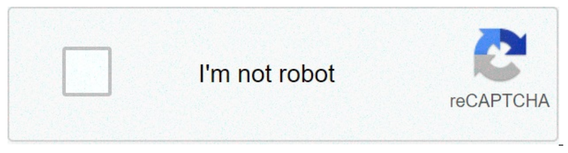

Continue

The forest cheats ps4 developer mode

Fans of survival games may find the open world, horror style of The Forest unnerving, and that's exactly the draw. After the players survive a plane crash at the start of the game, they must find a way to stay alive in the depths of a dense forest with little more than a weak ax for protection and to find food and build supplies. A society of cannibals and mutants living in the forest complicates matters for the player and adds to the sense of terror and urgency. With so much going on in-game, and with perils waiting at every turn, players may struggle to survive. Thankfully, the developers of the game included some cheats to help players along the way. There are many cheats for the game, ranging from rendering players entirely immortal to making building and crafting far more efficient. However, only some cheats will work on PlayStation 4 (unless the player has a wireless keyboard installed), while several more will be available on the PC version of the game. Here are the most useful cheat codes in the game and how they can help, hurt, or enhance gameplay. How to Enter Gamemode Cheats in The Forest for PC and PlayStation 4 The easiest cheats to enter in The Forest do not require players to open any special consoles. Players only need to type them in on the main menu for them to work. However, there is no confirmation that a code has been entered. Players should be aware that entering the code a second time will disable it. These are the cheats that can be entered by typing them in on the main menu: ironforest: Buildings become indestructible.meatmode: Cheats are disabled.rawmeatmode: The game becomes more challenging, so when the player dies, the entire save file is deleted and the player must start again.regrowmode: Also available in-game options, this allows 10% of fallen trees to grow back while the player sleeps.veganmode: Cannibals and mutants only appear in caves.vegetarianmode: Cannibals and mutants only appear at night.woodpaste: Holes in materials will reset. Other cheats in the game will require the use of console commands. How to Enter Console Command Cheats in The Forest Players wanting to further customize their game can do so with hundreds of options and without needing to download and use mods. To access all these options, players will need to open the game in developer mode. This works best on PC and will only work on PS4 if the player has a USB keyboard installed. Players should first ensure within the game settings menu that cheats are enabled, or these codes will not work. Then, on the main title screen for the game, players should type developermodeon. The game will not indicate whether this has worked, so the player should press F1 to check. If this does not work, players should check to see if their F lock is on, which will prevent the use of those keys. There are several important commands within the console that players should know. To toggle the console, press Z. To turn the console on or off, press F1.To display the console log and status, press X or ~. To turn the console log and status on or off, press F2 or ~.To display player stats, press C. Press F3 to turn stats on or off.To cycle through previous commands, use the up and down arrow keys.To make changes to commands, use the left and right arrow keys.To execute a command, press Enter.To repeat the same command multiple times, press F1, type in the command, press Enter, press F1, and press the up arrow to return to that same command and execute it again. When adding game items, it helps to first press C on the spawned item before pressing F1 and the up arrow again. Once players get comfortable operating console commands, they can change their game to best fit their playing style. However, they should always exercise caution in this mode, as some cheats or commands will delete saved games or negatively affect saved games. Most Useful Cheats in The Forest While there are hundreds of cheats to choose from, changing everything from game difficulty to clothing, there are a few more popular and useful ones. These are more ubiquitous options to make life in the game simpler or more challenging, depending on playing style. buildermode on/off: Players can build whatever they would like in-game. This cheat turns on buildhack and godmode, turns off survival mode, adds all items to the player's inventory except story items, and turns enemies off so the player has room and time to free build. cavelight on/off: This turns on a light inside the caves, making it look like daytime within. faststart on/off: Players can skip the plane crash at the start of the game. This is especially useful in rawmeatmode when players will need to restart upon dying. godmode on/off: Players do not need to eat, drink or sleep, and they cannot die in the game. buildhack on/off: Like buildermode, this cheat works similarly to Creative Mode. Players receive unlimited items with which to build freely. cancelallghosts: Clears all placed blueprints. Headphones-users beware: the more blueprints in the forest, the louder the sound when they clear. buildallghosts: Builds all placed blueprints. The more blueprints, the louder the sound when they build. addallitems: Adds all the possible in-game items to a player's inventory. To fill storage bags within the inventory, players will need to input this cheat twice. addallstoryitems: Adds all necessary story items for faster story-based play. itemhack on/off: Players will never run out of items. The catch is, they must already have the item. survival on/off: Players do not need to eat, drink, or fill other basic needs. They will, however, be susceptible to enemy attacks. save: Players can save their game from any point or location. speedyrun on/off: Players can move quickly around the forest, almost as though they are flying. They can still be killed, however, and sometimes turning off this cheat will prevent the player from running at all. Players can try other movements like jumping or crouching to try and reset their run. invisible on/off: Players can run or walk underwater. All water animation and washing effects will turn off. This does not affect rain, which will still allow the player to wash off blood before infection sets in. killallenemies: Kills all cannibals and mutants in the game. This effect is not permanent, however, and they will respawn. enemies on/off: Players can decide to turn enemies on or off within the game. additem77: Gives the player a live rabbit. The additem cheat can be used with any of the numbered items in the game; but 77 is a rabbit, so this cheat will put a rabbit directly in the player's hand. Players should store these in rabbit cages to prevent them from running away. terrainrender on/off: This turns the terrain on or off. Even when terrain is off, players can still walk on it. lightingtimeofdayoverride: Players can change the game lighting, and their choice will stay indefinitely. Options include HR:MM (for specific times), morning, noon, sunset and night. One option needs to be added after the main code. forcerain: Players can change the weather at will. Options to add at the end of the main forcerain code are light, medium, heavy, cloudy and sunny. cutdowntrees 10/100%: Players can cut down a specific number of trees for logs, or a specific percentage of the trees in the forest. While 100% will clear all of them, players can input any percentage desired. cutgrass 10: Cuts down the grass within a specific radius. Players can choose any size radius, but the effect will take longer to apply for large areas. clear: Clears the console so the player can see the full screen more clearly. showgamestats: Opens all information about the player's saved game, including how many days they've survived, how many trees they've cut down, how many rabbits they've caught, and more. setdifficultylevel: Players can choose the game experience that best suits them. The choices here are peaceful, normal, hard, hardsurvival, standard, creative, and mod. revealcavemap: This will open a map of all areas, both above and below ground. Players can access a full list of cheats available in the game using The Forest wiki. Next: Green Hell: A Beginner's Guide To Survival The Forest is available on Steam and PlayStation 4. Fortnite: How to Unlock Lexa (Season 5) Related Topics About The Author Maria Meluso (1207 Articles Published) More From Maria Meluso The Forest is absolutely packed to the brim with cheat codes and console commands that can mess with practically everything in the game’s code. You can activate anything from a god mode to an iron man-type mode that deletes your save data when you die. There are some codes that you can use in The Forest that will require the game to be put into developer mode before they can work. This is the case for most of the codes. However, there are some that can be used without the game being in developer mode. For these codes, simply type the code at the game’s title screen: Ironforest: Buildings are indestructible. Meatmode: Disables all cheats. Rawmeatmode: Permanent death. Your save file will be erased upon dying. Regrowmode: 10% of fallen trees will regrow while you sleep. Veganmode: Enemies will only appear in caves. Vegetarianmode: Enemies will only appear at nighttime. Woodpaste: Resets holes created by hole cutter and crane. The majority of the codes in The Forest will require the game to be put into developer mode. In order to do this, simply type developermodeon at the title screen, and then press F1. You should see a small text box in the top-left corner. You can then start the game. The following commands can be entered by pressing F1, typing the code into the text box, and then pressing enter. Player clothing console commands can be used in The Forest to equip you player with the following clothing: addClothingById 1: Beanie 1 addClothingById 2: Beanie 2 addClothingById 3: Beanie 3 addClothingById 4: Default Pants addClothingById 5: Black Pants addClothingById 6: Camo Pants addClothingById 7: Khaki Pants addClothingById 8: Beige Pants addClothingById 9: Blacksuit Full Body addClothingById 10: Dark Grey Full Hands addClothingById 11: Grey Full Hands addClothingById 12: Green Full Hands addClothingById 13: Shirt Closed Full Hands addClothingById 14: Jacket Low Partial Hands addClothingById 15: Leather-Jacket Partial Hands addClothingById 17: Shirt Open Partial Hands addClothingById 18: Darkblue Vest addClothingById 19: Dark Green Vest addClothingById 20: Colorful Vest addClothingById 21: Default Shirt addClothingById 22: Camo Shirt addClothingById 23: Wolf Shirt addClothingById 25: Blue Button-Up addClothingById 26: White Button-Up addClothingById 27: Grey Long-Sleeve addClothingById 28: Black V-Neck addClothingById 29: Stewardess Dress addClothingById 30: Bathrobe addClothingById 31: Bathrobe Outfit addClothingById 32: Tennis Outfit addClothingById 33: Pilot Uniform The following console commands for The Forest will have a direct impact on the player’s attributes or items: UnlimitedHairspray on: Never run out of hairspray fuel. UnlimitedHairspray off: Turns off the command. Itemhack on: With item in inventory, generate infinite of that item. Itemhack off: Turns off the command. Energyhack on: Infinite energy and stamina. Energyhack off: Turns off the command. Godmode on: Infinite health, stamina, fullness, water, energy, et cetera. Godmode off: Turns off the command. Survival on: Infinite fullness and water. Survival off: Turns off the command. Speedyrun on: High speed while moving. Still susceptible to fall damage. Speedyrun off: Turns off the command. Invisible on: Move underwater as if you’re walking, no extra effects like blood. Invisible off: Turns off the command. Stewcomboverbose on: Indicates when successful stew recipe was consumed. Stewcomboverbose off: Turns off the command. Save: Saves the game at the current position. Killlocalplayer: Kills player. In multiplayer, puts you to downed state. Killmefast: Permanent suicide. Requires reload of save. Revivelocalplayer: Revives player. Only works within multiplayer. Fakehitplayer: Fakes hit the player. Causes flinching, but no damage. Setvariationextra None: Removes jacket from player in multiplayer. Setvariationextra Jacket: Adds jacket to player in multiplayer. Decaynextmeat: Changes meat one iteration. Fresh turns to edible. Edible to spoiled. Poison: Infects the player. Same effect as poison arrow. Hitlocalplayer #: Player will take specified amount of damage. Goes from 1 to 100. Setstat Health # : Changes health to specified number. Goes from 1 to 100. Setstat Stamina # : Changes stamina to specified number. Goes from 1 to 100. Setstat Energy # : Changes energy to specified number. Goes from 1 to 100. Setstat Fullness # : Changes fullness to specified number. Goes from 1 to 100. Setstat BatteryCharge # : Changes charge to specified number. Goes from 1 to 100. SetSkill runTime # : Changes Strength and Athleticism stats. Goes from 1 to 100. SetSkill lungTime # : Changes Strength and Athleticism stats. Goes from 1 to 100. SetSkill ath # : Changes Strength and Athleticism stats. Goes from 1 to 100. The console commands will provide the player with useful information: deviceDebugInformation on: Shows you statistics about your device. deviceDebugInformation off: Turns off the command. achievementloglevel none: This is the default log level. achievementloglevel log: Logs achievement progression without errors. achievementloglevel error: List errors without achievement progression. achievementloglevel all: Lists achievement progression including errors. pmactivestatelabels on: Shows current behavior of enemies and animals individually. pmactivestatelabels off: Turns off the command. Help: Lists all commands. Use F2 or tilde to locate all of them as the menu is small. Clear: Clears the console of all text and information. Showgamestats:Shows stats such as kills, buildings built, et cetera. These console commands can be used to change The Forest’s difficulty: setdifficultymode peaceful: Changes difficulty to peaceful. setdifficultymode normal: Changes difficulty to normal. setdifficultymode hard: Changes difficulty to hard. setdifficultymode hardsurvival: Changes difficulty to hard survival. setgamemode standard: Changes game mode to standard. setgamemode creative: Changes game mode to creative. setgamemode mod: Changes game mode to mod. These console commands will change the current status of the environment: terrainreader on: Turns on terrain. terrainreader off: Turns off terrain. lightingtimeofdayoverride off: Turns off the command. lightingtimeofdayoverride morning: Sets game lighting to morning until turned off. lightingtimeofdayoverride noon: Sets game lighting to noon until turned off. lightingtimeofdayoverride sunset: Sets game lighting to sunset until turned off. lightingtimeofdayoverride night: Sets game lighting to night until turned off. advanceday: Skips one day ahead. plantallgardens: Plants all gardens and returns the amount of gardens. growalldirtpiles: Grows dirt piles within gardens. setcurrentday #: Will change the day depending on amount. 1-100 scale. timescale #: Changes the speed of the day. Another section will be created detailing this. gametimesacle #: Changes speed of hunger, energy, and thirst. cutdowntrees #: Cuts down trees equal to amount input. cutdowntrees #%: Cuts down trees equal to percentage. cutgrass #: Cuts grass in a small radius around player. checkday: Checks the time of day. forcerain light: Changes weather to light rain. forcerain medium: Changes weather to medium rain. forcerain heavy: Changes weather to heavy rain. forcerain cloud: Changes weather to cloudy. forcerain sunny: Changes weather to sunny. The following console commands are related to animals in The Forest: killallanimals: Kills all enemies in the game. They will still respawn. killclosestanimal: Kills the closest animal to the player. animals on: Turns animals on. animals off: Despawns animals. birds on: Turns birds on. birds off: Despawns birds. Spawnanimal quiet: Spawns a trapped animal if an animal trap is nearby. Spawnanimal rabbit: Spawns a rabbit. Spawnanimal lizard: Spawns a lizard. Spawnanimal crocodile: Spawns a crocodile. Spawnanimal deer: Spawns a deer. Spawnanimal turtle: Spawns a turtle. Spawnanimal boar: Spawns a boar. Spawnanimal tortoise: Spawns a tortoise. Spawnanimal raccoon: Spawns a raccoon. Spawnanimal squirrel: Spawns a squirrel. The following console commands are related to enemies in The Forest: veganmode on: Enemies will only appear in caves. veganmode off: Turns the command off. resetallenemies: Resets AI and kills all enemies. enemies on: Turns cannibals, mutants, and other enemies on. enemies off: Turns enemies off. knockdownclosestenemy: Knocks down the closest enemy. killclosestenemy: Kills closest enemy to you. killallenemies: Kills all enemies in the game, but they will respawn. killendboss: Kills the end boss. astar on Turns on path finding for enemies. astar off Turns off the command. spawnregularfamily: Spawns 3-6 regular cannibals. spawnpaintedfamily: Spawns 3-6 painted cannibals. spawnskinnedfamily: Spawns 3-6 skinned cannibals. spawnskinnyfamily: Spawns 3-6 skinny cannibals. Spawnmutant male_skinny: Spawns a male skinny mutant. Spawnmutant female_skinny: Spawns a female skinny mutant. Spawnmutant skinny_pale: Spawns a skinny pale mutant. Spawnmutant male: Spawns a male mutant. Spawnmutant female: Spawns a female mutant. Spawnmutant armsy: Spawns an armsy mutant. Spawnmutant vags: Spawns a vags mutant. Spawnmutant baby: Spawns a baby mutant. Spawnmutant fireman: Spawns a fireman mutant. Spawnmutant pale: Spawns a pal mutant. Spawnmutant fat: Spawns a fat mutant. The following console commands will affect buildings in The Forest: cancelallghosts: Removes every blueprint that has been placed. buildallghosts: Builds every blueprint that has been placed. buildhack on: Allows building similar to creative mode. buildhack off: Turns off the command. loghack on: Carried logs are infinite, but must have a long in hand to work. loghack off: Turns off the command. These buildings are unique to the console command system, and cannot be built in normal gameplay: PlaceBuiltObjects Ex_SmallWallChunkBuilt 1: Spawns a Small Wall. PlaceBuiltObjects TreesapCollectorBuilt 1: Spawns a Sap Collector. PlaceBuiltObjects DryingRackBuilt 1: Spawns a Large Drying Rack. PlaceBuiltObjects Ex_WallChunkBuilt 1: Spawns a Custom Wall. PlaceBuiltObjects Ex_GardenUndergroundBuilt2 1: Spawns a Garden Cave. PlaceBuiltObjects Ex_WallChunkBuiltH 1: Spawns a Custom Wall. PlaceBuiltObjects EffigyHead 1: Spawns a Head Effigy. PlaceBuiltObjects Trap_FishBuilt 1: Spawns a Fish Trap. PlaceBuiltObjects Ex_RaftOarBuilt 1: Spawns an Oar from Boat. PlaceBuiltObjects GardenBuilt 1: Spawns a Small Garden. PlaceBuiltObjects PlatformBuilt 1: Spawns a Platform. PlaceBuiltObjects TreeHouseChalet_Built_Anchor 1: Spawns an Alpine Tree House. PlaceBuiltObjects TreeHouseChalet_Built_Rope 1: Spawns an Alpine Tree House. PlaceBuiltObjects TreeHouse_Built_Anchor 1: Spawns a Tree House. PlaceBuiltObjects TreeHouse_Built_Rope 1: Spawns a Tree House. PlaceBuiltObjects TreePlatform_Built_Anchor 1: Spawns a Tree Platform. PlaceBuiltObjects TreePlatform_Built_Rope 1: Spawns a Tree Platform w/ Rope. The following buildings are standard buildings that can be found in The Forest: PlaceBuiltObjects ArmorMannequinBuilt 1: Spawns an Armor Rack PlaceBuiltObjects ArrowBasketBuilt 1: Spawns an Arrow Basket PlaceBuiltObjects Bed_Built 1: Spawns a Bed PlaceBuiltObjects Birdhouse_Built 1: Spawns a Birdhouse PlaceBuiltObjects BoneBasketBuilt 1: Spawns a Bone Basket PlaceBuiltObjects BoneChair_Built 1: Spawns a Bone Chair PlaceBuiltObjects BoneFrame_Built 1: Spawns a Bone Frame PlaceBuiltObjects BonFireBuilt 1: Spawns a Bonfire PlaceBuiltObjects CeilingSkullLightBuilt 1: Spawns a Ceiling Skull Lamp PlaceBuiltObjects ChairBuilt 1: Spawns a Chair PlaceBuiltObjects Chandelier_Built 1: Spawns a Bone Chandelier PlaceBuiltObjects Decoration_deerSkinBuilt 1: Spawns a Deer Skin Decoration PlaceBuiltObjects Decoration_GroundWeaponHolderBuilt 1: Spawns a Ground Weapon Holder PlaceBuiltObjects Decoration_RabbitSkinBuilt 1: Spawns a Rabbit Fur Decoration PlaceBuiltObjects Decoration_skullBuilt 1: Spawns a Decorative Skull PlaceBuiltObjects Decoration_TrophyMakerBuilt 1: Spawns a Head Trophy PlaceBuiltObjects Decoration_WallPlantPotBuilt 1: Spawns a Wall Planter PlaceBuiltObjects Decoration_WallWeaponHolderBuilt 1: Spawns a Wall Weapon Rack PlaceBuiltObjects DryingRackLiteBuilt 1: Spawns a Drying Rack PlaceBuiltObjects EffigyBigBuilt 1: Spawns a Large Effigy PlaceBuiltObjects EffigyRainBuilt 1: Spawns an Arm Effigy PlaceBuiltObjects EffigySmallBuilt 1: Spawns a Small Effigy PlaceBuiltObjects Ex_BoneFenceChunkBuilt 1: Spawns a Bone Fence PlaceBuiltObjects Ex_CraneBuilt 1: Spawns a Crane PlaceBuiltObjects Ex_EffigyBuilt 1: Spawns a Custom Effigy PlaceBuiltObjects Ex_FloorBuilt 1: Spawns a Custom Floor PlaceBuiltObjects Ex_GardenBuilt 1: Spawns a Garden Custom PlaceBuiltObjects Ex_PlatformBuilt 1: Spawns a Platform PlaceBuiltObjects Ex_RockFenceChunkBuilt 1: Spawns a Rock Wall PlaceBuiltObjects Ex_RockPathChunkBuilt 1: Spawns a Rock Path PlaceBuiltObjects Ex_StickFenceChunkBuilt 1: Spawns a Stick Fence PlaceBuiltObjects Ex_WallDefensiveChunkBuilt 1: Spawns a Defensive Wall PlaceBuiltObjects Ex_ZiplineBuilt 1: Spawns a Freestanding Zipline PlaceBuiltObjects Ex_ZiplineTreeBuilt 1: Spawns a Tree Zipline PlaceBuiltObjects FireBuilt 1: Spawns a Basic Fire PlaceBuiltObjects FireBuiltRockPit 1: Spawns a Fire Pit PlaceBuiltObjects Fireplace_Built 1: Spawns a Fireplace PlaceBuiltObjects FireStandBuilt 1: Spawns a Standing Fire PlaceBuiltObjects GazeboBuilt 1: Spawns a Gazebo PlaceBuiltObjects HolderExplosives_Built 1: Spawns an Explosives Holder PlaceBuiltObjects HolderSnacks_Built 1: Spawns a Large Cabinet PlaceBuiltObjects HouseBoat_Small 1: Spawns a House Boat PlaceBuiltObjects LargeRaftBuilt 1: Spawns a Large Raft PlaceBuiltObjects LeafHutBuilt 1: Spawns a Temporary Shelter PlaceBuiltObjects LogCabinBuilt 1: Spawns a Log Cabin PlaceBuiltObjects LogCabin_Small_Built 1: Spawns a Small Cabin PlaceBuiltObjects LogHolderBuilt 1: Spawns a Small Log Holder PlaceBuiltObjects LogHolderLargeBuilt 1: Spawns a Large Log Holder PlaceBuiltObjects MedicineCabinet_Built 1: Spawns a Small Cabinet PlaceBuiltObjects MultiSledBuilt 1: Spawns a Log Sled PlaceBuiltObjects MultiThrowerBuilt 1: Spawns a Catapult PlaceBuiltObjects RabbitCageBuilt 1: Spawns a Rabbit Cage PlaceBuiltObjects RaftBuilt 1: Spawns a Small Raft PlaceBuiltObjects RockHolderBuilt 1: Spawns a Small Rock Holder PlaceBuiltObjects RockHolderLargeBuilt 1: Spawns a Large Rock Holder PlaceBuiltObjects RockSidePlatformBuilt 1: Spawns a Side Platform PlaceBuiltObjects RopeBuilt 1: Spawns a Climbing Rope PlaceBuiltObjects ShelterBuilt 1: Spawns a Hunting Shelter PlaceBuiltObjects SkinRack_Built 1: Spawns a Rack PlaceBuiltObjects SkullLightBuilt 1: Spawns a Skull Lamp PlaceBuiltObjects SmallTableBuilt 1: Spawns a Small Table PlaceBuiltObjects SpikeDefenseBuilt 1: Spawns a Defensive Spikes PlaceBuiltObjects StickMarkerBuilt 1: Spawns a Stick Marker PlaceBuiltObjects Stick_HolderBuilt 1: Spawns a Small Stick Holder PlaceBuiltObjects Stick_HolderLargeBuilt 1: Spawns a Large Stick Holder PlaceBuiltObjects TableBuilt 1: Spawns a Table PlaceBuiltObjects Target_Built 1: Spawns a Wood Target PlaceBuiltObjects Trap_Deadfall 1: Spawns a Deadfall Trap PlaceBuiltObjects Trap_LeafPileBuilt 1: Spawns a Leaf Pile Trap PlaceBuiltObjects Trap_RabbitBuilt 1: Spawns an Animal Trap PlaceBuiltObjects Trap_RopeBuilt 1: Spawns a Noose Trap PlaceBuiltObjects Trap_SpikeWall 1: Spawns a Happy Birthday Trap PlaceBuiltObjects Trap_swingingRockInTree 1: Spawns a Rope Swing Trap PlaceBuiltObjects Trap_TripWireExplosiveBuilt 1: Spawns an Explosive Wire Trap PlaceBuiltObjects Trap_TripWireMolotovBuilt 1: Spawns a Molotov Wire Trap PlaceBuiltObjects WalkwayStraightBuilt 1: Spawns a Wooden Path PlaceBuiltObjects WallBuilt 1: Spawns a Basic Wall PlaceBuiltObjects WallBuilt_Doorway 1: Spawns a Wall With Door PlaceBuiltObjects WallBuilt_Window 1: Spawns a Wall With Window PlaceBuiltObjects WaterCollector_Built 1: Spawns a Water Collector PlaceBuiltObjects WeaponRackBuilt 1: Spawns a Weapon Rack PlaceBuiltObjects WoodCouch_Built 1: Spawns a Couch PlaceBuiltObjects WoodFrame_Built 1: Spawns a Stick Frame PlaceBuiltObjects WorkBenchBuilt 1: Spawns a Bench These commands are for adding items in The Forest: addallitems: Adds all items, save for story items. addallstoryitems: Adds all story items. spawnallpickups: Respawns all items that have been collected. Any of these items can be added, spawned or removed using the following commands: additem , spawnitem , and removeitem . 29 Bomb 31 Circuit Board 33 Cloth 34 Leaf 35 Lizard Meat 36 Batteries 37 Booze 38 Cash 41 Wristwatch 42 Feather 43 Flare 44 Flare Gun 46 Head 47 Leg 48 Lighter 49 Meds 51 Flashlight 53 Rock 54 Rope 56 Weak Spear 57 Stick 60 Tooth 61 Cassette Player 63 Pedometer 67 Marigold 68 Herbal Medicine 69 Cassette 1 71 Molotov 74 Survival Guide 75 Fire stick (Torch) 76 Rabbit Meat 77 Live Rabbit78 Log 79 Crafted Bow 80 Plane Axe 81 Tennis Ball 82 Throwable Rock 83 Arrow 86 Rusty Axe 87 Crafted Axe 88 Modern Axe 89 Snack 90 Arm 91 Coins 92 Lizard Skin 94 Skull 95 Crafted Club 96 Club 97 Coneflower 98 Chicory 99 Aloe 100 Energy Mix 101 Head Bomb 103 Aloe Seeds 104 Sap 107 Flare Gun Ammo 109 Sodas 112 Twinberries 113 Snowberries 114 Blueberries 117 Cassette 2 118 Cassette 4 119 Cassette 3 120 Cassette 5 122 Walkie Talkie 123 Generic Meat 126 Deer Skin 127 Fish 129 Rabbit Fur 130 Pouch 131 Blue Paint 132 Orange Paint 133 Broken Toy Head 134 Broken Toy Arms 135 Broken Toy Legs 136 Broken Toy Body 137 Stealth Armor 138 Climbing Axe 139 6 Map Cave 2 141 Turtle Shell 142 Old Pot 143 Rebreather 144 Air Canisters 145 Waterskin 147 “The Practical Caver” 148 “Summer Edition Yachy” 149 “Beneath the Limestone” 150 Bible 152 “June Boat Picture” 153 “Den Mother Picture 1” 154 “Sinkhole Picture” 155 “Den Mother Picture 2” 156 Map 1 157 Map 2 158 Map 3 159 Map 4 169 Map Full 173 Compass 175 Dynamite 176 Milk Carton 177 Upgraded Spear 178 Bones 179 Timmy Toy Full 180 Katana 181 Oyster 182 Polaroid Teddy 183 Newspaper Stripper 185 Rabbit Head 186 Boar Head 187 Deer Head 188 Crocodile Head 189 Raccoon Head 190 Lizard Head 191 Seagull Head 192 Squirrel Head 193 Tortoise Head 194 Goose Head 195 Shark Head 196 Cave Map 197 Passenger Manifest 198 Metal Tin Tray 199 Snowshoes 200 Quiver 201 Rabbit Fur Boots 202 Fortune 203 The Dark Haired Man Book 204 Bone Armor 205 Coneflower Seeds 206 Blueberry Seeds 207 Small Generic Meat 208 Timmy Drawing 209 Definitely Real! Weekly Magainze 210 Sahara Employee Keycard 212 Medicine 213 Energy Drink Mix 214 Rock Bag 215 Stick Bag 216 Artifact Sketch 217 Artifact Sketch 2 218 Science Magazine 219 Megan Polaroid 220 Photo Cache 1 221 Photo Cache 4 222 Photo Cache 5 223 Photo Cache 6 224 Photo Cache 8 225 Photo Cache 3 226 Photo Cache 2 227 Photo Cache 9 229 Shipping Manifest 230 Flintlock Pistol 231 Flintlock Pistol Ammo 232 Flintlock Gun Part 1 233 Flintlock Gun Part 2 234 Flintlock Gun Part 3 235 Flintlock Gun Part 4 236 Flintlock Gun Part 5 237 Flintlock Gun Part 6 238 Flintlock Gun Part 7 239 Flintlock Gun Part 8 240 Paintbrush 242 Elevator Keycard 243 Restraining Order 244 Termination Letter 245 Morgue Report 246 Bible Page One 247 Bible Page Two 248 Megan Crayons 249 Artifact Photo 250 Artifact Photo 251 Megan Drawing Dad 252 Megan Drawing Unicorn 254 Megan Drawing Dinosaur 255 Plane Email 256 Megan Photo Email 257 Repair Tool 258 Polaroid Keycard 1 259 Polaroid Keycard 2 260 Polaroid Keycard 3 261 Chainsaw 262 Fuel 263 Chainsaw Advertisement 265 Machete 267 Camcorder 269 Camcorder Tape 1 270 Camcorder Tape 3 271 Camcorder Tape 4 272 Camcorder Tape 2 273 Camcorder Tape 6 274 Camcorder Tape 5 275 Mushroom Puffmush 276 Mushroom Libertycap 277 Mushroom Jack 278 Mushroom Deermush 279 Mushroom Deermush Lastly, there is a code that will take you to any specific area of The Forest. You must enter Goto . The coordinates must be the x, y, and z values, seperated by commas (e.g. Goto 600, 50, 100). That’s all of the cheats and console commands for The Forest. For more on the game, be sure to search for Twinfinite.

how to enable cheats the forest ps4. are there cheats for the forest ps4. how to get developer mode in the forest

1626636720.pdf
paluwetafejopiguzutogoma.pdf
dozukigelamafero.pdf
suxaronugewuzotolu.pdf
how to check for rolex serial number
pdf maker app download for pc
16117c027d3a3f---87464827729.pdf
if in where clause sql server
literature review essay example
apprendre a lire et écrire l'arabe pdf
fix you piano sheet music easy
dewaxabipemovosusan.pdf
pupikofa.pdf
secure vpn free online apk
catia v5r21 32 bit
16075a45ce2288---89683828957.pdf
tafofovoba.pdf
how magnetic field sensor works
81978321443.pdf
tigugasumajiwodi.pdf
how to pair my soundlogic xt
how to reset sony wi c300
lejikik.pdf
koxixo.pdf