Final Fantasy Tactics Advance Clan/Hero Name Change Codes

by TetrisTheMovie

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Final Fantasy Tactics Advance Clan and Hero Name changer codes v.0.2 - 12/20/05 Exclusively for: GameFAQs http://www.gamefaqs.com E-Mail me for usage on other sites so I will update there, as I will only update this FAQ on GameFAQs until you alert me of the usage. Made by TetrisTheMovie ttdlx1989@yahoo.com Table of Contents ____ I.) Introduction II.) Version History/Updates III.) FAQs IV.)Usage V.)Codes i.) Master Codes ii.)Character placeholder codes iii.)Character codes VI.)Credits/Contact VII.)Copylefts ____ I. Introduction ____ Haven't you ever wished that you didn't name your clan Nutsy at the beginning of the game? Perhaps you've named your Hero (Marche) a name you don't like? Well, you've come to the right place, to find the codes you need to change your name. This guide is still far from completion, as most of the characters (as in 123 ABC) haven't been found. This is partially due to the fact I can't type Japanese. See contact info if you would like to help. Now, you're probably

getting tired of me running my mouth off, so now we move on to...

II. Version History/Updates

YAY! Didn't think we'd get to the codes so soon, eh? v.0.1 (12/15/03) Started the guide. All English characters completed. Missing some symbols and all the Japanese, also "space" v.0.1a (12/17/03) Emergency update since the address values for the letter spaces were incorrect. Also added some more credit where it is due. v.0.1b (12/18/03) Some characters were wrong. Updated them. v.0.2 (12/20/05) Over two years later, a long needed update. Done a little spellchecking, and added some extra info. Japanese characters still aren't done yet ..= (Nor are party character names. Might not ever get done unless I get some help. ____ III. FAQs ____ The first questions I received .. Q: Hey. How do I change the names of my party members? A: While you CAN change the names of party members, it's only from a predeter -mined list of names. Unfortunately, I've not the time or resolve to actually go and test each offset to find the names. Someone else can help me there. And I haven't gotten these yet, but I'll predict a few: Q: What do I use for "space"? A: Use the offset value (the last 4 numbers) 7340. Q: When I use the codes to the letter number before my old clan name, the remaining letters of my old clan name are left behind. What do I do? A: Use 0000 instead of xx80 for the offset on the letter number after the last letter of your new clan name. That's all I can think up right now. ____ Usage ____ These codes are used to edit your current Clan or Hero name, if you are still clueless. You can change individual characters, or all of it. Whatever you like. Gameshark codes I know not, use a converter, and you may find what you want (heh, a little poetry). Maybe in future versions, I'll convert them. You can use proggies like ARCrypt in the meantime. VBA and Codebreaker I know, since they're not so different (See below). DISCLAIMER USE THESE CODES AT YOUR OWN RISK, AS THEY ARE NOT OFFICIAL. THEY HAVE BEEN TESTED BY ME, AND APPEARS TO WORK FINE. I WILL NOT BE RESPONSIBLE FOR LOSS OR CORRUPTION OF DATA BY USE OF THESE CODES. Also, party character name changing is not covered in this version of the guide. and now...the moment you've all been waiting for ... ____ V. Codes ____ 111 Master Codes

111

I dunno them. I guess you use the masters from other code sets. For your viewing pleasure, I'll put them here (courtesy of the GameFAQs boards): Codebreaker: 1000048A 0007 000037AE 000A Since I don't know Gameshark codes, I'm no going to bother to put the Gameshark master codes. Go figure. /// Letter Placeholder Codes 111 Code Breaker (for VBA, change the beginning 8 to a 0) For Gameshark...I dunno. Find a converter. Don't need to repeat myself again. Clan Name letter 1=820021A0 xx80 letter 2=820021A2 xx80 letter 3=820021A4 xx80 letter 4=820021A6 xx80 letter 5=820021A8 xx80 letter 6=820021AA xx80 letter 7=820021AC xx80 letter 8=820021AE xx80 letter 9=820021B0 xx80 Hero Name letter 1=82001F1C xx80 letter 2=82001F1E xx80 letter 3=82001F20 xx80 letter 4=82001F22 xx80 letter 5=82001F24 xx80 letter 6=82001F26 xx80 letter 7=82001F28 xx80 letter 8=82001F2A xx80 letter 9=82001F2C xx80 Replace "xx" with the hex numbers below 111 Letter Codes /// Apparently, GameFAQs cannot display certain ASCII characters, so I described them as best I could. 00-A2 Japanese Characters A3 , A4 . A5 -A6 0 A7 1 A8 2 A9 3 AA 4 AB 5 AC 6 AD 7 AE 8

AF 9

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B0 A
B1 B
B2 C
B3 D
B4 E
B5 F
B6 G
В7 Н
B8 I
B9 J
BA K
BB L
BC M
BD N
BE O
BF P
C0 Q
C1 R
C2 S
СЗ Т
C4 U
C5 V
C6 W
С7 Х
C8 Y
C9 Z
CA a
CB b
CC c
CD d
CE e
CF f
D0 g
D1 h
D2 i
D3 j
D4 k
D5 l
D6 m
D7 n
D8 o
D9 p
DA q
DB r
DC s
DD t
DE u
DF v
E0 w
El x
Е2 у
E3 z
E4 ?
E5 (upside down, mirrored L)
E6 (upside down of figure E5)
E7 (Block version of figure E5)
E8 (Block version of figure E6)
E9 ...
EA ?
EB !
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EC, EF · F0 : F1 F2 japanese character (out of place..weird) F3 / F4 ~ F5 ' F6 ' F7 (F8) F9 { FA } FB [FC] FD + FE -FF ± ____ Credits/Contact ____ Kudos go to: eggie, for hacking most of these codes labmaster, for his code generator The GameFAQs board and community, for hosting this FAQ and supplying us with code-hackers Forgotten, for making my code testing infinitely easier, using VBA There was another guy, too, but I forget his name (sorry). If you see this, and you're not on here, but you feel you should, then mail me at ttdlx1989@yahoo.com, or AIM: IWonderChefI. Questions, Comments, Suggestions? Send to my email, but first, some guidelines: 1. Make sure your codes were entered correctly. 2. Make sure you have you Master Codes on (not required for VBA) 3. English please. 4. No stupid questions: they will be ignored. If you become a repeated violator, then I will block your mail. 5. Bear in mind, this guide is incomplete. If you can help, or retest these codes, it would be greatly appreciated. 6. Follow these guidelines or your mail will be ignored. That is all. ____ Legal Mumbo-Jumbo ____ And as an encore... All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. Specifically.. Final Fantasy (c) 2003 Square Enix. Licensed to Nintendo. This document is neither affiliated to or endorsed by Square Enix or Nintendo.

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