Rise of the Phoenix Pro Action Replay Codes

by seannachie   Updated to v1.1 on Aug 25, 2004

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SNES Rise of the Phoenix
Generals PAR codes v. 1.1
(will update after I've tested them again)

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criticism.

Division 1 - Xiang Zhuang
Gold        Provisions   Soldiers
7E3C320F    7E3C340F     7E3C360F
7E3C3327    7E3C3527     7E3C3727

Spirit      Arms
7E3C45FF    7E3C47FF

Division 2 - Tian Ji
Gold        Provisions   Soldiers
7E3C680F    7E3C6A0F     7E3C6C0F
7E3C6927    7E3C6B27     7E3C6D27

Spirit      Arms
7E3C7BFF    7E3C7DFF

Division 3 - Zheng Chang
Gold        Provisions   Soldiers
7E3C830F    7E3C850F     7E3C870F
7E3C8427    7E3C8627     7E3C8827

Spirit      Arms
7E3C96FF    7E3C98FF

Division 4 - Hsiao Jiao
Gold        Provisions   Soldiers
7E3C4D0F    7E3C4F0F     7E3C510F
7E3C4E27    7E3C5027     7E3C5227

Spirit      Arms
7E3C60FF    7E3C62FF

Division 5 - Xiang Yu
Gold        Provisions   Soldiers
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7E3C170F    7E3C190F      7E3C1B0F
7E3C1827    7E3C1A27      7E3C1C27


Spirit      Arms
7E3C2AFF    7E3C2CFF


Forthcoming: PAR codes for all the cities.


Note: All codes give the max amount possible.
For some reason, even if the Spirit code is
active, the unit you are playing will some-
times retreat from battle.  I haven't figured
this out yet.  It's possible another factor
is interfering.
This main reason I hacked the game for these
codes was just to see if it could be done.
I wouldn't use ALL of them - for one thing,
you may not be able to.  I found out when I
was hacking Bahamut Lagoon that Snes9x has a
limit on the amount of codes that the cheat
file can hold. The main reason is that too
much of certain types of cheating can kill
your enjoyment of a game (in my opinion).
For instance, if you make a game too easy,
what's the point of playing it?  There's
got to be SOME challenge to it, right?


finis 8/24/04 updated 8/25
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