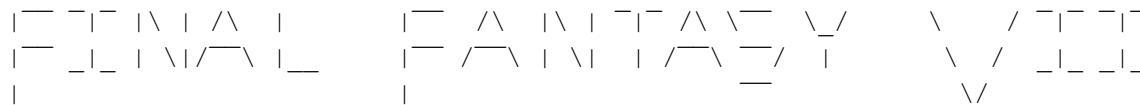


Final Fantasy VII Game Shark Codes

by TheEmulatorGuy

Updated to v0.9 on Dec 30, 2005



Gameshark/Action Replay/Xplorer Codes
For PAL - UK/AUS/NZ

Version: 0.9

TheEmulatorGuy

Date: 30/12/2005

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Must be viewed in Courier New (10 pt.) or any other fixed-width font supporting Unicode character: U+00AF. If you see squares in the ASCII Art, the font is unsupported.

1.0. Version History

2.0. Help

- 2.1. What is Hexadecimal?
- 2.2. What is a Gameshark Code?
- 2.3. What is a Joker Code?
- 2.4. What is a Repeater Code?

3.0. Conversion

- 3.1. NTSC-US/C to PAL ENGLISH
- 3.2. PAL GERMAN to PAL ENGLISH
- 3.3. PAL FRENCH to PAL ENGLISH
- 3.4. NTSC-J to PAL ENGLISH

4.0. Jokers

- 4.1. In-Town Button Joker Code
- 4.2. Colour Box Joker Code
- 4.3. World Map Button Joker Code
- 4.4. In-Battle Button Joker Code

5.0. Codes: Inventory

- 5.1. Item Modifier
- 5.2. Key Item Select
- 5.3. Materia Modifier
- 5.4. Gil Modifier

6.0. Codes: Party

- 6.1. Character Modifier (get Sephiroth, Young Cloud and Aeris)
- 6.2. Move Aeris (bypass checksum)
- 6.3. Control Sephiroth
- 6.4. Unlock Limit Breaks
- 6.5. Level Modifier
- 6.6. Vincent's Strength (kill modifier)
- 6.7. Stat Modifier
- 6.8. Elemental Defense and Attack
- 6.9. Name Modifier

- 7.0. Codes: Battle
 - 7.1. Items after Battle Modifier
 - 7.2. EXP after Battle Modifier
 - 7.3. AP after Battle Modifier
 - 7.4. Character always has Lucky 7s
 - 7.5. In-Battle Action Modifier
 - 7.6. Random Battles
 - 7.7. Enemy Modifier
 - 7.8. Escape Count Modifier (Chocobuckle strength)
 - 7.9. In-Battle Status

- 8.0. Codes: Chocobos/Mini-Games
 - 8.1. Gold Saucer GP Modifier
 - 8.2. Battle Arena BP Modifier
 - 8.3. Speed Coaster Score Modifier
 - 8.4. Chocobo Stamina Modifier
 - 8.5. Chocobo Modifier
 - 8.6. G-Bike Mini-Game Score Modifier
 - 8.7. Fort Condor Speed Modifier

- 9.0. Codes: Miscellaneous
 - 9.1. Debug Room
 - 9.2. Make everyone disappear
 - 9.3. Move around when someone is talking to you
 - 9.4. Secret Menu Option: USO (character select)
 - 9.5. Walk through Walls (field only)
 - 9.6. Teleport to another World Map Location
 - 9.7. FMV Viewer (through New Game)
 - 9.8. Game Clock

- 10.0. Codes that didn't make it past the test
 - 10.1. Cloud Action Modifier (while standing)
 - 10.2. Camera Modifier
 - 10.3. Control Sephiroth
 - 10.4. Watch Ending Movie

- 11.0. Codes that need more testing
 - 11.1. Control Characters

12.0. Hidden in the Game

13.0. Credits

Throughout this FAQ, I will refer to the cheating device as a "Gameshark" or "GS".

\ /	--1.0--
\ /	--Version History--
\ / PAL	

In reverse chronological order.

Day	Mon	Year	Version	Notes
30	12	2005	0.9	- Added conversion code thanks to Kane O'Riley - Added alot of codes thanks to

Kane O'Riley

- Added 'Control Characters' to the testing section
- Improved on the Name Modifier code and is now fully tested
- Added AP information for the Materia Modifier code
- Sorted the codes so they are easier to find

20 11 2005 0.8 Finalisation of FAQ, release to public. Still needs working on.

18 09 2005 0.1 Start of FAQ, much work to do. Private release.

 \ / _|_ _|_ --2.0--
 \ / _|_ _|_ --Help--
 \ / PAL

2.1. What is Hexadecimal?

Hexadecimal, or simply hex, is a numeral system using the symbols 0-9 and A-F. Games store their memory in Hexidecimal, which is what the Gameshark modifies (the memory).

To convert decimal to hex/vice versa, use this website:

<http://www.nickciske.com/tools/hex.php>

Make sure you select the "Pure Bytes" option.

2.2. What is a Gameshark Code?

A Gameshark code has an address followed by a value to put in that address.

Analysis of the code "800F99AC 000B":

"800F99AC" - Which part of the memory to access. This may be the amount of the "Gun" item.

"000B" - The value, which will be 11. (11 is B in hex) Since the value is 11, you will have 11 of the Gun item.

To change the value (in this case, the amount of the Gun item) to 13, (D in hex) use the code "800F99AC 000D"

How does this work?

The memory has it as "800F99AC 000B". 000B is the amount of the Gun item, which is 11. Changing the last digit to D will edit the memory so it thinks you have 13 of them.

Another example:

Assume the code is "8001FFA2 0002". "8001FFA2" is the memory location and "0002" is the value stored. If you want to set your ammo to 255, you change "0002" to the hexadecimal version of 255, which is "FF". The Gameshark then uses this code.

2.3. What is a Joker Code?

A Joker Code is a special type of code that enables the code below it when the value of it is set to the value specified. For example:

```
D009879A 0005 [Joker Code]
800A90BB 0001 [Activatable Code]
```

The activatable code [800A90BB 0001] will be activated when the "8009879A" value is set to 0005. So if code "8009879A 0005" gives you a Ring, D009879A 0005 would make the code below activate if you get a Ring.

Note that if you have two (or more) codes below it, only the top one is used with the Joker.

2.3. What is a Repeater Code?

As I do not have any of these in my guide right now, I'll write this tutorial in a later version.

As an update, I do have a couple in my FAQ, but I am unsure of exactly how they work. I will research them and include the information in the next update.

```
\ / | | | |                                     --3.0--
 \ / | | | |                                     --Converting Codes--
  \ / | | | |                                     PAL
```

*If you have any other values, send them to me! I'll thank you greatly!
You can even send me the codes than begin with a missing starter, and I'll convert them myself*

All values are in hex, not decimal form. To convert a code, follow these instructions.

1. Take the modifier value of a code. For example, we would take the A78A of "8009A78A 0009".
2. Perform the listed action for that value (and your region), then put it back in the same place.
3. Input the code as normal.

If you want to convert the other way (eg. PAL ENGLISH to NTSC US/C) simply do the reverse. For example, instead of taking away 11C you would add 11C.

3.1. NTSC-US/C to PAL ENGLISH

Thanks to Kane O'Riley for supplying a PAL code allowing me to find the value of 800D.

8006:	8013:
8007: Takeaway 11C	8014:
8008:	8015:
8009: Takeaway 134	8016:
800A: No difference	8017:
800B: Add 14	8018:
800C: Takeaway 3C	8019:
800D: Add 18	801A:
800E:	801B:
800F: Add 14	801C:
8010: Takeaway 3C	801D: [No difference]
8011: Takeaway 3C	801E:
8012:	801F:

3.2. PAL GERMAN to PAL ENGLISH

8006:	8013:
8007:	8014:
8008:	8015:
8009:	8016:
800A:	8017:
800B: [No difference]	8018:
800C: [No difference]	8019:
800D:	801A:
800E:	801B:
800F:	801C:
8010:	801D:
8011: [No difference]	801E:
8012:	801F:

3.3. PAL FRENCH to PAL ENGLISH

8006:	8013:
8007:	8014:
8008:	8015:
8009: Takeaway 7C8	8016:
800A:	8017:
800B:	8018:
800C:	8019:
800D:	801A:
800E:	801B:
800F:	801C:
8010:	801D:
8011:	801E:
8012:	801F:

3.3. NTSC-J to PAL ENGLISH

8006:	8013:
8007:	8014:
8008:	8015:

```

8009: Add 738          8016:
800A:                  8017:
800B:                  8018:
800C:                  8019:
800D:                  801A:
800E:                  801B:
800F:                  801C:
8010:                  801D:
8011:                  801E:
8012:                  801F:

```

```

-----
\   /  | |  | |
\   /  | |  | |
 \ /   \ /   PAL
--4.0--
--Joker Codes--
-----

```

```

-----
4.1. In-Town Button Joker Code                                     D009AB28 xxxx
-----

```

Put this above a code so the code will activate whenever the specified button is pressed in a town.

xxxx	Button	xxxx	Button
0000	None	0080	Square
0001	L2	0100	Select
0002	R2	0800	Start
0004	L1	1000	Up
0008	R1	2000	Right
0010	Triangle	4000	Down
0020	Circle	8000	Left
0040	X		

If you want to use multiple buttons, add the values together. For example:

```

0003    L2 and R2
0900    Select and Start
0038    R1, Triangle and Circle
-----

```

```

-----
4.2. Colour Box Joker Code                                     D01D252C 0000
-----

```

Put this above a code so the code will activate when the red component in the menu is 000. It will deactivate when the red component is 001 or above.

Press Triangle. Go to config, and bring up the color selector for the top left color. Change the red component on the slider to 000. Even if it is, you must do this to activate the code. Exit the menu and the code will be activated.

To turn it off, go back to the slider and change the red to component to anything greater than 000.

```

-----

```

4.3. World Map Button Joker Code

D00C848C xxxx

This code was discovered by Kane O'Riley.

Use this exactly the same as the first code, but on the World Map instead.
Check the first Joker Code for more information.

xxxx	Button	xxxx	Button
0000	None	0080	Square
0001	L2	0100	Select
0002	R2	0800	Start
0004	L1	1000	Up
0008	R1	2000	Right
0010	Triangle	4000	Down
0020	Circle	8000	Left
0040	X		

If you want to use multiple buttons, add the values together. For example:

0003	L2 and R2
0900	Select and Start
0038	R1, Triangle and Circle

4.4. In-Battle Button Joker Code

D00512C0 xxxx

This code was discovered by Kane O'Riley. I have not currently tested it.

This works exactly the same as the first code, but activates In-Battle.
I'd recommend reading the first code to find out how to use it.

xxxx	Button	xxxx	Button
0000	None	0080	Square
0001	L2	0100	Select
0002	R2	0800	Start
0004	L1	1000	Up
0008	R1	2000	Right
0010	Triangle	4000	Down
0020	Circle	8000	Left
0040	X		

If you want to use multiple buttons, add the values together. For example:

0003	L2 and R2
0900	Select and Start
0038	R1, Triangle and Circle

```

-----
\ / | | |
\ / | | |
 \ /   PAL

```

```
--5.0--
```

```
--Codes: Inventory--
```

```
-----
5.1. Item Modifier
```

```
8009Cxxx yzzz
```

```
-----
This will overwrite the item slot you select with the item you specify.
Make sure not to overwrite a slot where there was already an item, as
major and permanent glitches can occur.
```

```
xxx      Slot where Chosen Item appears
```

```
AAC      Slot 1
AAE      Slot 2
AB0      Slot 3
AB2      Slot 4
AB4      Slot 5
```

```
BE3      Slot 316
BE5      Slot 317
BE7      Slot 318
BE9      Slot 319
BEB      Slot 320 (last slot)
```

To get the slots inbetween, keep adding 2. Remember, A9 plus 2 equals AB and AE plus 2 equals B0. Refer to this hexadecimal system and you should be fine.

```
00 - 01 - 02 - 03 - 04 - 05 - 06 - 07 - 08 - 09 - 0A - 0B - 0C - 0D - 0E -
0F - 10 - 11 - 12 - 13 - 14 - 15 - 16 - 17 - 18 - 19 - 1A - 1B - 1C - 1D -
1E - 1F - 20
```

```
y      Amount of Item
```

```
0       0
1       8
2      16
3      24
4      32
5      40
6      48
7      56
8      64
9      72
A      80
B      88
C      96
```

I'm still trying to work out how to get amounts that aren't multiples of eight.

```
zzz   Chosen Item
```

```
zzz   Chosen Item
```

```
000   Potion          0A0   Gatling Gun
001   Hi-Potion     0A1   Assault Gun
002   X-Potion      0A2   Cannon Ball
```


003	Ether	0A3	Atomic Scissorss
004	Turbo Ether	0A4	Heavy Vulcan
005	Elixir	0A5	Chainsaw
006	Megalixir	0A6	Microlaser
007	Phoenix Down	0A7	A.M Cannon
008	Antidote	0A8	W Machine Gun
009	Soft	0A9	Drill Arm
00A	Maiden's Kiss	0AA	Solid Bazooka
00B	Cornucopia	0AB	Rocket Punch
00C	Echo Screen	0AC	Enemy Launcher
00D	Hyper	0AD	Pile Bunker
00E	Tranquilizer	0AE	Maximum Ray
00F	Remedy	0AF	Missing Score
010	Smoke Bomb	0B0	Mythril Clip
011	Speed Drink	0B1	Diamant Pin
012	Hero Drink	0B2	Silver Barrette
013	Vaccine	0B3	Gold Barrette
014	Grenade	0B4	Adaman Clip
015	Shrapnel	0B5	Crystal Comb
016	Bomb's Right Arm	0B6	Magic Comb
017	Hourglass	0B7	Platinum Barrette
018	Kiss of Death	0B8	Centclip
019	Spider Web	0B9	Hairpin
01A	Dream Powder	0BA	Seraph Comb
01B	Mute Mask	0BB	Behemoth Horn
01C	War Gong	0BC	Spriggan Clip
01D	Leco weed	0BD	Limited Moon
01E	Fire Fang	0BE	Guard Stick
01F	Fire Veil	0BF	Mythril Rod
020	Antarctic Wind	0C0	Full Metal Staff
021	Ice Crystal	0C1	Striking Staff
022	Bolt Plume	0C2	Prism Staff
023	Swift Bolt	0C3	Aurora Rod
024	Earth Drum	0C4	Wizard Staff
025	Earth Mallet	0C5	Wiser Staff
026	Deadly Waste	0C6	Fairy Tale
027	Molbor's Tentacles	0C7	Umbrella
028	Stardust	0C8	Princess Guard
029	Vampire Fang	0C9	Spear
02A	Ghost Hand	0CA	Slash Lance
02B	Basilisk Claw	0CB	Trident
02C	Light Curtain	0CC	Mast Ax
02D	Lunar Curtain	0CD	Partisan
02E	Mirror	0CE	Viper Halberd
02F	Holy Torch	0CF	Javelin
030	Bird Wing	0D0	Grow Lance
031	Dragon Scales	0D1	Mop
032	Impaler	0D2	Dragoon Lance
033	Shrivel	0D3	Scimitar
034	Eye drop	0D4	Flayer
035	Molotov	0D5	Spirit Lance
036	S-mine	0D6	Venus Gospel
037	8 Inch Cannon	0D7	4-point Shuriken
038	Graviball	0D8	Boomerang
039	T/S Bomb	0D9	Pinwheel
03A	Ink	0DA	Razor Ring
03B	Dazers	0DB	Hawkeye
03C	Dragon Fang	0DC	Crystal Cross
03D	Cauldron	0DD	Wind Slash
03E	Sylkis Greens	0DE	Twin Viper

03F	Reagan Greens	0DF	Spiral Shuriken
040	Mimett Greens	0E0	Supperball
041	Curiel Greens	0E1	Magic Shuriken
042	Pahsana Greens	0E2	Rising Sun
043	Tantal Greens	0E3	Oritsuru
044	Krakka Greens	0E4	Conformer
045	Gysahl Greens	0E5	Yellow Megaphone
046	Tent	0E6	Green Megaphone
047	Power Source	0E7	Blue Megaphone
048	Guard Source	0E8	Red Megaphone
049	Magic Source	0E9	Crystal Megaphone
04A	Mind Source	0EA	White Megaphone
04B	Speed Source	0EB	Black Megaphone
04C	Luck Source	0EC	Silver Megaphone
04D	Zeio Nut	0ED	Trumpet Shell
04E	Carob Nut	0EE	Gold Megaphone
04F	Porov Nut	0EF	Battle Trumpet
050	Pram Nut	0F0	Starlight Phone
051	Lasan Nut	0F1	HP Shout
052	Saraha Nut	0F2	Quicksilver
053	Luchile Nut	0F3	Shotgun
054	Pepio Nut	0F4	Shortbarrel
055	Battery	0F5	Lariat
056	Tissue	0F6	Winchester
057	Omnislash	0F7	Peacemaker
058	Catastrophe	0F8	Buntline
059	Final Heaven	0F9	Long Barrel R
05A	Great Gospel	0FA	Silver Rifle
05B	Cosmo Memory	0FB	Sniper CR
05C	All Creation	0FC	Supershot ST
05D	Chaos	0FD	Outsider
05E	Highwind	0FE	Death Penalty
05F	1/35 Soldier	0FF	Masamune
060	Super Sweeper	100	Bronze Bangle
061	Masamune Blade	101	Iron Bangle
062	Save Crystal	102	Titan Bangle
063	Combat Diary	103	Mythril Armllet
064	Autograph	104	Carbon Bangle
065	Gambler	105	Silver Armllet
066	Desert Rose	106	Gold Armllet
067	Earth Harp	107	Diamond Bangle
068	Guide Book	108	Crystal Bangle
069	<blank>	109	Platinum Bangle
06A	<blank>	10A	Rune Armllet
06B	<blank>	10B	Edincoat
06C	<blank>	10C	Wizard Bracelet
06D	<blank>	10D	Adaman Bangle
06E	<blank>	10E	Gigas Armllet
06F	<blank>	10F	Imperial Guard
070	<blank>	110	Aegis Armllet
071	<blank>	111	Fourth Bracelet
072	<blank>	112	Warrior Bangle
073	<blank>	113	Shinra Beta
074	<blank>	114	Shinra Alpha
075	<blank>	115	Four Slot
076	<blank>	116	Fire Armllet
077	<blank>	117	Aurora Armllet
078	<blank>	118	Bolt Armllet
079	<blank>	119	Dragon Armllet
07A	<blank>	11A	Minerva Band

07B	<blank>	11B	Escort Guard
07C	<blank>	11C	Mystile
07D	<blank>	11D	Ziedrich
07E	<blank>	11E	Precious Watch
07F	<blank>	11F	Chocobracelet
080	Buster Sword	120	Power Wrist
081	Mythril Saber	121	Protect Vest
082	Hardedge	122	Earring
083	Butterfly Edge	123	Talisman
084	Enhance Sword	124	Choco Feather
085	Organics	125	Amulet
086	Crystal Sword	126	Champion Belt
087	Force Stealer	127	Poison Ring
088	Rune Blade	128	Toughness Ring
089	Murasame	129	Circlet
08A	Nail Bat	12A	Star Pendant
08B	Yoshiyuki	12B	Silver Glasses
08C	Apocalypse	12C	Headband
08D	Heaven's Cloud	12D	Fairy Ring
08E	Ragnarok	12E	Jewel Ring
08F	Ultima Weapon	12F	White Cape
090	Leather Glove	130	Sprint Shoes
091	Metal Knuckle	131	Peace Ring
092	Mythril Claw	132	Ribbon
093	Grand Glove	133	Fire Ring
094	Tiger Fang	134	Ice Ring
095	Diamond Knuckle	135	Bolt Ring
096	Dragon Claw	136	Tetra Elemental
097	Crystal Grab	137	Safety Bit
098	Motor Drive	138	Fury Ring
099	Platinum Fist	139	Curse Ring
09A	Kaiser Knuckle	13A	Protect Vest
09B	Work Glove	13B	Cat's Bell
09C	Powersoul	13C	Reflect Ring
09D	Master Fist	13D	Water Ring
09E	God's Hand	13E	Sneak Glove
09F	Premium Heart	13F	HypnoCrown

Kane O'Riley has submitted a code to get 99 of every item. I have absolutely no idea how it works, so you'll just have to try it.

50006902 0001
8009CAAC C600
50008002 0001
8009CB7E C680
50004002 0001
8009CC7E C700

eg. 98 Tetra Elementals in the 320th slot: 8009CBEB C136

5.2. Key Item Select

8009Dxxx yyyy

Note: It is best to use the combinations of 194 and 196 or 198 and 19A only - both with the value of FFFF. Otherwise, odd stuff can happen.

For example, these codes are safe:
8009D194 FFFF

8009D196 FFFF
and
8009D198 FFFF
8009D19A FFFF

However, odd and damaging stuff MAY happen if you put all 4 together.

This will let you add any Key Item. Unlike the Materia and Item codes, you won't have to worry about the replacing since this code adds the Key Items.

xxx - 194		xxx - 196	
yyyy	Key Item	yyyy	Key Item
0000	None	0000	None
0001	Cotton Dress	0001	Pharmacy Coupon
0002	Satin Dress	0002	Disinfectant
0004	Silk Dress	0004	Deodorant
0008	Wig	0008	Digestive
0010	Dyed Wig	0010	Huge Materia
0020	Blonde Wig	0020	Huge Materia
0040	Glass Tiara	0040	Huge Materia
0080	Ruby Tiara	0080	Huge Materia
0100	Diamond Tiara	0100	Key to Ancients
0200	Cologne	0200	Letter to a Daughter
0400	Flower Cologne	0400	Letter to Wife
0800	Sexy Cologne	0800	Lunar Harp
1000	Members Card	1000	Basement Key
2000	Lingerie	2000	Key to Sector 5
4000	Mystery Panties	4000	Keycard 60
8000	Bikini Briefs	8000	Keycard 62
FFFF	All of the above	FFFF	All of the above

xxx - 198		xxx - 19A	
yyyy	Key Item	yyyy	Key Item
0000	None	0000	None
0001	Keycard 65	0001	Black Materia
0002	Keycard 66	0002	Mythril
0004	Keycard 68	0004	Snowboard
0008	Midgar Parts	0007	All of the above
0010	Midgar Parts		
0020	Midgar Parts		
0040	Midgar Parts		
0080	Midgar Parts		
0100	PHS		
0200	Gold Ticket		
0400	Keystone		
0800	Leviathan Scales		
1000	Glacier Map		
2000	A Coupon		
4000	B Coupon		
8000	C Coupon		
FFFF	All of the above		

If you're wondering, "Letter to a Daughter" and "Letter to Wife" aren't normally available in the game.

It is likely that some of your Key Items will be deleted if you use more than one code. You have been warned.

eg. Letter to a Daughter: 8009D196 0200

Snowboard: 8009D19A 0004

5.3. Materia Modifier

3009xxxx FFyy

xxxx equals:

CD2C Slot 001

CD30 Slot 002

CD34 Slot 003

D040 Slot 198

D044 Slot 199

D048 Slot 200 (last slot)

To get the slots inbetween, keep adding 4. Remember, A9 plus 4 equals AD and AE plus 2 equals B2. Refer to this hexadecimal system and you should be fine.

00 - 01 - 02 - 03 - 04 - 05 - 06 - 07 - 08 - 09 - 0A - 0B - 0C - 0D - 0E
0F - 10 - 11 - 12 - 13 - 14 - 15 - 16 - 17 - 18 - 19 - 1A - 1B - 1C - 1D
1E - 1F - 20

yy equals:

00 - MP Plus	1E - Added Effect	3C - Poison
01 - HP Plus	1F - Sneak Attack	3D - Demi
02 - Speed Plus	20 - Final Attack	3E - Barrier
03 - Magic Plus	21 - Added Cut	3F - Mabarrier
04 - Luck Plus	22 - Steal as Well	40 - Comet
05 - XP Plus	23 - Quadra Magic	41 - Time
06 - Gil Plus	24 - Steal	42 - <blank>
07 - Enemy Away	25 - Sense	43 - <blank>
08 - Enemy Lure	26 - <blank>	44 - Destruct
09 - Chocobo Lure	27 - Throw	45 - Contain
0A - Pre-emptive	28 - Morph	46 - Full Cure
0B - Long Range	29 - Deathblow	47 - Shield
0C - Mega All	2A - Manipulate	48 - Ultima
0D - Counter Slash	2B - Mime	49 - Master Magic
0E - Slash All	2C - Enemy Skill (full)	4A - Choco/Mog
0F - Double Cut	2D - <glitch>	4B - Shiva
10 - Cover	2E - <glitch>	4C - Ifrit
11 - Underwater	2F - <glitch>	4D - Titan
12 - HP MP	30 - Master Command	4E - Ramuh
13 - W-Magic	31 - Fire	4F - Odin
14 - W-Summon	32 - Ice	50 - Leviathan
15 - W-Item	33 - Earth	51 - Bahamut
16 - <blank>	34 - Lightning	52 - Kjata
17 - All	35 - Restore	53 - Alexander
18 - Counter	36 - Heal	54 - Phoenix
19 - Magic Counter	37 - Revive	55 - Neo Bahamut
1A - MP Turbo	38 - Seal	56 - Hades
1B - MP Absorb	39 - Mystify	57 - Typoon
1C - HP Absorb	3A - Transform	58 - Bahamut ZERO
1D - Elemental	3B - Exit	59 - KOTR
		5A - Master Summon

16, 26, 3F, 42, 43 are not normally available in the game. 2D, 2E and 2F are just glitches. Don't highlight 2E, the game will freeze.

16: In Japan, this has the name "Booster". It is a combination (white) materia.

26: In Japan, this has the name "Law". It is a command materia (yellow) with the "Coin" ability. When you highlight the Coin option in battle, this is shown in the info. bar: "What can I say? It's all about the money". I guess it's a joke put in by the programmers.

3F: This magic materia (green) has the Mabarrier ability. Possibly made obsolete due to the Barrier materia.

42: Has the name "Reflect" in the Japanese version. It cannot be used in battle, but if it is the only materia you hold, "Magic" will show up but you can't select it.

43: This is given the name "Rifabu" (translation: Reflect Wave) in the Japanese version. It has the same characteristics as above.

00 - 0D, 10 and 12	Independant Materia
0E, 0F and 16 - 23	Combination Materia
13 - 15, 24 - 2C and 30	Command Materia
31 - 49	Magic Materia
4A - 5A	Summon Materia

The Materia you get will be mastered. If you want to get your materia with 0 AP, follow these directions submitted by Darph.

=====
You can get 0 AP by using the same code but with 2 more codes added to each Materia.

Example on Enemy Away Materia in 1st slot:

```
3009CD2C 0007 <-- Original Code
3009CD2D 0000
8009CD2E 0000
```

This gives Enemy Away Materia with 0 AP.

Other slots follow in suit. Here is the same example but for the 2nd slot:

```
3009CD30 0007
3009CD31 0000
8009CD32 0000
```

Adding another number (for example, adding 8009CD33 0000 to the above) will crash the game.

=====
Kane O'Riley has submitted a code to get 1 of every Materia, mastered. I'm not sure how this works, so I can't give you any assistance.

```
50001104 0001
8009CD2C FF00
8009CD70 FE11
50000404 0001
8009CD74 FF12
50000F04 0001
8009CD84 FF17
```

50000604 0001
8009CDC0 FF27
50000F04 0001
8009CDD8 FF30

eg. Knights of the Round in Slot 200: 3009D048 FF59
Master Summon in Slot 1: 3009CD2C FF5A

5.4. Gil Modifier 8009D12E xxxx
8009D12C yyyy

The two variables are put in a line and converted to hex. For example,
if xxxx was 0000 and yyyy was 000B - it would be 000000B - convert this
to decimal, which makes 11.

- If only the second code is specified, it thinks the first code is FFFF.
- It will not work if the second code isn't specified

- 0000
FFFF 65,535 gil

- 0098
967F 9,999,999 gil

- 3B9A
C9FF 999,999,999 gil

- 3B9A
CA00 1,000,000,000 gil

- FFFF
FFFF 4,294,967,295 gil (maximum)

The gil will stay the same until you turn the code off. Once you turn the
code off, your money will still be there but it will go down (normally)
when spent.

eg. 4,294,967,295 gil: 8009D12C FFFF
8009D12E FFFF

\ / _|_ _|_ --6.0--
\ / _|_ _|_ --Codes: Party--
 \ / PAL

6.1. Character Modifier 8009CAA8 xxyy
8009CAAA 00zz

"xx" is to modify the character in the first position, "yy" is the second
position and "zz" is the third position.

xx, yy or zz equals:

00	Cloud	07	Vincent	
01	Barret	08	Cid	
02	Tifa	09	Young Cloud	<must not have Cait Sith>
03	Aeris	0A	Sephiroth	<must not have Vincent>
04	Red XIII	0B	Chocobo	<unplayable>
05	Yuffie	0C	Now Printing	<unplayable>
06	Cait Sith	0D	Now Printing	<unplayable>

"Young Cloud" and "Sephiroth" are the characters used in the Nibelheim flashback. "Chocobo" and "Now Printing" are unusable as they are just artwork and hold no character information.

"Young Cloud" can only be used if Cait Sith isn't in your party. He reaches Level 99 with only 1,000,012 EXP, the shortest amount for any character.

"Sephiroth" can only be used if Vincent isn't in your party. He is uncontrollable. Sephiroth reaches Level 99 with 2,820,348 EXP.

"Aeris" cannot be moved out of your party unless you use the "Bypass Checksum" code.

The character that you replaced will not be gone. They will be put into the PHS menu.

 eg. Aeris in 2nd position: 8009CAA8 0003

 6.2. Move Aeris (bypass checksum) 8009D654 0001

What this is used for (among other things that it does) is moving Aeris out of your party. If you have revived her, you would have noticed that she cannot be moved. After moving her out of the party with this code, save the game. After reloading the saved game you will find Aeris can now be moved freely without the code turned on.

If the code is on when you load a save, it will come up with "File is ruined". This is best fixed by turning the code on after you have loaded your save.

 Notes: You can also use a Joker code to get past the "File is Ruined" error. See: "Colour Box Joker Code".

 6.3. Control Sephiroth 800F84C8 0008

This allows you to control Sephiroth. He must be in the 3rd position. You must keep the code on in battle or it will stop working. However, this code will also make Sephiroth mortal - this may be a good thing though.

Take a look at the Character Modifier code to get Sephiroth into your party.

6.4. Unlock Limit Breaks

8009Cxxx 0FFF

This will enable all Limit Breaks for a certain character.

Character	xxx	Character	xxx
Cloud	626	Yuffie	8BA
Barret	6AA	Cait Sith	93E
Tifa	72E	Vincent	9C2
Aeris	7B2	Cid	A46
Red XIII	836		

eg. Cloud's Limit Breaks: 8009C626 0FFF

6.5. Level Modifier

3009Cxxx 00yy

This code will change the specified character's level. You wont get the stat raises like when you normally level up, so it may be easier to use the "EXP after Battle Modifier".

Character	xxx	Level	YY
Cloud	605	01	01
Barret	689	10	0A
Tifa	70D	20	14
Aeris	791	30	1E
Red XIII	815	40	28
Yuffie	899	50	32
Cait Sith	91D	60	3C
Vincent	9A1	70	46
Cid	A25	80	50
		90	5A
		99	63

eg. Cloud at Level 99: 3009C605 0063

Cait Sith at Level 83: 3009C91D 0053

6.6. Vincent's Strength (kill modifier)

8009C9C4 xxxx

This will modify the amount of kills Vincent has made. This will determine the strength of Vincent's Death Penalty.

xxxx	Amount
0	00,000 kills
FFFF	65,535 kills

eg. Vincent has 65,535 kills (9999 attack): 8009C9C4 FFFF

The code will modify the stats for characters. It seems you cannot modify yy to go below your original stat, though sometimes you can. It differs for different stats and characters. Anyway, why would you want to go below your original stat?

xxx equals:

Cloud		Red XIII		Cid	
606	Strength	816	Strength	A26	Strength
607	Vitality	817	Vitality	A27	Vitality
608	Magic	818	Magic	A28	Magic
609	Spirit	819	Spirit	A29	Spirit
60A	Dexterity	81A	Dexterity	A2A	Dexterity
60B	Luck	81B	Luck	A2B	Luck

Barret		Yuffie	
68A	Strength	89A	Strength
68B	Vitality	89B	Vitality
68C	Magic	89C	Magic
68D	Spirit	89D	Spirit
68E	Dexterity	89E	Dexterity
68F	Luck	89F	Luck

Tifa		Cait Sith	
70E	Strength	91E	Strength
70F	Vitality	91F	Vitality
710	Magic	920	Magic
711	Spirit	921	Spirit
712	Dexterity	922	Dexterity
713	Luck	923	Luck

Aeris		Vincent	
792	Strength	9A2	Strength
793	Vitality	9A3	Vitality
794	Magic	9A4	Magic
795	Spirit	9A5	Spirit
796	Dexterity	9A6	Dexterity
797	Luck	9A7	Luck

yy equals:

Stat	Hexadecimal (Number to input)
0	00
255 (maximum)	FF

eg. Cloud with 255 Strength: 3009C606 00FF

Tifa with 255 Spirit: 3009C711 00FF

This code was discovered by Kane O'Riley

This code changes the element(s) you defend or attack with.

xx Character

75 1st Slot

B9 2nd Slot

FD 3rd Slot

y Type

4 Elemental Attack

6 Halve Damage

8 Nullify Damage

A Absorb Damage

zzzz Element

0000 None

0001 Fire

0002 Ice

0004 Lightning

0008 Earth

0010 Poison

0020 Gravity

0040 Water

0080 Wind

0100 Holy

01FF <All of the Above>

8000 Non-Elemental

81FF <All of the Above>

If you add the values for zzzz together, all of the ones you added will be included - but you must add them in Hex, so get out the Windows calc. and set it to Hex.

6.9. Name Modifier

3009Cxxx 00yy

This will modify a certain character's name.

The rest of the letters stay the same as default. To remove the default letters, set yy for the slots as FF.

Cloud	xxx	Barret	xxx	Tifa	xxx
Slot 1	C 614	Slot 1	B 698	Slot 1	T 71C
Slot 2	L 615	Slot 2	A 699	Slot 2	I 71D
Slot 3	O 616	Slot 3	R 69A	Slot 3	F 71E
Slot 4	U 617	Slot 4	R 69B	Slot 4	A 71F
Slot 5	D 618	Slot 5	E 69C	Slot 5	720
Slot 6	619	Slot 6	T 69D	Slot 6	721
Slot 7	61A	Slot 7	68E	Slot 7	722
Slot 8	61B	Slot 8	69F	Slot 8	723
Slot 9	61C	Slot 9	6A0	Slot 9	724
Slot 10	61D	Slot 10	6A1	Slot 10	725
Slot 11	61E	Slot 11	6A2	Slot 11	726
Slot 12	61F	Slot 12	6A3	Slot 12	727
Aeris	xxx	Red XIII	xxx	Yuffie	xxx

Slot 1	A 7A0	Slot 1	R 840	Slot 1	Y 8A8
Slot 2	E 7A1	Slot 2	E 841	Slot 1	U 8A9
Slot 3	R 7A2	Slot 3	D 842	Slot 1	F 8AA
Slot 4	I 7A3	Slot 4	843	Slot 1	F 8AB
Slot 5	S 7A4	Slot 5	X 844	Slot 1	I 8AC
Slot 6	7A5	Slot 6	I 845	Slot 1	E 8AD
Slot 7	7A6	Slot 7	I 846	Slot 1	8AE
Slot 8	7A7	Slot 8	I 847	Slot 1	8AF
Slot 9	7A8	Slot 9	848	Slot 1	8B0
Slot 10	7A9	Slot 10	849	Slot 1	8B1
Slot 11	7AA	Slot 11	84A	Slot 1	8B2
Slot 12	7AA	Slot 12	84B	Slot 1	8B3

Cait Sith	xxx	Vincent	xxx	Cid	xxx
Slot 1	C 92C	Slot 1	V 9B0	Slot 1	C A34
Slot 2	A 92D	Slot 2	I 9B1	Slot 2	I A35
Slot 3	I 92E	Slot 3	N 9B2	Slot 3	D A36
Slot 4	T 92F	Slot 4	C 9B3	Slot 4	A37
Slot 5	930	Slot 5	E 9B4	Slot 5	A38
Slot 6	S 931	Slot 6	N 9B5	Slot 6	A39
Slot 7	I 932	Slot 7	T 9B6	Slot 7	A3A
Slot 8	T 933	Slot 8	9B7	Slot 8	A3B
Slot 9	H 934	Slot 9	9B8	Slot 9	A3C
Slot 10	935	Slot 10	9B9	Slot 10	A3D
Slot 11	936	Slot 11	9BA	Slot 11	A3E
Slot 12	937	Slot 12	9BB	Slot 12	A3F

Now, here's the huge list to use for yy. It's the letter for a certain slot. So changing 614 to to 01 would make CLOUD's name !LOUD.

The list is compiled completely by myself and if you wish to use it you must give me credit.

00=	14=4	28=H	3C=	50=p
01=!	15=5	29=I	3D=]	51=q
02="	16=6	2A=J	3E=^	52=r
03=#	17=7	2B=K	3F=_	53=s
04=\$	18=8	2C=L	40=`	54=t
05=%	19=9	2D=M	41=a	55=u
06=&	1A=:	2E=N	42=b	56=v
07='	1B=;	2F=O	43=c	57=w
08=(1C=<	30=P	44=d	58=x
09=)	1D=-	31=Q	45=e	59=y
0A=*	1E=>	32=R	46=f	5A=z
0B=+	1F=?	33=S	47=g	5B={
0C=,	20=@	34=T	48=h	5C=
0D=0	21=A	35=U	49=i	5D=}
0E=.	22=B	36=V	4A=j	5E=~
0F=/	23=C	37=W	4B=k	5F=
10=0	24=D	38=X	4C=l	
11=1	25=E	39=Y	4D=m	
12=2	26=F	3A=Z	4E=n	
13=3	27=G	3B=[4F=o	

There are many, many more characters after this, however they will be unviewable to alot of people due to the fact I have to display them in Unicode.

 \ / | | | |
 \ / | | | |
 \ / PAL

--7.0--

--Codes: Battle--

 8009Dwww 00xx
7.1. Items after Battle Modifier 8009Dyyy 00zz

This will modify the items you get after battle.

Slot 1

www: 6D4 xx: Item Digit
yyy: 6D6 zz: Amount of Item

Slot 2

www: 6DA xx: Item Digit
yyy: 6DC zz: Amount of Item

Slot 3

www: 6E0 xx: Item Digit
yyy: 6E2 zz: Amount of Item

Slot 4

www: 6E6 xx: Item Digit
yyy: 6E8 zz: Amount of Item

For the item digits, go to section 2.4 (Item Modifier)

eg. 1 Ultima Weapon after Battle: 8009D6D4 008F
 8009D6D6 0001

99 Ultima Weapon after Battle: 8009D6D4 008F
 8009D6D6 0063

7.2. EXP after Battle Modifier 8009D6A4 xxxx

This code will determine the EXP you receive after any battle. xxxx can equal any hexadecimal number from 0000 to FFFF.

Decimal (EXP received)	Hexadecimal (xxxx) (Number to input)
1	0001
50,000	C350
65,535	FFFF

If you use 0000, it will appear to give you 0 EXP but will instead give you the normal amount for that battle.

If you want more than that amount, you can use 8009D6A6 xxxx. I haven't worked out the math of this, however the following info should get you what you want.

Using this code: 8009D6A4 xxxx
 8009D6A6 yyyy

xxxx 7FFF []47,450,879
yyyy 7FFF

xxxx FFFF []47,493,647
yyyy 7FFF

xxxx C350 076,850,000
yyyy C350

xxxx E0FF 99,999,999
yyyy 05F5

eg. 65,635 EXP after battle: 8009D6A4 FFFF

99,999,999 EXP after battle: 8009D6A4 E0FF
8009D6A6 05F5

7.3. AP after Battle Modifier 8009D6A8 xxxx

This code will determine the AP you receive after any battle. xxxx can equal any hexadecimal number from 0000 to 7FFF.

Decimal (EXP received)	Hexadecimal (xxxx) (Number to input)
1	0001
32,767	7FFF

If you use 0000, it will appear to give you 0 AP but will instead give you the normal amount for that battle.

Remember, it cannot go past 7FFF!

If you want more than that amount, you can use 8009D6AA xxxx. I haven't worked out the math of this, however the following info should get you what you want.

Using this code: 8009D6A8 xxxx
8009D6AA yyyy

xxxx 7FFF []47,450,879 - Seemed to give only 32,767
yyyy 7FFF

xxxx 7FFF /94,934,527 - Seemed to give only 32,767
yyyy FFFF

xxxx E0FF 99,999,999 - Seemed to give only 32,767
yyyy 05F5

xxxx FFFF []47,483,647 - Did not work! (because I used FFFF in the
yyyy 7FFF first value)

This shows that it probably isn't possible to get more than 32,767 AP.

eg. 32,767 AP after battle: 8009D6A8 7FFF

The code will make it so a character in a certain position will always have Lucky 7s. If you don't know what Lucky 7s is, it's when a character continually hits 7777 without stopping.

Position xx

Position 1 20

Position 2 88

Position 3 F0

To make it so every character has Lucky 7s, I put together this code:

800F8420 1E61 (1st character)

800F8488 1E61 (2nd character)

800F84F0 1E61 (3rd character)

7.5. In-Battle Action Modifier

800F38B2 xxxx

This modifies what happens for each action in a battle. For example, if xxxx equals 0000:

Magic: Cure

Summon: Choco-Mog

Limit for Cloud: Braver

Don't use limits that are not on the same limit level as you are set to. For example, don't use Braver if your limit level is set to 3. You'll get a data error.

If you go past a certain amount, you may get a weird glitch or a data error. A data error forces you to end the battle by pressing L1+R1+Select. If you throw a non-throwable item the character will go on a throwing loop.

Thanks to Kao Megura for this list. There are still more valid spells to find (mostly in Magic), I'd be happy for anyone (eg. you) to submit them. I removed the glitches. For example, some of the Summons will cast Cure. They're pointless to add. All valid spells that don't actually belong in a certain column but appear in multiple columns (eg. Game Over) are put in the Spell column.

	Item	Magic	Summon	Enemy Skill
00	Potion	Cure	DeathBlow!!	Frog Song
01	Hi Potion	Cure2	Diamond Dust	L4 Suicide
02	X-Potion	Cure3	Hellfire	Magic Hammer
03	Ether	Regen	Judgement Bolt	White Wind
04	Turbo Ether	Poisona	Anger of the Land	Big Guard
05	Elixir	Esuna	Steel-Bladed Sword	Angel Whisper
06	Megalixir	Resist	Tidal Wave	Dragon Force
07	Phoenix Down	Life	Mega Flare	Death Force
08	Antidote	Life2	Tetra-Disaster	Flame Thrower
09	Soft	Mini	Judgement	Laser
0A	Maiden's Kiss	Toad	Phoenix Flame	Matra Magic
0B	Cornucopia	Sleepel	Giga Flare	Bad Breath
0C	Echo Screen	Confu	Black Cauldron	Beta

0D	Hyper	Silence	Disintergration	Aqualung
0E	Tranquilizer	Berserk	Tera Flare	Trine
0F	Remedy	Barrier	Ultimate End	Magic Breath
10	Smoke Bomb	MBarrier		????
11	Speed Drink	Reflect		Goblin Punch
12	Hero Drink	Wall		Chocobuckle
13	Vaccine	Haste		L5 Death
14	Grenade	Slow		Death Sentence
15	Shrapnel	Stop		Roulette
16	Right arm	DeBarrier		Shadow Flare
17	Hourglass	DeSpell		Pandora's Box
18	Kiss of Death	Death		Fat-Chocobo
19	Spider Web	Escape		Gunge Lance
1A	Dream Powder	Remove		
1B	Mute Mask	Fire		
1C	War Gong	Fire2		
1D	Loco weed	Fire3		
1E	Fire Fang	Ice		
1F	Fire Veil	Ice2		
20	Antarctic Wind	Ice3		Death Joker
21	Ice Crystal	Bolt		
22	Bolt Plume	Bolt2		
23	Swift Bolt	Bolt3		
24	Earth Drum	Quake		
25	Earth Mallet	Quake2		
26	Deadly Waste	Quake3		
27	M-Tentacles	Bio		
28	Stardust	Bio2		
29	Vampire Fang	Bio3		
2A	Ghost Hand	Demi		
2B	Vagyrisk Claw	Demi2		
2C	Light Curtain	Demi3		
2D	Lunar Curtain	Comet		
2E	Mirror	Comet2		
2F	Holy Torch	Freeze		
30	Bird Wing	Break		
31	Dragon Scales	Tornado		
32	Impaler	Flare		
33	Shrivel	Full Cure		
34	Eye drop	Ultima		
35	Molotov	Shield		
36	S-mine	Grim Reaper		
37	8inch Cannon			
38	Graviball			
39	T/S Bomb			
3A	Ink			
3B	Dazers			
3C	Dragon Fang			
3D	Cauldron			
3E	Sylkis Greens			
3F	Reagan Greens			
40	Mimett Greens			
41	Curiel Greens			
42	Pahsana Greens			
43	Tantal Greens			
44	Krakka Greens			
45	Gysahl Greens			
46	Tent			
~~				
69		Game Over		

6A Death Joker
6B Toy Soldier
6C Lucky Girl
6D Mog Dance
6E Transform
6F Toy Box

Special notes for Item:

After 46, all items will do zero damage when used. The effect that goes with each item changes (Fire2, Vaccine, etc.)

Special notes for Magic:

Numbers 38 to 47 are Summons, and numbers 48 to 68 are Enemy Skills.
Numbers 6A and 6B will not show the correct animation.
Numbers 6C to 6F will show the name, then freeze.

Special notes for Summon:

Numbers 10 to 21 are Magic. The rest are known to freeze.

Special notes for Enemy Skills:

Number 18, Fat-Chocobo doesn't summon anything, but does damage similar to original spell. Number 19, Gunge Lance doesn't summon anything, but also does damage similar to original spell.
Numbers 1A to 1E cast Roulette and 1F casts Matra Magic.

7.6. Random Battles

80062E10 xxxx

This code was discovered by Kane O'Riley.

This will modify the encounter rate for random battles.

xxxx Encounter Rate

0000 Never
C350 "Normal"
FFFF Maximum

There is no real "normal" encounter rate, as the value differs for every area.

eg. No Random Battles: 80062E10 0000

7.7. Enemy Modifier

80116238 xxxx

This section currently needs working on.

This will modify the enemy that appears in a battle. xxx is the enemy that appears. Here is an incomplete list.

The "No." column is respective to the "Enemy" column. Some of these will freeze on certain discs - however, it is certain that every one will work on either Disc 1 or Disc 3.

xxx Enemy No. Notes

0000	Pyramid	1	Black Hole
0001	Pyramid	4	Woodlands
0002	Pyramid	1	Black Hole
0003	Pyramid	3	Train Graveyard
0004	Pyramid	3	Woodlands
0005	Pyramid	3	Woodlands
0006	Pyramid	3	Mountains
0007	Pyramid	2	Great Glacier
0008	Pyramid	4	Sewers
0009	Pyramid, Pyramid	6, 5	Corral Valley Cave (2 rounds)
000A	Pyramid	5	Black Hole
000B	Pyramid, Pyramid	1, 5	Black Hole (2 rounds)
000C	Pyramid	2	Black Hole
000D	Pyramid	4	Black Hole
000E	Pyramid	4	Black Hole
000F	Pyramid	3	Black Hole
0010	<glitch>		
0011	<glitch>		
0012	<glitch>		
0013	<glitch>		
0014	Mighty Grunt	2	Mountains
0015	Mighty Grunt	2	Coal Train
0016	Pyramid	1	Black Hole
0017	Pyramid	7	7 rounds, 1 in each. Black H.
0018	Pyramid	14	7 rounds, 2 in each. Black H.
0019	Pyramid	7	7 rounds, 1 in each. Black H.
001A	Pyramid	42	7 rounds, 6 in each. C.V. Cave
001B	Adamantaimi	6	Reactor
001C	Grunt	1	Shinra Building
001D	Grunt	1	Shinra Building
001E	Grunt	1	Shinra Building
001F	Grunt	1	Shinra Building
0020	Devil Ride	1	Grasslands
0021	Custom Sweeper	2	Grasslands
0022	Kalm Fang, Devil Ride	2, 1	Grasslands
0023	Devil Ride	2	Midgar
0024	Prowler, Kalm Fang	2, 1	Grasslands
0025	Custom Sweeper	2	Grasslands
0026	Kalm Fang	3	Grasslands
0027	Kalm Fang, Prowler	2, 1	Grasslands
0028	Devil Ride	2	Grasslands
0029	Kalm Fang	3	Grasslands
002A	Prowler, Kalm Fang	2, 1	Grasslands
002B	Kalm Fang, Prowler	2, 1	Grasslands
002C	Kalm Fang	3	Beach
002D	Kalm Fang	2	Beach
002E	Kalm Fang, Prowler	2, 1	Beach
002F	Prowler, Kalm Fang	2, 1	Grasslands
0048	Zemzelett	1	Mountains
0098	Valron, Chocobo	2, 1	Grasslands
010C	Yuffie	1	Level 17, Woodlands
010D	Yuffie	1	Level 17, Ancient Forest
010E	Yuffie	1	Level 22, Woodlands
010F	Yuffie	1	Level 22, Ancient Forest
0110	Yuffie	1	Level 27, Woodlands
0111	Yuffie	1	Level 27, Ancient Forest

0112	Yuffie	1	Level 32, Woodlands
0113	Yuffie	1	Level 32, Ancient Forest
0114	Yuffie	1	Level 37, Woodlands
0115	Yuffie	1	Level 37, Ancient Forest
0116	Yuffie	1	Level 42, Woodlands
0117	Yuffie	1	Level 42, Ancient Forest
038C	Jenova Synthesis	1	Inside the Planet
038D	Jenova Synthesis	1	Inside the Planet
038E	Jenova Synthesis	1	Inside the Planet
038F	Jenova Synthesis	1	Inside the Planet
0390	Bizzaro Sephiroth	1	
0391	Bizzaro Sephiroth	1	Torso
0392	Bizzaro Sephiroth	1	Torso
0393	Bizzaro Sephiroth	1	Torso
0394	Bizzaro Sephiroth	1	Left Side
0395	Bizzaro Sephiroth	1	Left Side
0396	Bizzaro Sephiroth	1	Left Side
0397	Bizzaro Sephiroth	1	Left Side
0398	Bizzaro Sephiroth	1	Right Side
0399	Bizzaro Sephiroth	1	Right Side
039A	Bizzaro Sephiroth	1	Right Side
039B	Bizzaro Sephiroth	1	Right Side
039C	Safer Sephiroth	1	
039D	Final Sephiroth	1	
03D4	Diamond Weapon	1	Hills
03D5	Diamond Weapon	1	Hills
03D6	Ruby Weapon	1	Desert
03D7	Ruby Weapon	1	Desert
03D8	Emerald Weapon	1	Underwater
03D9	Emerald Weapon	1	Underwater
03DA	Emerald Weapon	1	Underwater
03DB	Emerald Weapon	1	Underwater
03DC	Ultimate Weapon	1	Black Hole
03E4	Pyramid	6	Woodlands
03E7	Pyramid	5	Black Hole

There are no more values after 03E7.

 7.8. Escape Count Modifier (Chocobuckle strength) 8009D16E xxxx

This code was discovered by Kane O'Riley.

 This modifies the amount of escapes and therefore modifying the strength
 of Chocobuckle. xxxx is the amount of escapes.

xxxx	Escapes
0000	0
0539	1337
08AE	2222
1388	5000
15B3	5555
270F	9999 (maximum)

7.9. In-Battle Status

800F8xxx yyyy

This code was discovered by Kane O'Riley.

This will modify the status In-Battle for a character in a certain slot.

xxx Character and Element List

3F4 Slot 1, List 1

3F6 Slot 1, List 2

45C Slot 2, List 1

45E Slot 2, List 2

4C4 Slot 3, List 1

4C6 Slot 3, List 2

List 1

List 2

yyyy Element

yyyy Element

0001 Death

0001 Barrier

0002 Near-Death

0002 MBarrier

0004 Sleep

0004 Reflect

0008 Poison

0008 Double

0010 Sadness

0010 Shield

0020 Fury

0020 Death-Sentence

0040 Confusion

0040 Manipulate

0080 Silence

0080 Berserk

0100 Haste

0100 Peerless

0200 Slow

0200 Paralysed

0400 Stop

0400 Darkness

0800 Frog

1000 Small

001F Best Combination*

2000 Slow-Numb

4000 Petrify

8000 Regen

8100 Best Combination*

*The Best Combination is a combination of all the positive statii.

\ / | | |

--8.0--

\ / | | |

--Codes: Chocobos/Mini-Games--

\ / PAL

8.1. Gold Saucer GP Modifier

8009D29E xxxx

This code will modify the GP you have at the Gold Saucer. It will stay at the number you input until the code is off.

xxxx Amount
0BB8 3,000
1388 5,000
270F 9,999 GP (maximum)

eg. 9,999 GP: 8009D29E 270F

8.2. Battle Arena BP Modifier 8009D2A4 xxxx

The code will modify the BP you have in the Battle Arena. You do not have to be in the Battle Arena straight away as it stays the same no matter what.

xxxx Amount
0001 00,001 BP
C350 50,000 BP
FFFF 65,535 BP (maximum)

eg. 65,535 BP: 8009D2A4 FFFF

8.3. Speed Coaster Score Modifier 8009D2B6 xxxx

This modifies the score you get on the Speed Coaster at the Gold Saucer. It won't show you while the game is going, but will show up on the final score.

The score cannot go past 7FFF (32,767) or it won't count.

xxxx Score
0BB8 03,000
1388 05,000
2710 10,000
4E20 20,000
7530 30,000
7FFF 32,767 (maximum)

eg. Speed Coaster score of 32,767: 8009D2B6 7FFF

8.4. Chocobo Stamina Modifier 8009D4xx yyyy

This will modify a certain Chocobo's stamina. There is a 9999 maximum.

xx equals the Stable to modify.

xx Stable
98 1
9A 2

9C 3
9E 4
A0 5
A2 6

yyyy equals the Chocobo's stamina. It will be converted to hex and the first 3 numbers will be used.

yyyy Stamina

000A 0,001
FFFF 6,553
270F 9,999 (maximum)

I have found that if you input a number lower than your Chocobo's original stamina, the Chocobo's stamina will be unlimited!

If you're wondering, giving the Chocobo 0 stamina will freeze the game.

eg. Chocobo in Stable 1 with 9999 stamina: 8009D498 270F

Chocobo in Stable 3 with 9999 stamina: 8009D49C 270F

Chocobo in Stable 5 with unlimited stamina: 8009D4A0 000A (because 1 will always be below the Chocobo's original stamina)

8.5. Chocobo Modifier 3009Dxxx 0yzz

This code modifies the colour of the Chocobo, but also the sex. The sex modifier cannot be avoided, unfortunately.

Stable	xxx	Colour	y	Sex	zz
1	382	Yellow	0	Male	00
2	392	Green	1	Female	01
3	3A2	Blue	2		
4	3B2	Black	3		
5	<value needed>	Gold	4		
6	<value needed>	White*	5		

Note on 5: Yes, this is a White Chocobo. However, when you go to ride it, it will not be on the World Map. Go back to your ranch and it says the Chocobo is still on the World Map. This is probably something that was removed from the game - maybe a flying Chocobo?

eg. Female Gold Chocobo in Stable 1: 3009D382 0401
Male Gold Chocobo in Stable 1: 3009D382 0400

Female White Chocobo in Stable 1: 3009D382 0501
Male White Chocobo in Stable 1: 3009D382 0500

Female Gold Chocobo in Stable 2: 3009D392 0401

8.6. G-Bike Mini-Game Score Modifier 800BDFC8 xxxx

This changes the score you get on the G-Bike game at the Wonder Square.

xxxx	Score
0000	0
2710	10,000
7FFF	32,767
8535	33,333
F7FF	64,487
FFFF	65,535 (maximum)

Kane O'Riley explains that it doesn't like high scores much - F7FF should be OK. I tested this a long time ago and I am not really sure about what happens.

If the others fail to work, try 7FFF - it may be the maximum.

8.7. Fort Condor Speed Modifier 3012C5D4 00xx

This code was discovered by Kane O'Riley.

This will modify the speed faster than you normally can for the Fort Condor mini-games.

xx	Speed
01	Original Speed 1
02	Original Speed 2
03	Original Speed 3
04	Original Speed 4
30	Really fast
AA	Really, really fast
FF	Really, really, really fast (maximum)

Yeah, I couldn't think of any better descriptions :)

 \ / | | | | --9.0--
 \ / | | | | --Codes: Miscellaneous--
 \ / PAL

9.1. Debug Room 80099F2C 0041

The Debug Room was a special area used by the developers to test things, and basically have fun. It wasn't removed from the game, so it can now be accessed by Gameshark.

To access it, load a game or choose a new game. When you're in there, you should be in a portal-like room. To access the other rooms, you will want to turn your code off. If you don't want to do that, use the Joker Code at the end of this code.

It'd be a bit pointless to go into more detail - check out ADean's debug room FAQ specifically for the PAL version:

http://db.gamefaqs.com/console/psx/file/final_fantasy_vii_debug.txt

Joker Code: D01D252C 0000
 80099F2C 0041 (see "Colour Box Joker" at 3.2. to find out how
 to turn on and off)

9.2. Make everyone disappear 8009AAE8 0001

This can make all people (including animals) disappear off of the screen. Changing the last number to C will make everyone appear, while changing it to other numbers controls the amount of sprites on the screen.

I have tried to use this on the dog guarding the Shinra submarine but it will still not let you past.

This is best used with a Joker Code.

eg. Press L2 to make everyone disappear, R2 to make everyone appear:
D009AB28 0001 (joker code for L2)
8009AAE8 0001
D009AB28 0002 (joker code for R2)
8009AAE8 0000

You may need to switch rooms to activate/deactive.

9.3. Move around when someone is talking to you 3009AAF2 0000

As the name says, this will allow you to walk around when you are in a conversation with someone. You could possibly skip a whole conversation using this, but I haven't tested it much.

Cloud will not be able to move when you have to select an option in a conversation. To fix this, simply press circle and keep walking around.

It may freeze when Cloud is required to do something to continue the conversation (eg. shrug)

9.4. Secret Menu Option: USO (character select) 30099FA1 000B

This will unlock the blank 11th option on the menu. Move your cursor down to Save, then press down once. You will be on a blank option - press Circle and you will come across a menu named "Uso".

This will let you replace any character (including Cloud) with any other character - even if you haven't met the character yet. You will find that you can change the characters to "9", "10" and "255". "9" is Young Cloud (but only if you haven't got Cait Sith), "10" is Sephiroth (but only if

you haven't got Vincent) and "255" makes it blank.

Yes, you are able to "revive" Aeris. You will still have to use the Bypass Checksum code to move her out of the party.

	800A99A8 0158
	800A99AC 0013
9.5. Walk through Walls (field only)	800A99AE 1000

This code will allow you to walk through walls. It will not work on the world map. Whenever you see stairs, you must go up them. If you exit the stairs half way, you'll be walking on non-existent land.

It's best to turn the code on only when you want to use it. It has a side effect: while it is on, you will not be able to enter the Highwind. Don't worry, just turn the code off.

Things to do:

- Enter the Honeybee Inn. Nothing will glitch here. The 2 left rooms will be empty, and in the north room all 3 girls will just say: "...oh my..". If you enter the doors on the right, you will be looking through a key hole.
 - Enter the Submarine in Junon that the dog is blocking. When you enter it, you'll have to take the guards hostage. You'll then be in the sub on the world map.
-

	3009AAC1 0001
9.6. Teleport to another World Map Location	3009AAC2 00xx

Open a save on the world map, then enter a town. You will be warped to a certain location on the world map. These were all tested by entering Kalm village.

Some of them will play a few seconds of music before you teleport. This is different for every area, and I have no idea why it occurs.

All locations are tested on Disc 3 unless otherwise stated.

- 01: Midgar
- 02: Kalm
- 03: Chocobo Stables
- 04: Entrance of Mythril Mine
- 05: Exit of Mythril Mine
- 06: Fort Condor
- 07: Junon
- 08: Temple of the Ancients
- 09: Old Man's House
- 0A: Weapon Seller
- 0B: Mideel
- 0C: Materia Cave #1
- 0D: Costa del Sol
- 0E: Mt. Corel
- 0F: North Corel

10: Disc 1: Gold Saucer
Disc 2:
Disc 3: <freeze>

11: Gongaga
12: Cosmo Canyon
13: Nibelheim (south exit)
14: Rocket Town
15: Lucrecia's Cave
16: Materia Cave #2
17: Wutai
18: Materia Cave #3
19: Bone Village
1A: Coral Valley Cave (exit)
1B: Icicle Inn (south exit)
1C: Chocobo Sage
1D: Materia Cave #4

1E: Disc 1: Controlling Key to Ancients (underwater)
Disc 2:
Disc 3: <freeze>

1F: Inside submarine (underwater), outside Gelinka ship
20: <outside area entered>
21: <outside area entered>
22: <long wave sound, outside area entered>
23: <short wave sound, outside area entered>
24: Boat ride (from Junon, 1st half)
25: Boat ride (to Costa del Sol, 2nd half)

26: Disc 1: Boat ride (from Junon, whole trip)
Disc 2:
Disc 3: <freeze>

27: Disc 1: Boat ride (from Costa del Sol, whole trip)
Disc 2:
Disc 3: <freeze>

28: Disc 1: Southeast end of Wutai, stuck in sea
Disc 2:
Disc 3: Southeast end of Wutai, stuck in sea

29: Inside highwind, above Junon
2A: Inside submarine (underwater), close to wharf
2B: Nibelheim (north exit)
2C: Nibelheim Cave (entrance)
2D: <outside area entered>

2E: Disc 1: Nibelheim Cave (exit)
Disc 2:
Disc 3: <freeze>

2F: Icicle Inn (north exit)
30: Gaea's Cliff

31: Disc 1: Rocket Town, next to Rocket
Disc 2:
Disc 3: <freeze>

32: <outside area entered>

33: Disc 1:
Disc 2:
Disc 3: Diamond Weapon scene, no Diamond Weapon

34: <outside area entered>

35: <outside area entered>

36: Disc 1:
Disc 2:
Disc 3: A little west of Junon, stuck in sea

37: Ancient Forest

38: In submarine (underwater), stuck in a wall

39: Coral Valley Cave (entrance)

3A: Forgotten City

3B: In Highwind, above North Crater

3C: Disc 1: Gaea Cliffs, in Snowfield (entrance, Cloud will speak)
Disc 2:
Disc 3: <freeze>

3D: Gaea Cliffs, in Snowfield (area 1)

3E: Gaea Cliffs, in Snowfield (area 2)

3F: Gaea Cliffs, in Snowfield (area 3)

40: Gaea Cliffs, in Snowfield (area 4, near Cave)

eg. Teleport to Materia Cave #4 (KOTR Materia): 3009AAC1 0001
3009AAC2 001D

Teleport to Midgar: 3009AAC1 0001
3009AAC2 0001

80099F27 xxxx
9.7. FMV Viewer (through New Game) 8009AAC2 xxxx

This section currently needs working on.

This will change the FMV that shows when you select New Game. (in Disc 1 only) Turn the code off right after you've seen the FMV. If you don't, the first battle will be against Ultimate Weapon/Yuffie. Then when you go to the next screen you'll be outside of some random place.

0000 to 0013 don't have anything to do with the storyline and -- denotes a movie worth watching.

xxxx Movie

0000 <test FMV> <Repeating Snowstorm>
0001 <test FMV> <Repeating Snowstorm>
0002 Train leaving from North Corel
0003 Train coming back to North Corel
0004 Train coming into Gold Saucer
0005 Train leaving from Gold Saucer
0006 Rollercoaster movie 1
0007 Rollercoaster movie 2 (Chocobos run past)

```

0008 Rollercoaster movie 3 (Gold Saucer overview)
0009 Rollercoaster movie 4 (Ghost Inn overview)
000A Rollercoaster movie 5 (Rising balloons)
000B Moving up to observatory
000C Moving down from observatory
000D Upper Junon lift moving up
000E Upper Junon lift moving down
000F Lower Junon lift moving up (pt. 2)
0010 Lower Junon lift moving down (pt. 1)
0011 Lower Junon lift moving down (pt. 2)
0012 Lower Junon lift moving up (pt. 1)
0013 <test FMV> <Blue explosion>

0014 Screen zooms down on Midgar, looks up at a building
0015 Top right reactor blows up
0016 A small explosion coming from a door (this plays when you blow
up the first reactor)
0017 Cloud jumps onto train
0018 Train goes around the base of Midgar
0019 A bridge breaks in a Sector
001A Cloud falls of the bridge that broke
001B Roof of tower explodes
001C Tower falls down, the party escape on a rope
001D Guard falls asleep in front of Camera
001E -- The party drive out of Midgar
001F Overview of Nibel Caves
0020 View of Nibel reactor
0021 Nibel Caves, bridge breaking
0022 Monster in Nibel Reactor coming out of pod

```

```

-----
-----
9.8. Game Clock 8009D130 xxyy
3009D132 00zz
-----

```

This code was discovered by Kane O'Riley.

This code will modify the time on your Game Clock - good for making your saves look complete.

Set "xx, yy and zz" to "00" to set your clock back to 00:00:00
Set "xx and yy to "FF" and "zz" to "10" to set your clock to 99:59:59 (the maximum)

I will do more testing on this to work out other times.

```

-----
\ / _|_ _|_ --10.0--
\ / _|_ _|_ --Codes that didn't make it past the test--
\ / PAL
-----

```

```

-----
10.1. Cloud Action Modifier (while standing) 8009CAAEC 00xx
-----

```

Description:

This modifies Cloud's action while he is standing. It differs for every area.

Reason:

Basically because every area is different, and the code is pointless.

Other Information:

Highwind (cockpit)	Entrance to Midgar	Kalm (main)
00 Standing	00 Standing	00 Standing
01 Walking	01 Walking	01 Walking
02 Running	02 Running	02 Running
03 Shaking	03 Climbing	03 Tap foot
04 Moving feet	04 Jumping	04 Tap foot
05 Looking to ground		05 Shaking
06 Looking to ground		
07 Nod head		
08 Nod head		
09 Shrugging		

10.2. Camera Modifier 3009AAD7 xxxx

Description:

This will modify the position of the camera.

Reason:

Not specific enough, the camera can't get in any real good positions.

Other Information:

0001 Camera is up alot, Cloud at bottom of screen at all times
0002 Camera is also up, but with small differences
00BC Brings screen to bottom and wont move up

10.3. Sephiroth is mortal and usable 8009C9CC 0000

Description:

Sephiroth must be in the 3rd position for this to work, and you cannot have Vincent. Use a Phoenix Down when the battle starts and you will be able to control Sephiroth.

Reason:

Made obsolete by another code - it's also pretty annoying to use a Phoenix Down every battle.

Other Information:

The code simply puts Sephiroth's HP to 0 at all times. This means you have to keep the code on at all times.

10.4. Watch the ending movie D009AB28 0800
8009AAC0 0501

Description:

Press Start while in a town (disc 3 only) and the movie will start.

Reason:

No other FMVs to view. (could've done more testing to find other possibilities)

```
-----  
-----  
\ / |_| |_|                               --11.0--  
 \ / |_| |_|                               --Codes that need more testing--  
  \ /                                     PAL
```

11.1. Control Characters 8009AAEA 00xx

This will allow you to control any moving character/sprite on screen. xx is the sprite number to control. This code will most likely remain under this section as there are so many areas to test for.

Here is what I have currently found. You will need to use a Joker Code for this as you won't be able to go back to Cloud otherwise. To return to Cloud, xx is equal to 00.

Key

>>: Everything after the previous number
<tb>: I have yet to find the missing results
??: I'm not sure about my notes

Kalm Town

Main Area

- 05: Nil
- 06: Guy in blue shirt (walks near shops)
- 07: Old man with green pants (walks around)
- 08: Standing guy on right of center (the one in green)

Inn, 1st Floor

- 05: Nil
- 06: Lady at Counter
- >>: Nil

Inn, 2nd Floor

- >>: Nil

Costa del Sol

Main Area

- 01: Nil
- 02: Nil
- 03: Nil
- 04: Lady at Bar window [woman1]
- 05: Tourist information lady [woman2]
- 06: [oyajil]
- 07: ?? Shop owner next to Inn right
- 08: ?? Shop owner right of Inn

<tb>

Harbour

- 01: Nil

02: Nil
03: Nil
04: Nil
05: Nil
<tbc>

Bar

01: Nil
02: Lady near cash counter
03: Right guy near surfboards
04: Left guy near surfboards
05: Mukki (guy on chair, left)
<tbc>
07: Wrestler (guy on chair, middle)
08: Wrestler (guy on chair, right)

Johnny's Home

01: Nil
02: Nil
03: Johnny
<tbc>

Beach

<tbc>
08: Black girl on beach chair

Highwind

Cockpit

<tbc>
05: Cait Sith
06: Vincent
07: Cid
08: Crewman (on left)
<tbc>

Large Area

01: Nil
02: Yuffie
<tbc>
05: Nil
06: Nil
07: Nil
08: Crewman

Upper Junon

"Upper-class" Inn

01: Nil
02: Nil
03: Nil
04: Inn Owner
05: Save Point

Gold Saucer

Chocobo Square

08: Esthar

 \ / _|_ _|_ --12.0--
 \ / _|_ _|_ --Hidden in the Game--
 \ / PAL

There are a number of things in the game that the developers have hidden

This confirms that the Key Items were part of a quest and that they were removed from the Beta version.

The Debug Room. This is where all of the programmers tested, played around and basically 'debugged' things.

Some of the attractions are:

- Sending yourself to almost any location.
- Changing party members. (Aeris, Sephiroth)
- Filling your materia stock with Bahamut.
- Pyramid battle. (Huge amounts of EXP and AP)

I am not going to go into more discussion about the Debug Room. Instead, have a read of the three FAQs available on it at GameFAQs:

<http://www.gamefaqs.com/console/psx/game/197341.html>

Scroll down and click one of the Debug Room Guides. I recommend ADean's guide.

Using the Enemy Modifier code, you can get the "Apologising Pyramids" enemy. They are not available in the normal game - anywhere.

The real name that shows is "    (  )". These weird monsters will say the following things when you attack them:

- monster "Not a probrem"
- monster "That's too bad"
- monster "I'm sorry"

Yes, "problem" is spelt wrong. Other things to note:

- You can manipulate them, however they will have no attacks.
- The battle location will be in a forest (the same as a Yuffie battle)
- They are unable to be sensed (I'll try a "always sense code" later)
- You get 60,000 EXP for killing them.

They also appear in the Debug Room, however in a different form and with different attributes.

I'll write more about this as I find out more.

```
\ / _|_ _|_
 \ / _|_ _|_
  \/_ PAL
```

--13.0--

--Credits--

I would like to thank these people for their help in this FAQ. They're in order of who I remember, sorry if I miss you out. :)

- Darph
For your help with getting 0 AP on the Materia Modifier codes.

- Kane O'Riley
Thanks alot for your PAL ENGLISH codes, I added some of them and managed to find out some conversion values thanks to you.

- Mr.E
I was searching for PAL ENGLISH codes, and I found your post. You made me realise that codes could be converted back and forth with a simple offset.

- i_love_cute_stuff
Thanks for your PAL ENGLISH codes (8007 and 800F), they've been a great help.

- Master
You posted a PAL GERMAN code that I was able to use for conversion. Thanks.

- Codemasters-Project Forum
For the PAL GERMAN codes which I was able to create an offset from.

- Deathwing Zero
For an NTSC-U/C code (800B) which I used to find an offset.

- HITMEN
For PSX GameShark CD, which allowed me to load codes without a Action Replay.

```

          '...'
;;ii..          :;;jj,,          Copyright © Matt Carroll 2005
iiGGWWGGtt.... ..ttiiiiffLL;;          MSN: dotviri@hotmail.com
  ..ttGGWWWWLL..ffKKjjiiffDDtt..          AIM: xxxx VIRI xxxx
    DDKKKKEEKDDDDffjjffeELL..
    GGKktLLKKKLLLL;;DDWWWWGGii..
    GGKffEEEEGGWWDDEEKK#####WWWWWKLLii..
    ttLLtt;;,,LLWWWWWKDDiiffKK####WWGGjj,,..
    :;,;,;,;,ttEEKKWWW#####KKLLffKK#####WWKKff::
      iii.. DDWWWWW#####KKjttKK#####WLLii::
          GGDDKKW#####DD;.;.;ttGGKK#####WWKKff
          GGDDKKWWW.. ,,:ii iLLEEW#####WWff
          ..WW#####GG ..;ff;; ;;ttEEKKWW#####Wwii
          ii#####ii ttGGDDGG ;;ffDDWWW..
          tt#####WW##WW LLGGGG ;;ffff
          GG#####WW#####ii..KKWLL
          KK#####WW#####KktWW##jj
          ,,#####WW#####LLiiii
          ii#####WW#####;
          tt#####GG
          ii#####tt
          ;;##WW#####KKLL#####ff
          DD#####GGtt##WW#####LL
          LL#####ii..#####;
          ff#####tt LL#####ff
          tt####KK.. WWWW##;
          ii####LL DDWW##;
          ;;####GG ..WW##ff
          ttWW##KK DDWEE

```

ijjLLKKWWWWW..	LLLKKK;;
WWWWW####W##;	LLWWWEE,,
ffLLLLffiiiiii..	DD#WWWWWjj
	ttKKW##DD

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