

# Zoids Legacy Patch Codes

by blackchaos13

Updated to v3.1 on Dec 10, 2004

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Zoids Legacy Hacking Guide
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~Dedicated in loving memory.~  
Meixa He Yi 11/9/85 - 03/12/04  
"I shall miss you always my love."

This guide can be found only at these sites: <http://www.gamefaqs.com>  
<http://faqs.ign.com>  
<https://www.neoseeker.com>  
<http://www.cheats.de>  
[www.zoidsevolution.com](http://www.zoidsevolution.com)

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=====
Having problems using this guide? Want to contribute? Want to comment on my
work? Love Zoids? Something else? Visit my forums! You can post your questions
or comments there. (Well, you don't have to... you can post them at GameFAQ's if
you want. I'll just have to answer them there too.) :P
http://s6.invisionfree.com/Zoid\_Legends\_Forums - My Forums ^_^
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=====  
1) Introduction  
=====

Hey everyone, blackchaos13 here with another guide for Zoids on GBA. After writing a hacking guide for Zoids Saga II, which by the way was this game before it was translated into English. So by popular demand, and because I wanted to, I have returned to write a hacking guide for the first English release of a Zoids game on the GBA. This guide features codes that I created by hacking the ROM with the code engine of an emulator. Hopefully it will also soon feature some codes hacked by other members of the gaming community. Any codes not created by me will have their respected author credited in parentheses. Please note that all names and terms listed in this guide are copied directly from the game, and are not my own. So you can expect some errors and inaccuracies being ATARI did they translation. This guide is viewed best in Microsoft Word(r) or Microsoft WordPad(r) in size 10 Courier New. Well, let's get to the guide because, as I have said before so many times...: "I'm not getting paid to blab my mouth and you are probably tired of hearing me rant about why I wrote this. 0\_o

=====  
2) Disclaimer  
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Please read this section before using this guide. I wrote this guide at the request of several others, and because I wanted to write a hacking guide for a great game. As with all codes there is risk with using them. They can freeze your game, ruin your save data, destroy your enjoyment of the game, make it impossible to proceed further within the game, and even ruin the game program (I haven't heard of this occurring, but that doesn't mean it can't happen). By using these codes you hereby agree to the following:

- 1) You will not hold me responsible for anything that may happen as a result of using these codes.
- 2) You will not bombard me with e-mails complaining that the codes ruined your game.
- 3) That anything that happens as a result of using these codes is not my fault, but the fault of yourself for choosing to use these codes.

=====  
3) FAQ's

=====  
Q: Can I use your guide on my site?

A: Please e-mail me the URL of your site along with your request. I like to visit a site before I give them my permission.

Q: How do I contact you?

A: You can get a quick response from me if you send me an e-mail. I usually check it around once a day, twice if I have the time. You can also post on the GameFAQ's message boards, but someone else will likely answer it before I do. If you post at my forums (URL located at the top) you can get a response there too.

Q: Hey, I made some stuff for Zoids Legacy. Can you host it in your guide?

A: Well... it depends on what you would like me to host. If it is related to the game such as codes, secrets, or useful info, I shouldn't have a problem, unless it is a load of bogus shit, with hosting it.

Q: Aarrgh! There are so many errors and inaccuracies! Why is that?

A: Well, ATARI translated it, so it's no surprise. Hopefully they'll notice them and make a V.2 of this game, like companies do sometimes, that will have that stuff corrected.

Q: Can you give me the ROM?

A: Do I look like your servant? Go find it like I did!

Q: Can you tell me where to find the ROM?

A: You can find it at [www.dgemu.com](http://www.dgemu.com) .

Q: It won't let me download it!

A: Hahaha... too bad for you. You have to join the site first.

Q: WTF?? dgemu is offline! I can't download it!

A: The try this one: <http://romcity.mirrorz.com>

Q: Should I play Zoids Saga II?

A: You're playing it right now numb-nuts.

Q: How do I use these codes on VBA?

A: First, open up the "Cheat List". Next, click on the button labeled "Code". This opens up a window labeled "Add cheat code". In the upper box of this window, type in the name of the code. After that, in the lower box of that window, type in the code as it appears listed in the guide. Now replace the space between the first 8 alphanumerical digits and the last 4 alphanumerical digits with an ":". Finally, click "OK" to enter the code, or click "Cancel" if you decide not to enter the code.

Q: Can I use these codes on a Gameshark or Action Replay?

A: No, these codes will only work on Codebreaker and Xploder. But they will only work on those two after you modify the codes to work on them.

Q: Well, how do I use them on Codebreaker/Xploder then?

A: Once a MasterCode has been released I will detail how to do that.

Q: Where can I find the latest version of this guide?

A: The latest version can always be found at GameFAQ's if not any of the others.

Q: Can you teach me hexadecimal math?

A: I knew somebody was going to ask me this sooner or later. What I know about hexadecimal math is what I learned on my own. I learned it by going to my local public library and checking out materials and searching on the library's online database. But to be honest most of what I know I learned by myself through trial & error. I am also no teacher, and would likely confuse the hell out of you trying to explain what I know. So in other words you are better off asking someone else.

=====  
4) Basic Codes  
=====

These are just basic codes such as the MasterCode (If you are using the cartridge and a Codebreaker or Xploder.), infinite money, or how much experience you get after battle.

MasterCode - Codebreaker

000075F0 000A  
10092604 0007

MasterCode - Xploder

N/A

Experience Gained in Battle

0203ebbc c9ff  
0203ebbe 3b9a

Maximum G Gained in Battle

0203ebc0 423f  
0203ebc2 000f

Infinite G

020282e8 423f  
020282ea 000f

=====  
5) Item Codes  
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These are codes that give you an item, and give you 99 of it as well.

020217f5 - CA Ion L

020217f6 - CA Ion M

020217f7 - CA Ion S

020217f8 - ZC Promo

020217f9 - React U.

020217fa - ShockWav

020217fb - Ccleaner

020217fc - Evactn U

020217fd - RTans U

=====  
6) Zoid Part Codes  
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These are codes that give you a zoid part, and give you 99 of it as well.

020217ff - Z Core BT

02021800 - Z Core BX

02021801 - Z Core CR

02021802 - Z Core DS

02021803 - Z Core DT

02021804 - Z Core DZ

02021805 - Z Core FL

02021806 - Z Core GB

02021807 - Z Core GG

02021808 - Z Core GH

02021809 - Z Core GR

0202180a - Z Core GS  
0202180b - Z Core GV  
0202180c - Z Core H1  
0202180d - Z Core H2  
0202180e - Z Core IS  
0202180f - Z Core KG  
02021810 - Z Core KW  
02021811 - Z Core MT  
02021812 - Z Core SL  
02021813 - Z Core SP  
02021814 - Z Core SS  
02021815 - Z Core TL  
02021816 - Z Core US  
02021817 - Z Core UX  
02021818 - Z Core WT  
02021819 - Z Core ZG  
0202181a - Z Core ZN  
02021825 - LG Head  
02021826 - AB Unit  
02021827 - AG Unit  
02021828 - AS Unit  
02021829 - BA Unit  
0202182a - BC Set  
0202182b - BG Unit  
0202182c - DCS Unit  
0202182d - DSR Set  
0202182e - FB Unit  
0202182f - GC Set  
02021830 - HS Set  
02021831 - KA Unit

02021832 - LM Set  
02021833 - MS Unit  
02021834 - PB Unit  
02021835 - PK Unit  
02021836 - VL Unit  
02021837 - WW Unit  
02021838 - Assault U  
02021839 - Attack U  
0202183a - Cannory U  
0202183b - Sciss part  
0202183c - Flight pts  
0202183d - Lg Cal. BC  
0202183e - EM Unit  
0202183f - Rokt gun  
02021840 - Climb eng.  
02021841 - Dmgd rifle  
02021842 - Tiger spir  
02021843 - Bomber U  
02021844 - Radome U  
02021845 - Lmt. OS  
02021846 - Norm. OS  
02021847 - WildZ data  
02021848 - GGW data  
02021849 - Jaeger U  
0202184a - Schneider U  
0202184b - Panzer U  
0202184c - X Unit  
0202184d - Strum Unit  
0202184e - Jagd Unit  
0202184f - ZF Unit

02021850 - DA Gatt. D  
02021851 - MD Gatt. D  
02021852 - CD Gatt. D  
02021853 - GX Gatt. D  
02021854 - GF Gatt. D  
02021855 - KS Gatt. D  
02021856 - GC Gatt. D  
02021857 - LG Gatt. D

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7) Zoid Data Codes  
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This is where you need to look if you are hunting for zoid data. To get more than one zoid data from the same address, add the values for the ones you want together using hexadecimal math and insert that value into the address. Be sure to include the values for any zoid data you may already have.

\*Note\* - Insert "FF" to get all of the zoid data that each code can give you.

02021858 00xx

01 - Nothing  
02 - Iron Kong  
04 - Iron Kong PK  
08 - I K Maneuver  
10 - Iron Kong SS  
20 - Elephander  
40 - Cyclops 1  
80 - StormSworderF

02021859 00xx

01 - Elephander AG  
02 - Dibison  
04 - ZaberFang Old  
08 - Zaber Fang  
10 - Zaber Fang AS  
20 - Zaber Fang SS  
40 - Zaber Fang AT  
80 - Zaber Fang TS

0202185a 00xx

01 - Atak Cat/Hell Cat

02 - Lightng Saix  
04 - Lightg SaixBS  
08 - Shield Liger  
10 - Shld Liger DCS  
20 - S Liger DCS-J  
40 - Spark Liger  
80 - Blade Liger

0202185b 00xx

01 - BladeLiger AB  
02 - Liger Zero  
04 - ZeroSchneider  
08 - Zero Jaeger  
10 - Zero Panzer  
20 - Zero Empire  
40 - Zero X  
80 - Trinity Liger

0202185c 00xx

01 - Trin. Liger BA  
02 - Command Wolf  
04 - Com. Wolf Town  
08 - Comm. Wolf AC  
10 - Cerberus\*  
20 - Climber Wolf  
40 - Comm. Wolf IS  
80 - Shadow Fox

0202185d 00xx

01 - Konig Wolf  
02 - Death Saurer  
04 - Bloody Demon  
08 - Gojulas  
10 - Goju. the Ogre  
20 - GojulasGunner  
40 - Iguan  
80 - Godos

0202185e 00xx

01 - Ultra Saurus  
02 - Gordos  
04 - Gordos LR  
08 - Brachios  
10 - Red Horn  
20 - Red Horn BG  
40 - Dark Horn  
80 - Dark Horn HS

0202185f 00xx

01 - Black Rhimos  
02 - Mad Thunder  
04 - Geno Saurer  
08 - Psycho G Sau.  
10 - Geno Breaker  
20 - Proto Breaker

40 - Geno Scissors  
80 - Geno Trooper

02021860 00xx

01 - Berserk Fury  
02 - Strum Fury  
04 - Jagd Fury  
08 - BerserkFuryZ  
10 - Geno Hydra  
20 - Geno Hydra KA  
40 - Dark Spiner  
80 - Killer Spiner

02021861 00xx

01 - Rev Raptor  
02 - RR Pile Bunker  
04 - Hellrunner  
08 - Gun Sniper  
10 - GSnr Weasel  
20 - Gun Sniper LS  
40 - Gun Sniper NS  
80 - Konig Wolf DSR

02021862 00xx

01 - Cann. Tortoise  
02 - C. Tortoise BC  
04 - Gator  
08 - Killer Dome  
10 - Barigator  
20 - Stealth Viper  
40 - Death Stinger  
80 - Guysack

02021863 00xx

01 - Guysack Stingr  
02 - Molga  
04 - CannonryMolga  
08 - Saicurtis  
10 - Dbl-Sworder  
20 - Redler  
40 - Redler BoostC  
80 - Bloodler

02021864 00xx

01 - R. Interceptor  
02 - Zabat  
04 - Pteras  
08 - Pteras Bomber  
10 - Pteras Radome  
20 - Storm Sworder  
40 - Raynos  
80 - Pteramander

02021865 00xx

01 - Hammer Head  
02 - HammerHead VL  
04 - Wardick  
08 - Sea Striker  
10 - Hammer Rock  
20 - Snipe Master  
40 - SnpMaster FB  
80 - SMaster A-Sild

02021866 00xx

01 - Gun Blaster  
02 - Saberlion  
04 - Gun Tiger  
08 - Gojulas Giga  
10 - Leo Blaze  
20 - Gilvader  
40 - Goj. Giga C.  
80 - Blitz Tiger

02021867 00xx

01 - Unenlagia  
02 - Mosasledge  
04 - Nightwise  
08 - Flyscissors  
10 - Shell Karn  
20 - Diplo Guns  
40 - Demon's Head  
80 - Buster Eagle

02021868 00xx

01 - Fuzor Dragon/Matrix Dragon  
02 - ChimeraDragon  
04 - Gojulox  
08 - 2-Arm Lizard  
10 - Griffin\*  
20 - Diablo Tiger  
40 - Cyclops II  
80 - Geno Flame

02021869 00xx

01 - Jagd Singer  
02 - Dark Poison  
04 - Iron Drill  
08 - Gravity Bison  
10 - Ule. Phalanx  
20 - Proto Zaber  
40 - Liger Aero  
80 - Rev Hunter

0202186a 00xx

01 - StormSwordrFX  
02 - Death Meteor  
04 - King Gojulas  
08 - Gustav  
10 - Hover Cargo

20 - Whale King  
40 - Dragoon Nest  
80 - Lord Gale

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8) Ordinance Codes  
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These are codes that give you an armament, and give you 99 of it as well.

(In order that they appear in menu.)

Standard Use:

02028219 - Partcl. Gun  
0202821a - Hvy P. Gun  
0202821b - HyperP Gun  
0202821c - Plasma P.  
0202821d - Photon P.  
0202821e - Charged P.  
0202821f - Extr. Chd P  
02028220 - Focused P.  
02028221 - Diffuse P.  
02028222 - LgCalib P.  
02028223 - Sml Laser  
02028224 - Twin Laser  
02028225 - Triple Lsr  
02028226 - 4-Gun Lsr  
02028227 - Antair L.  
02028228 - 2 AA Laser  
02028229 - 3 AA Laser  
0202822a - 4 AA Laser  
0202822b - Lsr. M Gun

0202822c - Pulse LGun  
0202822d - Beam Needle  
0202822e - Gattling Bm  
0202822f - Bm Rifle  
02028230 - Assault BG  
02028231 - Bm Cannon  
02028232 - Ray Storm  
02028233 - Rolling C.  
02028234 - Hybrid Cn.  
02028235 - Accltd Cn.  
02028236 - 2 Cannon  
02028237 - 2 hispd C.  
02028238 - 3 Cannons  
02028239 - Hyper Cann  
0202823a - Shock Gun  
0202823b - Acclrtd SG  
0202823c - 3 Accltd SG  
0202823d - Linear Gun  
0202823e - Assault C.  
0202823f - Aslt Rifle  
02028240 - LR Rifle  
02028241 - Buster Cn.  
02028242 - Ultra Cn.  
02028243 - Railgun  
02028244 - SD railgun  
02028245 - Hispeed RG  
02028246 - X Hispd RG  
02028247 - Hyper RGun  
02028248 - Machinegun  
02028249 - Antiair MG

0202824a - Heavy MGun  
0202824b - Hyper MGun  
0202824c - Vulcan Gun  
0202824d - AAirVulcan  
0202824e - MegaVulcan  
0202824f - AA MegaV.  
02028250 - Gatling  
02028251 - AA Gatling  
02028252 - HvyGatling  
02028253 - HiSpeed G.  
02028254 - 2-Missiles  
02028255 - 4-Missiles  
02028256 - 6-Missles  
02028257 - 8-Missiles  
02028258 - 16-Missile  
02028259 - AA 2-Missiles  
0202825a - AA 4-Missiles  
0202825b - AA 8-Missiles  
0202825c - AA 16-Missile  
0202825d - LR Missile  
0202825e - Lg. Missile  
0202825f - Napalm Mis  
02028260 - Neutron M.  
02028261 - Reactg Mis  
02028262 - Hyper Mis.  
02028263 - Spread Mis  
02028264 - Sound Wave  
02028265 - X Sound Wv  
02028266 - Sulf. Acid  
02028267 - Thick SA

02028268 - EM Cannon

02028269 - X EM Cann.

0202826a - Eleshot

0202826b - Poison Gas

0202826c - Poasn. Mist

0202826d - Psn Cloud

0202826e - Gravity Gun

Exclusive use:

02028273 - 5-Misl. Pod (KonigWolfType)

02028274 - LsrVulcan (Shadow Fox)

02028275 - 2Beam Cann (Atak Cat/Hell Cat)

02028276 - Pulse Lsr (Lightng Saix)

02028277 - Pulse Lsr (Lightg SaixBS)

02028278 - 2Beam Cann (ZaberFangType)

02028279 - 2Beam Cann (Command Wolf)

0202827a - LR Rifle (Comm. Wolf IS)

0202827b - 2Beam Cann (Proto Zaber)

Standard Defensive Use:

0202827d - Armor Plus

0202827e - Lg Armor

0202827f - MultiArmor

02028280 - Lg M-Armor

02028281 - XHvy Armor

02028282 - LgXH Armor

02028283 - ChobamArm.

02028284 - Chobam X

02028285 - Full Armor

02028286 - Dispers U

02028287 - A-Lsr Arm.

02028288 - A-Par. Shld

02028289 - EProtector  
0202828a - Rare Metal  
0202828b - FusionArm.  
0202828c - FusionArmX  
0202828d - F Rd Shld  
0202828e - Eslder S  
0202828f - E Shielder  
02028290 - Eshlder L  
02028291 - Smoke Unit  
02028292 - Lg Smoke U  
02028293 - Opt. Camou.  
02028294 - O Camouf. X  
02028295 - Stealth Sys  
02028296 - R Interfc.  
02028297 - ECM  
02028298 - EDistbce U  
0202829a - MicroSensr  
0202829b - MicSensorX  
0202829c - Lsr Sensor  
0202829d - LsrSensr X  
0202829e - CompdSensr  
0202829f - C Sensor X  
020282a0 - InfraR Scp  
020282a1 - IR Scanner  
020282a2 - Radar  
020282a3 - Lg Radar  
020282a4 - Radar Sys.  
020282a5 - RadarSys X  
020282a6 - All-W Radr  
020282a7 -3D Radar

020282a8 - RadomeUnit  
020282a9 - Mag. Detctr  
020282aa - MDetectr L  
020282ab - GPS MDetec  
020282ac - GPS MDtr L  
020282ad - SoundDetec  
020282ae - Sound D Lg  
020282af - TurboChgr.  
020282b0 - AfterBurner  
020282b1 - Thrustor  
020282b2 - Acclrtr U  
020282b3 - Xphys. Unit  
020282b4 - EPlus Unit  
020282b5 - Core+ Unit  
020282b6 - IonRadiatr  
020282b7 - I Fielder  
020282b8 - AutoRepr U  
020282b9 - EnergyTank  
020282ba - E Charger  
020282bb - Generator+  
020282bc - DummyOrgnd  
020282bd - ZOS Proto.  
020282be - ZOS Plus  
020282bf - ZOS Mass

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9) Character Hacking  
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-Under Construction-

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10) Organoid Hacking  
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-Under Construction-

=====  
11) Zoid Hacking  
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-Under Construction-

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12) Miscellaneous Codes  
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-Under Construction-

=====  
13) History  
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09/14/04 Version: 2.4

- Guide Started-
- Added link to my forums-
- Added Introduction-
- Added Disclaimer-
- Added FAQ's Section-
- Added FAQ's-
- Added Basic Codes Section-
- Added Basic codes-
- Added Item Codes Section-
- Added Item codes-
- Added Zoid Part Codes Section-
- Added Zoid Part codes-

-Added Zoid Data Codes Section-  
-Added Zoid Data codes-  
-Added Ordinance Codes Section-  
-Started Ordinance codes-  
-Added Character Hacking Section-  
-Added Organoid Hacking Section-  
-Added Zoid hacking Section-  
-Added Miscellaneous Codes Section-  
-Added History-  
-Added E-mail Guidelines-  
-Added Legal Stuff-  
-Added Credits & Acknowledgements-  
09/15/04 Version: 2.6 - First release of this guide  
-Finished Ordinance codes-  
-Did some editing and made corrections to formatting-  
12/10/04 Version: 3.1  
-Corrected link to my forums-  
-Added more FAQs-  
-Added Codebreaker MasterCode- (I found a program that makes these!)  
-Formatted the guide to adhere to the new 80 width set by CJayC-  
-Added someone to the Credits & Acknowledgements-

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14) E-mail Guidelines  
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What not to e-mail me about:

- 1) Requests to give you the ROM.
- 2) Requests where to find the ROM. (I have already stated where you can find it.)
- 3) Repeated asking of a dumb question. (Come on, think people! You should know what a dumb question is...)
- 4) Requests to teach you hexadecimal math and how to hack codes.
- 5) Flames and chain mails.
- 6) Hate mail. (Don't act stupid, everyone knows what this is.)

What you can e-mail me about:

- 1) Compliments
- 2) Corrections on spelling\* (I spelled it that way on purpose as an example.)
- 3) Corrections on codes.
- 4) Contributions.
- 5) Requests to use my guide on your site.
- 6) Anything related to Zoids.

If I do not answer your e-mail within a couple of days, it may be because of one of the following reasons:

- 1) I am "extremely" busy and can't check my e-mail.
- 2) I'm not home (college dorm).
- 3) I'm sick and can't get out of bed.
- 4) Tending to my "real" life. (This includes social as well.)
- 5) I'm tied and gagged by my girlfriend... 0\_o

- 6) You sent me a "dumb question" and I am ignoring you.
- 7) A myriad of other excuses...

=====  
15) Legal Stuff  
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This document is (c) Copyright 2003 by me, blackchaos13, and is solely my property that I chose to release to the public so that they may benefit from it. According to copyright rules, a person may use no more than 10% of a copyrighted material without permission as long as they give the owner credit for his/her work. Using more than 10%, one must ask permission from the owner in order to do so, and must give full credit to the owner for his/her work. Anyone desiring to use my guide on their site or parts of my guide within theirs should e-mail me at my e-mail address listed at the top of this guide.

\*Regarding plagiarism\*

=====  
-WARNING!- People under the age of 15 should skip this first part. It contains obscene language, raunchiness, and flames. (Just referring to this moron angers me.)

A little over a year ago at GameFAQ's, a guy by the name of dhellgundamcustom showed up at the message boards. He went on to submit an armament's guide, which was posted. What about it you ask? Well, if it was still there I would tell you to look through it and then look through the FAQ/Walkthrough that is there, but it is no longer there (thank God), so you cannot do that. "So?" You say? That fucking idiot copied all of his information from the FAQ/Walkthrough! He copied and re-worded it to make it sound like it was his own information! It was blindly obvious that a good 80-90% of the stuff in it came from the FAQ/Walkthrough and other sources! He then denied it and tried to blame it on his little brother, which is just damn pathetic! He didn't even have the balls to credit the author of the FAQ/Walkthrough, Mech Gouki, for the information he used as a base for his own! He even went as far as sending not only me, but other people flames through e-mail when we called him a liar and a fraud, blatantly pointing out how much an idiot he is! That brainless knob-slobbering idiot had better hope I never run into him. If I do, he'd better be able to run fast enough that I can't catch him, because I'll give him an ass-kicking he won't soon forget.

-End of rant-  
=====

Plagiarism is something I will not tolerate. Any acts of plagiarism of this guide, or any of my other guides, will be met with force. I will pursue my legal rights to the full extent of the law. I will do so until justice is served. I have no problem with taking someone to court. I have done it before, and I will do it again, and win.

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## 16) Credits & Acknowledgements

=====

TOMY - for making this game.

Hasbro - for licensing this game, enabling it to come to the USA.

ATARI - for publishing/translating it... although done poorly. You guys need to make a 2nd version to correct the errors and inaccuracies in it.

SP.MBS.JK - for whatever they did...

GameFAQ's - for being the no. 1 source for game info.

Soren Kanzaki - his guides inspired me to make my own. Even though he no longer comes to GameFAQ's he deserves this nonetheless. You rock man!

Mech Gouki - for letting me use material from his guide in my Zoids Saga II Hacking Guide. If he hadn't let me... I probably wouldn't be writing this.

Ozibyte - for his seemingly vast code resources. Also for the support he gave me when I was writing my ZS2 Hacking guide.

Mastersord - for his code help. I have little time to update, and he helps me out now and then. Thanks heaps!

Me - for my patience, dedication, and hard work.

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"True power lies not in one's strength, but within one's abilities themselves."

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