

--FINAL FANTASY LEGEND – GAME BOY COLOR GAMESHARK CODES--

1. STAT BOOST CODES: Enter your choices below, then continue your quest. In the game, keep Altering the order of your party, so that each character moves to the 1st position. Once finished, save your quest.

010309CC + 01E708CC 999 Max HP. This is correctly set, avoiding the problems of the Game Genie codes.

01630BCC 99 Strength

01630CCC 99 Defense

01630DCC 99 Agility

01630ECC 99 Mana

01FE0ECC MAX MANA!! It says "99 Mana" but Spells damage like bombs & guns, & P-SWORD hits 999 damage!!

2. MAKE ANY ITEM HAVE UNLIMITED USES! Leave these active throughout your quest. Whenever you buy or find any item, Equip it into the 8th slot of any Human character to permanently convert it to Unlimited quantity!!!

01FE1ECC 8th slot of 1st char

01FE3DCC 8th slot of 2nd char

01FE5CCC 8th slot of 3rd char

01FE7BCC 8th slot of 4th char

3. CHANGE INVENTORY ITEMS: Enter the codes from the chart below, replacing the ??'s with your choices from the CODE MAP. In the game, every item you Equip into those slots (including any items already there) will change into the items you had set, as long as the codes are active.

This chart details all 8 slots of each Human character (Mutants can only use the first 4):

Slot	Char 1	Char 2	Char 3	Char 4
1	01??0FCC	01??2ECC	01??4DCC	01??6CCC
2	01??11CC	01??30CC	01??4FCC	01??6ECC
3	01??13CC	01??32CC	01??51CC	01??70CC
4	01??15CC	01??34CC	01??53CC	01??72CC
5	01??17CC	01??36CC	01??55CC	01??74CC
6	01??19CC	01??38CC	01??57CC	01??76CC
7	01??1BCC	01??3ACC	01??59CC	01??78CC
8	01??1DCC	01??3CCC	01??5BCC	01??7ACC

PEXTRA GP Low on cash?? Buy a cheap item, convert it into something expensive, and stick it back into inventory. Now sell it right back to the shopkeeper for a hefty profit! Repeat for more \$\$\$\$!

PMONSTER POWERS! Before using any Monster Powers (80 - FB below), go into your quest and Equip unlimited use items into your party's inventories FIRST and save. THEN, activate these codes. Any and all Monster Powers will be permanently set and can NEVER be moved. Extra note: D1 - DE are Monster's protection. Enjoy!

CODE MAP FOR ALL REGULAR INVENTORY ITEMS:

00: Potion	20: Hammer	40: Whip	60: Silver Gauntlet
01: XPotion	21: Long Sword	41: E-Whip	61: Giant Gauntlet
02: Cure Book	22: Axe	42: Saw	62: Ninja Gauntlet
03: Rod	23: Battle Sword	43: SMG	63: Hermes Shoe
04: Needle	24: Katana Sword	44: Grenade	64: Geta Shoe
05: Symbol	25: Silver Sword	45: Bazooka	65: Shoe
06: Eyedrop	26: Coral Sword	46: Balkan	66: Power Armor
07: Revive	27: Ogre Sword	47: Missile	67: Wand
08: Elixir	28: Dragon Sword	48: N. Bomb	68: Staff
09: Heart	29: Sun Sword	49: Laser	69: Book
0A: Arcane	2A: Flame Sword	4A: Hyper	6A: Fire Book
0B: Door	2B: Ice Sword	4B: Bronze Shield	6B: Ice Book
0C: Strong	2C: Elec Sword	4C: Gold Shield	6C: Elec Book
0D: Agility	2D: Rapier	4D: Silver Shield	6D: Fog Book
0E: HP200	2E: Sabre	4E: Flame Shield	6E: Flare Book
0F: HP400	2F: L-Sabre	4F: Ice Shield	6F: Sleep Book
10: HP600	30: CatCraw	50: Dragon Shield	70: Stone Book
11: King Sword	31: P-Knife	51: Aezis Shield	71: Death Book
12: King Armor	32: P-Sword	52: Bronze Helmet	72: Punch
13: King Shield	33: Revenge	53: Gold Helmet	73: Kick
14: Airseed	34: Vampiric Sword	54: Silver Helmet	74: Butt
15: Red Orb	35: Defend Sword	55: Army Helmet	75: X-Kick
16: BlueOrb	36: Rune Sword	56: Band Helmet	76: Judo
17: Erase99	37: Xclbr Sword	57: Dragon Helmet	77: Karate
18: BlueKey	38: Glass Sword	58: Bronze Armor	78: Tempter
19: JailKey	39: Masmune	59: Gold Armor	79: Counter
1A: WhitKey	3A: Bow	5A: Silver Armor	7A: Antdote
1B: Rock	3B: Long Bow	5B: Dragon Armor	7B: Bell
1C: Light	3C: Gr. Bow	5C: Suit Armor	7C: Pan
1D: Repent	3D: Colt	5D: Arthur Armor	7D: Shocker
1E: ROM	3E: Musket	5E: Bronze Gauntlet	
1F: BOARD	3F: Magnum	5F: Gold Gauntlet	

MONSTER POWERS (these permanently “infuse” into your characters’ inventories):

80: Honey	9F: Strict	BE: Squirt	DD: olce/Wp
81: Cure	A0: Petrify	BF: Quake	DE: oAll
82: Heal	A1: D-Fangs	C0: Tornado	DF: xFire
83: Revive	A2: Sl-Gaze	C1: Acid	E0: xElec
84: Care	A3: Sleep	C2: Whirl	E1: xlce
85: Raise	A4: Blind	C3: Steal	E2: Shell
86: Telepor	A5: Flash	C4: Tentacl	E3: Shell
87: Head	A6: Ink	C5: D-Beam	E4: Drink
88: Nose	A7: Horn	C6: Fire	E5: Chill
89: Pincher	A8: Gaze	C7: Ice	E6: Pollen
8A: Beak	A9: Gaze	C8: Elec	E7: Rocket
8B: Punch	AA: Riddle	C9: Flare	E8: Beam
8C: Bite	AB: Sing	CA: Stop	E9: Melt
8D: Fin	AC: Tail	CB: Sleep	EA: Sphere
8E: Bone	AD: Gaze	CC: Axe	EB: Mirror
8F: Sword	AE: Gaze	CD: S-Skin	EC: Kinesis
90: Hari-Te	AF: Drain	CE: P-Skin	ED: P-Blast
91: Bash	B0: Stench	CF: P-Skin	EE: Leech
92: Saw	B1: Sand	D0: Burning	EF: Uncurse
93: 2Pincer	B2: Tremble	D1: oFire	F0: ESP
94: 4Heads	B3: Electro	D2: olce	F1: Hypnos
95: Nail	B4: Bother	D3: oElec	F2: Barrier
96: 8Legs	B5: Web	D4: oPoison	F3: Mirror
97: 2Tusks	B6: Touch	D5: oStone	F4: Power
98: 4Horns	B7: Kiss	D6: oPara	F5: Armor
99: 2Swords	B8: Kick	D7: oWeapon	F6: Gaze
9A: 6Arms	B9: Flame	D8: oQuake	F7: 3Heads
9B: Poison	BA: Ice	D9: Explode	F8: oPAR/WP
9C: Poison	BB: Thunder	DA: oChange	F9: Stealth
9D: Tusk	BC: Gas	DB: oDamage	FA: Warning
9E: P-Fangs	BD: Acid	DC: Stone	FB: Forseen