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Fire Emblem – Codebreaker Codes
Game Boy Advance

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Codebreaker Codes (GBA) by guru2012

Version: 1.0 | **Updated:** 08/11/2006

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Fire Emblem: Blazing Sword
CodeBreaker Codes for CodeBreaker v1.2 and higher
by Andrew Gu a.k.a. Guru2012

Last updated: August 11, 2006 (v1.0)

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***********************************
*     0. Contact Information      *
***********************************

 === 8/11/2006 update ===

It's been over two years, but I was recently surprised by a multitude of
emails relating to this guide which I forgot even existed.

I have definitely moved on from Fire Emblem and have not touched that game
since before the 5/21/2005 update. Since there is still a very active Fire
Emblem community and since there are plenty of people more capable of
answering code questions than I am, I will be no longer responding to code
questions. I can be reached at mykonine(at)hotmail.com if you have questions
about displaying content from this guide elsewhere.

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```
        =+=?====                        ??=??===
        ==!=====??                      ?===????==
       ==???======+?                    ?===== =
      ??=    ?=?====?                     ??====
     ?=??        ???===?+                 ??====
    ????           ???====?+          ?===
    ??                ???====?+    ?===
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      ????????????????????????=====       !!!===
       ?????????????????=======          !!?!!!
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       ?????=========                     !
        =========
        =====
```

```
***********************************
*       1. Introduction           *
***********************************
```
Many of these CodeBreaker codes have been on the internet for quite a while,
but it surprised me that nobody ever wrote a CodeBreaker codes FAQ for Fire
Emblem (Fire Emblem 7) here, so here's my version. Bear with me; this is my
first FAQ ever, let alone for GameFAQs.

or game-save in the process of using these cheats. Though I have double-
checked them I give no guarantees.

With that said, have fun and enjoy your new army of dragons! ;)

   -- Guru2012

```
***********************************
*       2. Version History        *
***********************************
```
V1.0 — 8/11/2006
Minor update to contact information.

v1.0 - 5/21/2005
Not really an update, so the numbers aren't going to change. The only thing
I modified was up at the top: an update in the contact information section.

v1.0 - 7/30/2004
Final draft is ready for submission. I've added two names to the credits
section because they helped me check the codes. The entire FAQ has been
proofread and revised. There is nothing new in the way of content.

v0.9 - 7/23/2004
First draft completed and revised. All initially planned code and value
lists are complete. Once the codes are triple-checked and the FAQ is revised
and proofread one more time it should be ready for submission. The FAQ
itself is still in Word document format for ease of editing and needs to be
converted to plain text format.

v0.0 — 7/16/2004
FAQ started

```
**********************************
*        3. Code Notes           *
*   [VERY IMPORTANT! READ FIRST!]  *
**********************************
```

These codes are tested to be used in-chapter though many of them will also
work during pre-battle preparations.

You will notice that every code ends with either "00ZZ" or "YYZZ". This is
because CodeBreaker codes are made in a way that lets you choose, for
example, how much HP you want to give the character. If it's a basic
numerical code, replace the "ZZ" with a two-digit hexadecimal number (the
left digit can be 0) that represents the number you want. For example, if
you want the character to have 30 HP you would replace the "ZZ" with "1E".

Where it says "Item X alternate" it's really just the item type and quantity
code combined. The quantity is expressed in the first two digits (YY) while
the type is expressed in the last two digits (ZZ). Replace the YY with the
amount you want and the ZZ with the item you want (choose from the list).

You must choose from a list of values in section 8 for the following types
of codes:
Portrait
Class
Turn Status
Special Status
Item Type
Status Effect

You can use any 2 digit hexadecimal number but there are important numbers
and ranges in section 8 that you should know for the following types of
codes:
Experience
Horizontal Position
Vertical Position
Rescue Companion
Movement Bonus
Weapon Skill
Support

There are two ways you can use these codes. The first, which in my opinion
is risky, is to apply the codes and leave them on. The second is more of a
hacking type approach. Apply the codes to set the values, suspend the
chapter, deactivate the codes, and then resume where you left off. That way
you will have made the changes but you don't run the risk of, for example,
setting your third slot to always turn into the dragon. It's much better to
change a character into the dragon, suspend so that the changes are saved,
turn off the cheat, and then continue playing without worrying about any
other unlikely "victim" who gets mysteriously turned into a dragon because
of a lingering code.

In this FAQ, I am assuming you are using the latter of the two techniques.
That doesn't mean the first technique won't work. It does, just not as well.

```
**********************************
*        4. Enabler Code         *
**********************************
```

Before you even think about cheating, you'll have to know the enabler code.

The one used at http://www.cmgcsss.com (found by Helder and Radical Dreamer)
and the one used to test these codes is:
00006777 000A
10001BE0 0007


```
**********************************
*       5. Character Codes       *
**********************************
```

IMPORTANT!
==
===
A final warning before you start using these codes: Codes such as the
portrait, support, and class codes are EXTREMELY RISKY. Even the slightest

mistake can and most probably will crash your game.
==
===

-= Slot 1=-

```
Portrait          -  8202BD50 YYZZ
Class             -  8202BD54 YYZZ
Level             -  3202BD58 00ZZ
Experience        -  3202BD59 00ZZ
Turn Status       -  3202BD5C 00ZZ
Hidden Status     -  3202BD5D 00ZZ
Horiz. Position   -  3202BD60 00ZZ
Vert. Position    -  3202BD61 00ZZ
Max HP            -  3202BD62 00ZZ
Current HP        -  3202BD63 00ZZ
Str               -  3202BD64 00ZZ
Skl               -  3202BD65 00ZZ
Spd               -  3202BD66 00ZZ
Def               -  3202BD67 00ZZ
Res               -  3202BD68 00ZZ
Luck              -  3202BD69 00ZZ
Con bonus         -  3202BD6A 00ZZ
Rescue            -  3202BD6B 00ZZ
Move Bonus        -  3202BD6D 00ZZ
Item 1 Type       -  3202BD6E 00ZZ
Item 1 Quantity   -  3202BD6F 00ZZ
Item 2 Type       -  3202BD70 00ZZ
Item 2 Quantity   -  3202BD71 00ZZ
Item 3 Type       -  3202BD72 00ZZ
Item 3 Quantity   -  3202BD73 00ZZ
Item 4 Type       -  3202BD74 00ZZ
Item 4 Quantity   -  3202BD75 00ZZ
Item 5 Type       -  3202BD76 00ZZ
Item 5 Quantity   -  3202BD77 00ZZ
Item 1 alternate  -  8202BD6E YYZZ
Item 2 alternate  -  8202BD70 YYZZ
Item 3 alternate  -  8202BD72 YYZZ
Item 4 alternate  -  8202BD74 YYZZ
Item 5 alternate  -  8202BD76 YYZZ
Sword Skill       -  3202BD78 00ZZ
Lance Skill       -  3202BD79 00ZZ
Axe Skill         -  3202BD7A 00ZZ
Bow Skill         -  3202BD7B 00ZZ
Staff Skill       -  3202BD7C 00ZZ
Anima Skill       -  3202BD7D 00ZZ
Light Skill       -  3202BD7E 00ZZ
Dark Skill        -  3202BD7F 00ZZ
Status Effect     -  3202BD80 00ZZ
Support #1        -  3202BD82 00ZZ
Support #2        -  3202BD83 00ZZ
Support #3        -  3202BD84 00ZZ
Support #4        -  3202BD85 00ZZ
Support #5        -  3202BD86 00ZZ
Support #6        -  3202BD87 00ZZ
Support #7        -  3202BD88 00ZZ
```

-= Slot 2 =-

```
Portrait          -  8202BD98 YYZZ
Class             -  8202BD9C YYZZ
Level             -  3202BDA0 00ZZ
Experience        -  3202BDA1 00ZZ
Turn Status       -  3202BDA4 00ZZ
Hidden Status     -  3202BDA5 00ZZ
Horiz. Position   -  3202BDA8 00ZZ
Vert. Position    -  3202BDA9 00ZZ
Max HP            -  3202BDAA 00ZZ
Current HP        -  3202BDAB 00ZZ
Str               -  3202BDAC 00ZZ
Skl               -  3202BDAD 00ZZ
Spd               -  3202BDAE 00ZZ
Def               -  3202BDAF 00ZZ
Res               -  3202BDB0 00ZZ
Luck              -  3202BDB1 00ZZ
```

```
Con bonus          -   3202BDB2 00ZZ
Rescue             -   3202BDB3 00ZZ
Move Bonus         -   3202BDB5 00ZZ
Item 1 Type        -   3202BDB6 00ZZ
Item 1 Quantity    -   3202BDB7 00ZZ
Item 2 Type        -   3202BDB8 00ZZ
Item 2 Quantity    -   3202BDB9 00ZZ
Item 3 Type        -   3202BDBA 00ZZ
Item 3 Quantity    -   3202BDBB 00ZZ
Item 4 Type        -   3202BDBC 00ZZ
Item 4 Quantity    -   3202BDBD 00ZZ
Item 5 Type        -   3202BDBE 00ZZ
Item 5 Quantity    -   3202BDBF 00ZZ
Item 1 alternate   -   8202BDB6 YYZZ
Item 2 alternate   -   8202BDB8 YYZZ
Item 3 alternate   -   8202BDBA YYZZ
Item 4 alternate   -   8202BDBC YYZZ
Item 5 alternate   -   8202BDBE YYZZ
Sword Skill        -   3202BDC0 00ZZ
Lance Skill        -   3202BDC1 00ZZ
Axe Skill          -   3202BDC2 00ZZ
Bow Skill          -   3202BDC3 00ZZ
Staff Skill        -   3202BDC4 00ZZ
Anima Skill        -   3202BDC5 00ZZ
Light Skill        -   3202BDC6 00ZZ
Dark Skill         -   3202BDC7 00ZZ
Status Effect      -   3202BDC8 00ZZ
Support #1         -   3202BDCA 00ZZ
Support #2         -   3202BDCB 00ZZ
Support #3         -   3202BDCC 00ZZ
Support #4         -   3202BDCD 00ZZ
Support #5         -   3202BDCE 00ZZ
Support #6         -   3202BDCF 00ZZ
Support #7         -   3202BDD0 00ZZ


-= Slot 3 =-

Portrait           -   8202BDE0 YYZZ
Class              -   8202BDE4 YYZZ
Level              -   3202BDE8 00ZZ
Experience         -   3202BDE9 00ZZ
Turn Status        -   3202BDEC 00ZZ
Hidden Status      -   3202BDED 00ZZ
Horiz. Position    -   3202BDF0 00ZZ
Vert. Position     -   3202BDF1 00ZZ
Max HP             -   3202BDF2 00ZZ
Current HP         -   3202BDF3 00ZZ
Str                -   3202BDF4 00ZZ
Skl                -   3202BDF5 00ZZ
Spd                -   3202BDF6 00ZZ
Def                -   3202BDF7 00ZZ
Res                -   3202BDF8 00ZZ
Luck               -   3202BDF9 00ZZ
Con bonus          -   3202BDFA 00ZZ
Rescue             -   3202BDFB 00ZZ
Move Bonus         -   3202BDFD 00ZZ
Item 1 Type        -   3202BDFE 00ZZ
Item 1 Quantity    -   3202BDFF 00ZZ
Item 2 Type        -   3202BE00 00ZZ
Item 2 Quantity    -   3202BE01 00ZZ
Item 3 Type        -   3202BE02 00ZZ
Item 3 Quantity    -   3202BE03 00ZZ
Item 4 Type        -   3202BE04 00ZZ
Item 4 Quantity    -   3202BE05 00ZZ
Item 5 Type        -   3202BE06 00ZZ
Item 5 Quantity    -   3202BE07 00ZZ
Item 1 alternate   -   8202BDFE YYZZ
Item 2 alternate   -   8202BE00 YYZZ
Item 3 alternate   -   8202BE02 YYZZ
Item 4 alternate   -   8202BE04 YYZZ
Item 5 alternate   -   8202BE06 YYZZ
Sword Skill        -   3202BE08 00ZZ
Lance Skill        -   3202BE09 00ZZ
Axe Skill          -   3202BE0A 00ZZ
Bow Skill          -   3202BE0B 00ZZ
```

```
Staff Skill       -   3202BE0C 00ZZ
Anima Skill       -   3202BE0D 00ZZ
Light Skill       -   3202BE0E 00ZZ
Dark Skill        -   3202BE0F 00ZZ
Status Effect     -   3202BE10 00ZZ
Support #1        -   3202BE12 00ZZ
Support #2        -   3202BE13 00ZZ
Support #3        -   3202BE14 00ZZ
Support #4        -   3202BE15 00ZZ
Support #5        -   3202BE16 00ZZ
Support #6        -   3202BE17 00ZZ
Support #7        -   3202BE18 00ZZ


-= Slot 4 =-

Portrait          -   8202BE28 YYZZ
Class             -   8202BE2C YYZZ
Level             -   3202BE30 00ZZ
Experience        -   3202BE31 00ZZ
Turn Status       -   3202BE34 00ZZ
Hidden Status     -   3202BE35 00ZZ
Horiz. Position   -   3202BE38 00ZZ
Vert. Position    -   3202BE39 00ZZ
Max HP            -   3202BE3A 00ZZ
Current HP        -   3202BE3B 00ZZ
Str               -   3202BE3C 00ZZ
Skl               -   3202BE3D 00ZZ
Spd               -   3202BE3E 00ZZ
Def               -   3202BE3F 00ZZ
Res               -   3202BE40 00ZZ
Luck              -   3202BE41 00ZZ
Con bonus         -   3202BE42 00ZZ
Rescue            -   3202BE43 00ZZ
Move Bonus        -   3202BE45 00ZZ
Item 1 Type       -   3202BE46 00ZZ
Item 1 Quantity   -   3202BE47 00ZZ
Item 2 Type       -   3202BE48 00ZZ
Item 2 Quantity   -   3202BE49 00ZZ
Item 3 Type       -   3202BE4A 00ZZ
Item 3 Quantity   -   3202BE4B 00ZZ
Item 4 Type       -   3202BE4C 00ZZ
Item 4 Quantity   -   3202BE4D 00ZZ
Item 5 Type       -   3202BE4E 00ZZ
Item 5 Quantity   -   3202BE4F 00ZZ
Item 1 alternate  -   8202BE46 YYZZ
Item 2 alternate  -   8202BE48 YYZZ
Item 3 alternate  -   8202BE4A YYZZ
Item 4 alternate  -   8202BE4C YYZZ
Item 5 alternate  -   8202BE4E YYZZ
Sword Skill       -   3202BE50 00ZZ
Lance Skill       -   3202BE51 00ZZ
Axe Skill         -   3202BE52 00ZZ
Bow Skill         -   3202BE53 00ZZ
Staff Skill       -   3202BE54 00ZZ
Anima Skill       -   3202BE55 00ZZ
Light Skill       -   3202BE56 00ZZ
Dark Skill        -   3202BE57 00ZZ
Status Effect     -   3202BE58 00ZZ
Support #1        -   3202BE5A 00ZZ
Support #2        -   3202BE5B 00ZZ
Support #3        -   3202BE5C 00ZZ
Support #4        -   3202BE5D 00ZZ
Support #5        -   3202BE5E 00ZZ
Support #6        -   3202BE5F 00ZZ
Support #7        -   3202BE60 00ZZ


-= Slot 5 =-

Portrait          -   8202BE70 YYZZ
Class             -   8202BE74 YYZZ
Level             -   3202BE78 00ZZ
Experience        -   3202BE79 00ZZ
Turn Status       -   3202BE7C 00ZZ
Hidden Status     -   3202BE7D 00ZZ
```

```
Horiz. Position    -   3202BE80 00ZZ
Vert. Position     -   3202BE81 00ZZ
Max HP             -   3202BE82 00ZZ
Current HP         -   3202BE83 00ZZ
Str                -   3202BE84 00ZZ
Skl                -   3202BE85 00ZZ
Spd                -   3202BE86 00ZZ
Def                -   3202BE87 00ZZ
Res                -   3202BE88 00ZZ
Luck               -   3202BE89 00ZZ
Con bonus          -   3202BE8A 00ZZ
Rescue             -   3202BE8B 00ZZ
Move Bonus         -   3202BE8D 00ZZ
Item 1 Type        -   3202BE8E 00ZZ
Item 1 Quantity    -   3202BE8F 00ZZ
Item 2 Type        -   3202BE90 00ZZ
Item 2 Quantity    -   3202BE91 00ZZ
Item 3 Type        -   3202BE92 00ZZ
Item 3 Quantity    -   3202BE93 00ZZ
Item 4 Type        -   3202BE94 00ZZ
Item 4 Quantity    -   3202BE95 00ZZ
Item 5 Type        -   3202BE96 00ZZ
Item 5 Quantity    -   3202BE97 00ZZ
Item 1 alternate   -   8202BE8E YYZZ
Item 2 alternate   -   8202BE90 YYZZ
Item 3 alternate   -   8202BE92 YYZZ
Item 4 alternate   -   8202BE94 YYZZ
Item 5 alternate   -   8202BE96 YYZZ
Sword Skill        -   3202BE98 00ZZ
Lance Skill        -   3202BE99 00ZZ
Axe Skill          -   3202BE9A 00ZZ
Bow Skill          -   3202BE9B 00ZZ
Staff Skill        -   3202BE9C 00ZZ
Anima Skill        -   3202BE9D 00ZZ
Light Skill        -   3202BE9E 00ZZ
Dark Skill         -   3202BE9F 00ZZ
Status Effect      -   3202BEA0 00ZZ
Support #1         -   3202BEA2 00ZZ
Support #2         -   3202BEA3 00ZZ
Support #3         -   3202BEA4 00ZZ
Support #4         -   3202BEA5 00ZZ
Support #5         -   3202BEA6 00ZZ
Support #6         -   3202BEA7 00ZZ
Support #7         -   3202BEA8 00ZZ


-= Slot 6 =-

Portrait           -   8202BEB8 YYZZ
Class              -   8202BEBC YYZZ
Level              -   3202BEC0 00ZZ
Experience         -   3202BEC1 00ZZ
Turn Status        -   3202BEC4 00ZZ
Hidden Status      -   3202BEC5 00ZZ
Horiz. Position    -   3202BEC8 00ZZ
Vert. Position     -   3202BEC9 00ZZ
Max HP             -   3202BECA 00ZZ
Current HP         -   3202BECB 00ZZ
Str                -   3202BECC 00ZZ
Skl                -   3202BECD 00ZZ
Spd                -   3202BECE 00ZZ
Def                -   3202BECF 00ZZ
Res                -   3202BED0 00ZZ
Luck               -   3202BED1 00ZZ
Con bonus          -   3202BED2 00ZZ
Rescue             -   3202BED3 00ZZ
Move Bonus         -   3202BED5 00ZZ
Item 1 Type        -   3202BED6 00ZZ
Item 1 Quantity    -   3202BED7 00ZZ
Item 2 Type        -   3202BED8 00ZZ
Item 2 Quantity    -   3202BED9 00ZZ
Item 3 Type        -   3202BEDA 00ZZ
Item 3 Quantity    -   3202BEDB 00ZZ
Item 4 Type        -   3202BEDC 00ZZ
Item 4 Quantity    -   3202BEDD 00ZZ
Item 5 Type        -   3202BEDE 00ZZ
```

```
Item 5 Quantity    -  3202BEDF 00ZZ
Item 1 alternate   -  8202BED6 YYZZ
Item 2 alternate   -  8202BED8 YYZZ
Item 3 alternate   -  8202BEDA YYZZ
Item 4 alternate   -  8202BEDC YYZZ
Item 5 alternate   -  8202BEDE YYZZ
Sword Skill        -  3202BEE0 00ZZ
Lance Skill        -  3202BEE1 00ZZ
Axe Skill          -  3202BEE2 00ZZ
Bow Skill          -  3202BEE3 00ZZ
Staff Skill        -  3202BEE4 00ZZ
Anima Skill        -  3202BEE5 00ZZ
Light Skill        -  3202BEE6 00ZZ
Dark Skill         -  3202BEE7 00ZZ
Status Effect      -  3202BEE8 00ZZ
Support #1         -  3202BEEA 00ZZ
Support #2         -  3202BEEB 00ZZ
Support #3         -  3202BEEC 00ZZ
Support #4         -  3202BEED 00ZZ
Support #5         -  3202BEEE 00ZZ
Support #6         -  3202BEEF 00ZZ
Support #7         -  3202BEF0 00ZZ



-= Slot 7 =-

Portrait           -  8202BF00 YYZZ
Class              -  8202BF04 YYZZ
Level              -  3202BF08 00ZZ
Experience         -  3202BF09 00ZZ
Turn Status        -  3202BF0C 00ZZ
Hidden Status      -  3202BF0D 00ZZ
Horiz. Position    -  3202BF10 00ZZ
Vert. Position     -  3202BF11 00ZZ
Max HP             -  3202BF12 00ZZ
Current HP         -  3202BF13 00ZZ
Str                -  3202BF14 00ZZ
Skl                -  3202BF15 00ZZ
Spd                -  3202BF16 00ZZ
Def                -  3202BF17 00ZZ
Res                -  3202BF18 00ZZ
Luck               -  3202BF19 00ZZ
Con bonus          -  3202BF1A 00ZZ
Rescue             -  3202BF1B 00ZZ
Move Bonus         -  3202BF1D 00ZZ
Item 1 Type        -  3202BF1E 00ZZ
Item 1 Quantity    -  3202BF1F 00ZZ
Item 2 Type        -  3202BF20 00ZZ
Item 2 Quantity    -  3202BF21 00ZZ
Item 3 Type        -  3202BF22 00ZZ
Item 3 Quantity    -  3202BF23 00ZZ
Item 4 Type        -  3202BF24 00ZZ
Item 4 Quantity    -  3202BF25 00ZZ
Item 5 Type        -  3202BF26 00ZZ
Item 5 Quantity    -  3202BF27 00ZZ
Item 1 alternate   -  8202BF1E YYZZ
Item 2 alternate   -  8202BF20 YYZZ
Item 3 alternate   -  8202BF22 YYZZ
Item 4 alternate   -  8202BF24 YYZZ
Item 5 alternate   -  8202BF26 YYZZ
Sword Skill        -  3202BF28 00ZZ
Lance Skill        -  3202BF29 00ZZ
Axe Skill          -  3202BF2A 00ZZ
Bow Skill          -  3202BF2B 00ZZ
Staff Skill        -  3202BF2C 00ZZ
Anima Skill        -  3202BF2D 00ZZ
Light Skill        -  3202BF2E 00ZZ
Dark Skill         -  3202BF2F 00ZZ
Status Effect      -  3202BF30 00ZZ
Support #1         -  3202BF32 00ZZ
Support #2         -  3202BF33 00ZZ
Support #3         -  3202BF34 00ZZ
Support #4         -  3202BF35 00ZZ
Support #5         -  3202BF36 00ZZ
Support #6         -  3202BF37 00ZZ
Support #7         -  3202BF38 00ZZ
```

```
-= Slot 8 =-

Portrait          -  8202BF48 YYZZ
Class             -  8202BF4C YYZZ
Level             -  3202BF50 00ZZ
Experience        -  3202BF51 00ZZ
Turn Status       -  3202BF54 00ZZ
Hidden Status     -  3202BF55 00ZZ
Horiz. Position   -  3202BF58 00ZZ
Vert. Position    -  3202BF59 00ZZ
Max HP            -  3202BF5A 00ZZ
Current HP        -  3202BF5B 00ZZ
Str               -  3202BF5C 00ZZ
Skl               -  3202BF5D 00ZZ
Spd               -  3202BF5E 00ZZ
Def               -  3202BF5F 00ZZ
Res               -  3202BF60 00ZZ
Luck              -  3202BF61 00ZZ
Con bonus         -  3202BF62 00ZZ
Rescue            -  3202BF63 00ZZ
Move Bonus        -  3202BF65 00ZZ
Item 1 Type       -  3202BF66 00ZZ
Item 1 Quantity   -  3202BF67 00ZZ
Item 2 Type       -  3202BF68 00ZZ
Item 2 Quantity   -  3202BF69 00ZZ
Item 3 Type       -  3202BF6A 00ZZ
Item 3 Quantity   -  3202BF6B 00ZZ
Item 4 Type       -  3202BF6C 00ZZ
Item 4 Quantity   -  3202BF6D 00ZZ
Item 5 Type       -  3202BF6E 00ZZ
Item 5 Quantity   -  3202BF6F 00ZZ
Item 1 alternate  -  8202BF66 YYZZ
Item 2 alternate  -  8202BF68 YYZZ
Item 3 alternate  -  8202BF6A YYZZ
Item 4 alternate  -  8202BF6C YYZZ
Item 5 alternate  -  8202BF6E YYZZ
Sword Skill       -  3202BF70 00ZZ
Lance Skill       -  3202BF71 00ZZ
Axe Skill         -  3202BF72 00ZZ
Bow Skill         -  3202BF73 00ZZ
Staff Skill       -  3202BF74 00ZZ
Anima Skill       -  3202BF75 00ZZ
Light Skill       -  3202BF76 00ZZ
Dark Skill        -  3202BF77 00ZZ
Status Effect     -  3202BF78 00ZZ
Support #1        -  3202BF7A 00ZZ
Support #2        -  3202BF7B 00ZZ
Support #3        -  3202BF7C 00ZZ
Support #4        -  3202BF7D 00ZZ
Support #5        -  3202BF7E 00ZZ
Support #6        -  3202BF7F 00ZZ
Support #7        -  3202BF80 00ZZ


-= Slot 9 =-

Portrait          -  8202BF90 YYZZ
Class             -  8202BF94 YYZZ
Level             -  3202BF98 00ZZ
Experience        -  3202BF99 00ZZ
Turn Status       -  3202BF9C 00ZZ
Hidden Status     -  3202BF9D 00ZZ
Horiz. Position   -  3202BFA0 00ZZ
Vert. Position    -  3202BFA1 00ZZ
Max HP            -  3202BFA2 00ZZ
Current HP        -  3202BFA3 00ZZ
Str               -  3202BFA4 00ZZ
Skl               -  3202BFA5 00ZZ
Spd               -  3202BFA6 00ZZ
Def               -  3202BFA7 00ZZ
Res               -  3202BFA8 00ZZ
Luck              -  3202BFA9 00ZZ
Con bonus         -  3202BFAA 00ZZ
Rescue            -  3202BFAB 00ZZ
```

```
Move Bonus        -   3202BFAD 00ZZ
Item 1 Type       -   3202BFAE 00ZZ
Item 1 Quantity   -   3202BFAF 00ZZ
Item 2 Type       -   3202BFB0 00ZZ
Item 2 Quantity   -   3202BFB1 00ZZ
Item 3 Type       -   3202BFB2 00ZZ
Item 3 Quantity   -   3202BFB3 00ZZ
Item 4 Type       -   3202BFB4 00ZZ
Item 4 Quantity   -   3202BFB5 00ZZ
Item 5 Type       -   3202BFB6 00ZZ
Item 5 Quantity   -   3202BFB7 00ZZ
Item 1 alternate  -   8202BFAE YYZZ
Item 2 alternate  -   8202BFB0 YYZZ
Item 3 alternate  -   8202BFB2 YYZZ
Item 4 alternate  -   8202BFB4 YYZZ
Item 5 alternate  -   8202BFB6 YYZZ
Sword Skill       -   3202BFB8 00ZZ
Lance Skill       -   3202BFB9 00ZZ
Axe Skill         -   3202BFBA 00ZZ
Bow Skill         -   3202BFBB 00ZZ
Staff Skill       -   3202BFBC 00ZZ
Anima Skill       -   3202BFBD 00ZZ
Light Skill       -   3202BFBE 00ZZ
Dark Skill        -   3202BFBF 00ZZ
Status Effect     -   3202BFC0 00ZZ
Support #1        -   3202BFC2 00ZZ
Support #2        -   3202BFC3 00ZZ
Support #3        -   3202BFC4 00ZZ
Support #4        -   3202BFC5 00ZZ
Support #5        -   3202BFC6 00ZZ
Support #6        -   3202BFC7 00ZZ
Support #7        -   3202BFC8 00ZZ


-= Slot 10 =-

Portrait          -   8202BFD8 YYZZ
Class             -   8202BFDC YYZZ
Level             -   3202BFE0 00ZZ
Experience        -   3202BFE1 00ZZ
Turn Status       -   3202BFE4 00ZZ
Hidden Status     -   3202BFE5 00ZZ
Horiz. Position   -   3202BFE8 00ZZ
Vert. Position    -   3202BFE9 00ZZ
Max HP            -   3202BFEA 00ZZ
Current HP        -   3202BFEB 00ZZ
Str               -   3202BFEC 00ZZ
Skl               -   3202BFED 00ZZ
Spd               -   3202BFEE 00ZZ
Def               -   3202BFEF 00ZZ
Res               -   3202BFF0 00ZZ
Luck              -   3202BFF1 00ZZ
Con bonus         -   3202BFF2 00ZZ
Rescue            -   3202BFF3 00ZZ
Move Bonus        -   3202BFF5 00ZZ
Item 1 Type       -   3202BFF6 00ZZ
Item 1 Quantity   -   3202BFF7 00ZZ
Item 2 Type       -   3202BFF8 00ZZ
Item 2 Quantity   -   3202BFF9 00ZZ
Item 3 Type       -   3202BFFA 00ZZ
Item 3 Quantity   -   3202BFFB 00ZZ
Item 4 Type       -   3202BFFC 00ZZ
Item 4 Quantity   -   3202BFFD 00ZZ
Item 5 Type       -   3202BFFE 00ZZ
Item 5 Quantity   -   3202BFFF 00ZZ
Item 1 alternate  -   8202BFF6 YYZZ
Item 2 alternate  -   8202BFF8 YYZZ
Item 3 alternate  -   8202BFFA YYZZ
Item 4 alternate  -   8202BFFC YYZZ
Item 5 alternate  -   8202BFFE YYZZ
Sword Skill       -   3202C000 00ZZ
Lance Skill       -   3202C001 00ZZ
Axe Skill         -   3202C002 00ZZ
Bow Skill         -   3202C003 00ZZ
Staff Skill       -   3202C004 00ZZ
Anima Skill       -   3202C005 00ZZ
```

```
Light Skill       -  3202C006 00ZZ
Dark Skill        -  3202C007 00ZZ
Status Effect     -  3202C008 00ZZ
Support #1        -  3202C00A 00ZZ
Support #2        -  3202C00B 00ZZ
Support #3        -  3202C00C 00ZZ
Support #4        -  3202C00D 00ZZ
Support #5        -  3202C00E 00ZZ
Support #6        -  3202C00F 00ZZ
Support #7        -  3202C010 00ZZ



-= Slot 11 =-


Portrait          -  8202C020 YYZZ
Class             -  8202C024 YYZZ
Level             -  3202C028 00ZZ
Experience        -  3202C029 00ZZ
Turn Status       -  3202C02C 00ZZ
Hidden Status     -  3202C02D 00ZZ
Horiz. Position   -  3202C030 00ZZ
Vert. Position    -  3202C031 00ZZ
Max HP            -  3202C032 00ZZ
Current HP        -  3202C033 00ZZ
Str               -  3202C034 00ZZ
Skl               -  3202C035 00ZZ
Spd               -  3202C036 00ZZ
Def               -  3202C037 00ZZ
Res               -  3202C038 00ZZ
Luck              -  3202C039 00ZZ
Con bonus         -  3202C03A 00ZZ
Rescue            -  3202C03B 00ZZ
Move Bonus        -  3202C03D 00ZZ
Item 1 Type       -  3202C03E 00ZZ
Item 1 Quantity   -  3202C03F 00ZZ
Item 2 Type       -  3202C040 00ZZ
Item 2 Quantity   -  3202C041 00ZZ
Item 3 Type       -  3202C042 00ZZ
Item 3 Quantity   -  3202C043 00ZZ
Item 4 Type       -  3202C044 00ZZ
Item 4 Quantity   -  3202C045 00ZZ
Item 5 Type       -  3202C046 00ZZ
Item 5 Quantity   -  3202C047 00ZZ
Item 1 alternate  -  8202C03E YYZZ
Item 2 alternate  -  8202C040 YYZZ
Item 3 alternate  -  8202C042 YYZZ
Item 4 alternate  -  8202C044 YYZZ
Item 5 alternate  -  8202C046 YYZZ
Sword Skill       -  3202C048 00ZZ
Lance Skill       -  3202C049 00ZZ
Axe Skill         -  3202C04A 00ZZ
Bow Skill         -  3202C04B 00ZZ
Staff Skill       -  3202C04C 00ZZ
Anima Skill       -  3202C04D 00ZZ
Light Skill       -  3202C04E 00ZZ
Dark Skill        -  3202C04F 00ZZ
Status Effect     -  3202C050 00ZZ
Support #1        -  3202C052 00ZZ
Support #2        -  3202C053 00ZZ
Support #3        -  3202C054 00ZZ
Support #4        -  3202C055 00ZZ
Support #5        -  3202C056 00ZZ
Support #6        -  3202C057 00ZZ
Support #7        -  3202C058 00ZZ



-= Slot 12 =-


Portrait          -  8202C068 YYZZ
Class             -  8202C06C YYZZ
Level             -  3202C070 00ZZ
Experience        -  3202C071 00ZZ
Turn Status       -  3202C074 00ZZ
Hidden Status     -  3202C075 00ZZ
Horiz. Position   -  3202C078 00ZZ
Vert. Position    -  3202C079 00ZZ
```

```
Max HP              -   3202C07A 00ZZ
Current HP          -   3202C07B 00ZZ
Str                 -   3202C07C 00ZZ
Skl                 -   3202C07D 00ZZ
Spd                 -   3202C07E 00ZZ
Def                 -   3202C07F 00ZZ
Res                 -   3202C080 00ZZ
Luck                -   3202C081 00ZZ
Con bonus           -   3202C082 00ZZ
Rescue              -   3202C083 00ZZ
Move Bonus          -   3202C085 00ZZ
Item 1 Type         -   3202C086 00ZZ
Item 1 Quantity     -   3202C087 00ZZ
Item 2 Type         -   3202C088 00ZZ
Item 2 Quantity     -   3202C089 00ZZ
Item 3 Type         -   3202C08A 00ZZ
Item 3 Quantity     -   3202C08B 00ZZ
Item 4 Type         -   3202C08C 00ZZ
Item 4 Quantity     -   3202C08D 00ZZ
Item 5 Type         -   3202C08E 00ZZ
Item 5 Quantity     -   3202C08F 00ZZ
Item 1 alternate    -   8202C086 YYZZ
Item 2 alternate    -   8202C088 YYZZ
Item 3 alternate    -   8202C08A YYZZ
Item 4 alternate    -   8202C08C YYZZ
Item 5 alternate    -   8202C08E YYZZ
Sword Skill         -   3202C090 00ZZ
Lance Skill         -   3202C091 00ZZ
Axe Skill           -   3202C092 00ZZ
Bow Skill           -   3202C093 00ZZ
Staff Skill         -   3202C094 00ZZ
Anima Skill         -   3202C095 00ZZ
Light Skill         -   3202C096 00ZZ
Dark Skill          -   3202C097 00ZZ
Status Effect       -   3202C098 00ZZ
Support #1          -   3202C09A 00ZZ
Support #2          -   3202C09B 00ZZ
Support #3          -   3202C09C 00ZZ
Support #4          -   3202C09D 00ZZ
Support #5          -   3202C09E 00ZZ
Support #6          -   3202C09F 00ZZ
Support #7          -   3202C0A0 00ZZ


-= Slot 13 =-

Portrait            -   8202C0B0 YYZZ
Class               -   8202C0B4 YYZZ
Level               -   3202C0B8 00ZZ
Experience          -   3202C0B9 00ZZ
Turn Status         -   3202C0BC 00ZZ
Hidden Status       -   3202C0BD 00ZZ
Horiz. Position     -   3202C0C0 00ZZ
Vert. Position      -   3202C0C1 00ZZ
Max HP              -   3202C0C2 00ZZ
Current HP          -   3202C0C3 00ZZ
Str                 -   3202C0C4 00ZZ
Skl                 -   3202C0C5 00ZZ
Spd                 -   3202C0C6 00ZZ
Def                 -   3202C0C7 00ZZ
Res                 -   3202C0C8 00ZZ
Luck                -   3202C0C9 00ZZ
Con bonus           -   3202C0CA 00ZZ
Rescue              -   3202C0CB 00ZZ
Move Bonus          -   3202C0CD 00ZZ
Item 1 Type         -   3202C0CE 00ZZ
Item 1 Quantity     -   3202C0CF 00ZZ
Item 2 Type         -   3202C0D0 00ZZ
Item 2 Quantity     -   3202C0D1 00ZZ
Item 3 Type         -   3202C0D2 00ZZ
Item 3 Quantity     -   3202C0D3 00ZZ
Item 4 Type         -   3202C0D4 00ZZ
Item 4 Quantity     -   3202C0D5 00ZZ
Item 5 Type         -   3202C0D6 00ZZ
Item 5 Quantity     -   3202C0D7 00ZZ
Item 1 alternate    -   8202C0CE YYZZ
```

```
Item 2 alternate   -  8202C0D0 YYZZ
Item 3 alternate   -  8202C0D2 YYZZ
Item 4 alternate   -  8202C0D4 YYZZ
Item 5 alternate   -  8202C0D6 YYZZ
Sword Skill        -  3202C0D8 00ZZ
Lance Skill        -  3202C0D9 00ZZ
Axe Skill          -  3202C0DA 00ZZ
Bow Skill          -  3202C0DB 00ZZ
Staff Skill        -  3202C0DC 00ZZ
Anima Skill        -  3202C0DD 00ZZ
Light Skill        -  3202C0DE 00ZZ
Dark Skill         -  3202C0DF 00ZZ
Status Effect      -  3202C0E0 00ZZ
Support #1         -  3202C0E2 00ZZ
Support #2         -  3202C0E3 00ZZ
Support #3         -  3202C0E4 00ZZ
Support #4         -  3202C0E5 00ZZ
Support #5         -  3202C0E6 00ZZ
Support #6         -  3202C0E7 00ZZ
Support #7         -  3202C0E8 00ZZ


-= Slot 14 =-

Portrait           -  8202C0F8 YYZZ
Class              -  8202C0FC YYZZ
Level              -  3202C100 00ZZ
Experience         -  3202C101 00ZZ
Turn Status        -  3202C104 00ZZ
Hidden Status      -  3202C105 00ZZ
Horiz. Position    -  3202C108 00ZZ
Vert. Position     -  3202C109 00ZZ
Max HP             -  3202C10A 00ZZ
Current HP         -  3202C10B 00ZZ
Str                -  3202C10C 00ZZ
Skl                -  3202C10D 00ZZ
Spd                -  3202C10E 00ZZ
Def                -  3202C10F 00ZZ
Res                -  3202C110 00ZZ
Luck               -  3202C111 00ZZ
Con bonus          -  3202C112 00ZZ
Rescue             -  3202C113 00ZZ
Move Bonus         -  3202C115 00ZZ
Item 1 Type        -  3202C116 00ZZ
Item 1 Quantity    -  3202C117 00ZZ
Item 2 Type        -  3202C118 00ZZ
Item 2 Quantity    -  3202C119 00ZZ
Item 3 Type        -  3202C11A 00ZZ
Item 3 Quantity    -  3202C11B 00ZZ
Item 4 Type        -  3202C11C 00ZZ
Item 4 Quantity    -  3202C11D 00ZZ
Item 5 Type        -  3202C11E 00ZZ
Item 5 Quantity    -  3202C11F 00ZZ
Item 1 alternate   -  8202C116 YYZZ
Item 2 alternate   -  8202C118 YYZZ
Item 3 alternate   -  8202C11A YYZZ
Item 4 alternate   -  8202C11C YYZZ
Item 5 alternate   -  8202C11E YYZZ
Sword Skill        -  3202C120 00ZZ
Lance Skill        -  3202C121 00ZZ
Axe Skill          -  3202C122 00ZZ
Bow Skill          -  3202C123 00ZZ
Staff Skill        -  3202C124 00ZZ
Anima Skill        -  3202C125 00ZZ
Light Skill        -  3202C126 00ZZ
Dark Skill         -  3202C127 00ZZ
Status Effect      -  3202C128 00ZZ
Support #1         -  3202C12A 00ZZ
Support #2         -  3202C12B 00ZZ
Support #3         -  3202C12C 00ZZ
Support #4         -  3202C12D 00ZZ
Support #5         -  3202C12E 00ZZ
Support #6         -  3202C12F 00ZZ
Support #7         -  3202C130 00ZZ
```

```
-= Slot 15 =-

Portrait          -   8202C140 YYZZ
Class             -   8202C144 YYZZ
Level             -   3202C148 00ZZ
Experience        -   3202C149 00ZZ
Turn Status       -   3202C14C 00ZZ
Hidden Status     -   3202C14D 00ZZ
Horiz. Position   -   3202C150 00ZZ
Vert. Position    -   3202C151 00ZZ
Max HP            -   3202C152 00ZZ
Current HP        -   3202C153 00ZZ
Str               -   3202C154 00ZZ
Skl               -   3202C155 00ZZ
Spd               -   3202C156 00ZZ
Def               -   3202C157 00ZZ
Res               -   3202C158 00ZZ
Luck              -   3202C159 00ZZ
Con bonus         -   3202C15A 00ZZ
Rescue            -   3202C15B 00ZZ
Move Bonus        -   3202C15D 00ZZ
Item 1 Type       -   3202C15E 00ZZ
Item 1 Quantity   -   3202C15F 00ZZ
Item 2 Type       -   3202C160 00ZZ
Item 2 Quantity   -   3202C161 00ZZ
Item 3 Type       -   3202C162 00ZZ
Item 3 Quantity   -   3202C163 00ZZ
Item 4 Type       -   3202C164 00ZZ
Item 4 Quantity   -   3202C165 00ZZ
Item 5 Type       -   3202C166 00ZZ
Item 5 Quantity   -   3202C167 00ZZ
Item 1 alternate  -   8202C15E YYZZ
Item 2 alternate  -   8202C160 YYZZ
Item 3 alternate  -   8202C162 YYZZ
Item 4 alternate  -   8202C164 YYZZ
Item 5 alternate  -   8202C166 YYZZ
Sword Skill       -   3202C168 00ZZ
Lance Skill       -   3202C169 00ZZ
Axe Skill         -   3202C16A 00ZZ
Bow Skill         -   3202C16B 00ZZ
Staff Skill       -   3202C16C 00ZZ
Anima Skill       -   3202C16D 00ZZ
Light Skill       -   3202C16E 00ZZ
Dark Skill        -   3202C16F 00ZZ
Status Effect     -   3202C170 00ZZ
Support #1        -   3202C172 00ZZ
Support #2        -   3202C173 00ZZ
Support #3        -   3202C174 00ZZ
Support #4        -   3202C175 00ZZ
Support #5        -   3202C176 00ZZ
Support #6        -   3202C177 00ZZ
Support #7        -   3202C178 00ZZ


-= Slot 16 =-

Portrait          -   8202C188 YYZZ
Class             -   8202C18C YYZZ
Level             -   3202C190 00ZZ
Experience        -   3202C191 00ZZ
Turn Status       -   3202C194 00ZZ
Hidden Status     -   3202C195 00ZZ
Horiz. Position   -   3202C198 00ZZ
Vert. Position    -   3202C199 00ZZ
Max HP            -   3202C19A 00ZZ
Current HP        -   3202C19B 00ZZ
Str               -   3202C19C 00ZZ
Skl               -   3202C19D 00ZZ
Spd               -   3202C19E 00ZZ
Def               -   3202C19F 00ZZ
Res               -   3202C1A0 00ZZ
Luck              -   3202C1A1 00ZZ
Con bonus         -   3202C1A2 00ZZ
Rescue            -   3202C1A3 00ZZ
Move Bonus        -   3202C1A5 00ZZ
Item 1 Type       -   3202C1A6 00ZZ
```

```
Item 1 Quantity    -  3202C1A7 00ZZ
Item 2 Type        -  3202C1A8 00ZZ
Item 2 Quantity    -  3202C1A9 00ZZ
Item 3 Type        -  3202C1AA 00ZZ
Item 3 Quantity    -  3202C1AB 00ZZ
Item 4 Type        -  3202C1AC 00ZZ
Item 4 Quantity    -  3202C1AD 00ZZ
Item 5 Type        -  3202C1AE 00ZZ
Item 5 Quantity    -  3202C1AF 00ZZ
Item 1 alternate   -  8202C1A6 YYZZ
Item 2 alternate   -  8202C1A8 YYZZ
Item 3 alternate   -  8202C1AA YYZZ
Item 4 alternate   -  8202C1AC YYZZ
Item 5 alternate   -  8202C1AE YYZZ
Sword Skill        -  3202C1B0 00ZZ
Lance Skill        -  3202C1B1 00ZZ
Axe Skill          -  3202C1B2 00ZZ
Bow Skill          -  3202C1B3 00ZZ
Staff Skill        -  3202C1B4 00ZZ
Anima Skill        -  3202C1B5 00ZZ
Light Skill        -  3202C1B6 00ZZ
Dark Skill         -  3202C1B7 00ZZ
Status Effect      -  3202C1B8 00ZZ
Support #1         -  3202C1BA 00ZZ
Support #2         -  3202C1BB 00ZZ
Support #3         -  3202C1BC 00ZZ
Support #4         -  3202C1BD 00ZZ
Support #5         -  3202C1BE 00ZZ
Support #6         -  3202C1BF 00ZZ
Support #7         -  3202C1C0 00ZZ


-= Enemy Boss =-

Portrait           -  8202CEC0 YYZZ
Class              -  8202CEC4 YYZZ
Level              -  3202CEC8 00ZZ
Experience         -  3202CEC9 00ZZ
Turn Status        -  3202CECC 00ZZ
Hidden Status      -  3202CECD 00ZZ
Horiz. Position    -  3202CED0 00ZZ
Vert. Position     -  3202CED1 00ZZ
Max HP             -  3202CED2 00ZZ
Current HP         -  3202CED3 00ZZ
Str                -  3202CED4 00ZZ
Skl                -  3202CED5 00ZZ
Spd                -  3202CED6 00ZZ
Def                -  3202CED7 00ZZ
Res                -  3202CED8 00ZZ
Luck               -  3202CED9 00ZZ
Con bonus          -  3202CEDA 00ZZ
Rescue             -  3202CEDB 00ZZ
Move Bonus         -  3202CEDD 00ZZ
Item 1 Type        -  3202CEDE 00ZZ
Item 1 Quantity    -  3202CEDF 00ZZ
Item 2 Type        -  3202CEE0 00ZZ
Item 2 Quantity    -  3202CEE1 00ZZ
Item 3 Type        -  3202CEE2 00ZZ
Item 3 Quantity    -  3202CEE3 00ZZ
Item 4 Type        -  3202CEE4 00ZZ
Item 4 Quantity    -  3202CEE5 00ZZ
Item 5 Type        -  3202CEE6 00ZZ
Item 5 Quantity    -  3202CEE7 00ZZ
Item 1 alternate   -  8202CEDE YYZZ
Item 2 alternate   -  8202CEE0 YYZZ
Item 3 alternate   -  8202CEE2 YYZZ
Item 4 alternate   -  8202CEE4 YYZZ
Item 5 alternate   -  8202CEE6 YYZZ
Sword Skill        -  3202CEE8 00ZZ
Lance Skill        -  3202CEE9 00ZZ
Axe Skill          -  3202CEEA 00ZZ
Bow Skill          -  3202CEEB 00ZZ
Staff Skill        -  3202CEEC 00ZZ
Anima Skill        -  3202CEED 00ZZ
Light Skill        -  3202CEEE 00ZZ
Dark Skill         -  3202CEEF 00ZZ
```

```
Status Effect    -  3202CEF0 00ZZ
Support #1       -  3202CEF2 00ZZ
Support #2       -  3202CEF3 00ZZ
Support #3       -  3202CEF4 00ZZ
Support #4       -  3202CEF5 00ZZ
Support #5       -  3202CEF6 00ZZ
Support #6       -  3202CEF7 00ZZ
Support #7       -  3202CEF8 00ZZ
```

```
**********************************
*     6. Miscellaneous Codes     *
**********************************
```

These codes are an exception to the "cheat, suspend, un-cheat, and resume"
rule. Feel free to activate the money code and keep it there. The turn
number code is also more useful when kept active, though be careful because
survival chapters will never end if you keep the code active.

Phase codes are a bit trickier. They should be applied before you resume
your game. When you're done with the code, suspend, remove the code, and
resume.

```
Tactician Name:
1st character    -  3202BC18 00ZZ
2nd character    -  3202BC19 00ZZ
3rd character    -  3202BC1A 00ZZ
4th character    -  3202BC1B 00ZZ
5th character    -  3202BC1C 00ZZ
6th character    -  3202BC1D 00ZZ
7th character    -  3202BC1E 00ZZ
```

```
Money            -  8202BC00 ZZZZ
```

```
Turn Number      -  3202BC08 00ZZ
```
     You can use this to speed up defense chapters, raise your tactics
score,
     or lock the turn number so that you can meet requirements like beating
     the chapter in a certain amount of time to get the extra chapter.

```
Phase            -  3202BC07 00ZZ
     00 = Player Phase
     40 = Neutral Phase
     80 = Enemy Phase
```

Setting the phase gives you control of all units of that faction. This way
you can take control of enemy and neutral characters much in the same
fashion that results from the mine trick. When you end your turn, the game
will skip all other phases and return directly to the one you set through
the code.

```
**********************************
*        7. Merchant Codes       *
**********************************
```
These codes will modify your merchant's inventory. There are 100 slots total.
It works like any character's inventory, except it's twenty times larger and
there's no way for you to know which item is in which slot; the items aren't
stored in the order in which they're displayed. The best way is to insert
items in the 100th slot and work backwards. That way as long as you have the
empty slots you'll safely insert items. Just make sure the item codes don't
linger because the game will automatically sort the list and accidentally
duplicate the item.

```
Item 1 type      -  3203A720 00ZZ
Item 1 quantity  -  3203A721 00ZZ
Item 2 type      -  3203A722 00ZZ
Item 2 quantity  -  3203A723 00ZZ
Item 3 type      -  3203A724 00ZZ
Item 3 quantity  -  3203A725 00ZZ
Item 4 type      -  3203A726 00ZZ
Item 4 quantity  -  3203A727 00ZZ
Item 5 type      -  3203A728 00ZZ
Item 5 quantity  -  3203A729 00ZZ
Item 6 type      -  3203A72A 00ZZ
Item 6 quantity  -  3203A72B 00ZZ
```

```
Item 7 type        -  3203A72C 00ZZ
Item 7 quantity    -  3203A72D 00ZZ
Item 8 type        -  3203A72E 00ZZ
Item 8 quantity    -  3203A72F 00ZZ
Item 9 type        -  3203A730 00ZZ
Item 9 quantity    -  3203A731 00ZZ
Item 10 type       -  3203A732 00ZZ
Item 10 quantity   -  3203A733 00ZZ
Item 11 type       -  3203A734 00ZZ
Item 11 quantity   -  3203A735 00ZZ
Item 12 type       -  3203A736 00ZZ
Item 12 quantity   -  3203A737 00ZZ
Item 13 type       -  3203A738 00ZZ
Item 13 quantity   -  3203A739 00ZZ
Item 14 type       -  3203A73A 00ZZ
Item 14 quantity   -  3203A73B 00ZZ
Item 15 type       -  3203A73C 00ZZ
Item 15 quantity   -  3203A73D 00ZZ
Item 16 type       -  3203A73E 00ZZ
Item 16 quantity   -  3203A73F 00ZZ
Item 17 type       -  3203A740 00ZZ
Item 17 quantity   -  3203A741 00ZZ
Item 18 type       -  3203A742 00ZZ
Item 18 quantity   -  3203A743 00ZZ
Item 19 type       -  3203A744 00ZZ
Item 19 quantity   -  3203A745 00ZZ
Item 20 type       -  3203A746 00ZZ
Item 20 quantity   -  3203A747 00ZZ
Item 21 type       -  3203A748 00ZZ
Item 21 quantity   -  3203A749 00ZZ
Item 22 type       -  3203A74A 00ZZ
Item 22 quantity   -  3203A74B 00ZZ
Item 23 type       -  3203A74C 00ZZ
Item 23 quantity   -  3203A74D 00ZZ
Item 24 type       -  3203A74E 00ZZ
Item 24 quantity   -  3203A74F 00ZZ
Item 25 type       -  3203A750 00ZZ
Item 25 quantity   -  3203A751 00ZZ
Item 26 type       -  3203A752 00ZZ
Item 26 quantity   -  3203A753 00ZZ
Item 27 type       -  3203A754 00ZZ
Item 27 quantity   -  3203A755 00ZZ
Item 28 type       -  3203A756 00ZZ
Item 28 quantity   -  3203A757 00ZZ
Item 29 type       -  3203A758 00ZZ
Item 29 quantity   -  3203A759 00ZZ
Item 30 type       -  3203A75A 00ZZ
Item 30 quantity   -  3203A75B 00ZZ
Item 31 type       -  3203A75C 00ZZ
Item 31 quantity   -  3203A75D 00ZZ
Item 32 type       -  3203A75E 00ZZ
Item 32 quantity   -  3203A75F 00ZZ
Item 33 type       -  3203A760 00ZZ
Item 33 quantity   -  3203A761 00ZZ
Item 34 type       -  3203A762 00ZZ
Item 34 quantity   -  3203A763 00ZZ
Item 35 type       -  3203A764 00ZZ
Item 35 quantity   -  3203A765 00ZZ
Item 36 type       -  3203A766 00ZZ
Item 36 quantity   -  3203A767 00ZZ
Item 37 type       -  3203A768 00ZZ
Item 37 quantity   -  3203A769 00ZZ
Item 38 type       -  3203A76A 00ZZ
Item 38 quantity   -  3203A76B 00ZZ
Item 39 type       -  3203A76C 00ZZ
Item 39 quantity   -  3203A76D 00ZZ
Item 40 type       -  3203A76E 00ZZ
Item 40 quantity   -  3203A76F 00ZZ
Item 41 type       -  3203A770 00ZZ
Item 41 quantity   -  3203A771 00ZZ
Item 42 type       -  3203A772 00ZZ
Item 42 quantity   -  3203A773 00ZZ
Item 43 type       -  3203A774 00ZZ
Item 43 quantity   -  3203A775 00ZZ
Item 44 type       -  3203A776 00ZZ
Item 44 quantity   -  3203A777 00ZZ
```

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Item 45 type       -  3203A778 00ZZ
Item 45 quantity   -  3203A779 00ZZ
Item 46 type       -  3203A77A 00ZZ
Item 46 quantity   -  3203A77B 00ZZ
Item 47 type       -  3203A77C 00ZZ
Item 47 quantity   -  3203A77D 00ZZ
Item 48 type       -  3203A77E 00ZZ
Item 48 quantity   -  3203A77F 00ZZ
Item 49 type       -  3203A780 00ZZ
Item 49 quantity   -  3203A781 00ZZ
Item 50 type       -  3203A782 00ZZ
Item 50 quantity   -  3203A783 00ZZ
Item 51 type       -  3203A784 00ZZ
Item 51 quantity   -  3203A785 00ZZ
Item 52 type       -  3203A786 00ZZ
Item 52 quantity   -  3203A787 00ZZ
Item 53 type       -  3203A788 00ZZ
Item 53 quantity   -  3203A789 00ZZ
Item 54 type       -  3203A78A 00ZZ
Item 54 quantity   -  3203A78B 00ZZ
Item 55 type       -  3203A78C 00ZZ
Item 55 quantity   -  3203A78D 00ZZ
Item 56 type       -  3203A78E 00ZZ
Item 56 quantity   -  3203A78F 00ZZ
Item 57 type       -  3203A790 00ZZ
Item 57 quantity   -  3203A791 00ZZ
Item 58 type       -  3203A792 00ZZ
Item 58 quantity   -  3203A793 00ZZ
Item 59 type       -  3203A794 00ZZ
Item 59 quantity   -  3203A795 00ZZ
Item 60 type       -  3203A796 00ZZ
Item 60 quantity   -  3203A797 00ZZ
Item 61 type       -  3203A798 00ZZ
Item 61 quantity   -  3203A799 00ZZ
Item 62 type       -  3203A79A 00ZZ
Item 62 quantity   -  3203A79B 00ZZ
Item 63 type       -  3203A79C 00ZZ
Item 63 quantity   -  3203A79D 00ZZ
Item 64 type       -  3203A79E 00ZZ
Item 64 quantity   -  3203A79F 00ZZ
Item 65 type       -  3203A7A0 00ZZ
Item 65 quantity   -  3203A7A1 00ZZ
Item 66 type       -  3203A7A2 00ZZ
Item 66 quantity   -  3203A7A3 00ZZ
Item 67 type       -  3203A7A4 00ZZ
Item 67 quantity   -  3203A7A5 00ZZ
Item 68 type       -  3203A7A6 00ZZ
Item 68 quantity   -  3203A7A7 00ZZ
Item 69 type       -  3203A7A8 00ZZ
Item 69 quantity   -  3203A7A9 00ZZ
Item 70 type       -  3203A7AA 00ZZ
Item 70 quantity   -  3203A7AB 00ZZ
Item 71 type       -  3203A7AC 00ZZ
Item 71 quantity   -  3203A7AD 00ZZ
Item 72 type       -  3203A7AE 00ZZ
Item 72 quantity   -  3203A7AF 00ZZ
Item 73 type       -  3203A7B0 00ZZ
Item 73 quantity   -  3203A7B1 00ZZ
Item 74 type       -  3203A7B2 00ZZ
Item 74 quantity   -  3203A7B3 00ZZ
Item 75 type       -  3203A7B4 00ZZ
Item 75 quantity   -  3203A7B5 00ZZ
Item 76 type       -  3203A7B6 00ZZ
Item 76 quantity   -  3203A7B7 00ZZ
Item 77 type       -  3203A7B8 00ZZ
Item 77 quantity   -  3203A7B9 00ZZ
Item 78 type       -  3203A7BA 00ZZ
Item 78 quantity   -  3203A7BB 00ZZ
Item 79 type       -  3203A7BC 00ZZ
Item 79 quantity   -  3203A7BD 00ZZ
Item 80 type       -  3203A7BE 00ZZ
Item 80 quantity   -  3203A7BF 00ZZ
Item 81 type       -  3203A7C0 00ZZ
Item 81 quantity   -  3203A7C1 00ZZ
Item 82 type       -  3203A7C2 00ZZ
Item 82 quantity   -  3203A7C3 00ZZ
```

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Item 83 type      - 3203A7C4 00ZZ
Item 83 quantity  - 3203A7C5 00ZZ
Item 84 type      - 3203A7C6 00ZZ
Item 84 quantity  - 3203A7C7 00ZZ
Item 85 type      - 3203A7C8 00ZZ
Item 85 quantity  - 3203A7C9 00ZZ
Item 86 type      - 3203A7CA 00ZZ
Item 86 quantity  - 3203A7CB 00ZZ
Item 87 type      - 3203A7CC 00ZZ
Item 87 quantity  - 3203A7CD 00ZZ
Item 88 type      - 3203A7CE 00ZZ
Item 88 quantity  - 3203A7CF 00ZZ
Item 89 type      - 3203A7D0 00ZZ
Item 89 quantity  - 3203A7D1 00ZZ
Item 90 type      - 3203A7D2 00ZZ
Item 90 quantity  - 3203A7D3 00ZZ
Item 91 type      - 3203A7D4 00ZZ
Item 91 quantity  - 3203A7D5 00ZZ
Item 92 type      - 3203A7D6 00ZZ
Item 92 quantity  - 3203A7D7 00ZZ
Item 93 type      - 3203A7D8 00ZZ
Item 93 quantity  - 3203A7D9 00ZZ
Item 94 type      - 3203A7DA 00ZZ
Item 94 quantity  - 3203A7DB 00ZZ
Item 95 type      - 3203A7DC 00ZZ
Item 95 quantity  - 3203A7DD 00ZZ
Item 96 type      - 3203A7DE 00ZZ
Item 96 quantity  - 3203A7DF 00ZZ
Item 97 type      - 3203A7E0 00ZZ
Item 97 quantity  - 3203A7E1 00ZZ
Item 98 type      - 3203A7E2 00ZZ
Item 98 quantity  - 3203A7E3 00ZZ
Item 99 type      - 3203A7E4 00ZZ
Item 99 quantity  - 3203A7E5 00ZZ
Item 100 type     - 3203A7E6 00ZZ
Item 100 quantity - 3203A7E7 00ZZ



***********************************
*         8. Value Lists          *
***********************************

-= Turn Statuses =-

Replace the "ZZ" with one of the following numbers:
00 - not moved, like right at the beginning of your turn
10 - rescued and is carrying someone but not moved
42 - moved and grayed out
52 - moved, grayed out, has rescued someone and is carrying him/her
63 - was rescued and is being carried

For the more mathematical or techie guys out there, this is actually a "bit
map". See if you can figure out why those seemingly arbitrary values are
actually significant.


-= Hidden Statuses =-

Replace the "ZZ" with one of the following numbers:
00 - No effect
10 - Has Afa's Drops bonus
20 - Will drop last item upon death (last item is flashing green)
30 - Has Afa's Drops bonus AND drops item upon death

This value is also a bit map.


-= Weapon Skills =-

Replace "ZZ" with the value you want. These are the value ranges for each
skill level.
00 - weapon disabled
01 through 1E - Skill level E
1F through 46 - Skill level D
47 through 78 - Skill level C
79 through B4 - Skill level B
```

```
B5 through FA - Skill level A
FB through FF - Skill level S



-= Status Effects =-
Replace "ZZ" with a value determined using the steps below.

Given two digits, AB
A is the number (base 16) of turns for which the status effect will remain.
If A is set to 1, the status effect will no longer apply once you regain
control after ending your current turn. If A is set to anything greater than
1, the status effect will stay for A turns unless the status effect is
healed first.
Note: If A is set to 0 the status effect will stay infinitely unless healed.

B is the type of status effect. Choose from the following values:
0 - no effect
1 - Poison
2 - Sleep
3 - Silence
4 - Berserk
5 - Attack Boost (Fila's Might)
6 - Defense Boost (Ninis's Grace)
7 - Critical Boost (Thor's Ire)
8 - Avoid Boost (Set's Litany)

Example: Ninis's Grace defense boost for 2 turns
A = 2
B = 6
So the value I would replace "ZZ" with would be "26".


-= Supports =-

Replace the "ZZ" with the value you want.

Note: Each pair of supports has two values set, one on each character of the
pair. Although it's not absolutely necessary, it's good practice when
cheating supports to change both relevant values instead of just one so that
the game remains consistent.

Important values and ranges (hexadecimal):
00 through 4F - no support
50            - Level C support conversation is available.
51 through 9F - Support level C
A0            - Level B support conversation is available.
A1 through EF - Support level B
F0            - Level A support conversation is available.
F1            - Support level A


-= Items =-

00 = Nothing
01 = Iron Sword
02 = Slim Sword
03 = Steel Sword
04 = Silver Sword
05 = Iron Blade
06 = Steel Blade
07 = Silver Blade
08 = Poison Sword
09 = Rapier
0A = Mani Katti
0B = Brave Sword
0C = Wo Dao
0D = Killing Edge
0E = Armorslayer
0F = Wyrmslayer
10 = Light Brand
11 = Runesword
12 = Lancereaver
13 = Longsword
14 = Iron Lance
15 = Slim Lance
16 = Steel Lance
```

```
17 = Silver Lance
18 = Poison Lance
19 = Brave Lance
1A = Killer Lance
1B = Horseslayer
1C = Javelin
1D = Spear
1E = Axereaver
1F = Iron Axe
20 = Steel Axe
21 = Silver Axe
22 = Poison Axe
23 = Brave Axe
24 = Killer Axe
25 = Halberd
26 = Hammer
27 = Devil Axe
28 = Hand Axe
29 = Tomahawk
2A = Swordreaver
2B = Swordslayer
2C = Iron Bow
2D = Steel Bow
2E = Silver Bow
2F = Poison Bow
30 = Killer Bow
31 = Brave Bow
32 = Short Bow
33 = Long Bow
34 = Ballista
35 = Iron ballista
36 = Killer ballista
37 = Fire
38 = Thunder
39 = Elfire
3A = Bolting
3B = Fimbulvetr
3C = Forblaze
3D = Excalibur
3E = Lightning
3F = Shine
40 = Divine
41 = Purge
42 = Aura
43 = Luce
44 = Flux
45 = Luna
46 = Nosferatu
47 = Eclipse
48 = Fenrir
49 = Gespenst
4A = Heal
4B = Mend
4C = Recover
4D = Physic
4E = Fortify
4F = Restore
50 = Silence
51 = Sleep
52 = Berserk
53 = Warp
54 = Rescue
55 = Torch
56 = Hammerne
57 = Unlock
58 = Barrier
59 = Dragon Axe
5A = Angelic robe
5B = Energy ring
5C = Secret book
5D = Speedwings
5E = Goddess icon
5F = Dragonshield
60 = Talisman
61 = Boots
62 = Body ring
```

```
63 = Hero crest
64 = Knight crest
65 = Orion's bolt
66 = Elysian whip
67 = Guiding ring
68 = Chest key
69 = Door key
6A = Lockpick
6B = Vulnerary
6C = Elixir
6D = Pure water
6E = Antitoxin
6F = Torch
70 = Delphi Shield
71 = Member Card
72 = Silver Card
73 = White gem
74 = Blue gem
75 = Red gem
77 = Vaida's Spear
78 = Chest key
79 = Mine
7A = Light rune
7B = Iron rune
7C = Filla's Might
7D = Ninis's Grace
7E = Thor's Ire
7F = Set's Litany
80 = Emblem blade
81 = Emblem lance
82 = Emblem axe
83 = Emblem bow
84 = Durandal
85 = Armads
86 = Aureola
87 = Earth seal
88 = Afa's Drops
89 = Heaven seal
8A = Emblem seal
8B = Fell contract
8C = Sol Katti
8D = Wolf Beil
8E = Ereshkigal
8F = Flametongue
90 = Regal blade
91 = Rex Hasta
92 = Basilikos
93 = Reinfleche
94 = Heavy spear
95 = Short spear
96 = Ocean seal
99 = Wind Sword


-= Portraits =-

Replace the "XXYY" with a four digit number from this list.

CE4C = Eliwood
CE80 = Hector
CEB4 = Lyn
CEE8 = Raven
CF1C = Geitz
CF50 = Guy
CF84 = Karel
CFB8 = Dorcas
CFEC = Bartre
D020 = Citizen
D054 = Oswin
D088 = Fargus
D0BC = Wil
D0F0 = Rebecca
D124 = Louise
D158 = Lucius
D18C = Serra
D1C0 = Renault
```

```
D1F4 = Erk
D228 = Nino
D25C = Pent
D290 = Canas
D2C4 = Kent
D2F8 = Sain
D32C = Lowen
D360 = Marcus
D394 = Priscilla
D3C8 = Rath
D3FC = Florina
D430 = Fiora
D464 = Farina
D498 = Heath
D4CC = Vaida
D500 = Hawkeye
D534 = Matthew
D568 = Jaffar
D59C = Ninian
D5D0 = Nils
D604 = Athos
D638 = Merlinus
D66C = Nils
D6A0 = Uther (no thumbnail)
D6D4 = Vaida
D708 = Wallace
D73C = Lyn
D770 = Wil
D7A4 = Kent
D7D8 = Sain
D80C = Florina
D840 = Rath
D874 = Dart
D8A8 = Isadora
D8DC = Eleanora (no thumbnail)
D910 = Legault
D944 = Karla
D978 = Harken
D9AC = Leila (no thumbnail)
D9E0 = Bramimond (no thumbnail)
DA14 = Kishuna
DA48 = Groznyi
DA7C = Wire
DAB0 = Bandit
DAE4 = Zagan
DB18 = Boies
DB4C = Puzon
DB80 = Bandit
DBB4 = Santals (no thumbnail)
DBE8 = Nergal
DC1C = Erik
DC50 = Sealen
DC84 = Bauker
DCB8 = Bernard
DCEC = Damian
DD20 = Zoldam
DD54 = Uhai
DD88 = Aion
DDBC = Darin
DDF0 = Cameron
DE24 = Oleg
DE58 = Eubans
DE8C = Ursula
DEC0 = Black Fang
DEF4 = Paul
DF28 = Jasmine
DF5C = Black Fang
DF90 = Jerme (morph)
DFC4 = Pascal
DFF8 = Kenneth
E02C = Jerme
E060 = Maxime
E094 = Sonia
E0C8 = Teodor
E0FC = Georg
E130 = Kaim
```

```
E164 = Merc
E198 = Denning
E1CC = Bern
E200 = Morph
E234 = Lloyd
E268 = Linus
E29C = Lloyd
E2D0 = Linus
E304 = Bandit
E338 = Bandit
E36C = Bandit
E3A0 = Laus
E3D4 = Laus
E408 = Pirate
E43C = Black Fang
E470 = Black Fang
E4A4 = Ostia
E4D8 = Black Fang
E50C = Guardian
E540 = Morph
E574 = Morph
E5A8 = Morph
E5DC = Caelin
E610 = Caelin
E644 = Caelin
E678 = Laus
E6AC = Laus
E6E0 = Zephiel
E714 = Elbert (no thumbnail)
E748 = Black Fang
E77C = Black Fang
E7B0 = Black Fang
E7E4 = Morph
E818 = Morph
E84C = Morph
E880 = Morph
E8B4 = Black Fang
E8E8 = Brendan
E91C = Limstella
E950 = Dragon
E984 = Batta
E9B8 = Bandit
E9EC = Zugu
EA20 = Bandit
EA54 = Bandit
EA88 = Bandit
EABC = Glass
EAF0 = Migal
EB24 = Bandit
EB58 = Bandit
EB8C = Bandit
EBC0 = Bandit
EBF4 = Bandit
EC28 = Carjiga
EC5C = Bandit
EC90 = Bandit
ECC4 = Bandit
ECF8 = Bandit
ED2C = Bug
ED60 = Bandit
ED94 = Bandit
EDC8 = Bandit
EDFC = Bandit
EE30 = Natalie (thumbnail only)
EE64 = Bool
EE98 = Bandit
EECC = Bandit
EF00 = Bandit
EF34 = Bandit
EF68 = Bandit
EF9C = Bandit
EFD0 = Heintz
F004 = Black Fang
F038 = Black Fang
F06C = Black Fang
F0A0 = Black Fang
```

```
F0D4 = Black Fang
F108 = Black Fang
F13C = Beyard
F170 = Black Fang
F1A4 = Black Fang
F1D8 = Black Fang
F20C = Black Fang
F240 = Black Fang
F274 = Black Fang
F2A8 = Black Fang
F2DC = Black Fang
F310 = Yogi
F344 = Caelin
F378 = Caelin
F3AC = Caelin
F3E0 = Caelin
F414 = Caelin
F448 = Caelin
F47C = Caelin
F4B0 = Eagler
F4E4 = Caelin
F518 = Caelin
F54C = Caelin
F580 = Caelin
F5B4 = Caelin
F5E8 = Caelin
F61C = Lundgren
F650 = Caelin
F684 = Caelin
F6B8 = Caelin
F6EC = Caelin
F720 = Caelin
F754 = Caelin
F788 = Caelin
F7BC = Tactician
F7F0 = Citizen
F824 = Citizen
F858 = Citizen
F88C = Citizen
F8C0 = Citizen
F8F4 = Citizen
F928 = Citizen
F95C = Citizen
F990 = Citizen
F9C4 = Merc
F9F8 = Pirate
FA2C = Bandit
FA60 = Citizen
FA94 = Citizen
FAC8 = Citizen
FAFC = Black Fang
FB30 = Black Fang
FB64 = Bandit
FB98 = Black Fang
FBCC = Morph
FC00 = Black Fang
FC34 = Black Fang
FC68 = Bandit
FC9C = Ostia
FCD0 = Rath's unit
FD04 = Bandit
FD38 = Bandit
FD6C = Bern
FDA0 = Guardian
FDD4 = Morph
FE08 = Laus
FE3C = Bandit
FE70 = Bandit
FEA4 = Bern
FED8 = Guardian
FF0C = Morph
FF40 = Guardian
FF74 = Black Fang
FFA8 = Lloyd (morph)
FFDC = Linus (morph)
```

```
-= Classes =-

Replace the "XXYY" with a four-digit number from this list.

Note: Some of the classes are not meant for common use and could cause
glitches/crashes if used improperly. However, given the nature of this FAQ I
cannot leave their values out either. I have marked those classes with an
asterisk.

01B0 - Lord (Eliwood)
0204 - Lord (Lyn)
0258 - Lord (Hector)
03A8 - Knight Lord
03FC - Blade Lord
0450 - Great Lord
04A4 - Mercenary
04F8 - Mercenary (from FE6?)*
054C - Male Hero
05A0 - Female Hero
05F4 - Male Myrmidon
0648 - Female Myrmidon
069C - Male Swordmaster
06F0 - Female Swordmaster
0744 - Fighter
0798 - Warrior
07EC - Male Knight
0840 - Female Knight
0894 - Male General
08E8 - Female General
093C - Male Archer
0990 - Female Archer
09E4 - Male Sniper
0A38 - Female Sniper
0A8C - Monk
0AE0 - Cleric
0B34 - Male Bishop
0B88 - Female Bishop
0BDC - Male Mage
0C30 - Female Mage
0C84 - Male Sage
0CD8 - Female Sage
0D2C - Male Shaman
0D80 - Female Shaman
0DD4 - Male Druid
0E28 - Female Druid
0E7C - Male Cavalier
0ED0 - Female Cavalier
0F24 - Male Paladin
0F78 - Female Paladin
0FCC - Troubadour
1020 - Valkyrie
1074 - Male Nomad
10C8 - Female Nomad
111C - Male Nomad Trooper
1170 - Female Nomad Trooper
11C4 - Pegasus Knight
1218 - Falcoknight
126C - Male Wyvern Rider
12C0 - Female Wyvern Rider
1314 - Male Wyvern Lord
1368 - Female Wyvern Lord
13BC - Soldier
1410 - Brigand
1464 - Pirate
14B8 - Berserker
150C - Male Thief
1560 - Female Thief
15B4 - Assassin
1608 - Dead Civilian*
165C - Dancer
16B0 - Bard
1704 - Archsage
1758 - Magic Seal
17AC - Tent (labeled as "Transporter")
1800 - Dark Druid
```

```
1854 - Fire Dragon
18A8 - Male Civilian*
18FC - Female Civilian*
1950 - Nils (keeled over)*
19A4 - Bramimond
19F8 - Male Peer*
1A4C - Female Peer*
1AA0 - Prince*
1AF4 - Queen*
1B48 - Civilian*
1B9C - Corsair
1BF0 - Prince (front of Tactician?)*
1C44 - Prince (Tactician lying down?)*
1C98 - Prince (back of Tactician?)*
1CEC - Child (back of Dancer)*
1D40 - Fire Dragon (Ninian wounded)*
1D94 - Dead Warrior*
1DE8 - Male Child*
1E3C - Female Child*
1E90 - Transporter (Cart)
1EE4 - Female Sage (Limstella?)*
1F38 - Archer riding Ballista*
1F8C - Archer riding Iron Ballista*
1FE0 - Archer riding Killer Ballista*
2034 - Empty Ballista*
2088 - Empty Iron Ballista*
20DC - Empty Killer Ballista*
```

```
**********************************
*         9. "Bibliography"         *
**********************************
```

I can guarantee the originality of every list and code here. However, saying
that I found all of these by myself would be a lie. I had help, so I find it
fitting to devote a whole section to giving credit to the ones who provided
the base from which I built up this collection of codes.

First of all, I must thank Helder and Radical Dreamer from cmgcsss.com for
the first Fire Emblem 7 CodeBreaker codes list I saw. From observing their
codes I correctly guessed that in the special case of Fire Emblem 7, the
addresses used by the CodeBreaker were identical to those in raw format.
From their codes I was also able to guess (and confirm) that characters were
stored as blocks of data (slots) in a contiguous section of the RAM. When I
began to find codes, I verified my codes against theirs to ensure
correctness. Thus I would also like to thank them for their item list, which
provided for me a source of data with which I could compare my own results
from item searching.

Next, I must thank Dyn from the Fire Emblem Sanctuary of Strategy (FESS)
forums (http://s7.invisionfree.com/FESS) for providing portrait and class
value lists. Though the portrait and class value lists here are the results
of my own searches, Dyn's lists gave me one critical observation; I
hypothesized and later confirmed during my own searches that the valid
portrait and class code values always occurred at regular numerical
intervals.

I cannot stress enough how much time and effort Helder, Radical Dreamer, and
Dyn have saved me by having made those codes and lists available. To the
three of you, thank you!

```
**********************************
*    10. Credits and Copyright    *
**********************************
```

First, I'd like to thank Cyan of Doma and ss100goku from the GameFAQs forums
for their help in checking these codes.

Thanks to Helder and Radical Dreamer from cmgcsss.com for their code lists
and the enabler/master code.

Thanks to Dyn from FESS again for his portrait and class lists.

Thanks to GameFAQs for being here to help me in Fire Emblem when I needed it
and for being here to host Fire Emblem FAQs and guides which I have used all

```
too many times.

Last but not least, I'd like to thank Intelligent Systems and Nintendo for
making this great game.


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