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Projekt: Passion
By Classy Lemon
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This walkthrough intends to show all the paths through the game in an objective way.
Colors and styles are only meant to highlights elements, not influence your decision.
There isn't a right or wrong way through the game, only you should decide.

Only decisions that have an impact on the story or your character are shown.
There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.


The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.


On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse.
Use *Control* + Mouse wheel to zoom in or out.

Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name:  **Bubu** or  **Bubu**

More complex values will be written as text instead:
girls kissed +20


Reference to these values will reuse the same icon or text:
Bubu  is at least 5
girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
 Granny
grandmas kissed +20

Icons

- | | |
|---|---|
|  : +1 Flirt point |  : -1 Flirt point |
|  : +1 Violent point |  : -1 Violent point |
|  : +1 action/question/task point |  : -1 action/question/task point |

Flow Symbols

 Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this
decide something #123
In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this
did not decide something #123

References to this label will also include the same number
so it is easy to track it down to where it happened (could be multiple places).
decided something #123

Some decision labels can denote a progression and sometimes we must check if the current value is above or below a certain threshold. To keep it succinct, all accepted values will be listed in brackets.

For example let's define some karate belts and assign each one to a numerical value:
0 ➡ white belt #78, 1 ➡ yellow belt #78, 2 ➡ orange belt #78
If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)
It will be listed like this: **karate belt: [yellow, orange] #78**

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
agree #55
Reversed decisions that do not impact the story (yet) will be displayed like this:
did not agree #55

Check the last page of the walkthrough to learn how you can use the developer console to cheat
alter their value for your benefit: Cheat without a MOD ([link](#)).

Enjoy the game!

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Projekt: Passion 0.7

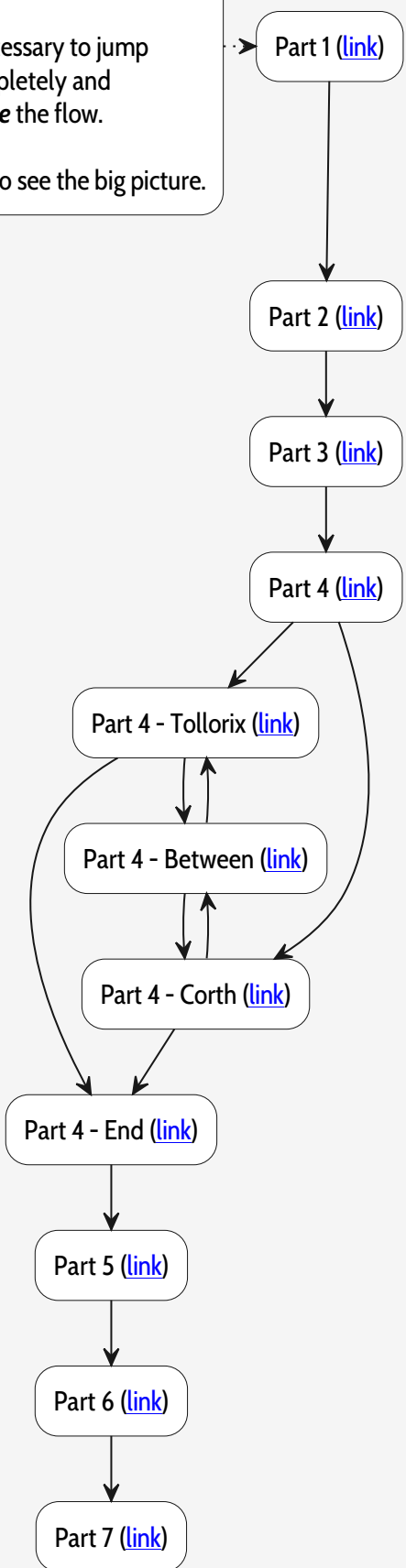
Walkthrough rev 1.2

Overview

The walkthrough tries to be linear and some sections should be skipped depending on the listed condition(s).

However sometimes it is necessary to jump ahead to a new section completely and this can make it harder to *see* the flow.

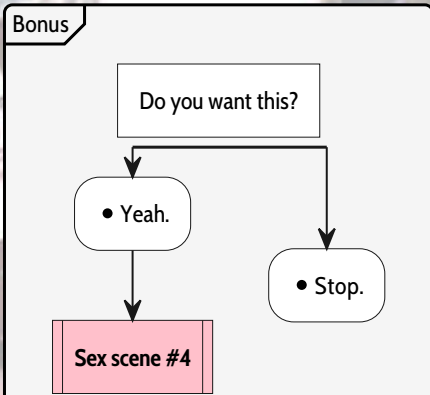
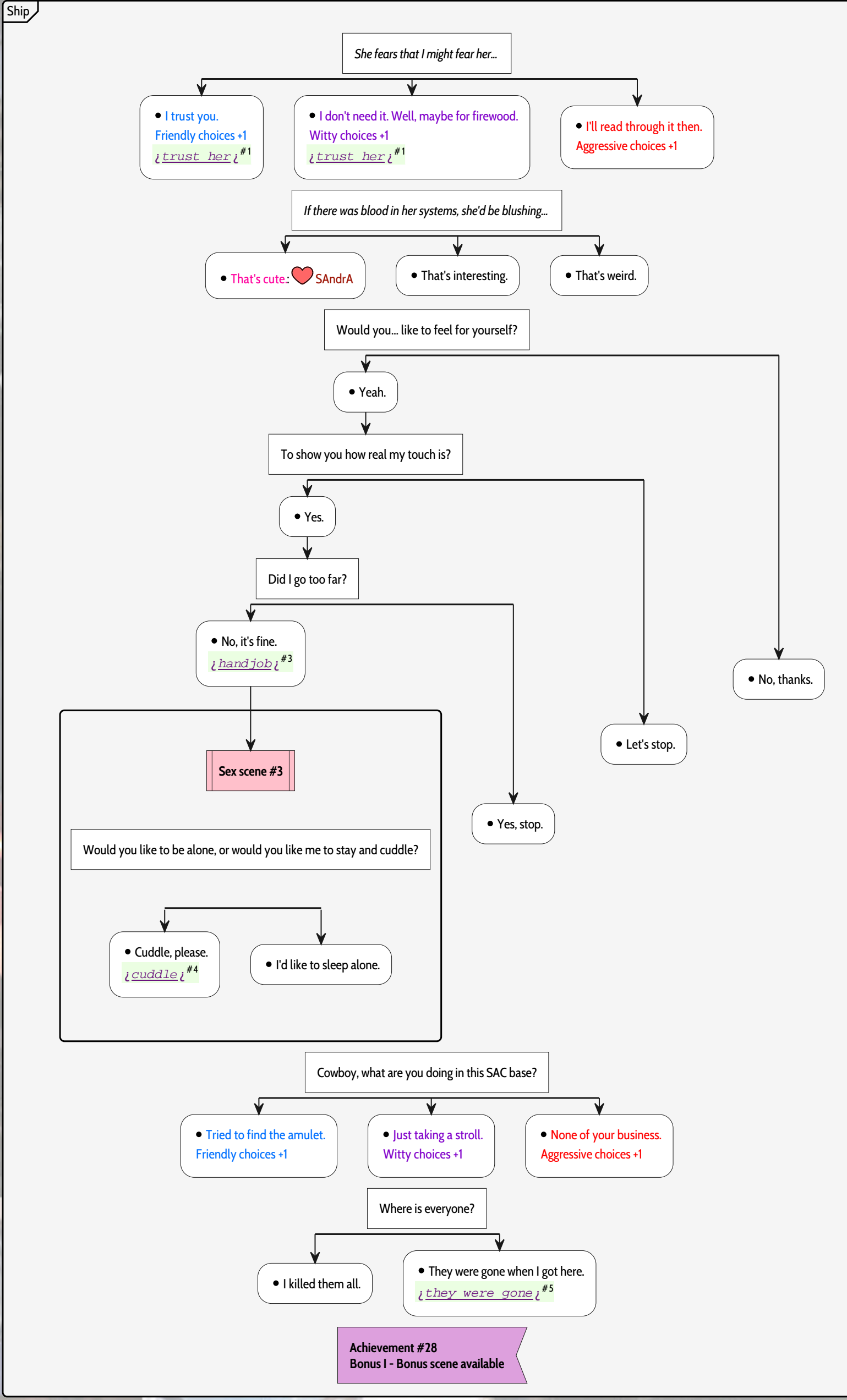
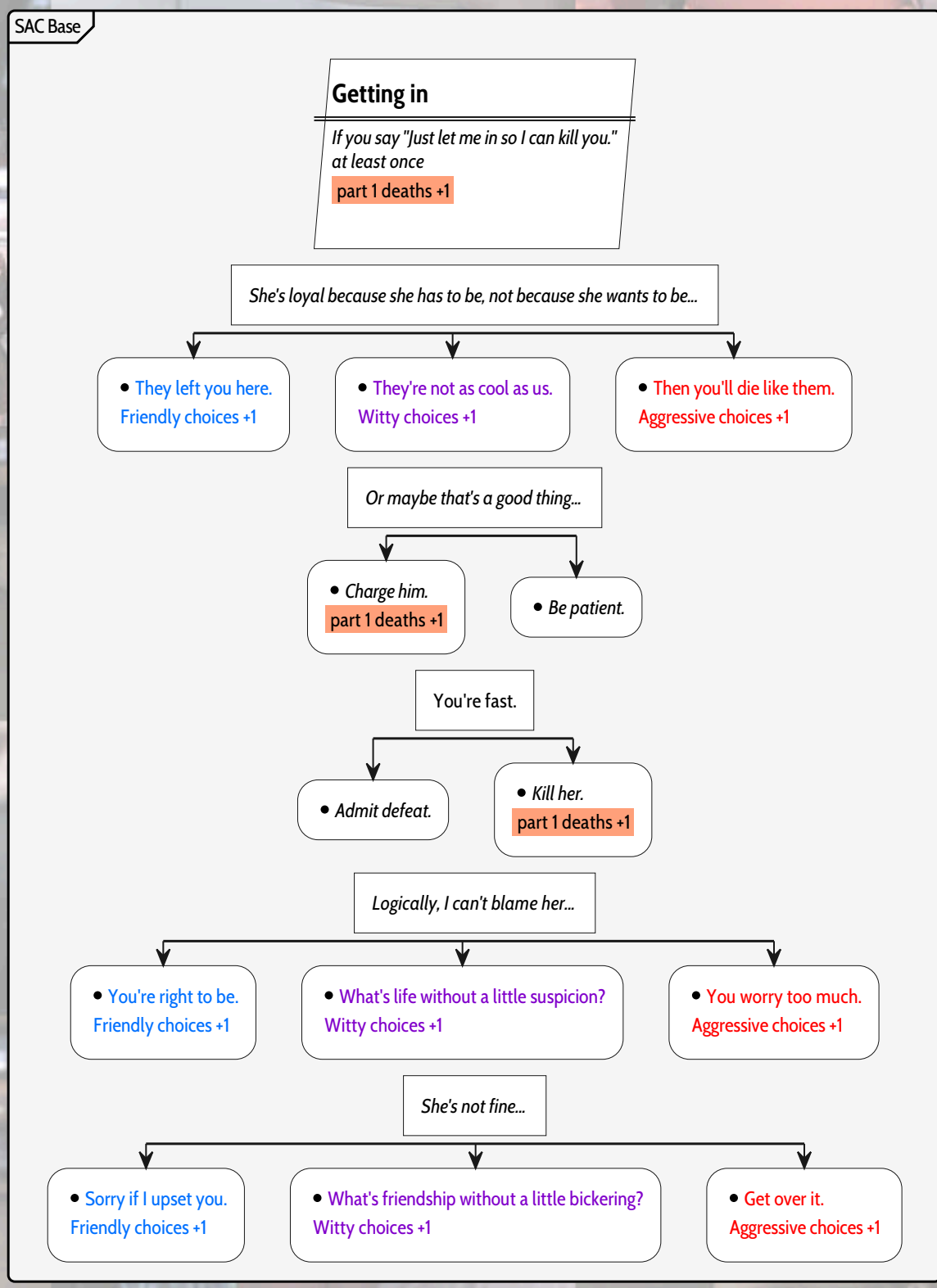
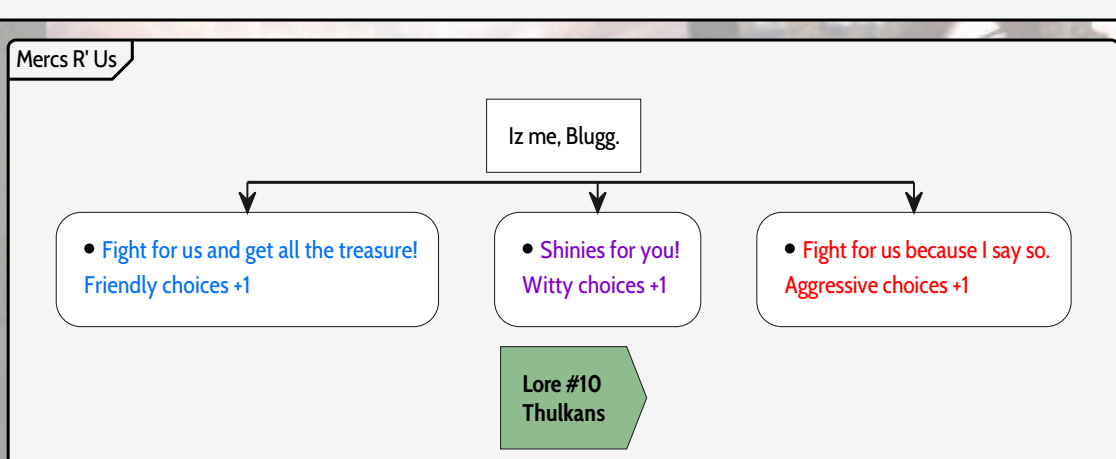
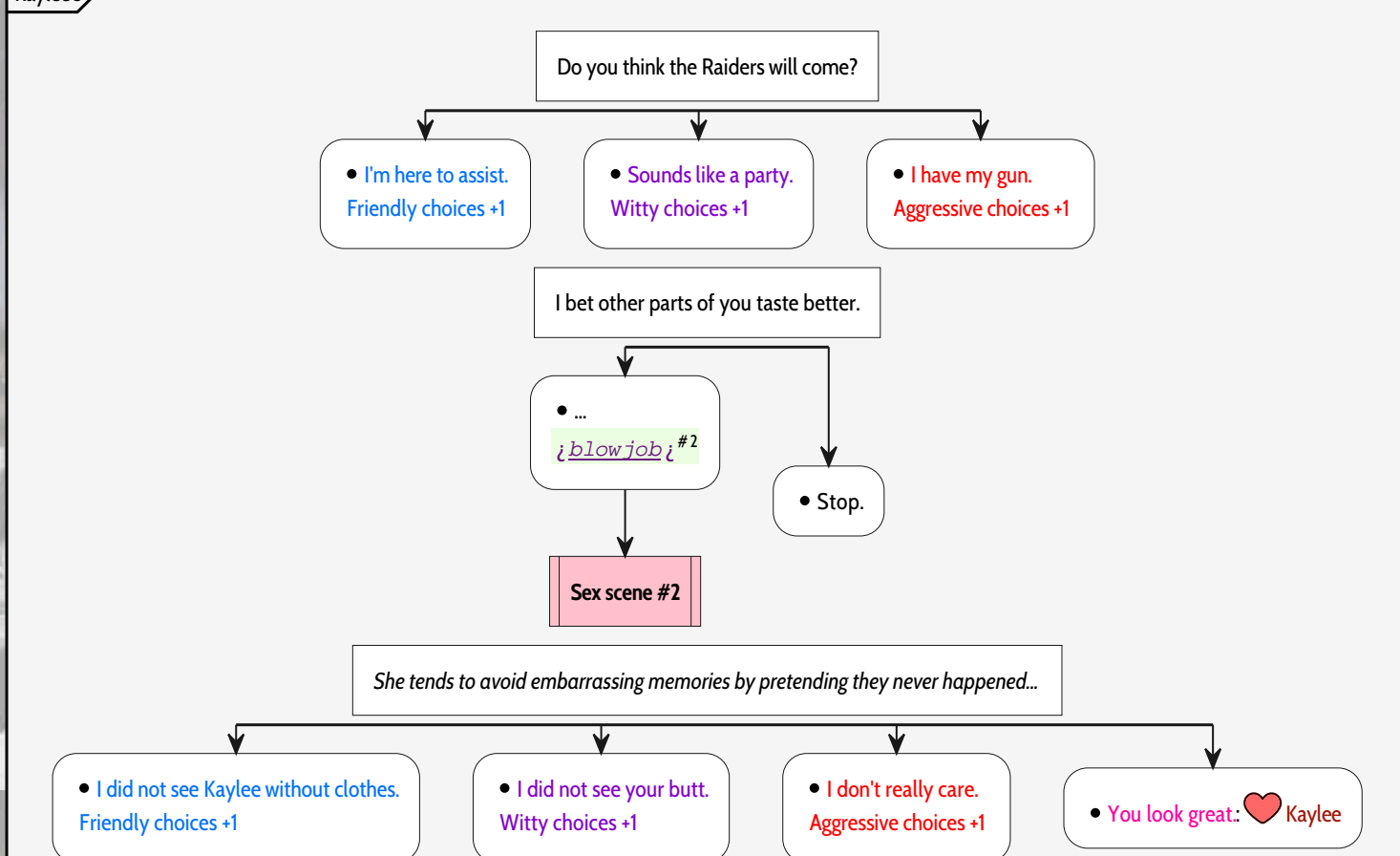
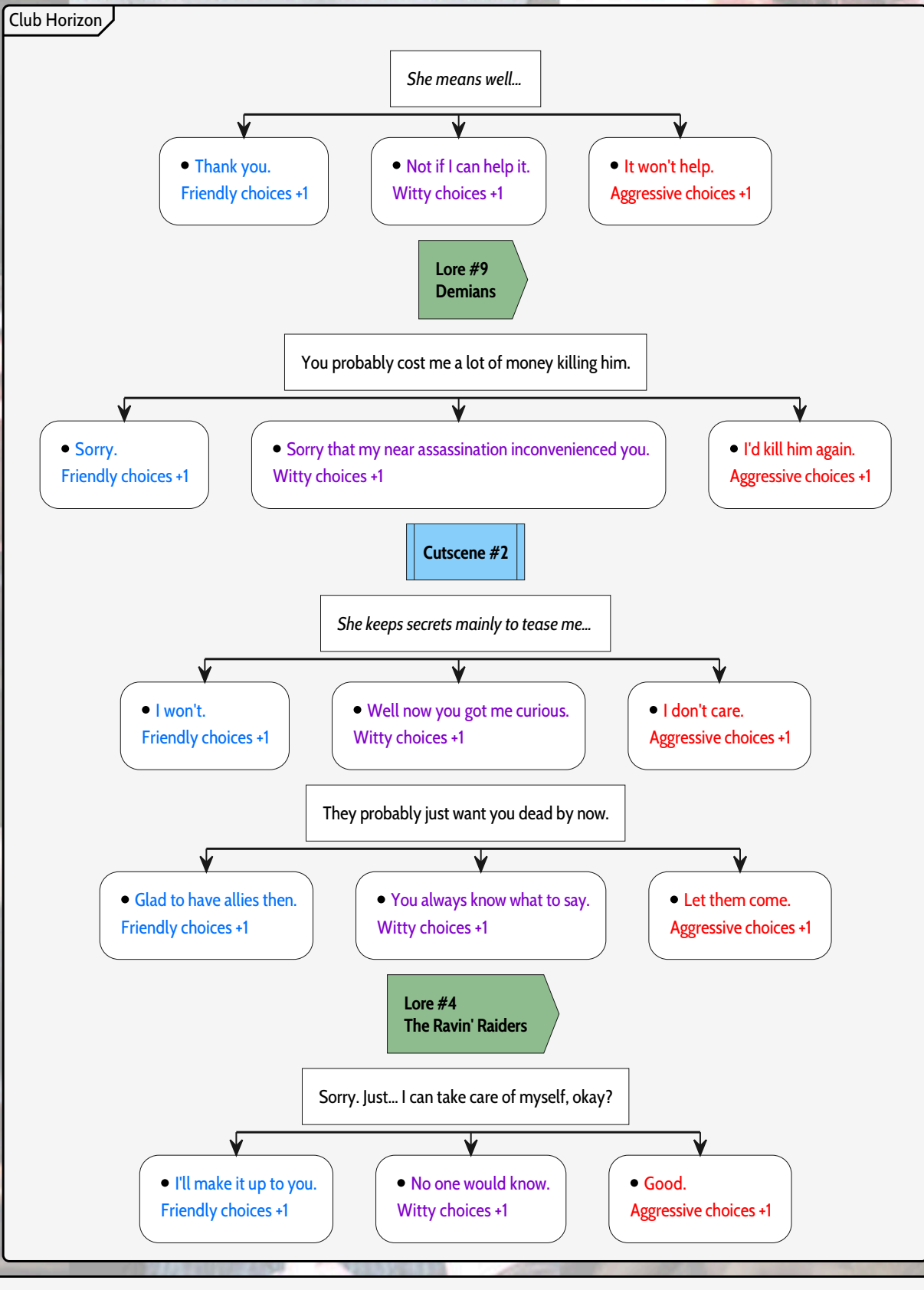
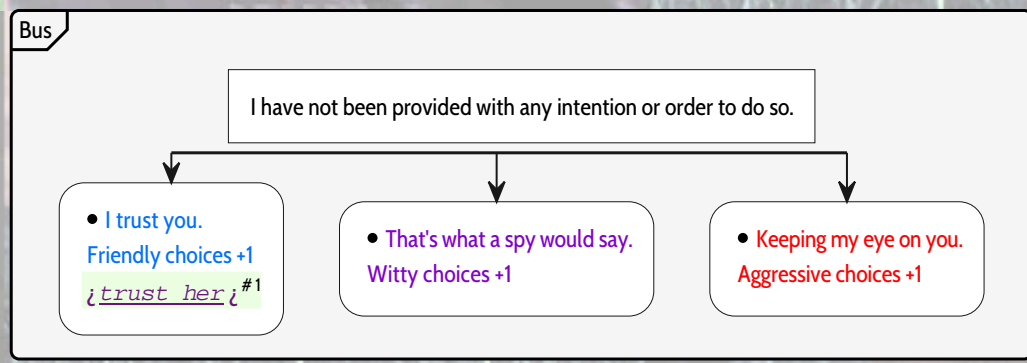
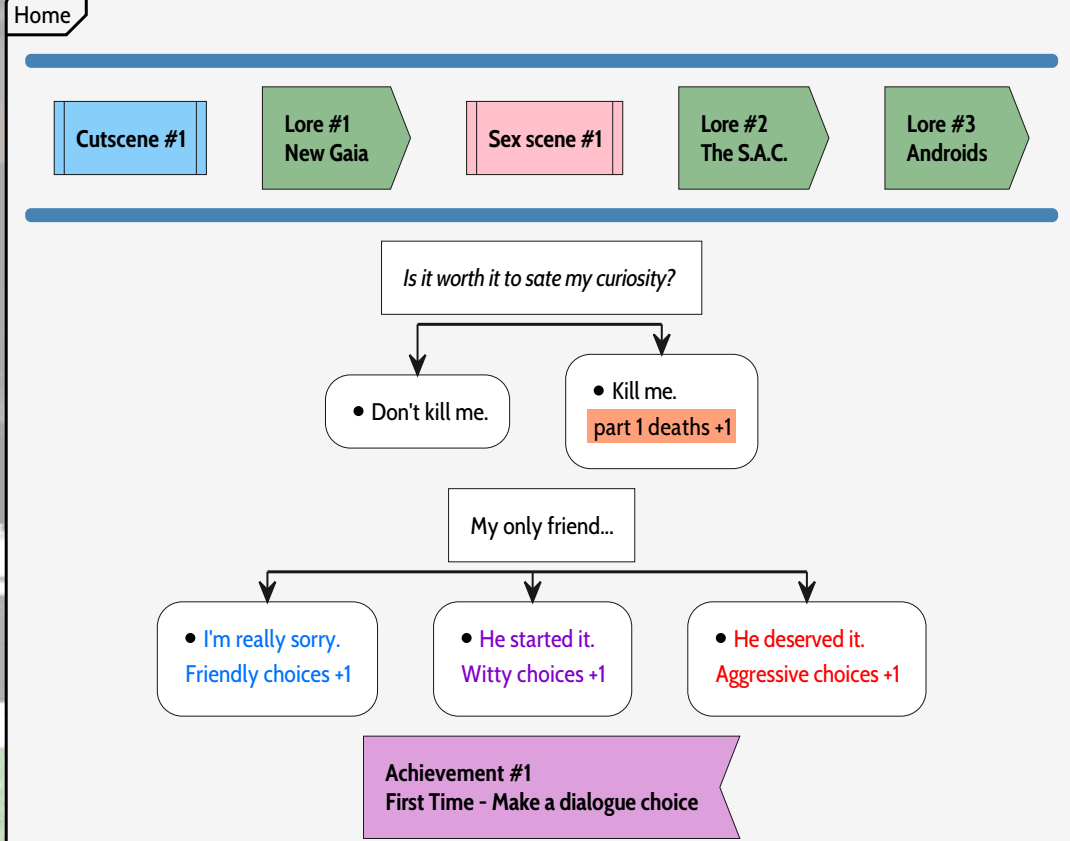
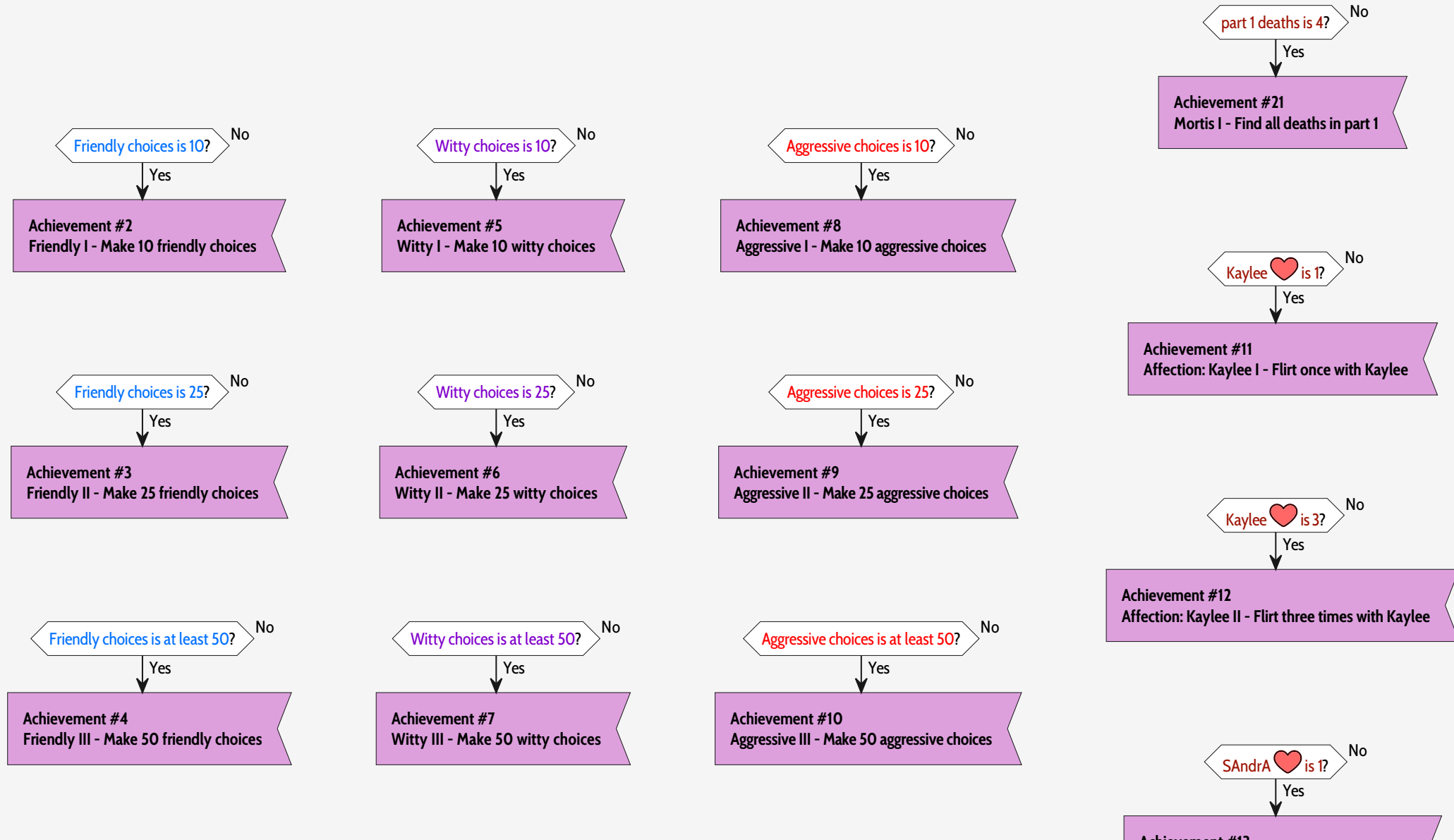
Refer to this overview page to see the big picture.



Projekt: Passion Part 1

Global Achievements

The following achievements can be unlocked at any point during the game when the conditions are met



Projekt: Passion Part 2

Global Achievements

The following achievements can be unlocked at any point during the game when the conditions are met

part 2 deaths is 3?

No

Yes

Achievement #22
Mortis II - Find all deaths in part 2

Vesnia ❤️ is 1?

No

Yes

Achievement #14
Affection: Vesnia I - Flirt once with Vesnia

Smith's

Few things are scarier than a mother's love...

• Okay, if it puts your mind at ease.
Friendly choices +1

• Well, since you asked politely.
Witty choices +1

• Don't threaten me.
Aggressive choices +1

Lore #5
Hardite

Are you okay with using this money?

• If it's for the greater good.
Friendly choices +1

• As long as I don't have to work for it.
Witty choices +1

• Since when do I care about illegal means?
Aggressive choices +1

I want you to feel healthy.

• That's kind, thank you.
Friendly choices +1

• Please don't ruin juice for me.
Witty choices +1

• Don't waste time on that.
Aggressive choices +1

I won't get any sleep here...

• Ask to sleep in her bed.

A moment of vulnerability for her...

• I did: ❤️ Kaylee

Should I join her in it?

• Yeah.
fun with Kaylee #6

Maybe a bit stickier.

• You can taste it too if you want.
Blowjob

• Just keep stroking.

Sex scene #5

She's scared...

• Okay, we'll leave as soon as we can.
Friendly choices +1

• He's jealous.
Witty choices +1

• Deal with it yourself.
Aggressive choices +1

Economy level ↗ 5

Bus

So, your parents...

• They're nice.
Friendly choices +1

• They're scary.
Witty choices +1

• They're strange.
Aggressive choices +1

Ship

Please do not yell at me.

• I doubt they'll miss it.

• We have to return it.
part 2 deaths +1

Cutscene #3

Ashe joins #7
Economy level -1

Emily joins #8
Economy level -1

Club Horizon

Few people will ever see my tits.

• Am I one of them?: ❤️ Vesnia

• So what will you do?

I'm afraid I'm stuck here with Harman for the time being.

• He shouldn't treat you like this.
Friendly choices +1

• He seems pleasant as always.
Witty choices +1

• Let me kill him.
Aggressive choices +1

I apologize, I didn't mean to snap at you.

• It's fine.
Friendly choices +1

• I probably deserved it.
Witty choices +1

• Don't do it again.
Aggressive choices +1

Ship

Emily joined #8?

No

Yes

Cutscene #4

What do you know about flying?

• You're hired!
part 2 deaths +1

• Next!

Then you shot me.

• Sorry about that.
Friendly choices +1

• Was the pizza good?
Witty choices +1

• I'll do it again.
Aggressive choices +1

Flying ships... landing ships... inspecting ships... it's all they talk about.

• You're hired!
part 2 deaths +1

• Next!

Lore #11
Jellians

Lore #12
Elarians

Emily joined #8?

No

Yes

I'll really try to repay you!

• Don't stress it.
Friendly choices +1

• The dishes need cleaning.
Witty choices +1

• Just do your job.
Aggressive choices +1

Ashe joined #7?

No

Yes

Can I be alone, please?

• I won't bother you.
Friendly choices +1

• Good talk!
Witty choices +1

• I'll expect more engagement from you in the future.
Aggressive choices +1

Achievement #29
Bonus II - Bonus scene available

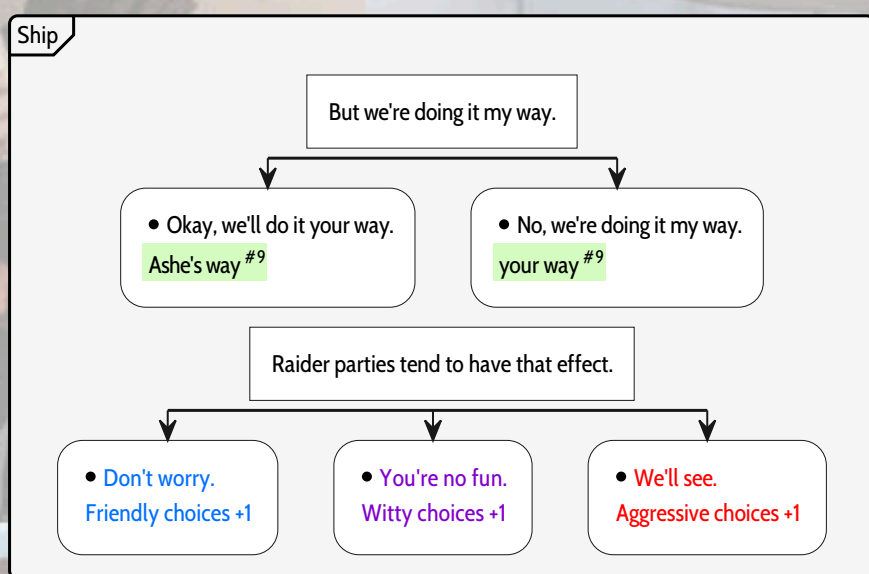
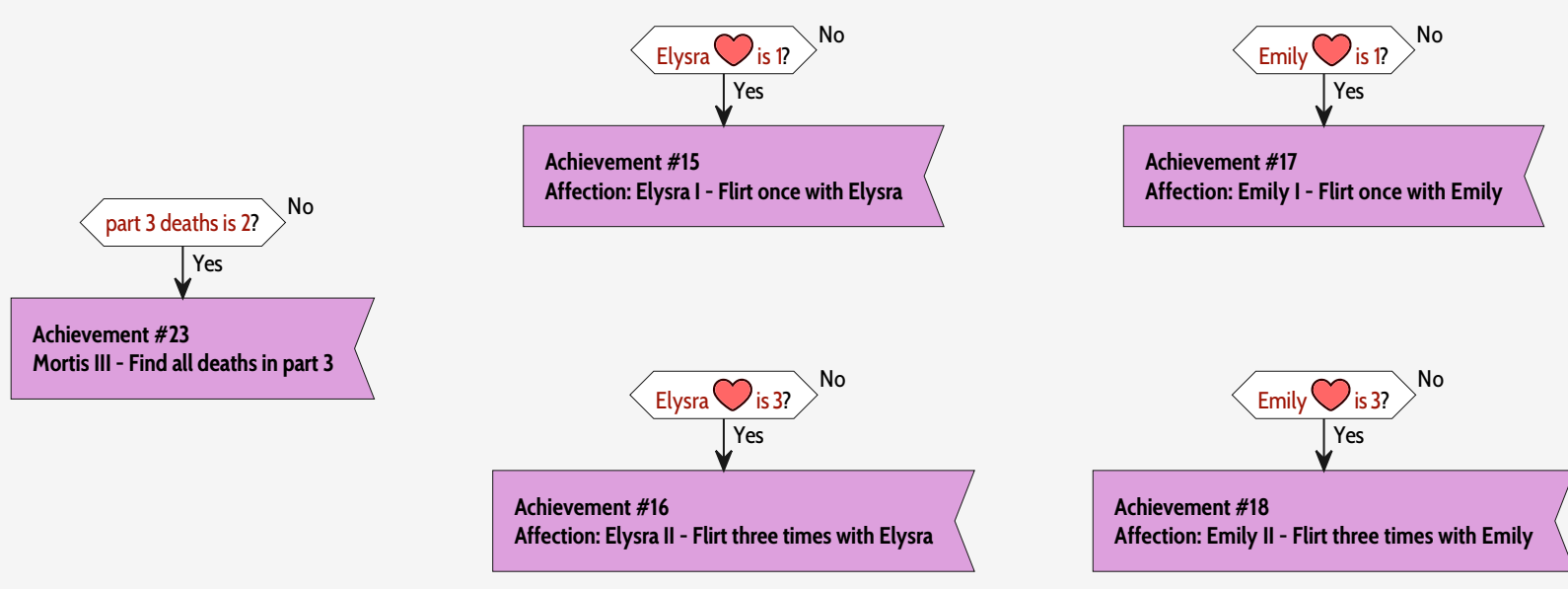
Bonus

Sex scene #6

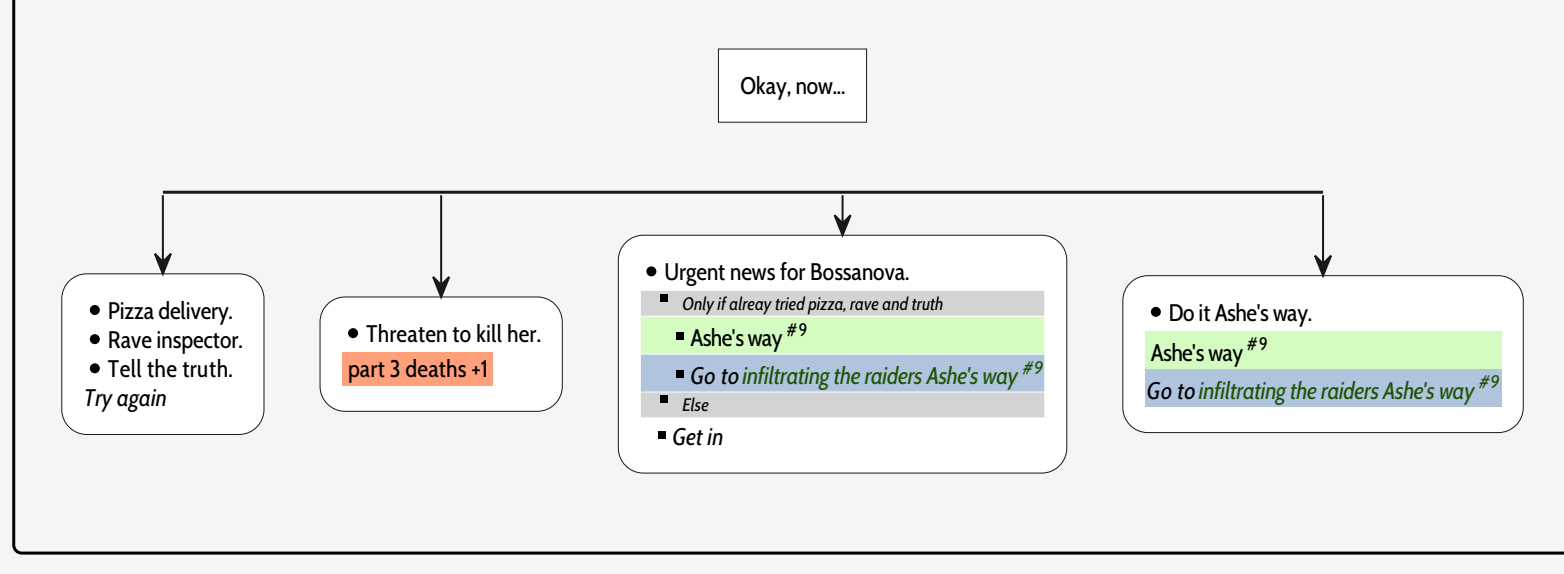
Projekt: Passion Part 3

Global Achievements

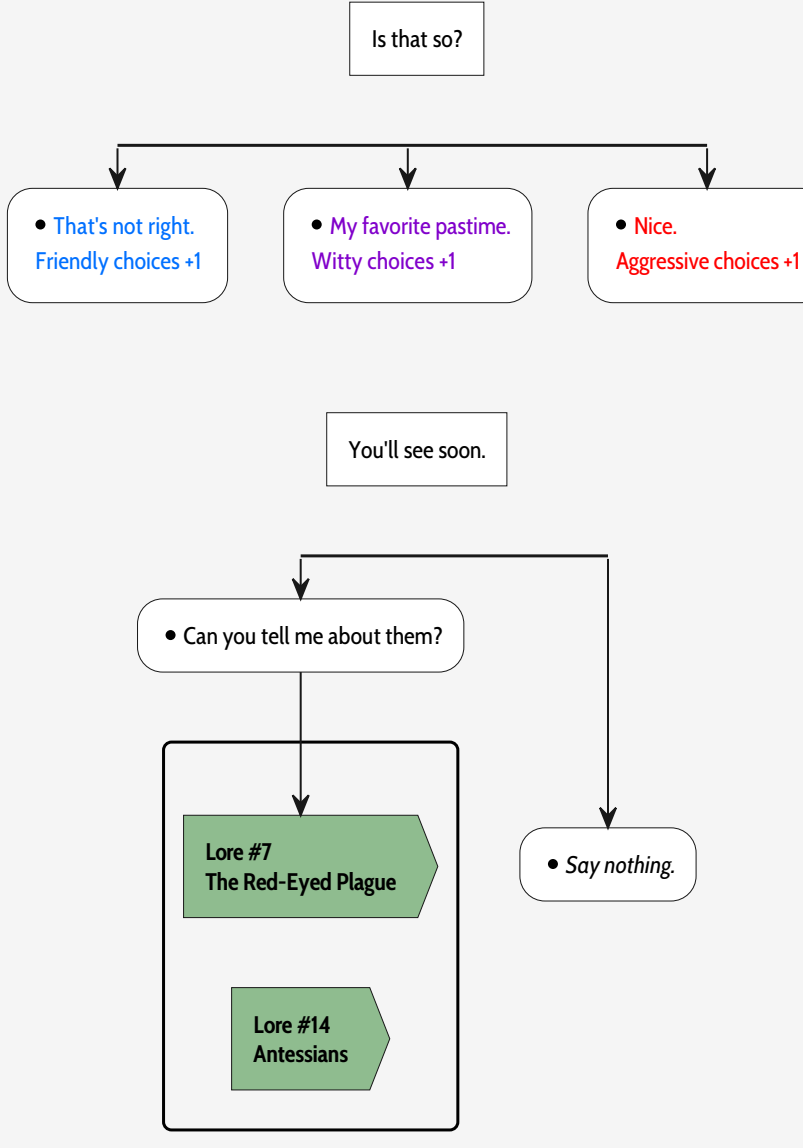
The following achievements can be unlocked at any point during the game when the conditions are met



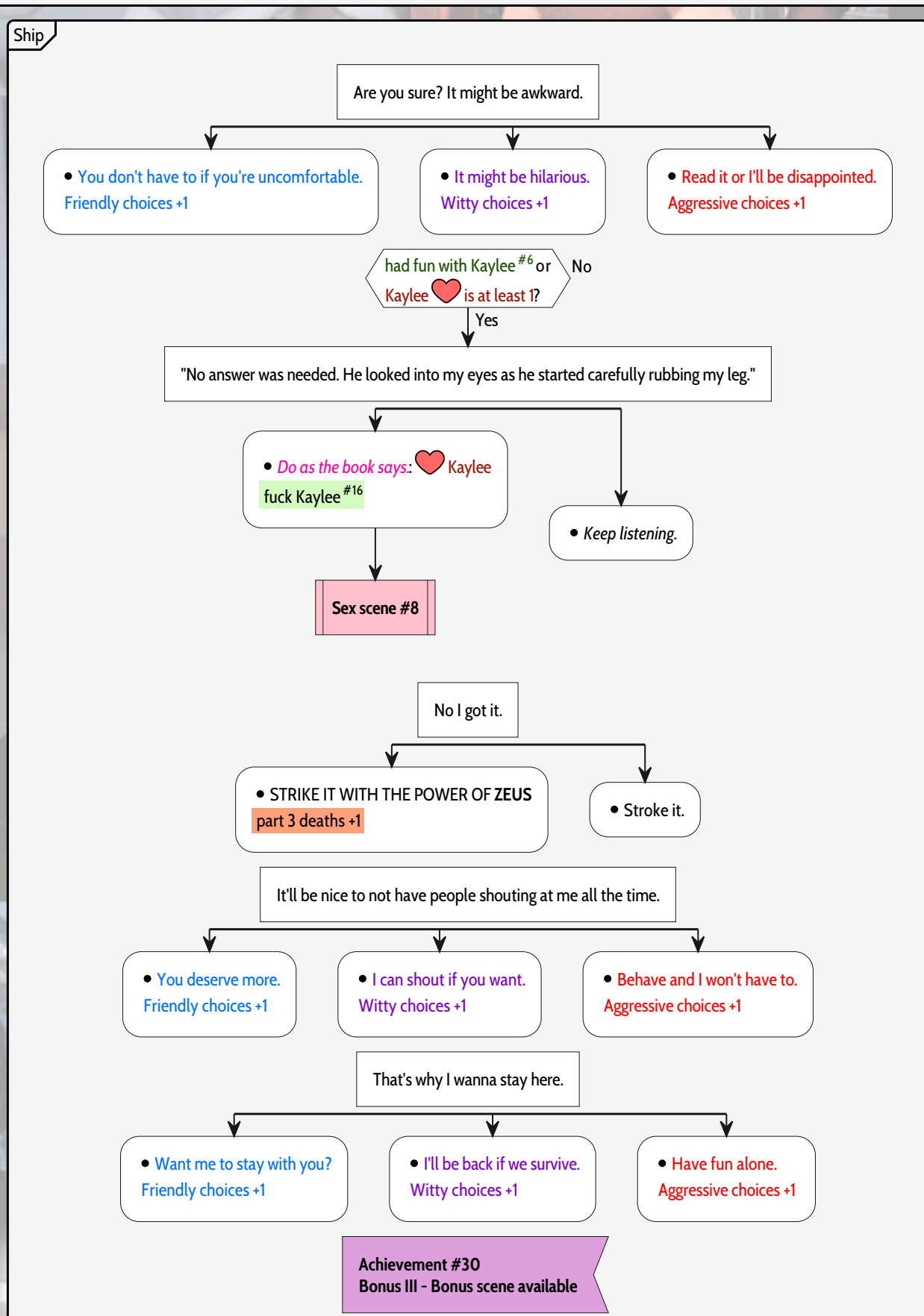
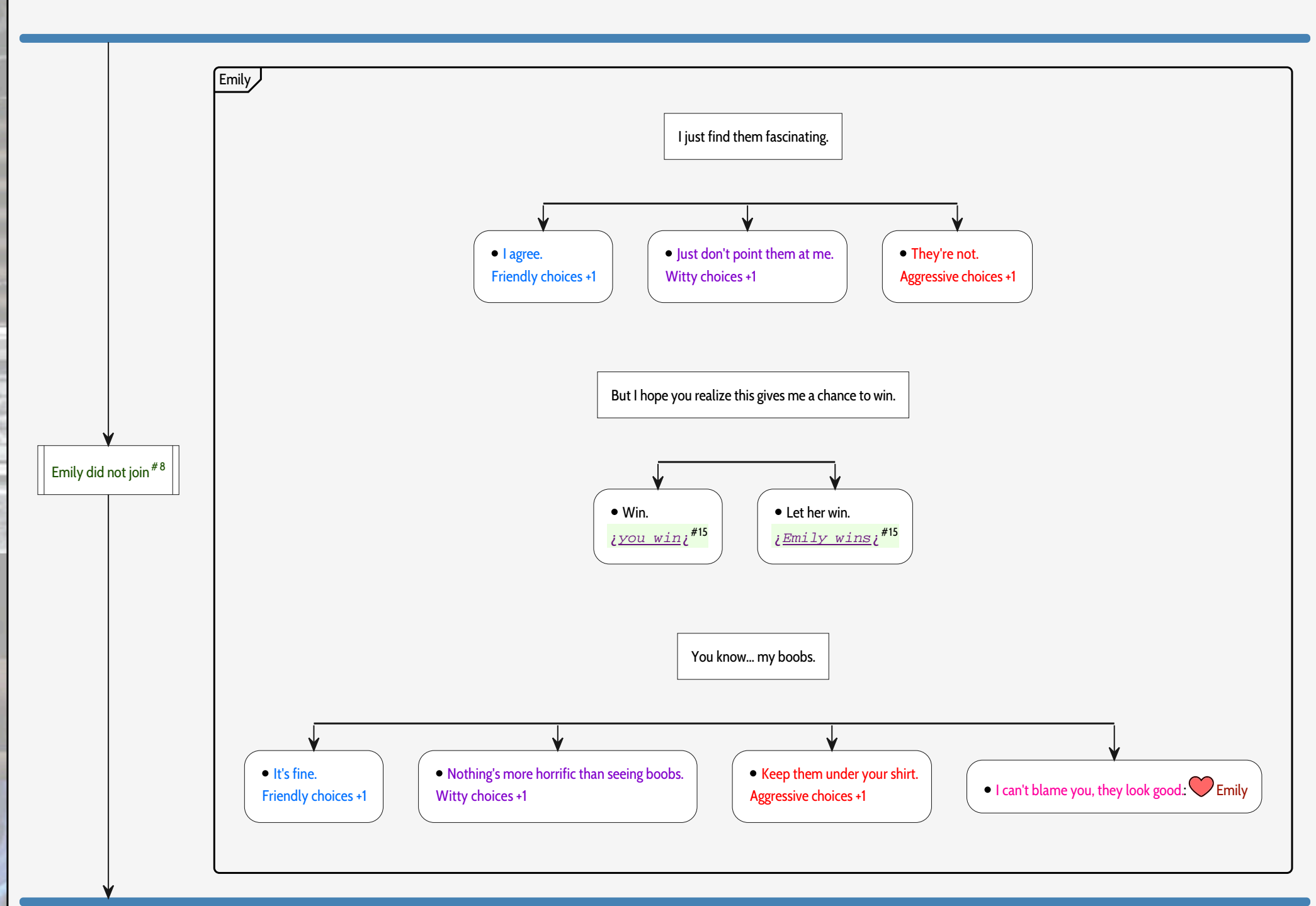
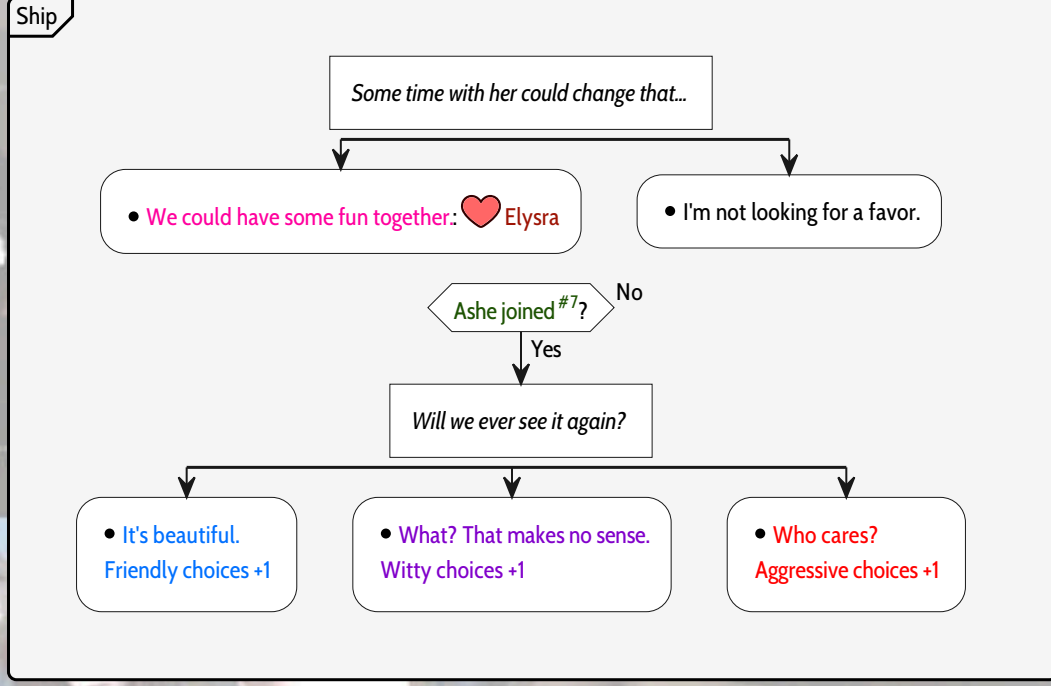
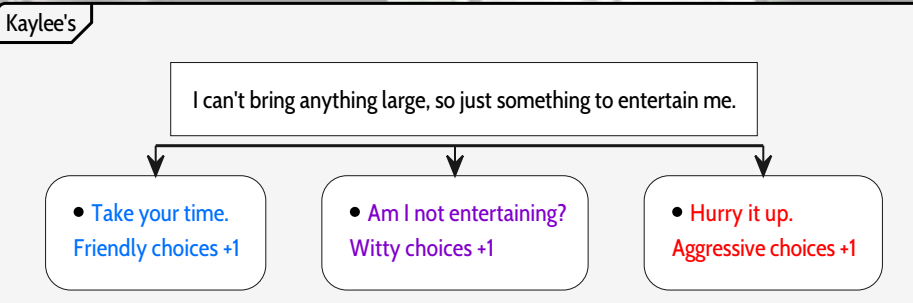
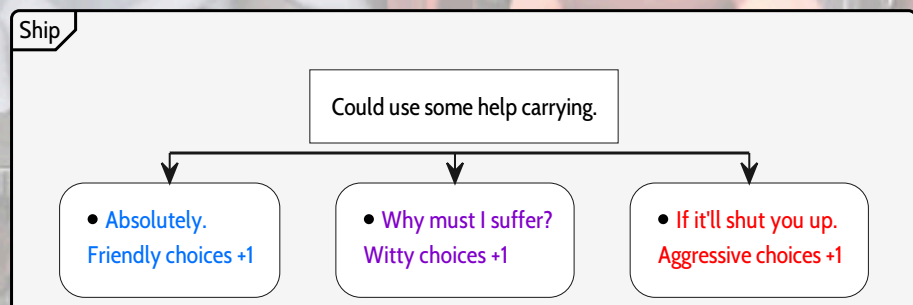
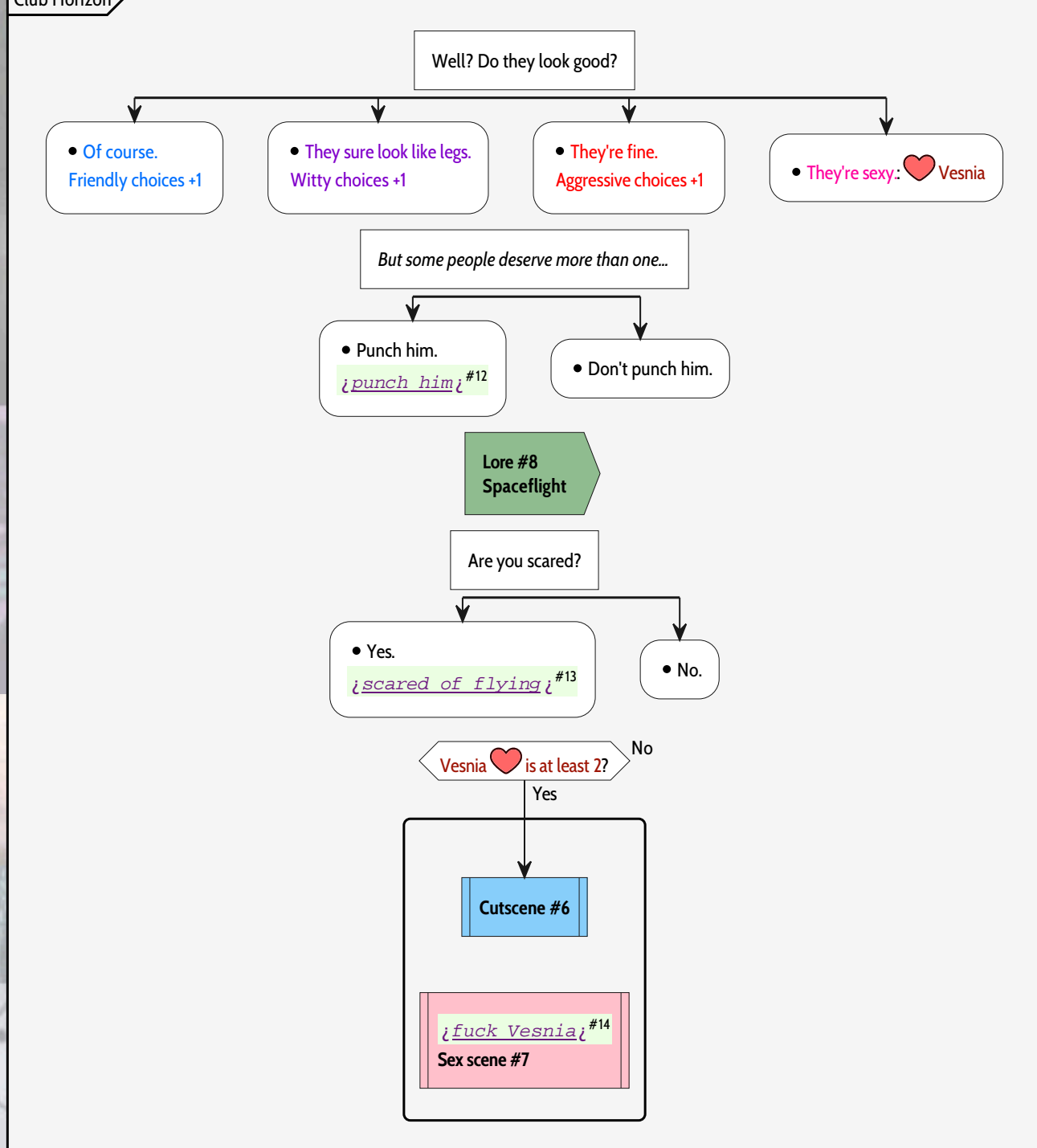
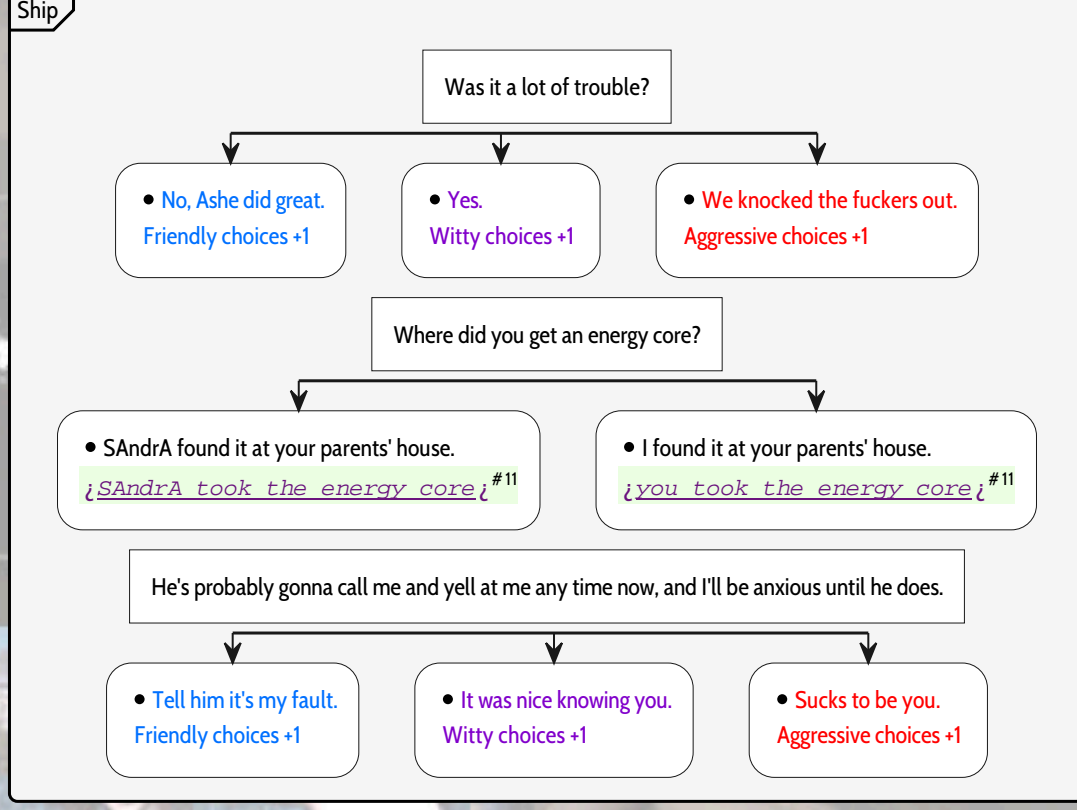
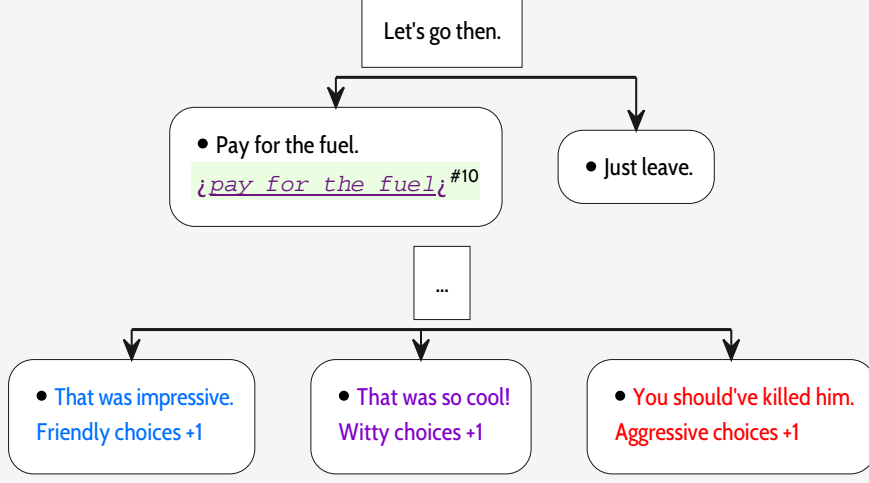
infiltrating the raiders your way #9



infiltrating the raiders Ashe's way #9



Cutscene #5



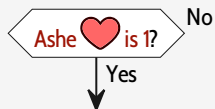
Bonus

Sex scene #9

Projekt: Passion Part 4

Global Achievements

The following achievements can be unlocked at any point during the game when the conditions are met



Achievement #19
Affection: Ashe I - Flirt once with Ashe

Ship

Okay, where do we go first?

- Tollorix first.

first destination: Tollorix #17

- Corth first.

first destination: Corth #17

No she's still shaky.

- That's kind of you.
Friendly choices +1

- Yes, tap your hoof twice if you need help.
Witty choices +1

- Holding her won't help.
Aggressive choices +1

going to Tollorix first #17?

Yes

Jump to Part 4 - Tollorix ([link](#))

going to Corth first #17?

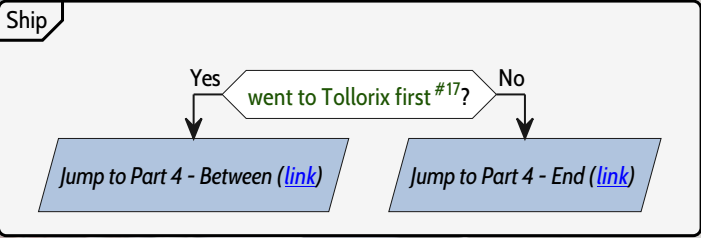
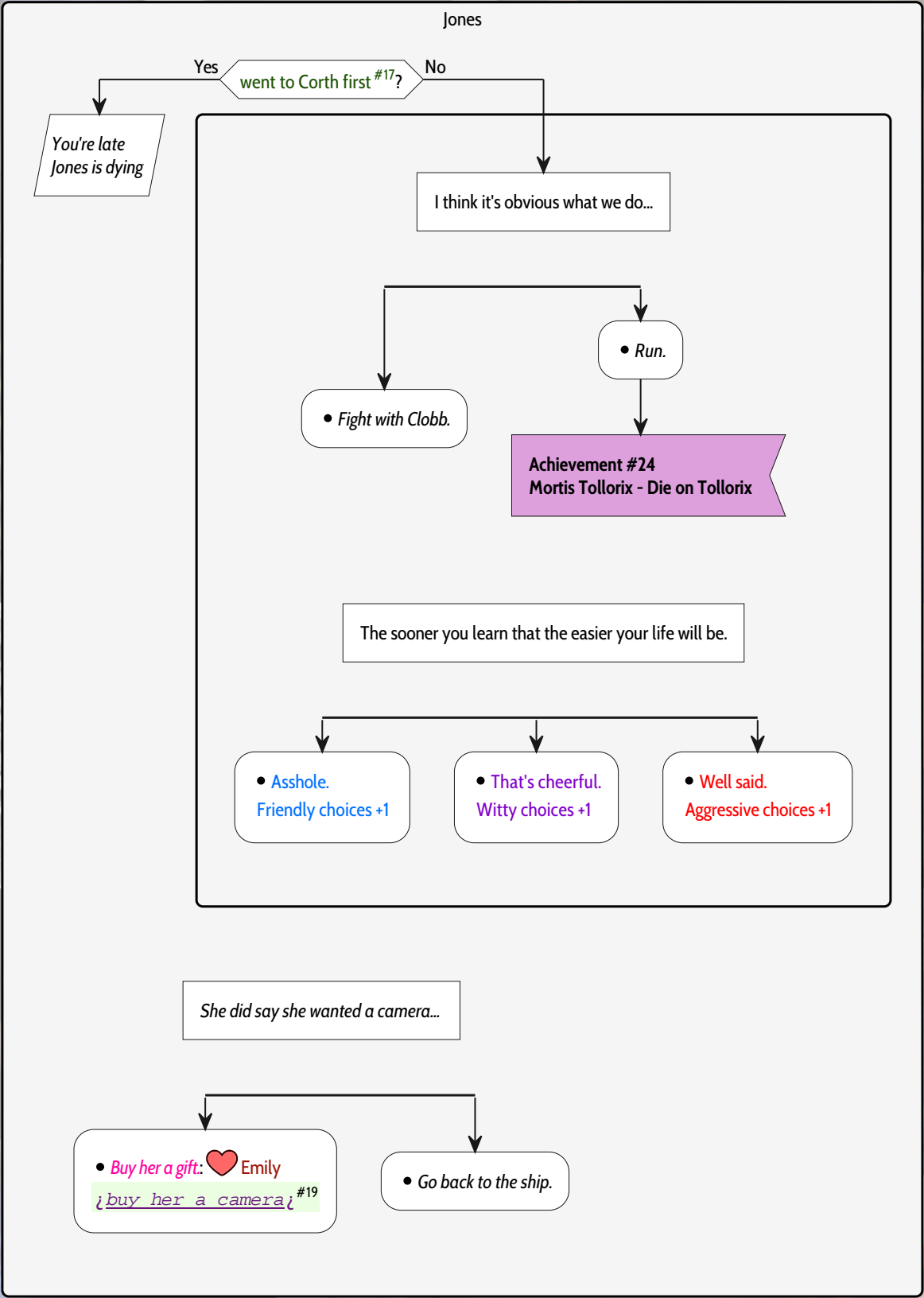
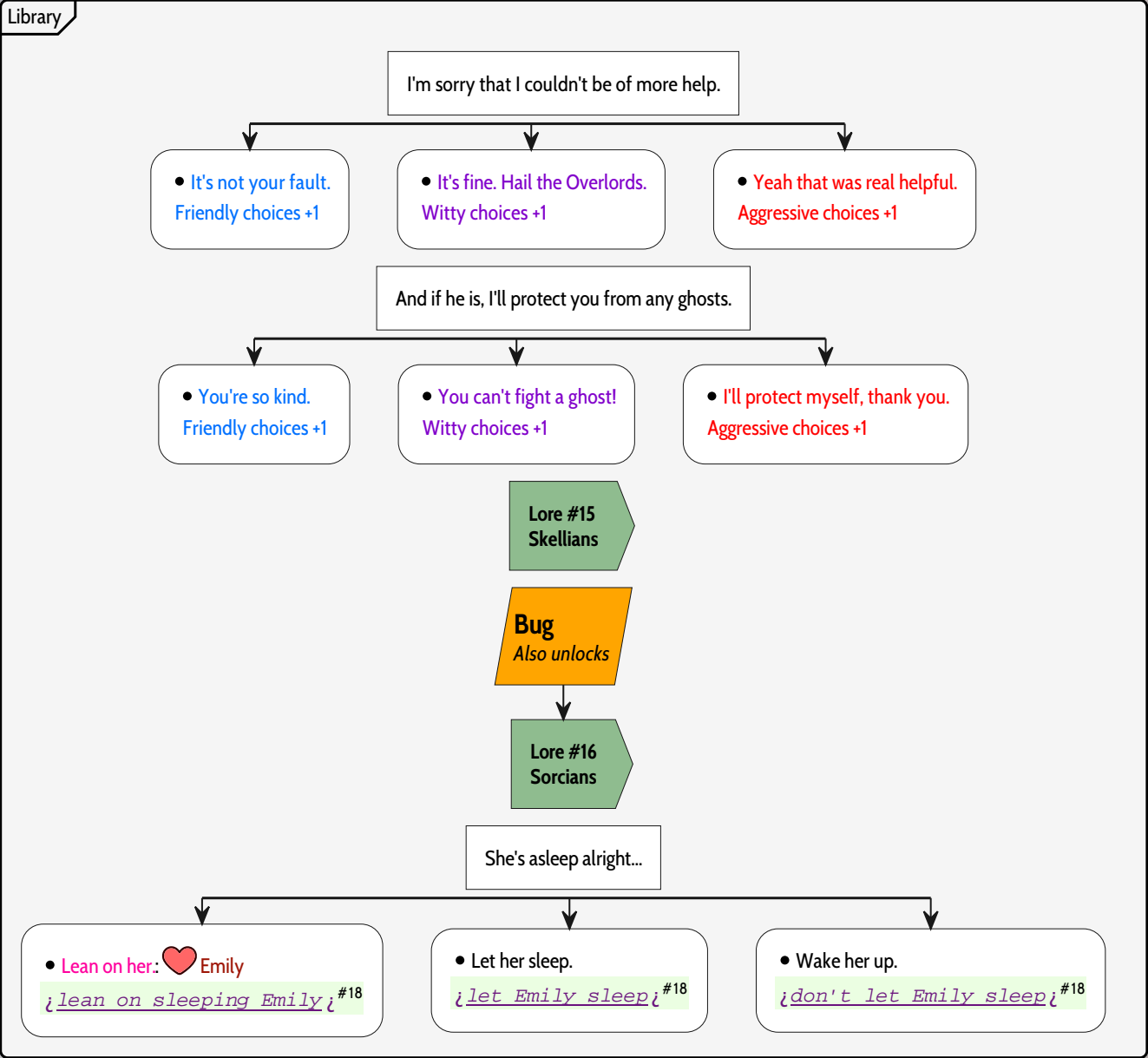
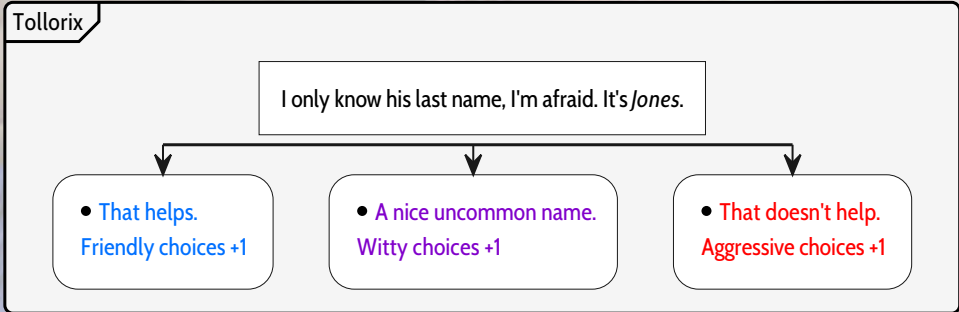
Yes

Jump to Part 4 - Corth ([link](#))

No

Projekt: Passion

Part 4 - Tollorix



Projekt: Passion Part 4 - Between

Ship

Depends on the space traffic.

- You'll get us through it.
Friendly choices +1

- That can't be a thing.
Witty choices +1

- Not in the mood for jokes.
Aggressive choices +1

Questions

What is Spiritsight?

Lore #13
Spirits

Why are you so beautiful?: ❤️ Elysra

Cutscene #7

Second question: Would you like to do it again eventually?

or

Second question: Would you feel comfortable enough to have fun with me?

- Yes.: ❤️ SAndrA

Or is it okay if I go back to my original purpose?

- Sex droid.

{sex droid} #20
{fuck SAndrA} #21

Sex scene #10

- Administrative droid.

{administrative droid} #20

- No.

went to Tollorix first #17?

Yes

Jump to Part 4 - Corth ([link](#))

went to Corth first #17?

No

Yes

Jump to Part 4 - Tollorix ([link](#))

Projekt: Passion Part 4 - Corth

Village

went to Tollorix first #17

So what are you doing here?

• Stick with the story.

• Threaten him.

Achievement #25
Mortis Carth - Die on Carth

Do you know what has transpired here?

• Please tell.
Friendly choices +1

• It must be big if you're here.
Witty choices +1

• Does it look like I care?
Aggressive choices +1

Did those journalists bother you? I've been trying to get rid of them for hours.

• It's fine.
Friendly choices +1

• It was my great honor to meet them.
Witty choices +1

• Looks like you did a great job.
Aggressive choices +1


Lore #6
Sapphire Blaze

Which is better?

• Burn the drugs.
burn the drugs #22

• Leave the drugs.

It's so cold...

• Hold her:  Ashe
hold her #23

• Sit with her.

Ship

You might go hungry.

• It's worth it.
Friendly choices +1

• I've been hungry before, it's not so bad.
Witty choices +1

• My hunger doesn't matter.
Aggressive choices +1

Yes

went to Corth first #17?

No

Jump to Part 4 - Between ([link](#))

Jump to Part 4 - End ([link](#))

Projekt: Passion

Part 4 - End

End

Cutscene #8

Achievement #31

Bonus IV - Bonus scene available

Bonus

Sex scene #11

Projekt: Passion
Part 5

Ship

Thanks, I've been baking Luneberry Muffins.

• Good idea.
Friendly choices +1

• Why was I not alerted?
Witty choices +1

• Tell me next time.
Aggressive choices +1

So tell me something I don't know about myself.

Only available if fucked Kaylee #16
• Your lips taste nice.
cunnilingus Kaylee #24

• You blink faster when thinking.

• Your nostrils flare when you're angry.

• You snore.

Sex scene #12

went to Tollorix first #17?

Yes

Boring.

• I agree.
Friendly choices +1

• Bored is better than dead.
Witty choices +1

• Get used to it.
Aggressive choices +1

Do you think Kaylee would shoot us if we came back as zombies?

• She wouldn't have a choice.
Friendly choices +1

• Are we friendly zombies or evil zombies?
Witty choices +1

• It's pointless to think about.
Aggressive choices +1

I'm happy he's dead.

• You shouldn't be.: Emily

• You should be.: Emily

Emily is at least 2?

No

Yes

There's no one else in them.

• We'll make memories.
Friendly choices +1

• As long as I look good in them.
Witty choices +1

• Memories are pointless.
Aggressive choices +1

But mostly in violent ways... not loving ways.

• Get closer.: Emily
i Fuck Emily i #25

• I'm sorry.

Sex scene #13

Pollux

Ventaris

Have you heard of the Silver Wool?

• I'm sure it's very interesting!
Friendly choices +1

• Do tell.
Witty choices +1

• Shut up.
Aggressive choices +1

Are you from Pelias's part of the town?

• No I'm not from here.
Friendly choices +1

• No I hate him.
Witty choices +1

• It doesn't matter where I'm from.
Aggressive choices +1

Is that really a question you should ask a woman?

• Sorry.
Friendly choices +1

• Yes.
Witty choices +1

• Okay, I don't care.
Aggressive choices +1

Bug
Should unlock but it does not
though you may have unlocked it already

Lore #16
Sorcians

Cutscene #9

Your actual sperm this time.

• Okay.
i Fuck Medea i #26

Sex scene #14

• No, just answer my questions.

No, it's a small one.

• Hold her.: Ashe
hold her² #27

• Just be there for her.

Ship

Achievement #32
Bonus V - Bonus scene available

Bonus

Sex scene #15

Projekt: Passion
Part 6

Global Achievements

The following achievements can be unlocked at any point during the game when the conditions are met

part 6 deaths is 3?

No

Yes

Achievement #26
Mortis Interrogatio - Die by interrogation

Ship

Give me a second.

• Fake story.

What kind of story?

• We're just traveling the galaxy and got lost.

And who are we? What if they ask about us?

• Real names.
got lost use real names #28

• Fake names.
got lost use fake names #28

• We're nobility on a royal mission for the king and queen.
royal mission #28

• We're pirates looking for plunder. Yarr!
pirates #28

• The truth.
tell SAC the truth #28

SAC

Do you know why you've been taken here?

• Please explain.
Friendly choices +1

• I assume you're looking for a good time.
Witty choices +1

• I don't care, just let us go.
Aggressive choices +1

Now tell us your name, human!

Only available if told the SAC the truth
or told the SAC you got lost and used real names #28
• Your name

Only available if told the SAC you got lost and used fake names #28
• Jalen.

Only available if told the SAC you are on a royal mission #28
• Duke Rycharde Wibbleton.

Only available if told the SAC you are pirates #28
• Captain Blackeye the Cruel.
Scourge of the Ambrosius Sector.

• My name is unimportant.

• What are you gonna do, stab me?
part 6 deaths +1

Just tell us who the leader of your group is.

• It's me.

• We have no leader.

• Your mother.
part 6 deaths +1

That's not it.

• Say nothing.

• You're not brave enough to use it anyway.
part 6 deaths +1

Cutscene #10

This is more comfortable, isn't it?

• Yeah.
Friendly choices +1

• It's pretty cozy.
Witty choices +1

• No.
Aggressive choices +1

Game

Music

- What's your favorite genre?
 - Acoustic music.
- Do you play any instruments?
 - Guitar.

Travel

- What's the best place you've been too?
 - Mytellor.
- Worst place you've been too?
 - Solthis.

Fears

- What's your greatest fear?
 - Spiders.
- What's a fear you've gotten over?
 - Flying.

Personality

- It makes the galaxy a better place.
 - My kindness.
- It frequently puts a smile on my face.
 - My humor.
- Most people wouldn't like it.
 - My aggression

Animals

- Have you ever had or would you ever like a pet?
 - Hamster.
- Favorite species?
 - Cat.

Food

- Is there anything you refuse to eat?
 - Broccoli.
- Favorite dish to cook?
 - Noodles.

Hobbies

- Do you currently have any hobbies?
 - Any answer
- Any hobby you want to try?
 - Learn new languages.

Hidden talents

- Do you have any hidden talents?
 - Maths.
- Is there any hidden talent you would want to have?
 - Socializing.

Movies

- Favorite movie genre?
 - Horror.
- Best way to watch a movie?
 - Cinema.

Colors

- What's your favorite color?
 - Red.
- What's your most hated color?
 - Yellow.

Snacks

- Best snack?
 - Chocolate.
- Worst snack?
 - Nuts.

Elysra ❤️ is at least 2?

No

Yes

Name one of your kinks.

• Dominating: ❤️ Elysra
dominating #29

• Being dominated.
being dominated #29

• Footjobs.
footjobs #29

• None of these.
vanilla sex #29

Sex

❤️ Elysra

- Name one of your kinks.
 - Anal.

Results

- Got everything right
 - I won! #30
- Got only 1 wrong
 - I draw! #30
- Got more than 1 wrong
 - I lost! #30

So yeah, you can see why I haven't done it.

• I can.
Friendly choices +1

• Doesn't sound so bad!
Witty choices +1

• We have to take risks sometimes.
Aggressive choices +1

Cutscene #11

I can take him out without killing him.

• Let Emily kill him: 🐱 Emily

• Let Ashe take him out: 🐱 Emily

Having trouble?

• Shake his hand.
I shake his hand #31

• Don't shake his hand.

Escape pod

Elysra ❤️ is at least 3?

No

Yes

Care to find out?

• Yes
I fuck Elysra #32

your kink is dominating #29?

Yes

Sex scene #16
Dominating

your kink is being dominated #29?

Yes

Sex scene #16
Being dominated

your kink is footjobs #29?

Yes

Sex scene #16
Footjobs

your kink is vanilla sex #29?

Yes

Sex scene #16
Vanilla

No

• No.

New Stradus

Achievement #33
Bonus VI - Bonus scene available

Bonus

Sex scene #17

Projekt: Passion Part 7

Global Achievements

The following achievements can be unlocked at any point during the game when the conditions are met

part 7 deaths is 2?

No

Yes

Achievement #27
Mortis Aeon - Die twice on Aeon Station

Ashe  is 3?

No

Yes

Achievement #20
Affection: Ashe II - Flirt three times with Ashe

New Stradus

That's bold of you, considering we just saved you from days of wandering around in the desert.

• Just being careful.
Friendly choices +1

• It's a pretty nice desert.
Witty choices +1

• You owe me answers.
Aggressive choices +1

held Ashe^{#23} or
held Ashe² #27?

No

Yes

hold her³ #33

Fort Retaliation

If not, we can send you back to New Gaia in one of our ships. No one will hold it against you.

• Go home.

• Join the fight.

The End

Watch it, then it will rollback to let you choose the other option

Hey, I finished introducing your friends to this place.

• They are.
Friendly choices +1

• That's what they want you to think.
Witty choices +1

• You don't know us.
Aggressive choices +1

I'm sorry it's a little worn out.

• Don't worry.
Friendly choices +1

• It's called feng shui.
Witty choices +1

• I guess you did your best.
Aggressive choices +1

Oh.

• You look good with a gun.
Friendly choices +1

• Have you come to kill me?
Witty choices +1

• Drop it.
Aggressive choices +1

Cutscene #12

Shooting range

Isn't it cool?!

• It looks great.
Friendly choices +1

• It's like the SAC themselves built it.
Witty choices +1

• Looks fine.
Aggressive choices +1

Good to meet you, if Sanjiro trusts you then you have my trust as well.

• Good to meet you.
Friendly choices +1

• That was easy.
Witty choices +1

• You trust too easily.
Aggressive choices +1

Armory

But it's so boring.

• It's safer.
Friendly choices +1

• Everything's fun when I'm around.
Witty choices +1

• It's not supposed to be fun.
Aggressive choices +1

Oasis

Can I tell you something?

• Sure.
Friendly choices +1

• No. I mean yes.
Witty choices +1


• Let's just start shooting.
Aggressive choices +1

had fun with Kaylee^{#6} or
fucked Kaylee^{#16} or
gave Kaylee cunnilingus^{#24}?

No

Yes

You're very close now.

• Yes, I am:  Kaylee
i fuck Kaylee²; #34

Sorry.

Sex scene #18

Outside

Uh, yeah.


• Now's a good time.
i Vesnia's pills; #35

• We really need to sleep.

Workshop

First question, what's her name?


• SAndrA.


• Kaylee:  x1

• Homeboy:  x1

What does SAndrA stand for?


• Subservient Android Assistant


• Sexy Androgynous Associate:  x1

• Kaylee:  x1

Now, what's her android model?

• SX-9.

• Kaylee:  x1

• Robot:  x1

Do you know the name of her previous owner?

• Keith.

• Kaylee:  x1

• Jerkface:  x1

What is her manufacturing number?

• M-29176.

• G-11577.

• Kaylee:  x1

• Fuck if I know.

Shooting range

Were you listening?

• No, sorry.
Friendly choices +1

• Maybe.
Witty choices +1

• Yes.
Aggressive choices +1

Armory

Bug

The scene with Ashe should trigger only if either
• held Ashe^{#23}
• held Ashe² #27
• held Ashe³ #33
But instead if all flags are False, it skips the intro where you enter the armory and goes directly to the cutscene

Cutscene #13

Does this help?

• Yes.

• No.

• Hold tighter:  Ashe

did not hold Ashe^{#23} and
did not hold Ashe² #27 and
did not hold Ashe³ #33

Ashe

I'm sorry.


• Kiss her:  Ashe
i fuck Ashe; #36

• Say nothing.

Sex scene #19

Aeon Station

It's better to be safe than sorry.

• Kill whoever you want.:  Emily
i kill everyone; #37

• Show mercy.:  Emily


Cutscene #14


Go back to sleep.

• Execute them in their sleep.
part 7 deaths +1

• Leave them.

Can I please go now? I promise I won't try anything.

• Spare him.:  Emily

• Kill him.:  Emily
i kill him; #38

WHO DARES INTERRUPT THE PRIME NIGHTMARE

• Charge him.
part 7 deaths +1

• Be patient.

Cutscene #15

So you want to try out a new branch but do not feel like completely starting over a new game?

Don't worry, with the developer console you can easily modify in-game variables.
You only need some basic understanding of scripting.

The easiest way to enable it is to use the Universal Ren'Py Mod from 0x52.
Download it from the webpage: <https://0x52.dev/mods/Universal-Ren-Py-Mod-1000>, then unzip it and drop the rpa file in the game folder.

(Re)Start the game and load a savegame, type ALT+O (Hold the ALT key and type the letter O) to open the console and use the ESC key to exit

Character variables

variable: The variable
definition: what it represents
set variable / new value: what to type in the developer console to turn the variable on or set a new value
unset variable: what to type in the developer console to turn the variable off
check current value: what to type in the developer console to check the current value

variable	definition	set variable / new value	unset variable	check current value
deathCount1	part 1 deaths	deathCount1 = value		deathCount1
deathCount2	part 2 deaths	deathCount2 = value		deathCount2
deathCount3	part 3 deaths	deathCount3 = value		deathCount3
deathCount06	part 6 deaths	deathCount06 = value		deathCount06
deathCount07	part 7 deaths	deathCount07 = value		deathCount07
friendly	Friendly choices	friendly = value		friendly
witty	Witty choices	witty = value		witty
aggressive	Aggressive choices	aggressive = value		aggressive
asheFlirt	Ashe flirt points	asheFlirt = value		asheFlirt
elysraFlirt	Elysra flirt points	elysraFlirt = value		elysraFlirt
emilyFlirt	Emily flirt points	emilyFlirt = value		emilyFlirt
emilyViolent	Emily violent points	emilyViolent = value		emilyViolent
kayleeFlirt	Kaylee flirt points	kayleeFlirt = value		kayleeFlirt
sandraFlirt	Sandra flirt points	sandraFlirt = value		sandraFlirt
vesniaFlirt	Vesnia flirt points	vesniaFlirt = value		vesniaFlirt
economyLevel	Economy level	economyLevel = value		economyLevel
sandraQuestions	Sandra questions	sandraQuestions = value		sandraQuestions

Game Decisions Variables

label: The label as found in the walkthrough
set variable: what to type in the developer console to turn the variable on
unset variable: what to type in the developer console to turn the variable off
check current value: what to type in the developer console to check the current value

label	set variable	unset variable	check current value
<i>{trust her}</i> #1	trustSandra = True	trustSandra = False	trustSandra
<i>{blow job}</i> #2	kayleeScene1 = True	kayleeScene1 = False	kayleeScene1
<i>{hand job}</i> #3	sandraScene1 = True	sandraScene1 = False	sandraScene1
<i>{cuddle}</i> #4	cuddledSandra = True	cuddledSandra = False	cuddledSandra
<i>{they were gone}</i> #5	toldRaidersTheyWereGone = True	toldRaidersTheyWereGone = False	toldRaidersTheyWereGone
fun with Kaylee #6	kayleeSex1 = True	kayleeSex1 = False	kayleeSex1
Ashe joins #7	asheJoined = True	asheJoined = False	asheJoined
Emily joins #8	emilyJoined = True	emilyJoined = False	emilyJoined
raiders infiltration method #9	Ashe's way: raidersInfiltration = "Ashe" your way: raidersInfiltration = "MC"		raidersInfiltration
<i>{pay for the fuel}</i> #10	gaveFuelMoney = True	gaveFuelMoney = False	gaveFuelMoney
<i>{told Kaylee she took the energy core}</i> #11	SAndrA: kayleeEnergyCore = "Sandra took" you: kayleeEnergyCore = "MC took"		kayleeEnergyCore
<i>{punch him}</i> #12	punchedHarman = True	punchedHarman = False	punchedHarman
<i>{scared of flying}</i> #13	mcScaredToo = True	mcScaredToo = False	mcScaredToo
<i>{fuck Vesnia}</i> #14	vesniaScene1 = True	vesniaScene1 = False	vesniaScene1
<i>{who won shooting competition}</i> #15	you: emilyShooting = "MC won" Emily: emilyShooting = "Emily won"		emilyShooting
fuck Kaylee #16	kayleeSex2 = True	kayleeSex2 = False	kayleeSex2
first destination #17	Tollorix: mission1 = "Tollorix" Corth: mission1 = "Corth"		mission1
<i>{let Emily sleep}</i> #18	leaned on her: letEmilySleep = "Lean" yes: letEmilySleep = "Yes" no: letEmilySleep = "No"		letEmilySleep
<i>{buy her a camera}</i> #19	emilyCamera = True	emilyCamera = False	emilyCamera
<i>{SAndrA droid function}</i> #20	sex droid: andraduties = "Sex" administrative droid: sandraduties = "Admin"		sandraDuties
<i>{fuck SAndrA}</i> #21	sandraScene2 = True	sandraScene2 = False	sandraScene2
<i>{burn the drugs}</i> #22	burnedDrugs = True	burnedDrugs = False	burnedDrugs
hold her #23	heldAshe = True	heldAshe = False	heldAshe
cunnilingus Kaylee #24	kayleeSex3 = True	kayleeSex3 = False	kayleeSex3
<i>{fuck Emily}</i> #25	emilyScene1 = True	emilyScene1 = False	emilyScene1
<i>{fuck Medea}</i> #26	medeaSex = True	medeaSex = False	medeaSex
hold her #27	heldAshe2 = True	heldAshe2 = False	heldAshe2
story for the SAC #28	truth: capturedStory = "True" got lost real names: capturedStory = "Got lost real names" got lost fake names: capturedStory = "Got lost fake names" royal mission: capturedStory = "Royal" pirates: capturedStory = "Pirates"		capturedStory
your kink #29	dominating: fKink = "Dominating" being dominated: fKink = "Being dominated" footjobs: fKink = "Foot jobs" vanilla sex: fKink = "Vanilla"		fKink
<i>{result of game with Elysra}</i> #30	won: elysraGame = "Won" lost: elysraGame = "Lost" draw: elysraGame = "Draw"		elysraGame
<i>{shake his hand}</i> #31	solarinShake = True	solarinShake = False	solarinShake
<i>{fuck Elysra}</i> #32	elysraScene1 = True	elysraScene1 = False	elysraScene1
hold her #33	heldAshe3 = True	heldAshe3 = False	heldAshe3
<i>{fuck Kaylee2}</i> #34	kayleeSex4 = True	kayleeSex4 = False	kayleeSex4
<i>{Vesnia's pills}</i> #35	toldAboutPills = True	toldAboutPills = False	toldAboutPills
<i>{fuck Ashe}</i> #36	asheScene1 = True	asheScene1 = False	asheScene1
<i>{kill everyone}</i> #37	aeonKillEveryone = True	aeonKillEveryone = False	aeonKillEveryone
<i>{kill him}</i> #38	killedHatGuy = True	killedHatGuy = False	killedHatGuy

Unlock sex scenes

number: The sex scene number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	unlock	lock	check current value
1	persistent.sScene1Unlocked = True	persistent.sScene1Unlocked = False	persistent.sScene1Unlocked
2	persistent.sScene2Unlocked = True	persistent.sScene2Unlocked = False	persistent.sScene2Unlocked
3	persistent.sScene3Unlocked = True	persistent.sScene3Unlocked = False	persistent.sScene3Unlocked
4	persistent.sScene4Unlocked = True	persistent.sScene4Unlocked = False	persistent.sScene4Unlocked
5	persistent.sScene5Unlocked = True	persistent.sScene5Unlocked = False	persistent.sScene5Unlocked
6	persistent.sScene6Unlocked = True	persistent.sScene6Unlocked = False	persistent.sScene6Unlocked
7	persistent.sScene7Unlocked = True	persistent.sScene7Unlocked = False	persistent.sScene7Unlocked
8	persistent.sScene8Unlocked = True	persistent.sScene8Unlocked = False	persistent.sScene8Unlocked
9	persistent.sScene9Unlocked = True	persistent.sScene9Unlocked = False	persistent.sScene9Unlocked
10	persistent.sScene10Unlocked = True	persistent.sScene10Unlocked = False	persistent.sScene10Unlocked
11	persistent.sScene11Unlocked = True	persistent.sScene11Unlocked = False	persistent.sScene11Unlocked
12	persistent.sScene12Unlocked = True	persistent.sScene12Unlocked = False	persistent.sScene12Unlocked
13	persistent.sScene13Unlocked = True	persistent.sScene13Unlocked = False	persistent.sScene13Unlocked
14	persistent.sScene14Unlocked = True	persistent.sScene14Unlocked = False	persistent.sScene14Unlocked
15	persistent.sScene15Unlocked = True	persistent.sScene15Unlocked = False	persistent.sScene15Unlocked
16	persistent.sScene16v1Unlocked = True	persistent.sScene16v1Unlocked = False	persistent.sScene16v1Unlocked
16	persistent.sScene16v2Unlocked = True	persistent.sScene16v2Unlocked = False	persistent.sScene16v2Unlocked
16	persistent.sScene16v3Unlocked = True	persistent.sScene16v3Unlocked = False	persistent.sScene16v3Unlocked
16	persistent.sScene16v4Unlocked = True	persistent.sScene16v4Unlocked = False	persistent.sScene16v4Unlocked
17	persistent.sScene17Unlocked = True	persistent.sScene17Unlocked = False	persistent.sScene17Unlocked
18	persistent.sScene18Unlocked = True	persistent.sScene18Unlocked = False	persistent.sScene18Unlocked
19	persistent.sScene19Unlocked = True	persistent.sScene19Unlocked = False	persistent.sScene19Unlocked

Unlock cutscenes

number: The cutscene number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	unlock	lock	check current value
1	persistent.cutScene1Unlocked = True	persistent.cutScene1Unlocked = False	persistent.cutScene1Unlocked
2	persistent.cutScene2Unlocked = True	persistent.cutScene2Unlocked = False	persistent.cutScene2Unlocked
3	persistent.cutScene3Unlocked = True	persistent.cutScene3Unlocked = False	persistent.cutScene3Unlocked
4	persistent.cutScene4Unlocked = True	persistent.cutScene4Unlocked = False	persistent.cutScene4Unlocked
5	persistent.cutScene5Unlocked = True	persistent.cutScene5Unlocked = False	persistent.cutScene5Unlocked
6	persistent.cutScene6Unlocked = True	persistent.cutScene6Unlocked = False	persistent.cutScene6Unlocked
7	persistent.cutScene7Unlocked = True	persistent.cutScene7Unlocked = False	persistent.cutScene7Unlocked
8	persistent.cutScene8Unlocked = True	persistent.cutScene8Unlocked = False	persistent.cutScene8Unlocked
9	persistent.cutScene9Unlocked = True	persistent.cutScene9Unlocked = False	persistent.cutScene9Unlocked
10	persistent.cutScene10Unlocked = True	persistent.cutScene10Unlocked = False	persistent.cutScene10Unlocked
11	persistent.cutScene11Unlocked = True	persistent.cutScene11Unlocked = False	persistent.cutScene11Unlocked
12	persistent.cutScene12Unlocked = True	persistent.cutScene12Unlocked = False	persistent.cutScene12Unlocked
13	persistent.cutScene13Unlocked = True	persistent.cutScene13Unlocked = False	persistent.cutScene13Unlocked
14	persistent.cutScene14Unlocked = True	persistent.cutScene14Unlocked = False	persistent.cutScene14Unlocked
15	persistent.cutScene15Unlocked = True	persistent.cutScene15Unlocked = False	persistent.cutScene15Unlocked

Unlock achievements

number: The achievement number
title: The achievement title
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	title	unlock	lock	check current value
1	First Time - Make a dialogue choice	persistent.achievementFirstTime = True	persistent.achievementFirstTime = False	persistent.achievementFirstTime
2	Friendly I - Make 10 friendly choices	persistent.achievementFriendly1 = True	persistent.achievementFriendly1 = False	persistent.achievementFriendly1
3	Friendly II - Make 25 friendly choices	persistent.achievementFriendly2 = True	persistent.achievementFriendly2 = False	persistent.achievementFriendly2
4	Friendly III - Make 50 friendly choices	persistent.achievementFriendly3 = True	persistent.achievementFriendly3 = False	persistent.achievementFriendly3
5	Witty I - Make 10 witty choices	persistent.achievementWitty1 = True	persistent.achievementWitty1 = False	persistent.achievementWitty1
6	Witty II - Make 25 witty choices	persistent.achievementWitty2 = True	persistent.achievementWitty2 = False	persistent.achievementWitty2
7	Witty III - Make 50 witty choices	persistent.achievementWitty3 = True	persistent.achievementWitty3 = False	persistent.achievementWitty3
8	Aggressive I - Make 10 aggressive choices	persistent.achievementAggressive1 = True	persistent.achievementAggressive1 = False	persistent.achievementAggressive1
9	Aggressive II - Make 25 aggressive choices	persistent.achievementAggressive2 = True	persistent.achievementAggressive2 = False	persistent.achievementAggressive2
10	Aggressive III - Make 50 aggressive choices	persistent.achievementAggressive3 = True	persistent.achievementAggressive3 = False	persistent.achievementAggressive3
11	Affection: Kaylee I - Flirt once with Kaylee	persistent.achievementKayleeFlirt1 = True	persistent.achievementKayleeFlirt1 = False	persistent.achievementKayleeFlirt1
12	Affection: Kaylee II - Flirt three times with Kaylee	persistent.achievementKayleeFlirt2 = True	persistent.achievementKayleeFlirt2 = False	persistent.achievementKayleeFlirt2
13	Affection: SAndrA I - Flirt once with SAndrA	persistent.achievementSandraFlirt1 = True	persistent.achievementSandraFlirt1 = False	persistent.achievementSandraFlirt1
14	Affection: Vesnia I - Flirt once with Vesnia	persistent.achievementVesniaFlirt1 = True	persistent.achievementVesniaFlirt1 = False	persistent.achievementVesniaFlirt1
15	Affection: Elysra I - Flirt once with Elysra	persistent.achievementElysraFlirt1 = True	persistent.achievementElysraFlirt1 = False	persistent.achievementElysraFlirt1
16	Affection: Elysra II - Flirt three times with Elysra	persistent.achievementElysraFlirt2 = True	persistent.achievementElysraFlirt2 = False	persistent.achievementElysraFlirt2
17	Affection: Emily I - Flirt once with Emily	persistent.achievementEmilyFlirt1 = True	persistent.achievementEmilyFlirt1 = False	persistent.achievementEmilyFlirt1
18	Affection: Emily II - Flirt three times with Emily	persistent.achievementEmilyFlirt2 = True	persistent.achievementEmilyFlirt2 = False	persistent.achievementEmilyFlirt2
19	Affection: Ashe I - Flirt once with Ashe	persistent.achievementAsheFlirt1 = True	persistent.achievementAsheFlirt1 = False	persistent.achievementAsheFlirt1
20	Affection: Ashe II - Flirt three times with Ashe	persistent.achievementAsheFlirt2 = True	persistent.achievementAsheFlirt2 = False	persistent.achievementAsheFlirt2
21	Mortis I - Find all deaths in part 1	persistent.achievementDeaths1 = True	persistent.achievementDeaths1 = False	persistent.achievementDeaths1
22	Mortis II - Find all deaths in part 2	persistent.achievementDeaths2 = True	persistent.achievementDeaths2 = False	persistent.achievementDeaths2
23	Mortis III - Find all deaths in part 3	persistent.achievementDeaths3 = True	persistent.achievementDeaths3 = False	persistent.achievementDeaths3
24	Mortis Tollorix - Die on Tollorix	persistent.achievementDeathTollorix = True	persistent.achievementDeathTollorix = False	persistent.achievementDeathTollorix
25	Mortis Carth - Die on Carth	persistent.achievementDeathCarth = True	persistent.achievementDeathCarth = False	persistent.achievementDeathCarth
26	Mortis Interrogatio - Die by interrogation	persistent.achievementDeathInterrogation = True	persistent.achievementDeathInterrogation = False	persistent.achievementDeathInterrogation
27	Mortis Aeon - Die twice on Aeon Station	persistent.achievementDeaths07 = True	persistent.achievementDeaths07 = False	persistent.achievementDeaths07
28	Bonus I - Bonus scene available	persistent.achievementPart1Complete = True	persistent.achievementPart1Complete = False	persistent.achievementPart1Complete
29	Bonus II - Bonus scene available	persistent.achievementPart2Complete = True	persistent.achievementPart2Complete = False	persistent.achievementPart2Complete
30	Bonus III - Bonus scene available	persistent.achievementPart3Complete1 = True	persistent.achievementPart3Complete1 = False	persistent.achievementPart3Complete1
31	Bonus IV - Bonus scene available	persistent.achievementPart4Complete = True	persistent.achievementPart4Complete = False	persistent.achievementPart4Complete
32	Bonus V - Bonus scene available	persistent.achievementPart5Complete = True	persistent.achievementPart5Complete = False	persistent.achievementPart5Complete
33	Bonus VI - Bonus scene available	persistent.achievementPart6Complete = True	persistent.achievementPart6Complete = False	persistent.achievementPart6Complete

Unlock lores

number: The lore number
title: The lore title
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	title	unlock	lock	check current value
1	New Gaia	persistent.newGaiaLoreUnlocked = 1	persistent.newGaiaLoreUnlocked = 0	persistent.newGaiaLoreUnlocked > 0
2	The S.A.C.	persistent.sacLoreUnlocked = 1	persistent.sacLoreUnlocked = 0	persistent.sacLoreUnlocked > 0
3	Androids	persistent.androidLoreUnlocked = 1	persistent.androidLoreUnlocked = 0	persistent.androidLoreUnlocked > 0
4	The Ravin' Raiders	persistent.raiderLoreUnlocked = 1	persistent.raiderLoreUnlocked = 0	persistent.raiderLoreUnlocked > 0
5	Hardite	persistent.harditeLoreUnlocked = 1	persistent.harditeLoreUnlocked = 0	persistent.harditeLoreUnlocked > 0
6	Sapphire Blaze	persistent.sapphireBlazeLoreUnlocked = 1	persistent.sapphireBlazeLoreUnlocked = 0	persistent.sapphireBlazeLoreUnlocked > 0
7	The Red-Eyed Plague	persistent.redEyedPlagueLoreUnlocked = 1	persistent.redEyedPlagueLoreUnlocked = 0	persistent.redEyedPlagueLoreUnlocked > 0
8	Spaceflight	persistent.spaceflightLoreUnlocked = 1	persistent.spaceflightLoreUnlocked = 0	persistent.spaceflightLoreUnlocked > 0
9	Demians	persistent.demiansLoreUnlocked = 1	persistent.demiansLoreUnlocked = 0	persistent.demiansLoreUnlocked > 0
10	Thulkans	persistent.thulkansLoreUnlocked = 1	persistent.thulkansLoreUnlocked = 0	persistent.thulkansLoreUnlocked > 0
11	Jellians	persistent.jelliansLoreUnlocked = 1	persistent.jelliansLoreUnlocked = 0	persistent.jelliansLoreUnlocked > 0
12	Elarians	persistent.elariansLoreUnlocked = 1	persistent.elariansLoreUnlocked = 0	persistent.elariansLoreUnlocked > 0
13	Spirits	persistent.spiritsLoreUnlocked = 1	persistent.spiritsLoreUnlocked = 0	persistent.spiritsLoreUnlocked > 0
14	Antessians	persistent.antessiansLoreUnlocked = 1	persistent.antessiansLoreUnlocked = 0	persistent.antessiansLoreUnlocked > 0
15	Skellians	persistent.skelliansLoreUnlocked = 1	persistent.skelliansLoreUnlocked = 0	persistent.skelliansLoreUnlocked > 0
16	Sorcians	persistent.bugUnlocksWithLore15_sorciansLoreUnlocked = 1	persistent.bugUnlocksWithLore15_sorciansLoreUnlocked = 0	persistent.bugUnlocksWithLore15_sorciansLoreUnlocked > 0