

Tengai Makyou Zero (Import) Pro Action Replay Codes

by Binta

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TENGAI MAKYOU ZERO

Pro Action Replay (PAR) Codes

by: Binta

email address: nekketsu_vince@yahoo.com

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What is this about?

These are pro action replay codes for Tengai Makyou Zero for the SNES. They are mainly for character modifying. Right now, the FAQ is incomplete, and I would greatly appreciate codes to change the characters, items, and their equipment. Some stat modifiers are incomplete, would be nice to get them all. And if you come up with cool glitch codes, that would also rock!

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Disclaimer

I, Binta, have made this FAQ page. You can read this freely and/or download it, just don't post it up on your website or other places, unless I say it's okay. I'll let you print this if you want, too. Just don't steal my work.

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NOTES:

- 1)The "xx"'s are not x's! They are variables. Set them from 00 to FF.
- 2)It's really confusing on how to get this game to work on an emulator. You need the graphics packs, the ROM, and hopefully ZSNES (best SNES emulator so far).
- 3)Right now, this version of the FAQ is just a beta. Know that this note will be removed when this becomes a real version.
- 4)Since I got my GameFAQs username from this game, don't confuse me with the character in this game ;)

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What Needs to be Done:

- Modifiers for the first character
- P.A.R. [pro action replay, for any newbs who might be reading this] to modify the characters themselves (i.e., changing Higan to Binta or Genkotsu)
- Modifiers for stats. At this point, you could probably get 255 but not much more.

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CHARACTER MODIFIERS

1st character

HP (on map) [unknown]
HP (in battle) [unknown]
MP (on map) [unknown]
MP (in battle) [unknown]
Max HP [unknown]
Max MP [unknown]
Attack [unknown]
Defense [unknown]
Speed [unknown]
EXP 7E19D6xx,
Character [unknown]

2nd character

HP (on map) 7E19EDxx,
HP (in battle) [unknown]
MP (on map) [unknown]

MP (in battle) [unknown]
Max HP 7E19E5xx
Max MP [unknown]
Attack 7E1A05xx
Defense 7E1A0Dxx
Speed 7E1A15xx
EXP 7E19D9xx, 7E1901xx
Character [unknown]

3rd character
HP (on map) 7E19ECxx
HP (in battle) 7E16C8xx
MP (on map) [unknown]
MP (in battle) 7E16CCxx, 7316CDxx
Max HP 7E19E4xx
Max MP [unknown]
Attack 7E1A04xx
Defense 7E1A0C
Speed 7E1A14xx
EXP 7E19D8xx,
Character [unknown]

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CHARACTER VALUES

(still to come)

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ITEM VALUES

(still to come)

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MISCELLANEOUS

Money = 7E19CF, 7E19D0,

NO RANDOM BATTLES ALLOWED: 7E165908

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Still working on the items, equipment, and character modifiers. If you find those out, let me know. Glitches and miscellaneous would greatly be appreciated. If you work on the item codes, just do a few at a time; don't overwork yourself; it's not healthy.

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