Juiced addresses

by N1GHTMAR3

Values

Description	Offset (Z3r0n3 v1)	Offset (hlm-juif)	Address type	Default value (hex)	Default value (dec)
DOSH value	A7EA3	A61F3	4-byte integer	80 96 98 00	10,000,000
RESP value	A7ED3	A6223	Float	00 00 FA 44	2,000
Max spectator bet (found by SxnnyB)	CB346	C9676	4-byte integer	20 A1 07 00	500,000
carmodels.dat	2EF38C	2EC538	13-byte string	63 61 72 6D 6F 64 65 6C 73 2E 64 61 74	
Save folder	2EE0F8		4-byte string	53 41 56 45	
juicey.dat	2F7694	2F4828	10-byte string	6A 75 69 63 65 79 2E 64 61 74	
Starting cash	B865A		4-byte integer	40 9C 00 00	40,000
Failsafe threshold	B2143C	BE0EF1	4-byte integer	30 75 00 00	30,000
Failsafe cash	B33CD3	BE0EFB	4-byte integer	30 75 00 00	30,000

Instructions

Description	Assembly code	Value (hex)	Offset (new .exe)	Offset (hlm-juif)	Effects
Host race - car class left boundary	mov [ebp+2C],00000007	C7 45 2C 07 00 00 00	CBE7A	CA1AD	Change "07 00 00 00" to "08 00 00 00" and scroll left of class 8 to host an any-class race
Fade to black when unfocused (found by SxnnyB)	mov [esi+34],eax	89 46 34	B34670	1A72FD	Change to "90 90 90" and the game will no longer fade to black when unfocused in windowed mode

Cheat codes

found by SxnnyB

Offset 318788 in Z3r0n3 v1 Offset 315B80 in hlm-juif

Cheat codes are 8 sets of 4 bytes of characters that make up the codes. Values for each character are as follows:

Character	Value (hex)	Value (dec)
А	9B	155
В	9C	156
С	9D	157

Character	Value (hex)	Value (dec)
D	9E	158
E	9F	159
F	A0	160
G	A1	161
Н	A2	162
I	A3	163
J	A4	164
K	A5	165
L	A6	166
М	A7	167
N	A8	168
0	A9	169
P	AA	170
Q	AB	171
R	AC	172
S	AD	173
Т	AE	174
U	AF	175

Character	Value (hex)	Value (dec)
V	В0	176
W	B1	177
X	B2	178
Y	B3	179
Z	B4	180
	88	136

Note how . falls outside of the pattern set by the letters.

In the final game, every cheat other than PINT was made unusable by changing their first character to hex 8B (maybe 1?), which is inaccessible in the cheat menu. These cheats' functionality can be restored by changing the first character back to what it should be.

Code	Description	Default value (hex)	Fixed value (hex)
PINT	Unlocks all arcade championships and custom race cars/tracks. Does not unlock prototype mods in Arcade or auto-complete arcade races.	AA A3 A8 AE	
DOSH	Sets your money in career to a specified amount.	8B A9 AD A2	9E A9 AD A2
RESP	Sets your respect with all crew leaders to a specified amount, and confers any privileges given at that level.	8B 9F AD AA	AC 9F AD AA

Code	Description	Default value (hex)	Fixed value (hex)
CARS	Adds one of every car in the game to the workshop, unlocks all aero and performance parts, and unlocks all cars for purchase at the next dealership reset.	8B 9B AC AD	9D 9B AC AD
CREW	Adds Vito, Amber, and Chief to your crew. Does not affect their stats.	8B AC 9F B1	9D AC 9F B1
CHAR	Enters a character test menu when entering a talking head scene with a rival Allows you to cycle through all of the FMVs for that rival. Cannot be exited without closing the game.	8B A2 9B AC	9D A2 9B AC
WIN.	Automatically awards you the win for any race you enter, regardless of your result or if you've even finished it. Does not work in crew challenges or online.	8B A3 A8 88	B1 A3 A8 88
ALL.	Activates PINT, DOSH, RESP, CARS, and CREW.	8B A6 A6 88	9B A6 A6 88

Career car unlocks

Offset 31827C in new .exe Offset 315674 in hlm-juif Car unlocks are stored as 4-byte integers for each of the 52 cars. The integers are multiplied by a currently unknown value (which we know to be 3) to calculate the number of races that must be entered before the car appears in the dealership. (For example, for a car that has a value of 0C (12 in dec.) it is multiplied by 3, and that car will be unlocked in the dealership after 36 races.) Note that the dealership only resets at the turn of the month - any changes made to these values will not take effect in an active save file until the dealership resets.

Index	Car	Default value (hex)	Default # races
0	celica	04 00 00 00	12
1	civicr	05 00 00 00	15
2	clio	05 00 00 00	15
3	crx	00 00 00 00	Start
4	focus	02 00 00 00	6
5	evo8	0B 00 00 00	33
6	gtr	0A 00 00 00	30
7	imp	04 00 00 00	12
8	nsx	0A 00 00 00	30
9	peugeot_20 6	00 00 00 00	Start
10	rx7	08 00 00 00	24
11	trans	0C 00 00 00	36
12	vette_zo6	0C 00 00 00	36

Index	Car	Default value (hex)	Default # races
13	viper	0C 00 00 00	36
14	vw_corrado	06 00 00 00	18
15	punto	01 00 00 00	3
16	golf	02 00 00 00	6
17	corsa	03 00 00 00	9
18	eclipse	02 00 00 00	6
19	s2000	03 00 00 00	9
20	supra	0A 00 00 00	30
21	integra	06 00 00 00	18
22	mx5	01 00 00 00	3
23	civic_97	03 00 00 00	9
24	mustang68	04 00 00 00	12
25	neon	03 00 00 00	9
26	monaro	09 00 00 00	27
27	wrx2	08 00 00 00	24
28	fto	07 00 00 00	21
29	celica_2	04 00 00 00	12
30	mr2	05 00 00 00	15

Index	Car	Default value (hex)	Default # races
31	evo6	07 00 00 00	21
32	prelude	04 00 00 00	12
33	300zx	07 00 00 00	21
34	350z	05 00 00 00	15
35	3000gt	09 00 00 00	27
36	integra2	06 00 00 00	18
37	mustang2	06 00 00 00	18
38	camaro	0B 00 00 00	33
39	charger	08 00 00 00	24
40	corolla	02 00 00 00	6
41	dodge_srt	07 00 00 00	21
42	vette_2	06 00 00 00	18
43	mrs	05 00 00 00	15
44	camaro70	0B 00 00 00	33
45	falcon	09 00 00 00	27
46	rsx	06 00 00 00	18
47	ac_integra	06 00 00 00	18
48	ac_nsx	0A 00 00 00	30

Index	Car	Default value (hex)	Default # races
49	rx8	08 00 00 00	24
50	beetle	00 00 00 00	Start
51	focus_2	01 00 00 00	3

Leftover data

Unsorted data from #cheat-engine-finds on the Discord server.

```
=== Addresses ===
--- Camera ---
E6DBCEC - Current camera position (UI)
```

The actual address for the camera position is dynamic and currently unknown, but it always matches the UI value. Pointer scan needed.

```
--- Menu: Host Race ---
Juiced.exe + 3211E4 - Meet Type
Juiced.exe + 3211E8 - Location
Juiced.exe + 3211EC - Criteria Type
Juiced.exe + 3211F0 - Territory
Juiced.exe + 3211F4 - Make
Juiced.exe + 3211FC - Car Class
Juiced.exe + 321244 - Route
Juiced.exe + 321248 - Laps
Juiced.exe + 32124C - Crew Number
Juiced.exe + 321204 - Setup Fee
--- Career ---
```

0EA9E124 - Cash === Opcodes === --- Camera ---0041FED8 - 8B 40 18 - mov eax,[eax+18] - Car visibility in bumper cam --- Menu: Host Race ---004CACAD - 89 45 14 - mov [ebp+14].eax - Meet Type left boundary 004CACBA - 89 45 14 - mov [ebp+14],eax - Meet Type right boundary 004CACE0 - 89 45 18 - mov [ebp+18],eax - Location left boundary (CRASHES) 004CACE9 - C7 45 18 08000000 - mov [ebp+18],00000008 - Location right boundary (CRASHES) 004CADAA - C7 45 2C 07000000 - mov [ebp+2C],00000007 - Car Class left boundary 004CADA1 - 89 45 2C - mov [ebp+2C],eax - Car Class right boundary 004CAD13 - 89 45 1C - mov [ebp+1C], eax - Criteria Type left boundary 004CAD20 - 89 45 1C - mov [ebp+1C],eax - Criteria Type right boundary 004CAD6E - 89 7D 20 - mov [ebp+20],edi - Territory left boundary 004CAD77 - C7 45 20 04000000 - mov [ebp+20],00000004 - Territory right boundary 004CAD54 - 89 7D 24 - mov [ebp+24],edi - Make left boundary 004CAD5D - C7 45 24 11000000 - mov [ebp+24],00000011 - Make right boundary 004CB8F5 - 89 7D 14 - mov [ebp+14],edi - Route left boundary (CRASHES) 004CB928 - 89 4D 14 - mov [ebp+14],ecx - Route right boundary (CRASHES) 004CB94E - 89 7D 18 - mov [ebp+18],edi - Laps left boundary 004CB957 - C7 45 18 0A000000 - mov [ebp+18],0000000A - Laps right boundary 004CB989 - 89 45 1C - mov [ebp+1C],eax - Crew Number left boundary

004CB996 - 89 45 1C - mov [ebp+1C],eax - Crew number right boundary