Young Merlin Pro Action Replay Codes

by kharan_zechts   Updated to v1.2 on Jun 12, 2006

```
=================================================
Young Merlin Pro Action Replay Codes v1.2
=================================================
Table of Contents
[1] Introduction
[2] Normal Codes
[3] Inventory Codes
        [3.1] Part 1: Inventory Editing
        [3.2] Part 2: Item List Editing
        [3.3] Part 3: Item List Length Editing
        [3.4] Troubleshooting: Common Problems
[4] Credits, other info


=================================================
[1] Introduction
=================================================
All of these codes have been tested using Zsnes on the US, Euro,
and Beta versions of Young Merlin. They should work with
every version of the game.

Some of these codes require some knowledge of hexadecimal. If you are
running MS Windows you can easily convert Decimal numbers to Hexadecimal
and back by using the calculator program in your accessories folder.
Knowing how hexadecimal numbers work is useful for some of these codes.
If you do not understand hexadecimal please use a search engine like google
as that is out of the scope of this guide.




=================================================
[2] Normal Codes
=================================================


7EEDDB?? Max Heart Containers [03-10]
Normally in the game you can have up to 16 heart containers.
Normal values range between 03-10 for 3-16. You can go higher but the results
are unpredictable and may cause the game to crash or behave strangely. If your
current hearts are higher than your maximum an annoying debug message will
display each time you take damage.

7EEDDE?? Current Amount of Full Hearts [00-10]
7EEDDD?? Partial Amount filled of last heart [00-FF]
For full health, set the first code to the number of heart containers you have
and the second code to 00.
These 2 codes are a little tricky. The first one controls how many full hearts
you have. The second one adds another heart and controls how much it is
partially filled up. A halfway filled heart is a value of 80, a full one is
a value of FF. For example if you wanted to have 3.5 out of 4 hearts you would
set the first code to 03 and the second code to 80. If you wanted to have 4 out
of 4 hearts you would set the first code to 04 and the second one to 00. You
could also try setting the first code to 03 and the second one to FF.

7EEFF8?? Current Amount of Clovers [00-0B]
Set this value to 0B for 11. The next clover you receive will give you
invincibility or full health. The numbers on the screen will not reflect the
```

change this code makes. You must turn the code off once you get your
12th clover because the game counts them down to 0. Do not set this value to
12 or higher or your clover count will remain at 12 and you'll never be able to
get any bonuses from them.

7E4FD5?? Current Air Bubbles [00-06]
Set this value to 06 for 6 air bubbles. Leave the code on to never run out of
air while underwater.

==
[3] Inventory Codes
==

7E4CD7?? Current Equipped Item in B slot [00-3A]
7E4CD9?? Current Equipped Item in Y slot [00-3A]
These 2 codes edit the item you are currently equipped with. This is a quick
way to play with items you don't have or use the ones that don't show up in
the game normally. See the list at the bottom of 3.2 for the values for ??.

If you try to use bottles with these codes and you do not already have
the bottle in your inventory it can crash the game.

The following codes are used to edit your item inventory. There are 3
steps to properly editing your inventory. Failing to do these steps
correctly can result in buggy behavior and may crash the game. Make
backup save states first and read carefully!

Once you have Entered all of the codes. Check your inventory and cycle
through your items to confirm that you did everything correctly.
Then Save State, turn off the codes, and load state.

There are 3 steps:

==
[3.1] Part 1: Inventory Editing
==
Step 1: Edit the item into your inventory screen.

There are 30 slots on the inventory screen.
I have numbered the inventory like so:
1A 2A 3A 4A 5A 6A
1B 2B 3B 4B 5B 6B
1C 2C 3C 4C 5C 6C
1D 2D 3D 4D 5D 6D
W1 W2 W3 W4 W5 W6

Each Item has certain values to specify its state. Do not use any
other values or you can have unexpected results like being spammed
with debug messages or the game crashing when you try to use the item.
Some Items occupy the same space in your inventory. These slots have
multiple item listings. The items displayed first will cover the ones
displayed last, in order. You can have 2 items that occupy the same space,
you will be able to switch between them using L and R in part 2. For the
items that are rechargeable, make sure you add the usable version. The game
uses these part 1 codes to determine whether you have an item or not.
The game uses some of the inventory variables here for progression and
item placement so beware that you might cause problems or skip game
content by hacking your inventory.

```
Some of these items have 2 values
for it being removed from the inventory. The second value might be
used to specify that you had the item and used it once because that
is what the game sets it to once you have used and lost the item.


Weapon 1:
7E4D12?? Sword (not in normal game)
        00: Remove from Inventory
        02: Add to Inventory
7E4D13?? Heart Locket (Usable)
        02: Add to Inventory
        04: Remove from Inventory
7E4D14?? Heart Locket (Recharging)
        02: Add to Inventory
        04: Remove from Inventory

Weapon 2:
7E4CF0?? Shooting Star
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove (After replaced by silver star?)

Weapon 3:
7E4CFE?? Match Stick (Usable)
        04: Remove from Inventory
        1A: Add to Inventory
7E4CFF?? Match Stick (Recharging)
        02: Add to Inventory
        04: Remove from Inventory
Weapon 4:
7E4CF1?? Silver Star
        00: Remove from Inventory
        02: Add to Inventory

Weapon 5:
7E4CF3?? Snow Flake (Usable)
        01: Remove from Inventory
        02: Add to Inventory
7E4CF4?? Snow Flake (Recharging)
        02: Add to Inventory
        04: Remove from Inventory

Weapon 6:
7E4CF2?? Lightning Bolt
        01: Remove from Inventory
        02: Add to Inventory

Inventory 1A:
7E4CE5?? Green Gem
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory
7E4CE6?? Red Gem
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)
7E4CE7?? Yellow Gem
        00: Remove from Inventory
        02: Add to Inventory
```

```
        04: Remove from Inventory (after?)
7E4CE8?? Orange Gem
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)
7E4CE9?? Blue Gem
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)
7E4CEA?? Indigo Gem
        01: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)
7E4CEB?? Violet Gem
        02: Add to Inventory
        04: Remove from Inventory
7E4CEC?? Rainbow Gem
        02: Add to Inventory
        04: Remove from Inventory
7E4CF9?? Wooden Heart
        00: Remove from Inventory
        02: Add to Inventory
7E4CFA?? Wooden Heart
        00: Remove from Inventory
        02: Add to Inventory
7E4CFB?? Wooden Heart
        00: Remove from Inventory
        02: Add to Inventory
7E4D09?? Raw Ore
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)


Inventory 2A:
7E4CE0?? Tulip
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)


Inventory 3A:
7E4CE1?? Daisy
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)



Inventory 4A:
7E4CE3?? Rose
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)

Inventory 5A:
7E4CE4?? Golden Foxglove
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)

Inventory 6A:
7E4CE2?? Daffodil
```

```
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (after?)


Inventory 1B:
7E4CF8?? Wooden Heart
        00: Remove from Inventory
        02: Add to Inventory
7E4CFC?? Wooden Heart
        02: Add to Inventory
        04: Remove from Inventory
7E4D06?? Wooden Heart
        02: Add to Inventory
        04: Remove from Inventory


Inventory 2B:
7E4D01?? Stun Dust
        02: Add to Inventory
        04: Remove from Inventory


Inventory 3B:
7E4D07?? Balloon
        02: Add to Inventory
        04: Remove from Inventory


Inventory 4B:
7E4D0C?? Bubble Wand
        02: Add to Inventory
        04: Remove from Inventory


Inventory 5B:
7E4D08?? Mirror
        02: Add to Inventory
        04: Remove from Inventory


Inventory 6B:
7E4D11?? Dwarven Teleport
        00: Remove from Inventory
        02: Add to Inventory


Inventory 1C:
There does not appear to be any item for this space.


Inventory 2C:
7E4CF7?? Golden Comb
        02: Add to Inventory
        04: Remove from Inventory


Inventory 3C:
7E4CF6?? Hour Glass
        02: Add to Inventory
        04: Remove from Inventory


Inventory 4C:
7E4D03?? Key (Gold)
        00: Remove from Inventory
        02: Add to Inventory
7E4D0B?? Spring
        00: Remove from Inventory
        02: Add to Inventory
```

```
7E4D0D?? Fishbowl (Empty)
        00: Remove from Inventory
        02: Add to Inventory
7E4D0E?? Fishbowl w/ Cave Herring inside
        00: Remove from Inventory
        02: Add to Inventory


Inventory 5C:
7E4D04?? Key (Silver)
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (After its used?)


Inventory 6C:
7E4CF5?? Blue Sparkly Thing (unknown item)
        00: Remove from Inventory
        02: Add to Inventory
7E4D0A?? Reflection Crystal w/ Fairy inside
        00: Remove from Inventory
        02: Add to Inventory
        05: Remove from Inventory (after?)
7E4D15?? Gold Sparkly Thing (unknown item)
        02: Add to Inventory
        04: Remove from Inventory


Inventory 1D:
7E4D00?? Air Bubble
        02: Add to Inventory
        04: Remove from Inventory
7E4D02?? Wrench
        00: Remove from Inventory
        02: Add to Inventory
        04: Remove from Inventory (After its used?)
7E4D05?? Wheel
        02: Add to Inventory
        04: Remove from Inventory


Inventory 2D:
7E4D0F?? Cave Herring (Alive)
        00: Remove from Inventory
        02: Add to Inventory
7E4D10?? Cave Herring (Dead)
        00: Remove from Inventory
        02: Add to Inventory


Inventory 3D:
7E4CFD?? Lantern
        00: Remove from Inventory
        0A: Add to Inventory


Inventory 4D-6D:
7E4CED?? Bottle 1
7E4CEE?? Bottle 2
7E4CEF?? Bottle 3
        00: Removed from Inventory
        22: Empty Bottle
        62: Normal Water (Heal 3 hearts)
        66: Rainbow Water (Heal 1 heart)
        82: Blue Water (Invincibility for a short time)
```

```
================================================
[3.2] Part 2: Item List Editing
================================================
Step 2: Edit the items that show up on the game screen that you can cycle
with L and R. To do this you must add each item from your inventory
starting from the first slot. Do this for Y items and B weapons.

Couple of things to note:
-For the items to work properly you must add every Y item to the Y list
and every B item to the B list at least once
-You can add multiple copies of one item if you want. You can also place
multiple copies in different lists, like B Weapons in the Y list. Just
make sure you have at least one copy of each item in its correct list.
-You can put the items in any order you like, so you could group the more
useful ones together.
-Fill up your item slots in order. In other words put an item in slot 1,
then 2, then 3. Don't jump around or make gaps in the list.
-Again, for weapons that recharge pick the usable version.

7E4D$$?? Y Items Slot (55 Total) [16-4C] [00-3A]
7E4D$$?? B Weapons Slot (9 Total) [4D-55] [00-3A]

$$ - These values determine which slot
For The Y items, there are 55 slots you can place items into starting
from 16 and going to 4C.
For the B items, there are 9 slots you can place items into starting
from 4D and going to 55.

?? - These values determine which item
00      Nothing
01      Tulip (Creates Silver Star)
02      Daisy (Creates Golden Comb)
03      Daffodil (Creates Lightning Bolt)
04      Rose (Creates Snow Flake)
05      Golden Foxglove (Creates Hour Glass)
06      Green Gem (Creates Mirror)
07      Red Gem (Creates Bubble Wand)
08      Yellow Gem (Creates Balloon)
09      Orange Gem (Creates Stun Dust)
0A      Blue Gem (Creates Air Bubble)
0B      Indigo Gem (Creates Shooting Star)
0C      Violet Gem (Creates Match Stick & Rainbow Gem)
0D      Rainbow Gem
0E      Bottle 1
0F      Bottle 2
10      Bottle 3
11      Shooting Star
12      Silver Star
13      Lightning Bolt
14      Snow Flake (Usable)
15      Snow Flake (Recharging)
16      Blue Sparkly Thing (not in normal game, no idea what it does)
17      Hour Glass
18      Golden Comb
19      Wooden Heart (Goes in second item slot)
1A      Wooden Heart (All of these hearts work)
1B      Wooden Heart (for every flower, regardless)
1C      Wooden Heart (of which ones you use)
1D      Wooden Heart
1E      Lantern
```

```
1F       Match (Usable)
20       Match (Recharging)
21       Air Bubble
22       Stun Dust
23       Wrench
24       Key (Gold)
25       key (Silver)
26       Wheel
27       Wooden Heart (Does not work)
28       Balloon
29       Mirror
2A       Raw Ore
2B       Reflection Crystal w/ Fairy inside
2C       Spring
2D       Bubble Wand
2E       Fish Bowl (Empty)
2F       Fish Bowl w/ Cave Herring Inside
30       Cave Herring (Alive)
31       Cave Herring (Dead)
32       Dwarven Key (4 Arrows Teleport Item)
33       Sword (Does not appear in game normally)
34       Heart Locket (Usable)
35       Heart Locket (Recharging)
36       Gold Sparkly Thing (Not found in normal game, no idea what it does)
37       Bottle (Causes a debug message if you try to fill it)
38       Bottle w/ Rainbow water (Heals 1 heart, can reuse infinitely,
         causes debug message upon use)
39       Bottle w/ Normal water (heals 3 hearts, can reuse infinitely,
         causes debug message upon use)
3A       Bottle w/ Blue water (Invincibility, can reuse infinitely,
         causes debug message upon use)
3B-FF    Everything from here on out is glitchy and can cause the game
         to crash.
```

==
[3.3] Part 3: Item List Length
==
Step 3: The final step is to tell the game the length of the new item
lists you have created. Count up how many items are in your list and
convert that number to Hex (Use the windows Calculator). Remember that
the Y list can have up to 55 items and the B list can have up to 9.
Do not try to go higher than these values or you will just add garbage
to the end of your list.

```
7E4CDB?? Max Number of Items in Y slots [00-37]
7E4CDD?? Max Number of Items in B slots [00-09]
```

Did you do everything correctly? If so, Save State, Turn off the item
code, Load State, and you're good to go!

==
[3.4] Trouble Shooting: Common Problems
==
Q: When I try to select an item from the Inventory I get this message:
"ERROR IN DISPLAY INV SCREEN"
A: You most likely added the item to your inventory and
forgot to add it to the list. Cycle through the item list
using the L and R buttons and confirm that it is there.

```
Q: When I use XXXXXX it causes weird graphical glitches and freezes
the game.
A: Either you are trying to use an item above 3A or you did not follow
all the proper steps to add it to your inventory. Confirm that you followed
steps 1 - 3 exactly.

Q: When I cycle through my item list with the L and R buttons some of the
items at the end of the list do not show up.
A: You set the values in part 3 too low. Count up all the items and try again,
or just keep setting it higher until it shows them all.

Q: At the end of my item list there are items with messy looking icons that
crash the game when I try to use them.
A: You set the values in part 3 too high. Count up all the items and try again,
or just keep setting it lower until the garbage items disappear.

Q: The Heart Locket doesn't work.
A: I don't think this item was intended to be used outside of the final battle.


=================================================
[4] Credits and other stuff
=================================================
I am the sole author of this document. If you would like to use it on
your site feel free. Just please keep it in its original form and give
me credit.

If you have any questions or comments feel free to send an email
to kharan5876@yahoo.com.
```