

Forum:[Hack Forums](#)

Thread: [\[TUT\]Hacking Itouch apps using a Plist \(no computer needed\)](#)

Reburm - November 25, 2010, 3:58 pm

This guide is going to teach you how to hack an app using a Plist

I'm sorry if this has already been done but I couldn't find anything on this.

We are going to be hacking using the Plist in the app. There are two ways to do this, one directly from your ipod/phone and one from your computer. If people like this guide I'll write one for doing it on your computer.

From your Ipod

Getting the proper tools

- 1:Go to Cydia
- 2:Click on sources on the bottom tabs
- 3:Click edit on the top right
- 4:Click on Add on the top left
- 5:Type in "http://sinfuliphonerepo.com" and click add
- 6:Return to sources and click on SiNfuL iPhone Repo
- 7:Scroll down till you see "Ifile Cracked" click on that and install it
- 8:Hit that circular button on your ipod

Hacking Doodle Jump(Just an example)

Thought doodle jump was a really common game so heres some simple tricks for hacking doodle jump. If you've never played it before and don't want to you can still read this to get an idea of how to hack other apps.

- 1: Go into doodle jump and play a few times if you haven't already.
- 2: Now go to the homescreen and open Ifile (The cydia app you installed earlier)
- 3: when you first open it I think your in the folder "Root" If so just go back (Top left it should say "var")
- 4: navigate Var>Mobile>Applications>
- 5: Depending on how many apps you have this may be very annoying. Click on each of the folders in here and read the contents to tell which app they are. On my ipod Doodle jump is "9CC8F...."
- 6: Once in here navigate Library> Preferences
- 7: In preferences chose the Plist file that is NOT blue.

Inside that file it will look like this if you scroll down a bit

Spoiler ([Click to View](#)) `<key>AbductedByUfo</key>`
`<integer>1</integer>`
`<key>AverageDivider</key>`

```
<integer>464</integer>
<key>JetPackFlights</key>
<integer>360</integer>
<key>JumpsAverageDivider</key>
<integer>405</integer>
<key>KilledByMonster</key>
<integer>33</integer>
<key>LastJumps</key>
<integer>5</integer>
<key>LastPlayTime</key>
<integer>1371</integer>
<key>LastScore</key>
<integer>3507852</integer>
<key>LongestPlayTime</key>
<integer>1371</integer>
<key>MaxJumps</key>
<integer>173</integer>
<key>MissedLanding</key>
<integer>424</integer>
<key>MonstersJumpedOn</key>
<integer>25</integer>
<key>MonstersShot</key>
<integer>133</integer>
<key>PropellerHatFlights</key>
<integer>136</integer>
<key>RocketFlights</key>
<integer>0</integer>
<key>SuckedInByBlackHole</key>
<integer>6</integer>
<key>TotalGamesPlayed</key>
<integer>464</integer>
<key>TotalJumps</key>
<integer>9993</integer>
<key>TotalPlayTime</key>
<integer>15708</integer>
<key>TotalScore</key>
<integer>7703094</integer>
<key>UfosJumpedOn</key>
<integer>0</integer>
<key>UfosShot</key>
<integer>6</integer>
```

Now if you have a large enough brain you can understand that changing your stats are that simple. Just hit Edit in the top left corner and have some fun. Lower down in this Pfile are the highscores, you can figure those out yourself.

Once you change the values just return to the game and have fun.

Have any trouble? Leave a reply. If this has already been done, tell me and I'll delete it

I thought that the Doodle Jump gamesaves were encrypted, so even if you changed the plist files it wouldn't work.

Correct me if I'm wrong.

Reburm - November 26, 2010, 11:47 am

Well if you have a second give it a try. It worked for me just by doing these simple things and I've done it with a few other games. And doodlejump doesn't have any encrypted gamesaves of my knowledge, all of the stats seem to be in the Plist.

Boubou047 - October 19, 2011, 6:32 pm

I just found out about this tuto, could you please explain to me how to do that on the computer for any app since i did not jailbreak my iPad. I'm trying to hack an app called dream park (same kind as zombie cafe) but i'm struggling with hexadecimal notation.

Grin - October 19, 2011, 6:56 pm

If you have a brain, make sure you don't abuse this function to unbelievably high integers. Unless ofc you want Doodle Jump to crash.

Thank you for the thread. It's informative to many members I'm sure. Keep up the good work, and hope I'll be seeing you more around the iDevices section.

Døn - October 19, 2011, 7:51 pm

Changing plists might crash the game like Grin said because you are changing too much.

Also Nice thread; its being added to the master tutorial thread

Gannicus - October 20, 2011, 3:14 pm

Oh I Do This Sometimes too

Its Easy

Thankz Anyway

Grin - October 20, 2011, 6:50 pm

Alright...you want to help? Try modding the Silent Hill game. I cannot find the correct file. It's encrypted.

Please help...I doubt it's possible thoughZ

IljustinII - October 21, 2011, 6:43 am

doodle jump is protected,
but there are enough other games that are not smart enough to protect :)
Thanks :)