Zoids Saga II (Import) Hacking Guide

by Negative Anguish   Updated to v0.01 on Aug 11, 2003

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                           Zoids Saga II
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INTRODUCTION
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Like all hacking guides, this guide provides some, most, or all of the hacking
info and codes you would need to cheat in a game, specifically in this game,
Zoids Saga II. And of course, like all kinds of cheats, this guide will ruin all
the fun and challenges that this game has to offer. So please, use this guide
wisely, and carefully, for not all the codes here may be suited for the game and
may also cause it to crash.

By the way, this guide is written for the Japanese version of Zoids Saga II,
which is the only version out there, at least the last time I checked it was.

It is also recommended that you use VisualBoy Advanced for following this guide
and playing the game.

Note: Don't forget to do all your calculations in hexadecimal format, else the
codes won't turn out right. And use WordPad to view this document.


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BASIC HACKING
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Tutorial on how to hack
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Any guy who likes cheating a lot will know what to do when it comes to basic
hacking. However, like I said before, it will be no fun and pointless to cheat.
Basic hacking in Zoids Saga II will also be very simple to some, and very
complicated to others. So bear with me for those who don't understand.

So anyway, all you have to do is open up your emulator and load the game. Then,
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during play find any number or quantity which you want to hack into. For now, let's just say the number of Gold is the number that you want to hack into.

Now, look at the number. Let's just say it's 200. Then you'll have to convert it into hexadecimal form. To do that, open up your Windows' calculator first. Then make sure the calculator is in Scientific mode. Now, the calculator should have the button 'dec' selected as default. Keep it on for now. Type in the number, which is 200. Then selected the 'hex' button, which is right beside the 'dec' button. A value should show up on the calculator, that value should read 'C8'. Remember that value, you'll need it later.

Now that you know what number you have, open the 'Cheats' drop down and select 'Search For Cheats' or press Ctrl+C to open up the cheat search. OK, you're about less than half way there! Keep Going!

Alright, now, just in case those of you who don't know what all the buttons in this window do, I haven't the slightest idea what they do until I started messing around with it myself. However, there are still some buttons that are unknown to me. For the buttons that I do understand, I won't bother explaining to you either. You'll find out what they'll do sooner or later.

First off, make sure these buttons are selected: Specific value, 16 bits, Equal, Hexadecimal, and Update Values. Now, see the empty box at the bottom right-hand corner, type in the value that you got before, which is C8. Now press 'Start' and then 'Search'. A list of numbers in hex format should appear in the blank area at the top.

OK, here's the tough part. You'll have to guess which address belongs to the Gold. Usually, bigger numbers, such as 4588, have only one address or a few. Lower numbers like 1, have a lot of addresses, which means you'll have to search each address in order to find the right one. That's the hard part about hacking. For now, search for an address that is close to this: 02027AB4. This address is taken from a block belonging to the amount of Gold. There are different blocks for everything; character blocks, zoid blocks, weapon blocks, you name it, all that contain a little or a lot of addresses.

OK, now that you've picked a address, click on 'Add cheat'. A new window should pop up. Here's where the real hacking begins. Type in a new value in hex format to where it says 'Value:'. Let's just say you type in 1388. This value should change the Gold number from 200 to 5000. By the way, type in a description of what the cheat does so you don't get other cheats mixed up as well.

When you go into your menu, the number of gold should have increased to 5000. If it didn't, then you must of gotten the wrong address, or you didn't refresh the menu. To refresh the menu open up another menu and then go back. If you got the wrong address, just go back to the search menu and select another address and change it's value. Do this until you get the correct address.

If you do get 5000 as your amount of gold, then congras, you just made your first hack.
By the way, remember to save before you change a value, else who knows what kind of stuff you'd messed up.

If you want to view the hack you just made, click down the 'Cheats' and go to 'Cheats list'. Once there, you'll see a list of codes and a few buttons. The buttons is where you type in codes manually. That is sort of for advanced hackers. But it is pretty easy to figure out once you use it a few times.


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CHARACTER HACKING
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This section is based mostly on our main character, Zell. But most of the codes
here can be used in the same way to any other character as to Zell.


Skills
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If you want codes on specific character skills, look up Chen Guojun and gang's
FAQ/Walkthrough guide of Zoids Saga II. However, like what Chen Guojun and
gang's guide said, there are some skills that have specific values that
determines the effects of those skills. Well, I found a way to edit those
values.

Use the address codes 02026b96 to 02026ba8 (for Zell) to adjust the values for
skills that have additional percentage/specific values. Each address corresponds
to each skill slot. Also, each address goes up by 2. For example, slot 1 will be
02026b96, while slot 2 will be 02026b98.

Tip: To change a other pilot's percentage value in a skill (eg. Evade Melee),
find the pilot's experience points address and add 13 to it (Remember to do all
this in hexadecimal format). The address resulted should correspond to slot 1 in
the skills menu of that pilot. The ones digit in this address is usually an even
number. If you find that the address that you calculated doesn't work, then
change the ones digit of that address to an even number closest to the original
number.


Stats
-----
These are the codes for Zell's stats:

Sum/Difference  |      Code      |     Description
------------------------------------------------------------------
 -5             -    02026B84    -      Name and picture
+47             -    02026BB8    -      HP%
+49             -    02026BBA    -      MM%
+55             -    02026BC0    -      DCP%
+51             -    02026BBC    -      SR%
+53             -    02026BBE    -      HR%
+43             -    02026BB4    -      Level
  0             -    02026B89    -      Experience
+44             -    02026BB5    -      Organoid
 +3             -    02026B8C    -      Skill slot 1
 +4             -    02026B8D    -      Skill slot 2
 +5             -    02026B8E    -      Skill slot 3
 +6             -    02026B8F    -      Skill slot 4
 +7             -    02026B90    -      Skill slot 5
 +8             -    02026B91    -      Skill slot 6
 +9             -    02026B92    -      Skill slot 7
+10             -    02026B93    -      Skill slot 8
+11             -    02026B94    -      Skill slot 9
+12             -    02026B95    -      Skill slot 10
+13             -    02026B96    -      Additional skill value slot 1
+15             -    02026B98    -      Additional skill value slot 2
+17             -    02026B9A    -      Additional skill value slot 3
+19             -    02026B9C    -      Additional skill value slot 4
+21             -    02026B9E    -      Additional skill value slot 5
+23             -    02026BA0    -      Additional skill value slot 6
```

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+25           -    02026BA2    -     Additional skill value slot 7
+27              -    02026BA4    -     Additional skill value slot 8
+29              -    02026BA6    -     Additional skill value slot 9
+31           -    02026BA8    -     Additional skill value slot 10
```

Note: Some codes require 8-bit or 16-bit type values in order for it to be
changed properly.

Tip: To edit other character's stats, find their experience addresses and then
use that address to calculate where the other stats addresses are. Just use the
numbers on the left side of the list above as your sum and difference numbers.

For example: To find HP%, take the experience address 02026bc8 (Yuno's EXP) and
use the hex form of 47 (2F) and add that to 02026bc8 to get the address for HP%.
The resulted address should be 02026bf7.

Pilots/Characters
----

01) Zell
02) Yuno
03) Zan
04) Theta
05) Alvern
06) Lyner
07) Claudia
08) Max
09) Dr. T
10) Atory
11) Regina
12) Ace
13) Jack
14) Ban (ver.1)
15) Feena (ver.1)
16) Irvine (ver.1)
17) Moonbay (ver.1)
18) Herman
19) Ford
20) 0'Connell
21) Kruger
22) Ban (ver.2)
23) Feena (ver.2)
24) Irvine (ver.2)
25) Moonbay (ver.2)
26) Schubaltz
27) Tommer
28) Raven
29) Rieze
30) Bit
31) Linon
32) Brad
33) Jamie
34) Leon
35) Naomi
36) Karkrand
37) Omery
38) Lineback
39) Harry
40) Mary
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41) Jack Cisco
42) Allstar
43) Palty
44) Solid
45) Blue Jammer
46) Royal Mask
47) Benjamin
48) Sebastian
49) Dr. Tross
50) Red Mask
51) Purple Mask
52) Gald
53) Rezarl
54) A woman with Ribaius' face
55) Same woman
56) Stinger
57) Altile
58) Fuuma
59) Stora
60) Pierce
61) Vega
62) Volter
63) Proitsen
64) Dr. D
65) Raon
66) Fran
67) Gail
68) Opis
69) Blood
70) Judgeman !?! :p
71) Dark Judgeman
72) Gold Judgeman !?!?!?!?!?!!!! O.O
73) Jake (Ban's Organoid)
74) Jade (Someone's Organoid)
75) Pulse
76) Specula (Another lost Organoid. I wonder who does it belong to...)
77) Empty (Dr. T's face)
78) Warrior
79) Warrior 2
80) Another Warrior
81) Yet Another Warrior
82) And another...
83) And another......
84) And we're back to the first warrior, only with different hair color...
85) Urgh, another warrior...!
86) .....That's it! I had enough! Find out the other pilots/characters
yourselves folks!
```

This address controls the number of pilots in your pilot menu: 0200de95. Input a value that corresponds to how many pilots you want in your pilot menu. Any new pilot(s) that is/are created will have completely nothing in his/her/their stats; they don't even have a picture, and their name is also blank.

Try and find the address that controls the selection of certain pilots in a certain slot in the pilot menu. That address is usual 4 addresses above from the pilot's experience address. That same address is also a few places down from the addresses owned by the pilot who is above the blank pilot in the menu. For example, if Zell and Yuno were the pilots in your menu, and you have a blank pilot right below Yuno, then you would start from one of Yuno's stat addresses and work your way down. In this case, the address for editing that blank pilot

is 02026C04.

The value you input is fixed to each pilot, eg. Zell's value is 01, while Zan's value is 03. The list of pilots above has values beside each name. However, they have not been converted into hexdecimals and should be done so when you input it into the computer. Though, doing all of this may cause some problems in the game. I haven't tried going through the entire game with a edited pilot before. Just be wary that the game don't crash, and also make a save file on the position before all the hacking was done.

Note: The stats of the blank pilots will all be at zero. So, unless you want useless pilots in your squad, you're going to have to edit them. Just follow the info in the last section to do that.

Also, you can change the 'Name and Picture' of the pilots that you already have in your menu.

ORGANOID HACKING

This list is the first address of each organoid block that determines the organoid's 'Name and Picture':

020278b8 - First organoid
020278ec - Second organoid
02027920 - Third organoid
02027954 - Forth organoid

Organoids can be given to each and every pilot through hacking. All you have to do is assign an organoid to a pilot by adjusting the values of the address that is below the level address of that pilot. Then changing the value of one of the addresses in the list above will give the pilot a specific organoid. The value you will give for that address will depend on which organoid you gave to the pilot. If you entered a value of 02 for the pilot's organoid address, then you must use the 'Second organoid' address in the list above to determine your pilot's organoid's 'Name and Picture'.

For example, Zell's level address is 02026bb4, which means the pilot's organoid address is 02026bb5. If you gave Zell's organoid address this code: 02026bb5:02, then your organoid must be the Second organoid on the list, which is 020278ec. The value of both address should also be the same. In this case, the code you should enter for the organoid's 'Name and Picture' should be 020278ec:02. After you enter these codes, you're organoid will be shown in the pilot statistics, as usual.

As long as you know one of the organoid's addresses, then you can find the other organoid addresses. However, there is only a limit of 4 organoids to select from in this game. Also, all the stats of the organoid will be at zero when it is made through hack.

Stats

These codes are for the First organoid.

Sum/Difference | Code | Description

```
   0                 -    020278B8    -      Name and Picture
+42                  -    020278E2    -      HP%
+44                  -    020278E4    -      AT%
+46                  -    020278E6    -      SR%
+48                  -    020278E8    -      SP%
+50                  -     020278EA   -       DF%
+40                  -    020278E0    -      Level
 +2                  -    020278BA    -      White
 +3                  -    020278BB    -      Red
 +4                  -    020278BC    -      Blue
 +5                  -    020278BD    -      Black
+10                  -    020278C2   -      Skill slot 1
+11                  -    020278C3   -      Skill slot 2
+12                  -    020278C4   -      Skill slot 3
+13                  -    020278C5   -      Skill slot 4
+14                  -    020278C6   -      Skill slot 5
+15                  -    020278C7   -      Skill slot 6
+16                  -    020278C8   -      Skill slot 7
+17                  -    020278C9   -      Skill slot 8
+18                  -     020278CA        -        Skill slot 9
+19                  -    020278CB   -      Skill slot 10
```

Note: You can find the stats for other organoids by adding or subtracting the numbers on the left of the list above to the 'Name and Picture' address of each organoid.

For example, To find 'White' for the 'Third Organoid', add 2 to 02027920. The result should be 02027922, which is the third organoid's 'White' stat.

ZOID HACKING

A little tip. If you want to increase your zoid's power, I suggest you raise it's TP value. That way, all the stats of the zoid will increase naturally.

Tip: Zoid's TP address is 10 addresses down from the Zoid's HP address. Remember to refresh the Zoid's stats after you've changed the TP, else the overall changes to the stats will not happen until the stats are refreshed.

Zoid Parts

These are the addresses for each Zi part in the game.

```
  Code   | Description
-----------------------
02020fcb - Zoid Core BT
02020fcc - Zoid Core BX
02020fcd - Zoid Core CR
02020fce - Zoid Core DS
02020fcf - Zoid Core DT
02020fd0 - Zoid Core DZ
02020fd1 - Zoid Core FL
02020fd2 - Zoid Core GB
02020fd3 - Zoid Core GG
02020fd4 - Zoid Core GH
02020fd5 - Zoid Core GR
```

```
02020fd6 - Zoid Core GS
02020fd7 - Zoid Core GV
02020fd8 - Zoid Core H1
02020fd9 - Zoid Core H2
02020fda - Zoid Core IS
02020fdb - Zoid Core KG
02020fdc - Zoid Core KW
02020fdd - Zoid Core MT
02020fde - Zoid Core SL
02020fdf - Zoid Core SP
02020fe0 - Zoid Core SS
02020fe1 - Zoid Core TL
02020fe2 - Zoid Core US
02020fe3 - Zoid Core UX
02020fe4 - Zoid Core WT
02020fe5 - Zoid Core ZG
02020fe6 - Zoid Core ZN
02020ff1 - LG Head Parts
02020ff2 - AB Unit
02020ff3 - AG Unit
02020ff4 - AS Unit
02020ff5 - BA Unit
02020ff6 - BC Set
02020ff7 - BG Unit
02020ff8 - DCS Unit
02020ff9 - DSR Set
02020ffa - FB Unit
02020ffb - GC Set
02020ffc - HS Set
02020ffd - KA Unit
02020ffe - LM Set
02020fff - MS Unit
02021000 - PB Unit
02021001 - PK Unit
02021002 - VL Unit
02021003 - WW Unit
02021004 - Assualt Unit
02021005 - Attack Unit
02021006 - Cannory Unit
02021007 - Scissor Parts
02021008 - Flight Parts
02021009 - Big Calibre BC Set
0202100a - Spark Unit
0202100b - Rocket Cannon
0202100c - Climb Engine
0202100d - Destroy Rifle
0202100e - Tiger's Soul
0202100f - Bomber Unit
02021010 - Radome Unit
02021011 - Limited OS
02021012 - Normal OS
02021013 - Bestial Data
02021014 - GG Bestial Data
02021015 - Jager Unit
02021016 - Schneider Unit
02021017 - Panzer Unit
02021018 - X Unit
02021019 - Shutulm Unit
0202101a - Jagd Unit
0202101b - ZF Unit
```

```
0202101c - DA Combine Data
0202101d - MD Combine Data
0202101e - CD Combine Data
0202101f - GX Combine Data
02021020 - GF Combine Data
02021021 - KS Combine Data
02021022 - GC Combine Data
02021023 - LG Combine Data


Zoid Data
---------
These are the codes for each zoid data in the game, including carrier zoids.
There can be two different values for a zoid. It doesn't matter which value you
choose, but choosing certain values may give you more than one zoid data. The
codes given here are suggested codes for each zoid data. There is one problem,
though. Some codes may replace others if you put it together. So if you want
more than one zoid data, then you should find a value that contains the zoid
datas that you want.

Tip: If you're having trouble finding the right zoid data, then do the
following. Select this entire section. Then press Ctrl+F and a search window
will pop up. Type in the zoid's name and search. You'll be able to find what you
want faster than just skimming through the list.

    Code       |    Description
---------------------------------
0202102E:10       -     Barigator
0202102C:01       -     Berserk Fuhrer
0202102C:08       -     Berserk Fuhrer Z
0202102B:01       -     Black Rhymos
02021026:80       -     Blade Liger
02021027:01       -     Blade Liger AB
02021032:80       -     Blitz Tiger
0202102F:80       -     Bloodler
02021029:04       -     Bloody Demon
0202102A:08       -     Brachios
02021033:80       -     Buster Eagle
0202102E:01       -     Cannon Tortoise
0202102E:02       -     Cannon Tortoise BC
0202102F:04       -     Cannory Molga
02021028:20       -     Climber Wolf
02021028:02       -     Command Wolf
02021028:08       -     Command Wolf AC
02021028:40       -     Command Wolf IS
02021028:04       -     Command Wolf Urban Combat
02021024:40       -     Cyclops Type 1
02021034:40       -     Cyclops Type 2
0202102A:40       -     Dark Horn
0202102A:80       -     Dark Horn HS
02021035:02       -     Dark Poison
0202102C:40       -     Dark Spiner
0202102C:80       -     Dark Spiner KD
02021029:02       -     Death Saurer
0202102E:40       -     Death Stinger
02021036:02       -     Death Meteor
02021033:40       -     DemonHead
02021034:20       -     Diablo Tiger
02021025:02       -     DiBison
02021033:20       -     DiploGuns
```

```
02021034:08        -      Double Arm Lizard
0202102F:10        -      Double Sworder
02021036:40        -      Dragoon Nest
02021024:20        -      Elephander
02021025:01        -      Elephander AG
02021033:08        -      FlyScissors
0202102E:04        -      Gator
0202102B:10        -      GenoBreaker
02021034:80        -      GenoFlamer
0202102C:10        -      GenoHydra
0202102C:20        -      GenoHydra KA
0202102B:04        -      GenoSaurer
0202102B:40        -      GenoScissors
0202102B:80        -      GenoTrooper
02021032:20        -      Gilvader
02021029:80        -      Godos
02021029:08        -      Gojulas
02021032:08        -      Gojulas Giga
02021032:40        -      Gojulas Giga Cannon
02021029:10        -      Gojulas G Orga
02021029:20        -      Gojulas Gunner
02021034:04        -      Gojulox
0202102A:02        -      Goldos
0202102A:04        -      Goldos Long Rang Attacker
02021035:08        -      GravityBison
02021034:10        -      Griffon
0202102D:08        -      Gunsniper
0202102D:10        -      Gunsniper Weasel
0202102D:20        -      Gunsniper LS
0202102D:40        -      Gunsniper NS
02021036:08        -      Gustev
02021032:01        -      GunBlaster
02021032:04        -      GunTiger
0202102E:80        -      Guysack
0202102F:01        -      Guysack Stinger
02021031:01        -      HammerHead
02021031:02        -      HammerHead VL
02021031:10        -      HammerRock
02021026:01        -      HellCat
02021036:10        -      Hover Cargo
02021029:40        -      Iguan
02021035:04        -      Iron Drill
02021024:02        -      Iron Kong
02021024:04        -      Iron Kong PK
02021024:08        -      Iron Kong Maneuver
02021024:10        -      Iron Kong SS
0202102C:04        -      Jagd Fuhrer
02021035:01        -      Jagd Stinger
02021028:10        -      Kelberos
0202102E:08        -      Killer Dome
02021034:02        -      Kimera Dragon
02021036:04        -      King Gojulas
02021029:01        -      Konig Wolf
0202102D:80        -      Konig Wolf DSR
02021032:10        -      LeoBlaze
02021035:40        -      Liger Aero
02021027:02        -      Liger Zero
02021027:08        -      Liger Zero Jager
02021027:04        -      Liger Zero Schneider
02021027:10        -      Liger Zero Panzer
```

```
02021027:20      -      Liger Zero Imperial Form
02021027:40      -      Liger Zero X-Armor
02021026:02      -      Lightning Saix
02021026:04      -      Lightning Saix BS
02021036:80      -      Lord Gale
0202102B:02      -      Mad Thunder
02021034:01      -      Matrix Dragon
0202102D:04      -      Merda
0202102F:02      -      Molga
02021033:02      -      Mosasledge
02021033:04      -      NightWise
02021035:20      -      Proto Saber
0202102B:20      -      ProtoBreaker
0202102B:08      -      Psycho GenoSaurer
02021030:04      -      Pteras
02021030:08      -      Pteras Bomber
02021030:10      -      Pteras Radome
02021030:40      -      Raynos
0202102A:10      -     Red Horn
0202102A:20      -      Red Horn BG
0202102F:20      -      Redler
0202102F:40      -      Redler Buster Cannon
02021030:01      -      Redler Interceptor
02021035:80      -      Rev Hunter
0202102D:01      -      Rev Raptor
0202102D:02      -      Rev Raptor Pile Bunker
02021025:08      -      Saber Tiger
02021025:40      -      Saber Tiger AT
02021025:10      -      Saber Tiger RS
02021025:20      -      Saber Tiger SS
02021025:80      -      Saber Tiber TS
02021032:02      -      SaberLion
02021025:04      -     Sabre Tiger
0202102F:08      -      Saicurtis
02021030:80      -      Salamander
02021028:80      -      Shadow Fox
02021033:10      -      ShellKern
02021026:08      -      Shield Liger
02021026:10      -      Shield Liger DCS
02021026:20      -      Shield Liger DCS-J
0202102C:02      -      Shutulm Fuhrer
02021031:08      -      Sinker
02021031:20      -      Sniper Master
02021031:80      -      Sniper Master A-Shield
02021031:40      -      Sniper Master FB
02021026:40      -      Spark Liger
0202102E:20      -      Stealth Viper
02021024:80      -      Storm Sword F
02021030:20      -      Storm Sworder
02021036:01      -      Storm Sworder FX
02021027:80      -      Trinity Liger
02021028:01      -      Trinity Liger BA
02021035:10      -      Ultimate Phalanx
0202102A:01      -      UltraSaurus
02021033:01      -      Unenlagia
02021031:04      -      Wardick
02021036:20      -      Whale King
02021030:02      -      Zabat
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END
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Well, that is all the hacks that I've been able to muster up with my time. I'll
may try and find some more hacks for the game.

For now, Sayonara.


---END OF TEXT---
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