

Star Ocean (Import) Pro Action Replay Codes

by MagusB

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Star Ocean
Pro Action Replay Codes
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I - About the Author

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Guarocuya Batista Kunhardt is the author of Castlevania: SOTN Luck Mode FAQ. He is also a student at the Pontificia Universidad Catolica Madre y Maestra (PUCMM) University where he is majoring in Economics in the middle of the Greater Antilles, in the Dominican Republic. Mr. Batista, also known as MagusB is also the writer of several economic and public policy papers which are part of his hobbies alongside dancing merengue and reggaeton, tweaking his P.C., playing his guitars, cultivating his mind and body in Miyama Ryu Ju-Jutsu and dating.

MagusB can be contacted via email at guarocuya.batista@gmail.com. He will try to answer any inquiry concerning almost any matter and would appreciate feedback concerning this FAQ or any future ones.

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II - Introduction

Star Ocean is a marvelous RPG in the lines of Tales of Phantasia but can only be in japanese import-style or through emulators and patched roms. After having the opportunity to indulge in this great game and, like all RPG's I play, wondering about the myriad of items and secrets it has, I decided to start a cheat codes FAQ, with the original idea of mapping out ALL the 512 items which, suffice to say, took a long time!

But, in the process of doing so I decided to create other beneficial codes, such as the ever popular Infinite Gold Code (which in this game goes by the name of Fol), Infinite Level Codes and the such. Doing so I learned a lot about this game and in the end, all of you get free codes for this gem of a game.

The way of obtainment of every code featured in this guide, was through ZSNES

cheat menu, it is a built-in Hex Editor that allows anybody to actively search for different values in the ROM's memory addresses and to change those values through the usage of Pro Action Replay Codes. Thus that (instead of Game Genie for example) is the medium to promote my codes. Also, I would like to point out that all these codes were made by me through countless hours (about 3 :D) of value searching, so you should be thankful :p

Also I would like to dedicate this guide to everybody who plays any kind of games and has an interest in it, especially the ones I meet in some kind of forum, these are the ones that make me do this kind of work.

III - Codes

-> MISC. CODES:

7E028800 No Random Encounters

7E02737F Infinite Fol (9,999,999 Fol, it will always stay in that amount)

7E027496

7E027598

-> CHARACTER CODES:

Instead of wasting time and effort in coding every stat for every slot, I have coded everything for Slot 1, what you should do to max everybody's stat, is to change the order of every character you want from their Slot to Slot 1 and back to their original Slot. Since these codes max out every stat, they overlook the Caps set into the game by the designers, i.e. every character whom you max their Defense will have 5000 as its values (the capped max) but if the character is the one on Slot 1 it will stay in 9999 (something impossible to do without cheating).

If you are wondering why I didn't put the other Slot codes since 5000 and 9999 Defense are not the same, is because in the game, having 5000 Defense will make EVERY enemy in the whole game hit you for 0 damage. So there is no difference, except maybe for aesthetic reasons. But if enough people ask me about them, I guess I'll have to code the other Slots in.

Also, if you play around with the Level code, you will see that it only changes the level you are in (which in turn changes your Exp. needed to level up), so if you have infinite level up's, your stats will 'naturally' go through the roof, and if you do it in excessive amounts it will even continue past the 'limits', such as having 732 Strenght when it actually means 10732!

How to accomplish this you ask? Easy, set your Level to 1 and win a fight, you'll receive enough Exp. to make you gain a Level but since the code resets your Level to 1 you will keep gaining Levels over and over again until you turn the code off! :D

-STATS-

7E743BXX Character in Slot 1 Level

7E748BXX Character in Slot 1 Experience

7E748CYY

7E748DZZ

7E748D**

7E74B9XX Character in Slot 1 Skill Points

7E74BAYY

7E7431XX Character in Slot 1 Max HP

7E7432YY

7E7433XX Character in Slot 1 Current HP

7E7434YY

7E7437XX Character in Slot 1 Max MP

7E7438YY

7E7439XX Character in Slot 1 Current MP

7E743AYY

7E743CXX Character in Slot 1 Strength

7E743DYY

7E745EXX Character in Slot 1 Intelligence

7E745FYY

7E744EXX Character in Slot 1 Agility

7E744FYY

7E7442XX Character in Slot 1 Constitution

7E7443YY

7E7454XX Character in Slot 1 Guts

7E74BFXX Character in Slot 1 Stamina

7E74C0YY

7E7440XX Character in Slot 1 Attack

7E7441YY

7E7446XX Character in Slot 1 Defense

7E7447YY

7E7452XX Character in Slot 1 Accuracy

7E7453YY

7E744CXX Character in Slot 1 Evade

7E744DYY

7E02DBXX Number of Encounters

7E02DCYY

-VALUES-

YY = 00	XX = 01	1
YY = 00	XX = 32	50
YY = 00	XX = FF	255
YY = 01	XX = F4	500
YY = 03	XX = E7	999
YY = 03	XX = E8	1,000
YY = 13	XX = 88	5,000
YY = 27	XX = 0F	9,999
YY = FF	XX = E0	ZZ = F5
** = 05		99,999,999

Just in case you don't want to add any of those values and just want to code

in a bunch of codes for the Slot 1 character so you can make Gods from the beginning, then just input the following batch of codes, the all-mighty God Codes (34 in total!) and you'll be set to go.

-GOD CODES-

7E743BFF Character in Slot 1 Level (255, alias Master Level)

7E748BFF Character in Slot 1 Experience (99,999,999)

7E748CE0

7E748DF5

7E748E05

7E74B9E7 Character in Slot 1 Skill Points (999)

7E74BA03

7E74310F Character in Slot 1 Max HP (9,999)

7E743227

7E74330F Character in Slot 1 Current HP (9,999)

7E743427

7E7437E7 Character in Slot 1 Max MP (999)

7E743803

7E7439E7 Character in Slot 1 Current MP (999)

7E743A03

7E743C0F Character in Slot 1 Strength (9,999)

7E743D27

7E745E0F Character in Slot 1 Intelligence (9,999)

7E745F27

7E744E0F Character in Slot 1 Agility (9,999)

7E744F27

7E74420F Character in Slot 1 Constitution (9,999)

7E744327

7E7454FF Character in Slot 1 Guts (255)

7E74BF0F Character in Slot 1 Stamina (9,999)

7E74C027

7E74400F Character in Slot 1 Attack (9,999)

7E744127

7E74460F Character in Slot 1 Defense (9,999)

7E744727

7E74520F Character in Slot 1 Accuracy (9,999)

7E745327

7E744C0F Character in Slot 1 Evade (9,999)

7E744D27

-EQUIPMENT-

The values for the equipment codes are given in the Item Codes section.

7E747DXX Character in Slot 1 Weapon Slot Byte 1
7E747FXX Character in Slot 1 Body Slot Byte 1
7E7481XX Character in Slot 1 Shield Slot Byte 1
7E7483XX Character in Slot 1 Head Slot Byte 1
7E7485XX Character in Slot 1 Legs Slot Byte 1
7E7487XX Character in Slot 1 Accessory 1 Slot Byte 1
7E7489XX Character in Slot 1 Accessory 2 Slot Byte 1

->ITEM CODES:

Here are the values to be added to any equipment code to obtain the item prescribed in the following list.

How to obtain infinite items? Well, the best way to do so is by inputting an equipment code with an item value (doesn't matter if your putting a Weapon in your Shield Slot), after doing so, go to the Character in Slot 1 Equipment menu, press the A button twice on the recently coded Item, so you would have effectively tried to unequip it, but since the code re-establishes the item, you'll have one in your inventory and one equipped, doing this 20 times will net you the maximum amount you can carry of any item. After this, proceed to turn off the code to equip your items as you see fit.

To avoid hard to explain (but easy to understand) glitches, you must have unequipped the Equipment Slot you are going to use for Item Creation.

Note: Replace the XX in the equipment codes with the value featured before the item you want. Also, whenever you see that a division ends with a * (such as -WEAPONS-*) it means that when you code those items in, you'll have to identify them first, and since many items repeat themselves over the list, try to find one that doesn't need to be identified so you'll speed up the process.

\$00 (None)
-ITEMS-
\$01 Mandrake
\$02 Savory
\$03 Artemis Leaf
\$04 Shadow Flower
\$05 Lavender
\$06 Magic Card
\$07 Magic Color
\$08 Research Pen
\$09 Composer's Pen
\$0A Smith Hammer
\$0B Mix Hammer
\$0C Spectacles
\$0D Damascus
\$0E Mithril
\$0F Orihalcon
\$10 Rune Metal
\$11 Moonite
\$12 Meteorite
\$13 Sage's Stone
\$14 Ruby
\$15 Star Ruby
\$16 Sapphire
\$17 Green Beryl
\$18 Crystal
\$19 Diamond
\$1A Rainbow Diamond

\$1B Silver
\$1C Gold
\$1D Iron
\$1E Trumpet
\$1F Clarinet
\$20 Harmonica
\$21 Shamisen
\$22 Guitar
\$23 Trombone
\$24 Violin
\$25 Sax
\$26 Grain
\$27 Fruit
\$28 Vegetables
\$29 Meat
\$2A Seafood
 -WEAPONS-*

\$2B Strange Sword
\$2C Meteor Crash
\$2D Soul Eater
\$2E Entangle Sword
\$2F Sylvance
\$30 Damascus Sword
\$31 Elemental Sword
\$32 Glowthal Sword
\$33 Silver Sword
\$34 Slayer Sword
\$35 Berserk Sword
\$36 Crack Blade
\$37 Flare Baselard
\$38 Bloody Sword
\$39 Ice Coffin
\$3A Rondel Dagger
\$3B Metal Fang
\$3C Blaze Knuckle
\$3D Dragon Claw
\$3E Cat Fang *
\$3F Spinning Spear
\$40 Mech Halberd
\$41 Lightning Bow
\$42 Dull Sword
\$43 Long Sword
 -GUARD ITEMS-*

\$44 Plain Bikini
\$45 Dwarven Mail
\$46 Mithril Mesh
\$47 Sylvan Mail
\$48 Magical Bikini
\$49 Cat Armor
\$4A Sylvan Helm
\$4B Hermit Helm
\$4C Cat Band
\$4D Dwarven Boots
\$4E Mithril Greaves
\$4F Sylvan Greaves
\$50 Mithril Shield
\$51 Sylvan Guard
\$52 Star Guard
 -MORE ITEMS-*

\$53 Bubble Potion

\$54 Stink Pot
\$55 Bitter Potion
\$56 Fruit Pot
\$57 Fresh Bottle
\$58 Killer Poison
\$59 Sweet Syrup
\$5A Holy Mist
\$5B Fairy Potion
\$5C Mind Bomb
\$5D Resurrect Mist
\$5E Resurrect Bottle
\$5F Cure Paralysis
\$60 Cinderella Vial
\$61 Spell Potion
 -GEMS-*
\$62 Mithril
\$63 Orihalcon
\$64 Rune Metal
\$65 Moonite
\$66 Meteorite
\$67 Sage's Stone
\$68 Rock
 -JEWELRY-*
\$69 Fairy Ring
\$6A Star Ring
\$6B Mental Ring
\$6C Heal Ring
\$6D Levitate Ring
\$6E Talisman
\$6F Star Necklace
\$70 Star Emblem
\$71 Botched Ring
\$72 Funny Decoration
 -HERBS-*
\$73 Mandrake
\$74 Savory
\$75 Artemis Leaf
\$76 Shadow Flower
\$77 Lavender
 -FOOD ITEMS-*
\$78 Wine
\$79 Jell-O
\$7A 9oz Steak
\$7B Great Tuna
\$7C Bijoubu
\$7D Bad Stew
\$7E Bad Dessert
 -YET MORE ITEMS-
\$7F Bubble Potion
\$80 Melt Potion
\$81 Stink Pot
\$82 Bitter Potion
\$83 Fruit Pot
\$84 Fresh Bottle
\$85 Poison Bomb
\$86 Killer Poison
\$87 Sweet Pot
\$88 Liqueur Bottle
\$89 Sweet Syrup
\$8A Sour Syrup

\$8B Mixed Syrup
\$8C Holy Mist
\$8D Stink Bomb
\$8E Stun Bomb
\$8F Fairy Potion
\$90 Fairy Mist
\$91 Mind Bomb
\$92 Giga Mind Bomb
\$93 Resurrect Mist
\$94 Resurrect Bottle
\$95 Flare Bomb
\$96 Mega Flare Bomb
\$97 Cure Poison
\$98 Cure Paralysis
\$99 Cure Stone
\$9A Witch Powder
\$9B Elven Powder
\$9C Cinderella Vial
\$9D Dummy (It just says 'Item')
\$9E Will Potion
\$9F Might Potion
\$A0 Spell Potion
\$A1 Dummy (It just says 'Item')
\$A2 Flare Ring
\$A3 Berserk Ring
\$A4 Aqua Ring
\$A5 Stun Half
\$A6 Emerald Ring
\$A7 Fairy Ring
\$A8 Lunatic Ring
\$A9 Star Ring
\$AA Mental Ring
\$AB Resist Ring
\$AC Reflect Ring
\$AD Heal Ring
\$AE Shield Ring
\$AF Protect Ring
\$B0 Levitate Ring
\$B1 Silver Ring
\$B2 Gold Ring
\$B3 Brooch
\$B4 Gold Brooch
\$B5 Pretty Idol
\$B6 Ruby Persia
\$B7 Necklace

-MORE GUARD ITEMS-

\$B8 Crown
\$B9 Frog

-THE ITEMS JUST KEEP ON ROLLING-

\$BA Magical Persia
\$BB Silver Idol
\$BC Gold Idol
\$BD Talisman
\$BE Luna Talisman
\$BF Luna Crest
\$C0 Star Necklace
\$C1 Star Emblem
\$C2 Feat Symbol
\$C3 Misty Symbol
\$C4 Poison Charm

\$C5 Paralysis Charm
\$C6 Stone Charm
\$C7 Purple Mist
\$C8 Magic Mist
\$C9 Reverse Doll
\$CA Magical Drop
 -ONE MORE GUARD ITEM-
\$CB Dream Crown
 -AND A WHOLE BUNCH OF YET MORE ITEMS-
\$CC Silver Ankh
\$CD Botched Ring
\$CE Strange Figure
\$CF Tacky Ring
\$D0 Funny Decoration
\$D1 Strange Lump
\$D2 Embarrassing Jewelry
\$D3 Amusing Lump
\$D4 Biological Theory
\$D5 Herbal Tome
\$D6 Psychology Omnibus
\$D7 Minerals Lexicon
\$D8 Tool Compendium
\$D9 Cooking Reference
\$DA Music Encyclopedia
\$DB The Mysterical Fairy
\$DC The Master Chef
\$DD Dwarven Techniques
\$DE Heart of the Artisan
\$DF Music for Beginners
\$E0 Soul of the Artist
\$E1 Book of Grammar
\$E2 All About Weapons
\$E3 Hermes' Theory
\$E4 Book of Prophecy 1
\$E5 Book of Prophecy 2
\$E6 Book of Prophecy 3
\$E7 Book of Prophecy 4
\$E8 Book of Prophecy 5
\$E9 Book of Prophecy 6
\$EA Fan Art
\$EB Fan Art
\$EC Book of Hentai
\$ED Stalkers Comic
\$EE Fan Art
\$EF Fruit Parfait
\$F0 Apple Pie
\$F1 Sorbet
\$F2 Orange Shake
\$F3 Fruitcake
\$F4 Wine
\$F5 Stew
\$F6 Salad
\$F7 Cabbage Roll
\$F8 Hoikoro
\$F9 Jell-O
\$FA Boiled Matsutake
\$FB 5oz Steak
\$FC 9oz Steak
\$FD Chicken Skewers
\$FE Chinese Rice

\$FF Hamburger

Since Star Ocean has 512 items, the only way of accessing the rest of the items should come very clear to you if you know something about Hex: 1 byte codes can only go as far as the number 255 while counting in Hex, if we use 2 byte codes we can count up 'till 65,535. We only need 512 tough. What all this means is that the items are far from over. The next list of items work in the same way the first one did, but instead of using one code to get them, we are going to use TWO codes to do so! (Tech note: the items featured on this list could also be obtained using 1 byte only, it involves something on the lines of address interleaving, meaning that if you normally equip a sword in your weapon slot, THEN tried to code in an item from the list, you'd get a completely different one, the problem here is that you can't use the unequip trick to easily get 20 Tri-Emblems and you'd still lose the weapon you equipped).

Now, instead of creating a rather exhausting list with the codes per item, I will simply instruct you all on how to 'create' the codes for the Items. If you can work with Hex, consider yourself lucky and skip this, if not, then READ CAREFULLY.

You will add another code to the old equipment codes, and continue adding the values for the first code, using the next item list.

Here are the new codes:

7E747E01 Character in Slot 1 Weapon Slot Byte 2
7E747001 Character in Slot 1 Body Slot Byte 2
7E748201 Character in Slot 1 Shield Slot Byte 2
7E748401 Character in Slot 1 Head Slot Byte 2
7E748601 Character in Slot 1 Legs Slot Byte 2
7E748801 Character in Slot 1 Accessory 1 Slot Byte 2
7E748A01 Character in Slot 1 Accessory 2 Slot Byte 2

As you can see, the values for all those Byte 2 codes is just 01, which represents the first number in every other Item List code we have yet not seen, which is 1. The way this works is that the next batch of items features 3 numbers, the first one is for the Byte 2 codes, but since Star Ocean stops before having to use another number, the other two numbers are the values you will use with the Byte 1 codes.

Example:

Say you want infinite Tri-Emblems in your Weapon Slot, you take a look at the Tri-Emblem value (\$1FF) which means that it belongs to the second batch of Items meaning we are going to use 2 codes; the Weapon Slot Byte 1 code will be 7E747DFF (the last to digits of the Tri-Emblem value) and the Byte 2 code will be 7E747E01 (the first digit of the Tri-Emblem value).

Tech note regarding the working of PAR codes, skip this if you just want codes.

Pro Action Replay (PAR) codes consist of two parts, the address and the value. The address is where in the game's memory the object we are searching is located, these are the first six digits of the code, and the value is self-explanatory. It is the last two digits.

A typical PAR code, like the ones we've been using to hack items for ourselves, looks like this:

XXXXXXXXYY (X = Address & Y = Value)

A more practical example would be:

7E747D84 (This code tells the Cheat Device/Emulator to search the object found at Address 7E747D and give it the value of 84, which effectively gives us a Fresh Bottle on the Weapon Slot for Ratix, even though you're not supposed to equip an item there!)

Now, this one-lined code (whose real genius is 1 byte code) has the limitation of giving a value of no more than 255 (in hexadecimal notation, which is the one this specific code for this specific game uses, 255 = FF). Now, already knowing that Star Ocean has 512 items, how do we get past the limitation? Easy, using 2 byte codes (meaning, two-lined codes) which have a limitation of 65,535 when giving values, way more than what we need!

-ITEMS-

\$100	Escargot
\$101	Tuna
\$102	Great Tuna
\$103	Fried Shrimp
\$104	Snapper Sashimi
\$105	Baked Turban Shell
\$106	Seafood Spaghetti
\$107	Ichinokura
\$108	Senchuu
\$109	Yaegaki Mu
\$10A	Tamanohikari
\$10B	Bijoubu
\$10C	Kokuryuu
\$10D	Xi Feng Jiu
\$10E	Botched Brew
\$10F	Cheap Sashimi
\$110	Bad Stew
\$111	Tough Steak
\$112	Bad Dessert
\$113	Spicy Cake
\$114	Victory
\$115	Critical
\$116	Phoenix
\$117	Treasure
\$118	Upstart
\$119	Falcon Statue
\$11A	Lion Statue
\$11B	Demon Statue
\$11C	Skull Statue
\$11D	Portrait A
\$11E	Portrait B
\$11F	Portrait C
\$120	Portrait D
\$121	Portrait E
\$122	Portrait F
\$123	Portrait G
\$124	Portrait H
\$125	Portrait I
\$126	Portrait J
\$127	Portrait K
\$128	Portrait L
\$129	Scribbles (Male)
\$12A	Scribbles (Female)
\$12B	Warrior Pot
\$12C	Heraldry Pot
\$12D	Magical Jar

\$12E Santa Boots
\$12F Blueberry
\$130 Blackberry
\$131 Aquaberry
\$132 Dummy (It just says 'Item')
\$133 Dummy (Ditto)
-WEAPONS-
\$134 Strange Sword
\$135 Marvel Sword
\$136 Meteor Crash
\$137 Moon Falux
\$138 Soul Eater
\$139 Entangle Sword
\$13A Mithril Sword
\$13B Sylvance
\$13C Damascus Sword
\$13D Dwarven Sword
\$13E Air Blade
\$13F Holy Sword
\$140 Duel Sword
\$141 Dummy (It just says 'Item')
\$142 Astral Sword
\$143 Elemental Sword
\$144 Ignite Sword
\$145 Bahamut Tear
\$146 Glowthal Sword
\$147 Gunblade
\$148 Silver Sword
\$149 Meteor Strike
\$14A Slayer Sword
\$14B Doom Blade
\$14C Vorpall Sword
\$14D Berserk Sword
\$14E Crack Blade
\$14F C.S.S.S.
\$150 Assassin Dagger
\$151 Flare Baselard
\$152 Bloody Sword
\$153 Ice Coffin
\$154 Elemental Edge
\$155 Dragon Edge
\$156 Rondel Dagger
\$157 Fame Face
\$158 Metal Fang
\$159 Blaze Knuckle
\$15A Pain Cestus
\$15B Dragon Claw
\$15C Cat Fang *
\$15D Dummy (It just says 'Item')
\$15E Saint Halberd
\$15F Spinning Spear
\$160 Mech Halberd
\$161 Dragon Lance
\$162 Flame Lancer
\$163 Flare Spread
\$164 Sylvan Bow
\$165 Elven Bow
\$166 Lightning Bow
\$167 Rapid Bow
\$168 Dummy (It just says 'Item')

\$169 Aura Blade
\$16A Arc Wind
\$16B Cius Special
\$16C Murasame Blade
\$16D Charm
\$16E Kaiser Knuckle
\$16F Deathbringer
\$170 Holy Orb
\$171 Offering
\$172 Q Power Punch *
\$173 Dull Sword
\$174 Junk
\$175 Dummy (It just says 'Item')
\$176 Long Sword
\$177 Saber
\$178 Sinclair
\$179 Walloon Sword
\$17A Two-handed Sword
\$17B Claymore
\$17C Zweihander
\$17D Flamberge
\$17E Small Sword
\$17F Gladius
\$180 Baselard
\$181 Rod
\$182 Ruby Wand
\$183 Crest Rod
\$184 Knuckle
\$185 Hard Knuckle
\$186 Bagh Nakh
\$187 Cestus
\$188 Staff
\$189 Spear
\$18A Long Spear
\$18B Halberd
\$18C Tri-Section Staff
\$18D Short Bow
\$18E Long Bow
\$18F Crossbow
\$190 Arbalest
\$191 Dummy (It just says 'Item')
-GUARD ITEMS-
\$192 Leather Armor
\$193 Banded Mail
\$194 Ring Mail
\$195 Brigandine
\$196 Plate Mail
\$197 Steel Armor
\$198 Robe
\$199 Silk Robe
\$19A Amber Robe
\$19B Silver Robe
\$19C Holy Cloak
\$19D Kung Fu Gi
\$19E Chinese Gi
\$19F Ancient Gi
\$1A0 Battle Suit
\$1A1 Plain Bikini
\$1A2 Bikini
\$1A3 Pretty Bikini

\$1A4 Cat Suit
\$1A5 Leather Helm
\$1A6 Banded Helm
\$1A7 Iron Helm
\$1A8 Plate Helm
\$1A9 Steel Helm
\$1AA Wood Shield
\$1AB Round Shield
\$1AC Knight's Shield
\$1AD Fine Shield
\$1AE Leather Greaves
\$1AF Iron Greaves
\$1B0 Plate Greaves
\$1B1 Silver Greaves
\$1B2 Boots
\$1B3 Suede Boots
\$1B4 Leather Boots
\$1B5 Sandals
\$1B6 Kung Fu Shoes
\$1B7 Chinese Shoes
\$1B8 Ancient Shoes
\$1B9 Dwarven Mail
\$1BA Reflex
\$1BB Mithril Mesh
\$1BC Sylvan Mail
\$1BD Duel Suit
\$1BE Magical Bikini
\$1BF Cat Armor
\$1C0 Dummy (It just says 'Item')
\$1C1 Dwarven Helm
\$1C2 Mithril Helm
\$1C3 Sylvan Helm
\$1C4 Hermit Helm
\$1C5 Duel Helm
\$1C6 Cat Band
\$1C7 Elven Cap
\$1C8 Dummy (It just says 'Item')
\$1C9 Dwarven Boots
\$1CA Elven Boots
\$1CB Mithril Greaves
\$1CC Sylvan Greaves
\$1CD Dummy (It just says 'Item')
\$1CE Dummy (It just says 'Item')
\$1CF Dummy (It just says 'Item')
\$1D0 Dummy (It just says 'Item')
\$1D1 Dummy (It just says 'Item')
\$1D2 Dummy (It just says 'Item')
\$1D3 Ankh Shield
\$1D4 Dwarven Guard
\$1D5 Mithril Shield
\$1D6 Sylvan Guard
\$1D7 Star Guard
\$1D8 Dummy (It just says 'Item')
\$1D9 Dummy (It just says 'Item')
\$1DA Dummy (It just says 'Item')
\$1DB Dummy (It just says 'Item')
\$1DC Raven Orb
\$1DD Astral Ring
\$1DE Feather Ring
\$1DF Dummy (It just says 'Item')

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    -MORE WEAPONS-
$1E0 Long Sword +1
$1E1 Long Sword +2
$1E2 Claymore +1
$1E3 Claymore +2
$1E4 Gladius +1
$1E5 Glaius +2
$1E6 Knuckle +1
$1E7 Knuckle +2
$1E8 Long Spear +1
$1E9 Long Spear +2
$1EA Silver Knuckle
$1EB Whirlwind
    -A COUPLE MORE ITEMS-
$1EC Bird Feed
$1ED Rock
    -EXTRAVAGANT STUFF-
$1EE Extravagant Sword
$1EF Extravagant Armor
$1F0 Extravagant Staff
$1F1 Extravagant Robe
    -MORE GUARD ITEMS-
$1F2 Mirage Cape
$1F3 Mirage Robe
$1F4 Star Cloak
$1F5 Dummy (It just says 'Item')
$1F6 Dummy (It just says 'Item')
    -THE FINAL ITEMS-
$1F7 Pickaxe
$1F8 Bunny Whistle
$1F9 Force Sword
$1FA Ancient Scroll
$1FB Rice Ball
$1FC Saint Elmo
$1FD Ocarina
$1FE Flint Stone
    -THE FINAL GUARD ITEM-
$1FF Tri-emblem

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Note regarding the obtainment of all 512 items: After proofing every code, I have finally obtained all 512 items, the deception came when a big chunk of them (about 50 or so) were dummied out items without no real purpose (including one with the description of 'No Strings'), a lot of 1-item repeated Research Pen's & the same with Shadow Flowers, but hey, we weren't even supposed to get near that number of items!!

->CHARACTER MODIFIER CODES:

A contributor, Majutsuko, decided one day to dig the codes for character modification, and even tough I haven't tested them all I have found them to be working and to be of quality. Any inquiries concerning these should be addressed to him, his email is to be fund in the Credits section.

CHARACTER MODIFIER CODES

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.....
7E73E2xy ~ Slot 1      7E6FE2xy ~ Slot 5
7E74E2xy ~ Slot 2      7E70E2xy ~ Slot 6
7E75E2xy ~ Slot 3      7E71E2xy ~ Slot 7

```

7E76E2xy ~ Slot 4 7E72E2xy ~ Slot 8

NOTE: If you use these codes on an empty slot, the character will have all zeros for stats.

.....
SUBSTITUTION FOR x DIGITS
.....

- 0 ~ Normal
- 4 ~ NPC

NOTE: Setting any character as an NPC, who is never normally an NPC during the game, will make him disappear (i.e. Ratix).

.....
SUBSTITUTION FOR y DIGITS
.....

- 0 ~ (Empty)
- 1 ~ Ratix
- 2 ~ Milly
- 3 ~ Dorn
- 4 ~ Ronixis
- 5 ~ Iria
- 6 ~ Cius
- 7 ~ Joshua
- 8 ~ Tinek
- 9 ~ Marvel
- A ~ Ashlay
- B ~ Perisie
- C ~ Fear

.....
The following is an example of how to swap Ratix with another character.

1. Go to the "Order" Screen, and place Ratix in Slot 1, and Milly in Slot 5.
2. Enter these codes: "7E73E202" (This writes Milly's sprite into Slot 1)
 &
 "7E6FE201" (This writes Ratix's sprite into Slot 5).
3. Now, select the character in Slot 1, and switch him with the character in Slot 5.
4. Exit the "Order" Screen, and Save your game (or State-Save) with the codes still ON.
5. Reload your game/state with the codes OFF.

NOTE: To put Ratix back into the battle party, simply go to the "Order" Screen and switch him in normally, (you don't need codes to do this).

NOTE: If you use the codes properly as I've outlined, there will not be any problems with your game. However, if you do something to corrupt it, find help elsewhere because I will not be held responsible.

IV - Credits

Majutsuko - For his great codes fo character modification, you can contact him at zealot_04@hotmail.com.

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V - Legal Disclaimer

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