Super Mario RPG: Legend of the Seven Stars Battle Stage PAR Codes

by Super Jumper Mario2

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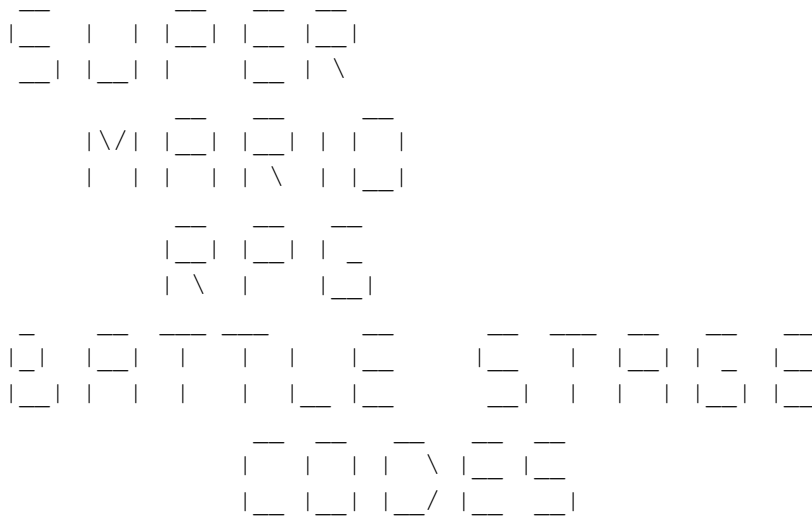
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This FAQ is for Super Mario RPG and a Pro Action Replay cartridge. These
codes will work with a PAR cartridge but not with a Game-Genie, unless you
use a conversion utility to convert the codes.

The purpose for this FAQ is for people that want to fight on a battle stage
and then normal stage that's loaded for the enemy or for the world/level.
This can also be useful if anyone would like to make some special snapshots
of different enemies on different stage. You can also use other FAQ on
GameFAQs to use with this FAQ. This FAQ is best viewed in Courier font
size 10.

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TABLE OF CONTENTS

1. VERSION OF HISTORY
      This will be for any changes I make for the FAQ.

2. REQUIRED CODE TO USE
      This is the main code you will use.

3. BATTLE STAGE CODES
      These are the numbers you use to switch with the variable.

4. CREDIT AND LEGAL STUFF
      This is for crediting people and legal info about my FAQ.

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1. VERSION OF HISTORY
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v1.0, 4-1-05, This is my first version for this guide/FAQ. This may or

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                         may not be a complete version of my guide yet.


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2. REQUIRED CODE TO USE
-=-==-==============================-==-==========-=-
The battle sage code you will use to change the battle stage of where you
fight is:


7E004Bxx  (xx = is the variable you'll change to select the stage you want
              to use and fight on.)


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3. BATTLE STAGE CODES
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Use these numbers to change the xx in the required code to change the
outcome of the stage that is used to fight when you are about to enter a
battle with the enemy.  If it says BOSS then that's the stage where you
fight the boss of that enemy, I will mention who the boss is.  If there's
anything in () that means it's just some notes to maybe look at.  Also
there are some stages that are completely glitched and messed up.  Names
with * in it means that it may be a specific part of that level.


00 = Forest
01 =   BOSS: Bowyer                  (tree stump)
02 = Bean Valley
03 =   BOSS: King Kalamari           (2nd set of tenticals, misplacement)
04 = Sunken Ship *Above Water
05 = Coal Mines
06 = Coal Mines                      (glitched up?? Has a "blue 80" on it)
07 = Bowser's Keep
08 =   BOSS: Czar Dragon
09 = Mushroom Way *1st part, Bandit's Way
0A = Bowser's Keep
0B = Booster's Pass, Lands End
0C = Booster's Tower
0D = Mushroom Kingdom *Inside Castle (when it's under Mack's control)
0E = Kero Sewers *Underwater        (changes all color palettes for enemies
                                      that don't go underwater, hence no
                                      underwater palette)
0F = Mushroom Kingdom
10 =   BOSS: Exor                    (has Exor background of body)
11 =   BOSS: Knife Guy & Crate Guy
12 =   BOSS: Count Down              (has Count Down background of body)
13 = Gate
14 = Barrel Volcano
15 = Kero Sewers *Above Water
16 = Nimbus Land
17 =   BOSS: Birdo                   (has bottom half of egg shell)
18 =   BOSS: Valentina
19 =   BOSS: Punchinello             (I think?)
1A = GLITCHED UP: Stage, not sure
1B = GLITCHED UP: Stage, Forest      (not bad though)
1C = Mushroom Kingdom *Outside       (under Mack's control)
1D =   BOSS: Bowser (first time) and Boomer
1E = Forest                          (scene when Mario and Mallow talk when
                                      the battle of Bowyer and Geno start)
1F = GLITCHED UP: Stage, LEVEL UP!   (lol, this is a funny one.  The HP
                                      meter scroll from right to left bottom
                                      glitched up.)
20 = GLITCHED UP: Stage, background for LEVEL UP!  ?
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21 = Mushroom Way *2nd part
22 = Unknown Underwater Stage?  Will confirm later.
23 =   BOSS: Bundt and Raspberry    (against that big cake)
24 = Star Hill
25 =   BOSS: Yaridovich
26 = Sunken Ship *Underwater         (I think?)
27 =   BOSS: Axem Rangers
28 =   BOSS: Cloaker and Domino      (misplacement)
29 = Bean Valley
2A =   BOSS: Belome 1
2B = Land's End                      (against those ants in the whirlpools)
2C =   BOSS: Smithy *1st part
2D =   BOSS: Smithy *2ns part
2E =   BOSS: Jinx
2F =   BOSS: Culex
30 = Factory
31 = Belome 2
```

**Most of these depend on which monsters you fight (ex: I fought in Bowser's
Keep against Goomba (2) and Spikey (1) and there is a carpet in the middle
and these codes affected that carpet but somewhat keep the shape of it.
Also the color palettes on the tiles may depend on the sprites that are on
screen.**

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32 - 3D = GLITCHED UP: Stage, mostly green
3E = GLITCHED UP: Stage, totally blank - white
3F = GLITCHED UP: Stage, totally blank - black
40 - 44 = GLITCHED UP: Stage, most green but with tan rectangles
45 = GLITCHED UP: Stage, most light blue but with tan rectangles
46 - 5F = GLITCHED UP: Stage, most green but with tan rectangles
60 = GLITCHED UP: Stage, black and grey with some kind of tile formation
61 = GLITCHED UP: Stage, chandaleers that are glitched up with red and black
                 tile formations in the background
62 = GLITCHED UP: Stage, black and purple with some kind of tile formation
63 = GLITCHED UP: Stage, glitched up Star Hill perhaps?
64 = GLITCHED UP: Stage, grey BC with yellow dots? Some glitches also.
65 = GLITCHED UP: Stage, yellow tiles and strange formation at top left
66 = GLITCHED UP: Stage, yellow/blue tiles and strange formation at left
67 = GLITCHED UP: Stage, red/grey tiles with 2 strange formations
68 = GLITCHED UP: Stage, black and grey with some kind of tile formation
69 = GLITCHED UP: Stage, chandaleers that are glitched up with red and black
                 tile formations in the background
6A = GLITCHED UP: Stage, black and purple with some kind of tile formation
6B = GLITCHED UP: Stage, Like 63 but different colors
6C = GLITCHED UP: Stage, Blue BG with yellow dots?
6D = GLITCHED UP: Stage, yellow tiles and strange formation at top left
6E = GLITCHED UP: Stage, blue BG with strange formation at top left
6F = GLITCHED UP: Stage, black/yellow tiles with strange formations
70 = GLITCHED UP: Stage, looks like some tiles with different colors show up
71 = GLITCHED UP: Stage, black and hot pink with some kind of tile formation
72 = GLITCHED UP: Stage, like 71 but more hot pink shows
73 = GLITCHED UP: Stage, mostly greens and green tiles
74 = GLITCHED UP: Stage, black and grey with some kind of tile formation
75 = GLITCHED UP: Stage, shows boxes/crates with color differences
76 = GLITCHED UP: Stage, brown/red tiles with strange formations
77 - FF = GLITCHED UP: Stage, not sure
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4. CREDIT AND LEGAL STUFF
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CREDITS:
I mainly credit myself for making this guide.  If you see that you deserve
any credit, please contact me and tell me why so I can add you on to here.

I would like to thank MadEwokHerd for displaying the "Level on which to do
battle" code on a message board and so I further tested out this code.

If you have any comments or see anything that needs to be fixed, you can
contact me on
AIM (abarna10), MSN (abarna01@hotmail.com), or email me at my hotmail
address.  Please put SMRPG FAQ as the title so I know it's important.

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permission.  Doing so will violate the copyright rule.  The only site this
should be on is GameFAQs.com. If you see this on another
site please contact me right away by instant messaging or by email.

Thank you Nintendo and Square for making such a wonderful, exciting game!
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