

Ultima: The Black Gate Pro Action Replay Codes Final

by Metalcoremilk

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Ultima The Black Gate (SNES) PRO-Action Replay Codes

By: MiLk

The *'s indicate that it is a variable that can be changed.
Replace *痴 with desired values.

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Gold (One piece = **)

7E1CE6 ** (FF = 65535)

7E1CE7 ** (FF = 65535)

=====
Skeleton Keys (Max 15)

7E1CFC ** (0F = 15)

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Brief explanation:

Use when you're at Lv.8

You can use it when you're not, it'll just look funny.

Health (Max 228)

7E1CFA ** (E4 = 228)

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(This is the same as HP, If you're not at Lv.8 it will look funny.)

Magic (Max 60)

7E1CFE (3C = 60)

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Experience (Max 65500)

7E1D00 ** (DC = 65500)

7E1D01 ** (FF = 65500)

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ITEM MODIFIER

(The weapon/item you select will be where your EQUIPPED "A" {A is the weapon you use A with} is, so un-equip it before doing this.)

How to do this:

- 1 - Un-equip current "A".
- 2 - Turn on both codes.
(If you want to keep the item)
- 3 - Un-equip the item (So it goes into your inventory.)
- 4 - Quicksave (Do not in-game save, use the Emulators Quicksave)
- 5 - Turn off both codes.
- 6 - Quickload (Load the one you just saved)
- 7 - Equip/use the item.

Left = Decimal Value

Right = HEX Value

7E1CB2 **

7E1CB3 16-10 <--This value should be 16 (DEC) or 10 (HEX)

Item List (Important Items only)

(29-1D) Bow and Arrow - NICE long-range weapon.
(32-20) Magic Bow and Arrow - *MUST complete the mission for this code to work.
(35-23) Boomerang - A good long-range weapon.
(38-26) Spear - Nice long-range weapon.
(42-2A) Morning Star - NICE short-range weapon.
(47-2F) Glass Sword - Strongest sword in the game (Won't break while code is on).
(49-31) Fire Sword - Embodies the element of Fire.
(51-33) Ice Sword - Embodies the element of Ice.
(53-35) Wind Sword - Embodies the element of Wind.
(55-37) Water Sword - Embodies the element of Water.
(57-39) Earth Sword - Embodies the element of Earth.

(67-43) Ghostly Armor - Second Best Armor In the game.
(68-44) Flame Armour - *MUST complete the mission for this code to work.

(71-47) Shield of Reflection - Best shield.

(73-49) Scale Boots - Protection from spikes in caves.
(74-4A) Swamp Boots - Protection from swamp/Magma in caves.
(76-4C) Great Helm - Best Helmet.
(77-4D) Caddelite Helmet - *MUST complete mission for this code to work.

(78-4E) Healing Bracelet - Heals you.
(80-50) Gem of Paralysis - Stops enemy temporarily.
(82-52) Fireball Ring - Shoots fireball forward.
(85-55) Magic Fireball Ring - Shoots fireballs.
(87-57) Lightning Rod - It zaps enemies.
(89-59) Poison - Shoots darts forward.
(91-5B) Power Bolt Wand - Shoots blast forward.
(93-5D) Energy Crystal - Shoots Bigger blast forward.
(95-5F) Sword Storm Amulet - Shoots knives forward.
(97-61) Hail Storm Amulet - Hails on enemies.
(99-63) Powder Keg - (This code's great, Infinite explosions)
(105-69) Rudyom's Wand
(106-6A) Throw Rocks (Like the giants...and kill yourself)
(107-6B) Throw Rocks (Like gargoyles)

(126-7E) Potion of Healing
(127-7F) Potion of Magic Boost
(128-80) Potion of Invisibility
(129-81) Potion of Invincibility
(130-82) Potion of Ghosts
(131-83) Potion of Awakening
(132-84) Magic Formula

(162-A2) Batlin's Key
(163-A3) Black Gate Key
(164-A4) Ruby Key
(165-A5) Hook's Key
(167-A7) Amethyst Key
(168-A8) Sapphire Key
(169-A9) Emerald Key

Remember, Each key goes to a different door

(166-A6)Golden Key - I think this one's to House of Games.

(170-AA)Dungeon Key - Opens skull door(Exit).

(171-AB to 185-B9) - Golden Keys (Open LOCKED doors.)

(198-C6)Magic Boat - When on a dock, you can transport to ANY island.

(199-C7)Bed Roll - When it's DARK, you can sleep. (If there're no enemies near.)

[Quest Items *Must have done them*]

(200-C8)Gold Plaque

(201-C9)Telescope

(202-CA)Jewelry

(203-CB)Package *Unopened*

(205-CD)Smoke Bomb

(207-CF)Music Box

(208-D0)Magic Cage

(211-D3)New Banner

(212-D4)Amulet

(213-D5)Blackrock Talisman

(215-D7)Enchanted Hourglass

(216-D8)Honey Comb

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