

Put [SFHelper] to your ShadowFlare Game Folder. Click this button to open "ShadowFlare.exe" in the folder.

Log area. Print possible hint or error message in current Tab.


Refresh Data function. Recommended. Keep data real-time synchronized with game. Click again to close. To ensure stability after activated, modification on some data will be temporarily disabled. If you need to modify these values, turn this off to continue. There is a delay to avoid high CPU usage. If no special need, stay the delay value still.


Basic information section. The maximum length of [Name] is 19, any excess will be truncated. The length of an English letter is 1; length of a Chinese character is 2. Modification on [Gender] or [Comp ID] requires a S/L to take effect. If you want data here real-time updated, please enable [Data Refresh].

Version: v0.4.0

Open source Project address:
<https://github.com/DearRichardLi/ShadowFlareHelper>

Select Game Language/Version base on your actual game version.

Note 1: If you are using Blackjack Hack which icon is like: , Choose CHT to be compatible.

Note 2: If using Resolution Hack which is: , Please re-open SFHelper as Administrator in order to read memory.

After the game completely load your savefile and you have chosen the right version in SFHelper, Click this to read character data. Every time after you S/L, you need to bind game again!

[Game mode] is the way you chose before load your savefile.

[Online Role] refer to the rank during online gaming. (Host or Client 1, 2, 3)



Change APP language.
3 Langs available now: ENG, CHT, CHN. SFHelper determines the first displaying language based on your system setting.

Click to open Global Keyboard Hook, which capture your keyboard movements and provide correspond function. After activation, use Numpad/Arrow keys to move player.

Log area. Print possible hint or error message in current Tab.

Map Info section.

Record Map Name & ID, Player Coordinate. [Gate ID] defines the method you enter current map. (Through which Map Gate, Teleport Gate, or Transport Magic) If you want data here real-time updated, please enable [Data Refresh].

Move Distance refers to the distance moved once after pressing the Numpad/Arrow keys in game. Long Press to move constantly. Move Delay refers to the interval time (in milliseconds) between each movement when long pressed. Please adjust as needed.

Teleport function area, like a Doraemon anywhere door.

If you don't know destination X/Y Coordinate, just choose [Gate ID Mode] and fill "0".

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ShadowFlare Helper by Richard

(O)ption (A)bout

Init WallHack Assist Magic Quest G_Warehouse Teleport

Global Hook On/Off Hook Status: On

Click On/Off Button to enable WallHack. Click again to disable.
Use Numpad/ Arrow key to move within game.
Set a low delay (unit: MilliSeconds) may cause high CPU usage.
20:16:31.485
Hook On!

Map ID: 99000037 X: 14995 Y: -1986

Tower of Ordeal, Annex Top Floor

Gate ID: 0 Move Distance: 100 Move Delay: 10

Teleport: Village of Dwarves - Ruins of the Wise - Quest Trigger1

Map ID: 03900004

Teleport Mode Choice

☐ Gate ID Mode Gate ID: -1 Wrong ID Cause Game CRASH!

☒ X/Y Mode X: 10000 Y: 1500

Teleport me!

Teleport Presets. More than 100 commonly used places of Mission triggers, Boss fights, Rare Item acquisition.

After selection, Press [Teleport me] to go!

Village of Dwarves - Ruins of the Wise - Quest Trigger1
Village of Dwarves - Ruins of the Wise - Quest Trigger2
Ruins of the Wise - Ruin, the Wise Man
The Tower of Rebellion, 4F - Jurg Party - Quest Trigger
Berini Village - Jurg Party - Quest Trigger
Forest of Posion - [Demon Fang]
Town of Antalusia - The Ruins of Remoteness - Quest Trigg
Ruins of Remoteness - [Hessonite] [Amethyst]
Fort of Demon, B1F - [Chiasolite]
Fort of Demon, B2F - [Kyanite]

Select Map. If you want to customize your trip, just select by name and I'll help to fill ID automatically!

A [*] means this map has a Teleport Gate.

[*] Wasteland of Pillars
Dusty Ruins, B1F + B2F
Dusty Ruins, B3F
[*] Dusty Ruins, B4F
[*] Dusty Ruins, B5F
Dusty Ruins, Room of Judgment
Dusty Ruins, Continued Room
[*] Cold Svalt Town

Teleport Mode. Choose between two modes.

1. Gate ID mode. Which Gate you'd wish to enter this map through? If you don't know, please just fill [0]. Wrong ID cause Crash!
2. X/Y mode. If you know X/Y coordinate of your destination, fill them directly here.

Open your warehouses wherever you are.

Custom Outfit Tab is like:



Three days to [P]OWER !?

Hold a Gold in your cursor.
Press once, it turns to 88,888.
More clicks, more digits of 8.
Maximum: 88,888,888.



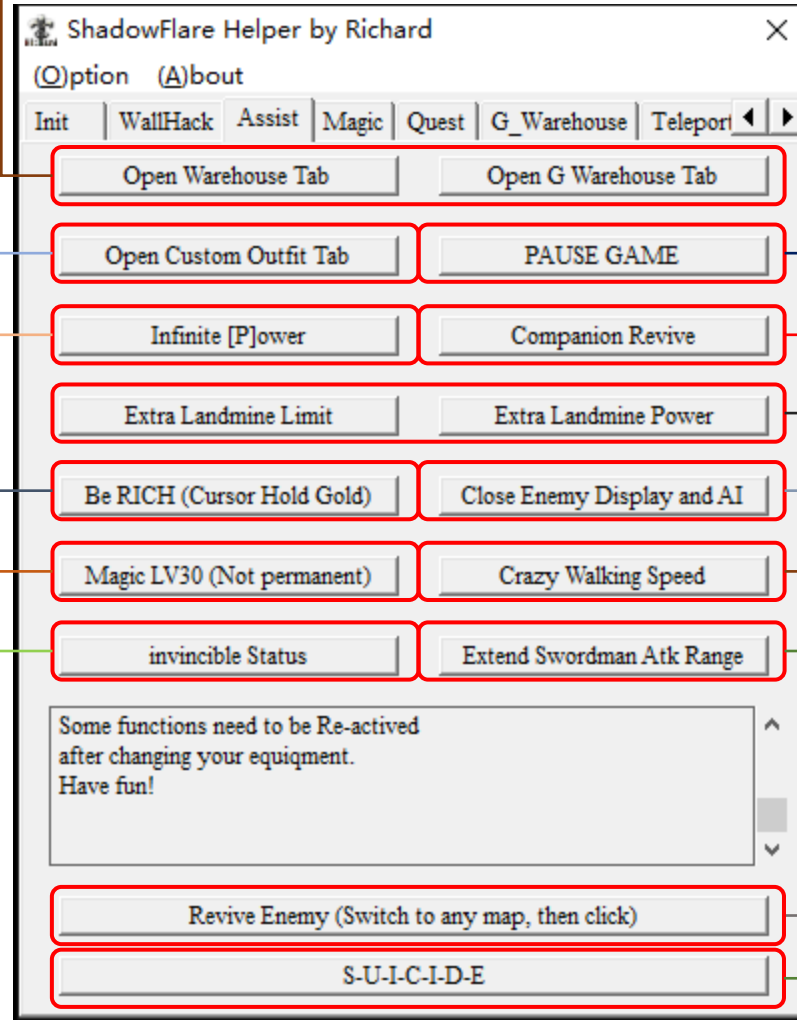
Total Gold 88888888



All Magic LV turns 30. Click again to cancel.

HP 100,000; ATK 500,000.... Change your equipment a little bit to ensure effectiveness.

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Disable render next frame by force. Click again to continue.

Companion revive immediately.

Do you remember a Flash game “Bomb It”? This is like it. Change your equipment a little bit to ensure effectiveness. Click again to cancel.

Close Enemy Display & AI. Click again to cancel.

Walking speed 255 still too slow? Try this 4x speed. Click again to cancel. Change equipment will lose effectiveness.

Extend ATK Range (also work with staff, axe, fist). Also extend pickup range. Click again to cancel.

Based on immediately re-loading savefile. Therefore, all item on the ground will be cleared.

Hmmmmmm.... Not recommended.... In any cases.... Isn't it?

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Auto read Player magic data while binding game. Click to Lock/Unlock corresponding magic.

If you want data here real-time updated, please enable [Data Refresh].

ShadowFlare Helper by Richard

(O)ption (A)bout

Init WallHack Assist Magic Quest G_Warehouse Teleport

Magic Name	LV	EXP	Magic Name	LV	EXP
Tab 1					
Transport	20	1	Heal	20	193
Fire Ball	1	0	Moon	1	0
Ice Bolt	1	9	Berserker	20	0
Plasma	1	7	Energy Shield	1	0
Hell Fire	1	0	Earth Spear	20	0
Ice Blast	1	0	Flame Strike	1	0
Tab 3					
Dread Deathscythe	1	0			
Lightning Storm	1	0			
Medusa	20	78			
Sonic Blade	20	0			
Mud Javelin	1	0			
Identify	1	0			
Tab 2					
Tab 4					
Magic Shield 20 150					
Counter Burst 20 159					
Explosion 1 36					
Elemental Strike 1 0					

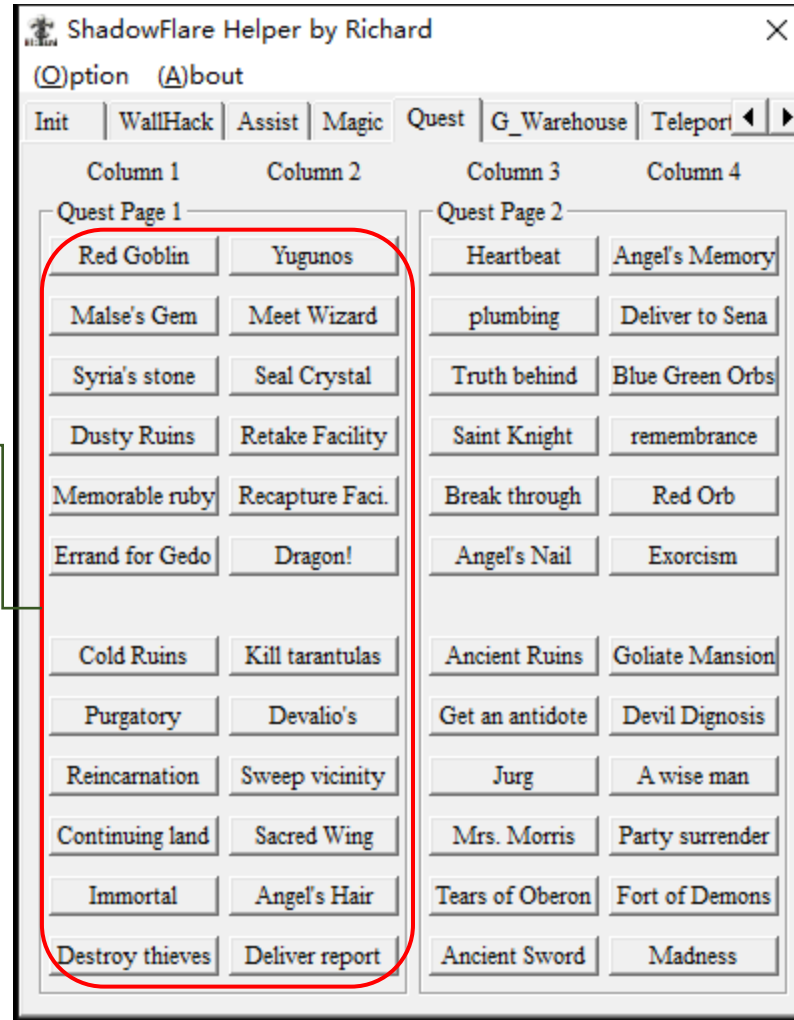
Magic LV Range: 1 - 20

For LV 20 to 30, you need specific equipment which provides extra magic LV.

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Each button correspond to a Quest.
48 quests in total. Click to switch
quest status.

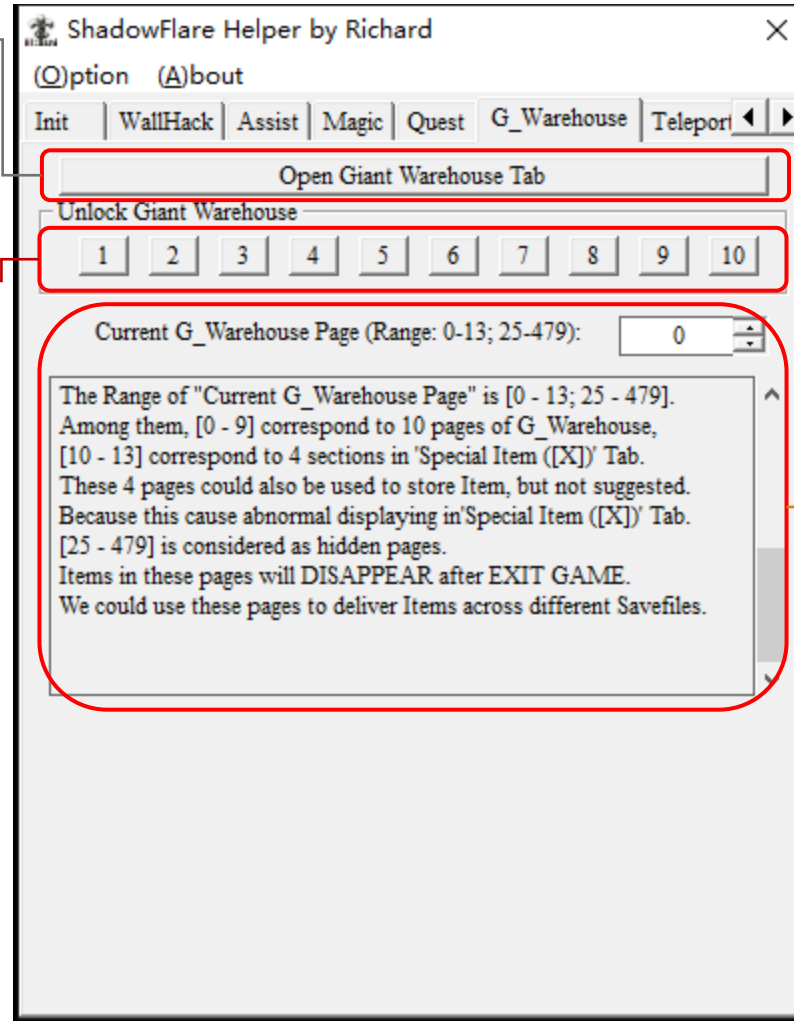
Each quest has 3 status:
Not accepted;
Accepted, but not completed;
Completed.



Version: v0.4.0

Open Giant Warehouse Tab.

Click button to Lock/Unlock corresponding Giant Warehouse Page.



Defines which page of the Giant Warehouse is currently being browsed.

If you do not know the purpose of this, please just ignore the feature directly, in order to avoid negative experiences.

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The Range of "Current G_Warehouse Page" is [0 - 13; 25 - 479].
Among them, [0 - 9] correspond to 10 pages of G_Warehouse,
[10 - 13] correspond to 4 sections in 'Special Item ([X])' Tab.
These 4 pages could also be used to store Item, but not suggested.
Because this cause abnormal displaying in 'Special Item ([X])' Tab. [25 - 479] is considered as hidden pages. Items in these pages will DISAPPEAR after EXIT GAME.
We could use these pages to deliver Items across different Savefiles.