

Rare Items

Overview

Rare items are essentially just one event bit each. But they have a name and description that shows up in the items menu. So the player can contextually see his progress with obtaining the rare item (setting the bit).

Text Offsets

Names:

Description	Value
Base offset (SNES)	\$CEFBA0
Block size	\$0D
Number of blocks	\$0017
Total size	\$012B

Descriptions:

Description	Value
Base offset (SNES)	\$CEFCB0
Block size	variable
Number of blocks	\$0017
Total size	-

List of Rare Items

Index	Name Text	Desc. Text	Event Bit	Rare Item
\$00	\$CEFBA0	\$CEFCB0	1D0 BA:0	Cider
\$01	\$CEFBAD	\$CEFCCE	1D1 BA:1	Old Clock-Key
\$02	\$CEFBBA	\$CEFCF4	1D2 BA:2	Fish ("A yummy fish")
\$03	\$CEFBC7	\$CEFD01	1D3 BA:3	Fish ("Just a fish")
\$04	\$CEFBD4	\$CEFD0D	1D4 BA:4	Fish ("A rotten fish")
\$05	\$CEFBEE	\$CEFD1B	1D5 BA:5	Fish ("Fish")
\$06	\$CEFBEE	\$CEFD20	1D6 BA:6	Lump of Metal
\$07	\$CEFBFB	\$CEFD4A	1D7 BA:7	Lola's Letter
\$08	\$CEFBFB	\$CEFD7F	1D8 BB:0	Coral
\$09	\$CEFC08	\$CEFD83	1D9 BB:1	Books
\$0A	\$CEFC15	\$CEFDE4	1DA BB:2	Royal Letter
\$0B	\$CEFC22	\$CEFE05	1DB BB:3	Rust-Rid
\$0C	\$CEFC2F	\$CEFE12	1DC BB:4	Autograph (unused)
\$0D	\$CEFC3C	\$CEFE2E	1DD BB:5	Manicure (unused)
\$0E	\$CEFC49	\$CEFE43	1DE BB:6	Opera Record (unused)
\$0F	\$CEFC56	\$CEFE57	1DF BB:7	Magn.Glass (unused)
\$10	\$CEFC63	\$CEFE65	1E0 BC:0	Eerie Stone (unused)

Index	Name Text	Desc. Text	Event Bit	Rare Item
\$11	\$CEFC70	\$CEFE78	1E1 BC : 1	Odd Picture (unused)
\$12	\$CEFC7D	\$CEFE8F	1E2 BC : 2	Dull Picture (unused)
\$13	\$CEFC8A	\$CEFEA6	1E3 BC : 3	Pendant
\$14	\$CEFC97	-	1E4 BC : 4	(none; Stone Tablet in GBA editions)
\$15	\$CEFCA4	-	1E5 BC : 5	(none; Master's Crown in GBA editions)
\$16	\$CEFCB1	-	1E6 BC : 6	(none)
\$17	\$CEFCBE	-	1E7 BC : 7	(none)

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