

18 February 2008

By: Calin Ciabai, Games Editor



Game screenshot

School Tycoon Cheats (PC)

Increase money, disaster and other cheat codes

School Tycoon is a [computer game](#) developed by Cat Daddy Games and published by Global Star. The game was designed to be easier and less complicated than other [Tycoon](#) games, removing the spreadsheets and statistics of game management. The game has a view from above a field where a school is to be built. Pathways and buildings need to be laid out properly in order for students to get to their classes quickly and efficiently. The objectives in the game increase in difficulty as the player progresses; an easy objective might be to get thirty students into school, while a more difficult objective would be to earn a set amount of money within a time limit. ([Wikipedia](#)) **CHEAT**Type *iamacheater* during game play to enable cheat mode. Then, enter one of the following codes to enable the corresponding cheat function. **Codes**Increase money - *Ctrl + Left Alt + C* Decrease money - *Ctrl + Left Shift + C* Decrease gamma - *Ctrl + Left Shift + Keypad Minus* Increase gamma - *Ctrl + Left Shift + Keypad Plus* Instant disaster - *Ctrl + Left Shift + 0* **Free buildings**Please note: This procedure involves editing several game files; create a backup copy of the files before proceeding. Use a text editor to edit the following files in the "c:\program files\cat daddy games\school tycoon\data\buildings" folder: "restrooms.ini", "academic.ini", "administration.ini", "athletic.ini", "entertainment.ini", and "food.ini". For example, in the "restroom ini" file, look for the "Cost=" and "OperatingCost=" entries. Change these to "Cost=0" and "OperatingCost=0". The items are now free. You must do this to all objects in there. **Buildings never break down**Please note: This procedure involves editing several game files; create a backup copy of the files before proceeding. Use a text editor to edit the following files in the "c:\program files\cat daddy games\school tycoon\data\buildings" folder: "restrooms.ini", "academic.ini", "administration.ini", "athletic.ini", "entertainment.ini", and "food.ini". Locate the "DecayRate=0.0005" entry and change it to "DecayRate=0.0000". **Have all buildings and no waiting**Please note: This procedure involves editing several game files; create a backup copy of the files before proceeding. Use a text editor to edit the following files in the "c:\program files\cat daddy games\school tycoon\data\buildings" folder: "restrooms.ini", "academic.ini", "administration.ini", "athletic.ini", "entertainment.ini", and "food.ini". Locate the following lines (names will be different depending on the building). *Locked=1LockType=prereqLockValue=Jantitor,HalfPipe,Minigolf,LargeBathroom* Change their values to: *Locked=0LockType=NoneLockValue=None* **More money in levels**Please note: This procedure involves editing several game files; create a backup copy of the files before proceeding. Use a text editor to edit all of the *.ini files in the "c:\program files\cat daddy games\school tycoon\data\challenges\easy" folder. Find the "StartingCash=50000" entry and change its value to anything desired. Repeat the steps for all levels in the "medium" and "hard" folders as desired. **Less points for more stars**Please note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "simulation.ini" file in the "c:\program files\cat daddy games\school tycoon\data" folder. Locate the following lines: *PointsForOneStar=5.0f; PointsForTwoStars=10.0f;PointsForThreeStars=15.0f;PointsForFourStars=20.0f; PointsForFiveStars=25.0f;* Change all of those values to "0". **Disasters do nothing**Please note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "simulation.ini" file in the "c:\program files\cat daddy games\school tycoon\data" folder. Make the following changes:*[DISASTERS] TornadoDamage = 0.0HurricaneDamage = 0.0EarthquakeDamage = 0.0 CharacterPathDamage = 0.0* Here is a gameplay video from a tycoon game: