

stole this from nn (:

To use any of the commands in this channel, you'll need to download and install Mod The Gungeon from this website:

<https://modthegungeon.eu/>

Please be aware that this only works on PC, and does not work on any console versions of the game.

With that out of the way, let's get into a full command guide.

Mod the Gungeon CLASSIC

Opening the Console

To open the Mod the Gungeon console in game, you simply have to press the ` key on your keyboard (it shares the same key as the ~ symbol).

Autocomplete

Pressing tab with text in the console bar will cause the game to bring up a list of possible commands that lead on from the original.

For example, pressing tab with 'g' in the console will bring up 'give' and 'godmode'.

You cannot click on the suggestions or anything, they are merely guides.

However, if there is no other option for what you could possibly mean, the game will autocomplete the command.

Since there are no other commands starting with 'gi' pressing tab with 'gi' in the console automatically completes it to 'give'.

Godmode

Command: godmode

Makes the player completely immune to all forms of damage.

This command is unreliable, and doesn't always seem to work, so be careful.

Give

Command: give [itemid] [number of items]

Gives the player the specified item or pickup, in the specified quantity.

For example, the command give heart_of_ice 3 will give the player 3 copies of the Heart of Ice.

If no number is specified, the game gives the player one.

Most item ids are similar if not identical to their original names, and the Autocomplete feature can be used to help find them.

A list of all IDs in Vanilla MtG can be found here:

https://raw.githubusercontent.com/ModTheGungeon/ETGMod/master/Assembly-CSharp.Base.mm/Content/gungeon_id_map/items.txt

Notes:

A list of helpful commands for less intuitive uses of the give command.

Blanks: give blank

Keys: give key

Half Heart Pickups: give half_heart

Full Heart Pickups: give heart

Casings (Money):

1 Casing: give casing

5 Casings: give 5_casing

50 Casings: give 50_casing

Give All:

Using the command give all will cause the game to give the player every single passive item, active item, and gun in the game. This causes a lot of lag at first, and has other effects such as instantly summoning the Lord of The Jammed due to all your curse.

All active items that the player doesn't have room for will spew out onto the floor as well, increasing lag.

Spawn

Command: spawn [entity] [number of entities]

Spawns the specified amount of the specified entity in the same room as the player.

Possible entities include enemies, minibosses, bosses, and familiars.

For example, the command spawn gun_nut 5 will spawn five Gun Nuts around the room, and the command spawn bullet_king 20 will spawn twenty Bullet Kings.

Keep in mind that when spawned through this method, and not by giving yourself the item, familiars will be hostile.

If you spawn enemies into a room, then the room's doors will not close until you leave and re-enter the room containing the enemies, though they will probably attempt to follow you out to attack.

When some entities are killed outside their respective arenas (mainly past bosses, and things like the Lich and Dragoon) they will break the game, and prevent the player from doing anything until they close and re-open the program.

Spawn All:

Using the command spawn all will cause the game to spawn every single entity it can in the same room as the player. This causes a lot of lag.

Weird Spawning IDs:

Some entities have weird IDs that don't actually match their names in game, likely due to a mixup somewhere.

Here's a list of that that may help if something you're trying to spawn just isn't spawning.

Gunsinger: LeadWizard (For some weird reason, you can't autocorrect 'LeadWizard', and have to type it in full)

Gunzockie: gunsinger (Yes, the Gunzockie got the Gunsingers ID for some reason)

Arrow Kin: arrow_head

Tanker: treadnaughts_bullet_kin

Pinhead: grenade_kin

Nitra: dynamite_kin

Leadbulon: t_bulon

Spectral Gun Nut: spectre_gun_nut (It's similar, but it can be annoying if you don't remember it)

Confirmed: hooded_bullet

Shadow Magician: shadow_agunim

Blockner's Ghost: blockner_rematch

Spawning Chests

Command: spawn chest [chest quality] [number of chests]

Spawning chests is similar to spawning enemies, but you must specify what tier of chest you want.

For example, spawn chest blue 10 spawns ten blue chests.

Chest Tiers:

brown

blue
green
red
black
rainbow
glitched

There is currently no way to spawn synergy chests in vanilla MtG.

Change Character

Command: character [character id]

Allows the player to change into different characters mid-play.

When this command is used, it might seem like the whole game screen (except the ui) is replaced by darkness when you exit out of the console. This can be fixed by either opening and closing the map, or opening and closing the pause menu.

When changing to a new character, the old character's starter gun and active item (if they have one) will be replaced by the new character's.

List of Character IDs:

Pilot - rogue
Hunter - guide
Convict - convict
Marine - marine
Bullet - bullet
Robot - robot
Cultist - coopcultist
Cosmonaut - cosmonaut
Ninja - ninja
Lamey - lamey
Gunslinger - gunslinger
Paradox - eevee

Teleportation

Command: tp [x coordinate] [y coordinate]

Teleports the player to the inputted coordinates on the currently generated floor. Using this command is tricky, since all the floors are random, and you're most likely to teleport yourself out of bounds than accidentally into a room or something.

Dodge Roll Modifiers

Command: roll [speed/distance] [new stat number]

Changes aspects about the player's dodge roll, namely how far and fast they can dodge roll. For example, roll distance 10 will increase the distance the player goes upon rolling.

Making the distance number negative makes the player roll backwards.

Level Skip

Command: test skiplevel

Using this command will cause the player to exit the current floor and start generating the next one.

There is no way to skip to specific levels in vanilla MtG.

This command does not work in Boss Rush.

Damage Indicators

Command: conf enable_damage_indicators true

Enabling damage indicators causes a small number to appear near an enemy every time they take damage, displaying how much damage was taken.
Can be turned off with `conf enable_damage_indicators false`

Stat Readouts

The stat command allows the player to view and modify a bunch of variables about the game. Everything from how many times they've completed the Oubliette, to how many times they've bought an item from Goopton, to even how many bullets they've ever fired.

Command: `stat list`

Lists all of the stats you can use elsewhere in this command.

Command: `stat get [statname]`

Simply replace `statname` with the stat from the stat list that you want displayed.

It will output text into the console displaying how many times that specific action has been done by the currently played character, in the current session, and in the whole save file.

For example, I used `stat get times_tarnished`, to display how many times I've been caught by a Tarnisher.

The game outputted:

Character: 2

Session: 0

Save File: 4

Command: `stat set [target stat] [target number]`

Changes the selected stat to the specified number.

For example, `stat set times_slid_over_table 5` will make the game think you've only slid over tables five times.