

Gauntlet II Save State Hacking Guide

by MASTERNO

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Gauntlet II

Gauntlet II (c) 1990 Atari Games

Gauntlet II Hex Editing FAQ is (c)2012 by Louis Boiko (MASTERNO)

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-----Contents-----

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In order to skip to a specific section, use CTRL+F and copy the number, including brackets, beside the section you want to view, then search. All search numbers are unique and specifically made for ease of navigation.

[1].....Introduction
[2].....Known Hex Values
[2.1]...Using Hex Addresses
[2.2]..Known Bugs and Issues
[3].....Version Information
[4].....Credits

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-----Introduction-----

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[1]

Welcome to my Gauntlet II Hex Editing guide! The sequel to one of the most fondly-remembered hack-and-slash titles for the NES held the legacy of the Gauntlet franchise and returned back to the arcade version's roots. Unlike its predecessor, there was no real story to follow and there was no end to the game - you simply kept going until you got too tired to play. Endless fun for everyone! And with my new guide, you and your crew of up to four people can steamroll until you decide enough is enough.

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-----Known Hex Values-----

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[2]

The following are hex values I've discovered that are meaningful to gameplay. There are about as many as the first Gauntlet game, though they're definitely programmed in a lot differently. On a personal note, this game was very frustrating to work with since everything worked so differently and was difficult to pin down precisely. The only code I couldn't manage to figure out was how to change your character's stats to reflect the sprite you choose, so if you decide to take up researching that address, I'll very gladly give you full credit should you decide to email it to me upon finding it.

The easiest way to steamroll this game is to simply set the Exit Timer to 01 and Health to FF. This means you have infinite time to play, but also the walls turn into exits right away. I don't think

that's any fun though, so I recommend using the Room Timer, Upgrades, Invulnerability, and Reflective Shots to make the game more exciting and challenging, yet allowing you to effectively steamroll through whatever you want. Do note that this is a four-player compatible game, so each player-dependent factor has four different hexes to accommodate the four different players. They are sequential so it's easy to figure out which address belongs to which player.

=====Using Hex Addresses=====

[2.1]

0077: Door Timer

-This sets the timer used for automatically opening the doors after a period of time. Setting this to 01 will force all the doors to open automatically while setting it to anything else will have no effect. The natural value is 77.

0078: Exit Timer

-This sets the timer used for automatically turning all walls into exits. Setting this to 01 will force all walls to turn into exits while setting it to anything else will have no effect. The natural value is 87 and resets whenever you perform an action (even pausing the game).

060B: Room Timer

-This sets the timer for treasure and secret rooms. The natural value is 1E and you can set it as high as 80 and have infinite time to run around.

0702 - 0705: Upgrades

-This determines what upgrades you currently have active. As with the first game, this functions in an additive manner, meaning what is active depends on the sum of multiple values, indicated as the input value. Remember that this is all done in hexadecimal format, so if you want Magic Power, Fight Power, and Extra Pick up, you'd need to enter 0E as the input value. If this value is edited in the middle of a game, you will need to collect any single Upgrade Potion in order to receive the benefits. Values: 01 - Extra Armor, 02 - Extra Pick-Up, 04 - Fight Power, 08 - Magic Power, 10 - Shot Power, 20 - Extra Speed

0707 - 070A: Invisibility

-This determines whether you have invisibility or not. The natural value is 3C, but as long as you set it to anything but 00, you'll be invisible as long as the value is actively frozen. If you deactivate the value, it will count down from whatever you set it to.

070C - 070F: Invulnerability

-This determines whether you have invulnerability or not. You can set the value to anything higher than 00 and still have the benefits of it. As to be expected, this is redundant when you use the Health address(es), but if you're looking to change the pace of the game, this can do a good job of it.

0711 - 0714: Repulsiveness

-This determines whether you have repulsiveness or not. The natural value is 3C, but as long as you set it to anything but 00, you'll be repulsive as long as the value is actively frozen. If you deactivate

the value, it will count down from whatever you set it to.

0716 - 0719: Reflective Shots

-This determines whether you have reflective shots or not. You can set the value to anything higher than 00 and still have the benefits of it.

071B - 071E: Super Shots

-This determines whether you have super shots and how many remain. You can set the value to anything higher than 00 and still have all the super shots you could ever want. Just remember that when you deactivate, it will retain the number you left it at and count down remaining shots from there.

0720 - 0723: Transportability

-This determines whether you have transportability or not. You can set the value to anything higher than 00 and still have the benefits of it. Remember that you will teleport through any items you can normally pick up.

0739 - 073C: Health

-This determines how much health you have left. Setting this to FF will give 2047 health. You can still pick up food and have your health increase, but it will not decrease until you deactivate the hex. Max health is 10239 (yes, you read that right: 10,239 health).

0743 - 0746: Keys

-This determines how many keys you have in your inventory. You can set it to any number higher than 00 and have an infinite number of keys.

0748 - 074B: Magic Potions

-This determines how many Magic Potions you have in your inventory. You can set it to any number higher than 00 and have an infinite number of potions.

676F - 6772: Character Sprite

-This determines what sprite your character will take the form of and change the narrator's dialogue to reflect that change. It doesn't affect your stats however, so choose a class that you will want the stats from. Values: 01 - Warrior, 02 - Valkyrie, 03 - Wizard, 04 - Elf

====Known Bugs and Issues====

[2.2]

I didn't spend as much time bug testing these as I have other games simply because I've already been frustrated enough just trying to find the addresses. I did do a little testing on all of them, so here's what I did find. As always, feel free to submit more bugs as you come across them and I will give you full credit for your findings.

0077: Door Timer

-There are no bugs with this address. It's a simple counter, like the timer, but has no ill effects for setting it to any specific value.

0078: Exit Timer

-There are no bugs with this address. It's a simple counter, like the timer, but has no ill effects for setting it to any specific value.

060B: Room Timer

-If set to 81 or higher, it automatically ends the room.

0702 - 0705: Upgrades

-There are no bugs with this address. As with the first game's upgrade address, overflow from natural values will simply restart the whole process.

0707 - 070A: Invisibility

-There are no bugs with this address. It's a simple counter, like the timer, but has no ill effects for setting it to any specific value.

070C - 070F: Invulnerability

-There are no bugs with this address. It's a simple counter, like the timer, but has no ill effects for setting it to any specific value.

0716 - 0719: Reflective Shots

-There are no bugs with this address. It just determines whether the value is 00 or not and gives you the benefits if it's not.

0711 - 0714: Repulsiveness

-There are no bugs with this address. It's a simple counter, like the timer, but has no ill effects for setting it to any specific value.

071B - 071E: Super Shots

-There are no bugs with this address. It's a simple counter to count down the number of super shots you have left.

0720 - 0723: Transportability

-There are no bugs with this address. It just determines whether the value is 00 or not and gives you the benefits if it's not.

0739 - 073C: Health

-The display will overflow and wrap up to 239 when you pick up food after reaching 9999 health (this doesn't happen in a normal game, where 9999 is the max amount of health).

0743 - 0746: Keys

-If you use this address without the Extra Pick-Up upgrade and you set the amount of keys to anything higher than 05, you will not be able to pick up any keys or potions. I suggest setting this to just 01 or 02.

0748 - 074B: Magic Potions

-If you use this address without the Extra Pick-Up upgrade and you set the amount of potions to anything higher than 05, you will not be able to pick up any keys or potions. I suggest setting this to just 01 or 02.

676F - 6772: Character Sprite

-As to be expected, there are innumerable bugs to find with a value like this. Outside the native values, you will find bugs ranging

from simple sprite glitches to game freezes. Feel free to experiment at your own leisure.

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----Version Information----
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[3]

Version 1.00 - Initial release version; contains all necessary information; updates will generally be used for clarification and grammatical corrections, but information found to be missing or incorrect may be updated to reflect more accurate information.

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-----Credits-----
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[4]

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I'd like to thank the various FAQ writers that have used this format in the past. I think there are many of them, and I don't really remember who they are or what they wrote FAQs for, but this writing format is my favorite and preferred. Credit goes to them, whoever they may be, for this style of FAQ formatting. Contact me for creds if you know who they are or what games they wrote for.

A big thank you to GameFAQs for hosting a website where knowledge such as this can be freely shared by gamers everywhere.

Also a big thank you to Nintendo, Mindscape Inc., and Atari Games for the creation of the NES and the development and production of this expansive and endless hack-and-slash game, respectively.

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