I want to become a cracker NOW!

Ok, you want to be a cracker (if you don't know what a cracker is, then skip all this and use Hackman as a mere hex editor) and you want this to happen right now, but you keep on saying that you don't know **where** to start from. Well, you're just in the right direction. First of all you should be aware that crackers have **patience**. If you don't have this, then just download and use others' cracks.
Why shouldn't you do this? There are several reasons. First of all, you can't guarantee that the crack is a crack and not some kind of "joke" such as deleting windows or formatting your hard disk. Then, it's impossible and time consuming to find **every** crack you need especially for programs that are not very popular. You should also be aware that making a crack is **not** illegal but using it is against the copyright laws.
Now that you've realized **why** you need to be a cracker you *must* focus on **what** you need to know in order to accomplish your task:
  • Knowledge of a good hex editor
  • Assembly
  • Some common tricks and tips
You already have a hex editor in your hands and it's quite good. Just learn to use it. Experiment with its functions and consult the on-line documentation until you feel that you are familiar with this program.
You'll also find numerous tricks and tips throughout Hackman's on-line help. What's left is assembly. You could get a book and start learning step-by-step   this stuff. But on the other hand this is time consuming isn't it? And I bet you don't have spare time... Another good idea is to read carefully the Assembly book coming with Hackman's online help. This should give you a good idea about what is assembly and how it is used.
There's an exciting new plugin available (3rd party, unsupported by Hackman's Team): The Cracking Tutorial from Sparkle. Check it out (it may already be available through live update). It's the best way to start your navigation!