

GraalianLife78's Amstrad Cheating Pokes

Rollaround



What are these purposes of the pokes working?

Game Details

- Changing numbers for the score
- Changing numbers for the life
- Changing numbers for the colours requirement

“Level Editor”

- Knowledge with layout of level game by the addresses
- Values for Type of Squares
- Hints about Direction Squares
- Playing on “DEMO” levels!

Game Details

I will show you see the detail of the game where came from Stage 9 below:



Because these details are completely different values than any other of stages. The detail will be my good example with the understanding of the poke addresses their example values.

Changing for Score (e.g. 005285)

- &3E27 - 1st figure for the score (e.g. &00)
- &3E28 - 2nd figure for the score (e.g. &00)
- &3E29 - 3rd figure for the score (e.g. &05)
- &3E2A - 4th figure for the score (e.g. &02)
- &3E2B - 5th figure for the score (e.g. &08)
- &3E2C - 6th figure for the score (e.g. &05)

Changing for Life (e.g. 19)

- &3E2D - 1st figure for the life (e.g. &01)
- &3E2E - 2nd figure for the life (e.g. &09)

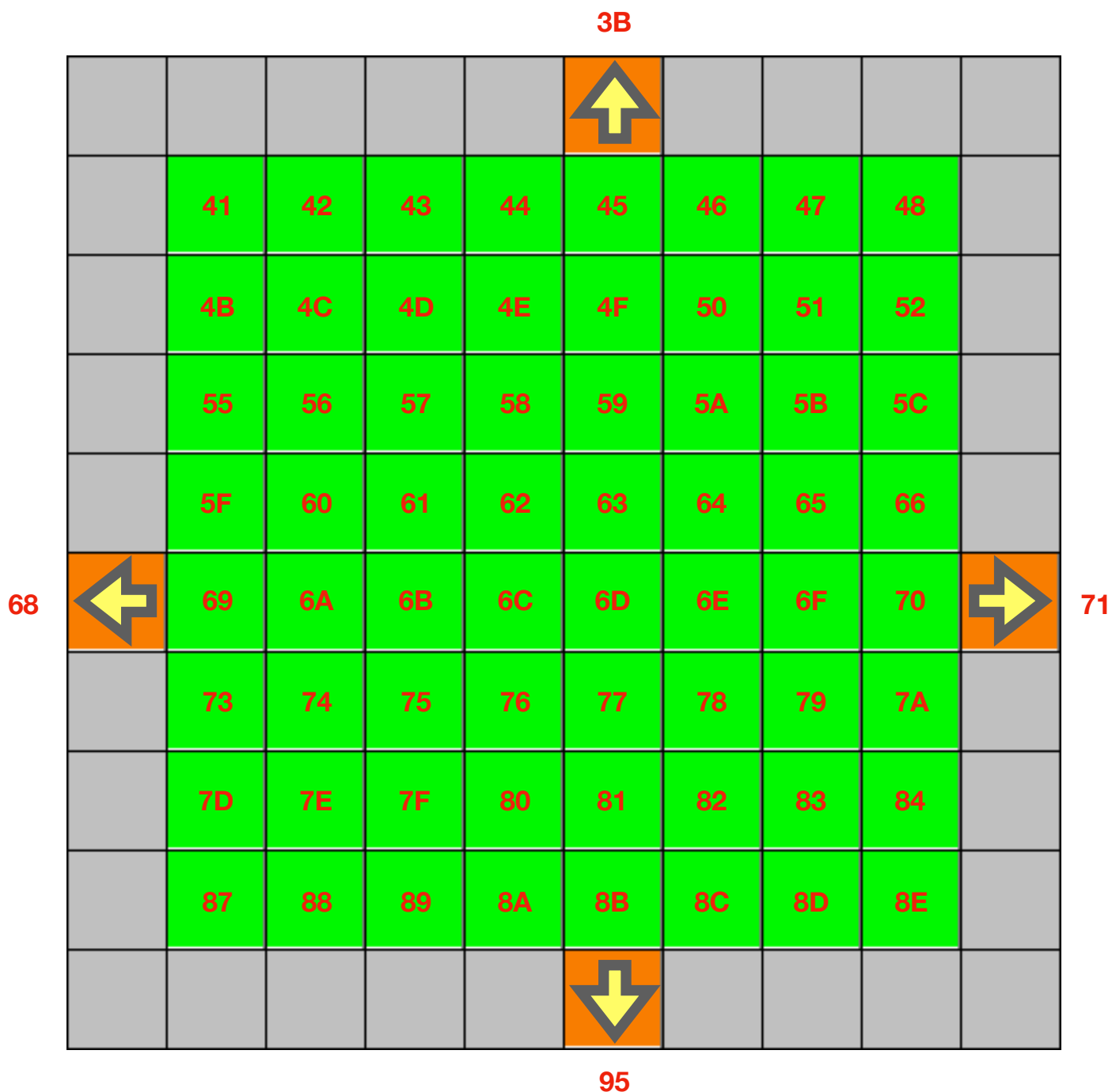
Changing for Colours Requirement (example values at top picture on this page)

- &3E1B - 1st figure for Red (e.g. &01)
- &3E1C - 2nd figure for Red (e.g. &01)
- &3E1D - 1st figure for Purple/Pink (e.g. &01)
- &3E1E - 2nd figure for Purple/Pink (e.g. &03)
- &3E1F - 1st figure for Green (e.g. &07)
- &3E20 - 2nd figure for Green (e.g. &03)
- &3E21 - 1st figure for Blue (e.g. &03)
- &3E22 - 2nd figure for Blue (e.g. &07)
- &3E23 - 1st figure for Cyan/Light Blue (e.g. &01)
- &3E24 - 2nd figure for Cyan/Light Blue (e.g. &00)
- &3E25 - 1st figure for Yellow (e.g. &06)
- &3E26 - 2nd figure for Yellow (e.g. &00)

“Design Levels”

I will show you the planning draw of the level include direction square, and you may see these **red numbers** appeared on this draw of level. Each **red number** is **nn**, where you can changing the new value at the address is **&3Bnn**.




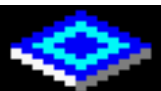



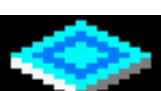










Please NOTE - each direction square’s number will outside near it.



If you want print this design without numbers, you will find it at end of this PDF document.

Values of Square Types (except Direction Squares)

Each the picture will show with its value number (`code`), where you can changing at `&3Bnn,code`.

	&00 = Red (plain)		&03 = Blue (plain)
	&20 = Red (fill)		&23 = Red (fill)
	&01 = Purple (plain)		&04 = Cyan (plain)
	&21 = Purple (fill)		&24 = Cyan (fill)
	&02 = Green (plain)		&05 = Yellow (plain)
	&22 = Green (fill)		&25 = Yellow (fill)
	&10 = Hole (default)		&13 = Hole (changed)
	&26 = 'H' Square		&27 = Grid Square
	&28 = '?' Square		&29 = Clock

Also between &10 and &13 for hole. If you want see the square always updated with hole, you should go for &13.

Direction Squares

These Direction Square are limited than other square types, because you cannot changed from the direction square into something. And also each direction square has THREE VALUES:

&5F - invisible only; never appeared when you near it

&4x - always visible only

&5x - hidden but it will appeared when you near it

These are the completed of details about each direction square below:

Direction (up)



Address: &3B3B

Invisible: &5F

Visible: &41

Hidden: &51

Direction (left)



Address: &3B68

Invisible: &5F

Visible: &43

Hidden: &53

Direction (right)



Address: &3B71

Invisible: &5F

Visible: &44

Hidden: &54

Direction (down)



Address: &3B95

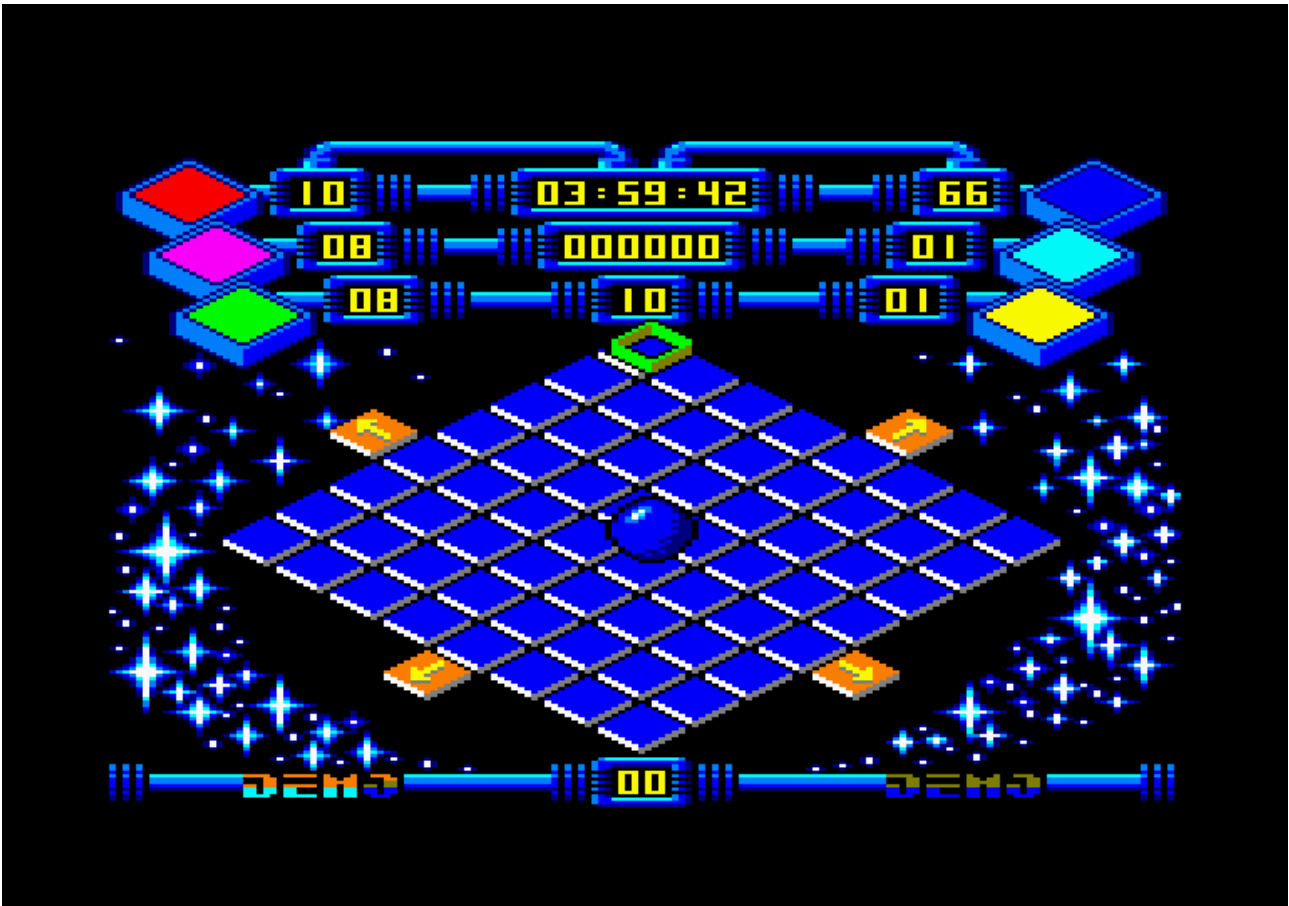
Invisible: &5F

Visible: &42

Hidden: &52

BE WARNING - do not changing any direction square for grid, H and ? or you will fall forever until your life run out to game over!

Playing on DEMO levels!



Since you have seen there's DEMO mode while this game's main screen without press any key. These demo's levels are different much and but never yourself playing on this DEMO levels? You are smarter than NPC control the blue ball moving around there, is that right?

Each new stage or demo loading their compress pack into the memory. Each stage always have 9 screen levels. I hoping you are WinAPE user where you will playing on DEMO levels! You will need WinAPE emulator because it has best HEX EDITOR!

This section, I will teaching you steps to setup with demo levels.

Grab Demo's Levels:

1. Normal load Rollaround without cracked or pokes.
2. When the loader launched the game's main screen - save STATE because we need original state of Rollaround (make sure VERSION 2 or 3 and 128K)
3. Don't press any key and wait until you will see there's DEMO display.
4. Press F8 to bring the HEX editor. Click on HEX CODES, not assembler.
5. Press CTRL + G or access to "GO TO" and target to 7420.
6. Highlight the HEX codes from 7420 to 78CC.
7. Click right on the highlight to bring small menu and click "SAVE..."
8. Save it into the file called "DEMO_LEVELS.BIN"

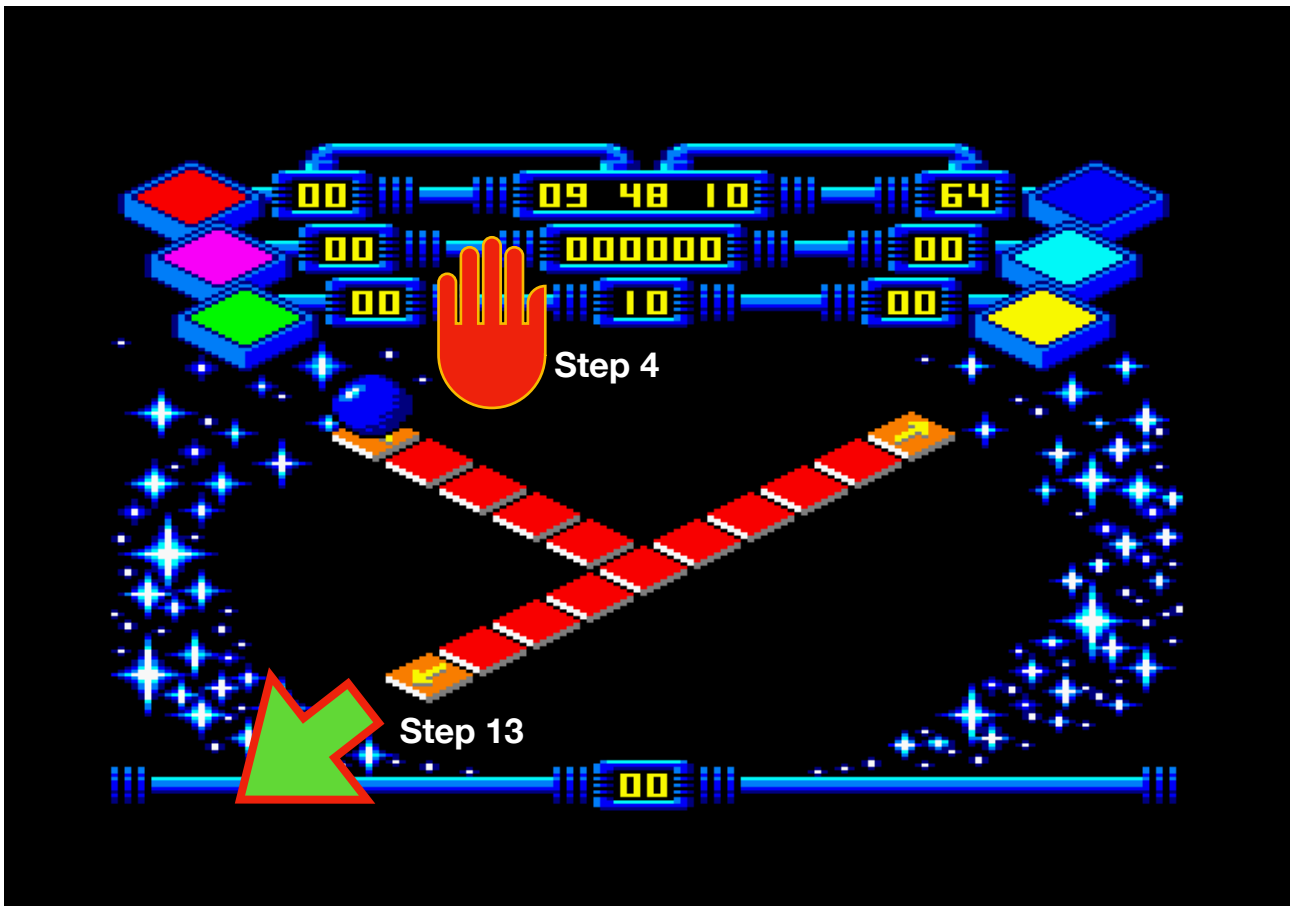
You got the Demo's levels!

Now you will replaced from the original stage's levels with the Demo's levels.

1. Start the new game with Skill Level 0.
2. Wait until the game will ready.
3. Go to right screen:

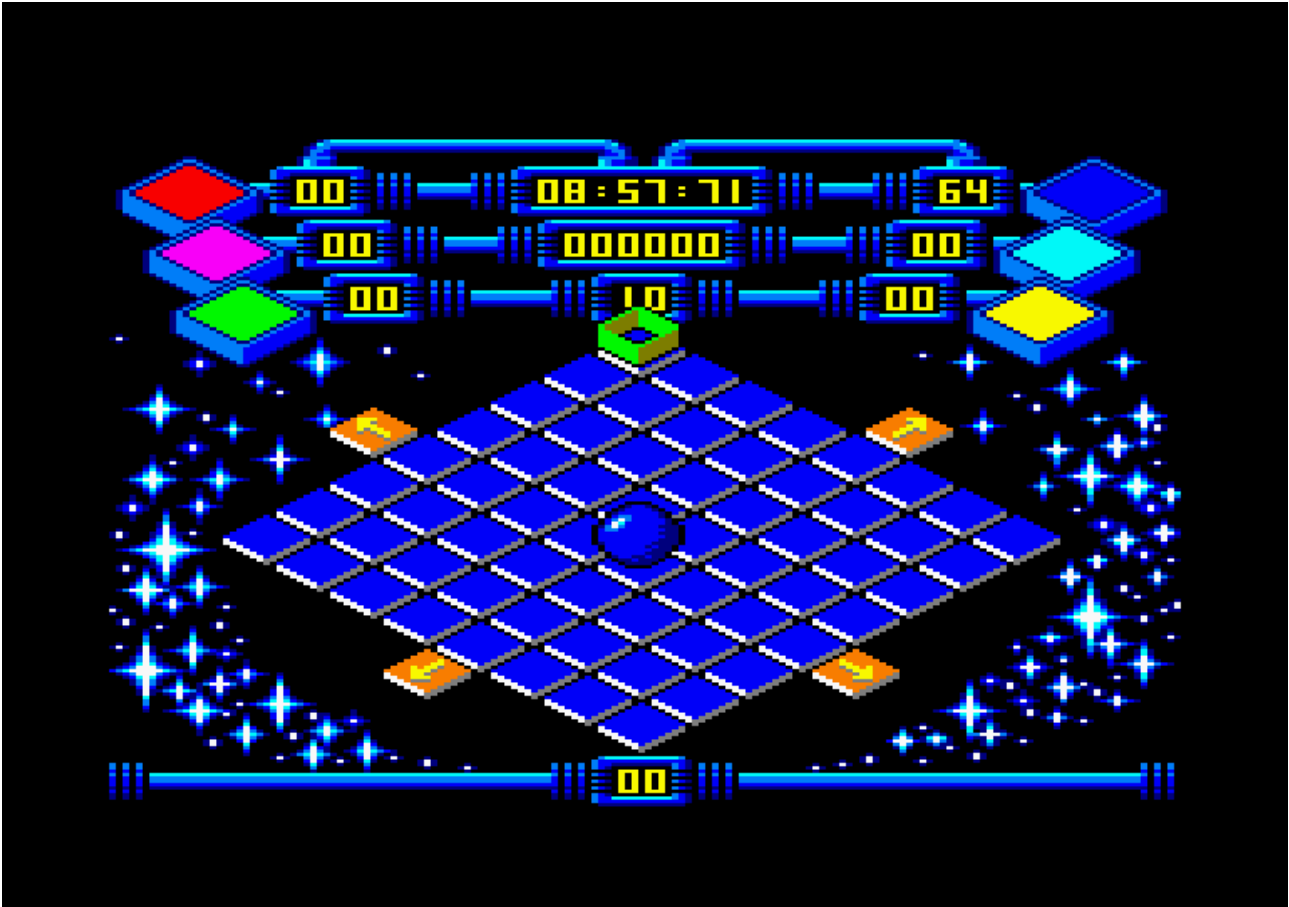


4. When you launched in next room - stop there when you are on the direction square!



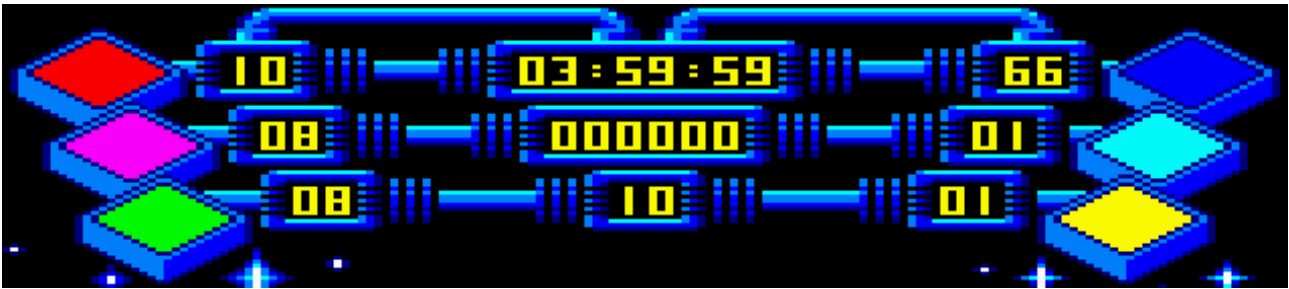
5. Press F8 to bring the HEX editor.
6. Click on the HEX VAULES at bottom (not ASSEMBLER).
7. Access to "GO TO" box by press CTRL + G.
8. Enter &7420, then click OK (or press ENTER).
9. Click right on the highlight HEX value of &7420.
10. The menu will appeared and click LOAD...
11. Choose your "DEMO_LEVELS.BIN".
12. All levels will changing Demo's levels except present screen you are stand.
13. Now move to direction (down) to next screen.

14. You will see the another blue room (like Stage 0's first room but the green monster has different place). Go to middle of this room (like picture below)



15. Press F8 to bring the HEX editor.
16. Click on the HEX VAULES at bottom (not ASSEMBLER).
17. Access to "GO TO" box by press CTRL + G.
18. Enter &7420, then click OK (or press ENTER).
19. Click right on the highlight HEX value of &7420.
20. The menu will appeared and click LOAD...
21. Choose your "DEMO_LEVELS.BIN".
22. Now you have all levels belong to the DEMO!
23. Save your STATE FILE as "Demo Part 1"

Setup with Demo's Details:



1. Press F8 to bring the Hex Editor.
2. Click on Hex values (bottom), not on Assembler.
3. Access to "GO TO" box
4. Follow below address each. And click OK or press ENTER.
5. Always check the target highlight on hex value with right address.
6. Update the value below.
7. Repeat to Step 2.

Score:	Life:	Colours:	
&3E27,&00	&3E2D,&01	(Red)	(Blue)
&3E28,&00	&3E2E,&00	&3E1B,&01	&3E21,&06
&3E29,&00		&3E1C,&00	&3E22,&06
&3E2A,&00			
&3E2B,&00	Level:	(Purple)	(Cyan)
&3E2C,&00	&3E2F,&00	&3E1D,&00	&3E23,&00
	&3E30,&00	&3E1E,&08	&3E24,&01
	<i>(But this game can't changing level set. Just number display at bottom only.)</i>	(Green)	(Yellow)
		&3E1F,&00	&3E25,&00
		&3E20,&08	&3E26,&01

When you done with these poke address and values and closed the HEX editor, and you will see the game details will changing!

Don't forget - save your STATE for your Demo levels!!!

Enjoying your Demo game!!!

And also good luck with your creating your own levels on Rollaround, but I will come back with Part 2 about baddies.

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