

# KINGPIN life of crime

Esc	Help F1	F2	F3	F4	HUD F5	F6	F7	F8	F9	F10	F11	F12	Druck	Rollen	Pause
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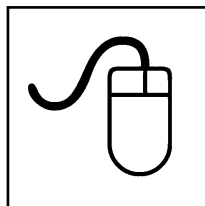
° ~ ^ `	Pipe/ Crowbar 1	Pistol 2	Shot- gun 3	Tommy Gun 4	HMG 5	Grenade 6	Bazooka 7	Flame- thrower 8	9	0	? _ ß -	' + =	←
Inventory Tab	Attak Jump Q	W	E	Reload R	T	Z Y	U	I	O	P	prev. item Ü [	next item + ]	use item ↵
Caps	step left A	S	step right D	Activate F	Holster Weapon G	H	J	K	Flash- Light L	Ö ;	Ä ' /	drop item # ' ' ↵	use item ↵
Sneak mode Shift	>	YES/ Follow Y Z	NO/ Hold X	Crouch C	V	B	N	M	step left ,	step right .	next weapon - /	Shift	
Attak Strg	side- step Alt	Reload										AltGr	Strg

mouse view Einfg	Pos1	Bild↑
look down Entf	center view Ende	look up Bild↓

	forward ↑	
turn left ←	back ↓	turn right →

Num	+	*	-
7	8	9	
4	5	6	+
1	2	3	
0	.		↵

deutsches Tastaturlayout / english keyboard layout



LMB: Attak  
MMB: Holster  
RMB: Activate

To make the cheats available you have to start the game with this parameter:

`kingpin.exe +developer 1`

Alternatively you can edit the file `KingpinMain\Autoexec.cfg` and put `set developer 1` as first row.

The game starts now with the debug mode, just hit [Esc] to start the game. In the game bring up the hud and type in the following codes, confirm with [Enter] and close the hud.

immortal	enable god mode (invincibility)	give 308cal x
noclip	enable flying and walking through walls	give cash x
notarget	you are invisible	give gas x
extracrispy	all enemies on the screen burn	give grenades x
togglecam	cam a la Lara	give health x
quit	quits game without confirmation	give mods
use jet pack n	use 'give jet pack' first, then jump/duck to fly	give rockets x
give all	gives all health, weapons, and ammo	give shells x
give item_name	gives item specified. Item_name can be: battery, coil, watch, key, ...	give weapons
give ammo	gives a full load of all ammo	give weapon_name
give armor	gives 100% level-3 armor	
give bullets x	gives x bullets, or 20 if no number spe-	

cified  
gives x 208cal bullets for the HMG, or 30 if no numbe specified  
gives the amount x of cash  
gives x units of flamethrower gas, or 50 if no number specified  
gives x grenades, or 3 if no number specified  
gives x units of health, or full health if no number specified (max 999)  
gives pistol and sniper rifle silencer upgrade. may have to hide / unhide the sniper rifle and / or give weapons;  
give ammo; give mods for it to work.  
gives x rockets, or 5 if no number specified  
gives x shotgun shells, or 10 shells if no number specified  
gives all weapons  
gives weapon specified.  
weapon\_name can be: crowbar, pistol, shotgun, tommygun, heavy machinegun, grenade, launcher, bazooka, flamethrower

more keyboard layouts:  
[keycard.mogelpower.de](http://keycard.mogelpower.de)