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A . DISCLAIMER:

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B . SUPER ROBOT TAISEN - REVERSAL CODEBREAKER CODES

01 . MASTER CODE

This are the Master Code for the cheats.

0000317D 000A
100037C6 0007

02 . MAX/INFINITE MONEY CODE

Well, the title says it all.

82029750 967F
82029752 0098

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

03 . MAX ITEM CODE

This Code will give Max Item

42029786 6363
0000002E 0002

04 . SPELL EFFECT MODIFIER CODE

This 2 set of code will enable you to alter the Spell Effect for all of your Character (pilot)

420285F0 x1y1
00000063 0020
420285F2 x2y2
00000063 0020

The get the spell effect that you like just change each spell effect digits respectively with the value youl like to have

SPELL EFFECT DIGIT FOR X1

X1 | SPELL EFFECT NAME

02 | Luck

For example to give all of your pilot all of the spell effect above you'll have to change the x1 value with 36, so it will become like this

420285F0 02y1
00000063 0020

SPELL EFFECT DIGIT FOR Y1

Y1 | SPELL EFFECT NAME

02 | Accelerate
04 | Fury
08 | Invincibilty
10 | Snipe
20 | Assail
40 | Guard
80 | Gain

And then to give more spell effect to all of yor pilot change the y1 value with the spell effect you'd like to have from the table above. For Example:

420285F0 02FF
00000063 0020

SPELL EFFECT DIGIT FOR X2

X2 | SPELL EFFECT NAME

01 | Fighting Spirit
02 | Valor
04 | Soul
08 | Zeal
20 | Love/Miracle

After that you'll need to change the 2nd codes digit value with the spell effectvalue to get more spell effect for all of your pilot. So, just enter to digits you'd like to have to the 2nd codes. Example:

```
420285F2 0Fy2
00000063 0020
```

SPELL EFFECT DIGIT FOR Y2

XX | SPELL EFFECT NAME

```
02 | Alert
04 | Concentrate
08 | Strike
```

And the last is to change the digit value for y2, example:

```
420285F2 0F0E
00000063 0020
```

And now you'll have the ultimate spell effect for all of your character. Example:

```
420285F0 02FE
00000063 0020
420285F2 0F0E
00000063 0020
```

05 . ALL PILOT LEVEL 99 CODE

This Code will set all of your pilot to level 99

```
420285F6 BF68
00000063 0020
```

06 . INFINITE SPELL/SEISHIN POINTS CODE

This code will give you an Infinite Seishin Points as long as the code is on.

```
420285F8 xxxx
00000063 0020
```

Note : Just change xx with the value you'd like to have

07 . PILOT KILL STATISTIC CODE

This Code will change your pilot kill statistic.

```
420285FA xxxx
00000063 0020
```

Note : Just change xx with the value you'd like to have.

08 . MAXIMUM MORALE/KIRYOKU CODE

This Code will set all of you pilot Morale to 150.

42028602 9601
00000063 0020

Note : This code is actually a 8-bit code where the kiryoku and Defensive Support is sharing the same 16-bit memory address thus i give the Defensive support value 1. To correct this problem after set all your character kiryoku to 150 turn off the code and end your turn and in the next turn all of your character defensive support will return to their normal number

09 . MAXIMUM/INFINITE PILOT POINTS CODE

This Code will give your pilot 255 pilot points.

42028604 FF00
00000063 0020

Note : the points will decrease as you use it but it will back to 255 points again as long as the code is on.

10 . MAXIMUM MELEE AND RANGE ATTACK STATUS MODIFIER CODE

This Code will change all of your pilot Melee and Range attack status to Maximum.

42028606 FFFF
00000063 0020

11 . MAXIMUM DEFENSE AND SKILL/MANEUVER STATUS MODIFIER CODE

This Code will change all of your pilot Defense and Skill/Maneuver status to Maximum.

42028608 FFFF
00000063 0020

12 . MAXIMUM ACCURACY AND EVASION STATUS MODIFIER CODE

This Code will change all of your pilot Accuracy and Evasion status to Maximum.

4202860A FFFF
00000063 0020

13 . 2-HIT LEVEL 99 CODE

This Code will give 24500 Experience each hit.

420361D4 5FB4
00000006 0002

Note : This Code also apply to all of your co-pilot.

14 . ENEMY DAMAGE MODIFIER CODE

This code is for modifying the damage you inflict to the enemy

820362D8 xxxx
820362DA xxxx

Note: just change xxxx with the desired value

15 . MAXIMUM MECH STATUS UPGRADE CODE

These 3 set of code will Upgrade All of your Mech Status (HP,EN,Mobility,Armor,
and Weapon power) to it's Maximum.

4202A372 1414
00000047 0034
4202A374 1414
00000047 0034
4202A376 1403
00000047 0034

16 . IWSP FRAME ENABLER CODE

These codes are to enable IWSP Frame for Strike Gundam, Strike Rogue, Sky Gras
per 1 and Sky Grasper 2 even if you don't meet the requirement to obtain it.
Enter these codes while in the intermission screen and save the game, then
re-load the game and voila IWSP frame is enabled for all of the unit mentio
ned in the above.

8202A4CA 0024
8202A4D8 E040
8202A540 3F40
8202A574 3F40
8202A5DC 3F40

Note : Use these codes only after you get all the unit mentioned in the above
and be sure to unequip any frame for all the related unit before enter
ing these codes.

17 . ALLENBY AND NOBEL GUNDAM ENABLER CODE

These Codes will enable Allenby and her Nobel Gundam even if you don't meet
the requirement to obtain her.

820286C0 0001
8202A498 0006
3202A4A5 0001

Note : save the game after entering these codes and then re-load the game and
voila Allenby and her Nobel Gundam is appear out of thin air.

18 . LAZNER MK-II ENABLER CODE

These Codes will enable Layzner Mk-II even if you go with Great Zeorymar route

8202A73A 0064
8202A748 4140

Note : save the game after entering these codes and then re-load the game and
voila your Super Layzner is changed to Layzner Mk-II.

19 . ALMAS GEIL AND GRAIM KAISER ENABLER CODE

These Codes will enable Almas Geil and his Graim Kaiser even if you don't meet
the requirement to obtain him.

82028940 0001
3202A7E5 0001

Note : save the game after entering these codes and then re-load the game and
voila Almas Geil and Graim Kaiser is appear out of thin air. Just
assign Geil to his respective mech.

20 . JULIA AND BLOODY KAISER ENABLER CODE

These Codes will enable Julia and her Bloody Kaiser even if you don't meet
the requirement to obtain her.

82028960 0001
3202A819 0001

Note : save the game after entering these codes and then re-load the game and
voila Julia and her Bloody Kaiser is appear out of thin air. Just
assign Julia to her respective mech.

21 . BONTA-KUN ENABLER CODE

These Codes will enable Bonta-Kun even if you don't meet the requirement to
obtain it.

3202ADFD 0001

Note : save the game after entering these codes and then re-load the game and
voila Bonta-Kun is appear out of thin air.

22 . GAI,AESTIVALIS-GAI AND X-AESTIVALIS ENABLER CODE

These Codes will enable Gai,his Aestivalis and X-Aestivalis even if you don't meet the requirement to obtain him.

82028B00 0001
8202AABC 1F40
3202AABF 000C
3202ABC1 0001

Note : save the game after entering these codes and then re-load the game and voila Gai and his Aestivalis,also X-Aestivalis is appear out of thin air. Just assign him to his respective mech or X-Aestivalis.Just remember that these can only be used after mission 45.

23 . BALZACK AND SOLTEKKAMAN I CUSTOM ENABLER CODE

These Codes will enable Balzack and his Sol Tekkaman 1 Custom even if you don't meet the requirement to obtain him.

82028D60 0001
8202ACB8 003B
3202ACC5 0001

Note : save the game after entering these codes and then re-load the game and voila Balzack and his Sol Tekkaman 1 Custom is appear out of thin air.

24 . MIYUKI AND TEKKAMAN RAPIER ENABLER CODE

These Codes will enable Miyuki and her Tekkaman Rapier even if you don't meet the requirement to obtain her.

82028D80 0001
8202AD20 003C
3202AD2D 0001

Note : save the game after entering these codes and then re-load the game and voila Miyuki and her Tekkaman Rapier is appear out of thin air.

25 . GREAT ZEORYMAR ENABLER CODE

These Codes will enable Great Zeorymar even if you go with other route or don't meet the requirement to obtain it.

8202B05E 0111
3202B06D 0002

Note : save the game after entering these codes and then re-load the game and voila your ordinary Zeorymar is changed to Great Zeorymar.

26 . UNLOCK SECRET MECH CODE

This code is to unlock the 4th Original Mech even if you haven't finished the game using 3 others mech.

3202975E 0007

Note : Enter this code at character select screen to enable the 4th mech, and turn off the code as soon as the game is started. This change is permanent once the secret mech is unlocked it will always be unlocked.

27 . UNLOCK ALL BGM CODE

This code is created by ChaosKnightZero in AR-MAX format and converted by me to codebreaker format.

82029758 FFFF

8202975A FFFF

Note : This Code will enable all BGM even if you only play Touya or Calvin only.

28 . START NEW GAME+ CODE

This code is also created by ChaosKnightZero in AR-MAX format and converted by me to codebreaker format.

3202977A 00xx

82029764 FFFF

Note : xx is the number of times you finished the game for example if the xx value is 1 then it means you already finished the game 1 time, to unlock 20 levels of upgrade on all of your mechs you have to finish the game 7 times. Though the upgrade also affects the enemy mechs.

29 . UNLOCK ALL FINAL ATTACKS CODE

This Code is used to unlock all the Final Attacks for the Original Mech. This Code is also created by ChaosKnightZero in AR-MAX format and later converted by me.

If you just start the game and play it below scenario 4 then use this code:

8202975C E008 - For Touya (Male Main Character)

8202975C E209 - For Calvin (Female Main Character)

If you already play it above the scenario 4 then use this code:

8202975C E408 - For Touya (Male Main Character)

8202975C E609 - For Calvin (Female Main Character)

30 . CHARACTER ABILITY AND ABILITY EFFECT MODIFIER CODES

These Codes are to modify the ability for each playable character in SRW J. Some of the ability can be activated automatically and effect the player character when the morale requirement is reached. while other ability that when activated involved some animation sequence such as SEED or Blaster Mode needs to be activated manually. These codes come in 2 line set of codes, the 1st line is to modify the character ability while the 2nd one is to activate the ability. So, here are the codes:

DOMON KASHUU

820285FC xxyy
820285FE xxyy

RAIN MIKAMURA

8202861C xxyy
8202861E xxyy

CHIBODEE CROCKET

8202863C xxyy
8202863E xxyy

SAI SAICHI

8202865C xxyy
8202865E xxyy

GEORGE DE SAND

8202867C xxyy
8202867E xxyy

ARGO GULSKII

8202869C xxyy
8202869E xxyy

ALLENBY BEARDSLEY

820286BC xxyy
820286BE xxyy

KIRA YAMATO

820286DC xxyy
820286DE xxyy

MWU LA FLAGA

820286FC xxyy
820286FE xxyy

CAGALLI YULA ATTHA

8202871C xxyy
8202871E xxyy

MURRUE RAMIAS

8202873C xxyy
8202873E xxyy

NATARLE BADGIREUL

8202875C xxyy
8202875E xxyy

ANDREW WALTFIELD

820287FC xxyy
820287FE xxyy

LACUS CLYNE

8202881C xxyy
8202881E xxyy

ATHRUN ZALA

8202885C xxyy
8202885E xxyy

DEARKA ELSMAN

8202887C xxyy
8202887E xxyy

YZAK JOULE

8202889C xxyy
8202889E xxyy

ALBATRO NALL EIJI ASUKA

820288BC xxyy
820288BE xxyy

DAVID RUTHERFORD

820288DC xxyy
820288DE xxyy

ROAN DIMITRY

820288FC xxyy
820288FE xxyy

SIMONE RUFURAN

8202891C xxyy
8202891E xxyy

ALMAS GEIL

8202893C xxyy
8202893E xxyy

ALBATRO MILL JULIA ASUKA

8202895C xxyy
8202895E xxyy

ISAMU YUU

8202897C xxyy
8202897E xxyy

UTSUMIYA HIME

8202899C xxyy

8202899E xxyy

KANAN GIMMS

820289BC xxyy

820289BE xxyy

HIGGINS SAZ

820289DC xxyy

820289DE xxyy

RUSS LUNBERG

820289FC xxyy

820289FE xxyy

NANGA SILVERLY

82028A1C xxyy

82028A1E xxyy

KANT KESTNER

82028A5C xxyy

82028A5E xxyy

NAKKI GUYS

82028A7C xxyy

82028A7E xxyy

JONATHAN GREEN

82028A9C xxyy

82028A9E xxyy

ISAMI IIKO

82028ABC xxyy

82028ABE xxyy

AKITO TENKAWA

82028ADC xxyy

82028ADE xxyy

GAI DAIGOUJI

82028AFC xxyy

82028AFE xxyy

RYOKO SUBARU

82028B1C xxyy

82028B1E xxyy

AMANO HIKARU

82028B3C xxyy

82028B3E xxyy

IZUMI MAKI

82028B5C xxyy

82028B5E xxyy

AKATSUKI NAGARE

82028B7C xxyy

82028B7E xxyy

MISUMARU YURIKA

82028B9C xxyy

82028B9E xxyy

RURI HOSHINO

82028BBC xxyy

82028BBE xxyy

D-BOY/BLADE

82028CBC xxyy

82028CBE xxyy

PEGAS

82028CDC xxyy

82028CDE xxyy

NOAL HERZ

82028CFC xxyy

82028CFE xxyy

KISARAGI AKI

82028D1C xxyy

82028D1E xxyy

BALZACK ASIMOV

82028D5C xxyy

82028D5E xxyy

AIBA MIYUKI/RAPIER

82028D7C xxyy

82028D7E xxyy

SAGARA SOUSUKE/BONTA-KUN

82028D9C xxyy

82028D9E xxyy

MELLISA MAO

82028DBC xxyy

82028DBE xxyy

KURZ WEBBER

82028DDC xxyy

82028DDE xxyy

TERESA TESTAROSSA

82028DFC xxyy
82028DFE xxyy

KOUJI KABUTO

82028E5C xxyy
82028E5E xxyy

TETSUYA TSURUGI

82028E7C xxyy
82028E7E xxyy

YUMI SAYAKA

82028E9C xxyy
82028E9E xxyy

JUN HONOU

82028EBC xxyy
82028EBE xxyy

BOZ

82028EDC xxyy
82028EDE xxyy

ROLLY

82028F3C xxyy
82028F3E xxyy

HYOUMA AOI

82028F7C xxyy
82028F7E xxyy

KEN'ICHI GOU

8202901C xxyy
8202901E xxyy

SHINOBU FUJIWARA

820290BC xxyy
820290BE xxyy

ALAN IGOR

8202913C xxyy
8202913E xxyy

AKITSU MASATO

8202915C xxyy
8202915E xxyy

TOUYA SHIUN

8202919C xxyy
8202919E xxyy

CALVINA COULANGE

820291BC xxyy
820291BE xxyy

AL-VAN LUNKS

8202922C xxyy
8202922E xxyy

CHARATER ABILITY DIGIT

CHARACTER ABILITY DIGIT FOR XX

XX | CHARACTER ABILITY NAME

01 | SEED
02 | BIOLOGICAL CPU
04 | IMAGE FEEDBACK SYSTEM/IFS
08 | BLASTER-KA/BLASTER MODE
10 | YASEI-KA/BESTIAL MODE

CHARACTER ABILITY DIGIT FOR YY

YY | CHARACTER ABILITY NAME

01 | COUNTER
02 | HIT & AWAY
04 | SUPER MODE
08 | HYPER MODE
10 | MEIKYUSHISUI (CLEAR MIRROR, STILL WATER)
20 | DG CELLS
40 | BERSERK MODE
80 | COORDINATOR

Note: To turn-off/reset the ability for all of your character that you already modified just re-enter the code but change the xxyy value with 0000, or use these codes:

420285FC 0000
00000063 0020
420285FE 0000
00000063 0020

Note 2: DG Cells, Berserk Mode and Biological CPU is basically the same with IFS and Coordinator, while Hyper Mode is the same with Super Mode and Meikyoushisui ability but exclusive to Tohou Fuhai and needed to enable some of the Master Gundam Final Attacks.

31 . CHARACTER SKILL PARTS MODIFIER CODES

These Codes are to modify the equipped skill parts for each of your playable character in SRW J, though some character only have to skill part slot on them, but actually you can equip them with 4 skill parts and still have the benefit effect from that 2 invisible skill parts. So, here are the codes:

DOMON KASHUU

8202860C s2s1
8202860E s4s3

RAIN MIKAMURA

8202862C s2s1
8202862E s4s3

CHIBODEE CROCKET

8202864C s2s1
8202864E s4s3

SAI SAICHI

8202866C s2s1
8202866E s4s3

GEORGE DE SAND

8202868C s2s1
8202868E s4s3

ARGO GULSKII

820286AC s2s1
820286AE s4s3

ALLENBY BEARDSLEY

820286CC s2s1
820286CE s4s3

KIRA YAMATO

820286EC s2s1
820286EE s4s3

MWU LA FLAGA

8202870C s2s1
8202870E s4s3

CAGALLI YULA ATTHA

8202872C s2s1
8202872E s4s3

MURRUE RAMIAS

8202874C s2s1
8202874E s4s3

NATARLE BADGIREUL

8202876C s2s1
8202876E s4s3

ANDREW WALTFIELD

8202880C s2s1
8202880E s4s3

LACUS CLYNE

8202882C s2s1
8202882E s4s3

ATHRUN ZALA

8202886C s2s1
8202886E s4s3

DEARKA ELSMAN

8202888C s2s1
8202888E s4s3

YZAK JOULE

820288AC s2s1
820288AE s4s3

ALBATRO NALL EIJI ASUKA

820288CC s2s1
820288CE s4s3

DAVID RUTHERFORD

820288EC s2s1
820288EE s4s3

ROAN DIMITRY

8202890C s2s1
8202890E s4s3

SIMONE RUFURAN

8202892C s2s1
8202892E s4s3

ALMAS GEIL

8202894C s2s1
8202894E s4s3

ALBATRO MILL JULIA ASUKA

8202896C s2s1
8202896E s4s3

ISAMU YUU

8202898C s2s1
8202898E s4s3

UTSUMIYA HIME

820289AC s2s1
820289AE s4s3

KANAN GIMMS

820289CC s2s1
820289CE s4s3

HIGGINS SAZ

820289EC s2s1
820289EE s4s3

RUSS LUNBERG

82028A0C s2s1
82028A0E s4s3

NANGA SILVERLY

82028A2C s2s1
82028A2E s4s3

KANT KESTNER

82028A6C s2s1
82028A6E s4s3

NAKKI GUYS

82028A8C s2s1
82028A8E s4s3

JONATHAN GREEN

82028AAC s2s1
82028AAE s4s3

ISAMI IIKO

82028ACC s2s1
82028ACE s4s3

AKITO TENKAWA

82028AEC s2s1
82028AEE s4s3

GAI DAIGOUJI

82028B0C s2s1
82028B0E s4s3

RYOKO SUBARU

82028B2C s2s1
82028B2E s4s3

AMANO HIKARU

82028B4C s2s1
82028B4E s4s3

IZUMI MAKI

82028B6C s2s1
82028B6E s4s3

AKATSUKI NAGARE

82028B8C s2s1

82028B8E s4s3

MISUMARU YURIKA

82028BAC s2s1

82028BAE s4s3

RURI HOSHINO

82028BCC s2s1

82028BCE s4s3

D-BOY/BLADE

82028CCC s2s1

82028CCE s4s3

PEGAS

82028CEC s2s1

82028CEE s4s3

NOAL HERZ

82028DOC s2s1

82028DOE s4s3

KISARAGI AKI

82028D2C s2s1

82028D2E s4s3

BALZACK ASIMOV

82028D6C s2s1

82028D6E s4s3

AIBA MIYUKI/RAPIER

82028D8C s2s1

82028D8E s4s3

SAGARA SOUSUKE/BONTA-KUN

82028DAC s2s1

82028DAE s4s3

MELLISA MAO

82028DCC s2s1

82028DCE s4s3

KURZ WEBBER

82028DEC s2s1

82028DEE s4s3

TERESA TESTAROSSA

82028E0C s2s1

82028E0E s4s3

KOUJI KABUTO

82028E6C s2s1

82028E6E s4s3

TETSUYA TSURUGI

82028E8C s2s1

82028E8E s4s3

YUMI SAYAKA

82028EAC s2s1

82028EAE s4s3

JUN HONOU

82028ECC s2s1

82028ECE s4s3

BOZ

82028EEC s2s1
82028EEE s4s3

ROLLY

82028F4C s2s1
82028F4E s4s3

HYOUMA AOI

82028F8C s2s1
82028F8E s4s3

KEN'ICHI GOU

8202902C s2s1
8202902E s4s3

SHINOBU FUJIWARA

820290CC s2s1
820290CE s4s3

ALAN IGOR

8202914C s2s1
8202914E s4s3

AKITSU MASATO

8202916C s2s1
8202916E s4s3

TOUYA SHIUN

820291AC s2s1
820291AE s4s3

CALVINA COULANGE

820291CC s2s1
820291CE s4s3

AL-VAN LUNKS

8202923C s2s1
8202923E s4s3

SKILL PARTS DIGITS

xx | PARTS NAME

01 | MELEE ATTACK +5
02 | MELEE ATTACK +10
03 | MELEE ATTACK +15
04 | RANGE ATTACK +5
05 | RANGE ATTACK +10
06 | RANGE ATTACK +16
07 | DEFENSE +5
08 | DEFENSE +10
09 | DEFENSE +15
0A | SKILL +5
0B | SKILL +10
0C | SKILL +15
0D | ACCURACY +5
0E | ACCURACY +10
0F | ACCURACY +15
10 | EVASION +5
11 | EVASION +10
12 | EVASION +15
13 | SEISHIN POINTS +10
14 | SEISHIN POINTS +15
15 | SEISHIN POINTS +20
16 | KIRYOKU/MORALE +5
17 | KIRYOKU/MORALE +8
18 | KIRYOKU/MORALE +10
19 | SEISHIN COST -10%
1A | SEISHIN COST -20%
1B | SEISHIN COST -30%
1C | SUPPORT ATTACK +1
1D | SUPPORT ATTACK +2
1E | SUPPORT ATTACK +3
1F | SUPPORT DEFEND +1
20 | SUPPORT DEFEND +2
21 | SUPPORT DEFEND +3
22 | POTENTIAL +1
23 | POTENTIAL +2
24 | POTENTIAL +3
25 | COMBO +1
26 | COMBO +2
27 | COMBO +3
28 | COUNTER
29 | HIT & AWAY

Note: To reset all the equipped skill parts just re-enter the codes but change
the s2s1 and s3s4 value with 0000 or use this code

4202860C 0000
00000063 0020

4202860E 0000
00000063 0020

32 . MECH ABILITY MODIFIER CODES

These Codes is to modify the mech Ability that you want to be applied to a certain mech/unit. Some of the ability can be activated automatically and effected the mech when morale requirement to activate it reached, while other ability especially when activated involved some animation sequence such as V-MAX or Lambda Drive needs to be activated manually. So, here are the codes:

SHINING GUNDAM/GOD GUNDAM - ALL MODES

8202A350 x1y1
8202A352 x2y2

RISING GUNDAM

8202A384 x1y1
8202A386 x2y2

GUNDAM MAXTER - ALL MODES

8202A3B8 x1y1
8202A3BA x2y2

GUNDAM ROSE - ALL MODES

8202A3EC x1y1
8202A3EE x2y2

DRAGON GUNDAM - ALL MODES

8202A420 x1y1
8202A422 x2y2

BOLT GUNDAM - ALL MODES

8202A454 x1y1
8202A456 x2y2

NOBEL GUNDAM

8202A488 x1y1

8202A48A x2y2

STRIKE GUNDAM - ALL FRAMES

8202A4BC x1y1

8202A4BE x2y2

MOBIUS ZERO

8202A4F0 x1y1

8202A4F2 x2y2

SKY GRASPER-1 - ALL FRAMES

8202A524 x1y1

8202A526 x2y2

SKY GRASPER-2 - ALL FRAMES

8202A558 x1y1

8202A55A x2y2

M1 ASTRAY

8202A58C x1y1

8202A58E x2y2

STRIKE ROUGE - ALL FRAMES

8202A5C0 x1y1

8202A5C2 x2y2

FREEDOM GUNDAM - ALL MODES

8202A5F4 x1y1

8202A5F6 x2y2

JUSTICE GUNDAM - ALL MODES

8202A628 x1y1

8202A62A x2y2

ARCHANGEL

8202A65C x1y1
8202A65E x2y2

ETERNAL

8202A690 x1y1
8202A692 x2y2

DUEL GUNDAM/DUEL GUNDAM ASSAULT SHROUD

8202A6C4 x1y1
8202A6C6 x2y2

BUSTER GUNDAM

8202A6F8 x1y1
8202A6FA x2y2

LAYZNER/STRENGTHENED LAYNER/LAYZNER MK-II - ALL MODES

8202A72C x1y1
8202A72E x2y2

BULDY

8202A760 x1y1
8202A762 x2y2

BAYBULL

8202A794 x1y1
8202A796 x2y2

GREIMKAISER

8202A7C8 x1y1
8202A7CA x2y2

BLOODYKAISER

8202A7FC x1y1
8202A7FE x2y2

BRAIN POWERD (HIME)

8202A830 x1y1
8202A832 x2y2

BRAIN POWERD (YUU)/NELLY BRAIN (MERGED)

8202A864 x1y1
8202A866 x2y2

BRAIN POWERD (NANGA)

8202A898 x1y1
8202A89A x2y2

BRAIN POWERD (RUSS)

8202A8CC x1y1
8202A8CE x2y2

BRAIN POWERD (NAKKI)

8202A900 x1y1
8202A902 x2y2

BRAIN POWERD (KANT)

8202A934 x1y1
8202A936 x2y2

BRAIN CHILD (HIGGINS)

8202A968 x1y1
8202A96A x2y2

BRAIN CHILD (KANAN)

8202A99C x1y1
8202A99E x2y2

BARONZ (JONATHAN)

8202A9D0 x1y1
8202A9D2 x2y2

IIKO BARONZ (QUINCY)

8202AA04 x1y1
8202AA06 x2y2

NELLY BRAIN (STORYLINE ONLY)

8202AA38 x1y1
8202AA3A x2y2

AESTIVALIS (AKITO) - ALL FRAMES

8202AA6C x1y1
8202AA6E x2y2

AESTIVALIS (GAI) - ALL FRAMES

8202AAA0 x1y1
8202AAA2 x2y2

AESTIVALIS (RYOKO) - ALL FRAMES

8202AAD4 x1y1
8202AAD6 x2y2

AESTIVALIS (HIKARU) - ALL FRAMES

8202AB08 x1y1
8202AB0A x2y2

AESTIVALIS (IZUMI) - ALL FRAMES

8202AB3C x1y1
8202AB3E x2y2

AESTIVALIS (AKATSUKI) - ALL FRAMES

8202AB70 x1y1
8202AB72 x2y2

X-AESTIVALIS

8202ABA4 x1y1
8202ABA6 x2y2

NADESICO/NADESICO Y-UNIT ATTACHMENT

8202ABD8 x1y1
8202ABDA x2y2

TEKKAMAN BLADE/TEKKAMAN BLADE+PEGAS - ALL MODES

8202AC0C x1y1
8202AC0E x2y2

PEGAS

8202AC40 x1y1
8202AC42 x2y2

BLUE EARTH

8202AC74 x1y1
8202AC76 x2y2

SOLTEKKAMAN 1 CUSTOM

8202ACA8 x1y1
8202ACAA x2y2

SOLTEKKAMAN 2

8202ACDC x1y1
8202ACDE x2y2

TEKKAMAN RAPIER

8202AD10 x1y1
8202AD12 x2y2

M9 GERNSBACK (SOUSUKE)/ARX-7 ARBALEST - ALL MODES

8202AD44 x1y1

8202AD46 x2y2

M9 GERNSBACK (KURZ)

8202AD78 x1y1

8202AD7A x2y2

M9 GERNSBACK (MELLISA)

8202ADAC x1y1

8202ADAE x2y2

BONTA-KUN

8202ADE0 x1y1

8202ADE2 x2y2

TUATHA DE DANAAN

8202AE14 x1y1

8202AE16 x2y2

MAZINGER Z/MAZINKAISER

8202AE48 x1y1

8202AE4A x2y2

GREAT MAZINGER

8202AE7C x1y1

8202AE7E x2y2

APHRODITE A/DIANAN A

8202AEB0 x1y1

8202AEB2 x2y2

BOZ BOROT

8202AEE4 x1y1

8202AEE6 x2y2

VENUS A

8202AF18 x1y1
8202AF1A x2y2

MILLION ALPHA

8202AF4C x1y1
8202AF4E x2y2

COMBATTLER V

8202AF80 x1y1
8202AF82 x2y2

VOLTES V

8202AFB4 x1y1
8202AFB6 x2y2

DANCOUGA/FINAL DANCOUGA

8202AFE8 x1y1
8202AFEA x2y2

BLACK WING N/H FORM

8202B01C x1y1
8202B01E x2y2

ZEORYMER/GREAT ZEORYMER

8202B050 x1y1
8202B052 x2y2

BELLZELUTE/BELLZELUTE BRIGANDIER

8202B084 x1y1
8202B086 x2y2

COUSTWELL/COUSTWELL BRACHIUM

8202B0B8 x1y1

8202B0BA x2y2

GRANTEED/GRANTEED DRACODEUS

8202B0EC x1y1

8202B0EE x2y2

VORLENT/LUFTKRANZ

8202B120 x1y1

8202B122 x2y2

BLACK LUFTKRANZ (AL-VAN CUSTOM)

8202B154 x1y1

8202B156 x2y2

MECH ABILITY DIGITS

MECH ABILITY DIGITS FOR X1

X1 | MECH ABILITY NAME

01 | BOSON JUMP
02 | ANTI-BEAM COATING S
04 | ANTI-BEAM COATING M
08 | ANTI-BEAM COATING L
10 | PHASE SHIFT ARMOR
20 | TRANS PHASE ARMOR
40 | ENERGY DEFLECTION ARMOR
80 | LAMINATE ARMOR

MECH ABILITY DIGITS FOR Y1

Y1 | MECH ABILITY NAME

01 | REPAIR
02 | RESUPPLY
04 | LOAD UNIT
08 | BUNSHIN/SPLIT-IMAGE
10 | GOD SHADOW
20 | MIRAGE COLLOID
40 | ECS/ELECTROMAGNETIC CAMOUFLAGE SYSTEM
80 | VITAL JUMP

MECH ABILITY DIGITS FOR X2

X2 | MECH ABILITY NAME

01 | V-MAXIMUM
02 | V-MAX RED POWER

04 | LAMBDA DRIVE
08 | GRAVITY WAVE BEAM
10 | GRAVITY WAVE ANTENNA
20 | JIGENRENKETSU/DIMENSION COUPLING SYSTEM
40 | ORGON CLOUD
80 | EMPTY

MECH ABILITY DIGITS FOR Y2

Y2 | MECH ABILITY NAME

01 | CHAKRA SHIELD
02 | DISTORTION FIELD
04 | BARRIER S
08 | BARRIER M
10 | BARRIER L
20 | MAZIN POWER
40 | V-MAX
80 | STRENGTHENED V-MAX

Note: To turn-off/reset the ability for all of your mech that already modified just re-enter the code but change the x1y1 and x2y2 value with 0000, or use these codes:

4202A350 0000
00000047 0034
4202A352 0000
00000047 0034

- Note 2:
- a. Trans Phase Armor - Reduces damage from all types of weaponry (except Beam weaponry) by 800 uses 5 EN
 - b. Energy Deflection Armor - Negates all beam weaponry damage up to 1200. Exclusive to Forbidden Gundam uses 10 EN
 - c. Mirage Colloid - Same as bunshin. Exclusive to Blitz Gundam.
 - d. V-MAX Red Power - V-Maximum but need more will to activate

33 . MECH ABILITY EFFECT MODIFIER/ACTIVATOR CODES

These Codes is to modify/activate the effect of the mech Ability that you want to be applied to a certain mech/unit even if that certain mech/unit doesn't have that ability or don't meet the morale requirement to activated it.

SHINING GUNDAM/GOD GUNDAM - ALL MODES

8202A354 x1y1
8202A356 x2y2

RISING GUNDAM

8202A388 x1y1
8202A38A x2y2

GUNDAM MAXTER - ALL MODES

8202A3BC x1y1
8202A3BE x2y2

GUNDAM ROSE - ALL MODES

8202A3F0 x1y1
8202A3F2 x2y2

DRAGON GUNDAM - ALL MODES

8202A424 x1y1
8202A426 x2y2

BOLT GUNDAM - ALL MODES

8202A458 x1y1
8202A45A x2y2

NOBEL GUNDAM

8202A48C x1y1
8202A48E x2y2

STRIKE GUNDAM - ALL FRAMES

8202A4C0 x1y1
8202A4C2 x2y2

MOBIUS ZERO

8202A4F4 x1y1
8202A4F6 x2y2

SKY GRASPER-1 - ALL FRAMES

8202A528 x1y1
8202A52A x2y2

SKY GRASPER-2 - ALL FRAMES

8202A55C x1y1

8202A55E x2y2

M1 ASTRAY

8202A590 x1y1
8202A592 x2y2

STRIKE ROUGE - ALL FRAMES

8202A5C4 x1y1
8202A5C6 x2y2

FREEDOM GUNDAM - ALL MODES

8202A5F8 x1y1
8202A5FA x2y2

JUSTICE GUNDAM - ALL MODES

8202A62C x1y1
8202A62E x2y2

ARCHANGEL

8202A660 x1y1
8202A662 x2y2

ETERNAL

8202A694 x1y1
8202A696 x2y2

DUEL GUNDAM/DUEL GUNDAM ASSAULT SHROUD

8202A6C8 x1y1
8202A6CA x2y2

BUSTER GUNDAM

8202A6FC x1y1
8202A6FE x2y2

LAYZNER/STRENGTHENED LAYNER/LAYZNER MK-II - ALL MODES

8202A730 x1y1
8202A732 x2y2

BULDY

8202A764 x1y1
8202A766 x2y2

BAYBULL

8202A798 x1y1
8202A79A x2y2

GREIMKAISER

8202A7CC x1y1
8202A7CE x2y2

BLOODYKAISER

8202A800 x1y1
8202A802 x2y2

BRAIN POWERD (HIME)

8202A834 x1y1
8202A836 x2y2

BRAIN POWERD (YUU)/NELLY BRAIN (MERGED)

8202A868 x1y1
8202A86A x2y2

BRAIN POWERD (NANGA)

8202A8A6 x1y1
8202A8A8 x2y2

BRAIN POWERD (RUSS)

8202A8D0 x1y1
8202A8D2 x2y2

BRAIN POWERD (NAKKI)

8202A904 x1y1
8202A906 x2y2

BRAIN POWERD (KANT)

8202A938 x1y1
8202A93A x2y2

BRAIN CHILD (HIGGINS)

8202A96C x1y1
8202A96E x2y2

BRAIN CHILD (KANAN)

8202A9A0 x1y1
8202A9A2 x2y2

BARONZ (JONATHAN)

8202A9D4 x1y1
8202A9D6 x2y2

IIKO BARONZ (QUINCY)

8202AA08 x1y1
8202AA0A x2y2

NELLY BRAIN (STORYLINE ONLY)

8202AA3C x1y1
8202AA3E x2y2

AESTIVALIS (AKITO) - ALL FRAMES

8202AA70 x1y1
8202AA72 x2y2

AESTIVALIS (GAI) - ALL FRAMES

8202AAA4 x1y1
8202AAA6 x2y2

AESTIVALIS (RYOKO) - ALL FRAMES

8202AAD8 x1y1
8202AADA x2y2

AESTIVALIS (HIKARU) - ALL FRAMES

8202AB0C x1y1
8202AB0E x2y2

AESTIVALIS (IZUMI) - ALL FRAMES

8202AB40 x1y1
8202AB42 x2y2

AESTIVALIS (AKATSUKI) - ALL FRAMES

8202AB74 x1y1
8202AB76 x2y2

X-AESTIVALIS

8202ABA8 x1y1
8202ABAA x2y2

NADESICO/NADESICO Y-UNIT ATTACHMENT

8202ABDC x1y1
8202ABDE x2y2

TEKKAMAN BLADE/TEKKAMAN BLADE + PEGAS - ALL MODES

8202AC10 x1y1
8202AC12 x2y2

PEGAS

8202AC44 x1y1
8202AC46 x2y2

BLUE EARTH

8202AC78 x1y1

8202AC7A x2y2

SOLTEKKAMAN 1 CUSTOM

8202ACAC x1y1

8202ACAE x2y2

SOLTEKKAMAN 2

8202ACE0 x1y1

8202ACE2 x2y2

TEKKAMAN RAPIER

8202AD14 x1y1

8202AD16 x2y2

M9 GERNSBACK (SOUSUKE) / ARX-7 ARBALEST - ALL MODES

8202AD48 x1y1

8202AD4A x2y2

M9 GERNSBACK (KURZ)

8202AD7C x1y1

8202AD7E x2y2

M9 GERNSBACK (MELLISA)

8202ADB0 x1y1

8202ADB2 x2y2

BONTA-KUN

8202ADE4 x1y1

8202ADE6 x2y2

TUATHA DE DANAAN

8202AE18 x1y1

8202AE1A x2y2

MAZINGER Z

8202AE4C x1y1

8202AE4E x2y2

GREAT MAZINGER

8202AE80 x1y1

8202AE82 x2y2

APHRODITE A/DIANAN A

8202AEB4 x1y1

8202AEB6 x2y2

BOZ BOROT

8202AEE8 x1y1

8202AEEA x2y2

VENUS A

8202AF1C x1y1

8202AF1E x2y2

MILLION ALPHA

8202AF50 x1y1

8202AF52 x2y2

COMBATTLER V

8202AF84 x1y1

8202AF86 x2y2

VOLTES V

8202AFB8 x1y1

8202AFBA x2y2

DANCOUGA/FINAL DANCOUGA

8202AFEC x1y1
8202AFEE x2y2

BLACK WING N/H FORM

8202B020 x1y1
8202B022 x2y2

ZEORYMER/GREAT ZEORYMER

8202B054 x1y1
8202B056 x2y2

BELLZELUTE/BELLZELUTE BRIGANDIER

8202B088 x1y1
8202B08A x2y2

COUSTWELL/COUSTWELL BRACHIUM

8202B0BC x1y1
8202B0BE x2y2

GRANTEED/GRANTEED DRACODEUS

8202B0F0 x1y1
8202B0F2 x2y2

VORLENT/LUFTKRANZ

8202B124 x1y1
8202B126 x2y2

BLACK LUFTKRANZ (AL-VAN CUSTOM)

8202B158 x1y1
8202B15A x2y2

MECH ABILITY DIGITS

MECH ABILITY DIGITS FOR X1

X1 | MECH ABILITY NAME

01 | BOSON JUMP
02 | ANTI-BEAM COATING S
04 | ANTI-BEAM COATING M
08 | ANTI-BEAM COATING L
10 | PHASE SHIFT ARMOR
20 | TRANS PHASE ARMOR
40 | ENERGY DEFLECTION ARMOR
80 | LAMINATE ARMOR

MECH ABILITY DIGITS FOR Y1

Y1 | MECH ABILITY NAME

01 | REPAIR
02 | RESUPPLY
04 | LOAD UNIT
08 | BUNSHIN/SPLIT-IMAGE
10 | GOD SHADOW
20 | MIRAGE COLLOID
40 | ECS/ELECTROMAGNETIC CAMOUFLAGE SYSTEM
80 | VITAL JUMP

MECH ABILITY DIGITS FOR X2

X2 | MECH ABILITY NAME

01 | V-MAXIMUM
02 | V-MAX RED POWER
04 | LAMBDA DRIVE
08 | GRAVITY WAVE BEAM
10 | GRAVITY WAVE ANTENNA
20 | JIGENRENKETSU/DIMENSION COUPLING SYSTEM
40 | ORGON CLOUD
80 | EMPTY

MECH ABILITY DIGITS FOR Y2

Y2 | MECH ABILITY NAME

01 | CHAKRA SHIELD
02 | DISTORTION FIELD
04 | BARRIER S
08 | BARRIER M
10 | BARRIER L
20 | MAZIN POWER
40 | V-MAX
80 | STRENGTHENED V-MAX

Note : Enter the code in Combat Map to get that certain mech/unit the effects of the ability immediately. After that turn-off the codes to prevent the codes from blocking other ability that certain mech/unit have to be activated (Such as V-MAXIMUM for Layzner Mk.II or Lambda Drive for ARX-7 Ar balest), and to reset the ability effect re-enter the codes with 0000 as value for x1y1 and x2y2 value, or use these codes:

4202A354 0000
00000047 0034
4202A356 0000
00000047 0034

- Note 2: a. Trans Phase Armor - Reduces damage from all types of weaponry (except Beam weaponry) by 800 uses 5 EN
b. Energy Deflection Armor - Negates all beam weaponry damage up to 1200. Exclusive to Forbidden Gundam uses 10 EN
c. Mirage Colloid - Same as bunshin. Exclusive to Blitz Gundam.
d. V-MAX Red Power - V-Maximum but need more will to activate

34 . ENHANCEMENT PARTS MODIFIER CODES

These codes are to modify the enhancement parts that equiped on a certain mech/unit even though that certain mech/unit only have 1 slot of equipment part but it can still have the effect of the enhancement part that you put in in it's 2nd slot, 3rd slot and the 4th slot. For Example Mazinlaiser only have 1 enhancement part slot but actually you can give it more than 1 enhancement part and Mazinka iser still have all the effect of the invisible enhancement parts that installed on it.

SHINING GUNDAM/GOD GUNDAM - ALL MODES

8202A380 s2s1
8202A382 s4s3

RISING GUNDAM

8202A3B4 s2s1
8202A3B6 s4s3

GUNDAM MAXTER - ALL MODES

8202A3E8 s2s1
8202A3EA s4s3

GUNDAM ROSE - ALL MODES

8202A41C s2s1
8202A41E s4s3

DRAGON GUNDAM - ALL MODES

8202A450 s2s1
8202A452 s4s3

BOLT GUNDAM - ALL MODES

8202A484 s2s1
8202A486 s4s3

NOBEL GUNDAM

8202A4B8 s2s1
8202A4BA s4s3

STRIKE GUNDAM - ALL FRAMES

8202A4EC s2s1
8202A4EE s4s3

MOBIUS ZERO

8202A520 s2s1
8202A522 s4s3

SKY GRASPER-1 - ALL FRAMES

8202A554 s2s1
8202A556 s4s3

SKY GRASPER-2 - ALL FRAMES

8202A588 s2s1
8202A58A s4s3

M1 ASTRAY

8202A5BC s2s1
8202A5BE s4s3

STRIKE ROUGE - ALL FRAMES

8202A5F0 s2s1
8202A5F2 s4s3

FREEDOM GUNDAM - ALL MODES

8202A624 s2s1

8202A626 s4s3

JUSTICE GUNDAM - ALL MODES

8202A658 s2s1

8202A65A s4s3

ARCHANGEL

8202A68C s2s1

8202A68E s4s3

ETERNAL

8202A6C0 s2s1

8202A6C2 s4s3

DUEL GUNDAM/DUEL GUNDAM ASSAULT SHROUD

8202A6F4 s2s1

8202A6F6 s4s3

BUSTER GUNDAM

8202A728 s2s1

8202A72A s4s3

LAYZNER/STRENGTHENED LAYNER/LAYZNER MK-II - ALL MODES

8202A75C s2s1

8202A75E s4s3

BULDY

8202A790 s2s1

8202A792 s4s3

BAYBULL

8202A7C4 s2s1

8202A7C6 s4s3

GREIMKAISER

8202A7F8 s2s1
8202A7FA s4s3

BLOODYKAISER

8202A82C s2s1
8202A82E s4s3

BRAIN POWERD (HIME)

8202A860 s2s1
8202A862 s4s3

BRAIN POWERD (YUU)/NELLY BRAIN (MERGED)

8202A894 s2s1
8202A896 s4s3

BRAIN POWERD (NANGA)

8202A8C8 s2s1
8202A8CA s4s3

BRAIN POWERD (RUSS)

8202A8FC s2s1
8202A8FE s4s3

BRAIN POWERD (NAKKI)

8202A930 s2s1
8202A932 s4s3

BRAIN POWERD (KANT)

8202A964 s2s1
8202A966 s4s3

BRAIN CHILD (HIGGINS)

8202A998 s2s1
8202A99A s4s3

BRAIN CHILD (KANAN)

8202A9CC s2s1
8202A9CE s4s3

BARONZ (JONATHAN)

8202AA00 s2s1
8202AA02 s4s3

IIKO BARONZ (QUINCY)

8202AA34 s2s1
8202AA36 s4s3

NELLY BRAIN (STORYLINE ONLY)

8202AA68 s2s1
8202AA6A s4s3

AESTIVALIS (AKITO) - ALL FRAMES

8202AA9C s2s1
8202AA9E s4s3

AESTIVALIS (GAI) - ALL FRAMES

8202AAD0 s2s1
8202AAD2 s4s3

AESTIVALIS (RYOKO) - ALL FRAMES

8202AB04 s2s1
8202AB06 s4s3

AESTIVALIS (HIKARU) - ALL FRAMES

8202AB38 s2s1
8202AB3A s4s3

AESTIVALIS (IZUMI) - ALL FRAMES

8202AB6C s2s1
8202AB6E s4s3

AESTIVALIS (AKATSUKI) - ALL FRAMES

8202ABA0 s2s1
8202ABA2 s4s3

X-AESTIVALIS

8202ABD4 s2s1
8202ABD6 s4s3

NADESICO/NADESICO Y-UNIT ATTACHMENT

8202AC08 s2s1
8202AC0A s4s3

TEKKAMAN BLADE/TEKKAMAN BLADE+PEGAS - ALL MODES

8202AC3C s2s1
8202AC3E s4s3

PEGAS

8202AC70 s2s1
8202AC72 s4s3

BLUE EARTH

8202ACA4 s2s1
8202ACA6 s4s3

SOLTEKKAMAN 1 CUSTOM

8202ACD8 s2s1
8202ACDA s4s3

SOLTEKKAMAN 2

8202AD0C s2s1
8202AD0E s4s3

TEKKAMAN RAPIER

8202AD40 s2s1
8202AD42 s4s3

M9 GERNSBACK (SOUSUKE)/ARX-7 ARBALEST - ALL MODES

8202AD74 s2s1
8202AD76 s4s3

M9 GERNSBACK (KURZ)

8202ADA8 s2s1
8202ADAA s4s3

M9 GERNSBACK (MELLISA)

8202ADDC s2s1
8202ADDE s4s3

BONTA-KUN

8202AE10 s2s1
8202AE12 s4s3

TUATHA DE DANAAAN

8202AE44 s2s1
8202AE46 s4s3

MAZINGER Z

8202AE78 s2s1
8202AE7A s4s3

GREAT MAZINGER

8202AEAC s2s1
8202AEAE s4s3

APHRODITE A/DIANAN A

8202AEE0 s2s1
8202AEE2 s4s3

BOZ BOROT

8202AF14 s2s1
8202AF16 s4s3

VENUS A

8202AF48 s2s1
8202AF4A s4s3

MILLION ALPHA

8202AF7C s2s1
8202AF7E s4s3

COMBATTLER V

8202AFB0 s2s1
8202AFB2 s4s3

VOLTES V

8202AFE4 s2s1
8202AFE6 s4s3

DANCOUGA/FINAL DANCOUGA

8202B018 s2s1
8202B01A s4s3

BLACK WING N/H FORM

8202B04C s2s1
8202B04E s4s3

ZEORYMER/GREAT ZEORYMER

8202B080 s2s1
8202B082 s4s3

BELLZELUTE/BELLZELUTE BRIGANDIER

8202B0B4 s2s1
8202B0B6 s4s3

COUSTWELL/COUSTWELL BRACHIUM

8202B0E8 s2s1
8202B0EA s4s3

GRANTEED/GRANTEED DRACODEUS

8202B11C s2s1
8202B11E s4s3

VORLENT/LUFTKRANZ

8202B150 s2s1
8202B152 s4s3

BLACK LUFTKRANZ (AL-VAN CUSTOM)

8202B184 s2s1
8202B186 s4s3

ENHANCEMENT PARTS DIGITS

xx | PARTS NAME

01 | BOOSTER
02 | MEGABOOSTER
03 | SUPER HI-EFFICIENCY COMPUTER
04 | HIGH PERFORMANCE THRUSTER
05 | HYPER SENSOR
06 | TURBO MOTOR
07 | APOGEE MOTOR
08 | LIFTER MODULE
09 | FLIGHT MODULE
0A | AQUA MODULE
0B | HOVERCRAFT
0C | THRUSTER MODULE
0D | DUSTPROOFING DEVICE
0E | A-ADAPTER
0F | S-ADAPTER
10 | HI-EFFICIENCY RADAR
11 | ALL RANGE RADAR
12 | HIGH PERFORMANCE TARGETING DEVICE
13 | MULTIPLE LOCK-ON SYSTEM
14 | SNIPER SCOPE
15 | SUPER HIGH PERFORMANCE OS

- 16 | HIGH PERFORMANCE OS
- 17 | LEARNING TYPE OS
- 18 | EN CHIP
- 19 | EN MEGA CHIP
- 1A | EN GIGA CHIP
- 1B | CHOBAM ARMOR
- 1C | HYBRID ARMOR
- 1D | SUPER ALLOY Z
- 1E | NEW SUPER ALLOY Z
- 1F | NEW SUPER ALLOY Z ALPHA
- 20 | POWER EXTENSION
- 21 | LARGE GENERATOR
- 22 | SOLAR SAIL
- 23 | ORGANIC BIT
- 24 | ANTI-BEAM COATING, S
- 25 | ANTI-BEAM COATING, M
- 26 | ANTI-BEAM COATING, L
- 27 | LAMINATE ARMOR
- 28 | BARRIER PROJECTION UNIT, S
- 29 | BARRIER PROJECTION UNIT, M
- 2A | BARRIER PROJECTION UNIT, L
- 2B | LARGE MAGAZINE
- 2C | EXTRA LARGE MAGAZINE
- 2D | PROPELLANT TANK
- 2E | REPAIR KIT
- 2F | CARTRIDGE
- 30 | EMERGENCY RATIONS
- 31 | SUPER REPAIR KIT

Note: To reset all enhancement parts that already equipped, re-enter the codes with 0000 for s2s1 value and s4s3 value, or use these codes:

4202A380 0000
 00000047 0034
 4202A382 0000
 00000047 0034

 35 . MECH AND WEAPON FUB MODIFIER CODES

These Codes are to modify Mech FUB and Weapon FUB to all of your units. I.E For some reason if you unhappy with your FUB Choice and want to change it then use these codes to change your FUB selection.

 SHINING GUNDAM/GOD GUNDAM - ALL MODES

8202A370 wwmn

 RISING GUNDAM

8202A3A4 wwmn

 GUNDAM MAXTER - ALL MODES

8202A3D8 wwmm

GUNDAM ROSE - ALL MODES

8202A40C wwmm

DRAGON GUNDAM - ALL MODES

8202A440 wwmm

BOLT GUNDAM - ALL MODES

8202A474 wwmm

NOBEL GUNDAM

8202A4A8 wwmm

STRIKE GUNDAM - ALL FRAMES

8202A4DC wwmm

MOBIUS ZERO

8202A510 wwmm

SKY GRASPER-1 - ALL FRAMES

8202A544 wwmm

SKY GRASPER-2 - ALL FRAMES

8202A578 wwmm

M1 ASTRAY

8202A5AC wwmm

STRIKE ROUGE - ALL FRAMES

8202A5E0 wwmm

FREEDOM GUNDAM - ALL MODES

8202A614 wwmm

JUSTICE GUNDAM - ALL MODES

8202A648 wwmm

ARCHANGEL

8202A67C wwmm

ETERNAL

8202A6B0 wwmm

DUEL GUNDAM/DUEL GUNDAM ASSAULT SHROUD

8202A6E4 wwmm

BUSTER GUNDAM

8202A718 wwmm

LAYZNER/STRENGTHENED LAYNER/LAYZNER MK-II - ALL MODES

8202A74C wwmm

BULDY

8202A780 wwmm

BAYBULL

8202A7B4 wwmm

GREIMKAISER

8202A7E8 wwm

BLOODYKAISER

8202A81C wwm

BRAIN POWERD (HIME)

8202A850 wwm

BRAIN POWERD (YUU)/NELLY BRAIN (MERGED)

8202A884 wwm

BRAIN POWERD (NANGA)

8202A8B8 wwm

BRAIN POWERD (RUSS)

8202A8EC wwm

BRAIN POWERD (NAKKI)

8202A920 wwm

BRAIN POWERD (KANT)

8202A954 wwm

BRAIN CHILD (HIGGINS)

8202A988 wwm

BRAIN CHILD (KANAN)

8202A9BC wwm

BARONZ (JONATHAN)

8202A9F0 wwmm

IIKO BARONZ (QUINCY)

8202AA24 wwmm

NELLY BRAIN (STORYLINE ONLY)

8202AA58 wwmm

AESTIVALIS (AKITO) - ALL FRAMES

8202AA8C wwmm

AESTIVALIS (GAI) - ALL FRAMES

8202AAC0 wwmm

AESTIVALIS (RYOKO) - ALL FRAMES

8202AAF4 wwmm

AESTIVALIS (HIKARU) - ALL FRAMES

8202AB28 wwmm

AESTIVALIS (IZUMI) - ALL FRAMES

8202AB5C wwmm

AESTIVALIS (AKATSUKI) - ALL FRAMES

8202AB90 wwmm

X-AESTIVALIS

8202ABC4 wwmm

NADESICO/NADESICO (Y-UNIT) ATTACHMENT

8202ABF8 wwmm

TEKKAMAN BLADE/TEKKAMAN BLADE+PEGAS - ALL MODES

8202AC2C wwmm

PEGAS

8202AC60 wwmm

BLUE EARTH

8202AC94 wwmm

SOLTEKKAMAN 1 CUSTOM

8202ACC8 wwmm

SOLTEKKAMAN 2

8202ACFC wwmm

TEKKAMAN RAPIER

8202AD30 wwmm

M9 GERNSBACK (SOUSUKE)/ARX-7 ARBALEST - ALL MODES

8202AD64 wwmm

M9 GERNSBACK (KURZ)

8202AD98 wwmm

M9 GERNSBACK (MELLISA)

8202ADCC wwmm

BONTA-KUN

8202AE00 wwmm

TUATHA DE DANAAAN

8202AE34 wwmm

MAZINGER Z

8202AE68 wwmm

GREAT MAZINGER

8202AE9C wwmm

APHRODITE A/DIANAN A

8202AED0 wwmm

BOZ BOROT

8202AF04 wwmm

VENUS A

8202AF38 wwmm

MILLION ALPHA

8202AF6C wwmm

COMBATTLER V

8202AFA0 wwmm

VOLTES V

8202AFD4 wwmm

DANCOUGA/FINAL DANCOUGA

8202B008 wwm

BLACK WING N/H FORM

8202B03C wwm

ZEORYMER/GREAT ZEORYMER

8202B070 wwm

BELLZELUTE/BELLZELUTE BRIGANDI

8202B0A4 wwm

COUSTWELL/COUSTWELL BRACHIUM

8202B0D8 wwm

GRANTEED/GRANTEED DRACODEUS

8202B10C wwm

VORLENT/RAFTCLANS

8202B140 wwm

RAFTCLANS BLACK (AL VAN CUSTOM)

8202B174 wwm

MECH FUB DIGITS

xx | FUB NAME

01 | MAX HP +20%

02 | MAX EN +30%

03 | MOVEMENT +2

04 | MAX MOBILITY +20%

05 | MAX ARMOR +20%

06 | ALL TERRAIN RATINGS S

WEAPON FUB DIGITS

xx | FUB NAME

- 01 | WEAPON RANGE +1
- 02 | WEAPON ACCURACY +20
- 03 | WEAPON EN USAGE -30%
- 04 | WEAPON AMMO x2
- 05 | WEAPON CRITICAL RATE +20
- 06 | WEAPON TERRAIN RATINGS S

Note: To reset the FUB just re-enter the codes with 0000 for wmmm value, or use this codes:

4202A370 0000
00000047 0034

36 . MECH BGM MODIFIER CODES

These Codes are to modify Mech BGM for each of your units. Use these codes if you want to assign some BGM that is not available in BGM select menu such as V-MAX Theme, Clear Mirror, Still Water Theme, etc.

SHINING GUNDAM/GOD GUNDAM - ALL MODES

3202A36F 00xx

RISING GUNDAM

3202A3A3 00xx

GUNDAM MAXTER - ALL MODES

3202A3D7 00xx

GUNDAM ROSE - ALL MODES

3202A40B 00xx

DRAGON GUNDAM - ALL MODES

3202A43F 00xx

BOLT GUNDAM - ALL MODES

3202A473 00xx

NOBEL GUNDAM

3202A4A7 00xx

STRIKE GUNDAM - ALL FRAMES

3202A4DB 00xx

MOBIUS ZERO

3202A50F 00xx

SKY GRASPER-1 - ALL FRAMES

3202A543 00xx

SKY GRASPER-2 - ALL FRAMES

3202A577 00xx

M1 ASTRAY

3202A5AB 00xx

STRIKE ROUGE - ALL FRAMES

3202A5DF 00xx

FREEDOM GUNDAM - ALL MODES

3202A613 00xx

JUSTICE GUNDAM - ALL MODES

3202A647 00xx

ARCHANGEL

3202A67B 00xx

ETERNAL

3202A6AF 00xx

DUEL GUNDAM/DUEL GUNDAM ASSAULT SHROUD

3202A6E3 00xx

BUSTER GUNDAM

3202A717 00xx

LAYZNER/STRENGTHENED LAYNER/LAYZNER MK-II - ALL MODES

3202A74B 00xx

BULDY

3202A77F 00xx

BAYBULL

3202A7B3 00xx

GREIMKAISER

3202A7E7 00xx

BLOODYKAISER

3202A81B 00xx

BRAIN POWERD (HIME)

3202A84F 00xx

BRAIN POWERD (YUU)/NELLY BRAIN (MERGED)

3202A883 00xx

BRAIN POWERD (NANGA)

3202A8B7 00xx

BRAIN POWERD (RUSS)

3202A8EB 00xx

BRAIN POWERD (NAKKI)

3202A91F 00xx

BRAIN POWERD (KANT)

3202A953 00xx

BRAIN CHILD (HIGGINS)

3202A987 00xx

BRAIN CHILD (KANAN)

3202A9BB 00xx

BARONZ (JONATHAN)

3202A9EF 00xx

IIKO BARONZ (QUINCY)

3202AA23 00xx

NELLY BRAIN (STORYLINE ONLY)

3202AA57 00xx

AESTIVALIS (AKITO) - ALL FRAMES

3202AA8B 00xx

AESTIVALIS (GAI) - ALL FRAMES

3202AABF 00xx

AESTIVALIS (RYOKO) - ALL FRAMES

3202AAF3 00xx

AESTIVALIS (HIKARU) - ALL FRAMES

3202AB27 00xx

AESTIVALIS (IZUMI) - ALL FRAMES

3202AB5B 00xx

AESTIVALIS (AKATSUKI) - ALL FRAMES

3202AB8F 00xx

X-AESTIVALIS

3202ABC3 00xx

NADESICO/NADESICO (Y-UNIT) ATTACHMENT

3202ABF7 00xx

TEKKAMAN BLADE/TEKKAMAN BLADE+PEGAS - ALL MODES

3202AC2B 00xx

PEGAS

3202AC5F 00xx

BLUE EARTH

3202AC93 00xx

SOLTEKKAMAN 1 CUSTOM

3202ACC7 00xx

SOLTEKKAMAN 2

3202ACFB 00xx

TEKKAMAN RAPIER

3202AD2F 00xx

M9 GERNSBACK (SOUSUKE)/ARX-7 ARBALEST - ALL MODES

3202AD63 00xx

M9 GERNSBACK (KURZ)

3202AD97 00xx

M9 GERNSBACK (MELLISA)

3202ADCB 00xx

BONTA-KUN

3202ADFF 00xx

TUATHA DE DANAAN

3202AE33 00xx

MAZINGER Z/MAZINKAISER

3202AE67 00xx

GREAT MAZINGER

3202AE9B 00xx

APHRODITE A/DIANAN A

3202AECF 00xx

BOZ BOROT

3202AF03 00xx

VENUS A

3202AF37 00xx

MILLION ALPHA

3202AF6B 00xx

COMBATTLER V

3202AF9F 00xx

VOLTES V

3202AFD3 00xx

DANCOUGA/FINAL DANCOUGA

3202B007 00xx

BLACK WING N/H FORM

3202B03B 00xx

ZEORYMER/GREAT ZEORYMER

3202B06F 00xx

BELLZELUTE/BELLZELUTE BRIGANDIER

3202B0A3 00xx

COUSTWELL/COUSTWELL BRACHIUM

3202B0D7 00xx

GRANTEED/GRANTEED DRACODEUS

3202B10B 00xx

VORLENT/LUFTKRANZ

3202B13F 00xx

BLACK LUFTKRANZ (AL-VAN CUSTOM)

3202B173 00xx

MECH BGM DIGITS

xx | BGM NAME

01 | Proof of the Strongest ~ King of Hearts (G Gundam)
02 | Burning Spirit, Exceed Terrible Fate (G Gundam Super Mode)
03 | Clear Mirror, Still Water (G Gundam Hyper Mode)
04 | Gundam Launch (Gundam SEED)
05 | Strike Launch (Gundam SEED)
06 | Realize (Gundam SEED)
07 | Like Melos (Blue Comet S.P.T Layzner)
08 | V-MAX (Blue Comet S.P.T Layzner)
09 | In My Dream (Brain Powerd)
0A | Ground Zero (Brain Powerd)
0B | You Get To Burning (Martian Successor Nadesico)
0C | Go! Aestivalis (Martian Successor Nadesico)
0D | Naze Nani Nadesico/Get to know the Nadesico (Martian Successor Nadesico)
0E | Reason (Space Knight Tekkaman Blade)
0F | Eternal Loneliness (Space Knight Tekkaman Blade)
10 | Masquerade (Space Knight Tekkaman Blade)
11 | Tomorrow (Full Metal Panic!)
12 | Fighting M9 (Full Metal Panic!)
13 | Gung-ho Guy? (Full Metal Panic!/Bonta-Kun)
14 | Fire Wars (Mazinkaiser)
15 | Demon God Comes Forth! (Mazinkaiser)
16 | Theme of Combattler V (Super Electromagnetic Robot Combattler V)
17 | Song of Voltes V (Super Electromagnetic Machine Voltes V)
18 | Burning Rage (Super Beast Machine God Dancouga)
19 | Awaken, Zeorymer (Hades Project Zeorymer)
1A | Zeorymer, Launch at Daybreak (Hades Project Zeorymer)
1B | Judgment Justice (Opening Theme/Banpresto Original)
1C | Ending Theme (Banpresto Original)
1D | Fate (Banpresto Original/Male Character)
1E | Limit Over (Banpresto Original/Male Character)
1F | Revenger (Banpresto Original/Female Character)
20 | Guardian Angel (Banpresto Original/Female Character)

- 21 | Tender Obsidian (Banpresto Original/Katia Theme)
- 22 | Blazing Ruby (Banpresto Original/Festenia Theme)
- 23 | Limpid Amber (Banpresto Original/Melua Theme)
- 24 | Doomsday (Banpresto Original/Final Boss Theme)
- 25 | Moon Knights (Banpresto Original/Fury Knights Theme)

Note : The BGM Digits actually is available up to 33 hex (51 decimal) but mostly is the in-game theme such the character select theme, intermission theme, pre-deployment theme, game-over theme and battle map theme which i had no idea what is the theme or the song name.

C . HELP NEEDED

I know there's still a lot of people who are very good at making code and some of them even better than me, but usually they only have interest in making the code and are not interested in making a FAQ file so if you guys know the code and wanted to put it in this FAQ file let me know the code, I will put the code into this FAQ file for sure.

D . CREDITS

- * CJayC for making such a wonderful sites (www.gamefaqs.com)
- * BANPRESTO - for having created this game.
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- * SteveO528 - for the BGM name hope you finish your Unit/Pilot FAQ soon dude
- * ASCII Generator (<http://www.network-science.de/ascii/>) - for providing the awesome ascii artwork for this FAQ file.

End of file.

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