

For this part, I lack personal knowledge and don't know much in-depth detail. What I only know is how to make it work, and that it works 😊.

Spider pretty much gives us the ability to cheat with our games given our limited capabilities using the Web Exploit.

For this part, I'll be focusing on KazoWAR's ARCode Spider Web Exploit.

Requirements

- 3DS on version 9.x - 9.5.0-22
 - A SD Card Reader
 - [HxD \(A free hex-editing software\)](#)
 - Wi-Fi connection to your 3DS
1. Turn on your 3DS and open up your game
 2. For this tutorial, I'll be editing my Fantasy Life's Dosh

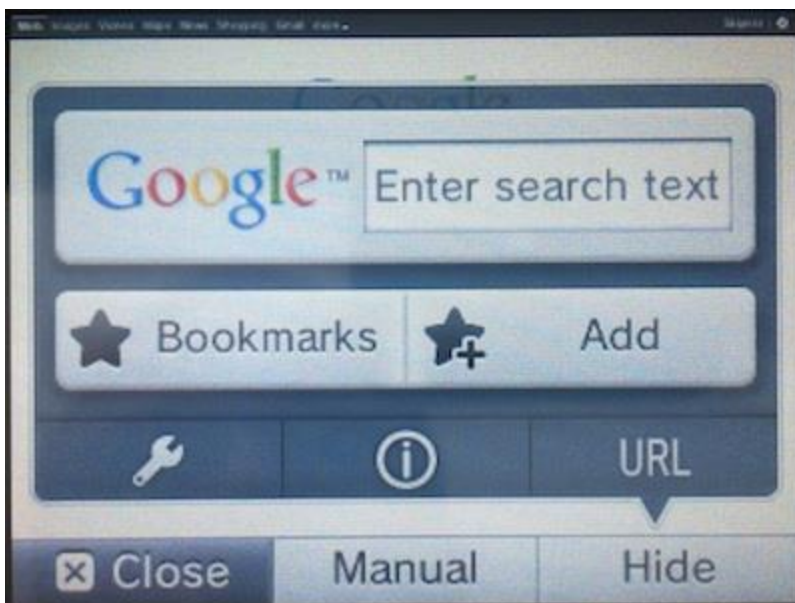


3. Take note of this value (for me it's 2446854)

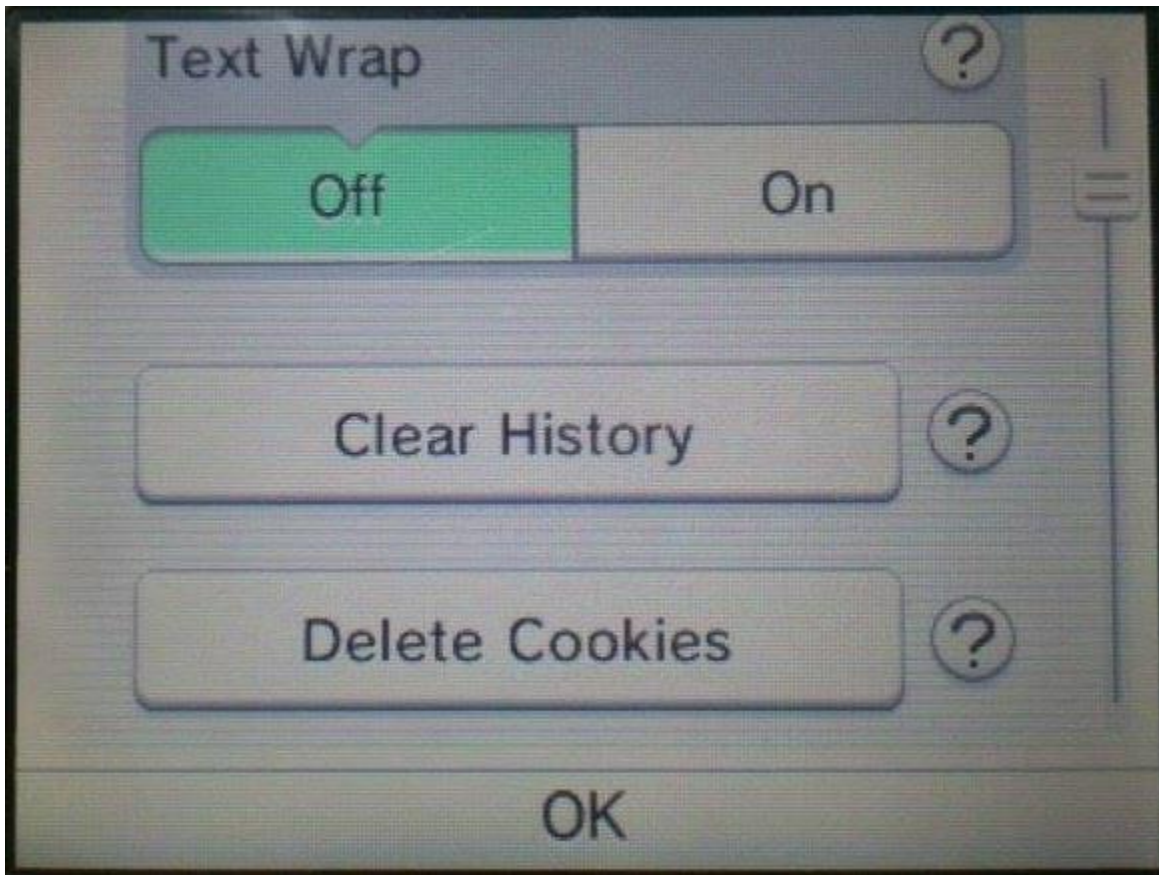
4. Press the **HOME** Button on your 3DS



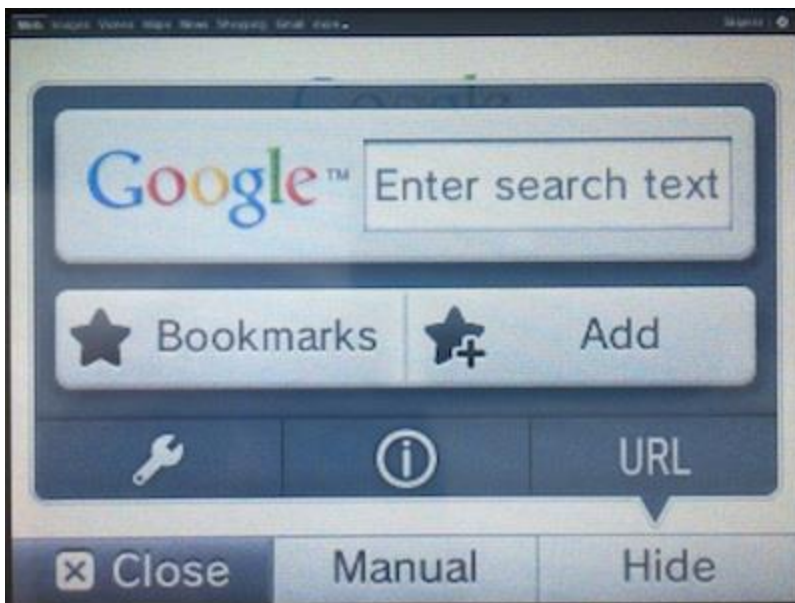
5. Without exiting the game, while the game is on standby, go to your **Web Browser**
6. Go to **Browser Settings** by clicking the **Wrench Icon**



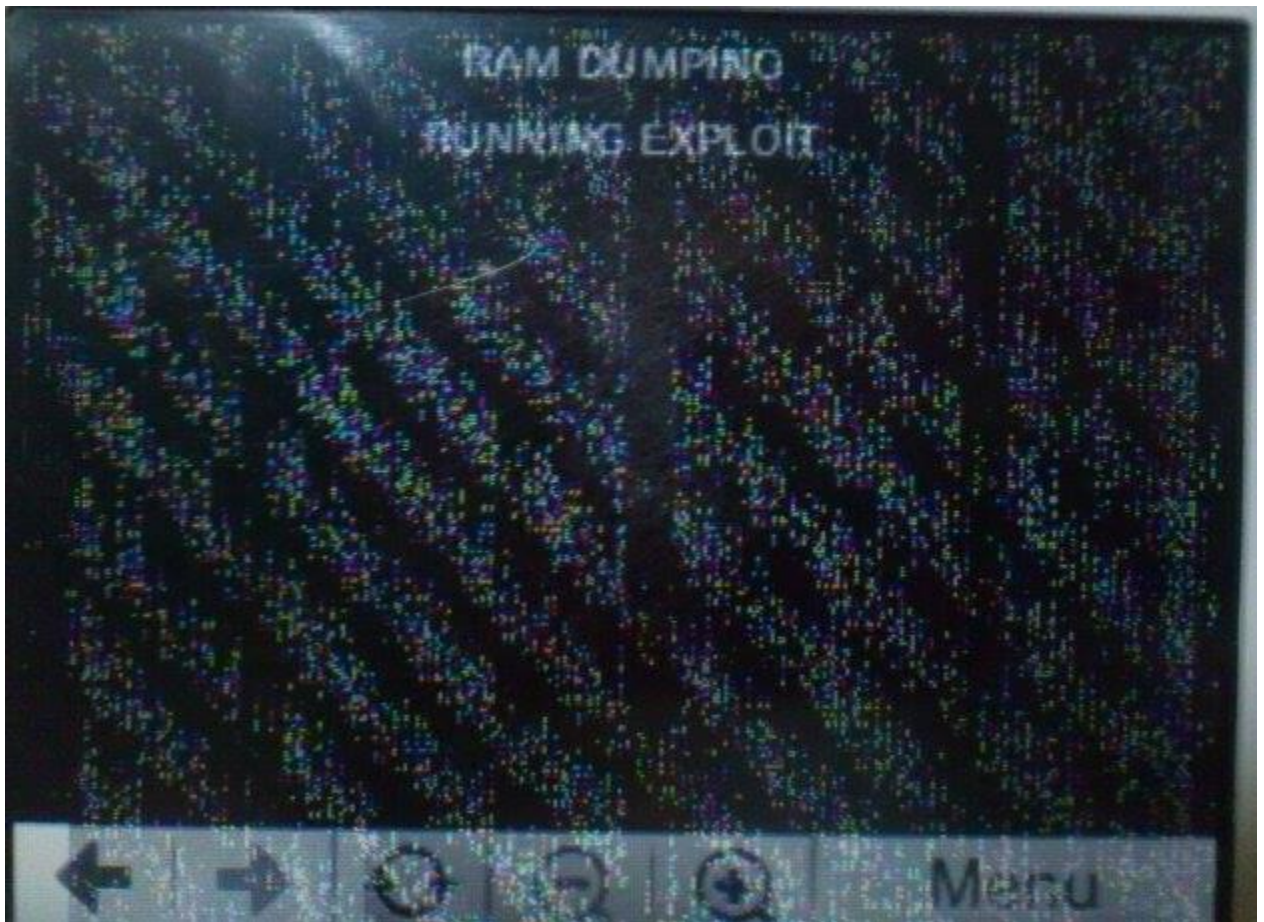
7. Scroll down a bit and click the **Clear History** and **Delete Cookies** Buttons



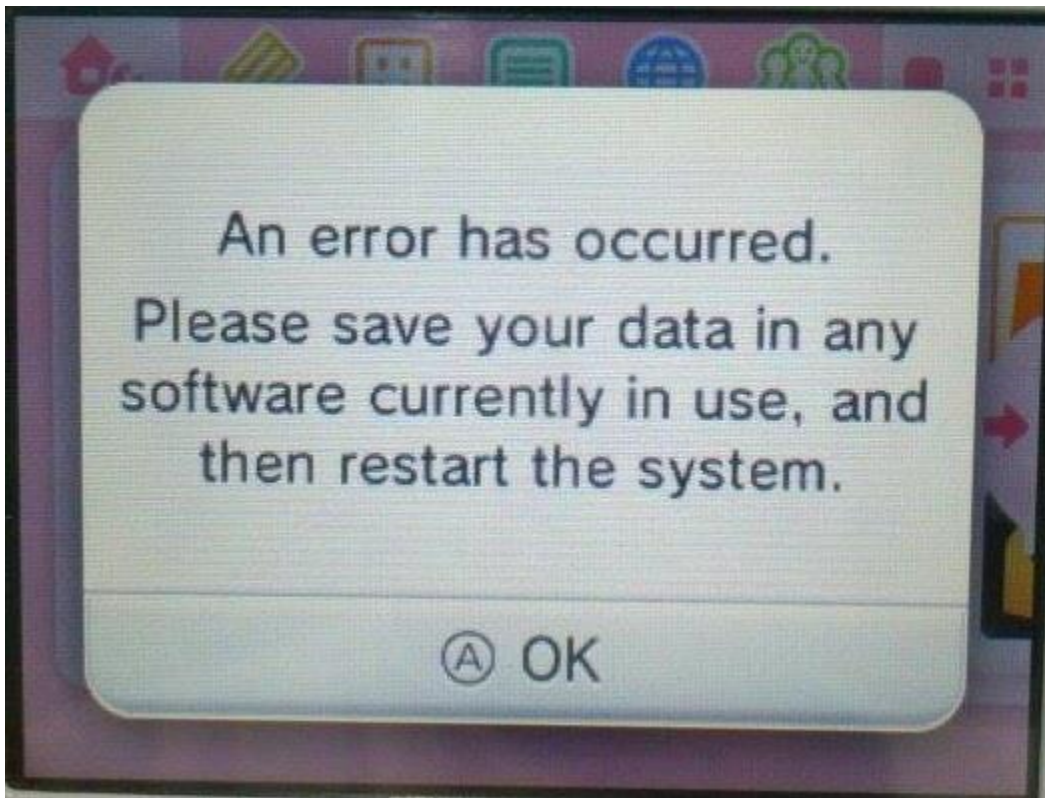
8. Click the **OK** Button
9. Click the **URL** Button on the menu



10. Enter this URL <http://lunarcookies.github.io/fcram.html> and click the **Confirm** Button to go the launcher for the exploit
11. **Your lower screen will then flicker black and some colors, don't worry, it's normal**

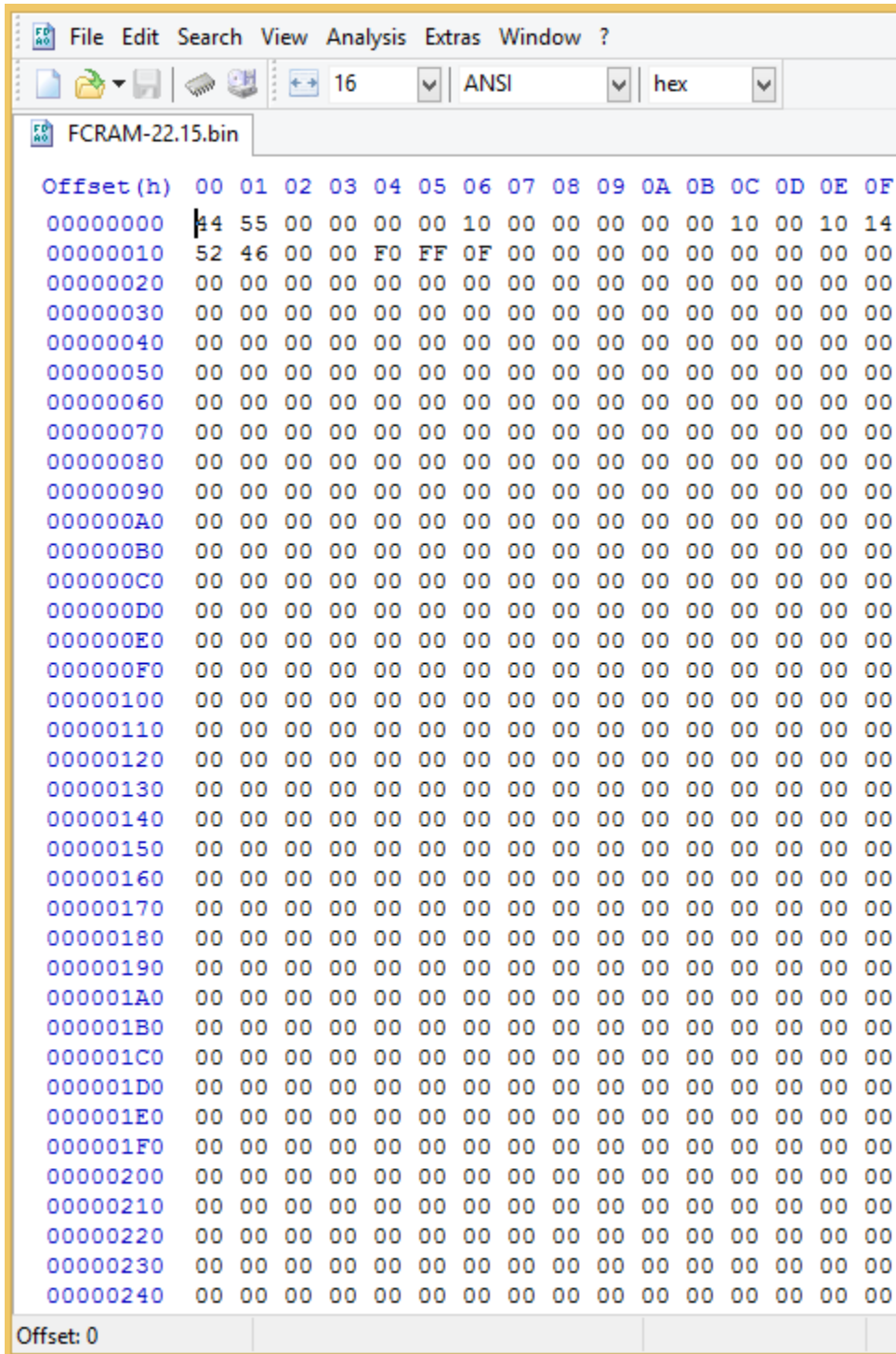


12. Wait for the browser to crash



13. Turn off your 3DS
14. Open the side-slot containing your 3DS' SD Card
15. Plug in your SD Card into the SD Card Reader and plug it in the USB port of your computer
16. Cut the FCRAM.bin file from your SD Card and place it somewhere in your computer
17. **Safely Remove** your SD Card Adapter and remove your SD Card on it
18. Plug back your SD Card to the side-slot of your 3DS

19. Open [HxD](#) (A free hex-editing software) and open your FCRAM.bin file



20. Using a **Decimal to Hex** converter ([this is what I used](#)) convert the value of Dosh into hex, in my case, 2446854

Decimal Value (max: 4294967295) <input type="text" value="2446854"/> <input type="button" value="Convert"/>	Hexadecimal Value <input type="text" value="255606"/> swap conversion: Hex to Decimal
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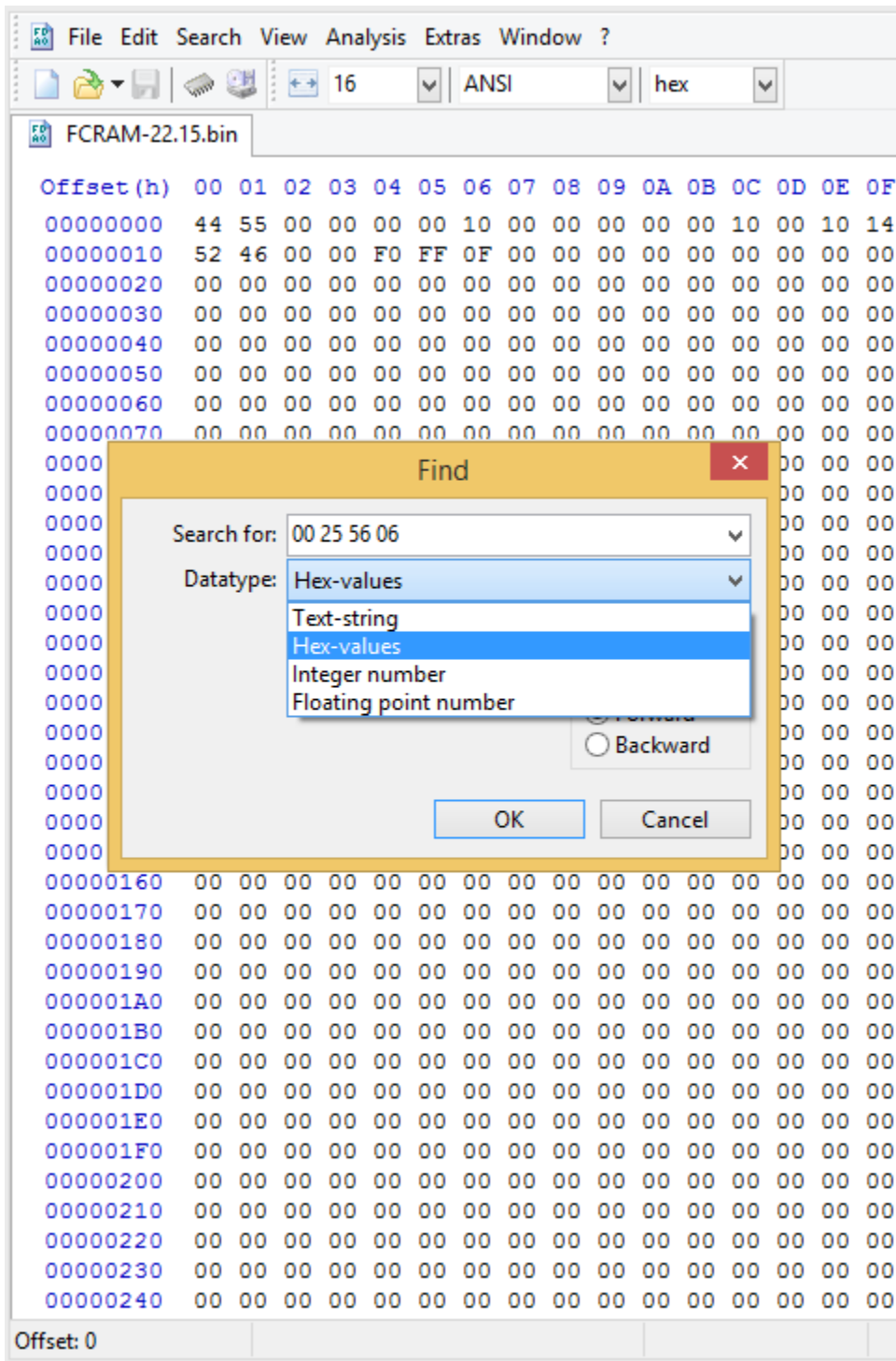
21. After you get the result, if you get a result with less than 8 digits, just like mine. Just add 0s in front to make it 8 digits
Also, group them by two

255606 = 00 25 56 06

22. After grouping them by two, it's on endian (refer to the convention used to interpret the bytes making up a data word when those bytes are stored in computer memory) so you need to **mirror** the hex values

00 25 56 06 = 06 56 25 00

23. Switch back to [HxD \(A free hex-editing software\)](#) and key in CTRL+F to initiate a **Find** prompt



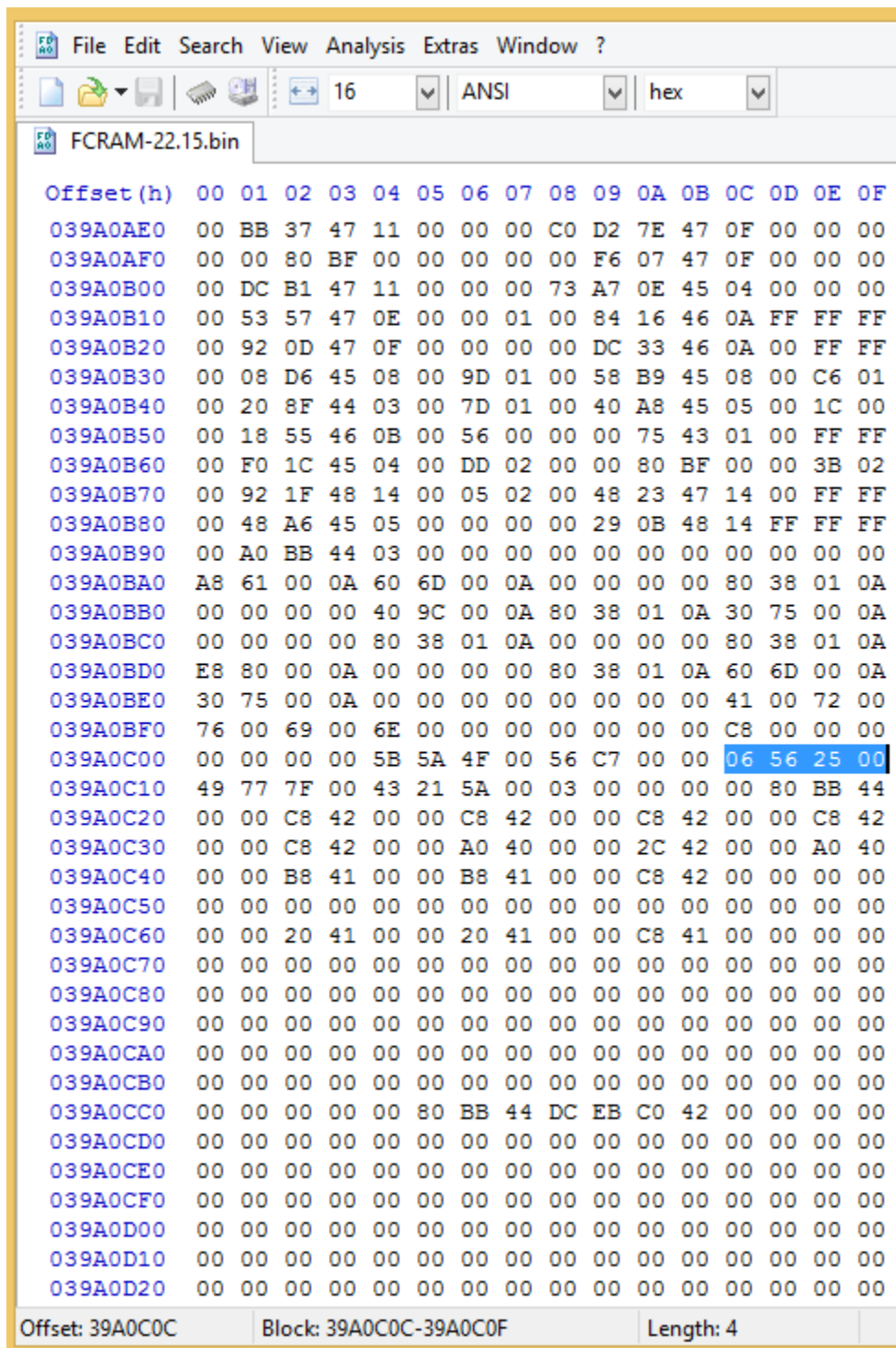
24. Paste your hex value on the text box and change the **Datatype** to **Hex-values** and click the **OK** button

25. The program should search for the first occurrence of your hex value. Take note of the offset in which this value is found. The offset is located on the lower-left of the screen. (In my case, it's

329CB0C)

File Edit Search View Analysis Extras Window ?																
FCRAM-22.15.bin																
Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
0329C9E0	00	BB	37	47	11	00	00	00	C0	D2	7E	47	0F	00	00	00
0329C9F0	00	00	80	BF	00	00	00	00	00	F6	07	47	0F	00	00	00
0329CA00	00	DC	B1	47	11	00	00	00	73	A7	0E	45	04	00	00	00
0329CA10	00	53	57	47	0E	00	00	01	00	84	16	46	0A	FF	FF	FF
0329CA20	00	92	0D	47	0F	00	00	00	00	DC	33	46	0A	00	FF	FF
0329CA30	00	08	D6	45	08	00	9D	01	00	58	B9	45	08	00	C6	01
0329CA40	00	20	8F	44	03	00	7D	01	00	40	A8	45	05	00	1C	00
0329CA50	00	18	55	46	0B	00	56	00	00	00	75	43	01	00	FF	FF
0329CA60	00	F0	1C	45	04	00	DD	02	00	00	80	BF	00	00	3B	02
0329CA70	00	92	1F	48	14	00	05	02	00	48	23	47	14	00	FF	FF
0329CA80	00	48	A6	45	05	00	00	00	00	29	0B	48	14	FF	FF	FF
0329CA90	00	A0	BB	44	03	00	00	00	00	00	00	00	00	00	00	00
0329CAA0	A8	61	00	0A	60	6D	00	0A	00	00	00	00	80	38	01	0A
0329CAB0	00	00	00	00	40	9C	00	0A	80	38	01	0A	30	75	00	0A
0329CAC0	00	00	00	00	80	38	01	0A	00	00	00	00	80	38	01	0A
0329CAD0	E8	80	00	0A	00	00	00	00	80	38	01	0A	60	6D	00	0A
0329CAE0	30	75	00	0A	00	00	00	00	00	00	00	00	41	00	72	00
0329CAF0	76	00	69	00	6E	00	00	00	00	00	00	00	C8	00	00	00
0329CB00	00	00	00	00	5B	5A	4F	00	56	C7	00	00	06	56	25	00
0329CB10	49	77	7F	00	43	21	5A	00	03	00	00	00	00	80	BB	44
0329CB20	00	00	C8	42	00	00	C8	42	00	00	C8	42	00	00	C8	42
0329CB30	00	00	C8	42	00	00	A0	40	00	00	2C	42	00	00	A0	40
0329CB40	00	00	B8	41	00	00	B8	41	00	00	C8	42	00	00	00	00
0329CB50	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CB60	00	00	20	41	00	00	20	41	00	00	C8	41	00	00	00	00
0329CB70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CB80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CB90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CBA0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CBB0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CBC0	00	00	00	00	00	80	BB	44	DC	EB	C0	42	00	00	00	00
0329CBD0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CBE0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CBF0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CC00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CC10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0329CC20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
Offset: 329CB0C Block: 329CB0C-329CB0F Length: 4																

26. Press **F3** to continue finding other occurrences of the hex value, take note of the offsets. In my case, there were only 2 matching results. The second offset is 39A0C0C



27. Taking note of the offsets

329CB0C
39A0C0C

28. Turn on your 3DS and open up your game

29. Change the value of Dosh (in my case, 2482854)

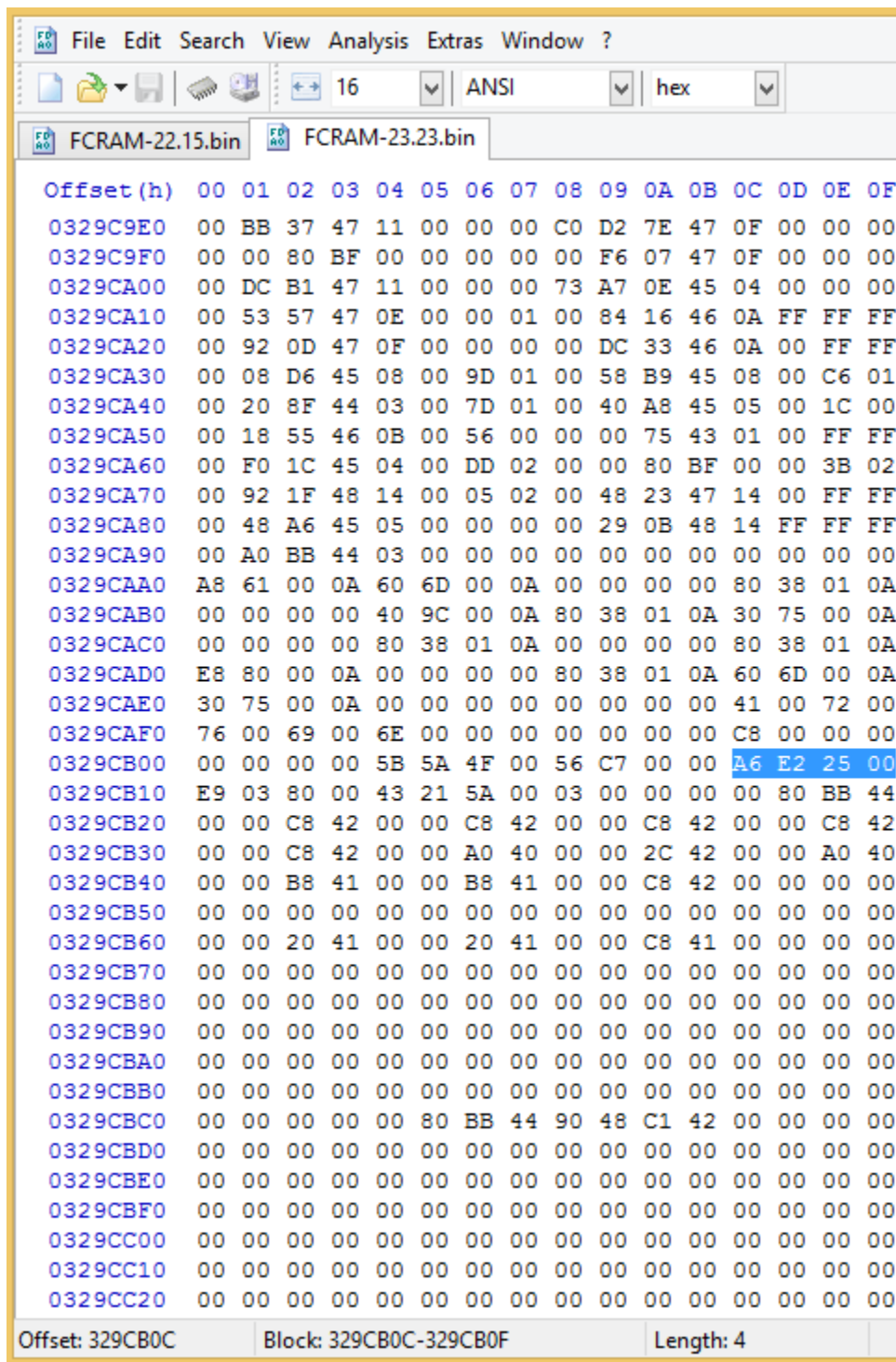


30. Repeat Steps 1 - 18 to get another FCRAM.bin file

Name	Date modified	Type	Size
DCIM	4/29/2014 3:42 PM	File folder	
Nintendo 3DS	1/1/2001 12:10 AM	File folder	
FCRAM-23.23	4/6/2015 11:25 PM	VLC media file (.bi...	106,496 KB

31. Repeat Steps 19 - 27 using the New FCRAM.bin taking note of the offsets

Decimal Value (max: 4294967295)	Hexadecimal Value
<input type="text" value="2482854"/>	<input type="text" value="25E2A6"/>
<input type="button" value="Convert"/>	swap conversion: Hex to Decimal



File Edit Search View Analysis Extras Window ?																
<div> <div> <div>16</div> <div>ANSI</div> <div>hex</div> </div> </div>																
FCRAM-22.15.bin FCRAM-23.23.bin																
Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
039A0AE0	00	BB	37	47	11	00	00	00	C0	D2	7E	47	0F	00	00	00
039A0AF0	00	00	80	BF	00	00	00	00	00	F6	07	47	0F	00	00	00
039A0B00	00	DC	B1	47	11	00	00	00	73	A7	0E	45	04	00	00	00
039A0B10	00	53	57	47	0E	00	00	01	00	84	16	46	0A	FF	FF	FF
039A0B20	00	92	0D	47	0F	00	00	00	00	DC	33	46	0A	00	FF	FF
039A0B30	00	08	D6	45	08	00	9D	01	00	58	B9	45	08	00	C6	01
039A0B40	00	20	8F	44	03	00	7D	01	00	40	A8	45	05	00	1C	00
039A0B50	00	18	55	46	0B	00	56	00	00	00	75	43	01	00	FF	FF
039A0B60	00	F0	1C	45	04	00	DD	02	00	00	80	BF	00	00	3B	02
039A0B70	00	92	1F	48	14	00	05	02	00	48	23	47	14	00	FF	FF
039A0B80	00	48	A6	45	05	00	00	00	00	29	0B	48	14	FF	FF	FF
039A0B90	00	A0	BB	44	03	00	00	00	00	00	00	00	00	00	00	00
039A0BA0	A8	61	00	0A	60	6D	00	0A	00	00	00	00	80	38	01	0A
039A0BB0	00	00	00	00	40	9C	00	0A	80	38	01	0A	30	75	00	0A
039A0BC0	00	00	00	00	80	38	01	0A	00	00	00	00	80	38	01	0A
039A0BD0	E8	80	00	0A	00	00	00	00	80	38	01	0A	60	6D	00	0A
039A0BE0	30	75	00	0A	00	00	00	00	00	00	00	00	41	00	72	00
039A0BF0	76	00	69	00	6E	00	00	00	00	00	00	00	C8	00	00	00
039A0C00	00	00	00	00	5B	5A	4F	00	56	C7	00	00	A6	E2	25	00
039A0C10	E9	03	80	00	43	21	5A	00	03	00	00	00	00	80	BB	44
039A0C20	00	00	C8	42	00	00	C8	42	00	00	C8	42	00	00	C8	42
039A0C30	00	00	C8	42	00	00	A0	40	00	00	2C	42	00	00	A0	40
039A0C40	00	00	B8	41	00	00	B8	41	00	00	C8	42	00	00	00	00
039A0C50	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0C60	00	00	20	41	00	00	20	41	00	00	C8	41	00	00	00	00
039A0C70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0C80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0C90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0CA0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0CB0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0CC0	00	00	00	00	00	80	BB	44	90	48	C1	42	00	00	00	00
039A0CD0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0CE0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0CF0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0D00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0D10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
039A0D20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
Offset: 39A0C0C	Block: 39A0C0C-39A0C0F										Length: 4					

329CB0C
39A0C0C

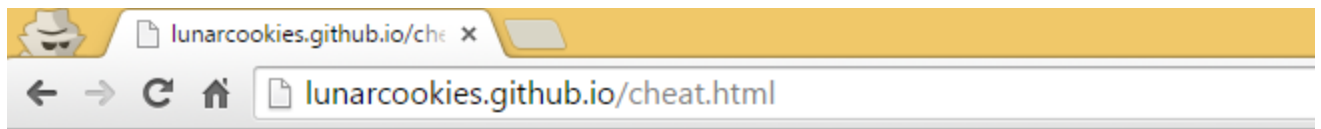
32. For me, both offsets found on the **Old** FCRAM.bin and the **New** FCRAM.bin match, sometimes you end up with only 1 matching offset, sometimes you end up with more. Take note of the matching offsets and disregard any offset without a match.
33. Now let's say I want my Dosh to be 500,000. I will open up a **Decimal to Hex** converter ([this is what I used](#)) and convert 500,000 to hex

Decimal Value (max: 4294967295)	Hexadecimal Value
<input type="text" value="500000"/>	<input type="text" value="7A120"/>
<input type="button" value="Convert"/>	swap conversion: Hex to Decimal

34. As usual, if it's lesser than 8 digits, add 0s in front to make it 8 digits

7A120 = 0007A120

35. **You don't need to mirror it this time. Instead do the same to your offsets, add 0s in front to make them 8 digits**
36. Go to <http://lunarcookies.github.io/cheat.html> and paste the offset and value in this format (offset<space>value)



An Online ARCode Injector

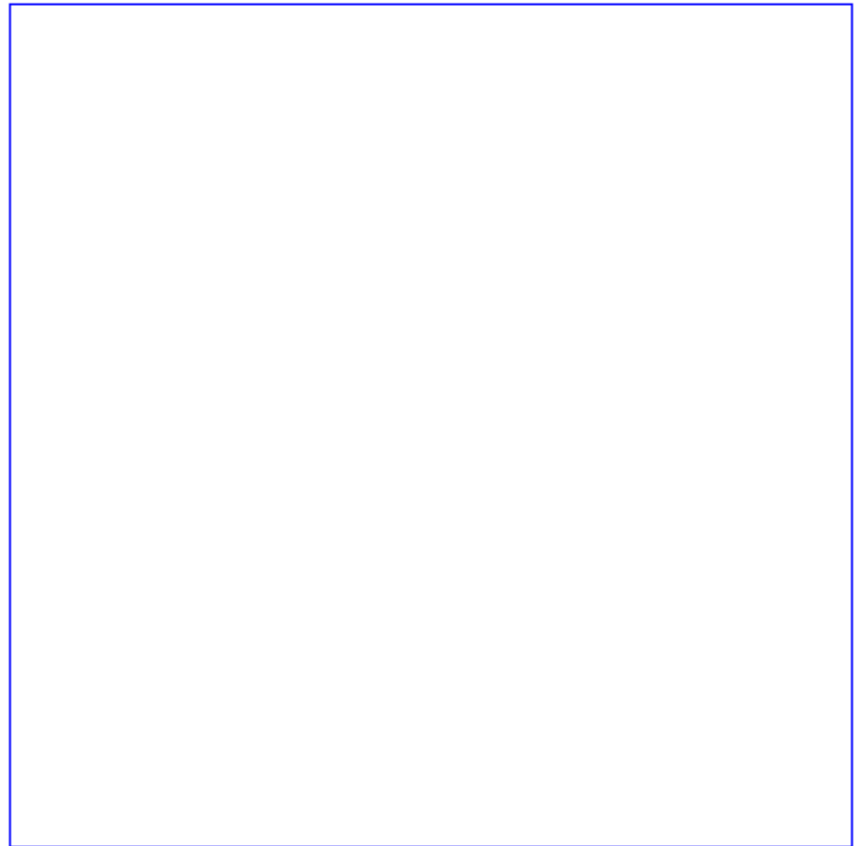
won't ya take me to funkytown?

Input codes:

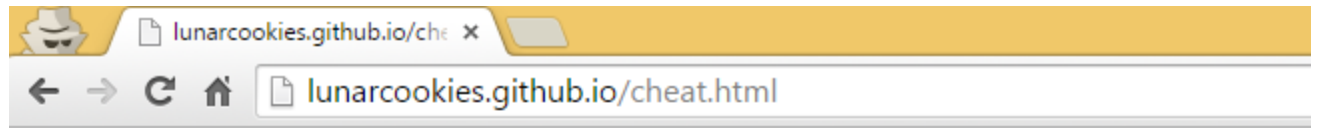
0329CB0C 0007A120
039A0C0C 0007A120

☒ Invert E-code bytes

QR Gen



37. Click QR Gen to generate a QR Code



An Online ARCode Injector

QR code generated

Input codes:

0329CB0C 0007A120

039A0C0C 0007A120

☒ Invert E-code bytes

QR Gen

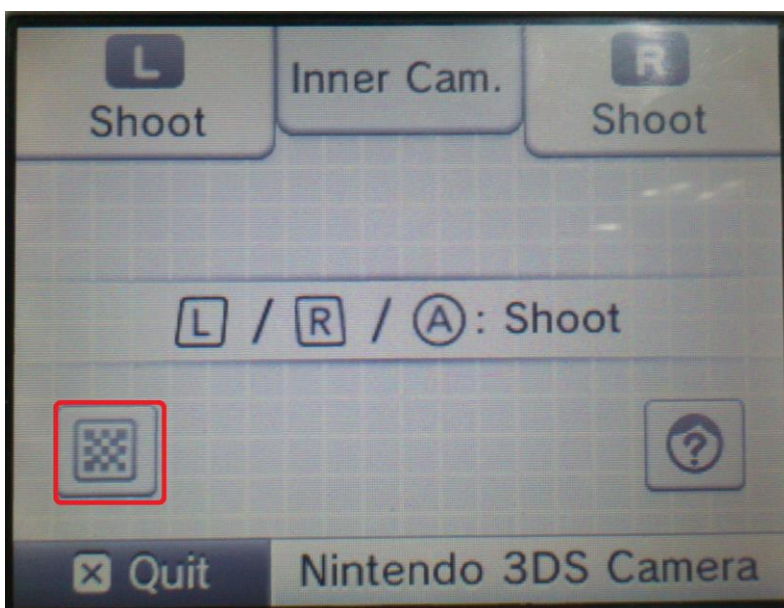


38. Turn your 3DS on and open up your game

39. Press the **HOME** Button to go to standby mode



40. Without closing the game, press simultaneously both **L + R** Buttons to initiate the 3DS Camera and press the QR Code Mode



41. In QR Code Mode, scan the QR Code you made in <http://lunarcookies.github.io/cheat.html> and press the **A** Button or click the **OK** Button



URL found.

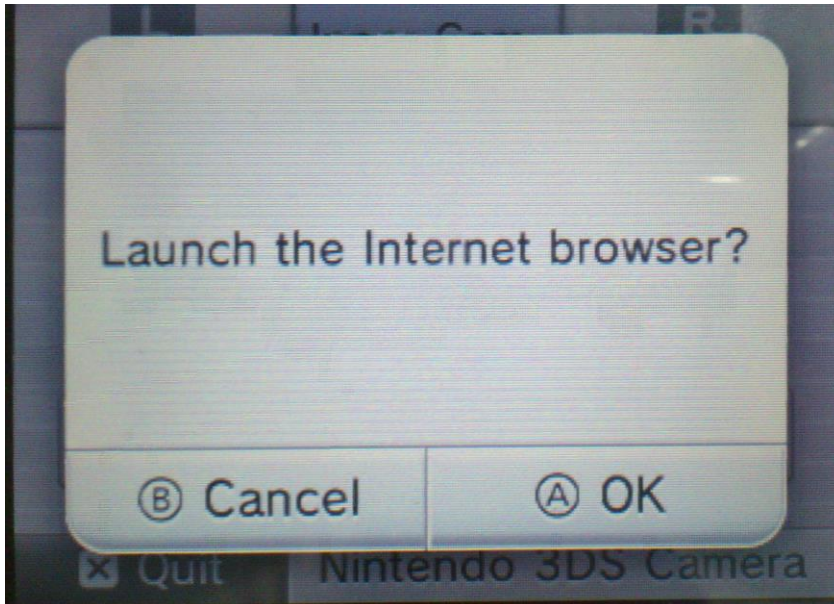
<http://lunarcookies.github.io/ar3ds.html#DMspAyChBwAMDJoDIKEH...>

(A) OK

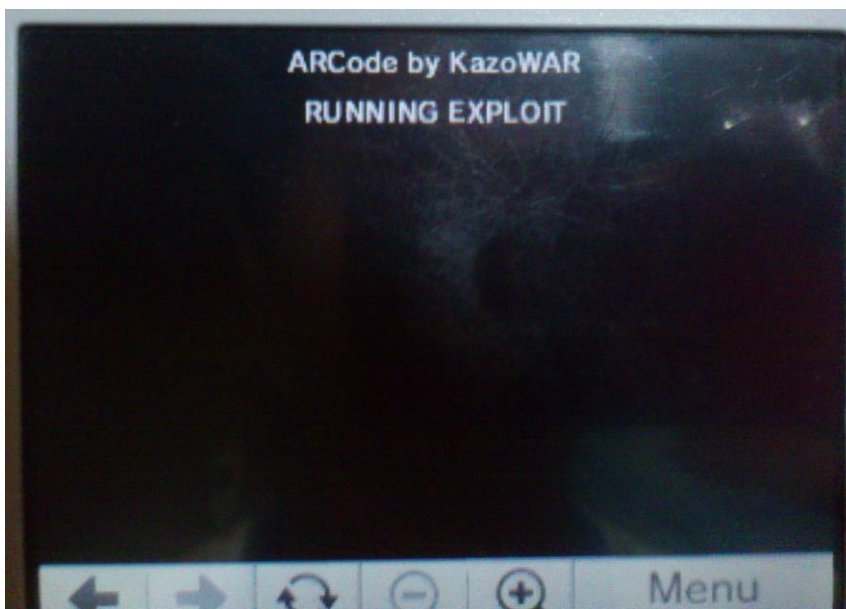
Quit

Nintendo 3DS Camera

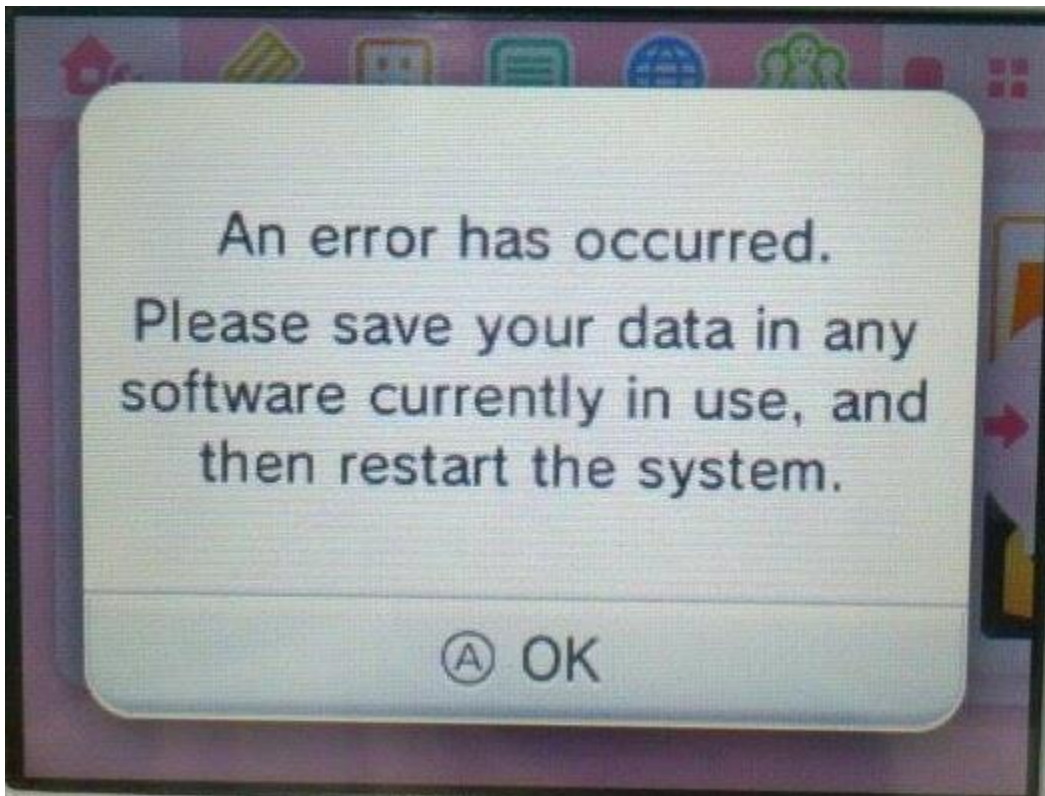
42. Press the **A** Button or click the **OK** Button to Launch the browser



43. The exploit should run, wait for the browser to crash



44. After the browser crashes, press the **A** Button or the **OK** Button to continue



45. Finally, go back to your game, and check the result



46. **Don't forget to SAVE your game**
This concludes our Cheating with Spider part

Note: Sorry for my lack of explanation, since I'm also new to Spider. Sorry 😊.
Here, have some references:

[KazoWAR's ARCode Post](#) (Filled with lots of cheat examples and tools for making your own cheats)

[ProjectPokemon's Forum](#) (Filled with Spider Web Exploits focusing primarily on Pokemon editing, cloning and etc)

[duke_srg's Alternative Multipurpose ROP Exploit Launcher](#) (Where you can find almost every Spider Web Exploit Launcher and tools)