

# MASTER COMMAND LIST

This is a static list of available commands. Please keep in mind, these are not all available at the same time.

With the progression system, cooldowns are always a factor. Also, some unlock at different action stages, some block others, and some are part of groupings that may randomize daily for availability.

★	#command	Command Description
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Actions marked in red must be manually enabled via the extras menu referenced in "**MENU OVERVIEW - ACTIONS**".

# SPAWNS

Command	Description
#spawn_bear	Spawns a bear.
#spawn_biker	Spawns a biker zombie.
#spawn_boar	Spawns a boar.
#spawn_cop	Spawns a cop zombie.
#spawn_coyote	Spawns a coyote.
#spawn_crawler	Spawns a crawler zombie.
#spawn_demo	Spawns a demo zombie.
#spawn_direwolf	Spawns a direwolf.
#spawn_dog	Spawns a dog.
#spawn_feral	Spawns a feral zombie.
#spawn_lion	Spawns a lion.
#spawn_mama	Spawns a big mama zombie.
#spawn_mutated	Spawns a mutated zombie
#spawn_normal	Spawns a normal zombie.
#spawn_rad	Spawns a radiated zombie.
#spawn_radvulture	Spawns a radiated vulture.
#spawn_snake	Spawns a snake.
#spawn_soldier	Spawns a soldier zombie.
#spawn_spider	Spawns a spider zombie.
#spawn_tourist	Spawns a tourist zombie
#spawn_vulture	Spawns a vulture.
#spawn_wight	Spawns a wight zombie.
#spawn_wolf	Spawns a wolf.
#bomb_blitz	Small groups of burnt zombies spawn and chase the target then explode.
#buffed_ferals	Spawn a group of empowered feral zombies.
#buffed_rads	Spawn a group of empowered radiated zombies.
#buffed_wights	Spawn a group of empowered wights.
#buffed_zombies	Spawn a group of empowered zombies.
#group_bears	Spawn a group of bears.
#group_boars	Spawn a group of boars.
#group_chickens	Spawn a group of murder chickens.
#group_coyotes	Spawn a group coyotes.

Command	Description
#group_dogs	Spawn a group of dogs.
#group_grace	Spawn Grace with some boars.
#group_vultures	Spawn a group of vultures.
#group_wolves	Spawn a group of wolves.
★ #horde_bears	Spawns a large group of bears.
★ #horde_boars	Spawns a large group of boars.
★ #horde_chickens	Spawns a large group of chickens.
★ #horde_wolves	Spawns a large group of wolves.
★ #horde_zombies	Spawns a large group of regular zombies.
★ #horde_ferals	Spawns a large group of feral zombies.
★ #horde_rads	Spawns a large group of radiated zombies.

## SUPPLIES

Command	Description
#supply_4x4	Supplies a 4x4 parts crate.
#supply_ammo	Supplies an ammo crate.
#supply_armor	Supplies an armor crate.
#supply_bicycle	Supplies a bicycle parts crate.
#supply_books	Supplies a book crate.
#supply_builder	Spawns a single builder crate.
#supply_electrical	Supplies an electrical crate.
#supply_explosives	Supplies an explosives crate.
#supply_farming	Spawns a single farming crate.
#supply_meal	Supplies a meal crate.
#supply_meds	Supplies a medical crate.
#supply_minibike	Supplies a minibike parts crate.
#supply_mods	Supplies a mods crate.
#supply_motorcycle	Supplies a motorcycle parts crate.
#supply_resource	Supplies a resource crate.
#supply_robo	Supplies a robotic crate.
#supply_sammo	Supplies a special ammo crate.
#supply_tool	Supplies a tool crate.

Command	Description
#supply_utility	Supplies an utility crate.
#supply_weapon	Supplies a weapon crate.
#supply_candy	Supplies a single candy crate.
#supply_treasure	Supplies a single treasure crate.

## BUFFS

Command	Description
#boost_melee	Cancels Weaken/No Melee if enabled on Target or increases melee damage for the target and their party for a limited time.
#boost_range	Cancels Weaken/No Range if enabled on Target or increases range damage for the target and their party for a limited time.
#celebrate	Any zombies/animals killed by the target and their party will explode into confetti for a limited time.
#energize	Increases stamina regeneration of the target and their party for a limited time.
#fast	Cancels Slow if enabled on Target or increases the movement speed of the target and their party for a limited time.
#jump	Increases jump height of the target and their party for a limited time.
#leech	Cancels Anti-Leech if enabled on Target or apply all damage given as health to the target and their party for a limited time.
#pack_mule	Removes the encumbrance from the target and their party for a limited time.
#regen	Cancels Hurt if enabled on Target or increases health regen and removes all criticals for the target and their party for a limited time.
#shield	Increases the damage resistance of the target and their party for a limited time.
#silly	All sounds replaced with "Silly" sounds for a limited time.
#stay_still	Cancels Keep Moving if enabled on Target or heals the target and their party for a limited time if they stop moving.
#infinite_ammo	Enables infinite ammo for the target and their party for a limited time.
#insta_regen	Instantly heals the target and their party to full and removes all debuffs.
#nourish	Instantly removes hunger and thirst from the target and their party members.
#pp_bonanza	Everyone in your chat receives double the point generation for a limited time.
#xp_gain	Doubles all XP gains of the target and their party for a limited time.

## DEBUFFS

Command	Description
#antileech	Cancels Leech if enabled on Target or apply all damage given as damage to the target and their party for a limited time.
#blur	Blurs the vision of the target and their party for a limited time.
★ #clumsy_runner	Target and their party members have a chance to fall when running.

Command	Description
#confuse	Reverses all movement controls.
#deafen	All sounds are reduced to near inaudible levels.
#distort	Distorts the vision of the target and their party for a limited time.
#dont_miss	Target and their party take damage if they miss their attacks.
★ #double_spawns	Doubles all spawns for the target and their party.
★ #encumbered	Target and their party lose all bonuses that reduce encumbrance.
#greyscale	Changes the vision of the target and their party to black and white for a limited time.
#headshot	Target and their party can only damage zombies and animals with headshots.
#hurt	Cancels Regen if enabled on Target or reduces the max health of the target and their party for a limited time.
#keep_moving	Cancels Stay Still if enabled on Target or damages the target and their party for a limited time if they stop moving.
#jumbled_backpack	Shuffles the backpack of the target and their party for a limited time.
#no_explosives	No explosive use.
#no_melee	Cancels Boost Melee if enabled on Target or stops any melee attacks for the target and their party for a limited time.
#no_range	Cancels Boost Range if enabled on Target or stops any range attacks for the target and their party for a limited time.
#no_robo	No robotic helpers will function.
#no_stealth	"Bombs" go off that give your position away in stealth.
#no_vehicle	Using vehicles hurts you.
#newbie	Reduces all attributes and perks of the target and their party to that of a new player.
#no_help	Disables all helpful Twitch commands for a limited time.
★ #no_running	Damages the Target and their party if they run for a limited time.
★ #no_safe	Target and their party take damage when inside a trader outpost or land claim area.
★ #no_trader	Target and their party are not allowed to enter trader outposts for a limited time.
#painting	A painting visual filter is applied to the player.
★ #resurrect	Enemies killed by the target or their party are resurrected.
★ #shield_enemies	Target and their party members do less damage to all enemies and animals.
★ #silent_actions	Target no longer sees or hears notifications about Twitch Actions for duration of the buff.
#slow	Cancels Fast if enabled on Target or reduces the movement speed of the target and their party for 60 seconds.
#tougher_enemies	Target and their party have tougher enemies for a limited time.
#trippy	Causes the target and their party to hallucinate for 60 seconds.
★ #unlock_actions	Target has progression turned off for a limited time.
★ #weak_jump	Decreases the jump height of the target and their party for a limited time.
#weak_melee	You have decreased melee damage. (-75% melee damage).

# BLOCKS

Command	Description
★ #break_claim	Target's nearby landclaim is broken and the target and their party cannot place another for a limited time.
★ #cacti	Spawns a group of cacti around the target.
★ #destroy_base	Destroys the target's entire land claim area.
★ #destroy_station	Destroys a random workstation (excluding campfires) near the target in their landclaim.
★ #doors_off	Removes all the doors in the area around the target.
★ #empty_boxes	Empties all the boxes in the target's land claim.
★ #fill_base	Fills the target's entire land claim area with dirt.
#grow	Makes all nearby farming plants grow to their next stage.
★ #mine_field	Spawns a minefield around the target.
★ #rename_signs	Renames all the signs and boxes in a land claim to "Renamed by <viewer>"
★ #shuffle_boxes	Shuffles the contents of all nearby containers.
★ #spike_traps	Spawns spike traps around the target.
★ #spoil_boxes	Spoils all food in the entire bounds of the land claim.
★ #weaken_blocks	Sets all nearby blocks to 1 health around the Target. Does not work in safe zones.

# WORLD

Command	Description
#daytime	Moves time forward to the next morning. Can only be activated at night.
#fog	Commands fog to appear in the world around you.
★ #nighttime	Moves time forward to the next night. Can only be activated during the day.
#no_time	Moves time forward a small amount then hides the day and time display for the target and their party.
#rain	Commands rain to appear in the world around you.
#snow	Commands snow to appear in the world around you.
#thunderstorm	Commands a thunderstorm to appear in the world around you.
★ #bloodmoon	Triggers a bloodmoon event for the current day.

# SPECIAL

Command	Description
★ #add_fuel	Sets the fuel of the target's nearest owned vehicle to full.
#auto_pull	Target has all spawned zombies pulled to their position periodically.
#big_head	Zombies, Animals and NPCs have inflated heads! Easier headshots.
★ #blind	Blinds the target and their party for 10 seconds.
#burn_near	All nearby zombies around the target are burned for a few seconds.
#bucket_head	Zombies and Animals have buckets on their head for a short amount of time.
#cripple_em	All nearby zombies around the target are crippled and will crawl from now on.
#dance_off	All zombies and NPCs will dance as music plays.
#degrade	Slightly degrades all toolbelt items for target and their party.
★ #destroy_armor	Deletes all armor the target is wearing.
★ #destroy_backpack	Deletes all items in the backpack of the target.
★ #destroy_toolbelt	Deletes all items in the toolbelt of the target.
★ #dismantle_vehicle	Dismantles vehicle into parts and places them in a bag with all mods and storage items.
★ #drop_held	Target drops their held item.
★ #drop_toolbelt	The target and their party drop all items in their toolbelt.
★ #ember_piles	Spawns a group of ember piles around the target.
#empower_zombies	All nearby zombies around the target gain empowered hands and attack the target.
★ #empty_fuel	Removes the fuel of the target's nearest owned vehicle.
#enrage	Forces all nearby zombies and animals to become enraged and attack the target.
#end_cooldown	Ends the current cooldown. Only works for cooldowns triggered by spawning too many zombies.
#jump_scare	Scares the target with a random jump scare sound.
#kaboom	Explodes all zombies around the target without harming the target.
★ #lost	Teleports selected player a short distance away, removes all map data and waypoints for that player.
★ #mind_wipe	Target and their party have their skill purchases refunded to them.
★ #mixup	Mixes contents of player's backpack and toolbelt.
#pull	Pulls all spawned enemies to the target so they can't escape.
#pull_player	Pulls the target to a random twitch spawned enemy.
#ragdoll	All nearby zombies around the target fall down for a few seconds.

<b>Command</b>	<b>Description</b>
#ragdoll_players	Target and their party fall down for a few seconds.
#repair	Slightly repairs all toolbelt items for target and their party.
#repair_all	Repairs all items on the target and their party members.
#reverse	Forces the target and their party to reverse the direction they are facing.
#scare	Scares the target with a random enemy sound around the level of the target
#shock_near	All nearby zombies around the target are shocked for a few seconds.
#spoil	Spoils all food in the inventory of the target and their party.
#scare	Scares the target with a random enemy sound around the level of the target
#shock_near	All nearby zombies around the target are shocked for a few seconds.
#spoil	Spoils all food in the inventory of the target and their party.
★ #teleport_short	Teleports the target 50-100 meters in a random direction.
★ #teleport_medium	Teleports the target 500-1000 meters in a random direction.
★ #teleport_long	Teleports the target 1000-2000 meters in a random direction.
★ #teleport_up	Teleports the player high into the sky (no fall damage).
★ #unload_ammo	Unloads all ammunition from all weapons in a target's backpack/toolbelt.

# VIEWER COMMANDS

Command	Description
#checkcredit	Checks points balance for bit credit.
#checkpoints #cp	Checks points balance for Pimp Points and Special Points.
#actionstage #as #gs	Checks action stage for streamer.

# ADMINISTRATOR COMMANDS

Command	Description
#addcredit [target] [value]	Adds the number of bit credit to targeted viewer. Does not expire.
#addpp [target all] [value]	Adds the number of PP to targeted viewer.
#addsp [target] [value]	Adds the number of SPECIAL points to targeted viewer. Does not expire.
#checkcredit [target]	Checks bit credit for a specified viewer.
#commands	Lists administration chat commands.
#cp [target]	Checks points for a specified viewer.
#debug	Adds debug information to the outputlog.txt for submitting bug reports for Twitch Integration.
#pause	Pauses the Twitch Integration.
#redeem_giftsub [target] [value]	*Test gift sub events.
#redeem_hypetrain [target] [value]	*Test hype train events.
#redeem_raid [target] [value]	*Test raid events.
#redeem_sub [target] [value]	*Test sub events.
#remove_viewer [target]	Removes targeted viewer data from streamers database.
#reset_cooldowns	Clears all the action cooldowns.
#setcooldown [seconds]	Sets the global cooldown duration.
#setpot [value]	Sets the value of the pot. The pot will continue to increase with interaction.
#teleport_backpack	Teleports streamer to their backpack.
#tp_backpack	Teleports streamer to their backpack.
#unpause	Unpauses the Twitch Integration.
#useprogression	Enables progression

