# Juiced addresses

*by N1GHTMAR3*

## Values

| Description | Offset (new .exe) | 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 | |
| juicey.dat | 2F7694 | 2F4828 | 10-byte string | 6A 75 69 63 65 79 2E 64 61 74 | |

## 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 |

| Description | Assembly code | Value (hex) | Offset (new .exe) | Offset (hlm-juif) | Effects |
|---|---|---|---|---|---|
| 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 the new .exe*
*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) |
|---|---|---|
| A | 9B | 155 |
| B | 9C | 156 |
| C | 9D | 157 |
| D | 9E | 158 |
| E | 9F | 159 |
| F | A0 | 160 |
| G | A1 | 161 |

| Character | Value (hex) | Value (dec) |
|---|---|---|
| H | A2 | 162 |
| I | A3 | 163 |
| J | A4 | 164 |
| K | A5 | 165 |
| L | A6 | 166 |
| M | A7 | 167 |
| N | A8 | 168 |
| O | A9 | 169 |
| P | AA | 170 |
| Q | AB | 171 |
| R | AC | 172 |
| S | AD | 173 |
| T | AE | 174 |
| U | AF | 175 |
| V | B0 | 176 |
| W | B1 | 177 |
| X | B2 | 178 |
| Y | B3 | 179 |

| Character | Value (hex) | Value (dec) |
|-----------|-------------|-------------|
| 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 |
| 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 | 8B AC 9F B1 | 9D AC 9F B1 |

| Code | Description | Default value (hex) | Fixed value (hex) |
|------|-------------|---------------------|-------------------|
| | your crew. Does not affect their stats. | | |
| 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_206 | 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 |
| 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 |

| Index | Car | Default value (hex) | Default # races |
|---|---|---|---|
| 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 |
| 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 |

| Index | Car | Default value (hex) | Default # races |
|---|---|---|---|
| 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 |
| 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