

Forum:[Hack Forums](#)

Thread: [Lead Developer Wanted for Premium Cheat Provider](#)

Apollo Industry - April 6, 2026, 4:15 am

I'm launching Apollo Cheats, a new premium cheat provider under the Apollo Industry banner. The market is filled with slow, unreliable, and overpriced providers. I'm building an empire focused on being the best: undetected, reliable, with lightning-fast support and updates.

I am the owner and handle all business operations, funding, marketing, and management. I am not a developer. I need a technical partner to lead the development.

What I'm Looking For:

- A highly skilled Lead Developer with proven experience in reverse engineering and game hacking.
- Expertise in bypassing modern anti-cheat solutions (EAC, BattlEye, etc.).
- Someone who understands the cat-and-mouse game and can deliver rapid updates when detections occur.
- A reliable and professional partner.

This is a partnership, not a job. I'm offering a significant share of the business's success.

- You (Lead Dev): 30% of Net Profit.
- Me (Owner): 50% of Net Profit.
- Remaining 20%: Reinvested directly back into the business for server costs, security, marketing, hiring junior devs, and legal defense fund.

Why This Works:

Your 30% is pure profit. You have zero financial risk, no operational headaches, and no legal exposure in your name. You focus 100% on creating the best product, and I'll handle everything else to ensure you can. This is a true partnership designed for long-term, massive success.

If you're a top-tier dev tired of working for scraps and want to build the #1 provider in the scene with a dedicated partner, DM me with proof of your past work (screenshots, videos, etc.). Let's build an empire.

Binance - April 6, 2026, 5:32 am

<https://claude.ai>

Your best lead dev for this kind of project. Plus it forces you to learn a bit

CL1B - April 6, 2026, 6:07 am

(Apr 6, 2026 05:32 AM)Binance Wrote: [\[CITE\] https://claude.ai](#)

Your best lead dev for this kind of project. Plus it forces you to learn a bit
There's no way AI can help you with this as of now. Trust me.

At this level it will never be able to, it requires a super intricate cat and mouse with kernel level AC like EAC and a bunch of business fraud.

This cat and mouse is amongst the hardest in hacking if not the hardest.

Only top-tier experienced devs and funders can pull off a good public P2C, want to find out? Go ahead and pull any leaked p2c and update it yourself; even with the most expensive AI you won't get far ;)

This shit should really not be underestimated, it requires so much work and a complete pipeline (money) it 100% tanks every developer. But the returns are great.

Private sector is the same but x10 bigger returns, but you won't enter that market without a foot in it already.

OP I can send you to the right direction but I won't, it's better if you search elsewhere not on HF and you should've known this -> you'll need at least familiarize yourself more, this market is super tight and with no portfolio or knowledge you will get no contacts inside (you have to realize HOW many times Company X tries to get evidence this way, that's the nr 1 risk right now and nr 1 reason you're not going to have a real dev contact you).

Have money for signed drivers ready (better if you buy unique) another thing is a custom mapper with auth will cost you around 2000-4000 never pay more for this even if you have multiple games. Sometimes a dev with portfolio wants to do this all themselves (common for non english dev) in this case IDK, if you do your research you'll see they even post their own old mappers just because.. so, credible but not professional (often will use shared drivers, so other p2c gets hit, yours get hit).

Goodluck

InspectorGadget - April 6, 2026, 10:33 am

Edit: The below is in response to the idea of being a 'premium' cheat provider. If OP just wants to be a regular cheat provider that makes a little bit of cash from a few subscriptions then the below doesn't apply. If OP does truly want to be market leading and premium, they need to seriously rethink how much impact they have in the partnership as currently their own self view is highly inflated.

Any competent Dev doesn't need you and thus will make their own product and just keep 100% and manage their own finances.

I know the core team behind EngineOwning and from what they've told me, to be a market leader Gaming Cheat Provider you need far more than just reverse engineering knowledge and creating the actual cheat. Infact that's the easy part.

The hard part is ensuring your loader is secure, ensuring your competition cannot hack you, or crack your loader to provide your cheats for free.

The Cheat Provider space is incredibly toxic, you will need near perfect OPSEC to avoid getting doxxed and then blackmailed, threatened, SWATTED etc by competitors.

As much as you are in a cat and mouse game with anti cheat providers, you are also in the same game with competitors. They will have no issues destroying your product by any means to take your market share.

Essentially - the fact is, you expect the developer to take a 20% cut to help combat those issues, when it will actually be the developer who does most of the work to try and prevent the issues. While you take a 50% cut to do basic skills that the developer could do... or hire somebody else to do for like 10% rather than 50%.

Also... if you want to be a premium cheat provider, you need like a whole team (like 5 people) of

senior cheat developers to keep up with competition, not using 20% of the single senior developers' cut to hire junior developers....