Rebel

COLLABORATORS

	TITLE : Rebel		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Rebel

1.1 SPECCY POKES - R - Rebel

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              ZX SPECTRUM (SPECCY heheh) POKES - R
              ====================================

                              Rebel
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DESCRIPTION             POKE
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Immunity                49958,0
Minutes = x             49319,x:57847,x (x= 1-255)
Seconds = x             49318,x:57846,x (x= 1-255)
Infinite Time           52295,0
Lives = x               49324,x:54060,x (x= 1-255)
Infinite Lives          49235,0
Mirrors = x             49328,x:54061,x (x= 1-255)
Infinite Mirrors        53110,0
Level = x               49313,x (x= 1-9)
No <> Enemies           49351,0


              The Infinite Lives POKE makes your lives loop to
              255 everytime it reaches 0, so don't worry when
              you see your lives going down.

              The "Infinite Mirrors" POKE works by increasing the
              number when you use one, instead of decreasing it.

              In case you're wondering, I hacked this myself, as
              I found the POKE for "Infinite Energy" supplied in
              ZXAMPoke actually caused the laser to go into an
              infinite loop.

              The only two POKEs which aren't mine are the last
              two ("Level = x" and "No <> [Horizontal] Enemies)
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Rastan.