TANVEN

ParaPilot Lite

The tutorial · for Paralives 0.1.9 · Steam Workshop and CurseForge



In the game's menus

Your Para, another Para, the floor: a "ParaPilot Lite" line in each.

23 console shortcuts

Type HELP in the console to see them all.

Want Undo, town life and about 885 actions?

Get the full ParaPilot on Nexus Mods

nexusmods.com/paralives/mods/406

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ParaPilot Lite, for Paralives 0.1.9.

ParaPilot Lite adds a **ParaPilot Lite** line to three of the game's click menus: your Para, another Para, and the floor. It also adds 23 console shortcuts. It is a data-only mod: no DLL, no BepInEx, nothing else to install. Its labels are in English: a data mod cannot change its text with the game's language.

WANT MORE? GET THE FULL PARAPILOT ON NEXUS MODS

- Undo: `F7` reverts your last action, up to twenty back.
- A save and a Desktop archive before anything that cannot be undone.
- Town life: residents find jobs, fall in love, move in, marry.
- About 885 actions, in eight languages.
- nexusmods.com/paralives/mods/406, or tanven.dev/parapilot.

Install

From the Steam Workshop.

1. Click **Subscribe** on the ParaPilot Lite page.
2. Start Paralives. In the options, check that mods are on, then that ParaPilot Lite is on in **Mods**.

From CurseForge.

1. Copy the `ParaPilotLite.mod` folder to `%USERPROFILE%\AppData\LocalLow\Paralives\Paralives` (paste this path into the Explorer address bar).
2. Start Paralives. In the options, turn mods on, then check that ParaPilot Lite is on in **Mods**.

Then. Load a save and let time run: a line only applies while time is running. Click your Para, another Para or the floor: **ParaPilot Lite** is in the menu.



The Lite in your Para's menu

WHAT MIGHT SURPRISE YOU

- When the full ParaPilot is installed too, the Lite menu only keeps the lines the full version does not have (Lottery ticket, Screen filter, Day off +1, Clear wants, Skip to work), so nothing is doubled.
- Nothing in the Lite can be undone. The lines that change things for good wait for a save first (see **No undo**).

Your Para's menu

Click the Para you are playing, then **ParaPilot Lite**.

LINE	WHAT IT DOES
Fill needs	Fills every need of your Para. Only for a Para of your household.
Skills +1 ▸ All skills	Raises each of the 12 ordinary skills by one level (children and up).
Skills +1 ▸ *one skill*	Cooking, Painting, Piano, Guitar, Triangle, Exercise, Dance, Programming, Graphic design, Biology, Astronomy, Surgery: that skill, one level up.
Personality +1	One more personality level, which you spend in the Para's profile: a new trait, an evolution or a stat point.

LINE	WHAT IT DOES
Learn all ▸ All recipes	Teaches every recipe of the recipe menu. A recipe needs the right equipment on the lot.
Learn all ▸ All songs	Teaches every piano, guitar and triangle song.
Learn all ▸ All paintings	Teaches every painting and every painting style.
Occupation ▸ Upgrade point +1	One advancement point on each job and school, to spend in the Job panel. Shown when the Para has a job or school.
Occupation ▸ Clear strikes	Erases the strikes at work.
Occupation ▸ Day off +1	One more day off on each job and school. Shown when the Para has a job or school.
Unstuck	Unsticks your Para.
Extinguish yourself	Puts your Para out. Shown only when your Para is on fire.
Edit appearance...	Opens the game's appearance editor on your Para.
No undo ▸ 1. Save first	Saves the game, and unlocks the 2. lines for two in-game hours.
No undo ▸ 2. Grow up	Moves your Para to the next life stage. Not shown for elders.
No undo ▸ 2. Complete wants	Completes the current wants, with their usual rewards.
No undo ▸ 2. Clear wants	Clears your Para's current wants.
No undo ▸ 2. Skip to work	Moves the clock to just before your Para goes to work. It also erases the days off already set. Shown when the Para has a job or school.
Get full ParaPilot	Tells you where to find the full ParaPilot.



The **No undo** lines

Another Para's menu

With your Para selected, click another Para, then **ParaPilot Lite**. Only the lines that make sense for the two of them show up.

LINE	WHAT IT DOES
Be friends	Your Para and the other Para become friends. Shown while they are not friends yet.
Friendship +1	Their friendship goes up one level. Shown while it can still go up.
Learn about them	Your Para learns everything about the other Para. Shown for a Para outside your household.
End feud	They stop being enemies. Shown when they are enemies.
Fill their needs	Fills the other Para's needs. Shown for a Para of your household.
Extinguish Para	Puts the other Para out. Shown when they are on fire.

The floor menu

Click the floor, then **ParaPilot Lite**.

LINE	WHAT IT DOES
Save game	Saves the game, and unlocks the 2. lines for two in-game hours.
Zip save to Desktop	Puts a zip of the current save on your Desktop, outside the game's three autosaves. Save first: the zip copies what is on disk.
Money ▸ +$1,000 / +$10,000 / +$50,000 / +$100,000	Adds that amount to your household's money.
Money ▸ Lottery ticket	Wins a random amount between $1,000 and $99,000.
Time ▸ +1 hour	Moves the clock one hour forward.
Time ▸ Next day, 7 AM	Moves the clock to 7:00 the next day.
Home ▸ Clear bills	Clears every bill of your household; nothing is paid.
Home ▸ Fix power & water	Ends the power and water outages on your lots.
Home ▸ Repair & clean	Repairs, cleans and unspoils everything on your lots.
Home ▸ Put out fires	Puts out the fires on your lots.
Town ▸ Fill needs (town)	Fills every need of every Para in town.
Town ▸ Rebuild paths	Rebuilds the town's walking paths, for Paras that refuse to cross a room after building work.
Screen filter ▸ Sepia / Warm vintage / No filter	Puts a sepia or warm vintage filter on the whole screen, or removes it.
No undo ▸ 1. Save first	The same as Save game.
No undo ▸ 2. Unstick everyone	Unsticks every Para in town.
Get full ParaPilot	Tells you where to find the full ParaPilot.



The floor menu: money

No undo

A few lines change things the game cannot put back. They sit in **No undo**, and they stay greyed out until you click **1. Save first** (or **Save game** on the floor). That save unlocks them for two in-game hours. Then click the **2.** line you want.

WHAT MIGHT SURPRISE YOU

- **1. Save first** asks the game to save. Wait for the save to finish before you click a **2.** line.
- The full ParaPilot asks Yes / No before these actions, saves and archives your game, and lets you undo most of them.

The console shortcuts

Press `Ctrl + Shift + C`, then type `HELP` and confirm: the Lite shortcuts are in the list, each with its description. Type the name of a shortcut to run it.

SHORTCUT	WHAT IT DOES
`pilotsave`	Autosaves now: it overwrites the current save first, and the game keeps only three autosaves.

SHORTCUT	WHAT IT DOES
`pilotbackup`	Zips the current save to your Desktop. Save first.
`pilotneeds`	Fills every need of the selected Para(s).
`pilotneedsall`	Fills every need of every Para in town.
`pilotmoney`	Adds 1,000 to your household's money.
`pilotrich`	Adds 50,000 to your household's money.
`pilotbills`	Clears every bill of your household.
`pilotfix`	Repairs, cleans and unspoils everything on your lots.
`pilotfire`	Puts out the fires on your lots and on every Para in town.
`pilotunstuck`	Unsticks every Para in town. Save first.
`pilotmorning`	Sets the clock to 7:00 of the current day (it may rewind). Save first.
`pilotgrow`	Moves the selected Para to the next life stage. No undo.
`pilotwants`	Completes the current wants of the selected Para.
`pilotpower`	Ends the power and water outages on your lots.
`pilotskill`	Raises the 12 ordinary skills of the selected Para by one level.
`pilottrait`	One more personality level for the selected Para.
`pilotrecipes`	Teaches the selected Para every recipe.
`pilotpromo`	One advancement point on each job and school of the selected Para.
`pilothour`	Moves the clock one hour forward.
`pilotstrikes`	Erases the strikes of the selected Para.
`pilotday`	Moves the clock to 7:00 the next day.
`pilotpath`	Rebuilds the town's walking paths.
`pilotplus`	What the full ParaPilot adds, and where to get it.



The shortcuts in the console

Want Undo? The full ParaPilot

ParaPilot does almost everything the Lite does, and adds:

- **Undo.** F7, or the Undo: ... line, reverts your last action, up to twenty back.
- **It asks first, and saves first.** A line ending with ... asks Yes / No, naming the Para, then saves and archives your game on your Desktop before it acts.
- **Your saves, protected.** A copy of your save every 15 minutes, dated archives, and one click to put one back.
- **Town life.** Every in-game day, residents outside your household find jobs, become couples, move in together, expect a child, marry or break up.
- **About 885 actions,** from your Para, another Para, an object or the ground, sorted by theme, in eight languages.
- **Director, Paramaker search, scenarios, story mode,** and fixes for game issues.

Windows, no BepInEx needed. Get it on **Nexus Mods**: nexusmods.com/paralives/mods/406. Or on tanven.dev/parapilot.