# Team 10 PwnieIsland Hacks Manual

## Available Commands

### setHealth <health>

Sets the health of the player to the health value specified.

### setMana <mana>

Sets the mana of the player to the mana value specified.

### setMovementSpeed <speed>

Sets the movement speed to the speed specified.

### teleport/tp <x> <y> <z>

Changes the player’s position to the x, y, and z coordinates specified.

There are also some predefined locations that can be provided as an argument:

bears – bear chest locations

cows – cow island

pirate – pirate ship

### teleportRelative/tpr <x> <y> <z>

Changes the player’s position by the x, y, and z values relative to the player’s current position.

### blink <distance> – broken

Changes the player’s position by the distance specified relative to the direction that the player is facing.

### listInventory

Prints the contents of the player’s inventory to the console.

### dupeItem <item> <amount>

Increases the size of the stack of the item specified by the amount specified.

### setCoins <amount>

Sets the amount of pwncoins to the amount specified.

### listPlayers

Prints information for each player to the console.

### listActors

Prints information for each actor to the console.

### listActorsByID

Prints the id for each actor to the console.

### getAll <actor name>

Sets the actorList global variable to the list of actors that have the name specified.

### tpAll

Teleports all actors in the actorList to +10000z relative to the player’s position.

### flappy

Begins the flappy bird minigame

### initflap

Config to call multiple commands:

setHealth 1000000

setSpeed 1000000

tp bears

### angry

Gets all nearby bears and enables angryTime.

This makes all nearby bears gravitate towards the player at high speed.

### spawnBear

Searches for a nearby bear and if one exists, spawns a new bear near the player, essentially duplicating the first bear.