

Whomp 'Em Save State Hacking Guide

by MASTERNO

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Whomp 'Em/Saiyuuki World 2: Tenjokai no Majin

Whomp 'Em is (c)1991 Jaleco Entertainment; Saiyuuki World 2:
Tenjokai no Majin is (c)1990 Jaleco Entertainment
Whomp 'Em/Saiyuuki World 2: Tenjokai no Majin Hex Editing FAQ is
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-----Contents-----
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In order to skip to a specific section, use CTRL+F and copy the number, including brackets, beside the section you want to view, then search. All search numbers are unique and specifically made for ease of navigation.

[1].....Introduction
[2].....Known Hex Values
[2.1]...Using Hex Addresses
[2.2]..Known Bugs and Issues
[3].....Version Information
[4].....Credits

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-----Introduction-----
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[1]

Welcome to my Whomp 'EM/Saiyuuki World 2: Tenjokai no Majin Hex Editing guide! Since my Adventures of Lolo 2 hex editing guide was so popular (how?!), I decided to go ahead and do more guides like it. This time I'm doing a guide for the sleeper title "Whomp 'Em" for the NES, a game that plays very much like Mega Man titles. In Japan, the game was known as Saiyuuki World 2, and I can only imagine that the name change was primarily due to the lack of western familiarity with the "Journey to the West" story (this was before Dragonball and Dragonball Z became popular). They thus changed the protagonist from Son Goku to Soaring Eagle, a Native American warrior, and altered the sprite to match. From a development standpoint, there are no actual differences between the two versions other than a few sprite changes, so the hex values I give you here work for both versions.

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-----Known Hex Values-----
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[2]

The following are hex values I've discovered that are meaningful to gameplay. There is technically only one value that you need to change in order to simply walk through the game, but there are two you will want to change in order to make it a piece of cake: Invincibility and Weapons. The former makes it so you can't be damaged by anything, but requires you to be damaged first before it

kicks in. Alternatively, you can use either the Life or the Magic Jar values and achieve the same basic effect. The Weapons value allows you to switch weapons without having obtained them first. This comes in real handy against certain bosses, as I'll describe in the Known Bugs and Issues section, but becomes useless as you advance through the game. In fact, once you get to the final area, you no longer need this value as you have all the weapons you can get.

=====Using Hex Addresses=====

[2.1]

0035: Life

-Each heart is worth three points in value, so the legitimate maximum health is 24. As long as the cheat is turned on, life will not be drained when you are hit or walk on damage tiles.

0040: Boss Life

-You can modify the life of bosses to make them easier or impossible. Primarily good for practicing and memorizing their patterns. This will not, however, protect from one-hit kills (see [2.2] for more information).

0083: Spear/Pole Extension

-This hex determines whether your basic weapon has extended reach from a weapon enhancement item found in most areas. Setting this to value 05 will give you the improved weapon.

0084: Weapon

-This allows you to change your weapon at will. There are eight actual weapons in the game including your basic spear/polearm and the final weapon you get at the beginning of the final area. The weapon values are as follows: 00 - Basic Spear/Polearm, 01 - Spear/Pole Whirlwind, 02 - Fire Wand, 03 - Cloud, 04 - Dart, 05 - Ice Crystal, 06 - Web, and 07 - Death Branch.

0098: Magic Jar

-The most you can have in a legitimate game is three. There is no real benefit to using this hex if you use the Invincibility or Life hexes, and in fact may be a detriment against some bosses.

0099 + 009B: Arrowhead/Glove

-Using the two values separately will not cause the desired effect. Using them together, you will have improved offensive capability. This seems to apply only to your basic attack however.

009A + 009C: Buffalo Headdress/Helmet

-Using the two values separately will not cause the desired effect. Using them together, you will have improved defense from attacks. As with Magic Jar, there's no real benefit to using this hex if you use the Invincibility or Life hexes, but there's no real harm either.

009F: Gourd Requirement

-This changes the gourd requirement to increase your maximum life. Reducing the value to 01 will give you an increase for each gourd you obtain. Using this method to max out your life will also max out the bosses' life, so its primary use is to make the game more difficult.

0649: Invincibility

-This is the hex value that determines how long you remain invincible either after picking up the invincibility item or getting hit. When using this hex, you must first become invincible before it kicks in. Thereafter, as long as you have the value frozen at 01 or higher, you will be perfectly invincible.

====Known Bugs and Issues====

[2.2]

There are lots of bugs and issues you can come across while hex editing this game. I couldn't even go through all the possible values within each hex to report just what each little bug could be. I can tell you the basics though and you can experiment from there if you wish. Feel free to email me any bugs you find and would like listed - I will credit anyone who supplies information.

0035: Life

-Setting this hex to value 82 or higher will cause some strange looping glitch that basically causes instant death the moment you are hit. If you have any Magic Jars left, they will be consumed before you are forced to continue or end the game.

-Cool note: there is no graphical glitch associated with overflowing the natural limit of 24.

0040: Boss Life

-If you set this to value 01 and attack with any damaging weapon, you will automatically win. However, since the boss still has life according to the game's system, the weapon item will only materialize and not arc to its usual landing point. In the event that it does, grabbing the item will freeze the game unless you've turned off the hex.

-This hex does not protect against one-hit kills no matter what you set the boss's life to. See the bug list for the Weapons hex for more details.

0083: Spear/Pole Extension

-I haven't noticed any particular bugs related to this hex. If you find any, please email me so that I may add it to this list.

0084: Weapons

-Whenever you change weapons using this hex, the sprite will still resemble the most recent weapon you've legitimately switched to, albeit generally go through a palette swap.

-Attempting to switch weapons while this hex is active will cause the game to freeze. Changing the value itself or deactivating the hex will prevent this issue.

-Overflowing the value will come up with a lot of different glitches. One value was really interesting in that after I used it in-game and got hit, it proceeded to act as though I had defeated the final boss and was going through the cutscene before freezing entirely. There are also lots of graphical glitches that may occur. In most cases, simply pressing forward into a new section of the area will resolve this issue. A reset will also work too, though you would obviously have to start the game anew.

-For those of you familiar with Mega Man 2 specifically, you will love this amazing little bug I discovered while testing the weapons against bosses. For the bosses in Sacred Woods, Fire Test, and Secret Cliff, switch to the weapon that they would give you for defeating them and attack them with it. The result: a one-hit kill. If you were thinking Metal Man from the start, give yourself a cookie for knowing your classic NES trivia.

-Somewhat related to the previous point, albeit a bit different, the Death Branch only works against the bosses in the other areas. Against the Ice Ritual boss, it takes away just one orb of life, as it does against the final boss. Against the Magic Forest boss, it takes away one and a third orb of life (assuming you don't increase your max life at all, you can defeat it while it's in its cocoon form just before it hatches into its butterfly form). And, ironically enough, against the Water Test boss it will score a one-hit kill.

0098: Magic Jar

-Trying to increase the value while the hex is active and you have already set it to a value of 03 or higher will cause the emulator to crash. You can, however, set it to any value you want initially and keep it there, or if you want to turn it off and still have the jars, make sure you use one before deactivating the hex so the game registers the value of the Magic Jar hex. If you set it to FF, you will have 255 Magic Jars, but after deactivating it you will have 254.

0099 + 009B: Arrowhead/Glove

-I've only encountered a small graphical glitch where the item will appear over the character's head if only the 99 hex is active. Other than that I can't seem to identify any bugs or issues resulting from the proper use of these hexes.

009A + 009C: Buffalo Headdress/Helmet

-As with 99/9B, just a small graphical glitch when 9A is the only active hex.

009F: Gourd Requirement

-I encountered some seemingly random crashes and freezes while testing this and can't seem to get a consistent cause. Additional information from readers would be helpful, but until then it's just listed as a known issue.

-If you don't deactivate the hex before completely maxing out your life, it will list a large hex value on the pause screen where it would otherwise say "00" (I got a value in the A- range when I tested this).

0649: Invincibility

-As with 9F, I came across a few random crashes and freezes while testing this. It seemed just as inconsistent, but were also fewer in frequency.

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-----Version Information-----
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[3]

Version 1.00 - Initial release version; contains all necessary

information; updates will generally be used for clarification and grammatical corrections, but information found to be missing or incorrect may be updated to reflect more accurate information.

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-----Credits-----

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[4]

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I'd like to thank the various FAQ writers that have used this format in the past. I think there are many of them, and I don't really remember who they are or what they wrote FAQs for, but this writing format is my favorite and preferred. Credit goes to them, whoever they may be, for this style of FAQ formatting. Contact me for creds if you know who they are or what games they wrote for.

A big thank you to GameFAQs for hosting a website where knowledge such as this can be freely shared by gamers everywhere.

Also a big thank you to Nintendo and Jaleco Entertainment for the creation of the NES and the development and production of this fun little Mega Man clone, respectively.

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