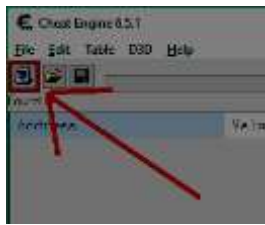


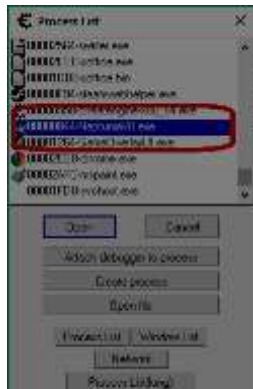
Hyperdimension Cheat Engine size tables

Well, those of you who already used CheatEngine before most likely won't need this help document. Still: feel free to read the FAQ at the end of the document for bugs and quirks.

1. Download CheatEngine <http://www.cheatengine.org> – at the time of this writing (June 2017) CheatEngine 6.7 is the most recent version. Any newer version will very likely work, older versions down to CheatEngine 6.0 work for all games except MegaTagmension and Neptunia A (those lists **require CheatEngine 6.6**).
2. Launch the game you want to use the size codes for – in the case of this tutorial for the screenshots I'm going to use Megadimension Neptunia VII but the process is the same for the other supported games. You should preferably set the game to windowed mode rather than full screen – but that's up to you, the codes are more convenient to be used in windows mode, they do work in full screen.
 - Side note: In Megadimension you can switch between windowed mode and full screen by pressing Alt+Enter for ultimate convenience – all the other games don't allow that sadly.
3. Now open Cheat Engine. In the left corner of its toolbar you'll see a little flashing computer icon – click it:

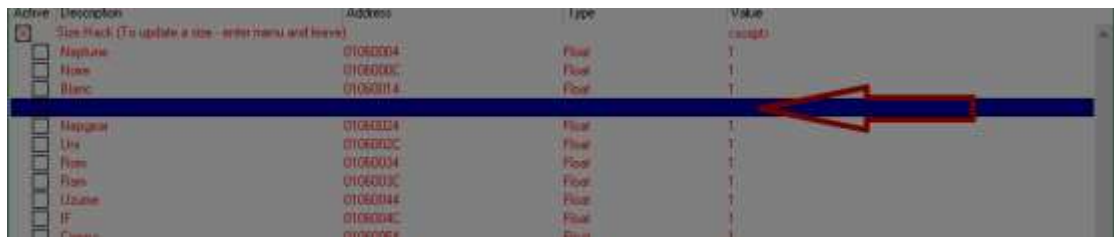


4. You'll now see the list of running process on your computer. Choose the Neptunia version you want to use for this purpose and click on “Open” (NeptuniaVII.exe for Megadimension, NeptuniaReBirth1.exe for Re;Birth 1 and so on):



5. Now choose “File” – “Load” (Not “Open File“!!!!) and choose the cheat list from the ZIP file you extracted this readme from. Choose the one for your game.
6. You'll now see a single cheat code in your cheat list which is called “Size Hack (To update a size - enter menu and leave)”
7. Click the “Active” box to the left of the name and it will unfold with a character list.

8. Double click the 1 to the far right of the character whose size you want to change.



9. A new window will open up – which just contains the mentioned 1. This is the character scale. Scale 1 means normal size, scale 2 would be double size, scale 0.5 would be half size. Type in whatever you like and click “OK”.
10. Congratulations: You just resized that character. Feel free to size as many characters as you like however you want. If you're currently in a battle or in a dungeon – please note that the game won't immediately update the character size. In a dungeon the easiest way to update the sizes would be by opening the menu (Y/△ button on your controller) and just closing it again.

Mini FAQ

How comprehensive are those hacks?

In Megadimension and Neptunia U they are super comprehensive. Whenever the character appears on screen their scale will be adjusted – that includes dungeons, battles, 3D event sequences, formation screen as well as Equipment screen. In the Re;Birth titles as well as Superdimension Neptune it's less comprehensive, it will only apply in dungeons and battles but not during the Equipment screen.

It doesn't work for MegaTagmension Blanc+Neptune vs. Zombies or Neptunia U?

You probably didn't get CheatEngine 6.6. Sadly MegaTagmension requires some advanced changes which require CheatEngine 6.6. A backport of the code list to CheatEngine 6.5 and below would be very difficult.

Can I use this online in case of MegaTagmension?

Yes! Notice though that it won't have any effects on gameplay thus it can hardly be considered cheating. Altering your or other player's sizes won't affect their stats or hitboxes.

Does it work for the 2D Visual Novel sequences?

No.

I've disabled the code and the sizes haven't reset. When I reenabled it they all show as 1 but they aren't. What's happening?

This is a known bug in the Re;Birth titles as well as Superdimension. The size hack actually rewrites the game memory in case of those titles and thus changes data in it. This can therefore cause errors if you deactivate the code after it has already been used. Normally after exiting a dungeon and reentering a dungeon all sizes should properly reset and the game should behave normally again.

In Megadimension, MegaTagmension and Neptunia U the actual game memory is never changed so you can activate and deactivate the code at any time of playback.

I closed CheatEngine – the size hacks still apply but when I load it again I cannot activate the hack anymore. How can I reactivate it or deactivate it?

You have to restart the game. If you quit CheatEngine while the hack is active, the hack remains active and after loading CheatEngine again it's unable to reset the hack.

You were using a modified camera apparently for your screenshots. How did you do that?

I was using additional cheat lists for the games which allow tampering with the camera by another user. You can find the cheat lists at the following addresses:

- Hyperdimension Neptunia Re;Birth 1: <http://fearlessrevolution.com/viewtopic.php?t=389>
- Hyperdimension Neptunia Re;Birth 2: <http://fearlessrevolution.com/viewtopic.php?t=390>
- Hyperdimension Neptunia Re;Birth 3: <http://fearlessrevolution.com/viewtopic.php?t=391>
- Hyperdimension Neptunia U: <http://fearlessrevolution.com/viewtopic.php?t=392>
- Megadimension Neptunia VII: <http://fearlessrevolution.com/viewtopic.php?t=1207>
- Megatagmension Blanc + Neptune vs. Zombies: <http://fearlessrevolution.com/viewtopic.php?t=393>
- Superdimension Neptune VS SEGA Hard Girls: <http://fearlessrevolution.com/viewtopic.php?t=2986>

Notice: Always read the post, the most recent cheat table lists might not be attached to the first post. Also notice that cheat tables used to be hosted on the CheatEngine forums – they aren't available there anymore as the CheatEngine developer decided their forums are not suitable for hosting those – Neither the CheatEngine author nor I can guarantee for these table mirrors. You can just download the most recent lists on these webpages and just load them like you loaded the list above. Cheat Engine will ask you whether you want to merge the cheat tables. This will allow you to use both the size hacks and general cheat tables. As I didn't make those cheat tables I cannot include them in the size hack lists, I respect the work of the original author.

General disclaimer

While these hacks above never actually integrally change the game behaviour, CheatEngine is actually able to heavily modify your game. As of such save game corruption, game crashes and even operating system crashes or related things when using CheatEngine are possible. As all games store to your Steam Cloud an actual damage to all save games is highly unlikely but possible. The cheat code lists coming with this readme have been tested to not crash the game or corrupt it in any way. However, I still cannot and will not be held responsible for any issues happening on your side.