

12 February 2007

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## Evil Genius - Cheats and Hints

### *Rule the world and enslave it*

You're a malevolent mastermind bent on achieving global domination through the construction of the ultimate doomsday device. Build a secret base, gain notoriety by completing daring missions, repel the forces of justice in real-time combat, and develop evil super-weapons to complete your nefarious master plan. And the only way to get even more devious is to use the following cheats:

**Cheat mode**Type humanzee during game play to enable cheat mode. A "Mission successful" message will appear to confirm correct code entry. Once enabled, you have to restart the game to turn off cheat mode. Then, enter one of the following codes to activate the corresponding cheat function.

Add \$100,000 [Ctrl] + C  
 Add one of every henchman and minion [Ctrl] + A  
 All items [Ctrl] + O  
 All traps [Ctrl] + T  
 Set off explosion/airstrike [Ctrl] + S  
 Toggle Global Chaos [Ctrl] + M or N

**Developer mode**  
 Note: This procedure involves editing two game files; create backup copies of the files before proceeding. Use a text editor to edit the "default.ksb" file in the "evil geniusdynamicresourcesconfig" directory. Add the line "ToggleDebugCommands:Ctrl+D" to the file. Then, use a text editor to edit the "autoexec.con" file in the same directory. Add the line "DF\_RedefineDebugShortcuts 1" to the file. Start the game, then press [Ctrl] + D enable developer mode. Enter one of the following codes at the indicated screen to activate the corresponding cheat function. Note: To enter console codes, press ~ to display the console window then type them in.

**List console commands - Console help**  
 All enemy agents go home after arriving on island; Do not use on missions that involve visitors - Console  
 DF\_AgentsGoHome true  
 Objects built instantly - Console  
 DF\_BuildInstantObjects true  
 Rooms built instantly - Console  
 DF\_BuildInstant true  
 Completes minion's current training - Game play  
 [Ctrl] + T or [Ctrl]+ [Shift] + T  
 Get indicated amount of money - Console  
 Money  
 Kill selected unit. - Game play  
 D  
 Set selected unit on fire - Game play  
 [Ctrl] + F  
 Spawn indicated minion at pointer - Console  
 add  
 Spawn construction worker - Game play  
 W  
 Delete object - Game play  
 [Delete]  
 Delete room - Game play  
 [Ctrl] + [Delete]  
 God mode - Game play  
 [Shift] + G  
 Move object - Game play  
 M  
 Pause game play - Game play  
 P  
 Cause explosion - Game play  
 [Ctrl] + E  
 Slow movement - Game play  
 Spawn agent - Game play  
 [Ctrl] + A

**Minion codes**Use one of the following entries with the add code. For example, to get five workers, enable the add 5 100 code.  
 Worker: 100  
 Marksman: 101  
 Valet: 102  
 Technician: 103  
 Guard: 104  
 Biochemist: 105  
 Scientist: 106  
 Spin Doctor: 107  
 Mercenary: 108  
 Diplomat: 109  
 Playboy: 110  
 Martial Artist: 111  
 Quantum Physicist: 112

**Hint: Easy money:**Early in the game, if you do not interrogate the maid, the agents of good will not stop you at all. For example, if you did not torture the maid and put 30 workers on the Asian subcontinent, you will make \$15,000 every minute, and not call the attention of the good guys. Start building your secret underground lair, but do not build a Memory Bank or Control Panel. Use all your money to build your lair, traps, plenty of power generators, etc. When you do not have any more money, you will get \$10,000 to build a Memory Bank or Control Panel. Use it on something else, and you will get another \$10,000. Build up your base until you are satisfied, then build the Memory Bank or Control Panel.

**Defeating Dirk Masters:**Dirk Masters is difficult to kill. Do not keep him in your jail cell, because in a short period of time he will escape and set explosives all over the room. Keep him outside of your base at all costs. Dirk can be defeated by infiltrating his gym. He always works out at the Mid-Coast. You are only able to do this when you are allowed to do (by the optional objectives). Keep him outside as long as you can and he will return to HQ if he cannot get in. Note: It is possible to win the game without defeating John Steele, the last super agent.

**Defeating Jet Chan:**Challenge him in a "fair" match in a dojo. You will poison his

refreshments before the fight, and thus win. Since he is never defeated (fairly), he will "lose face" and quit A.N.V.I.L., hide somewhere, and leave you alone.

**Defeating Katherine** After a period of time defeating Jet Chan, Katherine can be defeated by stealing her cute teddy bear (Mr. Snuggles) whom she always cares about. The teddy bear can be found in Siberia where she came from.

**Defeating Mariana Mamba** Capture then interrogate her with an Examination Chair (build an Infirmary when you can and put an Examination Chair in it). She will grow fat and be defeated.

**Capturing deserters:** When your minions lose their loyalty and try to desert your evil organization, put a capture tag on them. If your minions cannot catch up to the deserter, double-click on him to zoom in. He will stop running and salute you, giving your minions time to catch up to him. After capturing him, leave him in a cell for a few minutes. When you let him out, all his stats except for health will be at their highest level. Note: If you leave the captured minion in the cell for too long, they will lose health.

**Generator room:** When building your base, build your generator room in the middle of your mountain. If it is too close to one of the edges of the mountain, enemy agents will burrow in and destroy the generators. If you have already built the generator room near an edge, place traps along the outside of the room so enemy agents cannot burrow in.

**Freaks:** Freaks can be created as a byproduct of research. To create one, order your minions to move a bodybag to the Bio Tanks in the lab. Like standard minions, Freaks are indirectly controlled. However, they attack any agents or tourists they see, tagged or not, and cannot regenerate any stats. You can only have a finite number of Freaks at any given time.

**Abandoning the base:** After acquiring all the information you need to build a doomsday device, a button that reads "New Island" will appear on the world domination screen. After you hit it, your minions and henchman will abandon the base and all loot items will be packed up and taken with you. Your minions and henchman will not engage any agents with any type of tag during this time. Henchman special abilities, such as Jubie's Eviscerate and Eli's Super Headshot will still work. After your Genius enters the depot, anyone or anything not already in the depot is left behind.

**Super-agent heart attack:** First, move Lord Kane, the Matron, and Dr. Neurocide next to a Super-agent. Then, use Matron's Electro Therapy, Kane's Panic-Stare, and Neurocide's Poison Perfume to give the Super-agent a heart attack. This is a very effective way to eliminate a Super-agent easily, but does not always work.