

Mega Man & Bass Codebreaker Codes

by emutador

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                                Mega Man & Bass
                                for GBA
                                CodeBreaker Cheat Code Guide
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Ch. 1 - Do's, Dont's and How-To
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Don't ask me:

- information, which is provided in this guide.
- information, which is never intended to be in this guide. Ask other guides.
This is a CodeBreaker Cheat Code Guide.
- where you can get games, consoles or cheat devices. Ask your local vendor or ebay.
- where you can find roms or isos. I don't know, and I wouldn't say.
- whether I can make a special code for you. If there are enough good ideas, I will try to make more codes and perhaps provide them in the next version.
- whether I can make such a guide for another game. If the game is interesting enough, I will make a guide and perhaps release ist. But don't bet for it.
- whether I can teach you hacking codes. I'm working on such a guide. Until its release, there are enough other guides in the internet, which are very good.
- whether I can provide encrypted codes or codes converted to Gameshark or Action Replay. I don't like encrypted codes, because nobody can see, how they work. If you need them, search the internet for tools like GSACrypt or ARCCrypt and convert the codes by your own.

Please write me:

- to report errors in codes.
- to report errors in grammar, vocabulary ... (I hope, my English is not too bad.)
- to say things like "What a great guide".
- if something is not explained well enough and you need help.
- if you want to post this guide on your own website. But don't bet, I give my permission.
- if you know somebody, who provides this guide without my permission. (Sites are listed in the section "Legal Information".)
- if you find your information in this guide but not your name in the Credits Section. Maybe, I have forgotten you. Sorry. (But please remember, that two persons can find the same results without knowing each other.)
- if you have information, which you want to see in this guide. Of course you will also see your name in the Credits Section.

If you want to write me:

- give your e-mails a clear subject. E-mails without subject will be deleted without being read. Also e-mails with confusing subjects. Use subjects like "Question for your Mega Man Zero 4 CodeBreaker Guide" or similar.
- have an active e-mail and set my e-mail-address to "No-Spam". This is the only chance, that you can get an answer.
- remember to describe your problem clearly and to tell me, what version of this guide you have.
- please write in English or German. Italian or Czech might also be possible, but I'm not as good as in English or German. If you want to get the answer in a special language, please tell me (only these four languages).
- pay attention to the correct code of your e-mail. I can't answer questions, which I can't read. So use ISO-8859-1 or UniCode.
- don't bet for an answer. If you get no answer, then your message has perhaps been deleted by spam filter or ...
- don't send advertisements like "5,000 \$ a week", erotics, illegal contents ... It is possible, that I know a lawyer.
- don't send attachments without my permission. E-mails with attachments will be deleted without being read.

If you get no answer:

- your e-mail has been deleted by spam filter or never reached my account.
- your e-mail had no clear subject or ..., so I have deleted it manually without having read. Have a look in the "If you want to write me"-section above and try again.
- your e-mail-address has changed, so I can't respond. Use an active address.
- I have no time to answer you. This is only a hobby, and I have a lot of other things to do.
- wait for the next version of this guide. Maybe your question will be answered there.
- try again in about one month. Please give me enough time to answer or to hack a code, before you try again. I will not especially say that I will answer, before I do.

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Ch. 2 - Warranty
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This guide comes, as it is. That means, you use all the information on your own risk. Save your game stats before using any of these information to prevent data loss. There may be codes, that don't work or modify data in a way, I don't know.

Usage of cheat codes may corrupt or damage your software or hardware (game

cartridge, game console, cheat device, save stats). The producer of these may give no more warranty, if you use cheat codes.
If you find non-working codes, please contact me.

Hacking this game drove me crazy. There is no warranty, the codes work.

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Ch. 3 - Version History
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04/16/2007 - Version 0.90 - Official Release
-Initial Release

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Ch. 4 - CodeBreaker Cheat Code List for Mega Man & Bass (European Version)
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Enable Code (must be on, if you use no emulator):

0000BD30 000A
1005AE10 0007

(Enable Code for US Version

0000B738 000A
1005AE1C 0007

Enable Code for Japanese Version

00008418 000A
1005AAF0 0007

All Codes have only been tested with european version. It is possible, that they don't work with US/JAP version, although you use US/JAP Version Enable Code.)

---Part 1: Stats-----

Infinite HP
33004F8C 001C

9 Lives
3201630C 0009

999 Bolts
8201632E 03E7

---Part 2: Abilities and Qualities-----

Invincibility (walk through enemies, walk over spikes ...)
33004F8D 005F

With this code you can even be crashed by auto scroller in Tengu Man Stage. And you won't be damaged.

Multiple jump (Bass)
33004FE6 0000

Rapid Fire (Bass)
3202D378 0000

Rapid Fire Lv. 3 (Mega Man)
33004FE4 0078

This code may slow down your game, so use with caution.

Quick Charge (Mega Man)
D0000020 0002
33004FE5 0001

With this code you can fire one normal bullet, and when you release B-Button, a Mega Shot will be unleashed. The Mega Shot will be the more powerful (Lv. 3) the faster you release B-Button.

Infinite Slide/Dash
83004FDC FFFF

(Single Codes:
33004FDC 00FF Infinite Slide Mega Man
33004FDD 00FF Infinite Dash Bass)

To stop sliding, hit A-Button or D-Pad in the opposite direction.

Moon Jump
74000130 03FA
83004FD6 0CF4
A4000130 03FA
83004FD6 05F4

Hit Select+A for Moon Jump.

---Part 3: Equipment-----

Have Special Weapons and always fully charged

320163XX 00FF
XX=
10 Spread Drill
12 Lightning Bolt
14 Remote Mine
16 Wave Burner
18 Magic Card
1A Ice Wall
1C Tengu Blade
1E Copy Vision
20 Rush Search (Mega Man)/Treble Boost (Bass)
22 Beat (only Mega Man)

!Don't use 22 for Beat for Bass, or your game will crash.

To use this code, simply replace the XX by the value for the weapon you want. You will always have full energy for this weapons. Alternatively you can use All-Special-Weapons-Code.

Remember: These codes will also defeat the bosses, you can gain the weapons from. So they are a shortcut to King's stage.

Note: Having for instance Magic Card doesn't mean, that Ground Man is also defeated. The code only defeats the one special Boss.

All Special Weapons and always fully charged

Mega Man:
42016310 00FF
0000000A 0002

Bass:
42016310 00FF
00000009 0002

Have Items and infinite usage
82016324 XXXX
82016326 YYYY

Mega Man:

XXXX=sum of:

1000 = R1I3 I. PRESENT - Makes Ball appear in a certain place.
2000 = R1I2 S. GUARD - Makes spikes less lethal.
8000 = R1I1 E. BALANCE - Balances weapon energy.
0200 = R1I5 H.S.C. - Quicker Mega Buster charge.
0800 = R1I4 E. ANALYZE - Locates enemy's weak point.
0080 = --- (EDDIE)

YYYY=sum of:

1000 = R2I4 E. SAVER - Use less energy for Special weapons.
2000 = R2I1 S. RECOVER - Large energy recovery.
4000 = R2I2 C. ATTACK - Increased offensive power while in danger.
8000 = R2I3 A. CHARGER - Auto-charge your Buster.
0100 = R2I6 S. ARMOR - Reduces the amount of damage done to you.
0400 = R2I7 A. RECOVER - Slowly auto-recover your life energy.
0800 = R2I5 D. ABSORB - Refills a little energy when damaged.
0010 = EXIT UNIT
0020 = COM SYSTEM
0040 = R1I6 CD COUNTER - Counts how many CDs remain.
0080 = R1I7 CD FINDER - Detects CDs buried underground.

Bass:

XXXX=sum of:

1000 = R1I3 I. PRESENT - Makes Ball appear in a certain place.
2000 = R1I2 S. GUARD - Makes spikes less lethal.
4000 = R1I6 S. BOOSTER - Move faster when on the ladder.
8000 = R1I1 E. BALANCE - Balances weapon energy.
0100 = R1I5 H.S.D. - Dash faster.
0800 = R1I4 E. ANALYZE - Locates enemy's weak point.

YYYY=sum of:

1000 = R2I3 E. SAVER - Use less energy for Special weapons.
2000 = R2I1 S. RECOVER - Large energy recovery.
4000 = R2I2 C. ATTACK - Increased offensive power while in danger.
8000 = R2I6 S. BUSTER - Enhances the Bass Buster.
0100 = R2I5 S. ARMOR - Reduces the amount of damage done to you.
0200 = R2I7 H. BUSTER - Enhances Bass Buster bullets.
0800 = R2I4 D. ABSORB - Refills a little energy when damaged.
0010 = EXIT UNIT
0020 = COM SYSTEM
0040 = R1I7 CD COUNTER - Counts how many CDs remain.

!Don't use other values than given. Be careful with EDDIE. Your game might freeze or crash. To avoid this, you should use optimized All-Items-Codes.

To use these codes, simply add the values of the items you wish to have and convert to hex. Then put this value instead of the XXXX and/or YYYY

R?I? means the position of the item in menu screen. (R means the row, I means the column position of the item.) The description shall help you choose, which item you want to have.

!Important: Having Exit Module in the very first stage allows you to exit also this stage without having it cleared.

All Items (optimized codes)

Mega Man:

82016324 BA80

82016326 FDF0

Bass:

82016324 F900

82016326 FB70

Both (without EDDIE):

82016324 FF00

82016326 FFF0

This code works with both characters, but gives each of them their personal items.

Equipped Item

32016328 00XX

Mega Man:

XX=

01 for R2I6

02 for nothing/no item equipped

04 for R2I7

08 for R2I5

10 for R2I4

20 for R2I1

40 for R2I2

80 for R2I3

Bass:

XX=

01 for R2I5

02 for R2I7

04 for nothing/no item equipped

08 for R2I4

10 for R2I3

20 for R2I1

40 for R2I2

80 for R2I6

R?I? means the position of the item in the menu screen: R=row, I=item column.
There is no need to have the item, if you want to equip it.

---Part 4: CD Database-----

82012D9A XXXX

XXXX=sum of:

0002 #001 Megaman
0004 #002 Roll
0008 #003 Cut Man
0010 #004 Guts Man
0020 #005 Ice Man
0040 #006 Bomb Man
0080 #007 Fire Man
0100 #008 Elec Man
0200 #009 Metal Man
0400 #010 Air Man
0800 #011 Bubble Man
1000 #012 Quick Man
2000 #013 Crash Man
4000 #014 Flash Man
8000 #015 Heat Man

82012D9C XXXX

XXXX=sum of:

0001 #016 Wood Man
0002 #017 Needle Man
0004 #018 Magnet Man
0008 #019 Gemini Man
0010 #020 Hard Man
0020 #021 Top Man
0040 #022 Snake Man
0080 #023 Spark Man
0100 #024 Shadow Man
0200 #025 Bright Man
0400 #026 Toad Man
0800 #027 Drill Man
1000 #028 Pharaoh Man
2000 #029 Ring Man
4000 #030 Dust Man
8000 #031 Dive Man

82012D9E XXXX

XXXX=sum of:

0001 #032 Skull Man
0002 #033 Gravity Man
0004 #034 Wave Man
0008 #035 Stone Man
0010 #036 Gyro Man
0020 #037 Star Man
0040 #038 Charge Man
0080 #039 Napalm Man
0100 #040 Crystal Man
0200 #041 Blizzard Man
0400 #042 Centaur Man
0800 #043 Flame Man
1000 #044 Knight Man
2000 #045 Plant Man
4000 #046 Tomahawk Man
8000 #047 Wind Man

82012DA0 XXXX

XXXX=sum of:

0001 #048 Yamato Man
0002 #049 Freeze Man
0004 #050 Junk Man

0008 #051 Burst Man
0010 #052 Cloud Man
0020 #053 Spring Man
0040 #054 Slash Man
0080 #055 Shade Man
0100 #056 Turbo Man
0200 #057 Tengu Man
0400 #058 Astro Man
0800 #059 Sword Man
1000 #060 Clown Man
2000 #061 Search Man
4000 #062 Frost Man
8000 #063 Grenade Man

82012DA2 XXXX

XXXX=sum of:

0001 #064 Aqua Man
0002 #065 Enker
0004 #066 Quint
0008 #067 Punk
0010 #068 Ballade
0020 #069 Terry
0040 #070 Mercury
0080 #071 Venus
0100 #072 Mars
0200 #073 Jupiter
0400 #074 Saturn
0800 #075 Uranus
1000 #076 Pluto
2000 #077 Neptune
4000 #078 Sunstar
8000 #079 Buster Rod.G

82012DA4 XXXX

XXXX=sum of:

0001 #080 Mega Water.S
0002 #081 HyperStorm.H
0004 #082 Dynamo Man
0008 #083 Cold Man
0010 #084 Ground Man
0020 #085 Pirate Man
0040 #086 Burner Man
0080 #087 Magic Man
0100 #088 Dr. Light
0200 #089 Rush
0400 #090 Eddie
0800 #091 Beat
1000 #092 Tango
2000 #093 Auto
4000 #094 Dr. Wily
8000 #095 Bass

32012DA6 00XX

XX=sum of:

01 #096 Treble
02 #097 King
04 #098 Proto Man
08 #099 Duo
10 #100 Megaman&Bass

To use these codes, simply add the values for the CD you want and replace the XXXX (XX) by this value. If you are not experienced with hex system, take a scientific calculator or use All-CD-Codes.

Remember: If you already have a CD, but don't calculate it in the code, it will vanish. So be careful. To avoid this, use All-CD-Codes.

All CDs (optimized codes; use, if short code doesn't work)

82012D9A FFFE
82012D9C FFFF
82012D9E FFFF
82012DA0 FFFF
82012DA2 FFFF
82012DA4 FFFF
32012DA6 001F

All CDs (short code)

42012D9A FFFF
00000007 0002

!Only activate this code, then save a game and disable this code. There is no guarantee, it will work without problems. There is a second pack of codes, which I haven't told yet. These codes influence the display value of the CDs (changing color from yellow to white). They might make it more complicating. I hope to solve this problem until next version.

!Attention: All the codes change Database only temporarily. To get the CDs forever, you must save your game once.

---Part 5: Miscallenous-----

Boss/Mini Boss HP = 1 (One hit kills)

Green Devil/Burner Man Stage

33003D50 0001

Cold Man Stage/Ground Man Stage/King Stage 1/King Stage 2/Dr. Wily Stage

33003CCC 0001

!Enable these codes, after Boss' energy meter has filled, or your game will freeze.

There may be some more codes, but until now I had no time, to find them all. So if you have problems with bosses, use Invincibility or other codes.

Auto ignite Burner blocks

3202D37F 001A
33003E5E 0020
3200011A 0028
32000116 00CE

Don't ask me, why or how that code works. I found it by chance, while searching for the weapon codes, but it works most times (for instance in Astro Man Stage). Stand on the side, where the fuse is, and enable code.

Change Character

32016304 000X

X=

0 Mega Man

1 Bass

!Enable this code, before entering a stage. Remember to change or disable codes for equipment etc. to avoid complications.

!This code can crash game, if you haven't valid codes for equipment, for instance if you have Beat and switch to Bass.

!Changing character during a stage will corrupt graphics, but there should be no other damage. Disable the code and activate the other one to return to normal graphics.

Hold Position
83004F4C 8600

Use this special code only in Tengu Man Stage and for the second Mini Boss in King Stage 2. It holds you in one position, so you don't have to jump all the time (you can't jump, while this code is active). Don't forget to enable codes for Invincibility and Infinite HP, or you can be crashed by walls etc. The scrollers will bring you forward, and you can comfortably defeat enemies. Disable this code, after auto scroller has stopped.

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Planning for next version
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Better Database cheats

One hit kill cheats (because there seem to be more than the two I told now, and I haven't already tested these two with all bosses)

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<http://www.gamefaqs.com/>
<https://www.neoseeker.com/>
<http://www.supercheats.com/>
<http://emutador.de.vu/>

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Credits and Thanks
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I wish to thank:

Capcom and Nintendo - for making and providing such a great game

vba.ngemu.com - for programming and distributing VisualBoyAdvance, the tool,
most of this codes where hacked with

bottledlight.com - for programming and distributing Mappy Virtual Machine, the
tool, I hacked one part of the Enable Code with

codewerx.cjb.net - for programming and distributing CRCGen, the tool, I hacked
one part of the Enable Code with (This website is down, but the address will
remain here.)

All the writers of hacking tutorials - Sorry, but I don't know, how many guides
I have read, and which taught me what.

gamefaqs.com/neoseeker.com/supercheats.com - for accepting this guide

You - for reading this guide

Me - for hacking all the codes and writing this guide

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End of File
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