

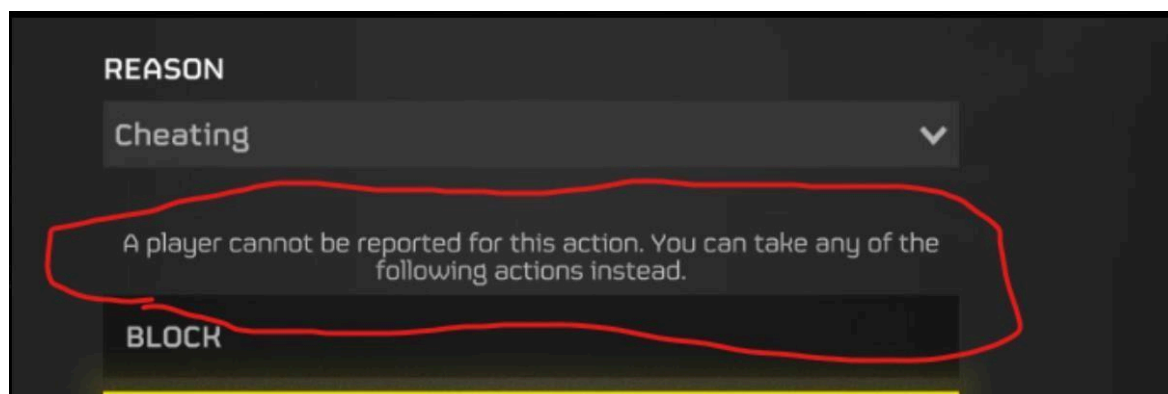
THE BEST HELLDIVERS 2 CHEAT GUIDE

(Cheatdiver Pro 4.0.1)

Hello everyone, this is a complete guide with step by step installation for this simple and effective cheat engine, possible errors, FAQ, precautions you should take, and show what work and what doesn't. Before downloading the files, get cheat engine from the website, its free, do not mind if it says its an outdated version, its a bug, doesnt matter. Cheat Engine: <https://www.cheatengine.org/>

⚠ **SAFETY BEFORE DOING THIS IF YOU ARE CONCERNED ABOUT YOUR STEAM**

ACCOUNT: This game has family share, you can play this game on an alt steam account while cheating if youre REALLY that uptight about it.



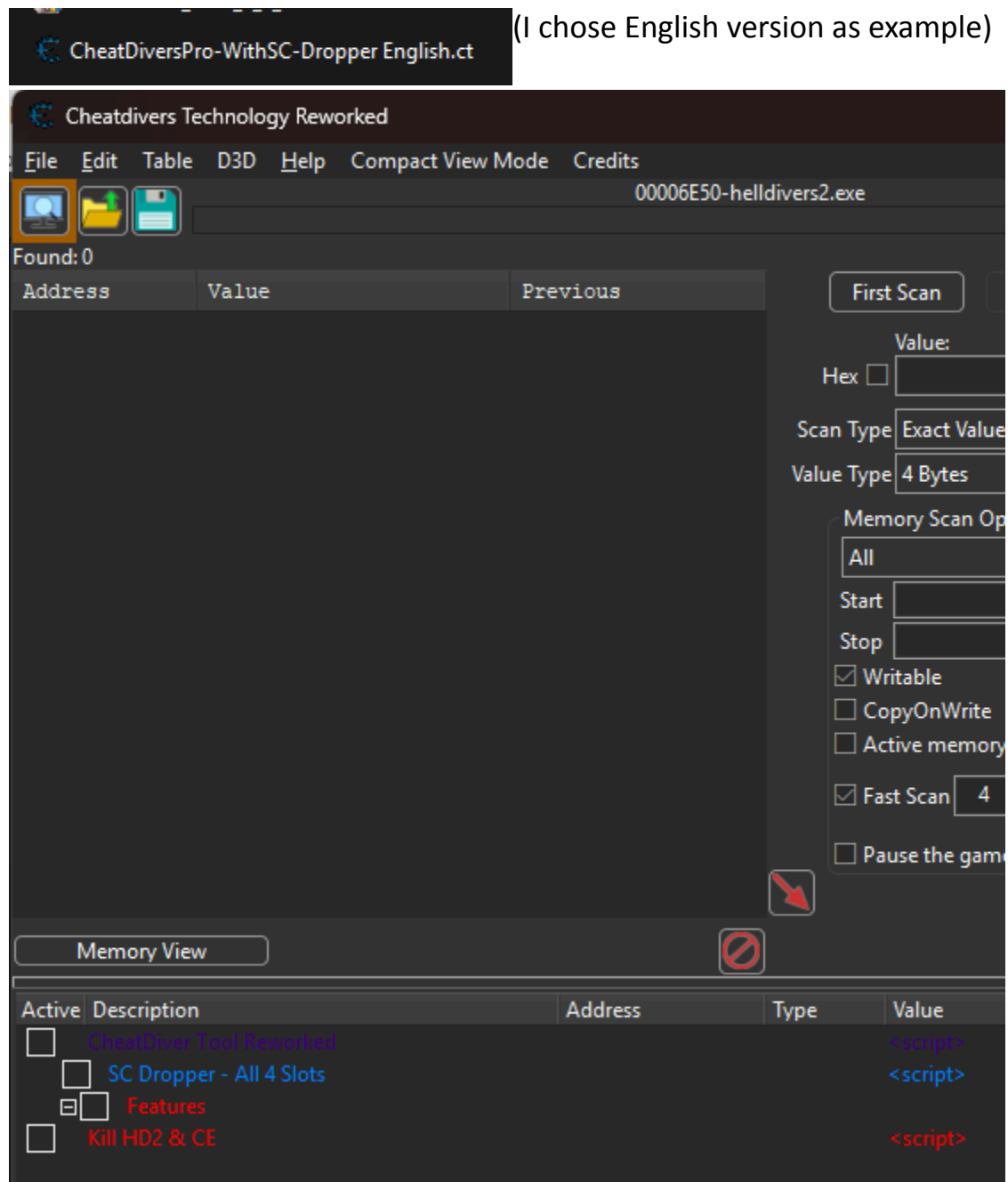
- **INSTALLATION (How To Get Started)**

Download 1 of these files (will be after this document):



After downloading, open your game until your ship loads and you can start moving. You want to make sure you have the first file ready as soon as you have control of your helldiver on his ship.

Next, open this while on your ship



And your cheat should look like this:

Active	Description	Address	Type
<input type="checkbox"/>	CheatDiver Tool Reworked		
<input type="checkbox"/>	SC Dropper - All 4 Slots		
<input checked="" type="checkbox"/>	Features		
<input type="checkbox"/>	Kill HD2 & CE		

Now check the “SC DROPPER – ALL 4 SLOTS” and press “EXECUTE”, you can minimize. Click the “-” next to “Features” and from there you can easily select your cheats: **Remember to double-click (Default) to change values.**

Cheatdivers Technology Reworked

File Edit Table D3D Help Full View Mode Credits

Active	Description	Address	Type	Value
<input type="checkbox"/>	Unlock All Armor in Armory			<script>
<input type="checkbox"/>	Unlock All Equipment in Armory			<script>
<input type="checkbox"/>	Unlock All Stratagems in Loadout			<script>
<input type="checkbox"/>	Mission Time			<script>
<input type="checkbox"/>	Reduce Aggro Disable Turret			<script>
<input type="checkbox"/>	Zero Enemy Perception Disable Turret			<script>
<input type="checkbox"/>	FOV Editor			<script>
<input type="checkbox"/>	Movement Speed			<script>
<input type="checkbox"/>	Inf. Stragagems			<script>
<input type="checkbox"/>	Stratagems Call-in Time			<script>
<input type="checkbox"/>	No Slow			<script>
<input type="checkbox"/>	Better Weather			<script>
<input type="checkbox"/>	No Fall Damage			<script>
<input type="checkbox"/>	Fast Melee Attacks			<script>
<input type="checkbox"/>	Fast Landing Prone			<script>
<input type="checkbox"/>	No Ragdoll			<script>
<input type="checkbox"/>	No Boundary			<script>
<input type="checkbox"/>	No Stationary Turret Overheat			<script>
<input type="checkbox"/>	No Recoil			<script>
<input type="checkbox"/>	No Jumptpack Cooldown			<script>
<input type="checkbox"/>	Force Hoverpack To Land			<script>
<input type="checkbox"/>	Hoverpack Manual Control			<script>
<input type="checkbox"/>	Inf. Dark Fluid Health			<script>
<input type="checkbox"/>	Inf. Warp Pack			<script>
<input type="checkbox"/>	Warp Pack Blink Distance			<script>
<input type="checkbox"/>	Inf. Turret Shield Relay Duration			<script>
<input type="checkbox"/>	Hellbomb Timer			<script>
<input type="checkbox"/>	Grenade Fuse Time			<script>
<input type="checkbox"/>	Set Shield Cooldown			<script>
<input type="checkbox"/>	Inf. Shield Energy			<script>
<input type="checkbox"/>	Legit Inf. Stamina			<script>
<input type="checkbox"/>	God Mode (\$CCode)			<script>
<input type="checkbox"/>	HP Regen			<script>
<input type="checkbox"/>	Legit Instant Charge			<script>
<input type="checkbox"/>	Instant Charge			<script>
<input type="checkbox"/>	Legit No Laser Overheat			<script>
<input type="checkbox"/>	No Laser Overheat			<script>
<input type="checkbox"/>	Legit Inf. Ammo			<script>
<input type="checkbox"/>	Inf. Ammo			<script>
<input type="checkbox"/>	Legit Inf. Grenades			<script>
<input type="checkbox"/>	Inf. Grenades			<script>
<input type="checkbox"/>	Inf. Health			<script>
<input type="checkbox"/>	Legit Inf Stims			<script>
<input type="checkbox"/>	Inf. Stims			<script>
<input checked="" type="checkbox"/>	Terminal Minigames			<script>
<input type="checkbox"/>				<script>

Your cheat will be ready to use!

NOTE: Different iterations of this cheat may remove bloated menus. But what matters are the FEATURES and SC DROPPER.

• WHAT WORK AND DOESN'T WORK

Here I will list all the features that work correctly and those that don't, everything checked with a red X means it works and is in the current Cheatdiver Pro version.

<input checked="" type="checkbox"/> Unlock All				<input checked="" type="checkbox"/> Mission Time	<script>
<input checked="" type="checkbox"/> Unlock All Armor in Armory	<script>			<input type="checkbox"/> Freeze Mission Time	<script>
<input checked="" type="checkbox"/> Unlock All Equipment in Armory	<script>			<input type="checkbox"/> Expire Mission Timer	<script>
<input checked="" type="checkbox"/> Unlock All Stratagems in Loadout	<script>			<input type="checkbox"/> Time	P->00000000 Float ??
<input checked="" type="checkbox"/> Unlock All V2	<script>			<input checked="" type="checkbox"/> FOV Editor	<script>
<input checked="" type="checkbox"/> Reduce Aggro Disable Turret	<script>			<input type="checkbox"/> Current Fov	7FF9565A0030 Float 110
<input checked="" type="checkbox"/> Zero Enemy Perception Disable Turret	<script>			<input checked="" type="checkbox"/> Movement Speed	<script>
<input checked="" type="checkbox"/> Inf. Stragagems	<script>			<input type="checkbox"/> Player Multiplier	7FF956590140 Float 4
<input checked="" type="checkbox"/> Stratagems Call-in Time	<script>			<input type="checkbox"/> Player Multiplier	7FF956590144 Float 2.5
<input checked="" type="checkbox"/> Max Call-in Time	7FF9565A0030 Float 0			<input type="checkbox"/> Exosuit Multiplier	7FF956590148 Float 2
<input checked="" type="checkbox"/> No Slow	<script>			<input type="checkbox"/> Enemy Multiplier	7FF95659014C Float 0
<input checked="" type="checkbox"/> Better Weather	<script>			<input type="checkbox"/> Civilian Multiplier	7FF956590150 Float 1.5
<input type="checkbox"/> Inf. Reinforcements	<script>			<input type="checkbox"/> Soldier Multiplier	7FF956590154 Float 3
<input checked="" type="checkbox"/> No Fall Damage	<script>			<input checked="" type="checkbox"/> Inf. Warp Pack	<script>
<input checked="" type="checkbox"/> Fast Melee Attacks	<script>			<input checked="" type="checkbox"/> Warp Pack Blink Distance	<script>
<input checked="" type="checkbox"/> Attack Speed	7FF956590030 Float 1			<input checked="" type="checkbox"/> Blink Distance	7FF9565A0020 Float 10
<input type="checkbox"/> Fast Landing Prone	<script>			<input checked="" type="checkbox"/> Inf. Turret Shield Relay Duration	<script>
<input checked="" type="checkbox"/> No Ragdoll	<script>			<input type="checkbox"/> Expire All Turrets	<script>
<input type="checkbox"/> No Boundary	<script>				
<input checked="" type="checkbox"/> No Stationary Turret Overheat	<script>				
<input checked="" type="checkbox"/> No Recoil	<script>				
<input type="checkbox"/> No Sway	<script>				
<input checked="" type="checkbox"/> No Jumppack Cooldown	<script>				
<input checked="" type="checkbox"/> Jumppack CD	(B7FF956580020 Float 3				
<input checked="" type="checkbox"/> Longer Hoverpack Flight	<script>				

<input checked="" type="checkbox"/>	Hellbomb Timer			<script>
<input type="checkbox"/>	Timer	P->2A481211608	Float	0
<input type="checkbox"/>	Instant Hellbomb Detonation			<script>
<input checked="" type="checkbox"/>	Grenade Fuse Time			<script>
<input type="checkbox"/>	Set Fuse Time	7FF956550030	Float	1
<input checked="" type="checkbox"/>	Set Shield Cooldown			<script>
<input checked="" type="checkbox"/>	Cooldown	7FF956580040	Float	1
<input checked="" type="checkbox"/>	Inf. Shield Energy			<script>
<input checked="" type="checkbox"/>	Max Shield Energy	7FF956590030	Float	1000
<input checked="" type="checkbox"/>	Legit Inf. Stamina			<script>
<input checked="" type="checkbox"/>	Current Stamina	P->2A45E80BF44	Float	1
<input type="checkbox"/>	Minimum Value	7FF9565A0038	Float	0.150000006
<input type="checkbox"/>	Override With	7FF9565A003C	Float	0.25
<input checked="" type="checkbox"/>	Inf. Health			<script>
<input checked="" type="checkbox"/>	Current Health	P->2A47CE9DBE0	4 Bytes	99999
<input checked="" type="checkbox"/>	Set Max Health	7FF9565A0038	4 Bytes	99999
<input checked="" type="checkbox"/>	All Damage Reduction			<script>
<input checked="" type="checkbox"/>	Damage Mul	7FF956570030	Float	1
<input checked="" type="checkbox"/>	Instant Charge			<script>
<input type="checkbox"/>	Legit No Laser Overheat			<script>
<input checked="" type="checkbox"/>	No Laser Overheat			<script>
<input type="checkbox"/>	Legit No Reload			<script>
<input type="checkbox"/>	No Reload			<script>
<input type="checkbox"/>	Legit Inf. Ammo			<script>
<input checked="" type="checkbox"/>	Inf. Ammo			<script>
<input type="checkbox"/>	Legit Inf. Grenades			<script>
<input checked="" type="checkbox"/>	Inf. Grenades			<script>
<input type="checkbox"/>	Legit Inf Stims			<script>
<input checked="" type="checkbox"/>	Inf. Stims			<script>

<input checked="" type="checkbox"/>	Killstreak Mod			<script>
<input checked="" type="checkbox"/>	Freeze Counter & Make It Appear After 1 Kill			<script>
<input checked="" type="checkbox"/>	Killstreak Bonus			<script>
<input checked="" type="checkbox"/>	Bonus V	7FF9564D0020	4 Bytes	5
<input checked="" type="checkbox"/>	Set Samples On Pickup			<script>
<input type="checkbox"/>	Common Samples	7FF9565A0070	4 Bytes	34
<input type="checkbox"/>	Rare Samples	7FF9565A0074	4 Bytes	33
<input type="checkbox"/>	Super Samples	7FF9565A0078	4 Bytes	33
<input type="checkbox"/>	Samples Multiplier On Pickup			<script>
<input checked="" type="checkbox"/>	Add Samples Instantly			<script>

<input checked="" type="checkbox"/>	Evac Mod		<script>
<input checked="" type="checkbox"/>	Bonus Value I7FF9564C0030	4 Bytes	1
<input checked="" type="checkbox"/>	Evac High Value Assets Mod		<script>
<input checked="" type="checkbox"/>	Bonus Roche7FF9564B0030	Float	1
<input checked="" type="checkbox"/>	Killcount Mod		<script>
<input checked="" type="checkbox"/>	Bonus Value I7FF956580020	Float	5
<input type="checkbox"/>	Eradication Mission Editor		<script>
<input checked="" type="checkbox"/>	Invasion Mode		<script>
<input checked="" type="checkbox"/>	Set Enemy St7FF956570020	4 Bytes	50
<input type="checkbox"/>	Show Hidden Outposts		<script>
<input checked="" type="checkbox"/>	Force Apply Difficulty Multiplier On Reward		<script>
<input checked="" type="checkbox"/>	Difficulty Re7FF956550040	4 Bytes	10 : 300%
<input checked="" type="checkbox"/>	Max Mission Reward		<script>
<input checked="" type="checkbox"/>	Medals Multi7FF9565400E0	Float	(Default)
<input checked="" type="checkbox"/>	EXP & Requis7FF9565400E4	Float	(Default)
<input checked="" type="checkbox"/>	Samples Over Limit Reward		<script>
<input type="checkbox"/>	Common Sa7FF956530040	4 Bytes	(Default)
<input type="checkbox"/>	Rare Samples7FF956530044	4 Bytes	(Default)
<input type="checkbox"/>	Super Rare Sa7FF956530048	4 Bytes	(Default)
<input checked="" type="checkbox"/>	Remove Currency Pickup Limit		<script>
<input type="checkbox"/>	Inf. Notification Duration		<script>
<input type="checkbox"/>	Mass SC Packs Drop		<script>
<input type="checkbox"/>	Replace Pick Ups		<script>
<input type="checkbox"/>	Instant Complete Outposts		<script>
<input checked="" type="checkbox"/>	Instant Complete Mission (Main+Side)		<script>
<input checked="" type="checkbox"/>	Set Extract Time		<script>
<input checked="" type="checkbox"/>	Max Extraction T7FF9564F0030	Float	0

THESE ARE THE OPTIONS TO ENABLE FOR MEDALS AND XP, ALONG WITH REQ POINTS AND WEAPONS XP, TO FARM XP GO TO A DIFF 1 PLANET AND SPEEDRUN (USING CHEATS), TO FARM MEDALS GO TO A DIFF 5 PLANET TO GET MAX MEDALS.

<input checked="" type="checkbox"/>	Force Apply Difficulty Multiplier On Reward		<script>
<input checked="" type="checkbox"/>	Difficulty 7FF9702A0040	4 Bytes	10 : 300%
<input checked="" type="checkbox"/>	Max Mission Reward		<script>
<input checked="" type="checkbox"/>	Medals Mu7FF9702C00E0	Float	250
<input checked="" type="checkbox"/>	EXP & Req7FF9702C00E4	Float	10000

THESE ARE THE OPTIONS TO ENABLE FOR SPAMMING ANY STRATAGEM INCLUDING WITH THE SC DROPPER

- ☐ movement speed
- ☐ Inf. Stratagems
- ☐ Stratagems Call-in Time
- ☐ Remove Currency Pickup Limit
- ☐ ...

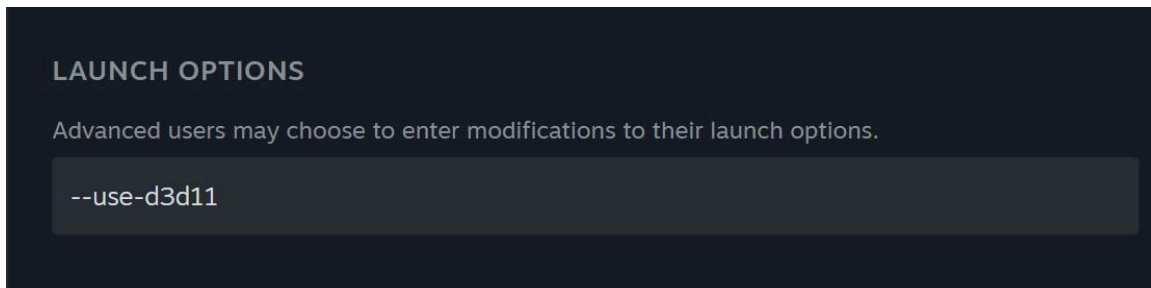
• POSSIBLE ERRORS AND FIXES

- If you see this dont worry, that means there are no SC on the map. So its not possible to drop/farm there, just change the mission.



- For some reason, when activating the FOV, even after deactivating it doesnt go back to normal. The same goes for movement speed. However, for move speed, you just need to set the first value to 1, and it returns to the default. As for the FOV, you cant really go back to the default, the closest would be between 45 - 55

- DON'T PRESS "-"(numpad) your game will crash and close cheat engine and the game (this happen to me for some reason)
- --delay_gameguard_init in the games steam launch properties could give you some extra time to delay gameguard to inject the cheat, but you dont have to and currently i dont use this
- You can use the SC dropper NOT as host and still throw SC down as long as the host is also cheating, so you can double your profits with 2 pc cheaters. Both people need to inject the cheat as soon as they get into the ship and then they can join each other and cheat 2x more efficiently, beware of too many resupplies being able to crash EVERYONES game.
- If you want better performance and stability use the prod slim 22gb version of the game and put this in the steam properties, to use directx11
- Make sure to disable your windows defender, and check to "restore" anything it tries to do to your cheat engine.



SC COLLECT COOLDOWN (THROW 4-5 PODS THEN WAIT 30 SECONDS) 160-200 SC PER 30 SEC COOLDOWN

- Enter a 1 Trivial mission
- Drop 3-4 resupply pods. Each pod will have four Super Credit packs
- The game has a soft limit of 13 Super Credit pick-ups about every 30 seconds, so pick up 13, then wait. Repeat this until you have as much as you want. Sometimes you can get more.
- Sometimes 1 person can pick up from the others cooldown, but if it doesnt show a pickup notification, wait and then collect

INSTANT COMPLETE MISSION

<input type="checkbox"/>	Instant Complete Outposts	<script>
<input checked="" type="checkbox"/>	Instant Complete Mission (Main+Side)	<script>
<input checked="" type="checkbox"/>	Get Outpost Time	<script>

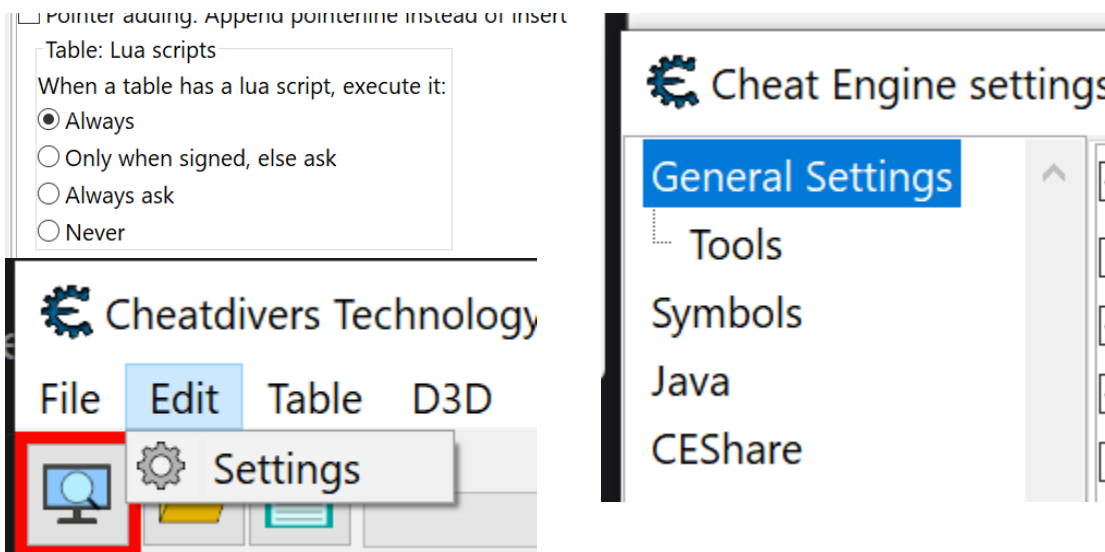
Enable in ship, dive into a mission, and press the letter "i" to complete objective instantly.

UNLOCKING ALL

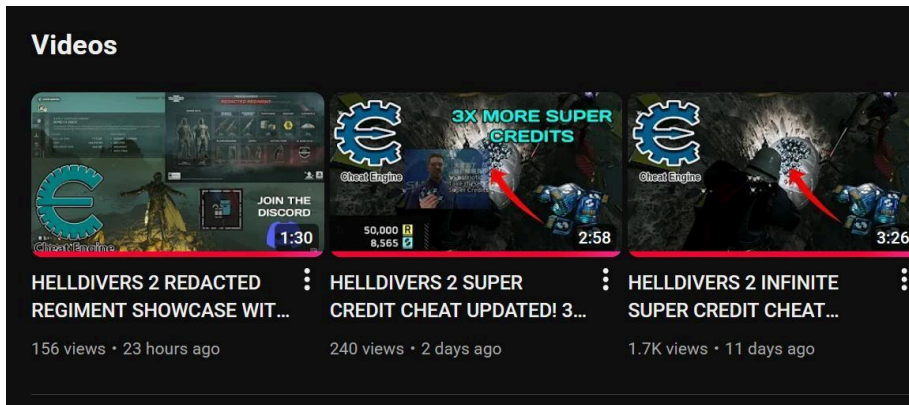
<input type="checkbox"/>	Unlock All	
<input checked="" type="checkbox"/>	Unlock All Armor in Armory	<script>
<input checked="" type="checkbox"/>	Unlock All Equipment in Armory	<script>

Enabling these allows you to use unreleased content

IF YOUR CHEAT TABLE DOESNT ATTACH AUTOMATICALLY:



END OF GUIDE



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<https://www.youtube.com/channel/Uck3YU3zhFZgfGBch0Rx6pGQ>

