

# Wonder Boy in Monster World Pro Action Replay Codes

by oblivion from aoc

Updated to v0.50 on Mar 30, 2009

Wonder Boy in Monster World  
Megadrive / Genesis  
Pro Action Reply Codes  
by oblivion from aoc  
oblivion\_ee@hotmail.com  
Version: 0.50

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## 1. - \*Update History\*

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0.50 - 26th March 2009. 17kb.

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## 2. - \*Copyright\*

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Latest version of the guide will always be located on the GameFaq.com server.  
<http://www.gamefaqs.com/features/recognition/49375.html>

=====  
3. - \*Introduction\*

=====  
Welcome to the Wonder Boy in Monster World Pro Action Reply codes FAQ.  
This guide will list all the Wonder Boy in Monster World I and others have created. Before using these codes you need to find out which PAR model/version you are using. To do this, go to the "4. PAR Version checker (do this first)" section.

These codes are for the USA/Europe version of the game and may not work on other languages or editions of the game.

If you are playing your game on an emulator, it is likely you will be able to preload them all instantly, go to the end of each PAR section for all the codes in the appropriate format.

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4. - \*PAR Version checker (do this first)\*

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If you use the wrong section, the codes you enter will not work properly!

Start a new game and activate this code:

FF958E:0001

Now check the key items in your inventory.

- If you have an Amulet use the Version 1 codes.
- If you have a Sun-Key use the Version 2 codes.

If nothing happens, your cheat cartridge and/or game version is not compatible with this guide. You may be using a Japanese or South American derivative of the game.

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5. - \*PAR Codes\*

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READ THE SECTION 4. - \*PAR Version checker (do this first)\* ABOVE TO FIND OUT WHICH SECTION TO USE.

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5.1 - \*Version 1 PAR Codes\*

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PLAYER

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000AFC:18FF All floors are ice, so all moving characters move faster.

00E09E:FEFE Hits take no energy. (won't work vs ghosts/desert/spikes)

FF9F0A:000E Enemies can't hit you. (won't work vs ghosts/desert)

FF959D:0001 Impossible to die. (permanent elixir)

FF9F0A:0000 Enemies are tougher, instant death from spikes.  
(don't use with enemies can't hit you)

FF9F00:000E 14 Heart containers. (max)

FF9EF5:0002 x2 Ladder/legend boot climb speed.

FF9EF5:0005 x8 Ladder climb speed. (recommended)

FF9EF5:0010 x16 Ladder climb speed, passes through solids in pyramid.  
(can fly off screen)

FF9EF5:0020 x32 Ladder climb speed (will fly off screen easily)

FF9EF5:FFFF Reverse ladder speed. (experimental only)

FF9EF6:00?? walk speed and how far enemy hits send you.

Set between 01 - 10. 75 is max walk speed but enemies will knock you off the screen. Any higher than 80 you moonwalk.

FFC801:00?? Players horizontal position from the left of screen

00 will put you furthest left of the screen.

FF will put you furthest right of the screen.

If you move inside a solid you will fall off screen or be able to walk out. Use this code to pass through solids.

FFC901:00?? Players vertical position from bottom of screen

00 = Places player to top of the screen.

FF = Places player to bottom of screen.

You can use this to reach unreachable areas, pass through solids or just float over enemies. I would suggest having the infinite return magic on, so if you get permanently stuck you can teleport out.

FFC941:00FF Some enemies are removed.

Use with caution as it also removes important people!

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ITEMS

```
-----  
FF95CA:00FF All Weapons  
FF95CB:00FF All Armor  
FF95CC:00FF All Shields  
FF95CD:00FF All Boots  
FF962D:00FF Max/infinite gold  
FF958C:0001 Roddo/rod/stick (can't be used anywhere)  
FF958D:0001 Lamp  
FF958E:0001 Amulet  
FF958F:0001 Sun Key  
FF9590:0001 Moon Key  
FF9591:0001 Star Key  
FF9592:0001 Gold Gem  
FF9593:0001 Blue Gem  
FF9594:0001 Old Axe  
FF9595:0001 Fire Urn  
FF9596:0001 Bracelet  
FF9597:0001 Rapid Pad (can't be used anywhere)  
FF9598:0001 Ocarina  
FF959C:0063 99 Charm stones  
FF959D:0001 Unlimited Elixer (never die)  
FF959E:0000 Unlimited Medicine \\  
FF959E:0001 Unlimited Potion \ ONLY USE ONE OF THESE AT A TIME  
FF959E:0002 Unlimited Holy Water /  
FF959E:0003 Unlimited High Potion /
```

```
-----  
MAGIC  
-----
```

```
FF95B8:000C Unlimited Firestorm  
FF95B9:000C Unlimited Quake  
FF95BA:000C Unlimited Thunder  
FF95BB:000C Unlimited Power  
FF95BC:000C Unlimited Shield  
FF95BD:000C Unlimited Return  
FF9F17:00FF Super magic shield/power
```

```
-----  
EMULATOR FORMAT  
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```

Copy and paste the following in to notepad, then save it as your ROM name with the extension .pat Place the file into your folder where your Wonder Boy ROM is located. Then restart your emulator and all codes will be pre-loaded and ready for use. This will work with most popular emulators. Refer to your emulators documentation and/or support if available for further information.

```
000AFC:18FF Ice Floor  
00E09E:FEFE Hits take no energy.  
FF9F0A:000E Enemies can't hit you.  
FF959D:0001 Hearts always restored.  
FF9F0A:0000 Enemies are tougher.  
FF9F00:000E 14 Heart containers. max  
FF962D:00FF Max infinite gold  
FF9F17:00FF Super magic shield/power  
FF9EF5:0002 x2 Ladder/legend boot. climb speed
```

FF9EF5:0005	x8 Ladder climb speed. (recommended)
FF9EF5:0010	x16 ladder climb speed
FF9EF5:0020	x32 ladder climb speed
FF9EF5:FE01	max ladder speed
FF95CA:00FF	All Weapons
FF95CB:00FF	All Armor
FF95CC:00FF	All Shields
FF95CD:00FF	All Boots
FF958D:0001	Lamp
FF958E:0001	Amulet
FF958F:0001	Sun Key
FF9590:0001	Moon Key
FF9591:0001	Star Key
FF9592:0001	Gold Gem
FF9593:0001	Blue Gem
FF9594:0001	Old Axe
FF9595:0001	Fire Urn
FF9596:0001	Bracelet
FF9597:0001	Rapid Pad unused
FF9598:0001	Ocarina
FF959C:0063	99 Charm stones
FF959D:0001	Unlimited Elixer
FF959E:0000	Unlimited Medicine
FF959E:0001	Unlimited Potion
FF959E:0002	Unlimited Holy Water
FF959E:0003	Unlimited High Potion
FF95B8:000C	Unlimited Firestorm
FF95B9:000C	Unlimited Quake
FF95BA:000C	Unlimited Thunder
FF95BB:000C	Unlimited Power
FF95BC:000C	Unlimited Shield
FF95BD:000C	Unlimited Return
FF9EF6:0005	fast recoil/walkspeed
FF9EF6:0007	faster recoil/walkspeed
FF9EF6:0010	fastest recoil/walkspeed
FFC801:0000	move to left of screen
FFC801:00FF	move to right of screen
FFC901:0000	move to top of screen
FFC901:00FF	move to bottom of screen
FFC941:00FF	remove some enemies/characters

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5.2 - \*Version 2 PAR Codes\*

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PLAYER

=====

000AFD:18FF All floors are ice, so all moving characters move faster.

00E09F:FEFE Hits take no energy. (won't work vs ghosts/desert/spikes)

FF9F0B:000E Enemies can't hit you. (won't work vs ghosts/desert)

FF959E:0001 Impossible to die. (permanent elixir)

FF9F0B:0000 Enemies are tougher, instant death from spikes.  
(don't use with enemies can't hit you)

FF9F01:000E 14 Heart containers. (max)

FF9EF6:0002 x2 Ladder/legend boot. climb speed  
FF9EF6:0005 x8 Ladder climb speed. (recommended)  
FF9EF6:0010 x16 Ladder climb speed, passes through solids in pyramid.  
(can fly off screen)  
FF9EF6:0020 x32 Ladder climb speed (will fly off screen easily)  
FF9EF6:FFFF Reverse ladder speed. (experimental only)

FF9EF7:00?? walk speed and how far enemy hits send you.  
Set between 01 - 10. 75 is max walk speed but enemies will knock  
you off the screen. Any higher than 80 you moonwalk.

FFC802:00?? Players horizontal position from the left of screen  
00 will put you furthest left of the screen.  
FF will put you furthest right of the screen.  
If you move inside a solid you will fall off screen or be able to  
walk out. Use this code to pass through solids. I would suggest  
having the infinite return magic on, so if you get permanently  
stuck you can teleport out.

FFC902:00?? Players vertical position from bottom of screen  
00 = Places player to top of the screen.  
FF = Places player to bottom of screen.  
You can use this to reach unreachable areas, pass through solids or  
just float over enemies. I would suggest having the infinite return  
magic on, so if you get permanently stuck you can teleport out.

FFC942:00FF Some enemies are removed.  
Use with caution as it also removes important people!

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ITEMS  
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FF95CB:00FF All Weapons  
FF95CC:00FF All Armor  
FF95CD:00FF All Shields  
FF95CE:00FF All Boots  
FF962E:00FF Max/infinite gold  
FF958D:0001 Roddo/rod/stick (can't be used anywhere)  
FF958E:0001 Lamp  
FF958F:0001 Amulet  
FF9590:0001 Sun Key  
FF9591:0001 Moon Key  
FF9592:0001 Star Key  
FF9593:0001 Gold Gem  
FF9594:0001 Blue Gem  
FF9595:0001 Old Axe  
FF9596:0001 Fire Urn  
FF9597:0001 Bracelet  
FF9598:0001 Rapid Pad (can't be used anywhere)  
FF9599:0001 Ocarina  
FF959D:0063 99 Charm stones  
FF959E:0001 Unlimited Elixer (never die)  
FF959F:0000 Unlimited Medicine \\  
FF959F:0001 Unlimited Potion \ ONLY USE ONE OF THESE AT A TIME  
FF959F:0002 Unlimited Holy Water /  
FF959F:0003 Unlimited High Potion /

-----  
MAGIC  
-----

FF95B9:000C Unlimited Firestorm  
FF95C0:000C Unlimited Quake  
FF95BB:000C Unlimited Thunder  
FF95BC:000C Unlimited Power  
FF95BD:000C Unlimited Shield  
FF95BE:000C Unlimited Return  
FF9F18:00FF Super magic shield/power

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EMULATOR FORMAT  
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Copy and paste the following in to notepad, then save it as your ROM name with the extension .pat. Place the file into your folder where your Wonder Boy ROM is located. Then restart your emulator and all codes will be pre-loaded and ready for use. This will work with most popular emulators. Refer to your emulators documentation and/or support if available for further information.

000AFD:18FF Ice Floor  
00E09F:FEFE Hits take no energy.  
FF9F0B:000E Enemies can't hit you.  
FF9F0B:0000 Tougher enemies.  
FF959E:0001 Hearts always restored.  
FF9F01:000E 14 Heart containers. max  
FF962E:00FF Max infinite gold  
FF9F18:00FF Super magic shield/power  
FF9EF6:0002 x2 Ladder/legend boot. climb speed  
FF9EF6:0005 x8 Ladder climb speed. (recommended)  
FF9EF6:0010 x16 ladder climb speed  
FF9EF6:0020 x32 ladder climb speed  
FF9EF6:FE01 max ladder speed  
FF95CB:00FF All Weapons  
FF95CC:00FF All Armor  
FF95CD:00FF All Shields  
FF95CE:00FF All Boots  
FF958E:0001 Lamp  
FF958F:0001 Amulet  
FF9590:0001 Sun Key  
FF9591:0001 Moon Key  
FF9592:0001 Star Key  
FF9593:0001 Gold Gem  
FF9594:0001 Blue Gem  
FF9595:0001 Old Axe  
FF9596:0001 Fire Urn  
FF9597:0001 Bracelet  
FF9598:0001 Rapid Pad unused  
FF9599:0001 Ocarina  
FF959D:0063 99 Charmstones  
FF959E:0001 Unlimited Elixer  
FF959F:0000 Unlimited Medicine  
FF959F:0001 Unlimited Potion  
FF959F:0002 Unlimited Holy Water  
FF959F:0003 Unlimited High Potion  
FF95B9:000C Unlimited Firestorm

FF95C0:000C	Unlimited Quake
FF95BB:000C	Unlimited Thunder
FF95BC:000C	Unlimited Power
FF95BD:000C	Unlimited Shield
FF95BE:000C	Unlimited Return
FF9EF7:0005	fast recoil/walkspeed
FF9EF7:0007	faster recoil/walkspeed
FF9EF7:0010	fastest recoil/walkspeed
FFC802:0000	move to left of screen
FFC802:00FF	move to right of screen
FFC902:0000	move to top of screen
FFC902:00FF	move to bottom of screen
FFC942:00FF	remove some enemies/characters

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6. - \*General FAQ\*  
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Common questions I've been asked by readers or undoubtedly will be asked.

1. Q. You are missing a code that...  
A. Any codes emailed to me will be verified, then added to the guide with the contributors name and/or email if requested.
2. Q. This code isn't working for me properly, why is this?  
A. See section "4. - \*PAR Version checker (do this first)\*".
3. Q. I found these codes on another site, namely gamewinners.com, did you copy them?  
A. I contacted the author of those particular codes before using them.
4. Q. What are these roddo/rapid pad items for?  
A. No idea, speculation suggests they are left over names of items the game developers didn't finish, or removed for some reason.  
The Japanese text for the rod in ASCII is:  

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|_| | | | | |_'
|_| | _/ | '

```
5. Q. Using the set position of player codes, what happens if you go to unaccessible places?  
A. So far the number of places I have tried, nothing happens. If you go off the screen, like on top of the volcano, you just go off the screen and can walk forever. Sometimes you are returned to the accessible part of the map if you walk long enough.  
  
If you try to go outside when you are inside a building such as a shop, you will fall off the screen as everything outside becomes none-solid when you are not there, outside.
6. Q. Can I use the position code to skip certain parts of the game?  
A. Yes, but I haven't experimented enough to see the effects of missing certain parts of the game out. So do so at your own risk.  
Some parts of the story must be completed to continue, even if you have the needed items or access.

=====  
7. - \*Credits\*  
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Me - For making such an awesome guide.  
Westone - For making the game.  
SEGA - For publishing it and creating the console it's on.  
Infernus Animositas \ For making many of the codes in this guide.  
brendan\_1\_9 hotmail.com / If you loved this guide, send him a love email.  
You - For reading it.

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