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## Pathologic Cheats

*Horror is right at home.*

The horror themed first person action Pathologic introduces the player to a mysterious atmosphere. The town of Ancient Steppe seems a virtual reconstruction of a real provincial town. The concept of the eternal battle of man versus evil gets a new meaning here. The evil is no longer something you have to imagine - it's a terrible everyday life enemy - disease. The point of the game is roughly to survive in this chaotic settlement for a full twelve days. The first outsider to arrive in the plagued town is the highly educated Bachelor assigned by the authorities to investigate these unexpected events. Next comes the Ripper - an ingenious surgeon. Finally, hope also comes in the shape of an eccentric girl that possesses healing abilities. Each of them has a decisive role in the salvation of the settlement. After you have your choice of character (Bachelor, Ripper or Devotress) you'll find yourself face to face with no less than 27 other characters. In your struggle to survive you're able to make use of different strategies that involve causing chaos, marauding, communication, sleep, speculation and fighting. Although each character lives his twelve days in a distinct way and only manages to unravel the story from his own point of view, there is something that binds them. All mighty cheats are here to increase your chances of prevailing. However, to enable them, you'll need to edit some files so be sure to create a backup before you proceed. Locate the file **config.ini** in your game's "**data**" folder and open it using Notepad. Locate the string section **[General]** and insert the following line:

**EnableConsole = 1** Also locate the line **ShowConsoleLog = 0** and change it to

**ShowConsoleLog = 1**. You're done with the first file, so save it (as an .ini) and let it be.

Now locate in the same "data" folder the file **init.cfg** and open it using Notepad. Here you need to add a key bind to any cheat code you want to use. Here's an example: `bindcmd f1 godbind p map` Once you assign all the codes you want to use, save this file (.ini remember) as well and close it. You can now boot the game and enjoy your new abilities. A description of the effect targeted once you hit a specified key is displayed in the bottom left corner of the screen in game. **List of codes:** **god** - invulnerability **fly on** - fly **fly off** - walk **id\_player** - retrieves the id number of your player character, his coordinates and direction **id.trace** - retrieves the id number of the actor targeted **go scene\*** - teleports the player to scene\* as in "go Sobor" **map** - retrieves the name of the current scene (so you'll know where to come back if you like it) **slow** - slows down game, sort of a bullet time effect **normal** - returns to normal speed **vis** - retrieves id numbers of all actors currently in the view **items id\_actor\*** - retrieves the list of objects in the inventory of id\_actor\$ **additem id\_actor\* item\_name\* count\*** - adds the item\_name\* to the inventory of id\_actor\* equal to the count\* (the default value of count\* is 1) **item\_name\*** list is the file **items.xml**, which is inside the file called **World.vfs**. You may be able to decompress it with WINZIP or similar decompression programs. **prop actor\_id\* prop\_name\* value\*** - see below **prop actor\_id\* prop\_name\* value\*** - changes the property of the selected actor to the value used Valid value Properties: **health** - health; max value: 1. **tiredness** - fatigue; max value: 1. **hunger** - hunger; max value: 1. **disease** - infection; max value: 1. **reputation** - reputation; max value: 1. **money** - amount of money