

The Cheater's Corner

Game cheating is but one of our specialties....

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We thank you for supporting us and our efforts! We hope that we can better serve you in the future; and we hope that this software will be a tremendous help to you!

From all of us here at Lone Pine Productions, to all of you: Thanks!

A letter to all avid gamers...

The following is a letter from the desk of the President of Lone Pine Productions...

Dear game enthusiast,

Admit it, game cheating is practically a part of every day life! Whether you get hopelessly stuck at that one point in your favorite game and wish you had virtually unlimited life, or you wish to bring in some "new" life back into those old dusty classics of yours. Whatever the reasons may be, we all find ourselves, sooner or later, desiring to cheat on some game or another. Many of us will even find this addicting! Of course, we wouldn't admit that, now would we?

But let's face it: although we all desire to cheat some time or another, we still have that all-to-familiar dilemma of finding the right cheats for the right game. This can be a major problem to many of us. You could try scanning the libraries of game forums on commercial networks in search of any built-in cheat codes or any game editors, but that can take you quite a while, and success is not a sure thing! Built-in game cheats are for the most part, too specific. So the cheat will give you \$10,000... you want over \$4 billion dollars! Game editors on the other hand have both their weak and strong points. The weak point being the fact that they're designed only for certain games, and you most likely have to know which files are savegame files (so that you can give the game editor a file name). The strong point being: Game editors are created by game hacker enthusiasts and game editors will allow the user to cheat with whatever the hacker has included in its bag-of-tricks. But who wants to always have to scan the networks and BBS's for cheats each time you buy a new game?! That can be time consuming and maybe even too costly! Of course there's that other path you could take... And that path is: **Universal game cheat software!**

This program (The Cheater's Corner) is not at all unique (in general). After all, there are other universal game cheat software already available. But why would you want to mess around with some ugly DOS based program where you have to know the exact names of the savegame files (good luck finding that)!?! And why would you want to use some program that installs itself into memory? What could happen if you use such software? You can easily run out of precious memory and thus not be able to run your game at all, or at optimal speed! Or, even if you were able to run both programs together, the TSR (Terminate and Stay Resident -- this being the cheat software) could easily crash your system or freeze up your game!! Think of this happening just before you save a game!! You would loose all that information... But that's where The Cheater's Corner comes into view! Now let me give you a brief look at the **TRUE** power of The Cheater's Corner...

What can this software do for you? Simple: How would you like to cheat by just pressing a single button? Oh yes, I know that this is the **ULTIMATE** dream of all gamers!! But there are absolutely no software out there that'll do just that! Well... that was the case... until we came into the market... You've already seen all the other cheat software and you already have your own opinions of each of these. Now it's time to see our **POWER** in action! **INTRODUCING EVERY GAMER'S DREAM: THE TRULY AWESOME POWER OF GAME CHEATING AT ITS FINEST!!!**

This software will give you the **ULTIMATE** in game cheating flexibility, usability, and best of all **REAL POWER!!!** Why, you may ask? Because we've broken the barrier! I'm here to introduce to you the absolute **BEST** cheat software available! With this software, you'll be able to press one single button and watch any stat **SOAR** to immortal heights!!!! Just one click of a button will give you all this... No longer do you have to find the correct saved game files for yourself. Now you get to sit back and watch us 1) automatically find the correct game directory, 2) automatically find the correct saved game files, 3) automatically find the correct stat location in the saved games, and 4) automatically determine the appropriate date structure of the stat!!! Please note that every single step of the search engine has the word "automatic." That word speaks more than I could ever tell you in chapters and volumes of text! **BUT THAT'S NOT ALL!!!!** With this software you'll be able to quickly and **VERY** easily create your very own cheat modules for easy future access to your cheats! And here's another catcher: Cheat modules may hold up to 9,999 cheats per module!!! In other words, cheating for any game will be **VERY** easy! Just cycle through the list of cheats in the cheat module and choose which cheats you wish to use! And better

yet, cheating is **ALL** automatic!!! Once you choose a cheat to use and decide which value you wish to have (any number from 0 to over 4 billion!), everything else is all automatic. We figured that since we've made searching for game stats incredibly simple and automatic, we should do the same with cheating. Again, we'll automatically find the game directory on the hard drive, automatically find the savegame files, automatically change **ALL** stats, and automatically create backup files! And better yet, the more times you use a cheat, the faster cheating can actually get! Go ahead and try it yourself. After you've loaded a new cheat (one you haven't created), you'll probably have to wait a bit while the game directory is found on your hard drive. But once it's found, it'll always be known to the LPP Search Engine (this search engine is the backbone of our software)! So cheating will be **EXTREMELY FAST!!!!**

I guess I've said enough on this subject... You'll just have to try the software out for yourself in order to see what has got me **VERY EXCITED!!!!**

As you can already see, a lot has gone into the production of The Cheater's Corner. It is our desire, here at Lone Pine Productions, to **ONLY** give you the absolute **BEST** in software! I can assure you that you will only see our names beside the best of future programs!

Thank you for giving us the opportunity to serve you the best way we can! If you have any thoughts, comments, feedback replies, bug reports, suggestions on future versions, or any thank-you's, then we'd be more than happy to hear from you! Our postal address is:

Lone Pine Productions
P.O. Box 2232
Citrus Heights, CA 95611-2232

If you wish to send us a short note through e-mail, then send it to the following Internet e-mail address:

104347.154@compuserve.com

And of course, our CompuServe e-mail address is **104347,154**. We would even encourage you to post messages in any CompuServe forum that already has our software (consider posting messages in a more heavily used forum as we check such forums more regularly).

Thank you for trying out this software! We hope that you will find it useful, and that you will register this software soon. Please feel free to distribute this Shareware evaluation version to whomever you please.

Sincerely
Philip E. Jones
President

The Cheater's Corner Quick Tour

With this software you can:

- 1) Find any numeral stats in any game.
- 2) Cheat using any value from 0 to over 4 billion!
- 3) Create cheat modules for easy cheating! Each cheat module can hold 9,999 cheats!!!
- 4) Send cheats **ANYWHERE!** Send cheats through fax, through postal mail on paper, and even over the phone while talking to a friend!
- 5) Create your own personal cheats using the Manual Mode (this was especially designed for game hackers and those who wish to recreate a "text" cheat back into its binary cheat module form).
- 6) Get all the detailed information on **EVERY** cheat! You can use this information to create text based cheats!

SHAREWARE NOTIFICATION:

Because this is the Shareware evaluation version, all cheat modules may have ONLY 1 cheat per module, and you will not be able to use any cheat modules that were created using the Registered version. You will also only be able to cheat using values 0 through 255, and no value above that. Finally, you will not be able to access the "Manual Mode" section.

To cheat using this software you must follow a simple procedure:

BRIEF DESCRIPTION:

STEP #1:

Choose the game you wish to cheat on and the stat. Now choose the "Search for numeral stat" option under the "Search Engines" group. Type in the name of the game's main executable file and/or any other unique file which resides in the game's directory (do not type in the path, only type in the filename and extension -- such as: WAR2.EXE).

STEP #2:

Run the game and save exactly two different games - no more, no less. You may only wish to load the two saved games and immediately save right over them (that's the easy way). Make sure to take note of the stat's value in each game you save. You may also wish to save the game when the stat is at different values, as this could greatly help the LPP Search Engine.

STEP #3:

Choose the "Search for numeral stat" option again. Wait a second or two while the game directory is scanned. Then type in the values in any order. Now wait again (this time a little longer) while the savegames are scanned.

STEP #4:

If the stat is found, you'll be able to create a new cheat into a new cheat module (just type in a new file name), or into an existing cheat module (just choose the appropriate cheat module -- make sure to view the "Game Name" information while choosing the file). And that's all there is to it! It's VERY simple and EXTREMELY automatic!!!!

That's all it takes to cheating with The Cheater's Corner!!!! Now you see why this software is **SO GOOD?!** **When you cheat with us nearly EVERYTHING is automatic!!!!!!**

STEP-BY-STEP INSTRUCTIONS:

Here's how we cheated on the game: **Cannon Fodder**

We had previously played the game, and had already saved a few games. We decided to cheat on the number of recruits. First we ran The Cheater's Corner software and chose the option "Search for numeral stat." We typed in the program executable filename (which was "CANNON.COM") and we waited for the

initial drive scan to complete. Afterwards, we ran the game and loaded one of our previously saved games. We immediately saved the game over the same file. Now we took note of the number of recruits (we had 23 recruits), and we loaded another saved game. We did the same process over again. We took note that this saved game had 24 recruits. Now we simply exited the game and ran The Cheater's Corner again. We chose the same option to continue the search. Immediately we were asked to type in the two different values of the same stat that we wished to cheat on (you know, the 23 and 24 recruits). After giving the LPP Search Engine these values, we started the search. The search took about one second to complete itself. (This was because the savegame files were very small. Games with larger savegame files will take longer - sometimes between 10 to 20 seconds.) It then informed us that the correct location of the stat was found! Now it asked us to give the name of a new cheat module. We realized that we wouldn't be able to add the cheat to an existing cheat module, due to the fact that this was the Shareware version. Hmmm, we thought to ourselves.... it sure would be nice to add more than one cheat to a module! But we realized that only the Registered version supported up to 9,999 cheats per module... After typing in a new cheat module filename, we were prompted to enter in the name of the game (Cannon Fodder), an appropriate cheat description (Something to the effect of "cheating on recruits"), and a default cheat value. We tried to use value 999 (which we knew we could alter the stat to), but we found out that the Shareware version only supported values 0 through 255. Hmmm... we thought how nice it would be to be able to cheat using ANY value - even any value over 4 billion! Once we had finished, we simply used the "Load cheat module" option to use the new cheat! It was all that simple!

You can use the above method to search for ANY numeral stat in most any game. Best of luck on your stat searching!!!

Thank you for using this software! We hope that you'll find it useful! Please register soon so that you can obtain the **FULL** cheating power of The Cheater's Corner. By registering, you'll also receive a discount towards any future major updated releases. Thanks!

Sincerely,
All of us here at Lone Pine Productions

(P.S. You're encouraged to freely distribute this Shareware evaluation version to whomever you desire!)

- * To see a overview of this software's features, click [here](#).
- * To view the License Agreement, click [here](#).
- * To read the letter from the President of Lone Pine Productions, click [here](#).
- * To obtain information on how you can use the "Manual Mode", click [here](#).
- * To obtain more in-depth (detailed) instructions on how to search for a "Numeral Stat", click [here](#).
- * To see the Q&A (Questions & Answers) list, click [here](#).
- * To obtain a list on how you can contact us, click [here](#).

Search Definitions

NUMERAL STATS:

Our Definition: A stat whose exact value is known to the user. The stat must be a variable (meaning it can change (increase or decrease) at will).

Application: You know how many "lives" your character has, because the number is displayed on the screen. You know which level you're on, or how many points of ammo or health you have. You also know how much money you've acquired. Anything whose variable number is known to you is considered a NUMERAL STAT to us, and you can use this information to create cheats.

* To see how you can use this search engine, click [here](#).

Cheat Modules

Cheat modules are files that end with the ".lpp" file extension. Each of these cheat modules can have virtually an unlimited number of cheats, but for our own sakes we have made the maximum number of cheats 9,999. The cheat modules store the cheat information so that you can easily cheat on a given game any time in the future. Each cheat module stores all necessary information including your name (Contributor Name -- this is the name that you gave to The Cheater's Corner when you first started using the software). Any cheat module can be freely given (meaning without charge) to anyone and uploaded onto any commercial network or BBS. The cheat module data should not be tampered with in any way or vital information may be lost, causing the cheat module to malfunction and corrupt game data files (or it may simply cease to be recognizable by The Cheater's Corner).

SHAREWARE NOTIFICATION:

Please note that the Shareware evaluation version will only allow you to add ONE cheat per cheat module. You will not be able to add up to 9,999 cheats per module. Shareware cheat modules and Registered cheat modules are not compatible with one another. Because this is the Shareware version, you will not be able to load any cheat modules that were created with the Registered version.

For information on how you can change your name (which is automatically placed into each cheat module that you create), click [here](#).

How to change your "contributor" name

To change the name that you've given to The Cheater's Corner at startup, simply choose menu group "Options" and choose "Change my name". You'll be prompted to type in a new name. You can then click "OK" to save the changes, or "Cancel" to abort the change...

If you've already created cheat modules under a name that you don't like, then you'll have to use the "Manual Mode" options to find out the cheat information and recreate the cheat using a different "Contributor Name".

* For more information on how you can best use the "Manual Mode" utility, click [here](#).

Load cheat modules

To load a cheat module, simply click on the "Load" option under the "File" menu option. There you'll get to choose the cheat module. If you look closely, at the bottom of the "Load cheat module" dialog box, there is information concerning each cheat module you click on (i.e. the name of the game (VERY useful), the name of the contributor, the number of cheats in the cheat module, and whether or not it is a Shareware compatible cheat module). You can then choose "Cancel" to abort the load, or "OK" to continue loading the specified cheat. You will also notice that you may only choose files that end with the ".lpp" file extension. Please do not try to specify any other file as it may cause data loss on your computer system!

To obtain more information concerning cheat modules, click [here](#).

To obtain information on how you can change your "contributor" name, click [here](#).

Choosing a cheat

This is only available on the Registered version.

To choose a cheat simply follow these directions:

After you've loaded a cheat module, the computer will automatically create a database list of the descriptions of all the cheats in the module. This may/may not take long depending on the size of the cheat module (which usually is rather small) and the speed of your computer. After this is done (it usually takes only a brief second to compile), you will be sent to the "Choose Cheat" dialog box. Here you can use the arrow buttons to cycle through the cheats (if there are more than one cheat), or type in a cheat list number in the appropriate input field and click on the "Update Cheat" button to go to that cheat (this is useful for modules which carry many cheats). If you would like to know the description of each cheat in the module, just look at the bottom of the dialog box and you'll see a listing of all the cheat descriptions in the module. You'll also be able to cycle through this list and you'll see the cheat list number beside each cheat description (again, this function is also useful for modules which carry many cheats). Once you've chosen the cheat, click "OK" to continue loading the cheat, or "Cancel" to abort the load.

If you chose "OK", you'll be prompted to give the cheat a value to use. You'll see that the default value for the cheat is already shown so that you will only need to click "OK" to continue if you wish, but you can also type in any value that you desire (values 0 through 4,294,967,295 are only accepted).

For more information on cheat modules, click [here](#).

For information on loading a cheat module, click [here](#).

SHAREWARE LICENSE AGREEMENT

This program is copyrighted 1996 Lone Pine Productions. All rights reserved. This program is licensed to you only upon the terms and conditions listed below. **IF YOU DO NOT ACCEPT SUCH TERMS AND CONDITIONS, YOU MUST ERASE ALL COPIES OF THIS PROGRAM AND ALL ASSOCIATED FILES FROM YOUR SYSTEM AND/OR OTHER STORAGE MEDIA. LONE PINE PRODUCTIONS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS SOFTWARE AT ANY TIME AND WITHOUT NOTICE.**

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This is a Shareware program. It contains the evaluation version of The Cheater's Corner software. No right is given to copy or distribute any other version of this software without the PRIOR written consent of Lone Pine Productions. The registered version may in no way be copied (other than for archival purposes) or distributed in any form whatsoever. Lone Pine Productions reserves the right to distribute The Cheater's Corner software.

CONDITIONS FOR ALL DISTRIBUTION:

The Shareware version may **ONLY** be freely distributed without charge. It may **ONLY** be distributed in the file: **LPP_DEMO.ZIP**, and no other file. No copyright or trademark information may be removed. You must not distribute any version of this program with unauthorized changes. This program is to be marketed as Shareware only. All distributed copies **MUST** contain all of the following files and **NONE** other:

CHT_DEMO.EXE
ICON_SUP.EXE
ORDER.TXT
HELP.HLP
CONTACT.TXT
README.TXT
FILE_ID.DIZ
LICENSE.TXT
REGISTER.TXT
CW3220.DLL

DISCLAIMER:

Lone Pine Productions does not warrant that the functions of the software will meet your requirements or that the software will operate error-free or uninterrupted. Lone Pine Productions has used reasonable efforts to minimize defects or errors in the software. You assume the risk of any and all damage or loss from use or inability to use the software. In no event shall Lone Pine Productions be liable for direct or indirect, incidental or consequential damages resulting from any defect in the software, even if Lone Pine Productions has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of implied liability for incidental damages, so the above limitations or exclusions may not apply to you.

If any questions still remain concerning this **SHAREWARE LICENSE AGREEMENT**, contact Lone Pine Productions at:

Lone Pine Productions
P.O. Box 2232
Citrus Heights, CA 95611-2232

Questions & Answers

QUESTION #001:

Why doesn't the search engine always find the correct location of the stat?

QUESTION #002:

Whenever I load a cheat module and use a large number for a cheat, then reload the cheat module again, but this time use a smaller number, the game doesn't use the number that I gave it the second time! Instead, I get some other odd number!

QUESTION #003:

How come when I use a cheat value of, say, 4 billion on a money cheat, I don't get 4 billion, but when I use a value of 2 billion or less it works?

QUESTION #004:

Do these cheat modules even work?! Whenever I load in a certain cheat, it totally ruins my savegame file! What gives?

QUESTION #005:

How do I find out if there's a newer version of this software available? How do I obtain it?

QUESTION #006:

(HERE'S THE AGE-OLD-QUESTION) How come the search engine takes SO LONG to search for any stats?

QUESTION #007:

Is it all right to give out cheat modules to your friends or upload them onto the Internet, commercial network, or BBS?

(Please feel free to write us or [send us a note](#) if you have any further questions or concerns about this software.)

* To see the Quick Tour, click [here](#).

* To obtain detailed information on how you can search for a [Numeral Stat](#), click [here](#).

Numeral Stat Search Instructions

BRIEF DESCRIPTION:

STEP #1:

Choose the game you wish to cheat on and the stat. Now choose the "Search for numeral stat" option under the "Search Engines" group. Type in the name of the game's main executable file and/or any other unique file which resides in the game's directory (do not type in the path, only type in the filename and extension -- such as: WAR2.EXE).

STEP #2:

Run the game and save exactly two different games - no more, no less. You may only wish to load the two saved games and immediately save right over them (that's the easy way). Make sure to take note of the stat's value in each game you save. You may also wish to save the game when the stat is at different values, as this could greatly help the LPP Search Engine.

STEP #3:

Choose the "Search for numeral stat" option again. Wait a second or two while the game directory is scanned. Then type in the values in any order. Now wait again (this time a little longer) while the savegames are scanned.

STEP #4:

If the stat is found, you'll be able to create a new cheat into a new cheat module (just type in a new file name), or into an existing cheat module (just choose the appropriate cheat module -- make sure to view the "Game Name" information while choosing the file). And that's all there is to it! It's VERY simple and EXTREMELY automatic!!!!

DETAILED DESCRIPTION:

STEP #1:

The very FIRST thing that you need to do is to decide which game you wish to cheat on, run The Cheater's Corner software, and choose the option "Search for numeral stat" under the "Search Engines" group. There you'll be prompted to enter the file name of the game's main executable file, and/or enter the name of a different unique file which resides in the game directory and is installed by the game's installation program. Please remember to include ONLY the file name and file extension (EXAMPLE: war2.exe), and do not include any path whatsoever. To find this information, just run 'Explorer' or 'My Computer' (or any other file manager program), find the directory where you've installed the game, and find the appropriate file. Remember, this file can be ANY file from the game directory. You'll have to wait a bit while the hard drive is scanned for the correct game directory. If the search engine finds more than one possible game directory, you'll have to type in the full path & filename, and/or redo search using a different file from the game's directory.

STEP #2:

If the search engine finds the correct directory, you'll then be prompted to run the game and save exactly two different games. To do this, you only need to run the game, load any saved game, and immediately save over it again. Do this procedure twice. You may also simply save two "new" saved games if you choose to, but this may be more timely for certain games. While you're doing this, you'll need to take note of the stat's value for each of the two games you save. You may wish to save the game when the stat is at different values. The "stat" is the variable that you wish to cheat on...

STEP #3:

Now exit the game or flip tasks (while under Windows 95). You'll need to choose the "Search for numeral stat" option again to continue the search. The LPP Search Engine will then automatically scan the game directory for the correct savegame files. This may take brief second or two depending on how many files are located in the game directory, so please patiently wait here... Afterwards, you'll need to give the LPP Search Engine the two different values of the stat (in any order you wish). Now just wait a second or two (or minute or two) while the savegame files are scanned. You'll be able to view the search progression...

STEP #4:

If the stat is found, you'll be able to create a new cheat in an existing cheat module or new cheat module. To do this, you'll need to select the appropriate cheat module when prompted for it, or type in the name of a new one. Finally, you'll need to give the cheat an appropriate game name (only if it's a new cheat module), a description of the cheat, and a default cheat value...

STEP-BY-STEP INSTRUCTIONS:

Here's how we cheated on the game: **Cannon Fodder**

We had previously played the game, and had already saved a few games. We decided to cheat on the number of recruits. First we ran The Cheater's Corner software and chose the option "Search for numeral stat." We typed in the program executable filename (which was "CANNON.COM") and we waited for the initial drive scan to complete. Afterwards, we ran the game and loaded one of our previously saved games. We immediately saved the game over the same file. Now we took note of the number of recruits (we had 23 recruits), and we loaded another saved game. We did the same process over again. We took note that this saved game had 24 recruits. Now we simply exited the game and ran The Cheater's Corner again. We chose the same option to continue the search. Immediately we were asked to type in the two different values of the same stat that we wished to cheat on (you know, the 23 and 24 recruits). After giving the LPP Search Engine these values, we started the search. The search took about one second to complete itself. (This was because the savegame files were very small. Games with larger savegame files will take longer - sometimes between 10 to 20 seconds.) It then informed us that the correct location of the stat was found! Now it asked us to give the name of a new cheat module. We realized that we wouldn't be able to add the cheat to an existing cheat module, due to the fact that this was the Shareware version. Hmmm, we thought to ourselves.... it sure would be nice to add more than one cheat to a module! But we realized that only the Registered version supported up to 9,999 cheats per module... After typing in a new cheat module filename, we were prompted to enter in the name of the game (Cannon Fodder), an appropriate cheat description (Something to the effect of "cheating on recruits"), and a default cheat value. We tried to use value 999 (which we knew we could alter the stat to), but we found out that the Shareware version only supported values 0 through 255. Hmmm... we thought how nice it would be to be able to cheat using ANY value - even any value over 4 billion! Once we had finished, we simply used the "Load cheat module" option to use the new cheat! It was all that simple!

You can use the above method to search for **ANY** numeral stat in most any game. Best of luck on your stat searching!!!

EXTRA INFO:

When creating a new cheat in a cheat module, remember to give the cheat a good description and default value (especially if you want to upload the cheat module to a network or give it to your friends). If you load a cheat and find out that it some how messed up your savegame file, and/or it somehow doesn't use the value that you gave it, you may wish to edit the cheat and change the "Maximum Value Range" field to one of the other two ranges. Play around with this and you should be able to remedy the "bug".

Remember, the maximum value range does not refer to the cheat value, but the value of the stat... Also, if you ever find that a file was messed up somehow by this software, then just simply delete the offending file and rename its automatic backup file. The backup files end with the extension ".BAK".

JUST A NOTE: Remember to play around with the search engine. You'll be surprised at all the "undocumented" things you can do with this software! Of course you'll have to find these out for yourself...

Thanks for using this software! We hope that you have found this program useful.

If you have any questions or bug reports, then please e-mail us a short note. (Click [here](#) to obtain a list on how you can contact us.)

How to contact us...

If you have found any bugs in this program, have any questions concerning this software, have some good advise on any possible improvements, or just wish to thank us, then we'd be glad to hear from you!

Here is a list of possible ways to contact us here at Lone Pine Productions:

INTERNET E-MAIL ADDRESS: 104347.154@compuserve.com

COMPUSERVE E-MAIL ADDRESS: 104347,154

(Feel free to post forum messages in any forum that has our software; we check for messages regularly.)

MAIL ADDRESS:

**Lone Pine Productions
P.O. BOX 2232
Citrus Heights, CA 95611-2232
Attn: Customer Support**

Thanks for using this software! We hope that you have found it useful!

Sincerely,
All of us here at Lone Pine Productions

Manual Mode

This is only available on the Registered version.

What each option does:

"Get detailed cheat information"

OVERVIEW:

Use this option in order to create a "text" based cheat for you to send to friends or associates over the Internet, through postal mail, though fax, or even over the phone while talking! This option is truly a NICE add-on to the flexibility of The Cheater's Corner!

INSTRUCTIONS:

Choose this option in the menu. You'll be given the opportunity to select the cheat module and then choose the cheat. After doing so, The Cheater's Corner will automatically create a text file (CHT_TEXT.TXT) and it'll send you to Window's Notepad (or tell you where to find the file if notepad is not currently on your system). The Cheater's Corner program will be invisible while this is taking place so you will not be able to switch back to The Cheater's Corner until you've exited Notepad. The text file will stay in the program directory until you create another text based cheat. Afterwards, you'll only need to "communicate" this cheat information to another person. You could send the text file through e-mail (or copy the cheat information into an e-mail message), you can fax it to another person, you could read the information to another person over the phone, or you could mail the person a printed copy of the text based cheat file! It's all that easy!!!

"Manually create cheat"

OVERVIEW:

With this option, you can recreate a "text" based cheat which was created with the "Get detailed cheat information" option, and/or (if you're a game hacker) manually created your own unique cheats for The Cheater's Corner.

INSTRUCTIONS:

Choose this option under the main menu. You'll be brought up to a screen where you can type in the appropriate cheat information. Make sure that you type in the CORRECT cheat information into each CORRECT field or you may end up losing precious data on your computer system, and/or corrupt data! Afterwards, you'll get the chance to add the cheat to an existing cheat module or to a new cheat module. Finally, all that you need to do in order to cheat is to "Load" the cheat module. It's that simple!

What this software can do for you...

Thanks you for using this software! Here is what The Cheater's Corner can do for you:

1. Cheat on any "Numeral Stat" in **ANY** game!
2. Create cheat modules for easy cheating access! Each cheat module can hold up to 9,999 cheats!
3. Edit any cheat in any cheat module for **REAL** flexibility!
4. Load cheats with power and user flexibility!
5. Cheat modules are small, so they can be easily uploaded onto your favorite commercial network or BBS!
6. Also, you can send cheats over the Internet, through postal mail, through e-mail, through fax, and even over the phone while you're talking to someone!
7. And finally, but **BEST OF ALL**, **cheating is SO EASY!!!!** With our own automatic search engine capabilities, we'll have you cheating in a matter of minutes!!! And all with only minor efforts from you! Check out the Quick Tour and Numeral Stat Search help sections to read more about this amazing software!

SHAREWARE NOTIFICATION:

Because this is the Shareware evaluation version, all cheat modules may have **ONLY** 1 cheat per module, and you will not be able to use any cheat modules that were created using the Registered version. You will also only be able to cheat using values 0 through 255, and no value above that. Finally, you will not be able to access the "Manual Mode" section.

Please register soon so that you can obtain the **FULL** cheating power of The Cheater's Corner. By registering, you'll also receive a discount towards any future major updated releases. Thanks!

Edit Cheat Modules

To edit a cheat module, follow these simply directions:

Choose the "Edit cheat module" option under the main menu (**File|Edit cheat module**). Choose the appropriate cheat module and click "OK". Now all that you need to do is to choose the desired cheat and you'll be sent to a dialog box where you can edit the basic cheat information (i.e. Game Name, Cheat Description, Default Number, Maximum Value Range, delete the cheat from the cheat module, etc.). Once you've completed editing the cheat, click "OK" to save the cheat information, "Cancel" to abort the change, or "Delete" to delete the cheat from the cheat module.

* To obtain more information on cheat modules, click [here](#).

QUESTION #001

ANSWER:

The answer to this question may be one of a few possibilities:

1. Are you sure that you followed the "correct" search procedure? If you wish to check and see if you have, then click [here](#) to obtain more information on searching for a stat. It may be that you haven't saved the two games correctly...
2. The savegame files for the particular game could be encrypted. If this is the case (and unless you're a game hacker you won't know for sure), then we're sorry, but there's nothing that we can do at present.

QUESTION #002

ANSWER:

If this happens to you (which it shouldn't), then you can remedy this with a simple procedure. Simply edit the cheat and change the "Maximum Value Range" field to one of the other options.

QUESTION #003

ANSWER:

It's all in the game design. Some games use what are called 'signed' variables. Signed values range from under negative 2 billion to just over 2 billion. While 'unsigned' values, on the other hand, range from 0 to over 4 billion. In games that use signed values, you'll probably notice that the value can go into the negative. Signed values aren't yet supported in this software version (after all, who would want to be 2 billion dollars in the hole?!), but we might add this ability in a future version.

QUESTION #004

ANSWER:

If this happens to you, then just replace the file with its automatic backup file. This shouldn't happen, but if it does, then please contact us and explain the problem to us. It may be that it's trying to alter nonexistent data.

QUESTION #005

ANSWER:

As a registered user, you'll be entitled to receive a discount towards the next major release of The Cheater's Corner. Whenever such a major version is released, you will be informed of it, and you'll have the opportunity to use your "discount" towards the purchase of the newer version.

QUESTION #006

ANSWER:

Yes, we know how annoying it can be to wait... and wait... and wait, but that's the price you may have to pay for ACCURACY. Unlike other search engines out on the market, with the LPP Search Engine, we can practically guarantee you that you WILL find the correct location on the very first try! The only "ifs" to that last guarantee is if you do a mistake during the search procedure, or if the savegame file is encrypted. Of course, it could also find more than one possible location if you use a low value for the search. Give the search engine its time, after all, it has to search through a lot of files (in some cases)! As you can already see, many factors effect the speed of the search engine: the speed of your computer, and the size and number of the savegame files. Don't worry, we're constantly looking for ways to make the code better and faster, so it just might end up searching faster in a future release!

QUESTION #007

ANSWER:

Sure! That's one of the reasons why we made this software the way it is. Not only can you save a cheat to any module you like, but you can also have up to 9,999 cheats per module! We love this idea so much that we would encourage you to distribute them. Of course, they must be free of charge to others... We would even love it if you would send us a copy of the cheat module through e-mail (this only applies to registered users who send in "text" cheat modules using the Manual Mode utility which is included in the registered version). If we like what you give us we'll add it to our cheat module library for others to use, and of course, give you the full credit! We may even add the cheat module to a future release!

How To Register

Here's how you can register The Cheater's Corner:

- I. Mail in the order form with the appropriate payment. This can be done two different ways:
 - A. To register, just click on the **REGISTER** option (under "Register!") and fill out the appropriate information. Afterwards, you'll be sent to Window's Notepad to view the order form that was created, or you'll be told where you can find the file (if Notepad is not installed on your system). Once in Notepad you can then make any appropriate changes and then print out the form.
 - B. The alternate way is to simply view the file "**ORDER.TXT**" under your favorite text editor, fill it out, and then print it out. (**NOTE:** Please do not print the form and then fill it out by hand writing the information. Typing out the information will ensure that we will be able to read it. Thanks!)

FINAL NOTE: If you decide to register via mail, then you will only be able to make payment using check or money order. (Currently we do not accept any VISA's, MasterCard's, etc..) Payment must also be in U.S. dollars and drawn against a U.S. bank. Please do not send cash! California residents must also add the appropriate sales tax. You will have to wait two to three weeks for checks to clear if you use this method of payment, so register soon or you'll miss out on all the **AWESOME** cheating power that the Registered version has to offer!!

ORDER NOTES:

Pricing: \$19.95 each (Contact us if you wish to order many copies (5 or more copies) and we'll give you a discount...)

Shipping/Handling: \$5.00 (USA)
\$6.00 (Canada & Mexico)
\$8.00 (All other countries)

Sales Tax: 7.75% (All California residents must add the appropriate sales tax...)

How long you'll need to wait for an order: Between 2-3 weeks if you order by check, possibly sooner if you order by Money Order.

* Please note that if you use the REGISTER option under The Cheater's Corner menu to register, all charges (including shipping/handling and any possible sales tax) will be automatically added up into the total charge.

It's that simple to register! Once you've registered the software, you'll be notified through e-mail (if you choose to give us your e-mail address) that your order was received.

