

Sword of Vermilion Save State Hacking Guide

by demonsword2

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Sword of Vermilion(c) Sega, 1990

Save State Hacking Guide
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Version History

2009 March 18: v. 1.0

-First Version of this guide. AFAIK everything is fine.

2009 October 6: v. 1.1

-Corrected my name in the beggining (not everyone uses ISO-8859-1 or Unicode after all)

-Changed license terms, this work now licensed under a open license, check it out right above.

-Added some text here and there, hopefully improving the guide :)

This is a save state hacking guide for Sword of Vermillion, a classic Genesis RPG by Sega. Why I bothered writing this stuff for a game that has almost 20 years? Well... this game smells like my childhood, and I played it beginning to end many many times over the years. I wanted to play it again but... couldn't bear the thought of grinding for hours to level up & acquire money! (or kim in this case). So I did fiddle a little with a hexeditor, a diff tool, some save states and now I want to share it with you, my dear lazy classic RPG gamer. Enjoy :)

PS: This guide won't teach you hex editing. There are plenty of other guides who'll teach you better than me.

PS2: I used Gens 2.15.5 for Linux as emulator, I think that the offsets are the same on Gens for Windows but since I can't and won't install that OS on my machine I can only guess. Dunno if any of this will work on any other emulators too, mail me if it does so I can update this notice.

PS3: Use this guide with moderation! You can ruin your fun if you go overboard and max out everything. In fact, I recommend that you beat the game first without cheating, and in subsequent replays hexedit away.

And, before anyone bug me with annoying accusations, I played on a emulator yes, but I DO OWN a copy of this game!

Well, on to the guide...

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1.0 Save state?

Save state is a file with a snapshot of the game progress on a given instant. More specifically, its the CPU & Memory data on a given instant. This guide was made and tested on Gens for Linux as stated above, before the index. The files you want to edit ends with the extension .gs* (where * goes from 0 to 9). Open it on your favorite hex editor, hack away the values you want to edit, load the save state on the emulator and voila!

1.1 Stats offsets

*All values must be between 0001 - 270F, else they overflow (i.e start over from zero again)

HP (current/max) 0xEAA4, 0xEAA5 / 0xEAA6, 0xEAA7

MP (current/max) 0xEAAA, 0xEAAB / 0xEAA8, 0xEAA9

STR: 0xEAAC, 0xEAAD

AC: 0xEAAE, 0xEAAF

INT: 0xEAB0, 0xEAB1

DEX: 0xEAB2, 0xEAB3

LUK: 0xEAB4, 0xEAB5

1.2 Money

0xEA99, 0xEA9A, 0xEA9B

Note: value is NOT hexadecimal, dunno why... Must be between 000000 - 999999

1.3 Experience

0xEA9D, 0xEA9E, 0xEA9F

Note: not hexadecimal, like the money offsets. Likewise, values must be between 000000 - 999999

1.4 Magic

Magic quantity: 0xE8DB, max value is 08.

From this offset on begins the magics list. An magic is composed of two bytes, the first a modifier and the second the magic value itself (refer to the magics list for valid values). The modifier values which work are 00 (for field magics), 02 (for battle magics not readied) and 82 (for readied battle magics). BUT even if you change the modifier byte for a magic that isn't meant for combat and equip it, nothing happens - the same battle magic readied before it still applies when you enter in a battle.

Note: if you go beyond the values the game accepts as valid magics, funny things occur sometimes. For example, beyond the last acceptable value

(16 - Sanguios spell), weapons & other battle gear appear on the list (and some even work as field magic, healing you for free). And, further on, phrases used by various salesmen on the game pop on! You can try them later just for some cheap laughs.

Funny overflow values

50-52 Maybe next time!

53-55 Thank you.

56-58 Anything else for you today?

59-5B Thank you for your business!

5C Do you have anything to...

...got bored and didn't want to go all the way to FF.

Be careful, using some of the bugged "spells" freeze the game sometimes :)

1.5 Items

Item quantity: 0xE8BB, max value is 08.

From this offset on begins the item list. Like magics (explained in 1.4 Magics), an item is composed of two bytes, a modifier and the item value itself (refer to the items list for valid values). BUT, for items, the modifier seems to do nothing meaningful, mail me if you find out what they do!

1.6 Battle Gear

Battle gear quantity: 0xE8FB, max value is 08.

Battle gear list follows the same rules of the Magics and Items list. The modifier byte indicates where you can equip the item and if it is already equipped. Valid modifier values are:

04 - Sword

08 - Shield

10 - Armor

84 - Equipped Sword

88 - Equipped Shield

90 - Equipped Armor

Refer to the Battle Gear lists for valid values for the second byte.

1.7 Lists

* = Cursed Item

Magic	Weapons	Shields	Armors
00 Aero	00 Bronze Sword	14 Leather Shield	28 Leather Armor
01 Aerios	01 Iron Sword	15 Small Shield	29 Bronze Armor
02 Volti	02 Sharp Sword	16 Large Shield	2A Metal Armor
03 Voltio	03 Long Sword	17 Silver Shield	2B Scale Armor
04 Voltios	04 Silver Sword	18 Gold Shield	2C Plate Armor
05 Ferros	05 Prime Sword	19 Platinum Shield	2D Silver Armor
06 Copperos	06 Golden Sword	1A Gem Shield	2E Gold Armor
07 Mercurios	07 Mirage Sword	1B Sapphire Shield	2F Crystal Armor
08 Argentos	08 Platinum Sword	1C Diamond Shield	30 Emerald Armor
09 Hydro	09 Diamond Sword	1D Dragon Shield	31 Diamond Armor
0A Hydrios	0A Graphite Sword	1E Magic Shield	32 Knight Armor
0B Chrono	0B Royal Sword	1F Phantom Shield	33 Ultimate Armor
0C Chronios	0C Ultimate Sword	20 Grizzly Shield	34 Odin Armor
0D Terrafissi	0D Sword of Vermillion	21 Carmine Shield	35 Secret Armor
0E Aries	0E Dark Sword*	22 Royal Shield	36 Skeleton Armor
0F Extrios	0F Death Sword*	23 Poison Shield	37 Crimson Armor
10 Inaudios	10 Barbarian Sword	24 Knight Shield	38 Old Nick Armor*
11 Luminos	11 Critical Sword	25 Carmine Shield	
12 Sangua	12 Dark Sword*	26 Carmine Shield	
13 Sanguia	13 Dark Sword*	27 Carmine Shield	

- 14 Sanguio
- 15 Toxios
- 16 Sanguios

Items	Effect
00 Herbs	recover some HP
01 Candle	illuminate a dungeon for some time
02 Lantern	illuminate a dungeon, lasts while you don't leave it
03 Poison Balm	Removes poison status
04 Alarm Clock	Needed to wake dr. Basil
05 Vase	Nothing (need to buy while in Malaga to forge the Sword of Vermillion)
06 Joke Book	Nothing (need to buy while in Malaga to forge the Sword of Vermillion)
07 Small Bomb	Nothing (need to buy while in Malaga to forge the Sword of Vermillion)
08 Old Woman's Sketch	Needed to find the Crimson Armor and the Dragon Shield
09 Old Man's Sketch	Needed to find the Crimson Armor and the Dragon Shield
0A Pass to Cartahena	Needed to get inside Cartahena
0B Truffle	Give to the king of Deepdale
0C Digot Plant	Needed if you get poisoned by Cartahenan spy
0D Treasure of Troy	Give to the fake king of Parma
0E White Crystal	Give to the king of Swaffham
0F Red Crystal	Give to the king of Swaffham
10 Blue Crystal	Give to the king of Swaffham
11 White Key	Opens the White Crystal cave
12 Red Key	Opens the Red Crystal cave
13 Blue Key	Opens the Blue Crystal cave
14 Crown	Give to Bruno
15 Sixteen Rings	Won't spoil this for ya ;)
16 Bronze Key	Last cave key
17 Silver Key	Last cave key
18 Gold Key	Last cave key
19 Thule Key	Last cave key
1A Secret Key	Secret cave key
1B Medicine	recover some HP
1C Agate Jewel	recover some MP
1D Griffin Wing	Teleports you to last visited town
1E Titania's Mirror	Shows temporary map of uncharted lands
1F Gnome Stone	Teleports out of dungeons
20 Topaz Jewel	recover some MP
21 Banshee Powder	Kills you! but you don't lose any money
22 Rafael's Stick	Remove curses
23 Mirror of Atlas	Gives you ALL maps of the game
24 Ruby Brooch	Same as Inaudios spell
25 Dungeon Key	Needed in a cave (forgot which)
26 Kulm Vase	Raises AC with a funny message
27 Kasan's Chisel	Raises DEX with a funny message
28 Book of Kiel	Raises INT with a funny message
29 Danegeld Water	Raises Max MP with funny message
2A Mineral Bar	Raises STR with a funny message
2B Mega Blast	Raises LUK with a funny message

1.8 Thanks & contact info

- Thanks to Sega, for this wonderful game, I enjoy it to this day!
- Thanks to the free & open source software people!
- Thanks to the GameFAQs people!
- Thanks to anyone who deserves a thanks but I forgot to mention!

You can reach me on demonsword at gmail dot com. Please, if you want to mail me, write in proper English so I can understand you. Offensive mails won't get replied. And please, I'm a busy man, so if I don't reply to you the same day/month/year/century don't be mad at me ok? :)

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