

Teacher's Pet Console Command 1.52

I realize I promised a full list of cheat codes but have only created one cheat code so far, which is not as helpful as it once was. I'll add more creative cheat codes in the future, but in the meantime there is no more powerful way to cheat than by using the console.

I've left developer mode on so to open the console simply press **Shift-o**.

The girls are designated by the first letter of their name. Wife is 'w' and daughter is 'd.'

Romance must be activated before it can be increased, the command for this is **d.romance_triggered = True**. After that increase romance by using **d.changeRomance(x)** where x is the number you want to increase it by (this can also be a negative number if you want to decrease romance).

Other commands that work in a similar way include:

- **d.changeAffection(x)**
- **s.changeCorruption(x)**
- **k.changeControl(x)**
- **player.changeDepravity(x)**

Be careful not to change these stats by changing the variable directly (e.g. *d.affection = x*) as this may break parts of the game.

You can change the day by using **world.day_count = x** then **lookup["day_count"] = x**. That second part is important because it's typically what's used to determine if the day is valid for an event to occur. In the next patch I'll add a function to condense this to a single command, just for cheating/testing purposes.

The command to change the player's money is **inventory.money = x**, where 'x' is, of course, the amount. **unlimited_cheat = True** will, in most cases, cause your expendable items to become unlimited-use. You can add any item to your inventory with the command **inventory.add(x)** where x is the name of the items. Current items in the game:

- daughters_panties
- mc_pill
- wallet
- sleep_aid
- beer
- hammer
- condom
- oxfords (you won't actually get their bonus if you add them this way)
- alcopop

You can move the girls around using **d.changeLocation(x)**. 'x' can be either the a number or the "constant" associated it with it, here are the locations:

- NOT_HOME = 0
- LIVING_ROOM = 1
- BATHROOM = 2
- MASTER_BEDROOM = 3
- DAUGHTERS_ROOM = 4
- DAUGHTERS_ROOM_DESK = 5
- GARAGE = 6
- LOCKER_ROOM = 7

For example, to get the wife out of the house you can use **w.changeLocation(0)** or **w.changeLocation(NOT_HOME)**.

Finally you can jump directly to specific scenes by using **jump x** where x is the label of the event. Be warned, doing this has a high potential of breaking your save. Here is a partial list of notable event labels:

- Daughter goes to the principal's office: **d_stuff_4**
- Daughter shower scene: **d_shower_scene**
- Meg asks you to escort her to college: **meg_college_visit_setup**
- Picking up Meg for the college trip: **meg_college_visit**
- Full Anne auditorium scene: **anne_stuff_4**
- Anne sex scene: **anne_sex_bathroom**
- Wife sex scene: **sex_wife**
- Meg school flashing scene: **mc_meg_lunch_flash_breasts**
- Sara dream: **dream_sara**
- Kaitlyn dream: **dream_kait**

So if you wanted to jump straight to the meg college scene (skipping the intro where she requests you escort her) you would type **jump meg_college_visit** into the console.

I believe that covers most of the currently useful commands. When more become available I will update this document. Once again, keep in mind that using these commands can cause the game to behave in unexpected ways, so proceed with caution.