Lands of Lore CD1.02 Cheat Sheet by Jared Fowler

**Save Game Editor**

|  |  |
| --- | --- |
| **Attribute** | **File Offset (values are in big-endian)** |
| **SILVER COINS** | **0x464-0x465** |
| **P1 FIGHTER LEVEL** | **0xB2 NOTE: THE FOLLOWING SEEM TO MAX OUT AT VALUES 0x4444 OR 0x44** |
| **P1 ROGUE LEVEL** | **0xB3** |
| **P1 MAGE LEVEL** | **OxB4** |
| **P2 FIGHTER LEVEL** | **0x134** |
| **P2 ROGUE LEVEL** | **0x135** |
| **P2 MAGE LEVEL** | **0x136** |
| **P3 FIGHTER LEVEL** | **0x1B6** |
| **P3 ROGUE LEVEL** | **0x1B7** |
| **P3 MAGE LEVEL** | **0x1B8** |
| **P1 MIGHT** | **0x65-0x66** |
| **P1 PROTECTION** | **0x83-0x84** |
| **P2 MIGHT** | **0xE7-0xE8** |
| **P2 PROTECTION** | **0x105-0x106** |
| **P3 MIGHT** | **0x169-0x16A** |
| **P3 PROTECTION** | **0x187-0x188** |
| **P1 HEALTH CURRENT** | **0x85-0x86** |
| **P1 HEALTH MAX** | **0x87-0x88** |
| **P2 HEALTH CURRENT** | **0x107-0x108** |
| **P2 HEALTH MAX** | **0x109-0x10A** |
| **P3 HEALTH CURRENT** | **0x189-0x18A** |
| **P3 HEALTH MAX** | **0x18B-0x18C** |
| **P1 MANA CURRENT** | **0x89-0x8A** |
| **P1 MANA MAX** | **0x8B-0x8C** |
| **P2 MANA CURRENT** | **0x10B-0x10C** |
| **P2 MANA MAX** | **0x10D-0x10D** |
| **P3 MANA CURRENT** | **0x18D-0x18E** |
| **P3 MANA MAX** | **0x18F-0x190** |
|  |  |
| **TELEPORTATION** | **0x250-0x26F** |
| **GLADESTONE KEEP** | **00 00 00 00 2D 02 80 0D 80 11 04 00 00 00 1B 00 00 00 00 00 00 FF FF 00 00 01 00 00 02 00 03 00** |
| **NORTHLAND FOREST** | **00 00 00 00 6A 00 80 0A 80 03 04 00 02 00 1B 00 00 00 00 02 00 FF FF 00 00 02 00 00 02 00 03 00** |
| **SOUTHLAND FOREST** | **00 00 00 00 0E 02 80 0E 80 10 04 00 00 00 1B 00 00 00 00 02 00 FF FF 00 00 03 01 00 02 00 03 00** |
| **DRARACLE CAVES** | **00 00 00 00 C1 01 80 01 80 0E 04 00 00 00 1B 00 00 00 00 00 00 FF FF 00 00 06 00 00 02 00 03 00** |
| **OPINWOOD** | **00 00 00 00 C9 02 80 09 80 16 04 00 02 00 1B 00 01 00 00 00 00 FE 00 02 00 0A 01 00 02 00 03 00** |
| **MINES** | **00 00 00 00 F6 00 80 16 80 07 04 00 01 00 1B 00 01 00 00 03 00 C0 00 01 00 0C 01 00 02 00 03 00** |
| **UPPER OPINWOOD** | **00 00 00 00 F8 02 80 18 80 17 04 00 00 00 1B 00 00 00 00 00 00 00 00 01 00 11 01 00 02 00 03 00** |
| **SWAMP** | **00 00 00 00 81 02 80 01 80 14 04 00 00 00 1B 00 00 00 00 00 00 00 00 01 00 0B 01 00 02 00 03 00** |
| **YVEL WOODS** | **00 00 00 00 8E 03 80 0E 80 1C 04 00 00 00 1B 00 00 00 00 00 00 00 00 01 00 18 01 00 02 00 03 00** |
| **WHITE TOWER** | 00 00 00 00 4C 02 80 0C 80 12 04 00 00 00 1B 00 00 00 00 00 00 00 00 00 00 12 01 00 02 00 03 00 |
| **CITY OF YVEL** | **00 00 00 00 CB 03 80 0B 80 1E 04 00 00 00 1B 00 00 00 00 00 00 FE 00 01 00 16 01 00 02 00 03 00** |
| **CATWALK CAVERNS** | **00 00 00 00 D1 03 80 11 80 1E 04 00 02 00 1B 00 01 00 00 00 00 FD 00 01 00 17 01 00 02 00 03 00** |
| **DUNGEONS** | **00 00 00 00 8E 03 80 0E 80 1C 04 00 03 00 1B 00 00 00 00 03 00 B7 00 01 00 1A 01 00 02 00 03 00** |
| **CASTLE LEVEL 1** | **00 00 00 00 B5 01 80 15 80 0D 04 00 00 00 1B 00 00 00 00 00 00 F9 00 01 00 1B 01 00 02 00 03 00** |
| **CASTLE LEVEL 2** | **00 00 00 00 A8 03 80 08 80 1D 04 00 02 00 1B 00 00 00 00 02 00 80 00 01 00 1C 01 00 02 00 03 00** |
| **CASTLE LEVEL 3** | **00 00 00 00 D1 02 80 11 80 16 04 00 02 00 1B 00 00 01 00 02 00 80 00 01 00 1D 01 00 02 00 03 00** |
| **SCOTIA** | **00 00 00 00 EB 01 80 0B 80 0F 04 00 03 00 2B 00 01 01 00 03 00 CC 00 00 00 1D 01 00 00 00 00 00** |
|  |  |
| **INVENTORY** | **There are 96 sequential bytes that map to the inventory. (48 spots in inventory at 2 bytes each) Starting at 0x26A there are values. These values map to a different location in the save game file, starting at 0x4A3. For example, if the address 0x26A contained the value 02, this would mean that the actual item is found in the table at address 0x4B3. Every offset is actually a multiple of 16. The whole 16 bytes can be marked as 0’s. The only ones that need to be set are ..3 and ..4** |
|  | **Enumerated list from 0x001 to 0x119** |
| **POISON DART**  **ARROW**  **FIRE ARROW**  **QUARREL**  **SHURIKAN**  **SHURIKAN 2**  **MUCK**  **SPIT**  **TEMP**  **ICE BOT**  **SPIKE**  **PAIN**  **DISPELL**  **POISEN**  **DISPELL 2**  **DWARVISH HORSESHOE**  **DWARVISH HELM**  **SABER COUGAR**  **WAND OF DEATH**  **COBRA FIGURE**  **DRAGON FIGURE**  **HUMANOID FIGURE**  **UNICORN FIGURE**  **ARBALEST**  **ARBALEST EQUALIZER**  **ARBALEST REDEMPTION**  **ARBALEST ETERNITY**  **PICK**  **AXE**  **AXE DOMINANCE**  **AXE SLITTER**  **AXE SPLITTER**  **AXE VIXEN**  **AXE BUTCHER**  **BOW**  **BOW GEMINI**  **BOW SCOUT**  **BOW TEMPEST**  **CROSSBOW**  **CROSSBOW VLAKYRIE**  **CROSSBOW SWIFT**  **CROSSBOW ELAYNA**  **WEATHERED DAGGER**  **DAGGER**  **DAGGER RIPOSTE**  **DAGGER STILETTO**  **DAGGER BACK BITER**  **DAGGER FANG**  **DAGGER RAZOR**  **DAGGER ASSASSIN**  **JEWELLED DAGGER**  **GREAT AXE**  **GREAT AXE MASTER**  **GREAT AXE MEISTER**  **GREAT AXE REAPER**  **GREAT AXE DEATH**  **GREAT AXE BRIMSTONE**  **GREAT AXE EXECUTIONER**  **SLEDGE**  **GREAT MAUL**  **GREAT MAUL HAMMERHEAD**  **GREAT MAUL PILLAGE**  **GREAT MAUL THOR’S FIST**  **GREAT MAUL THUNDER**  **GREAT MAUL ARMAGEDDON**  **GREAT BOW**  **GREAT BOW TRACKER**  **PEREGRIN GREAT BOW**  **GREAT BOW DARKNESS**  **GREAT SWORD**  **GREAT SWORD TROUBLE**  **EAGLE GREAT SWORD**  **GREAT SWORD DOOM**  **GREAT SWORD JUSTICE**  **HALBERD**  **HALBERD SEVER**  **HALBERD WIDOW**  **HALBERD DEATH’S HAND**  **HORSESHOE**  **BRONZE HORSESHOE**  **LONG SWORD**  **LONG SWORD ENTROPY**  **LONG SWORD PROTECTOR**  **LONG SWORD FLAYER**  **LONG SWORD GNARL**  **LONG SWORD GNASH**  **LONG SWORD SNARL**  **LONG SWORD ARES’ BREATH**  **LONG SWORD LIFE TAKER**  **MACE**  **MACE BOUNCER**  **MACE PUMA**  **RAPIER**  **RAPIER COUP D’ GRACE**  **RAPIER RIPPER**  **RAPIER DICER**  **RAPIER TALON**  **LUMP OF COAL**  **ROCK**  **GRANITE ROCK**  **SMOOTH ROCK**  **SABER**  **SABRE CUTTER**  **SABRE GUTTER**  **SABER WOLF**  **SABER DRAGON’S TOOTH**  **SICKLE**  **STAFF**  **STAFF GUSTAVUS**  **STAFF BEATER**  **STAFF GAINFUL**  **STAFF TARSAL**  **BLOODY STAFF**  **DEATH STICK**  **STAR**  **STAR SHINING**  **STAR SHOOTING**  **STAR FIRE**  **STAR POLARIS**  **STAR VEGA**  **STICK**  **TREANT STICK**  **WESTWOOD STICK**  **TRIDENT**  **TRIDENT MANTIS**  **TRIDENT MANDIBLE**  **TRIDENT PLAGUE**  **TRIDENT PESTILENCE**  **BOOTS**  **DWARVISH BOOTS**  **BUCKLER**  **SHIELD OF STEALTH**  **DWARVISH BUCKLER**  **CHAIN MAIL**  **DWARVISH CHAIN MAIL**  **CHAIN MAIL PROTECTOR**  **TORN SHIRT**  **SHIRT**  **WHISPER CLOAK**  **GREAT HELM**  **MESMER’S GREAT HELM**  **GREAT HELM NESTOR**  **DWARVISH GREAT HELM**  **AEGIS GREAT HELM**  **HELM**  **HELM TALAMAR**  **HELM PRENTIS**  **AEGIS HELM**  **KITE SHIELD**  **GEORGE’S KITE SHIELD**  **DWARVISH KITE SHIELD**  **AEGIS KITE SHIELD**  **LEATHER JERKIN**  **HALE LEATHER JERKIN**  **KANE LEATHER JERKIN**  **PLATE MAIL**  **GALENIAN PLATE MAIL**  **DWARVISH PLATE MAIL**  **BASTION PLATE MAIL**  **AEGIS PLATE MAIL**  **SILENT SANDALS**  **SANDALS**  **SCALE MAIL**  **GLINT MAIL**  **DWARVISH SCALE MAIL**  **ROLANDS KEY**  **THUGS KEY**  **BRONZE KEY**  **WORN KEY**  **RED KEY**  **IRON KEY**  **MINOTAUR HORN**  **SILVER KEY**  **MINE KEY 2**  **MINE KEY 3**  **MINE KEY 4**  **MINE KEY 5**  **EBONY KEY**  **GOLD KEY**  **XEOB KEY**  **KNOWLE KEY**  **SILVER KEY**  **COPPER KEY**  **IVORY KEY**  **LIBRARY KEY**  **WORN KEY**  **BLUE KEY**  **YELLOW KEY**  **SMALL KEY**  **SPECKLED KEY**  **JADE KEY**  **MYSTIC KEY 1**  **MYSTIC KEY 2**  **MYSTIC KEY 3**  **MYSTIC KEY 4**  **MYSTIC KEY 5**  **MYSTIC KEY 6**  **DAWN’S KEY**  **NATHANEAL’S KEY**  **PAULSON’S KEY**  **GERON’S KEY**  **DEATH KEY**  **NOIR KEY**  **DULL KEY**  **OILY KEY**  **CARRION KEY**  **BLOOD KEY**  **ADDER KEY**  **SHINEY KEY**  **RUSTY KEY**  **EMPTY FLASK**  **SWAMP FLASK**  **HONEY FLASK**  **MOTHER EARTH FLASK**  **BANNON’S RESERVE**  **SALVE**  **ALOE**  **GINSENG**  **JADE AMULET**  **RUBY OF TRUTH**  **DIAMOND**  **EMERALD EYE**  **SAPPHIRE EYE**  **GOLD JEWEL**  **BEZEL RING**  **AMBER RING**  **TALBA RING**  **DUBLE RING**  **CLOUD RING**  **ZEPHYR RING**  **EBONY STAFF**  **WAND OF FIREBALLS**  **WAND OF LIGHTNING**  **FREEZE SCROLL**  **LIGHTNING SCROLL**  **FIREBALL SCROLL**  **HAND OF FATE SCROLL**  **MYST OF DOOM SCROLL**  **VORTEX SCROLL**  **BURNT SCROLL**  **RIDDLE SCROLL**  **NOTE 1**  **0 SILVER COINS**  **WRIT OF PASSAGE**  **LOCKPICKS**  **SILVER GOBLET**  **RUBBISH**  **OIL FLASK**  **LANTERN**  **HUMANOID BONE 1**  **HUMANOID BONE 2**  **HUMANOID BONE 3**  **GEAR**  **DARK GAUNTLET**  **STATUETTE**  **NOTE 2**  **NOTE 3**  **NOTE 4**  **CEREMONIAL MASK**  **CRUCIBLE OF FAITH**  **NOTE 5**  **BEZEL CUP ERROR**  **VAELAN’S CUBE USED**  **VAELAN’S CUBE**  **BRACERS OF DEFENSE**  **GREEN SKULL**  **SWARM**  **NOTE 6**  **GUARDIAN**  **ACE OF INFINITY**  **ACE OF DOMINION**  **ACE OF OBLIVION**  **BLOODSTONE**  **EMERALD BLADE**  **NOTE 7**  **NOTE 8**  **BRACERS**  **STEEL BRACERS**  **BRACERS OF DEFENSE**  **THE WHOLE TRUTH**  **SHARD OF TRUTH** |  |
|  |  |
| **Character Profiles** | **Based upon 23 byte values starting from characters name** |
|  |  |
| **Player 1** | **Starts at 0x4E** |
| **Player 2** | **Starts at 0xD0 ACTIVATE WITH 0Xce = 01 ACTIVATING MAY CRASH GAME…** |
| **Player 3** | **Starts at 0x152 ACTIVATE WITH 0x150 = 01** |
|  |  |
| **AKSHEL** | **41 6B 27 73 68 65 6C 00 00 00 00 04 F7 FF 00 00 14 0A 02 53 29 00 00** |
| **MICHAEL** | **4D 69 63 68 61 65 6C 00 00 00 00 00 FF FF 00 00 11 C2 01 53 29 00 00** |
| **KIERAN** | **4B 69 65 72 61 6E 00 00 00 00 00 02 F8 FF 00 00 15 E6 01 53 29 00 00** |
| **CONRAD** | **43 6F 6E 72 61 64 00 00 00 00 00 00 FB FF 01 00 1A C2 01 53 29 00 00** |
| **BACATTA** | **42 61 63 63 61 74 61 00 00 00 00 03 03 00 00 00 17 F8 01 53 29 00 00** |
| **TIMOTHY** | **54 69 6D 6F 74 68 79 00 00 00 00 00 02 00 00 00 16 C2 01 53 29 00 00** |
| **LORA** | **4C 6F 72 61 00 00 00 00 00 00 00 01 04 00 00 00 18 D4 01 53 29 00 00** |
| **PAULSON** | **50 61 75 6C 73 6F 6E 00 00 00 00 00 06 00 00 00 19 C2 01 53 29 00 00** |
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