Deadly Towers Save State Hacking Guide

by Binta

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DEADLY TOWERS  /  MASHOU
 Stats Hacking Guide
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What is this about?
This is a hacking guide for Deadly Towers. It uses built-in hex editing for
VirtuaNES under "Tool" as "Cheat Support". It's lets you change your HP, current
equipment, items and ludder held.
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Disclaimer
I, Binta, have made this FAQ page. You can read this freely and/or download it,
just don't post it up on your website or other places, unless I say it's okay.
I'll let you print this if you want, too. Just don't steal my work.
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Vesrion History
V 1.0 - Initial
V 1.1 - Fixed some minor errors that were meant not to be in this. Also added a
        new section with other cool address values, and the number of burnt
        bells held. To boot, I've also improved the HP modifier.
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NEED
-NES emulator with same or similar built-in hexxer, hopefully VirtuaNES
-Rom of Deadly Towers or Mashou (Japanese version)
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HINTS
+When trying to hack weapons and armor, it's better to hack the item as an
 inventory rather than trying to hack the item in your list. Do it either way,
 which ever pleases you. Same as with equipment and items. Just do which way is
 easier for you.
+Make sure you make a backup copy of your data! Do this by using a save-state.
 change a wrong value or make an overflow, it will erase freeze or somehow
 glitch your game!
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NOTES:1)If you want, make a save-state if you want. This helps if you are used
        to Hex Workshop or other such, or if you accidentally freeze or glitch
        the game.
      2)Remember, like always, maximum value can be 255! Anything higher will
        cause an overflow and really screw everything up.
      3)If you find out any other cool stuff or typos, please let me know.
      4)Even if you want to hex the bells you have, don't. It will be too hard
        to know which towers have fallen.
      5)The values given here are in DEC format.
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Current HP----------------0099 and 009A
Current Ludder Held-------009B
Helmet--------------------0170
Shield--------------------0171
Armor---------------------0172
Sword---------------------0173
shot powerup--------------0174
Gloves--------------------0175
Maximum HP----------------01B2 and 01B3
To get legit maximum HP, set 01B2 to 1 and 01B3 as 43. If your HP is too high,
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you'll die for no reason and losing alot of progress on your DEC'ing (chances
are) will make you very upset.
"Fire" bells--------------01B4
Items Held---------------0176 to 017E
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Item Values
NOTES:1)Don't bother with the values for Nothing. Since there are so many, it
       might upset the balance.
      2)When equipping items, place them in the right slot or it won't really
        count.
 0=Nothing
 1=Nothing
 2=Chain Helmet
 3=Iron Helmet
 4=Hyper Helmet
 5=Nothing
 6=Shield
 7=Lion Shield
 8=Shield of King
 9=Nothing
10=Leather Armor
11=Plate Armor
12=Hyper Armor
13=Short Sword
14=Normal Sword
15=Dragon Slayer
16=Splendor !
17=Key
18=Evil Bell
19=Magic Fire
20=Hyper Boots
21=Figure
22=Gloves
23=Normal Gloves
24=Gauntlets
25=Double Shot
26=Paralel Shot
27=Blue Crystal
28=Green Crystal
29=Orange Crystal
30=Red Crystal
31=Blue Scroll
32=Green Scroll
33=Orange Scroll
34=Red Scroll
35=Blue Necklace
36=Green Necklace
37=Orange Necklace
38=Red Necklace
39=Blue Drink
40=Green Drink
41=Orange Drink
42=Red Drink
43=Magic Mace
44=Cup (Gold)
45=Shield (cursed one which removes your shield, won't increase defense)
46=Cup (lead/iron one which leaches away all of your ludder)
47 and above are useless glitches. They will also freeze your game if you place
them in your inventory (equipment and inventory are different).
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Item number 18 (Evil Bell) seems to have been dummied from the game. An educated guess is that the game was to have you USE the bell first before it went into your Bell list, but Irem thought it would be too complicating for that, so then they probably had it go to your bell list instantly. It's quite possible, because why else does it have the name EVIL BELL in the inventory?
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OTHER COOL STUFF
*Set address 01B5 with data value of 10 to get effect a permenant Magic Mace.
 A side effect of this is that you cannot use your regular attack, but if you
 set the address value back to 0 you will revert to normal.
*0007. Set it to 7 and the backgrounds will be all gray. Your character and the
 monsters will be monochrome. 6 will make everything all black, but "refreshing"
 the screen will make your character, items and monsters normal. All of these
 hexes will screw up your inventory screen as well. 32 is the same as 6 but when
 you refresh the screen everything will be discolored. 255 will make EVERYTHING
 monochrome and the scrolling is screwed up.

COOL GLITCH
If you hex the number of flame bells to 8 or higher, your inventory screen will
look glitched. It's nothing and might have a negative effect, but it looks
pretty cool.
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If you find out how to change which towers are beaten, let me know please.
VirtuaNES style only, please; that's my emulator or choice.
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I will get more for "OTHER COOL STUFF". If you find out other stuff, I might
post it up.