

Super Robot Taisen Gaiden: Lord of Elemental (Import) Pro Action Replay Codes

by xu_xie_yu

Updated to v1.1 on May 10, 2008

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SUPER ROBOT TAISEN - GAIDEN PAR CODES GUIDE

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A . DISCLAIMER:

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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.

B . SUPER ROBOT TAISEN - GAIDEN PAR CODES

01 . 1 HIT LEVEL 99 CODES

These Codes are use to modify experience points you receive after a battle with an enemy units

7E0F79FF
7E0F7AFF

Note: By giving the codes 65535 decimal value (FFFF hexadecimal value) Your character wil level-up to level 99 after 1 battle with an enemy units.

02 . MAX/INFINITE MONEY CODES

Well, the title says it all.

7E10097F
7E100A96
7E100B98

Note : this code will give you 9,999,999 money. Yes, its's 9,999,999 of money and can be used infinitely as long as the code is on.

03 . MAX/INFINITE SEISHIN POINTS CODES

Thes Codes is to modify each Character Seishin Points.

01. 7E14C8xx
02. 7E14CAxx
03. 7E14CCXX
04. 7E14CExx
05. 7E14D0xx
06. 7E14D2xx
07. 7E14D4xx
08. 7E14D6xx
09. 7E14D8xx
10. 7E14DAxx
11. 7E14DCxx
12. 7E14DExx
13. 7E14E0xx
14. 7E14E2xx
15. 7E14E4xx
16. 7E14E6xx

Note: Just change the xx wit the value you like to have, and it will freeze the character seishin points to the value you have entered (The valid value is 00-FF). The Seishin can be used infinitely as long as the code is on.

04 . CHARACTER MODIFIER CODES

These Codes is to change your Character with another character you like to have in your pilot rooster

- 01. 7E104Cxx
- 02. 7E104Exx
- 03. 7E1050xx
- 04. 7E1052xx
- 05. 7E1054xx
- 06. 7E1056xx
- 07. 7E1058xx
- 08. 7E105Axx
- 09. 7E105Cxx
- 10. 7E105Exx
- 11. 7E1060xx
- 12. 7E1062xx
- 13. 7E1064xx
- 14. 7E1066xx
- 15. 7E1068xx

Note: To change a Character become another character you like to have just replace the xx with the corresponded pilot digits

CHARACTER DIGITS

xx | Character Name

-
- 00 | glitch
 - 01 | Masaki Andou
 - 02 | Tootie Noorbuck
 - 03 | Hwang Yan Long
 - 04 | Ricardo Silvera
 - 05 | Mio Sasuga
 - 06 | Ryune Zoldark
 - 07 | Shuu Shirakawa
 - 08 | Saphine Grace
 - 09 | Gennacy I. Kozireh
 - 0A | Sanan Tian-Pra-Sart
 - 0B | Simeone Kyulian
 - 0C | See Damecus
 - 0D | Rebecca Turner (Becky)
 - 0E | Presia Zenosakis
 - 0F | Rodney Jesh
 - 10 | Zashuford Zan Valfarbia
 - 11 | Monica Gran Bilseir
 - 12 | Elis Radius
 - 13 | Terius Gran Bilseir (*)
 - 14 | Gino Valencia
 - 15 | Fiel-lord Gran Bilseir (*)
 - 16 | Karx Zan Valfarbia
 - 17 | Shumel Hyul (*)
 - 18 | Fang San Bisias
 - 19 | Rosary Sile
 - 1A | Ahmed Hamudi
 - 1B | Madokk Marconell

1C | Xenia Gran Bilseir
1D | Zeoroot Zan Zenoskis
1E | Luozorl Zoran Loiel
1F | Kanswort Jog
20 | Wendy Rasm Iknart
21 | Zet Laas Bragio
22 | Thomas Platt
23 | Sviike Nobotny (?)
24 | Laset Nobaste
25 | Lubicca Hakinnen
26 | Shutedonian Soldier
27 | Bagonian Soldier
28 | Lan Gran Soldier
29 | Volkruss
2A | Evil Spirit
2B | Artificial Intelligent
2C | Artificial Intelligent.NEW (?)
2D | Terrorist
2E | Gaspa Alvaret
2F | Lan Gran Elite Soldier
30 | Bagonian Captain
31 | Shutedonian Captian
32 | Shutedonian Elite Soldier (?)
33 | Bagonian Elite Soldier (?)
34 | glitch
35 | Tudy Rasm Iknart(*)
36 | Elite Terrorist Soldier (?)
37 | Masked Rodney
38 | Revenge Spirit (?)

* = The character with (*) only appear in the story and is not intended for combat therefore they had no seishin set nor character Battle stats.

? = Characters with (?) don't appear during regular gameplay

Some characters don't appear on this list though they appear during the gameplay (Ibun Zeora Klasull and Alzarl Gran Bilseir). And I think there's a digit for that allows you to choose them, but right now i absolutely have no idea for the digits.

05 . CHARACTER LEVEL MODIFIER CODES

These Codes are to modify each of your character/pilot level.

01. 7E104Dxx
02. 7E104Fxx
03. 7E1051xx
04. 7E1053xx
05. 7E1055xx
06. 7E1057xx
07. 7E1059xx
08. 7E105Bxx
09. 7E105Dxx
10. 7E105Fxx
11. 7E1061xx
12. 7E1063xx
13. 7E1065xx

14. 7E1067xx
15. 7E1069xx

Note: To change Your Character level to Your desired Level just change the XX value with the level/value you like to have (the valid value is 00-63)

06 . UNITS MODIFIER CODES

These Codes is to modify each character default unit with different unit you like to have

01. 7E10ACxx
02. 7A10AExx
03. 7E10B0xx
04. 7E10B2xx
05. 7E10B4xx
06. 7E10B6xx
07. 7E10B8xx
08. 7E10BAxx
09. 7E10BCxx
10. 7E10BExx
11. 7E10C0xx
12. 7E10C2xx
13. 7E10C4xx
14. 7E10C6xx
15. 7E10C8xx
16. 7E10CAxx

Note: To change a unit into another unit you like to have just change the xx with the corresponded unit digits.

UNIT DIGITS

xx | Unit Name

-
- | | |
|----|-------------|
| 00 | empty |
| 01 | Psybuster |
| 02 | Granveil |
| 03 | Goddess |
| 04 | Zamseed |
| 05 | Valcienne R |
| 06 | Granzon |
| 07 | Neo Granzon |
| 08 | Diablo |
| 09 | Jaom |
| 0A | Lastoll |
| 0B | Geolast |
| 0C | Jaifar |
| 0D | Galguard |
| 0E | Solgady |
| 0F | Zine |
| 10 | Falk |
| 11 | Dinforce |
| 12 | Ventor |
| 13 | La Ventor |
| 14 | Nols Rei |
| 15 | Wizoll Kai |

16 | Nazgad
17 | Rujanol New
18 | GrafDrone
19 | Demon Golem
1A | Gilldora
1B | Volkruss
1C | Goliath
1D | Baform
1E | Dion
1F | Guardian
20 | Ribnanikka
21 | Agaid
22 | Ginshas
23 | Bandit
24 | Gatswo
25 | Ismile
26 | Jinno
27 | Tourkk
28 | Bhairava
29 | Death Army
2A | Duraxyll
2B | Euclid
2C | Shin Nazgad
2D | Ribnanikka+
2E | Ginshas+
2F | Generator (cause lock-up)
30 | Demon Golem (Gold)
31 | Demon Golem (Steel)
32 | Agaid+

Note: Don't enter units value above the valid value (32 hex) it cause the game to crash.

07 . ASSIGNED PILOT MODIFIER CODES

These Codes is to modify the default assigned character with another character you like to have in that mech.

01. 7E10ADxx
02. 7E10AFxx
03. 7E10B1xx
04. 7E10B3xx
05. 7E10B5xx
06. 7E10B7xx
07. 7E10B9xx
08. 7E10BBxx
09. 7E10BDxx
10. 7E10BFxx
11. 7E10C1xx
12. 7E10C3xx
13. 7E10C5xx
14. 7E10C7xx
15. 7E10C9xx
16. 7E10CBxx

Notes: To Modify your assigned Pilot to a certain mech just change the xx value with the value you like to have(the valid value for the

se code is 40-4F Hexadecimal)

08 . ENEMY KILLS MODIFIER CODES

Thes Codes will modify the numbers of enemy that kill by your character

- 01. 7E108Cxx
7E108Dxx
- 02. 7E108Exx
7E108Fxx
- 03. 7E1090xx
7E1091xx
- 04. 7E1092xx
7E1093xx
- 05. 7E1094xx
7E1095xx
- 06. 7E1096xx
7E1097xx
- 07. 7E1098xx
7E1099xx
- 08. 7E109Axx
7E109Bxx
- 09. 7E109Cxx
7E109Dxx
- 10. 7E109Exx
7E109Fxx
- 11. 7E10A0xx
7E10A1xx
- 12. 7E10A2xx
7E10A3xx
- 13. 7E10A4xx
7E10A5xx
- 14. 7E10A6xx
7E10A7xx
- 15. 7E10A8xx
7E10A9xx

Note: The Valid Value for the xx is betwen 0-65535 decimal or (0000-FFFF hexadecimal). Though 1000 decimal or 03E8 hexadecimal is recommended.

09 . MAX/INFINITE PRANA POINTS CODES

These Codes will modify the prana points each of your character have.

- 01. 7E14A0FF
- 02. 7E14A2FF
- 03. 7E14A4FF
- 04. 7E14A6FF
- 05. 7E14A8FF
- 06. 7E14AAFF
- 07. 7E14ACFF
- 08. 7E14AEFF
- 09. 7E14B0FF
- 10. 7E14B2FF
- 11. 7E14B4FF

12. 7E14B6FF
13. 7E14B8FF
14. 7E14BAFF
15. 7E14BCFF
16. 7E14BEFF

Note: The Prana can be used infinitely as long as the code is on

10 . MAX/INFINITE MAGIC POINTS CODES

These Codes is used to set each of the mech's current Magi (MG) points to max.

01. 7E1400FF
02. 7E1402FF
03. 7E1404FF
04. 7E1406FF
05. 7E1408FF
06. 7E140AFF
07. 7E140CFF
08. 7E140EFF
09. 7E1410FF
10. 7E1412FF
11. 7E1414FF
12. 7E1416FF
13. 7E1418FF
14. 7E141AFF
15. 7E141CFF
16. 7E141EFF

Note: The Magi (MG) points can be used infinitely as long as the code is on

11 . SPELL EFFECCTS MODIFIER CODE

These Codes is to modify spell effects for each of your character.

01. 7E12E9FF
02. 7E12EBFF
03. 7E12EDFF
04. 7E12EFFF
05. 7E12F1FF
06. 7E12F3FF
07. 7E12F5FF
08. 7E12F7FF
09. 7E12F9FF
10. 7E12FBFF
11. 7E12FDFD
12. 7E12FFFF
13. 7E1301FF
14. 7E1303FF
15. 7E1305FF
16. 7E1307FF

Note: This is the ultimate spell effects for each of your character.

C . HELP NEEDED

Zamzeed and Valcienne R Final Wazaas enabler codes.

D . CREDITS

- * CJayC for making such a wonderful sites (www.gamefaqs.com)
- * BANPRESTO - for having created this game.
- * NINTENDO - for having made the Game Boy Advance.
- * Charles Satosi Mori a.k.a CSMori - You Rocks Dude.
- * <http://www.network-science.de/ascii/> - for providing the awesome
ascii artwork for this FAQ file.

End of file.

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