

# Super Mario RPG: Legend of the Seven Stars Pro Action Replay Codes

by CouchPotato

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```

ccc oo u u ccc h h pppp oo ttttt aaaa ttttt oo ' ' sss
c o o u u c h h p p o o t a a t o o ' ' s
c o o u u c hhhh pppp o o t aaaa t o o ' ' sss
c o o u u c h h p o o t a a t o o s
ccc oo uuuu ccc h h p oo t a a t oo sss

```

```

SSSSSS UUU UUU PPPPPPP EEEEEEEEE RRRRRRR
SSSSSS UUU UUU PPPPPPP EEEEEEEEE RRRRRRR
SSS UUU UUU PPP PPP EEE RRR RRR
SSS UUU UUU PPP PPP EEE RRR RRR
SSSSSS UUU UUU PPPPPPP EEEEEEE RRRRRRR
SSSSSS UUU UUU PPPPPPP EEEEEEE RRRRRRR
SSS UUU UUU PPP EEE RRR RRR
SSS UUU UUU PPP EEE RRR RRR
SSSSSS UUUUUUUU PPP EEEEEEEEE RRR RRR
SSSSSS UUUUUUU PPP EEEEEEEEE RRR RRR

```

```

MMM MMM AAAAA RRRRRRR III OOOOO
MMMM MMMM AAAAAA RRRRRRRR III OOOOOO
MMMMM MMMMM AAA AAA RRR RRR III OOO OOO
MMMMMM MMMMMM AAA AAA RRR RRR III OOO OOO
MMM MMMMM MMM AAAAAAAAA RRRRRRRR III OOO OOO
MMM MMM MMM AAAAAAAAA RRRRRRR III OOO OOO
MMM MMM AAA AAA RRR RRR III OOO OOO
MMM MMM AAA AAA RRR RRR III OOO OOO
MMM MMM AAA AAA RRR RRR III OOOOOOO
MMM MMM AAA AAA RRR RRR III OOOOO

```

```

RRRRRRR PPPPPPP GGGGGGG
RRRRRRR PPPPPPP GGGGGGG
RRR RRR PPP PPP GGG
RRR RRR PPP PPP GGG
RRRRRRR PPPPPPP GGG GGGG
RRRRRRR PPPPPPP GGG GGGGG
RRR RRR PPP GGG GGG
RRR RRR PPP GGG GGG
RRR RRR PPP GGGGGGG
RRR RRR PPP GGGGGG

```

```

CCCCCC OOOOO DDDDDD EEEEEEE
CCCCCC OOOOOO DDDDDDD EEEEEEE
CCC OOO OOO DDD DDD EEE
CCC OOO OOO DDD DDD EEE
CCC OOO OOO DDD DDD EEEEE
CCC OOO OOO DDD DDD EEEEE
CCC OOO OOO DDD DDD EEE
CCC OOO OOO DDD DDD EEE
CCCCCC OOOOOO DDDDDDD EEEEEEE

```

CCCCCC

O0000

DDDDDD

EEEEEEEE

GGGGGGG	UUU	UUU	III	DDDDDD	EEEEEEEE
GGGGGGG	UUU	UUU	III	DDDDDD	EEEEEEEE
GGG	UUU	UUU	III	DDD DDD	EEE
GGG	UUU	UUU	III	DDD DDD	EEE
GGG GGGG	UUU	UUU	III	DDD DDD	EEEEEE
GGG GGGGG	UUU	UUU	III	DDD DDD	EEEEEE
GGG GGG	UUU	UUU	III	DDD DDD	EEE
GGG GGG	UUU	UUU	III	DDD DDD	EEE
GGGGGGG	UUUUUUUU		III	DDDDDD	EEEEEEEE
GGGGG	UUUUUUU		III	DDDDDD	EEEEEEEE

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VERSION 1.0

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1] VERSION HISTORY =====

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1.0      12-11-2003

         This is the original version.

=====

2] INTRODUCTION =====

=====

Welcome Super Mario RPG fans! This is my FAQ for Super Mario RPG Pro Action  
 Replay codes. Sadly, none of these codes convert into working Game Genie codes.

So if you have a Pro Action Replay (or are using an emulator) enjoy!

=====

3] ITEM MODIFIER CODES =====

=====

Use these codes to change which items you have. You can change your usable items (such as Mushroom or Flower Tab), your equipment (such as Hammer or Pants), and your Rare Items (such as Cricket Pie or Alto Card).

+++++

IMPORTANT!!! +

+++++

It is best that you do not look at your item list while you have the codes on, because you may overwrite items you do not wish to. This is because each time you open the item screen, the items are auto-sorted. When this happens, the item you have a code on for may overwrite other items or multiply.

So you are best off loading the game with the codes on, saving the game, turning the codes off, then loading the game with the codes off. This will avoid any overwriting of items you may wish to keep.

---

3A] Normal Items

---

Use these codes to change which normal items you have.

Keep in mind that the items are auto-sorted, so if you want to add an item, count how many items you have and pick the code for an item higher than that.

For example, if you have 8 items, you would use either a code between Normal Item 9 and Normal Item 29.

WARNING: Do not open your Item list while these codes are on! Doing so may result in some of items turning into the item you have in the code!

NOTE: Replace the ?? in the following codes with a value from below the code for Normal Item 29.

Normal Item 1  
7FF882??

Normal Item 2  
7FF883??

Normal Item 3  
7FF884??

Normal Item 4  
7FF885??

Normal Item 5  
7FF886??

Normal Item 6  
7FF887??

Normal Item 7  
7FF888??

Normal Item 8

7FF889??

Normal Item 9

7FF88A??

Normal Item 10

7FF88B??

Normal Item 11

7FF88C??

Normal Item 12

7FF88D??

Normal Item 13

7FF88E??

Normal Item 14

7FF88F??

Normal Item 15

7FF890??

Normal Item 16

7FF891??

Normal Item 17

7FF892??

Normal Item 18

7FF893??

Normal Item 19

7FF894??

Normal Item 20

7FF895??

Normal Item 21

7FF896??

Normal Item 22

7FF897??

Normal Item 23

7FF898??

Normal Item 24

7FF899??

Normal Item 25

7FF89A??

Normal Item 26

7FF89B??

Normal Item 27

7FF89C??

Normal Item 28

7FF89D??

Normal Item 29

7FF89E??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 60 Mushroom  
?? = 61 Mid Mushroom  
?? = 62 Max Mushroom  
?? = 63 Honey Syrup  
?? = 64 Maple Syrup  
?? = 65 Royal Syrup  
?? = 66 Pick Me Up  
?? = 67 Able Juice  
?? = 68 Bracer  
?? = 69 Energizer  
?? = 6A Yoshi-Ade  
?? = 6B Red Essence  
?? = 6C KerokeroCola  
?? = 6D Yoshi Cookie  
?? = 6E Pure Water  
?? = 6F Sleepy Bomb  
?? = 70 Bad Mushroom  
?? = 71 Fire Bomb  
?? = 72 Ice Bomb  
?? = 73 Flower Tab  
?? = 74 Flower Jar  
?? = 75 Flower Box  
?? = 76 Yoshi Candy  
?? = 77 Froggie Drink  
?? = 78 Muku Cookie  
?? = 79 Elixer  
?? = 7A Megalixer  
?? = 7B See Ya  
?? = 7D Goodie Bag  
?? = 7E EarlierTimes  
?? = 7F Freshen Up  
?? = 81 Wallet  
?? = 83 Rock Candy  
?? = 88 Sheep Attack  
?? = 89 Carbo Cookie  
?? = 8A Shiny Stone  
?? = 8F Lamb's Lure  
?? = 90 Fright Bomb  
?? = 91 Mystery Egg  
?? = 94 Lucky Jewel  
?? = 99 Cystalline  
?? = 9A Power Blast  
?? = 9B Wilt Shroom  
?? = 9C Rotten Mush  
?? = 9D Moldy Mush  
?? = 9E Seed  
?? = 9F Fertilizer  
?? = A0 Waste Basket  
?? = A4 Secret Game (sell for 999 coins!!!)  
?? = AC Fireworks  
?? = AE Bright Card  
?? = AF Mushroom  
?? = B0 Star Egg

?? = FF NOTHING!!

---

### 3B] Equipment

---

Use these codes to change which equipment you have.

Keep in mind that the equipment is auto-sorted, so if you want to add a piece of equipment, count how many pieces of equipment you have and pick the code for a piece of equipment higher than that.

For example, if you have 8 pieces of equipment, you would use a code between Equipment Piece 9 and Equipment Piece 30.

**WARNING:** Do not open your equipment list while these codes are on! Doing so may result in some of your equipment turning into the piece of equipment you have in the code!

**NOTE:** Replace the ?? in the following codes with a value from below the code for Equipment Piece 30.

Equipment Piece 1  
7FF864??

Equipment Piece 2  
7FF865??

Equipment Piece 3  
7FF866??

Equipment Piece 4  
7FF867??

Equipment Piece 5  
7FF868??

Equipment Piece 6  
7FF869??

Equipment Piece 7  
7FF86A??

Equipment Piece 8  
7FF86B??

Equipment Piece 9  
7FF86C??

Equipment Piece 10  
7FF86D??

Equipment Piece 11  
7FF86E??

Equipment Piece 12  
7FF86F??

Equipment Piece 13  
7FF870??

Equipment Piece 14

7FF871??

Equipment Piece 15

7FF872??

Equipment Piece 16

7FF873??

Equipment Piece 17

7FF874??

Equipment Piece 18

7FF875??

Equipment Piece 19

7FF876??

Equipment Piece 20

7FF877??

Equipment Piece 21

7FF878??

Equipment Piece 22

7FF879??

Equipment Piece 23

7FF87A??

Equipment Piece 24

7FF87B??

Equipment Piece 25

7FF87C??

Equipment Piece 26

7FF87D??

Equipment Piece 27

7FF87E??

Equipment Piece 28

7FF87F??

Equipment Piece 29

7FF880??

Equipment Piece 30

7FF881??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 05 Hammer

?? = 06 FroggieStick

?? = 07 NokNok Shell

?? = 08 Punch Glove

?? = 09 Finger Shot

?? = 0A Cymbals

?? = 0B Chomp  
?? = 0C Masher  
?? = 0D Chomp Shell  
?? = 0E Super Hammer  
?? = 0F Hand Gun  
?? = 10 Whomp Glove  
?? = 11 Slap Glove  
?? = 12 Troopa Shell  
?? = 13 Parasol  
?? = 14 Hurly Glove  
?? = 15 Double Punch  
?? = 16 Ribbit Stick  
?? = 17 Spiked Link  
?? = 18 Mega Glove  
?? = 19 War Fan  
?? = 1A Hand Cannon  
?? = 1B Sticky Glove  
?? = 1C Ultra Hammer  
?? = 1D Super Slap  
?? = 1E Drill Claw  
?? = 1F Star Gun  
?? = 20 Sonic Cymbal  
?? = 21 Lazy Shell  
?? = 22 Frying Pan  
?? = 25 Shirt  
?? = 26 Pants  
?? = 27 Thick Shirt  
?? = 28 Thick Pants  
?? = 29 Mega Shirt  
?? = 2A Mega Pants  
?? = 2B Work Pants  
?? = 2C Mega Cape  
?? = 2D Happy Shirt  
?? = 2E Happy Pants  
?? = 2F Happy Cape  
?? = 30 Happy Shell  
?? = 31 Polka Dress  
?? = 32 Sailor Shirt  
?? = 33 Sailor Pants  
?? = 34 Sailor Cape  
?? = 35 NauticaDress  
?? = 36 CourageShell  
?? = 37 Fuzzy Shirt  
?? = 38 Fuzzy Pants  
?? = 39 Fuzzy Cape  
?? = 3A Fuzzy Dress  
?? = 3B Fire Shirt  
?? = 3C Fire Pants  
?? = 3D Fire Cape  
?? = 3E Fire Shell  
?? = 3F Fire Dress  
?? = 40 Hero Shirt  
?? = 41 Prince Pants  
?? = 42 Star Cape  
?? = 43 Heal Shell  
?? = 44 Royal Dress  
?? = 45 Super Shirt  
?? = 46 Lazy Shell  
?? = 4A Zoom Shoes  
?? = 4B Safety Badge



?? = 4C Jump Shoes  
?? = 4D Safety Ring  
?? = 4E Amulet  
?? = 4F Scrooge Ring  
?? = 50 Exp. Booster  
?? = 51 Attack Scarf  
?? = 52 Rare Scarf  
?? = 53 B'tub Ring  
?? = 54 Antidote Pin  
?? = 55 Wake Up Pin  
?? = 56 Fearless Pin  
?? = 57 Trueform Pin  
?? = 58 Coin Trick  
?? = 59 Ghost Medal  
?? = 5A Jinx Belt  
?? = 5B Feather  
?? = 5C Troopa Pin  
?? = 5D Signal Ring  
?? = 5E Quartz Charm  
  
?? = FF NOTHING!!

---

### 3C] Special Items

---

Use these codes to change which special items you have.

Keep in mind that the items are auto-sorted, so if you want to add an item, count how many items you have and pick the code for an item higher than that.

For example, if you have 8 items, you would use either a code between Special Item 9 and Special Item 29.

**WARNING:** Do not open your Special Item list while these codes are on! Doing so may result in some items turning into the item you have in the code!

**NOTE:** Replace the ?? in the following codes with a value from below the code for Normal Item 29.

Special Item 1  
7FF8A0??

Special Item 2  
7FF8A1??

Special Item 3  
7FF8A2??

Special Item 4  
7FF8A3??

Special Item 5  
7FF8A4??

Special Item 6  
7FF8A5??

Special Item 7  
7FF8A6??

Special Item 8

7FF8A7??

Special Item 9

7FF8A8??

Special Item 10

7FF8A9??

Special Item 11

7FF8AA??

Special Item 12

7FF8AB??

Special Item 13

7FF8AC??

Special Item 14

7FF8AD??

Special Item 15

7FF8AE??

Special Item 16

7FF8AF??

NOTE: Replace the ?? in the above codes with one of the following values.

- ?? = 7C Temple Key
- ?? = 80 RareFrogCoin
- ?? = 82 Cricket Pie
- ?? = 84 Castle Key 1
- ?? = 86 Castle Key 2
- ?? = 87 Bambino Bomb
- ?? = 8C Room Key
- ?? = 8D Elder Key
- ?? = 8E Shed Key
- ?? = 92 Beetle Box
- ?? = 93 Beetle Box
- ?? = 96 Soprano Card
- ?? = 97 Alto Card
- ?? = 98 Tenor Card
- ?? = A1 Big Boo Flag
- ?? = A2 DryBonesFlag
- ?? = A3 Greaper Flag
- ?? = A6 Cricket Jam
  
- ?? = FF NOTHING!!

=====  
4] CHARACTER CODES =====  
=====

Use these codes to modify your characters' stats and Special techniques.  
The Special Techniques section is definitely worth a look, because you can give  
ANY character ANY technique! Awesome!

---

4A] Hit Points Codes

---

Use these codes to change your characters' current and max HP. Give them more if you're having trouble, or less if you think the game is too easy.

WARNING: If you leave the Current HP codes on, you will have infinite HP.

NOTE: Replace the XX and YY in the following codes with a value from below the codes for Toadstool.

Mario's Current HP

7FF801YY

7FF802XX

Mario's Max HP

7FF803YY

7FF804XX

Mallow's Current HP

7FF851YY

7FF852XX

Mallow's Max HP

7FF853YY

7FF854XX

Geno's Current HP

7FF83DYY

7FF83EXX

Geno's Max HP

7FF83FYY

7FF840XX

Bowser's Current HP

7FF829YY

7FF82AXX

Bowser's Max HP

7FF82BYY

7FF82CXX

Toadstool's Current HP

7FF815YY

7FF816XX

Toadstool's Max HP

7FF817YY

7FF818XX

NOTE: Replace the XX and YY in the above codes with one of the following values.

XX = 00 YY = 00 HP = 0

XX = 00 YY = 01 HP = 1

XX = 00 YY = 0A HP = 10

XX = 00 YY = 14 HP = 20

XX = 00 YY = 1E HP = 30

XX = 00 YY = 28 HP = 40

XX = 00 YY = 32 HP = 50

XX = 00 YY = 3C HP = 60

XX = 00 YY = 46 HP = 70

XX = 00 YY = 50 HP = 80

XX = 00 YY = 5A HP = 90

XX = 00 YY = 64 HP = 100

XX = 00	YY = 6E	HP = 110
XX = 00	YY = 78	HP = 120
XX = 00	YY = 82	HP = 130
XX = 00	YY = 8C	HP = 140
XX = 00	YY = 96	HP = 150
XX = 00	YY = A0	HP = 160
XX = 00	YY = AA	HP = 170
XX = 00	YY = B4	HP = 180
XX = 00	YY = BE	HP = 190
XX = 00	YY = C8	HP = 200
XX = 00	YY = D2	HP = 210
XX = 00	YY = DC	HP = 220
XX = 00	YY = E6	HP = 230
XX = 00	YY = F0	HP = 240
XX = 00	YY = FA	HP = 250
XX = 01	YY = 04	HP = 260
XX = 01	YY = 0E	HP = 270
XX = 01	YY = 18	HP = 280
XX = 01	YY = 22	HP = 290
XX = 01	YY = 2C	HP = 300
XX = 01	YY = 36	HP = 310
XX = 01	YY = 40	HP = 320
XX = 01	YY = 4A	HP = 330
XX = 01	YY = 54	HP = 340
XX = 01	YY = 5E	HP = 350
XX = 01	YY = 68	HP = 360
XX = 01	YY = 72	HP = 370
XX = 01	YY = 7C	HP = 380
XX = 01	YY = 86	HP = 390
XX = 01	YY = 90	HP = 400
XX = 01	YY = 9A	HP = 410
XX = 01	YY = A4	HP = 420
XX = 01	YY = AE	HP = 430
XX = 01	YY = B8	HP = 440
XX = 01	YY = C2	HP = 450
XX = 01	YY = CC	HP = 460
XX = 01	YY = D6	HP = 470
XX = 01	YY = E0	HP = 480
XX = 01	YY = EA	HP = 490
XX = 01	YY = F4	HP = 500
XX = 01	YY = FE	HP = 510
XX = 02	YY = 08	HP = 520
XX = 02	YY = 12	HP = 530
XX = 02	YY = 1C	HP = 540
XX = 02	YY = 26	HP = 550
XX = 02	YY = 30	HP = 560
XX = 02	YY = 3A	HP = 570
XX = 02	YY = 44	HP = 580
XX = 02	YY = 4E	HP = 590
XX = 02	YY = 58	HP = 600
XX = 02	YY = 62	HP = 610
XX = 02	YY = 6C	HP = 620
XX = 02	YY = 76	HP = 630
XX = 02	YY = 80	HP = 640
XX = 02	YY = 8A	HP = 650
XX = 02	YY = 94	HP = 660
XX = 02	YY = 9E	HP = 670
XX = 02	YY = A8	HP = 680
XX = 02	YY = B2	HP = 690
XX = 02	YY = BC	HP = 700

XX = 02	YY = C6	HP = 710
XX = 02	YY = D0	HP = 720
XX = 02	YY = DA	HP = 730
XX = 02	YY = E4	HP = 740
XX = 02	YY = EE	HP = 750
XX = 02	YY = F8	HP = 760
XX = 03	YY = 02	HP = 770
XX = 03	YY = 0C	HP = 780
XX = 03	YY = 16	HP = 790
XX = 03	YY = 20	HP = 800
XX = 03	YY = 2A	HP = 810
XX = 03	YY = 34	HP = 820
XX = 03	YY = 3E	HP = 830
XX = 03	YY = 48	HP = 840
XX = 03	YY = 52	HP = 850
XX = 03	YY = 5C	HP = 860
XX = 03	YY = 66	HP = 870
XX = 03	YY = 70	HP = 880
XX = 03	YY = 7A	HP = 890
XX = 03	YY = 84	HP = 900
XX = 03	YY = 8E	HP = 910
XX = 03	YY = 98	HP = 920
XX = 03	YY = A2	HP = 930
XX = 03	YY = AC	HP = 940
XX = 03	YY = B6	HP = 950
XX = 03	YY = C0	HP = 960
XX = 03	YY = CA	HP = 970
XX = 03	YY = D4	HP = 980
XX = 03	YY = DE	HP = 990
XX = 03	YY = E7	HP = 999

---

#### 4B] Speed Codes

---

Use these codes to change the speed of your characters. Make them as slow as turtles, or as fast as the wind!

NOTE: Replace the ?? in the following codes with a value from below the code for Toadstool.

Mario's Speed

7FF805??

Mallow's Speed

7FF855??

Geno's Speed

7FF841??

Bowser's Speed

7FF82D??

Toadstool's Speed

7FF819??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00    Speed =    0

?? = 05    Speed =    5

?? = 0A	Speed = 10
?? = 0F	Speed = 15
?? = 14	Speed = 20
?? = 19	Speed = 25
?? = 1E	Speed = 30
?? = 23	Speed = 35
?? = 28	Speed = 40
?? = 2D	Speed = 45
?? = 32	Speed = 50
?? = 37	Speed = 55
?? = 3C	Speed = 60
?? = 41	Speed = 65
?? = 46	Speed = 70
?? = 4B	Speed = 75
?? = 50	Speed = 80
?? = 55	Speed = 85
?? = 5A	Speed = 90
?? = 5F	Speed = 95
?? = 64	Speed = 100
?? = 69	Speed = 105
?? = 6E	Speed = 110
?? = 73	Speed = 115
?? = 78	Speed = 120
?? = 7D	Speed = 125
?? = 82	Speed = 130
?? = 87	Speed = 135
?? = 8C	Speed = 140
?? = 91	Speed = 145
?? = 96	Speed = 150
?? = 9B	Speed = 155
?? = A0	Speed = 160
?? = A5	Speed = 165
?? = AA	Speed = 170
?? = AF	Speed = 175
?? = B4	Speed = 180
?? = B9	Speed = 185
?? = BE	Speed = 190
?? = C3	Speed = 195
?? = C8	Speed = 200
?? = CD	Speed = 205
?? = D2	Speed = 210
?? = D7	Speed = 215
?? = DC	Speed = 220
?? = E1	Speed = 225
?? = E6	Speed = 230
?? = EB	Speed = 235
?? = F0	Speed = 240
?? = F5	Speed = 245
?? = FA	Speed = 250
?? = FF	Speed = 255

---

#### 4C] Attack Codes

---

Use these codes to change your characters' attack. You can have a team that can kill ANY enemy in one hit, or a team that takes 16 hits to kill a goomba!

NOTE: Replace the ?? in the following codes with a value from below the code for Toadstool.

Mario's Attack

7FF806??

Mallow's Attack

7FF856??

Geno's Attack

7FF842??

Bowser's Attack

7FF82E??

Toadstool's Attack

7FF81A??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00	Attack = 0
?? = 05	Attack = 5
?? = 0A	Attack = 10
?? = 0F	Attack = 15
?? = 14	Attack = 20
?? = 19	Attack = 25
?? = 1E	Attack = 30
?? = 23	Attack = 35
?? = 28	Attack = 40
?? = 2D	Attack = 45
?? = 32	Attack = 50
?? = 37	Attack = 55
?? = 3C	Attack = 60
?? = 41	Attack = 65
?? = 46	Attack = 70
?? = 4B	Attack = 75
?? = 50	Attack = 80
?? = 55	Attack = 85
?? = 5A	Attack = 90
?? = 5F	Attack = 95
?? = 64	Attack = 100
?? = 69	Attack = 105
?? = 6E	Attack = 110
?? = 73	Attack = 115
?? = 78	Attack = 120
?? = 7D	Attack = 125
?? = 82	Attack = 130
?? = 87	Attack = 135
?? = 8C	Attack = 140
?? = 91	Attack = 145
?? = 96	Attack = 150
?? = 9B	Attack = 155
?? = A0	Attack = 160
?? = A5	Attack = 165
?? = AA	Attack = 170
?? = AF	Attack = 175
?? = B4	Attack = 180
?? = B9	Attack = 185
?? = BE	Attack = 190
?? = C3	Attack = 195
?? = C8	Attack = 200
?? = CD	Attack = 205

?? = D2 Attack = 210  
?? = D7 Attack = 215  
?? = DC Attack = 220  
?? = E1 Attack = 225  
?? = E6 Attack = 230  
?? = EB Attack = 235  
?? = F0 Attack = 240  
?? = F5 Attack = 245  
?? = FA Attack = 250  
?? = FF Attack = 255

---

#### 4D] Defense Codes

---

Use these codes to change your characters' defense. Make them into weaklings or juggernauts!

NOTE: Replace the ?? in the following codes with a value from below the code for Toadstool.

Mario's Defense

7FF807??

Mallow's Defense

7FF857??

Geno's Defense

7FF843??

Bowser's Defense

7FF82F??

Toadstool's Defense

7FF81B??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00 Defense = 0  
?? = 05 Defense = 5  
?? = 0A Defense = 10  
?? = 0F Defense = 15  
?? = 14 Defense = 20  
?? = 19 Defense = 25  
?? = 1E Defense = 30  
?? = 23 Defense = 35  
?? = 28 Defense = 40  
?? = 2D Defense = 45  
?? = 32 Defense = 50  
?? = 37 Defense = 55  
?? = 3C Defense = 60  
?? = 41 Defense = 65  
?? = 46 Defense = 70  
?? = 4B Defense = 75  
?? = 50 Defense = 80  
?? = 55 Defense = 85  
?? = 5A Defense = 90  
?? = 5F Defense = 95  
?? = 64 Defense = 100  
?? = 69 Defense = 105



?? = 6E	Defense = 110
?? = 73	Defense = 115
?? = 78	Defense = 120
?? = 7D	Defense = 125
?? = 82	Defense = 130
?? = 87	Defense = 135
?? = 8C	Defense = 140
?? = 91	Defense = 145
?? = 96	Defense = 150
?? = 9B	Defense = 155
?? = A0	Defense = 160
?? = A5	Defense = 165
?? = AA	Defense = 170
?? = AF	Defense = 175
?? = B4	Defense = 180
?? = B9	Defense = 185
?? = BE	Defense = 190
?? = C3	Defense = 195
?? = C8	Defense = 200
?? = CD	Defense = 205
?? = D2	Defense = 210
?? = D7	Defense = 215
?? = DC	Defense = 220
?? = E1	Defense = 225
?? = E6	Defense = 230
?? = EB	Defense = 235
?? = F0	Defense = 240
?? = F5	Defense = 245
?? = FA	Defense = 250
?? = FF	Defense = 255

---

#### 4E] Magic Attack Codes

---

Use these codes to change your characters' magic attack. Make them into powerful mages or bumbling tricksters.

NOTE: Replace the ?? in the following codes with a value from below the code for Toadstool.

Mario's Magic Attack

7FF808??

Mallow's Magic Attack

7FF858??

Geno's Magic Attack

7FF844??

Bowser's Magic Attack

7FF830??

Toadstool's Magic Attack

7FF81C??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00    Magic Attack =    0

?? = 05    Magic Attack =    5

?? = 0A	Magic Attack = 10
?? = 0F	Magic Attack = 15
?? = 14	Magic Attack = 20
?? = 19	Magic Attack = 25
?? = 1E	Magic Attack = 30
?? = 23	Magic Attack = 35
?? = 28	Magic Attack = 40
?? = 2D	Magic Attack = 45
?? = 32	Magic Attack = 50
?? = 37	Magic Attack = 55
?? = 3C	Magic Attack = 60
?? = 41	Magic Attack = 65
?? = 46	Magic Attack = 70
?? = 4B	Magic Attack = 75
?? = 50	Magic Attack = 80
?? = 55	Magic Attack = 85
?? = 5A	Magic Attack = 90
?? = 5F	Magic Attack = 95
?? = 64	Magic Attack = 100
?? = 69	Magic Attack = 105
?? = 6E	Magic Attack = 110
?? = 73	Magic Attack = 115
?? = 78	Magic Attack = 120
?? = 7D	Magic Attack = 125
?? = 82	Magic Attack = 130
?? = 87	Magic Attack = 135
?? = 8C	Magic Attack = 140
?? = 91	Magic Attack = 145
?? = 96	Magic Attack = 150
?? = 9B	Magic Attack = 155
?? = A0	Magic Attack = 160
?? = A5	Magic Attack = 165
?? = AA	Magic Attack = 170
?? = AF	Magic Attack = 175
?? = B4	Magic Attack = 180
?? = B9	Magic Attack = 185
?? = BE	Magic Attack = 190
?? = C3	Magic Attack = 195
?? = C8	Magic Attack = 200
?? = CD	Magic Attack = 205
?? = D2	Magic Attack = 210
?? = D7	Magic Attack = 215
?? = DC	Magic Attack = 220
?? = E1	Magic Attack = 225
?? = E6	Magic Attack = 230
?? = EB	Magic Attack = 235
?? = F0	Magic Attack = 240
?? = F5	Magic Attack = 245
?? = FA	Magic Attack = 250
?? = FF	Magic Attack = 255

---

#### 4F] Magic Defense Codes

---

Use these codes to change your characters' magic defense. Make them invulnerable to magic, or easily killed by it.

NOTE: Replace the ?? in the following codes with a value from below the code for Toadstool.

Mario's Magic Defense

7FF809??

Mallow's Magic Defense

7FF859??

Geno's Magic Defense

7FF845??

Bowser's Magic Defense

7FF831??

Toadstool's Magic Defense

7FF81D??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00	Magic Defense = 0
?? = 05	Magic Defense = 5
?? = 0A	Magic Defense = 10
?? = 0F	Magic Defense = 15
?? = 14	Magic Defense = 20
?? = 19	Magic Defense = 25
?? = 1E	Magic Defense = 30
?? = 23	Magic Defense = 35
?? = 28	Magic Defense = 40
?? = 2D	Magic Defense = 45
?? = 32	Magic Defense = 50
?? = 37	Magic Defense = 55
?? = 3C	Magic Defense = 60
?? = 41	Magic Defense = 65
?? = 46	Magic Defense = 70
?? = 4B	Magic Defense = 75
?? = 50	Magic Defense = 80
?? = 55	Magic Defense = 85
?? = 5A	Magic Defense = 90
?? = 5F	Magic Defense = 95
?? = 64	Magic Defense = 100
?? = 69	Magic Defense = 105
?? = 6E	Magic Defense = 110
?? = 73	Magic Defense = 115
?? = 78	Magic Defense = 120
?? = 7D	Magic Defense = 125
?? = 82	Magic Defense = 130
?? = 87	Magic Defense = 135
?? = 8C	Magic Defense = 140
?? = 91	Magic Defense = 145
?? = 96	Magic Defense = 150
?? = 9B	Magic Defense = 155
?? = A0	Magic Defense = 160
?? = A5	Magic Defense = 165
?? = AA	Magic Defense = 170
?? = AF	Magic Defense = 175
?? = B4	Magic Defense = 180
?? = B9	Magic Defense = 185
?? = BE	Magic Defense = 190
?? = C3	Magic Defense = 195
?? = C8	Magic Defense = 200
?? = CD	Magic Defense = 205

?? = D2 Magic Defense = 210  
?? = D7 Magic Defense = 215  
?? = DC Magic Defense = 220  
?? = E1 Magic Defense = 225  
?? = E6 Magic Defense = 230  
?? = EB Magic Defense = 235  
?? = F0 Magic Defense = 240  
?? = F5 Magic Defense = 245  
?? = FA Magic Defense = 250  
?? = FF Magic Defense = 255

---

#### 4G] Special Technique Codes

---

Use these codes to change which special techniques your characters have. You can give any character any spell! Or even ALL spells!

EXAMPLE: Here's an example of how to pick the techniques for a character. Keep in mind that in each of a characters four codes, there are two values to enter. An X and a Y. Each of these values controls four techs.

Say you want to give Mario Ultra Flame, Ultra Jump, Mute, Terrorize, Geno Beam, and Star Rain. The codes for this would be:

7FF81030 + 7FF81114 + 7FF81201 + 7FF81304

Confused? If so, read on.

First you look and see which techs are in which groups.

Here's a quick breakdown:

Group 1:

In the "X =" part: Jump, Fire Orb, Super Jump, Super Flame

In the "Y =" part: Ultra Jump, Ultra Flame, Therapy, Group Hug

Group 2:

In the "X =" part: Sleepy Time, Come Back, Mute, Psych Bomb

In the "Y =" part: Terrorize, Poison Gas, Crush, Bowser Crush

Group 3:

In the "X =" part: Geno Beam, Geno Boost, Geno Whirl, Geno Blast

In the "Y =" part: Geno Flash, Thunderbolt, HP Rain, Psychopath

Group 4:

Only has one part: Shicker, Snowy, Star Rain

Ultra Flame and Ultra Jump are both in Group 1("Y =" part), Mute is in Group 2("X =" part), Terrorize is in Group 2("Y =" part), Geno Beam is in Group 3("X =" part), and Star Rain is in Group 4. Note that Group 4 is the only group with only one part. Okay, one group at a time.

Let's do Group 1 first. Both Ultra Jump and ultra Flame are in the 2nd part of Group 1, the "Y =" part. None of the spells are in the "X =" part, so X = 0. Ultra Flame and Ultra Jump are both in the "Y =" part, so look at the list of "Y =" and find "Ultra Jump + Ultra Flame". At the beginning of this line is the value. So Y = 3. Put these values into Mario's Tech Group 1 code, so it goes from 7FF810YX to 7FF81030.

Get the idea? Well, if you don't, keep reading this example.

Onto Group 2. Since only Mute is in Group 2's "X =" part, go ahead and

find Mute in the "X =" list for group 2. X = 4 is to the left of Mute so X = 4. Only Terrorize is in Group 2's "Y =" part, so find it in the "Y =" list. Y = 1. Replace the X and Y in Mario's Tech Group 2 code with these values. So 7FF811YX becomes 7FF81114. So far you have 7FF81030 and 7FF81114. Just a little more to go.

You got it now, right? Do the same thing for Mario's Group 3 code. You should get 7FF81201.

The Group 4 code is easier, because there is only an X to replace. Star Rain is X = 4, so you should get 7FF81304. Add these two codes to the ones you have so far. You should get 7FF81030, 7FF81114, 7FF81201, and 7FF81304.

If you are still confused, or have a easier way of explaining this, go ahead and e-mail me at the address at the bottom of this FAQ.

**WARNING:** If you give a character more than 6 spells, when you go to the Special menu it will look messed up, but it will still work fine.

ALSO, when a character uses certain spells they were not meant to use, they will morph into the character whose spell they used until their next turn.

**NOTE:** Replace the X and Y in the following codes with values from below the codes for Toadstool. MAKE SURE YOU CHOOSE FROM THE RIGHT GROUP!

Otherwise you might not get the spells you wanted.

For more info, see the example above.

Mario's Tech Group 1

7FF810YX

Mario's Tech Group 2

7FF811YX

Mario's Tech Group 3

7FF812YX

Mario's Tech Group 4

7FF813YX

Mallow's Tech Group 1

7FF860YX

Mallow's Tech Group 2

7FF861YX

Mallow's Tech Group 3

7FF862YX

Mallow's Tech Group 4

7FF863YX

Geno's Tech Group 1

7FF84CYX

Geno's Tech Group 2

7FF84DYX

Geno's Tech Group 3

7FF84EYX

Geno's Tech Group 4

7FF84FYX

Bowser's Tech Group 1

7FF838YX

Bowser's Tech Group 2

7FF839YX

Bowser's Tech Group 3

7FF83AYX

Bowser's Tech Group 4  
7FF83BYX

Toadstool's Tech Group 1  
7FF824YX

Toadstool's Tech Group 2  
7FF825YX

Toadstool's Tech Group 3  
7FF826YX

Toadstool's Tech Group 4  
7FF827YX

NOTE: Use the following lists to find which values you should replace the X and Y in the above codes with.

For more info, see the example right before the above codes.

.....

GROUP 1:

.....

X = 0 NONE OF THESE  
X = 1 Jump  
X = 2 Fire Orb  
X = 4 Super Jump  
X = 8 Super Flame

X = 3 Jump + Fire Orb  
X = 5 Jump + Super Jump  
X = 9 Jump + Super Flame  
X = 6 Fire Orb + Super Jump  
X = A Fire Orb + Super Flame  
X = C Super Jump + Super Flame  
X = 7 Jump + Fire Orb + Super Jump  
X = B Jump + Fire Orb + Super Flame  
X = D Jump + Super Jump + Super Flame  
X = E Fire Orb + Super Jump + Super Flame  
X = F Jump + Fire Orb + Super Jump + Super Flame

. . . . .

Y = 0 NONE OF THESE  
Y = 1 Ultra Jump  
Y = 2 Ultra Flame  
Y = 3 Therapy  
Y = 8 Group Hug

Y = 3 Ultra Jump + Ultra Flame  
Y = 5 Ultra Jump + Therapy  
Y = 9 Ultra Jump + Group Hug  
Y = 6 Ultra Flame + Therapy  
Y = A Ultra Flame + Group Hug  
Y = C Therapy + Group Hug  
Y = 7 Ultra Jump + Ultra Flame + Therapy  
Y = B Ultra Jump + Ultra Flame + Group Hug  
Y = D Ultra Jump + Therapy + Group Hug  
Y = E Ultra Flame + Therapy + Group Hug  
Y = F Ultra Jump + Ultra Flame + Therapy + Group Hug

.....

GROUP 2:

.....

- X = 0 NONE OF THESE
- X = 1 Sleepy Time
- X = 2 Come Back
- X = 4 Mute
- X = 8 Psych Bomb
  
- X = 3 Sleepy Time + Come Back
- X = 5 Sleepy Time + Mute
- X = 9 Sleepy Time + Psych Bomb
- X = 6 Come Back + Mute
- X = A Come Back + Psych Bomb
- X = C Mute + Psych Bomb
- X = 7 Sleepy Time + Come Back + Mute
- X = B Sleepy Time + Come Back + Psych Bomb
- X = D Sleepy Time + Mute + Psych Bomb
- X = E Come Back + Mute + Psych Bomb
- X = F Sleepy Time + Come Back + Mute + Psych Bomb

. . . . .

Y = 0 NONE OF THESE

- Y = 1 Terrorize
- Y = 2 Poison Gas
- Y = 4 Crusher
- Y = 8 Bowser Crush
  
- Y = 3 Terrorize + Poison Gas
- Y = 5 Terrorize + Crusher
- Y = 9 Terrorize + Bowser Crush
- Y = 6 Poison Gas + Crusher
- Y = A Poison Gas + Bowser Crush
- Y = C Crusher + Bowser Crush
- Y = 7 Terrorize + Poison Gas + Crusher
- Y = B Terrorize + Poison Gas + Bowser Crush
- Y = D Terrorize + Crusher + Bowser Crush
- Y = E Poison Gas + Crusher + Bowser Crush
- Y = F Terrorize + Poison Gas + Crusher + Bowser Crush

GROUP 3:

.....

- X = 0 NONE OF THESE
- X = 1 Geno Beam
- X = 2 Geno Boost
- X = 4 Geno Whirl
- X = 8 Geno Blast
  
- X = 3 Geno Beam + Geno Boost
- X = 5 Geno Beam + Geno Whirl
- X = 9 Geno Beam + Geno Blast
- X = 6 Geno Boost + Geno Whirl
- X = A Geno Boost + Geno Blast
- X = C Geno Whirl + Geno Blast
- X = 7 Geno Beam + Geno Boost + Geno Whirl
- X = B Geno Beam + Geno Boost + Geno Blast
- X = D Geno Beam + Geno Whirl + Geno Blast
- X = E Geno Boost + Geno Whirl + Geno Blast

X = F Geno Beam + Geno Boost + Geno Whirl + Geno Blast

. . . . .

Y = 0 NONE OF THESE

Y = 1 Geno Flash

Y = 2 Thunderbolt

Y = 4 HP Rain

Y = 8 Psychopath

Y = 3 Geno Flash + Thunderbolt

Y = 5 Geno Flash + HP Rain

Y = 9 Geno Flash + Psychopath

Y = 6 Thunderbolt + HP Rain

Y = A Thunderbolt + Psychopath

Y = C HP Rain + Psychopath

Y = 7 Geno Flash + Thunderbolt + HP Rain

Y = B Geno Flash + Thunderbolt + Psychopath

Y = D Geno Flash + HP Rain + Psychopath

Y = E Thunderbolt + HP Rain + Psychopath

Y = F Geno Flash + Thunderbolt + HP Rain + Psychopath

.....

GROUP 4:

.....

X = 0 NONE OF THESE

X = 1 Shocker

X = 2 Snowy

X = 4 Star Rain

X = 3 Shocker + Snowy

X = 5 Shocker + Star Rain

X = 6 Snowy + Star Rain

X = 7 Shocker + Snowy + Star Rain

=====
5] MISCELLANEOUS CODES =====
=====

This is where you will find all the codes that aren't extensive enough to have their own sections. It is also the section that will probably see the most updates.

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5A] Flower Points Codes
-----

These are the codes to change your current and maximum Flower Points. Set your Flower Points high to make the game a little easier, or set them low to add challenge! Or make the game super easy by leaving the Current Flower Points code on! Infinite Flower Points!

WARNING: If you leave the Current Flower Points code on, you will have infinite Flower Points.

NOTE: Replace the ?? in the following codes with a value from below the Maximum Flower Points code.

Current Flower Points

7FF8B1??



Maximum Flower Points

7FF8B2??

NOTE: Replace the ?? in the above codes with one of the following values.

?? = 00	Flower Points = 0
?? = 01	Flower Points = 1
?? = 02	Flower Points = 2
?? = 03	Flower Points = 3
?? = 04	Flower Points = 4
?? = 05	Flower Points = 5
?? = 06	Flower Points = 6
?? = 07	Flower Points = 7
?? = 08	Flower Points = 8
?? = 09	Flower Points = 9
?? = 0A	Flower Points = 10
?? = 0B	Flower Points = 11
?? = 0C	Flower Points = 12
?? = 0D	Flower Points = 13
?? = 0E	Flower Points = 14
?? = 0F	Flower Points = 15
?? = 10	Flower Points = 16
?? = 11	Flower Points = 17
?? = 12	Flower Points = 18
?? = 13	Flower Points = 19
?? = 14	Flower Points = 20
?? = 15	Flower Points = 21
?? = 16	Flower Points = 22
?? = 17	Flower Points = 23
?? = 18	Flower Points = 24
?? = 19	Flower Points = 25
?? = 1A	Flower Points = 26
?? = 1B	Flower Points = 27
?? = 1C	Flower Points = 28
?? = 1D	Flower Points = 29
?? = 1E	Flower Points = 30
?? = 1F	Flower Points = 31
?? = 20	Flower Points = 32
?? = 21	Flower Points = 33
?? = 22	Flower Points = 34
?? = 23	Flower Points = 35
?? = 24	Flower Points = 36
?? = 25	Flower Points = 37
?? = 26	Flower Points = 38
?? = 27	Flower Points = 39
?? = 28	Flower Points = 40
?? = 29	Flower Points = 41
?? = 2A	Flower Points = 42
?? = 2B	Flower Points = 43
?? = 2C	Flower Points = 44
?? = 2D	Flower Points = 45
?? = 2E	Flower Points = 46
?? = 2F	Flower Points = 47
?? = 30	Flower Points = 48
?? = 31	Flower Points = 49
?? = 32	Flower Points = 50
?? = 33	Flower Points = 51
?? = 34	Flower Points = 52
?? = 35	Flower Points = 53
?? = 36	Flower Points = 54

?? = 37 Flower Points = 55  
?? = 38 Flower Points = 56  
?? = 39 Flower Points = 57  
?? = 3A Flower Points = 58  
?? = 3B Flower Points = 59  
?? = 3C Flower Points = 60  
?? = 3D Flower Points = 61  
?? = 3E Flower Points = 62  
?? = 3F Flower Points = 63  
?? = 40 Flower Points = 64  
?? = 41 Flower Points = 65  
?? = 42 Flower Points = 66  
?? = 43 Flower Points = 67  
?? = 44 Flower Points = 68  
?? = 45 Flower Points = 69  
?? = 46 Flower Points = 70  
?? = 47 Flower Points = 71  
?? = 48 Flower Points = 72  
?? = 49 Flower Points = 73  
?? = 4A Flower Points = 74  
?? = 4B Flower Points = 75  
?? = 4C Flower Points = 76  
?? = 4D Flower Points = 77  
?? = 4E Flower Points = 78  
?? = 4F Flower Points = 79  
?? = 50 Flower Points = 80  
?? = 51 Flower Points = 81  
?? = 52 Flower Points = 82  
?? = 53 Flower Points = 83  
?? = 54 Flower Points = 84  
?? = 55 Flower Points = 85  
?? = 56 Flower Points = 86  
?? = 57 Flower Points = 87  
?? = 58 Flower Points = 88  
?? = 59 Flower Points = 89  
?? = 5A Flower Points = 90  
?? = 5B Flower Points = 91  
?? = 5C Flower Points = 92  
?? = 5D Flower Points = 93  
?? = 5E Flower Points = 94  
?? = 5F Flower Points = 95  
?? = 60 Flower Points = 96  
?? = 61 Flower Points = 97  
?? = 62 Flower Points = 98  
?? = 63 Flower Points = 99

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#### 5B] Gold Coins Codes

---

Use these codes to change the amount of Coins you have. Set it to 0 if you are playing a No Gold Game, or max it out if you're as greedy as me! (MONEY!)

NOTE: Replace the XX and YY in the following code with a value from below it.

Gold Coins

7FF8AFYY

7FF8B0XX

XX = 00 YY = 00 Coins = 0

XX = 00	YY = 01	Coins = 1
XX = 00	YY = 0A	Coins = 10
XX = 00	YY = 14	Coins = 20
XX = 00	YY = 1E	Coins = 30
XX = 00	YY = 28	Coins = 40
XX = 00	YY = 32	Coins = 50
XX = 00	YY = 3C	Coins = 60
XX = 00	YY = 46	Coins = 70
XX = 00	YY = 50	Coins = 80
XX = 00	YY = 5A	Coins = 90
XX = 00	YY = 64	Coins = 100
XX = 00	YY = 6E	Coins = 110
XX = 00	YY = 78	Coins = 120
XX = 00	YY = 82	Coins = 130
XX = 00	YY = 8C	Coins = 140
XX = 00	YY = 96	Coins = 150
XX = 00	YY = A0	Coins = 160
XX = 00	YY = AA	Coins = 170
XX = 00	YY = B4	Coins = 180
XX = 00	YY = BE	Coins = 190
XX = 00	YY = C8	Coins = 200
XX = 00	YY = D2	Coins = 210
XX = 00	YY = DC	Coins = 220
XX = 00	YY = E6	Coins = 230
XX = 00	YY = F0	Coins = 240
XX = 00	YY = FA	Coins = 250
XX = 01	YY = 04	Coins = 260
XX = 01	YY = 0E	Coins = 270
XX = 01	YY = 18	Coins = 280
XX = 01	YY = 22	Coins = 290
XX = 01	YY = 2C	Coins = 300
XX = 01	YY = 36	Coins = 310
XX = 01	YY = 40	Coins = 320
XX = 01	YY = 4A	Coins = 330
XX = 01	YY = 54	Coins = 340
XX = 01	YY = 5E	Coins = 350
XX = 01	YY = 68	Coins = 360
XX = 01	YY = 72	Coins = 370
XX = 01	YY = 7C	Coins = 380
XX = 01	YY = 86	Coins = 390
XX = 01	YY = 90	Coins = 400
XX = 01	YY = 9A	Coins = 410
XX = 01	YY = A4	Coins = 420
XX = 01	YY = AE	Coins = 430
XX = 01	YY = B8	Coins = 440
XX = 01	YY = C2	Coins = 450
XX = 01	YY = CC	Coins = 460
XX = 01	YY = D6	Coins = 470
XX = 01	YY = E0	Coins = 480
XX = 01	YY = EA	Coins = 490
XX = 01	YY = F4	Coins = 500
XX = 01	YY = FE	Coins = 510
XX = 02	YY = 08	Coins = 520
XX = 02	YY = 12	Coins = 530
XX = 02	YY = 1C	Coins = 540
XX = 02	YY = 26	Coins = 550
XX = 02	YY = 30	Coins = 560
XX = 02	YY = 3A	Coins = 570
XX = 02	YY = 44	Coins = 580
XX = 02	YY = 4E	Coins = 590

XX = 02	YY = 58	Coins = 600
XX = 02	YY = 62	Coins = 610
XX = 02	YY = 6C	Coins = 620
XX = 02	YY = 76	Coins = 630
XX = 02	YY = 80	Coins = 640
XX = 02	YY = 8A	Coins = 650
XX = 02	YY = 94	Coins = 660
XX = 02	YY = 9E	Coins = 670
XX = 02	YY = A8	Coins = 680
XX = 02	YY = B2	Coins = 690
XX = 02	YY = BC	Coins = 700
XX = 02	YY = C6	Coins = 710
XX = 02	YY = D0	Coins = 720
XX = 02	YY = DA	Coins = 730
XX = 02	YY = E4	Coins = 740
XX = 02	YY = EE	Coins = 750
XX = 02	YY = F8	Coins = 760
XX = 03	YY = 02	Coins = 770
XX = 03	YY = 0C	Coins = 780
XX = 03	YY = 16	Coins = 790
XX = 03	YY = 20	Coins = 800
XX = 03	YY = 2A	Coins = 810
XX = 03	YY = 34	Coins = 820
XX = 03	YY = 3E	Coins = 830
XX = 03	YY = 48	Coins = 840
XX = 03	YY = 52	Coins = 850
XX = 03	YY = 5C	Coins = 860
XX = 03	YY = 66	Coins = 870
XX = 03	YY = 70	Coins = 880
XX = 03	YY = 7A	Coins = 890
XX = 03	YY = 84	Coins = 900
XX = 03	YY = 8E	Coins = 910
XX = 03	YY = 98	Coins = 920
XX = 03	YY = A2	Coins = 930
XX = 03	YY = AC	Coins = 940
XX = 03	YY = B6	Coins = 950
XX = 03	YY = C0	Coins = 960
XX = 03	YY = CA	Coins = 970
XX = 03	YY = D4	Coins = 980
XX = 03	YY = DE	Coins = 990
XX = 03	YY = E7	Coins = 999

---

#### 5C] Frog Coins Codes

---

Use these codes to change how many Frog Coins you have. Set it to 0 if you are playing a No Purchase Game, or to max(999) if you are greedy like me!

NOTE: Replace the XX and YY in the following code with a value from below it.

Frog Coins

7FF8B3YY

7FF8B4XX

XX = 00	YY = 00	Frog Coins = 0
XX = 00	YY = 01	Frog Coins = 1
XX = 00	YY = 0A	Frog Coins = 10
XX = 00	YY = 14	Frog Coins = 20
XX = 00	YY = 1E	Frog Coins = 30

XX = 00	YY = 28	Frog Coins = 40
XX = 00	YY = 32	Frog Coins = 50
XX = 00	YY = 3C	Frog Coins = 60
XX = 00	YY = 46	Frog Coins = 70
XX = 00	YY = 50	Frog Coins = 80
XX = 00	YY = 5A	Frog Coins = 90
XX = 00	YY = 64	Frog Coins = 100
XX = 00	YY = 6E	Frog Coins = 110
XX = 00	YY = 78	Frog Coins = 120
XX = 00	YY = 82	Frog Coins = 130
XX = 00	YY = 8C	Frog Coins = 140
XX = 00	YY = 96	Frog Coins = 150
XX = 00	YY = A0	Frog Coins = 160
XX = 00	YY = AA	Frog Coins = 170
XX = 00	YY = B4	Frog Coins = 180
XX = 00	YY = BE	Frog Coins = 190
XX = 00	YY = C8	Frog Coins = 200
XX = 00	YY = D2	Frog Coins = 210
XX = 00	YY = DC	Frog Coins = 220
XX = 00	YY = E6	Frog Coins = 230
XX = 00	YY = F0	Frog Coins = 240
XX = 00	YY = FA	Frog Coins = 250
XX = 01	YY = 04	Frog Coins = 260
XX = 01	YY = 0E	Frog Coins = 270
XX = 01	YY = 18	Frog Coins = 280
XX = 01	YY = 22	Frog Coins = 290
XX = 01	YY = 2C	Frog Coins = 300
XX = 01	YY = 36	Frog Coins = 310
XX = 01	YY = 40	Frog Coins = 320
XX = 01	YY = 4A	Frog Coins = 330
XX = 01	YY = 54	Frog Coins = 340
XX = 01	YY = 5E	Frog Coins = 350
XX = 01	YY = 68	Frog Coins = 360
XX = 01	YY = 72	Frog Coins = 370
XX = 01	YY = 7C	Frog Coins = 380
XX = 01	YY = 86	Frog Coins = 390
XX = 01	YY = 90	Frog Coins = 400
XX = 01	YY = 9A	Frog Coins = 410
XX = 01	YY = A4	Frog Coins = 420
XX = 01	YY = AE	Frog Coins = 430
XX = 01	YY = B8	Frog Coins = 440
XX = 01	YY = C2	Frog Coins = 450
XX = 01	YY = CC	Frog Coins = 460
XX = 01	YY = D6	Frog Coins = 470
XX = 01	YY = E0	Frog Coins = 480
XX = 01	YY = EA	Frog Coins = 490
XX = 01	YY = F4	Frog Coins = 500
XX = 01	YY = FE	Frog Coins = 510
XX = 02	YY = 08	Frog Coins = 520
XX = 02	YY = 12	Frog Coins = 530
XX = 02	YY = 1C	Frog Coins = 540
XX = 02	YY = 26	Frog Coins = 550
XX = 02	YY = 30	Frog Coins = 560
XX = 02	YY = 3A	Frog Coins = 570
XX = 02	YY = 44	Frog Coins = 580
XX = 02	YY = 4E	Frog Coins = 590
XX = 02	YY = 58	Frog Coins = 600
XX = 02	YY = 62	Frog Coins = 610
XX = 02	YY = 6C	Frog Coins = 620
XX = 02	YY = 76	Frog Coins = 630

XX = 02 YY = 80 Frog Coins = 640  
XX = 02 YY = 8A Frog Coins = 650  
XX = 02 YY = 94 Frog Coins = 660  
XX = 02 YY = 9E Frog Coins = 670  
XX = 02 YY = A8 Frog Coins = 680  
XX = 02 YY = B2 Frog Coins = 690  
XX = 02 YY = BC Frog Coins = 700  
XX = 02 YY = C6 Frog Coins = 710  
XX = 02 YY = D0 Frog Coins = 720  
XX = 02 YY = DA Frog Coins = 730  
XX = 02 YY = E4 Frog Coins = 740  
XX = 02 YY = EE Frog Coins = 750  
XX = 02 YY = F8 Frog Coins = 760  
XX = 03 YY = 02 Frog Coins = 770  
XX = 03 YY = 0C Frog Coins = 780  
XX = 03 YY = 16 Frog Coins = 790  
XX = 03 YY = 20 Frog Coins = 800  
XX = 03 YY = 2A Frog Coins = 810  
XX = 03 YY = 34 Frog Coins = 820  
XX = 03 YY = 3E Frog Coins = 830  
XX = 03 YY = 48 Frog Coins = 840  
XX = 03 YY = 52 Frog Coins = 850  
XX = 03 YY = 5C Frog Coins = 860  
XX = 03 YY = 66 Frog Coins = 870  
XX = 03 YY = 70 Frog Coins = 880  
XX = 03 YY = 7A Frog Coins = 890  
XX = 03 YY = 84 Frog Coins = 900  
XX = 03 YY = 8E Frog Coins = 910  
XX = 03 YY = 98 Frog Coins = 920  
XX = 03 YY = A2 Frog Coins = 930  
XX = 03 YY = AC Frog Coins = 940  
XX = 03 YY = B6 Frog Coins = 950  
XX = 03 YY = C0 Frog Coins = 960  
XX = 03 YY = CA Frog Coins = 970  
XX = 03 YY = D4 Frog Coins = 980  
XX = 03 YY = DE Frog Coins = 990  
XX = 03 YY = E7 Frog Coins = 999

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6] CREDITS & LEGAL INFO =====  
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If you have any comments, corrections, questions, or code requests, send me an e-mail at [newcouchpotato@aol.com](mailto:newcouchpotato@aol.com) , but make sure you put SUPER MARIO somewhere in the subject so I don't delete your mail when i'm getting rid of the SPAM in my mailbox.

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