

Wonder Project J (Import) Pro Action Replay Codes

by Solomon warrior

Updated to v1.2 on Feb 3, 2004

WONDER PROJECT J PAR CODES

Version:1.2 (third version)
Platform:SNES.
Date:11-4-2002.
Author:Solomon warrior
E-mail:Solomonwarrior_1st@hotmail.com
Solomonwarrior@yahoo.com
User name:Solomon warrior
Current user level:Regular User
FAQ Type:Patch Code List
Size:328KB

INDEX.

- 1)version history.
- 2)introduction.
- 3)PAR codes(Pro Action Replay Codes).
- 4)about upgrade.
- 5)Copyright issue.
- 6)credits.

1)Version history.

version:1.0[10-11-2002]
-first FAQ.

version:1.1[10-29-2002]
-second FAQ.
-more codes added.

version:1.2[11-4-2002]
-third FAQ.
-add items description.

2)Introduction

I made this guide is to help you to beat the game and i do not responsible if some strange things happen if you use this guide. Anyway,this guide is totally free.If you found any other codes, please e-mail me or leave a message in GameFAQ's message board. Please tell me too if you found some codes are not working correctly. You can only get this FAQ at www.gamefaqs.com . Sometimes, I received some e-mail.They asked me to give them ZSNES emulator and rom.My advise to you is DON'T ever send that kind of e-mail again.you should find what you want by yourself. Besides,giving rom to you is illegal.

3)PAR Codes(Pro Action Replay Codes)

You must have ZSNES emulator to get these codes work.

7E124D99=Max/unlimited money
7E124E99=Max/unlimited money
7E124F99=Max/unlimited money

7E123300=No Aggression
7E123363=Full Aggression
7E123400=No Athleticism
7E123463=Full Athleticism
7E123500=No Intelligence
7E123563=Full Intelligence
7E123600=No Sensitivity
7E123663=Full Sensitivity

7E123763=Max Attack
7E123863=Max Defense
7E123963=Max Arm Power
7E123A63=Max Leg Power
7E123B63=Max Balance
7E123C63=Max Reasoning
7E123D63=Max Imagination
7E123E63=Max Feeling
7E123F63=Max Expression
7E124063=Max Kindness
7E124000=No Kindness
7E124163=Max Confidence
7E124263=Max Honesty
7E124363=Max Deligence
7E124463=Max Charisma
7E124563=Max Trust
7E124663=Max Luck
7E124700=No Stress
7E1248E7=Full/Max Health
7E124903=Full/Max Health
7E124AE7=Full/Max Energy
7E124B03=Full/Max Energy

=====
ITEM MODIFIER
=====

note:don't use these codes yet.There are some glithes will freeze
your game.I will fix it soon.

SLOT 1 MODIFIER

7E1333XX=Modify Slot 1
7E133402=Quantity for item slot 1
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]

effect

-Attack goes down

-Honesty goes up

-Charisma goes up

-Kindness goes up

-Arm Power goes up

10=Trumpet[price=3000]

effect

-Attack goes down

-Charisma goes up

-Feeling goes up

-Expression goes up

11=Flowers[price=30000]

effect

-Diligence goes up

-Reasoning goes up

-Balance goes down

12=Strange Seedsprice=1000

no description

-don't know how to get it

13=C-Charger[price=500]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

-raises health and energy by 100

-did not work well if stress is high

14=B-Charger[price=2000]

effect

-raises health and energy by 100

-did not work well if stress is high

15=A-Charger[price=4000]

effect

-raises health and energy by 200

-did not work well if stress is high

16=Mori-mori Fruit[price=5000]

effect

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 2 MODIFIER

7E1335XX=Modify Slot 2
7E133602=Quantity for item slot 2
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 3 MODIFIER

7E1337XX=Modify Slot 3
7E133802=Quantity for item slot 3
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 4 MODIFIER

7E1339XX=Modify Slot 4
7E133A02=Quantity for item slot 4

replace XX with:

00=Rubber Ball[price=500]
effect

- Reasoning goes down
- Arm Power goes up

01=Soccer Ball[price=1000]
effect

- Reasoning goes down
- Leg Power goes up

02=Circus Ball[price=30000]
effect

- Charisma goes up
- Reasoning goes down
- Imagination goes down
- Balance goes up

03=Steel Ball[price=2000]
effect

- Reasoning goes down
- Arm Power goes up

04=Stick[price=1000]
effect

- Reasoning goes down
- Arm Power goes up

05=Sword[price=10000]
effect

- Attack goes up
- Honesty goes down
- Reasoning goes down
- Arm Power goes up

06=Corlo's Sword[price=50000]
effect

- Attack goes up
- Defense goes up
- Confidence goes up
- Arm Power goes up

07=Corlo's Cane[price=20000]
no description

- don't know how to get it

08=Hoe[price=3000]
effect

- Honesty goes up
- Reasoning goes down
- Arm Power goes up

09=Picture Book[price=1000]
effect

- Attack goes down
- Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

- Arm Power goes down
- Balance goes down
- Leg Power goes down
- raises health and energy by 100
- did not work well if stress is high

14=B-Charger[price=2000]

- effect
- raises health and energy by 100
- did not work well if stress is high

15=A-Charger[price=4000]

- effect
- raises health and energy by 200
- did not work well if stress is high

16=Mori-mori Fruit[price=5000]

- effect
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Leg Power goes up

17=Nami-nami Fruit[price=5000]

- effect
- Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

- effect
- Attack goes up
- Defense goes up
- Diligence goes up
- Luck goes up
- Reasoning goes up
- Feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

- effect
- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

- effect
- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 5 MODIFIER

7E133BXX=Modify Slot 5
7E133C02=Quantity for item slot 5
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 6 MODIFIER

7E133DXX=Modify Slot 6
7E133E02=Quantity for item slot 6
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 7 MODIFIER

7E133FXX=Modify Slot 7
7E134002=Quantity for item slot 7
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down

-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 8 MODIFIER

7E1341XX=Modify Slot 8
7E134202=Quantity for item slot 8
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 9 MODIFIER

```
-----  
7E1343XX=Modify Slot 9  
7E134402=Quantity for item slot 9  
replace XX with:  
00=Rubber Ball[price=500]  
  effect  
  -Reasoning goes down  
  -Arm Power goes up  
01=Soccer Ball[price=1000]  
  effect  
  -Reasoning goes down  
  -Leg Power goes up  
02=Circus Ball[price=30000]  
  effect  
  -Charisma goes up  
  -Reasoning goes down  
  -Imagination goes down  
  -Balance goes up  
03=Steel Ball[price=2000]  
  effect  
  -Reasoning goes down  
  -Arm Power goes up  
04=Stick[price=1000]  
  effect  
  -Reasoning goes down  
  -Arm Power goes up  
05=Sword[price=10000]  
  effect  
  -Attack goes up  
  -Honesty goes down  
  -Reasoning goes down  
  -Arm Power goes up  
06=Corlo's Sword[price=50000]  
  effect  
  -Attack goes up  
  -Defense goes up  
  -Confidence goes up  
  -Arm Power goes up  
07=Corlo's Cane[price=20000]  
  no description  
  -don't know how to get it  
08=Hoe[price=3000]  
  effect  
  -Honesty goes up  
  -Reasoning goes down  
  -Arm Power goes up  
09=Picture Book[price=1000]  
  effect  
  -Attack goes down  
  -Honesty goes up  
  -Diligence goes up  
  -Reasoning goes up  
  -Imagination goes up  
  -Kindness goes up  
  -Arm Power goes down  
0A=Grammer Book[price=1000]  
  effect  
  -Diligence goes up  
  -Reasoning goes up  
  -Imagination goes up
```

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 10 MODIFIER

- 7E1345XX=Modify Slot 10
7E134602=Quantity for item slot 10
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

- Arm Power goes down
- Balance goes down
- Leg Power goes down
- raises health and energy by 100
- did not work well if stress is high

14=B-Charger[price=2000]

- effect
- raises health and energy by 100
- did not work well if stress is high

15=A-Charger[price=4000]

- effect
- raises health and energy by 200
- did not work well if stress is high

16=Mori-mori Fruit[price=5000]

- effect
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Leg Power goes up

17=Nami-nami Fruit[price=5000]

- effect
- Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

- effect
- Attack goes up
- Defense goes up
- Diligence goes up
- Luck goes up
- Reasoning goes up
- Feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

- effect
- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

- effect
- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 11 MODIFIER

7E1347XX=Modify Slot 11
7E134802=Quantity for item slot 11
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 12 MODIFIER

7E1349XX=Modify Slot 12
7E134A02=Quantity for item slot 12
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 13 MODIFIER

7E134BXX=Modify Slot 13
7E134C02=Quantity for item slot 13
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

effect

- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 14 MODIFIER

7E134DXX=Modify Slot 14
7E134E02=Quantity for item slot 14
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
 -Attack goes down
 -Defense goes down
 -Reasoning goes down
 -Imagination goes down
 -feeling goes up
 -Expression goes up
 -Kindness goes up
 -Arm Power goes down
 -Balance goes down
 -Leg Power goes down
 27=Sleep-Aid[price=1000]
 effect
 -Gijin will sleep until tomorrow
 28=Confidence-Aid[price=3000]
 effect
 -Confidence goes up
 -Trust goes down
 29=Konki Candy[price=3000]
 effect
 -Attack goes down
 -Defense goes down
 -Diligence goes up
 -Gijin will not get bored easily
 2A=Sit Still[price=500]
 effect
 -Gijin will stand still until you give him order
 2B=A-CPU[price=5000]
 effect
 -changes all parameter
 2C=B-CPU[price=5000]
 effect
 -changes all parameter
 2D=O-CPU[price=5000]
 effect
 -changes all parameter
 2E=AB-CPU[price=5000]
 effect
 -changes all parameter
 2F=Power Down[price=3000]
 effect
 -Attack goes down
 -Defense goes down
 -Confidence goes down
 -Honesty goes down
 -Diligence goes down
 -Charisma goes down
 -Trust goes down
 -Luck goes down
 -Reasoning goes down
 -Imagination goes down
 -feeling goes down
 -Expression goes down
 -Kindness goes down
 -Arm Power goes down
 -Balance goes down
 -Leg Power goes down

 SLOT 15 MODIFIER

7E134FXX=Modify Slot 15
7E135002=Quantity for item slot 15
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 16 MODIFIER

- 7E1351XX=Modify Slot 16
7E135202=Quantity for item slot 16
replace XX with:
- 00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
- 01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
- 02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
- 03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
- 04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
- 05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
- 06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
- 07=Corlo's Cane[price=20000]
no description
-don't know how to get it
- 08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
- 09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 17 MODIFIER

7E1353XX=Modify Slot 17
7E135402=Quantity for item slot 17
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 18 MODIFIER

7E1355XX=Modify Slot 18
7E135602=Quantity for item slot 18
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 19 MODIFIER

7E1357XX=Modify Slot 19
7E135802=Quantity for item slot 19
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down

-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 20 MODIFIER

7E1359XX=Modify Slot 20
7E135A02=Quantity for item slot 20
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 21 MODIFIER

7E135BXX=Modify Slot 21
7E135C02=Quantity for item slot 21
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 22 MODIFIER

- 7E135DXX=Modify Slot 22
7E135E02=Quantity for item slot 22
replace XX with:
- 00=Rubber Ball[price=500]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 01=Soccer Ball[price=1000]
effect
 - Reasoning goes down
 - Leg Power goes up
 - 02=Circus Ball[price=30000]
effect
 - Charisma goes up
 - Reasoning goes down
 - Imagination goes down
 - Balance goes up
 - 03=Steel Ball[price=2000]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 04=Stick[price=1000]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 05=Sword[price=10000]
effect
 - Attack goes up
 - Honesty goes down
 - Reasoning goes down
 - Arm Power goes up
 - 06=Corlo's Sword[price=50000]
effect
 - Attack goes up
 - Defense goes up
 - Confidence goes up
 - Arm Power goes up
 - 07=Corlo's Cane[price=20000]
no description
 - don't know how to get it
 - 08=Hoe[price=3000]
effect
 - Honesty goes up
 - Reasoning goes down
 - Arm Power goes up
 - 09=Picture Book[price=1000]
effect
 - Attack goes down
 - Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

- Arm Power goes down
- Balance goes down
- Leg Power goes down
- raises health and energy by 100
- did not work well if stress is high

14=B-Charger[price=2000]

- effect
- raises health and energy by 100
- did not work well if stress is high

15=A-Charger[price=4000]

- effect
- raises health and energy by 200
- did not work well if stress is high

16=Mori-mori Fruit[price=5000]

- effect
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Leg Power goes up

17=Nami-nami Fruit[price=5000]

- effect
- Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

- effect
- Attack goes up
- Defense goes up
- Diligence goes up
- Luck goes up
- Reasoning goes up
- Feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

- effect
- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

- effect
- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 23 MODIFIER

7E135FXX=Modify Slot 23
7E136002=Quantity for item slot 23
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 24 MODIFIER

7E1361XX=Modify Slot 24
7E136202=Quantity for item slot 24
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 25 MODIFIER

7E1363XX=Modify Slot 25
7E136402=Quantity for item slot 25
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

effect

- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 26 MODIFIER

7E1365XX=Modify Slot 26
7E136602=Quantity for item slot 26
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 27 MODIFIER

7E1367XX=Modify Slot 27
7E136802=Quantity for item slot 27
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 28 MODIFIER

7E1369XX=Modify Slot 28

7E136A02=Quantity for item slot 28

replace XX with:

00=Rubber Ball[price=500]

effect

-Reasoning goes down

-Arm Power goes up

01=Soccer Ball[price=1000]

effect

-Reasoning goes down

-Leg Power goes up

02=Circus Ball[price=30000]

effect

-Charisma goes up

-Reasoning goes down

-Imagination goes down

-Balance goes up

03=Steel Ball[price=2000]

effect

-Reasoning goes down

-Arm Power goes up

04=Stick[price=1000]

effect

-Reasoning goes down

-Arm Power goes up

05=Sword[price=10000]

effect

-Attack goes up

-Honesty goes down

-Reasoning goes down

-Arm Power goes up

06=Corlo's Sword[price=50000]

effect

-Attack goes up

-Defense goes up

-Confidence goes up

-Arm Power goes up

07=Corlo's Cane[price=20000]

no description

-don't know how to get it

08=Hoe[price=3000]

effect

-Honesty goes up

-Reasoning goes down

-Arm Power goes up

09=Picture Book[price=1000]

effect

-Attack goes down

-Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 29 MODIFIER

7E136BXX=Modify Slot 29
7E136C02=Quantity for item slot 29
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 30 MODIFIER

7E136DXX=Modify Slot 30
7E136E02=Quantity for item slot 30
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 31 MODIFIER

7E136FXX=Modify Slot 31
7E137002=Quantity for item slot 31
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

effect

- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 32 MODIFIER

7E1371XX=Modify Slot 32
7E137202=Quantity for item slot 32
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
 -Attack goes down
 -Defense goes down
 -Reasoning goes down
 -Imagination goes down
 -feeling goes up
 -Expression goes up
 -Kindness goes up
 -Arm Power goes down
 -Balance goes down
 -Leg Power goes down
 27=Sleep-Aid[price=1000]
 effect
 -Gijin will sleep until tomorrow
 28=Confidence-Aid[price=3000]
 effect
 -Confidence goes up
 -Trust goes down
 29=Konki Candy[price=3000]
 effect
 -Attack goes down
 -Defense goes down
 -Diligence goes up
 -Gijin will not get bored easily
 2A=Sit Still[price=500]
 effect
 -Gijin will stand still until you give him order
 2B=A-CPU[price=5000]
 effect
 -changes all parameter
 2C=B-CPU[price=5000]
 effect
 -changes all parameter
 2D=O-CPU[price=5000]
 effect
 -changes all parameter
 2E=AB-CPU[price=5000]
 effect
 -changes all parameter
 2F=Power Down[price=3000]
 effect
 -Attack goes down
 -Defense goes down
 -Confidence goes down
 -Honesty goes down
 -Diligence goes down
 -Charisma goes down
 -Trust goes down
 -Luck goes down
 -Reasoning goes down
 -Imagination goes down
 -feeling goes down
 -Expression goes down
 -Kindness goes down
 -Arm Power goes down
 -Balance goes down
 -Leg Power goes down

7E1373XX=Modify Slot 33
7E137402=Quantity for item slot 33
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 34 MODIFIER

- 7E1375XX=Modify Slot 34
7E137602=Quantity for item slot 34
replace XX with:
- 00=Rubber Ball[price=500]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 01=Soccer Ball[price=1000]
effect
 - Reasoning goes down
 - Leg Power goes up
 - 02=Circus Ball[price=30000]
effect
 - Charisma goes up
 - Reasoning goes down
 - Imagination goes down
 - Balance goes up
 - 03=Steel Ball[price=2000]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 04=Stick[price=1000]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 05=Sword[price=10000]
effect
 - Attack goes up
 - Honesty goes down
 - Reasoning goes down
 - Arm Power goes up
 - 06=Corlo's Sword[price=50000]
effect
 - Attack goes up
 - Defense goes up
 - Confidence goes up
 - Arm Power goes up
 - 07=Corlo's Cane[price=20000]
no description
 - don't know how to get it
 - 08=Hoe[price=3000]
effect
 - Honesty goes up
 - Reasoning goes down
 - Arm Power goes up
 - 09=Picture Book[price=1000]
effect
 - Attack goes down
 - Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

- Arm Power goes down
- Balance goes down
- Leg Power goes down
- raises health and energy by 100
- did not work well if stress is high

14=B-Charger[price=2000]

- effect
- raises health and energy by 100
- did not work well if stress is high

15=A-Charger[price=4000]

- effect
- raises health and energy by 200
- did not work well if stress is high

16=Mori-mori Fruit[price=5000]

- effect
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Leg Power goes up

17=Nami-nami Fruit[price=5000]

- effect
- Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

- effect
- Attack goes up
- Defense goes up
- Diligence goes up
- Luck goes up
- Reasoning goes up
- Feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

- effect
- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

- effect
- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 35 MODIFIER

7E1377XX=Modify Slot 35
7E137802=Quantity for item slot 35
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 36 MODIFIER

7E1379XX=Modify Slot 36
7E137A02=Quantity for item slot 36
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 37 MODIFIER

7E137BXX=Modify Slot 37
7E137C02=Quantity for item slot 37
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]

effect

-Attack goes down

-Honesty goes up

-Charisma goes up

-Kindness goes up

-Arm Power goes up

10=Trumpet[price=3000]

effect

-Attack goes down

-Charisma goes up

-Feeling goes up

-Expression goes up

11=Flowers[price=30000]

effect

-Diligence goes up

-Reasoning goes up

-Balance goes down

12=Strange Seedsprice=1000

no description

-don't know how to get it

13=C-Charger[price=500]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

-raises health and energy by 100

-did not work well if stress is high

14=B-Charger[price=2000]

effect

-raises health and energy by 100

-did not work well if stress is high

15=A-Charger[price=4000]

effect

-raises health and energy by 200

-did not work well if stress is high

16=Mori-mori Fruit[price=5000]

effect

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

effect

- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 38 MODIFIER

7E137DXX=Modify Slot 38
7E137E02=Quantity for item slot 38
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
 -Attack goes down
 -Defense goes down
 -Reasoning goes down
 -Imagination goes down
 -feeling goes up
 -Expression goes up
 -Kindness goes up
 -Arm Power goes down
 -Balance goes down
 -Leg Power goes down
 27=Sleep-Aid[price=1000]
 effect
 -Gijin will sleep until tomorrow
 28=Confidence-Aid[price=3000]
 effect
 -Confidence goes up
 -Trust goes down
 29=Konki Candy[price=3000]
 effect
 -Attack goes down
 -Defense goes down
 -Diligence goes up
 -Gijin will not get bored easily
 2A=Sit Still[price=500]
 effect
 -Gijin will stand still until you give him order
 2B=A-CPU[price=5000]
 effect
 -changes all parameter
 2C=B-CPU[price=5000]
 effect
 -changes all parameter
 2D=O-CPU[price=5000]
 effect
 -changes all parameter
 2E=AB-CPU[price=5000]
 effect
 -changes all parameter
 2F=Power Down[price=3000]
 effect
 -Attack goes down
 -Defense goes down
 -Confidence goes down
 -Honesty goes down
 -Diligence goes down
 -Charisma goes down
 -Trust goes down
 -Luck goes down
 -Reasoning goes down
 -Imagination goes down
 -feeling goes down
 -Expression goes down
 -Kindness goes down
 -Arm Power goes down
 -Balance goes down
 -Leg Power goes down

7E137FXX=Modify Slot 39
7E138002=Quantity for item slot 39
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 40 MODIFIER

- 7E1381XX=Modify Slot 40
7E138202=Quantity for item slot 40
replace XX with:
- 00=Rubber Ball[price=500]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 01=Soccer Ball[price=1000]
effect
 - Reasoning goes down
 - Leg Power goes up
 - 02=Circus Ball[price=30000]
effect
 - Charisma goes up
 - Reasoning goes down
 - Imagination goes down
 - Balance goes up
 - 03=Steel Ball[price=2000]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 04=Stick[price=1000]
effect
 - Reasoning goes down
 - Arm Power goes up
 - 05=Sword[price=10000]
effect
 - Attack goes up
 - Honesty goes down
 - Reasoning goes down
 - Arm Power goes up
 - 06=Corlo's Sword[price=50000]
effect
 - Attack goes up
 - Defense goes up
 - Confidence goes up
 - Arm Power goes up
 - 07=Corlo's Cane[price=20000]
no description
 - don't know how to get it
 - 08=Hoe[price=3000]
effect
 - Honesty goes up
 - Reasoning goes down
 - Arm Power goes up
 - 09=Picture Book[price=1000]
effect
 - Attack goes down
 - Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

- Arm Power goes down
- Balance goes down
- Leg Power goes down
- raises health and energy by 100
- did not work well if stress is high

14=B-Charger[price=2000]

- effect
- raises health and energy by 100
- did not work well if stress is high

15=A-Charger[price=4000]

- effect
- raises health and energy by 200
- did not work well if stress is high

16=Mori-mori Fruit[price=5000]

- effect
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Leg Power goes up

17=Nami-nami Fruit[price=5000]

- effect
- Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

- effect
- Attack goes up
- Defense goes up
- Diligence goes up
- Luck goes up
- Reasoning goes up
- Feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

- effect
- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

- effect
- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 41 MODIFIER

7E1383XX=Modify Slot 41
7E138402=Quantity for item slot 41
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 42 MODIFIER

7E1385XX=Modify Slot 42
7E138602=Quantity for item slot 42
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down

-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down

-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high
16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up
17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit
18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down

- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

effect

- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes up
-Imagination goes up
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
26=Green Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order

2B=A-CPU[price=5000]
effect
-changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter

2D=O-CPU[price=5000]
effect
-changes all parameter

2E=AB-CPU[price=5000]
effect
-changes all parameter

2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 43 MODIFIER

7E1387XX=Modify Slot 43
7E138802=Quantity for item slot 43
replace XX with:

00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up

01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up

02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up

03=Steel Ball[price=2000]
effect

-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]

effect

-Attack goes down

-Honesty goes up

-Charisma goes up

-Kindness goes up

-Arm Power goes up

10=Trumpet[price=3000]

effect

-Attack goes down

-Charisma goes up

-Feeling goes up

-Expression goes up

11=Flowers[price=30000]

effect

-Diligence goes up

-Reasoning goes up

-Balance goes down

12=Strange Seedsprice=1000

no description

-don't know how to get it

13=C-Charger[price=500]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

-raises health and energy by 100

-did not work well if stress is high

14=B-Charger[price=2000]

effect

-raises health and energy by 100

-did not work well if stress is high

15=A-Charger[price=4000]

effect

-raises health and energy by 200

-did not work well if stress is high

16=Mori-mori Fruit[price=5000]

effect

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down
-Kindness goes down
-Arm Power goes up
19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down

-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 44 MODIFIER

7E1389XX=Modify Slot 44
7E138A02=Quantity for item slot 44
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect

-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description
-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it

0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up

0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up

10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up

11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down

12=Strange Seedsprice=1000
no description
-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]

effect

-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

effect

-Attack goes up

-Defense goes up

-Diligence goes up

-Luck goes up

-Reasoning goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

19=Defective CPU[Price=3000]

effect

-Attack goes up

-Defence goes up

-Confidence goes down

-Honesty goes down

-Diligence goes down

-Charisma goes down

-Trust goes down

-Luck goes down

-Reasoning goes up

-Imagination goes up

-feeling goes up

-Expression goes up

-Kindness goes up

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1A=Sense Crystal[price=30000]

effect

-Attack goes down

-Defense goes down

-Confidence goes up

-Honesty goes up

-Feeling goes up

-Expression goes up

-Kindness goes up

1B=Magic Stone[price=30000]

effect

-Defense goes up

-Feeling goes down

-Expression goes down

-Kindness goes down

1C=Turtle Charm[price=10000]

effect

-Defense goes up

-Honesty goes up

-Luck goes up

-Kindness goes up

1D=Mini Television[price=30000]

effect

-Diligence goes down

-Reasoning goes down

-Imagination goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

1E=Golf Club[price=5000]

effect

-Reasoning goes down

-Arm Power goes up

-Balance goes up

1F=Pudding[price=1000]

effect

-Confidence goes up

-Diligence goes up

-Trust goes up

20=Health Battery[price=500]

effect

-raises health by 50

-did not work well if stress is high

21=Power Battery[price=500]

effect

-raises energy by 50

-did not work well if stress is high

22=Treasure Box[price=3000]

effect

-Diligence goes up

-Reasoning goes up

-Imagination goes up

23=Red Chip[price=10000]

effect

-Attack goes up

-Defense goes up

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

24=Yellow Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes down

-Imagination goes down

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes up

-Balance goes up

-Leg Power goes up

25=Blue Chip[price=10000]

effect

-Attack goes down

-Defense goes down

-Reasoning goes up

-Imagination goes up

-feeling goes down

-Expression goes down

-Kindness goes down

-Arm Power goes down

-Balance goes down

-Leg Power goes down

26=Green Chip[price=10000]

effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes down
-Balance goes down
-Leg Power goes down
27=Sleep-Aid[price=1000]
effect
-Gijin will sleep until tomorrow
28=Confidence-Aid[price=3000]
effect
-Confidence goes up
-Trust goes down
29=Konki Candy[price=3000]
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily
2A=Sit Still[price=500]
effect
-Gijin will stand still until you give him order
2B=A-CPU[price=5000]
effect
-changes all parameter
2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 45 MODIFIER

```
-----  
7E138BXX=Modify Slot 45  
7E138C02=Quantity for item slot 45  
replace XX with:  
00=Rubber Ball[price=500]  
  effect  
  -Reasoning goes down  
  -Arm Power goes up  
01=Soccer Ball[price=1000]  
  effect  
  -Reasoning goes down  
  -Leg Power goes up  
02=Circus Ball[price=30000]  
  effect  
  -Charisma goes up  
  -Reasoning goes down  
  -Imagination goes down  
  -Balance goes up  
03=Steel Ball[price=2000]  
  effect  
  -Reasoning goes down  
  -Arm Power goes up  
04=Stick[price=1000]  
  effect  
  -Reasoning goes down  
  -Arm Power goes up  
05=Sword[price=10000]  
  effect  
  -Attack goes up  
  -Honesty goes down  
  -Reasoning goes down  
  -Arm Power goes up  
06=Corlo's Sword[price=50000]  
  effect  
  -Attack goes up  
  -Defense goes up  
  -Confidence goes up  
  -Arm Power goes up  
07=Corlo's Cane[price=20000]  
  no description  
  -don't know how to get it  
08=Hoe[price=3000]  
  effect  
  -Honesty goes up  
  -Reasoning goes down  
  -Arm Power goes up  
09=Picture Book[price=1000]  
  effect  
  -Attack goes down  
  -Honesty goes up  
  -Diligence goes up  
  -Reasoning goes up  
  -Imagination goes up  
  -Kindness goes up  
  -Arm Power goes down  
0A=Grammer Book[price=1000]  
  effect  
  -Diligence goes up  
  -Reasoning goes up  
  -Imagination goes up
```

-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high
14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high
15=A-Charger[price=4000]

effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up
-Leg Power goes up

1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up

1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down

1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up

-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
24=Yellow Chip[price=10000]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
25=Blue Chip[price=10000]
effect
-Attack goes down

- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect

- Attack goes down
- Defense goes down
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

SLOT 46 MODIFIER

7E138DXX=Modify Slot 46

7E138E02=Quantity for item slot 46

replace XX with:

00=Rubber Ball[price=500]

effect

-Reasoning goes down

-Arm Power goes up

01=Soccer Ball[price=1000]

effect

-Reasoning goes down

-Leg Power goes up

02=Circus Ball[price=30000]

effect

-Charisma goes up

-Reasoning goes down

-Imagination goes down

-Balance goes up

03=Steel Ball[price=2000]

effect

-Reasoning goes down

-Arm Power goes up

04=Stick[price=1000]

effect

-Reasoning goes down

-Arm Power goes up

05=Sword[price=10000]

effect

-Attack goes up

-Honesty goes down

-Reasoning goes down

-Arm Power goes up

06=Corlo's Sword[price=50000]

effect

-Attack goes up

-Defense goes up

-Confidence goes up

-Arm Power goes up

07=Corlo's Cane[price=20000]

no description

-don't know how to get it

08=Hoe[price=3000]

effect

-Honesty goes up

-Reasoning goes down

-Arm Power goes up

09=Picture Book[price=1000]

effect

-Attack goes down

-Honesty goes up

-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description
-don't know how to get it
13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down

- Arm Power goes down
- Balance goes down
- Leg Power goes down
- raises health and energy by 100
- did not work well if stress is high

14=B-Charger[price=2000]

- effect
- raises health and energy by 100
- did not work well if stress is high

15=A-Charger[price=4000]

- effect
- raises health and energy by 200
- did not work well if stress is high

16=Mori-mori Fruit[price=5000]

- effect
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Leg Power goes up

17=Nami-nami Fruit[price=5000]

- effect
- Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]

- effect
- Attack goes up
- Defense goes up
- Diligence goes up
- Luck goes up
- Reasoning goes up
- Feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up

19=Defective CPU[Price=3000]

- effect
- Attack goes up
- Defence goes up
- Confidence goes down
- Honesty goes down
- Diligence goes down
- Charisma goes down
- Trust goes down
- Luck goes down
- Reasoning goes up
- Imagination goes up
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1A=Sense Crystal[price=30000]

- effect
- Attack goes down
- Defense goes down
- Confidence goes up
- Honesty goes up
- Feeling goes up
- Expression goes up
- Kindness goes up

1B=Magic Stone[price=30000]

effect

- Defense goes up
- Feeling goes down
- Expression goes down
- Kindness goes down

1C=Turtle Charm[price=10000]

effect

- Defense goes up
- Honesty goes up
- Luck goes up
- Kindness goes up

1D=Mini Television[price=30000]

effect

- Diligence goes down
- Reasoning goes down
- Imagination goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

1E=Golf Club[price=5000]

effect

- Reasoning goes down
- Arm Power goes up
- Balance goes up

1F=Pudding[price=1000]

effect

- Confidence goes up
- Diligence goes up
- Trust goes up

20=Health Battery[price=500]

effect

- raises health by 50
- did not work well if stress is high

21=Power Battery[price=500]

effect

- raises energy by 50
- did not work well if stress is high

22=Treasure Box[price=3000]

effect

- Diligence goes up
- Reasoning goes up
- Imagination goes up

23=Red Chip[price=10000]

effect

- Attack goes up
- Defense goes up
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down

- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]

effect

- changes all parameter

2D=O-CPU[price=5000]

effect

- changes all parameter

2E=AB-CPU[price=5000]

effect

- changes all parameter

2F=Power Down[price=3000]

effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

SLOT 47 MODIFIER

7E138FXX=Modify Slot 47
7E139002=Quantity for item slot 47
replace XX with:
00=Rubber Ball[price=500]
effect
-Reasoning goes down
-Arm Power goes up
01=Soccer Ball[price=1000]
effect
-Reasoning goes down
-Leg Power goes up
02=Circus Ball[price=30000]
effect
-Charisma goes up
-Reasoning goes down
-Imagination goes down
-Balance goes up
03=Steel Ball[price=2000]
effect
-Reasoning goes down
-Arm Power goes up
04=Stick[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
05=Sword[price=10000]
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up
06=Corlo's Sword[price=50000]
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up
07=Corlo's Cane[price=20000]
no description

-don't know how to get it
08=Hoe[price=3000]
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up
09=Picture Book[price=1000]
effect
-Attack goes down
-Honesty goes up
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes up
-Arm Power goes down
0A=Grammer Book[price=1000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0B=Encyclopedia[price=2000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down
0C=Sheet Music[price=30000]
no description
-don't know how to get it
0D=Bad Book[price=1000]
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down
0E=Steel Dumbbell[price=1000]
effect
-Reasoning goes down
-Arm Power goes up
0F=Seeds[price=1000]
effect
-Attack goes down
-Honesty goes up
-Charisma goes up
-Kindness goes up
-Arm Power goes up
10=Trumpet[price=3000]
effect
-Attack goes down
-Charisma goes up
-Feeling goes up
-Expression goes up
11=Flowers[price=30000]
effect
-Diligence goes up
-Reasoning goes up
-Balance goes down
12=Strange Seedsprice=1000
no description

-don't know how to get it

13=C-Charger[price=500]
effect
-Attack goes down
-Defense goes down
-Reasoning goes down
-Imagination goes down
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down
-raises health and energy by 100
-did not work well if stress is high

14=B-Charger[price=2000]
effect
-raises health and energy by 100
-did not work well if stress is high

15=A-Charger[price=4000]
effect
-raises health and energy by 200
-did not work well if stress is high

16=Mori-mori Fruit[price=5000]
effect
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Leg Power goes up

17=Nami-nami Fruit[price=5000]
effect
-Gijin will sleep if he eats this fruit

18=Battle Skull[price=30000]
effect
-Attack goes up
-Defense goes up
-Diligence goes up
-Luck goes up
-Reasoning goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes up

19=Defective CPU[Price=3000]
effect
-Attack goes up
-Defence goes up
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes up
-Imagination goes up
-feeling goes up
-Expression goes up
-Kindness goes up
-Arm Power goes up
-Balance goes up

-Leg Power goes up
1A=Sense Crystal[price=30000]
effect
-Attack goes down
-Defense goes down
-Confidence goes up
-Honesty goes up
-Feeling goes up
-Expression goes up
-Kindness goes up
1B=Magic Stone[price=30000]
effect
-Defense goes up
-Feeling goes down
-Expression goes down
-Kindness goes down
1C=Turtle Charm[price=10000]
effect
-Defense goes up
-Honesty goes up
-Luck goes up
-Kindness goes up
1D=Mini Television[price=30000]
effect
-Diligence goes down
-Reasoning goes down
-Imagination goes down
-Arm Power goes up
-Balance goes up
-Leg Power goes up
1E=Golf Club[price=5000]
effect
-Reasoning goes down
-Arm Power goes up
-Balance goes up
1F=Pudding[price=1000]
effect
-Confidence goes up
-Diligence goes up
-Trust goes up
20=Health Battery[price=500]
effect
-raises health by 50
-did not work well if stress is high
21=Power Battery[price=500]
effect
-raises energy by 50
-did not work well if stress is high
22=Treasure Box[price=3000]
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
23=Red Chip[price=10000]
effect
-Attack goes up
-Defense goes up
-Reasoning goes down
-Imagination goes down
-feeling goes down

- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

24=Yellow Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes up
- Balance goes up
- Leg Power goes up

25=Blue Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes up
- Imagination goes up
- feeling goes down
- Expression goes down
- Kindness goes down
- Arm Power goes down
- Balance goes down
- Leg Power goes down

26=Green Chip[price=10000]

effect

- Attack goes down
- Defense goes down
- Reasoning goes down
- Imagination goes down
- feeling goes up
- Expression goes up
- Kindness goes up
- Arm Power goes down
- Balance goes down
- Leg Power goes down

27=Sleep-Aid[price=1000]

effect

- Gijin will sleep until tomorrow

28=Confidence-Aid[price=3000]

effect

- Confidence goes up
- Trust goes down

29=Konki Candy[price=3000]

effect

- Attack goes down
- Defense goes down
- Diligence goes up
- Gijin will not get bored easily

2A=Sit Still[price=500]

effect

- Gijin will stand still until you give him order

2B=A-CPU[price=5000]

effect

- changes all parameter

2C=B-CPU[price=5000]
effect
-changes all parameter
2D=O-CPU[price=5000]
effect
-changes all parameter
2E=AB-CPU[price=5000]
effect
-changes all parameter
2F=Power Down[price=3000]
effect
-Attack goes down
-Defense goes down
-Confidence goes down
-Honesty goes down
-Diligence goes down
-Charisma goes down
-Trust goes down
-Luck goes down
-Reasoning goes down
-Imagination goes down
-feeling goes down
-Expression goes down
-Kindness goes down
-Arm Power goes down
-Balance goes down
-Leg Power goes down

4)About upgrade

I will upgrade this FAQ as fast as posible.

5)Copyright issue

This PAR Codes FAQ is copyright 2002 Solomon warrior.

You can only have this FAQ for your personal use.

This FAQ is not for sale and you can only get this FAQ at
www.gamefaqs.com

You can't put this FAQ at your Web page without my permission.

Please e-mail me too if you found this FAQ at the web site
other than www.gamefaqs.com

If you want put this document on your web page,just email me
for permission.

6)Credits

I make this FAQ on my own.

Special thanks to:

CJayC

-post this FAQ.

ENJOY THE GAME!!!!!!
