

# Eye of the Beholder Save State Hacking Guide

by BlueberryMerlin

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Eye of the Beholder (SNES version) save state hacking guide

For use with ZSNESWIN save states

Written using Cygnus hex editor

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Sites who may post this document -

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Any respectable site who wishes to post this guide, please pay me the courtesy of asking first, and more then likely, permission will gladly be granted. For that respect alone, I am usually apt to give permission.

Version history -

1.1 - Nothing in the actual hacking sections updated, only the list that states who may post this guide on thier site.

1.0 - This is my first guide, and the first version, so I guess it would be 1.0, but if anyone finds anything wrong with it, feel free to tell me, so I can fix it,give you credit, and make more versions!

As said above, this was written using the Cygnus hex editor, however, after skimming through a save state with Hex Workshop, the file looks the same (somewhat new to writing save state guides, though not save state hacking itself), so either should work well, since which editor you use does not effect how ZSNES writes its save states.

Also, Im sure most of those out there reading this now know to back up your save games when hex editing, but to those who dont know...well, if youre still reading this part, then I just told you, didnt I? Hex editing is dangerous, if you take a game, open it up, and mess with the code, save it, and go to see what kind of results you get...then the game crashes? Then what if you cant remember the changes you made? Hope you didnt work too long on that game there, but dont come mailing me, saying I ruined your game. All the results within this guide were tried, if what you do, is NOT listed in this guide, its either because I didnt try it, or because it was an obvious glitch, and didnt want to take the chance that someone might read this line, but see the code of that line, and change thier file in an irreplacably damaging way. So, careful. Even some of the results in this guide will go haywire, but I will post in big bold caps warnings around those sections.

Also, I have no intention of sounding rude here, but to those of you who might look at the information below, and say "what the heck is this? explain this to me better!" Sorry, but no, I have fun writing save state hacking guides for

specific games, I have no intention of also writing a guide for actually DOING it. However, at the bottom of this guide, is the URL of one of the most comprehensive, and easily readable guides Ive ever seen, that teaches you how to do it, or at least, understand it. That said and done, on with the hacking!

To begin with, Im fairly certain the character sections are not exactly accurate, but for all general purposes, stats, items, gear, inventories, hp, etc, this works. The only thing I would think is different, from looking at the hex values, is that the sections actually begin slightly earlier on then what is listed here, most prominently because of the long line of FF's seperating each section. I think the first dozen or two offsets are misc values like face, and class, if you discover what those are, feel free to let me know, but Im not overly concerned with it, only for completeness of this guide.

Secondly (sorry for rambling, but I wont give a glitchy guide without letting you know where the glitches or faults are), there are two numbers for each stat. Ive never encountered a stat draining power in this game, but I am familiar with the world of D&D, so perhaps i missed something. In any case, I will assume the second number is the max number for that stat. I would suggest that if you change one number, change the other to match it.

Lastly (I promise, last one) on experience. The offsets are 4 bytes each, so in theory, you could set your experience to 4294967295 (FFFFFFFF), but Ive never personally gone beyond FFFFFFFF (mainly to see how high the levels would go) so I cant gaurentee safe results, but if theres room for the offset, it cant/shouldnt mess it up too badly. Entering digits into the offsets of the experience for the 2nd (or 3rd) classes for a character thats only one class anyways, does nothing, as far as I can tell. Oh, and dont expect results right away, not until you go into battle anyways. At that point, everyone will start making levels at everything you do, even flipping switches it seems like, up until thier level matches what it should be, in accordance with thier experience.

Character 1's section 1122-11F3  
 Character 2's section 11F4-12C5  
 Character 3's section 12C6-1397  
 Character 4's section 1398-1469  
 Character 5's section 146A-153B  
 Character 6's section 153C-160D

Character -	1	2	3	4	5	6
Name	1122-112B	11F4-11FD	12C6-12CF	1398-13A1	146A-1473	153C-1545
Str/Max str	112C-112D	11FE-11FF	12D0-12D1	13A2-13A3	1474-1475	1546-1547
Str mod/Max str mod (max is 100, or 64 in hex)	112E-112F	1200-1201	12D2-12D3	13A4-13A5	1476-1477	1548-1549
Int/Max int	1130-1131	1202-1203	12D4-12D5	13A6-13A7	1478-1479	154A-154B
Wis/Max wis	1132-1133	1204-1205	12D6-12D7	13A8-13A9	147A-147B	154C-154D
Dex/Max dex	1134-1135	1206-1207	12D8-12D9	13AA-13AB	147C-147D	154E-154F
Con/Max con	1136-1137	1208-1209	12DA-12DB	13AC-13AD	147E-147F	1550-1551
Cha/Max cha	1138-1139	120A-120B	12DC-12DD	13AE-13AF	1480-1481	1552-1553
HP/Max HP	113A-113B	120C-120D	12DE-12DF	13B0-13B1	1482-1483	1554-1555
AC	113C	120E	12E0	12B2	1484	1556

Experience  
 Class 1 1146-1149 1218-121B 12EA-12ED 13BC-13BF 148E-1491 1560-1563  
 Class 2 114A-114D 121C-121F 12EE-12F1 13C0-13C3 1492-1495 1564-1567

Ok, I promised that the experience deal was the last interuption, but this is the most potentially damaging section of this guide (in my experience). Here is a list of every item you can give yourself, but please, please, for the sake of your games, excercise some caution when using this section, and remember, the rewind button is your friend!!! Oh yeah, I promised big bold caps for the dangerous parts, didnt I?...ok then,

```

SSS TTTTT OOO PPPP      A      N      N DDDD  RRRR  EEEE      A      DDDD  ! !
SS   T   OO OO P  PP      AAA      NN   N D  DD  R  RR E      AAA      D  DD  ! !
SS   T   OO OO P  P      A  A      N N  N D  D  R  R  EE      A  A      D  D  ! !
SSS  T   OO OO PPP  AAAAAA  N  N N D  D  RRR  EE      AAAAAA  D  D  ! !
    SS  T   OO OO P      A      A N  NN D  DD  R  R  E      A      A  D  DD
SSS  T   OOO  P      A      A N  N DDDD  R  R EEEE A      A  DDDD  ! !
    
```

Ok, as my girlfriend can testify to, as I ruined at least one of her games by doing this, some of the unique, key items, can kill your game. The primary instance that stands out, is when I was almost done, and had most of my item list compiled, I took her game, and started messing with it, not following my own instructions, and didnt back up the save game. I gave her a few (ok all) key items, like keys that theres only one of in the game, and other stuff, unique things, that you CANT have more then one of, because only one exists. At first, I noticed nothing, but as I began piling things on the ground, because her inventory was full, I noticed at one point that when I placed said item(s) on the floor, most, or all of the items that were on the ground disapeared, or the game froze up, and it wouldnt even let me rewind, and I reset it only to discover that it had erased the save state. As always, back up your save games, but a good test, would be to put a couple of items on the ground (a shield, a sword, an armor) and then both keys on the floor, and then pile it all back in your inventory, putting one key in your items, and then replacing it with the other identical key, then placing that somewhere in your pack. If you do this, and nothing appears to glitch, youre probably safe, but dont get rid of your back up right then and there, save it, just in case something goes wrong later down the road. Its kind of a pain in the rear to enact all those steps, everytime you give yourself a (couple) key item(s), but it helped me to avoid any crashes on my (or rather my gf's) game. So, proceed with caution. Also, I've had a few glitches when it comes to placing items directly onto the slot it belongs to, so you might just want to fill up inventories, and move it where it needs to be from there. However, it mightve just been me, feel free to test it out yourself. And last, and probably least, Im not sure how to put multiple arrows into the quiver at once. The hex just says theres an arrow in there, but not how many, so I dont know where that number is located. Again, probably easier just to fill up your inventory, and put them in manually, unless you feel like finding it out for yourself (and maybe telling me? for credit of course).

Anyways, enter the item numbers of the item you want, into the offset of the slot you want, and enjoy your newfound gear.

Char slot -	1	2	3	4	5	6
Hand 1	1193-1194	1265-1266	1337-1338	1409-140A	14DB-14DC	15AD-15AE
Hand 2	1195-1196	1267-1268	1339-133A	140B-140C	14DD-14DE	15AF-15B0
Inventory	1197-11B2	1269-1284	133B-1356	140D-1428	14DF-14FA	15B1-15CC
Quiver	11B3-11B4	1285-1286	1357-1358	1429-142A	14FB-14FC	15CD-15CE
Armor	11B5-11B6	1287-1288	1359-135A	142B-142C	14FD-14FE	15CF-15D0

Wrist	11B7-11B8	1289-128A	135B-135C	142D-142E	14FF-1500	15D1-15D2
Helmet	11B9-11BA	128B-128C	135D-135E	142F-1430	1501-1502	15D3-15D4
Necklace	11BB-11BC	128D-128E	135F-1360	1431-1432	1503-1504	15D5-15D6
Shoes	11BD-11BE	128F-1290	1361-1362	1433-1434	1505-1506	15D7-15D8
Belt 1	11BF-11C0	1291-1292	1363-1364	1435-1436	1507-1508	15D9-15DA
Belt 2	11C1-11C2	1293-1294	1365-1366	1437-1438	1509-150A	15DB-15DC
Belt 3	11C3-11C4	1295-1296	1367-1368	1439-143A	150B-150C	15DD-15DE
Ring 1	11C5-11C6	1297-1298	1369-136A	143B-143C	150D-150E	15DF-15E0
Ring 2	11C7-11C8	1299-129A	136B-136C	143D-143E	150F-1510	15E1-15E2

#### Items

0100 - leather armor  
 0200 - robe  
 0300 - staff  
 0400 - dagger  
 0500 - short sword  
 0600 - lockpicks  
 0700 - spell book  
 0800 - cleric grail  
 0900 - leather boots  
 0A00 - iron rations  
 0B00 - cursor (useless glitch)  
 0C00 - cursor (useless glitch)  
 0D00 - cursor (useless glitch)  
 0E00 - cursor (useless glitch)  
 0F00 - cursor (useless glitch)  
 1000 - cursor (useless glitch)  
 1100 - robe  
 1200 - potion of giant strength  
 1300 - gem (blue)  
 1400 - skull key  
 1500 - wand of frost (10 charges)  
 1600 - ring of sustenance  
 1700 - scroll (no use?)  
 1800 - ring of feather fall  
 1900 - ring of protection +2  
 1A00 - wand of frost (3 charges)  
 1B00 - scroll (no use?)  
 1C00 - scroll (no use?)  
 1D00 - scroll (no use?)  
 1E00 - iron rations  
 1F00 - paladins grail  
 2000 - wand silvias  
 2100 - dwarf bones  
 2200 - key  
 2300 - scroll (no use?)  
 2400 - axe  
 2500 - dagger  
 2600 - dart  
 2700 - adamantite dart +4  
 2800 - halberd  
 2900 - chainmail  
 2A00 - helmet  
 2B00 - dwarf helmet  
 2C00 - silver key  
 2D00 - adamantite long sword +1  
 2E00 - mace  
 2F00 - longsword -2  
 3000 - potion of healing  
 3100 - guinsoo +4 (dagger)

3200 - gem (red)  
3300 - orb of power  
3400 - dwarven healing potion  
3500 - rock +1  
3600 - potion of extra healing  
3700 - rations  
3800 - fancy robe  
3900 - rock  
3A00 - igneous rock +1  
3B00 - mage scroll of detect magic  
3C00 - spear  
3D00 - staff  
3E00 - stone medallion (glowing portal key)  
3F00 - potion of healing  
4000 - halfling bones  
4100 - lockpicks  
4200 - lockpicks  
4300 - dart +2  
4400 - stone medallion (glowing portal key)  
4500 - wand of frost (1 charges)  
4600 - cleric scroll of empower  
4700 - rock  
4800 - helmet  
4900 - arrow  
4A00 - shield  
4B00 - arrow  
4C00 - spear  
4D00 - potion of extra healing  
4E00 - leather boots  
4F00 - potion of healing  
5000 - axe  
5100 - potion of giant strength  
5200 - axe  
5300 - rock  
5400 - helmet  
5500 - bow  
5600 - stone dagger (glowing portal key)  
5700 - axe  
5800 - helmet  
5900 - spear  
5A00 - potion of healing  
5B00 - mage scroll of shield  
5C00 - sling  
5D00 - arrow  
5E00 - chainmail  
5F00 - potion of healing  
6000 - rock  
6100 - gem (blue)  
6200 - gem (blue)  
6300 - arrow  
6400 - chainmail  
6500 - gem (blue)  
6600 - shield  
6700 - arrow  
6800 - gem (blue)  
6900 - dart  
6A00 - potion of extra healing  
6B00 - potion of giant strength  
6C00 - arrow  
6D00 - potion of healing

6E00 - potion of extra healing  
6F00 - mage scroll of detect magic  
7000 - backstabber +3 (dagger)  
7100 - spear  
7200 - shield  
7300 - rations  
7400 - potion of healing  
7500 - rock  
7600 - cleric scroll of flame blade  
7700 - rock  
7800 - dwarf helmet  
7900 - cleric scroll of cause light wounds  
7A00 - wand of frost (10 charges)  
7B00 - arrow  
7C00 - rock  
7D00 - long sword  
7E00 - wand of magic missile (3 charges)  
7F00 - arrow  
8000 - mace  
8100 - ring +3 (of what?)  
8200 - potion of healing  
8300 - arrow  
8400 - ring of adornment (pretty but useless)  
8500 - rock  
8600 - potion of healing  
8700 - mace  
8800 - potion of cure poison  
8900 - potion of cure poison  
8A00 - medallion of adornment (pretty but useless)  
8B00 - robe  
8C00 - drow cleaver +3 (axe)  
8D00 - stone scepter (glowing portal key)  
8E00 - wand of frost (1 charges)  
8F00 - adamantite long sword +1  
9000 - dart  
9100 - cleric scroll of slow poison  
9200 - rations  
9300 - iron rations  
9400 - dart  
9500 - dwarven helmet  
9600 - dwarven shield  
9700 - rock  
9800 - arrow  
9900 - dart  
9A00 - rock  
9B00 - cleric scroll of hold person  
9C00 - iron rations  
9D00 - spear  
9E00 - stone necklace (glowing portal key)  
9F00 - cleric scroll of aid  
A000 - mage scroll of haste  
A100 - iron rations  
A200 - cleric scroll of detect magic  
A300 - spear  
A400 - long sword  
A500 - spear  
A600 - commision and letter of marque  
A700 - potion of poison  
A800 - rations  
A900 - staff

AA00 - rock  
AB00 - plate mail  
AC00 - spear  
AD00 - scale mail  
AE00 - cursed axe -3  
AF00 - cursed sling -3  
B000 - staff  
B100 - ring of feather fall  
B200 - dart  
B300 - rations  
B400 - cleric scroll of meditation  
B500 - boots  
B600 - kenku egg  
B700 - kenku egg  
B800 - kenku egg  
B900 - kenku egg  
BA00 - kenku egg  
BB00 - kenku egg  
BC00 - kenku egg  
BD00 - kenku egg  
BE00 - kenku egg  
BF00 - kenku egg  
C000 - adamantite long sword +1  
C100 - adamantite long sword +1  
C200 - dart  
C300 - stone ring (glowing portal key)  
C400 - rock  
C500 - cleric scroll of dispel magic  
C600 - cleric scroll of cure serious wounds  
C700 - staff  
C800 - rations  
C900 - dart  
CA00 - dart  
CB00 - dart  
CC00 - dart  
CD00 - dart  
CE00 - dwarven shield +1  
CF00 - rock  
D000 - mace +3  
D100 - bracers  
D200 - wand of magic missile (20 charges)  
D300 - dart  
D400 - ring of adornment (pretty but useless)  
D500 - cleric scroll of flame blade  
D600 - mage scroll of fireball  
D700 - chieftain halberd +5  
D800 - spear  
D900 - necklace of adornment (pretty but useless)  
DA00 - cleric scroll of empower  
DB00 - arrow  
DC00 - cleric scroll of protect from evil 10' radius  
DD00 - cleric scroll of remove paralysis  
DE00 - cleric scroll of slow poison  
DF00 - cleric scroll of create food  
E000 - spear  
E100 - luck stone medallion  
E200 - ring +2 (of what?)  
E300 - arrow  
E400 - arrow  
E500 - arrow

E600 - arrow  
E700 - slicer +3 (short sword? more scimitar'ish looking but theres no scim's in this game)  
E800 - bracers +3  
E900 - ring of wizardry (not 100% sure how it helps you, maybe with saves?)  
EA00 - mage scroll of fear  
EB00 - jeweled key  
EC00 - banded armor  
ED00 - arrow  
EE00 - arrow  
EF00 - arrow  
F000 - drow key  
F100 - mage scroll of lightning  
F200 - spear  
F300 - potion of healing  
F400 - drow key  
F500 - cleric scroll of cure light wounds  
F600 - jeweled key  
F700 - ruby key  
F800 - rock +1  
F900 - wand of stick ("the wand has no apparent magical effect")  
FA00 - shield  
FB00 - cleric scroll of meditation  
FC00 - cleric scroll of neutral-poison  
FD00 - cleric scroll of cure critical wounds  
FE00 - medallion of adornment (pretty but useless)  
FF00 - ring of adornment (pretty but useless)

0101 - night stalker +3 (broad sword? its two handed, wont let you wield 2 weapons with it)  
0201 - cleric scroll of hold person  
0301 - rock +1  
0401 - ruby key  
0501 - mage scroll of invisibility 10' radius  
0601 - drow bow  
0701 - drow key  
0801 - cleric scroll of protect from evil  
0901 - drow boots  
0A01 - potion of extra healing  
0B01 - cleric scroll of resurrection  
0C01 - ruby key  
0D01 - drow key  
0E01 - jeweled key  
0F01 - mage scroll of shield  
1001 - wand of lightning (1 charges)  
1101 - cursed plate of great beauty -3  
1201 - flail  
1301 - drow key  
1401 - robe  
1501 - scepter of kingly might  
1601 - spear  
1701 - lock picks  
1801 - drow key  
1901 - cleric scroll of detect magic  
1A01 - potion of poison  
1B01 - mage scroll of stonesskin  
1C01 - arrow  
1D01 - arrow  
1E01 - arrow  
1F01 - drow key



2001 - cleric scroll of dispel magic  
2101 - cleric scroll of cure serious wounds  
2201 - mage scroll of invisibility  
2301 - cleric scroll of flame blade  
2401 - cleric scroll of protect from evil 10' radius  
2501 - mage scroll of armor  
2601 - drow shield +3  
2701 - cleric scroll of resurrection  
2801 - drow boots  
2901 - potion of extra healing  
2A01 - spear  
2B01 - wand of fireball (10 charges)  
2C01 - cleric scroll of resurrection  
2D01 - chainmail  
2E01 - rock  
2F01 - dwarven key  
3001 - plate mail  
3101 - potion of poison  
3201 - wand of frost (3 charges)  
3301 - cleric scroll of flame blade  
3401 - cleric scroll of cure critical wounds  
3501 - wand of stick ("the wand has no apparent magical effect")  
3601 - stone grail (glowing portal key)  
3701 - arrow  
3801 - arrow  
3901 - dagger  
3A01 - ring of feather fall  
3B01 - potion of giant strength  
3C01 - cleric scroll of flame blade  
3D01 - cleric scroll of remove paralysis  
3E01 - cleric scroll of neutral poison  
3F01 - mage scroll of cone of cold  
4001 - wand of lightning (10)  
4101 - luck stone medallion  
4201 - cleric scroll of resurrection  
4301 - stone orb (glowing portal key)  
4401 - drow key  
4501 - orb of power  
4601 - cleric scroll of resurrection  
4701 - rock +2  
4801 - rock +2  
4901 - slasher +4 (long sword)  
4A01 - banded armor +3  
4B01 - ring of adornment (pretty but useless)  
4C01 - mage scroll of hold monster  
4D01 - cleric scroll of cure serious wounds  
4E01 - iron rations  
4F01 - robe of defense (+5 over regular robes)  
5001 - flicka +5 (dagger)  
5101 - drow key  
5201 - human bones  
5301 - human bones  
5401 - human bones  
5501 - human bones  
5601 - human bones  
5701 - ring of protection +2  
5801 - bracers +2  
5901 - leather armor  
5A01 - spear  
5B01 - plate mail

5C01 - shield  
5D01 - severious +5 (long sword)  
5E01 - helmet  
5F01 - paladin grail  
6001 - short sword  
6101 - leather boots  
6201 - leather armor  
6301 - iron rations  
6401 - short sword  
6501 - dagger  
6601 - leather armor  
6701 - iron rations  
6801 - mace  
6901 - spell book  
6A01 - cleric grail  
6B01 - robe  
6C01 - iron rations  
6D01 - short sword  
6E01 - cleric grail  
6F01 - leather armor  
7001 - leather boots  
7101 - commission and letter of marque  
7201 - dart  
7301 - dagger  
7401 - potion of speed  
7501 - arrow  
7601 - arrow  
7701 - arrow  
7801 - spear  
7901 - rock  
7A01 - rock  
7B01 - potion of extra healing  
7C01 - dart  
7D01 - dagger  
7E01 - orb of power  
7F01 - orb of power  
8001 - orb of power  
8101 - gem (red)  
8201 - potion of extra healing  
8301 - potion of extra healing  
8401 - ring of adornment (pretty but useless)  
8501 - necklace (no use?)  
8601 - wand of fireball (10 charges)  
8701 - orb of power  
8801 - potion of speed  
8901 - orb of power  
8A01 - orb of power  
8B01 - orb of power  
8C01 - iron rations  
8D01 - iron rations  
8E01 - iron rations  
8F01 - iron rations  
9001 - skull key  
9101 - potion of invisibility  
9201 - potion of invisibility  
9301 - potion of vitality  
9401 - potion of vitality  
9501 - potion of invisibility  
9601 - potion of invisibility  
9701 - wand of magic missile (20 charges)

9801 - spell book  
9901 - stone scepter (glowing portal key)  
9A01 - stone dagger (glowing portal key)  
9B01 - stone medallion (glowing portal key)  
9C01 - stone necklace (glowing portal key)  
9D01 - stone ring (glowing portal key)  
9E01 - stone grail (glowing portal key)  
9F01 - stone orb (glowing portal key)  
A001 - iron rations  
A101 - spear  
A201 - spear  
A301 - dart  
A401 - axe  
A501 - potion of extra healing  
A601 - cursor (useless glitch)  
A701 - cursor (useless glitch)  
A801 - cursor (useless glitch)  
A901 - cursor (useless glitch)  
AA01 - dart  
AB01 - dart  
AC01 - dart  
AD01 - spear  
AE01 - potion of cure poison  
AF01 - potion of cure poison  
B001 - potion of cure poison  
B101 - potion of cure poison  
B201 - cleric grail  
B301 - spell book  
B401 - adamantite dart +4  
B501 - adamantite dart +4  
B601 - adamantite dart +4  
B701 - adamantite dart +4  
B801 - adamantite dart +4  
B901 - adamantite dart +4  
BA01 - adamantite dart +4  
BB01 - adamantite dart +4  
BC01 - adamantite dart +4  
BD01 - adamantite dart +4  
BE01 - potion of vitality  
BF01 - mage scroll of vampiric touch  
C001 - robe  
C101 - iron rations  
C201 - short sword  
C301 - leather shoes  
C401 - leather armor  
C501 - spear  
C601 - axe  
C701 - cleric grail  
C801 - leather armor  
C901 - leather shoes  
CA01 - iron rations  
CB01 - short sword  
CC01 - lock picks  
CD01 - leather armor  
CE01 - guinsoo +4 (dagger)  
CF01 - dart  
D001 - spear  
D101 - mage scroll of detect magic  
D201 - dagger  
D301 - dagger

D401 - potion of healing  
D501 - mace  
D601 - spear  
D701 - dagger  
D801 - gem (red)  
D901 - mace  
DA01 - spear  
DB01 - chainmail  
DC01 - dwarf helmet  
DD01 - spear  
DE01 - staff  
DF01 - spear  
E001 - spear  
E101 - spear  
E201 - spear  
E301 - spear  
E401 - spear  
E501 - rock +1  
E601 - rock +1  
E701 - halberd  
E801 - halberd  
E901 - dagger  
EA01 - cursor (useless glitch)  
EB01 - cursor (useless glitch)  
EC01 - cursor (useless glitch)  
ED01 - cursor (useless glitch)  
EE01 - cursor (useless glitch)  
EF01 - cursor (useless glitch)  
F001 - cursor (useless glitch)  
F101 - cursor (useless glitch)  
F201 - cursor (useless glitch)  
F301 - cursor (useless glitch)  
F401 - cursor (useless glitch)  
F501 - cursor (useless glitch)  
F601 - cursor (useless glitch)  
F701 - cursor (useless glitch)  
F801 - cursor (useless glitch)  
F901 - cursor (useless glitch)  
FA01 - cursor (useless glitch)  
FB01 - cursor (useless glitch)  
FC01 - cursor (useless glitch)  
FD01 - cursor (useless glitch)  
FE01 - glitched short sword, cant pick up, or replace  
FF01 - cursor (useless glitch)

I also completed up to 0102 - 5002 (80 combos) finding only glitches. Most were cursors glitches, but even those were more messed up then normal, sometimes telling me I had picked up a dagger, or a halberd...or a "potion +2" (I stared long and hard at that one, I figured doing the 510 combinations of previous item sets had fried my brain) and the items whose icons APPEARED to show up correctly sometimes gave me the same messages as the glitched cursors, and other times, told me I had picked up something totally different. So, after 5002, I stopped.

I think thats it, but Ive been taking all the data Ive gathered, and writing this file nonstop for about 2 hours, and its now almost 2:30am, so I could have (and very likely did) miss something, but thats easily fixable... by you! Without readers, there would be no purpose in writing

this, and no one to tell me there was something wrong with what I wrote, so please, if Ive made any mistakes, or you find more that I havent covered, or whatever, email me (its at the top for those of you who skimmed past the usual no-purpose text)

Finally, last but certainly not least, I would like to extend my gratitude towards the following people:

\*\*\*Webmaster of fantasyanime.com for writing one of the best tutorials on almost anything that Ive ever read (his focusing on save state hacking, and without which, this guide would not have been read by you now). Should you have any questions, regarding how to learn more about save state hacking, dont bother asking me (not to sound rude) but I wont answer these emails. His websites URL (at least the one with the ss hacking guide) is

<http://www.fantasyanime.com/index.htm>

At the bottom of that page, is a link, something like "Save state hacking" or whatever (no offense Webmaster, Im tired lol) click on it, and happy reading.

\*\*\*My girlfriend, for allowing me to continuously, and multiple times, to dissect her save games, and then forgiving me when I told her I didnt know how to put it back together. Though this is a great game, though fairly prehistoric (no offense to the creators, but when youre used to playing ps, ps2, and other 64-128 bit machines, seeing the 16-32 bit graphics can cause horrendous headaches) It held no interest for me, save as a hacking project. Thus, the information gathered here is possible only because of her endless patience.

\*\*\*The masses, whom I mentioned before, give this guide a purpose.

\*\*\*(show me any mistakes, even in spelling, grammer, etc, and Ill put your name here.) By the way, regarding that last comment, I dont care whatsoever about punctuation, and yes, I know the only form of punctuation Ive used this entire guide was commas and periods.

Thanks for reading this, hope you enjoyed it, and hope it helps you kick that beholders @\$ \$ all the more!