

Wonder Project J (Import) FAQ/Walkthrough

by Solomon warrior

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WONDER PROJECT J FAQ/WALKTHROUGH

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|VERSION HISTORY|

version:1.0[10-24-2002]
-first FAQ.

-walkthrough is no complete.

version:1.1[10-26-2002]

-second FAQ.

-map added.

-walkthrough is complete.

-items description, effects and price are not complete.

-all places in this game are not complete.

-cheat codes are complete.

version:1.2[10-29-2002]

-third FAQ.

-items description, effects and price are not complete.

-all places in this game are not complete.

-cheat codes are complete.

-rebuild my map.

version:1.3[10-31-2002]

-fourth version

-all place in this game are not complete.

-begin the items section.

version:1.4[11-1-2002]

-fifth version

-all place in this game are complete

-item section complete

version:Final[11-2-2002]

-sixth version

-story completed

-walkthrough completed

-character infomation , description added and completed

-items information , description , price , effects completed

-map completed

-More infomation added to index section

Version: 2.0 [02-21-2003] [90.6KB] [92786 bytes long]

-seventh version.

-more item added.

-secret ending added.

Version: 2.1 [05-24-2003] [91.0KB] [93271 bytes long]

- add some information.

Version: 2.2 [07-26-2003] [93.3KB] []

- add some information on corlo's cane.

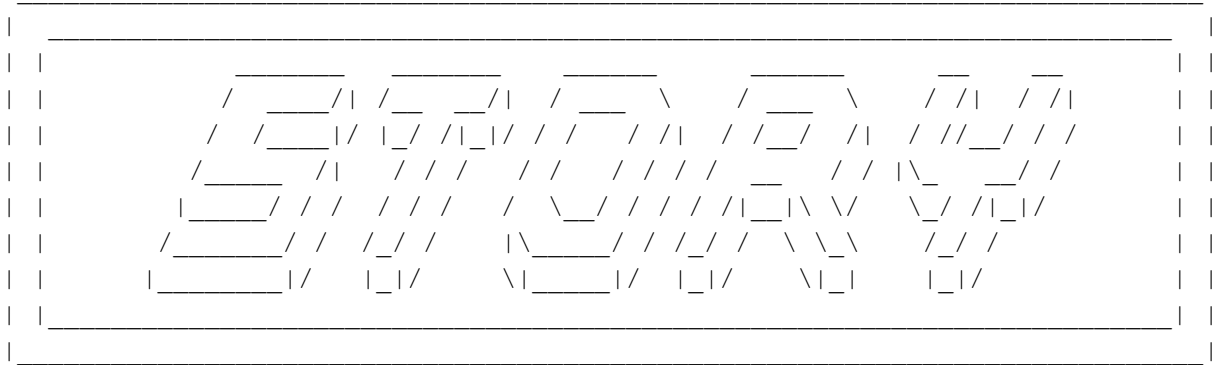
| I N T R O D U C T I O N |

I made this guide is to help you to beat the game easily.

You can only get this FAQ at www.gamefaqs.com .

One week ago 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.

Well, after stop writing FAQ for a couple months, I decided to upgrade this faq. I hope you find all the information that you want in this FAQ.



-First before you can do anything, you will see the Prime Minister, Messala standing on a ledge of the castle. Then a soldier show up.

-Castle-

Soldier: Prime Minister Messala! I've received word that Model 4649 will soon be complete.

Messala:..... So, the time has finally come. Begin the project!

Soldier: Yse, sir!

Messala: Circuit J... Until it awakens completely, I think we'll just wait and see what Model 4649 is capable of... Hehehehe...

-After that, Messala walk away.

-Dr. Geppetto's house-

Dr. Geppetto: Tinker! I've finally finished it!

Tinker: Really, Doctor?

Dr. Geppetto: This is the new model Gijin, Model 4649!

Tinker: He's so cute! He looks just like a human child!

Dr. Geppetto: All that remains is to have him experience and learn as much as possible, so as to activate the seven heart circuits and awaken Circuit J. Now, Tinker, I'm counting on you to do your job as an interface-robot and clearly convey my orders to this child!

Tinker: Yes, Doctor! I'll make sure he gets your orders exactly as you say them!... By the way, Doctor, what is Circuit J?

Dr. Geppetto: Hehehe, curious about Circuit J, eh? Well, allow me to explain. Circuit J is...

-Suddenly, the door was opened and a soldier came in.

Soldier: Geppetto! You're under arrest!

Dr. Geppetto: Wh-what?

-Another soldier came in and arrested Dr. Geppetto

Dr. Geppetto: What are you doing!?

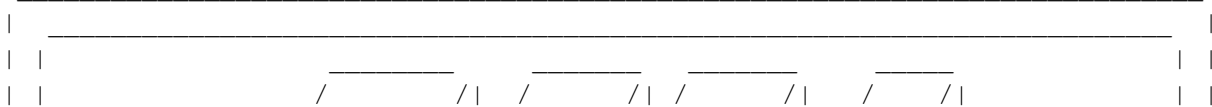
Soldier: I hereby arrest you on the charge of high treason!

Dr. Geppetto: Wh-what? There must be some kind of mistake...!

Tinker:!!!!!!!!!!!!!!!!!!!! I'll be back, I promise!!! Model 4649... Please take care of Model 4649 for me!!!

-The soldiers walk away after arresting Dr. Geppetto.

Tinker: Doctor! Doctor! Doctor! No! Bring him back!! I don't know what to do by myself! Dr. Geppetto!!!!!!!!!!!!!!
WAAAAAAAAAAAAAAAAAAHHH!!!!



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T H E B I R T H O F M O D E L 4 6 4 9

First, you will be asked to name the robot. Then, Tinker will offer you an explanation on the controls. You will refuse her offer by answering no, go to ACT 2. If you say yes, you will go to a secret room to learn about buttons and control. I recommend you that not to refuse her offer. Practising the control is a waste of time because you can learn them from this guide.

1) Learn to move Pino around

Move Tinker in the direction you want Pino to move and press A button. Pino will walk in that direction. If you press A button again, he'll run.

2) Stop Pino from walking or running

When Pino is running, try to press B button to stop Pino.

3) Learn to move items around

Tinker will pick up and move objects. Move Tinker until her wand is touching the ball. Then, hold down the B button and move her around! If you release B button, Tinker will drop the item.

4) Learn to move items in and out of inventory

Move Tinker to pick up an item, and then move it to the window at the bottom. When you let go of the B button, the item will enter the inventory window. To get it back out, grab it the same way with the B button!

5) Learn to use items.

Pino will act on items of his own accord. When he does, you'll see the lights at the top of the screen light up. That means one or more of Pino's parameter has changed.

RED LIGHT=A change to Pino's combat parameters.

YELLOW LIGHT=A change to Pino's athletic parameters.

BLUE LIGHT=A change to Pino's mental parameters.

GREEN LIGHT=A change to Pino's sensitivity parameters.

Move Tinker so that her wand touches the ball and press the A button. Tinker will point at it and Pino will automatically come over and do something with it.

7) Learn to praise and scold Pino

Pino will act on items of his own accord. He would not always get it right. So, you have to praise and scold him to learn. If you praise him right after he does something, Pino will learn that he took the correct action. When Pino does something you don't want him to do, or you want to change an action you had him master, you have to scold him. Pino will be in bad mood if you scold him.

PRAISE PINO=press X button

SCOLD PINO=press Y button

note:Tinker will hit Pino if you press Y button twice.

8)Status screen

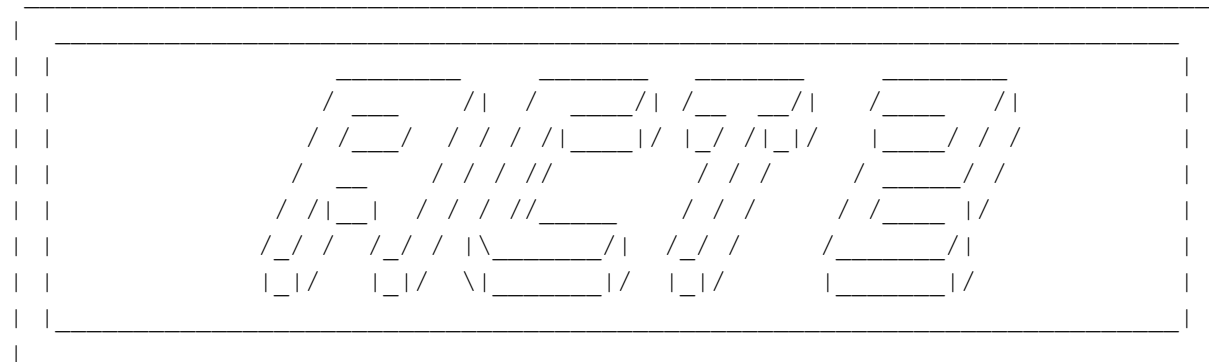
Press select button to bring up the status screen.Press select again on the status screen to see more information like:

```
O-----O
|Attack      |Confidence |
|Defense     |Honesty    |
|Arm Power   |Diligence  |
|Leg Power   |Charisma   |
|Balance     |Trust      |
|Reasoning   |Luck       |
|Imagination |Stress     |
|Feeling     |           |
|Expression  |Health     |
|Kindness    |Energy     |
O-----O
```

After that press B button to get out from the status screen.

9)Restart the explanation

Finally,Tinker will ask you that do you want to restart the explanation. Choose no to leave the secret room.



4 6 !

When Tinker was trying to awake Pino,you will see a scene that a Gijin being toyed by Gichuu and you will notice that Gichuu is working for humans. Back to the game,Pino wakes up.Tinker ask you to rescue the Gijin and teach that Gichuu a painful lesson.

Now,all you got to do is just train Pino with the rubber ball until he knows how to throw it.Always praise it when he throw the ball and scold him when he did not do what you said.After that,raise Pino's arm power at least it reaches 30 by training with the steel dumbbell.

One more thing.Feel free to explore your house and train Pino with all the items inside.You will get 2 items in under the stair if you press A button. You can even put all the items in your inventory if you don't feel like training Pino now.

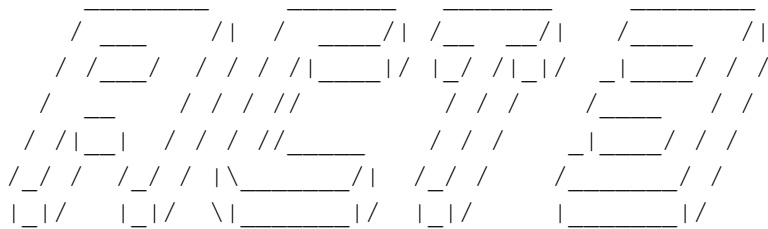
Now,go out from your house and move left.Finally,you will see the map of this game.move Tinker to the left where it said that[Gijin #46 is being harassed here.Let's rescue him!]and press A button.

You will see that Pino destroy Gichuu by throwing rubber ball to it.

Then,Ginji will thank you and he says that he will advice you if you have any trouble.

IMPORTANT NOTES

- 1-make sure Pino has atleast 30 arm power
- 2-make sure to praise Pino after he did the correct action.
- 3-make sure Pino has master how to throw the ball.



=====

O L D F A M ' S F A R M

=====

Tinker tells you about a owner of a farm who lives next to your house is looking for someone to carry on his work and take care of the farm.Pino will be asked to help him.Tinker tells you that you can go to the item shop in town to buy some stuff.

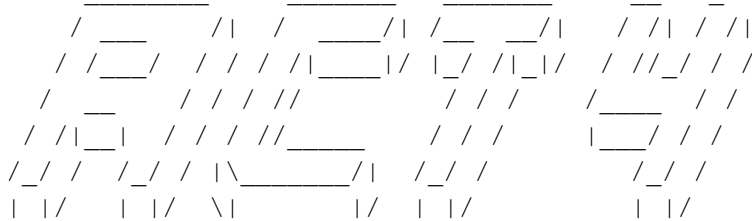
Boost Pino's strength,thought and imagination at least they reach 50. Now,go outside and play with your dog.Praise him when he is kind to the dog.Otherwise,he will kick the dog and the dog will bite him. Then,go to the shop to buy seeds and hoe.Train Pino with the hoe and seeds.Keep training until he jump and swing the hoe to the ground when you ask him to use hoe.Next,train Pino with the seeds until he knows how to spread the seeds.

After that,go to the farm which is next to your house. You will see Pino work in the farm and the old man will let you to use this place to raise crops.

After that,you will received the"Love of Nature" heart circuit.

IMPORTANT NOTES

- 1-make sure Pino has atleast 50 strength,thought and imagination.
- 2-make sure to praise Pino after he did the correct action.
- 3-make sure Pino has master how to use hoe and seeds
- 4-make sure Pino is kind to animal.
- 5-make sure Pino's agreesion is low.



=====

D O Y O U R B E S T , M O D E L 4 6 4 9 !

=====

Tinker tells you about sports and ask Pino to take part in sports which is held at the Corlo racetrack.

The contests are:

foot race,shot put,hole-in-one contest,free kick contest.

You must go to the shop and buy a golfclub and a treasure box.

Then,go to CorloForest.You will find log bridge,rope,soccerball and a hoe in the forest.Keep on training until Pino's leg power reach 90 , arm power reach 80 and master how to use a golfclub,open a treasure box and kick the soccer ball.

Go to Corlo racetrack and win in all contests.You will become the new champion,sport king.Then Prime Minister Messala will

come and congratulate you.

After that,you will received the"Love of Sports" heart circuit.

This act is not over yet.Now,go to the shop and buy a trumpet.Train Pino with the trumpet until Pinohas atleast 50 feeling.Now,go to Carlo Pier and watch the scene.

After that,you must go to Carlo Pier for the next two day in a row.

On the third day,you will see an old man coming when you go to Carlo Pier and he wants to borrow some money from Gamechi.

Go home now.On the next day, go to Carlo Pier again.Then,you will be forced to take 3 test.You must have atleast 60 attack,50 arm power, 50 thought and 90 luck.If you pass the test, you will go with add to find treasure.

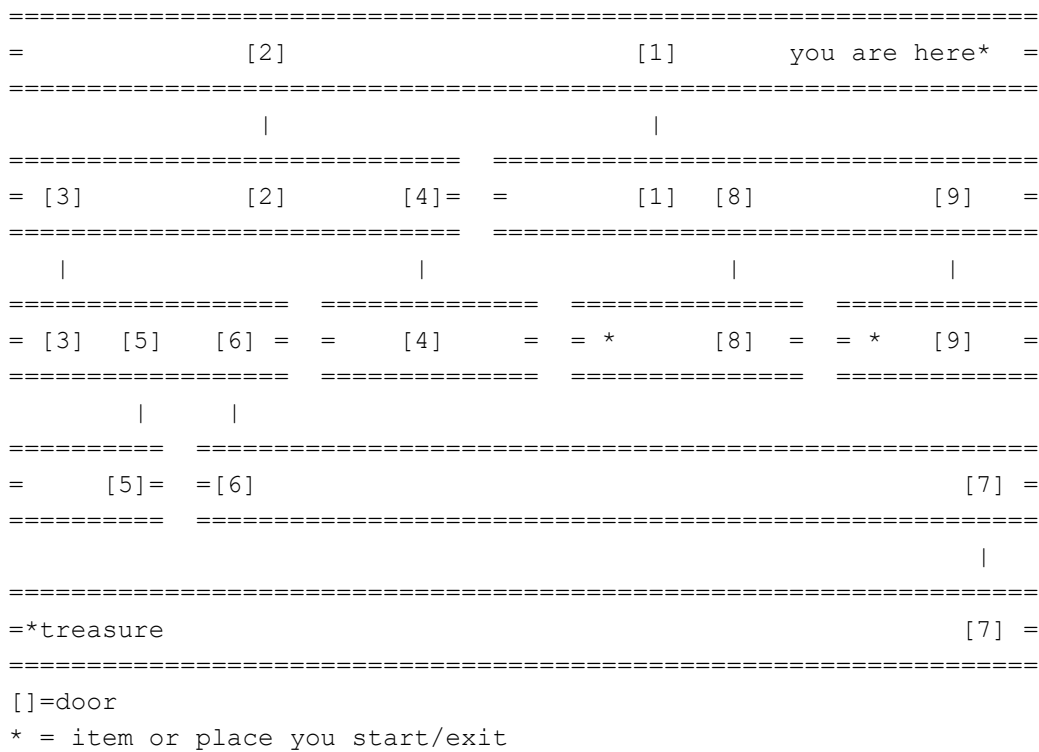
A few days later,you and add will find a treasure island.

When you find the treasure,you will automatically come out from the treasure island.You will get some money.Then,everyone happy.

After that,you will received the"Adventurous Spirit" heart circuit.

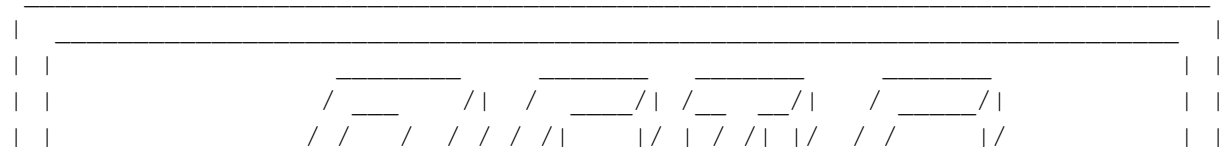
Then,you will see a scene that Minister Messala is opening the Royal Guard recruitment fighting contest.Also,he ordered the soldier to let you to take part in the competition.

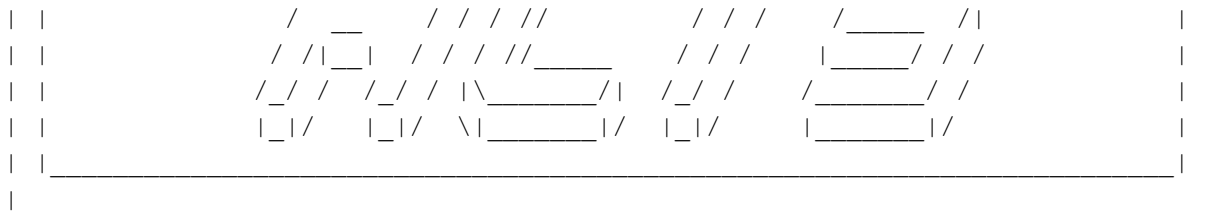
ISLAND MAP



IMPORTANT NOTES

- 1-make sure Pino has atleast 90 leg power
- 2-make sure Pino has atleast 80 arm power
- 3-make sure Pino has master how to use a golfclub
- 4-make sure Pino has master how to kick the ball
- 5-make sure Pino has atleast 90 luck
- 6-make sure Pino has master how to use a trumpet.
- 7-make sure Pino has master how to open a treasure box.
- 8-sometimes, you can't win in the hole-in-one contest even Pino has the requirement that I suggested.So, if you cannot win in the contest, please try harder!!!!!!



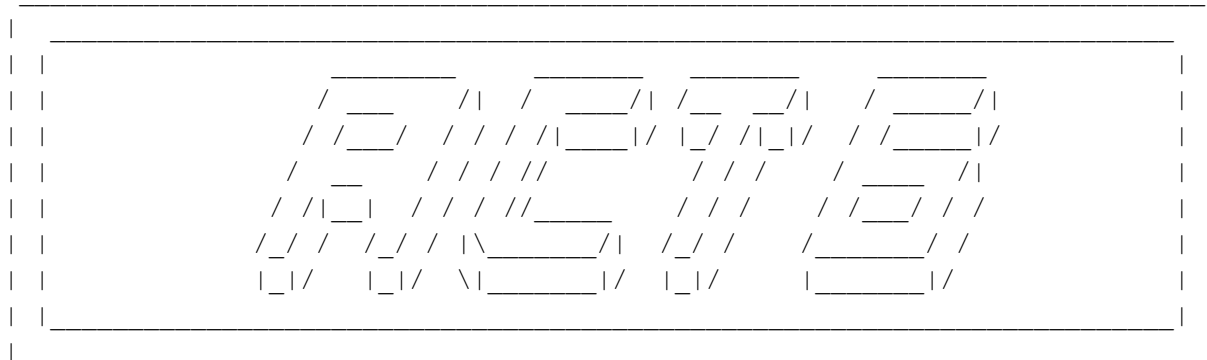


M E S S A L A ' S T E S T

Tinker tells you about a fighting contest which is held at the castle for the purpose of recruiting new Royal Guard trainees. Again, she asked Pino to take part in the competition. Now, train Pino until Pino has atleast 95 attack, 275 HP, 90 defense, 90 confident, 90 perseverance and, 90 intelligence and low agreesion, low athleticism, low sensitivity and low kindness. After that, go to the Castle Corlo Front Entrance. Then, you will be forced to fight Gijin no. 481 who has 100 HP. Next, a transport will take you to the castle. In the castle, you will see the king. Then, he will give you a test. That's mean you need to fight 2 more person to win. First, you will fight Jeanne who has 200HP. Then, you will fight Gardy who has 500 HP. Then, you will go to the Carlo room automatically. Guess what, the king find out that you are a Gijin and he wants to kill you but Messala stop him and Messala ask a soldier to yake you back to your house. After that, you will received the "Sometimes You Have To Fight" heart circuit.

IMPORTANT NOTES

- 1-make sure Pino has atleast 95 attack
- 2-make sure Pino has atleast 275 HP
- 3-make sure Pino has atleast 90 defense
- 4-make sure Pino has atleast 90 confident
- 5-make sure Pino has atleast 90 perseverance
- 6-make sure Pino has atleast 90 intelligence
- 7-make sure Pino has low agreesion[when he talk to Jeanne]
- 8-make sure Pino has low athleticism[when he talk to Jeanne]
- 9-make sure Pino has low sensitivity[when he talk to Jeanne]
- 10-make sure Pino has low kindness.



T H E C I R C U S H A S A R R I V E D !

Tinker tells you that Mimi's had opened her own cafe. But, Mimi is a human. Also, she tells you that the circus has started up. Your mission is make Pino into a circus star. First, go to the shop to buy a circusball. Then, go to Corlo Forest to train Pino with the circusball. One more thing, train Pino on the log bridge to raise balance parameter. After that, go back to your home and go to 2nd floor and train Pino to sing on the table. Now, this is the time to get money. Go to Mimi's cafe and sing as

much as you so you can get more money. When you are satisfied, go to the circus. Make sure that Pino has at least 80 confidence, 80 kindness and 80 expression. After a few tests, you will be able to work there.

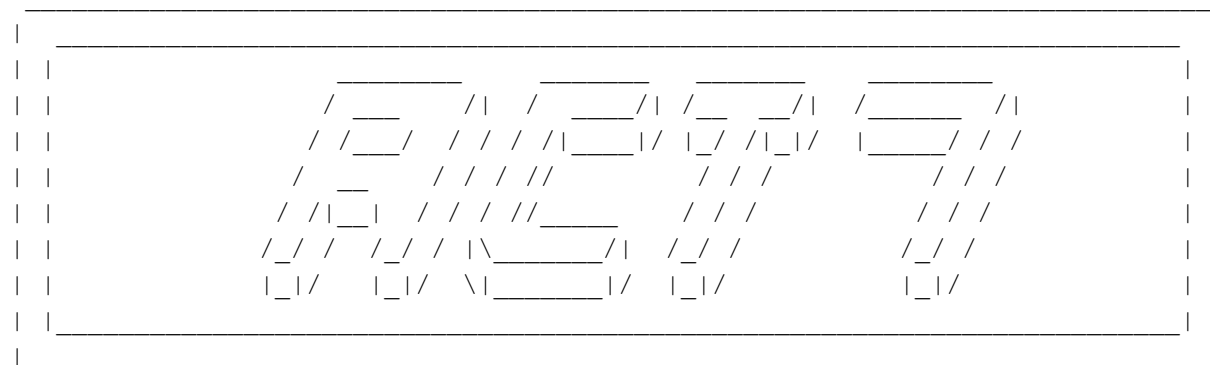
Next, go to Pierre's Great Circus again. After the performance, Pino tells them that he is a Gijin. So, Messala closes down the circus because Pierre allowed a Gijin to work in the circus.

After that, you will receive the "Make Others Happy" heart circuit.

Now, go back to the back alley and talk to the officer, look at the bulletin board. Finally, go back to the bar and you will notice that Mimi was arrested for treason.

IMPORTANT NOTES

- 1-make sure Pino how to play circusball.
- 2-make sure Pino has at least 90 balance
- 3-make sure Pino know how to sing
- 4-make sure Pino has at least 80 kindness
- 5-make sure Pino has at least 80 confidence
- 6-make sure Pino has at least 80 expression

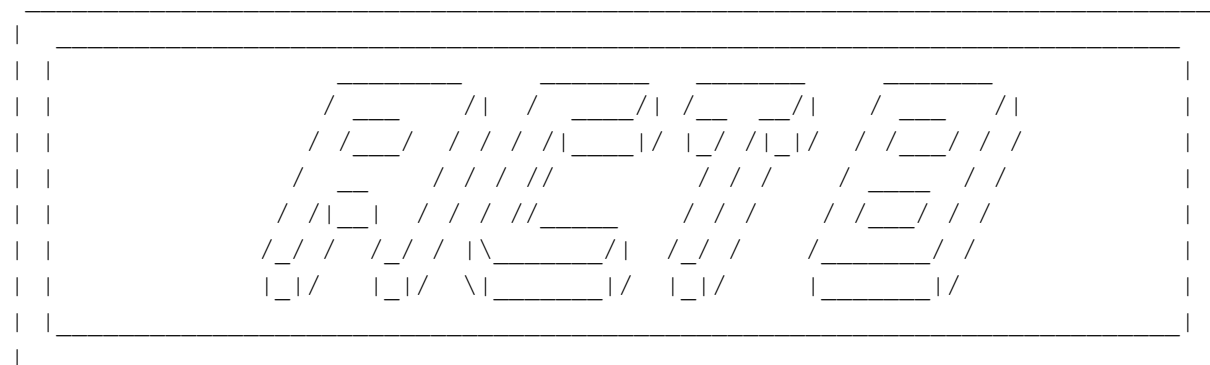


A GREAT RESCUE PLAN

You will see a scene that Gijin had found a treasure box and you will hear about the good thief Lynx. Now, train Pino to open all the doors by lockpicking. Now, train Pino with the rubberball and praise him when he sits down and rotates his head, you must have low thought in order to do that. Then go to the back alley and open the right door. You must have at least 90 thought to do that. Then, after the test, Lynx will help you to sneak into the castle and you will fight 1 Gijin. After that, you will release Mimi. When Messala tries to catch you, Lynx will show up and help you. Then, both of them will jump from the building and the thieves managed to rescue them. Then, Mimi will tell you about the evil plan by Prime Minister.

IMPORTANT NOTES

- 1-train Pino to open all the doors by lockpicking
- 2-train Pino with rubberball
- 3-make sure Pino has low thought



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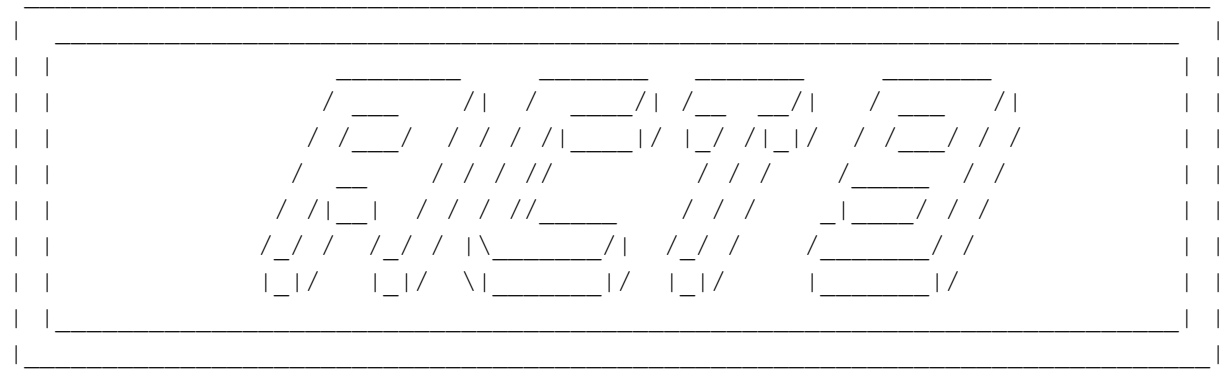
G I J I N M O D E L 4 6 3 0 , G I R Y U U

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First,you will see a scene that Messala is talking to his soldier about giryuu.You will see that the soldiers were destroyed Gijin Village. Go to the Corlo Forest and pray the Turtle God. Now,go to Corlo Mine.Shout to the door to open it.you must have atleast 50 luck and low kindness in order to do this.Once you get in to the mine,pray the god,then you must has atleast 90 leg power and 90 balance.Then, finished the robot[it looks like a dragon]. After that you will be takeout from the mine automatically.Lynx will talk to you about her plan. After that,you will received the"Courageous Soul" heart circuit. Then,Tinker will asked you to go to the Corlo Forest.

IMPORTANT NOTES

- 1-make sure Pino know how to pray the god
- 2-make sure Pino know how to shout at the door
- 3-make sure Pino has atleast 50 luck
- 4-make sure Pino has atleast 90 leg power
- 5-make sure Pino has atleast 90 balance
- 6-make sure Pino is strong enough to take off Gichuu



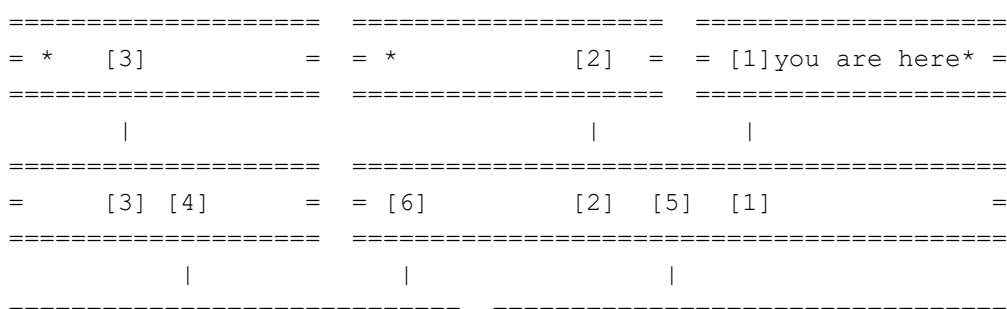
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Q U E E N T I F F A N Y

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First,you will see Messala in the castle and a soldier show up and talk to him about their plan.Then you will see all the Gijin called Pino a Traitor. Now,go to the shop to buy flowers.Praise him if he rotates his head when you train him with the flower.Now,go to the Corlo Forest. Then climb the rope at the turtle rock.Next,go right to get a Corlo's Sword.When you come out from there,kick the rock next to you and you will get a turtle charm. Then move back to the turtle rock tree,get inside the tree and open the door make sure your confidence reach 70 and kindness reach 80 and high HP.Then,walkthrough the dungeon and climb the rope.Finally,convince the princess. After that,you will received the"Love for Others" heart circuit.

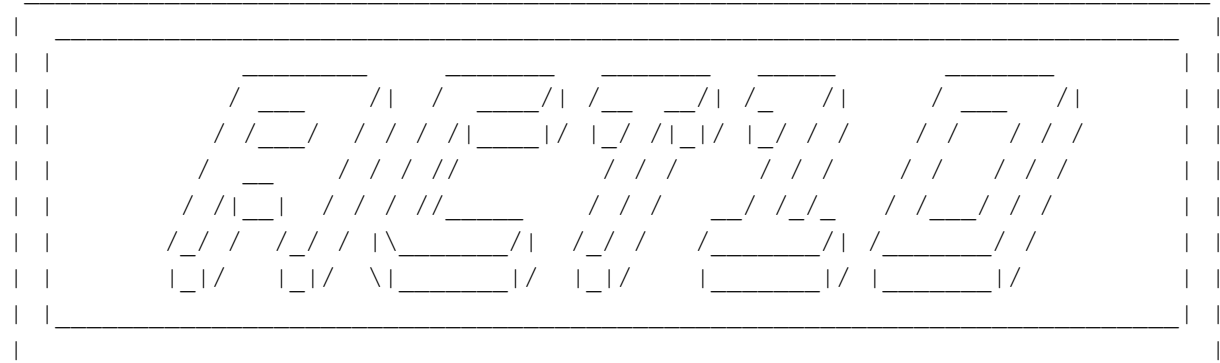
DUNGEON MAP



```
= [7] [4] [6] = = [5] [8] =
=====
| |
=====
=*exit[7] = = * [8] =
=====
[]=door
* = item or place you start/exit
```

IMPORTANT NOTES

- 1-train Pino until he knows how to use flowers.
- 2-make sure Pino has atleast 70 confidence.
- 3-make sure Pino has atleast 80 kindness.
- 4-make sure Pino has atleast 450 HP



I M M O T A L I T Y A T C O R L O I S L A N D

This act is hard because you can do nothing.You can only watch the ending of the game.....THE END

S E C R E T E N D I N G

There's a secret ending to the game. Finish the game and wait a while longer after the regular ending. You'll get a chance to play again, but this time the game will keep track of how many days it takes you to complete each task. Get a high score at the end of the game and you will see an alternative ending where instead of Pino rebuilt as a Gijin, he's reborn as a real boy. Guess who his mommy is.

C H A R A C T E R I N F O R M A T I O N

P I N O

He is the main character of the game.He is just a kid and know nothing about this world.You are responsible to train him to become a great man.He is a Gijin[robot] but he looks like a real human because he is the latest version of Gijin.He try hard to fight with Messala,the prime Minister to save Corlo Island and stopped the evil plan of Messala.

T I N K E R

DR. Geppetto's assistant.She controls and trains Pino.You can say that Tinker and Pino are "link" together.

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F A M

=====

He is an old man who has a farm.He tries to find somebody to work in his farm.One more thing,he is rude if he does not know you.On the other hand, he is nice if you are his friend.

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L Y N X

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Thief's leader.She is a good thief and has two sidekicks who always help her to steal something.You will notice that she likes to steal from the rich to help the poor.

=====

P I E R R E

=====

Circus owner.His hired Pino to work in the circus but Messala close the circus down when he knows that Pierre hired a Gijin to work in the circus.

=====

M I M I

=====

She is a nice girl.She likes Gijin and opened a cafe which serve only Gijin.You will see that she likes to sing to entertain Gijins in her cafe.But,she was caught when Messala hear about this cafe.

=====

A D D

=====

A poor treasure hunter.He invites you to go with him to find treasure when he meets you.You will be able to go to a treasure island if you are lucky.

=====

G A M E C H I

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Nothing to talk about him.He is always smoking at the pier and does nothing.He was shocked when he saw Add found the treasure.

=====

J E A N N E

=====

A Royal Guard from the castle.She dislike idiot.So,please be an intelligence man when Pino meet her.

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G A R D Y

=====

Another Royal Guard from the castle.He is strong and fast,becareful when you have to fight him.

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G I R Y U U

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A monster who lives in Corlo Mine.You will face him once in this game.

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You can call him EVIL PRIME MINISTER because he tries to take over
Corlo Island from the King.Luckily,Pino managed to stop him.You know
what,he is also a Gijin.

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ITEM DESCRIPTION
=====

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

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

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

Steel Ball
price=2000
effect
-Reasoning goes down
-Arm Power goes up

Stick
price=1000
effect
-Reasoning goes down
-Arm Power goes up

Sword
price=10000
effect
-Attack goes up
-Honesty goes down
-Reasoning goes down
-Arm Power goes up

Corlo's Sword
price=50000
effect
-Attack goes up
-Defense goes up
-Confidence goes up
-Arm Power goes up

Corlo's Cane
price=20000
Look at the other information section.

Hoe
price=3000
effect
-Honesty goes up
-Reasoning goes down
-Arm Power goes up

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

Grammar Book
price=1000
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down

Encyclopedia
price=2000
effect
-Diligence goes up
-Reasoning goes up
-Imagination goes up
-Arm Power goes down

Sheet Music
price=30000
You get it from Mimi. Just keep singing at her bar until she gives it to you.
Description:
-Attack goes down
-Defense goes down
-Charism goes up
-Imagination goes up
-Expression goes up
-Kindness goes up

Bad Book
price=1000
effect
-Attack goes up
-Reasoning goes up
-Imagination goes up
-Kindness goes down

Steel Bumbbell
price=1000
effect
-Reasoning goes down
-Arm Power goes up

Seeds

price=1000

effect

- Attack goes down
- Honesty goes up
- Charisma goes up
- Kindness goes up
- Arm Power goes up

Trumpet

price=3000

effect

- Attack goes down
- Charisma goes up
- Feeling goes up
- Expression goes up

Flowers

price=30000

effect

- Diligence goes up
- Reasoning goes up
- Balance goes down

Strange Seeds

price=1000

no description

you have to do the farming 2 or 3 times right and then you can buy them at the shop (after doing it 2/3 times right you get Fams permission)

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

B-Charger

price=2000

effect

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

A-Charger

price=4000

effect

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

Mori-mori Fruit

price=5000

effect

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

Nami-nami Fruit

price=5000

effect

- Gijin will sleep if he eats this fruit

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

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

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

Magic Stone

price=30000

effect

- Defense goes up
- Feeling goes down

- Expression goes down
- Kindness goes down

Turtle Charm

price=10000

effect

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

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

Golf Club

price=5000

effect

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

Pudding

price=1000

effect

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

Health Battery

price=500

effect

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

Power Battery

price=500

effect

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

Treasure Box

price=3000

effect

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

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

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

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

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

Sleep-Aid

price=1000

effect

- Gijin will sleep until tomorrow

Confidence-Aid

price=3000

effect

- Confidence goes up
- Trust goes down

Konki Candy
price=3000
effect
-Attack goes down
-Defense goes down
-Diligence goes up
-Gijin will not get bored easily

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

A-CPU
price=5000
effect
-changes all parameter

B-CPU
price=5000
effect
-changes all parameter

O-CPU
price=5000
effect
-changes all parameter

AB-CPU
price=5000
effect
-changes all parameter

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

=====
CHEAT CODES
=====

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

01=Soccer Ball

02=Circus Ball

03=Steel Ball

04=Stick

05=Sword

06=Corlo's Sword

07=Corlo's Cane

08=Hoe

09=Picture Book

0A=Grammer Book

0B=Encyclopedia

0C=Sheet Music

0D=Bad Book

0E=Steel Dumbbell

0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 2 MODIFIER

7E1335XX=Modify Slot 2
7E133602=Quantity for item slot 2
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger

14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 3 MODIFIER

7E1337XX=Modify Slot 3
7E133802=Quantity for item slot 3
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull

19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 4 MODIFIER

7E1339XX=Modify Slot 4
7E133A02=Quantity for item slot 4
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television

1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 5 MODIFIER

7E133BXX=Modify Slot 5
7E133C02=Quantity for item slot 5
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box

23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 6 MODIFIER

7E133DXX=Modify Slot 6
7E133E02=Quantity for item slot 6
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid

28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 7 MODIFIER

7E133FXX=Modify Slot 7
7E134002=Quantity for item slot 7
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU

2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 8 MODIFIER

7E1341XX=Modify Slot 8
7E134202=Quantity for item slot 8

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 9 MODIFIER

7E1343XX=Modify Slot 9

7E134402=Quantity for item slot 9

replace XX with:

00=Rubber Ball

01=Soccer Ball

02=Circus Ball

03=Steel Ball

04=Stick

05=Sword

06=Corlo's Sword

07=Corlo's Cane

08=Hoe

09=Picture Book

0A=Grammer Book

0B=Encyclopedia

0C=Sheet Music

0D=Bad Book

0E=Steel Dumbbell

0F=Seeds

10=Trumpet

11=Flowers

12=Strange Seeds

13=C-Charger

14=B-Charger

15=A-Charger

16=Mori-mori Fruit

17=Nami-nami Fruit

18=Battle Skull

19=Defective CPU

1A=Sense Crystal

1B=Magic Stone

1C=Turtle Charm

1D=Mini Television

1E=Golf Club

1F=Pudding

20=Health Battery

21=Power Battery

22=Treasure Box

23=Red Chip

24=Yellow Chip

25=Blue Chip

26=Green Chip

27=Sleep-Aid

28=Confidence-Aid

29=Konki Candy

2A=Sit Still

2B=A-CPU

2C=B-CPU

2D=O-CPU

2E=AB-CPU

2F=Power Down

SLOT 10 MODIFIER

7E1345XX=Modify Slot 10

7E134602=Quantity for item slot 10

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 11 MODIFIER

7E1347XX=Modify Slot 11
7E134802=Quantity for item slot 11
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick

05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 12 MODIFIER

7E1349XX=Modify Slot 12
7E134A02=Quantity for item slot 12
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book

0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 13 MODIFIER

7E134BXX=Modify Slot 13
7E134C02=Quantity for item slot 13
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell

0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 14 MODIFIER

7E134DXX=Modify Slot 14
7E134E02=Quantity for item slot 14
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger

14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 15 MODIFIER

7E134FXX=Modify Slot 15
7E135002=Quantity for item slot 15
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull

19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 16 MODIFIER

7E1351XX=Modify Slot 16
7E135202=Quantity for item slot 16
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television

1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 17 MODIFIER

7E1353XX=Modify Slot 17
7E135402=Quantity for item slot 17
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box

23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 18 MODIFIER

7E1355XX=Modify Slot 18
7E135602=Quantity for item slot 18
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid

28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 19 MODIFIER

7E1357XX=Modify Slot 19
7E135802=Quantity for item slot 19
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU

2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 20 MODIFIER

7E1359XX=Modify Slot 20
7E135A02=Quantity for item slot 20

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 21 MODIFIER

7E135BXX=Modify Slot 21

7E135C02=Quantity for item slot 21

replace XX with:

00=Rubber Ball

01=Soccer Ball

02=Circus Ball

03=Steel Ball

04=Stick

05=Sword

06=Corlo's Sword

07=Corlo's Cane

08=Hoe

09=Picture Book

0A=Grammer Book

0B=Encyclopedia

0C=Sheet Music

0D=Bad Book

0E=Steel Dumbbell

0F=Seeds

10=Trumpet

11=Flowers

12=Strange Seeds

13=C-Charger

14=B-Charger

15=A-Charger

16=Mori-mori Fruit

17=Nami-nami Fruit

18=Battle Skull

19=Defective CPU

1A=Sense Crystal

1B=Magic Stone

1C=Turtle Charm

1D=Mini Television

1E=Golf Club

1F=Pudding

20=Health Battery

21=Power Battery

22=Treasure Box

23=Red Chip

24=Yellow Chip

25=Blue Chip

26=Green Chip

27=Sleep-Aid

28=Confidence-Aid

29=Konki Candy

2A=Sit Still

2B=A-CPU

2C=B-CPU

2D=O-CPU

2E=AB-CPU

2F=Power Down

SLOT 22 MODIFIER

7E135DXX=Modify Slot 22

7E135E02=Quantity for item slot 22

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 23 MODIFIER

7E135FXX=Modify Slot 23
7E136002=Quantity for item slot 23
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick

05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 24 MODIFIER

7E1361XX=Modify Slot 24
7E136202=Quantity for item slot 24
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book

0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 25 MODIFIER

7E1363XX=Modify Slot 25
7E136402=Quantity for item slot 25
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell

0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 26 MODIFIER

7E1365XX=Modify Slot 26
7E136602=Quantity for item slot 26
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger

14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 27 MODIFIER

7E1367XX=Modify Slot 27
7E136802=Quantity for item slot 27
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull

19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 28 MODIFIER

7E1369XX=Modify Slot 28
7E136A02=Quantity for item slot 28
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television

1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 29 MODIFIER

7E136BXX=Modify Slot 29
7E136C02=Quantity for item slot 29
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box

23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 30 MODIFIER

7E136DXX=Modify Slot 30
7E136E02=Quantity for item slot 30
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid

28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 31 MODIFIER

7E136FXX=Modify Slot 31
7E137002=Quantity for item slot 31
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU

2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 32 MODIFIER

7E1371XX=Modify Slot 32
7E137202=Quantity for item slot 32

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 33 MODIFIER

7E1373XX=Modify Slot 33

7E137402=Quantity for item slot 33

replace XX with:

00=Rubber Ball

01=Soccer Ball

02=Circus Ball

03=Steel Ball

04=Stick

05=Sword

06=Corlo's Sword

07=Corlo's Cane

08=Hoe

09=Picture Book

0A=Grammer Book

0B=Encyclopedia

0C=Sheet Music

0D=Bad Book

0E=Steel Dumbbell

0F=Seeds

10=Trumpet

11=Flowers

12=Strange Seeds

13=C-Charger

14=B-Charger

15=A-Charger

16=Mori-mori Fruit

17=Nami-nami Fruit

18=Battle Skull

19=Defective CPU

1A=Sense Crystal

1B=Magic Stone

1C=Turtle Charm

1D=Mini Television

1E=Golf Club

1F=Pudding

20=Health Battery

21=Power Battery

22=Treasure Box

23=Red Chip

24=Yellow Chip

25=Blue Chip

26=Green Chip

27=Sleep-Aid

28=Confidence-Aid

29=Konki Candy

2A=Sit Still

2B=A-CPU

2C=B-CPU

2D=O-CPU

2E=AB-CPU

2F=Power Down

SLOT 34 MODIFIER

7E1375XX=Modify Slot 34

7E137602=Quantity for item slot 34

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 35 MODIFIER

7E1377XX=Modify Slot 35
7E137802=Quantity for item slot 35
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick

05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 36 MODIFIER

7E1379XX=Modify Slot 36
7E137A02=Quantity for item slot 36
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book

0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 37 MODIFIER

7E137BXX=Modify Slot 37
7E137C02=Quantity for item slot 37
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell

0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 38 MODIFIER

7E137DXX=Modify Slot 38
7E137E02=Quantity for item slot 38
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger

14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 39 MODIFIER

7E137FXX=Modify Slot 39
7E138002=Quantity for item slot 39
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull

19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 40 MODIFIER

7E1381XX=Modify Slot 40
7E138202=Quantity for item slot 40
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television

1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 41 MODIFIER

7E1383XX=Modify Slot 41
7E138402=Quantity for item slot 41
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box

23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 42 MODIFIER

7E1385XX=Modify Slot 42
7E138602=Quantity for item slot 42
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid

28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 43 MODIFIER

7E1387XX=Modify Slot 43
7E138802=Quantity for item slot 43
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU

2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 44 MODIFIER

7E1389XX=Modify Slot 44
7E138A02=Quantity for item slot 44

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 45 MODIFIER

7E138BXX=Modify Slot 45

7E138C02=Quantity for item slot 45

replace XX with:

00=Rubber Ball

01=Soccer Ball

02=Circus Ball

03=Steel Ball

04=Stick

05=Sword

06=Corlo's Sword

07=Corlo's Cane

08=Hoe

09=Picture Book

0A=Grammer Book

0B=Encyclopedia

0C=Sheet Music

0D=Bad Book

0E=Steel Dumbbell

0F=Seeds

10=Trumpet

11=Flowers

12=Strange Seeds

13=C-Charger

14=B-Charger

15=A-Charger

16=Mori-mori Fruit

17=Nami-nami Fruit

18=Battle Skull

19=Defective CPU

1A=Sense Crystal

1B=Magic Stone

1C=Turtle Charm

1D=Mini Television

1E=Golf Club

1F=Pudding

20=Health Battery

21=Power Battery

22=Treasure Box

23=Red Chip

24=Yellow Chip

25=Blue Chip

26=Green Chip

27=Sleep-Aid

28=Confidence-Aid

29=Konki Candy

2A=Sit Still

2B=A-CPU

2C=B-CPU

2D=O-CPU

2E=AB-CPU

2F=Power Down

SLOT 46 MODIFIER

7E138DXX=Modify Slot 46

7E138E02=Quantity for item slot 46

replace XX with:

00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick
05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

SLOT 47 MODIFIER

7E138FXX=Modify Slot 47
7E139002=Quantity for item slot 47
replace XX with:
00=Rubber Ball
01=Soccer Ball
02=Circus Ball
03=Steel Ball
04=Stick

05=Sword
06=Corlo's Sword
07=Corlo's Cane
08=Hoe
09=Picture Book
0A=Grammer Book
0B=Encyclopedia
0C=Sheet Music
0D=Bad Book
0E=Steel Dumbbell
0F=Seeds
10=Trumpet
11=Flowers
12=Strange Seeds
13=C-Charger
14=B-Charger
15=A-Charger
16=Mori-mori Fruit
17=Nami-nami Fruit
18=Battle Skull
19=Defective CPU
1A=Sense Crystal
1B=Magic Stone
1C=Turtle Charm
1D=Mini Television
1E=Golf Club
1F=Pudding
20=Health Battery
21=Power Battery
22=Treasure Box
23=Red Chip
24=Yellow Chip
25=Blue Chip
26=Green Chip
27=Sleep-Aid
28=Confidence-Aid
29=Konki Candy
2A=Sit Still
2B=A-CPU
2C=B-CPU
2D=O-CPU
2E=AB-CPU
2F=Power Down

=====
ALL PLACES IN THIS GAME
=====

=====
DR. GEPPETTO'S HOUSE
=====

This is a good place to teach Pino various skills.You can say this is Pino's house too because the doctor was arrested by Messala.

=====
GIJIN VILLAGE
=====

No.46's village.Go there if you don't know what to do.After that, Messala will destroy that villager and the villager want to fight with human.....

=====
OLD MAN FAM'S FARM
=====

A farm.The old man give that farm to you.You can plant vegetables to get money.

=====
PIERRE'S GREAT CIRCUS
=====

Pino become the performer of this circus.But,right after he performed the show,Messala close down the circus because the owner of the circus, Pierre hire a Gijin to perform the show.

=====
CORLO RACETRACK
=====

A stadium.You become the Sport King when you win in all contests. But,when the people knows you are a Gijin,they chase you out of there.

=====
CORLO FOREST
=====

This is the greatest place to train Pino.It has many equipment like log bridge rope that you can train with Pino.There is a turtle god and turtle charm in this forest.

=====
CASTLE CORLO FRONT ENTRANCE
=====

You only go there to become a Royal guard of the castle.Again,you will be chased out by the king when he knows you are a Gijin.

=====
CORLO TOWN
=====

There is an item shop in this town and you can get almost everything you want in this game.You can hear some useful information too when you talk to the town people.

=====
CORLO PIER
=====

You will meet Add there.Then,he will take you to a treasure island if you are lucky.

=====
MIMI'S CAFE
=====

Mimi is a human.But her cafe serve only Gijin.You will be hired by her if you sing well.

=====
THE BACK ALLEY
=====

There is a police station and theif hideout here.You will know that the thief is a kind and they like to help the needy people.

=====
CORLO MINE

=====

There is a monster live inside the mine.BE CAREFUL.....it can take you out easily.

Other Information

::::::::::::::::::::

I thought I'd bring this to your attention... Your FAQ doesn't tell how to get the Corlo's Cane item, and I kind of just accidentally figured it out. In the back alley, as I'm sure you've figured out by now, if you leave Pino alone for a moment once he descends the stairs, he will search for things in the pile of random stuff. You can also tell him to do this by clicking on the large gear. While he normally seems to find either A-Chargers, B-Chargers, C-Chargers, or (far, far more often) nothing, I was surprised to see him go to the pile, search it, and pull Corlo's Cane out of the pile.

Upon later review prompted by his insistence on, before I could do anything, opening the thieves' door, invading the castle, and deciding that he wasn't capable of climbing the ivy, ending that run of the game, it appears that this is how you are supposed to go about getting the item, as he pulled it out again with lots of coaxing (read: sitting for five minutes repeatedly clicking on the gear).

I have no idea what he's supposed to do with it, but I took the time to figure out exactly what happens with each of the reactions he seems to have when told to use the Corlo's Cane (at least as far as I've found).

Spins head around quickly then says, "I don't understand at all." (this happened repeatedly while at 99 overall intelligence)

Raises Reasoning

Raises Diligence

Lowers Arm Power

Spins head around while saying, "Yes? What?" (apparently low-intelligence version of above)

Raises Reasoning

Raises Diligence

Lowers Arm Power

Jumps in the air and uses like a sword while saying, "Faaaaaaaaaam!"

Lowers Reasoning

Raises Arm Power

Stomps on cane while saying "Hmph!"

Lowers Reasoning

Lowers Honesty

Lowers Kindness

Raises Leg Power

Bows down and prays "Cooooorlo, Cooooorlo."

Lowers Attack

Raises Luck

Anyways, I thought you might like to put that in your FAQ or something...

J//Sinn

4)About upgrade

I think this FAQ contains almost everything in this game.I will only upgrade this FAQ if someone contact me with the reason that is FAQ does not have something that he wants to know.

5)Copyright issue

This FAQ is copyright© 2003 Solomon warrior.

You can only have this FAQ for your personal use. You may not change anything on this guide, adding or taking anything out of it. That means, don't even try to change a single word in this guide. Don't try to claim that this is your work because It is against the law and I dont't think I want to have a court case with you because of this FAQ. You can't put this FAQ on your Web page without my permission and this FAQ can only be found at www.gamefaqs.com and www.neoseeker.com. So, please e-mail me if you see this FAQ appear on the other web site. If you want to have this FAQ on your web site, just e-mail me for permission. Normally, I will give you permission to put this FAQ on your web site. I just want you to ask and give me your web site address before I give you the permission to have this FAQ on your web site.

6)Contact information

If you want to make any questions, comments or suggestions, please feel free to e-mail me at [Sacred\)hero@hotmail.com](mailto:Sacred)hero@hotmail.com)

7)Credits

I make this FAQ on my own.

Special thanks to:

CJayC

-post this FAQ.

J//Sinn<wings_of_light@yahoo.com>

- give me a ton of information about everything on this game.

Kayak Boat

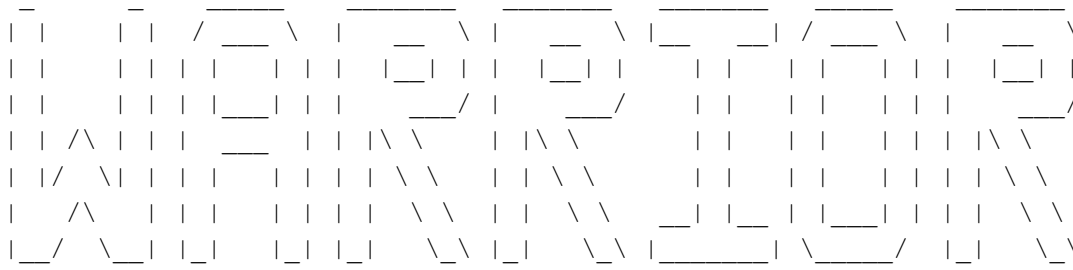
-give me information about secret ending.

-give me a hint on getting music sheet.

Linkie "vhfgj jfhjfh" <warmaker10@hotmail.com>

-give me information about strange seeds.

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ENJOY THE GAME!!!!!!

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