

GameWiz32 Help

The universal cheating-tool for Dos and Windows 95-98 & NT games

Quickstart - Cheat your game in 3 Minutes

Introduction

Functionoverview

Registration

Registrationform

Contact OneStepAhead

GameWiz32 is © copyright OneStepAhead software, Nico Ebert. Windows 95-98 & NT are © copyright Microsoft Corp.
Graphics © copyright Matto

Quick start – Cheat your game in **3 Minutes!**

1. Run your favorite game.
2. Search for a value inside the game (e.g. Lives) you want to modify, keep it in mind activate the pause function inside the game (if possible)
3. Press **[CTRL-ESC]** and launch **GameWiz32** (Menu PROGRAMS->GameWiz32->GameWiz32) and choose your game (alternatively inside GameWiz32 „**Program selection**“)
4. Enter the value inside the field „**Find**“ and press „**Begin search**“
5. Use **[ALT-TAB]** to switch to the game, modify the value and activate pause mode.
6. Use **[ALT-TAB]** to switch back to GameWiz32.
7. Repeat steps 4. to 6. until just a few (better *one*) Address remains in the **"Results"** field. Choose the Address(es) and press „**Add**“.
8. Enter a name like „Lives“ for it and select your entry inside the „**Table of user-defined entries**“.
9. Enter a new value inside the field „**Value**“ you want to have and press **[RETURN]**.
10. Use **[ALT-TAB]** to switch back to the game and **that's it!**

The procedure may seem complicated to you, but after a short while it will be easy. If you have questions choose the topic "Contact OneStepAhead"!

Have fun!

Introduction

The program GameWiz32 is a tool for game players (and also all others) which makes it possible to **modify any values** (e.g. Lives, Scores,Level..) in **games for DOS & Windows 95(98) & NT** and **allows** for instance **to play the whole game**.

Of course values can be modified in other programs than games, too. A few extras of the full version of GameWiz32 (see *Registration*) moreover provide advanced search possibilities and reuse of once found values.

In order to cheat a game, it first has to be loaded and then can be processed by GameWiz32.

Development

Early in 1997 the author decided to write a program which should allow other gamers using Windows 95 to modify values inside games without any knowledge of debugging and windows-internals. Besides no expensive add-on hardware should be required.

An **easy handling and a great performance** had the most high priority, which led to a first german release (the author's mother tongue).

Due to occasional leaks of motivation a first version has been released not until the middle of 1998.

Principally applies:

GameWiz32 is **Shareware**, i.e. you may **test it for a maximum of 30 days** and have to register afterwards or delete the program. An unauthorized use violates international copyrights. Benefits of a registration can be found inside the topic "**Registration**".

For illegal use of GameWiz32, if possible, the author can **not be made responsible!**

Moreover **the author does not take any responsibility for damages** in connection with GameWiz32 (actually should be exclude able, too).

It is allowed to spread the GameWiz32 shareware Version through CD's / Magazine-CD's without written permission if no extra fee is charged and the author gets a sample of it.

Editors of magazines can obtain a free-of-charge full version for testing purpose.

Functionoverview - What can you do with GameWiz32?

Note: A few functions can be accessed faster if you press **[ALT - underlined Letter]**
e.g Load or Save.

Help

In order to activate the help function, click on the question mark or press F1 in the main menu (it seems you already managed it well :)
Apart from that, small help-windows appear if you leave the mouse on a window-element.

1. Program selection

The "**Program selection**" appears always at the beginning of a new GameWiz32 session and is the first step in cheating / modifying a game. A list of all active windows (or programs) in memory occurs. Use a double click or press O.K. to select your program, which has to be loaded before. Below the list there is a switch "**view files**" which allows you instead of viewing the windows' titles to select filenames of the files stored in memory. This view can be modified to show only non-system files by activating the switch "**without windows directory**".

Hint: Before using the button "**Load**"* in order to load a tablefile (file ending .gw) select the corresponding program.

2. Searching

Enter the value you want to search for inside the field "**Find**". Values of games e.g. lives are stored in memory. GameWiz32 accesses this foreign memory. The memory is divided into "addresses" each containing a value. GameWiz32 provides these addresses to the user as search results. They are displayed in the so-called hexadecimal format (base 16) but it doesn't matter to you that they look cryptically. You just have to know address xyz contains my value. You are able to give this address to a friend, who doesn't have to search for it anymore.

In order to search, no matter in which mode you are, after you have started a search inside GameWiz32 use **[ALT-TAB]** (TAB = second key below ESC) to switch to the game. After you modified your value there, try to active a pause function before turning back to GameWiz32 (ALT-TAB again). Repeat this procedure until a few addresses remain in the field "**Results**".

Some games run in background and modify values. GameWiz32 tries to avoid this by (nearly) stopping them i.e. don't try to switch to the game during an active search.

If you want to quit the current search simply press "**Restart**".

Hint: Close all unnecessary programs during the search process, except GameWiz32 and your game.
This will **minimize search times**.

Type

You can select the type of your entered values (decimal or hexadecimal) by selecting one switch right from "**Type**".

Usually the standard selections decimal is O.K.

Hint: In order to search for ASCII values, select hex as a type and add 30 per digit. If you want to search for 123 , enter **313233**
(e.g. 567 -> enter 353637)

Mode*

GameWiz32 allows you to use the **universal search mode*** which allows not only to search for concrete values but for value changes. **This mode is successful in most cases !** Even if the game saves the values different than the display seems to suggest. In some cases e.g. energy bars it is quiet hard to search for concrete values. It is even possible to modify your speed in some racing games. To activate this mode press "**universal**" and select a scale in the field to its right (click on the arrow behind the value and select).

There are three scales:

1. to 255 (energy bars, lives)
2. to 65.535
3. to 4.294.967.295 (money, score etc.)

In order to cheat energy bars 255 is a good selection. If you want to modify your money you have to adjust the selection appropriately.

While searching three operators ("**minus, equals and plus sign**") enable to select how your value developed.

An easy example

You want to modify your energy(an energy bar) in a game. Load the game inside GameWiz32 as usual and activate "**universal**", select a scale and press "**Begin search**". GameWiz32 dumps the whole memory of the game, which may take a while.

Now try to get some extra energy (new life, collect a bonus) and press on the "**plus sign**" inside GameWiz32. So you always modify the energy inside the game an select in GameWiz32 in which way it developed.

The search is not limited to energy bars and is possible with any other values. Usually it takes a little more time than the normal search because huge data has to be moved. However once found addresses can be reused*.

Hint: Mostly it is useful just to activate and deactivate the pause function inside the game and to use the "**equals sign**" in

GameWiz32. Unrelevant addresses just as timers will be lost this way and the number of unrelevant results can be decreased.

Note: Sometimes the error "Out of Memory occurs". This it not a bug of GameWiz32. Windows warns you that there is not

enough memory and no room for a swap file. Simply delete some unnecessary files such as temporary files or remove some applications (Not GameWiz32 ;)

Range

GameWiz32 searches inside different memory regions while a game is loaded. But not all programs use

the same ranges.

Normally (i.e. *Windows95* game) you don't have to use this option. Using NT this options is irrelevant. However if you want to cheat old *Windows 3.1* and *DOS* programs, which is possible, you have to select "shared" (i.e. memory starting at 0x80000000) because *Windows95* runs your programs in this region. This region can be used by all windows games but few save their scores (e.g. *MineSweeper*) in it. If you do not know what regions your game uses try both shared and not.

Note: Values stored in the shared area **can not be saved** because they differ from time to time.

3. Results

Inside the field "Results" as the name suggests appear the results of your search i.e. addresses in memory containing the values. You have to repeat the search as often as just few addresses (at best one) remain. Then you may press "Add" and you have to specify a name for the address. If you searched for lives enter "my lives address" in order to know later what it was. Press O.K. and your entry will be added to the "Table of user-defined entries" (at the right).

If you do not have any results but want to add one press "Add" and specify a new address and name. This way you can exchange addresses with friends.

However to **do not enter random values inside the address field**; your computer may crash (author's responsibility see "Introduction").

4. Table of user-defined entries

As mentioned in 3. there is a field which contains your personal entries with names. If you start a new search this table will not be cleared. At first you may search for e.g. lives, add the address, press "Restart", search for diamonds, add the address etc. Your list will look this way:

address of lives
my diamonds
gold
active level

etc.

You can select each entry. Below the table the value and the address of the active entry are shown in the fields "value" and "address". Additionally there is an option "Freeze".

Enter a new value inside the field "value" (e.g. 100 instead of 5 lives) and press RETURN or ENTER to confirm.

Freeze

In order to keep a value constant (after loosing a life) there is a possibility to freeze the value. *GameWiz32* writes the value a few times per second into memory - how often can be defined through the "min-max-slider".

Load and Save*

You can save and load once found address tables through "Load" and "Save". *GameWiz32* uses an easy

file format with the witty ending **.gw**.

Note: **Select the correct game before you load a new table** otherwise the current list will be overwritten.

Deleting on entry/ the whole table

In order to delete an entry of the table, press **"DEL"** after you selected the entry. To delete the whole table press **"Delete table"**.

*** Function only available in the registered version ! For information see "Registration".**

MineSweeper (c) Microsoft Corp.

Registration

Special offer: 3 for 2 ! until 1st August 98

As an introductory offer you get **3 versions** (e.g. for you and two friends) **for just \$ 26 !**

Why register?

The **single registration fee is only \$ 13** and offers you **the following benefits:**

- 1.** You get the **full version of GameWiz32** incl. all features like
 - **Universal search mode**, increases the hit rate (energy bars, Speed etc)
 - Function to **Load and Save tables** (you just have to search once)
- 2.** You get **free updates via email or mail** and so **GameWiz32 always up to date** (via mail \$3 fee)
- 3.** If you have **problems** you get **free support** via mail or email
- 4.** You get the free **GameWiz32 Newsletter** with the latest information

The **registered version** of Gamewiz32 may **only be duplicated for backing-up purpose of the owner** and may **not be spreaded to anyone else**. Owner of the copyright is OneStepAhead Software, Nico Ebert.

How to register?

There are two ways to register: **1. Register by mail** or **2. Register by transfer to bank account**
GameWiz32 normally will be sent to you **via email**; if you need it **via mail** add **\$3**.

Registration via phone or online with credit-card soon possible!

1. Register by mail (own risk)

Please **send \$13*** to

**Nico Ebert
c/o OneStepAhead Software
Heerstrasse 31
32791 Lage**

Germany

Put your money into a sheet of paper (registration formular) in order that nobody can see it.
You receive Gamewiz32 **via mail or email (don't forget to mention)**.

Important: Put an **registrationform into the envelope**. You find it in the startmenu under **Start->Programs->GameWiz32->Form**. **Print it and send it to me or add an equal form with all information** (name, address,email etc).

2. Register by transfer to bank account

Please **transfer \$13* + \$5 (my bank fee, sorry)** to:

Bank: Sparkasse Detmold
Bankno.: 476 501 30
Accountno.: 106 220 189
Owner: Nico Ebert

You receive Gamewiz32 **via mail or email (don't forget to mention)**.

Important: Your bank papers have to reflect your identity (name, address, email etc.!)
To be sure, inform me of your transaction i.e. send the registrationform via mail or email (**GameWiz32@global-owl24.net**)

Of course information of registered users will be handled **confidentially** and **not be given to any third !**

*GameWiz32 normally will be sent to you **via email**; if you need it **via mail** add **\$3**.

GameWiz32 Registrationsform

Please fill out all fields readable!

I want to have a full version of GameWiz32 for \$13 (via mail + \$3).
(In order to register more than one time use multiple forms)

Name,Surname : _____

Address : _____

ZIP code, City : _____

Country : _____

Telephon : _____

These information will be displayed in the registered version.

I want to order GameWiz32 via mail / via Email.
(delete where inapplicable)

EEmail(optional) : _____

I want to receive the free newsletter via email.
(delete where inapplicable)

I took notice of Gamewiz32 due to: _____

Date,Signature : _____
(Parents for under aged persons)

Please send to:

**Nico Ebert
c/o OneStepAhead software
Heerstrasse 31
32791 Lage**

Germany

or email **GameWiz32@Global-OWL24.net**

Kontakt zu OneStepAhead

In order to **register GameWiz32**, to **update***, if you have **questions or suggestions**:

Internet

WWW : <http://www.global-owl24.net/GameWiz32/>

Email : GameWiz32@Global-OWL24.net

By mail

Nico Ebert
c/o OneStepAhead Software
Heerstr.31
32791 Lage

Germany

Support via phone is not available at the moment.

* only for registered users: free-of-charge via EMail or **\$ 3** fee via mail.

