

**OLH**

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**REVISION HISTORY**

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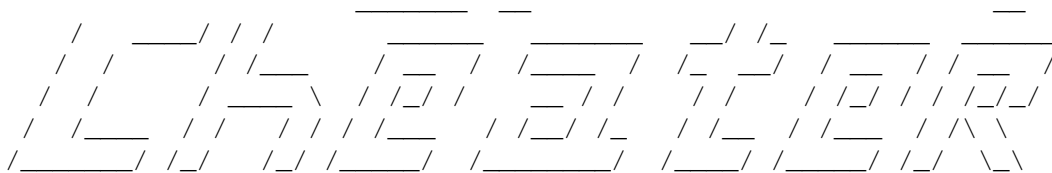
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# Chapter 1

# OLH

## 1.1 Cheater v1.0 documentation



v1.0 © by Frank Weber

With Cheater you can manipulate games in order to give you unlimited lives, a lot of money or great scores.

Disclaimer  
Copyright etc.

What is Cheater ???  
What does Cheater do ???

How it works  
The way this is done

User interface  
Using Cheater

Other great stuff  
Other tools written by me

Address  
My address

## 1.2 disclaimer

Important:

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This version of Cheater is Freeware. It may be freely distributed as long as no fee bigger than 5 US\$ is charged.

Cheater is provided "as-is". In no way there is any warranty if you are using Cheater. You are using it completely at your own risk.

Cheater is © by:

Frank Weber  
Schlizstr. 53  
74076 Heilbronn  
Germany

### 1.3 What is Cheater ???

Cheater is a tool that helps you to solve games easier as it allows you to manipulate scores or the number of lifes while you are playing.

Let's say you're are playing Galaga and you haven't got a lot of money but you would really like to buy a great weapon. Impossible ??? Not with Cheater. With Cheater you could give yourself the money for 2, 5, 10 or even 100 weapons. Sounds good, doesn't it ???

(See

How it works  
for detailed information).

Well, although there are other tools that do the same (exactly one, called TrainerMaker, to be precise) there are some obvious reasons for using Cheater:

TrainerMaker		Cheater
- Can only handle chip mem		- Handles both chip mem and fast mem
- Can only change one address at the same time		- Can change several addresses at the same time
- No real gui		- Nice
MUI gui		
- Costs 18(!) US\$		- Freeware
- Fast		- Faster

### 1.4 How Cheater works

First of all it is important to know that Cheater can only be used with games that don't switch off the Amiga multitasking. To check whether a certain game runs in multitasking or not, just press <LAMIGA> + <m>. If the workbench or any other screen appears, it supports multitasking, if not it doesn't. An exception are games written in AMOS, as there <LAMIGA> + <a> can be used to toggle between the workbench and the

AMOS game.

Well, every game has to store information such as lifes or your score somewhere in memory. Now, if you want to set this value to what you want to be, Cheater has to find out where in memory this value is stored. This is how it works:

1. Start Cheater
2. Start your game and play a little while
3. Pause your game and remember the value that should later be changed
4. Tell this value to Cheater

```
*** Cheater will now search the whole memory and remember all ***
*** addresses (positions whithin memory) that are containing this ***
*** value. ***
```

5. Switch back to your game and play a little while until the value you would like to manipulate has changed.

6. Pause the game again and switch back to Cheater.
7. Tell the changed value to Cheater

```
*** It will now check which of the addresses found in step 4 do ***
*** now contain the new value. Usually one address will be found. ***
*** This should be the one where the game has stored the value ***
*** you want to manipulate. ***
```

8. Now you can tell Cheater to set a new value to this address. This might for example be 5000 for the number of lifes.

9. Switch back to your game and enjoy your great playing skills.

## 1.5 Cheater's user interface

Cheater has got a nice MUI gui that consists of one window which is put up immediately after Cheater is started.

Control elements:

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Settings (see technical information for detailed information)

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Mode: Select search mode (Byte, Word or Long)

Byte can find numbers between 0 and 255 (should only be used if really necessary)

Word can find numbers between 0 and 65535

Long can find numbers between 0 and 2<sup>32</sup>

Chip: Select whether Chip ram should be searched for not  
Fast: Select whether Fast ram should be searched for not

Let's go cheating  
-----

Value: Value to be used for a certain function (search, compare, set)  
It can be entered in decimal, hexadecimal (e.g. \$1000) or  
binary (e.g. %101011) format and mustn't be bigger than the  
maximum value of the selected mode.

Search: Search the selected memory for the value entered in the value  
field. This could for example be your actual score.

Compare: After you searched for a certain value and you have played  
until this value has changed, you have to enter it into the  
value field and then press compare. If Cheater has found the  
address(es), they are shown in the address list.

Set: If comparing succeeded, you can now select one or more addresses,  
enter a new value and press set to set the chosen address(es) to  
the new value. If several addresses are selected, multitasking is  
switched off while they are set. This allows you to evade  
anti-cheating routines of some games.

## 1.6 technical information

How to find out which mode should be used:

Usually you should use word mode, as it is ok for the most games,  
but there are some exceptions:

- If the game uses very big numbers, higher than 65535, you should  
try long mode.
- If you want to manipulate very small numbers (1-255) AND WORD  
MODE DIDN'T SUCCEED, try byte mode as it is very slow due to  
some technical reasons. (Not a problem caused by Cheater but a fact !!)

The best way is first to try word mode, only if this doesn't work you  
should try another mode.

## 1.7 Some great tools

I have already written some programs you might be interested in, ←  
too:

AmigaTrainer, a vocabulary trainer. It allows you to learn almost any  
language with your computer. The actual version v2.2 can be found in  
Aminet, directory misc/edu.

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DArc is an cataloging tool for the contents of CDROMs or pd disks (e.g. Fish disks). So it helps you to find any programs on one of your CDs or disks. Version 1.5b available via Aminet, directory disk/misc.

If you are interested in one or more of the tools you can get it from Aminet or directly from me. (See also

My address  
) .

## 1.8 My address

If you would like to send me any suggestions, bugreports or anything else, please write to:

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+-----oOO-( )-OOo-----+
|                                     |
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|      74076 Heilbronn               |
|      Germany                       |
|                                     |
|      Phone: ++ 49 (0) 7131 175749  |
|      (Monday-Thursday 5-8 pm)     |
|                                     |
+-----+

```

All letters will be answered, and the more I see that people are interested in Cheater the more new versions will be released.

## 1.9 About mui

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send



DM 30.- or US\$ 20.-

to

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