Zoids Saga II (Import) Hacking Guide

by blackchaos13   Updated to v5.5 on Mar 12, 2004

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Zoids Saga II Hacking Guide               |
Version: 5.5                              |
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(c) 2003 blackchaos13                     |
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This guide can only be found at these sites: www.gamefaqs.com
                                             http://faqs.ign.com
                                             www.neoseeker.com
                                             www.cheats.de
                                             www.zoidsevolution.com
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1) Introduction
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By popular demand and at the request of several others I have
created this hacking guide for the RPG "Zoids Saga II". This guide
mostly contains codes I found while hacking the ROM or codes I found on
a message board and tinkered with to see how they worked. There are also
some codes here and there that are contributed by Ozibyte or Mech Gouki
(where noted). Please also note that all names and translationsused in
this guide are from Mech Gouki's walkthrough with his permission. This
guide is viewed best in Microsoft notepad. Well, lets get to the guide
because, likeI said before: "I'm not getting paid to blab my mouth and
your probablytired of hearing about why I wrote this :p"

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2) Disclaimer

        Please read this section before using this guide. I wrote this
guide at the request of several others and because I wanted to create 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 happening,
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.

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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 pretty quick response from me if you send me an e-mail.
   You can also ask me on the GameFAQs message boards but it is likely
   that someone else will answer it before I do. You can also catch me on
   Yahoo! messenger on Saturdays from 1 p.m. - 3 p.m.

Q: Can you host some of my stuff 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's a load of bogus bullshit)
     with hosting it.

Q: Can you give me the ROM?
A: Do I look like your servant?! Go find it like I did!

Q: Do you know where I can find the ROM?
A: you can find it at www.zoidsevolution.com

Q: Is this game coming out in America?
A: If the upcoming "Zoids: Legacy" being released in America is none
   other than "Zoids Saga", then I say the chance of this game being
   released is quite likely (IF Legacy sells enough that is.). If not,
   then you'll just have to stick with playing the import or the ROM
   until someone writes a translation guide or makes a patch for the
   ROM (Someone please make one of these!).

Q: Where can I find the import of this game?
A: I got mine from here: http://www.upstategames.com
   I don't know if they still carry it or not, but it's worth a look.

Q: Why didn't you list the stats & description's for the ordinance like
   dhellgundamcustom did with his armaments guide?
A: First of all, don't ever compare me to that brainless, knob-slobbing,
   idiot. Second, that dumbass's stats & descriptions were incorrect.
   Lastly, the game tells you the values when you look at what your
   going to equip anyways.

Q: Can I give Raven's organoid Shadow to Zell?
A: Yes, give thanx to Ozibyte for pointing this out on the GameFAQ's
   message boards.

Q: How come there's no section on hacking your zoids?
A: I am currently working on that part of the guide.

Q: How do I use these codes on VBA?
A: Click on the "code" button in the Codes Menu. Be sure to put a ":"
   between the memory address and the value(s). You can also click on
   the "cheat" button and insert the address into the "address" bar and
   then insert the value into the "value" bar. Be sure to click it to
   "hex" and put in the right "bit" size.

Q: How do I use these codes on a codebreaker?
A: Replace the first "0" with an "8" (Except fot the MasterCode!) and
   it should work just fine.

Q: What is the differnce in the codebreaker and VBA formats?
A: Very little. In fact VBA format is really the same as codebreaker.
   The only differnce is the use of an activation code and a pre-digit
   that determines where in the game ROM's memory it goes and what type
   it is.

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: Is there a Good With Ranged skill?
A: No there is not. Stop Asking!!

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 knoe 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.

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4) Basic Codes

        These are just basic codes such as the MasterCode (If your
using the cartridge and a cheat device.) or Exp Gained in Battle or
Infinite Money. Credit to supersmashbrothers or grey41 for creating the
MasterCode. Thanks to Ozibyte for reposting it on the boards (he
reposted it a loooong time ago on the boards, but I forgot when...).

MasterCode:

000058B9 000A
10060BB8 0007

Experience Gained In Battle:

0203E2B4 C9FF
0203E2B6 3B9A

Infinite G:

02027AB4 967F
02027AB6 0098

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5) Item Codes

        These are codes that supply you with an item and give you 99 of
it. Credit to supersmashbrothers or grey41 for creating the code that
gives you all of the items. Thanks to Ozibyte for for reposting it on
the message boards (he reposted it a loooong time ago on the boards,but
I forgot when...).

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All Items:

42020FC0 6363
00000005 0002
32020FC9 0063



Here are the codes I hacked:

02020FC1 0063 - Large Active Core Ion

02020FC2 0063 - Medium Active Core Ion

02020FC3 0063 - Small Active Core Ion

02020FC4 0063 - Zoid Core Balm

02020FC5 0063 - Reactivate Unit

02020FC6 0063 - Shockwave

02020FC7 0063 - Core Cleaner

02020FC8 0063 - Emergency Escape Unit

02020FC9 0063 - Teleporter Unit




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6) Character Codes
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        This is the Character Codes section where we who like to
customize our characters to our liking can do so. I figured out how
the memoryblocks for the characters worked by tampering with the ROM's
memory and voila, I figured them out! It will be similar to the way
Soren Kanzaki did with his zoid hacking guide for the first game
because it was a good format, so credit to him for creating that
format.



Example - Zell's Memory Block:

Address 0       :02026B83 - Unknown (Zero Address)
Address 1       :02026B84 - Picture and Name
Address 2       :02026B85 - Unknown
Address 3       :02026B86 - Pilot Toggle
Address 4       :02026B87 - Unknown
Addresses 5-8   :02026B88 - Experience
Address 9       :02026B8C - Skill Slot 1
Address 10      :02026B8D - Skill Slot 2
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Address 11        :02026B8E - Skill Slot 3
Address 12        :02026B8F - Skill Slot 4
Address 13        :02026B90 - Skill Slot 5
Address 14        :02026B91 - Skill Slot 6
Address 15        :02026B92 - Skill Slot 7
Address 16        :02026B93 - Skill Slot 8
Address 17        :02026B94 - Skill Slot 9
Address 18        :02026B95 - Skill Slot 10
Address 19        :02026B96 - Skill 1 + %
Address 20        :02026B97 - Nothing
Address 21        :02026B98 - Skill 2 + %
Address 22        :02026B99 - Nothing
Address 23        :02026B9A - Skill 3 + %
Address 24        :02026B9B - Nothing
Address 25        :02026B9C - Skill 4 + %
Address 26        :02026B9D - Nothing
Address 27        :02026B9E - Skill 5 + %
Address 28        :02026B9F - Nothing
Address 29        :02026BA0 - Skill 6 + %
Address 30        :02026BA1 - Nothing
Address 31        :02026BA2 - Skill 7 + %
Address 32        :02026BA3 - Nothing
Address 33        :02026BA4 - Skill 8 + %
Address 34        :02026BA5 - Nothing
Address 35        :02026BA6 - Skill 9 + %
Address 36        :02026BA7 - Nothing
Address 37        :02026BA8 - Skill 10 + %
Address 38        :02026BA9 - Nothing
Addresses 39-40 :02026BAA - HP + Bonus
Addresses 41-42 :02026BAC - MM + Bonus
Addresses 43-44 :02026BAE - SR + Bonus
Addresses 45-46 :02026BB0 - HR + Bonus
Addresses 47-48 :02026BB2 - DCP + Bonus
Address 49        :02026BB4 - Level
Address 50        :02026BB5 - Organoid
Address 51        :02026BB6 - Unknown
Address 52        :02026BB7 - Unknown
Addresses 53-54 :02026BB8 - HP + %
Addresses 55-56 :02026BBA - MM + %
Addresses 57-58 :02026BBC - SR + %
Addresses 59-60 :02026BBE - HR + %
Addresses 61-62 :02026BC0 - DCP + %
Address 63        :02026BC2 - Unknown
```

Picture and Name - Determines who the character is.

Pilot Toggle - Determines whether or not the character is New/Not New
               and In Formation/Not In Formation. This is better left
               alone.

Experience - How much experience the character has obtained in battle.

Skill Slot(s) - A character can have up to 10 different skills, these
               are the slots where the character's skills are located
               and can be changed to which skills one would rather
               have on the character.

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Skill Slot(s) + % - The percentage of the skill in the corresponding
                    slot.

+ Bonus(es) - The Bonus(es) received when the character levels up.

Level - The current level of the character.

Organoid - Determines what organoid the character has if s/he already
           has an organoid, or can be used to give an organoid to a
           character.

+ % - The percentage increase of the stats of the zoid the character is
      piloting.




-=Values For Picture and Name=-

Here are the values for Picture and Name. Credit to Mech Gouki for the
names.

00 - None
01 - Zell
02 - Yuno
03 - Zan
04 - Theta
05 - Alvern
06 - Lyner
07 - Claudia
08 - Max
09 - Dr. T
0A - Atrey
0B - Regina
0C - Arth
0D - Jack
0E - Ban 1
0F - Feena 1 (Fiona 1)
10 - Irvine 1
11 - Moonbay 1
12 - Herman
13 - Ford
14 - Kruger
15 - O'Connell
16 - Ban 2
17 - Feena 2 (Fiona 2)
18 - Irvine 2
19 - Moonbay 2
1A - Schubaltz
1B - Tommer
1C - Raven
1D - Rieze
1E - Bit
1F - Linon (Leena)
20 - Barad (Brad)
21 - Jemy (Jamie)
22 - Leon
23 - Naomi
24 - Karkrand
25 - Omery
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26 - Lineback
27 - Harry
28 - Mary
29 - Jack Cisco
2A - Allstar
2B - Palty
2C - Solid
2D - Blue Gem
2E - Royal Mask (Emperor Rudolf Zeppelin III?)
2F - Benjamin
30 - Sebastian
31 - Tross (Toros - Leena's dad)
32 - Red Mask (Rosso?)
33 - Purple Mask (Viola?)
34 - Gald
35 - Rezarl
36 - Ribaius
37 - Ribaius (again?)
38 - Stinger
39 - Altyle
3A - Fuuma
3B - Stora
3C - Pierce
3D - Vega
3E - Bolter
3F - Prozen
40 - Dr. D
41 - Raon (Leyon)
42 - Fran
43 - Gail
44 - Opis
45 - Blood
46 - Judge
47 - Dark Judge
48 - Golden Judge
49 - Zeke (Ban's Organoid)
4A - Shadow (Raven's Organoid)
4B - Pulse (Zell's Organoid)
4C - Specular (Rieze's Organoid)

After that its just junk pilots not worth using.




-=Values for Skills=-

There are 42 different skills (I think...). Credit to Mech Gouki for
the names and descriptions.




01 - Multiple Ranged Attack1 = Number of ranged attacks increased by 1

02 - Multiple Ranged Attack2 = Number of ranged attacks increased by 2

03 - Specialty1 = When assigned to the particular zoid, 5 levels added
     to pilot level *1
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04 - Specialty2 = When assigned to the particular zoid, 10 levels added
     to pilot level *1

05 - Specialty3 = When assigned to the particular zoid, 20 levels added
     to pilot level *1

06 - Economized Ranged Attack1 = EP cost for ranged attacks lowered by
     10%

07 - Economized Ranged Attack2 = EP cost for ranged attacks lowered by
     30%

08 - Economized Ranged Attack3 = EP cost for ranged attacks lowered by
     50%

09 - Economized Melee Attack1 = EP cost for melee attacks lowered by
     10%

0A - Economized Melee Attack2 = EP cost for melee attacks lowered by
     30%

0B - Economized Melee Attack3 = EP cost for melee attacks lowered by
     50%

0C - Danger Sense1 = Hard to receive critical hits

0D - Danger Sense2 = Even harder to receive critical hits

0E - Danger Sense3 = Will not receive critical hits

0F - Extreme Response1 = +500 to IV

10 - Extreme Response2 = +1000 to IV

11 - Leadership1 = Support Fire-type Deck Commands allowed

12 - Leadership2 = Order-type Deck Commands allowed

13 - Leadership3 = Command Choice-type Deck Commands allowed

14 - Destroy Equipment = When melee attack is successful, destroy
     opponent's equipment with 30% likelihood

15 - Thick Nerves = Harder to become Pilot Down

16 - Weak Being Hit = Easier to become Pilot Down

17 - Weak With Ranged = Penalty to ranged attack's accuracy *2

18 - Weak With Melee = Penalty to melee attack's accuracy *2

19 - Weak With Rifles = Penalty to Rifle-type weapons' accuracy *2

1A - Weak With Machine Guns = Penalty to Machine Gun-type weapons'
     accuracy *2

1B - Weak With Missiles = Penalty to Missile-type weapons' accuracy *2

1C - Weak With Lasers = Penalty to Laser-type weapons' accuracy *2

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1D - Weak With Particle Guns = Penalty to Particle Gun-type weapons'
     accuracy *2

1E - Weak With Real Bullets = Penalty to Real Bullet-type weapons'
     accuracy *2

1F - Evade Melee = Bonus to melee evasion *2

20 - Evade Ranged = Bonus to ranged attack evasion *2

21 - Good With Melee = Bonus to melee attack's accuracy *2

22 - Good With Rifles = Bonus to Rifle-type weapons' accuracy *2

23 - Good With Machine Guns = Bonus to Machine Gun-type weapons'
     accuracy *2

24 - Good With Missiles = Bonus to Missile-type weapons' accuracy *2

25 - Good With Lasers = Bonus to Laser-type weapons' accuracy *2

26 - Good With Particle Guns = Bonus to Particle Gun-type weapons'
     accuracy *2

27 - Good With Real Bullets = Bonus to Real Bullet-type weapons'
     accuracy *2

*1 Note: This skill has an additional value specifying the type of
   zoid it effects.

-=Values for Zoid Type=-

00 - None
01 - Liger Type
02 - Gojulas Type
03 - Kong Type
04 - Geno Type
05 - Fuhrer Type
06 - Tiger Type
07 - Wolf Type
08 - Flying type
09 - Underwater Type
0A - Liger Zero Type
0B - Death Saurer Type
0C - Ultrasaurus Type




*2 Note: This skill has an additional value specifying by how much it
         is affected.




-=Values for Organoids=-

00 - None
01 - Pulse
02 - Zeke 1
03 - Zeke 2
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04 - Shadow
05 - Specular




-=Character Zero Addresses=-

1) 02026B83 - Zell
2) 02026BC3 - Yuno 1
3) 02026C03 - Bit 1
4) 02026C43 - Alvern
5) 02026C83 - Zan
6) 02026CC3 - Theta
7) 02026D03 - Ban 1
8) 02026D43 - Max
9) 02026D83 - Lyner
10) 02026DC3 - Claudia
11) 02026E03 - Feena 1?
12) 02026E43 - Irvine 1
13) 02026E83 - Moonbay 1
14) 02026EC3 - Allstar
15) 02026F03 - Yuno 2
16) 02026F43 - Bit 2
17) 02026F83 - Linon
18) 02026FC3 - Barad
19) 02027003 - Jemy
20) 02027043 - Atrey
21) 02027083 - Regina
22) 020270C3 - Arth
23) 02027103 - Jack
24) 02027143 - Leon
25) 02027183 - Naomi
26) 020271C3 - Jack Cisco
27) 02027203 - Harry
28) 02027243 - Benjamin
29) 02027283 - Sebastian
30) 020272C3 - Lineback
31) 02027303 - Omery
32) 02027343 - Karkrand
33) 02027383 - Ban 2
34) 020273C3 - Irvine 2
35) 02027403 - Feena 2
36) 02027443 - Moonbay 2
37) 02027483 - Schubaltz
38) 020274C3 - Tommer
39) 02027503 - Palty
40) 02027543 - Solid
41) 02027583 - Red Mask
42) 020275C3 - Purple Mask
43) 02027603 - Royal Mask
44) 02027643 - Kruger
45) 02027683 - Ford
46) 020276C3 - O'Connell
47) 02027703 - Pierce
48) 02027743 - Mary
49) 02027783 - Raven
50) 020277C3 - Rieze
51) 02027803 - Stora
52) 02027843 - Vega
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7) Organoid Codes
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        Here you will find the memory blocks for the 5 organoids (Zeke
appears twice.) where one can customize them to his/her liking. Thanks
to Ozibyte for pointing out on the GameFAQ's message boards that there
is more to hacking an organoid than just its stats. So, after tampering
with the ROM's memory like I did for the characters I figured out how
the memory blocks for the organoids worked as well. I wouldn't have
even considered trying to figure out how the organoid memory blocks
worked if Ozibyte hadn't mentioned what he did on the GameFAQ's
message boards. Therefore most of the credit for this section will go
to Ozibyte. The rest of the credit will go to me for taking the time
to figure out how the organoid memory blocks worked. This section will
also be in the format Soren Kanzaki used for his zoid hacking guide, so
kudos to him again for that format.




Address 1        : 020278B8 - Picture and Name
Address 2        : 020278B9 - Unknown
Address 3        : 020278BA - White Emotion (HP)
Address 4        : 020278BB - Red Emotion (DF)
Address 5        : 020278BC - Blue Emotion (SP)
Address 6        : 020278BD - Black Emotion (AT)
Address 7        : 020278BE - Unknown
Address 8        : 020278BF - Unknown
Address 9        : 020278C0 - Unknown
Address 10       : 020278C1 - Unknown
Address 11       : 020278C2 - Skill Slot 1
Address 12       : 020278C3 - Skill Slot 2
Address 13       : 020278C4 - Skill Slot 3
Address 14       : 020278C5 - Skill Slot 4
Address 15       : 020278C6 - Skill Slot 5
Address 16       : 020278C7 - Skill Slot 6
Address 17       : 020278C8 - Skill Slot 7
Address 18       : 020278C9 - Skill Slot 8
Address 19       : 020278CA - Skill Slot 9
Address 20       : 020278CB - Skill Slot 10
Addresses 21-40 : xxxxxxxx - Unknown
Address 41       : 020278E0 - Level
Address 42       : 020278E1 - Unknown
Addresses 43-44 : 020278E2 - HP + %
Addresses 45-46 : 020278E4 - AT + %
Addresses 47-48 : 020278E6 - SR + %
Addresses 49-50 : 020278E8 - SP + %
Addresses 51-52 : 020278EA - DF + %
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Picture and Name - Determines the organoid.

Emotions - The amount of the organoids color emotions. Each color
           represents a stat.

Skill Slot(s) - A organoid can have up to 10 different skills, these
                are the slots where the organoid's skills are located
                and can be changed to which skills one would rather
                have on the organoid.

Level - The current level of the organoid.

+ % - The percentage increase of the stats of the zoid when fusion
      occurs.




-=Values For Picture and Name=-

00 - None
01 - Pulse
02 - Zeke 1
03 - Zeke 2
04 - Shadow
05 - Specular




-=Values for Skills=-

        No explanation here. Credit to Mech Gouki for the names and
descriptions.




01 - Enhanced Melee Ability = First melee attack powers doubled after
     fusion *1

02 - Anti-Air Melee = First melee attack after fusion against air will
     have +20% accuracy and +20 attack power *1 *2

03 - Armor Damage Added = First melee attack after fusion will have
     armor damage added *1

04 - Armor Piercing Attack = First attack after fusion will have armor
     piercing effect added

05 - E-Melee = First melee attack after fusion will have an added
     effect of freezing *1

06 - Berserk = Melee attack power doubled after fusion, but causes the
     zoid to act on its own

07 - HP MAX UP1 = +100 to HP MAX after fusion

08 - HP MAX UP2 = +200 to HP MAX after fusion
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09 - HP MAX UP3 = +300 to HP MAX after fusion

0A - Self-Repair1 = Auto-heals 50HP after fusion

0B - Self-Repair2 = Auto-heals 100HP after fusion

0C - Create Healing Field = Ally zoids will heal half the healing power
     of the organoid after fusion

0D - EP MAX UP1 = +10 to EP MAX after fusion

0E - EP MAX UP2 = +20 to EP MAX after fusion

0F - EP MAX UP3 = +30 to EP MAX after fusion

10 - GEPUP1 = +1 to GEP

11 - GEPUP2 = +2 to GEP

12 - Create E-Shield = Creates E-Shield after fusion

13 - Extreme Response = +500 to IV

14 - Extreme Acceleration = +500 to SP

15 - Extreme Evasion = 50% attack evasion, -2 EP when evaded(take note
     of the negative sign)

16 - Male Roar = Freeze one opponent after fusion

17 - Repeated Attack = Only when the pilot has Multiple Ranged Attack
     skill, increase number of ranged attack by one after fusion

18 - ZOS1 = Number of actions increase by 1 after fusion

19 - ZOS2 = Number of actions increase by 2 after fusion

*1 Note: Restriction on the attack type that the skill works with,
   ranged will not have these benefits.

*2 Note: The second +20 doesn't have a %

Note: Also note that whenever HP MAX is added, the pilot's HP stat will
      once again be taken into consideration, so the Zoid will end up
      gaining more that the specified amount of HP.

Note: HP MAX UP skill can sometimes revert. You can have HP MAX UP3,
      and much later, it may reset back to HP MAX UP1.




-=Organoid Addresses=-

020278B8 - Pulse
020278EC - Zeke 1
02027920 - Zeke 2
02027954 - Shadow
02027988 - Specular
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8) Zoid Data Codes
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        This is where you want to look if you're hunting for zoid data.
Credit to Mech Gouki for the names of the zoids. These are codes that I
found somewhere (I forgot exactly where) and tinkered with to get the
result you see. Also, partial credit for the codes in this section will
go to both Ozibyte and Mech Gouki due to the fact that they both
mentioned to me on the message boards that if I changed the values for
the codes listed below I could get different zoid data blueprints. The
rest of the credit will go to me for taking the time to find all the
values for the different zoid data blueprints (about 3 days worth of
work). Credit to supersmashbrothers or grey41 for the code that gives
you ALL of the zoid data. Thanks to Ozibyte for reposting it on the
message boards (he reposted this one too a loooong time ago on, but I
forgot when...).




All Zoid Data:

42021024 FFFF
0000000F 0002
32021042 00FF




Here are the ones I hacked at the suggestion of Ozibyte and Mech Gouki:

02021024 00xx

01 - Nothing
02 - Iron Kong
04 - Iron Kong PK
08 - Iron Kong Maneuver
10 - Iron Kong SS
20 - Elephander
40 - Cyclops Type 1
80 - Storm Sworder F

02021025 00xx

01 - Elephander AG
02 - DiBison
04 - Sabre Tiger
08 - Saber Tiger
10 - Saber Tiger AS
20 - Saber Tiger SS
40 - Saber Tiger AT
80 - Saber Tiger TS
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02021026 00xx

01 - HellCat
02 - Lightning Saix
04 - Lightning Saix BS
08 - Shield Liger
10 - Shield Liger DCS
20 - Shield Liger DCS-J
40 - Spark Liger
80 - Blade Liger

02021027 00xx

01 - Blade Liger AB
02 - Liger Zero
04 - Liger Zero Schneider
08 - Liger Zero Jager
10 - Liger Zero Panzer
20 - Liger Zero Imerial Form
40 - Liger Zero X Armor
80 - Trinity Liger

02021028 00xx

01 - Trinity Liger BA
02 - Command Wolf
04 - Command Wolf Urban Combat
08 - Command Wolf AC
10 - Cereberus
20 - Climber Wolf
40 - Command Wolf IS
80 - Shadow Fox

02021029 00xx

01 - Konig Wolf
02 - Death Saurer
04 - Bloody Demon
08 - Gojulas
10 - Gojulas G Orga
20 - Gojulas Gunner
40 - Iguan
80 - Godos

0202102A 00xx

01 - Ultrasaurus
02 - Goldos
04 - Goldos Long Range Attacker
08 - Brachios
10 - Red Horn
20 - Red Horn BG
40 - Dark Horn
80 - Dark Horn HS

0202102B 00xx

01 - Black Rhymos
02 - Mad Thunder
04 - GenoSaurer
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08 - Psych Genosaurer
10 - GenoBreaker
20 - ProtoBreaker
40 - GenoScissors
80 - GenoTrooper


0202102C 00xx

01 - Berserk Furher
02 - Shutulm Fuhrer
04 - Jagd Fuhrer
08 - Berserk Fuhrer Z
10 - GenoHydra
20 - GenoHydra KA
40 - Dark Spiner
80 - Dark Spiner KD


0202102D 00xx

01 - Rev Raptor
02 - Rev Raptor Pile Banker
04 - Merda
08 - Gunsniper
10 - Gunsniper Weasel
20 - Gunsniper LS
40 - Gunsniper NS
80 - Konig Wolf DSR


0202102E 00xx

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


0202102F 00xx

01 - Guysack Stinger
02 - Molga
04 - Cannory Molga
08 - Saicurtis
10 - Double Sworder
20 - Redler
40 - Redler Buster Cannon
80 - Bloodler


02021030 00xx

01 - Redler Interceptor
02 - Zabat
04 - Pteras
08 - Pteras Bomber
10 - Pteras Radome
20 - Storm Sworder
40 - Raynos
80 - Salamander
```

```
02021031 00xx

01 - HammerHead
02 - Hammerhead VL
04 - Wardick
08 - Sinker
10 - HammerRock
20 - SnipeMaster
40 - SnipeMaster FB
80 - SnipeMaster A-Shield

02021032 00xx

01 - GunBlaster
02 - SaberLion
04 - GunTiger
08 - Gojulas Giga
10 - LeoBlaze
20 - Gilvader
40 - Gojulas Giga Cannon
80 - Blitz Tiger

02021033 00xx

01 - Unenlagia
02 - Mosasledge
04 - NightWise
08 - FlyScissors
10 - ShellKern
20 - DiploGuns
40 - DemonHead
80 - Buster Eagle

02021034 00xx

01 - Matrix Dragon
02 - Kimera Dragon
04 - Gojulox
08 - Double Arm Lizard
10 - Griffon
20 - Diablo Tiger
40 - Cyclops Type 2
80 - GenoFlame

02021035 00xx

01 - Jagd Singer
02 - DarkPoison
04 - Iron Drill
08 - GravityBison
10 - Ultimate Phalanx
20 - Proto Saber
40 - Liger Aero
80 - Rev Hunter

02021036 00xx

01 - Storm Sworder FX
02 - Death Meteor
```

```
04 - King Gojulas
08 - Gustav
10 - Hover Cargo
20 - Whale King
40 - Dragoon Nest
80 - Lord Gale
```

        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 blueprints you may already have.

----
9) Zoid Part Codes

        These are codes that supply you with a zoid part and give you
99 of it. Credit to Mech Gouki for the translations. Crdit to grey41
for the code that gives you all of the zoid parts. Thanks to Ozibyte
for reposting it on the message boards (he posted this one also a
loooong time ago on the, which I still can't remember when...).

All Zoid Parts:

```
42020FCB 6363
0000002C 0002
32021023 0063
```


Here are the codes I hacked (In order they appear in the menu):

```
02020FCB 0063 - Zoid Core BT

02020FCC 0063 - Zoid Core BX

02020FCD 0063 - Zoid Core CR

02020FCE 0063 - Zoid Core DS

02020FCF 0063 - Zoid Core DT

02020FD0 0063 - Zoid Core DZ

02020FD1 0063 - Zoid Core FL

02020FD2 0063 - Zoid Core GB
```

```
02020FD3 0063 - Zoid Core GG

02020FD4 0063 - Zoid Core GH

02020FD5 0063 - Zoid Core GR

02020FD6 0063 - Zoid Core GS

02020FD7 0063 - Zoid Core GV

02020FD8 0063 - Zoid Core H1

02020FD9 0063 - Zoid Core H2

02020FDA 0063 - Zoid Core IS

02020FDB 0063 - Zoid Core KG

02020FDC 0063 - Zoid Core KW

02020FDD 0063 - Zoid Core MT

02020FDE 0063 - Zoid Core SL

02020FDF 0063 - Zoid Core SP

02020FE0 0063 - Zoid Core SS

02020FE1 0063 - Zoid Core TL

02020FE2 0063 - Zoid Core US

02020FE3 0063 - Zoid Core UX

02020FE4 0063 - Zoid Core WT

02020FE5 0063 - Zoid Core ZG

02020FE6 0063 - Zoid Core ZN

02020FF1 0063 - LG Head Parts

02020FF2 0063 - AB Unit

02020FF3 0063 - AG Unit

02020FF4 0063 - AS Unit

02020FF5 0063 - BA Unit

02020FF6 0063 - BC Unit

02020FF7 0063 - BG Unit

02020FF8 0063 - DCS Unit

02020FF9 0063 - DSR Unit

02020FFA 0063 - FB Unit
```

```
02020FFB 0063 - GC Set

02020FFC 0063 - HS Set

02020FFD 0063 - KA Unit

02020FFE 0063 - LM Set

02020FFF 0063 - MS Unit

02021000 0063 - PB Unit

02021001 0063 - PK Unit

02021002 0063 - VL Unit

02021003 0063 - WW Unit

02021004 0063 - Assault Unit

02021005 0063 - Attack Unit

02021006 0063 - Cannory Unit

02021007 0063 - Scissors Parts

02021008 0063 - Flight Parts

02021009 0063 - Big Calibre BC Set

0202100A 0063 - Spark Unit

0202100B 0063 - Rocket Cannon

0202100C 0063 - Climb Engine

0202100D 0063 - Destroy Rifle

0202100E 0063 - Tiger's Soul

0202100F 0063 - Bomber Unit

02021010 0063 - Radome Unit

02021011 0063 - Limiter OS

02021012 0063 - Normal OS

02021013 0063 - Bestial Data

02021014 0063 - GG Bestial Data

02021015 0063 - Jager Unit

02021016 0063 - Schneider Unit

02021017 0063 - Panzer Unit

02021018 0063 - X Unit
```

```
02021019 0063 - Shutulm Unit

0202101A 0063 - Jagd Unit

0202101B 0063 - ZF Unit

0202101C 0063 - DA Combine Data

0202101D 0063 - MD Combine Data

0202101E 0063 - CD Combine Data

0202101F 0063 - GX Combine Data

02021020 0063 - GF Combine Data

02021021 0063 - KS Combine Data

02021022 0063 - GC Combine Data

02021023 0063 - LG Combine Data
```

----
10) Ordinance Codes

These are codes that supply you with an armament and give you
99 of it also. Credit to Mech Gouki for the translations. Credit to
supersmashbrothers or grey41 for the code that gives you all of the
armaments. Thanks to Ozibyte for reposting it on the message boards
(he also reposted this one a loooong time ago, which I still can't
remember when no matter how hard I try...).

All Ordinance(s):

```
420279E6 6363
0000004E 0002
320279E5 0063
```

Note: This code gives you all the armaments except a few weapons or
      armors.

Here are the codes I hacked (In order they appear in the menu):

020279E5 0063 - Particle Cannon

020279E6 0063 - Heavy Particle Cannon

```
020279E7 0063 - Hyper Particle Cannon

020279E8 0063 - Plasma Particle Cannon

020279E9 0063 - Photon Particle Cannon

020279EA 0063 - Charge Particle Cannon

020279EB 0063 - External Charge Particle Cannon

020279EC 0063 - Focus Charge Particle Cannon

020279ED 0063 - Spread Charge Particle Cannon

020279EE 0063 - Great Charge Particle Cannon

020279EF 0063 - Mini Laser

020279F0 0063 - 2-Set Laser

020279F1 0063 - 3-Set Laser

020279F2 0063 - 4-Set Laser

020279F3 0063 - Anti-Air Laser

020279F4 0063 - 2-Set Anti-Air Laser

020279F5 0063 - 3-Set Anti-Air Laser

020279F6 0063 - 4-Set Anti-Air Laser

020279F7 0063 - Laser Machine Gun

020279F8 0063 - Pulse Laser Gun

020279F9 0063 - Beam Needle

020279FA 0063 - Gatling Beam

020279FB 0063 - Beam Rifle

020279FC 0063 - Assault Beam Cannon

020279FD 0063 - Beam Cannon

020279FE 0063 - Ray Storm

020279FF 0063 - Rolling Cannon

02027A00 0063 - Hybrid Cannon

02027A01 0063 - Accelerated Cannons

02027A02 0063 - Double Cannon

02027A03 0063 - 2-Set High Speed Cannon

02027A04 0063 - Triple Cannon
```

```
02027A05 0063 - Hyper Cannon

02027A06 0063 - Impact Cannon

02027A07 0063 - Accelerated Impact Cannon

02027A08 0063 - 3-Set Impact Cannon

02027A09 0063 - Linear Cannon

02027A0A 0063 - Assault Cannon

02027A0B 0063 - Assault Rifle

02027A0C 0063 - Long-Range Rifle

02027A0D 0063 - Buster Cannon

02027A0E 0063 - Ultra Cannon

02027A0F 0063 - Rail Gun

02027A10 0063 - Close-Range Rail Gun

02027A11 0063 - High Speed Rail Gun

02027A12 0063 - Super Speed Rail Gun

02027A13 0063 - Hyper Rail Gun

02027A14 0063 - Machine Gun

02027A15 0063 - Anti-Air Machine Gun

02027A16 0063 - Heavy Machine Gun

02027A17 0063 - Hyper Machine Gun

02027A18 0063 - Vulcan Cannon

02027A19 0063 - Anti-Air Vulcan

02027A1A 0063 - Mega Vulcan

02027A1B 0063 - Anti-Air Mega Vulcan

02027A1C 0063 - Gatling Cannon

02027A1D 0063 - Anti-Air Gatling

02027A1E 0063 - Heavy Gatling

02027A1F 0063 - Accelerated Gatling

02027A20 0063 - 2-Set Missile

02027A21 0063 - 4-Set Missile

02027A22 0063 - 6-Set Missile
```

```
02027A23 0063 - 8-Set Missile

02027A24 0063 - 16-Set Missile

02027A25 0063 - Anti-Air 2-Set Missile

02027A26 0063 - Anti-Air 4-Set Missile

02027A27 0063 - Anti-Air 8-Set Missile

02027A28 0063 - Anti-Air 16-Set Missile

02027A29 0063 - Long-Range Missile

02027A2A 0063 - Large Missile

02027A2B 0063 - Napalm Missile

02027A2C 0063 - Neutron Missile

02027A2D 0063 - Reaction Missile

02027A2E 0063 - Hyper Missile

02027A2F 0063 - Spread Missile

02027A30 0063 - Sonic Cannon

02027A31 0063 - Super Sonic Cannon

02027A32 0063 - Acid Cannon

02027A33 0063 - Concentrate Acid Cannon

02027A34 0063 - Spark Cannon

02027A35 0063 - Super Spark Cannon

02027A36 0063 - Ele Shot

02027A37 0063 - Poison Gas Cannon

02027A38 0063 - Poison Mist Cannon

02027A39 0063 - Poison Cloud Cannon

02027A3A 0063 - Gravity Cannon

02027A3F 0063 - 5-Set Missile Pod

02027A40 0063 - Pierce Armor Laser Vulcan

02027A41 0063 - 2-Set Beam Cannon

02027A42 0063 - Pulse Laser Cannon

02027A43 0063 - Pulse Laser Cannon

02027A44 0063 - 2-Set Beam Cannon
```

```
02027A45 0063 - 2-Set Beam Cannon

02027A46 0063 - Long Range Rifle

02027A47 0063 - 2-Set Beam Cannon

02027A49 0063 - Extension Armor

02027A4A 0063 - Large Extension Armor

02027A4B 0063 - Multi-Heavy Armor

02027A4C 0063 - Large Multi-Heavy Armor

02027A4D 0063 - Super-Heavy Armor

02027A4E 0063 - Large Super-Heavy Armor

02027A4F 0063 - Chobam Armor

02027A50 0063 - Enhanced Chobam Armor

02027A51 0063 - Full Armor System

02027A52 0063 - Laser Diffusion Equipment

02027A53 0063 - Anti-Laser Armor

02027A54 0063 - Anti Charge Particle Shield

02027A55 0063 - E-Protector

02027A56 0063 - Rare Metal Armor

02027A57 0063 - Fused Armor

02027A58 0063 - Enhanced Fused Armor

02027A59 0063 - F-Round Shield

02027A5A 0063 - Small E-Shield Generator

02027A5B 0063 - E-Shield Generator

02027A5C 0063 - Large E-Shield Generator

02027A5D 0063 - Smokescreen Generator

02027A5E 0063 - Large Smokescreen Generator

02027A5F 0063 - Optical Camouflage

02027A60 0063 - Enhanced Optical Camouflage

02027A61 0063 - Stealth System

02027A62 0063 - Electro-Magnetic Disruptor

02027A63 0063 - ECM
```

```
02027A64 0063 - Electron Disruptor Equipment

02027A66 0063 - Micro Sensor

02027A67 0063 - Enhanced Micro Sensor

02027A68 0063 - Laser Sensor

02027A69 0063 - Enhanced Laser Sensor

02027A6A 0063 - Composite Sensor

02027A6B 0063 - Enhanced Composite Sensor

02027A6C 0063 - Infra-Red Scope

02027A6D 0063 - Infra-Red Scanner

02027A6E 0063 - Radar

02027A6F 0063 - Large Radar

02027A70 0063 - Radar System

02027A71 0063 - Enhanced Radar System

02027A72 0063 - All-Weather Radar

02027A73 0063 - 3D Radar

02027A74 0063 - Radome Unit

02027A75 0063 - Magnetism Detector

02027A76 0063 - Large Magnetism Detector

02027A77 0063 - GPS Magnetism Detector

02027A78 0063 - Large GPS Magnetism Detector

02027A79 0063 - Sonic Detector

02027A7A 0063 - Large Sonic Detector

02027A7B 0063 - Turbo Charger

02027A7C 0063 - After Burner

02027A7D 0063 - High Mobility Thruster

02027A7E 0063 - Accelerator Equipment

02027A7F 0063 - Physics Enhance Unit

02027A80 0063 - E-Enhance Unit

02027A81 0063 - Core Enhance Unit

02027A82 0063 - Ion Projector
```

```
02027A83 0063 - I-Field Generator

02027A84 0063 - Self Recovery Unit

02027A85 0063 - Energy Tank

02027A86 0063 - E-Charger

02027A87 0063 - Extension Generator

02027A88 0063 - Dummy Organoid

02027A89 0063 - ZOS Test Type

02027A8A 0063 - ZOS Enhanced Type

02027A8B 0063 - ZOS Mass Produced
```

----
11) Miscellaneous Codes

        These are just miscellaneous codes I was asked to put in my
guide by several people. Credit to gtjio for the Instant Win code(s).
Credit to yu gi jai for the All Commands code(s).

Instant Win:

```
820355ca 0000
82035aaa 0000
8203583a 0000
82035d1a 0000
82035f8a 0000
820361fa 0000
```

All Commands:

```
02027AAC FFFFFFFF
02027AB0 FFFF
02027AB2 0F
```

----
12) History

```
10/17/03 Version: 0.5
-Guide Started-
-Added Introduction-
-Added Disclaimer-
-Added FAQ's-
-Added Basic Codes-
10/18/03 Version: 0.7
-Started Item Codes-
-Started Character Codes-
10/19/03 Version: 1.0
-Finished Item Codes-
-Finished Character Codes-
-Started Organoid Codes-
10/25/03 Version: 1.2
-Finished Organoid Codes-
-Started Zoid Data Codes-
10/26/03 Version: 1.5
-Finished Zoid Data Codes-
-Added Zoid Parts Codes-
-Started Ordinance Codes-
11/05/03 Version: 1.6
-Finished Ordinance Codes-
11/06/03 Version: 2.2
-Added History-
-Added Help Wanted-
-Added E-mail Guidelines-
-Added Legal Stuff-
-Added Credits & Acknowledgements-
-Added some Character Zero Addresses-
11/08/03 Version: 2.5
-Added more Character Zero Addresses-
-Added more FAQ's-
-Added another website where this can be found-
11/09/03 Version: 2.9
-Added values for zoid types-
-Finished the game so I could get the remaining characters-
-Added the rest of the Character Zero Addresses-
-Edited the guide for errors in spelling & grammar-
11/19/03 Version: 3.3
-Added more FAQ's-
-Fixed the values for the character skills-
-Corrected some credit mistakes-
-Added to the Credits & Acknowledgements section-
11/28/03 Version: 4.0
-Corrected the version number (Ooops...)-
-Added Miscellaneous Codes-
-Added some codes from gtjio at his request-
-Added a code from yu gi jai-
-Added a miscellaneous code reposted by Ozibyte-
-Edited the guide for errors in spelling & grammar, again...-
-Corrected some formatting problems-
12/01/03 Version: 4.1
-Fixed a problem with the Miscellaneous Codes section-
12/06/03 Version: 4.5
-Fixed a typo-
-Added another E-mail address where I can be reached-
-Added another website where this can be found-
-Added some info from Ozibyte-
```

```
01/15/04 Version: 4.7
-Added another website where this can be found-
-Added some info from Mech Gouki-
03/11/04 Version: 5.5
-Removed an e-mail-
-Added more FAQ's-
-Corrected error in character memory block template-
-Corrected error in Values for Skills-
-Corrected Kelberos to Cereberus in Zoid Data Codes-
-Edited E-mail Guidelines-
-Edited Credits &Acknoeledgements-
-Added ASCII art (for the hell of it)-




------------------
13) Help Wanted
------------------



        No single person can do something solely on their own without
some sort of assistance, and I am no exception. There isn't much listed
here, but I am having some troubles with a thing or two. If anyone can
provide assistance with these, please contact me. This is the most
recent list of what I've been having problems with:

1) The names of characters 2D, 39, 3A, & 3E represented by the ????- Fixed,
   with help from Mech Gouki.

2) The names & descriptions of character skills 28, 29 & 2A.- Fixed, with help
   from Mech Gouki.

3) What zoid types 08 & 09 are.- Fixed, with help from Ozibyte.

4) The unknown memory addresses in the organoid memory blocks.




------------------
14) E-mail Guidelines
------------------




What not to send me:

1) Requests for the ROM.
2) Requests where to find the ROM. (I have already stated where you can
   find it.)
3) Hate mail.
3) Repeated asking of a dumb question.
4) Flames and chain mails.
5) Requests to teach you hexadecimal math.

What you can send me:
```

```
1) Compliments.
2) Corrections on spelling.
3) Corrections on codes.
4) Contributions.
5) Requests to use my guide on your site.
6) Anything related to Zoids.
7) Cool codes.




------------------
15) Legal Stuff
------------------



        This document is 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.




------------------
16) Credits & Acknowledgements
------------------



Mech Gouki - the biggest thanks goes to him for allowing me to use
             material from his walkthrough, which by the way is a
             great guide that tells you what you need.

Ozibyte - another big thanks goes to him for allowing me to use some
          of the stuff he's reposted on the GameFAQ's message boards,
          and for the support he's given me when I doubted about the
          release of this guide.

CjayC - and yet another big thanks goes to him for removing that
        brainless, knob-slobbin, idiot dhellgundamcustom's guide so
        us cool people who know what were talking about can post our
        guides without fearing that he'll steal from them.

supersmashbrothers - a big thanks for making several of the codes
                     listed within my guide.

grey41 - a big thanks for creating some of the codes listed within my
         guide.

gtjio - a hearty thanks for the Instant Win code(s), which by the way he
```

asked me very politely to host.

yu gi jai - for the All Commands code(s).

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

Duowolf - for making a good zoids website and agreeing to host this guide.
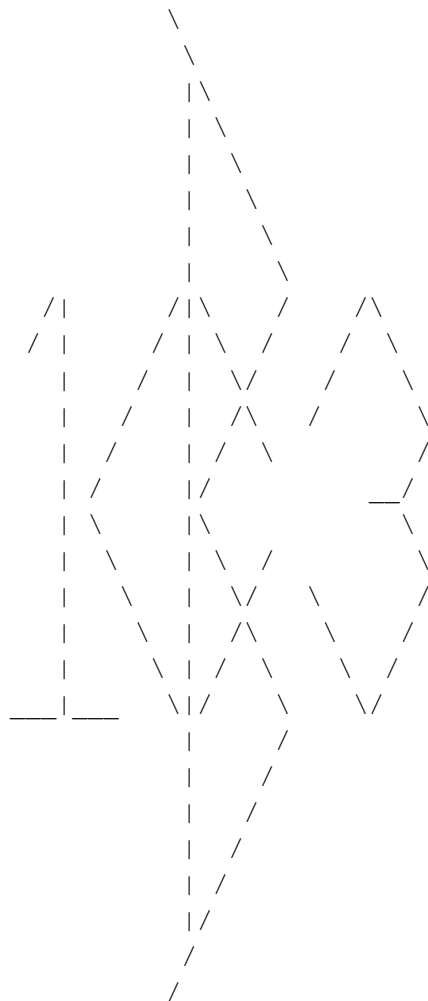   (www.zoidsevolution.com)

TOMY - for making this game.

me - for having the patience to write this.

Everyone at the GameFAQ's message boards - for all your support.

And anyone else who's given me support and helped with one thing or
another.

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