

CASSETTE BEASTS DEBUG CONSOLE GUIDE

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This is a (hopefully) comprehensive guide on the mechanism and allowed arguments for every single command in the Debug Menu. See the [Wiki page](#) on how to enable this feature (NOTE: this feature is disabled on console platforms).

Make sure you back up your saves in case something goes wrong, since some commands can permanently alter a save file if you're not careful.

Use the outline or search feature to find the section you're looking for, because some commands accept a large number of arguments that it could make navigation cumbersome.

Many of the listed accepted values assume you're running the game in vanilla, i.e. no mods installed. For modders, you can use some of these commands, if you know the resource's path which is visible in the File System dock in the editor.

Before we begin, as a quick example, a command you'll encounter will be formatted as such:

command_name <arg1 int> <arg2 String>

This means that the first argument, **arg1**, must be an integer type, the second argument, **arg2**, must be a String type, and so on.

As such, to use this command, type something along the lines of:

command_name 2 hello

Other types will be bool (true or false), float (any decimal value). If no such argument is listed, the command does not require additional arguments.

I. BASIC COMMANDS

echo <text String>

Prints the given string, similar to the echo command present in most operating systems. Example: **echo hello**

history

Does what it says: print all previous commands used during the session.

commands

Lists out all commands that can be used in the debug console. This also includes commands added in via mods, if present.

help <command String>

Prints out the description of a named valid command. Example: **help dev**

quit

Closes the game.

clear

Does what it says: clear the terminal.

engine_version

Prints out the version of the engine.

fps_max <value int>

Sets the maximum framerate the game can run. Example: **fps_max 60**

II. NETWORK COMMANDS

close_connection

Stops current connection from the multiplayer lobby.

III. WEATHER COMMANDS

weather <weather_name String>

Sets the current weather. If the argument is blank, output the current weather. See `weather_values` for accepted values of `weather_name`. Example: `weather cloudy`

`weather_values`

Lists all weathers for the weather command.

- `autumn_leaf_wind`
- `autumn_leaf_wind_strong`
- `cherry_blossome_wind`
- `cherry_blossom_wind_string`
- `cloudy`
- `default`
- `fog`
- `forest`
- `forest_leaf_wind`
- `forest_leaf_wind_strong`
- `pollen`
- `pollen_heavy`
- `rain`
- `rain_heavy`
- `snow`
- `snow_heavy`
- `sun`
- `wind`
- `wind_strong`
- `wind_strong_cloudy`

`weather_pollen <amount float>`

Controls the "strength" of the pollen weather, with `amount` being between 0 and 1. Example: `weather_pollen 0.1`

`weather_snow <amount float>`

Controls the "strength" of the snow weather, with `amount` being between 0 and 1. Example: `weather_snow 0.2`

`weather_rain <amount float>`

Controls the "strength" of the rain weather, with `amount` being between 0 and 1. Example: `weather_rain 0.3`

weather_wind <amount float>

Controls the "strength" of the wind weather, with **amount** being between 0 and 1.

Example: **weather_wind 0.4**

weather_clouds <amount float>

Controls the "strength" of the clouds in cloudy weather, with **amount** being between 0 and 1. Example: **weather_clouds 0.5**

weather_fog <amount float>

Controls the "strength" of the fog weather, with **amount** being between 0 and 1.

Example: **weather_fog 0.6**

weather_leaves <amount float>

Controls the "strength" of the leaves particles from forest and similar weather, with **amount** being between 0 and 1. Example: **weather_leaves 0.7**

weather_wind_angle <angle float>

Sets the angle of the wind's angle, where **angle** is between -180 and 180. Example: **weather_wind_angle -45**

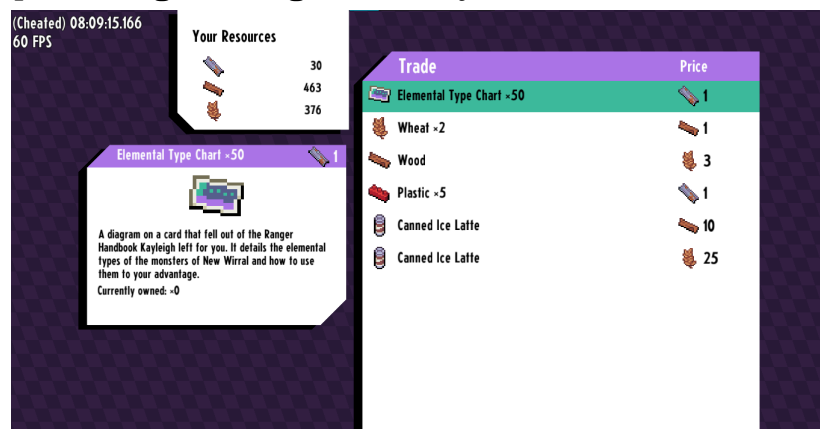
IV. DEBUG COMMANDS

dev

Enables or disables dev mode. Enabling dev mode causes the following changes to gameplay:

- Add Custom Battle and Test World to the File Select Menu
 - Custom Battle allows you to configure a wild battle by setting the character stats, partner, level, tape form and typing, movesets, and AI behavior for the opponent side. It also shows the raw stats.
 - Test World
- Grant infinite stamina
- Enable fusion even if it's not unlocked for the partner

- Trigger campfire cutscenes even if requirements aren't met
- Add a Pseudoloc option in the Language settings
- Allows opening of the character creation menu when previewing the player character in the Party menu
- Prints out additional data to the logs while recording a monster
- Shows full data on all carriages and can move to and choose any carriage when choosing to start Magikrab's Gauntlet
- While active, allows use of Mothwing Glide, Bulletino Dash, Electromagnetism, Diveal Swim, and Jumpkin Ball without actually affecting whether or not they have been unlocked
- Show all tiles in the map, as well as unlock all fast travel points
- Enables some debug inputs:
 - Fly without height restrictions: F
 - Show or hide FPS counter: F6
 - Show or Hide UI: F4
 - Tilt Camera Angle (changes "Polar" angle) : F3
 - Open debug exchange menu anywhere: C



(the Elemental Type Chart is unfortunately not selectable)

- Unlock full bestiary info upon seeing a species
- Adds a stamp when left-clicking any of the 12 slots in the Ranger Trainee/Captain Card. It doesn't set any of the flags related to defeating captains, so it's just a cool animation demo. The hitbox is also a bit finnickier so you may have to click at different spots (and sometimes even outside the box itself) to activate it.

Dev mode also prints out additional information to log files.

input_map

Prints out a list of all input actions present in the game, and which buttons are attached to them. While the mouse and keyboard triggers are clearly labelled, the controller commands are listed as indices instead of the physical labels of these buttons so this may not be as useful unless you're running the game in the editor.

randomize_sprite

Does what it says: randomize player appearance.

pyjamas

Changes player's clothing to the one used when starting a new save file.

reload_scene

For anyone not familiar with Godot, a [scene](#) is a tree containing nodes, and so it essentially is an object that contain data or other objects inside it. This command will essentially reload the current scene, such as an interior, a menu, in-battle, etc.

load_scene <path String>

Example: `load_scene res://world/maps/interiors/TownHall.tscn`

Switches into the scene in the specified path. The path starts with `res://` followed by its directory (which can be viewed in the decompilation) and ends with the scene file name, like `SceneName.tscn`. It seems to have fewer safety features than the `warp` command, so it might be preferable to use that instead.

There are a lot of scenes in this game, as scenes include actual maps (like interiors), but also smaller-scope objects like the player character, the vending machine, the battle background, etc. Listed below are interiors, maps (excluding most overworld chunks), battle backgrounds, and some test/dev stuff normally inaccessible otherwise.

There are a lot more scenes that you can warp into, so I would suggest opening the decompilation, looking into these scenes yourself, then copy the path.

Caves

<code>res://world/maps/caves/AutumnCave1.tscn</code>	Autumn Hill Cave (west of Mourningtown)
<code>res://world/maps/caves/AverevorCave.tscn</code>	The main cave at the foot of Mt. Wirral, where Barkley's quest takes place
<code>res://world/maps/caves/BaseGenericCave1.tscn</code>	Unused

res://world/maps/caves/BaseGenericCave2.tscn	Unused
res://world/maps/caves/DeadlandsCave1.tscn	Cave in the Deadlands (left part)
res://world/maps/caves/DeadlandsCave2.tscn	Cave in the Deadlands (right part)
res://world/maps/caves/DeadlandsCave3.tscn	Cave in the Deadlands (rock with solo ranger cache), next to wind gust
res://world/maps/caves/GearCave.tscn	The cave with Gear Shear, northern part of Autumn Hill
res://world/maps/caves/LakeCave1.tscn	Cave from hidden entrance in Thirstaton Lake
res://world/maps/caves/MarshCave1.tscn	Flooded long cave in the Marshes
res://world/maps/caves/MarshCave2.tscn	Flooded small cave with ranger cache in the Marshes, blocked by crate
res://world/maps/caves/MeadowCave1.tscn	Cave in northern part of Cherry meadow, against Mt. Wirral
res://world/maps/caves/MtWirralCave1.tscn	Mt. Wirral cave, behind the waterfall
res://world/maps/caves/MtWirralCave2.tscn	Mt. Wirral cave, which exits towards the peak
res://world/maps/caves/MtWirralCave3.tscn	Mt. Wirral cave peak entrance (wind gust)
res://world/maps/caves/OutskirtsPipeCave.tscn	Pipe in Harbourn town Outskirts
res://world/maps/caves/ParkCave1.tscn	Long cave with rails (needs floor switch to enter)
res://world/maps/caves/ParkCave2.tscn	Cave surrounded by 4 floor switches (Passive sticker merchant quest)
res://world/maps/caves/ParkCave3.tscn	Cave just behind Ranger Outpost
res://world/maps/caves/RiverCave1.tscn	Lakeside caves (lower waterfall entrance)

res://world/maps/caves/RiverCave2.tscn	Lakeside caves (from RiverCave1, with the strong current)
res://world/maps/caves/RiverCave3.tscn	Lakeside caves (upper waterfall entrance)
res://world/maps/caves/SpiderCave1.tscn	Catacombs entrance (B1F)
res://world/maps/caves/SpiderCave2.tscn	Catacombs (B2F), drop down from entrance
res://world/maps/caves/SpiderCave3.tscn	Catacombs (B3F), entrance blocked by switch
res://world/maps/caves/SpiderCave4.tscn	Picksie location
res://world/maps/caves/UnusedCircularCave.tscn	Unused
res://world/maps/caves/UnusedCollapsingBridgeCave1.tscn	Unused
res://world/maps/caves/UnusedDashCave1.tscn	Unused
res://world/maps/caves/UnusedPuzzleCave1.tscn	Unused
res://world/maps/caves/WoodsCave1.tscn	Eastham Woods cave (with magnet box)

Mourningtown

res://world/maps/dungeon_commune/Commune.tscn	Mourningtown Proper
res://world/maps/dungeon_commune/House1.tscn	Mourningtown House
res://world/maps/dungeon_commune/House2.tscn	Mourningtown House
res://world/maps/dungeon_commune/House3.tscn	Mourningtown House
res://world/maps/dungeon_commune/House4.tscn	Mourningtown House

res://world/maps/dungeon_commune/House5.tscn	Mourningtown House
res://world/maps/dungeon_commune/House6.tscn	Mourningtown House
res://world/maps/dungeon_commune/Platform.tscn	Platform B (Mourningstar)

Night's Bridge Station

res://world/maps/dungeon_final/Front Gate.tscn	Entrance to Night's Bridge station
res://world/maps/dungeon_final/Lobby.tscn	Station proper
res://world/maps/dungeon_final/Platform.tscn	Main platform (Aleph fight, Amber Lodge to leave New Wirral)
res://world/maps/dungeon_final/room_1A.tscn	Right room
res://world/maps/dungeon_final/room_2A.tscn	Left room

Glowcester Road Station

res://world/maps/dungeon_glowshroom/Cave1.tscn	Cave, first part
res://world/maps/dungeon_glowshroom/Cave2.tscn	Cave, second part
res://world/maps/dungeon_glowshroom/Entrance.tscn	Station proper
res://world/maps/dungeon_glowshroom/Platform.tscn	Platform B (Poppetox)

Aldgrave Tomb Station

res://world/maps/dungeon_graveyard/BaseRoom.tscn	Template for the warp stuff
res://world/maps/dungeon_graveyard/BaseRoomGridMap.tscn	Template for the actual rooms

res://world/maps/dungeon_graveyard/Entrance.tscn	Entrance
res://world/maps/dungeon_graveyard/PitRoomGridMap.tscn	Template for the actual rooms with the pit
res://world/maps/dungeon_graveyard/Platform.tscn	Platform B (Lamento Mori)
res://world/maps/dungeon_graveyard/Room1.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room2.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room3.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room4.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room5.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room6.tscn	Contains the entrance to Platform B and the only passive quest spawn spot
res://world/maps/dungeon_graveyard/Room7.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room8.tscn	Aldgrave Station
res://world/maps/dungeon_graveyard/Room9.tscn	Aldgrave Station

Landkeeper HQ

res://world/maps/dungeon_landkeeper/Entrance.tscn	HQ
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Falldown Mall

res://world/maps/dungeon_mall/Mall.tscn	Mall proper
res://world/maps/dungeon_mall/Platform.tscn	Platform B (Nowhere Monarch)
res://world/maps/dungeon_mall/Shop	Book shop (western side)

Bookshop.tscn	
res://world/maps/dungeon_mall/ShopElectroshack.tscn	Electroshack (southern side)
res://world/maps/dungeon_mall/ShopEmptyShop.tscn	Room with chest and pits (eastern side)
res://world/maps/dungeon_mall/ShopMiscShop.tscn	Room with chest and multiple crates (western side)
res://world/maps/dungeon_mall/ShopSwirl.tscn	Empty room with shower icon front (northern side)
res://world/maps/dungeon_mall/ShopTunley.tscn	Tunley & Potter (western side)
res://world/maps/dungeon_mall/ShopVinylBeat.tscn	Vinyl shop, Meredith's quest
res://world/maps/dungeon_mall/Station.tscn	Platforms A and B (fast travel)
res://world/maps/dungeon_mall/Tunnel.tscn	Tunnel connecting the 4 sides

Cherry Cross Station

res://world/maps/dungeon_meadow/ElevatorDown.tscn	Elevator of doom (going down)
res://world/maps/dungeon_meadow/ElevatorUp.tscn	Elevator of doom (going up back to entrance)
res://world/maps/dungeon_meadow/Entrance.tscn	Station proper
res://world/maps/dungeon_meadow/Garden.tscn	Garden with the chest
res://world/maps/dungeon_meadow/Platform.tscn	Platform B (Alice)
res://world/maps/dungeon_meadow/Room1.tscn	Initial room after falling elevator
res://world/maps/dungeon_meadow/Room2.tscn	Second room with the tea party

Icelington Station

res://world/maps/dungeon_mountain/ Entrance.tscn	Station proper
res://world/maps/dungeon_mountain/ Platform.tscn	Platform B (Babelith)

Power Station

res://world/maps/dungeon_power_stat ion/Entrance.tscn	Station proper
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Bard Street Station / Titania Shipwreck

res://world/maps/dungeon_shipwreck/ Platform.tscn	Platform B (Robin Goodfellow)
res://world/maps/dungeon_shipwreck/ ShipwreckInterior.tscn	Titana main body
res://world/maps/dungeon_shipwreck/ ShipwreckRoom1.tscn	Right room, top
res://world/maps/dungeon_shipwreck/ ShipwreckRoom2.tscn	Left room, top (valve handle)
res://world/maps/dungeon_shipwreck/ ShipwreckRoom3.tscn	Pump room (top)
res://world/maps/dungeon_shipwreck/ ShipwreckRoom4.tscn	Right room, bottom
res://world/maps/dungeon_shipwreck/ ShipwreckRoom5.tscn	Left room, bottom
res://world/maps/dungeon_shipwreck/ ShipwreckRoom6.tscn	Pump room, with painting
res://world/maps/dungeon_shipwreck/ Station.tscn	Station proper

Waterloop Station

res://world/maps/dungeon_waterloop/ Entrance.tscn	Station proper
res://world/maps/dungeon_waterloop/ Platform.tscn	Platform B (Heckahedron)

res://world/maps/dungeon_waterloop/ SolutionRoom.tscn	Room to puzzle solution
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Interiors

res://world/maps/interiors/Apartment1.tscn	West Harbourtown Apartment, left room
res://world/maps/interiors/Apartment2.tscn	West Harbourtown Apartment, middle room (planting quest)
res://world/maps/interiors/Apartment3.tscn	West Harbourtown Apartment, right room
res://world/maps/interiors/Apartments.tscn	Entrance to the apartments, West Harbourtown
res://world/maps/interiors/Chemist.tscn	Chemists' store
res://world/maps/interiors/BasicHouseTemplate.tscn	Generic template for house interior
res://world/maps/interiors/ChurchInterior.tscn	Glaistainbury Abbey
res://world/maps/interiors/FarmHouse.tscn	House in Piper Farm
res://world/maps/interiors/FelixHome.tscn	Felix's Place
res://world/maps/interiors/FlourMill.tscn	East Harbourtown bakery thing
res://world/maps/interiors/GramophoneInterior.tscn	Gramophone Cafe
res://world/maps/interiors/Hospital.tscn	Harbourtown Hospital
res://world/maps/interiors/HouseEast1.tscn	East Harbourtown astrologer / astral type house
res://world/maps/interiors/HouseEast2.tscn	East Harbourtown house (Gearyu hint)
res://world/maps/interiors/HouseEast3.tscn	East Harbourtown, house with chest on roof

res://world/maps/interiors/HouseEast4.tscn	East Harbourtown (free Old Book)
res://world/maps/interiors/HouseEast5.tscn	East Harbourtown house next to Cafe (Eugene intro cutscene)
res://world/maps/interiors/HouseWest1.tscn	Harbourtown Heritage Center
res://world/maps/interiors/HouseWest2.tscn	West Harbourtown house
res://world/maps/interiors/HouseWest3.tscn	Eugene's Place
res://world/maps/interiors/HouseWest4.tscn	West Harbourtown free bootleg
res://world/maps/interiors/KayleighHome.tscn	Kayleigh's Place
res://world/maps/interiors/MeredithHome.tscn	Meredith's Shop
res://world/maps/interiors/MeredithSocial4Home.tscn	Meredith movie night cutscene
res://world/maps/interiors/PlayerHome.tscn	Player's house
res://world/maps/interiors/RangerOutpost.tscn	Ranger Outpost
res://world/maps/interiors/Tailor.tscn	East Harbourtown Tailor
res://world/maps/interiors/TownHall.tscn	Town Hall

Intermission Cutscene

res://world/maps/intermission/DeadWorld.tscn	Dead World
res://world/maps/intermission/IntermissionAmberLodge.tscn	Amber Lodge

Landkeeper Offices

res://world/maps/landkeeper_offices/BaseOfficeInterior.tscn	Generic office template
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res://world/maps/landkeeper_offices/EugeneSocial4OfficeInterior1.tscn	Eugene's Secret Project
res://world/maps/landkeeper_offices/OfficeInterior1.tscn	Harbourtown Outskirts Landkeeper Office
res://world/maps/landkeeper_offices/OfficeInterior2.tscn	Autumn Hill Landkeeper Office
res://world/maps/landkeeper_offices/OfficeInterior3.tscn	Mire Sea (northeeast) Landkeeper Office
res://world/maps/landkeeper_offices/OfficeInterior4.tscn	Eastham Woods Landkeeper Office
res://world/maps/landkeeper_offices/OfficeInterior5.tscn	Marshes Landkeeper Office

Harbourtown Station

res://world/maps/station_harbourtown/Platform.tscn	Station proper
res://world/maps/station_harbourtown/PlatformA.tscn	Mer-line cutscene

Archangel Battle Backgrounds (not including DLC, Aleph, Aleph Null, Gauntlet)

res://battle/backgrounds/archangel/BattleMammon.tscn	Mammon
res://battle/backgrounds/archangel/BattleStationPlatform.tscn	Base Archangel platform. Has a white swirling vortex background
res://battle/backgrounds/archangel/BattleStationPlatformAlice.tscn	Alice; red swirling background
res://battle/backgrounds/archangel/BattleStationPlatformCube.tscn	Heckahedron; purple and blue swirling background
res://battle/backgrounds/archangel/BattleStationPlatformLamentoMori.tscn	Lamento Mori; red and has scrolling text
res://battle/backgrounds/archangel/BattleStationPlatformMonarch.tscn	Nowhere Monarch; darker swirling background
res://battle/backgrounds/archangel/BattleStationPlatformMourningstar.tscn	Mourningstar; yellow

latformMourningstar.tscn	swirling background
res://battle/backgrounds/archangel/BattleStationP latformPuppet.tscn	Poppetox; black and dark swirling background
res://battle/backgrounds/archangel/BattleStationP latformRobin.tscn	Robin Goodfellow; red/pink swirling background
res://battle/backgrounds/archangel/BattleStationP latformTower.tscn	Babelith; orange and yellow swirling background

All the other Battle Backgrounds

res://battle/backgrounds/BattleArchangel1.tscn	Unused; Lamento Mori from the trailer and unused battle of the Morgantes; has the red scrolling text thing
res://battle/backgrounds/BattleArchangel2.tscn	Unused; a black-and-white watercolor-looking wavy background
res://battle/backgrounds/BattleArchangel3.tscn	Unused; has a lot of cubes in it, presumably related to Heckahedron
res://battle/backgrounds/BattleArchangelClouds.t scn	Unused; on top of clouds
res://battle/backgrounds/BattleArchangelStation.t scn	Dorian vs Mourningstar cutscene
res://battle/backgrounds/BattleArid.tscn	Deadlands and edges of Autumn Hill
res://battle/backgrounds/BattleAutumn.tscn	Autumn Hill, Dino Quarry
res://battle/backgrounds/BattleBeach.tscn	Harbourtown Beach, West Mire Sea
res://battle/backgrounds/BattleCabin.tscn	Houses inside Mourningtown, Cherry Cross Station (not the one with Alice)
res://battle/backgrounds/BattleCarriage.tscn	Magikrab's Gauntlet base carriage background
res://battle/backgrounds/BattleCarriage1.tscn	Magikrab's Gauntlet

	carriage (with light)
res://battle/backgrounds/BattleCarriage2.tscn	Magikrab's Gauntlet carriage (dark)
res://battle/backgrounds/BattleCarriage3.tscn	Magikrab's Gauntlet carriage (With the fingerprints)
res://battle/backgrounds/BattleCarriage4.tscn	Magikrab's Gauntlet carriage (Red tinted + splats)
res://battle/backgrounds/BattleCarriage5.tscn	Magikrab's Gauntlet carriage (Red tinted)
res://battle/backgrounds/BattleCarriageLarge.tscn	Magikrab's Gauntlet base carriage large background
res://battle/backgrounds/BattleCarriageLarge1.tscn	Magikrab's Gauntlet large carriage (with light)
res://battle/backgrounds/BattleCarriageLarge2.tscn	Magikrab's Gauntlet large carriage (dark)
res://battle/backgrounds/BattleCarriageLarge3.tscn	Magikrab's Gauntlet large carriage (With the fingerprints)
res://battle/backgrounds/BattleCarriageLarge4.tscn	Magikrab's Gauntlet large carriage (Red tinted + splats)
res://battle/backgrounds/BattleCarriageLarge5.tscn	Magikrab's Gauntlet large carriage (Red tinted)
res://battle/backgrounds/BattleCave.tscn	Caves
res://battle/backgrounds/BattleCaveIce.tscn	Mt. Wirral Caves
res://battle/backgrounds/BattleChurch.tscn	Stained Glass Abbey
res://battle/backgrounds/BattleCommune.tscn	Mourningtown; looks identical to BattleAutumn
res://battle/backgrounds/BattleDirtIsland.tscn	Southern isles and similar island places
res://battle/backgrounds/BattleEngineerroom.tscn	Infernal Machines
res://battle/backgrounds/BattleForest.tscn	Eastham Woods

res://battle/backgrounds/BattleFunhouse.tscn	Funworld
res://battle/backgrounds/BattleGardenAlice.tscn	Alice's garden with the chest and Queenyx
res://battle/backgrounds/BattleGraveyard.tscn	Lost Hearts Graveyard
res://battle/backgrounds/BattleGreenscreen.tscn	Plain green screen; only seen in Custom Battle
res://battle/backgrounds/BattleGreenscreenAA.tscn	Same as BattleGreenScreen but zoomed out like the archangel battle scenes
res://battle/backgrounds/BattleHauntedhouse.tscn	The Witch House
res://battle/backgrounds/BattleLake.tscn	Thirstaton lake, Some southern isle locations
res://battle/backgrounds/BattleMall.tscn	Falldown Mall
res://battle/backgrounds/BattleMarsh.tscn	The Marshes
res://battle/backgrounds/BattleMeadow.tscn	Cherry Meadow
res://battle/backgrounds/BattleOffice.tscn	Landkeeper Offices
res://battle/backgrounds/BattlePierFinal.tscn	Pier of the Unknown Final Boss
res://battle/backgrounds/BattlePierWarehouse.tscn	First Umbrahella fight
res://battle/backgrounds/BattlePlains.tscn	Harbourtown Outskirts, Brokenhead, New Wirral Park
res://battle/backgrounds/BattleShelf.tscn	Cherry Cross Station, on the shelves
res://battle/backgrounds/BattleShipwreck.tscn	Titania Shipwreck
res://battle/backgrounds/BattleShipyard.tscn	Cast Iron Shore
res://battle/backgrounds/BattleSnow.tscn	Mt. Wirral
res://battle/backgrounds/BattleSnowDirt.tscn	"Ham", foot of Mt. Wirral
res://battle/backgrounds/BattleSpaceworld.tscn	Cosmic Zone

res://battle/backgrounds/BattleStation.tscn	Battles inside stations
res://battle/backgrounds/BattleStationFinal.tscn	Night's Bridge Station
res://battle/backgrounds/BattleStationGateway.tscn	Aleph fight
res://battle/backgrounds/BattleVortex.tscn	Aleph Null fight

Miscellaneous

res://menus/title/SplashScreen.tscn	Splash screen
res://menus/title/TitleMenu.tscn	Title screen
res://world/maps/dungeon_electric/Entrance.tscn	Unused station, leads to the actual Poppetox platform
res://world/maps/reusable/AmberLodge.tscn	Amber Lodge interior (blank)
res://world/maps/reusable/BasePlatform.tscn	Generic Platform B template
res://world/maps/beach.tscn	Test map (similar to Harbourn town beach)
res://world/maps/CaptainTestMap.tscn	Test map with captains and ranger-related stuff
res://world/maps/MarshTest1.tscn	Test map for west side stuff
res://world/maps/mountain_0_0.tscn	Test mountain map
res://world/maps/Overworld.tscn	The full overworld, warps to chunk (-1 , 0)
res://world/maps/Plains1.tscn	Unused map
res://world/maps/shipyard_0_0.tscn	Unused map
res://cinematics/credits/FullCredits.tscn	Complete end credits (with title, banner stuff, music, and scrolling text)
res://cinematics/credits/Licenses.tscn	Licenses
res://cinematics/credits/MainCredits.tscn	End credits (only scrolling text part)
res://cinematics/credits/PreCredits.tscn	End credits (only title, banner stuff, and music)

res://cinematics/expo_mode/Callout.tscn	Expo mode title screen (though continuing just starts a new game)
res://cinematics/finalgante_vs_morgante/Battle.tscn	Test for Morgante stuff
res://cinematics/game_over/GameOver.tscn	Game over cutscene
res://cinematics/interdimensional_post/InterdimensionalPostScene.tscn	Interdimensional Post cutscene
res://cinematics/morgante_intro/MorganteIntro.tscn	Plays Morgante's intro cutscene
res://cinematics/morgante_song/FinalBattleInterruption.tscn	Plays the Morgante dream cutscene during Aleph Null fight
res://cinematics/morgante_song/MorganteSong.tscn	Plays Morgante's song
res://cinematics/warp_zone/BaseWarpZone.tscn	The vortex intro cutscene at the start of a new game
res://cinematics/warp_zone/Intermission_LodgeWarpExterior.tscn	Cutscene of Amber Lodge exterior
res://cinematics/warp_zone/Intermission_Warp_1.tscn	The vortex cutscene during intermission (leads to the Dead World)
res://world/maps/gauntlet/Carriage.tscn	The gauntlet carriages itself

Pier of the Unknown DLC

res://dlc/01_pier/maps/pier.tscn	Brightside Pier proper
res://dlc/01_pier/maps/pier_engineerroom_base.tscn	Generic engine room template
res://dlc/01_pier/maps/pier_funhouse_engineerroom.tscn	Funworld engine room
res://dlc/01_pier/maps/pier_funhouse_lobby.tscn	Funworld main room
res://dlc/01_pier/maps/pier_hauntedhouse_engineerroom.tscn	Witch House engine room
res://dlc/01_pier/maps/pier_hauntedhouse.tscn	Witch House book platforming room

use_library.tscn	
res://dlc/01_pier/maps/pier_hauntedhouse_lobby.tscn	Witch House entrance
res://dlc/01_pier/maps/pier_hauntedhouse_room_1.tscn	Witch House entrance to engine room
res://dlc/01_pier/maps/pier_hauntedhouse_room_2.tscn	Witch House left of entrance
res://dlc/01_pier/maps/pier_hauntedhouse_room_2A.tscn	Witch House chest with pool
res://dlc/01_pier/maps/pier_hauntedhouse_room_3.tscn	Witch House right of entrance
res://dlc/01_pier/maps/pier_hauntedhouse_room_4.tscn	Witch House Scarleteeth room
res://dlc/01_pier/maps/pier_hauntedhouse_room_5.tscn	Witch House hidden wall room
res://dlc/01_pier/maps/pier_spaceworld_engineerroom.tscn	Cosmic Zone engine room
res://dlc/01_pier/maps/pier_spaceworld_lobby.tscn	Cosmic Zone main area
res://dlc/01_pier/maps/pier_spaceworld_room_1.tscn	Cosmic Zone moon room
res://dlc/01_pier/maps/pier_spaceworld_room_2.tscn	Cosmic Zone sun room
res://dlc/01_pier/maps/pier_spaceworld_room_3.tscn	Cosmic Zone room near entrance
res://dlc/01_pier/maps/pier_warehouse.tscn	Pier warehouse

push_scene <path String>

Same as [load_scene](#), but force loads the scene without waiting to unload the current one. Might be less safe than [load_scene](#) since there are even fewer safety checks.

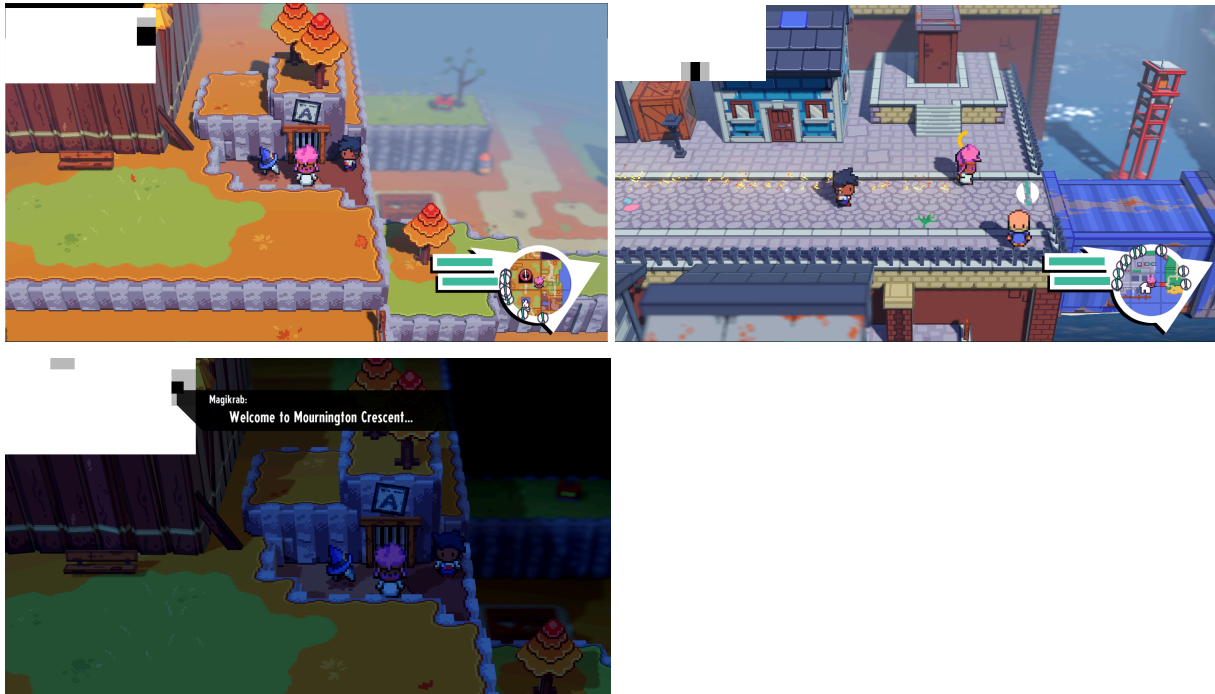
gain_exp <amount int>

Applies the specified exp to the party and gives loot rewards.

Example: `gain_exp 50`

`debug_stream_map`

Enables or disables the debug streaming map, which shows which chunks are currently loaded. If enabling this, try out using fast travel or `warp_to` and watch how the chunks are unloaded.



`warp_to_camera`

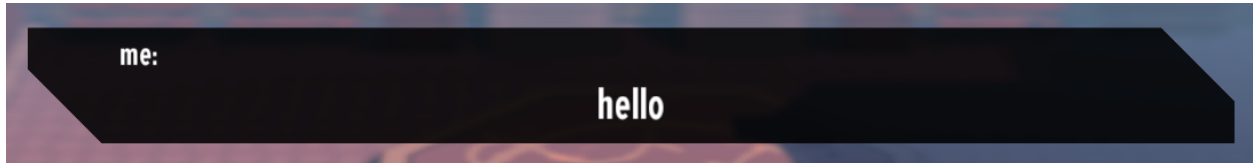
Warps player and partner to the center of the camera. Much more noticeable on the partner slot, but is also more noticable on player 1 with local co-op enabled.

`passive_message <message String> <speaker String>`

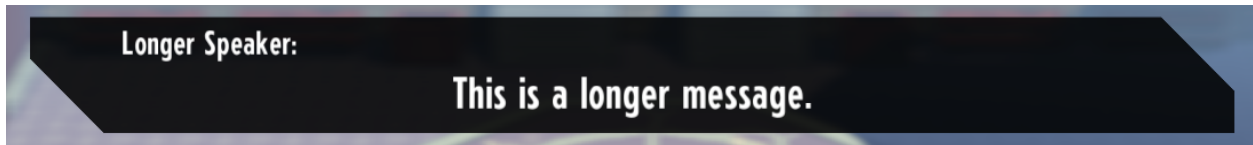
Generates a popup message at the top of the screen with text specified by `message` and the message label by `speaker` (optional). Due to how the debug console handles spacing as a separator for arguments, enclose them in quotation marks if there are spaces in the strings. Native strings will also work, as the game auto-translates them before being displayed.

Examples:

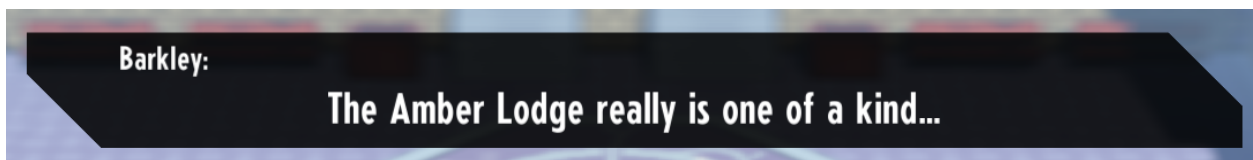
`passive_message hello me`



```
passive_message "This is a longer message." "Longer Speaker"
```



```
passive_message AMBER_LODGE_NPC4_DIALOGUE DOG_NAME
```



Uses dialogue from one of the NPCs in Amber Lodge using Barkley's name

dialog_message <message String>

Displays an active text box with the text specified by [message](#). Due to how the debug console handles spacing as a separator for arguments, enclose [message](#) in quotation marks if there are spaces in the strings. Native strings will also work, as the game auto-translates them before being displayed. Movement is not disabled while the text box is active.

Examples:

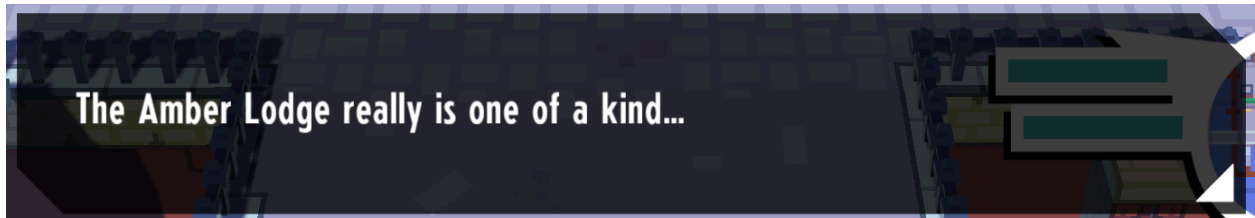
```
dialog_message hello
```



```
dialog_message "This is a longer text example."
```



`dialog_message AMBER_LODGE_NPC4_DIALOGUE`



`stat_adjust`

Does what it says: opens up the gym points adjustment menu.

`expo_mode`

Sets up expo mode (presumably for demos), with a fancier title screen but no file select menu.

`locale <new_locale String>`

Sets the game's current language to the `new_locale` string "code" locale. If `new_locale` is empty, returns the current locale. List of current locales include:

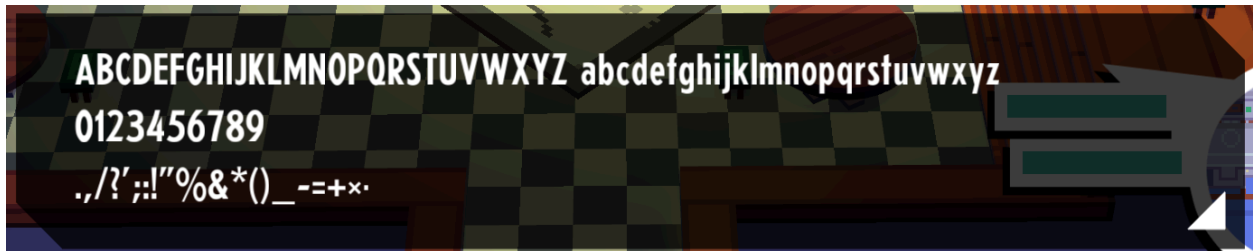
locale	Language
de_DE	German (Germany)
en	English
es_ES	Spanish (Spain)
es_MX	Spanish (Mexico)
fr_FR	French (France)
it_IT	Italian (Italy)
ja_JP	Japanese (Japan)
ko_KR	Korean (South Korea)

pt_BR	Portuguese (Brazil)
zh_CN	Chinese (China)

Example: `new_locale fr_FR`

`font_test_message`

Prints out the following dialogue message / text box:



`battle_init_pause <delay float>`

Delays the start of all battles by an amount specified by `delay`, in seconds (i.e. everyone just stands there in-battle before everything gets processed. Default value for delay is 0.0. Has no effect if `delay` $\leq$ 0.0. Example: `battle_init_pause 0.5`

`battle_start_pause <delay float>`

Delays the start of all battles by an amount specified by `delay`, in seconds (i.e. transformation is processed, but delay processing everything else like auto-use stickers. Default value for delay is 0.0. Has no effect if `delay` $\leq$ 0.0.

Example: `battle_start_pause 0.5`

`report_shader_compilation <enabled bool>`

Only usable if running the game in debug builds (like in the editor). Examining the decompilation, this calls a `set_reporting_shader_compilation` method which is not present in standard Godot so this must be a custom feature the devs made to the engine.

`export_data <path String>`

Only usable if not on a console platform. Exports a bunch of data (in JSON format) on the specified path. Accepted `path` strings include standard syntax like `D:\Documents\export_folder` or Godot's user path directory like `user://export_folder` which exports data into the local save data location.

The path will contain 5 directories: [archangels](#), [monsters](#), [moves](#), [status_effects](#), and [types](#).

- [archangels](#), which exports bestiary bios and name,
- [monsters](#), which exports both a PNG of the monster as well as the JSON data named by bestiary number (if present) in the format ex: 001-springheel:
 - bestiary bios
 - bestiary_category (0 = monster, 1 = archangel)
 - bestiary_index (bestiary number, -1 if not sorted)
 - description (ex: "imp with leather boots")
 - elemental_type (elemental type name)
 - evolves_from (list of names)
 - evolves_to
 - evolved_form (name)
 - max_hour (for time-based remastering, 24 if not used)
 - min_hour (for time-based remastering, 0 if not used)
 - required_grade (number of stars, 5 by default)
 - required_location (location for remastering)
 - required_move (sticker present in tape for remastering)
 - required_type_override (bootleg type needed for remastering)
 - specialization (named option for choosing branching remasters)
 - habitats
 - moves
 - initial (initial moveset)
 - tags
 - upgrades (moves learnt from 1-5 stars)
 - name
 - stats
 - max_ap, max_h, melee_attack, melee_defense, move_slots, ranged_attack, ranged_defense, record_rate, speed
- [moves](#), which exports the following data:
 - accuracy
 - ap_cost
 - can_be_copied
 - category
 - crit_damage_percent (default 150)
 - crit_rate (default 0.0625)
 - default_target
 - description
 - elemental_type
 - is_passive_only

- name
 - physicality
 - power
 - priority
 - status_effects (list of names)
 - tags
 - target_type
- **status_effects**, which exports both a PNG of the status effect as well as the JSON data:
 - description
 - has_duration
 - is_buff
 - is_debuff
 - is_removable
 - name
- **types**, which exports both a PNG of the type's icon as well as the JSON data:
 - inflicts, which are status effects the type induces offensively, whose keys are the name of the type it interacts with
 - attacker
 - defender
 - hint (POSITIVE, NEGATIVE, TRANSMUTATION)
 - messages (name of interaction, like Chilled)
 - statuses (name and duration)
 - name
 - palette (a set of 5 colors in hex format)
 - receives, which are status effects induced on the type defensively, whose keys are the name of the type it interacts with (see inflicts)
 - Sort_order (ordering types when displayed in the in-game type chart, 0 by default)
 - Beast: -1
 - Glass: 1
 - Glitter: 2

platform

Does what it says: prints the platform service the game is running on.

- Microsoft Store: outputs **MSSore/<OS name>**
- Nintendo Switch: outputs **Nintendo Switch**
- Steam: **Steam/<OS name> AppID: 1321440 SteamID: <user's SteamID>**

platform_set_stat <name String> <amount int>

Only has an effect if on Steam. Sets some stats which seems to be used for tracking progress in Steam's achievements.

platform_unlock_achievement <achievement String>

Only has an effect if on Steam. Unlocks the named [achievement](#). The list of accepted strings can be seen on places such as [SteamDB](#).

platform_reset_stats

Only has an effect if on Steam. Clears all achievements and stats.

filter_name <text String>

Applies a profanity filter (if applicable) on [text](#), based on an implementation provided by the system's platform. Due to how spaces are handled by the Debug console, enclose it in quotation marks if the input message has spaces.

On Steam, this sets [ETextFilteringContext](#) to 3 (character or item name).

Example: `filter_name test`

filter_text

Same as [filter_name](#), except on Steam this sets [ETextFilteringContext](#) to 0 (unknown context).

Example: `filter_text test`

max_stamina <amount float>

Sets the player's max stamina to [amount](#) (in seconds). If [amount](#) is blank, returns the player's max stamina instead. The game may crash if you input a value that's too high (about 10^{300}).

Example: `max_stamina 10.5`

max_level <amount int>

Sets the player's level cap to [amount](#). If [amount](#) is blank, returns the player's level cap instead. Defaults to 200, but the value is automatically bound to between 200 and 999 inclusive. Example: `max_level 999`

ability <ability_name String> <enabled bool>

Sets **ability_name** to the **enabled** value (true or false), or returns its state if **enabled** is left blank. Example: **ability climb true**

ability_name	Ability
climb	Pumpkin Vine Ball
dash	Bulletino Dash
flight	Averevoir Flight
fusion_radar	Fusion radar
glide	Mothwing Glide
magnetism	Electromagnetism
swim	Diveal Swim
train_travel	Fast travel

flag <flag_name String> <enabled bool>

Sets the **flag_name** flag to the **enabled** value (true or false), or returns its state if **enabled** is left blank. If the flag does not exist in the save file, it will be created. Some mods that introduce custom flags may also add their own flags in here.

This is an absolutely massive list (almost 1000 or so flags!) and a lot of them are used to track things like opened chests, cutscenes, partner dialogues, battled NPCs/bosses, switches, etc. It's for the best that I don't go over each flag, so instead look at decompressing your own save file and looking at them yourself.

counter <counter_name String> <amount int>

Modifies a value counter which the save file keeps track of for things such as monster species encountered, number of times an enemy has been rematched, wins with the Gambit status effect active, etc.

Similar to flags, this is also a substantially massive list. This is best checked by examining the decompressed save file if you can.

randomize_disable

Disables all randomization settings (monster, type move).

randomize_all

Enables the setting for randomized monsters, type, and moves on the current save file. This change is irreversible without save editing, so use with caution.

randomize_types

Enables the setting for randomized type on the current save file. This change is irreversible without save editing, so use with caution.

permadeath <enabled bool>

Toggles the permadeath game mode on or off on the current save file, with **enabled** being either **true** or **false**.

add_item <item_name String> <amount int>

Gives an amount number of items with internal name of item_name. **amount** is optional and defaults to 1 if not specified. If the command is inputted in the main menu, the item will be given or dropped near the player upon opening a save file.

Example: **add_item rewind 3**

The **list_item_ids** command will list out all accepted item_name strings; see that section for reference.

Note that this does not include stickers; to generate a new sticker, item_name needs to be of the form **sticker:sticker_name** where sticker_name is the sticker's internal name. A rarity value of 1 (uncommon) or 2 (rare) may also be specified in the format **sticker:sticker_name:rarity**. If a rarity value is specified, the game will randomly roll attributes for it.

Examples:

add_item sticker:sonic_boom generates a common Sonic Boom sticker.

add_item sticker:smack 3 generates 3 common Smack stickers

add_item sticker:resistance_lightning:2 5 generates a stack of 5 rare Grounded stickers.

give_loot <loot_path String> <loot_value int>

Generates loot from a loot table based on the given path, with an override loot_value "multiplier" amount. The loot_path string is the resource file's location in the game files, starting with res:// and ends in .tres which can be viewed in the

decompilation. Unlike some of the loot tables from the game, the outcome isn't seeded so repeating the same input will yield different outcomes.

The following lists valid loot_path strings that can be entered.

res://data/loot_tables/battle_archangel.tres	Archangels
res://data/loot_tables/battle_black_shuck.tres	Just Black Shuck's Tape from defeating Black Shuck
res://data/loot_tables/battle_captain_buffy.tres	Captain Buffy
res://data/loot_tables/battle_captain_cleeo.tres	Captain Clee-0
res://data/loot_tables/battle_captain_codey.tres	Captain Codey
res://data/loot_tables/battle_captain_cybil.tres	Captain Cybil
res://data/loot_tables/battle_captain_default.tres	Base loot table for captains; the generated sticker is random in contrast to the thematic stickers from defeating captains
res://data/loot_tables/battle_captain_dreadful.tres	Captain Dreadful
res://data/loot_tables/battle_captain_gladiola.tres	Captain Gladiola
res://data/loot_tables/battle_captain_heather.tres	Captain Heather
res://data/loot_tables/battle_captain_judas.tres	Captain Judas
res://data/loot_tables/battle_captain_lodestein.tres	Captain Lodestein
res://data/loot_tables/battle_captain_skip.tres	Captain Skip
res://data/loot_tables/battle_captain_wallace.tres	Captain Wallace
res://data/loot_tables/battle_captain_zedd.tres	Captain Zedd

res://data/loot_tables/battle_gauntlet.tres	Empty loot table
res://data/loot_tables/battle_ianthe.tres	Ianthe; always includes a non-common Headshot sticker
res://data/loot_tables/battle_jellyton.tres	Skelly Jelly from Jellytons
res://data/loot_tables/battle_kuneko.tres	Kuneko, both from Felix's quest and from the static encounter
res://data/loot_tables/battle_machine.tres	(DLC) Infernal Engines
res://data/loot_tables/battle_metal.tres	Metal, from metal-type wild battles, or recycling metal type tapes
res://data/loot_tables/battle_misc.tres	Default loot yield from beating a wild encounter
res://data/loot_tables/battle_noticeboard_quest.tres	Loot from defeating noticeboard-related NPCs (namely Vin, Frankie, and random recruits)
res://data/loot_tables/battle_orb_fusion.tres	Orb Fusions
res://data/loot_tables/battle_orb_fusion_mp.tres	Orb Fusions (multiplayer; identical to regular Orb Fusion loot table)
res://data/loot_tables/battle_plant.tres	Wheat and wood, from plant-type wild battles, or recycling plant type tapes
res://data/loot_tables/battle_plastic.tres	Plastic, from plastic-type wild battles, or recycling plastic type tapes
res://data/loot_tables/battle_rogue_fusion.tres	Rogue Fusions
res://data/loot_tables/battle_rogue_fusion_mp.tres	Rogue Fusions (multiplayer; identical to regular Orb Fusion loot table)
res://data/loot_tables/battle_unique.tres	Static encounters Averevoir, Glaistain, Picksie, Umbrahella; Auriclaw encounter in the Catacombs
res://data/loot_tables/booster_pack_elements.tres	Elements booster pack from vending machine

res://data/loot_tables/booster_pack_nature.tres	Nature booster pack from vending machine
res://data/loot_tables/booster_pack_pollution.tres	Pollution booster pack from vending machine
res://data/loot_tables/booster_pack_wildcard.tres	Wildcard booster pack from vending machine
res://data/loot_tables/chest_at_sea.tres	From the chest in Southwest Mire Sea
res://data/loot_tables/chest_cast_iron_shore.tres	From chests in Cast Iron Shore
res://data/loot_tables/chest_dungeon_meadow.tres	From chests in Cherry Cross Station
res://data/loot_tables/chest_farm.tres	From chests in Piper Farm
res://data/loot_tables/chest_in_graveyard.tres	From a chest in Lost Hearts Graveyard
res://data/loot_tables/chest_kayleigh_home.tres	Chest in Kayleigh's place
res://data/loot_tables/chest_misc.tres	Default content in ranger cache chests
res://data/loot_tables/chest_misc_no_tapes.tres	Chest near the tutorial Dominoth; contains no tapes
res://data/loot_tables/chest_miss_mimic.tres	Fused material from Miss Mimic static encounter
res://data/loot_tables/chest_mt_wirral.tres	Chests in Mt. Wirral
res://data/loot_tables/chest_office.tres	Fused material in drawers in Landkeeper Offices
res://data/loot_tables/chest_power_station.tres	Chest in Power Station
res://data/loot_tables/chest_ranger_outpost.tres	Daily chest in Ranger Outpost
res://data/loot_tables/chest_shipwreck_insomnia.tres	Chest in Titania Shipwreck (has Insomnia)
res://data/loot_tables/chest_spider_cave.tres	Magic Tome chest in the Catacombs

res://data/loot_tables/chest_station.tres	Chests in stations
res://data/loot_tables/daily_spawn_beach.tres	Daily item in Harbourtown Beach
res://data/loot_tables/fridge_outpost_daily.tres	Daily fridge stock in Ranger Outpost
res://data/loot_tables/lucky_dip.tres	Lucky Dip; doesn't seem used
res://data/loot_tables/net_battle_participation.tres	Presumably from multiplayer battles like raids
res://data/loot_tables/noticeboard_turn_in.tres	Random reward from completing noticeboard level 7+
res://data/loot_tables/offline_net_player_gift.tres	Presumably from offline encounters from NPCs based on multiplayer history
res://data/loot_tables/offline_net_player_rematch.tres	Presumably from offline encounters from NPCs based on multiplayer teams
res://data/loot_tables/picksie_treasure_dig_high_level.tres	Treasure Dig high-level loot table
res://data/loot_tables/picksie_treasure_dig_low_level.tres	Treasure Dig low-level loot table
res://data/loot_tables/picksie_treasure_dig_rare.tres	Treasure Dig high-level loot table (rare contents)
res://data/loot_tables/quest_collect_rumors.tres	Reward from a quest involving collecting 3 rumors
res://data/loot_tables/quest_florist.tres	Reward from the planting quest
res://data/loot_tables/quest_hoylake_requests.tres	Reward from Hoylakes's noticeboard request
res://data/loot_tables/quest_hoylake bestiary_complete.tres	From Hoylake after completing 120 entries in the Bestiary
res://data/loot_tables/quest_misc.tres	Generic loot from completing quests
res://data/loot_tables/rand_cure.tres	Loot table for cures; used by the daily beach loot table and Treasure Dig
res://data/loot_tables/rand_tape.tres	Loot table for tapes; used by the daily beach loot table and Treasure Dig

res://data/loot_tables/rand_tape_tier2.tres	Loot table containing Chrome and elemental tapes
---	--

consume_item <item_name String> <amount int>

Removes the given item with internal name of `item_name` from the save's inventory. `amount` is optional and defaults to 1.

The `list_item_ids` command will list out all accepted `item_name` strings; see that section for reference. Example: `consume_item rewind 2`

list_item_ids

Prints out all valid internal name strings for items (excluding stickers).

inventory

Prints out all items in the save's inventory.

inventory_stack_limit_increases <item_name String> <limit int>

Sets the max stack `limit` for the given item with internal name of `item_name`.

heal

Fully heals the player, partner, and all tapes in the party.

hurt

Applies random damage to the player, partner, and all tapes in the party.

fusion_meter <amount int>

Does what it says: gets or sets how full the player's fusion bar is. Range is 0 to 100 inclusive. Example: `fusion_meter 35`

unlock_partner <name String>

Unlocks the given partner. Softlocks can happen if you accidentally trigger certain events if the partner is already unlocked previously. Valid partner names are `kayleigh`, `eugene`, `meredith`, `felix`, `viola`, `dog`.

lock_partner <name String>

De-locks the given partner. Softlocks can happen if you accidentally trigger certain events if the partner isn't unlocked yet. Valid partner names are [kayleigh](#), [eugene](#), [meredith](#), [felix](#), [viola](#), [dog](#).

partner <name String>

Sets the current partner, or prints out the partner's internal name if [name](#) is not specified. Valid names are [kayleigh](#), [eugene](#), [meredith](#), [felix](#), [viola](#), [dog](#).

player_level <level int>

Sets the player's level, or prints out the level if [level](#) is not specified.

partner_level <level int>

Sets the current partner's level, or prints out the level if [level](#) is not specified.

relationship_level <level int>

Sets the current partner's relationship level. Supported [level](#) values are 0-5 inclusive.

relationship_kind <kind int>

Does what it says: gets or sets the current partner's relationship to platonic (0), dating (1), or romantic (2).

next_relationship_level

Automatically satisfies the "experience" requirement to reach the next relationship level. Doesn't award any battle exp.

randomize_party_sticker_rarity <force_rares bool>

Rerolls the rarity of all stickers of tapes in the party. If [force_rares](#) is true, the stickers have an 80% chance to be uncommon and 20% chance to be rerolled to rare.

give_tape <tape_name String> <type String>

Gives a tape with specified internal name and (optionally) a bootleg type.

Examples: `give_tape bansheep`, `give_tape candevil fire`, `give_tape miss_mimic`.

debug_tapes

Randomly adds 50 tapes to storage.

debug_stickers

Gives the player 5 of every sticker, rolling for random rarity. Also includes debug-only stickers.

debug_team <level int>

Sets up a debug team with Kayleigh as the partner, and featuring Bansheep, Candevil, Traffikrab, Bulletino, Dandylion, and Kayleigh's signature tape or any of their remasters. Both player and partner level is set to `level`, and all the tapes in this team are applied an amount of experience the player has at the specified level, remastering them to a random branch if appropriate. All tapes in the party before using this command will be sent to storage.

seen_all_species <enabled bool>

Does what it says: gets/sets a cheat mode. When true, all species are considered 'seen' in the bestiary. Example: `seen_all_species true`

seen_random_fusions

Randomly adds 500 fusions as seen in the Bestiary.

day_length <length float>

Sets the day length to length (in seconds) or gives current length if not specified. Default value is 1000.

Example: `day_length 200`

date <day int>

Does what it says: Gets or sets the current world date. (The first day starts at 0)

Example: `day 11`

time <time int>

Gets or sets the current date, with [time](#) being between 0 to 1 inclusive. Example:
[time 0.5](#)

hour <hour int>

Gets or sets the current date, with [hour](#) being between 0 to 24 inclusive. Example:
[hour 12](#)

stat <stat String> <counter_name String>

Returns the value of a stat counter. If no counter is specified, it returns a dictionary of valid keys you can use for counter. Many of these stats are used to keep track of progress in achievements.

Example: [stat battle_finished](#) returns the following sample data:

```
{counts:{fled:78, player:99, enemy:12}, total:189}
```

In this case, valid values of counter for this stat are the keys inside counts, namely [fled](#), [player](#), and [enemy](#).

Example: [stat battle_finished fled](#)

gives 78 from our previous example. We can change this value using the [report_event](#) command.

The following table lists all accepted stat values, provided they exist in the save file.

Key	Description
battle_attempts	How many times NPCs and special encounters have been done, mainly for the purposes of reseeding fights
battle_finished	How battles have ended
chunks_mapped_by_chunk	Which chunk is visible on the map
chunks_mapped_by_map	How many chunks have been mapped on a given map, such as the overworld or pier
dating	Which partner has a dating relationship level

encounters	Flags of specific NPCs and special encounters
encounters_species	Encounters for a given species (which includes Archangel forms)
exchange_purchased	How much a permanent upgrade has been obtained
fused_with	Number of fusions done with a partner
fusions_encountered	Number of each fusion encountered
fusions_formed	Number of each fusion the player formed
gauntlet_carriages_cleared	Number of carriages cleared in Magikrab's Gauntlet
gauntlet_highest_carriage	Farthest carriage reached in Magikrab's Gauntlet, across attempts and difficulties
gauntlet_longest_streak	Longest streak maintained in Magikrab's Gauntlet, across attempts and difficulties
heads_skipped	Number of NPCs jumped over
investigated_rumors	Rumors checked
items_obtained	Amount an item has been obtained
kills	Number of defeated entities (monsters, Archangels, NPCs, etc.)
kills_fusions	Number of each fusion defeated
kills_ghosts	Number of entities defeated while they had the Ghostly status effect
kills_orb_fusions	Number of each orb fusion defeated
kills_rogue_fusions	Number of each rogue fusion defeated. If it's a generic type, the counter is ""
kills_species	Number of each species defeated (which includes Archangel forms)
kuneko_altars_cleared	Which altars have been cleared during Felix's Quest

mall_with_meredith	Has visited Falldown Mall with Meredith
maxed_tape_species	Number of each species that has reached 5 stars
met_npc	Met special NPCs, for the purposes of achievements
net_battle_finished	How multiplayer battles have ended
noticeboard_fm_turned_in	Amount of Fused Material accumulated while clearing the Ranger Noticeboard
noticeboard quests_completed	Number of each noticeboard quest completed
noticeboard quests_started	Number of times each noticeboard quest has been started
observed_species	Number of each species viewed in battle
obtained_rumors	Number of each rumor obtained
offices_cleared	Landkeeper Offices completed
orb_fusions_encountered	Number of each orb fusion encountered
planters_planted	Number of unique planters that have been planted with a plant
preemptive_wins	Number of Turn 0 wins
quests_completed	Number of each quest completed
quests_failed	Number of each (passive) quest that expired or despawned
quests_started	Number of times each quest has been started
recorded_species	Number of times a species has been recorded
registered_bootleg_types	Unique bootleg types, for the purposes of achievements
registered_species	Number of times a species has been recorded (sort of, no idea why some

	have very high values)
relationship_level	Relationship level of each partner
remasters	Number of each species acquired via remastering
reopened_stations	Stations opened for fast travel
romance	Partners romanced
song_parts	Number of song parts collected
status_wins	Number of times won while a given status effect was present in the player's time
sticker_rarity	Number of uncommon and rare stickers obtained
story_ending	Has seen the ending cutscene
story_intermission	Has seen the intermission cutscene
story_starting	Started the game (no idea why this is here)
unlocked_abilities	Abilities unlocked
unlocked_partners	Partners unlocked

report_event <stat String> <counter_name String> <value int>

Increments the value of a stat counter. To find the current value, use the `stat` command instead. See the `stat` command to see a list of all events that can be used. If `value` is negative, it decrements the counter.

If you want to increment a stat with a blank counter, you can only do so one at the time, i.e. do not specify `counter` or `value`.

Example: `stat battle_finished fled 100`

win_battle

Immediately wins the current battle.

flee_battle

Immediately flees the current battle.

lose_battle

Immediately loses the current battle.

world_level

Gets the natural level of the current location, used for things like determining the default (unscaled) level of wild enemies encountered in the current location.

game_over

Instantly results in a game over. If *Defeat is game over* is enabled in Custom Game, the game over screen shows and the save file gets locked. Otherwise, this is treated as a wipe and sends you to Harbourtown Hospital.

no_aggro <enabled bool>

Gets or sets whether or not it's enabled. If set to true, wild monsters will not react to the player's presence, and enemy NPCs won't start a battle upon you hitting their line of sight. Note that touching the wild monster's hitbox or talking to the NPC directly will still trigger battle. Example: `no_aggro true`

player_scale <scale float>

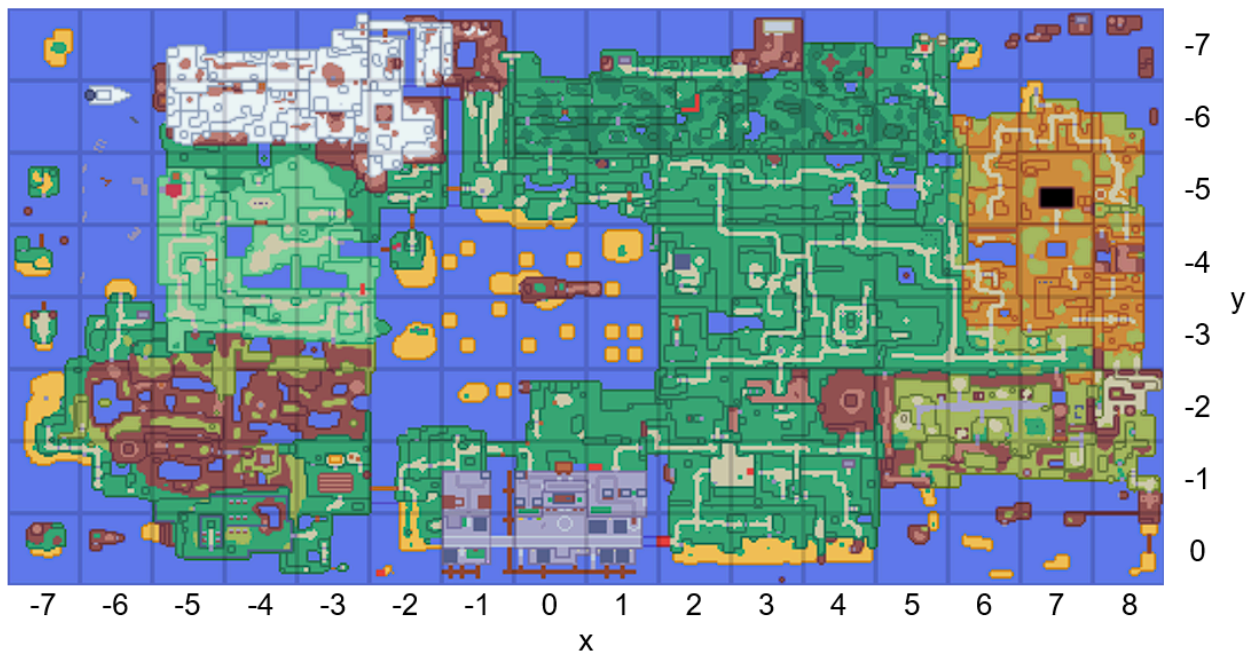
Gets or sets the player's current size scale. Default value of `scale` is 1. Trying to set scale to 0 or a negative value crashes the game.

Example: `player_scale 2.5`

warp_overworld <x int> <y int> <warp_name String>

Warps to the given overworld chunk. The convention is that the `x` can be -8 to 7 inclusive, and `y` can be 0 to -7 inclusive. If `warp_name` is not specified the chosen warp point is at the center of the chunk.

The warp name is primarily used to enter the chunk from a particular warp target, accounting for child nodes of the main scene. The only way to know these names is to view the warp points from the decompilation.



Example: `warp_overworld 0 -6`

Example: `warp_overworld -5 0 Wired/StationTarget`

warp `<path String>` `<warp_name String>`

Warps to a given scene path name, similar to `load_scene`, but also allows specifying a warp target via `warp_name`.

action_icons `<name String>`

Overrides the input icons for controllers. If `name` is not specified, reverts to default. Allowed values for `name` are: `keyboard`, `mouse`, `sony`, `switch`, `switch_black`, `switch_joycon_left`, `switch_joycon_left_purple`, `switch_joycon_right`, `switch_joycon_right_purple`, `switch_outlined`, `switch_white`, `xbox_one`.

Example: `action_icons switch`

start_quest `<path String>`

Starts the quest scene from the specified path. The following table lists allowed path values in vanilla.

Main Quests

Path	Quest
<code>res://data/quests/story/ArchangelQues</code>	Land of Confusion

t.tscn	
res://data/quests/story/CaptainQuest0.tscn	Take Me On 1
res://data/quests/story/CaptainQuest1.tscn	Take Me On 2
res://data/quests/story/CaptainQuest2.tscn	Take Me On 3
res://data/quests/story/CaptainQuest3.tscn	Take Me On 4
res://data/quests/story/CaptainQuest4.tscn	Take Me On 5
res://data/quests/story/HeliaQuest1.tscn	Here Comes The Sun 1
res://data/quests/story/HeliaQuest2.tscn	Here Comes The Sun 2
res://data/quests/story/HeliaQuest3.tscn	Here Comes The Sun 3
res://data/quests/story/TutorialQuest1.tscn	This Is The World We Live In 1
res://data/quests/story/TutorialQuest2.tscn	This Is The World We Live In 2
res://data/quests/story/TutorialQuest3.tscn	This Is The World We Live In 3
res://data/quests/story/TutorialQuest4.tscn	This Is The World We Live In 4

Passive Quests

Path	Quest
res://data/passive_quests/AverevoirSpawnQuest.tscn	Averevoir
res://data/passive_quests/BlackShuckQuest.tscn	Black Shuck
res://data/passive_quests/FloodQuest_	Flood fusion (Harbourtown Outskirts)

2_-1.tscn	
res://data/passive_quests/FloodQuest_4_-5.tscn	Flood fusion (New Wirral Park)
res://data/passive_quests/GlaistainSpawnQuest.tscn	Glaistain
res://data/passive_quests/KunekosReturnQuest.tscn	Kuneko
res://data/passive_quests/MissMimicFusionQuest.tscn	Miss Mimic (fusion)
res://data/passive_quests/MissMimicSpawnQuest.tscn	Miss Mimic
res://data/passive_quests/OfflineNetPlayerGiftQuest.tscn	Offline multiplayer gift
res://data/passive_quests/OfflineNetPlayerRematchQuest.tscn	Offline multiplayer battle
res://data/passive_quests/OrbFusionQuest.tscn	Orb fusion
res://data/passive_quests/PicksieSpawnQuest.tscn	Picksie
res://data/passive_quests/RogueFusionQuest.tscn	Rogue Fusion
res://data/passive_quests/SwarmQuest.tscn	Fusion Swarm
res://data/passive_quests/TravelingMerchantQuest.tscn	Traveling Merchant
res://data/passive_quests/UmbrahellaSpawnQuest.tscn	Umbrahella
res://data/passive_quests/UnstableFusionQuest.tscn	Unstable Fusion

Partner Quests

Path	Quest
res://data/quests/partner_quests/DogQ	Come Back and Stay

uest.tscn	
res://data/quests/partner_quests/EugeneQuest1.tscn	Acting on Your Best Behaviour 1
res://data/quests/partner_quests/EugeneQuest2.tscn	Acting on Your Best Behaviour 2
res://data/quests/partner_quests/EugeneQuest3.tscn	Acting on Your Best Behaviour 3
res://data/quests/partner_quests/EugeneQuest4.tscn	Acting on Your Best Behaviour 4
res://data/quests/partner_quests/EugeneQuest5.tscn	Acting on Your Best Behaviour 5
res://data/quests/partner_quests/FelixQuest0.tscn	Don't You Want Me 1
res://data/quests/partner_quests/FelixQuest1.tscn	Don't You Want Me 2
res://data/quests/partner_quests/FelixQuest2.tscn	Don't You Want Me 3
res://data/quests/partner_quests/FelixQuest3.tscn	Don't You Want Me 4
res://data/quests/partner_quests/KayleighQuest1.tscn	I Ran So Far Away 1
res://data/quests/partner_quests/KayleighQuest2.tscn	I Ran So Far Away 2
res://data/quests/partner_quests/MeredithQuest1.tscn	All I Ever Needed 1
res://data/quests/partner_quests/MeredithQuest2.tscn	All I Ever Needed 2
res://data/quests/partner_quests/MeredithQuest3.tscn	All I Ever Needed 3
res://data/quests/partner_quests/MeredithQuest4.tscn	All I Ever Needed 4
res://data/quests/partner_quests/ViolaQuest1.tscn	Everybody's Looking For Something 1
res://data/quests/partner_quests/Viola	Everybody's Looking For Something 2

Quest2.tscn	
res://data/quests/partner_quests/Viola Quest3.tscn	Everybody's Looking For Something 3
res://data/quests/partner_quests/Viola Quest4.tscn	Everybody's Looking For Something 4

Sidequests

Path	Quest
res://data/quests/sidequests/FloristQuest1.tscn	Planting the Seed 1
res://data/quests/sidequests/FloristQuest2.tscn	Planting the Seed 2
res://data/quests/sidequests/Gauntlet Quest.tscn	The Midnight Train
res://data/quests/sidequests/HoylakeQuest1.tscn	On The Hunt 1
res://data/quests/sidequests/HoylakeQuest2.tscn	On The Hunt 2
res://data/quests/sidequests/HoylakeQuest3.tscn	On The Hunt 3
res://data/quests/sidequests/HoylakeQuest4.tscn	On The Hunt 4
res://data/quests/sidequests/HoylakeQuest5.tscn	On The Hunt 5
res://data/quests/sidequests/Merchant RescueQuest.tscn	A Little Inspiration
res://data/quests/sidequests/SunnyQuest.tscn	How Does It Feel
res://data/quests/sidequests/Working OvertimeQuest.tscn	Working Overtime

Miscellaneous

Path	Quest
res://data/quests/captain_quests/CaptainCleeOGetCoinQuest.tscn	Coin-Operated
res://data/quests/captain_quests/CaptainZeddKill5Bulletino.tscn	Scattershot
res://data/quests/dlc_pier/PierQuest1.tscn	Pier of the Unknown (part 1)
res://data/quests/dlc_pier/PierQuest2.tscn	Pier of the Unknown (part 2)
res://data/quests/noticeboard/FrankieAndVinQuest.tscn	Frankie and Vin rematch
res://data/quests/noticeboard/FusionBountyQuest.tscn	Fusion bounty
res://data/quests/noticeboard/Hoylake5StarQuest.tscn	Hoylake's quest for complete bestiary entry
res://data/quests/noticeboard/HoylakeAssistantQuest.tscn	Dr. Kirby
res://data/quests/noticeboard/HoylakeFusionQuest.tscn	Hoylake's quest to fuse 2 monsters
res://data/quests/noticeboard/HoylakePrereqQuest.tscn	Hoylake's request, which later starts On The Hunt
res://data/quests/noticeboard/LostAndFoundQuest.tscn	Lost and found
res://data/quests/noticeboard/MonsterBountyQuest.tscn	Monster bounty
res://data/quests/noticeboard/ParcelDeliveryQuest.tscn	Parcel delivery
res://data/quests/noticeboard/RecruitTrainingQuest.tscn	Recruit training
res://data/quests/noticeboard/SpecialDeliveryQuest.tscn	Special delivery
res://data/quests/noticeboard/SupplyDeliveryQuest.tscn	Supply delivery

res://data/quests/noticeboard/SupplyT heftQuest1.tscn	Vin's quest 1
res://data/quests/noticeboard/SupplyT heftQuest2.tscn	Vin's quest 2
res://data/quests/noticeboard/SupplyT heftQuest3.tscn	Vin's quest 3
res://data/quests/noticeboard/Training FrankieQuest1.tscn	Frankie's quest 1
res://data/quests/noticeboard/Training FrankieQuest2.tscn	Frankie's quest 2
res://data/quests/noticeboard/Training FrankieQuest3.tscn	Frankie's quest 3
res://data/quests/noticeboard/Training VinQuest.tscn	Vin's quest 4
res://data/quests/noticeboard/Unstabl eFusionQuest.tscn	Unstable fusion (fixed spot)
res://data/quests/GetMasquerattle.tscn	Unused quest in unused map
res://data/quests/SpeciesHabitatRumo rQuest.tscn	Rumor for a species location

complete_quest <path String>

Completes the specified quest if it has been started already. See [start_quest](#) for the list of all quests.

set_captains_defeated

Sets all captains as being defeated.

set_clues_obtained

Sets all main archangels (the ones that can give song parts) as defeated and unlocks all song parts.

list_all_clues

Prints out all the song parts regardless of progress.

list_obtained_clues

Prints out song parts that have been obtained thus far.

rumors

Prints out the text of all rumors that have currently spawned in Harbourtown.

regenerate_rumors

Clears out and regenerates a new batch of rumors.

clear_noticeboard

Regenerates the Ranger Noticeboard, regardless of the state of the current quests.

gauntlet_new

As the description says, it generates a new gauntlet, as in initializes and prepares the data needed for a gauntlet run.

gauntlet_print <index int>

Prints out a batch of 50 carriages containing index. Note that the numbering starts from 0, so the first carriage is #0, and so on. Not specifying index will result in printing the batch of 50 carriages of the current carriage number.

Example: `gauntlet_print 50`

An example printout line is:

```
#110 BATTLE LV160: generic_npc_philosopher_karl + generic_npc_cultist1  
[contactdmg_beast, ap_boost]
```

which specifies that Carriage 111 is a Lv 160 encounter versus 2 NPCs, with the listed infinite status effects applied.

gauntlet_carriage <number int>

Gets or sets the current carriage number, which is the most recent one set to. This only sets the carriage number. Example: `gauntlet_carriage 50`

gauntlet_rewards <number int>

Gets or sets the amount of unclaimed Fused Material in the gauntlet.

gauntlet_streak <number int>

Gets or sets the current streak in the gauntlet.

gauntlet_difficulty <number int>

Gets or sets the currently set difficulty for the gauntlet. Default values range from 0 to 6 inclusive, (Normal to Impossible) but entering a value out of bounds is allowed. For instance, a difficulty value of 8 is Impossible+2.

Example: `gauntlet_difficulty 5`

gauntlet_start

Warps you to the gauntlet. Interestingly, the entire gauntlet is just 1 scene.

server <name String>

This one's a bit unusual. If the `name` is set to `prod`, it prints "prod" and can connect through multiplayer servers, otherwise it prints "local" and can only join LAN sessions.

flagcode_get_content

Retrieves the current save file's Flagcode. Seems like this is only used for displaying progress for the ranger card if you've already beaten the game.

It should display info that looks like this:

```
{black_shuck:0, chose_starter_bansheep:0, chose_starter_candevil:1,
dog:1, eugene:1, favorite_color:12, felix:1, frankie:1, gwenivar:1,
hair_color:12, helia:1, hoylake:1, kayleigh:1, kirby:1, lenna:1,
meredith:1, merline:1, pronouns:0, ranger_captain:1, skin_color:2,
sunny:1, version:0, vin:1, viola:1}
```

Analyzing each one,

- `black_shuck`: if Black Shuck has been defeated
- `chose_starter_bansheep`: 1 if you chose Bansheep as the starter
- `chose_starter_candevil`: 1 if you chose Candevil as the starter

- dog: 1 if Barkley is at least at Relationship Level 1
- eugene: 1 if at least at Relationship Level 1, 3 if Romantic
- favorite_color: Player character's favorite color
- felix: 1 if at least at Relationship Level 1, 3 if Romantic
- frankie: 1 if Frankie's quest is completed
- gwenivar: Defeated Gwen
- hair_color: Player character's hair color
- helia: Defeated Helia
- hoylake: Completed Hoylake's quest
- kayleigh: 1 if at least at Relationship Level 2, 3 if Romantic
- kirby: 1 if completed Dr. Kirby's quest
- lenna: 1 if defeated Lenna
- meredith: 1 if at least at Relationship Level 1, 3 if Romantic
- merline: 1 if met the Mer-Line
- pronouns: 0 if He/Him, 1 if She/her, 2 if They/Them
- ranger_captain: 1 if defeated Ianthe
- skin_color: Player character skin color
- sunny: 1 if at least at Relationship Level 1, 3 if Romantic
- version: set to 0 by default for now
- vin: 1 if completed Vin's quest
- viola: 1 if at least at Relationship Level 1, 3 if Romantic

flagcode_get_code

Gets the Flagcode of the current save, which is a string of the form XX-XXXX-XXXX.

flagcode_parse_code <code String>

Extracts data from a given Flagcode of the current save. **code** must be of the form XX-XXXX-XXXX.

Example: **flagcode_parse_code** 2J-DFRC-BZFU

V. LIVESPLIT COMMANDS

These commands require the game to be connected to a LiveSplit server.

autosplit_start_timer

Starts the LiveSplit timer.

autosplit_pause

Pauses the timer.

autosplit_resume

Resumes the timer if paused.

autosplit_skip_split

Skips the current split.

autosplit_split

Splits. Automatically stops the timer if this is the last split.

autosplit_unsplit

Undoes the previous split.

autosplit_reset

Resets the LiveSplit timer.

autosplit_send_command <command_name String>

Manually sends the command [command_name](#) (after being parsed) to the autosplit timer, if connected to a LiveSplit server.

VI. SETTINGS COMMANDS

apply_settings

Applies the current settings.

save_settings

Saves the current settings to the [settings.cfg](#) file.

load_settings

Loads the settings stored in the [settings.cfg](#) file.

level_scale_up key

Calculates how much the given key type encounter scales relative to the player based on the level scaling. If the result is 1.0, it matches the player's level, and if the result is 0.0, it keeps its natural level.

Allowed key values are [monster](#), [monster_dlc](#), [monster_miniboss](#), [monster_miniboss_smart](#), [monster_boss](#), [monster_boss_smart](#), [monster_boss_dlc](#), [npc](#), [npc_boss](#), [npc_noticeboard](#), [npc_offline_rematch](#). Invalid keys will still work, however.

Example: `level_scale_up monster`

level_scale_down key

Same as `level_scale_up`, except it accounts for scaling down.

Example: `level_scale_down monster`

The following are simple set/get commands for a given setting, which accepts either true or false:

setting_autosave <enabled bool>

Gets or sets autosaving. Example: `setting_autosave true`

setting_show_timer <enabled bool>

Gets or sets the speedrun timer. Example: `setting_show_timer false`

setting_show_quest_tracker <enabled bool>

Gets or sets quest tracking.

setting_graphics_dof_blur <enabled bool>

Gets or sets depth of field blur.

setting_graphics_glow <enabled bool>

Gets or sets glow.

setting_graphics_shadows <enabled bool>

Gets or sets shadow rendering

setting_graphics_fullscreen <enabled bool>

Gets or sets full screen mode.

setting_graphics_glitch_effects <enabled bool>

Gets or sets showing glitch effects.

setting_enable_screen_shake <enabled bool>

Gets or sets screen shake.

setting_enable_controller_vibration <enabled bool>

Gets or sets controller vibration.

setting_enable_custom_modes <enabled bool>

Gets or sets custom game mode being available.

setting_network_crossplay <enabled bool>

Gets or sets crossplay.

setting_audio_vocals <enabled bool>

Gets or sets audio vocals.

setting_audio_transform <enabled bool>

Gets or sets transform audio playing.

setting_graphics_framerate <fps bool>

Gets or sets the framerate, which also affects the physics framerate.

Example: **setting_graphics_framerate 60**

setting_graphics_antialiasing <value bool>

Gets or sets the DOF blur. Allowed values are: 0 (disabled), 1 (2x MSAA), 2 (4x MSAA), 3 (8x MSAA), 4 (16x MSAA).

setting_graphics_world_streaming <value bool>

Gets or sets the overworld streaming. Allowed values are: 0 (Low CPU usage), 1 (Less Pop-in).

setting_graphics_resolution <resolution Vector2>

Gets or sets the resolution. Since this expects a Vector2 argument, you must supply 2 numbers separated by a comma, with no spaces.

Example: **setting_graphics_resolution 1920,1080**

setting_level_scaling <value float>

Gets or sets the level scaling. Values range from -0.05 (Disabled) to 1.0 (Impenetrable grind).

setting_ai_smartness <value float>

Gets or sets the AI smartness setting. Values range from 0.0 (Lowerer) to 1.0 (Literally Skynet).

VII. SAVESYSTEM COMMANDS

reload

Does what i says: reloads the most recent save.

load_file <path String>

Loads the save file in the given **path**. Valid **path** values are **fileX.json** or **user://fileX.json**, where X is the save file number from 1-3. If the specified **path** does not have an associated save file (and **path** isn't blank), starts a new game instead.

Example: **load_file file1.json**

save <path String>

Saves current game by overwriting data into the given **path**. Valid **path** values are **fileX.json** or **user://fileX.json**, where X is the save file number from 1-3.

Example: **save file1.json**

load_new_state

Completely wipes progress on the current save file, by essentially loading data a fresh new save should have and overriding data for the current one. It also resets play time.

save_uncompressed <enabled bool>

If **enabled** is set to true, the save file is stored as an uncompressed JSON format. Default behavior is false.

decompress <path String>

Decompresses the save file and generates the JSON-formatted save located at **path**. Valid **path** values are **fileX.json** or **user://fileX.json**, where X is the save file number from 1-3. The decompressed save is located in the same directory as the saves folder. If successful, the Debug console will output 0.

Keep in mind that the game will prefer to load the uncompressed files first, which is not synced to the cloud on Steam (and possibly the Microsoft Store as well).

Example: **decompress file1.json**

compress_save <path String>

Compresses a decompressed JSON save file located at **path**. Valid **path** values are **fileX.json** or **user://fileX.json**, where X is the save file number from 1-3. The compressed save is located in the same directory as the saves folder. If successful, the Debug console will output 0.

Example: **compress_save file1.json**