

# Final Fantasy IX Enemy Spell GameShark FAQ

by Aerostar

Updated to v1.10 on Jan 12, 2001

```
 /FFFFFFF/II/NNNN\ /N/AAAA\ /L/
 /FF/____ /II/NN/\NN\N/AA/_\A\ /L/
 /FFFFFFF//II/NN/ \NNN/AAAAAAA\ /L/____
 /FF/ /II/NN/ \N/AA/ \A\LLLLLL/

 /FFFFFFF/AAA\ /NN\ /N/TTTTTTT/AAA\ /SSSSSSSS/ /Y/
 /FF/___ /A/_\A\N\N\ /N/ /T/ /A/_\A\SS/___ \Y\_Y/
 /FFFFFFF/AAAAAAA\ / \N\N/ /T/ /AAAAAAA\SSSS\ \YY/
 /FF/ /A/ \A\ \NN/ /T/ /A/ \A\ SS/ /Y/
                                     SSSSSSSS/ /Y/
 /IXIXIXIXIX/ =====
 /IX/___/IX/ FINAL FANTASY IX ENEMY SPELL FAQ
 /IXIXIXIXIX/ =====
 _____/IX/ by S. Volo <volo@fas.harvard.edu>
 /IXIXIXIXIX/ version 1.10
                completed 12 January 2001
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* * * * *
* This FAQ is dedicated to Dr Gamewiz (1936-1999), *
* whose years of selfless service to the the Internet *
* gaming community were an inspiration to us all. The *
* Doc, as he was affectionately called, ran a forum *
* on America Online for many years, founded on the *
* principle of 'gamesters helping gamesters'. It was *
* the best place on AOL to find hints, codes, *
* walkthroughs, and altogether nice people, united by the *
* Gamewiz slogan, 'BOOLAH!'. There were message boards, *
* newsletters, file repositories, and a weekly newsletter *
* -- the Doc would never miss an issue. Everyone who *
* regularly visited the Gamewiz forum agreed: there was *
* just something wonderful and magical about it. Many *
* friendships were forged there, some of which are still *
* going strong. In 1997, however, AOL terminated its *
* contract with the Doc, opting instead to back Antagonist *
* Online, a larger, more impersonal forum whose name *
* pretty well bespeaks its nature. Though many Gamewiz *
* regulars became disaffected, the Doc, ever the *
* optimist, continued assiduously preparing the *
* newsletters and kept running his trivia games. Even *
* in the face of terminal cancer, the Doc rarely missed *
* an issue. On September 28, 1999, Dr Gamewiz passed *
* away -- even his eternal optimism could not ward off *
* the terrible disease. And so, Doc, this FAQ is for *
* you. Wherever you are now, I hope it makes you *
* smile. Thanks for giving so much of yourself, and *
* know that your work does not go unappreciated. *
* BOOLAH!! *
*                ` S. Volo *
*                formerly AeroStar13@aol.com *
* * * * *
```

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Part 5: Examples (i.e., I did the work so you don't have to)

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- > LV5 Death to Dark Flare
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| REVISION HISTORY |  
+-----+

- v1.10 (2001-01-12): corrected errors  
    added data to chart for EFFECT byte  
    improved list of graphical effects  
    added Snowstorm, Fallen One, Dark Flare and  
    Judgement Day to 'Examples' section
- v1.02 (2001-01-10): corrected minor errors
- v1.01 (2001-01-09): corrected typos
- v1.00 (2001-01-08): the first version!

+-----+  
| PREFACE |  
+-----+

The following instructions (and a GameShark) will allow you to use virtually any spell that FF9 has to offer -- including enemy spells -- and will even let you create your own spells! Special thanks to CzarDragon <czardragon@yahoo.com> and King Edgar 0 <kingedgar0@aol.com>, without whose hacking expertise this FAQ would not have been possible.

Here are a few things to know before you get started:

- In this guide the prefix '\$' before a number means that number is in hexadecimal. So \$10 = 10 hex = 16 decimal.
- A GameShark code is composed of two sections: the ADDRESS

section (8 digits) and the DATA section (4 digits):

```
801CA56A 3815
  |      |
  v      v
address data
```

- A BYTE value is represented by two hex digits and can take on the values \$00 - \$FF (0 - 255 decimal). A GameShark code beginning with '30' sets a byte value.
- A WORD value is two bytes long, is represented by four hex digits, and can take on the values \$0000 - \$FFFF (0 - 65535 decimal). A GameShark code beginning with '80' sets a word value. The first two digits of the data section of the code will set the second byte of the word, and the last two digits will set the first byte of the word.

IMPORTANT NOTE: the GameShark CANNOT handle word-value codes beginning at odd addresses (the odd hex digits are \$1, \$3, \$5, \$7, \$9, \$B, \$D, and \$F). If you enter such a code, it will CRASH THE PLAYSTATION. To set a word value that begins at an odd address, you must use two byte ('30') codes.

```
Ex: 801CA56A 3815 => okay, sets $1CA56A to $15
                        sets $1CA56B to $38
```

```
801CA56B 4138 => NOT OKAY. ($B is odd).
```

To accomplish the equivalent effect of \*801CA56B 4138, you must use two byte codes:

```
301CA56B 0038 => sets $1CA56B to $38
301CA56C 0041 => sets $1CA56C to $41
```

- Final Fantasy IX reassigns memory addresses outside of battle. This creates a MAJOR inconvenience for the GameShark coder, because a conditional code is required before EACH normal code to ensure that the codes are only activated in battle so that the non-battle data in that address is not overwritten. A conditional word ('D0') code will activate the subsequent code on the list if and only if the address specified by the D0 code is currently equal to the word value in the data portion of the D0 code.

The battle check code for Final Fantasy IX is

```
+-----+
| D01044B8 0100 |
+-----+
```

Memorise it; you'll need to input it before every '30' or '80' code you enter.

Enjoy the FAQ! :)

` S. Volo

+-----+

To create a new spell, you must use an old spell or effect as a template. The addresses below, discovered by CzarDragon, will be the bases for all further codes you develop.

~~~~~  
TABLE 1. memory addresses for spell data  
~~~~~

\* information derived by CzarDragon <czardragon@yahoo.com> \*

BaseAddr: the first byte that contains information about this spell  
Gfx1: the first graphical effect stored for this spell (see part 4)  
Gfx2: the second graphical effect stored for this spell. If this is 000A, there is no second graphical effect (see part 4)

BaseAddr	Gfx1	Gfx2	Spell
80109ECC	0000	000A	Void
80109EDC	0009	0008	Cure
80109EEC	00A2	008D	Cura
80109EFC	0090	008E	Curaga
80109F0C	0020	000A	Regen
80109F1C	0011	000A	Life
80109F2C	000F	000A	Full-Life
80109F3C	0083	000A	Scan
80109F4C	000C	000A	Panacea
80109F5C	000D	000A	Stona
80109F6C	000B	000A	Esuna
80109F7C	003F	000A	Shell
80109F8C	007B	000A	Protect
80109F9C	0059	000A	Haste
80109FAC	007F	002A	Silence
80109FBC	007C	0019	Mini
80109FCC	004F	000A	Reflect
80109FDC	0061	0060	Confuse
80109FEC	008C	000E	Berserk
80109FFC	009D	009E	Blind
8010A00C	004C	001B	Float
8010A01C	0080	000A	Dispel
8010A02C	005A	000A	Might
8010A03C	00C9	000A	Jewel
8010A04C	0057	000A	Holy
8010A05C	0046	0000	Fire
8010A06C	0047	0002	Fira
8010A07C	0048	0007	Firaga
8010A08C	004E	001A	Sleep
8010A09C	003E	0006	Blizzard
8010A0AC	004D	0004	Blizzara
8010A0BC	0098	0097	Blizzaga
8010A0CC	007E	000A	Slow
8010A0DC	0042	0003	Thunder
8010A0EC	0049	0005	Thundara
8010A0FC	0085	0018	Thundaga
8010A10C	0095	000A	Stop
8010A11C	00CA	0015	Poison
8010A12C	0078	005D	Bio

8010A13C		0039		000A		Osmose
8010A14C		0084		000A		Drain
8010A15C		0063		0062		Demi
8010A16C		0038		000A		Comet
8010A17C		005E		000A		Death
8010A18C		0099		000A		Break
8010A19C		005F		0016		Water
8010A1AC		0086		008F		Meteor
8010A1BC		007D		000A		Flare
8010A1CC		0134		000A		Doomsday
-----						
8010A1DC		0026		0197		Shiva
-----						
8010A1EC		00D4		000A		Fire Sword
-----						
8010A1FC		0114		01BD		Ifrit
-----						
8010A20C		00D5		000A		Fira Sword
-----						
8010A21C		00BA		019F		Ramuh
-----						
8010A22C		00D6		000A		Firaga Sword
-----						
8010A23C		00B8		01BE		Atomos
-----						
8010A24C		00DA		000A		Blizzard Sword
8010A25C		00DB		000A		Blizzara Sword
-----						
8010A26C		0105		01A8		Odin
-----						
8010A27C		00DC		000A		Blizzaga Sword
-----						
8010A28C		00B3		0196		Leviathan
-----						
8010A29C		00D7		000A		Thunder Sword
-----						
8010A2AC		00E3		0195		Bahamut
-----						
8010A2BC		00D8		000A		Thundara Sword
-----						
8010A2CC		017D		01BF		Ark
-----						
8010A2DC		00D9		000A		Thundaga Sword
-----						
8010A2EC		00D2		01FC		Fenrir
8010A2FC		00E2		01FD		Fenrir
8010A30C		00B1		01F8		Carbuncle
8010A31C		01EE		01FA		Carbuncle
8010A32C		01ED		01F9		Carbuncle
8010A33C		01EF		01FB		Carbuncle
8010A34C		00D3		01FE		Phoenix
8010A35C		00E1		00E1		Rebirth Flame
8010A36C		00FB		017A		Madeen
-----						
8010A37C		00DD		000A		Bio Sword
8010A38C		00DE		000A		Water Sword
-----						
8010A39C		004A		000A		Goblin Punch
8010A3AC		009A		000A		LV5 Death
8010A3BC		0081		000A		LV4 Holy

8010A3CC		0188		000A		LV3 Def-less
8010A3DC		00EC		000A		Doom
8010A3EC		00ED		000A		Roulette
8010A3FC		001C		000A		Aqua Breath
8010A40C		0051		000A		Mighty Guard
8010A41C		0058		000A		Matra Magic
8010A42C		002C		000A		Bad Breath
8010A43C		0052		000A		Limit Glove
8010A44C		001E		000A		1,000 Needles
8010A45C		0129		000A		Pumpkin Head
8010A46C		01F5		000A		Night
8010A47C		00B2		000A		Twister
8010A48C		0186		000A		Earth Shake
8010A49C		002D		000A		Angel's Snack
8010A4AC		00E4		000A		Frog Drop
8010A4BC		0029		000A		White Wind
8010A4CC		01F4		000A		Vanish
8010A4DC		0096		000A		Frost
8010A4EC		00BB		000A		Mustard Bomb
8010A4FC		0082		000A		Magic Hammer
8010A50C		008A		000A		Auto-Life

-----

8010A51C		00F9		000A		Flee
8010A52C		00FA		000A		Detect
8010A53C		018F		000A		What's That!?
8010A54C		00E5		000A		Soul Blade
8010A55C		00E9		000A		Annoy
8010A56C		00EA		000A		Sacrifice
8010A57C		0138		000A		Lucky Seven
8010A58C		00E7		000A		Thievery
8010A59C		00F1		000A		Free Energy
8010A5AC		00F2		000A		Tidal Flame
8010A5BC		00F3		000A		Scoop Art
8010A5CC		00F4		000A		Shift Break
8010A5DC		00F5		000A		Stellar Circle 5
8010A5EC		00F6		000A		Meo Twister
8010A5FC		00F7		000A		Solution 9
8010A60C		00F8		000A		Grand Lethal

-----

8010A61C		0191		000A		Lancer
8010A62C		00A8		000A		Reis's Wind
8010A63C		0128		000A		Dragon Breath
8010A64C		0053		000A		White Draw
8010A65C		003D		000A		Luna
8010A66C		01EB		000A		Six Dragons
8010A67C		0183		000A		Cherry Blossom
8010A68C		01EA		000A		Dragon's Crest

-----

8010A69C		0055		000A		Chakra
8010A6AC		0087		000A		Spare Change
8010A6BC		00C1		000A		No Mercy
8010A6CC		00C5		000A		Aura
8010A6DC		00C3		000A		Curse
8010A6EC		0089		000A		Revive
8010A6FC		0079		000A		Demi Shock
8010A70C		0181		000A		Countdown
8010A71C		0056		000A		Chakra
8010A72C		0088		000A		Spare Change
8010A73C		00C2		000A		No Mercy
8010A74C		00C6		000A		Aura

8010A75C | 00C4 | 000A | Curse  
8010A76C | 01A5 | 000A | Revive  
8010A77C | 007A | 000A | Demi Shock  
8010A78C | 0182 | 000A | Countdown  
8010A79C | 00BC | 0199 | Darkside

-----  
8010A7AC | 00BD | 019A | Minus Strike  
8010A7BC | 00BE | 019B | Tai Strike  
8010A7CC | 00D0 | 00D0 | Power Break  
8010A7DC | 005C | 005C | Armor Break  
8010A7EC | 00D1 | 00D1 | Mental Break  
8010A7FC | 002E | 002E | Magic Break  
8010A80C | 018E | 018E | Charge!  
8010A81C | 00BF | 019C | Thunder Slash  
8010A82C | 00CF | 019E | Stock Break  
8010A83C | 018D | 01A1 | Climhazzard  
8010A84C | 00C0 | 019D | Shock

-----  
8010A85C | 0197 | 000A | Diamond Dust  
8010A86C | 01BD | 000A | Flames of Hell  
8010A87C | 019F | 000A | Judgement Bolt  
8010A88C | 01BE | 000A | Worm Hole  
8010A89C | 01A8 | 000A | Zantetsuken  
8010A8AC | 0196 | 000A | Tsunami  
8010A8BC | 0195 | 000A | Mega Flare  
8010A8CC | 01BF | 000A | Eternal Darkness

-----  
8010A8DC | 000A | 000A | None  
8010A8EC | 000A | 000A | None  
8010A8FC | 000A | 000A | None  
8010A90C | 000A | 000A | None  
8010A91C | 000A | 000A | None  
8010A92C | 000A | 000A | None  
8010A93C | 000A | 000A | None  
8010A94C | 000A | 000A | None  
8010A95C | 000A | 000A | None  
8010A96C | 000A | 000A | None  
8010A97C | 000A | 000A | None

-----  
8010A98C | 0189 | 000A | Jump

-----  
8010A99C | 009F | 000A | Pyro  
8010A9AC | 0179 | 000A | Medeo  
8010A9BC | 0125 | 000A | Poly

-----  
8010A9CC | 000A | 000A | Attack  
8010A9DC | 00C8 | 000A | Steal  
8010A9EC | 0189 | 000A | Jump  
8010A9FC | 000A | 000A | Defend  
8010AA0C | 000A | 000A | Flee  
8010AA1C | 00C8 | 000A | Mug  
8010AA2C | 000A | 000A | Change  
8010AA3C | 00FE | 000A | Eat  
8010AA4C | 00FF | 000A | Cook  
8010AA5C | 0184 | 000A | Spear  
8010AA6C | 0185 | 000A | Spear

-----  
8010AA7C | 00FB | 00FB | Terra Homing

-----  
8010AA8C | 00C7 | 000A | Focus

-----  
8010AA9C | 00DF | 000A | Flare Sword  
-----

8010AAAC | 000A | 000A | Throw  
-----

8010AABC | 00E0 | 000A | Doomsday Sword

+-----+  
| PART 2: NAME THAT SPELL |  
+-----+

The next step to creating a new spell is to give it a name. You can use the proper names of the spells (given in the chart in part #), or you can choose your own names. A good place to store the names in the RAM is in the area where help text is normally stored, because it is immediately after the normal spell names and can therefore be accessed by the text offset byte in the spell information. Storing the names, however, will screw up some of the help text, so be forewarned.

The spell name offset is stored at BaseAddr + \$E. It should always end in A. You can use a word ('80') code, because this address will always be even.

Ex: Fire BaseAddr 8010A05C  
Fire name offset 8010A06A 0???

You can use each address on the list to store the name of a different spell, provided you keep the names of all spells to 16 characters or less.

~~~~~  
TABLE 2. name-storing addresses & corresponding offsets  
~~~~~

ADDRESS TO STORE	NAME IN	OFFSET (???)
-----	-----	-----
800F96F0	654	
800F9700	664	
800F9710	674	
800F9720	684	
800F9730	694	
800F9740	6A4	
800F9750	6B4	
800F9760	6C4	
800F9770	6D4	
800F9780	6E4	
800F9790	6F4	
800F97A0	704	
800F97B0	714	
800F97C0	724	
800F97D0	734	
800F97E0	744	
800F97F0	754	
800F9800	764	
800F9810	774	
800F9820	784	



800F9830 794  
800F9840 7A4  
800F9850 7B4  
800F9860 7C4  
800F9870 7D4  
800F9880 7E4  
800F9890 7F4  
800F98A0 804  
800F98B0 814  
800F98C0 824  
800F98D0 834  
800F98E0 844  
800F98F0 854  
800F9900 864  
800F9910 874  
800F9920 884  
800F9930 894  
800F9940 8A4  
800F9950 8B4  
800F9960 8C4  
800F9970 8D4  
800F9980 8E4  
800F9990 8F4  
800F99A0 904  
800F99B0 914  
800F99C0 924  
800F99D0 934  
800F99E0 944  
800F99F0 954

... and by the time you make that many codes, you shouldn't need my help anymore. :)

Now that you've got a free memory address to place the codes in, you need to fill the address with something. The digits for all the numbers and letters are below.

>> Note: you must preface each code with the 'in-battle check' code, D01044B8 0100, so that the codes are activated only during battle. The reason for this is that the game reuses the same memory addresses to store other data outside of battle.

~~~~~  
TABLE 3. the ff9 alphabet  
~~~~~

00: 0	10: A	30: a
01: 1	11: B	31: b
02: 2	12: C	32: c
03: 3	13: D	33: d
04: 4	14: E	34: e
05: 5	15: F	35: f
06: 6	16: G	36: g
07: 7	17: H	37: h
08: 8	18: I	38: i
09: 9	19: J	39: j
0A: +	1A: K	3A: k
0B: -	1B: L	3B: l
0C: =	1C: M	3C: m
0D: *	1D: N	3D: n

0E: %	1E: O	3E: o
0F: [space]	1F: P	3F: p
	20: Q	40: q
	21: R	41: r
	22: S	42: s
	23: T	43: t
	24: U	44: u
	25: V	45: v
	26: W	46: w
	27: X	47: x
	28: Y	48: y
	29: Z	49: z

FF: end of name indicator (required!)

Two letters can be stored per 800Fxxxx code. Simply increment the address by \$2 to create the code for the next two letters. If you use the full sixteen characters, you should have addresses ending in 0, 2, 4, 6, 8, A, C, and E.

Keep in mind that \$8 + \$2 = \$A, not \$10! Note that the RIGHTMOST byte in the code data is read first, so to produce the string 'Fa', you'd enter \$3015. Also, you MUST end with a \$FF character to terminate the string, even if it requires adding an extra code. Here's an example.

Ex: Change name of 'Fire' to 'Flare Star'.

First we have to store the name 'Flare Star' in the game's memory. We'll start at address 800F96F0.

```

D01044B8 0100      (battle check)
800F96F0 3B15      'l' 'F'
D01044B8 0100
800F96F2 4130      'r' 'a'
D01044B8 0100
800F96F4 0F34      (space) 'e'
D01044B8 0100
800F96F6 4322      't' 'S'
D01044B8 0100
800F96F8 4130      'r' 'a'
D01044B8 0100
800F96FA FFFF      (terminate string)

```

Hopefully by studying that code set you can get the hang of how it works.

Now we have to apply our newly-generated string to the Fire spell. Looking at part 1, we see the BaseAddr for Fire is 8010A05C. Adding \$E to this yields 8010A06A. Knowing that we placed the string at address 800F96F0, we can look at Table 2 and find that the appropriate offset value is 654. So we use the codes

```

D01044B8 0100      (we still need the battle check)
8010A06A 0654      change name offset to where we stored
                   'Flare Star'

```

And that should do it -- enter all the codes above, and 'Fire' should instead be called 'Flare Star'.

```

+-----+
| PART 3: SIXTEEN BYTES |
+-----+

```

You can completely customize the effect of your new spell by modifying the sixteen bytes of data that comprise the BaseAddr and the 15 subsequent addresses. Here is a byte-by-byte walkthrough.

BaseAddr

Ends in C

Effect TARGETING

Length BYTE (use code beginning with 3, not 8)

This byte affects what the spell can target. Here is a list of possible values (there may be others).

#	possible targets	default target	example spell
00	one ally or enemy	one enemy	Scan
02	one enemy	one enemy	Jewel
03	one/all ally or enemy damage halved by selecting all	one enemy	Fire
08	all enemies	all enemies	Meteor
0C	everyone	everyone	Roulette
20	one enemy/ally; used for Drain	one enemy	Drain
30	one ally or enemy	one ally	Regen
33	one/all ally or enemy	one ally	Cure
37	all allies	all allies	White Wind
40	one enemy/ally; used for Osmose	one enemy	Osmose
91	one ally	one ally	Auto-Life

BaseAddr + \$1, + \$2

Ends in D, E

Effect GRAPHICS (MULTIPLE TARGET GRAPHICS for variable target spells)

Length WORD (use two codes beginning with 3; odd 8 code crashes PSX)

These two bytes affect the spell graphics. If the spell has only one graphical effect, it will be stored here; if there are two possible effects (as with the elemental spells Fire, Fira, etc.), the 'multiple targets' effect will be stored here. It is NOT RECOMMENDED that you edit these bytes because it requires TWO codes. See part 4 for a better way to change graphics, as well as a list of graphical modifiers.

BaseAddr + \$3

Ends in F

Effect UNKNOWN

Length BYTE

BaseAddr + \$4

Ends in 0

Effect SPELL'S EFFECT

Length BYTE (use a 3 code unless also altering POWER byte)

This byte determines what will happen when you cast the spell. Here is a partial list of effects; this is by no means complete. Hopefully I'll continually update this as time goes on. If you have a submission to it, go right ahead and e-mail it to me and you will receive credit.

# EFFECT

NOTES

```

-- -----
09 cause magical damage      strength of spell depends on POWER byte
0A heal                      strength of spell depends on POWER byte
0B add status                see STATUS byte
0C remove status            see STATUS byte
0D revive                    % of HP restored depends on POWER byte
0E kill                      instant death; STATUS byte should be 15
0F drain MP                  strength of spell depends on POWER byte
10 drain HP                  strength of spell depends on POWER byte
11 damage = % of MaxHP      percentage determined by POWER byte
                             success rate determined by RATE byte

12 random magical damage    strength increases with POWER byte
13 cause physical damage    strength depends on POWER byte
14 cause physical damage    not sure of the distinction between
                             this and $13

15 ???                      used for Goblin Punch
16 add status depending on LV LV must be divisible by RATE byte
17 damage depending on LV   LV must be divisible by RATE byte
18 lower def. depending on LV LV must be divisible by RATE byte
19 initialize roulette      causes status in STATUS byte
1A 100 * POWER damage       multiple determined by POWER byte
1B cut HP to specific value value determined by POWER byte
                             success rate determined by RATE byte

1C do damage if casterHP = 1 I think... used for Limit Glove
1D do damage equal to (caster's MaxHP - caster's CurrentHP)
1E heal 1/3 of caster's MaxHP
1F damage MP randomly
20 reduce caster's HP; do damage
21 reduce defence
22 reduce physical attack power
23 reduce magic defence
24 reduce magic attack power
25 heal HP and MP           strength determined by POWER byte
26 cause damage using Gil   strength determined by POWER byte
27 damage HP and MP         strength determined by POWER byte
28 damage determined by ??? used by Dragon Breath
29 damage MP                used by White Draw
2B raise physical attack pwr increase may depend on POWER byte
2D kill caster; completely recover all other targets
2E cause status ailment that is the ADD ST of equipped weapon
32 ???                      used by Six Dragons
33 lower defence
34 use 4 Remedies on party
36 chance of resetting ATB meter to zero
39 flee from battle
3C display steal-able items
3D makes [Near Death] party members attack enemy
43 do damage equal to (Speed * (# of successful Steals))
44 damage determined by # dragons killed? (used by Dragon's Crest)
67 add beneficial status    see STATUS byte
6C add bad status           see STATUS byte

```

BaseAddr + \$5

Ends in 1

Effect POWER

Length BYTE (use a 3 code)

This byte has many uses:

- Determines the damage multiplier for a damage (EFFECT = \$09), cure (EFFECT = \$08, \$25), or drain (EFFECT = \$0F, \$10) spell.
- Some values to use for comparison: 'Fire' = \$0E (= 14 dec),

'Firaga' = \$48 (= 72 dec), 'Flare' = \$70 (=112 dec).

- Determines the percentage of the MaxHP that will be restored by a revive (EFFECT = \$0D) spell (\$64 = 100%).
- Determines the percentage of the MaxHP that will be taken off by a %-of-MaxHP (EFFECT = \$11) spell (\$64 = all of it!).
- Determines the number of HP left behind by a cut-HP-to-value (EFFECT = \$1B) spell (\$01 = 1 HP, \$00 = bye bye!)
- Determines the multiplier for a 100 \* POWER (EFFECT = \$1A) spell (\$0A = 1000 damage, \$63 = 9900 damage, \$64 = 9999 damage. yes, that means it will always do 9999 damage.)

BaseAddr + \$6

Ends in 2

Effect ELEMENTAL

Length BYTE (use a 3 code)

This byte determines the attack's elemental affiliation. You can give an attack more than one elemental by adding the values for the two (or more) elementals together.

01: Fire

02: Ice

04: Lightning

08: Earth

10: Water

20: Wind

40: Holy

80: Shadow

BaseAddr + \$7

Ends in 3

Effect RATE

Length BYTE (use a 3 code)

This byte affects the success rate of a status-adding, %-of-MaxHP, or cut-HP-to-value attack. If your spell is saying MISS a lot, try setting this byte to FF. If you think your spell is hitting too much, lower the value of this byte.

BaseAddr + \$8

Ends in 4

Effect UNKNOWN

Length BYTE

I think this has something to do with the game's classification of the attack. It doesn't seem to have any effect on the spell when it is used.

BaseAddr + \$9

Ends in 5

Effect STATUS

Length BYTE

This determines what status effects a spell will add. Note that not only status-adding (EFFECT = \$0B or \$67) spells, but also damaging or healing spells (EFFECT = \$09, \$08, \$25) and some others will add status effects if given a nonzero value in this byte. The success rate of the status effect is determined by the RATE byte.

When used with a remove-status (EFFECT = \$0C) spell, this byte will determine which statuses the spell removes.

## STATUS ADDED/REMOVED

-- -----

00 none

01 add Regen  
02 remove Dead  
03 remove Poison, Venom  
04 remove Petrify  
05 remove various (used by Esuna)  
06 add Shell  
07 add Protect  
08 add Haste  
09 add Silence  
0A add or remove Mini  
0B add Reflect  
0C add Confuse  
0D add Berserk  
0E add Blind  
0F add Float  
10 remove Shell, Protect, Haste, Reflect, Float, Vanish, Regen  
11 add Sleep  
12 add Slow  
13 add Stop  
14 add Poison  
15 add Death  
16 add Petrify  
17 add Petrify  
18 add Vanish  
19 add Death Sentence  
1A add Protect and Shell  
1B add various bad status (Bad Breath)  
1C add Freeze  
1D add Heat  
1E add Auto-Life  
1F add Trouble  
20 add Auto-Life  
21 add 'MP-up' (?)  
22 add Zombie  
23 add Virus  
24 add Gradual Petrify  
25 add Venom  
26 add various bad status (Curse)  
FF add various bad status (Grand Cross)

BaseAddr +\$A

Ends in 6

Effect MP

Length BYTE (use a 3 code)

This simply determines the MP needed to cast the spell. Note that, as with all values, it must be entered in hex.

BaseAddr +\$B

Ends in 7

Effect WHEN USED

Length BYTE (use a 3 code)

Has something to do with when the spell can be used (in battle vs. out-of-battle). Probably not a good idea to mess with it.

BaseAddr +\$C, +\$D

Ends in 8

Effect GRAPHICS (SINGLE TARGET)

Length WORD (use an 8 code)

Variable target spells store their single-target graphics here. Summons also store their incomplete graphics here. Don't use

this byte to alter the graphics; see Part 4 instead.

BaseAddr +\$E, +\$F

Ends in A

Effect NAME OFFSET

Length WORD (use an 8 code)

Determines the name offset of the spell. See Part 2 for details.

Ex: Make 'Fire' spell stronger, always target all enemies, and always add the 'Heat' status.

> Adjust POWER byte to make Fire spell stronger. Looking at Table 1, we see that the BaseAddr for Fire is 8010A05C.

POWER byte = BaseAddr + \$5 = 8010A061

We want a byte-length code, so we must change the first digit of the code to 3, and must also preface the code with the battle-check code. The following will increase Fire's power to 80 (= \$50) (it's originally 14):

```
D01044B8 0100
3010A061 0050
```

> Adjust TARGETING byte to make Fire target all enemies.

TARGETING byte = BaseAddr = 8010A05C

Again, this should be a byte-length ('3') code. The table of targets tells us that all enemies corresponds to \$08.

```
D01044B8 0100
3010A05C 0008
```

> Adjust STATUS and RATE bytes to make Fire always add the 'Heat' status.

STATUS byte = BaseAddr + \$9 = 8010A065

The table of statuses lists 'Heat' as \$1C, so we create the byte-length code,

```
D01044B8 0100
3010A065 001C
```

Then we must be sure to increase the frequency with which 'Heat' is added using the RATE byte.

RATE byte = BaseAddr + \$7 = 8010A063

Again, we need a byte-length code,

```
D01044B8 0100
3010A063 00FF
```

Putting all eight lines of code together will achieve the desired effects in unison.

NOTE: If you are editing two consecutive addresses, AND the first of those two addresses is even, then you can, at your option, use one word code in lieu of two byte codes.

+-----+  
| PART 4: APPEARANCE IS EVERYTHING |  
+-----+

Now's the fun part: you can customize the way your spell looks (and sounds) when cast. You can change this information in the spell's data section, but since it's stored in an odd address, which requires two codes to change, it's more efficient to do it the way outlined below.

To change the graphics for your chosen spell, enter the four following codes:

\* this address was found by King Edgar 0 <kingedgar0@aol.com> \*

- (1) D00FEC42 yyyy
- (2) 800FEC42 0www
- (3) D00FEC42 zzzz
- (4) D00FEC42 0xxx

yyyy: value of 'Gfx1' for the spell you want to edit (see part 1).  
www: value from the chart below for the new spell you want to create (multiple targets if variable target spell)  
zzzz: value of 'Gfx2' for the spell you want to edit (see part 1).  
if yyyy = 000A, the spell does not have a second graphic effect, and you do not need codes (3) or (4)  
xxx: value from the chart below for the new spell you want to create (single target if variable target spell)

Note that you can specify two different graphics if you are creating a variable target spell; the Gfx1 replacement will be the graphics for multiple targets, and the Gfx2 replacement will be the graphics for a single target.

Ex: Change graphics of 'Fire' to those of 'Flare Star'.

Look up 'Fire' and part one and find  
Gfx1 = 0046  
Gfx2 = 0000

Flare Star targets all enemies (and only all enemies), so our value of www will be equal to our value of xxx.

Look up 'Flare Star' in table 4 and find value of www / xxx  
www = xxx = 1B4

Sub values into codes above:

D00FEC42 0046  
800FEC42 01B4  
D00FEC42 0000  
800FEC42 01B4

Now 'Fire' will look like 'Flare Star'!

~~~~~  
TABLE 4. spell graphics  
~~~~~



www/

xxx	SPELL NAME (if known)	NOTES
000	Fire	one target
001	(Grand Cure)	like a huge cure spell (one target)
002	Fira	one target
003	Thunder	one target
004	Blizzara	one target
005	Thundara	one target
006	Blizzard	one target
007	Firaga	one target
008	Cure	one target
009	Cure	multiple targets
00A	[null value]	
00B	Esuna	one target
00C	Panacea	one target
00D	Stona	one target
00E	Berserk	one target
00F	Full-life	one target
010	[no effect]	
011	Life	one target
012	[no effect]	
013	Steal	one target
014	Steal	one target
015	Poison	one target
016	Water	one target
017	(Ice)	snowflakes & icicles (one target)
018	Thundaga	one target
019	Mini	one target
01A	Sleep	one target
01B	Float	one target
01C	Aqua Breath	
01D	(Energy Waves)	waves of energy
01E	1000 Needles	
01F	(Exploder)	explosion (mult targets)
020	Regen	one target
021	[no graphics]	sounds only
022	[kraken arm death]	bubbles on caster
023	Psychokinesis	bubbles / target rises in air
024	(Energy Waves)	same as 1D
025	[lockup]	
026	Shiva (full)	mult targets
027	[lockup]	
028	Elixir	one target
029	White Wind	mult targets
02A	Silence	one target
02B	Aerial Slash	wind attack (mult targets)
02C	Bad Breath	one target
02D	Angel's Snack	mult targets
02E	Magic Break	one target
02F	Flame	caster spits fire at multiple targets
030	(Sparkle)	gold sparkles
031	(Glare)	light flash on caster; smoke on 1 target
032	Glowing Eyes	similar to above
033	Snort	air vortex pushes one target away
034	Cold Breath	ice shot at one target
035	(Oil Shot)	oil shot at one target and ignites
036	(Inferno)	fire engulfs entire screen
037	Darkness	black circle (one target)

038	Comet	one target
039	Osmose	one target
03A	Earthquake	ground shakes; similar to Earth Shake
03B	Trouble Juice	nasty yellow stuff dropped on target
03C	(Rainbow Storm)	gusts of multicoloured wind (one target)
03D	Luna	everyone
03E	Blizzard	multiple targets
03F	Shell	one target
040	Bubbles	bubbles of water shot at one target
041	(Energy Blast)	red and then blue shine on one target
043	Ink	black smoke on target
044	(Odd Soundwave)	beam of coloured stuff shot at target
045	(Energy Waves)	same as 1D
046	Fire	multiple targets
047	Fira	multiple targets
048	Firaga	multiple targets
049	Thundara	multiple targets
04A	Goblin Punch	one target
04B	Sandstorm	sand is gathered and blown at targets
04C	Float	one target
04D	Blizzara	multiple targets
04E	Sleep	one target
04F	Reflect	one target
050	[lockup]	
051	Mighty Guard	multiple targets
052	Limit Glove	one target
053	White Draw	one target
054	[lockup]	
055	Chakra	one target
056	Chakra	multiple targets
057	Holy	one target
058	Matra Magic	one target
059	Haste	one target
05A	Might	one target
05B	[lockup]	
05C	Armor Break	one target
05D	Bio	one target
05E	Death	one target
05F	Water	multiple targets
060	Confuse	one target
061	Confuse	multiple targets
062	Demi	one target
063	Demi	multiple targets
064\		
.	\	
.	>	these all execute a normal physical
.	/	attack by the caster
077/		
078	Bio	multiple targets
079	Demi Shock	one target
07A	Demi Shock	multiple targets
07B	Protect	one target
07C	Mini	multiple targets
07D	Flare	one target
07E	Slow	one target
07F	Silence	multiple targets
080	Dispel	one target
081	LV4 Holy	multiple targets
082	Magic Hammer	multiple targets
083	Scan	one target

084	Drain	one target
085	Thundaga	multiple targets
086	Meteor (miss)	multiple targets
087	Spare Change	one target
088	Spare Change	multiple targets
089	Revive	one target
08A	Auto-life	one target
08B	(Energy Waves)	same as 1D
08C	Berserk	multiple targets
08D	Cura	one target
08E	Curaga	one target
08F	Meteor (hit)	multiple targets
090	Curaga	multiple targets
091	Entice	hearts fly at one target
092	Hypnotize	purple spinning stuff, one target
093	Cannon	explosion from caster & on 1 target
094	(Prism Shot)	lots of triangles on one target
095	Stop	one target
096	Frost (Freeze)	one target
097	Blizzaga	one target
098	Blizzaga	multiple targets
099	Break	one target
09A	LV5 Death	multiple targets
09B	Lava Gun	flaming rocks shot at one target
09C	(Starburst)	flashes and starburst
09D	Blind	one target
09E	Blind	multiple targets
09F	Pyro	fire attack on one target
0A0	String	target is ravelled in white web
0A1	Blaster	colourful burst on target
0A2	Cura	multiple targets
0A3	Electrocute	caster is electrified
0A4	Buzz	sound waves surround one target
0A5	Pollen	pollen attacks multiple targets
0A6	(Firestorm)	sand & explosions / mult targets
0A7	Water Gun (1x)	water is shot at one target
0A8	Reis' Wind	all targets
0A9	Lightning	lightning shot at one target
0AA	Snowstorm	frost is shot at multiple targets
0AB	Maelstrom	red winds attack one target
0AC	(Bio Breath)	poison-looking stuff on one target
0AD	Aero Breath	high-velocity breath on one target
0AE	Venom Breath	black & purple breath on one target
0AF	Zombie Breath	black & white ghostly attack / 1 target
0B0	(Autumn Leaves)	attack with leaves
0B1	Carbuncle (full)	multiple targets
0B2	Twister	multiple targets
0B3	Leviathan (full)	multiple targets
0B4	Aero	wind attack on one target
0B5	Rainbow Wind	multicoloured wind attack on one target
0B6	Scorch	caster is set ablaze
0B7	Heavy	waves push down on one target
0B8	Atomos (full)	multiple targets
0B9	Sandstorm	sand is gathered & blown at mult targets
0BA	Ramuh (full)	multiple targets
0BB	Mustard Bomb	one target
0BC	Darkside	one target
0BD	Minus Strike	one target
0BE	Iai Strike	one target
0BF	Thunder Slash	one target

0C0	Shock	one target
0C1	No Mercy	one target
0C2	No Mercy	multiple targets
0C3	Curse (Amarant)	one target
0C4	Curse (Amarant)	multiple targets
0C5	Aura	one target
0C6	Aura	multiple targets
0C7	Focus	caster gathers power
0C8	Mug / Steal	one target
0C9	Jewel	one target
0CA	Poison	multiple targets
0CB	(Nanoflare)	explosion, one target
0CC	Meteorite	meteors bombard all enemies (cool!)
0CD	Aera	wind attack, multiple targets
0CE	Gradual Petrify	petrify stare, one target
0CF	Stock Break	multiple targets
0D0	Power Break	one target
0D1	Mental Break	one target
0D2	Fenrir (full)	multiple targets
0D3	Phoenix (full)	multiple targets
0D4	Fire Sword	one target
0D5	Fira Sword	one target
0D6	Firaga Sword	one target
0D7	Thunder Sword	one target
0D8	Thundara Sword	one target
0D9	Thundaga Sword	one target
0DA	Blizzard Sword	one target
0DB	Blizzara Sword	one target
0DC	Blizzaga Sword	one target
0DD	Bio Sword	one target
0DE	Water Sword	one target
0DF	Flare Sword	one target
0E0	Doomsday Sword	one target
0E1	Rebirth Flame	multiple targets
0E2	Fenrir (half)	multiple targets
0E3	Bahamut (full)	multiple targets
0E4	Frog Drop	one target
0E5	Soul Blade	one target
0E6	[lockup]	
0E7	Thievery	one target
0E8	[no name]	teleport out of battle
0E9	Annoy	one target
0EA	Sacrifice	multiple targets
0EB	Psychokinesis	one target rises and falls down
0EC	Doom	one target
0ED	Roulette	everyone
0EE	(Light Flash)	caster shines
0EF	Red Clipper	fiery slashes on one target
0F0	(Sand Breath)	shot of sand
0F1	Free Energy	one target
0F2	Tidal Flame	multiple targets
0F3	Scoop Art	one target
0F4	Shift Break	multiple targets
0F5	Stellar Circle 5	one target
0F6	Meo Twister	multiple targets
0F7	Solution 9	one target
0F8	Grand Lethal	multiple targets
0F9	Flee	multiple targets
0FA	Detect	one target
0FB	Terra Homing (Madeen)	multiple targets

```

0FC [no name]                run from battle
0FD [no graphics]
0FE Eat                       one target
0FF Cook                      one target
100 (Purple Haze)            purple smoke on one target
101 Trance                   trancing effect on caster
102 Rise                     waves push one target up
103 Mist                     white smoke on mutliple targets
104 (Soul Out)              ghosts fly out of one target
106 (Slime)                 yellow liquid on target
107 [lockup]
108 [lockup]
10A\
. \
. > various 'Throw' graphics
. /
110/
111 Steal
112 (Devour)                 caster eats one target
113 (Light Shell)           pink explosion at one target
114 Ifrit (full)
115 Throw
116 Ether
117 some item
118 some item
119 some item
11A Remedy
11B some item
11C Aeraga                  wind attack on multiple targets
11D (Forcefield)           purple glow around caster
11E Virus Fly              swarm of flies attacks target!
11F Dark Matter            lightning attack
120 ???                   fire attack
121 some item
122 Tent
123 Raining Swords         attack all using swords and blue fire
124 Ore
125 Poly                    one target
126 Boomerang              blades attack multiple targets
127 (Shimmer)             bright light flash
128 Dragon Breath         multiple targets
129 Pumpkin Head          one target
12A Jet Fire              blue flame attack (one target)
12B Photon                lasers attack one target (like FF8's Homing Laser)
12C (Magnitude 8)        big earthquake (multiple targets)
12D (Sinkhole)           one target sinks into the ground
12E [blackout]
12F (Page Turn)          ) papers fly at multiple targets
130 Propeller Wind       blue cyclones make 1 or multiple targets spin
131 (Accumulate)         caster gathers energy
132 (Green Smoke)        green smoke, one target
133 (Red Smoke)         red smoke, one target
134 Doomsday             multiple targets
135 Curse (Ozma)         green and black smoke engulfs multiple targets
136 Absorb                caster absorbs energy from one target
137 Flame                caster spits fire at multiple targets
138 Lucky Seven          one target
139\
. \
. > miscellaneous weapon attacks

```

.	/	
17A/		
17B	[lockup]	
17C	[lockup]	
17D	Ark (full)	multiple targets
17E	Chestnut	nut fired from caster to one target
17F	[lockup]	bubbles and lockup
180	Ultima / lockup	Ultima then lockup
181	Countdown	one target
182	Countdown	multiple targets
183	Cherry Blossom	multiple targets
184	Spear	one target
185	Spear	one target
186	Earth Shake	multiple targets
187	Fire Blades	flaming leaves fired at mult targets
188	LV3 Def-less	multiple targets
189	Jump	jump in air
18A	(Ultraviolet)	purple energy; will make caster invisible
18B	(Rippler)	whirlpool on caster, one target
18C	Rise	waves force one target up into the air
18D	Climhazzard	multiple targets
18E	Charge!	multiple targets
18F	What's That!?	one target
190	(Smoke)	smoke
191	Lancer	one target
192	(Smoke)	smoke on caster
193	(Atomic Ray)	red energy surrounds target
194	Shockwave	caster gathers light & discharges it
195	Bahamut (half)	all targets
196	Leviathan (half)	all targets
197	Shiva (half)	all targets
198	Tidal Waves	big waves attack multiple targets
199	Darkside	one target
19A	Minus Strike	one target
19B	Iai Strike	one target
19C	Thunder Slash	one target
19D	Shock	one target
19E	Stock Break	one target
19F	Ramuh (half)	mult targets
1A0	Flaming Sword	big explosion on target
1A1	Climhazzard	mult targets
1A2	[lockup]	
1A3	(Yellow Shot)	yellow stuff
1A4	[lockup]	
1A5	Revive	all targets
1A6	Water Gun (x3)	three shots of water at one target
1A7	(Electricity)	electricity runs from caster to target
1A8	Odin (full)	all targets
1A9	Virus Powder	purple & blue dots on one target
1AA	[lockup]	
1AB	Waterga	huge water bubble on multiple targets
1AC	[no graphics]	
1AD	(Green Sparkle)	green stuff
1AE	[lockup]	
1AF	[lockup]	
1B0	[lockup]	Ozma's dying effect, lockup
1B1	(Dust Storm)	smoke and dust
1B2	(Lapis Laser)	blue energy attack (multiple targets)
1B3	[blackout]	Necron's dying effect, blackout
1B4	Flare Star	AWESOME fire attack on all targets

```

1B5 Dummy                says "Dummy".  very weird (one target)
1B6 [lockup]
1B7 [lockup]
1B8 [no name]            screws with camera
1B9 [no name]            same
1BA [lockup]
1BB [lockup]
1BC [lockup]
1BD [lockup]
1BE Atomos (half)
1BF Ark (half)
1C0\
.  \
.  > [lockup]
.  /
1E8/
1E9 [no name]            effect when Trance ends
1EA Dragon's Crest       one target
1EB Six Dragons           multiple targets
1EC Ultima / blackout    does Ultima but then blacks out
1ED Carbuncle             multiple targets
1EE Carbuncle             multiple targets
1EF Carbuncle             multiple targets
1F0 [no name]            when Necron lifts you up to face him...
1F1 [no name]            teleport out of battle
1F2 Grand Cross           planets getting demolished, mult targets
1F3 Neutron Ring          bright star-like attack, mult targets
1F4 Vanish                one target
1F5 Night                 everyone
1F6 Aera                  wind attack, one target
1F7 Blue Shockwave        purple energy attack, one target
1F8 Carbuncle (half)      multiple targets
1F9 Carbuncle (half)      multiple targets
1FA Carbuncle (half)      multiple targets
1FB Carbuncle (half)      multiple targets
1FC Fenrir (half)         multiple targets
1FD Fenrir (half)         multiple targets
1FE Phoenix (half)        multiple targets
1FF [lockup]

```

```

+-----+
| PART 5:  EXAMPLES |
+-----+

```

Alright, I understand that making your own codes can get fairly complicated and time-consuming, so here are several pre-made enemy spell codes for all you lazy people out there. :)

Note that having too many codes on at once can cause the game to refuse to load from the memory card. Turn off the effects if this happens, load your game, and turn them back on. You'll also have to do this whenever you save. You should be able to get away with two or three spell replacements without adverse effects, however.

```

/ Flare Star \
| ELEM: Fire      PWR: 76      STATUS: add Heat |
| TARG: all enemies  MP: 32      RATE: 32 |
| MODIFIED SPELL: Fire |

```

-----  
D01044B8 0100 (Store name 'Flare Star')  
800F96F0 3815  
D01044B8 0100  
800F96F2 4130  
D01044B8 0100  
800F96F4 0F34  
D01044B8 0100  
800F96F6 4322  
D01044B8 0100  
800F96F8 4130  
D01044B8 0100  
800F96FA FFFF

D010A06A 00A1 ('Fire' text offsets)  
8010A06A 0654

D01044B8 0100 (Spell parameters)  
3010A05C 0008  
D01044B8 0100  
3010A061 004C  
D01044B8 0100  
3010A065 001D  
D01044B8 0100  
3010A066 0020  
D01044B8 0100  
3010A063 0020

D00FEC42 0046 (Graphics)  
800FEC42 01B4  
D00FEC42 0000  
800FEC42 01B4

-----  
/ Maelstrom \  
| ELEM: none EFFECT: HP lowered to 5 |  
| TARG: one enemy MP: 18 RATE: 80 |  
MODIFIED SPELL: Demi

D01044B8 0100  
800F9700 301C  
D01044B8 0100  
800F9702 3B34  
D01044B8 0100  
800F9704 4342  
D01044B8 0100  
800F9706 3E41  
D01044B8 0100  
800F9708 FF3C  
D01044B8 0100  
8010A16A 0664

D00FEC42 0063  
800FEC42 00AB  
D00FEC42 0062  
800FEC42 00AB  
D01044B8 0100  
3010A15C 0000



D01044B8 0100  
8010A160 051B  
D01044B8 0100  
3010A166 0013  
D01044B8 0100  
3010A163 0050

```
_____  
/ Grand Cross \ _____  
| ELEM: none          STATUS: a ton of bad ones |  
| TARG: all enemies  MP: 30          RATE: 150  |  
| MODIFIED SPELL: Confuse                    |  
-----
```

D01044B8 0100  
800F9720 4116  
D01044B8 0100  
800F9722 3D30  
D01044B8 0100  
800F9724 0F33  
D01044B8 0100  
800F9726 4112  
D01044B8 0100  
800F9728 423E  
D01044B8 0100  
800F972A FF42

D01044B8 0100  
80109FEA 0684  
D00FEC42 0061  
800FEC42 01F2  
D00FEC42 0060  
800FEC42 01F2  
D01044B8 0100  
30109FDC 0008  
D01044B8 0100  
30109FE5 00FF  
D01044B8 0100  
30109FE3 0096  
D01044B8 0100  
30109FE6 001E

```
_____  
/ Blue Shockwave \ _____  
| ELEM: none          EFFECT: HP goes to 1    |  
| TARG: one enemy    MP: 8          RATE: 240  |  
| MODIFIED SPELL: Matra Magic                    |  
-----
```

D01044B8 0100  
800F9730 3B11  
D01044B8 0100  
800F9732 3444  
D01044B8 0100  
800F9734 220F  
D01044B8 0100  
800F9736 3E37  
D01044B8 0100  
800F9738 3A32  
D01044B8 0100

800F973A 3046  
D01044B8 0100  
800F973C 3445  
D01044B8 0100  
300F973E 00FF

D01044B8 0100  
8010A42A 0694  
D01044B8 0100  
3010A423 00E0  
D00FEC42 0058  
800FEC42 01F7

/ Freeze

ELEM: Ice	PWR: 14	STATUS: Freeze	
TARG: one enemy	MP: 6	RATE: 50	
MODIFIED SPELL: Blizzard			

-----  
D01044B8 0100  
800F9760 4115  
D01044B8 0100  
800F9762 3434  
D01044B8 0100  
800F9764 3449  
D01044B8 0100  
300F9765 00FF  
D01044B8 0100  
8010A0AA 06C4

D01044B8 0100  
3010A09C 0000  
D01044B8 0100  
3010A0A3 0032  
D01044B8 0100  
3010A0A5 001C  
D00FEC42 0006  
800FEC42 0096  
D00FEC42 003E  
800FEC42 0096

/ Neutron Ring

ELEM: none	PWR: 114	STATUS: none	
TARG: all enemies	MP: 46	RATE: n/a	
MODIFIED SPELL: Jewel			

-----  
D01044B8 0100  
800F9740 341D  
D01044B8 0100  
800F9742 4344  
D01044B8 0100  
800F9744 3E41  
D01044B8 0100  
800F9746 0F3D  
D01044B8 0100  
D01044B8 0100  
800F9748 3821

D01044B8 0100  
800F974A 363D  
D01044B8 0100  
300F974C 00FF

D01044B8 0100  
3010A03C 0008  
D01044B8 0100  
8010A03A 06A4  
D01044B8 0100  
8010A030 7209  
D01044B8 0100  
3010A036 002E  
D00FEC42 00C9  
800FEC42 01F3

```
-----  
/ Grand Cure \  
| Heals HP/MP          PWR: 255   STATUS: Protect + Shell |  
| TARG: 1/all ally/en. MP: 68   RATE: 255 |  
| MODIFIED SPELL: Cure |  
-----
```

D01044B8 0100  
800F9770 4116  
D01044B8 0100  
800F9772 3D30  
D01044B8 0100  
800F9774 0F33  
D01044B8 0100  
800F9776 4412  
D01044B8 0100  
800F9778 3441  
D01044B8 0100  
300F9779 00FF  
D01044B8 0100  
80109EEA 06D4

D01044B8 0100  
80109EE0 FF25  
D01044B8 0100  
30109EDC 0033  
D01044B8 0100  
30109EE5 001A  
D01044B8 0100  
30109EE3 00FF  
D01044B8 0100  
30109EE6 0044  
D00FEC42 0008  
800FEC42 0001  
D00FEC42 0009  
800FEC42 002D

```
-----  
/ Ultima \  
| ELEM: none          EFFECT: deals 9900 damage to all enemies |  
| TARG: all enemies   MP: 80     RATE: 255 |  
| MODIFIED SPELL: Meteor |  
-----
```

Note: the code below will use the graphics from Garland's  
'Shockwave' attack to create Ultima because the real  
Ultima graphics will glitch the game when used.

```
D01044B8 0100
800F9780 3B24
D01044B8 0100
800F9782 3843
D01044B8 0100
800F9784 303C
D01044B8 0100
300F9786 00FF
D01044B8 0100
8010A1BA 06E4

D01044B8 0100
8010A1B0 631A
D01044B8 0100
3010A1B6 0050
D01044B8 0100
3010A1B3 00FF
D00FEC42 0086
800FEC42 0194  -> 1EC for real one, but this will crash game
D00FEC42 008F
800FEC42 0194  -> 1EC for real one, but this will crash game
```

```
-----
/ Waterga \
| ELEM: Water      PWR: 98      STATUS: none |
| TARG: all enemies  MP: 34      RATE: n/a   |
| MODIFIED SPELL: Water |
-----
```

```
D01044B8 0100
800F9790 3026
D01044B8 0100
800F9792 3443
D01044B8 0100
800F9794 3641
D01044B8 0100
800F9796 FF30
D01044B8 0100
8010A1AA 06F4
```

```
D01044B8 0100
3010A19C 0008
D01044B8 0100
3010A1A1 0062
D01044B8 0100
3010A1A6 0022
D00FEC42 0016
800FEC42 01AB
D00FEC42 005F
800FEC42 01AB
```

```
-----
/ Aeraga \
| ELEM: Wind      PWR: 100     STATUS: none |
| TARG: all enemies  MP: 35     RATE: n/a   |
| MODIFIED SPELL: Thundara |
-----
```

-----  
D01044B8 0100  
800F97A0 3410  
D01044B8 0100  
800F97A2 3041  
D01044B8 0100  
800F97A4 3036  
D01044B8 0100  
800F97A6 FFFF  
D01044B8 0100  
8010A1AA 0704

D01044B8 0100  
3010A0EC 0008  
D01044B8 0100  
3010A0F1 0064  
D01044B8 0100  
3010A0F2 0020  
D01044B8 0100  
3010A0F6 0023  
D00FEC42 0005  
800FEC42 011C  
D00FEC42 0049  
800FEC42 011C

-----  
/ Curse

ELEM: none	PWR: 85	STATUS: lots of bad ones	
TARG: all enemies	MP: 29	RATE: 144	
MODIFIED SPELL: Bad Breath			

-----

D01044B8 0100  
800F97B0 4412  
D01044B8 0100  
800F97B2 4241  
D01044B8 0100  
800F97B4 FF34  
D01044B8 0100  
8010A43A 0714

D01044B8 0100  
3010A42C 0008  
D01044B8 0100  
8010A430 5509  
D01044B8 0100  
3010A433 0090  
D01044B8 0100  
3010A436 001D  
D00FEC42 002C  
800FEC42 0135

-----  
/ Meteorite

ELEM: none	PWR: 99	STATUS: none	
TARG: all enemies	MP: 33	RATE: n/a	
MODIFIED SPELL: Comet			

-----

D01044B8 0100  
800F97C0 341C  
D01044B8 0100  
800F97C2 3443  
D01044B8 0100  
800F97C4 413E  
D01044B8 0100  
800F97C6 4338  
D01044B8 0100  
800F97C8 FF34  
D01044B8 0100  
8010A17A 0724

D01044B8 0100  
3010A16C 0008  
D01044B8 0100  
8010A170 6309  
D01044B8 0100  
3010A176 0021  
D00FEC42 0038  
800FEC42 00CC

/ Raining Swords \

| ELEM: none                   EFFECT: damage = (75% of MaxHP) |  
| TARG: all enemies   MP: 26       RATE: 200                   |  
| MODIFIED SPELL: Minus Strike                                   |

-----  
D01044B8 0100  
800F97D0 3021  
D01044B8 0100  
800F97D2 3D38  
D01044B8 0100  
800F97D4 3D38  
D01044B8 0100  
800F97D6 0F36  
D01044B8 0100  
800F97D8 4622  
D01044B8 0100  
800F97DA 413E  
D01044B8 0100  
800F97DC 4233  
D01044B8 0100  
300F97DE 00FF  
D01044B8 0100  
8010A7BA 0734

D01044B8 0100  
3010A7AC 0008  
D01044B8 0100  
8010A7B0 4B11  
D01044B8 0100  
3010A7B3 00A6  
D01044B8 0100  
3010A7B6 001A  
D00FEC42 00BD  
800FEC42 0123  
D00FEC42 019A  
800FEC42 0123

/ Snowstorm \

| ELEM: Ice PWR: 77 STATUS: add Freeze |  
| TARG: 1/all enemies MP: 33 RATE: 32 |  
| MODIFIED SPELL: Blizzara |

-----  
D01044B8 0100  
800F97E0 3D22  
D01044B8 0100  
800F97E2 463E  
D01044B8 0100  
800F97E4 4342  
D01044B8 0100  
800F97E6 413E  
D01044B8 0100  
800F97E8 FF3C  
D01044B8 0100  
8010A0BA 0744

D01044B8 0100  
3010A0B1 004D  
D01044B8 0100  
3010A0B3 0020  
D01044B8 0100  
3010A0B5 001C  
D01044B8 0100  
3010A0B6 0021  
D00FEC42 004D  
800FEC42 00AA  
D00FEC42 0004  
800FEC42 0017

/ Fallen One \

| ELEM: none EFFECT: HP goes to 1 |  
| TARG: all enemies MP: 40 RATE: 255 |  
| MODIFIED SPELL: Aqua Breath |

-----  
D01044B8 0100  
800F97F0 3015  
D01044B8 0100  
800F97F2 3B3B  
D01044B8 0100  
800F97F4 3D34  
D01044B8 0100  
800F97F6 1E0F  
D01044B8 0100  
800F97F8 343D  
D01044B8 0100  
800F97FA FFFF  
D01044B8 0100  
8010A40A 0754

D01044B8 0100  
8010A400 011B  
D01044B8 0100  
8010A402 FF00

D01044B8 0100  
3010A406 0028  
D00FEC42 001C  
800FEC42 01A5

```
_____  
/ Dark Flare \ _____  
| ELEM: Shadow      PWR: 113    STATUS: none |  
| TARG: all enemies  MP:  56    RATE: n/a   |  
| MODIFIED SPELL: LV5 Death |  
-----
```

note: this will use the graphics for the 'half' summon of Atomos,  
which seem quite appropriate for a Shadow-type attack spell

D01044B8 0100  
800F9800 3013  
D01044B8 0100  
800F9802 3A41  
D01044B8 0100  
800F9804 150F  
D01044B8 0100  
800F9806 303B  
D01044B8 0100  
800F9808 3441  
D01044B8 0100  
300F980A 00FF  
D01044B8 0100  
8010A3BA 0764

D01044B8 0100  
8010A3B0 7109  
D01044B8 0100  
8010A3B2 0080  
D01044B8 0100  
3010A3B6 0038  
D00FEC42 009A  
800FEC42 01BE

```
_____  
/ Judgement Day \ _____  
| ELEM: Holy        PWR: 166    STATUS: none |  
| TARG: all enemies  MP:  66    RATE: n/a   |  
| MODIFIED SPELL: Blind |  
-----
```

This, using the graphics from LV4 Holy, will give Dagger a  
kick-ass attack spell. :)

D01044B8 0100  
800F9810 4419  
D01044B8 0100  
800F9812 3633  
D01044B8 0100  
800F9814 3C34  
D01044B8 0100  
800F9816 3D34  
D01044B8 0100  
800F9818 0F13  
D01044B8 0100



800F981A 3012  
D01044B8 0100  
800F981C FF48

D01044B8 0100  
30109FFC 0008  
D01044B8 0100  
8010A000 A009  
D01044B8 0100  
8010A002 0040  
D01044B8 0100  
3010A006 0042  
D00FEC42 009E  
800FEC42 0081  
D00FEC42 009D  
800FEC42 0081

-----  
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