Phoenix Point

- Internet Play: no
- LAN Play: no
- Lobby Search: no
- Direct IP: no
- Play via Gameranger: no
- Coop: no
- Single-Player Campaign: yes
- Hotseat: no

PHOENIX POINT

Multi-Player Information
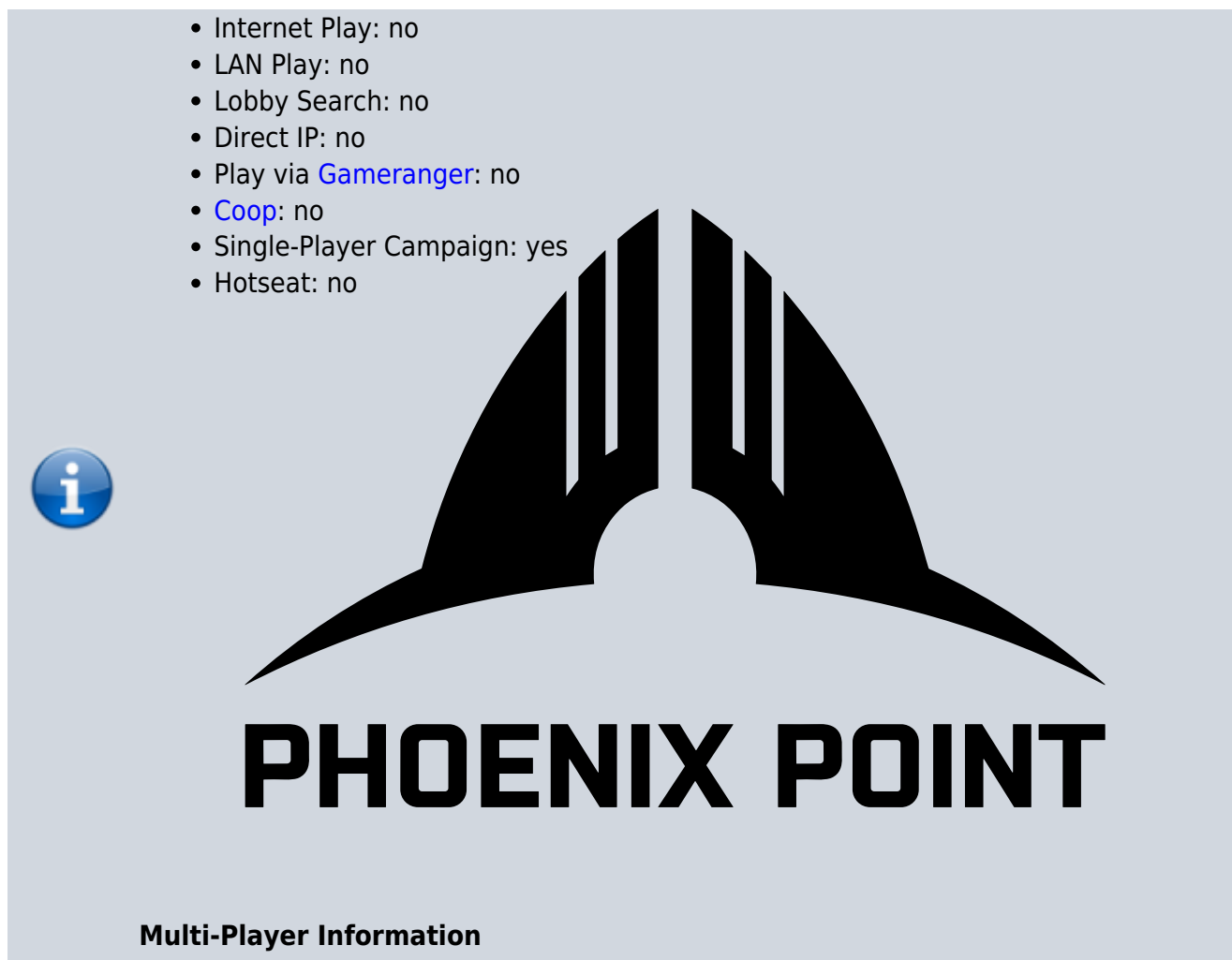
Summary

Phoenix Point is a Turn Based Strategy game, very similar to XCOM: Enemy Unknown (which in turn is derived from X-COM UFO Defense). It was developed and published by Snapshot Games and got released for the following platforms:

1. macOS (3rd of December 2019),
2. Microsoft Windows (3rd of December 2019),
3. Stadia on (26th of January 2021),
4. Xbox One (3rd of December 2019) and
5. PlayStation (4th of October 2021).

It is a strict single-player game, featuring a single-player campaign but no instant-mission-like option. It is based on the Unity Engine.

Purchasing

The game is currently being distributed via [Steam](#) and [Epic Store](#). The *Phoenix Point Demo* can be obtained via Steam. There are a number of DLCs available for it:

- *Blood and Titanium DLC*,
- *Corrupted Horizons DLC*,
- *Digital Extras*,
- *Festering Skies DLC*,
- *Kaos Engines*,
- *Legacy of the Ancients DLC* and
- *Living Weapons Pack*.

Some of them come packaged together along with the *Year One Edition*:

- *Blood and Titanium*,
- *Digital Extras*,
- *Legacy of the Ancients* and
- *Living Weapons Pack*.

The *Phoenix Point: Complete Edition-Upgrade* contains all of them.

Cheats

The game comes with a number of cheat codes having various effects. By default you cannot use them in-game. But you can turn them on by doing the following steps:

1. Go to the *Phoenix Point* game folder (e.g. *C:\Program Files (x86)\Steam\steamapps\common\Phoenix Point*). Using the Steam function *Browse local files* may help with that (if you play it via Steam).
2. Create a new file named `autoexec.cfg`.
3. Open the file and place the line `disable_console_access = false` inside it and save it.

When you start the game now, you can activate the console with the `;` key (resp. ö on German keyboard layouts), even from the main menu.

The following cheats were taken from https://docs.google.com/document/d/1cyIZF4eClKUIOIXdQS818o-QQdLaCxUjZaJhKDGDxGc/edit?pli=1 on 10th of December 2023

Interactive Commands

Code	Effect
`add_facility_buff` *<buffType> <modType> <amount>*	Give a facility buff to faction
`add_research_pts` *<number>*	Adds the amount of *<number>* research points (geoscape)
`add_spec` *specialization name*	Give specialization

Code	Effect
alien_expand_base	Expand alien base to max range
alien_promote_base	Promote alien base to a different type (geoscape)
alien_reveal_chance_stats	Displays stats for all alien bases and their reveal chances.
alien_reveal_phoenix	Reveals all phoenix bases to the aliens.
alien_spawn_base	Spawns Pandoran base next to cursor (geoscape).
all_bases	Unlocks all Phoenix Point bases
ambush_protection_get	Shows for how many explorations you are protected from getting ambushed during exploration.
ambush_protection_set <number>	Prevents ambushes for the next <number> explorations.
apply_status status name	Applies a status to the actor under the cursor with value and target slot
attack_phoenix	Schedule an attack on phoenix base.
bionic_dmg	Amount -Damage the bionic part of a soldier
blast	Creates an explosion at the current cursor location (battlescape)
break_all_bodyparts	Breaks every bone in the unit's body.
Build_instant true/false	Should(!) enable/disable instant build/manufacture/research
Build_instant	Should(!) enable instant build/manufacture/research
cls	Clears the console screen.
commands	Shows available commands
create_mission <missiontype> <faction>	Creates and assigns a mission to a geo site. See section Adding Missions on more details.
damage amount	Damages the unit under cursor or body part in any of his slots. See section Damage Dealing on more details.
damagepart	Damages the body part under cursor. See section Damage Dealing on more details.
diplomacy_get	Get diplomacy table of a faction or a site's leader.
diplomacy_get_haven	Get diplomacy table of a haven's leader.
diplomacy_set <faction name> <amount> <faction name>	Set diplomacy between two factions. See section Alter Diplomacy Value on more details.
diplomacy_set_haven	Set diplomacy between faction and a haven.
diplomacy_set_state	Set diplomacy state for Phoenix Point with other faction.
dlc	Shows in game enabled dlc
end_turn_current_faction	Ends turn for the currently active faction (battlescape)
endgame	End the tactical game, setting winning/losing factions. Positive factions will win, negative will lose.
fow 0	Disable fog of war
fow 1	Enable fog of war
game_difficulty	Set game difficulty

Code	Effect
generate_naked_recruits	Instantly generates Phoenix Point recruits
geo_add_hunger *amount*	Add hunger to all units
geo_add_mist	Add mist to current site
geo_add_repeller	Add mist repeller to current site
geo_add_skill_reset	Add skill reset
geo_capture_alien *<name>*	Adds an alien of the given type *<name>* to containment , e.g. geo_capture_alien siren (geoscape). Other possible values are scylla and triton.
geo_destory_all_havens	Destroys all havens, making you lose the game. The code is **no** typo. It has to be entered just the way it is written down here.
geo_event_list	List all triggered events, inclusing completed ones.
geo_faction_attack *<factionName>*	Makes on faction attack the currently marked site.
geo_overgrown	Activate overgrown scavenging sites.
geo_set_hp	Set hit point amount for all units.
geo_set_stamina	Set stamina amount to all units.
give *<item_id>*	Give an item to the unit under the cursor.
give_bionics	Give all bionic items
give_item *<item name>*	Give items with given item's name. Item all gives 1 of every item you can manufacture, excluding vehicles (geoscape). See section Adding Items on more details.
give_mutations	Give all mutation items
give_recurit *<soldier>*	Adds a recruit of type *<soldier>*. The values for *<soldier>* can be obtained by entering help spawn. Note: *recurit* is not a typo here. It has to entered exactly like that (typo of the game).
give_soldier *<soldier name>*	Add soldier to current selected actor that can have soldiers. See section Adding Soldiers on more details.
give_sp *<number>*	Adds *<number>* amount of experience points to the general experience pool.
give_xp *<number>*	Adds *<number>* experience points to all soldiers (geoscape).
god_mode false	Turns god mode off.
god_mode true	Turns god mode on.
heal *<value>*	Adds *<value>* hit points. Cannot exceed the maximum value for a soldier.
Hide_me_the_money	Sets all resources to 0.
launch_probe	Launch an ancient site probe at cursor location.
lose	Loses the current mission (battelscape).
master_specialization *<specialization name>*	Teach all abilities of its class to a unit. See section Adding Skills on more details.
mist_expand *<amount>*	Add mist expansion time (hours)
population_set *<population amount>*	Set haven's population
px_base_infestation *<base infestation amount>*	Set infestation for a single phoenix base.

Code	Effect
px_base_protection *<amount>*	Set base's counter of protection from assaults.
recruit_naked_px	Recruit one naked Phoenix Point recruit.
remove	Removes unit under cursor (kills him and hides the body).
repair_bases	Repairs all Phoenix Point bases' facilities.
research_complete_all	Completes all researches for faction.
research complete *<research name>* *<faction name>*	Completes research of a specific research item
research_remove *<research name>*	Removes research
research_unlock_all *<faction name>*	Unlocks all research items for the current faction.
reveal_sites_all	Reveal all sites, even unrevealable.
set_ap *<value>*	Adds *<value>* action points to the unit under the cursor. Cannot exceed the maximum value for a soldier.
set_charges *<number>*	Sets the ammo of the currently used weapon to *<number>*.
set_faction *<faction name>*	Sets the faction of the unit under cursor
set_infinite_ap	Sets infinite action points for vehicles. May crash the game when used on soldiers.
set_stat *<statName>* *<amount>*	Sets stats points of the unit under the cursor
set_wp *<value>*	Adds *<value>* will points. Cannot exceed the maximum value for a soldier.
Show_me_the_money	Adds 10'000 units of all resources.
site_destroy	Set site to be destroyed.
spawn *<spawn id>*	Spawn a unit under the cursor.
spawn_aircraft *<spawn id>*	Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.
spawn_recruit *<spawn id>* [*<class type>*]	Spawn recruit to haven. Parameter *class type* is optional, e. g. PX_Assault, NJ_Armadillo, etc.
subfaction_list	List all active subfactions
subfaction_set_mission_threat *<faction name>* *<threat level>*	Set subfaction's mission threat level
super_soldiers	Turns all soldiers into their maxed out versions, including all special abilities.
teach *<ability name>*	Teach an ability to the actor under the cursor. See section Adding Skills on more details.
toggle_alien_base	Toggles displaying range of active alien bases.
toggle_anvil_cheats	Activates a cheat menu.
toggle_god_mode	Turns god mode on or off. **Note**: This does affect **all** units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.
TP	Teleport soldier
TPV	Teleport Vehicle
unapply_status *<status name>*	Removes a status to the unit under the cursor.
unlock_all_stuff	Unlock all locked things for a faction.

Code	Effect
`unlock_all_stuff_suppress`	Unlock all locked things for a faction without throwing events.
`vars`	Shows available variables
`vehicle_destroy`	Destroy vehicles from site or under cursor
`visit_all_px_bases`	Visit all phoenix bases
`Win`	Wins the mission.

Adding Items

There is quite a number of game elements, that can be added by issuing the command `give_item` *<item name>*. The item names can be found in the Item Names article.

Damage Dealing

Code	Effect
Damage *<X>*	Deal *<X>* Damage
Damage *<Bodypart>* *<X>*	Deal *<X>* Damage to the given *<body part>*.

Body parts:

- `Head`,
- `Torso`,
- `Lefthand`,
- `Righthand`,
- `Legs`,
- `Arms`,
- `Leftarm` and
- `Rightarm`.

Spawn in Aircraft

It is possible to add new craft to the players arsenal, by issuing the command `spawn_aircraft` *<craft name>*. The *craft name* can be taken from this list:

Code	Aircraft
`NJ_Thunderbird`	*Thunderbird*
`SYN_Helios`	*Helios*
`AN vars`	*Tiamat*?

If the command is issued without any *craft name*, a *Manticore* will be added.

Alter Diplomacy Value

The way how a specific faction regards another one can be set directly with the following command:

```
diplomacy_set <faction regarding> <faction regarded> <value>
```

The factions used for *<faction regarding>* and *<faction regarded>* are:

- `Anu`: Deciples of Anu
- `Anu_faction`: Deciples of Anu (also)
- `phoenix`: Phoenix Point
- `synedrion`: Synedrion
- `NewJericho`: New Jericho

Note: This has no effect on the magic steps that you have to take, in order to progress your relations further. You still have to go on missions to progress your relations with a faction to the next stage.

Adding Missions

When hovering the mouse pointer over a location spot on the geoscape, it is possible to add/re-use missions. Scavanging missions can be re-used, as well as Pandroan attacks can be cast on a haven. The command for this is:

```
create_mission <missiontype> <faction>
```

<missiontype> is the kind of mission to be created:

- `base`: One of Phoenix Point's bases will be attacked.
- `scavenging`: A scavenging site gets re-activated.
- `ambush`: One of Phoenix Point's craft gets ambushed.
- `haven`: A haven is attacked.

<faction> is optional and defines, which faction is leading the assault on, resp. defending against an attack by Phoenix Point:

- `Alien`: Pandorans
- `Anu`: Diciples of Anu
- `NewJericho`: New Jericho
- `Synedrion`: Synedrion

Example: `create_mission haven alien` creates a Haven mission, defending against Pandorans.

Adding Soldiers

It is possible to add units during geoscape as well as battlescape. `give_soldier` *<unit name>* adds a soldier to your team on geoscape. `spawn` *<unit type>* adds a new unit of *<unit type>* on the battlescape. Both give a very specific unit. Some are even special units as they are representing a specific character of the game's story. A list of these units can be found in article [Soldier Names](#).

Note: Adding a unit to a faction, that you are currently fighting effectively adds another opposing unit.

Adding Skills

In order to **temporarily** add a specific skill/ability to a unit **while in battlescape**, hover over that unit with your mouse and use `teach <X>`. *<X>* can be taken from the list in article Skills. After the mission the skill will vanish.

There is also a faster approach to the task: `master_specialization <class>` gives every ability of that class. *<class>* can be taken from one of the following values:

- `assault`,
- `ber`,
- `heavy`,
- `inf`,
- `priest`,
- `sniper` and
- `tech`.

Complete Research

Research items can be completed instantly, when using the command `research complete <faction name> <research>`.

Example: `research complete px siren`

Phoenix Point Research Items

The following items can be researched for faction `px` (Phoenix):

Item	Research Item
`arch`	*Tiamat Development*
`atmo`	*Atmospheric Analysis*
`centralizedai`	*Centralized AI* (all base Facilities output is increased by 50%)
`commandfortress`	*Command Fortress* (Soldier recruitment cost is decreased by 50%)
`food`	*Fungal Food Production*
`harv`	*Mutagen Harvesting*
`heal`	*Medical Nanites* (Medical Bay facility healing at bases increased by 50% and +20 healing bonus in battle)
`livesiren`	*Siren Vivisection* (damage increase against sirens by 10%)
`missionary`	*Missionary Center Technology* (Recruitment costs are reduced by 25%)
`moon`	*Moon Mission Preparation* (aircraft speed increased by 25%)
`physiology`	*Pandoran Physiology* (Pandoran related research speed increased by 25%)
`projectvulture`	*Project Vulture* (+3 strength to all soldiers even if maxed)
`recr`	*Haven Recruitment Protocols*
`sentientai`	*Sentient AIs* (Research point output is increased by 25%)
`siren`	*Siren Autopsy*
`tele`	*Pandoran Telepathic Nodule*

Item	Research Item
`trad`	*Haven Trade Protocols*
`training`	*New Jericho Combat Training* (Training facility efficiency improved by 50%)
`uplink`	*Satellite Uplink Research* (Scanning range of Phoenix Bases is increased by 25%)

Unknown Faction Research Items

`energy`	(Energy production is increased by 50%)

Web Links

- Phoenix Point Discord server
- Official Phoenix Point Wiki

Back to the games database