

# Super Robot Taisen: Original Generation 2 Codebreaker Codes

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SUPER ROBOT TAISEN - ORIGINAL GENERATION 2 CHEATS GUIDE  
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I . DISCLAIMER:  
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These text files are are free and nobody are allowed to sell this file or use it as a promotional tools of anykind. However this file may be redistributed as long as it's free. And please don't e-mail me if you just asking for ROMS. Some of the more simple codes is already conver

ted to codebreaker codes while the more complex one is not converted yet, but you can convert it to codebreaker codes by yourself. Because i already include the conversion technique as a footnote in each the unconverted code section.

-----  
II . SUPER ROBOT TAISEN - ORIGINAL GENERATION 2 CODEBREAKER CODES  
-----

A . ENABLE CODE  
-----

This are the Enable Code for the cheats.

100014C8 0007  
00006163 000A

-----  
B . ITEM CODE  
-----

This code will give 99 amount of each item

420040D06363  
0000002B0004

-----  
C . MAX SEISHIN/SPELL POINTS CODE  
-----

This Code will change the max seishin points to 400.

420197340190  
000000250038

-----  
D . MELEE ATTACK CODE  
-----

This Code will change the Melee Attack damage status.

420197360190  
000000250038

-----  
E . RANGE ATTACK CODE  
-----

This Code will change the Range Attack damage status.

420197380190  
000000250038

-----  
F . EVASION CODE  
-----

This Code will change the Evasion status.

4201973A0190  
000000250038

-----  
G . ACCURACY CODE  
-----

This Code will change the Accuracy status.

4201973C0190  
000000250038

-----  
H . DEFENSE CODE  
-----

This Code will change the Defense status.

4201973E0190  
000000250038

-----  
I . MANEUVER CODE  
-----

This Code will change the Maneuver status.

420197400190  
000000250038

-----  
J . # OF KILLS CODE  
-----

This Code will change the # of kills Statistic.

4201974200xx  
000000250038

Note : xx is hexadecimal numbers, where 50 decimal = 32 in hexadecimal.

-----  
K . INFINITE PILOT POINTS CODE  
-----

This Code will give your pilot 999 pilot points.

4201974403E7  
000000250038

Note : the points will decrease as you use it but it will back to 999 points again as long as the code is on.

-----  
L . CURRENT SEISHIN/SPELL POINTS CODE  
-----

This Code will change your current seishin points to 400.

4201975C0190  
000000250038

-----  
M. MAX KIRYOKU/MORALE CODE  
-----

This code will increase every character kiryoku to 150

4201975E0096  
000000250038

-----  
N . INFINITE MONEY CODE  
-----

Well, the title says it all.

8201A908 E0FF  
8201A90A 05F5

Note : this will give you 99,999,999 money. Yes, its's 99,999,999 of mo  
ney and can be use infinitely as long as the code is on.

-----  
O . ONE HIT LEVEL 99 CODE  
-----

This Code will give each of your character 500 EXP points per hit.

82001BCCFFFF  
82001BF4FFFF  
82001BD4FFFF  
82001BFCFFFF  
82001BDCFFFF  
82001C04FFFF

Note: May cause some bugs in ability to select a weapon manually when  
your character are attacked. But for the other command such as  
Evade or defend still can be selected manually.

-----  
P . SKILL CODES  
-----

Each character skill are allocated in their own unique memory slot add  
ress. And, in order to alter your character skill, you have to enter  
the corresponded codes for each character.

(Kyosuke)  
3201974800xx  
3201974900xx  
3201974A00xx  
3201974B00xx  
3201974C00xx  
3201974D00xx

(Excellen - Before Scenario 18/Lefina - After Scenario 18)  
3201978000xx  
3201978100xx  
3201978200xx  
3201978300xx

3201978400xx  
3201978500xx

(Bullet)

320197B800xx  
320197B900xx  
320197BA00xx  
320197BB00xx  
320197BC00xx  
320197BD00xx

(Lee - Before 2nd Scenario Split/Sanger - Izu Route/Aya - Aviano Route)

320197F000xx  
320197F100xx  
320197F200xx  
320197F300xx  
320197F400xx  
320197F500xx

(Lamia)

3201982800xx  
3201982900xx  
3201982A00xx  
3201982B00xx  
3201982C00xx  
3201982D00xx

(Sleigh -Before Scenario 17/Masaki - After Scenario 17)

3201986000xx  
3201986100xx  
3201986200xx  
3201986300xx  
3201986400xx  
3201986500xx

(Ibis)

3201989800xx  
3201989900xx  
3201989A00xx  
3201989B00xx  
3201989C00xx  
3201989D00xx

(Kai)

320198D000xx  
320198D100xx  
320198D200xx  
320198D300xx  
320198D400xx  
320198D500xx

(Rai)

3201990800xx  
3201990900xx  
3201990A00xx  
3201990B00xx  
3201990C00xx  
3201990D00xx

(Iatoooni - Before Special Scenario/Alfimi - After Special Scenario)

3201994000xx  
3201994100xx  
3201994200xx  
3201994300xx  
3201994400xx  
3201994500xx

(Tetsuya)

3201997800xx  
3201997900xx  
3201997A00xx  
3201997B00xx  
3201997C00xx  
3201997D00xx

(Daitetsu - Before Scenario 32/Eita - After Scenario 32)

320199B000xx  
320199B100xx  
320199B200xx  
320199B300xx  
320199B400xx  
320199B500xx

(Ryusei - Before Scenario 18/Sean - After Scenario 18)

320199E800xx  
320199E900xx  
320199EA00xx  
320199EB00xx  
320199EC00xx  
320199ED00xx

(Viletta)

32019A2000xx  
32019A2100xx  
32019A2200xx  
32019A2300xx  
32019A2400xx  
32019A2500xx

(Irmguld)

32019A5800xx  
32019A5900xx  
32019A5A00xx  
32019A5B00xx  
32019A5C00xx  
32019A5D00xx

(Sean - Before Scenario 18/Tasuku - After Scenario 18)

32019A9000xx  
32019A9100xx  
32019A9200xx  
32019A9300xx  
32019A9400xx  
32019A9500xx

(Lefina - Before Scenario 18/Excellen - After Scenario 18)

32019AC800xx  
32019AC900xx  
32019ACA00xx  
32019ACB00xx

32019ACC00xx  
32019ACD00xx

(Katina - Before Scenario 18/Leona - After Scenario 18)

32019B0000xx  
32019B0100xx  
32019B0200xx  
32019B0300xx  
32019B0400xx  
32019B0500xx

(Russel - Before Scenario 18/Ryusei - After Scenario 18)

32019B3800xx  
32019B3900xx  
32019B3A00xx  
32019B3B00xx  
32019B3C00xx  
32019B3D00xx

(Leona - Before Scenario 18/Russel - After Scenario 18)

32019B7000xx  
32019B7100xx  
32019B7200xx  
32019B7300xx  
32019B7400xx  
32019B7500xx

(Tasuku - Before Scenario 18/Katina - After Scenario 18)

32019BA800xx  
32019BA900xx  
32019BAA00xx  
32019BAB00xx  
32019BAC00xx  
32019BAD00xx

(Gilliam - Earth's Route/Radha - Moon's Route)

32019BE000xx  
32019BE100xx  
32019BE200xx  
32019BE300xx  
32019BE400xx  
32019BE500xx

(Lune - Earth's Route/Ring - Moon's Route)

32019C1800xx  
32019C1900xx  
32019C1A00xx  
32019C1B00xx  
32019C1C00xx  
32019C1D00xx

(Radha - Earth's Route/Arado - Moon's Route)

32019C5000xx  
32019C5100xx  
32019C5200xx  
32019C5300xx  
32019C5400xx  
32019C5500xx

(Arado - Earth's Route/Gilliam - Moon's Route)

32019C8800xx  
32019C8900xx  
32019C8A00xx  
32019C8B00xx  
32019C8C00xx  
32019C8D00xx

(Ring - Earth's Route/Lune - Moon's Route)

32019CC000xx  
32019CC100xx  
32019CC200xx  
32019CC300xx  
32019CC400xx  
32019CC500xx

(Rio)

32019CF800xx  
32019CF900xx  
32019CFA00xx  
32019CFB00xx  
32019CFC00xx  
32019CFD00xx

(Ryoto)

32019D3000xx  
32019D3100xx  
32019D3200xx  
32019D3300xx  
32019D3400xx  
32019D3500xx

(Kusuha)

32019D6800xx  
32019D6900xx  
32019D6A00xx  
32019D6B00xx  
32019D6C00xx  
32019D6D00xx

(Ratsel a.k.a Elzam)

32019DA000xx  
32019DA100xx  
32019DA200xx  
32019DA300xx  
32019DA400xx  
32019DA500xx

(Shine)

32019DD800xx  
32019DD900xx  
32019DDA00xx  
32019DDB00xx  
32019DDC00xx  
32019DDD00xx

(Aya - Izu Route/Mai - Aviano Route)

32019E1000xx  
32019E1100xx  
32019E1200xx  
32019E1300xx



32019E1400xx  
32019E1500xx

(Mai - Izu Route/Sanger - Aviano Route)

32019E4800xx  
32019E4900xx  
32019E4A00xx  
32019E4B00xx  
32019E4C00xx  
32019E4D00xx

(Yuuki)

32019E8000xx  
32019E8100xx  
32019E8200xx  
32019E8300xx  
32019E8400xx  
32019E8500xx

(Carla)

32019EB800xx  
32019EB900xx  
32019EBA00xx  
32019EBB00xx  
32019EBC00xx  
32019EBD00xx

(Seolla)

32019EF000xx  
32019EF100xx  
32019EF200xx  
32019EF300xx  
32019EF400xx  
32019EF500xx

(Latooni - After Special Scenario)

32019F2800xx  
32019F2900xx  
32019F2A00xx  
32019F2B00xx  
32019F2C00xx  
32019F2D00xx

To change a skill, just take the codes that corresponding to the character slot and replace the 'xx' for the number on the following table

-----  
SKILL DIGITS  
-----  
NATURAL SKILL  
-----  
xx | SKILL NAME  
-----

00	Chain Attack Ln
01	Counter Ln
02	In-finght Ln
03	Gunfight Ln
04	Attacker
05	Revenge
06	Command Ln

07 | Guard  
08 | Predict  
09 | (dummy) (empty)  
0A | Prevail Ln  
0B | Hit & Away  
0C | Ammo Save  
0D | EN Save  
0E | Mechanic  
0F | Resupply  
10 | Resolve  
11 | Morale  
12 | Will+ (Evade)  
13 | Will+ (Hit)  
14 | Will+ (Damage)  
15 | Offensive Support Ln  
16 | Combo Attack  
17 | Defensive Support Ln  
18 | SP Up Ln  
19 | SP Regenerate  
1A | Focus  
1B | Lucky Ln  
1C | Telekinesis Ln  
1D | B-Child Ln  
1E | B-Man Ln  
1F | M-Child Ln  
20 | Prophecy  
21 | Superhuman  
22 | Genius  
23 | Fortune  
24 | (glitch) (dummy) Ln

---

NON-NATURAL SKILL

---

xx | SKILL NAME

---

40 | Chain Attack +n  
41 | Counter +n  
42 | In-fight +n  
43 | Gunfight +n  
44 | Attacker  
45 | Revenge  
46 | Command +n  
47 | Guard  
48 | Predict  
49 | (dummy) (empty)  
4A | Prevail +n  
4B | Hit & Away  
4C | Ammo Save  
4D | EN Save  
4E | Mechanic  
4F | Resupply  
50 | Resolve  
51 | Morale  
52 | Will+ (Evade)  
53 | Will+ (Hit)  
54 | Will+ (Damage)  
55 | Offensive Support +n  
56 | Combo Attack  
57 | Defensive Support +n

58 | SP Up +n  
59 | SP Regenerate  
5A | Focus  
5B | Lucky +n  
5C | Telekinesis +n  
5D | B-Child +n  
5E | B-Man +n  
5F | M-Child +n  
60 | Prophecy  
61 | Superhuman  
62 | Genius  
63 | Fortune  
64 | (glitch) (dummy) +n

Notes: To convert the above codes to a codebreaker codes just simply change the 1st digit of the codes from 0 to 3 and remove the : sign, then add 00 before the skill digits. For example = 3201974800xx become 3201974800xx, the 00 must be added since codebreaker only work with 16 bits code.

-----  
Q . MECH CODES  
-----

Like character skill, each mech are allocated in their own unique memory slot address. In order to alter your mech you have to enter the corresponded code for the mech.

Slot	Address
01	32017D1000xx
02	32017D5C00xx
03	32017DA800xx
04	32017DF400xx
05	32017E4000xx
06	32017E8C00xx
07	32017ED800xx
08	32017F2400xx
09	32017F7000xx
10	32017FBC00xx
11	3201800800xx
12	3201805400xx
13	320180A000xx
14	320180EC00xx
15	3201813800xx
16	3201818400xx
17	320181D000xx
18	3201821C00xx
19	3201826800xx
20	320182B400xx
21	3201830000xx
22	3201834C00xx
23	3201839800xx
24	320183E400xx
25	3201843000xx
26	3201847C00xx
27	320184C800xx
28	3201851400xx
29	3201856000xx

30		320185AC00xx
31		320185F800xx
32		3201864400xx
33		3201869000xx
34		320186DC00xx
35		3201872800xx
36		3201877400xx
37		320187C000xx
38		3201880C00xx
39		3201885800xx
40		320188A400xx
41		320188F000xx
42		3201893C00xx
43		3201898800xx
44		320189D400xx
45		32018A2000xx
46		32018A6C00xx
47		32018AB800xx
48		32018B0400xx
49		32018B5000xx
50		32018B9C00xx
51		32018BE800xx
52		32018C3400xx
53		32018C8000xx
54		32018CCC00xx
55		32018D1800xx
56		32018D6400xx
57		32018DB000xx
58		32018DFC00xx
59		32018E4800xx
60		32018E9400xx

To change a mech, just take the codes corresponding to the mech and replace the 'xx' for the number on the following table.

Notes: there are 87 slot for mech. I will not write down all of the mech codes. To create your own codes for the address that is not listed in the above codes list just add 4C hexadecimal to the last digits before : sign. For example = 0217D1000xx the last digit before the ":" sign is 0 then the next MECH address is 0217D5C00xx. The Maximum address for Mech Codes is 320196E400xx

-----  
MECH DIGITS  
-----

xx		UNIT NAME
00		Gespenst
01		Gespenst MkII.S
02		Gespenst MkII.R
03		Gespenst MkII.M (Kai)
04		Gespenst MkII.M (Katina)
05		Gespenst MkII.M (Shadow Mirror)
06		Gespenst MkII.M (Shadow Mirror, More HP)
07		Schutzwald
08		Alteisen
09		Alteisen Riese
0A		Weissritter
0B		Rein Weissritter
0C		Rein Weissritter (Boss)

0D | Hucklebein  
0E | Hucklebein MkII  
0F | Hucklebein MkII.M  
10 | Hucklebein MkII.M (Shadow Mirror)  
11 | Hucklebein MkII.M (Shadow Mirror, More HP)  
12 | Hucklebein MkIII.L  
13 | Hucklebein MkIII.R  
14 | Hucklebein Boxer.L  
15 | Hucklebein Boxer.R  
16 | Hucklebein Gunner.L  
17 | Hucklebein Gunner.R  
18 | AM Gunner  
19 | R-1  
1A | R-Wing  
1B | (dummy) (empty)  
1C | (dummy) (empty)  
1D | R-2 Powered  
1E | R-3 Powered  
1F | R-Gun Powered (HTB Cannon Disabled)  
20 | SRX  
21 | R-Blade  
22 | R-Einst.M  
23 | R-Einst.M (More HP)  
24 | R-Einst.M (Boss)  
25 | Wildwurger  
26 | Wildwurger.L  
27 | Wildfalken  
28 | Wildfalken.L  
29 | (dummy) (empty)  
2A | Grungust  
2B | Wing Gust  
2C | Gust Lander  
2D | Grungust Type 2  
2E | G-Hawk  
2F | Grungust Type 3 (Sanger)  
30 | Grungust Type 3 (Bullet)  
31 | Ryukooh  
32 | Koryuoh  
33 | Dygenguard (More HP, Less EN)  
34 | Ausenseiter  
35 | Cybuster  
36 | Cybird  
37 | Valsione  
38 | (dummy) (Granzon)  
39 | Giganscudo Duro  
3A | Astelion  
3B | Calion (Grey/Ibis)  
3C | Calion (Red/Sleigh)  
3D | Calion (Boss)  
3E | Fairlion.G  
3F | Fairlion.S  
40 | Lion-F  
41 | Lion-F (More HP)  
42 | Lion-V  
43 | Lion-V (More HP)  
44 | Guarlion Custom (Less HP, Blue)  
45 | Guarlion  
46 | Guarlion (More HP)  
47 | Barrelion  
48 | Barrelion (More HP)

49 | Barrelion-V  
4A | Barrelion-V (More HP)  
4B | Type 71 Waldung  
4C | F-32 Schwert  
4D | F-32V Schwert X (Dark Color)  
4E | SF-29V Rangzen X  
4F | Gunsect  
50 | Hiryu Custom  
51 | Hagane (with Tronium Cannon)  
52 | Hagane  
53 | Kurogane  
54 | Shirogane  
55 | Tausendfussler  
56 | Tausendfussler  
57 | Rhinoceros  
58 | Rhinoceros (More HP)  
59 | Killer Whale  
5A | Albatross  
5B | Peregrine  
5C | Peregrine (More HP)  
5D | Angelg  
5E | Angelg (Powered Up)  
5F | (dummy) (empty)  
60 | Soulgain  
61 | Vaisaga  
62 | (dummy) (empty)  
63 | Ashsaber  
64 | Ashsaber (Boss)  
65 | Rathgrith  
66 | Rathgrith (Boss)  
67 | Zweizergain  
68 | Rapiecage  
69 | Rapiecage (Boss)  
6A | Sorpresa  
6B | Fylgia  
6C | Bergelmir (Uruz)  
6D | Bergelmir (Anthuz)  
6E | Bergelmir (Thurizus)  
6F | Bergelmir.M  
70 | Thrudgelmir (no HP regen, no EN regen)  
71 | Thrudgelmir (HP regen, EN regen)  
72 | Galgau  
73 | Graterkin  
74 | Silbelwind  
75 | Drukin  
76 | Dikastis (More HP, G Territory)  
77 | Megillot Custom  
78 | (dummy) (empty)  
79 | (dummy) (empty)  
7A | Einsteisen  
7B | Einst Knochen  
7C | Einst Glied  
7D | Einst Gemuet  
7E | Einst Regisseur (More HP, no Beam Coat)  
7F | Lichkeit (Boss)  
80 | Neu Regisseur  
81 | Stern Regisseur (Strongest)  
82 | Randgrith  
83 | Randgrith (More HP)  
84 | Randgrith (Boss)

85 | F-32V Schwert X (White)  
 86 | Alteisen Nacht  
 87 | Shirogane (Boss)  
 88 | Gespenst MkII.M (Russel)  
 89 | Hucklebein MkIII.T (Trombe)  
 8A | Dikastis (Less HP, AB Field)  
 8B | Einst Regisseur (Less HP, Beam Coat)  
 8C | Lichkeit  
 8D | stern Regisseur (Weakest)  
 8E | Stern Regisseur (Normal)  
 8F | R-Gun Powered (HTB Cannon Enabled)  
 90 | Wildfalken (Same HP, More EN)  
 91 | Guarlion Custom (More HP, Green)  
 92 | Hucklebein MkII.M (Arado)  
 93 | Hucklebein MkII.M (Violetta/Ring)  
 94 | Dygenguard (Less HP, More EN)  
 95 | Ashsaber.M

-----  
 R . WEAPON CODES  
 -----

Like mech, each weapons are allocated in their own memory slot. In order to alter your equipped weapons, you have to enter the corresponded code for the slot.

Slot | Address  
 -----

001 | 8200C430xxxx  
 002 | 8200C434xxxx  
 003 | 8200C438xxxx  
 004 | 8200C43Cxxxx  
 005 | 8200C440xxxx  
 006 | 8200C444xxxx  
 007 | 8200C448xxxx  
 008 | 8200C44Cxxxx  
 009 | 8200C450xxxx  
 010 | 8200C454xxxx  
 011 | 8200C458xxxx  
 012 | 8200C45Cxxxx  
 013 | 8200C460xxxx  
 014 | 8200C464xxxx  
 015 | 8200C468xxxx  
 016 | 8200C46Cxxxx  
 017 | 8200C470xxxx  
 018 | 8200C474xxxx  
 019 | 8200C478xxxx  
 020 | 8200C47Cxxxx  
 021 | 8200C480xxxx  
 022 | 8200C484xxxx  
 023 | 8200C488xxxx  
 024 | 8200C48Cxxxx  
 025 | 8200C490xxxx  
 026 | 8200C494xxxx  
 027 | 8200C498xxxx  
 028 | 8200C49Cxxxx  
 029 | 8200C4A0xxxx  
 030 | 8200C4A4xxxx  
 031 | 8200C4A8xxxx  
 032 | 8200C4ACxxxx

033 | 8200C4B0xxxx  
034 | 8200C4B4xxxx  
035 | 8200C4B8xxxx  
036 | 8200C4BCxxxx  
037 | 8200C4C0xxxx  
038 | 8200C4C4xxxx  
039 | 8200C4C8xxxx  
040 | 8200C4CCxxxx  
041 | 8200C4D0xxxx  
042 | 8200C4D4xxxx  
043 | 8200C4D8xxxx  
044 | 8200C4DCxxxx  
045 | 8200C4E0xxxx  
046 | 8200C4E4xxxx  
047 | 8200C4E8xxxx  
048 | 8200C4ECxxxx  
049 | 8200C4F0xxxx  
050 | 8200C4F4xxxx  
051 | 8200C4F8xxxx  
052 | 8200C4FCxxxx  
053 | 8200C500xxxx  
054 | 8200C504xxxx  
055 | 8200C508xxxx  
056 | 8200C50Cxxxx  
057 | 8200C510xxxx  
058 | 8200C514xxxx  
059 | 8200C518xxxx  
060 | 8200C51Cxxxx  
061 | 8200C520xxxx  
062 | 8200C524xxxx  
063 | 8200C528xxxx  
064 | 8200C52Cxxxx  
065 | 8200C530xxxx  
066 | 8200C534xxxx  
067 | 8200C538xxxx  
068 | 8200C53Cxxxx  
069 | 8200C540xxxx  
070 | 8200C544xxxx  
071 | 8200C548xxxx  
072 | 8200C54Cxxxx  
073 | 8200C550xxxx  
074 | 8200C554xxxx  
075 | 8200C558xxxx  
076 | 8200C55Cxxxx  
077 | 8200C560xxxx  
078 | 8200C564xxxx  
079 | 8200C568xxxx  
080 | 8200C56Cxxxx  
081 | 8200C570xxxx  
082 | 8200C574xxxx  
083 | 8200C578xxxx  
084 | 8200C57Cxxxx  
085 | 8200C580xxxx  
086 | 8200C584xxxx  
087 | 8200C588xxxx  
088 | 8200C58Cxxxx  
089 | 8200C590xxxx  
090 | 8200C594xxxx  
091 | 8200C598xxxx  
092 | 8200C59Cxxxx



093 | 8200C5A0xxxx  
094 | 8200C5A4xxxx  
095 | 8200C5A8xxxx  
096 | 8200C5ACxxxx  
097 | 8200C5B0xxxx  
098 | 8200C5B4xxxx  
099 | 8200C5B8xxxx  
100 | 8200C5BCxxxx  
101 | 8200C5C0xxxx  
102 | 8200C5C4xxxx  
103 | 8200C5C8xxxx  
104 | 8200C5CCxxxx  
105 | 8200C5D0xxxx  
106 | 8200C5D4xxxx  
107 | 8200C5D8xxxx  
108 | 8200C5DCxxxx  
109 | 8200C5E0xxxx  
110 | 8200C5E4xxxx  
111 | 8200C5E8xxxx  
112 | 8200C5ECxxxx  
113 | 8200C5F0xxxx  
114 | 8200C5F4xxxx  
115 | 8200C5F8xxxx  
116 | 8200C5FCxxxx  
117 | 8200C600xxxx  
118 | 8200C604xxxx  
119 | 8200C608xxxx  
120 | 8200C60Cxxxx  
121 | 8200C610xxxx  
122 | 8200C614xxxx  
123 | 8200C618xxxx  
124 | 8200C61Cxxxx  
125 | 8200C620xxxx  
126 | 8200C624xxxx  
127 | 8200C628xxxx  
128 | 8200C62Cxxxx  
129 | 8200C630xxxx  
130 | 8200C634xxxx  
131 | 8200C638xxxx  
132 | 8200C63Cxxxx  
133 | 8200C640xxxx  
134 | 8200C644xxxx  
135 | 8200C648xxxx  
136 | 8200C64Cxxxx  
137 | 8200C650xxxx  
138 | 8200C654xxxx  
139 | 8200C658xxxx  
140 | 8200C65Cxxxx  
141 | 8200C660xxxx  
142 | 8200C664xxxx  
143 | 8200C668xxxx  
144 | 8200C66Cxxxx  
145 | 8200C670xxxx  
146 | 8200C674xxxx  
147 | 8200C678xxxx  
148 | 8200C67Cxxxx  
149 | 8200C680xxxx  
150 | 8200C684xxxx  
151 | 8200C688xxxx  
152 | 8200C68Cxxxx

153 | 8200C690xxxx  
 154 | 8200C694xxxx  
 155 | 8200C698xxxx  
 156 | 8200C69Cxxxx  
 157 | 8200C6A0xxxx  
 158 | 8200C6A4xxxx  
 159 | 8200C6A8xxxx  
 160 | 8200C6ACxxxx  
 161 | 8200C6B0xxxx  
 162 | 8200C6B4xxxx  
 163 | 8200C6B8xxxx  
 164 | 8200C6BCxxxx  
 165 | 8200C6C0xxxx  
 166 | 8200C6C4xxxx  
 167 | 8200C6C8xxxx  
 168 | 8200C6CCxxxx  
 169 | 8200C6D0xxxx  
 170 | 8200C6D4xxxx  
 171 | 8200C6D8xxxx  
 172 | 8200C6DCxxxx  
 173 | 8200C6E0xxxx  
 174 | 8200C6E4xxxx  
 175 | 8200C6E8xxxx  
 176 | 8200C6ECxxxx  
 177 | 8200C6F0xxxx  
 178 | 8200C6F4xxxx  
 179 | 8200C6F8xxxx  
 180 | 8200C6FCxxxx  
 181 | 8200C700xxxx  
 182 | 8200C704xxxx  
 183 | 8200C708xxxx  
 184 | 8200C70Cxxxx  
 185 | 8200C710xxxx  
 186 | 8200C714xxxx  
 187 | 8200C718xxxx  
 188 | 8200C71Cxxxx

To change a weapon, just take the codes corresponding to the weapon and replace the 'xxxx' for the number on the following table.

Notes: there are 1023 slot for weapon. I will not write down all of the weapon codes. To create your own codes for the address that is not listed in the above codes just add 4 hexadecimal to the last digits before : sign. For example = 8200C430xxxx the last digit before the ":" sign is 0 then the next address is 8200BC44xxxx. The Maximum address for Weapon Codes is 8200D42Cxxxx.

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 WEAPONS DIGITS  
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xxxx	WEAPON NAMES	MECH/EQUIPABLE
0000	Split Missile	Gespenst
0001	Neutron Beam	Gespenst
0002	Split Missile	Gespenst MkII.S
0003	Mega Blaster	Gespenst MkII.S
0004	Gespenst Kick (C)	Gespenst MkII.S
0005	Split Missile	Gespenst MkII.R
0006	Split Missile	Gespenst MkII.M (Kai)
0007	Jet Magnum (C)	Gespenst MkII.M (Kai)

0008	Split Missile	Gespenst MkII.M (Katina)
0009	Jet Magnum (C)	Gespenst MkII.M (Katina)
000A	Split Missile	Gespenst MkII.M (S.Mirror)
000B	Mega Beam Rifle	Gespenst MkII.M (S.Mirror)
000C	Plasma Sword	Gespenst MkII.M (S.Mirror)
000D	Slash Ripper	Gespenst MkII.M (S.Mirror)
000E	Split Missile	Gespenst MkII.M (S.Mirror)
000F	Mega Beam Rifle	Gespenst MkII.M (S.Mirror)
0010	Plasma Sword	Gespenst MkII.M (S.Mirror)
0011	Slash Ripper	Gespenst MkII.M (S.Mirror)
0012	Gatling Gun	Schutzwald
0013	Autocannon	Schutzwald
0014	Twin Beam Cannon	Schutzwald
0015	Heat Horn	Alteisen
0016	Autocannon	Alteisen
0017	Revolver Stake	Alteisen
0018	Heavy Claymore	Alteisen
0019	"Trump Card"	Alteisen
001A	Plasma Horn	Alteisen Riese
001B	Chaingun	Alteisen Riese
001C	Revolver Bunker	Alteisen Riese
001D	Claymore Avalanche	Alteisen Riese
001E	Claymore Overlord	Alteisen Riese
001F	Split Missile	Weissritter
0020	Tripple Beam Cannon	Weissritter
0021	Oxtongue Rifle E	Weissritter
0022	Oxtongue Rifle B	Weissritter
0023	Oxtongue Rifle D	Weissritter
0024	Split Missile	Rein Weissritter
0025	Triple Beam Cannon	Rein Weissritter
0026	Howling Rifle E	Rein Weissritter
0027	Howling Rifle B	Rein Weissritter
0028	Howling Rifle X	Rein Weissritter
0029	Split Missile	Rein Weissritter (Boss)
002A	Triple Beam Cannon	Rein Weissritter (Boss)
002B	Howling Rifle E	Rein Weissritter (Boss)
002C	Howling Rifle B	Rein Weissritter (Boss)
002D	Howling Rifle X	Rein Weissritter (Boss)
002E	Energy Drain+	Rein Weissritter (Boss)
002F	Spirit Drain	Rein Weissritter (Boss)
0030	Mind Blast	Rein Weissritter (Boss)
0031	Gatling Gun	Hucklebein
0032	Black Hole Cannon	Hucklebein
0033	Gatling Gun	Hucklebein MkII
0034	G-Impact Cannon	Hucklebein MkII
0035	Gatling Gun	Hucklebein MkII.M
0036	Gatling Gun	Hucklebein MkII.M (S.Mirror)
0037	Beam Sword	Hucklebein MkII.M (S.Mirror)
0038	Photon Riffle	Hucklebein MkII.M (S.Mirror)
0039	Rectangle Launcher	Hucklebein MkII.M (S.Mirror)
003A	Gatling Gun	Hucklebein MkII.M (S.Mirror)
003B	Beam Sword	Hucklebein MkII.M (S.Mirror)
003C	Photon Riffle	Hucklebein MkII.M (S.Mirror)
003D	Rectangle Launcher	Hucklebein MkII.M (S.Mirror)
003E	Spider Net	Hucklebein MkII.M (S.Mirror)
003F	Chaff Grenade	Hucklebein MkII.M (S.Mirror)
0040	Gatling Gun	Hucklebein MkIII.L
0041	Tracer Missiles (Map)	Hucklebein MkIII.L
0042	Fang Slasher	Hucklebein MkIII.L
0043	Graviton Rifle	Hucklebein MkIII.L

0044		Gatling Gun		Huckebein MkIII.R
0045		Tracer Missiles (Map)		Huckebein MkIII.R
0046		Fang Slasher		Huckebein MkIII.R
0047		Graviton Rifle		Huckebein MkIII.R
0048		Gatling Gun		Huckebein Boxer.L
0049		Fang Slasher		Huckebein Boxer.L
004A		Graviton Rifle		Huckebein Boxer.L
004B		Geist Knuckle		Huckebein Boxer.L
004C		G-Sword Diver		Huckebein Boxer.L
004D		Gatling Gun		Huckebein Boxer.R
004E		Fang Slasher		Huckebein Boxer.R
004F		Graviton Rifle		Huckebein Boxer.R
0050		Geist Knuckle		Huckebein Boxer.R
0051		G-Sword Diver		Huckebein Boxer.R
0052		Gatling Gun		Huckebein Gunner.L
0053		Tracer Missiles (Map)		Huckebein Gunner.L
0054		Remote Missile (Map)		Huckebein Gunner.L
0055		Graviton Rifle		Huckebein Gunner.L
0056		Ballistic Cannon		Huckebein Gunner.L
0057		Gatling Gun		Huckebein Gunner.R
0058		Tracer Missiles (Map)		Huckebein Gunner.R
0059		Remote Missile (Map)		Huckebein Gunner.R
005A		Graviton Rifle		Huckebein Gunner.R
005B		Ballistic Cannon		Huckebein Gunner.R
005C		Anti-Air Missile		AM Gunner
005D		Remote Missile (Map)		AM Gunner
005E		G-Impact Cannon		AM Gunner
005F		Gatling Gun		R-1
0060		T-Link Knuckle (C)		R-1
0061		T-Link Sword		R-1
0062		Anti-Air Missile		R-Wing
0063		Twin G-Cannon		R-Wing
0064		(dummy) (empty)		
0065		(dummy) (empty)		
0066		(dummy) (empty)		
0067		(dummy) (empty)		
0068		(dummy) (empty)		
0069		(dummy) (empty)		
006A		Gatling Gun		R-2 Powered
006B		Beam Chakram		R-2 Powered
006C		Hi-Zol Launcher		R-2 Powered
006D		Gatling Gun		R-3 Powered
006E		TK Laser Cannon		R-3 Powered
006F		Strike Shield		R-3 Powered
0070		TK Missile (Map)		R-3 Powered
0071		Gatling Gun		R-Gun Powered
0072		TK Boomerang		R-Gun Powered
0073		Hyper Twin Launchers		R-Gun Powered
0074		Finger Launcher		SRX
0075		Blade Kick (C)		SRX
0076		Dominion Ball		SRX
0077		(dummy) (empty)		
0078		TK Burst Slash		SRX
0079		Gatling Gun		R-Blade
007A		Blade Tonfa (C)		R-Blade
007B		Gatling Gun		R-Einst.M
007C		Twin Beam Cannon		R-Einst.M
007D		Gatling Gun		R-Einst.M (HP+)
007E		Twin Beam Cannon		R-Einst.M (HP+)
007F		G-Railgun		R-Einst.M (HP+)

0080	G-Revolver	R-Einst.M (HP+)
0081	Gatling Gun	R-Einst.M (Boss)
0082	Twin Beam Cannon	R-Einst.M (Boss)
0083	G-Railgun	R-Einst.M (Boss)
0084	G-Revolver	R-Einst.M (Boss)
0085	Spider Net	R-Einst.M (Boss)
0086	Chaff Grenade	R-EInst.M (Boss)
0087	Triple Vulcan	Wildwurger
0088	Metal Sword	Wildwurger
0089	Beetle Crusher	Wildwurger
008A	Raptor Wings	WildWurger
008B	Triple Vulcan	Wildwurger.L
008C	Metal Sword	Wildwurger.L
008D	Beetle Crusher	Wildwurger.L
008E	Raptor Wings	Wildwurger.L
008F	M90 Assault Rifle	Wildwurger.L
0090	Stun Shot	Wildwurger.L
0091	Gatling Gun	Wildfalken
0092	Split Missile+(Map)	Wildfalken
0093	Oxtongue Rifle E	Wildfalken
0094	Oxtongue Rifle B	Wildfalken
0095	Oxtongue Rifle D	Wildfalken
0096	Gatling Gun	Wildfalken.L
0097	Split Missile+(Map)	Wildfalken.L
0098	Oxtongue Rifle E	Wildfalken.L
0099	Oxtongue Rifle B	Wildfalken.L
009A	Oxtongue Rifle D	Wildfalken.L
009B	Roche Saber	Wildflaken.L
009C	(dummy) (empty)	
009D	(dummy) (empty)	
009E	(dummy) (empty)	
009F	(dummy) (empty)	
00A0	Boost Knuckle	Grungust
00A1	Calamity Sword	Grungust
00A2	Final Beam	Grungust
00A3	Darkness Slash	Grungust
00A4	Missile	Wing Gust
00A5	Double Omega Laser	Wing Gust
00A6	Spiral Attack	Wing Gust
00A7	Missile	Gust Lander
00A8	Omega Cannon	Gust Lander
00A9	Drill Attack	Gust Lander
00AA	Eye Laser	Grungust Type 2
00AB	Boost Knuckle	Grungust Type 2
00AC	Maxiblaster	Grungust Type 2
00AD	Doomblade	Grungust Type 2
00AE	Eye Laser	G-Hawk
00AF	Split Missile	G-Hawk
00B0	Spiral Attack (C)	G-Hawk
00B1	Eye Laser	Grungust Type 3 (Sanger)
00B2	Drill Knuckle	Grungust Type 3 (Sanger)
00B3	Omega Blaster	Grungust Type 3 (Sanger)
00B4	Type 3 Blade	Grungust Type 3 (Sanger)
00B5	Armor Breaker	Grungust Type 3 (Sanger)
00B6	Eye Laser	Grungust Type 3 (Bullet)
00B7	Drill Knuckle	Grungust Type 3 (Bullet)
00B8	Omega Blaster	Grungust Type 3 (Bullet)
00B9	Type 3 Blade	Grungust Type 3 (Bullet)
00BA	Armor Breaker	Grungust Type 3 (Bullet)
00BB	Weapon Breaker	Grungust Type 3 (Bullet)

00BC	Bakuraifu (Map)	Ryukooh
00BD	Mountain Pressure	Ryukooh
00BE	Magma Burst	Ryukooh
00BF	Dragoon Blade	Ryukooh
00C0	Dragon Fang	Ryukooh
00C1	Tiger Knuckle	Koryuoh
00C2	Random Spike (C)	Koryuoh
00C3	Sonic Javelin	Koryuoh
00C4	Tyrant Breaker	Koryuoh
00C5	Colossal Burst	Dygenguard (HP+)
00C6	Colossal Spinner	Dygenguard (HP+)
00C7	Colossal Thunder	Dygenguard (HP+)
00C8	Colossal Storm	Dygenguard (HP+)
00C9	Schulterplatte	Ausenseiter
00CA	Lanzerkanone	Ausenseiter
00CB	Lanzerkanone W	Ausenseiter
00CC	Sturmangriff	Ausenseiter
00CD	Caloric Missile	Cybuster
00CE	Cy-Flash (Map)	Cybuster
00CF	High Familiar	Cybuster
00D0	Zephyr Sword (C)	Cybuster
00D1	Akashic Buster	Cybuster
00D2	Cosmo Nova	Cybuster
00D3	Caloric Missile	Cybird
00D4	High Familiar	Cybird
00D5	Cy-Flash (Map)	Cybird
00D6	Psy-Blaster (Map)	Valsione
00D7	Cross Smasher	Valsione
00D8	Graviton Gun (Map)	Granzon
00D9	Gran Sword	Granzon
00DA	Wormhole Attack	Granzon
00DB	Black Hole Cluster	Granzon
00DC	Energy Drain+	Granzon
00DD	Stun Shot	Granzon
00DE	Mind Blast	Granzon
00DF	Weapon Breaker	Granzon
00E0	Giga Burst (Map)	Giganscudo Duro
00E1	Giga Knuckle (C)	Giganscudo Duro
00E2	Giga Blaster	Giganscudo Duro
00E3	Giga Unghia	Giganscudo Duro
00E4	Weapon Breaker	Giganscudo Duro
00E5	Autocannon	Astelion
00E6	Sonic Breaker	Astelion
00E7	RaMVs	Astelion
00E8	Anti-Air Missile	Calion (Ibis)
00E9	Sonic Cutter	Calion (Ibis)
00EA	G-Drive	Calion (Ibis)
00EB	Anti-Air Missile	Calion (Sleigh)
00EC	Sonic Cutter	Calion (Sleigh)
00ED	G-Drive	Calion (Sleigh)
00EE	Anti-Air Missile	Calion (Boss)
00EF	Tracer Missiles (Map)	Calion (Boss)
00F0	Sonic Cutter	Calion (Boss)
00F1	G-Drive	Calion (Boss)
00F2	Spider Net	Calion (Boss)
00F3	Chaff Grenade	Calion (Boss)
00F4	Rolling Cannon	Fairlion.G
00F5	Vostok Laser	Fairlion.G
00F6	Sonic Driver	Fairlion.G
00F7	Rolling Cannon	Fairlion.S

00F8	Vostok Laser	Fairlion.S
00F9	Sonic Driver	Fairlion.S
00FA	Gatling Gun	Lion-F
00FB	Anti-Air Missile	Lion-F
00FC	Railgun	Lion-F
00FD	Gatling Gun	Lion-F (HP+)
00FE	Anti-Air Missile	Lion-F (HP+)
00FF	Railgun	Lion-F (HP+)
0100	Gatling Gun	Lion-V
0101	Anti-Air Missile	Lion-V
0102	Railgun	Lion-V
0103	Assault Blade	Lion-V
0104	Gatling Gun	Lion-V (HP+)
0105	Anti-Air Missile	Lion-V (HP+)
0106	Railgun	Lion-V (HP+)
0107	Assault Blade	Lion-V (HP+)
0108	Autocannon	Guarlion Custom
0109	Sonic Breaker	Guarlion Custom
010A	Autocannon	Guarlion
010B	Sonic Breaker	Guarlion
010C	Assault Blade	Guarlion
010D	Burst Railgun	Guarlion
010E	Autocannon	Guarlion (HP+)
010F	Sonic Breaker	Guarlion (HP+)
0110	Assault Blade	Guarlion (HP+)
0111	Burst Railgun	Guarlion (HP+)
0112	Spider Net	Guarlion (HP+)
0113	Chaff Grenade	Guarlion (HP+)
0114	Missile Launcher	Barrelion
0115	Auto Beam Cannon	Barrelion
0116	Big Head Railgun	Barrelion
0117	Missile Launcher	Barrelion (HP+)
0118	Auto Beam Cannon	Barrelion (HP+)
0119	Big Head Railgun	Barrelion (HP+)
011A	Missile Launcher	Barrelion-V
011B	Auto Beam Cannon	Barrelion-V
011C	Big Head Railgun	Barrelion-V
011D	Chaff Grenade	Barrelion-V
011E	Missile Launcher	Barrelion-V (HP+)
011F	Auto Beam Cannon	Barrelion-V (HP+)
0120	Big Head Railgun	Barrelion-V (HP+)
0121	Spider Net	Barrelion-V (HP+)
0122	Autocannon	Type 71 Waldung
0123	Main Gun	Type 71 Waldung
0124	Gatling Gun	F-32 Schwert
0125	Anti-Air Missile	F-32 Schwert
0126	Gatling Gun	F-32 Schwert X (Dark)
0127	Anti-Air Missile	F-32 Schwert X (Dark)
0128	Gatling Gun	SF-29V Rangzen X
0129	Beam Cannon	SF-29V Rangzen X
012A	Missile Launcher	Gunsect
012B	Sten Gun	Gunsect
012C	Anti-Air Autocannon	Hiryu Custom
012D	Anti-Air Missile	Hiryu Custom
012E	Dual Beam Cannon	Hiryu Custom
012F	Long-Range Missile	Hiryu Custom
0130	Gravity Cannon	Hiryu Custom
0131	Chaff Grenade	Hiryu Custom
0132	Anti-Air Autocannon	Hagane (Tronium Cannon)
0133	Anti-Air Missile	Hagane (Tronium Cannon)

0134	Torpedo	Hagane (Tronium Cannon)
0135	Sub Gun	Hagane (Tronium Cannon)
0136	Impact Cannon	Hagane (Tronium Cannon)
0137	Tronium Cannon	Hagane (Tronium Cannon)
0138	Chaff Grenade	Hagane (Tronium Cannon)
0139	Anti-Air Autocannon	Hagane
013A	Anti-Air Missile	Hagane
013B	Torpedo	Hagane
013C	Sub Gun	Hagane
013D	Impact Cannon	Hagane
013E	Chaff Grenade	Hagane
013F	Anti-Air Autocannon	Kurogane
0140	Anti-Air Missile	Kurogane
0141	Torpedo	Kurogane
0142	Sub Gun	Kurogane
0143	Impact Cannon	Kurogane
0144	Titanic Drill	Kurogane
0145	Chaff Grenade	Kurogane
0146	Anti-Air Autocannon	Shirogane
0147	Anti-Air Missile	Shirogane
0148	Torpedo	Shirogane
0149	Sub Gun	Shirogane
014A	Impact Cannon	Shirogane
014B	Spider Net	Shirogane
014C	Chaff Grenade	Shirogane
014D	Weapon Breaker	Shirogane
014E	Anti-Air Autocannon	Tausendfussler
014F	Anti-Air Missile	Tausendfussler
0150	Anti-Air Autocannon	Tausendfussler
0151	Anti-Air Missile	Tausendfussler
0152	Anti-Air Autocannon	Rhinoceros
0153	GA Missile Launcher	Rhinoceros
0154	Dual Main Cannons	Rhinoceros
0155	Anti-Air Autocannon	Rhinoceros (HP+)
0156	GA Missile Launcher	Rhinoceros (HP+)
0157	Dual Main Cannons	Rhinoceros (HP+)
0158	Bow Blade	Rhinoceros (HP+)
0159	Spider Net	Rhinoceros (HP+)
015A	Chaff Grenade	Rhinoceros (HP+)
015B	Aerial Missile	Killer Whale
015C	Torpedo	Killer Whale
015D	Long Range Missile	Killer Whale
015E	Anti-Air Autocannon	Albatross
015F	Anti-Air Missile	Albatross
0160	Long Range Missile	Albatross
0161	Dual Main Cannons	Albatross
0162	Spider Net	Albatross
0163	Chaff Grenade	Albatross
0164	Anti-Air Autocannon	Peregrine
0165	Anti-Air Missile	Peregrine
0166	Dual Main Cannons	Peregrine
0167	Anti-Air Autocannon	Peregrine (HP+)
0168	Anti-Air Missile	Peregrine (HP+)
0169	Dual Main Cannons	Peregrine (HP+)
016A	Mirage Sword	Angelg
016B	Shadow Lance	Angelg
016C	Mirage Sign	Angelg
016D	Illusion Arrow	Angelg
016E	Phantom Phoenix	Angelg
016F	Mirage Sword	Angelg (Power+)



0170	Shadow Lance	Angelg (Power+)
0171	Mirage Sign	Angelg (Power+)
0172	Illusion Arrow	Angelg (Power+)
0173	Phantom Phoenix	Angelg (Power+)
0174	(dummy) (empty)	
0175	(dummy) (empty)	
0176	(dummy) (empty)	
0177	(dummy) (empty)	
0178	(dummy) (empty)	
0179	(dummy) (empty)	
017A	(dummy) (empty)	
017B	Dragon Scale	Soulgain
017C	Tiger Bite	Soulgain
017D	Black Warrior	Soulgain
017E	Phoenix Flyer	Soulgain
017F	Kirin	Soulgain
0180	Armor Breaker	Soulgain
0181	Weapon Breaker	Soulgain
0182	Blazer Blades	Vaisaga
0183	Flowing Claws (C)	Vaisaga
0184	Geo Splitter	Vaisaga
0185	Gust Ripper	Vaisaga
0186	Lite Saber	Vaisaga
0187	(dummy) (empty)	
0188	(dummy) (empty)	
0189	(dummy) (empty)	
018A	(dummy) (empty)	
018B	(dummy) (empty)	
018C	(dummy) (empty)	
018D	(dummy) (empty)	
018E	Burning Dagger	Ashsaber
018F	Halberd Shooter	Ashsaber
0190	Sword Breakers	Ashsaber
0191	Burning Dagger	Ashsaber (Boss)
0192	Halberd Shooter	Ashsaber (Boss)
0193	Sword Breakers	Ashsaber (Boss)
0194	Laser Blade	Ashsaber (Boss)
0195	Gun Rapier	Ashsaber (Boss)
0196	Stun Shot	Ashsaber (Boss)
0197	Mind Blast	Ashsaber (Boss)
0198	Matrix Missile	Rathgrith
0199	Phalanx Missile (Map)	Rathgrith
019A	F-Solid Bazooka	Rathgrith
019B	Matrix Missile	Rathgrith (Boss)
019C	Phalanx Missile (Map)	Rathgrith (Boss)
019D	F-Solid Bazooka	Rathgrith (Boss)
019E	Incision Knife	Rathgrith (Boss)
019F	Linear Missile Launcher	Rathgrith (Boss)
01A0	Spider Net	Rathgrith (Boss)
01A1	Chaff Grenade	Rathgrith (Boss)
01A2	Weapon Breaker	Rathgrith (Boss)
01A3	Tiger Roar	Zweizergain
01A4	Jaryurin (Map)	Zweizergain
01A5	Genbu Shadow	Zweizergain
01A6	Shadow Slicer (C)	Zweizergain
01A7	Kirin Ne Plus Ultra	Zweizergain
01A8	Stun Shot	Zweizergain
01A9	Armor Breaker	Zweizergain
01AA	Weapon Breaker	Zweizergain
01AB	Split Missile+ (Map)	Rapie cage

01AC	O.O. Launcher	Rapiecage
01AD	Magnum Beak	Rapiecage
01AE	U.U.N.	Rapiecage
01AF	Split Missile+(Map)	Rapiecage (Boss)
01B0	O.O. Launcher	Rapiecage (Boss)
01B1	Magnum Beak	Rapiecage (Boss)
01B2	U.U.N.	Rapiecage (Boss)
01B3	Plasma Sword	Rapiecage (Boss)
01B4	Stun Shot	Rapiecage (Boss)
01B5	Weapon Breaker	Rapiecage (Boss)
01B6	Gatling Gun	Sorpresa
01B7	Rapid Beam Gun	Sorpresa
01B8	Missile Pod	Fylgia
01B9	Linear Bazooka	Fylgia
01BA	Machine Rifle	Bergelmir (Uruz)
01BB	Six Plagues	Bergelmir (Uruz)
01BC	Stun Shot	Bergelmir (Uruz)
01BD	Mind Blast	Bergelmir (Uruz)
01BE	Machine Rifle	Bergelmir (Anthuz)
01BF	Six Plagues	Bergelmir (Anthuz)
01C0	Energy Drain+	Bergelmir (Anthuz)
01C1	Spider Net	Bergelmir (Anthuz)
01C2	Machine Rifle	Bergelmir (Thurizus)
01C3	Six Plagues	Bergelmir (Thurizus)
01C4	Spirit Drain	Bergelmir (Thurizus)
01C5	Chaff Grenade	Bergelmir (Thurizus)
01C6	Machine Rifle	Bergelmir.M
01C7	Linear Missile Launcher	Bergelmir.M
01C8	Energy Drain	Bergelmir.M
01C9	Spirit Taker	Bergelmir.M
01CA	Chaff Grenade	Bergelmir.M
01CB	Drill Knuckle (C)	Thrudgelmir
01CC	(dummy) (empty)	
01CD	Colossal Blade	Thrudgelmir
01CE	Armor Breaker	Thrudgelmir
01CF	Weapon Breaker	Thrudgelmir
01D0	Drill Knuckle (C)	Thrudgelmir (Regen)
01D1	(dummy) (empty)	
01D2	Colossal Blade	Thrudgelmir (Regen)
01D3	Armor Breaker	Thrudgelmir (Regen)
01D4	Weapon Breaker	Thrudgelmir (Regen)
01D5	Anti-Air Missile	Galgau
01D6	Iron Claws	Galgau
01D7	Mega Smasher	Galgau
01D8	Stun Shot	Galgau
01D9	Armor Breaker	Galgau
01DA	Thunder Crush(Map)	Greaterkin
01DB	HF Sword	Greaterkin
01DC	Mega Buster Beam	Greaterkin
01DD	Photon Laser	Greaterkin
01DE	Energy Drain+	Greaterkin
01DF	Weapon Breaker	Greaterkin
01E0	HF Sword	Silbelwind
01E1	Photon Laser	Silbelwind
01E2	Vortex Shooter	Silbelwind
01E3	Spider Net	Silbelwind
01E4	Chaff Grenade	Silbelwind
01E5	Vanish Beam	Drukin
01E6	Photon Laser	Drukin
01E7	Hammer	Drukin

01E8	Armor Breaker	Drukin
01E9	Weapon Breaker	Drukin
01EA	HF Blade	Dikastis (HP+,G+)
01EB	Big Bang Strike (Map)	Dikastis (HP+,G+)
01EC	Mega Flasher	Dikastis (HP+,G+)
01ED	Energy Drain+	Dikastis (HP+,G+)
01EE	Stun Shot	Dikastis (HP+,G+)
01EF	Mind Blast	Dikastis (HP+,G+)
01F0	Ring Laser	Megillot Custom
01F1	Charge	Megillot Custom
01F2	Energy Taker	Megillot Custom
01F3	(dummy) (empty)	
01F4	(dummy) (empty)	
01F5	(dummy) (empty)	
01F6	(dummy) (empty)	
01F7	(dummy) (empty)	
01F8	(dummy) (empty)	
01F9	Machinengewehr	Einsteisen
01FA	Holzschraube	Einsteisen
01FB	Quadratmine	Einsteisen
01FC	Kuhnbohrer	Einsteisen
01FD	kuhnaln	Einst Knochen
01FE	Schicknagel	Einst Knochen
01FF	Gewinnenergie	Einst Knochen
8200	Elegantalm	Einst Glied
3201	Heistrane (Map)	Einst Glied
0202	Heistrane	Einst Glied
0203	Gewinnenergie	Einst Glied
0204	Spinnfaden	Einst Glied
0205	Kuhnfaust	Einst Gemuet
0206	(dummy) (empty)	
0207	Herausforderung	Einst Gemuet
0208	Totalersieg	Einst Gemuet
0209	Waffeschloss	Einst Gemuet
020A	Elegantalm (C)	Einst Regisseur (HP+)
020B	(dummy) (empty)	
020C	Urteilskraft	Einst Regisseur (HP+)
020D	Gewinnengeist	Einst Regisseur (HP+)
020E	Totalersieg	Einst Regisseur (HP+)
020F	Reizvolltaufe	Einst Regisseur (HP+)
0210	Mabuitachi (C)	Lichkeit (Boss)
0211	Yomiji (Map)	Lichkeit (Boss)
0212	Raigoue	Lichkeit (Boss)
0213	Mabuieguri	Lichkeir (Boss)
0214	Gewinnengeist	Lichkeit (Boss)
0215	Reizvolltaufe	Lichkeit (Boss)
0216	Elegantalm (C)	Neu Regisseur
0217	Midleit (Map)	Neu Regisseur
0218	(dummy) (empty)	
0219	Urteilskraft	Neu Regisseur
021A	Gewinnengeist	Neu Regisseur
021B	Totalersieg	Neu Regisseur
021C	Reizvolltaufe	Neu Regisseur
021D	Elegantalm	Stern Regisseur (3)
021E	Sanctuarium (Map)	Stern Regisseur (3)
021F	(dummy) (empty)	
0220	Erbsunde	Stern Regisseur (3)
0221	Gewinnengeist	Stern Regisseur (3)
0222	Totalersieg	Stern Regisseur (3)
0223	Reizvolltaufe	Stern Regisseur (3)

0224	Matrix Missile	Randgrith
0225	Phalanx Missile (Map)	Randgrith
0226	Linear Bazooka	Randgrith
0227	Matrix Missile	Randgrith (HP+)
0228	Phalanx Missile (Map)	Randgrith (HP+)
0229	Linear Bazooka	Randgrith (HP+)
022A	M13 Shotgun	Randgrith (HP+)
022B	Spider Net	Randgrith (HP+)
022C	Matrix Missile	Randgrith (Boss)
022D	Phalanx Missile (Map)	Randgrith (Boss)
022E	Linear Bazooka	Randgrith (Boss)
022F	M13 Shotgun	Randgrith (Boss)
0230	Spider Net	Randgrith (Boss)
0231	Chaff Grenade	Randgrith (Boss)
0232	Gatling Gun	F-32V Schwert X (White)
0233	Anti-Air Missile	F-32V Schwert X (White)
0234	Heat Horn	Alteisen Nacht
0235	Autocannon	Alteisen Nacht
0236	Revolver Stake	Alteisen Nacht
0237	Heavy Claymore	Alteisen Nacht
0238	"Trump Card"	Alteisen Nacht
0239	Anti-Air Autocannon	Shirogane (Boss)
023A	Anti-Air Missile	Shirogane (Boss)
023B	Torpedo	Shirogane (Boss)
023C	Sub Gun	Shirogane (Boss)
023D	Impact Cannon	Shirogane (Boss)
023E	Spider Net	Shirogane (Boss)
023F	Chaff Grenade	Shirogane (Boss)
0240	Weapon Breaker	Shirogane (Boss)
0241	Split Missile	Gespenst MkII.M (Russel)
0242	Jet Magnum	Gespenst MkII.M (Russel)
0243	Gatling Gun	Huckebein MkIII.T
0244	Fang Slasher	Huckebein MkIII.T
0245	Graviton Rifle	Huckebein MkIII.T
0246	HF Blade	Dikastis (AB Field)
0247	Big Bang Strike (Map)	Dikastis (AB Field)
0248	Mega Flasher	Dikastis (AB Field)
0249	Energy Drain+	Dikastis (AB Field)
024A	Stun Shot	Dikastis (AB Field)
024B	Mind Blast	Dikastis (AB Field)
024C	Elegantalm	Einst Regisseur (B.Coat)
024D	Urteilskraft	Einst Regisseur (B.Coat)
024E	Gewinnengeist	Einst Regisseur (B.Coat)
024F	Totalersieg	Einst Regisseur (B.Coat)
0250	Reizvolltaufe	Einst Regisseur (B.Coat)
0251	Mabuitachi (C)	Lichkeit
0252	Yomiji (Map)	Lichkeit
0253	Raigoue	Lichkeit
0254	Mabuieguri	Lichkeit
0255	(dummy) (empty)	
0256	(dummy) (empty)	
0257	Elegantalm	Stern Regisseur (1)
0258	Sanctuarium (Map)	Stern Regisseur (1)
0259	Erbsunde	Stern Regisseur (1)
025A	Gewinnengeist	Stern Regisseur (1)
025B	Totalersieg	Stern Regisseur (1)
025C	Reizvolltaufe	Stern Regisseur (1)
025D	Elegantalm	Stern Regisseur (2)
025E	Sanctuarium (Map)	Stern Regisseur (2)
025F	Erbsunde	Stern Regisseur (2)

0260	Gewinnengeist	Stern Regisseur (2)
0261	Totalersieg	Stern Regisseur (2)
0262	Reizvolltaufe	Stern Regisseur (2)
0263	Gatling Gun	R-Gun Powered (HTB Cannon)
0264	TK Boomerang	R-Gun Powered (HTB Cannon)
0265	Hyper Twin Launchers	R-Gun Powered (HTB Cannon)
0266	Gatling Gun	Wildfalken (EN+)
0267	Split Missile+(Map)	Wildfalken (EN+)
0268	Oxtongue Rifle E	Wildfalken (EN+)
0269	Oxtongue Rifle B	Wildfalken (EN+)
026A	Oxtongue Rifle D	Wildfalken (EN+)
026B	Roche Saber	Wildfalken (EN+)
026C	Autocannon	Guarlion Custom (HP+)
026D	Sonic Breaker	Guarlion Custom (HP+)
026E	Divine Blade	Guarlion Custom (HP+)
026F	Burst Railgun	Guarlion Custom (HP+)
0270	Gatling Gun	Huckebein MkII.M (Arado)
0271	Gatling Gun	Huckebein MkII.M (Violetta/Ring)
0272	Dynamic Knuckle	Dygenguard (EN+)
0273	General Blaster	Dygenguard (EN+)
0274	Guardian Sword	Dygenguard (EN+)
0275	Burning Dagger	Ashsaber.M
0276	Halberd Shooter	Ashsaber.M
0277	(dummy) (empty)	
0278	Laser Blade	Ashsaber.M
0279	Gun Rapier	Ashsaber.M
027A	Stun Shot	Ashsaber.M
027B	Mind Blast	Ashsaber.M
027C	(dummy) (empty)	
027D	(dummy) (empty)	
027E	(dummy) (empty)	
027F	(dummy) (empty)	
0280	(dummy) (empty)	
0281	(dummy) (empty)	
0282	(dummy) (empty)	
0283	(dummy) (empty)	
0284	(dummy) (empty)	
0285	(dummy) (empty)	
0286	(dummy) (empty)	
0287	(dummy) (empty)	
0288	(dummy) (empty)	
0289	(dummy) (empty)	
028A	Plasma Sword	Equipable
028B	Roche Saber	Equipable
028C	Beam Sword	Equipable
028D	Steel Knife	Equipable
028E	Divine Blade	Equipable
028F	Assault Blade	Equipable
0290	Incision Knife	Equipable
0291	Laser Blade	Equipable
0292	Mega Beam Rifle	Equipable
0293	M95 Machine Gun	Equipable
0294	M13 Shotgun	Equipable
0295	Photon Rifle	Equipable
0296	G-Revolver	Equipable
0297	Boosted Rifle	Equipable
0298	Magna Beam Rifle	Equipable
0299	Double Magna Rifle	Equipable
029A	Magna Beam Cannon	Equipable
029B	Burst Railgun	Equipable

029C	Rectangular Launcher	Equipable
029D	G-Railgun	Equipable
029E	M90 Assault Rifle	Equipable
029F	Gun Rapier	Equipable
02A0	Linear Missile Launcher	Equipable
02A1	Remote Slasher	Equipable
02A2	Chakram Caster	Equipable
02A3	Slash Ripper	Equipable
02A4	Shishioh Blade	Equipable
02A5	Graviton Cannon	Equipable
02A6	Boost Hammer	Equipable
02A7	Stealth Wing	Equipable
02A8	(dummy) (empty)	
02A9	G-Impact Stake	Equipable
02AA	Neo Chakram Caster	Equipable
02AB	(dummy) (empty)	
02AC	(dummy) (empty)	
02AD	(dummy) (empty)	
02AE	(dummy) (empty)	
02AF	(dummy) (empty)	
02B0	(dummy) (empty)	
02B1	Energy Taker	Equipable
02B2	Energy Taker+	Equipable
02B3	Energy Drain	Equipable
02B4	Energy Drain+	Equipable
02B5	Spirit Taker	Equipable
02B6	Spirir Taker+	Equipable
02B7	Spirit Drain	Equipable
02B8	Stun Shot	Equipable
02B9	Mind Blast	Equipable
02BA	Spider Net	Equipable
02BB	Chaff Grenade	Equipable
02BC	Armor Breaker	Equipable
02BD	Weapon Breaker	Equipable
02BE	Repair Module	Equipable
02BF	Supply Module	Equipable

\*1 = Weakest HP  
\*2 = More HP  
\*3 = Strongest HP

-----  
S . PILOT CODES  
-----

This is the codes for modifying the pilots:

(Kyosuke)  
3201973000xx

(Excellen - Before Scenario 18/Lefina - After Scenario 18)  
3201976800xx

(Bullet)  
320197A000xx

(Lee - Before 2nd Scenario Split/Sanger - Izu Route/Aya - Aviano Route)  
320197D800xx

(Lamia)

3201981000xx

(Sleigh -Before Scenario 17/Masaki - After Scenario 17)

3201984800xx

(Ibis)

3201988000xx

(Kai)

320198B800xx

(Rai)

320198F000xx

(Latooni - Before Special Scenario/Alfimi - After Special Scenario)

3201992800xx

(Tetsuya)

3201996000xx

(Daitetsu - Before Scenario 32/Eita - After Scenario 32)

3201999800xx

(Ryusei - Before Scenario 18/Sean - After Scenario 18)

320199D000xx

(Viletta)

32019A0800xx

(Irmguld)

32019A4000xx

(Sean - Before Scenario 18/Tasuku - After Scenario 18)

32019A7800xx

(Lefina - Before Scenario 18/Excellen - After Scenario 18)

32019AB000xx

(Katina - Before Scenario 18/Leona - After Scenario 18)

32019AE800xx

(Russel - Before Scenario 18/Ryusei - After Scenario 18)

32019B2000xx

(Leona - Before Scenario 18/Russel - After Scenario 18)

32019B5800xx

(Tasuku - Before Scenario 18/Katina - After Scenario 18)

32019B9000xx

(Gilliam - Earth's Route/Radha - Moon's Route)

32019BC800xx

(Lune - Earth's Route/Ring - Moon's Route)

32019C0000xx

(Radha - Earth's Route/Arado - Moon's Route)

32019C3800xx

(Arado - Earth's Route/Gilliam - Moon's Route)

32019C7000xx

(Ring - Earth's Route/Lune - Moon's Route)

32019CA800xx

(Rio)

32019CE000xx

(Ryoto)

32019D1800xx

(Kusuha)

32019D5000xx

(Ratsel a.k.a Elzam)

32019D8800xx

(Shine)

32019DC000xx

(Aya - Izu Route/Mai - Aviano Route)

32019DF800xx

(Mai - Izu Route/Sanger - Aviano Route)

32019E3000xx

(Yuuki)

32019E6800xx

(Carla)

32019EA000xx

(Seolla)

32019ED800xx

(Latooni - After Special Scenario)

32019F1000xx

To change a pilot, just take the codes corresponding to the pilot and replace the 'xx' with the number on the following table.

-----  
PILOT DIGITS  
-----

xx | PILOT NAME  
-----

00 | Kyosuke Nanbu  
01 | Kyosuke Nanbu  
02 | Excellen Browning  
03 | Excellen Browning  
04 | Excellen Browning (Under enemy control)  
05 | Brooklyn Luckfield (Bullet)  
06 | Brooklyn Luckfield (Bullet)  
07 | Kusuha Mizuha  
08 | Kusuha Mizuha  
09 | Lefina Enfield  
0A | Sean Webley  
0B | Eun Hjojing \*  
0C | Katina Tarask  
0D | Russel Bergman



0E | Tasuku Shinguji  
0F | Leona Granstein  
10 | Lamia Loveless (Broken)  
11 | Lamia Loveless (Fixed)  
12 | ??? (Lamia Loveless 1st appearance)  
13 | Ryusei Date  
14 | Raidiese F. Branstein (Rai)  
15 | Aya Kobayashi  
16 | Viletta Vadim  
17 | Mai Kobayashi  
18 | Levi Tolar  
19 | Irmgult Kazahara  
1A | Masaki Andoh  
1B | Lune Zoldark  
1C | Shu Shirakawa  
1D | Daitetsu Minase  
1E | Tetsuya Onodera  
1F | Tetsuya Onodera  
20 | Eita Nadaka  
21 | Latooni Subota  
22 | Kai Kitamura  
23 | Shine Hausen  
24 | Rio Meilong  
25 | Ryoto Hikawa  
26 | Radha Byraban  
27 | Gilliam Yager  
28 | Elzam V. Branstein  
29 | Ratsel Feinschmecker  
2A | Sanger Zonvolt  
2B | Rishu Togoh  
2C | Ring Mao  
2D | Ibis Douglas  
2E | Tsugumi Takakura \*  
2F | Sleigh Presty (NPC)  
30 | Sleigh Presty (PC)  
31 | Ouka Nagisa (PC)  
32 | Ouka Nagisa (NPC)  
33 | Arado Balanga  
34 | Arado Balanga  
35 | Seolla Schweizer  
36 | Seolla Schweizer  
37 | Yuuki Jaggar  
38 | Yuuki Jaggar  
39 | Carla Borgnine  
3A | Carla Borgnine  
3B | Vindel Mauser  
3C | Lemon Browning  
3D | Axel Almer  
3E | Echidna Iisaki  
3F | W16  
40 | Van Vat Tran  
41 | Archibald Grims  
42 | Lee Linjun  
43 | Lee Linjun  
44 | Agilla Setme \*  
45 | Cuervo Cero \*  
46 | Wodan Ymir  
47 | ??? (Wodan Ymir 1st appearance)  
48 | Kenneth Garret \*  
49 | Kenneth Garret \*

4A | Uruz Egret  
4B | Anthuz Egret  
4C | Thurisuz Egret  
4D | Egret Feff \*  
4E | Alfimi (NPC)  
4F | Alfimi (PC)  
50 | ??? (One of the Einst unit)  
51 | ??? (One of the Einst unit)  
52 | ??? (One of the Einst unit)  
53 | ??? (One of the Einst unit)  
54 | ??? (One of the Einst unit)  
55 | ??? (One of the Einst unit)  
56 | ??? (One of the Einst unit)  
57 | Wendolo  
58 | Mekibos  
59 | Vigagi  
5A | Aguija  
5B | Sikalog  
5C | Nibhal \*  
5D | AI  
5E | AI  
5F | AI+  
60 | AI+  
61 | Super AI  
62 | Super AI  
63 | S-Mirrors  
64 | S-Mirrors  
65 | S-Mirrors  
66 | S-Mirrors  
67 | Model W  
68 | M-Child  
69 | Bioroid (Red)  
6A | Bioroid (Red)  
6B | Bioroid (Blue)  
6C | Bioroid (Blue)  
6D | EFA  
6E | EFA  
6F | EFA Captain  
70 | NDC (Green Helmet)  
71 | NDC (Green Helmet)  
72 | NDC (Blue Helmet)  
73 | NDC (Blue Helmet)  
74 | NDC Captain  
75 | ? Pilot  
76 | ? Pilot  
77 | ? Pilot  
78 | DC Remnant  
79 | DC Remnant  
7A | Ryukooh \*  
7B | Koryuoh \*  
7C | Laker Randolph \*  
7D | Sakae Takanaka \*  
7E | Robert H. Ohmiya \*  
7F | Kirk Hamill \*  
80 | Kenzo Kobayashi \*  
81 | Jonathan Kazahara \*  
82 | Marion Radom \*  
83 | Kuro \*  
84 | Shiro \*  
85 | Joyce L'Dhal \*

86 | Brian Midcrid \*  
87 | Yuan Meilong \*  
88 | Yukiko Date \*  
89 | Sophia Nate \*  
8A | Filio Presty \*  
8B | Eri Anzai \*  
8C | Giado Venerdi \*  
8D | Garnet Sunday \*  
8E | Graien Grusman \*  
8F | Mitsuko Isurugi \*  
90 | Cattleya Branstein \*  
91 | Trombe \*  
92 | Operator \*  
93 | Isurugi Rep \*  
94 | Secretary \*  
95 | Senator \*  
96 | Leader \*  
97 | Radical \*  
98 | Doctor \*  
99 | Nurse \*  
9A | Commander \*  
9B | Staff \*  
9C | Scientist \*  
9D | Soldier \*  
9E | Soldier \*  
9F | Guided (no photo)  
A0 | ??? (no photo)  
A1 | ? Pilot \*  
A2 | ??? (Vigagi first appearance) \*  
A3 | Archibald Grims  
A4 | Bioroid \*  
A5 | Bioroid \*  
A6 | Ibis Douglas  
A7 | ??? (Ratsel)  
A8 | NDC Captain  
A9 | AI  
AA | Vindel Mauser  
AB | Axel Almer  
AC | ??? \*  
AD | ??? \*  
AE | ??? \*  
AF | ??? \*

\* = The character with (\*) only appear in the storyline and is not intended for combat therefore they had no seishin set.

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### III . ADVANCED CODEBREAKER USER CODE

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This section actually is for more Advanced Codebreaker User. That's why each code description in this section will be more brief and short.

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### A . UPGRADE BONUS MODIFIER CODE

---

This code is for correcting the problem for the people who change their mech, but they already fully upgraded that mech and get the upgrade bonus for it. For example if you want to change Kyosuke's mech (Alteisen)

to Zweizergain, but you already get the upgrade bonus for the Alteisen, and the upgrade bonus for Zweizergain is different, then you have to re set the upgrade bonus of Alteisen to an empty one in order to get the correct upgrade bonus for Zweizergain. Now, here's how to do it:

1. First add 0E hex to the last digit of the mech address that you want to change or the mech that you have already changed. For example the Kyosuke's mech address is 32017D10 then add 0E to the last digit of the address, so it will become something like this : 32017D1E.
2. Then enter FF as a value to reset the upgrade bonus. Actually there are many digits for the upgrade bonus part. But all you need is to correct the error, right? But if you really want to change the upgrade bonus for specific mech with another different Upgrade Bonus then you have to enter different value for it. For example 02017D1E:FF this code will reset the upgrade bonus that already received by Alteisen to be empty once again, then just use Customize Mech menu from the game to get the correct Upgrade Bonus for your Zweizergain.

But if you want to change the Upgrade Bonus to a different one than the default upgrade bonus for Zweizergain then you have to enter one of these digits which you liked to have for your mech. So here are the Upgrade Bonus Digits:

-----  
UPGRADE BONUS DIGITS  
-----

xx | TYPE OF UPGRADE BONUSSES  
-----

00		HP + 10%
01		EN + 10%
02		Mobility + 10%
03		Armor + 10%
04		HP + 15%
05		HP + 20%
06		EN + 15%
07		EN + 20%
08		Mobility + 15%
09		Mobility + 20%
0A		Armor + 15%
0B		Armor + 20%
0C		Armor/EN + 10%
0D		Mobility/EN + 10%
0E		Armor/HP + 15%
0F		Armor+ 10% EN+ 15%
10		Mobil+10% EN+15%
11		Mobility/Armor + 15%
12		HP +20% EN +15%
13		Mobil+15% HP+20%
14		W Space +20
15		W Space +30 EN+ 10%
16		W Space +40 EN+ 20%
17		W Space +50
18		Equip 1 Additional Part
19		G/W/S performance=S
1A		Nullifies Special Wpn
1B		Equip HP Regen (S)
1C		Equip EN Regen (S)
1D		Equip AB Field

1E | Equip Beam Absorb  
1F | Equip Double Image  
20 | TK Field + 300  
21 | Dbl Img success rt+20%  
22 | TK Weapons'Attack + 200  
23 | Melee Attack + 200  
24 | Shooting Attack + 200  
25 | Atk + 200: All Weapons  
26 | Ammo +2: fixed weapon  
27 | Ammo +4: fixed weapon  
28 | Hit rat.+10%:all wpns  
29 | Hit rat.+20%:all wpns  
2A | Fixed wpn ground perf=S  
FF | Reset All Bonus to empty slot

---

#### B . ADDING A MECH FROM EMPTY SLOT CODE

---

This Code is not for changing a mech. But, to add a mech out of an empty slot. Here's how to do it:

1. Add 01 hex to the last digit of the mech address that you want to add. In this case i use the very beginning of the game as an example. At the very beginning of the game you already had 5 mech in your team and you want to add the 6th mech to the team list. In that case, add 01 to the last digit of the 6th mech code which is 32017E8C to become something like this 32017E8D.
2. Then enter 00 to the variable value in order to enable the Slot address for the mech. For example, 32017E8D0000
3. Then enter the mech code. In this case, the 6th mech Code. For example, 32017E8C0060 to add a Soulgain. And then, Boom the Soulgain is appear and joining your team out of a thin air.

So, in order to add a mech out of a thin air you must enter 2 codes directly, like this:

```
32017E8D0000
32017E8C00xx (xx value may vary, depends to what mech you want to add.)
```

---

#### C . ADDING A PILOT FROM EMPTY SLOT CODE

---

The method for adding a pilot out of empty slot is pretty much the same as adding a mech out of empty slot. But, of course the address you use is the address for the pilot not for the mech. So i will not write this method step by step, like in B section of this chapter. But However, after adding the pilot you need to enter the correct skill for the newly added pilot (See the Pilot Skill Code for the reference.).

---

#### C . CHARACTER SKILL LEVEL MODIFIER CODE

---

The code that mentioned in this section of this chapter is for modifying certain Character Natural Skill Level. For example, Irmguld has a natural In-fight Skill up to level 5 in order to modify that skill level

vel to level you need to enter this code. So, here's the method how to do it, Add 06 hex to the last digit of the corresponded character s kill code then enter the modifier digit for the skill level you'd like to have. For example: The character skill code for the Irm In-fight natural ability is 32019A5900xx to modify the level add 06 hex to the last digit of that skill code. So that it become something like this 32019A5F00xx then enter the modifier value. The correct level modifier Value for each skill is the actual level you'd like to have -1. For example, if you'd like to modify Irm natural In-fight skill to level 9 then enter 08 to the Skill Level Modifier Code. So that it would look like this 32019A5F0008 and voila Irm Natural In-fight becoming level 9. Now, i hope you guys enjoy the game !!

---

#### IV . CODE CONTRIBUTED BY OTHER PEOPLE

---

This section of this FAQ is available thank's to Mr.Csstud, one of the gamefaqs forum member. So without any further due, here are the codes that made by him

---

#### A . ADDING/EDITING PARTS

---

By Csstud, Copyright 2006, Csstud

If you do not want 99 of every parts or you want to be able to add more parts to a mech than its limit e.g. Alteisen has 2 parts limit but you can add two additional ones. However, they would not be visible on screen but you can see their added bonuses.

Parts disappear once you unequip them. Sorry I haven't found a way to permanently have them in inventory yet but they should stay on the robot as long as you don't touch them.

---

#### Step 1 - Find the address locations for parts

---

The parts offsets are located 0x18 (24 dec) from the base mech address.

Refer to Xu Xie Yu's Codebreaker Codes FAQ under MECH CODES to find the base mech addresses for the mech's. Use a calculator if you are not familiar with adding hexadecimal.

base mech address + 0x18 = part 1  
base mech address + 0x19 = part 2  
base mech address + 0x1A = part 3  
base mech address + 0x1B = part 4

Here are some examples:

Mech Slot 1 has base mech address 32017D10  
Part 1 = 32017D10 + 00000018 = 32017D28  
Part 2 = 32017D10 + 00000019 = 32017D29  
Part 3 = 32017D10 + 0000001A = 32017D2A  
Part 4 = 32017D10 + 0000001B = 32017D2B

Mech Slot 2

Part 1: 32017D74  
Part 2: 32017D75  
Part 3: 32017D76  
Part 4: 32017D77

Mech Slot 3  
Parts 1-4: 32017DC0-C3

Mech Slot 4  
Parts 1-4: 32017E0C-32017E0F

Mech Slot 5  
Parts 1-4: 32017E58-32017E5B

-----  
Step 2 - Change values for each parts address.  
-----

Initially, each parts address contains value FF.  
Simply change that FF to one of the values listed below:

-----  
PARTS VALUES  
-----

xx | PARTS NAMES  
-----

00 | Booster  
01 | Mega Booster  
02 | Custom CPU  
03 | Thruster  
04 | Bio Sensor  
05 | Servo Motor  
06 | Apogee Motor  
07 | Tesla Drive  
08 | Tesla Drive S  
09 | Thruster Set  
0A | Dustproof  
0B | Water Jet  
0C | A-Adaptor  
0D | S-Adaptor  
0E | Hyper Jammer  
0F | Chobham Armor  
10 | Hybrid Armor  
11 | Orichalconium  
12 | Z.O. Armor  
13 | Generator  
14 | Large Generator  
15 | High Generator  
16 | Solar Panel  
17 | Beam Coat  
18 | AB Field  
19 | G Wall  
1A | G Territory  
1B | Hero's Mark  
1C | Steel Soul  
1D | Radar Module  
1E | T-Link Sensor  
1F | Custom HUD  
20 | Multi Sensor  
21 | Dual Sensor

22 | Enhancer  
23 | Repair Kit  
24 | Fuel Tank  
25 | Cartridge  
26 | Repair Kit DX  
27 | SP Drink  
28 | SP Drink DX  
29 | Emblem  
2A | Medal

If you want Custom CPU, G Territory, Hyper Jammer, and Z.O Armor for the mech at mech slot 7, you would use the following codes:

32017EF00002  
32017EF1001A  
32017EF2000E  
32017EF30012

-----  
B . WEAPON UPGRADE MODIFIER CODE  
-----

Although this section is written by me, but it would not be available if it is not because of Mr. Csstud idea, many thank's to him. This section of the FAQ is for all the people who already reach the EX-Hard mode where upgrading your weapon is disabled by the game. So, here are the code:

First 03 hex to the very last digit of the weapon codes, for example :

The 1st weapon code is 3200C430, add 03 hex to the very last digit of the weapon so it will become 3200C433 this is the Weapon Upgrade Modifier code. For other weapon position refer to the Weapon Codes section above. After you have the code then enter the valid modifier value which is ranging between 00 to 0A. And for the user who don't want to enter the code individually for each weapon this is the Codebreaker Advance Format that can be applied to all weapon at once.

4200c4330AFF  
0000FFC0004

IMPORTANT NOTES: yes you can enter the modifier value more than 0A but it will not increase you weapon attack power, since it capped to only 0A at max, and it has the possibilities to cause an error within your game.

-----  
C . SPELL EFFECT MODIFIER CODE  
-----

By Daichi, Copyright © 2006, Daichi

This section is also written by me but the idea of the Spell Effect Modifier Code was given to me by some guys at [www.srwg.org](http://www.srwg.org) forum. This code contain a two different set of variable for the code, so the code format for the variable will be something like this xxyy instead of one variable like in my other code which is xxxx or 00xx. First the base code address for this Spell Effect Modifier Code is 82019760xxyy just add 38 hex to the last two digit of the base address code to get the next address for the code. Example:



82019760+38 = 82019798 the 2nd Code Address

And here are the Spell Effect Variable Value

-----  
SPELL EFFECT 1 DIGIT  
-----

XX | SPELL EFFECT 1 NAME  
-----

00 | Empty  
01 | Strike  
02 | Guard  
03 | Strike+Guard  
04 | Accelerate  
05 | Strike+Accelerate  
06 | Guard+Accelerate  
07 | Strike+Guard+Accelerate  
08 | Zeal  
09 | Strike+Zeal  
0A | Guard+Zeal  
0B | Strike+Guard+Zeal  
0C | Accelerate+Zeal  
0D | Strike+Accelerate+Zeal  
0E | Guard+Accelerate+Zeal  
0F | Strike+Guard+Accelerate+Zeal  
10 | Assail  
11 | Strike+Assail  
12 | Guard+Assail  
13 | Strike+Guard+Assail  
14 | Accelerate+Assail  
15 | Strike+Accelerate+Assail  
16 | Guard+Accelerate+Assail  
17 | Strike+Guard+Accelerate+Assail  
18 | Zeal+Assail  
19 | Strike+Zeal+Assail  
1A | Guard+Zeal+Assail  
1B | Strike+Guard+Zeal+Assail  
1C | Accelerate+Zeal+Assail  
1D | Strike+Accelerate+Zeal+Assail  
1E | Guard+Accelerate+Zeal+Assail  
1F | Strike+Guard+Accelerate+Zeal+Assail  
20 | Fury  
21 | Strike+Fury  
22 | Guard+Fury  
23 | Strike+Guard+Fury  
24 | Accelerate+Fury  
25 | Strike+Accelerate+Fury  
26 | Guard+Accelerate+Fury  
27 | Strike+Guard+Accelerate+Fury  
28 | Zeal+Fury  
29 | Strike+Zeal+Fury  
2A | Guard+Zeal+Fury  
2B | Strike+Guard+Zeal+Fury  
2C | Accelerate+Zeal+Fury  
2D | Strike+Accelerate+Zeal+Fury  
2E | Guard+Accelerate+Zeal+Fury  
2F | Strike+Guard+Accelerate+Zeal+Fury  
30 | Assail+Fury  
31 | Strike+Assail+Fury

32 | Guard+Assail+Fury  
33 | Strike+Guard+Assail+Fury  
34 | Accelerate+Assail+Fury  
35 | Strike+Accelerate+Assail+Fury  
36 | Guard+Accelerate+Assail+Fury  
37 | Strike+Guard+Accelerate+Assail+Fury  
38 | Zeal+Assail+Fury  
39 | Strike+Zeal+Assail+Fury  
3A | Guard+Zeal+Assail+Fury  
3B | Strike+Guard+Zeal+Assail+Fury  
3C | Accelerate+Zeal+Assail+Fury  
3D | Strike+Accelerate+Zeal+Assail+Fury  
3E | Guard+Accelerate+Zeal+Assail+Fury  
3F | Strike+Guard+Accelerate+Zeal+Assail+Fury  
40 | Resolve  
41 | Strike+Resolve  
42 | Guard+Resolve  
43 | Strike+Guard+Resolve  
44 | Accelerate+Resolve  
45 | Strike+Accelerate+Resolve  
46 | Guard+Accelerate+Resolve  
47 | Strike+Guard+Accelerate+Resolve  
48 | Zeal+Resolve  
49 | Strike+Zeal+Resolve  
4A | Guard+Zeal+Resolve  
4B | Strike+Guard+Zeal+Resolve  
4C | Accelerate+Zeal+Resolve  
4D | Strike+Accelerate+Zeal+Resolve  
4E | Guard+Accelerate+Zeal+Resolve  
4F | Strike+Guard+Accelerate+Zeal+Resolve  
50 | Assail+Resolve  
51 | Strike+Assail+Resolve  
52 | Guard+Assail+Resolve  
53 | Strike+Guard+Assail+Resolve  
54 | Accelerate+Assail+Resolve  
55 | Strike+Accelerate+Assail+Resolve  
56 | Guard+Accelerate+Assail+Resolve  
57 | Strike+Guard+Accelerate+Assail+Resolve  
58 | Zeal+Assail+Resolve  
59 | Strike+Zeal+Assail+Resolve  
5A | Guard+Zeal+Assail+Resolve  
5B | Strike+Guard+Zeal+Assail+Resolve  
5C | Accelerate+Zeal+Assail+Resolve  
5D | Strike+Accelerate+Zeal+Assail+Resolve  
5E | Guard+Accelerate+Zeal+Assail+Resolve  
5F | Strike+Guard+Accelerate+Zeal+Assail+Resolve  
60 | Fury+Resolve  
61 | Strike+Fury+Resolve  
62 | Guard+Fury+Resolve  
63 | Strike+Guard+Fury+Resolve  
64 | Accelerate+Fury+Resolve  
65 | Strike+Accelerate+Fury+Resolve  
66 | Guard+Accelerate+Fury+Resolve  
67 | Strike+Guard+Accelerate+Fury+Resolve  
68 | Zeal+Fury+Resolve  
69 | Strike+Zeal+Fury+Resolve  
6A | Guard+Zeal+Fury+Resolve  
6B | Strike+Guard+Zeal+Fury+Resolve  
6C | Accelerate+Zeal+Fury+Resolve  
6D | Strike+Accelerate+Zeal+Fury+Resolve

6E | Guard+Accelerate+Zeal+Fury+Resolve  
6F | Strike+Guard+Accelerate+Zeal+Fury+Resolve  
70 | Assail+Fury+Resolve  
71 | Strike+Assail+Fury+Resolve  
72 | Guard+Assail+Fury+Resolve  
73 | Strike+Guard+Assail+Fury+Resolve  
74 | Accelerate+Assail+Fury+Resolve  
75 | Strike+Accelerate+Assail+Fury+Resolve  
76 | Guard+Accelerate+Assail+Fury+Resolve  
77 | Strike+Guard+Accelerate+Assail+Fury+Resolve  
78 | Zeal+Assail+Fury+Resolve  
79 | Strike+Zeal+Assail+Fury+Resolve  
7A | Guard+Zeal+Assail+Fury+Resolve  
7B | Strike+Guard+Zeal+Assail+Fury+Resolve  
7C | Accelerate+Zeal+Assail+Fury+Resolve  
7D | Strike+Accelerate+Zeal+Assail+Fury+Resolve  
7E | Guard+Accelerate+Zeal+Assail+Fury+Resolve  
7F | Strike+Guard+Accelerate+Zeal+Assail+Fury+Resolve

Just replace the xx variable with above digit, for example 82019760  
xxyy just replace the xx with 7F to give Kyosuke Strike,Guard,Accelerate,Zeal,Assail,Fury,Resolve spell effect.

And here are the second set digits for the Spell Effect

-----  
SPELL EFFECT 2 DIGIT  
-----

yy | SPELL EFFECT 2 NAME  
-----

00 | empty  
01 | Valor  
04 | Mercy  
05 | Valor+Mercy  
08 | Snipe  
09 | Valor+Snipe  
0C | Mercy+Snipe  
0D | Valor+Mercy+Snipe  
10 | Alert  
11 | Valor+Alert  
14 | Mercy+Alert  
15 | Valor+Mercy+Alert  
18 | Snipe+Alert  
19 | Valor+Snipe+Alert  
1C | Mercy+Snipe+Alert  
1D | Valor+Mercy+Snipe+Alert  
20 | Gain  
21 | Valor+Gain  
24 | Mercy+Gain  
25 | Valor+Mercy+Gain  
28 | Snipe+Gain  
29 | Valor+Snipe+Gain  
2C | Mercy+Snipe+Gain  
2D | Valor+Mercy+Snipe+Gain  
30 | Alert+Gain  
31 | Valor+Alert+Gain  
34 | Mercy+Alert+Gain  
35 | Valor+Mercy+Alert+Gain  
38 | Snipe+Alert+Gain  
39 | Valor+Snipe+Alert+Gain

3C | Mercy+Snipe+Alert+Gain  
3D | Valor+Mercy+Snipe+Alert+Gain  
40 | Luck  
41 | Valor+Luck  
44 | Mercy+Luck  
45 | Valor+Mercy+Luck  
48 | Snipe+Luck  
49 | Valor+Snipe+Luck  
4C | Mercy+Snipe+Luck  
4D | Valor+Mercy+Snipe+Luck  
50 | Alert+Luck  
51 | Valor+Alert+Luck  
54 | Mercy+Alert+Luck  
55 | Valor+Mercy+Alert+Luck  
58 | Snipe+Alert+Luck  
59 | Valor+Snipe+Alert+Luck  
5C | Mercy+Snipe+Alert+Luck  
5D | Valor+Mercy+Snipe+Alert+Luck  
60 | Gain+Luck  
61 | Valor+Gain+Luck  
64 | Mercy+Gain+Luck  
65 | Valor+Mercy+Gain+Luck  
68 | Snipe+Gain+Luck  
69 | Valor+Snipe+Gain+Luck  
6C | Mercy+Snipe+Gain+Luck  
6D | Valor+Mercy+Snipe+Gain+Luck  
70 | Alert+Gain+Luck  
71 | Valor+Alert+Gain+Luck  
74 | Mercy+Alert+Gain+Luck  
75 | Valor+Mercy+Alert+Gain+Luck  
78 | Snipe+Alert+Gain+Luck  
79 | Valor+Snipe+Alert+Gain+Luck  
7C | Mercy+Snipe+Alert+Gain+Luck  
7D | Valor+Mercy+Snipe+Alert+Gain+Luck  
80 | Focus  
81 | Valor+Focus  
84 | Mercy+Focus  
85 | Valor+Mercy+Focus  
88 | Snipe+Focus  
89 | Valor+Snipe+Focus  
8C | Mercy+Snipe+Focus  
8D | Valor+Mercy+Snipe+Focus  
90 | Alert+Focus  
91 | Valor+Alert+Focus  
94 | Mercy+Alert+Focus  
95 | Valor+Mercy+Alert+Focus  
98 | Snipe+Alert+Focus  
99 | Valor+Snipe+Alert+Focus  
9C | Mercy+Snipe+Alert+Focus  
9D | Valor+Mercy+Snipe+Alert+Focus  
A0 | Gain+Focus  
A1 | Valor+Gain+Focus  
A4 | Mercy+Gain+Focus  
A5 | Valor+Mercy+Gain+Focus  
A8 | Snipe+Gain+Focus  
A9 | Valor+Snipe+Gain+Focus  
AC | Mercy+Snipe+Gain+Focus  
AD | Valor+Mercy+Snipe+Gain+Focus  
B0 | Alert+Gain+Focus  
B1 | Valor+Alert+Gain+Focus

B4 | Mercy+Alert+Gain+Focus  
 B5 | Valor+Mercy+Alert+Gain+Focus  
 B8 | Snipe+Alert+Gain+Focus  
 B9 | Valor+Snipe+Alert+Gain+Focus  
 BC | Mercy+Snipe+Alert+Gain+Focus  
 BD | Valor+Mercy+Snipe+Alert+Gain+Focus  
 C0 | Luck+Focus  
 C1 | Valor+Luck+Focus  
 C4 | Mercy+Luck+Focus  
 C5 | Valor+Mercy+Luck+Focus  
 C8 | Snipe+Luck+Focus  
 C9 | Valor+Snipe+Luck+Focus  
 CC | Mercy+Snipe+Luck+Focus  
 CD | Valor+Mercy+Snipe+Luck+Focus  
 D0 | Alert+Luck+Focus  
 D1 | Valor+Alert+Luck+Focus  
 D4 | Mercy+Alert+Luck+Focus  
 D5 | Valor+Mercy+Alert+Luck+Focus  
 D8 | Snipe+Alert+Luck+Focus  
 D9 | Valor+Snipe+Alert+Luck+Focus  
 DC | Mercy+Snipe+Alert+Luck+Focus  
 DD | Valor+Mercy+Snipe+Alert+Luck+Focus  
 E0 | Gain+Luck+Focus  
 E1 | Valor+Gain+Luck+Focus  
 E4 | Mercy+Gain+Luck+Focus  
 E5 | Valor+Mercy+Gain+Luck+Focus  
 E8 | Snipe+Gain+Luck+Focus  
 E9 | Valor+Snipe+Gain+Luck+Focus  
 EC | Mercy+Snipe+Gain+Luck+Focus  
 ED | Valor+Mercy+Snipe+Gain+Luck+Focus  
 F0 | Alert+Gain+Luck+Focus  
 F1 | Valor+Alert+Gain+Luck+Focus  
 F4 | Mercy+Alert+Gain+Luck+Focus  
 F5 | Valor+Mercy+Alert+Gain+Luck+Focus  
 F8 | Snipe+Alert+Gain+Luck+Focus  
 F9 | Valor+Snipe+Alert+Gain+Luck+Focus  
 FC | Mercy+Snipe+Alert+Gain+Luck+Focus  
 FD | Valor+Mercy+Snipe+Alert+Gain+Luck+Focus

Then use these digit value to change the yy variable value. For example 820197607Fyy just replace the yy with F9 to make Kyosuke even more nastier since now he also get the Valor,Snipe,Alert,Gain,Luck,Focus in addition to the first set of spell effect value.

Since this Code actually can be converted to Codebreaker Advance format which is the 2 liner code that can be applied to all of the pilot that available in your team instead of entering the code individually for each pilot, so here are the Codebreaker Advance Format Code:

```
42019760xxyy
000000250038
```

Notes: Just replace the xx with the xx variable digit and replace the yy with yy variable digit.

-----  
 V . HELP NEEDED  
 -----

Yep, there is some change in this FAQ since my last FAQ.Right now, the

weapon section is more complete, so you can know which weapon is belong to which mech, although i'm not 100% sure of it, because there's so many weapon and mech, and i have to tested it 1 by 1. But, if you know so me mistake that i made in associating certain weapon to certain mech, fell free to tell me via e-mail. I will correct the mistake. And i know there's still a lot of of people who are very good at making code and some of them even better than me, like the one that i know Mr.Neo\_Zero\_X but usually they only have an interest in making the code and are not into making a FAQ file so if you guys know the code and wanted to put it in this FAQ file let me know the code, I will put the code into this FAQ file for sure.

---

VI . CREDITS

---

- \* CJayC - for making such a wonderfull sites ([www.gamefaqs.com](http://www.gamefaqs.com))
- \* BANPRESTO - for having created this game.
- \* NINTENDO - for having made the Game Boy Advance.
- \* Neo\_Tai - for his Post at the [gamefaqs.com](http://gamefaqs.com) Message Board really help me made the weapon section code.
- \* Csstud - for his Contributed Code section (Adding/Editing Part and Weapon Upgrade Modifier Code).
- \* Daichi - Your post at [srwg.org](http://srwg.org) forum really help me making the Spell Effect Modifier Code.
- \* Kibbitz - your FAQ file save me alot of time and effort in making the first few codes.

End of file.

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