

Might & Magic II Item PAR Codes

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SNES Might & Magic 2

Item Table PAR code & hex values

HOWTODOIT - I used the default characters to find this code. This only works for the first item slot of Sir Felgar's backpack. To get your wanted item, place an expendable item in the first slot. Then activate the code with the hex value of the item you want. 7FE03F3D like so...this example will give you the Force Sword. Then press B to bring up the item manipulation menu.

'Use', then your new item will show up in the popup window. Press 'Y' to exit. If this is an item you want to keep, transfer it to another character's backpack. Now your original item will show up in place of the item you transferred. (Forthcoming - a Bestiary list...)

Code: 7FE03Fxx

dec/hex/item name

0/00 - Small Knife
1/01 - Small Club
2/02 - <same as 0> Go Figure!
3/03 - Large Club
4/04 - Dagger
5/05 - Large Knife
6/06 - Hand Axe
7/07 - Cudgel
8/08 - Spiked Club
9/09 - Bull Whip
10/0A - Long Dagger
11/0B - Maul
12/0C - Short Sword
13/0D - Nunchakas
14/0E - Mace
15/0F - Spear
16/10 - Cutlass
17/11 - Flail
18/12 - Sabre
19/13 - Long Sword
20/14 - Wakizashi
21/15 - Scimitar
22/16 - Battle Axe
23/17 - Broad Sword
24/18 - Katana
25/19 - Slumber Club
26/1A - Power Club
27/1B - Lucky Knife
28/1C - Looter Knife
29/1D - Power Cudgel
30/1E - Energy Whip
31/1F - Sonic Whip
32/20 - Mighty Whip
33/21 - Scorch Maul
34/22 - Mauler Mace

35/23 - Exacto Spear
36/24 - Firey Spear
37/25 - Fast Cutlass
38/26 - Quick Flail
39/27 - Shock Flail
40/28 - Sharp Sabre
41/29 - Ego Scimitar
42/2A - True Axe
43/2B - Blazing Axe
44/2C - Electric Axe
45/2D - Padded Armor
46/2E - Accurate Swd
47/2F - Chance Swd
48/30 - Speedy Sword
49/31 - Flash Sword
50/32 - Flaming Swd
51/33 - Electric Swd
52/34 - Acidic Swd
53/35 - Cold Blade
54/36 - Sage Dagger
55/37 - Spirit Cudgel
56/38 - Mystic Mace
57/39 - Ice Scimitar
58/3A - Grand Axe
59/3B - Swift Axe
60/3C - Dyno Katana
61/3D - Force Sword
62/3E - Magic Sword
63/3F - Thunder Swd
64/40 - Energy Blade
65/41 - Photon Blade
66/42 - Staff
67/43 - Sickle
68/44 - Scythe
69/45 - Glaive
70/46 - War Hammer
71/47 - Trident
72/48 - Pike
73/49 - Naginata
74/4A - Bardiche
75/4B - Great Hammer
76/4C - Halberd
77/4D - Great Axe
78/4E - Flamberge
79/4F - Wind Staff
80/50 - Tri-Sickle
81/51 - Ice Sickle
82/52 - Fire Glaive
83/53 - Harsh Hammer
84/54 - Stone Hammer
85/55 - Genius Staff
86/56 - Wizard Staff
87/57 - Heart Scythe
88/58 - Dark Trident
89/59 - Titan's Pike
90/5A - Moon Halberd
91/5B - Sun Naginata
92/5C - Blowpipe
93/5D - Sling
94/5E - Short Bow

95/5F - Crossbow
96/60 - Long Bow
97/61 - Great Bow
98/62 - Shaman Wand
99/63 - Cinder Wand
100/64 - Quiet Sling
101/65 - Pirate's Bow
102/66 - Burning Bow
103/67 - Fireball Bow
104/68 - Voltage Bow
105/69 - Giant Sling
106/6A - Energy Sling
107/6B - Demon's Bow
108/6C - Star Bow
109/6D - Meteor Bow
110/6E - Ancient Bow
111/6F - Green Key
112/70 - Yellow Key
113/71 - Red Key
114/72 - Black Key
115/73 - Small Shield
116/74 - Large Shield
117/75 - Great Shield
118/76 - Fire Shield
119/77 - Elec Shield
120/78 - Acid Shield
121/79 - Cold Shield
122/7A - Silver Shld
123/7B - Bronze Shld
124/7C - Iron Shield
125/7D - Magic Shield
126/7E - Gold Shield
127/7F - Padded Armor
128/80 - Leather Suit
129/81 - Scale Armor
130/82 - Ring Mail
131/83 - Chain Mail
132/84 - Splint Mail
133/85 - Plate Mail
134/86 - Plate Armor
135/87 - I Scale Mail
136/88 - B Scale Mail
137/89 - S Scale Mail
138/8A - I Ring Mail
139/8B - B Ring Mail
140/8C - S Ring Mail
141/8D - I Chain Mail
142/8E - B Chain Mail
143/8F - S Chain Mail
144/90 - I Splintmail
145/91 - B Splintmail
146/92 - S Splintmail
147/93 - I Plate Mail
148/94 - B Plate Mail
149/95 - S Plate Mail
150/96 - G Scale Mail
151/97 - G Ring Mail
152/98 - G Chain Mail
153/99 - G Splintmail
154/9A - G Plate Mail

155/9B - Helm
156/9C - Iron Helm
157/9D - Bronze Helm
158/9E - Silver Helm
159/9F - Gold Helm
160/A0 - Magic Herbs
161/A1 - Torch
162/A2 - Lantern
163/A3 - Thief's Pick
164/A4 - Rope'n Hooks
165/A5 - Wakeup Horn
166/A6 - Compass
167/A7 - Sextant
168/A8 - Force Potion
169/A9 - Skill Potion
170/AA - Max HP Potion
171/AB - Mystic Charm
172/AC - Herbal Patch
173/AD - Hero Medal
174/AE - Silent Horn
175/AF - Magic Meal
176/B0 - Antidote Cup
177/B1 - Super Flare
178/B2 - Dove's Magic
179/B3 - Ray Gun
180/B4 - Magic Charm
181/B5 - Witch's Brm
182/B6 - Invisocloak
183/B7 - Storm Wand
184/B8 - Lava Grenade
185/B9 - Hourglass
186/BA - Instant Keep
187/BB - Teleport Orb
188/BC - Skeleton Key
189/BD - Defense Ring
190/BE - Mgt Gauntlet
191/BF - Acy Gauntlet
192/C0 - Stealth Cape
193/C1 - Admit 8 Pass
194/C2 - Speed Boots
195/C3 - CureAll Wand
196/C4 - Moon Rock
197/C5 - Ruby Charm
198/C6 - Disruptor
199/C7 - Lich Hand
200/C8 - Phaser
201/C9 - Freeze Wand
202/CA - Energizer
203/CB - Magic Mirror
204/CC - Elven Cloak
205/CD - Elven Boots
206/CE - Sage Robe
207/CF - Enchanted ID
208/D0 - Green Tickt
209/D1 - Yellow Tickt
210/D2 - Red Ticket
211/D3 - Black Ticket
212/D4 - Fe Farthing
213/D5 - Castle Key
214/D6 - Mark's Keys

215/D7 - Dog Whistle
216/D8 - Web Caster
217/D9 - Monster Tome
218/DA - Cupie (Kewpie?) Doll
219/DB - Water Talon
220/DC - Air Talon
221/DD - Fire Talon
222/DE - Earth Talon
223/DF - Element Orb
224/E0 - Gold Goblet
225/E1 - +7 Loincloth
226/E2 - Valor Sword
227/E3 - Honor Sword
228/E4 - Noble Sword
229/E5 - Corak's Soul
230/E6 - Emerald Ring
231/E7 - Water Disc
232/E8 - Air Disc
233/E9 - Fire Disc
234/EA - Earth Disc
235/EB - Sapphire Pin
236/EC - Amethyst Box
237/ED - Coral Broach
238/EE - Lapis Scarab
239/EF - Amber Skull
240/F0 - Quartz Skull
241/F1 - Agate Grail
242/F2 - Opal Pendant
243/F3 - Crystal Vial
244/F4 - Ruby Amulet
245/F5 - Ivory Cameo
246/F6 - Ruby Tiara
247/F7 - Onyx Effigy
248/F8 - Pearl Choker
249/F9 - Topaz Shard
250/FA - Sun Crown
251/FB - J-26 Fluxer
252/FC - M-27 Radicon
253/FD - A-1 Todilor
254/FE - N-19 Capitor
255/FF - Useless Item (That's what it says)

Notes: If you turn off the code, the item will change to whatever item you had there before you turned on the code. Also, if you enter a shop & try to sell something, the first character's item box (within the 'Sell' box) will appear to be empty. Just turn off the code, exit the shop or switch characters, & the items will be there. Items you've obtained with this code that you've transferred to other characters will appear in the 'Sell' box, even if the code is on.

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