

Final Fantasy II Game Genie Codes

by Paulygon

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

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Final Fantasy II - Super Nintendo
Game Genie codes

by Paulygon

<http://home.earthlink.net/~paul3/>
paul3@earthlink.net

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See the end of this document for copyright information
and version history.

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Introduction:

Hi, all. Welcome to my Final Fantasy II Game Genie codes document. I have personally found all of these codes and they represent many hours of digging around in the game. To the best of my knowledge, they have not been available before. Additional codes may be added if I find any others. Should this be the case, a new version of this document will be released.

There are 2 different versions of this game, so if the Version A codes don't work, try the Version B codes.

Disclaimer:

These codes are used at your own risk and I assume no responsibility whatsoever for their effects. I do not guarantee that they will work for you or that any set of codes will work in combination with any other ones. This includes any codes found by others. There are far too many combinations for testing of this kind to be practical.

I would like to know, though, if any of these codes don't work for you, exhibit any side effects, or if you find any combinations of them that cause problems. In that event, please give as much detail as you can.

Layout:

I have organized these codes in the following way:

- * Field Codes : Codes for use while wandering on the field.
- * Battle Codes : Codes for use while in battle.

- * Monster Codes : Codes that affect monster stats or change enemy parties.
- * Item Codes : Codes that affect/allow access to items.
- * Miscellaneous Codes : Interesting/odd codes that may or may not be useful.

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Codes:
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>>>>>>> Field Codes <<<<<<<<<

Ver.A: 45B6-D4A7 +
C9BB-DD07 +
A0BB-DD67

Ver.B: Same codes.

These codes let you use the Big Whale ship before you actually get it. While walking on the field and standing on a grassy, flat, or otherwise "landable" area, press the A button. The screen will glitch for a few seconds. Then you will appear inside the Big Whale. You can then fly anywhere you want or use the Big Whale's facilities. If you press A while not standing on an appropriate area, the game will zoom out, but you'll still move like normal.. pressing A again over a proper area or finishing a battle will return the zoom level to normal.

*** Warning: These codes make it possible to complete story events out of order. Doing so may cause unforeseen problems, so be careful.

Ver.A: 1D60-0704

Ver.B: Same code.

No random encounters.

Ver.A: 3C6B-0DA4

Ver.B: Same code.

Random encounters occur with every step while walking on the field. Does not work in dungeons.

Ver.A: 186D-D40A

Ver.B: Same code.

Battles are over before they start. After the battle sound and the screen fades to black, it'll immediately return to the map. This even works with boss battles, allowing you to skip them. No exp or gold will be awarded, however.

Ver.A: CBBA-07A4

Ver.B: Same code.

Use a Tent, Cabin, and/or Save your game anywhere! Does not work while riding in a vehicle or while in battle.

Ver.A: DA6E-6FD4

Ver.B: Same code.

Every random battle is always with the rarest enemy party for a

given area. If you know where to find Pink Puffs, this code will allow you to always fight them.

>>>>>> Battle Codes <<<<<<<<

Ver.A: DDC0-6FDE

Ver.B: DDC9-6FDE

All attacks and spells target the enemy, including the enemies' own. The enemy targeting will sometimes behave oddly, but this does not otherwise affect gameplay. For example, a different enemy may receive damage than expected, or a non-existing enemy may be targeted. The only time it doesn't work is when an enemy has a magic-reflecting wall around it and reflects a spell off of itself. In such cases, the spell will be reflected onto someone in the party as normal. Few enemies do this, though, so this won't often be a problem.

* See note [1] below for more info on when the code should be used. *

Ver.A: DD87-6DD6

Ver.B: Same code.

In battle, characters can equip any weapons and shields. The normal restrictions still apply, though, such as 2 handed swords require the other hand free, bows require arrows, etc. Handedness still matters, as well. After battle, go to the equip menu for a character to get their stats to update.

Ver.A: 6D32-D7DE

Ver.B: 6D3E-DD0E

Always get a treasure from each enemy defeated (up to 8) after battle, even from enemies that don't normally drop anything, like bosses. (those that don't normally drop items will just drop a Cure1 potion. :-/)

Ver.A: DD3E-DFDE

Ver.B: DD3D-040E

Always get a treasure from each enemy defeated (up to 8) after battle, except from monsters (like bosses) that don't have any. The only reason to use this code over the previous one is if you don't want to get useless Cure1 potions from bosses. =) There may be subtle differences in the rarity of items enemies drop between these codes, but this hasn't been tested.

Ver.A: D926-D4D9

Ver.B: Same code.

When treasures are awarded after battle, get 5 of each item instead of 1. Does not work for arrows.

Ver.A: 7425-D769

Ver.B: Same code.

When any kind of arrows are awarded as treasures after battle, get 50 of them instead of 10.

Ver.A: D734-0DDE

Ver.B: D737-0F0E

When treasures are awarded after battle, get the rarest one instead of the most common one. Normally, a monster can drop 1 of 4 items. This code replaces the first item, which has the greatest chance of being dropped, with the fourth item, which has the least chance of being dropped. Put another way, the probability that a monster will drop it's best treasure is increased to just over 50% from about 1.5%.

Ver.A: 3634-07DE

Ver.B: 3630-0D0E

When treasures are awarded after battle, the probability that a monster will drop it's rarest item increases from 1/64 to 6/64.

>>>>>>> Monster Codes <<<<<<<<

Ver.A: 616D-DD56

Ver.B: Same code.

One of the battles around Baron is against 3 Imps. This code makes it so that you fight 3 Pink Puffs instead. They'll cast a powerful Quake spell on themselves instead of their usual behavior. They will be defeated after 4 to 5 spells for lots of exp, gold, and possibly some cool items!

Ver.A: DBA6-0F8B

Ver.B: Same code.

Fight Moon-surface enemies in the underground. It's only in a small area a little ways south and west of the Sylph cave right next to the lava. Normally, the enemies in this area include the GlomWing and Talantla.

Ver.A: DECD-DD56

Ver.B: Same code.

Imps give 3,850 GP each.

Ver.A: 46CD-DD56

Ver.B: Same code.

Imps give 10,250 GP each.

Ver.A: D9CA-0D56

Ver.B: Same code.

Imps give 1,300 Exp. each.

Ver.A: 46CA-0D56

Ver.B: Same code.

Imps give 10,260 Exp. each.

>>>>>>> Item Codes <<<<<<<<

Ver.A: C3CE-6F09

Ver.B: Same code.

Infinite items when used outside of battle, except for the Whistle. If a Life potion is used on someone who doesn't need it, you'll get an extra one.

Ver.A: 38C4-AF00

Ver.B: Same code.

Summon the Big Chocobo anywhere by using a Carrot, instead of a Whistle. You can use the Carrot, even though the item appears greyed-out.

Ver.A: C3C4-A4D0

Ver.B: Same code.

Infinite Whistles.

Ver.A: 82A9-6FD1

Ver.B: Same code.

The quantity of an item doesn't decrease when sold in shops. The same items can be sold over and over again for easy Gold.

Ver.A: 17BF-D404

Ver.B: Same code.

When you get an item from a pot, treasure chest, or some other character, you'll get 99 of that item instead of 1! This does not include arrows, but does include story items like the Package, Legend Sword, etc. No extra item space will be taken by the extra story items. You'll see. ;)

Ver.A: 17B4-D4D4

Ver.B: Same code.

When you get arrows from a pot or treasure chest, you'll get 99 of them instead of 10!

Ver.A: CB66-6DA3 +
1766-6FD3 +
3C66-6F03

Ver.B: Same codes.

After going into battle, the number of all items you have will become 99. Use these instead of the next code if you don't mind using up 3 codes slots to max-out your item counts with a minimum of hassle. It's also safer, in that there's no risk of losing any items.

Ver.A: C266-6DA3

Ver.B: Same code.

After going into battle, the number of each item in the inventory will be set to the number of the item in the first position. For example, put 99 Cure1 Potions into the first item slot and then go into battle. The number of all of the rest of the items will now be 99.

** WARNING: Make sure that the first item slot is not empty, or you will lose ALL of your items after going into battle!! **

>>>>>>> Miscellaneous Codes <<<<<<<<

Ver.A: 1D67-A7A4

Ver.B: Same code.

No music while traveling on the field or in a town, etc. The only exceptions are battles, story events, after loading a save, and maybe some other times.

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Notes about specific codes:

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[1] Enemy target code DDC0-6FDE (or DDC9-6FDE for Ver.B):

This code can be used almost all of the time. There are few times when it should be turned off. Here are all of the ones I can think of at the moment: (Note that there may be other times, as well)

- + Story events that take place during a battle where the party members need to take damage in order for the story to progress.
- + Story events preceding the final battle. It can be turned back on when it's time to fight the final battle.
- + There are a few battles with strong enemies whose magic/elemental attacks may heal them when the attack is directed back onto themselves. This will only be a problem if such healing recovers more damage than the party can inflict. I doubt this will ever be the case, however.

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Version History

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- 1.1: June 21, 2001. Added support for the alternate version of this game.
- 1.0: June 02, 2001. First version.