

## Hexen II Cheat Codes

While playing the game, press ~ to display the console. Then, enter one of the following case-sensitive codes and press [Enter]. If you entered the code correctly, text will appear.

<b>Cheat Code</b>	<b>Result</b>
<b>god</b>	God mode
<b>map [level name]</b>	Level select <b>[Note]</b>
<b>changelevel [level number]</b>	Level select
<b>give h [0-999]</b>	0 - 999 health points
<b>give 2</b>	Weapon 2
<b>give 3</b>	Weapon 3
<b>give 4</b>	Weapon 4
<b>noclip</b>	Toggle clipping
<b>impulse [1-4]</b>	Change weapon
<b>impulse 9</b>	All weapons and mana
<b>impulse 10</b>	Weapon select and full mana
<b>impulse 11</b>	Serverflags command
<b>impulse 12</b>	Weapon select and reverse order
<b>impulse 13</b>	Lift object
<b>impulse 14</b>	Transform into sheep
<b>impulse 23</b>	Use selected inventory item
<b>impulse 25</b>	Tome of Power
<b>impulse 32</b>	Invisibility, boots, force cube, and plus
<b>impulse 33</b>	Switch to other friendly player view in cooperative mode
<b>impulse 35</b>	No monsters
<b>impulse 36</b>	Freeze monsters
<b>impulse 37</b>	Unfreeze monsters
<b>impulse 39</b>	Toggle flying
<b>impulse 40</b>	Increase your level by one
<b>impulse 41</b>	Increase experience points
<b>impulse 42</b>	View coordinates, plus (set developer cvar to 1)
<b>impulse 43</b>	All weapons, mana, and items
<b>impulse 44</b>	Throw item
<b>impulse 99</b>	Restart
<b>impulse 100</b>	Use Torch
<b>impulse 101</b>	Use Quartz Flask
<b>impulse 102</b>	Use Mystic Urn
<b>impulse 103</b>	Use Krater

<b>impulse 104</b>	Use Chaos Device
<b>impulse 105</b>	Use Tome of Tower
<b>impulse 106</b>	Use Summon Stone
<b>impulse 107</b>	Use Invisibility
<b>impulse 108</b>	Use Glyph
<b>impulse 109</b>	Use Boots
<b>impulse 110</b>	Use Repulsion
<b>impulse 111</b>	Use No Peep
<b>impulse 112</b>	Use Ring Of Flight
<b>impulse 113</b>	Use Force Cube
<b>impulse 114</b>	Use Icon Defn
<b>impulse 149</b>	Display serverflags (set developer cvar to 1)
<b>impulse 171</b>	Change to Paladin
<b>impulse 172</b>	Change to Crusader
<b>impulse 173</b>	Change to Necromancer
<b>impulse 174</b>	Change to Assassin
<b>impulse 254</b>	Display "King Of The Hill"
<b>impulse 255</b>	Fraglist
<b>chase_active 1</b>	Chase camera
<b>notarget</b>	Ignored by enemies
<b>restart</b>	Restart level
<b>crosshair 1</b>	Enable targeting crosshair
<b>+mlook</b>	Mouse controls camera
<b>playerclass[1-4]</b>	Player class change
<b>skill[0-3]</b>	Adjust skill level
<b>name [new name]</b>	Name change
<b>sv_gravity [-10000-10000]</b>	Alter gravity
<b>sv_friction [-10-10]</b>	Alter surface friction

**Note:** Select a level name from the following list:

**Level name:**

**demo1**  
**demo2**  
**demo3**  
**village1**  
**village2**  
**village3**  
**village4**

**village5  
rider1a  
meso2  
meso3  
meso4  
meso5  
meso6  
meso1  
egypt1  
egypt2  
egypt3  
egypt4  
egypt5  
egypt6  
rider2c  
romeric1  
romeric2  
romeric3  
romeric4  
romeric5  
romeric6  
romeric7  
castle4  
castle5  
cath  
tower  
eidolon**