

VI. Codes

Possible Enable Code

00001822 000A

100B70CC 0007

Possible Enable Code

00001822 000A

1000EF50 0007

Max stats all 30 weapons (you can carry up to 30 weapons in this game)

420010EC 03E7

0000001E 001C

420010EE 03E7

0000001E 001C

420010F0 03E7

0000001E 001C

420010FA 03E7

0000001E 001C

420010F2 03E7

0000001E 001C

420010F4 03E7

0000001E 001C

420010F6 03E7

0000001E 001C

420010F8 03E7

0000001E 001C

420010FC 03E7

0000001E 001C

*Press start to regenerate all breakable objects (crates, grass, drill rocks, etc) (works with any screen change)

420006A4 0000

00000006 0002

*Does not work with targets

Press start to clear obstacles in dungeon

74000130 03F7

420006A4 FFFF

00000006 0002

*Does not work with targets

9,999,999 EXP after battle

820034BC 967F

820034BE 0098

9,999,999 Bonus EXP after battle

820034C0 967F
820034C2 0098

9999 Stat points at level up
820036BA 270F

9999 points applied to ATK
820036BE 270F

9999 points applied to DEF
820036C2 270F

9999 points applied to AGL
820036C6 270F

Infinite points fishing game
820015D6 FFFF

X position modifier (press start to activate)
74000130 03F7
8200EAB8 xxxx

Y position modifier (press start to activate)
74000130 03F7
8200EABA xxxx

You'll have to experiment with the numbers yourself. They are the XY coordinates of your character sprite on the map (XY coordinates, think back to high school math and graphing). It's easier to use with an emulator because you can see your relative position in the memory viewer. Otherwise, just plug in numbers until you get somewhere, then increment until you are at a point you want (i.e. behind that @#\$! wind stream that I couldn't pass).

Temporary unlock of omake menu (5 options)
43000488 FFFF
0000000C 0002

All items imbued
4200154A FFFF
0000000D 0002

Weapon data block
Weapon 1:
320010E5 00xx = weapon ID
00-27 = swords
28-4F = Axes

50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
320010E6 00xx = Effect
320010E7 00xx = Special Attack
320010E8 00xx = Additive item/material 1
320010E9 00xx = Additive item/material 2
320010EA 00xx = Additive item/material 3
320010EB 00xx = TEC points
820010EC xxxx = Total ATK
820010EE xxxx = Total DEF
820010F0 xxxx = Total AGL
820010F2 xxxx = Base ATK
820010F4 xxxx = Base DEF
820010F6 xxxx = Base AGL
820010F8 xxxx = Current DUR
820010FA xxxx = Max DUR
820010FC xxxx = Base DUR
320010FE 000x = (0=normal, 1=gold glow)

Weapon 2:

32001101 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
32001102 00xx = Effect

32001103 00xx = Special Attack
32001104 00xx = Additive item/material 1
32001105 00xx = Additive item/material 2
32001106 00xx = Additive item/material 3
32001107 00xx = TEC points
82001108 xxxx = Total ATK
8200110A xxxx = Total DEF
8200110C xxxx = Total AGL
8200110E xxxx = Base ATK
82001110 xxxx = Base DEF
82001112 xxxx = Base AGL
82001114 xxxx = Current DUR
82001116 xxxx = Max DUR
82001118 xxxx = Base DUR
3200111A 000x = (0=normal, 1=gold glow)

Weapon 3:

3200111D 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
3200111E 00xx = Effect
3200111F 00xx = Special Attack
32001120 00xx = Additive item/material 1
32001121 00xx = Additive item/material 2
32001122 00xx = Additive item/material 3
32001123 00xx = TEC points
82001124 xxxx = Total ATK
82001126 xxxx = Total DEF
82001128 xxxx = Total AGL
8200112A xxxx = Base ATK
8200112C xxxx = Base DEF
8200112E xxxx = Base AGL
82001130 xxxx = Current DUR
82001132 xxxx = Max DUR

82001134 xxxx = Base DUR
32001136 000x = (0=normal, 1=gold glow)

Weapon 4:

32001139 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
3200113A 00xx = Effect
3200113B 00xx = Special Attack
3200113C 00xx = Additive item/material 1
3200113D 00xx = Additive item/material 2
3200113E 00xx = Additive item/material 3
3200113F 00xx = TEC points
82001140 xxxx = Total ATK
82001142 xxxx = Total DEF
82001144 xxxx = Total AGL
82001146 xxxx = Base ATK
82001148 xxxx = Base DEF
8200114A xxxx = Base AGL
8200114C xxxx = Current DUR
8200114E xxxx = Max DUR
82001150 xxxx = Base DUR
32001152 000x = (0=normal, 1=gold glow)

Weapons are in order by when you obtain their blanks. Add 1C to each address to get addresses for the next weapon, or figure out which slot you want and use the formula $((n-1)*1C)$ and add that to the addresses for weapon 1.

Max value for all stats (except TEC) is 7FFF though it only displays upto 999 and in some places 9999. Anything higher than that gives you negative stats starting at -9999 or -999 depending on display. It counts upward from there.

Whether the game actually counts stats that high remains to be seen

This is gonna be confusing to many of you, but this is a trick I've only seen in class. I think the process is called "bit parity". In order to represent negative numbers in binary, the range of values can be split in half, with the first half being read as positive and the second half read as negative.

Normally, 0000-FFFF is counted as 0 - 65,535 respectively. In this game, 0000-FFFF is counted as 0 - -1. Weird huh? Well now where are all the positive numbers? Well, 0-7FFF is counted as 0-32,767 and 8000-FFFF is counted as -32,767 - -1 and when you add 1 to FFFF it rolls back to 0000 which counts as 0. The advantage is you can do math with negative numbers in this manner without doing any fancy formulas to convert your values every time you change from negative to positive and visa versa. Putting in special special formulas would require more memory and processing instructions to be run, and if they aren't run properly, the game could become confused and crash. The downside is you sacrifice half your value range, but that's fine if your game can only display upto 4 digits when reading that address. Upon further research, I found that the maximum values cap at 999 anyway (03E7 or 3E7 in hexadecimal). Hence why my max stats for all weapons set stats to 999.

The following were converted from data found on
<http://bbs.newwise.com/archiver/?tid-229230.html>

All key items

42001512 0101
00000015 0002
3200153C 0001

99/99 of all GB skills

42001092 6363
00000015 0004

Skill modifiers for GB

32001090 00xx
32001094 00xx
32001098 00xx
3200109C 00xx
320010A0 00xx
320010A4 00xx
320010A8 00xx
320010AC 00xx
320010B0 00xx
320010B4 00xx
320010B8 00xx
320010BC 00xx
320010C0 00xx
320010C4 00xx
320010C8 00xx
320010CC 00xx
320010D0 00xx
320010D4 00xx

320010D8 00xx
320010DC 00xx
320010E0 00xx
Values for xx are from 00-62

All usable items
4200144A 6363
00000018 0002
3200147A 0063

All materials
4200147C 6363
00000014 0002

All combo items
420014AE 6363
00000018 0002

All accessories
420014E0 6363
00000019 0002

99 of all inventory
4200144A 6363
00000018 0002
3200147A 0063
4200147C 6363
00000014 0002
420014AE 6363
00000018 0002
420014E0 6363
00000019 0002

These codes were done by Hiei-YYH of www.cmgsgccc.com

=====

Battle Codes

=====

Boss Enable (Select+A)(Use this code in Boss Battle for the Bellow codes work)

74000130 03FA
320001C0 002F

Summon Enable (Select+B)(Same as above, but for Summon Battles)

74000130 03F9
320001C0 002E

Infinite HP Battle (Normal)

720001C0 002F
430009B4 C350
00000002 0004
720001C0 002F
830009C0 C350

Infinite HP Battle (Summon)
720001C0 002E
42003840 C350
00000002 0004
720001C0 002E
8200384C C350

Infinite Time? (Summon Battle)
720001C0 002E
42003854 7500
00000002 0002

Infinite DP
720001C0 002F
430009CC 4E20
00000003 0018
720001C0 002F
430009D0 4E20
00000003 0018

Max/infinite TEC
720001C0 002F
430009D4 639C
00000003 0018

Infinite Summon Magics
720001C0 002F
43000A22 6363
00000002 0002

Infinite Summons
720001C0 002F
33000985 0007

Fast Summon Recover
720001C0 002F
43000A28 0258
00000008 0002

Fast Summoning (Normal)

720001C0 002F
3300095A 0000

Fast Summoning (Summon)
720001C0 002E
3300095A 0000

Press Select+UP to Enemy HP 1
74000130 03BB
43000D44 0001
00000004 0390

Press Select+Down to Enemy DP 1
74000130 037B
43000D5C 0001
00000004 0390

Press Select+Left to Enemy TEC 0
74000130 03DB
43000D64 0000
00000004 0390

=====

Normal Codes

=====

Walk Through Walls [Hold R]

74000130 02EF
E200EAB8 0010
74000130 02AF
E200EAB8 0010
74000130 02AF
E200EABA FFF0
74000130 026F
E200EAB8 0010
74000130 026F
E200EABA 0010
74000130 02DF
E200EAB8 FFF0
74000130 029F
E200EAB8 FFF0
74000130 029F
E200EABA FFF0
74000130 025F
E200EAB8 FFF0
74000130 025F
E200EABA 0010

74000130 02BF
E200EABA FFF0
74000130 027F
E200EABA 0010

=====
Weapons in Map

=====
Press L+UP for Sword
74000130 01BF
3200FEC7 0001

Press L+Down for Axe
74000130 017F
3200FEC7 0002

Press L+Left for Lance
74000130 01DF
3200FEC7 0003

Press L+Right for Knuckle
74000130 01EF
3200FEC7 0004

Press L+R for Drill
74000130 00FF
3200FEC7 0005

Press L+A for Bow
74000130 01FE
3200FEC7 0006

Character modifier code
02000140 00XX

Enemy modifier codes

Enemy 1
02000142 00XX

Enemy 2
02000144 00XX

Enemy 3
02000146 00XX

Enemy 4
02000148 00XX

Always 4 Enemy Encounter
320003A2 0004
T

he first 4 codes determine the species of the monster in slots 1-4. You can fight upto 4 monsters at a time. The last code "Always 4 Enemy Encounter" makes it so you alwys run into 4 enemies durring a random battle.

The Following are from ForteGSOmega from www.cmgsgccc.com

Play as... Mod (kind of..)
830008C0 XXXX

*It's much more complicated this time, the only area where the code really works is the omake mode. Unlock the thing where you can fight all the bosses again by beating the game, After killing the first boss but before fighting the second, activate the code and set a value, you'll be that person/monster in the next battle. I'm trying to find a way around this..

Note from dragonexo:

start with:830008C0 XXXX

play as: the heroin:0001

the girl with red hair:0002

the guy with the green hair and yellow suit:0003

the guy with the sulver blue/silver hair(the rival i think):0005

the guy with dark-blue hair:0007

the archer girl (small, glasses):0009

the girl with purple hair who can summon the dragon:0010

the hero:0014

the guy with closed eyes:0016

one of the thugs with purple hats you fight near the end of the game:0018

the creepy guy who probably think's he's a girl:0025

the final boss:0028

closed eyes guy:0031

drunk looking guy with afro and red nose:0033

there is probably a hell of a lot more. You just try, I'll figure more out

NOTE: they have the exact same characteristic as the real guys, you can still choose their weapons and all, but dont put them with weapons they don't like, you'll find out soon why, don't worry, no game freeze, but dont try to summon with characters who can't, some of them can't use the spells and will make a weird attack.

note 2, everything after 38 is a blackout of the screen, i didnm't post some numbers because they are the same result of characters.

Have All Items
4200144A 6363

00000064 0002

Remove all dummy items from above code (if they bother you...)

3200147D 0000

420014A4 0000

00000005 0002

820014DE 0000

*The key items seem to be in the upper code, but since I can't tell which item IS a key item, you'll have to live with them

Mastersord's note: Remove "have all items" code before using this one.

Otherwise you'll have a conflict, or the dummy items will return.

Monster/Weapon/s.o. database complete

42001564 FFFF

00000025 0002

Max. Rank for each weapon

42001002 0909

00000003 0002

Max. Money

820015AC 423F

820015AE 000F

No Random Battles

8200FFB0 FFFF

Inf./Max. DUR for the three equipped weapons

420010F8 00FF

00000003 0054

420010FA 00FF

00000003 0054

Max. Tec points on the three equipped weapons

420010EB 00FF

00000003 0054

In-Battle Codes

One-hit kills

74000130 03FE

43000D44 0001

00000004 0390

Set opponent's DUR to 1 on both weapons

(press A to activate in battle)

74000130 03FE

83000D5C 0001

74000130 03FE

83000D74 0001

instant break both oponent's weapons (press A to activate in battle)

74000130 03FE

83000D5C 0000

74000130 03FE

83000D74 0000

Inf./Max. HP Hero

830009B4 270F

82001024 270F

Inf./Max. HP Guardian Beast

82003840 270F

82001074 270F

Instant Spell Cast

3300095A 0000

Always 6 stones (5 visually..)

33000985 0006

Inf. Guardian Beast Summon Time

82003854 FFFF

Lotsa EXP after battle

820034BC FFFF

Inf. Status points when level up

820036BA 270F