

ALL ASPECT WARFARE™

Game Cheats

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COMMAND LINE PARAMETERS

You can use the following command line cheats by adding them to the game shortcut properties. If you have the Steam version, this is how to add these options:

- Right-click on the game in Steam client library
- Go to GENERAL/SET LAUNCH OPTIONS
- Add the desired command, then click OK

/opt_kill	- this makes you and your support units invincible
/opt_intro	- bypass the intro animation
/w	- runs the game in a window. ALT+TAB will usually work as long as window is not covered by another window. With a large monitor, you could run the game in a 1280x720 window and a PDF viewer (for the docs) in another window (which should NOT cover the game window)
/opt_cheats	- adds CHEATS menu in HUD and enables various options below.

CHEAT CAPABILITIES

(01) Use any asset regardless of XP or career

(02) Asset can exceed max speed when using W/S

(03) Asset attachment points (pilot, gunner etc) appear at greater distances; asset can be used from any range

(04) Can use any weapon regardless of career

(05) Can issue orders (e.g. escort me) to any NPC marine using the team orders menu as well as other context menus

(06) Increases jetpack charge level

(07) Increases Oxygen level when using the jetpack at high altitudes or when under water

(08) Can build any asset using a supply station, regardless of XP. Also five minute usage timer is disabled

(09) DJP five minute usage timer is disabled

(10) Special inventory items, hostile first person marines and multiplayer spawn points appear in TACOPS radar map

- (11) Enables various debug cockpit and TACOPS menu options
- (12) Displays various debug info in some camera views e.g. with ALT+F12 on, more info is displayed in some external cameras
- (13) Displays a destroyed object's (e.g. building) rebuild timer in VDD display (crafts only) when that object is being rebuilt
- (14) Displays visual target markers (object name appears above object) for all objects detected on radar
- (15) Displays ALL world object types on radar e.g. buildings normally will not appear on NID/MAP radar
- (16) Can dock with any starbase, MFB or launch pad regardless of alliance (friend or foe), and from any range

CHEAT HOTKEYS

SHIFT+T

Accelerate time. When on the planet, this can also be used to see the day/night transitions (e.g. progressive dusk to dawn). Earth has various climate/weather transitions. To monitor the current climate, time, weather, check the NID/NIR mode.

ALT+W

Target an object in the TRS, then damage it. WARNING: If there is no target selected & visible in the VDD, you will damage yourself!

ALT+X

Target an object in the TRS, then destroy it. WARNING: If there is no target selected & visible in the VDD, you will destroy yourself!!

ALT+Y

In the Tactical Operations map, zoom in close to the ground, left click anywhere on the map and press this key sequence to warp to that location instantly. Then press **F1** to return to the first person view. Works whether you are in a craft or in first person mode. Note that if you don't first give your team the halt order, they will try to follow you – on foot - no matter where you go.

CTRL+K | CTRL+L

Cycle next/previous weather types.

F11 | F12

External camera of your closest launched missile, or the closest one launched at you.

THINGS TO TRY WITH CHEATS

In an open world game, you can do pretty much anything. In cheat mode, you can test all of this with ease. Below are some suggestions for you to try. Also, some buildings (e.g. the barracks) have internal areas allowing you to go inside.

(01) Start the IA101 Instant Action in God mode. But instead of jumping into the action, just hang around in first person mode, move, look around etc and see what happens.

(02) Enter and drive/fly various air and ground vehicles. Note that vehicles which can take gunners and passengers, do not permit those positions to control the craft. There are assets spread all over the starting base, locate them in the operations map and if too far, use ALT+Y to warp to them.

(03) Play the IA0101, IA0102 or IA0103 scenarios using any fighter (e.g. Zenstar) available at the base.

(04) Use a DJP to jump to distant bases in first person mode.

(05) In a fighter, turn to face East or West. Then use SHIFT+T to advance time. Enjoy the sunrise/sunset! Visit the canyons! The game has real-time weather (based on climate region) and time of day cycles. Since this planet revolves around the Sun every four hours, gamers will experience the full effect of this during the course of gameplay including multiplayer.

(06) Use a supply station to either re-arm or change your kit. Also to build an asset. Once built, it will be located at the nearest Launch Pad, ready for use.

(07) Use the comms menu to give your team halt orders. Warp to a distant part of the base, given them the escort order and observe their behavior from the operations map.

(08) Use ALT+Y to warp to any location on the map. e.g. you can go to a river bank in the moderate climate zone and learn how to swim. Can also use the CHEAT menu (in crafts only, so be in a fighter or vehicle when you warp out) to create an LCAC craft, the drive it into the water and go from there.

(09) From a high altitude while in a fighter or gunship, CTRL+E to eject. As you descend (you can fire your jetpack at any time to soften your fall), look up and you will see the craft executing an automatic landing profile under auto-pilot guidance.

(10) Use ALT+X to destroy various targets to see the effects of doing so. e.g. try destroying an MFB or a starbase from a short distance in first person mode. As Brad, use the rocket launcher on various units and watch. You can obtain more ammo (rockets) by locating a supply platform, standing in front of it and pressing E.

(10) In story mode, target one of your team mates and use ALT+W to injure him until he is disabled. Then use H to drag him to safety. Go to F7 camera to see how this works.

(11) After destroying an object (e.g. vehicle or fighter), go to the hangar and get a Personal Repair Unit (PRU) and all the energy cells. Then go and repair it by pointing at the object, then pressing and holding the fire button.

STORY MODE CAMPAIGN TIMELINE

There are 22 missions with a running time of 390 minutes. The TACOPS (ALT+M) map of LV-115 shows all bases by their location (e.g. MZD01) & code name (e.g. Alpha).

<u>LOCATION</u>	<u>ORDERS</u>
LV-115	Just arrived. Lost. Engage roving Gammulan team. Steal shuttle. Go to Delta [MZH02], then use a DJP to go to Alpha (MZD01). This mission has a total of four open-ended solutions. e.g. you might want to fly the shuttle all the way to Alpha instead of going to Delta and using the DJP. The trick is not getting shot down since Alpha is much farther away than Delta.
MZD01	Defend GALCOM Alpha starbase (MZD01)
MZD01	Protect GALCOM nuclear reactor unit at Alpha. Destroy Gammulan ADJ
MZD02	Access Gammulan network at starbase Bravo (MZD02)
MZM04	Access Gammulan defense grid at MZM04. Destroy ADS.
MZH02	Liberate x4 cloned GALCOM marine prisoners at Delta (MZH02) Destroy prison building. Fall back to MZM01
MZM02	Locate and kill Gammulan commander at Echo (MZM02)
MZD01	Access GALCOM database and send squawk signal. Locate x2 cloned GALCOM marines at Charlie (MZH01). They're vets
MZM03	Locate x2 cloned GALCOM marines at Gamma (MZM03). They're vets
MZM03	Destroy ADJ at Gamma (MZM03)
MZA01	Steal Gammulan defense codes from ADJ at Helix (MZA01). Destroy ADJ
MZA02	Compromise Gammulan network at Kilo (MZA02)
MZD01	Download GALCOM defense codes during attack on Alpha (MZD01)
MZA02	Steal Gammulan V-Band comms codes from Gammulan Sentry probe at Kilo (MZA02)

LV-115 Locate downed GALCOM probe. Locate and deactivate R.A.N.D.O.M device

STORY MODE CAMPAIGN TIPS

(01) Going prone makes it 100% difficult for hostiles to see you - unless they have line of sight. i.e. if they see you, then you duck behind a building and go prone, they'll lose you.

(02) Special inventory items can sometimes be found inside military barracks and inside some open buildings. They are not visible in TACOPS (ALT+M) map without using the cheats. Inventory items are also available at supply stations, but they are randomly generated - so you never know what you're going to get.

(03) You will need a Portable Repair Unit + four Energy Cells for the final mission. Without it, you cannot diffuse the R.A.N.D.O.M weapon.

When you get to that mission where Alpha is under attack and you go to Kilo starbase, there are some inside the military barracks. Watch for those gun turrets!!! You can only take them out with a rocket launcher or grenades.

NOTE: You should fail the final mission the first time (save the game first!) so that you can see what happens when it goes boom!

(04) Unless you can figure out the puzzle in that "**Steal Gammulan V-Band comms codes**" mission, you won't be able to see the R.A.N.D.O.M weapon on TACOPS (ALT+M) radar at the start of the final mission.

(05) Absolutely leave your team behind at Alpha when you get to the mission where the super cruiser shows up. Just give them all the HALT command and go to the Kilo starbase alone.

If you bring them along, they're going to tear up the place and you probably won't be able to figure out the puzzle for accessing the Gammulan comms channel via that super cruiser's probe.