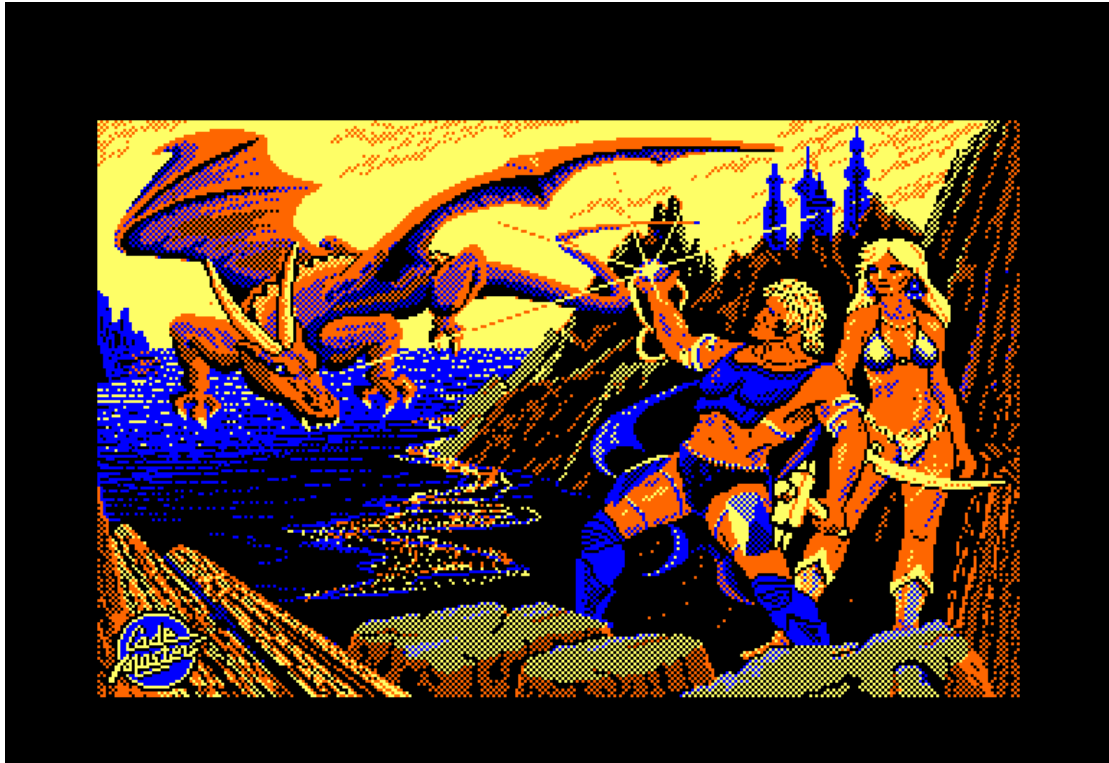


GraalianLife78's Amstrad Cheating Pokes

Super Hero



What are these purposes of the pokes working?

- ✓ Changing numbers for Score, Gold, Lives and Teleport Keys
- ✓ Power Boots, Magic Bag, Magical War Hammer and Legendary Helmet
- ✓ ESP Activator, Winged Shoes and Paralyser
- ✓ Carrying Objects (for non-war room only)
- ✓ Float (for war area only) and high floor but will fall (for non-war room only)
- ✓ Unlocked Guardians' Heads
- ✓ The Dead Zone (play bonus game WITHOUT collect guardian head)
- ✓ Player's Positions / Skip to next room without path
- ✓ Switch between non-war zone room and war zone room

Game Details:

The value must be between &00 and &09 only.
All addresses are from left to right of figures.

Score:

&4194 = 1st figure for score (&00-&09)
&4195 = 2nd figure for score (&00-&09)
&4196 = 3rd figure for score (&00-&09)
&4197 = 4th figure for score (&00-&09)
&4198 = 5th figure for score (&00-&09)
&4199 = 6th figure for score (&00-&09)
&419A = 7th figure for score (&00-&09)

Gold:

&41A6 = 1st figure for gold (&00-&09)
&41A7 = 2nd figure for gold (&00-&09)
&41A8 = 3rd figure for gold (&00-&09)
&41A9 = 4th figure for gold (&00-&09)
&41AA = 5th figure for gold (&00-&09)

Lives:

&41B7 = 1st figure for lives (&00-&09)
&41B8 = 2nd figure for lives (&00-&09)

WARNING – never put &00 on at both &41B7 and &41B8 which result “Lives 00”.
If you get killed at Lives 00, the value will mess and the pause screen will messy!



Teleport Keys:

&41BF = 1st figure for keys (&00-&09)
&41C0 = 2nd figure for keys (&00-&09)

Collect Items

At starting the game, you were supposing to collect shoes, bag, hammer and helmet first before quest the game? I have good news to found pokes for you!




Each address can using value by &00 (false = red) or &FF (true = yellow) where the colour show for collect item each at the pause screen.

	Power Boots	Address: &1777 &00 – false &FF – true
	Magic Bag	Address: &1776 &00 – false &FF – true
	Magical War Hammer	Address: &1779 &00 – false &FF – true
	Legendary Helmet	Address: &1778 &00 – false &FF – true

Carry Objects






WARNING – this pokes can worked for take/drop object in non-war rooms only. None worked in the war zone areas.

This game has three objects where you can take it or drop it. The table will show you see the column is the addresses. If you want carry object, you can see the picture before you will enter type by follow the column top with addresses (you don't need enter ' &' before value each if you using on WinAPE emulator):

	&1768	&1769	&176A	&176B	&176C	&176D
Nothing	&00	&00	&00	&00	&00	&01
	&70	&1C	&00	&31	&03	&06
	&AF	&38	&00	&3C	&03	&06
	&8E	&30	&00	&3C	&03	&06

Gifts

Since you got the Legendary Helmet, and you will see the gifts will fall in the war zone area and collect them. And also I have found POKEs for each gift:

	ESP Activator (you can pick any ESP) Address: &27F7	&00 – False (no found) &FF – True (found)
	Gold (add to your gold)	(See at Game Details)
	Winged Shoes (temporary fast move) Address: &1E61	&95 – start count down before shoes become worn off. Also you can put &FF for delay before worn off.
	Teleport Key (add 1 to teleport keys)	(See at Game Details)
	Paralyser (???) Address: &3270	&3C – <i>what does that action after you pick this?</i> &3C is set active from pick this or pay 1500 gold for PARALYSER from Trader NPC during you are present of war zone only but it will become &00 when you enter non-war room.

Free Gravity (war zone area only) or “High Jump” (non-war zone rooms)

Address is &13D5 with value at between &00-&24.

Free Gravity for War Zone Area

&00 is default for ground floor only

&01 is similar of &00 but you can across death floor

&06 is landed on first block where you can walk over the blocks

&10 or &24 is safe from the monsters; can walk over the blocks

You can changing the value, which allowed you can “float” on one war-zone area but you will set back to the ground when you move into next war-zone area in the same big room. When you are “float”, and the monsters will not catch you, but sometimes monsters can kill you (because of lagging)! And you can throw your hammer at the monsters because hammer always stay on ground and attack. You can walk over the death traps and locked heads too!

“High Jump” for Non-war Zone Rooms






&00 = default for ground floor only

&24 = landed on highest block or make “high jump” at height only.

You can use this cheat but you will fall to ground when you move. And also that will help you make to “high jump”. Walk to any more than one block high, then just press to JUMP to about begin to jump then press F8 quickly and set value to &24 and closed HEX editor. You will see your player already “high jump” to land on high block!

Guardian Sprites' Heads

These pokes allowed you can unlock or locked the head each below:

	&345E	&46 – locked &C6 – unlocked
	&3461	&31 – locked &B1 – unlocked
	&3464	&79 – locked &F9 – unlocked
	&3467	&36 – locked &B6 – unlocked
	&346A	&3B – locked &BB – unlocked

The Dead Zone (bonus game)

When you collected the guardian head each and leave the room, and that always takes you to the bonus game called “THE DEAD ZONE”.

If you love this bonus game at anytime without take any guardian heads, when you set the value and you need go to next room to enter the bonus game:

&0A86, &FF

&FF is true = play the bonus game when you go to next room.

&00 is false = this is default value.

Set Player's Positions

Are you struck with difficult puzzle in the room?
Want skip to the next room without path?

You can set your player's positions (x,y)

&13D3 = Player's direction

- &00 = idle (south)
 - &01 = step 1 to move (south)
 - &04 = idle (west)
 - &05 = step 1 to move (west)
 - &08 = idle (north)
 - &09 = step 1 to move (north)
 - &0C = idle (east)
 - &0D = step 1 to move (east)
-

&13D4 = X Position (between &1C and &39)

- &1C = Set to wall (west)
 - &2A = centre of X Position
 - &39 = Set to wall (east)
 - &1B = Move to next room (west), but require press west to next room
 - &3C = Move to next room (east), but require press east to next room
-

&13D6 = Y Position (between &20 and &3D)

- &20 = Set to wall (north)
- &2E = centre of Y Position
- &3D = Set to wall (south)
- &19 = Move to next room (north), but required press north to next room
- &40 = Move to next room (south), should be automatically next room.

Switch mode between WAR AREA and NON-WAR ROOM:

The addresses found can switch between war area and non-war room.
Address is &08CD with &FF (non-war zone) or &00 (war zone).

WARNING for switch NON-WAR ROOM to WAR ZONE AREA: when you set the room to war zone area, you will see the room will move while you moving. You can kill internal monsters with your hammer! But some external monsters will spawn in the room.

If you want switch back to normal (from war zone area to non-war room), please make sure you move to centre of the room first before switch to non-war room.