undead, but it only does damage to them like
it would to any other character. INCLUDING HEALERS! That's right, enemy
healers can only do damage to you the same is if they were attacking you.
Their intelligence vs. your intelligence and white attack defense. So if
you make something like an angel or a pixie have undead status, they're
never going to get hurt very much at all.

     I have also found that these codes control whether or not a witch can
recruit pumpkins. You can use this to recruit pumpkins right at the
beginning of the game!

     The real use for these codes(in my opinion) is to simply make monster
characters (wyrm,dragon,giant,etc.) into small size characters and unit
leaders. These codes are here for you to enjoy, so use them as you wish.

WARNING: If you change your unit leader with these codes so that you have
         no leader selected, the game will treat that unit as if its unit
         leader is dead. Make sure you always have at least one unit
         leader selected.

EXTRA: You can make several characters in one unit into leaders, but only
       the character with the highest number(the one who joined your army
       the latest) will be considered the leader.

NOTE: With these codes, replace the ?? with one of the 4 digit codes

below the last status code.

Character 1
7E08FA??

Character 2
7E08FB??

Character 3
7E08FC??

Character 4
7E08FD??

Character 5
7E08FE??

Character 6
7E08FF??

Character 7
7E0900??

Character 8
7E0901??

Character 9
7E0902??

Character 10
7E0903??

Character 11
7E0904??

Character 12
7E0905??

Character 13
7E0906??

Character 14
7E0907??

Character 15
7E0908??

Character 16
7E0909??

Character 17
7E090A??

Character 18
7E090B??

Character 19
7E090C??

Character 20

```
7E090D??

Character 21
7E090E??

Character 22
7E090F??

Character 23
7E0910??

Character 24
7E0911??

Character 25
7E0912??

Character 26
7E0913??

Character 27
7E0914??

Character 28
7E0915??

Character 29
7E0916??

Character 30
7E0917??

Character 31
7E0918??

Character 32
7E0919??

Character 33
7E091A??

Character 34
7E091B??

Character 35
7E091C??

Character 36
7E091D??

Character 37
7E091E??

Character 38
7E091F??

Character 39
7E0920??

Character 40
```

```
7E0921??

Character 41
7E0922??

Character 42
7E0923??

Character 43
7E0924??

Character 44
7E0925??

Character 45
7E0926??

Character 46
7E0927??

Character 47
7E0928??

Character 48
7E0929??

Character 49
7E092A??

Character 50
7E092B??

Character 51
7E092C??

Character 52
7E092D??

Character 53
7E092E??

Character 54
7E092F??

Character 55
7E0930??

Character 56
7E0931??

Character 57
7E0932??

Character 58
7E0933??

Character 59
7E0934??

Character 60
```

7E0935??

Character 61
7E0936??

Character 62
7E0937??

Character 63
7E0938??

Character 64
7E0939??

Character 65
7E093A??

Character 66
7E093B??

Character 67
7E093C??

Character 68
7E093D??

Character 69
7E093E??

Character 70
7E093F??

Character 71
7E0940??

Character 72
7E0941??

Character 73
7E0942??

Character 74
7E0943??

Character 75
7E0944??

Character 76
7E0945??

Character 77
7E0946??

Character 78
7E0947??

Character 79
7E0948??

Character 80

7E0949??

Character 81
7E094A??

Character 82
7E094B??

Character 83
7E094C??

Character 84
7E094D??

Character 85
7E094E??

Character 86
7E094F??

Character 87
7E0950??

Character 88
7E0951??

Character 89
7E0952??

Character 90
7E0953??

Character 91
7E0954??

Character 92
7E0955??

Character 93
7E0956??

Character 94
7E0957??

Character 95
7E0958??

Character 96
7E0959??

Character 97
7E095A??

Character 98
7E095B??

Character 99
7E095C??

Character 100

```
7E095D??

NOTE: Use the following codes to replace the ?? in the status codes above.

 ************************************************************************
 *   If you want to make a witch able to recruit pumpkins, replace the  *
 * second digit (0) in the values below with a 2.                       *
 *  Example: undead small character is ?? = 22 instead of ?? = 20.      *
 ************************************************************************

?? = 00 normal small character
?? = 20 undead small character
?? = 40 normal large character
?? = 60 undead large character
?? = 80 normal small unit leader
?? = A0 undead small unit leader
?? = C0 normal large unit leader
?? = E0 undead large unit leader


_____
4B] Name Changing Codes
_____


     Use these codes to change your characters' names. As always, you must
save your game with these codes on to keep the name change when the codes
are no longer on.

NOTE: There are duplicate names in this list. They are all listed in the
      order they are in the game. The duplicates are part of the game, so
      they are also part of this list for the sake of completeness.

WARNING: Make sure you replace the XX and YY in the codes with the values
         in the name list below the last code.


Character 1
7E0C7EYY
7E0C7FXX

Character 2
7E0C80YY
7E0C81XX

Character 3
7E0C82YY
7E0C83XX

Character 4
7E0C84YY
7E0C85XX

Character 5
7E0C86YY
7E0C87XX

Character 6
7E0C88YY
7E0C89XX

Character 7
```

```
7E0C8AYY
7E0C8BXX

Character 8
7E0C8CYY
7E0C8DXX

Character 9
7E0C8EYY
7E0C8FXX

Character 10
7E0C90YY
7E0C91XX

Character 11
7E0C92YY
7E0C93XX

Character 12
7E0C94YY
7E0C95XX

Character 13
7E0C96YY
7E0C97XX

Character 14
7E0C98YY
7E0C99XX

Character 15
7E0C9AYY
7E0C9BXX

Character 16
7E0C9CYY
7E0C9DXX

Character 17
7E0C9EYY
7E0C9FXX

Character 18
7E0CA0YY
7E0CA1XX

Character 19
7E0CA2YY
7E0CA3XX

Character 20
7E0CA4YY
7E0CA5XX

Character 21
7E0CA6YY
7E0CA7XX

Character 22
```

```
7E0CA8YY
7E0CA9XX

Character 23
7E0CAAYY
7E0CABXX

Character 24
7E0CACYY
7E0CADXX

Character 25
7E0CAEYY
7E0CAFXX

Character 26
7E0CB0YY
7E0CB1XX

Character 27
7E0CB2YY
7E0CB3XX

Character 28
7E0CB4YY
7E0CB5XX

Character 29
7E0CB6YY
7E0CB7XX

Character 30
7E0CB8YY
7E0CB9XX

Character 31
7E0CBAYY
7E0CBBXX

Character 32
7E0CBCYY
7E0CBDXX

Character 33
7E0CBEYY
7E0CBFXX

Character 34
7E0CC0YY
7E0CC1XX

Character 35
7E0CC2YY
7E0CC3XX

Character 36
7E0CC4YY
7E0CC5XX

Character 37
```

```
7E0CC6YY
7E0CC7XX

Character 38
7E0CC8YY
7E0CC9XX

Character 39
7E0CCAYY
7E0CCBXX

Character 40
7E0CCCYY
7E0CCDXX

Character 41
7E0CCEYY
7E0CCFXX

Character 42
7E0CD0YY
7E0CD1XX

Character 43
7E0CD2YY
7E0CD3XX

Character 44
7E0CD4YY
7E0CD5XX

Character 45
7E0CD6YY
7E0CD7XX

Character 46
7E0CD8YY
7E0CD9XX

Character 47
7E0CDAYY
7E0CDBXX

Character 48
7E0CDCYY
7E0CDDXX

Character 49
7E0CDEYY
7E0CDFXX

Character 50
7E0CE0YY
7E0CE1XX

Character 51
7E0CE2YY
7E0CE3XX

Character 52
```

```
7E0CE4YY
7E0CE5XX

Character 53
7E0CE6YY
7E0CE7XX

Character 54
7E0CE8YY
7E0CE9XX

Character 55
7E0CEAYY
7E0CEBXX

Character 56
7E0CECYY
7E0CEDXX

Character 57
7E0CEEYY
7E0CEFXX

Character 58
7E0CF0YY
7E0CF1XX

Character 59
7E0CF2YY
7E0CF3XX

Character 60
7E0CF4YY
7E0CF5XX

Character 61
7E0CF6YY
7E0CF7XX

Character 62
7E0CF8YY
7E0CF9XX

Character 63
7E0CFAYY
7E0CFBXX

Character 64
7E0CFCYY
7E0CFDXX

Character 65
7E0CFEYY
7E0CFFXX

Character 66
7E0D00YY
7E0D01XX

Character 67
```

```
7E0D02YY
7E0D03XX

Character 68
7E0D04YY
7E0D05XX

Character 69
7E0D06YY
7E0D07XX

Character 70
7E0D08YY
7E0D09XX

Character 71
7E0D0AYY
7E0D0BXX

Character 72
7E0D0CYY
7E0D0DXX

Character 73
7E0D0EYY
7E0D0FXX

Character 74
7E0D10YY
7E0D11XX

Character 75
7E0D12YY
7E0D13XX

Character 76
7E0D14YY
7E0D15XX

Character 77
7E0D16YY
7E0D17XX

Character 78
7E0D18YY
7E0D19XX

Character 79
7E0D1AYY
7E0D1BXX

Character 80
7E0D1CYY
7E0D1DXX

Character 81
7E0D1EYY
7E0D1FXX

Character 82
```

```
7E0D20YY
7E0D21XX

Character 83
7E0D22YY
7E0D23XX

Character 84
7E0D24YY
7E0D25XX

Character 85
7E0D26YY
7E0D27XX

Character 86
7E0D28YY
7E0D29XX

Character 87
7E0D2AYY
7E0D2BXX

Character 88
7E0D2CYY
7E0D2DXX

Character 89
7E0D2EYY
7E0D2FXX

Character 90
7E0D30YY
7E0D31XX

Character 91
7E0D32YY
7E0D33XX

Character 92
7E0D34YY
7E0D35XX

Character 93
7E0D36YY
7E0D37XX

Character 94
7E0D38YY
7E0D39XX

Character 95
7E0D3AYY
7E0D3BXX

Character 96
7E0D3CYY
7E0D3DXX

Character 97
```

```
7E0D3EYY
7E0D3FXX


Character 98
7E0D40YY
7E0D41XX


Character 99
7E0D42YY
7E0D43XX


Character 100
7E0D44YY
7E0D45XX



NOTE: Replace the XX and YY in the above name codes with the following.


XX = FF   YY = FF  (Name you entered for HERO)

XX = 8D   YY = 3C  ARNOLD
XX = 8D   YY = 43  IRONSIDE
XX = 8D   YY = 4C  ALYTON
XX = 8D   YY = 53  ADAM
XX = 8D   YY = 58  AXE
XX = 8D   YY = 5B  ABEL
XX = 8D   YY = 61  AMALGAN
XX = 8D   YY = 69  ALBERT
XX = 8D   YY = 70  ALFRED
XX = 8D   YY = 77  ALBRECHT
XX = 8D   YY = 80  ALEX
XX = 8D   YY = 85  ALLEN
XX = 8D   YY = 8B  ANTHONY
XX = 8D   YY = 94  ANDERSON
XX = 8D   YY = 9C  ANDY
XX = 8D   YY = A1  ANTONIO
XX = 8D   YY = A9  ANDRE
XX = 8D   YY = AF  IJURAN
XX = 8D   YY = B6  INDY
XX = 8D   YY = BB  WHITNEY
XX = 8D   YY = C3  WHITMAN
XX = 8D   YY = CB  WILLY
XX = 8D   YY = D1  WILLIAM
XX = 8D   YY = D9  WINGS
XX = 8D   YY = DF  WILLIAM
XX = 8D   YY = E2  LIAM
XX = 8D   YY = E7  WINTER
XX = 8D   YY = EE  WEBER
XX = 8D   YY = F4  WELLES
XX = 8D   YY = FB  WARSSEL


XX = 8E   YY = 03  WALLY
XX = 8E   YY = 09  WALTHER
XX = 8E   YY = 11  WORRAK
XX = 8E   YY = 18  WALTER
XX = 8E   YY = 1F  WOODY
XX = 8E   YY = 25  ABRAHAM
XX = 8E   YY = 29  HAM
XX = 8E   YY = 2D  ESTEBESS
```

```
XX = 8E   YY = 36   EDDY
XX = 8E   YY = 3B   ED
XX = 8E   YY = 3E   EDWIN
XX = 8E   YY = 44   EDGAR
XX = 8E   YY = 4A   EDBERG
XX = 8E   YY = 51   EDMOND
XX = 8E   YY = 58   EDWARD
XX = 8E   YY = 5A   WARD
XX = 8E   YY = 5F   EVANS
XX = 8E   YY = 65   EMMERSON
XX = 8E   YY = 6E   EMILIO
XX = 8E   YY = 75   ELLIOT
XX = 8E   YY = 7C   ERIC
XX = 8E   YY = 81   ELVIS
XX = 8E   YY = 87   ENTSUO
XX = 8E   YY = 8E   ENDE
XX = 8E   YY = 94   ORWELL
XX = 8E   YY = 9A   OHSA
XX = 8E   YY = 9F   OZBOURNE
XX = 8E   YY = A8   OTTO
XX = 8E   YY = AD   OBANON
XX = 8E   YY = B4   OLIVER
XX = 8E   YY = BB   ALDRICH
XX = 8E   YY = BE   RICH
XX = 8E   YY = C3   KIRK
XX = 8E   YY = C8   KAUS
XX = 8E   YY = CD   KAUTS
XX = 8E   YY = D3   CARPEN
XX = 8E   YY = DA   CARMINE
XX = 8E   YY = E2   CARLSON
XX = 8E   YY = EA   CARLOS
XX = 8E   YY = F1   KAUSER
XX = 8E   YY = F8   KAIZALT

XX = 8F   YY = 00   CAIN
XX = 8F   YY = 05   KAESAL
XX = 8F   YY = 0C   KAZAN
XX = 8F   YY = 12   CASSIUS
XX = 8F   YY = 1A   KASSIM
XX = 8F   YY = 21   CUSTER
XX = 8F   YY = 28   KASSING
XX = 8F   YY = 30   KATZ
XX = 8F   YY = 35   KAUFMAN
XX = 8F   YY = 3D   CAPLAN
XX = 8F   YY = 44   CAMUS
XX = 8F   YY = 4A   CALLAHAN
XX = 8F   YY = 53   CARABEL
XX = 8F   YY = 5B   KARAMA
XX = 8F   YY = 62   KAUL
XX = 8F   YY = 67   KALTAS
XX = 8F   YY = 6E   CALVIN
XX = 8F   YY = 75   CARLOS
XX = 8F   YY = 7C   GARDENER
XX = 8F   YY = 85   GARLIC
XX = 8F   YY = 8C   GUY
XX = 8F   YY = 90   GEIST
XX = 8F   YY = 96   GUYLER
XX = 8F   YY = 9D   GASTON
XX = 8F   YY = A4   GASH
XX = 8F   YY = A9   GALISTA
```

```
XX = 8F   YY = B0   GARCON
XX = 8F   YY = B7   KIES
XX = 8F   YY = BC   KEATON
XX = 8F   YY = C3   KIDD
XX = 8F   YY = C8   KINNISON
XX = 8F   YY = D1   CARMEN
XX = 8F   YY = D8   CARROT
XX = 8F   YY = DF   CUBE
XX = 8F   YY = E4   KINGSTON
XX = 8F   YY = ED   KIMBERLY
XX = 8F   YY = F6   KIMBLE
XX = 8F   YY = FD   GIZZE

XX = 90   YY = 03   GUINNESS
XX = 90   YY = 0C   GIBSON
XX = 90   YY = 13   GAVIN
XX = 90   YY = 19   GUNTHER
XX = 90   YY = 21   GUILFORT
XX = 90   YY = 2A   QUARTER
XX = 90   YY = 32   COOK
XX = 90   YY = 37   CLARKE
XX = 90   YY = 3E   CLIVE
XX = 90   YY = 44   CLOUDY
XX = 90   YY = 4B   CHRIS
XX = 90   YY = 51   CRIS
XX = 90   YY = 56   KRIS
XX = 90   YY = 5B   CRYNN
XX = 90   YY = 61   CRUISE
XX = 90   YY = 68   CLAYBE
XX = 90   YY = 6F   CLEVER
XX = 90   YY = 76   CLAUDE
XX = 90   YY = 7D   KLAUS
XX = 90   YY = 83   GOOSE
XX = 90   YY = 89   GWYNN
XX = 90   YY = 8F   GUSTAF
XX = 90   YY = 96   GOODMAN
XX = 90   YY = 9E   GOOFY
XX = 90   YY = A4   GREENE
XX = 90   YY = AB   GRYPHON
XX = 90   YY = B3   GRIMM
XX = 90   YY = B9   GREAT
XX = 90   YY = BF   GREGORY
XX = 90   YY = C7   GREG
XX = 90   YY = CC   GLYNN
XX = 90   YY = D2   CAINE
XX = 90   YY = D8   KEVIN
XX = 90   YY = DE   KELLY
XX = 90   YY = E4   KENT
XX = 90   YY = E9   GERRY
XX = 90   YY = EF   GAYLEY
XX = 90   YY = F6   GELT
XX = 90   YY = FB   GERHART

XX = 91   YY = 03   COHEN
XX = 91   YY = 09   KOJAK
XX = 91   YY = 0F   COSTNER
XX = 91   YY = 17   CONAN
XX = 91   YY = 1D   COLLINS
XX = 91   YY = 25   KONG
XX = 91   YY = 2A   GOAZER
```

```
XX = 91    YY = 31    GODAN
XX = 91    YY = 37    GORDON
XX = 91    YY = 3E    GONZALEZ
XX = 91    YY = 47    SYKES
XX = 91    YY = 4D    SAIZO
XX = 91    YY = 53    SIMON
XX = 91    YY = 59    SAUZANT
XX = 91    YY = 61    SAZABI
XX = 91    YY = 68    SASUKE
XX = 91    YY = 6F    SAMMY
XX = 91    YY = 75    SAM
XX = 91    YY = 79    SAMSON
XX = 91    YY = 80    SARABDON
XX = 91    YY = 89    SULLIVAN
XX = 91    YY = 92    SANDERS
XX = 91    YY = 9A    ZACK
XX = 91    YY = 9F    ZAPPA
XX = 91    YY = A5    XAVIER
XX = 91    YY = AC    SEAGAL
XX = 91    YY = B3    CAESAR
XX = 91    YY = BA    SHYNN
XX = 91    YY = C0    SHERN
XX = 91    YY = C6    SHAKER
XX = 91    YY = CD    SCION
XX = 91    YY = D3    SID
XX = 91    YY = D7    SIMMONS
XX = 91    YY = DF    SHALOT
XX = 91    YY = E6    SCHEIDER
XX = 91    YY = EF    SHAFT
XX = 91    YY = F5    SCHNE
XX = 91    YY = FB    SHORTER

XX = 92    YY = 03    SEAN
XX = 92    YY = 08    SHORT
XX = 92    YY = 0E    SHEF
XX = 92    YY = 13    ZINGLE
XX = 92    YY = 1A    CYMBAL
XX = 92    YY = 21    JEEK
XX = 92    YY = 26    JEAN
XX = 92    YY = 2B    JAMES
XX = 92    YY = 31    JEFFERY
XX = 92    YY = 39    GERALD
XX = 92    YY = 40    JERRY
XX = 92    YY = 46    ZIGGY
XX = 92    YY = 4C    JACK
XX = 92    YY = 51    JADD
XX = 92    YY = 56    JANK
XX = 92    YY = 5B    JORDAN
XX = 92    YY = 62    JOSTER
XX = 92    YY = 69    GEORGE
XX = 92    YY = 70    JOHNSON
XX = 92    YY = 78    GERALT
XX = 92    YY = 7F    SCOTT
XX = 92    YY = 85    STARJON
XX = 92    YY = 8D    STAN
XX = 92    YY = 92    STEIN
XX = 92    YY = 98    STIEN
XX = 92    YY = 9E    STANLEY
XX = 92    YY = A6    STEELE
XX = 92    YY = AD    STEWART
```

```
XX = 92    YY = B5    STEVE
XX = 92    YY = BB    STEVEN
XX = 92    YY = C2    STING
XX = 92    YY = C8    STONE
XX = 92    YY = CE    STRYKER
XX = 92    YY = D6    SPIKE
XX = 92    YY = DC    SPIDER
XX = 92    YY = E3    SPENSER
XX = 92    YY = EB    SMYTH
XX = 92    YY = F1    SMOKEY
XX = 92    YY = F8    SLATER
XX = 92    YY = FF    VEGA


XX = 93    YY = 04    SERGEY
XX = 93    YY = 0B    SERGIO
XX = 93    YY = 12    SERGE
XX = 93    YY = 18    CERVAN
XX = 93    YY = 1F    SELEC
XX = 93    YY = 25    ZETT
XX = 93    YY = 2A    ZEMEKKIS
XX = 93    YY = 33    ZELIG
XX = 93    YY = 39    ZELL
XX = 93    YY = 3E    SONGAS
XX = 93    YY = 45    ZOK
XX = 93    YY = 49    TAKKAT
XX = 93    YY = 50    STRAW
XX = 93    YY = 56    DAISUN
XX = 93    YY = 5D    DOUGLAS
XX = 93    YY = 65    DUSTIN
XX = 93    YY = 6C    DANIEL
XX = 93    YY = 73    DAVID
XX = 93    YY = 79    DAVIDSON
XX = 93    YY = 82    DALI
XX = 93    YY = 87    TOMO
XX = 93    YY = 8C    MITSURU
XX = 93    YY = 93    CHIPS
XX = 93    YY = 9A    TAKAAKI
XX = 93    YY = A2    CHARLEY
XX = 93    YY = AA    CHARLES
XX = 93    YY = B2    CHUCK
XX = 93    YY = B8    TIM
XX = 93    YY = BC    TAYLOR
XX = 93    YY = C3    TED
XX = 93    YY = C7    TEDDY
XX = 93    YY = CD    TERRY
XX = 93    YY = D3    KOUJI
XX = 93    YY = D9    DEACON
XX = 93    YY = E0    DINO
XX = 93    YY = E5    DEAN
XX = 93    YY = EA    DIAZ
XX = 93    YY = EF    DICK
XX = 93    YY = F4    DICKEL
XX = 93    YY = FB    DEBELK


XX = 94    YY = 02    DAME
XX = 94    YY = 07    DILLAN
XX = 94    YY = 0E    DINGESS
XX = 94    YY = 16    DIETRICH
XX = 94    YY = 1F    DAVIS
XX = 94    YY = 25    DAVID
```

```
XX = 94    YY = 2B    DENNIS
XX = 94    YY = 32    DUKE
XX = 94    YY = 37    DURAN
XX = 94    YY = 3D    DELTA
XX = 94    YY = 43    THOMAS
XX = 94    YY = 4A    TOTO
XX = 94    YY = 4F    TONY
XX = 94    YY = 54    TOMMY
XX = 94    YY = 5A    TOM
XX = 94    YY = 5E    TRANZAM
XX = 94    YY = 66    TREVOR
XX = 94    YY = 6D    THOMPSON
XX = 94    YY = 76    DOSSUN
XX = 94    YY = 7D    DOHMER
XX = 94    YY = 84    DOYLE
XX = 94    YY = 8A    DOG
XX = 94    YY = 8E    DONALD
XX = 94    YY = 95    DONOVAN
XX = 94    YY = 9D    DREYN
XX = 94    YY = A3    DREYFUSS
XX = 94    YY = AC    NIGEL
XX = 94    YY = B2    NAGEL
XX = 94    YY = B8    NASH
XX = 94    YY = BD    NAVAL
XX = 94    YY = C3    NEEDHAM
XX = 94    YY = CB    NEAL
XX = 94    YY = D0    NEILSON
XX = 94    YY = D8    NICHOLAI
XX = 94    YY = E1    NICHOLAS
XX = 94    YY = EA    NICKY
XX = 94    YY = F0    NIESSEL
XX = 94    YY = F8    NEUMAN
XX = 94    YY = FF    NEILSON

XX = 95    YY = 07    NEIZAN
XX = 95    YY = 0E    NELSON
XX = 95    YY = 15    NOTOM
XX = 95    YY = 1B    NORMAN
XX = 95    YY = 22    HAHN
XX = 95    YY = 27    HEIZEN
XX = 95    YY = 2E    HEIMER
XX = 95    YY = 35    HOWELL
XX = 95    YY = 3C    HACKER
XX = 95    YY = 43    HACKMAN
XX = 95    YY = 4B    HUDSON
XX = 95    YY = 52    HAMILTON
XX = 95    YY = 5B    HARRY
XX = 95    YY = 61    HAL
XX = 95    YY = 65    HAROLD
XX = 95    YY = 6C    HOWARD
XX = 95    YY = 73    HANS
XX = 95    YY = 78    HANNIBAL
XX = 95    YY = 81    HUMPHERY
XX = 95    YY = 8A    GOTOH
XX = 95    YY = 90    BEREKELY
XX = 95    YY = 99    BASS
XX = 95    YY = 9E    BURTON
XX = 95    YY = A5    BERNARD
XX = 95    YY = AD    BARNEY
XX = 95    YY = B4    BERN
```

```
XX = 95    YY = B9    TAKEDA
XX = 95    YY = C0    BURNS
XX = 95    YY = C6    BISON
XX = 95    YY = CC    BAXTER
XX = 95    YY = D3    BUGSY
XX = 95    YY = D9    BATHKIRK
XX = 95    YY = E2    BUSTER
XX = 95    YY = E9    BUZZ
XX = 95    YY = EE    BADHAM
XX = 95    YY = F5    BARIUS
XX = 95    YY = FC    HINO

XX = 96    YY = 01    BARSAZAL
XX = 96    YY = 0A    JUNICH
XX = 96    YY = 11    BAROTH
XX = 96    YY = 18    BALONE
XX = 96    YY = 1F    BANCROFT
XX = 96    YY = 28    PARKER
XX = 96    YY = 2F    PARKINS
XX = 96    YY = 37    PARTIS
XX = 96    YY = 3E    POWELL
XX = 96    YY = 45    PASCAL
XX = 96    YY = 4C    PAT
XX = 96    YY = 50    PADDISON
XX = 96    YY = 59    PATRISH
XX = 96    YY = 61    PATRICK
XX = 96    YY = 69    PAD
XX = 96    YY = 6D    HUEY
XX = 96    YY = 72    HUGO
XX = 96    YY = 77    HUGHES
XX = 96    YY = 7E    HEULER
XX = 96    YY = 85    BEAN
XX = 96    YY = 8A    BIGSBY
XX = 96    YY = 91    VICTOR
XX = 96    YY = 98    BIKKE
XX = 96    YY = 9E    BITOH
XX = 96    YY = A4    BILL
XX = 96    YY = A9    VINCENT
XX = 96    YY = B1    PETER
XX = 96    YY = B7    PIERRE
XX = 96    YY = BE    PIX
XX = 96    YY = C2    PIZZA
XX = 96    YY = C8    PIPIN
XX = 96    YY = CE    FISHER
XX = 96    YY = D5    PHILLIP
XX = 96    YY = DD    PHILOH
XX = 96    YY = E4    FINK
XX = 96    YY = E9    FINCHER
XX = 96    YY = F1    FELDMAN
XX = 96    YY = F9    FOLK
XX = 96    YY = FE    FORDHAM

XX = 97    YY = 06    FORD
XX = 97    YY = 0B    FORMINE
XX = 97    YY = 13    FOX
XX = 97    YY = 1F    FORWARD
XX = 97    YY = 27    FOOTE
XX = 97    YY = 2D    FRANK
XX = 97    YY = 33    FRANKLIN
XX = 97    YY = 3C    FLIPP
```

```
XX = 97    YY = 42    FREDDY
XX = 97    YY = 49    FREDRICK
XX = 97    YY = 52    FREDO
XX = 97    YY = 58    BRIAN
XX = 97    YY = 5E    BROWNE
XX = 97    YY = 65    BLACKY
XX = 97    YY = 6C    BLACKS
XX = 97    YY = 73    BLACKE
XX = 97    YY = 7B    RATT
XX = 97    YY = 80    BRADBURY
XX = 97    YY = 89    BRANDELL
XX = 97    YY = 92    BREED
XX = 97    YY = 98    BRUCE
XX = 97    YY = 9E    BRUNO
XX = 97    YY = A4    BROOKNER
XX = 97    YY = AD    BLAKE
XX = 97    YY = B3    BRODY
XX = 97    YY = B9    BRONSON
XX = 97    YY = C1    BRUTE
XX = 97    YY = C7    PRESENCE
XX = 97    YY = D0    HECTOR
XX = 97    YY = D7    MIHO
XX = 97    YY = DC    HONMA
XX = 97    YY = E2    HENRY
XX = 97    YY = E8    BETE
XX = 97    YY = ED    VADER
XX = 97    YY = F3    BECKER
XX = 97    YY = FA    BENEDICT

XX = 98    YY = 03    BEMOND
XX = 98    YY = 0A    BELGER
XX = 98    YY = 11    PEPELLO
XX = 98    YY = 19    PERRY
XX = 98    YY = 1F    HOGAN
XX = 98    YY = 25    HAWK
XX = 98    YY = 2A    WHITMAN
XX = 98    YY = 32    JOSE
XX = 98    YY = 37    BEUVILLE
XX = 98    YY = 40    VOYLE
XX = 98    YY = 46    BOWIE
XX = 98    YY = 4C    BOGY
XX = 98    YY = 51    BOBSON
XX = 98    YY = 58    VOLT
XX = 98    YY = 5D    PAUL
XX = 98    YY = 62    BONAP
XX = 98    YY = 68    MARK
XX = 98    YY = 6D    MARTIS
XX = 98    YY = 74    MARTIN
XX = 98    YY = 7B    MARTY
XX = 98    YY = 81    MURPHY
XX = 98    YY = 88    MARBELIK
XX = 98    YY = 91    MARVEL
XX = 98    YY = 98    MALLO
XX = 98    YY = 9E    MIKE
XX = 98    YY = A3    MICHAEL
XX = 98    YY = AB    MYER
XX = 98    YY = B0    MILES
XX = 98    YY = B6    MAC
XX = 98    YY = BA    MACK
XX = 98    YY = BF    MACLEAN
```

```
XX = 98    YY = C7    MACLEEDY
XX = 98    YY = D0    MAZELON
XX = 98    YY = D8    MORT
XX = 98    YY = DD    MAXWELL
XX = 98    YY = E5    MATT
XX = 98    YY = EA    MADISON
XX = 98    YY = F2    MAHONEY
XX = 98    YY = FA    MARCO

XX = 99    YY = 00    MARCOS
XX = 99    YY = 07    MARKO
XX = 99    YY = 0D    MALCOM
XX = 99    YY = 14    MARTIN
XX = 99    YY = 1B    MALTON
XX = 99    YY = 22    MICKEY
XX = 99    YY = 29    MICHELLE
XX = 99    YY = 32    MOOR
XX = 99    YY = 37    MUSASHI
XX = 99    YY = 3F    MUSTAFA
XX = 99    YY = 47    MUSTANG
XX = 99    YY = 4F    MUSSOL
XX = 99    YY = 56    MAYARD
XX = 99    YY = 5D    MENDOZA
XX = 99    YY = 65    MORGAN
XX = 99    YY = 6C    MOSES
XX = 99    YY = 72    MORTON
XX = 99    YY = 79    MOBY
XX = 99    YY = 7E    MOBILE
XX = 99    YY = 85    MORRIS
XX = 99    YY = 8C    MORRISON
XX = 99    YY = 95    MOLENO
XX = 99    YY = 9C    MORODER
XX = 99    YY = A4    MONTANA
XX = 99    YY = AC    YACOB
XX = 99    YY = B2    YASHIM
XX = 99    YY = BA    OUNG
XX = 99    YY = BF    YUGOS
XX = 99    YY = C5    JOSEPH
XX = 99    YY = CC    YOHAN
XX = 99    YY = D2    LARK
XX = 99    YY = D7    RAZ
XX = 99    YY = DB    LINUS
XX = 99    YY = E1    JUN
XX = 99    YY = E5    RAGH
XX = 99    YY = EA    RASCAL
XX = 99    YY = F1    RUSH
XX = 99    YY = F6    RASSEL
XX = 99    YY = FD    RAT

XX = 9A    YY = 01    RADISH
XX = 9A    YY = 08    RAPHAEL
XX = 9A    YY = 10    RAMSEY
XX = 9A    YY = 17    LAMOS
XX = 9A    YY = 1D    LAURIE
XX = 9A    YY = 24    RALPH
XX = 9A    YY = 2A    LANG
XX = 9A    YY = 2F    LANGLEY
XX = 9A    YY = 37    RANDY
XX = 9A    YY = 3D    LANDIS
XX = 9A    YY = 44    RAND
```

```
XX = 9A    YY = 49    LANDLESS
XX = 9A    YY = 52    LAMBERT
XX = 9A    YY = 5A    LOMBARDY
XX = 9A    YY = 63    LOVELL
XX = 9A    YY = 6F    REEVES
XX = 9A    YY = 76    RICARDO
XX = 9A    YY = 7E    LITHGOW
XX = 9A    YY = 86    RICHARD
XX = 9A    YY = 8E    RICK
XX = 9A    YY = 93    LITTLE
XX = 9A    YY = 9A    LINDORY
XX = 9A    YY = A2    RIVALDI
XX = 9A    YY = AA    LEVY
XX = 9A    YY = AF    RIVERA
XX = 9A    YY = B6    LEROY
XX = 9A    YY = BC    LUKE
XX = 9A    YY = C1    LUTH
XX = 9A    YY = C6    LEWIS
XX = 9A    YY = CC    RUDOLPH
XX = 9A    YY = D4    RAY
XX = 9A    YY = D8    REYNOLDS
XX = 9A    YY = E1    REYMOND
XX = 9A    YY = E9    LEONARD
XX = 9A    YY = F1    LEOPOLD
XX = 9A    YY = F9    LEON
XX = 9A    YY = FE    RHODE

XX = 9B    YY = 04    ROLAND
XX = 9B    YY = 0B    RORY
XX = 9B    YY = 10    ROLLINS
XX = 9B    YY = 18    ROY
XX = 9B    YY = 1C    LOYD
XX = 9B    YY = 21    LOGGINS
XX = 9B    YY = 29    ROGER
XX = 9B    YY = 2F    ROCKWELL
XX = 9B    YY = 38    ROBERT
XX = 9B    YY = 3F    ROBIN
XX = 9B    YY = 45    ROBINSON
XX = 9B    YY = 4E    LOVELL
XX = 9B    YY = 55    ROBERTO
XX = 9B    YY = 5D    WATT
XX = 9B    YY = 62    WEISS
XX = 9B    YY = 6F    VAN BERG
XX = 9B    YY = 78    VICTOR
XX = 9B    YY = 7F    VINCENT
XX = 9B    YY = 87    VINSON
XX = 9B    YY = 8E    ELAINE
XX = 9B    YY = 95    ALIA
XX = 9B    YY = 9A    AI
XX = 9B    YY = 9D    EINESS
XX = 9B    YY = A4    AYMY
XX = 9B    YY = A9    AYLAN
XX = 9B    YY = AF    EILEEN
XX = 9B    YY = B6    IVORY
XX = 9B    YY = BC    AQUA
XX = 9B    YY = C1    AQUARIUS
XX = 9B    YY = CA    ALENA
XX = 9B    YY = D0    AILEEN
XX = 9B    YY = D7    AGNES
XX = 9B    YY = DD    ASKA
```

```
XX = 9B    YY = E2    APPLE
XX = 9B    YY = E8    ATHENA
XX = 9B    YY = EF    ANNIE
XX = 9B    YY = F5    ANITA
XX = 9B    YY = FB    ANICE

XX = 9C    YY = 01    ANITA
XX = 9C    YY = 07    ANESSA
XX = 9C    YY = 0E    ANNETTE
XX = 9C    YY = 16    AMALYTH
XX = 9C    YY = 1E    AYLA
XX = 9C    YY = 23    AMANDA
XX = 9C    YY = 2A    AYA
XX = 9C    YY = 2E    ALEENA
XX = 9C    YY = 35    ALIA
XX = 9C    YY = 3A    ALIESS
XX = 9C    YY = 41    ALIEL
XX = 9C    YY = 47    ALISA
XX = 9C    YY = 4D    ALICIA
XX = 9C    YY = 54    ALICE
XX = 9C    YY = 5A    ALISON
XX = 9C    YY = 61    ALISSA
XX = 9C    YY = 68    ALTICIA
XX = 9C    YY = 70    ALEUTTE
XX = 9C    YY = 78    ALFON
XX = 9C    YY = 7E    ALEM
XX = 9C    YY = 83    ALYN
XX = 9C    YY = 88    ANN
XX = 9C    YY = 8C    ANGIE
XX = 9C    YY = 92    ANGELA
XX = 9C    YY = 99    ANGELICA
XX = 9C    YY = A2    ANNA
XX = 9C    YY = A7    ANNU
XX = 9C    YY = AC    ANFINNU
XX = 9C    YY = B4    AUBERN
XX = 9C    YY = BB    ANLY
XX = 9C    YY = C0    EETA
XX = 9C    YY = C5    EDA
XX = 9C    YY = C9    IELLA
XX = 9C    YY = D4    ISABELLA
XX = 9C    YY = DD    ISABEL
XX = 9C    YY = E4    INAFFA
XX = 9C    YY = EB    EVE
XX = 9C    YY = EF    ELIZA
XX = 9C    YY = F5    ELLIA
XX = 9C    YY = FB    WINK

XX = 9D    YY = 00    WEAVE
XX = 9D    YY = 06    WENDY
XX = 9D    YY = 0C    AMY
XX = 9D    YY = 10    EILEEN
XX = 9D    YY = 17    EOLIA
XX = 9D    YY = 1D    ECLAIR
XX = 9D    YY = 24    ESMERE
XX = 9D    YY = 2B    ETOILLE
XX = 9D    YY = 33    ENA
XX = 9D    YY = 37    ENESHIO
XX = 9D    YY = 3F    EVA
XX = 9D    YY = 43    EBAN
XX = 9D    YY = 48    EVANU
```

```
XX = 9D   YY = 4E   EMMA
XX = 9D   YY = 53   EMMAY
XX = 9D   YY = 59   EMILY
XX = 9D   YY = 5F   EMILIA
XX = 9D   YY = 66   ELLY
XX = 9D   YY = 6B   ELLIZE
XX = 9D   YY = 72   ELLANORE
XX = 9D   YY = 7B   ERICA
XX = 9D   YY = 81   ELIZA
XX = 9D   YY = 87   LIZA
XX = 9D   YY = 8C   BETH
XX = 9D   YY = 91   ELICE
XX = 9D   YY = 97   ELL
XX = 9D   YY = 9B   ELLZA
XX = 9D   YY = A1   ELTIA
XX = 9D   YY = A7   ELDEEL
XX = 9D   YY = AE   ERE
XX = 9D   YY = B2   ELLENU
XX = 9D   YY = B9   ELNOA
XX = 9D   YY = BF   ELLEN
XX = 9D   YY = C5   ENYA
XX = 9D   YY = CA   EVA
XX = 9D   YY = CE   EUNICE
XX = 9D   YY = D5   ORA
XX = 9D   YY = D9   ORAY
XX = 9D   YY = DE   OZMA
XX = 9D   YY = E3   OHARA
XX = 9D   YY = E9   OPHELIA
XX = 9D   YY = F1   OLIVE
XX = 9D   YY = F7   OLIVIA
XX = 9D   YY = FE   OLIVIAN

XX = 9E   YY = 06   OLFA
XX = 9E   YY = 0B   OLFE
XX = 9E   YY = 10   KASHA
XX = 9E   YY = 16   KANA
XX = 9E   YY = 1B   KAMIYA
XX = 9E   YY = 22   KY
XX = 9E   YY = 25   KACHUA
XX = 9E   YY = 2C   KATRINE
XX = 9E   YY = 34   KATOLEYA
XX = 9E   YY = 3D   CAMILLU
XX = 9E   YY = 45   CAMILLA
XX = 9E   YY = 4D   CARMEN
XX = 9E   YY = 54   KAREN
XX = 9E   YY = 5A   KANNA
XX = 9E   YY = 60   GALUDA
XX = 9E   YY = 67   KIKI
XX = 9E   YY = 6C   KICHE
XX = 9E   YY = 72   KITTY
XX = 9E   YY = 78   KIDDY
XX = 9E   YY = 7E   KIM
XX = 9E   YY = 82   ANIL
XX = 9E   YY = 87   CATTY
XX = 9E   YY = 8D   KABLEE
XX = 9E   YY = 94   CARRIE
XX = 9E   YY = 9B   CAROLINE
XX = 9E   YY = A4   CAROL
XX = 9E   YY = AA   CANDY
XX = 9E   YY = B0   KILALA
```

```
XX = 9E    YY = B7    QUEEN
XX = 9E    YY = BD    COOKIE
XX = 9E    YY = C4    CLAUDIA
XX = 9E    YY = CC    KURARA
XX = 9E    YY = D3    CLARICE
XX = 9E    YY = DB    CREAM
XX = 9E    YY = E1    KRIS
XX = 9E    YY = E6    KRISTIN
XX = 9E    YY = EE    KRISTINA
XX = 9E    YY = F7    KRISTINE

XX = 9F    YY = 00    CLAIRE
XX = 9F    YY = 07    CLOVER
XX = 9F    YY = 0E    GWYNN
XX = 9F    YY = 14    GRACE
XX = 9F    YY = 1A    GLENDA
XX = 9F    YY = 21    GLORIA
XX = 9F    YY = 28    KAY
XX = 9F    YY = 2C    CASY
XX = 9F    YY = 31    KATE
XX = 9F    YY = 36    KEMY
XX = 9F    YY = 3B    KOKO
XX = 9F    YY = 40    COSMOS
XX = 9F    YY = 47    COTTON
XX = 9F    YY = 4E    CONA
XX = 9F    YY = 53    CONNIE
XX = 9F    YY = 5A    COMET
XX = 9F    YY = 60    COLY
XX = 9F    YY = 65    COLLED
XX = 9F    YY = 6C    COLEEN
XX = 9F    YY = 73    KOLOGNE
XX = 9F    YY = 7B    CHIBI
XX = 9F    YY = 81    SASHA
XX = 9F    YY = 87    SARAH
XX = 9F    YY = 8D    SAPPHIA
XX = 9F    YY = 95    SABRINA
XX = 9F    YY = 9D    SAMANTHA
XX = 9F    YY = A6    SAYA
XX = 9F    YY = B0    SALADA
XX = 9F    YY = B7    SALLY
XX = 9F    YY = BD    SALOME
XX = 9F    YY = B4    SANDY
XX = 9F    YY = CA    SANDORA
XX = 9F    YY = D2    SHEETA
XX = 9F    YY = D9    SHEEMA
XX = 9F    YY = E0    SEYMORE
XX = 9F    YY = E8    SHEELA
XX = 9F    YY = EF    SHEELS
XX = 9F    YY = F6    SYLB
XX = 9F    YY = FB    SHESTA

XX = A0    YY = 02    SHASTA
XX = A0    YY = 09    SHERRY
XX = A0    YY = 10    CHERYL
XX = A0    YY = 17    SHELL
XX = A0    YY = 1D    SIMONE
XX = A0    YY = 24    SIMONA
XX = A0    YY = 2B    SIMONU
XX = A0    YY = 32    SADE
XX = A0    YY = 37    SHALLY
```

```
XX = A0   YY = 3E   SHALLY
XX = A0   YY = 45   SHALENE
XX = A0   YY = 4D   SHARON
XX = A0   YY = 54   SUGAR
XX = A0   YY = 5A   SHOKO
XX = A0   YY = 60   SHAWN
XX = A0   YY = 66   SILKY
XX = A0   YY = 6C   SYLPHY
XX = A0   YY = 73   SILVIA
XX = A0   YY = 7A   SHINSHA
XX = A0   YY = 82   CINDY
XX = A0   YY = 88   YUKO
XX = A0   YY = 8D   GEENA
XX = A0   YY = 93   JEAN
XX = A0   YY = 98   JANE
XX = A0   YY = 9D   JESSICA
XX = A0   YY = A5   JENNY
XX = A0   YY = AB   JENNIQUE
XX = A0   YY = B4   JENNIFER
XX = A0   YY = BD   GEMINI
XX = A0   YY = C4   GERRY
XX = A0   YY = CA   JINNY
XX = A0   YY = D0   JASMINE
XX = A0   YY = D8   JACKIE
XX = A0   YY = DF   JANET
XX = A0   YY = E5   JANU
XX = A0   YY = EA   JUNE
XX = A0   YY = EF   JEWEL
XX = A0   YY = F5   JUDY
XX = A0   YY = FA   JULY
XX = A0   YY = FF   JULIA

XX = A1   YY = 05   JULIETTE
XX = A1   YY = 0E   JOANNA
XX = A1   YY = 15   JOANN
XX = A1   YY = 1B   JOSEPHA
XX = A1   YY = 23   JODY
XX = A1   YY = 28   JOBETH
XX = A1   YY = 2F   JOLEEN
XX = A1   YY = 36   JILL
XX = A1   YY = 3B   GINGER
XX = A1   YY = 42   SUE
XX = A1   YY = 46   SUSAN
XX = A1   YY = 4C   SUZY
XX = A1   YY = 51   SCARLET
XX = A1   YY = 59   SUZANNA
XX = A1   YY = 61   SUZANNE
XX = A1   YY = 69   STASHA
XX = A1   YY = 70   STACY
XX = A1   YY = 76   SANAE
XX = A1   YY = 7C   STEPHAN
XX = A1   YY = 84   STELLA
XX = A1   YY = 8B   LOLITA
XX = A1   YY = 92   SWAN
XX = A1   YY = 97   SEYLA
XX = A1   YY = 9D   CECILLIA
XX = A1   YY = A6   SESS
XX = A1   YY = AB   SELEENA
XX = A1   YY = B3   CELICA
XX = A1   YY = BA   SELPHIE
```

```
XX = A1   YY = C2   CELESTE
XX = A1   YY = CA   SENTIA
XX = A1   YY = D1   SOPHINE
XX = A1   YY = D9   SOPHIA
XX = A1   YY = E0   ZORA
XX = A1   YY = E5   TABASA
XX = A1   YY = EC   DIANNA
XX = A1   YY = F3   DIANNE
XX = A1   YY = FA   DALIA

XX = A2   YY = 00   LUM
XX = A2   YY = 04   CHERRY
XX = A2   YY = 0B   GEENA
XX = A2   YY = 11   CHEEK
XX = A2   YY = 17   CHIPPER
XX = A2   YY = 1F   CHAPPY
XX = A2   YY = 26   TEETIA
XX = A2   YY = 2D   TIA
XX = A2   YY = 31   TIARA
XX = A2   YY = 37   TITIS
XX = A2   YY = 3D   TINA
XX = A2   YY = 42   TIFFANY
XX = A2   YY = 4A   TIMMY
XX = A2   YY = 50   TYN
XX = A2   YY = 54   TIMOTE
XX = A2   YY = 5B   TIRAMIS
XX = A2   YY = 63   TILALA
XX = A2   YY = 6A   TIN
XX = A2   YY = 6E   TINKER
XX = A2   YY = 75   TINKLE
XX = A2   YY = 7C   TICIA
XX = A2   YY = 82   TESS
XX = A2   YY = 87   TERESA
XX = A2   YY = 8E   DEEN
XX = A2   YY = 93   DIANA
XX = A2   YY = 99   DION
XX = A2   YY = 9E   DAISY
XX = A2   YY = A4   DEBOLA
XX = A2   YY = AB   DEMMY
XX = A2   YY = B1   DEMETEL
XX = A2   YY = B9   DUNNE
XX = A2   YY = BF   TRACY
XX = A2   YY = C5   DORA
XX = A2   YY = CA   DONU
XX = A2   YY = CF   DOMY
XX = A2   YY = D4   DREW
XX = A2   YY = D9   DOROTHY
XX = A2   YY = E1   MAINA
XX = A2   YY = E7   NATASHIA
XX = A2   YY = F0   NATALIE
XX = A2   YY = F8   NANA
XX = A2   YY = FD   NANCY

XX = A3   YY = 03   NINA
XX = A3   YY = 08   NIKITA
XX = A3   YY = 0F   NEWT
XX = A3   YY = 14   NENA
XX = A3   YY = 19   NEY
XX = A3   YY = 1D   NORMA
XX = A3   YY = 23   NORA
```

```
XX = A3   YY = 28   NORAN
XX = A3   YY = 2E   HEIDY
XX = A3   YY = 34   HAINE
XX = A3   YY = 3A   HONEY
XX = A3   YY = 40   HANNA
XX = A3   YY = 46   BASSA
XX = A3   YY = 4C   BASHIA
XX = A3   YY = 53   BARBARA
XX = A3   YY = 5B   YASUKO
XX = A3   YY = 62   BABS
XX = A3   YY = 67   VIOLETTE
XX = A3   YY = 70   VANNY
XX = A3   YY = 76   VANILLA
XX = A3   YY = 7E   BAMY
XX = A3   YY = 83   BARIE
XX = A3   YY = 89   PARSA
XX = A3   YY = 8F   PANYA
XX = A3   YY = 95   PORSCHE
XX = A3   YY = 9D   PASTEL
XX = A3   YY = A4   PACKY
XX = A3   YY = AA   PATSY
XX = A3   YY = B0   PATTY
XX = A3   YY = B6   PATRICIA
XX = A3   YY = BF   PAPAYA
XX = A3   YY = C6   PABLOWA
XX = A3   YY = CE   PAMELA
XX = A3   YY = D5   PANSY
XX = A3   YY = DB   PANDORA
XX = A3   YY = E3   HILDA
XX = A3   YY = E9   VYLLS
XX = A3   YY = EF   VICTORIA
XX = A3   YY = F8   VICKY
XX = A3   YY = FE   HANAKO

XX = A4   YY = 05   FANITA
XX = A4   YY = 0C   FINA
XX = A4   YY = 11   FIANNA
XX = A4   YY = 18   FIFS
XX = A4   YY = 1D   FEY
XX = A4   YY = 21   FERIA
XX = A4   YY = 27   FLAN
XX = A4   YY = 2C   FLANNY
XX = A4   YY = 33   PAULETTE
XX = A4   YY = 3C   FRAN
XX = A4   YY = 41   FRIGIA
XX = A4   YY = 48   FRISTINE
XX = A4   YY = 51   FLONNE
XX = A4   YY = 58   FLORA
XX = A4   YY = 5E   FLORENCE
XX = A4   YY = 67   SHELBY
XX = A4   YY = 6E   BLANCHE
XX = A4   YY = 76   BRIGITTE
XX = A4   YY = 7F   BROOKE
XX = A4   YY = 86   PUCHY
XX = A4   YY = 8C   PUTI
XX = A4   YY = 91   PLUM
XX = A4   YY = 96   PRIM
XX = A4   YY = 9B   PRIMERA
XX = A4   YY = A3   PUDDIN
XX = A4   YY = AA   PLUMIA
```

```
XX = A4   YY = B1   HEATHER
XX = A4   YY = B9   HESS
XX = A4   YY = BE   HELLA
XX = A4   YY = C4   HELENE
XX = A4   YY = CB   HELEN
XX = A4   YY = D1   BEATRICE
XX = A4   YY = DA   BESS
XX = A4   YY = DF   BETTY
XX = A4   YY = E5   BELLA
XX = A4   YY = EB   BELINDA
XX = A4   YY = F3   BELLE
XX = A4   YY = F9   MELANIE

XX = A5   YY = 01   VERONICA
XX = A5   YY = 0A   BEL
XX = A5   YY = 0E   PAISLEY
XX = A5   YY = 16   PETTE
XX = A5   YY = 1C   PENELOPE
XX = A5   YY = 25   PEPPER
XX = A5   YY = 2C   PELINE
XX = A5   YY = 33   HOLLY
XX = A5   YY = 39   HOLLINE
XX = A5   YY = 41   BONNY
XX = A5   YY = 47   PORSCHE
XX = A5   YY = 4F   PAULA
XX = A5   YY = 55   POANNU
XX = A5   YY = 5C   POCKLE
XX = A5   YY = 63   POTATO
XX = A5   YY = 6A   PONY
XX = A5   YY = 6F   POLICIA
XX = A5   YY = 77   POLLY
XX = A5   YY = 7D   POLYN
XX = A5   YY = 83   MARGRET
XX = A5   YY = 8B   MARGO
XX = A5   YY = 91   MARTHA
XX = A5   YY = 98   MARGE
XX = A5   YY = 9E   MARJORY
XX = A5   YY = A6   MARNA
XX = A5   YY = AC   MABLE
XX = A5   YY = B2   MAYA
XX = A5   YY = B7   MOLLY
XX = A5   YY = BD   MAGGY
XX = A5   YY = C3   MAKO
XX = A5   YY = C8   MASHU
XX = A5   YY = CE   MATILDA
XX = A5   YY = D6   MADEL
XX = A5   YY = DC   MANA
XX = A5   YY = E1   MAY
XX = A5   YY = E5   MARIE
XX = A5   YY = EB   MALEENA
XX = A5   YY = F3   MALEEN
XX = A5   YY = FA   MALIA

XX = A6   YY = 00   MALIAN
XX = A6   YY = 07   MARION
XX = A6   YY = 0E   MALINA
XX = A6   YY = 15   MARILYN
XX = A6   YY = 1D   RITA
XX = A6   YY = 22   MALONE
XX = A6   YY = 29   MANGELLA
```

```
XX = A6   YY = 32   MANDY
XX = A6   YY = 38   MISHA
XX = A6   YY = 3E   MINA
XX = A6   YY = 43   MICHELLE
XX = A6   YY = 4C   MISTY
XX = A6   YY = 52   MIDORA
XX = A6   YY = 59   MINY
XX = A6   YY = 5E   MINEA
XX = A6   YY = 64   MINERVA
XX = A6   YY = 6C   MYN
XX = A6   YY = 70   MIMI
XX = A6   YY = 75   MYU
XX = A6   YY = 79   MUSE
XX = A6   YY = 7E   MIRANDA
XX = A6   YY = 86   MIRIA
XX = A6   YY = 8C   MIRIAM
XX = A6   YY = 93   MILLIKA
XX = A6   YY = 98   MILKY
XX = A6   YY = A1   MILENU
XX = A6   YY = A8   MILLEU
XX = A6   YY = AF   MINT
XX = A6   YY = B4   MERRY
XX = A6   YY = BA   MAY
XX = A6   YY = BE   MEG
XX = A6   YY = C2   MESHA
XX = A6   YY = C8   MEL
XX = A6   YY = CC   MERIA
XX = A6   YY = D2   MELISSA
XX = A6   YY = DA   MELMO
XX = A6   YY = E0   MELODY
XX = A6   YY = E7   MOMA
XX = A6   YY = EC   MOLLY
XX = A6   YY = F2   MOE
XX = A6   YY = F6   MODDY
XX = A6   YY = FC   MONICA

XX = A7   YY = 03   MOMO
XX = A7   YY = 08   YUKI
XX = A7   YY = 0D   YUMA
XX = A7   YY = 12   YULIA
XX = A7   YY = 18   YOKO
XX = A7   YY = 1D   LAURA
XX = A7   YY = 23   LIZA
XX = A7   YY = 28   RHYME
XX = A7   YY = 2E   LYLA
XX = A7   YY = 33   RYLACK
XX = A7   YY = 3A   RASBERRY
XX = A7   YY = 43   LANA
XX = A7   YY = 48   LAMIA
XX = A7   YY = 4E   RAMDA
XX = A7   YY = 54   LALA
XX = A7   YY = 59   LIZA
XX = A7   YY = 5E   LIECIA
XX = A7   YY = 65   LEENA
XX = A7   YY = 6B   LIFA
XX = A7   YY = 70   LISA
XX = A7   YY = 75   LISALISA
XX = A7   YY = 7E   REESA
XX = A7   YY = 84   LIZ
XX = A7   YY = 88   RITA
```

```
XX = A7    YY = 8D   RICKY
XX = A7    YY = 93   RIPPY
XX = A7    YY = 99   LIPPS
XX = A7    YY = 9F   RIDDLE
XX = A7    YY = A6   LINA
XX = A7    YY = AB   LIFF
XX = A7    YY = B0   REPREE
XX = A7    YY = B7   RIPPLE
XX = A7    YY = BE   LILY
XX = A7    YY = C3   LILIA
XX = A7    YY = C9   LILIAN
XX = A7    YY = D0   LINDA
XX = A7    YY = D6   LOSA
XX = A7    YY = DB   LUCY
XX = A7    YY = E0   ROUGE
XX = A7    YY = E6   ROUCHE
XX = A7    YY = ED   LUNA
XX = A7    YY = F2   LULU
XX = A7    YY = F7   REY
XX = A7    YY = FB   REIKA

XX = A8    YY = 01   RACHAEL
XX = A8    YY = 09   LAYLA
XX = A8    YY = 0F   LEYA
XX = A8    YY = 14   LEONA
XX = A8    YY = 1A   REXANNE
XX = A8    YY = 22   LESLY
XX = A8    YY = 28   LEDA
XX = A8    YY = 2D   LEX
XX = A8    YY = 31   LETTON
XX = A8    YY = 38   LETIA
XX = A8    YY = 3E   LETICIA
XX = A8    YY = 46   LENA
XX = A8    YY = 4B   LENY
XX = A8    YY = 50   LENOX
XX = A8    YY = 56   REBECCA
XX = A8    YY = 5E   LEMY
XX = A8    YY = 63   LEMON
XX = A8    YY = 69   ROSA
XX = A8    YY = 6E   ROSE
XX = A8    YY = 73   RODIA
XX = A8    YY = 79   LAURA
XX = A8    YY = 7F   LAURIE
XX = A8    YY = 86   LAURELAI
XX = A8    YY = 8F   ROSANNE
XX = A8    YY = 97   ROSE
XX = A8    YY = 9C   ROSETTA
XX = A8    YY = A4   LONY
XX = A8    YY = A9   LOLITA
XX = A8    YY = B0   ROLETTA
XX = A8    YY = B8   RHONDA
XX = A8    YY = BF   VIOLETTE
XX = A8    YY = C8   VANESSA
XX = A8    YY = D0   VALNA
XX = A8    YY = D6   VALLE
XX = A8    YY = DC   VALLERY
XX = A8    YY = E4   VENUS
XX = A8    YY = EA   VIOLA
XX = A8    YY = F0   VIDI
XX = A8    YY = F5   VIVI
```

```
XX = A8   YY = FA   VIVIAN

XX = A9   YY = 01   MAYTAL
XX = A9   YY = 08   VESSALY
XX = A9   YY = 10   VESSEL
XX = A9   YY = 17   VELVET
XX = A9   YY = 1E   VERONICA
XX = A9   YY = 27   BONITA
XX = A9   YY = 2E   AYA
XX = A9   YY = 32   AYARS
XX = A9   YY = 38   AYOLIA
XX = A9   YY = 3F   AYOLIDAS
XX = A9   YY = 48   AYOROS
XX = A9   YY = 4F   ION
XX = A9   YY = 53   AYGAYO
XX = A9   YY = 5A   AYGAIRE
XX = A9   YY = 62   AYGIS
XX = A9   YY = 68   AYGISTOS
XX = A9   YY = 71   AYGINA
XX = A9   YY = 78   AYGIPALN
XX = A9   YY = 81   AYGIMIOS
XX = A9   YY = 8A   AYGUPTOS
XX = A9   YY = 93   AYGULEY
XX = A9   YY = 9B   AYGEUS
XX = A9   YY = A2   AYSAR
XX = A9   YY = A8   AYSACOS
XX = A9   YY = B0   AYSON
XX = A9   YY = B6   AYTILLA
XX = A9   YY = BE   AYTONEA
XX = A9   YY = C6   AYTORROS
XX = A9   YY = CF   AYTON
XX = A9   YY = D5   AYNEAS
XX = A9   YY = DC   AUGEYA
XX = A9   YY = E3   AUSON
XX = A9   YY = E9   AUTOMED
XX = A9   YY = F1   AELLO
XX = A9   YY = F7   AKAYA
XX = A9   YY = FD   AKAKOS

XX = AA   YY = 04   AGGAMEM
XX = AA   YY = 0C   ARKYS
XX = AA   YY = 12   ACTAIOS
XX = AA   YY = 1A   AGRON
XX = AA   YY = 20   AKOS
XX = AA   YY = 25   ACIOS
XX = AA   YY = 2B   ASCALA
XX = AA   YY = 32   ATISE
XX = AA   YY = 38   ADOMETAH
XX = AA   YY = 41   ADONIS
XX = AA   YY = 48   ATROPOS
XX = AA   YY = 50   ANALISA
XX = AA   YY = 58   ANIOS
XX = AA   YY = 5E   ARPIS
XX = AA   YY = 64   APEMOCHE
XX = AA   YY = 6D   ARMALTIA
XX = AA   YY = 76   AMUPEROS
XX = AA   YY = 7F   AMUMON
XX = AA   YY = 86   ARACHNE
XX = AA   YY = 8E   ALCAS
XX = AA   YY = 94   ALCHADIA
```

```
XX = AA    YY = 9D    ARCHEME
XX = AA    YY = A5    ALGEYA
XX = AA    YY = AC    ARGO
XX = AA    YY = B1    ARSNOVA
XX = AA    YY = B4    NOVA
XX = AA    YY = B9    ARPEGGIO
XX = AA    YY = C2    ALEOS
XX = AA    YY = C8    PICCOLO
XX = AA    YY = D0    ANTIGONE
XX = AA    YY = D9    EIERA
XX = AA    YY = DF    IASON
XX = AA    YY = E5    IAMOS
XX = AA    YY = EB    IANTE
XX = AA    YY = F1    IOKAS
XX = AA    YY = F7    IOPPE
XX = AA    YY = FD    IKADDIO

XX = AB    YY = 05    ISKYUS
XX = AB    YY = 0C    IIDAS
XX = AB    YY = 12    ITIROS
XX = AB    YY = 19    IDOMAN
XX = AB    YY = 20    INUUS
XX = AB    YY = 26    IIPIS
XX = AB    YY = 2C    IBUSHRON
XX = AB    YY = 35    ILIA
XX = AB    YY = 3A    IROS
XX = AB    YY = 3F    INFERRY
XX = AB    YY = 47    IROS
XX = AB    YY = 4C    UESTER
XX = AB    YY = 53    UENUS
XX = AB    YY = 59    UPIS
XX = AB    YY = 5E    URANIA
XX = AB    YY = 65    URANUS
XX = AB    YY = 6C    GOKUH
XX = AB    YY = 72    EILENNA
XX = AB    YY = 7A    EUADONNE
XX = AB    YY = 83    EUENOS
XX = AB    YY = 8A    EUKENORU
XX = AB    YY = 93    EUTEREPE
XX = AB    YY = 9C    EUNOMOS
XX = AB    YY = A4    EUPALAMO
XX = AB    YY = AD    EUBREO
XX = AB    YY = B4    EUPEMOS
XX = AB    YY = BC    EUPOLPO
XX = AB    YY = C4    EURYUNA
XX = AB    YY = CC    EUROPPE
XX = AB    YY = D4    EOS
XX = AB    YY = D8    EKION
XX = AB    YY = DE    EKETOS
XX = AB    YY = E5    EGILLA
XX = AB    YY = EC    ECOHE
XX = AB    YY = F2    ENNYPEU
XX = AB    YY = FA    EPAVOS

XX = AC    YY = 01    EPIONE
XX = AC    YY = 08    EPIGONOI
XX = AC    YY = 11    EPELLIO
XX = AC    YY = 19    EMATIS
XX = AC    YY = 20    ERATTO
XX = AC    YY = 27    ERATTOS
```

```
XX = AC   YY = 2F   ERIAS
XX = AC   YY = 35   ERISA
XX = AC   YY = 38   ELPENOL
XX = AC   YY = 43   EREBOS
XX = AC   YY = 4A   ENKERA
XX = AC   YY = 51   OYAKHS
XX = AC   YY = 58   ODDYPIUS
XX = AC   YY = 61   OIBALOS
XX = AC   YY = 69   OKIMOS
XX = AC   YY = 70   OGYUGOS
XX = AC   YY = 78   OKUSHU
XX = AC   YY = 7F   OLYSHIA
XX = AC   YY = 87   OPPS
XX = AC   YY = 8C   OMEGA
XX = AC   YY = 92   OLTIA
XX = AC   YY = 98   KYLES
XX = AC   YY = 9E   KAUKON
XX = AC   YY = A5   KAUNOS
XX = AC   YY = AC   KEYESS
XX = AC   YY = B3   KARKA
XX = AC   YY = B9   KASTALI
XX = AC   YY = C1   KADOMOS
XX = AC   YY = C9   KATILLS
XX = AC   YY = D1   GANYUME
XX = AC   YY = D9   KAPYUS
XX = AC   YY = E0   KAPEYLA
XX = AC   YY = E8   KAMUPE
XX = AC   YY = EF   KAMERUS
XX = AC   YY = F7   GARAIS
XX = AC   YY = FE   GALATIUS

XX = AD   YY = 07   CALLYSTO
XX = AD   YY = 10   KARIS
XX = AD   YY = 16   GALLINTI
XX = AD   YY = 1F   CALKAS
XX = AD   YY = 26   KALDEA
XX = AD   YY = 2D   KALNA
XX = AD   YY = 33   GARREO
XX = AD   YY = 3A   KARON
XX = AD   YY = 40   GIGAS
XX = AD   YY = 46   GYUAS
XX = AD   YY = 4C   KYUANNE
XX = AD   YY = 54   KYUKNOS
XX = AD   YY = 5C   KUJKOS
XX = AD   YY = 63   KYUNORTA
XX = AD   YY = 6C   KYUBERRE
XX = AD   YY = 75   KIRIKS
XX = AD   YY = 7C   KUSANTOS
XX = AD   YY = 85   KUTEATOS
XX = AD   YY = 8E   GRAUKE
XX = AD   YY = 95   GRATIA
XX = AD   YY = 9C   KURANAUS
XX = AD   YY = A5   KURAROS
XX = AD   YY = AD   KRITEAS
XX = AD   YY = B5   KRUSAH
XX = AD   YY = BC   GRYNPUS
XX = AD   YY = C4   CLEOBIS
XX = AD   YY = CC   KRESS
XX = AD   YY = D2   KRATON
XX = AD   YY = D9   KRONUS
```

```
XX = AD    YY = E0    GEKKO
XX = AD    YY = E6    KEPALOS
XX = AD    YY = EE    GERRANNA
XX = AD    YY = F7    KELMIS
XX = AD    YY = FE    CLEOS

XX = AE    YY = 04    KOIOS
XX = AE    YY = 0A    KODROS
XX = AE    YY = 11    KONPE
XX = AE    YY = 17    KORYTOS
XX = AE    YY = 1F    KOKYS
XX = AE    YY = 25    GORGON
XX = AE    YY = 2C    ZAGLEUS
XX = AE    YY = 34    SATIROS
XX = AE    YY = 3C    SALAMYS
XX = AE    YY = 44    SALAMBO
XX = AE    YY = 4C    SALIOS
XX = AE    YY = 53    SHIKYON
XX = AE    YY = 5B    SISHUPOS
XX = AE    YY = 64    SHIDDE
XX = AE    YY = 6B    SHINOPPE
XX = AE    YY = 74    SHYNIS
XX = AE    YY = 7B    SHIBULE
XX = AE    YY = 83    SHAKONU
XX = AE    YY = 8B    SHUBALIS
XX = AE    YY = 94    SHUME
XX = AE    YY = 9A    SHULEUS
XX = AE    YY = A2    SHILUON
XX = AE    YY = AA    SHILOS
XX = AE    YY = B1    SWADDA
XX = AE    YY = B8    SKYUPIOS
XX = AE    YY = C1    SKYULA
XX = AE    YY = C8    STAPYULO
XX = AE    YY = D1    STENNEL
XX = AE    YY = DA    TYX
XX = AE    YY = DE    SPYROS
XX = AE    YY = E5    SPYNK
XX = AE    YY = EB    SEYLINE
XX = AE    YY = F3    ZETANKS
XX = AE    YY = FB    ZETTOS

XX = AF    YY = 02    SEMIRA
XX = AF    YY = 09    SEMELEH
XX = AF    YY = 11    CELESTOS
XX = AF    YY = 1A    SELENE
XX = AF    YY = 21    XEROS
XX = AF    YY = 27    SOLU
XX = AF    YY = 2C    DAIDAROS
XX = AF    YY = 35    DIAMOS
XX = AF    YY = 3C    DAUNUS
XX = AF    YY = 43    DAGGES
XX = AF    YY = 4A    TANS
XX = AF    YY = 4F    TATIUS
XX = AF    YY = 56    DANAF
XX = AF    YY = 5C    TANOTS
XX = AF    YY = 63    TAPIOS
XX = AF    YY = 6A    DABNE
XX = AF    YY = 70    DAMIYA
XX = AF    YY = 77    TAMYULIS
XX = AF    YY = 80    TARAOS
```

```
XX = AF   YY = 87   TALKON
XX = AF   YY = 8E   DALDANOS
XX = AF   YY = 97   TALTAROS
XX = AF   YY = A0   TALPYOS
XX = AF   YY = A8   TANTALAS
XX = AF   YY = B1   DANTE
XX = AF   YY = B7   DEASHU
XX = AF   YY = BE   DEADIA
XX = AF   YY = C5   TIAH
XX = AF   YY = CA   TIAHS
XX = AF   YY = D0   TIANEHRA
XX = AF   YY = D9   DEIES
XX = AF   YY = DF   DIKKEY
XX = AF   YY = E6   TISPEH
XX = AF   YY = ED   DEEDH
XX = AF   YY = F3   DIAMKOS
XX = AF   YY = FB   DILKAY

XX = B0   YY = 02   DEUKALYO
XX = B0   YY = 0B   TEUKROS
XX = B0   YY = 13   TEUTAROS
XX = B0   YY = 1C   TEOPANE
XX = B0   YY = 24   TECHTAMO
XX = B0   YY = 2D   DEGELOS
XX = B0   YY = 35   TESTOL
XX = B0   YY = 3C   TESSAROS
XX = B0   YY = 45   TENESS
XX = B0   YY = 4C   TEUTIA
XX = B0   YY = 53   TEUKEY
XX = B0   YY = 5A   TEUBON
XX = B0   YY = 61   TEURO
XX = B0   YY = 67   TELKIS
XX = B0   YY = 6E   TELKINES
XX = B0   YY = 77   DELKYNOS
XX = B0   YY = 80   TELKSION
XX = B0   YY = 89   TELBUSSA
XX = B0   YY = 92   DELBOY
XX = B0   YY = 99   DELBOS
XX = B0   YY = A0   DELMYNUS
XX = B0   YY = A9   TELPASSA
XX = B0   YY = B2   TOAS
XX = B0   YY = B7   TOUSA
XX = B0   YY = BE   ODONA
XX = B0   YY = C4   TOROMOS
XX = B0   YY = CC   TORAMEDES
XX = B0   YY = D6   TORIOS
XX = B0   YY = DD   DORIUAS
XX = B0   YY = E5   DORYUOPPE
XX = B0   YY = EF   NAUSHTOS
XX = B0   YY = F8   NAUTES
XX = B0   YY = FF   NAUPRIO

XX = B1   YY = 07   NAKUSOS
XX = B1   YY = 0F   NAPAYA
XX = B1   YY = 16   NALKYSOS
XX = B1   YY = 1F   NIOVE
XX = B1   YY = 25   NISOS
XX = B1   YY = 2B   NYUKS
XX = B1   YY = 31   NYUSA
XX = B1   YY = 37   NIRES
```

```
XX = B1    YY = 3D    NUMITOL
XX = B1    YY = 45    NEAIRA
XX = B1    YY = 4C    NAYROS
XX = B1    YY = 53    NESTOL
XX = B1    YY = 5A    NESSOS
XX = B1    YY = 61    NEMEYA
XX = B1    YY = 68    NOX
XX = B1    YY = 6C    NONAH
XX = B1    YY = 72    NOMIOS
XX = B1    YY = 79    PAYA
XX = B1    YY = 7E    PYAKS
XX = B1    YY = 84    PYOS
XX = B1    YY = 89    VYON
XX = B1    YY = 8E    PYDORA
XX = B1    YY = 95    HYMOS
XX = B1    YY = 9B    HYMON
XX = B1    YY = A1    POUL
XX = B1    YY = A6    BAUPO
XX = B1    YY = AC    PAETON
XX = B1    YY = B3    PAON
XX = B1    YY = B8    BAKIS
XX = B1    YY = BE    PASHYS
XX = B1    YY = C5    PASHYLAYA
XX = B1    YY = CF    BACCHUS
XX = B1    YY = D7    PASSKALIA
XX = B1    YY = E1    HARDES
XX = B1    YY = E8    PANACAEA
XX = B1    YY = F1    PANESS
XX = B1    YY = F8    PANOPEH

XX = B2    YY = 00    PAPOS
XX = B2    YY = 06    BANPOS
XX = B2    YY = 0D    PALLADIO
XX = B2    YY = 16    HARRIALA
XX = B2    YY = 1F    PARIS
XX = B2    YY = 25    BAALOCK
XX = B2    YY = 2D    PALOS
XX = B2    YY = 33    PAHN
XX = B2    YY = 38    PANDORA
XX = B2    YY = 40    PIELIA
XX = B2    YY = 47    PYX
XX = B2    YY = 4B    PYKS
XX = B2    YY = 50    PYSOS
XX = B2    YY = 56    PITANE
XX = B2    YY = 5D    PITTEUS
XX = B2    YY = 65    HYPPASOS
XX = B2    YY = 6E    HIPPOTES
XX = B2    YY = 77    PITEUS
XX = B2    YY = 7E    HUAMOS
XX = B2    YY = 85    HYUZAS
XX = B2    YY = 8C    PYUTAROS
XX = B2    YY = 95    PYURAKOS
XX = B2    YY = 9E    HYURAS
XX = B2    YY = A5    PYURIA
XX = B2    YY = AC    PYURIS
XX = B2    YY = B3    HULTAKOS
XX = B2    YY = BC    PYULENE
XX = B2    YY = C4    PYUROS
XX = B2    YY = CB    PYRYURA
XX = B2    YY = D3    FAUNA
```

```
XX = B2   YY = D9   FAHMA
XX = B2   YY = DF   FAHMES
XX = B2   YY = E6   PHEBRILES
XX = B2   YY = F0   PHERONIA
XX = B2   YY = F9   FOASHBIL

XX = B3   YY = 02   FORRUS
XX = B3   YY = 09   PHOBOS
XX = B3   YY = 10   BUCHI
XX = B3   YY = 16   PUTONOS
XX = B3   YY = 1E   PUPEH
XX = B3   YY = 24   PURASHIOS
XX = B3   YY = 2E   FURIA
XX = B3   YY = 34   PULYAMOS
XX = B3   YY = 3D   PRYKSOS
XX = B3   YY = 45   BLIZO
XX = B3   YY = 4B   PLUTON
XX = B3   YY = 52   FLINA
XX = B3   YY = 58   PLIUS
XX = B3   YY = 5E   BLEYONE
XX = B3   YY = 66   BLEURON
XX = B3   YY = 6E   PLEGRA
XX = B3   YY = 75   PREUTIS
XX = B3   YY = 7D   PROCNE
XX = B3   YY = 84   PROCRIS
XX = B3   YY = 8C   PROSBYNA
XX = B3   YY = 95   PROTEUS
XX = B3   YY = 9D   PROTOS
XX = B3   YY = A4   PRONYME
XX = B3   YY = AC   PROMIOS
XX = B3   YY = B4   BRONTES
XX = B3   YY = BC   PERIAS
XX = B3   YY = C3   PEYTOH
XX = B3   YY = CA   PEYLEO
XX = B3   YY = D1   HEGABEH
XX = B3   YY = D9   HERCAMEDE
XX = B3   YY = E3   HECUBA
XX = B3   YY = EA   HESTIA
XX = B3   YY = F1   PEDASOS
XX = B3   YY = F9   PENATES

XX = B4   YY = 01   PENIA
XX = B4   YY = 07   PEPALOTOS
XX = B4   YY = 11   HEMITEA
XX = B4   YY = 19   HEMELLA
XX = B4   YY = 21   PERIAH
XX = B4   YY = 28   HERRIAS
XX = B4   YY = 30   HERACLES
XX = B4   YY = 39   HELEGOS
XX = B4   YY = 41   HELIOS
XX = B4   YY = 48   HELIKE
XX = B4   YY = 4F   PELIPANOS
XX = B4   YY = 59   HERUKYNA
XX = B4   YY = 62   HELCILIA
XX = B4   YY = 6B   PERSEUS
XX = B4   YY = 73   PERSEPHON
XX = B4   YY = 7D   PERDYX
XX = B4   YY = 84   HELMA
XX = B4   YY = 8A   HERMES
XX = B4   YY = 91   BELEKYUN
```

```
XX = B4    YY = 9A    BELLECLO
XX = B4    YY = A3    HELENOS
XX = B4    YY = AB    HELENE
XX = B4    YY = B2    BOLEBOYA
XX = B4    YY = BB    HELEN
XX = B4    YY = C1    BEROS
XX = B4    YY = C7    BERONA
XX = B4    YY = CE    PELOPS
XX = B4    YY = D5    BENDIUS
XX = B4    YY = DD    PENTIROS
XX = B4    YY = E6    PENTELE
XX = B4    YY = EE    BOYAS
XX = B4    YY = F4    BONYX
XX = B4    YY = FA    BOYNE

XX = B5    YY = 00    BOKOS
XX = B5    YY = 06    BOSPOLOS
XX = B5    YY = 0F    PODALGE
XX = B5    YY = 17    POTITI
XX = B5    YY = 1E    PODES
XX = B5    YY = 24    BONADEA
XX = B5    YY = 2C    BONUS
XX = B5    YY = 32    HOPADAMO
XX = B5    YY = 3B    HOBETOL
XX = B5    YY = 43    POBOS
XX = B5    YY = 49    HOMONIA
XX = B5    YY = 51    BOLIAS
XX = B5    YY = 58    POLYPHON
XX = B5    YY = 61    POLYUDEU
XX = B5    YY = 6A    POLUKAON
XX = B5    YY = 73    POLYUKSE
XX = B5    YY = 7C    POLYKSO
XX = B5    YY = 84    POLYDAMA
XX = B5    YY = 8D    POLYUBOS
XX = B5    YY = 96    POLTE
XX = B5    YY = 9C    MAYA
XX = B5    YY = A1    MAYANDOS
XX = B5    YY = AA    MINAS
XX = B5    YY = B0    MYLA
XX = B5    YY = B5    MAKALIA
XX = B5    YY = BD    MAKAON
XX = B5    YY = C4    MAULUS
XX = B5    YY = CB    MAHZ
XX = B5    YY = D0    MAGNAMA
XX = B5    YY = D8    MATUTAH
XX = B5    YY = E0    MALATON
XX = B5    YY = E8    MALSHUAS
XX = B5    YY = F1    MAULS
XX = B5    YY = F7    MALMAX
XX = B5    YY = FE    MALONE

XX = B6    YY = 05    MISEL
XX = B6    YY = 0B    MIDAHS
XX = B6    YY = 12    MINAKOH
XX = B6    YY = 1A    MINUAI
XX = B6    YY = 21    MINUAS
XX = B6    YY = 28    MINADES
XX = B6    YY = 30    MINOS
XX = B6    YY = 36    MUKENAYA
XX = B6    YY = 3F    MYULA
```

```
XX = B6    YY = 45    MYULINE
XX = B6    YY = 4D    MYULTIRO
XX = B6    YY = 56    MULTO
XX = B6    YY = 5C    MYUMIDON
XX = B6    YY = 65    MILETOS
XX = B6    YY = 6D    MUSA
XX = B6    YY = 72    MUSAGETE
XX = B6    YY = 7B    MUNITOS
XX = B6    YY = 83    MULKIBEL
XX = B6    YY = 8C    MEGAIRA
XX = B6    YY = 94    MEGAMEDE
XX = B6    YY = 9D    MEGAREUS
XX = B6    YY = A6    MEGES
XX = B6    YY = AC    MESTORA
XX = B6    YY = B4    MEGARA
XX = B6    YY = BB    MESTOR
XX = B6    YY = C2    METANAYLA
XX = B6    YY = CC    METUON
XX = B6    YY = D3    METIS
XX = B6    YY = D9    METOPE
XX = B6    YY = E0    MENESTE
XX = B6    YY = E8    MENOITI
XX = B6    YY = F0    MEMUNON
XX = B6    YY = F8    MEMUPIS

XX = B7    YY = 00    MILANI
XX = B7    YY = 07    MELANEUS
XX = B7    YY = 10    MELANBUS
XX = B7    YY = 19    MELAGROS
XX = B7    YY = 22    MELOPUS
XX = B7    YY = 2A    MELOPE
XX = B7    YY = 31    MOIRA
XX = B7    YY = 37    MONETA
XX = B7    YY = 3E    MOBNOS
XX = B7    YY = 45    MONERUS
XX = B7    YY = 4D    MORUPEUS
XX = B7    YY = 56    MOLMO
XX = B7    YY = 5C    MOROS
XX = B7    YY = 62    MOLOSSUS
XX = B7    YY = 6B    YANUS
XX = B7    YY = 71    YUENTA
XX = B7    YY = 78    YUSTITIA
XX = B7    YY = 81    YUPITEL
XX = B7    YY = 89    RAIOS
XX = B7    YY = 8F    RAIRAPPS
XX = B7    YY = 98    RAWELNA
XX = B7    YY = A0    LAUSUS
XX = B7    YY = A7    LAUGORAS
XX = B7    YY = B0    RAODAME
XX = B7    YY = B8    RAODUKE
XX = B7    YY = C0    RAKIOS
XX = B7    YY = C7    RAKESIS
XX = B7    YY = CF    RADAMAN
XX = B7    YY = D7    LATINUS
XX = B7    YY = DF    LADINE
XX = B7    YY = E6    LATINOS
XX = B7    YY = EE    LATNA
XX = B7    YY = F4    RAPIDES
XX = B7    YY = FC    LAMPSAKE
```

```
XX = B8   YY = 05   LAMPETOS
XX = B8   YY = 0E   RAAL
XX = B8   YY = 13   LAURENTI
XX = B8   YY = 1C   REGEUS
XX = B8   YY = 23   RIKYUNIO
XX = B8   YY = 2C   RITUEL
XX = B8   YY = 33   RINOS
XX = B8   YY = 39   RIBITINA
XX = B8   YY = 42   RIBYUKE
XX = B8   YY = 4A   RIBENTI
XX = B8   YY = 52   RYUAIOS
XX = B8   YY = 5A   RYUKAON
XX = B8   YY = 62   RYUKASTO
XX = B8   YY = 6B   RYUKULGO
XX = B8   YY = 74   RYUKEIOS
XX = B8   YY = 7D   RYUKOS
XX = B8   YY = 84   RYUKOPRO
XX = B8   YY = 8D   RYULOME
XX = B8   YY = 95   RYUSHIPE
XX = B8   YY = 9E   RYUMPA
XX = B8   YY = A5   RYUNKOS
XX = B8   YY = AD   LUA
XX = B8   YY = B1   RHEA
XX = B8   YY = B6   RHEADROS
XX = B8   YY = BF   REAMON
XX = B8   YY = C6   REUKIPPO
XX = B8   YY = CF   REUKE
XX = B8   YY = D5   LEOS
XX = B8   YY = DA   REUKON
XX = B8   YY = E1   REGORIO
XX = B8   YY = E9   RERIKS
XX = B8   YY = F0   LOTIS
XX = B8   YY = F6   ROMRUS
XX = B8   YY = FD   RODOS

XX = B9   YY = 03   RASHIDI
XX = B9   YY = 0B   DIABLO
XX = B9   YY = 12   DIABLO
XX = B9   YY = 19   DIABLO
XX = B9   YY = 20   ENDORA
XX = B9   YY = 27   HIKASH
XX = B9   YY = 2E   GARES
XX = B9   YY = 34   GARES
XX = B9   YY = 3A   GARES
XX = B9   YY = 40   CASTOR
XX = B9   YY = 47   DEUCES
XX = B9   YY = 4E   RANDALS
XX = B9   YY = 56   APROS
XX = B9   YY = 5C   DEBONAIR
XX = B9   YY = 65   FIGARO
XX = B9   YY = 6C   LUVALON
XX = B9   YY = 74   PREVIA
XX = B9   YY = 7B   TRISTAN
XX = B9   YY = 83   DEBONAIR
XX = B9   YY = 8C   FOGEL
XX = B9   YY = 92   ASHE
XX = B9   YY = 97   RAUNY
XX = B9   YY = 9D   AISHA
XX = B9   YY = A3   SARADIN
XX = B9   YY = AB   LANS
```

```
XX = B9   YY = B0   LYON
XX = B9   YY = B5   WARREN
XX = B9   YY = BC   CANOPUS
XX = B9   YY = C4   YUSHIS
XX = B9   YY = CB   USAR
XX = B9   YY = D0   GILBERT
XX = B9   YY = D8   KAPELLA
XX = B9   YY = E0   SIRIUS
XX = B9   YY = E7   DENEB
XX = B9   YY = ED   PORKYUS
XX = B9   YY = F5   NORN
XX = B9   YY = FA   ARES
XX = B9   YY = FF   ALBELEO

XX = BA   YY = 07   MIZAL
XX = BA   YY = 0D   OMICRON
XX = BA   YY = 15   PROCHON
XX = BA   YY = 1D   SLUST
XX = BA   YY = 23   FENRIL
XX = BA   YY = 2A   GALF
```

Here are some more words that can be names..

NOTE: A # denotes a dragon symbol

```
XX = BB   YY = 29   FIGHTER
XX = BB   YY = 31   KNIGHT
XX = BB   YY = 32   NIGHT
XX = BB   YY = 38   PALADIN
XX = BB   YY = 40   WILD MAN
XX = BB   YY = 45   MAN
XX = BB   YY = 49   EVIL ONE
XX = BB   YY = 4E   ONE
XX = BB   YY = 52   SAMURAI
XX = BB   YY = 5A   MASTER
XX = BB   YY = 61   NINJA
XX = BB   YY = 6E   AMAZON
XX = BB   YY = 75   VALKYRIE
XX = BB   YY = 7E   MUSE
XX = BB   YY = 83   BEASTMAN
XX = BB   YY = 93   DRAGONER
XX = BB   YY = 9C   #MASTER
XX = BB   YY = A4   DOLLMAGE
XX = BB   YY = B4   WIZARD
XX = BB   YY = BB   MAGE
XX = BB   YY = C0   SORCEROR
XX = BB   YY = C9   LICH
XX = BB   YY = CE   WITCH
XX = BB   YY = D4   CLERIC
XX = BB   YY = DB   SHAMAN
XX = BB   YY = E2   MONK
XX = BB   YY = E7   MERMAID
XX = BB   YY = EF   NIXIE
XX = BB   YY = F5   WEREWOLF
XX = BB   YY = FE   TIGERMAN

XX = BC   YY = 10   VAMPYRE
XX = BC   YY = 20   PRINCESS
```

```
XX = BC   YY = 29   PUMPKIN
XX = BC   YY = 31   HALLOWEEN
XX = BC   YY = 3B   GOLEM
XX = BC   YY = 41   ROCKGOLEM
XX = BC   YY = 4B   IRONGOLEM
XX = BC   YY = 55   GIANT
XX = BC   YY = 5B   ICEGIANT
XX = BC   YY = 64   TITAN
XX = BC   YY = 6A   FIREGIANT
XX = BC   YY = 74   HELLHOUND
XX = BC   YY = 7E   CERBERUS
XX = BC   YY = 87   OCTOPUS
XX = BC   YY = 8F   KRAKEN
XX = BC   YY = 96   DRAGON
XX = BC   YY = 9D   RED#
XX = BC   YY = A0   #
XX = BC   YY = A2   SILVER#
XX = BC   YY = AA   BLACK#
XX = BC   YY = B6   SALAMAND
XX = BC   YY = BF   GOLD#
XX = BC   YY = C5   PLATINUM#
XX = BC   YY = CF   TIAMAT
XX = BC   YY = D6   ZOMBIE#
XX = BC   YY = DE   SKELETON
XX = BC   YY = E7   WRAITH
XX = BC   YY = EE   GHOST
XX = BC   YY = F4   PHANTOM
XX = BC   YY = FC   HAWK MAN

XX = BD   YY = 05   EAGLEMAN
XX = BD   YY = 0E   RAVENMAN
XX = BD   YY = 17   ANGEL
XX = BD   YY = 1D   CHERUBIM
XX = BD   YY = 26   SERAPHIM
XX = BD   YY = 2F   IMP
XX = BD   YY = 33   DEMON
XX = BD   YY = 39   DEVIL
XX = BD   YY = 3F   FAERIE
XX = BD   YY = 46   PIXIE
XX = BD   YY = 4C   SYLYPH (typo is in game)
XX = BD   YY = 53   GRYPHON
XX = BD   YY = 5B   COCKATRIS
XX = BD   YY = 65   WYRM
XX = BD   YY = 6A   WYVERN
XX = BD   YY = 71   LORD
XX = BD   YY = 85   WISE MAN
XX = BD   YY = 8E   DIABLO
XX = BD   YY = A3   QUEEN
XX = BD   YY = A9   HILANDER
XX = BD   YY = B2   PRINCE
XX = BD   YY = C7   GEMINI
XX = BD   YY = D5   DANDY
XX = BD   YY = E1   GENERAL

XX = BE   YY = 11   DRAGOON
XX = BE   YY = 29   PRIEST

XX = BF   YY = 45   FIREBALL
XX = BF   YY = 49   BALL
XX = BF   YY = 53   KATON
```

```
XX = BF    YY = 59   ICEFIELD
XX = BF    YY = 62   SUITON
XX = BF    YY = 69   BLIZZARD
XX = BF    YY = 72   BOLT
XX = BF    YY = 77   IKAZUCHI
XX = BF    YY = 80   NITEMARE
XX = BF    YY = 89   POISON
XX = BF    YY = 90   TORNADO
XX = BF    YY = 98   BANISH
XX = BF    YY = 9F   INFERNO
XX = BF    YY = A7   FIRE
XX = BF    YY = AC   COLD
XX = BF    YY = B1   THUNDER
XX = BF    YY = B9   ROT
XX = BF    YY = BD   ACID
XX = BF    YY = C2   FIREWALL
XX = BF    YY = C6   WALL
XX = BF    YY = D1   NOVA
XX = BF    YY = D6   ICESTORM
XX = BF    YY = D9   STORM
XX = BF    YY = E6   ICECLOUD
XX = BF    YY = E9   CLOUD


XX = C0    YY = 00   PHANTOM
XX = C0    YY = 08   METEOR
XX = C0    YY = 0F   EVILDEAD
XX = C0    YY = 13   DEAD
XX = C0    YY = 1D   GALE
XX = C0    YY = 22   MISSLE
XX = C0    YY = 29   JIHAD
XX = C0    YY = 2F   STARLITE
XX = C0    YY = 3D   MALESTOM
XX = C0    YY = 46   HEALING
XX = C0    YY = 4E   KISS
XX = C0    YY = 53   HEALING+
XX = C0    YY = 5C   QUAKE
XX = C0    YY = 62   DEATH
XX = C0    YY = 68   ASMODEUS
XX = C0    YY = 71   STUN
XX = C0    YY = 76   CHARM
XX = C0    YY = 77   HARM
XX = C0    YY = 8A   PETRIFY
XX = C0    YY = 99   BLADE
XX = C0    YY = 9F   IAINUKI
XX = C0    YY = A7   LIFESUCK
XX = C0    YY = AB   SUCK
XX = C0    YY = B0   LUNGE
XX = C0    YY = B6   BLAST


That's all the names I can find for now!
```

_____
3C] Character Cost Codes
_____

    Use these codes to change the cost of each character. This is very
useful to make characters like Dragoons and Generals more..... affordable.
Like all my codes, you must save the game with the codes on to keep the
changes.

```
WARNING: These codes only change the CURRENT character cost. The
         characters will still increase in cost each level up like usual.

NOTE: Replace the XX and YY in the following codes with the values found
      below the code for the Character 100.

Character 1
7EF4F4YY
7EF4F5XX

Character 2
7EF4F6YY
7EF4F7XX

Character 3
7EF4F8YY
7EF4F9XX

Character 4
7EF4FAYY
7EF4FBXX

Character 5
7EF4FCYY
7EF4FDXX

Character 6
7EF4FEYY
7EF4FFXX

Character 7
7EF500YY
7EF501XX

Character 8
7EF502YY
7EF503XX

Character 9
7EF504YY
7EF505XX

Character 10
7EF506YY
7EF507XX

Character 11
7EF508YY
7EF509XX

Character 12
7EF50AYY
7EF50BXX

Character 13
7EF50CYY
7EF50DXX

Character 14
7EF50EYY
```

```
7EF50FXX

Character 15
7EF510YY
7EF511XX

Character 16
7EF512YY
7EF513XX

Character 17
7EF514YY
7EF515XX

Character 18
7EF516YY
7EF517XX

Character 19
7EF518YY
7EF519XX

Character 20
7EF51AYY
7EF51BXX

Character 21
7EF51CYY
7EF51DXX

Character 22
7EF51EYY
7EF51FXX

Character 23
7EF520YY
7EF521XX

Character 24
7EF522YY
7EF523XX

Character 25
7EF524YY
7EF525XX

Character 26
7EF526YY
7EF527XX

Character 27
7EF528YY
7EF529XX

Character 28
7EF52AYY
7EF52BXX

Character 29
7EF52CYY
```

```
7EF52DXX

Character 30
7EF52EYY
7EF52FXX

Character 31
7EF530YY
7EF531XX

Character 32
7EF532YY
7EF533XX

Character 33
7EF534YY
7EF535XX

Character 34
7EF536YY
7EF537XX

Character 35
7EF538YY
7EF539XX

Character 36
7EF53AYY
7EF53BXX

Character 37
7EF53CYY
7EF53DXX

Character 38
7EF53EYY
7EF53FXX

Character 39
7EF540YY
7EF541XX

Character 40
7EF542YY
7EF543XX

Character 41
7EF544YY
7EF545XX

Character 42
7EF546YY
7EF547XX

Character 43
7EF548YY
7EF549XX

Character 44
7EF54AYY
```

```
7EF54BXX

Character 45
7EF54CYY
7EF54DXX

Character 46
7EF54EYY
7EF54FXX

Character 47
7EF550YY
7EF551XX

Character 48
7EF552YY
7EF553XX

Character 49
7EF554YY
7EF555XX

Character 50
7EF556YY
7EF557XX

Character 51
7EF558YY
7EF559XX

Character 52
7EF55AYY
7EF55BXX

Character 53
7EF55CYY
7EF55DXX

Character 54
7EF55EYY
7EF55FXX

Character 55
7EF560YY
7EF561XX

Character 56
7EF562YY
7EF563XX

Character 57
7EF564YY
7EF565XX

Character 58
7EF566YY
7EF567XX

Character 59
7EF568YY
```

7EF569XX

Character 60
7EF56AYY
7EF56BXX

Character 61
7EF56CYY
7EF56DXX

Character 62
7EF56EYY
7EF56FXX

Character 63
7EF570YY
7EF571XX

Character 64
7EF572YY
7EF573XX

Character 65
7EF574YY
7EF575XX

Character 66
7EF576YY
7EF577XX

Character 67
7EF578YY
7EF579XX

Character 68
7EF57AYY
7EF57BXX

Character 69
7EF57CYY
7EF57DXX

Character 70
7EF57EYY
7EF57FXX

Character 71
7EF580YY
7EF581XX

Character 72
7EF582YY
7EF583XX

Character 73
7EF584YY
7EF585XX

Character 74
7EF586YY

```
7EF587XX

Character 75
7EF588YY
7EF589XX

Character 76
7EF58AYY
7EF58BXX

Character 77
7EF58CYY
7EF58DXX

Character 78
7EF58EYY
7EF58FXX

Character 79
7EF590YY
7EF591XX

Character 80
7EF592YY
7EF593XX

Character 81
7EF594YY
7EF595XX

Character 82
7EF596YY
7EF597XX

Character 83
7EF598YY
7EF599XX

Character 84
7EF59AYY
7EF59BXX

Character 85
7EF59CYY
7EF59DXX

Character 86
7EF59EYY
7EF59FXX

Character 87
7EF5A0YY
7EF5A1XX

Character 88
7EF5A2YY
7EF5A3XX

Character 89
7EF5A4YY
```

```
7EF5A5XX

Character 90
7EF5A6YY
7EF5A7XX

Character 91
7EF5A8YY
7EF5A9XX

Character 92
7EF5AAYY
7EF5ABXX

Character 93
7EF5ACYY
7EF5ADXX

Character 94
7EF5AEYY
7EF5AFXX

Character 95
7EF5B0YY
7EF5B1XX

Character 96
7EF5B2YY
7EF5B3XX

Character 97
7EF5B4YY
7EF5B5XX

Character 98
7EF5B6YY
7EF5B7XX

Character 99
7EF5B8YY
7EF5B9XX

Character 100
7EF5BAYY
7EF5BBXX


NOTE: Use the following values to replace the XX and YY in the above
      character cost codes.

XX = 00  YY = 00    Cost is     0 goth
XX = 00  YY = 32    Cost is    50 goth
XX = 00  YY = 64    Cost is   100 goth
XX = 00  YY = 96    Cost is   150 goth
XX = 00  YY = C8    Cost is   200 goth
XX = 00  YY = FA    Cost is   250 goth
XX = 01  YY = 2C    Cost is   300 goth
XX = 01  YY = 5E    Cost is   350 goth
XX = 01  YY = 90    Cost is   400 goth
XX = 01  YY = C2    Cost is   450 goth
```

```
XX = 01   YY = F4     Cost is    500 goth
XX = 02   YY = 26     Cost is    550 goth
XX = 02   YY = 58     Cost is    600 goth
XX = 02   YY = 8A     Cost is    650 goth
XX = 02   YY = BC     Cost is    700 goth
XX = 02   YY = EE     Cost is    750 goth
XX = 03   YY = 20     Cost is    800 goth
XX = 03   YY = 52     Cost is    850 goth
XX = 03   YY = 84     Cost is    900 goth
XX = 03   YY = B6     Cost is    950 goth
XX = 03   YY = E8     Cost is   1000 goth
XX = 04   YY = 1A     Cost is   1050 goth
XX = 04   YY = 4C     Cost is   1100 goth
XX = 04   YY = 7E     Cost is   1150 goth
XX = 04   YY = B0     Cost is   1200 goth
XX = 04   YY = E2     Cost is   1250 goth
XX = 05   YY = 14     Cost is   1300 goth
XX = 05   YY = 46     Cost is   1350 goth
XX = 05   YY = 78     Cost is   1400 goth
XX = 05   YY = AA     Cost is   1450 goth
XX = 05   YY = DC     Cost is   1500 goth
XX = 06   YY = 0E     Cost is   1550 goth
XX = 06   YY = 40     Cost is   1600 goth
XX = 06   YY = 72     Cost is   1650 goth
XX = 06   YY = A4     Cost is   1700 goth
XX = 06   YY = D6     Cost is   1750 goth
XX = 07   YY = 08     Cost is   1800 goth
XX = 07   YY = 3A     Cost is   1850 goth
XX = 07   YY = 6C     Cost is   1900 goth
XX = 07   YY = 9E     Cost is   1950 goth
XX = 07   YY = D0     Cost is   2000 goth
XX = 08   YY = 02     Cost is   2050 goth
XX = 08   YY = 34     Cost is   2100 goth
XX = 08   YY = 66     Cost is   2150 goth
XX = 08   YY = 98     Cost is   2200 goth
XX = 08   YY = CA     Cost is   2250 goth
XX = 08   YY = FC     Cost is   2300 goth
XX = 09   YY = 2E     Cost is   2350 goth
XX = 09   YY = 60     Cost is   2400 goth
XX = 09   YY = 92     Cost is   2450 goth
XX = 09   YY = C4     Cost is   2500 goth
XX = 09   YY = F6     Cost is   2550 goth
XX = 0A   YY = 28     Cost is   2600 goth
XX = 0A   YY = 5A     Cost is   2650 goth
XX = 0A   YY = 8C     Cost is   2700 goth
XX = 0A   YY = BE     Cost is   2750 goth
XX = 0A   YY = F0     Cost is   2800 goth
XX = 0B   YY = 22     Cost is   2850 goth
XX = 0B   YY = 54     Cost is   2900 goth
XX = 0B   YY = 86     Cost is   2950 goth
XX = 0B   YY = B8     Cost is   3000 goth
XX = 0B   YY = EA     Cost is   3050 goth
XX = 0C   YY = 1C     Cost is   3100 goth
XX = 0C   YY = 4E     Cost is   3150 goth
XX = 0C   YY = 80     Cost is   3200 goth
XX = 0C   YY = B2     Cost is   3250 goth
XX = 0C   YY = E4     Cost is   3300 goth
XX = 0D   YY = 16     Cost is   3350 goth
XX = 0D   YY = 48     Cost is   3400 goth
XX = 0D   YY = 7A     Cost is   3450 goth
```

```
XX = 0D   YY = AC    Cost is  3500 goth
XX = 0D   YY = DE    Cost is  3550 goth
XX = 0E   YY = 10    Cost is  3600 goth
XX = 0E   YY = 42    Cost is  3650 goth
XX = 0E   YY = 74    Cost is  3700 goth
XX = 0E   YY = A6    Cost is  3750 goth
XX = 0E   YY = D8    Cost is  3800 goth
XX = 0F   YY = 0A    Cost is  3850 goth
XX = 0F   YY = 3C    Cost is  3900 goth
XX = 0F   YY = 6E    Cost is  3950 goth
XX = 0F   YY = A0    Cost is  4000 goth
XX = 0F   YY = D2    Cost is  4050 goth
XX = 10   YY = 04    Cost is  4100 goth
XX = 10   YY = 36    Cost is  4150 goth
XX = 10   YY = 68    Cost is  4200 goth
XX = 10   YY = 9A    Cost is  4250 goth
XX = 10   YY = CC    Cost is  4300 goth
XX = 10   YY = FE    Cost is  4350 goth
XX = 11   YY = 30    Cost is  4400 goth
XX = 11   YY = 62    Cost is  4450 goth
XX = 11   YY = 94    Cost is  4500 goth
XX = 11   YY = C6    Cost is  4550 goth
XX = 11   YY = F8    Cost is  4600 goth
XX = 12   YY = 2A    Cost is  4650 goth
XX = 12   YY = 5C    Cost is  4700 goth
XX = 12   YY = 8E    Cost is  4750 goth
XX = 12   YY = C0    Cost is  4800 goth
XX = 12   YY = F2    Cost is  4850 goth
XX = 13   YY = 24    Cost is  4900 goth
XX = 13   YY = 56    Cost is  4950 goth
XX = 13   YY = 88    Cost is  5000 goth
XX = 13   YY = BA    Cost is  5050 goth
XX = 13   YY = EC    Cost is  5100 goth
XX = 14   YY = 1E    Cost is  5150 goth
XX = 14   YY = 50    Cost is  5200 goth
XX = 14   YY = 82    Cost is  5250 goth
XX = 14   YY = B4    Cost is  5300 goth
XX = 14   YY = E6    Cost is  5350 goth
XX = 15   YY = 18    Cost is  5400 goth
XX = 15   YY = 4A    Cost is  5450 goth
XX = 15   YY = 7C    Cost is  5500 goth
XX = 15   YY = AE    Cost is  5550 goth
XX = 15   YY = E0    Cost is  5600 goth
XX = 16   YY = 12    Cost is  5650 goth
XX = 16   YY = 44    Cost is  5700 goth
XX = 16   YY = 76    Cost is  5750 goth
XX = 16   YY = A8    Cost is  5800 goth
XX = 16   YY = DA    Cost is  5850 goth
XX = 17   YY = 0C    Cost is  5900 goth
XX = 17   YY = 3E    Cost is  5950 goth
XX = 17   YY = 70    Cost is  6000 goth
XX = 17   YY = A2    Cost is  6050 goth
XX = 17   YY = D4    Cost is  6100 goth
XX = 18   YY = 06    Cost is  6150 goth
XX = 18   YY = 38    Cost is  6200 goth
XX = 18   YY = 6A    Cost is  6250 goth
XX = 18   YY = 9C    Cost is  6300 goth
XX = 18   YY = CE    Cost is  6350 goth
XX = 19   YY = 00    Cost is  6400 goth
XX = 19   YY = 32    Cost is  6450 goth
```

```
XX = 19   YY = 64     Cost is   6500 goth
XX = 19   YY = 96     Cost is   6550 goth
XX = 19   YY = C8     Cost is   6600 goth
XX = 19   YY = FA     Cost is   6650 goth
XX = 1A   YY = 2C     Cost is   6700 goth
XX = 1A   YY = 5E     Cost is   6750 goth
XX = 1A   YY = 90     Cost is   6800 goth
XX = 1A   YY = C2     Cost is   6850 goth
XX = 1A   YY = F4     Cost is   6900 goth
XX = 1B   YY = 26     Cost is   6950 goth
XX = 1B   YY = 58     Cost is   7000 goth
XX = 1B   YY = 8A     Cost is   7050 goth
XX = 1B   YY = BC     Cost is   7100 goth
XX = 1B   YY = EE     Cost is   7150 goth
XX = 1C   YY = 20     Cost is   7200 goth
XX = 1C   YY = 52     Cost is   7250 goth
XX = 1C   YY = 84     Cost is   7300 goth
XX = 1C   YY = B6     Cost is   7350 goth
XX = 1C   YY = E8     Cost is   7400 goth
XX = 1D   YY = 1A     Cost is   7450 goth
XX = 1D   YY = 4C     Cost is   7500 goth
XX = 1D   YY = 7E     Cost is   7550 goth
XX = 1D   YY = B0     Cost is   7600 goth
XX = 1D   YY = E2     Cost is   7650 goth
XX = 1E   YY = 14     Cost is   7700 goth
XX = 1E   YY = 46     Cost is   7750 goth
XX = 1E   YY = 78     Cost is   7800 goth
XX = 1E   YY = AA     Cost is   7850 goth
XX = 1E   YY = DC     Cost is   7900 goth
XX = 1F   YY = 0E     Cost is   7950 goth
XX = 1F   YY = 40     Cost is   8000 goth
XX = 1F   YY = 72     Cost is   8050 goth
XX = 1F   YY = A4     Cost is   8100 goth
XX = 1F   YY = D6     Cost is   8150 goth
XX = 20   YY = 08     Cost is   8200 goth
XX = 20   YY = 3A     Cost is   8250 goth
XX = 20   YY = 6C     Cost is   8300 goth
XX = 20   YY = 9E     Cost is   8350 goth
XX = 20   YY = D0     Cost is   8400 goth
XX = 21   YY = 02     Cost is   8450 goth
XX = 21   YY = 34     Cost is   8500 goth
XX = 21   YY = 66     Cost is   8550 goth
XX = 21   YY = 98     Cost is   8600 goth
XX = 21   YY = CA     Cost is   8650 goth
XX = 21   YY = FC     Cost is   8700 goth
XX = 22   YY = 2E     Cost is   8750 goth
XX = 22   YY = 60     Cost is   8800 goth
XX = 22   YY = 92     Cost is   8850 goth
XX = 22   YY = C4     Cost is   8900 goth
XX = 22   YY = F6     Cost is   8950 goth
XX = 23   YY = 28     Cost is   9000 goth
XX = 23   YY = 5A     Cost is   9050 goth
XX = 23   YY = 8C     Cost is   9100 goth
XX = 23   YY = BE     Cost is   9150 goth
XX = 23   YY = F0     Cost is   9200 goth
XX = 24   YY = 22     Cost is   9250 goth
XX = 24   YY = 54     Cost is   9300 goth
XX = 24   YY = 86     Cost is   9350 goth
XX = 24   YY = B8     Cost is   9400 goth
XX = 24   YY = EA     Cost is   9450 goth
```

```
XX = 25   YY = 1C     Cost is   9500 goth
XX = 25   YY = 4E     Cost is   9550 goth
XX = 25   YY = 80     Cost is   9600 goth
XX = 25   YY = B2     Cost is   9650 goth
XX = 25   YY = E4     Cost is   9700 goth
XX = 26   YY = 16     Cost is   9750 goth
XX = 26   YY = 48     Cost is   9800 goth
XX = 26   YY = 7A     Cost is   9850 goth
XX = 26   YY = AC     Cost is   9900 goth
XX = 26   YY = DE     Cost is   9950 goth
XX = 27   YY = 10     Cost is  10000 goth
```

_____

4D] Character Experience Codes

_____

   Use these codes to change the amount of experience each character
needs to level up. This is a handy code to make characters in a unit all
level up at the same time. Or to make characters level up after every
fight, even if all they do is run!

NOTE: In the following codes, replace the ?? with a value from below the
      last experience code.

Character 1
7EF1E8??

Character 2
7EF1E9??

Character 3
7EF1EA??

Character 4
7EF1EB??

Character 5
7EF1EC??

Character 6
7EF1ED??

Character 7
7EF1EE??

Character 8
7EF1EF??

Character 9
7EF1F0??

Character 10
7EF1F1??

Character 11
7EF1F2??

Character 12
7EF1F3??

```
Character 13
7EF1F4?

Character 14
7EF1F5??

Character 15
7EF1F6??

Character 16
7EF1F7??

Character 17
7EF1F8??

Character 18
7EF1F9??

Character 19
7EF1FA??

Character 20
7EF1FB??

Character 21
7EF1FC??

Character 22
7EF1FD??

Character 23
7EF1FE??

Character 24
7EF1FF??

Character 25
7EF200??

Character 26
7EF201??

Character 27
7EF202??

Character 28
7EF203??

Character 29
7EF204??

Character 30
7EF205??

Character 31
7EF206??

Character 32
7EF207??
```

```
Character 33
7EF208??

Character 34
7EF209??

Character 35
7EF20A??

Character 36
7EF20B??

Character 37
7EF20C??

Character 38
7EF20D??

Character 39
7EF20E??

Character 40
7EF20F??

Character 41
7EF210??

Character 42
7EF211??

Character 43
7EF212??

Character 44
7EF213??

Character 45
7EF214??

Character 46
7EF215??

Character 47
7EF216??

Character 48
7EF217??

Character 49
7EF218??

Character 50
7EF219??

Character 51
7EF21A??

Character 52
7EF21B??
```

```
Character 53
7EF21C??

Character 54
7EF21D??

Character 55
7EF21E??

Character 56
7EF21F??

Character 57
7EF220??

Character 58
7EF221??

Character 59
7EF222??

Character 60
7EF223??

Character 61
7EF224??

Character 62
7EF225??

Character 63
7EF226??

Character 64
7EF227??

Character 65
7EF228??

Character 66
7EF229??

Character 67
7EF22A??

Character 68
7EF22B??

Character 69
7EF22C??

Character 70
7EF22D??

Character 71
7EF22E??

Character 72
7EF22F??
```

```
Character 73
7EF230??

Character 74
7EF231??

Character 75
7EF232??

Character 76
7EF233??

Character 77
7EF234??

Character 78
7EF235??

Character 79
7EF236??

Character 80
7EF237??

Character 81
7EF238??

Character 82
7EF239??

Character 83
7EF23A??

Character 84
7EF23B??

Character 85
7EF23C??

Character 86
7EF23D??

Character 87
7EF23E??

Character 88
7EF23F??

Character 89
7EF240??

Character 90
7EF241??

Character 91
7EF242??

Character 92
7EF243??
```

```
Character 93
7EF244??

Character 94
7EF245??

Character 95
7EF246??

Character 96
7EF247??

Character 97
7EF248??

Character 98
7EF249??

Character 99
7EF24A??

Character 100
7EF24B??

NOTE: Replace the ?? in the above experience codes with on of the
      following values.

?? = 00  100 EXP to go
?? = 05   95 EXP to go
?? = 0A   90 EXP to go
?? = 0F   85 EXP to go
?? = 14   80 EXP to go
?? = 19   75 EXP to go
?? = 1E   70 EXP to go
?? = 23   65 EXP to go
?? = 28   60 EXP to go
?? = 2D   55 EXP to go
?? = 32   50 EXP to go
?? = 37   45 EXP to go
?? = 3C   40 EXP to go
?? = 41   35 EXP to go
?? = 46   30 EXP to go
?? = 4B   25 EXP to go
?? = 50   20 EXP to go
?? = 55   15 EXP to go
?? = 5A   10 EXP to go
?? = 5F    5 EXP to go
?? = 63    1 EXP to go
```

_____
4E] Character Hit Point Codes
_____

   Use these codes to change your character's hit points. Very useful to
give ghosts hit points to make them godly (no more instant death!) or to
make your regular characters into damage sponges or 1 hit kill losers.

NOTE: Replace the XX and YY in the following codes with the values below
      the codes for character 100.

```
Character 1
7E0ADAYY
7E0ADBXX

Character 2
7E0ADCYY
7E0ADDXX

Character 3
7E0ADEYY
7E0ADFXX

Character 4
7E0AE0YY
7E0AE1XX

Character 5
7E0AE2YY
7E0AE3XX

Character 6
7E0AE4YY
7E0AE5XX

Character 7
7E0AE6YY
7E0AE7XX

Character 8
7E0AE8YY
7E0AE9XX

Character 9
7E0AEAYY
7E0AEBXX

Character 10
7E0AECYY
7E0AEDXX

Character 11
7E0AEEYY
7E0AEFXX

Character 12
7E0AF0YY
7E0AF1XX

Character 13
7E0AF2YY
7E0AF3XX

Character 14
7E0AF4YY
7E0AF5XX

Character 15
7E0AF6YY
7E0AF7XX
```

```
Character 16
7E0AF8YY
7E0AF9XX

Character 17
7E0AFAYY
7E0AFBXX

Character 18
7E0AFCYY
7E0AFDXX

Character 19
7E0AFEYY
7E0AFFXX

Character 20
7E0B00YY
7E0B01XX

Character 21
7E0B02YY
7E0B03XX

Character 22
7E0B04YY
7E0B05XX

Character 23
7E0B06YY
7E0B07XX

Character 24
7E0B08YY
7E0B09XX

Character 25
7E0B0AYY
7E0B0BXX

Character 26
7E0B0CYY
7E0B0DXX

Character 27
7E0B0EYY
7E0B0FXX

Character 28
7E0B10YY
7E0B11XX

Character 29
7E0B12YY
7E0B13XX

Character 30
7E0B14YY
7E0B15XX
```

```
Character 31
7E0B16YY
7E0B17XX

Character 32
7E0B18YY
7E0B19XX

Character 33
7E0B1AYY
7E0B1BXX

Character 34
7E0B1CYY
7E0B1DXX

Character 35
7E0B1EYY
7E0B1FXX

Character 36
7E0B20YY
7E0B21XX

Character 37
7E0B22YY
7E0B23XX

Character 38
7E0B24YY
7E0B25XX

Character 39
7E0B26YY
7E0B27XX

Character 40
7E0B28YY
7E0B29XX

Character 41
7E0B2AYY
7E0B2BXX

Character 42
7E0B2CYY
7E0B2DXX

Character 43
7E0B2EYY
7E0B2FXX

Character 44
7E0B30YY
7E0B31XX

Character 45
7E0B32YY
7E0B33XX
```

```
Character 46
7E0B34YY
7E0B35XX


Character 47
7E0B36YY
7E0B37XX


Character 48
7E0B38YY
7E0B39XX


Character 49
7E0B3AYY
7E0B3BXX


Character 50
7E0B3CYY
7E0B3DXX


Character 51
7E0B3EYY
7E0B3FXX


Character 52
7E0B40YY
7E0B41XX


Character 53
7E0B42YY
7E0B43XX


Character 54
7E0B44YY
7E0B45XX


Character 55
7E0B46YY
7E0B47XX


Character 56
7E0B48YY
7E0B49XX


Character 57
7E0B4AYY
7E0B4BXX


Character 58
7E0B4CYY
7E0B4DXX


Character 59
7E0B4EYY
7E0B4FXX


Character 60
7E0B50YY
7E0B51XX
```

```
Character 61
7E0B52YY
7E0B53XX

Character 62
7E0B54YY
7E0B55XX

Character 63
7E0B56YY
7E0B57XX

Character 64
7E0B58YY
7E0B59XX

Character 65
7E0B5AYY
7E0B5BXX

Character 66
7E0B5CYY
7E0B5DXX

Character 67
7E0B5EYY
7E0B5FXX

Character 68
7E0B60YY
7E0B61XX

Character 69
7E0B62YY
7E0B63XX

Character 70
7E0B64YY
7E0B65XX

Character 71
7E0B66YY
7E0B67XX

Character 72
7E0B68YY
7E0B69XX

Character 73
7E0B6AYY
7E0B6BXX

Character 74
7E0B6CYY
7E0B6DXX

Character 75
7E0B6EYY
7E0B6FXX
```

```
Character 76
7E0B70YY
7E0B71XX

Character 77
7E0B72YY
7E0B73XX

Character 78
7E0B74YY
7E0B75XX

Character 79
7E0B76YY
7E0B77XX

Character 80
7E0B78YY
7E0B79XX

Character 81
7E0B7AYY
7E0B7BXX

Character 82
7E0B7CYY
7E0B7DXX

Character 83
7E0B7EYY
7E0B7FXX

Character 84
7E0B80YY
7E0B81XX

Character 85
7E0B82YY
7E0B83XX

Character 86
7E0B84YY
7E0B85XX

Character 87
7E0B86YY
7E0B87XX

Character 88
7E0B88YY
7E0B89XX

Character 89
7E0B8AYY
7E0B8BXX

Character 90
7E0B8CYY
7E0B8DXX
```

```
Character 91
7E0B8EYY
7E0B8FXX

Character 92
7E0B90YY
7E0B91XX

Character 93
7E0B92YY
7E0B93XX

Character 94
7E0B94YY
7E0B95XX

Character 95
7E0B96YY
7E0B97XX

Character 96
7E0B98YY
7E0B99XX

Character 97
7E0B9AYY
7E0B9BXX

Character 98
7E0B9CYY
7E0B9DXX

Character 99
7E0B9EYY
7E0B9FXX

Character 100
7E0BA0YY
7E0BA1XX


NOTE: Replace the XX and YY in the above codes with the following values.

XX = 00   YY = 00   HP is    0
XX = 00   YY = 0A   HP is   10
XX = 00   YY = 14   HP is   20
XX = 00   YY = 1E   HP is   30
XX = 00   YY = 28   HP is   40
XX = 00   YY = 32   HP is   50
XX = 00   YY = 3C   HP is   60
XX = 00   YY = 46   HP is   70
XX = 00   YY = 50   HP is   80
XX = 00   YY = 5A   HP is   90
XX = 00   YY = 64   HP is  100
XX = 00   YY = 6E   HP is  110
XX = 00   YY = 78   HP is  120
XX = 00   YY = 82   HP is  130
XX = 00   YY = 8C   HP is  140
XX = 00   YY = 96   HP is  150
```

```
XX = 00   YY = A0   HP is 160
XX = 00   YY = AA   HP is 170
XX = 00   YY = B4   HP is 180
XX = 00   YY = BE   HP is 190
XX = 00   YY = C8   HP is 200
XX = 00   YY = D2   HP is 210
XX = 00   YY = DC   HP is 220
XX = 00   YY = E6   HP is 230
XX = 00   YY = F0   HP is 240
XX = 00   YY = FA   HP is 250
XX = 01   YY = 04   HP is 260
XX = 01   YY = 0E   HP is 270
XX = 01   YY = 18   HP is 280
XX = 01   YY = 22   HP is 290
XX = 01   YY = 2C   HP is 300
XX = 01   YY = 36   HP is 310
XX = 01   YY = 40   HP is 320
XX = 01   YY = 4A   HP is 330
XX = 01   YY = 54   HP is 340
XX = 01   YY = 5E   HP is 350
XX = 01   YY = 68   HP is 360
XX = 01   YY = 72   HP is 370
XX = 01   YY = 7C   HP is 380
XX = 01   YY = 86   HP is 390
XX = 01   YY = 90   HP is 400
XX = 01   YY = 9A   HP is 410
XX = 01   YY = A4   HP is 420
XX = 01   YY = AE   HP is 430
XX = 01   YY = B8   HP is 440
XX = 01   YY = C2   HP is 450
XX = 01   YY = CC   HP is 460
XX = 01   YY = D6   HP is 470
XX = 01   YY = E0   HP is 480
XX = 01   YY = EA   HP is 490
XX = 01   YY = F4   HP is 500
XX = 01   YY = FE   HP is 510
XX = 02   YY = 08   HP is 520
XX = 02   YY = 12   HP is 530
XX = 02   YY = 1C   HP is 540
XX = 02   YY = 26   HP is 550
XX = 02   YY = 30   HP is 560
XX = 02   YY = 3A   HP is 570
XX = 02   YY = 44   HP is 580
XX = 02   YY = 4E   HP is 590
XX = 02   YY = 58   HP is 600
XX = 02   YY = 62   HP is 610
XX = 02   YY = 6C   HP is 620
XX = 02   YY = 76   HP is 630
XX = 02   YY = 80   HP is 640
XX = 02   YY = 8A   HP is 650
XX = 02   YY = 94   HP is 660
XX = 02   YY = 9E   HP is 670
XX = 02   YY = A8   HP is 680
XX = 02   YY = B2   HP is 690
XX = 02   YY = BC   HP is 700
XX = 02   YY = C6   HP is 710
XX = 02   YY = D0   HP is 720
XX = 02   YY = DA   HP is 730
XX = 02   YY = E4   HP is 740
XX = 02   YY = EE   HP is 750
```

```
XX = 02  YY = F8  HP is 760
XX = 03  YY = 02  HP is 770
XX = 03  YY = 0C  HP is 780
XX = 03  YY = 16  HP is 790
XX = 03  YY = 20  HP is 800
XX = 03  YY = 2A  HP is 810
XX = 03  YY = 34  HP is 820
XX = 03  YY = 3E  HP is 830
XX = 03  YY = 48  HP is 840
XX = 03  YY = 52  HP is 850
XX = 03  YY = 5C  HP is 860
XX = 03  YY = 66  HP is 870
XX = 03  YY = 70  HP is 880
XX = 03  YY = 7A  HP is 890
XX = 03  YY = 84  HP is 900
XX = 03  YY = 8E  HP is 910
XX = 03  YY = 98  HP is 920
XX = 03  YY = A2  HP is 930
XX = 03  YY = AC  HP is 940
XX = 03  YY = B6  HP is 950
XX = 03  YY = C0  HP is 960
XX = 03  YY = CA  HP is 970
XX = 03  YY = D4  HP is 980
XX = 03  YY = DE  HP is 990
XX = 03  YY = E7  HP is 999
```

_____
4F] Character Strength Codes
_____

   Use these codes to alter the strength of your characters. You can make
body builder faeries or weakling tiamats!(although why you would want to
is beyond me..)

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100.

Character 1
7EF24C??

Character 2
7EF24D??

Character 3
7EF24E??

Character 4
7EF24F??

Character 5
7EF250??

Character 6
7EF251??

Character 7
7EF252??

Character 8

7EF253??

Character 9
7EF254??

Character 10
7EF255??

Character 11
7EF256??

Character 12
7EF257??

Character 13
7EF258??

Character 14
7EF259??

Character 15
7EF25A??

Character 16
7EF25B??

Character 17
7EF25C??

Character 18
7EF25D??

Character 19
7EF25E??

Character 20
7EF25F??

Character 21
7EF260??

Character 22
7EF261??

Character 23
7EF262??

Character 24
7EF263??

Character 25
7EF264??

Character 26
7EF265??

Character 27
7EF266??

Character 28

7EF267??

Character 29
7EF268??

Character 30
7EF269??

Character 31
7EF26A??

Character 32
7EF26B??

Character 33
7EF26C??

Character 34
7EF26D??

Character 35
7EF26E??

Character 36
7EF26F??

Character 37
7EF270??

Character 38
7EF271??

Character 39
7EF272??

Character 40
7EF273??

Character 41
7EF274??

Character 42
7EF275??

Character 43
7EF276??

Character 44
7EF277??

Character 45
7EF278??

Character 46
7EF279??

Character 47
7EF27A??

Character 48

```
7EF27B??

Character 49
7EF27C??

Character 50
7EF27D??

Character 51
7EF27E??

Character 52
7EF27F??

Character 53
7EF280??

Character 54
7EF281??

Character 55
7EF282??

Character 56
7EF283??

Character 57
7EF284??

Character 58
7EF285??

Character 59
7EF286??

Character 60
7EF287??

Character 61
7EF288??

Character 62
7EF289??

Character 63
7EF28A??

Character 64
7EF28B??

Character 65
7EF28C??

Character 66
7EF28D??

Character 67
7EF28E??

Character 68
```

```
7EF28F??

Character 69
7EF290??

Character 70
7EF291??

Character 71
7EF292??

Character 72
7EF293??

Character 73
7EF294??

Character 74
7EF295??

Character 75
7EF296??

Character 76
7EF297??

Character 77
7EF298??

Character 78
7EF299??

Character 79
7EF29A??

Character 80
7EF29B??

Character 81
7EF29C??

Character 82
7EF29D??

Character 83
7EF29E??

Character 84
7EF29F??

Character 85
7EF2A0??

Character 86
7EF2A1??

Character 87
7EF2A2??

Character 88
```

```
7EF2A3??

Character 89
7EF2A4??

Character 90
7EF2A5??

Character 91
7EF2A6??

Character 92
7EF2A7??

Character 93
7EF2A8??

Character 94
7EF2A9??

Character 95
7EF2AA??

Character 96
7EF2AB??

Character 97
7EF2AC??

Character 98
7EF2AD??

Character 99
7EF2AE??

Character 100
7EF2AF??

NOTE: Replace the ?? in the above codes with one of the following values:

?? = 05    Strength is    5
?? = 0A    Strength is   10
?? = 0F    Strength is   15
?? = 14    Strength is   20
?? = 19    Strength is   25
?? = 1E    Strength is   30
?? = 23    Strength is   35
?? = 28    Strength is   40
?? = 2D    Strength is   45
?? = 32    Strength is   50
?? = 37    Strength is   55
?? = 3C    Strength is   60
?? = 41    Strength is   65
?? = 46    Strength is   70
?? = 4B    Strength is   75
?? = 50    Strength is   80
?? = 55    Strength is   85
?? = 5A    Strength is   90
?? = 5F    Strength is   95
?? = 64    Strength is  100
```

```
?? = 69    Strength is 105
?? = 6E    Strength is 110
?? = 73    Strength is 115
?? = 78    Strength is 120
?? = 7D    Strength is 125
?? = 82    Strength is 130
?? = 87    Strength is 135
?? = 8C    Strength is 140
?? = 91    Strength is 145
?? = 96    Strength is 150
?? = 9B    Strength is 155
?? = A0    Strength is 160
?? = A5    Strength is 165
?? = AA    Strength is 170
?? = AF    Strength is 175
?? = B4    Strength is 180
?? = B9    Strength is 185
?? = BE    Strength is 190
?? = C3    Strength is 195
?? = C8    Strength is 200
?? = CD    Strength is 205
?? = D2    Strength is 210
?? = D7    Strength is 215
?? = DC    Strength is 220
?? = E1    Strength is 225
?? = E6    Strength is 230
?? = EB    Strength is 235
?? = F0    Strength is 240
?? = F5    Strength is 245
?? = FA    Strength is 250
```

_____

4G] Character Agility Codes
_____

   Use these codes to change your characters' agility. Make them into
turtles who can't dodge or hit, or make them sure-hitting untouchables!

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100.

Character 1
7EF2EC??

Character 2
7EF2ED??

Character 3
7EF2EE??

Character 4
7EF2EF??

Character 5
7EF2F0??

Character 6
7EF2F1??

Character 7

```
7EF2F2??

Character 8
7EF2F3??

Character 9
7EF2F4??

Character 10
7EF2F5??

Character 11
7EF2F6??

Character 12
7EF2F7??

Character 13
7EF2F8??

Character 14
7EF2F9??

Character 15
7EF2FA??

Character 16
7EF2FB??

Character 17
7EF2FC??

Character 18
7EF2FD??

Character 19
7EF2FE??

Character 20
7EF2FF??

Character 21
7EF300??

Character 22
7EF301??

Character 23
7EF302??

Character 24
7EF303??

Character 25
7EF304??

Character 26
7EF305??

Character 27
```

7EF306??

Character 28
7EF307??

Character 29
7EF308??

Character 30
7EF309??

Character 31
7EF30A??

Character 32
7EF30B??

Character 33
7EF30C??

Character 34
7EF30D??

Character 35
7EF30E??

Character 36
7EF30F??

Character 37
7EF310??

Character 38
7EF311??

Character 39
7EF312??

Character 40
7EF313??

Character 41
7EF314??

Character 42
7EF315??

Character 43
7EF316??

Character 44
7EF317??

Character 45
7EF318??

Character 46
7EF319??

Character 47

```
7EF31A??


Character 48
7EF31B??


Character 49
7EF31C??


Character 50
7EF31D??


Character 51
7EF31E??


Character 52
7EF31F??


Character 53
7EF320??


Character 54
7EF321??


Character 55
7EF322??


Character 56
7EF323??


Character 57
7EF324??


Character 58
7EF325??


Character 59
7EF326??


Character 60
7EF327??


Character 61
7EF328??


Character 62
7EF329??


Character 63
7EF32A??


Character 64
7EF32B??


Character 65
7EF32C??


Character 66
7EF32D??


Character 67
```

```
7EF32E??


Character 68
7EF32F??


Character 69
7EF330??


Character 70
7EF331??


Character 71
7EF332??


Character 72
7EF333??


Character 73
7EF334??


Character 74
7EF335??


Character 75
7EF336??


Character 76
7EF337??


Character 77
7EF338??


Character 78
7EF339??


Character 79
7EF33A??


Character 80
7EF33B??


Character 81
7EF33C??


Character 82
7EF33D??


Character 83
7EF33E??


Character 84
7EF33F??


Character 85
7EF340??


Character 86
7EF341??


Character 87
```

```
7EF342??

Character 88
7EF343??

Character 89
7EF344??

Character 90
7EF345??

Character 91
7EF346??

Character 92
7EF347??

Character 93
7EF348??

Character 94
7EF349??

Character 95
7EF34A??

Character 96
7EF34B??

Character 97
7EF34C??

Character 98
7EF34D??

Character 99
7EF34E??

Character 100
7EF34F??

NOTE: Replace the ?? in the above codes with one of the following values:

?? = 05  Agility is   5
?? = 0A  Agility is  10
?? = 0F  Agility is  15
?? = 14  Agility is  20
?? = 19  Agility is  25
?? = 1E  Agility is  30
?? = 23  Agility is  35
?? = 28  Agility is  40
?? = 2D  Agility is  45
?? = 32  Agility is  50
?? = 37  Agility is  55
?? = 3C  Agility is  60
?? = 41  Agility is  65
?? = 46  Agility is  70
?? = 4B  Agility is  75
?? = 50  Agility is  80
?? = 55  Agility is  85
```

```
?? = 5A  Agility is  90
?? = 5F  Agility is  95
?? = 64  Agility is 100
?? = 69  Agility is 105
?? = 6E  Agility is 110
?? = 73  Agility is 115
?? = 78  Agility is 120
?? = 7D  Agility is 125
?? = 82  Agility is 130
?? = 87  Agility is 135
?? = 8C  Agility is 140
?? = 91  Agility is 145
?? = 96  Agility is 150
?? = 9B  Agility is 155
?? = A0  Agility is 160
?? = A5  Agility is 165
?? = AA  Agility is 170
?? = AF  Agility is 175
?? = B4  Agility is 180
?? = B9  Agility is 185
?? = BE  Agility is 190
?? = C3  Agility is 195
?? = C8  Agility is 200
?? = CD  Agility is 205
?? = D2  Agility is 210
?? = D7  Agility is 215
?? = DC  Agility is 220
?? = E1  Agility is 225
?? = E6  Agility is 230
?? = EB  Agility is 235
?? = F0  Agility is 240
?? = F5  Agility is 245
?? = FA  Agility is 250
```

_____

4H] Character Intelligence Codes

_____

   Use these codes to change your characters' intelligence. Turn them into
magical powerhouses or give them a Golem's magical durability!

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100.

Character 1
7EF38C??

Character 2
7EF38D??

Character 3
7EF38E??

Character 4
7EF38F??

Character 5
7EF390??

```
Character 6
7EF391??

Character 7
7EF392??

Character 8
7EF393??

Character 9
7EF394??

Character 10
7EF395??

Character 11
7EF396??

Character 12
7EF397??

Character 13
7EF398??

Character 14
7EF399??

Character 15
7EF39A??

Character 16
7EF39B??

Character 17
7EF39C??

Character 18
7EF39D??

Character 19
7EF39E??

Character 20
7EF39F??

Character 21
7EF3A0??

Character 22
7EF3A1??

Character 23
7EF3A2??

Character 24
7EF3A3??

Character 25
7EF3A4??
```

```
Character 26
7EF3A5??

Character 27
7EF3A6??

Character 28
7EF3A7??

Character 29
7EF3A8??

Character 30
7EF3A9??

Character 31
7EF3AA??

Character 32
7EF3AB??

Character 33
7EF3AC??

Character 34
7EF3AD??

Character 35
7EF3AE??

Character 36
7EF3AF??

Character 37
7EF3B0??

Character 38
7EF3B1??

Character 39
7EF3B2??

Character 40
7EF3B3??

Character 41
7EF3B4??

Character 42
7EF3B5??

Character 43
7EF3B6??

Character 44
7EF3B7??

Character 45
7EF3B8??
```

```
Character 46
7EF3B9??

Character 47
7EF3BA??

Character 48
7EF3BB??

Character 49
7EF3BC??

Character 50
7EF3BD??

Character 51
7EF3BE??

Character 52
7EF3BF??

Character 53
7EF3C0??

Character 54
7EF3C1??

Character 55
7EF3C2??

Character 56
7EF3C3??

Character 57
7EF3C4??

Character 58
7EF3C5??

Character 59
7EF3C6??

Character 60
7EF3C7??

Character 61
7EF3C8??

Character 62
7EF3C9??

Character 63
7EF3CA??

Character 64
7EF3CB??

Character 65
7EF3CC??
```

```
Character 66
7EF3CD??

Character 67
7EF3CE??

Character 68
7EF3CF??

Character 69
7EF3D0??

Character 70
7EF3D1??

Character 71
7EF3D2??

Character 72
7EF3D3??

Character 73
7EF3D4??

Character 74
7EF3D5??

Character 75
7EF3D6??

Character 76
7EF3D7??

Character 77
7EF3D8??

Character 78
7EF3D9??

Character 79
7EF3DA??

Character 80
7EF3DB??

Character 81
7EF3DC??

Character 82
7EF3DD??

Character 83
7EF3DE??

Character 84
7EF3DF??

Character 85
7EF3E0??
```

```
Character 86
7EF3E1??

Character 87
7EF3E2??

Character 88
7EF3E3??

Character 89
7EF3E4??

Character 90
7EF3E5??

Character 91
7EF3E6??

Character 92
7EF3E7??

Character 93
7EF3E8??

Character 94
7EF3E9??

Character 95
7EF3EA??

Character 96
7EF3EB??

Character 97
7EF3EC??

Character 98
7EF3ED??

Character 99
7EF3EE??

Character 100
7EF3EF??


NOTE: Replace the ?? in the codes above with one of the following values.

?? = 05  Intelligence is   5
?? = 0A  Intelligence is  10
?? = 0F  Intelligence is  15
?? = 14  Intelligence is  20
?? = 19  Intelligence is  25
?? = 1E  Intelligence is  30
?? = 23  Intelligence is  35
?? = 28  Intelligence is  40
?? = 2D  Intelligence is  45
?? = 32  Intelligence is  50
?? = 37  Intelligence is  55
?? = 3C  Intelligence is  60
```

```
?? = 41   Intelligence is   65
?? = 46   Intelligence is   70
?? = 4B   Intelligence is   75
?? = 50   Intelligence is   80
?? = 55   Intelligence is   85
?? = 5A   Intelligence is   90
?? = 5F   Intelligence is   95
?? = 64   Intelligence is  100
?? = 69   Intelligence is  105
?? = 6E   Intelligence is  110
?? = 73   Intelligence is  115
?? = 78   Intelligence is  120
?? = 7D   Intelligence is  125
?? = 82   Intelligence is  130
?? = 87   Intelligence is  135
?? = 8C   Intelligence is  140
?? = 91   Intelligence is  145
?? = 96   Intelligence is  150
?? = 9B   Intelligence is  155
?? = A0   Intelligence is  160
?? = A5   Intelligence is  165
?? = AA   Intelligence is  170
?? = AF   Intelligence is  175
?? = B4   Intelligence is  180
?? = B9   Intelligence is  185
?? = BE   Intelligence is  190
?? = C3   Intelligence is  195
?? = C8   Intelligence is  200
?? = CD   Intelligence is  205
?? = D2   Intelligence is  210
?? = D7   Intelligence is  215
?? = DC   Intelligence is  220
?? = E1   Intelligence is  225
?? = E6   Intelligence is  230
?? = EB   Intelligence is  235
?? = F0   Intelligence is  240
?? = F5   Intelligence is  245
?? = FA   Intelligence is  250
```

_____
4J] Character Charisma Codes
_____

   Use these codes to change your characters' charisma. Make them into
great leaders or hated evil ogres!

NOTE: Replace the ?? in the following codes with a value from below the
      codes for Character 100.

Character 1
7EF42C??

Character 2
7EF42D??

Character 3
7EF42E??

Character 4

```
7EF42F??

Character 5
7EF430??

Character 6
7EF431??

Character 7
7EF432??

Character 8
7EF433??

Character 9
7EF434??

Character 10
7EF435??

Character 11
7EF436??

Character 12
7EF437??

Character 13
7EF438??

Character 14
7EF439??

Character 15
7EF43A??

Character 16
7EF43B??

Character 17
7EF43C??

Character 18
7EF43D??

Character 19
7EF43E??

Character 20
7EF43F??

Character 21
7EF440??

Character 22
7EF441??

Character 23
7EF442??

Character 24
```

7EF443??

Character 25
7EF444??

Character 26
7EF445??

Character 27
7EF446??

Character 28
7EF447??

Character 29
7EF448??

Character 30
7EF449??

Character 31
7EF44A??

Character 32
7EF44B??

Character 33
7EF44C??

Character 34
7EF44D??

Character 35
7EF44E??

Character 36
7EF44F??

Character 37
7EF450??

Character 38
7EF451??

Character 39
7EF452??

Character 40
7EF453??

Character 41
7EF454??

Character 42
7EF455??

Character 43
7EF456??

Character 44

```
7EF457??

Character 45
7EF458??

Character 46
7EF459??

Character 47
7EF45A??

Character 48
7EF45B??

Character 49
7EF45C??

Character 50
7EF45D??

Character 51
7EF45E??

Character 52
7EF45F??

Character 53
7EF460??

Character 54
7EF461??

Character 55
7EF462??

Character 56
7EF463??

Character 57
7EF464??

Character 58
7EF465??

Character 59
7EF466??

Character 60
7EF467??

Character 61
7EF468??

Character 62
7EF469??

Character 63
7EF46A??

Character 64
```

```
7EF46B??

Character 65
7EF46C??

Character 66
7EF46D??

Character 67
7EF46E??

Character 68
7EF46F??

Character 69
7EF470??

Character 70
7EF471??

Character 71
7EF472??

Character 72
7EF473??

Character 73
7EF474??

Character 74
7EF475??

Character 75
7EF476??

Character 76
7EF477??

Character 77
7EF478??

Character 78
7EF479??

Character 79
7EF47A??

Character 80
7EF47B??

Character 81
7EF47C??

Character 82
7EF47D??

Character 83
7EF47E??

Character 84
```

```
7EF47F??

Character 85
7EF480??

Character 86
7EF481??

Character 87
7EF482??

Character 88
7EF483??

Character 89
7EF484??

Character 90
7EF485??

Character 91
7EF486??

Character 92
7EF487??

Character 93
7EF488??

Character 94
7EF489??

Character 95
7EF48A??

Character 96
7EF48B??

Character 97
7EF48C??

Character 98
7EF48D??

Character 99
7EF48E??

Character 100
7EF48F??


NOTE: Replace the ?? in the above codes with one of the following values:

?? = 00    Charisma is    0
?? = 02    Charisma is    2
?? = 04    Charisma is    4
?? = 06    Charisma is    6
?? = 08    Charisma is    8
?? = 0A    Charisma is   10
?? = 0C    Charisma is   12
```

```
?? = 0E   Charisma is  14
?? = 10   Charisma is  16
?? = 12   Charisma is  18
?? = 14   Charisma is  20
?? = 16   Charisma is  22
?? = 18   Charisma is  24
?? = 1A   Charisma is  26
?? = 1C   Charisma is  28
?? = 1E   Charisma is  30
?? = 20   Charisma is  32
?? = 22   Charisma is  34
?? = 24   Charisma is  36
?? = 26   Charisma is  38
?? = 28   Charisma is  40
?? = 2A   Charisma is  42
?? = 2C   Charisma is  44
?? = 2E   Charisma is  46
?? = 30   Charisma is  48
?? = 32   Charisma is  50
?? = 34   Charisma is  52
?? = 36   Charisma is  54
?? = 38   Charisma is  56
?? = 3A   Charisma is  58
?? = 3C   Charisma is  60
?? = 3E   Charisma is  62
?? = 40   Charisma is  64
?? = 42   Charisma is  66
?? = 44   Charisma is  68
?? = 46   Charisma is  70
?? = 48   Charisma is  72
?? = 4A   Charisma is  74
?? = 4C   Charisma is  76
?? = 4E   Charisma is  78
?? = 50   Charisma is  80
?? = 52   Charisma is  82
?? = 54   Charisma is  84
?? = 56   Charisma is  86
?? = 58   Charisma is  88
?? = 5A   Charisma is  90
?? = 5C   Charisma is  92
?? = 5E   Charisma is  94
?? = 60   Charisma is  96
?? = 62   Charisma is  98
?? = 64   Charisma is 100
```

_____

4K] Character Alignment Codes

_____

   Use these codes to change your characters' alignment. Make them as holy
as a saint or as evil as the devil!

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100.

Character 1
7E0C1A??

Character 2
7E0C1B??

```
Character 3
7E0C1C??

Character 4
7E0C1D??

Character 5
7E0C1E??

Character 6
7E0C1F??

Character 7
7E0C20??

Character 8
7E0C21??

Character 9
7E0C22??

Character 10
7E0C23??

Character 11
7E0C24??

Character 12
7E0C25??

Character 13
7E0C26??

Character 14
7E0C27??

Character 15
7E0C28??

Character 16
7E0C29??

Character 17
7E0C2A??

Character 18
7E0C2B??

Character 19
7E0C2C??

Character 20
7E0C2D??

Character 21
7E0C2E??

Character 22
7E0C2F??
```

```
Character 23
7E0C30??

Character 24
7E0C31??

Character 25
7E0C32??

Character 26
7E0C33??

Character 27
7E0C34??

Character 28
7E0C35??

Character 29
7E0C36??

Character 30
7E0C37??

Character 31
7E0C38??

Character 32
7E0C39??

Character 33
7E0C3A??

Character 34
7E0C3B??

Character 35
7E0C3C??

Character 36
7E0C3D??

Character 37
7E0C3E??

Character 38
7E0C3F??

Character 39
7E0C40??

Character 40
7E0C41??

Character 41
7E0C42??

Character 42
7E0C43??
```

```
Character 43
7E0C44??

Character 44
7E0C45??

Character 45
7E0C46??

Character 46
7E0C47??

Character 47
7E0C48??

Character 48
7E0C49??

Character 49
7E0C4A??

Character 50
7E0C4B??

Character 51
7E0C4C??

Character 52
7E0C4D??

Character 53
7E0C4E??

Character 54
7E0C4F??

Character 55
7E0C50??

Character 56
7E0C51??

Character 57
7E0C52??

Character 58
7E0C53??

Character 59
7E0C54??

Character 60
7E0C55??

Character 61
7E0C56??

Character 62
7E0C57??
```

```
Character 63
7E0C58??

Character 64
7E0C59??

Character 65
7E0C5A??

Character 66
7E0C5B??

Character 67
7E0C5C??

Character 68
7E0C5D??

Character 69
7E0C5E??

Character 70
7E0C5F??

Character 71
7E0C60??

Character 72
7E0C61??

Character 73
7E0C62??

Character 74
7E0C63??

Character 75
7E0C64??

Character 76
7E0C65??

Character 77
7E0C66??

Character 78
7E0C67??

Character 79
7E0C68??

Character 80
7E0C69??

Character 81
7E0C6A??

Character 82
7E0C6B??
```

```
Character 83
7E0C6C??

Character 84
7E0C6D??

Character 85
7E0C6E??

Character 86
7E0C6F??

Character 87
7E0C70??

Character 88
7E0C71??

Character 89
7E0C72??

Character 90
7E0C73??

Character 91
7E0C74??

Character 92
7E0C75??

Character 93
7E0C76??

Character 94
7E0C77??

Character 95
7E0C78??

Character 96
7E0C79??

Character 97
7E0C7A??

Character 98
7E0C7B??

Character 99
7E0C7C??

Character 100
7E0C7D??


NOTE: Replace the ?? in the above codes with one of the following values:

?? = 00    Alignment is    0
?? = 02    Alignment is    2
```

```
?? = 04   Alignment is    4
?? = 06   Alignment is    6
?? = 08   Alignment is    8
?? = 0A   Alignment is   10
?? = 0C   Alignment is   12
?? = 0E   Alignment is   14
?? = 10   Alignment is   16
?? = 12   Alignment is   18
?? = 14   Alignment is   20
?? = 16   Alignment is   22
?? = 18   Alignment is   24
?? = 1A   Alignment is   26
?? = 1C   Alignment is   28
?? = 1E   Alignment is   30
?? = 20   Alignment is   32
?? = 22   Alignment is   34
?? = 24   Alignment is   36
?? = 26   Alignment is   38
?? = 28   Alignment is   40
?? = 2A   Alignment is   42
?? = 2C   Alignment is   44
?? = 2E   Alignment is   46
?? = 30   Alignment is   48
?? = 32   Alignment is   50
?? = 34   Alignment is   52
?? = 36   Alignment is   54
?? = 38   Alignment is   56
?? = 3A   Alignment is   58
?? = 3C   Alignment is   60
?? = 3E   Alignment is   62
?? = 40   Alignment is   64
?? = 42   Alignment is   66
?? = 44   Alignment is   68
?? = 46   Alignment is   70
?? = 48   Alignment is   72
?? = 4A   Alignment is   74
?? = 4C   Alignment is   76
?? = 4E   Alignment is   78
?? = 50   Alignment is   80
?? = 52   Alignment is   82
?? = 54   Alignment is   84
?? = 56   Alignment is   86
?? = 58   Alignment is   88
?? = 5A   Alignment is   90
?? = 5C   Alignment is   92
?? = 5E   Alignment is   94
?? = 60   Alignment is   96
?? = 62   Alignment is   98
?? = 64   Alignment is  100
```

_____
4L] Character Luck Codes
_____

   Use these codes to change your characters' luck. Make them as lucky as
a lotto winner or as unlucky as a broken mirror.

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100.

```
Character 1
7EF490??

Character 2
7EF491??

Character 3
7EF492??

Character 4
7EF493??

Character 5
7EF494??

Character 6
7EF495??

Character 7
7EF496??

Character 8
7EF497??

Character 9
7EF498??

Character 10
7EF499??

Character 11
7EF49A??

Character 12
7EF49B??

Character 13
7EF49C??

Character 14
7EF49D??

Character 15
7EF49E??

Character 16
7EF49F??

Character 17
7EF4A0??

Character 18
7EF4A1??

Character 19
7EF4A2??

Character 20
7EF4A3??
```

```
Character 21
7EF4A4??

Character 22
7EF4A5??

Character 23
7EF4A6??

Character 24
7EF4A7??

Character 25
7EF4A8??

Character 26
7EF4A9??

Character 27
7EF4AA??

Character 28
7EF4AB??

Character 29
7EF4AC??

Character 30
7EF4AD??

Character 31
7EF4AE??

Character 32
7EF4AF??

Character 33
7EF4B0??

Character 34
7EF4B1??

Character 35
7EF4B2??

Character 36
7EF4B3??

Character 37
7EF4B4??

Character 38
7EF4B5??

Character 39
7EF4B6??

Character 40
7EF4B7??
```

```
Character 41
7EF4B8??

Character 42
7EF4B9??

Character 43
7EF4BA??

Character 44
7EF4BB??

Character 45
7EF4BC??

Character 46
7EF4BD??

Character 47
7EF4BE??

Character 48
7EF4BF??

Character 49
7EF4C0??

Character 50
7EF4C1??

Character 51
7EF4C2??

Character 52
7EF4C3??

Character 53
7EF4C4??

Character 54
7EF4C5??

Character 55
7EF4C6??

Character 56
7EF4C7??

Character 57
7EF4C8??

Character 58
7EF4C9??

Character 59
7EF4CA??

Character 60
7EF4CB??
```

```
Character 61
7EF4CC??

Character 62
7EF4CD??

Character 63
7EF4CE??

Character 64
7EF4CF??

Character 65
7EF4D0??

Character 66
7EF4D1??

Character 67
7EF4D2??

Character 68
7EF4D3??

Character 69
7EF4D4??

Character 70
7EF4D5??

Character 71
7EF4D6??

Character 72
7EF4D7??

Character 73
7EF4D8??

Character 74
7EF4D9??

Character 75
7EF4DA??

Character 76
7EF4DB??

Character 77
7EF4DC??

Character 78
7EF4DD??

Character 79
7EF4DE??

Character 80
7EF4DF??
```

```
Character 81
7EF4E0??

Character 82
7EF4E1??

Character 83
7EF4E2??

Character 84
7EF4E3??

Character 85
7EF4E4??

Character 86
7EF4E5??

Character 87
7EF4E6??

Character 88
7EF4E7??

Character 89
7EF4E8??

Character 90
7EF4E9??

Character 91
7EF4EA??

Character 92
7EF4EB??

Character 93
7EF4EC??

Character 94
7EF4ED??

Character 95
7EF4EE??

Character 96
7EF4EF??

Character 97
7EF4F0??

Character 98
7EF4F1??

Character 99
7EF4F2??

Character 100
7EF4F3??
```

```
NOTE: Replace the ?? in the above codes with one of the following values:

?? = 00    Luck is    0
?? = 02    Luck is    2
?? = 04    Luck is    4
?? = 06    Luck is    6
?? = 08    Luck is    8
?? = 0A    Luck is   10
?? = 0C    Luck is   12
?? = 0E    Luck is   14
?? = 10    Luck is   16
?? = 12    Luck is   18
?? = 14    Luck is   20
?? = 16    Luck is   22
?? = 18    Luck is   24
?? = 1A    Luck is   26
?? = 1C    Luck is   28
?? = 1E    Luck is   30
?? = 20    Luck is   32
?? = 22    Luck is   34
?? = 24    Luck is   36
?? = 26    Luck is   38
?? = 28    Luck is   40
?? = 2A    Luck is   42
?? = 2C    Luck is   44
?? = 2E    Luck is   46
?? = 30    Luck is   48
?? = 32    Luck is   50
?? = 34    Luck is   52
?? = 36    Luck is   54
?? = 38    Luck is   56
?? = 3A    Luck is   58
?? = 3C    Luck is   60
?? = 3E    Luck is   62
?? = 40    Luck is   64
?? = 42    Luck is   66
?? = 44    Luck is   68
?? = 46    Luck is   70
?? = 48    Luck is   72
?? = 4A    Luck is   74
?? = 4C    Luck is   76
?? = 4E    Luck is   78
?? = 50    Luck is   80
?? = 52    Luck is   82
?? = 54    Luck is   84
?? = 56    Luck is   86
?? = 58    Luck is   88
?? = 5A    Luck is   90
?? = 5C    Luck is   92
?? = 5E    Luck is   94
?? = 60    Luck is   96
?? = 62    Luck is   98
?? = 64    Luck is  100
```

_____
4M] Character Level Codes
_____

   Use these codes to change your characters' levels. This is very useful

to make characters in one unit all have the same level.

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100.

Character 1
7EF148??

Character 2
7EF149??

Character 3
7EF14A??

Character 4
7EF14B??

Character 5
7EF14C??

Character 6
7EF14D??

Character 7
7EF14E??

Character 8
7EF14F??

Character 9
7EF150??

Character 10
7EF151??

Character 11
7EF152??

Character 12
7EF153??

Character 13
7EF154??

Character 14
7EF155??

Character 15
7EF156??

Character 16
7EF157??

Character 17
7EF158??

Character 18
7EF159??

Character 19

7EF15A??

Character 20
7EF15B??

Character 21
7EF15C??

Character 22
7EF15D??

Character 23
7EF15E??

Character 24
7EF15F??

Character 25
7EF160??

Character 26
7EF161??

Character 27
7EF162??

Character 28
7EF163??

Character 29
7EF164??

Character 30
7EF165??

Character 31
7EF166??

Character 32
7EF167??

Character 33
7EF168??

Character 34
7EF169??

Character 35
7EF16A??

Character 36
7EF16B??

Character 37
7EF16C??

Character 38
7EF16D??

Character 39

7EF16E??

Character 40
7EF16F??

Character 41
7EF170??

Character 42
7EF171??

Character 43
7EF172??

Character 44
7EF173??

Character 45
7EF174??

Character 46
7EF175??

Character 47
7EF176??

Character 48
7EF177??

Character 49
7EF178??

Character 50
7EF179??

Character 51
7EF17A??

Character 52
7EF17B??

Character 53
7EF17C??

Character 54
7EF17D??

Character 55
7EF17E??

Character 56
7EF17F??

Character 57
7EF180??

Character 58
7EF181??

Character 59

7EF182??

Character 60
7EF183??

Character 61
7EF184??

Character 62
7EF185??

Character 63
7EF186??

Character 64
7EF187??

Character 65
7EF188??

Character 66
7EF189??

Character 67
7EF18A??

Character 68
7EF18B??

Character 69
7EF18C??

Character 70
7EF18D??

Character 71
7EF18E??

Character 72
7EF18F??

Character 73
7EF190??

Character 74
7EF191??

Character 75
7EF192??

Character 76
7EF193??

Character 77
7EF194??

Character 78
7EF195??

Character 79

7EF196??

Character 80
7EF197??

Character 81
7EF198??

Character 82
7EF199??

Character 83
7EF19A??

Character 84
7EF19B??

Character 85
7EF19C??

Character 86
7EF19D??

Character 87
7EF19E??

Character 88
7EF19F??

Character 89
7EF1A0??

Character 90
7EF1A1??

Character 91
7EF1A2??

Character 92
7EF1A3??

Character 93
7EF1A4??

Character 94
7EF1A5??

Character 95
7EF1A6??

Character 96
7EF1A7??

Character 97
7EF1A8??

Character 98
7EF1A9??

Character 99

```
7EF1AA??

Character 100
7EF1AB??


NOTE: Replace the ?? in the above codes with one of the following values:

?? = 00   Level is  0
?? = 01   Level is  1
?? = 02   Level is  2
?? = 03   Level is  3
?? = 04   Level is  4
?? = 05   Level is  5
?? = 06   Level is  6
?? = 07   Level is  7
?? = 08   Level is  8
?? = 09   Level is  9
?? = 0A   Level is 10
?? = 0B   Level is 11
?? = 0C   Level is 12
?? = 0D   Level is 13
?? = 0E   Level is 14
?? = 0F   Level is 15
?? = 10   Level is 16
?? = 11   Level is 17
?? = 12   Level is 18
?? = 13   Level is 19
?? = 14   Level is 20
?? = 15   Level is 21
?? = 16   Level is 22
?? = 17   Level is 23
?? = 18   Level is 24
?? = 19   Level is 25
?? = 1A   Level is 26
?? = 1B   Level is 27
?? = 1C   Level is 28
?? = 1D   Level is 29
?? = 1E   Level is 30
?? = 1F   Level is 31
?? = 20   Level is 32
?? = 21   Level is 33
?? = 22   Level is 34
?? = 23   Level is 35
?? = 24   Level is 36
?? = 25   Level is 37
?? = 26   Level is 38
?? = 27   Level is 39
?? = 28   Level is 40
?? = 29   Level is 41
?? = 2A   Level is 42
?? = 2B   Level is 43
?? = 2C   Level is 44
?? = 2D   Level is 45
?? = 2E   Level is 46
?? = 2F   Level is 47
?? = 30   Level is 48
?? = 31   Level is 49
?? = 32   Level is 50
?? = 33   Level is 51
```

```
?? = 34    Level is 52
?? = 35    Level is 53
?? = 36    Level is 54
?? = 37    Level is 55
?? = 38    Level is 56
?? = 39    Level is 57
?? = 3A    Level is 58
?? = 3B    Level is 59
?? = 3C    Level is 60
?? = 3D    Level is 61
?? = 3E    Level is 62
?? = 3F    Level is 63
?? = 40    Level is 64
?? = 41    Level is 65
?? = 42    Level is 66
?? = 43    Level is 67
?? = 44    Level is 68
?? = 45    Level is 69
?? = 46    Level is 70
?? = 47    Level is 71
?? = 48    Level is 72
?? = 49    Level is 73
?? = 4A    Level is 74
?? = 4B    Level is 75
?? = 4C    Level is 76
?? = 4D    Level is 77
?? = 4E    Level is 78
?? = 4F    Level is 79
?? = 50    Level is 80
?? = 51    Level is 81
?? = 52    Level is 82
?? = 53    Level is 83
?? = 54    Level is 84
?? = 55    Level is 85
?? = 56    Level is 86
?? = 57    Level is 87
?? = 58    Level is 88
?? = 59    Level is 89
?? = 5A    Level is 90
?? = 5B    Level is 91
?? = 5C    Level is 92
?? = 5D    Level is 93
?? = 5E    Level is 94
?? = 5F    Level is 95
?? = 60    Level is 96
?? = 61    Level is 97
?? = 62    Level is 98
?? = 63    Level is 99
```

_____

4N] Character Class Codes

_____

   Use these codes to change your character's class. Very useful to get
some classes early in the game that aren't available until later.

NOTE: Replace the ?? in the following codes with a value from below the
      code for character 100.

WARNING!: These codes will NOT change your character's elemental defenses.

See the section 'Elemental Defenses' to change these.

Character 1
7E085A??

Character 2
7E085B??

Character 3
7E085C??

Character 4
7E085D??

Character 5
7E085E??

Character 6
7E085F??

Character 7
7E0860??

Character 8
7E0861??

Character 9
7E0862??

Character 10
7E0863??

Character 11
7E0864??

Character 12
7E0865??

Character 13
7E0866??

Character 14
7E0867??

Character 15
7E0868??

Character 16
7E0869??

Character 17
7E086A??

Character 18
7E086B??

Character 19
7E086C??

Character 20

7E086D??

Character 21
7E086E??

Character 22
7E086F??

Character 23
7E0870??

Character 24
7E0871??

Character 25
7E0872??

Character 26
7E0873??

Character 27
7E0874??

Character 28
7E0875??

Character 29
7E0876??

Character 30
7E0877??

Character 31
7E0878??

Character 32
7E0879??

Character 33
7E087A??

Character 34
7E087B??

Character 35
7E087C??

Character 36
7E087D??

Character 37
7E087E??

Character 38
7E087F??

Character 39
7E0880??

Character 40

7E0881??

Character 41
7E0882??

Character 42
7E0883??

Character 43
7E0884??

Character 44
7E0885??

Character 45
7E0886??

Character 46
7E0887??

Character 47
7E0888??

Character 48
7E0889??

Character 49
7E088A??

Character 50
7E088B??

Character 51
7E088C??

Character 52
7E088D??

Character 53
7E088E??

Character 54
7E088F??

Character 55
7E0890??

Character 56
7E0891??

Character 57
7E0892??

Character 58
7E0893??

Character 59
7E0894??

Character 60

7E0895??

Character 61
7E0896??

Character 62
7E0897??

Character 63
7E0898??

Character 64
7E0899??

Character 65
7E089A??

Character 66
7E089B??

Character 67
7E089C??

Character 68
7E089D??

Character 69
7E089E??

Character 70
7E089F??

Character 71
7E08A0??

Character 72
7E08A1??

Character 73
7E08A2??

Character 74
7E08A3??

Character 75
7E08A4??

Character 76
7E08A5??

Character 77
7E08A6??

Character 78
7E08A7??

Character 79
7E08A8??

Character 80

7E08A9??

Character 81
7E08AA??

Character 82
7E08AB??

Character 83
7E08AC??

Character 84
7E08AD??

Character 85
7E08AE??

Character 86
7E08AF??

Character 87
7E08B0??

Character 88
7E08B1??

Character 89
7E08B2??

Character 90
7E08B3??

Character 91
7E08B4??

Character 92
7E08B5??

Character 93
7E08B6??

Character 94
7E08B7??

Character 95
7E08B8??

Character 96
7E08B9??

Character 97
7E08BA??

Character 98
7E08BB??

Character 99
7E08BC??

Character 100

```
7E08BD??


NOTE: Replace the ?? in the above codes with one of the following values:

?? = 01  Fighter
?? = 02  Knight
?? = 03  Paladin
?? = 04  Berserker
?? = 05  Black Knight
?? = 06  Samurai
?? = 07  Samurai Master
?? = 08  Ninja
?? = 09  Ninja Master
?? = 0A  Amazon
?? = 0B  Valkyrie
?? = 0C  Muse
?? = 0D  Beast Tamer
?? = 0E  Beast Master
?? = 0F  Dragon Tamer
?? = 10  Dragon Master
?? = 11  Doll Mage
?? = 12  Enchanter
?? = 13  Wizard
?? = 14  Mage
?? = 15  Sorceror
?? = 16  Lich
?? = 17  Witch
?? = 18  Cleric
?? = 19  Shaman
?? = 1A  Monk
?? = 1B  Mermaid
?? = 1C  Nixie
?? = 1D  Werewolf
?? = 1E  Tigerman
?? = 1F  Lycanthrope
?? = 20  Vampyre
?? = 21  Coffin
?? = 22  Princess
?? = 23  Pumpkin
?? = 24  Halloween
?? = 25  Golem
?? = 26  Stone Golem
?? = 27  Iron Golem
?? = 28  Giant
?? = 29  Ice Giant
?? = 2A  Titan
?? = 2B  Fire Giant
?? = 2C  Hell Hound
?? = 2D  Cerberus
?? = 2E  Octopus
?? = 2F  Kraken
?? = 30  Dragon
?? = 31  Red Dragon
?? = 32  Silver Dragon
?? = 33  Black Dragon
?? = 34  Salamander
?? = 35  Fire Breath
?? = 36  Gold Dragon
?? = 37  Platinum Dragon
```

```
?? = 38  Tiamat
?? = 39  Zombie Dragon
?? = 3A  Skeleton
?? = 3B  Wraith
?? = 3C  Ghost
?? = 3D  Phantom
?? = 3E  Hawk Man
?? = 3F  Eagle Man
?? = 40  Raven Man
?? = 41  Angel
?? = 42  Cherubim
?? = 43  Seraphim
?? = 44  Imp (shows as Devil)
?? = 45  Demon
?? = 46  Devil
?? = 47  Faerie
?? = 48  Pixie
?? = 49  Sylph
?? = 4A  Gryphon
?? = 4B  Cockatrice
?? = 4C  Wyrm
?? = 4D  Wyvern
?? = 4E  Leader (slice/sonic slice)
?? = 4F  Leader (poison/phantom)
?? = 50  Leader (banish/icecloud)
?? = 51  Leader (slice/thunder flare)
?? = 52  *Wiseman (Rashidi!)
?? = 53  *invisible Diablo head! (Fire)
?? = 54  *invisible Diablo head! (Ice)
?? = 55  *invisible Diablo body!
?? = 56  *Black Queen (Endora!)
?? = 57  *Highlander (Hikash!)
?? = 58  *Black Knight (Gares!)(1st)
?? = 59  *Black Knight (Gares!)(2nd)
?? = 5A  *Black Knight (Gares!)(3rd)
?? = 5B  *Gemini Twin
?? = 5D  *Dandy (Randals!)
?? = 5E  *Dandy (Apros!)
?? = 5F  *General (Debonair! as boss)
?? = 60  *General (Figaro!)
?? = 61  *General (Luvalon!)
?? = 62  *General (Previa!)
?? = 63  *General (Tristan)
?? = 64  General (Debonair! as regular character)
?? = 65  Dragoon (Fogel)
```

* These classes have glitchy graphics, and will freeze the game if they
are not in the row they always are when you fight these bosses.

_____
4P] Character ID Codes
_____

  Use these codes to change your character's ID. This will have several
effects. If you pick the ID of a special character (ex. Tristan or Fogel)
you will have their recruit list no matter what class you are!
  Also, you can change a character's ID into a unique character you might
have missed, so you can still see their boss dialogue! This is the perfect
way to see Debonair's dialogue before you get him, so your characters will
not be over-leveled when you beat the stage!

NOTE: Replace the ?? in the following codes with a value from below the
      code for Character 100

Character 1
7E07BA??

Character 2
7E07BB??

Character 3
7E07BC??

Character 4
7E07BD??

Character 5
7E07BE??

Character 6
7E07BF??

Character 7
7E07C0??

Character 8
7E07C1??

Character 9
7E07C2??

Character 10
7E07C3??

Character 11
7E07C4??

Character 12
7E07C5??

Character 13
7E07C6??

Character 14
7E07C7??

Character 15
7E07C8??

Character 16
7E07C9??

Character 17
7E07CA??

Character 18
7E07CB??

Character 19
7E07CC??

```
Character 20
7E07CD??

Character 21
7E07CE??

Character 22
7E07CF??

Character 23
7E07D0??

Character 24
7E07D1??

Character 25
7E07D2??

Character 26
7E07D3??

Character 27
7E07D4??

Character 28
7E07D5??

Character 29
7E07D6??

Character 30
7E07D7??

Character 31
7E07D8??

Character 32
7E07D9??

Character 33
7E07DA??

Character 34
7E07DB??

Character 35
7E07DC??

Character 36
7E07DD??

Character 37
7E07DE??

Character 38
7E07DF??

Character 39
7E07E0??
```

```
Character 40
7E07E1??

Character 41
7E07E2??

Character 42
7E07E3??

Character 43
7E07E4??

Character 44
7E07E5??

Character 45
7E07E6??

Character 46
7E07E7??

Character 47
7E07E8??

Character 48
7E07E9??

Character 49
7E07EA??

Character 50
7E07EB??

Character 51
7E07EC??

Character 52
7E07ED??

Character 53
7E07EE??

Character 54
7E07EF??

Character 55
7E07F0??

Character 56
7E07F1??

Character 57
7E07F2??

Character 58
7E07F3??

Character 59
7E07F4??
```

```
Character 60
7E07F5??

Character 61
7E07F6??

Character 62
7E07F7??

Character 63
7E07F8??

Character 64
7E07F9??

Character 65
7E07FA??

Character 66
7E07FB??

Character 67
7E07FC??

Character 68
7E07FD??

Character 69
7E07FE??

Character 70
7E07FF??

Character 71
7E0800??

Character 72
7E0801??

Character 73
7E0802??

Character 74
7E0803??

Character 75
7E0804??

Character 76
7E0805??

Character 77
7E0806??

Character 78
7E0807??

Character 79
7E0808??
```

```
Character 80
7E0809??

Character 81
7E080A??

Character 82
7E080B??

Character 83
7E080C??

Character 84
7E080D??

Character 85
7E080E??

Character 86
7E080F??

Character 87
7E0810??

Character 88
7E0811??

Character 89
7E0812??

Character 90
7E0813??

Character 91
7E0814??

Character 92
7E0815??

Character 93
7E0816??

Character 94
7E0817??

Character 95
7E0818??

Character 96
7E0819??

Character 97
7E081A??

Character 98
7E081B??

Character 99
7E081C??
```

```
Character 100
  7E081D??

NOTE: Replace the ?? in the above codes with one of the following values:

?? = 01    This is the default color scheme for generic characters.

?? = 63    Tristan
?? = 64    Debonair
?? = 65    Fogel
?? = 66    Ashe
?? = 67    Rauny
?? = 68    Aisha
?? = 69    Saradin
?? = 6A    Lans
?? = 6B    Lyon
?? = 6C    Warren
?? = 6D    Canopus
?? = 6E    Yushis
?? = 6F    Usar
?? = 70    Gilbert
?? = 71    Kapella
?? = 72    Sirius
?? = 73    Deneb
?? = 74    Porkyus
?? = 75    Norn
?? = 76    Ares
?? = 77    Albeleo
?? = 78    Mizal
?? = 79    Omicrone
?? = 7A    Prochon
?? = 7B    Slust
?? = 7C    Fenril
?? = 7D    Galf
```

_____
4R] Character Elemental Defenses
_____

    Use these codes to change your characters' elemental defenses. You can
make a werewolf strong against white magic, or a paladin weak against
white magic. My favorite use of these codes is to change the 3 dragoons
to give them an elemental affinity (Slust to fire, Fenril to cold, Fogel
to black). This makes the game more interesting.

WARNING: Wizards choose which spell to cast based on a character's class,
         NOT on which element they are weakest to. So if you make, for
         example, a hellhound, strong against lightning, enemy wizards
         will still use bolt on it.
         Also, when you change classes, if you do not have these codes on,
         your defenses will be set to the standard defenses of the class
         you changed into.

NOTE: Replace the ?? in the following codes with a value from below the
      codes for Character 100.

```
Character 1
  White
    7EF815??
```

```
       Black
         7EF7B1??
       Lightning
         7EF74D??
       Cold
         7EF6E9??
       Fire
         7EF685??
       Physical
         7EF621??


    Character 2
       White
         7EF816??
       Black
         7EF7B2??
       Lightning
         7EF74E??
       Cold
         7EF6EA??
       Fire
         7EF686??
       Physical
         7EF622??


    Character 3
       White
         7EF817??
       Black
         7EF7B3??
       Lightning
         7EF74F??
       Cold
         7EF6EB??
       Fire
         7EF687??
       Physical
         7EF623??


    Character 4
       White
         7EF818??
       Black
         7EF7B4??
       Lightning
         7EF750??
       Cold
         7EF6EC??
       Fire
         7EF688??
       Physical
         7EF624??


    Character 5
       White
         7EF819??
       Black
         7EF7B5??
       Lightning
         7EF751??
```

```
Cold
  7EF6ED??
Fire
  7EF689??
Physical
  7EF625??


Character 6
  White
    7EF81A??
  Black
    7EF7B6??
  Lightning
    7EF752??
  Cold
    7EF6EE??
  Fire
    7EF68A??
  Physical
    7EF626??


Character 7
  White
    7EF81B??
  Black
    7EF7B7??
  Lightning
    7EF753??
  Cold
    7EF6EF??
  Fire
    7EF68B??
  Physical
    7EF627??


Character 8
  White
    7EF81C??
  Black
    7EF7B8??
  Lightning
    7EF754??
  Cold
    7EF6F0??
  Fire
    7EF68C??
  Physical
    7EF628??


Character 9
  White
    7EF81D??
  Black
    7EF7B9??
  Lightning
    7EF755??
  Cold
    7EF6F1??
  Fire
    7EF68D??
```

```
         Physical
            7EF629??


Character 10
    White
        7EF81E??
    Black
        7EF7BA??
    Lightning
        7EF756??
    Cold
        7EF6F2??
    Fire
        7EF68E??
    Physical
        7EF62A??


Character 11
    White
        7EF81F??
    Black
        7EF7BB??
    Lightning
        7EF757??
    Cold
        7EF6F3??
    Fire
        7EF68F??
    Physical
        7EF62B??


Character 12
    White
        7EF820??
    Black
        7EF7BC??
    Lightning
        7EF758??
    Cold
        7EF6F4??
    Fire
        7EF690??
    Physical
        7EF62C??


Character 13
    White
        7EF821??
    Black
        7EF7BD??
    Lightning
        7EF759??
    Cold
        7EF6F5??
    Fire
        7EF691??
    Physical
        7EF62D??


Character 14
```

```
      White
        7EF822??
      Black
        7EF7BE??
      Lightning
        7EF75A??
      Cold
        7EF6F6??
      Fire
        7EF692??
      Physical
        7EF62E??


Character 15
      White
        7EF823??
      Black
        7EF7BF??
      Lightning
        7EF75B??
      Cold
        7EF6F7??
      Fire
        7EF693??
      Physical
        7EF62F??


Character 16
      White
        7EF824??
      Black
        7EF7C0??
      Lightning
        7EF75C??
      Cold
        7EF6F8??
      Fire
        7EF694??
      Physical
        7EF630??


Character 17
      White
        7EF825??
      Black
        7EF7C1??
      Lightning
        7EF75D??
      Cold
        7EF6F9??
      Fire
        7EF695??
      Physical
        7EF631??


Character 18
      White
        7EF826??
      Black
        7EF7C2??
```

```
    Lightning
      7EF75E??
    Cold
      7EF6FA??
    Fire
      7EF696??
    Physical
      7EF632??


Character 19
    White
      7EF827??
    Black
      7EF7C3??
    Lightning
      7EF75F??
    Cold
      7EF6FB??
    Fire
      7EF697??
    Physical
      7EF633??


Character 20
    White
      7EF828??
    Black
      7EF7C4??
    Lightning
      7EF760??
    Cold
      7EF6FC??
    Fire
      7EF698??
    Physical
      7EF634??


Character 21
    White
      7EF829??
    Black
      7EF7C5??
    Lightning
      7EF761??
    Cold
      7EF6FD??
    Fire
      7EF699??
    Physical
      7EF635??


Character 22
    White
      7EF82A??
    Black
      7EF7C6??
    Lightning
      7EF762??
    Cold
      7EF6FE??
```

```
    Fire
      7EF69A??
    Physical
      7EF636??


Character 23
    White
      7EF82B??
    Black
      7EF7C7??
    Lightning
      7EF763??
    Cold
      7EF6FF??
    Fire
      7EF69B??
    Physical
      7EF637??


Character 24
    White
      7EF82C??
    Black
      7EF7C8??
    Lightning
      7EF764??
    Cold
      7EF700??
    Fire
      7EF69C??
    Physical
      7EF638??


Character 25
    White
      7EF82D??
    Black
      7EF7C9??
    Lightning
      7EF765??
    Cold
      7EF701??
    Fire
      7EF69D??
    Physical
      7EF639??


Character 26
    White
      7EF82E??
    Black
      7EF7CA??
    Lightning
      7EF766??
    Cold
      7EF702??
    Fire
      7EF69E??
    Physical
      7EF63A??
```

```
Character 27
  White
    7EF82F??
  Black
    7EF7CB??
  Lightning
    7EF767??
  Cold
    7EF703??
  Fire
    7EF69F??
  Physical
    7EF63B??

Character 28
  White
    7EF830??
  Black
    7EF7CC??
  Lightning
    7EF768??
  Cold
    7EF704??
  Fire
    7EF6A0??
  Physical
    7EF63C??

Character 29
  White
    7EF831??
  Black
    7EF7CD??
  Lightning
    7EF769??
  Cold
    7EF705??
  Fire
    7EF6A1??
  Physical
    7EF63D??

Character 30
  White
    7EF832??
  Black
    7EF7CE??
  Lightning
    7EF76A??
  Cold
    7EF706??
  Fire
    7EF6A2??
  Physical
    7EF63E??

Character 31
  White
    7EF833??
```

```
    Black
       7EF7CF??
    Lightning
       7EF76B??
    Cold
       7EF707??
    Fire
       7EF6A3??
    Physical
       7EF63F??


Character 32
    White
       7EF834??
    Black
       7EF7D0??
    Lightning
       7EF76C??
    Cold
       7EF708??
    Fire
       7EF6A4??
    Physical
       7EF640??


Character 33
    White
       7EF835??
    Black
       7EF7D1??
    Lightning
       7EF76D??
    Cold
       7EF709??
    Fire
       7EF6A5??
    Physical
       7EF641??


Character 34
    White
       7EF836??
    Black
       7EF7D2??
    Lightning
       7EF76E??
    Cold
       7EF70A??
    Fire
       7EF6A6??
    Physical
       7EF642??


Character 35
    White
       7EF837??
    Black
       7EF7D3??
    Lightning
       7EF76F??
```

```
        Cold
          7EF70B??
        Fire
          7EF6A7??
        Physical
          7EF643??


     Character 36
        White
          7EF838??
        Black
          7EF7D4??
        Lightning
          7EF770??
        Cold
          7EF70C??
        Fire
          7EF6A8??
        Physical
          7EF644??


     Character 37
        White
          7EF839??
        Black
          7EF7D5??
        Lightning
          7EF771??
        Cold
          7EF70D??
        Fire
          7EF6A9??
        Physical
          7EF645??


     Character 38
        White
          7EF83A??
        Black
          7EF7D6??
        Lightning
          7EF772??
        Cold
          7EF70E??
        Fire
          7EF6AA??
        Physical
          7EF646??


     Character 39
        White
          7EF83B??
        Black
          7EF7D7??
        Lightning
          7EF773??
        Cold
          7EF70F??
        Fire
          7EF6AB??
```

```
       Physical
          7EF647??


Character 40
    White
       7EF83C??
    Black
       7EF7D8??
    Lightning
       7EF774??
    Cold
       7EF710??
    Fire
       7EF6AC??
    Physical
       7EF648??


Character 41
    White
       7EF83D??
    Black
       7EF7D9??
    Lightning
       7EF775??
    Cold
       7EF711??
    Fire
       7EF6AD??
    Physical
       7EF649??


Character 42
    White
       7EF83E??
    Black
       7EF7DA??
    Lightning
       7EF776??
    Cold
       7EF712??
    Fire
       7EF6AE??
    Physical
       7EF64A??


Character 43
    White
       7EF83F??
    Black
       7EF7DB??
    Lightning
       7EF777??
    Cold
       7EF713??
    Fire
       7EF6AF??
    Physical
       7EF64B??


Character 44
```

```
        White
          7EF840??
        Black
          7EF7DC??
        Lightning
          7EF778??
        Cold
          7EF714??
        Fire
          7EF6B0??
        Physical
          7EF64C??


Character 45
        White
          7EF841??
        Black
          7EF7DD??
        Lightning
          7EF779??
        Cold
          7EF715??
        Fire
          7EF6B1??
        Physical
          7EF64D??


Character 46
        White
          7EF842??
        Black
          7EF7DE??
        Lightning
          7EF77A??
        Cold
          7EF716??
        Fire
          7EF6B2??
        Physical
          7EF64E??


Character 47
        White
          7EF843??
        Black
          7EF7DF??
        Lightning
          7EF77B??
        Cold
          7EF717??
        Fire
          7EF6B3??
        Physical
          7EF64F??


Character 48
        White
          7EF844??
        Black
          7EF7E0??
```

```
            Lightning
               7EF77C??
            Cold
               7EF718??
            Fire
               7EF6B4??
            Physical
               7EF650??


Character 49
   White
      7EF845??
   Black
      7EF7E1??
   Lightning
      7EF77D??
   Cold
      7EF719??
   Fire
      7EF6B5??
   Physical
      7EF651??


Character 50
   White
      7EF846??
   Black
      7EF7E2??
   Lightning
      7EF77E??
   Cold
      7EF71A??
   Fire
      7EF6B6??
   Physical
      7EF652??


Character 51
   White
      7EF847??
   Black
      7EF7E3??
   Lightning
      7EF77F??
   Cold
      7EF71B??
   Fire
      7EF6B7??
   Physical
      7EF653??


Character 52
   White
      7EF848??
   Black
      7EF7E4??
   Lightning
      7EF780??
   Cold
      7EF71C??
```

```
        Fire
          7EF6B8??
        Physical
          7EF654??


Character 53
    White
      7EF849??
    Black
      7EF7E5??
    Lightning
      7EF781??
    Cold
      7EF71D??
    Fire
      7EF6B9??
    Physical
      7EF655??


Character 54
    White
      7EF84A??
    Black
      7EF7E6??
    Lightning
      7EF782??
    Cold
      7EF71E??
    Fire
      7EF6BA??
    Physical
      7EF656??


Character 55
    White
      7EF84B??
    Black
      7EF7E7??
    Lightning
      7EF783??
    Cold
      7EF71F??
    Fire
      7EF6BB??
    Physical
      7EF657??


Character 56
    White
      7EF84C??
    Black
      7EF7E8??
    Lightning
      7EF784??
    Cold
      7EF720??
    Fire
      7EF6BC??
    Physical
      7EF658??
```

```
Character 57
  White
    7EF84D??
  Black
    7EF7E9??
  Lightning
    7EF785??
  Cold
    7EF721??
  Fire
    7EF6BD??
  Physical
    7EF659??

Character 58
  White
    7EF84E??
  Black
    7EF7EA??
  Lightning
    7EF786??
  Cold
    7EF722??
  Fire
    7EF6BE??
  Physical
    7EF65A??

Character 59
  White
    7EF84F??
  Black
    7EF7EB??
  Lightning
    7EF787??
  Cold
    7EF723??
  Fire
    7EF6BF??
  Physical
    7EF65B??

Character 60
  White
    7EF850??
  Black
    7EF7EC??
  Lightning
    7EF788??
  Cold
    7EF724??
  Fire
    7EF6C0??
  Physical
    7EF65C??

Character 61
  White
    7EF851??
```

```
        Black
          7EF7ED??
        Lightning
          7EF789??
        Cold
          7EF725??
        Fire
          7EF6C1??
        Physical
          7EF65D??


  Character 62
        White
          7EF852??
        Black
          7EF7EE??
        Lightning
          7EF78A??
        Cold
          7EF726??
        Fire
          7EF6C2??
        Physical
          7EF65E??


  Character 63
        White
          7EF853??
        Black
          7EF7EF??
        Lightning
          7EF78B??
        Cold
          7EF727??
        Fire
          7EF6C3??
        Physical
          7EF65F??


  Character 64
        White
          7EF854??
        Black
          7EF7F0??
        Lightning
          7EF78C??
        Cold
          7EF728??
        Fire
          7EF6C4??
        Physical
          7EF660??


  Character 65
        White
          7EF855??
        Black
          7EF7F1??
        Lightning
          7EF78D??
```

```
    Cold
       7EF729??
    Fire
       7EF6C5??
    Physical
       7EF661??


Character 66
    White
       7EF856??
    Black
       7EF7F2??
    Lightning
       7EF78E??
    Cold
       7EF72A??
    Fire
       7EF6C6??
    Physical
       7EF662??


Character 67
    White
       7EF857??
    Black
       7EF7F3??
    Lightning
       7EF78F??
    Cold
       7EF72B??
    Fire
       7EF6C7??
    Physical
       7EF663??


Character 68
    White
       7EF858??
    Black
       7EF7F4??
    Lightning
       7EF790??
    Cold
       7EF72C??
    Fire
       7EF6C8??
    Physical
       7EF664??


Character 69
    White
       7EF859??
    Black
       7EF7F5??
    Lightning
       7EF791??
    Cold
       7EF72D??
    Fire
       7EF6C9??
```

```
        Physical
           7EF665??


Character 70
     White
        7EF85A??
     Black
        7EF7F6??
     Lightning
        7EF792??
     Cold
        7EF72E??
     Fire
        7EF6CA??
     Physical
        7EF666??


Character 71
     White
        7EF85B??
     Black
        7EF7F7??
     Lightning
        7EF793??
     Cold
        7EF72F??
     Fire
        7EF6CB??
     Physical
        7EF667??


Character 72
     White
        7EF85C??
     Black
        7EF7F8??
     Lightning
        7EF794??
     Cold
        7EF730??
     Fire
        7EF6CC??
     Physical
        7EF668??


Character 73
     White
        7EF85D??
     Black
        7EF7F9??
     Lightning
        7EF795??
     Cold
        7EF731??
     Fire
        7EF6CD??
     Physical
        7EF669??


Character 74
```

```
        White
          7EF85E??
        Black
          7EF7FA??
        Lightning
          7EF796??
        Cold
          7EF732??
        Fire
          7EF6CE??
        Physical
          7EF66A??


Character 75
        White
          7EF85F??
        Black
          7EF7FB??
        Lightning
          7EF797??
        Cold
          7EF733??
        Fire
          7EF6CF??
        Physical
          7EF66B??


Character 76
        White
          7EF860??
        Black
          7EF7FC??
        Lightning
          7EF798??
        Cold
          7EF734??
        Fire
          7EF6D0??
        Physical
          7EF66C??


Character 77
        White
          7EF861??
        Black
          7EF7FD??
        Lightning
          7EF799??
        Cold
          7EF735??
        Fire
          7EF6D1??
        Physical
          7EF66D??


Character 78
        White
          7EF862??
        Black
          7EF7FE??
```

```
Lightning
  7EF79A??
Cold
  7EF736??
Fire
  7EF6D2??
Physical
  7EF66E??


Character 79
  White
    7EF863??
  Black
    7EF7FF??
  Lightning
    7EF79B??
  Cold
    7EF737??
  Fire
    7EF6D3??
  Physical
    7EF66F??


Character 80
  White
    7EF864??
  Black
    7EF800??
  Lightning
    7EF79C??
  Cold
    7EF738??
  Fire
    7EF6D4??
  Physical
    7EF670??


Character 81
  White
    7EF865??
  Black
    7EF801??
  Lightning
    7EF79D??
  Cold
    7EF739??
  Fire
    7EF6D5??
  Physical
    7EF671??


Character 82
  White
    7EF866??
  Black
    7EF802??
  Lightning
    7EF79E??
  Cold
    7EF73A??
```

```
       Fire
         7EF6D6??
       Physical
         7EF672??


Character 83
   White
      7EF867??
   Black
      7EF803??
   Lightning
      7EF79F??
   Cold
      7EF73B??
   Fire
      7EF6D7??
   Physical
      7EF673??


Character 84
   White
      7EF868??
   Black
      7EF804??
   Lightning
      7EF7A0??
   Cold
      7EF73C??
   Fire
      7EF6D8??
   Physical
      7EF674??


Character 85
   White
      7EF869??
   Black
      7EF805??
   Lightning
      7EF7A1??
   Cold
      7EF73D??
   Fire
      7EF6D9??
   Physical
      7EF675??


Character 86
   White
      7EF86A??
   Black
      7EF806??
   Lightning
      7EF7A2??
   Cold
      7EF73E??
   Fire
      7EF6DA??
   Physical
      7EF676??
```

```
Character 87
  White
    7EF86B??
  Black
    7EF807??
  Lightning
    7EF7A3??
  Cold
    7EF73F??
  Fire
    7EF6DB??
  Physical
    7EF677??

Character 88
  White
    7EF86C??
  Black
    7EF808??
  Lightning
    7EF7A4??
  Cold
    7EF740??
  Fire
    7EF6DC??
  Physical
    7EF678??

Character 89
  White
    7EF86D??
  Black
    7EF809??
  Lightning
    7EF7A5??
  Cold
    7EF741??
  Fire
    7EF6DD??
  Physical
    7EF679??

Character 90
  White
    7EF86E??
  Black
    7EF80A??
  Lightning
    7EF7A6??
  Cold
    7EF742??
  Fire
    7EF6DE??
  Physical
    7EF67A??

Character 91
  White
    7EF86F??
```

```
        Black
          7EF80B??
        Lightning
          7EF7A7??
        Cold
          7EF743??
        Fire
          7EF6DF??
        Physical
          7EF67B??


    Character 92
        White
          7EF870??
        Black
          7EF80C??
        Lightning
          7EF7A8??
        Cold
          7EF744??
        Fire
          7EF6E0??
        Physical
          7EF67C??


    Character 93
        White
          7EF871??
        Black
          7EF80D??
        Lightning
          7EF7A9??
        Cold
          7EF745??
        Fire
          7EF6E1??
        Physical
          7EF67D??


    Character 94
        White
          7EF872??
        Black
          7EF80E??
        Lightning
          7EF7AA??
        Cold
          7EF746??
        Fire
          7EF6E2??
        Physical
          7EF67E??


    Character 95
        White
          7EF873??
        Black
          7EF80F??
        Lightning
          7EF7AB??
```

```
        Cold
          7EF747??
        Fire
          7EF6E3??
        Physical
          7EF67F??


     Character 96
        White
          7EF874??
        Black
          7EF810??
        Lightning
          7EF7AC??
        Cold
          7EF748??
        Fire
          7EF6E4??
        Physical
          7EF680??


     Character 97
        White
          7EF875??
        Black
          7EF811??
        Lightning
          7EF7AD??
        Cold
          7EF749??
        Fire
          7EF6E5??
        Physical
          7EF681??


     Character 98
        White
          7EF876??
        Black
          7EF812??
        Lightning
          7EF7AE??
        Cold
          7EF74A??
        Fire
          7EF6E6??
        Physical
          7EF682??


     Character 99
        White
          7EF877??
        Black
          7EF813??
        Lightning
          7EF7AF??
        Cold
          7EF74B??
        Fire
          7EF6E7??
```

```
   Physical
     7EF683??


Character 100
   White
     7EF878??
   Black
     7EF814??
   Lightning
     7EF7B0??
   Cold
     7EF74C??
   Fire
     7EF6E8??
   Physical
     7EF684??


NOTE: Replace the ?? in the above codes with one of the following values:

?? = 00    Defense is    0
?? = 01    Defense is    1
?? = 02    Defense is    2
?? = 03    Defense is    3
?? = 04    Defense is    4
?? = 05    Defense is    5
?? = 06    Defense is    6
?? = 07    Defense is    7
?? = 08    Defense is    8
?? = 09    Defense is    9
?? = 0A    Defense is   10
?? = 0B    Defense is   11
?? = 0C    Defense is   12
?? = 0D    Defense is   13
?? = 0E    Defense is   14
?? = 0F    Defense is   15
?? = 10    Defense is   16
?? = 11    Defense is   17
?? = 12    Defense is   18
?? = 13    Defense is   19
?? = 14    Defense is   20
?? = 15    Defense is   21
?? = 16    Defense is   22
?? = 17    Defense is   23
?? = 18    Defense is   24
?? = 19    Defense is   25
?? = 1A    Defense is   26
?? = 1B    Defense is   27
?? = 1C    Defense is   28
?? = 1D    Defense is   29
?? = 1E    Defense is   30
?? = 1F    Defense is   31
?? = 20    Defense is   32
?? = 21    Defense is   33
?? = 22    Defense is   34
?? = 23    Defense is   35
?? = 24    Defense is   36
?? = 25    Defense is   37
?? = 26    Defense is   38
?? = 27    Defense is   39
?? = 28    Defense is   40
```

```
?? = 29    Defense is  41
?? = 2A    Defense is  42
?? = 2B    Defense is  43
?? = 2C    Defense is  44
?? = 2D    Defense is  45
?? = 2E    Defense is  46
?? = 2F    Defense is  47
?? = 30    Defense is  48
?? = 31    Defense is  49
?? = 32    Defense is  50
?? = 33    Defense is  51
?? = 34    Defense is  52
?? = 35    Defense is  53
?? = 36    Defense is  54
?? = 37    Defense is  55
?? = 38    Defense is  56
?? = 39    Defense is  57
?? = 3A    Defense is  58
?? = 3B    Defense is  59
?? = 3C    Defense is  60
?? = 3D    Defense is  61
?? = 3E    Defense is  62
?? = 3F    Defense is  63
?? = 40    Defense is  64
?? = 41    Defense is  65
?? = 42    Defense is  66
?? = 43    Defense is  67
?? = 44    Defense is  68
?? = 45    Defense is  69
?? = 46    Defense is  70
?? = 47    Defense is  71
?? = 48    Defense is  72
?? = 49    Defense is  73
?? = 4A    Defense is  74
?? = 4B    Defense is  75
?? = 4C    Defense is  76
?? = 4D    Defense is  77
?? = 4E    Defense is  78
?? = 4F    Defense is  79
?? = 50    Defense is  80
?? = 51    Defense is  81
?? = 52    Defense is  82
?? = 53    Defense is  83
?? = 54    Defense is  84
?? = 55    Defense is  85
?? = 56    Defense is  86
?? = 57    Defense is  87
?? = 58    Defense is  88
?? = 59    Defense is  89
?? = 5A    Defense is  90
?? = 5B    Defense is  91
?? = 5C    Defense is  92
?? = 5D    Defense is  93
?? = 5E    Defense is  94
?? = 5F    Defense is  95
?? = 60    Defense is  96
?? = 61    Defense is  97
?? = 62    Defense is  98
?? = 63    Defense is  99
?? = 64    Defense is 100
```

```
==============================================================================
5] Enemy Codes   ============================================================
==============================================================================


     I just noticed that I didn't make a single code to change enemies
yet! So here they are! All the enemy counterparts to the codes you know so
well! (Or maybe you don't. Oh well, either way...). One interesting thing
I noticed is that there are only 50 slots for enemies to be stored in....
So I guess the bad guys can never deploy more than 50 enemy characters at
a time! The same as you! 10 units maximum! I never knew that before.

NOTE: The Enemy 1 code is ALWAYS the boss code! Enemy codes 2-5 will also
      be boss codes, depending on how many enemies are in the boss unit.

Oh well, let's get to the codes!!


_____
5A] Enemy Level Codes
_____


     These codes could be very useful! You can use them to change the
level of the enemy you are facing, to help boost your level(or change your
ALI or CHA when you kill them).

NOTE: In the codes below, replace the ?? with a value from below the code
      for the neutral encounter.

Enemy 1
7EF1AC??

Enemy 2
7EF1AD??

Enemy 3
7EF1AE??

Enemy 4
7EF1AF??

Enemy 5
7EF1B0??

Enemy 6
7EF1B1??

Enemy 7
7EF1B2??

Enemy 8
7EF1B3??

Enemy 9
7EF1B4??

Enemy 10
7EF1B5??

Enemy 11
```

```
7EF1B6??

Enemy 12
7EF1B7??

Enemy 13
7EF1B8??

Enemy 14
7EF1B9??

Enemy 15
7EF1BA??

Enemy 16
7EF1BB??

Enemy 17
7EF1BC??

Enemy 18
7EF1BD??

Enemy 19
7EF1BE??

Enemy 20
7EF1BF??

Enemy 21
7EF1C0??

Enemy 22
7EF1C1??

Enemy 23
7EF1C2??

Enemy 24
7EF1C3??

Enemy 25
7EF1C4??

Enemy 26
7EF1C5??

Enemy 27
7EF1C6??

Enemy 28
7EF1C7??

Enemy 29
7EF1C8??

Enemy 30
7EF1C9??

Enemy 31
```

```
7EF1CA??

Enemy 32
7EF1CB??

Enemy 33
7EF1CC??

Enemy 34
7EF1CD??

Enemy 35
7EF1CE??

Enemy 36
7EF1CF??

Enemy 37
7EF1D0??

Enemy 38
7EF1D1??

Enemy 39
7EF1D2??

Enemy 40
7EF1D3??

Enemy 41
7EF1D4??

Enemy 42
7EF1D5??

Enemy 43
7EF1D6??

Enemy 44
7EF1D7??

Enemy 45
7EF1D8??

Enemy 46
7EF1D9??

Enemy 47
7EF1DA??

Enemy 48
7EF1DB??

Enemy 49
7EF1DC??

Enemy 50
7EF1DD??

Neutral Encounter
```

```
7EF1DE??

NOTE: In the codes above, replace the ?? with one of the following values.

?? = 00    Level is   0
?? = 01    Level is   1
?? = 02    Level is   2
?? = 03    Level is   3
?? = 04    Level is   4
?? = 05    Level is   5
?? = 06    Level is   6
?? = 07    Level is   7
?? = 08    Level is   8
?? = 09    Level is   9
?? = 0A    Level is  10
?? = 0B    Level is  11
?? = 0C    Level is  12
?? = 0D    Level is  13
?? = 0E    Level is  14
?? = 0F    Level is  15
?? = 10    Level is  16
?? = 11    Level is  17
?? = 12    Level is  18
?? = 13    Level is  19
?? = 14    Level is  20
?? = 15    Level is  21
?? = 16    Level is  22
?? = 17    Level is  23
?? = 18    Level is  24
?? = 19    Level is  25
?? = 1A    Level is  26
?? = 1B    Level is  27
?? = 1C    Level is  28
?? = 1D    Level is  29
?? = 1E    Level is  30
?? = 1F    Level is  31
?? = 20    Level is  32
?? = 21    Level is  33
?? = 22    Level is  34
?? = 23    Level is  35
?? = 24    Level is  36
?? = 25    Level is  37
?? = 26    Level is  38
?? = 27    Level is  39
?? = 28    Level is  40
?? = 29    Level is  41
?? = 2A    Level is  42
?? = 2B    Level is  43
?? = 2C    Level is  44
?? = 2D    Level is  45
?? = 2E    Level is  46
?? = 2F    Level is  47
?? = 30    Level is  48
?? = 31    Level is  49
?? = 32    Level is  50
?? = 33    Level is  51
?? = 34    Level is  52
?? = 35    Level is  53
?? = 36    Level is  54
?? = 37    Level is  55
```

```
?? = 38   Level is 56
?? = 39   Level is 57
?? = 3A   Level is 58
?? = 3B   Level is 59
?? = 3C   Level is 60
?? = 3D   Level is 61
?? = 3E   Level is 62
?? = 3F   Level is 63
?? = 40   Level is 64
?? = 41   Level is 65
?? = 42   Level is 66
?? = 43   Level is 67
?? = 44   Level is 68
?? = 45   Level is 69
?? = 46   Level is 70
?? = 47   Level is 71
?? = 48   Level is 72
?? = 49   Level is 73
?? = 4A   Level is 74
?? = 4B   Level is 75
?? = 4C   Level is 76
?? = 4D   Level is 77
?? = 4E   Level is 78
?? = 4F   Level is 79
?? = 50   Level is 80
?? = 51   Level is 81
?? = 52   Level is 82
?? = 53   Level is 83
?? = 54   Level is 84
?? = 55   Level is 85
?? = 56   Level is 86
?? = 57   Level is 87
?? = 58   Level is 88
?? = 59   Level is 89
?? = 5A   Level is 90
?? = 5B   Level is 91
?? = 5C   Level is 92
?? = 5D   Level is 93
?? = 5E   Level is 94
?? = 5F   Level is 95
?? = 60   Level is 96
?? = 61   Level is 97
?? = 62   Level is 98
?? = 63   Level is 99
```

_____

5B] Enemy Class Codes

_____

     Use these codes to change the enemy's class. This can be useful(if
you can figure out which enemy is which :p) to change the units deployed
against you into better of worse units. Probably the only code you'll be
using out of here are the first couple codes(Enemy 1 is ALWAYS the boss!)

NOTE: In the folllowing codes, replace the ?? with one of the values below
      the code for the neutral encounter.

WARNING: In order for the enemies to get their proper number of attacks,
         you must have these codes entered BEFORE you enter the stage!

```
Enemy 1
7E08BE??

Enemy 2
7E08BF??

Enemy 3
7E08C0??

Enemy 4
7E08C1??

Enemy 5
7E08C2??

Enemy 6
7E08C3??

Enemy 7
7E08C4??

Enemy 8
7E08C5??

Enemy 9
7E08C6??

Enemy 10
7E08C7??

Enemy 11
7E08C8??

Enemy 12
7E08C9??

Enemy 13
7E08CA??

Enemy 14
7E08CB??

Enemy 15
7E08CC??

Enemy 16
7E08CD??

Enemy 17
7E08CE??

Enemy 18
7E08CF??

Enemy 19
7E08D0??

Enemy 20
7E08D1??
```

```
Enemy 21
7E08D2??

Enemy 22
7E08D3??

Enemy 23
7E08D4??

Enemy 24
7E08D5??

Enemy 25
7E08D6??

Enemy 26
7E08D7??

Enemy 27
7E08D8??

Enemy 28
7E08D9??

Enemy 29
7E08DA??

Enemy 30
7E08DB??

Enemy 31
7E08DC??

Enemy 32
7E08DD??

Enemy 33
7E08DE??

Enemy 34
7E08DF??

Enemy 35
7E08E0??

Enemy 36
7E08E1??

Enemy 37
7E08E2??

Enemy 38
7E08E3??

Enemy 39
7E08E4??

Enemy 40
7E08E5??
```

```
Enemy 41
7E08E6??

Enemy 42
7E08E7??

Enemy 43
7E08E8??

Enemy 44
7E08E9??

Enemy 45
7E08EA??

Enemy 46
7E08EB??

Enemy 47
7E08EC??

Enemy 48
7E08ED??

Enemy 49
7E08EE??

Enemy 50
7E08EF??

Neutral Encounter
7E08F0??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 01  Fighter
?? = 02  Knight
?? = 03  Paladin
?? = 04  Berserker
?? = 05  Black Knight
?? = 06  Samurai
?? = 07  Samurai Master
?? = 08  Ninja
?? = 09  Ninja Master
?? = 0A  Amazon
?? = 0B  Valkyrie
?? = 0C  Muse
?? = 0D  Beast Tamer
?? = 0E  Beast Master
?? = 0F  Dragon Tamer
?? = 10  Dragon Master
?? = 11  Doll Mage
?? = 12  Enchanter
?? = 13  Wizard
?? = 14  Mage
?? = 15  Sorceror
?? = 16  Lich
?? = 17  Witch
?? = 18  Cleric
?? = 19  Shaman
```

```
?? = 1A  Monk
?? = 1B  Mermaid
?? = 1C  Nixie
?? = 1D  Werewolf
?? = 1E  Tigerman
?? = 1F  Lycanthrope
?? = 20  Vampyre
?? = 21  Coffin
?? = 22  Princess
?? = 23  Pumpkin
?? = 24  Halloween
?? = 25  Golem
?? = 26  Stone Golem
?? = 27  Iron Golem
?? = 28  Giant
?? = 29  Ice Giant
?? = 2A  Titan
?? = 2B  Fire Giant
?? = 2C  Hell Hound
?? = 2D  Cerberus
?? = 2E  Octopus
?? = 2F  Kraken
?? = 30  Dragon
?? = 31  Red Dragon
?? = 32  Silver Dragon
?? = 33  Black Dragon
?? = 34  Salamander
?? = 35  Fire Breath
?? = 36  Gold Dragon
?? = 37  Platinum Dragon
?? = 38  Tiamat
?? = 39  Zombie Dragon
?? = 3A  Skeleton
?? = 3B  Wraith
?? = 3C  Ghost
?? = 3D  Phantom
?? = 3E  Hawk Man
?? = 3F  Eagle Man
?? = 40  Raven Man
?? = 41  Angel
?? = 42  Cherubim
?? = 43  Seraphim
?? = 44  Imp (shows as Devil)
?? = 45  Demon
?? = 46  Devil
?? = 47  Faerie
?? = 48  Pixie
?? = 49  Sylph
?? = 4A  Gryphon
?? = 4B  Cockatrice
?? = 4C  Wyrm
?? = 4D  Wyvern
?? = 4E  Leader (slice/sonic slice)
?? = 4F  Leader (poison/phantom)
?? = 50  Leader (banish/icecloud)
?? = 51  Leader (slice/thunder flare)
?? = 52  Wiseman (Rashidi!)
?? = 53  invisible Diablo head! (Fire)
?? = 54  invisible Diablo head! (Ice)
?? = 55  invisible Diablo body!
```

```
?? = 56  Black Queen (Endora!)
?? = 57  Highlander (Hikash!)
?? = 58  Black Knight (Gares!)(1st)
?? = 59  Black Knight (Gares!)(2nd)
?? = 5A  Black Knight (Gares!)(3rd)
?? = 5B  Gemini Twin
?? = 5D  Dandy (Randals!)
?? = 5E  Dandy (Apros!)
?? = 5F  General (Debonair! as boss)
?? = 60  General (Figaro!)
?? = 61  General (Luvalon!)
?? = 62  General (Previa!)
?? = 63  General (Tristan)
?? = 64  General (Debonair! as regular character)
?? = 65  Dragoon (Fogel)
```

_____
5C] Enemy Status Codes
_____

     Use these codes to change the enemy's status. These codes are the
same as the Character Status Codes, except they work on the enemy.

BIGTIME CHEAT AVAILABLE!!!
     You can use the code for enemy 1(the boss) to easily beat a stage!
Just enter a value that is NOT a leader value. Then get into a fight with
the boss, and just run away! BAM! Stage complete!

NOTE: In the following codes, replace the ?? with one of the values below
      the code for the neutral encounter.

Enemy 1
7E09C1??

Enemy 2
7E09C2??

Enemy 3
7E09C3??

Enemy 4
7E09C4??

Enemy 5
7E09C5??

Enemy 6
7E09C6??

Enemy 7
7E09C7??

Enemy 8
7E09C8??

Enemy 9
7E09C9??

Enemy 10
7E09CA??

```
Enemy 11
7E09CB??

Enemy 12
7E09CC??

Enemy 13
7E09CD??

Enemy 14
7E09CE??

Enemy 15
7E09CF??

Enemy 16
7E09D0??

Enemy 17
7E09D1??

Enemy 18
7E09D2??

Enemy 19
7E09D3??

Enemy 20
7E09D4??

Enemy 21
7E09D5??

Enemy 22
7E09D6??

Enemy 23
7E09D7??

Enemy 24
7E09D8??

Enemy 25
7E09D9??

Enemy 26
7E09DA??

Enemy 27
7E09DB??

Enemy 28
7E09DC??

Enemy 29
7E09DD??

Enemy 30
7E09DE??
```

```
Enemy 31
7E09DF??

Enemy 32
7E09E0??

Enemy 33
7E09E1??

Enemy 34
7E09E2??

Enemy 35
7E09E3??

Enemy 36
7E09E4??

Enemy 37
7E09E5??

Enemy 38
7E09E6??

Enemy 39
7E09E7??

Enemy 40
7E09E8??

Enemy 41
7E09E9??

Enemy 42
7E09EA??

Enemy 43
7E09EB??

Enemy 44
7E09EC??

Enemy 45
7E09ED??

Enemy 46
7E09EE??

Enemy 47
7E09EF??

Enemy 48
7E09F0??

Enemy 49
7E09F1??

Enemy 50
7E09F2??
```

```
Neutral Encounter
7E09F3??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00  normal small character
?? = 20  undead small character
?? = 40  normal large character
?? = 60  undead large character
?? = 80  normal small unit leader
?? = A0  undead small unit leader
?? = C0  normal large unit leader
?? = E0  undead large unit leader
```

_____
5D] Enemy Hit Points Codes
_____

     Use these codes to change the enemy's hit points. There are codes for
maximum HP. If you set the HP very low, the enemy dies very easily. If you
set the HP very high, you have a very tough battle!

NOTE: In the following codes, replace the XX and YY with the values below
      the neutral encounter code.

```
Enemy 1
7E0BA2YY
7E0BA3XX

Enemy 2
7E0BA4YY
7E0BA5XX

Enemy 3
7E0BA6YY
7E0BA7XX

Enemy 4
7E0BA8YY
7E0BA9XX

Enemy 5
7E0BAAYY
7E0BABXX

Enemy 6
7E0BACYY
7E0BADXX

Enemy 7
7E0BAEYY
7E0BAFXX

Enemy 8
7E0BB0YY
7E0BB1XX

Enemy 9
7E0BB2YY
```

```
7E0BB3XX

Enemy 10
7E0BB4YY
7E0BB5XX

Enemy 11
7E0BB6YY
7E0BB7XX

Enemy 12
7E0BB8YY
7E0BB9XX

Enemy 13
7E0BBAYY
7E0BBBXX

Enemy 14
7E0BBCYY
7E0BBDXX

Enemy 15
7E0BBEYY
7E0BBFXX

Enemy 16
7E0BC0YY
7E0BC1XX

Enemy 17
7E0BC2YY
7E0BC3XX

Enemy 18
7E0BC4YY
7E0BC5XX

Enemy 19
7E0BC6YY
7E0BC7XX

Enemy 20
7E0BC8YY
7E0BC9XX

Enemy 21
7E0BCAYY
7E0BCBXX

Enemy 22
7E0BCCYY
7E0BCDXX

Enemy 23
7E0BCEYY
7E0BCFXX

Enemy 24
7E0BD0YY
```

```
7E0BD1XX

Enemy 25
7E0BD2YY
7E0BD3XX

Enemy 26
7E0BD4YY
7E0BD5XX

Enemy 27
7E0BD6YY
7E0BD7XX

Enemy 28
7E0BD8YY
7E0BD9XX

Enemy 29
7E0BDAYY
7E0BDBXX

Enemy 30
7E0BDCYY
7E0BDDXX

Enemy 31
7E0BDEYY
7E0BDFXX

Enemy 32
7E0BE0YY
7E0BE1XX

Enemy 33
7E0BE2YY
7E0BE3XX

Enemy 34
7E0BE4YY
7E0BE5XX

Enemy 35
7E0BE6YY
7E0BE7XX

Enemy 36
7E0BE8YY
7E0BE9XX

Enemy 37
7E0BEAYY
7E0BEBXX

Enemy 38
7E0BECYY
7E0BEDXX

Enemy 39
7E0BEEYY
```

```
7E0BEFXX

Enemy 40
7E0BF0YY
7E0BF1XX

Enemy 41
7E0BF2YY
7E0BF3XX

Enemy 42
7E0BF4YY
7E0BF5XX

Enemy 43
7E0BF6YY
7E0BF7XX

Enemy 44
7E0BF8YY
7E0BF9XX

Enemy 45
7E0BFAYY
7E0BFBXX

Enemy 46
7E0BFCYY
7E0BFDXX

Enemy 47
7E0BFEYY
7E0BFFXX

Enemy 48
7E0C00YY
7E0C01XX

Enemy 49
7E0C02YY
7E0C03XX

Enemy 50
7E0C04YY
7E0C05XX

Neutral Encounter
7E0C06YY
7E0C07XX

NOTE: Replace the XX and YY in the above codes with the following values.

XX = 00   YY = 00   HP is    0
XX = 00   YY = 0A   HP is   10
XX = 00   YY = 14   HP is   20
XX = 00   YY = 1E   HP is   30
XX = 00   YY = 28   HP is   40
XX = 00   YY = 32   HP is   50
XX = 00   YY = 3C   HP is   60
XX = 00   YY = 46   HP is   70
```

```
XX = 00   YY = 50   HP is  80
XX = 00   YY = 5A   HP is  90
XX = 00   YY = 64   HP is 100
XX = 00   YY = 6E   HP is 110
XX = 00   YY = 78   HP is 120
XX = 00   YY = 82   HP is 130
XX = 00   YY = 8C   HP is 140
XX = 00   YY = 96   HP is 150
XX = 00   YY = A0   HP is 160
XX = 00   YY = AA   HP is 170
XX = 00   YY = B4   HP is 180
XX = 00   YY = BE   HP is 190
XX = 00   YY = C8   HP is 200
XX = 00   YY = D2   HP is 210
XX = 00   YY = DC   HP is 220
XX = 00   YY = E6   HP is 230
XX = 00   YY = F0   HP is 240
XX = 00   YY = FA   HP is 250
XX = 01   YY = 04   HP is 260
XX = 01   YY = 0E   HP is 270
XX = 01   YY = 18   HP is 280
XX = 01   YY = 22   HP is 290
XX = 01   YY = 2C   HP is 300
XX = 01   YY = 36   HP is 310
XX = 01   YY = 40   HP is 320
XX = 01   YY = 4A   HP is 330
XX = 01   YY = 54   HP is 340
XX = 01   YY = 5E   HP is 350
XX = 01   YY = 68   HP is 360
XX = 01   YY = 72   HP is 370
XX = 01   YY = 7C   HP is 380
XX = 01   YY = 86   HP is 390
XX = 01   YY = 90   HP is 400
XX = 01   YY = 9A   HP is 410
XX = 01   YY = A4   HP is 420
XX = 01   YY = AE   HP is 430
XX = 01   YY = B8   HP is 440
XX = 01   YY = C2   HP is 450
XX = 01   YY = CC   HP is 460
XX = 01   YY = D6   HP is 470
XX = 01   YY = E0   HP is 480
XX = 01   YY = EA   HP is 490
XX = 01   YY = F4   HP is 500
XX = 01   YY = FE   HP is 510
XX = 02   YY = 08   HP is 520
XX = 02   YY = 12   HP is 530
XX = 02   YY = 1C   HP is 540
XX = 02   YY = 26   HP is 550
XX = 02   YY = 30   HP is 560
XX = 02   YY = 3A   HP is 570
XX = 02   YY = 44   HP is 580
XX = 02   YY = 4E   HP is 590
XX = 02   YY = 58   HP is 600
XX = 02   YY = 62   HP is 610
XX = 02   YY = 6C   HP is 620
XX = 02   YY = 76   HP is 630
XX = 02   YY = 80   HP is 640
XX = 02   YY = 8A   HP is 650
XX = 02   YY = 94   HP is 660
XX = 02   YY = 9E   HP is 670
```

```
XX = 02  YY = A8  HP is 680
XX = 02  YY = B2  HP is 690
XX = 02  YY = BC  HP is 700
XX = 02  YY = C6  HP is 710
XX = 02  YY = D0  HP is 720
XX = 02  YY = DA  HP is 730
XX = 02  YY = E4  HP is 740
XX = 02  YY = EE  HP is 750
XX = 02  YY = F8  HP is 760
XX = 03  YY = 02  HP is 770
XX = 03  YY = 0C  HP is 780
XX = 03  YY = 16  HP is 790
XX = 03  YY = 20  HP is 800
XX = 03  YY = 2A  HP is 810
XX = 03  YY = 34  HP is 820
XX = 03  YY = 3E  HP is 830
XX = 03  YY = 48  HP is 840
XX = 03  YY = 52  HP is 850
XX = 03  YY = 5C  HP is 860
XX = 03  YY = 66  HP is 870
XX = 03  YY = 70  HP is 880
XX = 03  YY = 7A  HP is 890
XX = 03  YY = 84  HP is 900
XX = 03  YY = 8E  HP is 910
XX = 03  YY = 98  HP is 920
XX = 03  YY = A2  HP is 930
XX = 03  YY = AC  HP is 940
XX = 03  YY = B6  HP is 950
XX = 03  YY = C0  HP is 960
XX = 03  YY = CA  HP is 970
XX = 03  YY = D4  HP is 980
XX = 03  YY = DE  HP is 990
XX = 03  YY = E7  HP is 999
```

_____
5E] Enemy Strength Codes
_____

     Use these codes to change the enemy's strength. Make the enemy into
a physical powerhouse, or total creampuff!

NOTE: In the following codes, replace the ?? with one of the values below
      the code for the neutral encounter.

Enemy 1
7E106A??

Enemy 2
7E106B??

Enemy 3
7E106C??

Enemy 4
7E106D??

Enemy 5
7E106E??

Enemy 6

7E106F??

Enemy 7
7E1070??

Enemy 8
7E1071??

Enemy 9
7E1072??

Enemy 10
7E1073??

Enemy 11
7E1074??

Enemy 12
7E1075??

Enemy 13
7E1076??

Enemy 14
7E1077??

Enemy 15
7E1078??

Enemy 16
7E1079??

Enemy 17
7E107A??

Enemy 18
7E107B??

Enemy 19
7E107C??

Enemy 20
7E107D??

Enemy 21
7E107E??

Enemy 22
7E107F??

Enemy 23
7E1080??

Enemy 24
7E1081??

Enemy 25
7E1082??

Enemy 26

```
7E1083??

Enemy 27
7E1084??

Enemy 28
7E1085??

Enemy 29
7E1086??

Enemy 30
7E1087??

Enemy 31
7E1088??

Enemy 32
7E1089??

Enemy 33
7E108A??

Enemy 34
7E108B??

Enemy 35
7E108C??

Enemy 36
7E108D??

Enemy 37
7E108E??

Enemy 38
7E108F??

Enemy 39
7E1090??

Enemy 40
7E1091??

Enemy 41
7E1092??

Enemy 42
7E1093??

Enemy 43
7E1094??

Enemy 44
7E1095??

Enemy 45
7E1096??

Enemy 46
```

```
7E1097??

Enemy 47
7E1098??

Enemy 48
7E1099??

Enemy 49
7E109A??

Enemy 50
7E109B??

Neutral Encounter
7E109C??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 05    Strength is    5
?? = 0A    Strength is   10
?? = 0F    Strength is   15
?? = 14    Strength is   20
?? = 19    Strength is   25
?? = 1E    Strength is   30
?? = 23    Strength is   35
?? = 28    Strength is   40
?? = 2D    Strength is   45
?? = 32    Strength is   50
?? = 37    Strength is   55
?? = 3C    Strength is   60
?? = 41    Strength is   65
?? = 46    Strength is   70
?? = 4B    Strength is   75
?? = 50    Strength is   80
?? = 55    Strength is   85
?? = 5A    Strength is   90
?? = 5F    Strength is   95
?? = 64    Strength is  100
?? = 69    Strength is  105
?? = 6E    Strength is  110
?? = 73    Strength is  115
?? = 78    Strength is  120
?? = 7D    Strength is  125
?? = 82    Strength is  130
?? = 87    Strength is  135
?? = 8C    Strength is  140
?? = 91    Strength is  145
?? = 96    Strength is  150
?? = 9B    Strength is  155
?? = A0    Strength is  160
?? = A5    Strength is  165
?? = AA    Strength is  170
?? = AF    Strength is  175
?? = B4    Strength is  180
?? = B9    Strength is  185
?? = BE    Strength is  190
?? = C3    Strength is  195
?? = C8    Strength is  200
?? = CD    Strength is  205
```

```
?? = D2    Strength is 210
?? = D7    Strength is 215
?? = DC    Strength is 220
?? = E1    Strength is 225
?? = E6    Strength is 230
?? = EB    Strength is 235
?? = F0    Strength is 240
?? = F5    Strength is 245
?? = FA    Strength is 250
```

_____

5F] Enemy Agility Codes

_____

     Use these codes to turn your enemy fast as the wind, or as slow as an
income tax refund check! :p

NOTE: In the following codes, replace the ?? with a value from below the
      code for the neutral encounter.

Enemy 1
7EF350??

Enemy 2
7EF351??

Enemy 3
7EF352??

Enemy 4
7EF353??

Enemy 5
7EF354??

Enemy 6
7EF355??

Enemy 7
7EF356??

Enemy 8
7EF357??

Enemy 9
7EF358??

Enemy 10
7EF359??

Enemy 11
7EF35A??

Enemy 12
7EF35B??

Enemy 13
7EF35C??

Enemy 14

7EF35D??

Enemy 15
7EF35E??

Enemy 16
7EF35F??

Enemy 17
7EF360??

Enemy 18
7EF361??

Enemy 19
7EF362??

Enemy 20
7EF363??

Enemy 21
7EF364??

Enemy 22
7EF365??

Enemy 23
7EF366??

Enemy 24
7EF367??

Enemy 25
7EF368??

Enemy 26
7EF369??

Enemy 27
7EF36A??

Enemy 28
7EF36B??

Enemy 29
7EF36C??

Enemy 30
7EF36D??

Enemy 31
7EF36E??

Enemy 32
7EF36F??

Enemy 33
7EF370??

Enemy 34

```
7EF371??

Enemy 35
7EF372??

Enemy 36
7EF373??

Enemy 37
7EF374??

Enemy 38
7EF375??

Enemy 39
7EF376??

Enemy 40
7EF377??

Enemy 41
7EF378??

Enemy 42
7EF379??

Enemy 43
7EF37A??

Enemy 44
7EF37B??

Enemy 45
7EF37C??

Enemy 46
7EF37D??

Enemy 47
7EF37E??

Enemy 48
7EF37F??

Enemy 49
7EF380??

Enemy 50
7EF381??

Neutral Encounter
7EF382??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 05   Agility is    5
?? = 0A   Agility is   10
?? = 0F   Agility is   15
?? = 14   Agility is   20
?? = 19   Agility is   25
```

```
?? = 1E  Agility is   30
?? = 23  Agility is   35
?? = 28  Agility is   40
?? = 2D  Agility is   45
?? = 32  Agility is   50
?? = 37  Agility is   55
?? = 3C  Agility is   60
?? = 41  Agility is   65
?? = 46  Agility is   70
?? = 4B  Agility is   75
?? = 50  Agility is   80
?? = 55  Agility is   85
?? = 5A  Agility is   90
?? = 5F  Agility is   95
?? = 64  Agility is  100
?? = 69  Agility is  105
?? = 6E  Agility is  110
?? = 73  Agility is  115
?? = 78  Agility is  120
?? = 7D  Agility is  125
?? = 82  Agility is  130
?? = 87  Agility is  135
?? = 8C  Agility is  140
?? = 91  Agility is  145
?? = 96  Agility is  150
?? = 9B  Agility is  155
?? = A0  Agility is  160
?? = A5  Agility is  165
?? = AA  Agility is  170
?? = AF  Agility is  175
?? = B4  Agility is  180
?? = B9  Agility is  185
?? = BE  Agility is  190
?? = C3  Agility is  195
?? = C8  Agility is  200
?? = CD  Agility is  205
?? = D2  Agility is  210
?? = D7  Agility is  215
?? = DC  Agility is  220
?? = E1  Agility is  225
?? = E6  Agility is  230
?? = EB  Agility is  235
?? = F0  Agility is  240
?? = F5  Agility is  245
?? = FA  Agility is  250
```

_____

5G] Enemy Intelligence Codes
_____

     Use these codes to make your enemy as smart as Einstein or as dumb as
a box of rocks! :p

NOTE: In the following codes, replace the ?? with one of the values below
      the code for the neutral encounter.

Enemy 1
7EF3F0??

Enemy 2

```
7EF3F1??

Enemy 3
7EF3F2??

Enemy 4
7EF3F3??

Enemy 5
7EF3F4??

Enemy 6
7EF3F5??

Enemy 7
7EF3F6??

Enemy 8
7EF3F7??

Enemy 9
7EF3F8??

Enemy 10
7EF3F9??

Enemy 11
7EF3FA??

Enemy 12
7EF3FB??

Enemy 13
7EF3FC??

Enemy 14
7EF3FD??

Enemy 15
7EF3FE??

Enemy 16
7EF3FF??

Enemy 17
7EF400??

Enemy 18
7EF401??

Enemy 19
7EF402??

Enemy 20
7EF403??

Enemy 21
7EF404??

Enemy 22
```

```
7EF405??


Enemy 23
7EF406??


Enemy 24
7EF407??


Enemy 25
7EF408??


Enemy 26
7EF409??


Enemy 27
7EF40A??


Enemy 28
7EF40B??


Enemy 29
7EF40C??


Enemy 30
7EF40D??


Enemy 31
7EF40E??


Enemy 32
7EF40F??


Enemy 33
7EF410??


Enemy 34
7EF411??


Enemy 35
7EF412??


Enemy 36
7EF413??


Enemy 37
7EF414??


Enemy 38
7EF415??


Enemy 39
7EF416??


Enemy 40
7EF417??


Enemy 41
7EF418??


Enemy 42
```

```
7EF419??


Enemy 43
7EF41A??


Enemy 44
7EF41B??


Enemy 45
7EF41C??


Enemy 46
7EF41D??


Enemy 47
7EF41E??


Enemy 48
7EF41F??


Enemy 49
7EF420??


Enemy 50
7EF421??


Neutral Encounter
7EF422??


NOTE: Replace the ?? in the codes above with one of the following values.

?? = 05  Intelligence is    5
?? = 0A  Intelligence is   10
?? = 0F  Intelligence is   15
?? = 14  Intelligence is   20
?? = 19  Intelligence is   25
?? = 1E  Intelligence is   30
?? = 23  Intelligence is   35
?? = 28  Intelligence is   40
?? = 2D  Intelligence is   45
?? = 32  Intelligence is   50
?? = 37  Intelligence is   55
?? = 3C  Intelligence is   60
?? = 41  Intelligence is   65
?? = 46  Intelligence is   70
?? = 4B  Intelligence is   75
?? = 50  Intelligence is   80
?? = 55  Intelligence is   85
?? = 5A  Intelligence is   90
?? = 5F  Intelligence is   95
?? = 64  Intelligence is  100
?? = 69  Intelligence is  105
?? = 6E  Intelligence is  110
?? = 73  Intelligence is  115
?? = 78  Intelligence is  120
?? = 7D  Intelligence is  125
?? = 82  Intelligence is  130
?? = 87  Intelligence is  135
?? = 8C  Intelligence is  140
?? = 91  Intelligence is  145
```

```
?? = 96   Intelligence is 150
?? = 9B   Intelligence is 155
?? = A0   Intelligence is 160
?? = A5   Intelligence is 165
?? = AA   Intelligence is 170
?? = AF   Intelligence is 175
?? = B4   Intelligence is 180
?? = B9   Intelligence is 185
?? = BE   Intelligence is 190
?? = C3   Intelligence is 195
?? = C8   Intelligence is 200
?? = CD   Intelligence is 205
?? = D2   Intelligence is 210
?? = D7   Intelligence is 215
?? = DC   Intelligence is 220
?? = E1   Intelligence is 225
?? = E6   Intelligence is 230
?? = EB   Intelligence is 235
?? = F0   Intelligence is 240
?? = F5   Intelligence is 245
?? = FA   Intelligence is 250
```

_____

5H] Enemy Alignment Codes

_____

     Use these codes to change the enemy's alignment. Make them evil (to
boost your ALI when you kill them) or make them holy (to drop your ALI
when you finish them).

NOTE: In the following codes, replace the ?? with one of the values below
      the code for the neutral encounter.

Enemy 1
7E0C7E??

Enemy 2
7E0C7F??

Enemy 3
7E0C80??

Enemy 4
7E0C81??

Enemy 5
7E0C82??

Enemy 6
7E0C83??

Enemy 7
7E0C84??

Enemy 8
7E0C85??

Enemy 9
7E0C86??

```
Enemy 10
7E0C87??

Enemy 11
7E0C88??

Enemy 12
7E0C89??

Enemy 13
7E0C8A??

Enemy 14
7E0C8B??

Enemy 15
7E0C8C??

Enemy 16
7E0C8D??

Enemy 17
7E0C8E??

Enemy 18
7E0C8F??

Enemy 19
7E0C90??

Enemy 20
7E0C91??

Enemy 21
7E0C92??

Enemy 22
7E0C93??

Enemy 23
7E0C94??

Enemy 24
7E0C95??

Enemy 25
7E0C96??

Enemy 26
7E0C97??

Enemy 27
7E0C98??

Enemy 28
7E0C99??

Enemy 29
7E0C9A??
```

```
Enemy 30
7E0C9B??

Enemy 31
7E0C9C??

Enemy 32
7E0C9D??

Enemy 33
7E0C9E??

Enemy 34
7E0C9F??

Enemy 35
7E0CA0??

Enemy 36
7E0CA1??

Enemy 37
7E0CA2??

Enemy 38
7E0CA3??

Enemy 39
7E0CA4??

Enemy 40
7E0CA5??

Enemy 41
7E0CA6??

Enemy 42
7E0CA7??

Enemy 43
7E0CA8??

Enemy 44
7E0CA9??

Enemy 45
7E0CAA??

Enemy 46
7E0CAB??

Enemy 47
7E0CAC??

Enemy 48
7E0CAD??

Enemy 49
7E0CAE??
```

```
Enemy 50
7E0CAF??


Neutral Encounter
7E0CB0??


NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00   Alignment is    0
?? = 02   Alignment is    2
?? = 04   Alignment is    4
?? = 06   Alignment is    6
?? = 08   Alignment is    8
?? = 0A   Alignment is   10
?? = 0C   Alignment is   12
?? = 0E   Alignment is   14
?? = 10   Alignment is   16
?? = 12   Alignment is   18
?? = 14   Alignment is   20
?? = 16   Alignment is   22
?? = 18   Alignment is   24
?? = 1A   Alignment is   26
?? = 1C   Alignment is   28
?? = 1E   Alignment is   30
?? = 20   Alignment is   32
?? = 22   Alignment is   34
?? = 24   Alignment is   36
?? = 26   Alignment is   38
?? = 28   Alignment is   40
?? = 2A   Alignment is   42
?? = 2C   Alignment is   44
?? = 2E   Alignment is   46
?? = 30   Alignment is   48
?? = 32   Alignment is   50
?? = 34   Alignment is   52
?? = 36   Alignment is   54
?? = 38   Alignment is   56
?? = 3A   Alignment is   58
?? = 3C   Alignment is   60
?? = 3E   Alignment is   62
?? = 40   Alignment is   64
?? = 42   Alignment is   66
?? = 44   Alignment is   68
?? = 46   Alignment is   70
?? = 48   Alignment is   72
?? = 4A   Alignment is   74
?? = 4C   Alignment is   76
?? = 4E   Alignment is   78
?? = 50   Alignment is   80
?? = 52   Alignment is   82
?? = 54   Alignment is   84
?? = 56   Alignment is   86
?? = 58   Alignment is   88
?? = 5A   Alignment is   90
?? = 5C   Alignment is   92
?? = 5E   Alignment is   94
?? = 60   Alignment is   96
?? = 62   Alignment is   98
?? = 64   Alignment is  100
```

```
==============================================================================
6] ITEM MODIFIER CODES   =====================================================
==============================================================================
```

   Use these codes to modify your items. You can change both the item and
its quantity. Great for getting those items you missed.

_____
6A] Item Changing Codes
_____

   Use these codes to change which items you have. Very useful to get any
items you may have missed.

NOTE: Replace the ?? in the following codes with a value from below the
      code for Page 9 - Slot 7.

Page 1 - Slot 1
7E157E??

Page 1 - Slot 2
7E1580??

Page 1 - Slot 3
7E1582??

Page 1 - Slot 4
7E1584??

Page 1 - Slot 5
7E1586??

Page 1 - Slot 6
7E1588??

Page 1 - Slot 7
7E158A??

Page 2 - Slot 1
7E158C??

Page 2 - Slot 2
7E158E??

Page 2 - Slot 3
7E1590??

Page 2 - Slot 4
7E1592??

Page 2 - Slot 5
7E1594??

Page 2 - Slot 6
7E1596??

Page 2 - Slot 7
7E1598??

```
Page 3 - Slot 1
7E159A??

Page 3 - Slot 2
7E159C??

Page 3 - Slot 3
7E159E??

Page 3 - Slot 4
7E15A0??

Page 3 - Slot 5
7E15A2??

Page 3 - Slot 6
7E15A4??

Page 3 - Slot 7
7E15A6??

Page 4 - Slot 1
7E15A8??

Page 4 - Slot 2
7E15AA??

Page 4 - Slot 3
7E15AC??

Page 4 - Slot 4
7E15AE??

Page 4 - Slot 5
7E15B0??

Page 4 - Slot 6
7E15B2??

Page 4 - Slot 7
7E15B4??

Page 5 - Slot 1
7E15B6??

Page 5 - Slot 2
7E15B8??

Page 5 - Slot 3
7E15BA??

Page 5 - Slot 4
7E15BC??

Page 5 - Slot 5
7E15BE??

Page 5 - Slot 6
7E15C0??
```

```
Page 5 - Slot 7
7E15C2??

Page 6 - Slot 1
7E15C4??

Page 6 - Slot 2
7E15C6??

Page 6 - Slot 3
7E15C8??

Page 6 - Slot 4
7E15CA??

Page 6 - Slot 5
7E15CC??

Page 6 - Slot 6
7E15CE??

Page 6 - Slot 7
7E15D0??

Page 7 - Slot 1
7E15D2??

Page 7 - Slot 2
7E15D4??

Page 7 - Slot 3
7E15D6??

Page 7 - Slot 4
7E15D8??

Page 7 - Slot 5
7E15DA??

Page 7 - Slot 6
7E15DC??

Page 7 - Slot 7
7E15DE??

Page 8 - Slot 1
7E15E0??

Page 8 - Slot 2
7E15E2??

Page 8 - Slot 3
7E15E4??

Page 8 - Slot 4
7E15E6??

Page 8 - Slot 5
7E15E8??
```

```
Page 8 - Slot 6
7E15EA??

Page 8 - Slot 7
7E15EC??

Page 9 - Slot 1
7E15EE??

Page 9 - Slot 2
7E15F0??

Page 9 - Slot 3
7E15F2??

Page 9 - Slot 4
7E15F4??

Page 9 - Slot 5
7E15F6??

Page 9 - Slot 6
7E15F8??

Page 9 - Slot 7
7E15FA??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00   Nothing
?? = 01   Sonic Blade
?? = 02   Durandal
?? = 03   Bizen Sword
?? = 04   Zepyulos
?? = 05   Fafhnil
?? = 06   Zanzibar
?? = 07   Brunhild
?? = 08   Black Katana
?? = 09   Sword of Slicing
?? = 0A   Midado Sword
?? = 0B   Sword of Heroes
?? = 0C   Sword of Evil
?? = 0D   Ogre Blade
?? = 0E   Flame Sword
?? = 0F   Musashi Blade
?? = 10   Eskendal Blade
?? = 11   Ice Scimitar
?? = 12   Ice Blade
?? = 13   Peridat Sword
?? = 14   Euros
?? = 15   Malachite Sword
?? = 16   Dwarven Sword
?? = 17   Notos
?? = 18   Sigmund
?? = 19   Broken Sword
?? = 1A   Death Claws
?? = 1B   Evil Blade
?? = 1C   Relic Sword
?? = 1D   Dragon's Claw
?? = 1E   Pristine Sword
```

```
?? = 1F   Kusanagi Sword
?? = 20   Karanborg
?? = 21   Dragon Spear
?? = 22   Benkay's Glaive
?? = 23   Ozrich's Spear
?? = 24   Thunder Spear
?? = 25   Boleas
?? = 26   Ice Axe
?? = 27   Black Axe
?? = 28   Rune Axe
?? = 29   Battle Dagger
?? = 2A   Fire Staff
?? = 2B   Flame Flair
?? = 2C   Thunder Whip
?? = 2D   Demon Hammer
?? = 2E   Kukai's Rod
?? = 2F   Mystic Mace
?? = 30   Liebel's Rod
?? = 31   Lightning Bow
?? = 32   Black Bow
?? = 33   Earth Charm
?? = 34   Elder Sign
?? = 35   Flame Charm
?? = 36   Hydra's Fang
?? = 37   Ice Charm
?? = 38   Byak's Fang
?? = 39   Snow Orb
?? = 3A   Thunder Charm
?? = 3B   Lightning Orb
?? = 3C   Black Charm
?? = 3D   Holy Fang
?? = 3E   Angel's Wing
?? = 3F   Ring of Power
?? = 40   Ring of Magic
?? = 41   Dragon Ring
?? = 42   Thunder Ring
?? = 43   Engraved Ring
?? = 44   Demon Ring
?? = 45   Ring of Protection
?? = 46   Battle Bugle
?? = 47   Ninja Garb
?? = 48   Samurai Armor
?? = 49   Mail of Nail
?? = 4A   Golden Armor
?? = 4B   Mail of Earth
?? = 4C   Houlou's Robe
?? = 4D   Snow Cape
?? = 4E   Black Armor
?? = 4F   Death Cape
?? = 50   White Garb
?? = 51   White Cape
?? = 52   Pirate's Helm
?? = 53   Silver Helmet
?? = 54   Silver Tiara
?? = 55   Mystic Veil
?? = 56   King's Crown
?? = 57   Burning Band
?? = 58   Ice Bandanna
?? = 59   Thunder Helm
?? = 5A   Demon Mask
```

```
?? = 5B    Royal Crown
?? = 5C    Iron Gloves
?? = 5D    Thunder Gloves
?? = 5E    Spike Shield
?? = 5F    Power Shield
?? = 60    Honour Shield
?? = 61    Ogre Shield
?? = 62    Fire Shield
?? = 63    Cold Shield
?? = 64    Nue's Shield
?? = 65    Ginger Cake
?? = 66    Black Lotus
?? = 67    Olden Orb
?? = 68    Book of Good
?? = 69    Flashy Cape
?? = 6A    Gnomish Nugget
?? = 6B    Beautiful Statue
?? = 6C    Platinum Medal
?? = 6D    Mulmy's Cap
?? = 6E    The Saga
?? = 6F    Sentoul Demon
?? = 70    Battle Carving
?? = 71    Font of Desire
?? = 72    Wing of Victory
?? = 73    Forest Pendant
?? = 74    Mercury
?? = 75    Reming Herb
?? = 76    Zebra Fur
?? = 77    Moon Rose
?? = 78    Statue of Woe
?? = 79    Song of Sodoh
?? = 7A    Golden Goblet
?? = 7B    Gold Metal
?? = 7C    Amatsu Statue
?? = 7D    Dragon's Bone
?? = 7E    Golden Bough
?? = 7F    Evil Sensor
?? = 80    Rainbow Shell
?? = 81    Star Fragment
?? = 82    Black Orc's Fur
?? = 83    Beast Coin
?? = 84    Empress Cameo
?? = 85    Fire Crest
?? = 86    Key of Destiny
?? = 87    Gem of The Moors
?? = 88    Black Pearl
?? = 89    Golden Beehive
?? = 8A    Big Trophy
?? = 8B    Tome of The Myths
?? = 8C    Dragon's Jewel
?? = 8D    Jem of Doun
?? = 8E    Tablet of Yaru
?? = 8F    Book of The Dead
?? = 90    Jem of Truth
?? = 91    Sable Fur
?? = 92    Relief Medallion
?? = 93    Ivory Goddess
?? = 94    Box of Salvation
?? = 95    Solm's Chest
?? = 96    Necronomicon
```

```
?? = 97   Stone of Dragos
?? = 98   Undead Staff
?? = 99   Undead Ring
?? = 9A   Blood Spell
?? = 9B   Dream Crown
?? = 9C   Rotten Pumpkin
?? = 9D   Promotion
?? = 9E   Vitality Potion
?? = 9F   Strength
?? = A0   Speed Potion
?? = A1   Tome of Learning
?? = A2   Heart of Leo
?? = A3   Soul Mirror
?? = A4   Lucky Charm
?? = A5   Cure Potion
?? = A6   Cure Stone
?? = A7   Ethereal Flute
?? = A8   Summoning Chime
?? = A9   Cure Anhk
?? = AA   Egg of Wonder
?? = AB   Full Moon Stone
?? = AC   Joker Tarot
?? = AD   Dinner Bell
?? = AE   Dowsing Rod
?? = AF   Trade Ticket
?? = B0   Mass Sommons
?? = B1   Persuasion Spell
?? = B2   7 League Boots
?? = B3   Termites
?? = B4   Moonbeam
?? = B5   Ray of Sunshine
?? = B6   Crystal Ball
?? = B7   Glass Pumpkin
?? = B8   Star of Heroes
?? = B9   Bell of Light
?? = BA   Grail
?? = BB   Mystic Armband
?? = BC   Garnet
?? = BD   Amethyst
?? = BE   Aquamarine
?? = BF   Diamond
?? = C0   Emerald
?? = C1   Pearl
?? = C2   Ruby
?? = C3   Peridot
?? = C4   Sapphire
?? = C5   Opal
?? = C6   Topaz
?? = C7   Turquoise
?? = C8   Black Diamond
```

_____
6B] Quantity Changing Codes
_____

   Use these codes to change the quantity of the items you have. A handy
way to get a few extra of an item you need.

NOTE: Replace the ?? in the following codes with a value from below the
      code for Page 9 - Slot 7.

```
Page 1 - Slot 1
7E157F??

Page 1 - Slot 2
7E1581??

Page 1 - Slot 3
7E1583??

Page 1 - Slot 4
7E1585??

Page 1 - Slot 5
7E1587??

Page 1 - Slot 6
7E1589??

Page 1 - Slot 7
7E158B??

Page 2 - Slot 1
7E158D??

Page 2 - Slot 2
7E158F??

Page 2 - Slot 3
7E1591??

Page 2 - Slot 4
7E1593??

Page 2 - Slot 5
7E1595??

Page 2 - Slot 6
7E1597??

Page 2 - Slot 7
7E1599??

Page 3 - Slot 1
7E159B??

Page 3 - Slot 2
7E159D??

Page 3 - Slot 3
7E159F??

Page 3 - Slot 4
7E15A1??

Page 3 - Slot 5
7E15A3??

Page 3 - Slot 6
7E15A5??
```

```
Page 3 - Slot 7
7E15A7??

Page 4 - Slot 1
7E15A9??

Page 4 - Slot 2
7E15AB??

Page 4 - Slot 3
7E15AD??

Page 4 - Slot 4
7E15AF??

Page 4 - Slot 5
7E15B1??

Page 4 - Slot 6
7E15B3??

Page 4 - Slot 7
7E15B5??

Page 5 - Slot 1
7E15B7??

Page 5 - Slot 2
7E15B9??

Page 5 - Slot 3
7E15BB??

Page 5 - Slot 4
7E15BD??

Page 5 - Slot 5
7E15BF??

Page 5 - Slot 6
7E15C1??

Page 5 - Slot 7
7E15C3??

Page 6 - Slot 1
7E15C5??

Page 6 - Slot 2
7E15C7??

Page 6 - Slot 3
7E15C9??

Page 6 - Slot 4
7E15CB??

Page 6 - Slot 5
7E15CD??
```

```
Page 6 - Slot 6
7E15CF??

Page 6 - Slot 7
7E15D1??

Page 7 - Slot 1
7E15D3??

Page 7 - Slot 2
7E15D5??

Page 7 - Slot 3
7E15D7??

Page 7 - Slot 4
7E15D9??

Page 7 - Slot 5
7E15DB??

Page 7 - Slot 6
7E15DD??

Page 7 - Slot 7
7E15DF??

Page 8 - Slot 1
7E15E1??

Page 8 - Slot 2
7E15E3??

Page 8 - Slot 3
7E15E5??

Page 8 - Slot 4
7E15E7??

Page 8 - Slot 5
7E15E9??

Page 8 - Slot 6
7E15EB??

Page 8 - Slot 7
7E15ED??

Page 9 - Slot 1
7E15EF??

Page 9 - Slot 2
7E15F1??

Page 9 - Slot 3
7E15F3??

Page 9 - Slot 4
7E15F5??
```

```
Page 9 - Slot 5
7E15F7??

Page 9 - Slot 6
7E15F9??

Page 9 - Slot 7
7E15FB??


NOTE: Replace the ?? in the above codes with one of the following values.

?? = 01    Quantity  1
?? = 02    Quantity  2
?? = 03    Quantity  3
?? = 04    Quantity  4
?? = 05    Quantity  5
?? = 06    Quantity  6
?? = 07    Quantity  7
?? = 08    Quantity  8
?? = 09    Quantity  9
?? = 0A    Quantity 10
?? = 0B    Quantity 11
?? = 0C    Quantity 12
?? = 0D    Quantity 13
?? = 0E    Quantity 14
?? = 0F    Quantity 15
?? = 10    Quantity 16
?? = 11    Quantity 17
?? = 12    Quantity 18
?? = 13    Quantity 19
?? = 14    Quantity 20
?? = 15    Quantity 21
?? = 16    Quantity 22
?? = 17    Quantity 23
?? = 18    Quantity 24
?? = 19    Quantity 25
?? = 1A    Quantity 26
?? = 1B    Quantity 27
?? = 1C    Quantity 28
?? = 1D    Quantity 29
?? = 1E    Quantity 30
?? = 1F    Quantity 31
?? = 20    Quantity 32
?? = 21    Quantity 33
?? = 22    Quantity 34
?? = 23    Quantity 35
?? = 24    Quantity 36
?? = 25    Quantity 37
?? = 26    Quantity 38
?? = 27    Quantity 39
?? = 28    Quantity 40
?? = 29    Quantity 41
?? = 2A    Quantity 42
?? = 2B    Quantity 43
?? = 2C    Quantity 44
?? = 2D    Quantity 45
?? = 2E    Quantity 46
?? = 2F    Quantity 47
```

```
?? = 30    Quantity 48
?? = 31    Quantity 49
?? = 32    Quantity 50
?? = 33    Quantity 51
?] = 34    Quantity 52
?? = 35    Quantity 53
?? = 36    Quantity 54
?? = 37    Quantity 55
?? = 38    Quantity 56
?? = 39    Quantity 57
?? = 3A    Quantity 58
?? = 3B    Quantity 59
?? = 3C    Quantity 60
?? = 3D    Quantity 61
?? = 3E    Quantity 62
?? = 3F    Quantity 63
?? = 40    Quantity 64
?? = 41    Quantity 65
?? = 42    Quantity 66
?? = 43    Quantity 67
?? = 44    Quantity 68
?? = 45    Quantity 69
?? = 46    Quantity 70
?? = 47    Quantity 71
?? = 48    Quantity 72
?? = 49    Quantity 73
?? = 4A    Quantity 74
?? = 4B    Quantity 75
?? = 4C    Quantity 76
?? = 4D    Quantity 77
?? = 4E    Quantity 78
?? = 4F    Quantity 79
?? = 50    Quantity 80
?? = 51    Quantity 81
?? = 52    Quantity 82
?? = 53    Quantity 83
?? = 54    Quantity 84
?? = 55    Quantity 85
?? = 56    Quantity 86
?? = 57    Quantity 87
?? = 58    Quantity 88
?? = 59    Quantity 89
?? = 5A    Quantity 90
?? = 5B    Quantity 91
?? = 5C    Quantity 92
?? = 5D    Quantity 93
?? = 5E    Quantity 94
?? = 5F    Quantity 95
?? = 60    Quantity 96
?? = 61    Quantity 97
?? = 62    Quantity 98
?? = 63    Quantity 99
```

```
==============================================================================
7] CREDITS   =================================================================
==============================================================================
```

         I would like to thank Eric for his great Ogre Battle page.
                 http://www.houseofwacks.org/ogre

```
     I would like to thank Sacred Hero for already writing a FAQ to
        cover the basic PAR codes. I have included in my FAQ the
        completed set of those codes, reformatted and corrected.

     I would like to thank Brian Sulpher for his excellent FAQ, which
        I use when I play The Game.(where was that treasure again?)

     I would like to thank all the diehard Ogre Battle message board
        members, who help me keep this FAQ correct and also help me
        think up new ideas to hack.

     And lastly I would like to thank Dan (hey! that's me!) for my
        tireless code hacking. It takes a lot of free time and very
        little skill to hack codes, so i'm a pro!



     CONTACT INFO AHEAD!!! CONTACT INFO AHEAD!!!CONTACT INFO AHEAD!!!



     If you have any comments, corrections, questions, or code requests,
        send me an e-mail at newcouchpotato@aol.com , but make sure you
        put OGRE somewhere in the subject so I don't delete your mail
        when i'm getting rid of the SPAM in my mailbox. Or you can find
        me on the ogre battle message board(either the one for the SNES
        or the one for the Playstation). My name on the message board is
        CouchPotato. I hope my FAQ helped!

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```