

Secret of Mana Save State Hacking Guide

by Bri64

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Secret of Mana ZSNES Save State Hacking Guide

This Guide has been written for the ZSNES and has not been tested with other emulators.

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My hex editor of choice is Hex Workshop 4.1

Note: if you do not think counting 0 1 2 3 4 5 6 7 8 9 a b c d e f 10 11 12 does not make any sense then I do not suggest trying save state hacking but do not get excited there are plenty of sites out there that are willing to tech you, just look up making game genie codes. The time you spend will be worth while.

Contributors:

Thanks to Mike Francis for taking the time to figure out that the weapon hex locations contain two pieces of data. The first nibble being the character that has the weapon equipped, 4 equals Hero, 8 equals Girl and C equals Sprite, and the second nibble has the level.

Thanks to Ashiq for mapping out the ascii chart for the characters names and giving us the freedom to give our characters a twelve letter length name.

Small contents:

- 1) General
- 2) Hero
- 3) Girl
- 4) Sprite
- 5) Item Hex List
- 6) Weapon Hex List
- 7) Armor Hex List
- 8) Character Ascii

Notes:

* The list for weapons is a bit confusing so here goes. Your weapon levels are stored in the second nibble of the hex location. If you want a level 8 sword, the max level, you must enter 08 into the "Sword hex" location. Now the first nibble represents the character that has the weapon equipped, 4 means Hero, 8 means Girl and C means Sprite. Ex. D868 = 88 means the Hero has a level 8 sword equipped.

*Your mana levels are also nibbles so do not put 01 when you mean 1.

I removed the equipped armor hex list section due to the fact that the game changes the list order, thus making my list incorrect. Basically if you go past 3F the list repeats with Hero, Girl and Sprite equipped icons next to them in the respective order.

When ever you change your character's stats and you reequip a weapon the stats will automatically recalculate, this happens in many circumstances,

which means for the most part your stat changes will get reverted to their supposed values.

I also found where the vertical locations of your characters are stored, which allows you to send your characters over walls, creating nice short cuts.

With the submitted character ascii chart you now can input names for your characters up to twelve characters long.

1) General

D813 -> D81E - Hero's Name
D81F -> D82A - Gir'ls Name
D82B -> D836 - Sprite's Name
D837 -> D841 - Helmet list
D843 -> D84D - Armor list
D84F -> D859 - Armlet list
D85B -> D865 - Item list
D867 - Glove hex*
D868 - Sword hex*
D869 - Axe hex*
D86A - Spear hex*
D86B - Whip hex*
D86C - Bow hex*
D86D - Boomerang hex*
D86E - Lance hex*
D87D -> D87F - Gold
EC17 - vert. location char. 1
EE17 - vert. location char. 2
F017 - vert. location char. 3

2) Hero

ED95 -> ED96 - HP
ED97 -> ED98 - Max HP
ED99 - MP
ED9A - Max MP
ED9B - Strength
ED9C - Agility
ED9D - Constitution
ED9E - Intelligence
ED9F - Wisdom
EDA0 -> EDA2 - Exp.
EDAA - Hit %
EDAB - Attack
EDB7 - Evade
EDB8 -> EDB9 - Defense
EDBB -> ED9C - Magic defense
EDD3 -> EDD6 - Weapon levels**

3) Girl

EF95 -> EF96 - HP
EF97 -> EF98 - Max HP
EF99 - MP
EF9A - Max MP
EF9B - Strength
EF9C - Agility
EF9D - Constitution
EF9E - Intelligence
EF9F - Wisdom
EFA0 -> EFA2 - Exp.
EFAA - Hit %
EFAB - Attack
EFB7 - Evade

EFB8 -> EFB9 - Defense
EFBB -> EFBC - Magic defense
EFD3 -> EFD6 - Weapon levels**
EFD7 - Gnome & Udine levels**
EFD8 - Salamando & Sylphid levels
EFD9 - Luna & Dryad levels
EFDA - ? & Lumina levels
EFDB - Gnome mana = 38
EFDC - Udine mana = 38
EFDD - Salamando mana = 38
EFDE - Sylphid mana = 38
EFDF - Luna mana = 38
EFE0 - Dryad mana = 38
EFE2 - Lumina mana = 38

4) Sprite

F195 -> F196 - HP
F197 -> F198 - Max HP
F199 - MP
F19A - Max MP
F19B - Strength
F19C - Agility
F19D - Constitution
F19E - Intelligence
F19F - Wisdom
F1A0 -> F1A2 - Exp.
F1AA - Hit %
F1AB - Attack
F1B7 - Evade
F1B8 -> F1B9 - Defense
F1BB -> F1BC - Magic defense
F1D3 -> F1D6 - Weapon levels**
F1D7 - Gnome & Udine levels**
F1D8 - Salamando & Sylphid levels
F1D9 - Luna & Dryad levels
F1DA - Shade & ? levels
F1DB - Gnome mana = 07
F1DC - Udine mana = 07
F1DD - Salamando mana = 07
F1DE - Sylphid mana = 07
D1DE - Luna mana = 07
D1E0 - Dryad mana = 07
D1E1 - Shade mana = 07

5) Item Hex List

0 - Blank
1 - Chocolate
2 - Royal Jam
3 - Faerie Walnut
4 - Medical Herb
5 - Cup of Wishes
6 - Magic Rope
7 - Flammie Drum
8 - Moogle Belt
9 - Midge Mallet
A - Barrel
26 - Magic Rope
27 - Moogle Belt
28 - Midge Mallet
2A - Barrel x1

- 62 - Chocolate x4
- 80 - Candy x4
- 81 - Cup of Wishes x4
- 83 - Medical Herb x4
- 84 - Royal Jam x3
- 85 - Flammie Drum

6) Weapon Hex List

- 1 - Power Glove
- 1 - Broad Sword
- 1 - Lode Axe
- 1 - Heavy Spear
- 1 - Black Whip
- 1 - Short Bow
- 1 - Chakram
- 1 - Javelin
- 2 - Moogle Claws
- 2 - Herald Sword
- 2 - Stout Axe
- 2 - Spirite's Spear
- 2 - Backhand Whip
- 2 - Long Bow
- 2 - Lode Boomerang
- 2 - Light Trident
- 3 - Chakra Hand
- 3 - Claymore
- 3 - Battle Axe
- 3 - Partisan
- 3 - Chain Whip
- 3 - Great Bow
- 3 - Rising Sun
- 3 - Lode Javelin
- 4 - Heavy Glove
- 4 - Excalibur
- 4 - Golden Axe
- 4 - Halberd
- 4 - Flail of Hope
- 4 - Bow of Hope
- 4 - Red Cleaver
- 4 - Fork of Hope
- 5 - Hyper-Fist
- 5 - Masamune
- 5 - Were-Buster
- 5 - Oceanid Spear
- 5 - Morning Star
- 5 - Elfin Bow
- 5 - Cobra Shuttle
- 5 - Imp's Fork
- 6 - Griffin Claws
- 6 - Gigas Sword
- 6 - Great Axe
- 6 - Gigas Lance
- 6 - Hammer Flail
- 6 - Wing Bow
- 6 - Frizbar
- 6 - Elf's Harpoon
- 7 - Dragon Claws
- 7 - Dragon Buster
- 7 - Gigas Axe
- 7 - Dragon Lance

- 7 - Nimbus Chain
- 7 - Doom Bow
- 7 - Shuriken
- 7 - Dragon Dart
- 8 - Aura Glove
- 8 - Mana Sword
- 8 - Doom Axe
- 8 - Daedalus Lance
- 8 - Gigas Flail
- 8 - Garuda Buster
- 8 - Ninja's Trump
- 8 - Valkyrian
- 9 - Rusty Sword
- 9 - Watt's Axe
- 9 - Spear
- 9 - Whip
- 9 - Chobin's Bow
- 9 - Boomerang
- 9 - Pole Dart
- 9 - Bare Head

7) Armor Hex List

- 0 - Bare Head
- 1 - Bandanna
- 2 - Hair Ribbon
- 3 - Rabite Cap
- 4 - Head Gear
- 5 - Quill Cap
- 6 - Steel Cap
- 7 - Golden Tiara
- 8 - Raccoon Cap
- 9 - Quilted Hood
- A - Tiger Cap
- B - Circlet
- C - Ruby Armet
- D - Unicorn Helm
- E - Dragon Helm
- F - Duck Helm
- 10 - Needle Helm
- 11 - Cockatrice Cap
- 12 - Amulet Helm
- 13 - Griffin Helm
- 14 - Faerie Crown
- 15 - No (trash)
- 16 - Overalls
- 17 - Kung Fu Suit
- 18 - Midge Robe
- 19 - Chain Vest
- 1A - Spiky Suit
- 1B - Kung Fu Dress
- 1C - Fancy Overalls
- 1D - Chest Guard
- 1E - Golden Vest
- 1F - Ruby Vest
- 20 - Tiger Suit
- 21 - Tiger Bikini
- 22 - Magical Armor
- 23 - Tortoise Mail
- 24 - Flower Suit
- 25 - Battle Suit

26 - Vestguard
27 - Vampire Cape
28 - Power Suit
29 - Faerie Cloak
2A - Nothing (trash)
2B - Faerie's ring
2C - Elbow Pad
2D - Power Wrist
2E - Cobra Bracelet
2F - Wolf's Band
30 - Silver Band
31 - Golem Ring
32 - Frosty Ring
33 - Ivy Amulet
34 - Gold Bracelet
35 - Shield Ring
36 - Lazuri Ring
37 - Guardian Ring
38 - Gauntlet
39 - Ninja Gloves
3A - Dragon Ring
3B - Watcher Ring
3C - Imp's Ring
3D - Amulet Ring
3E - Wristband
3F - " " -> 255

8) Character Ascii

9B - A
9C - B
9D - C
9E - D
9F - E
A0 - F
A1 - G
A2 - H
A3 - I
A4 - J
A5 - K
A6 - L
A7 - M
A8 - N
A9 - O
AA - P
AB - Q
AC - R
AD - S
AE - T
AF - U
B0 - V
B1 - W
B2 - X
B3 - Y
B4 - Z