Projekt: Passion - Season 1 0.7 Walkthrough rev 1.3

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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: W 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) igrandmas kissed +20i

Icons

: +1 Flirt point : +1 Violent point

: -1 Flirt 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:

 $0 \implies$ white belt #78, $1 \implies$ yellow belt #78, $2 \implies$ 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).

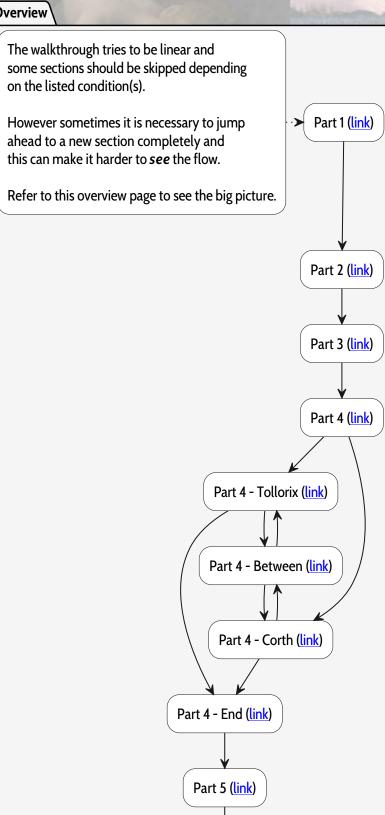
Enjoy the game!

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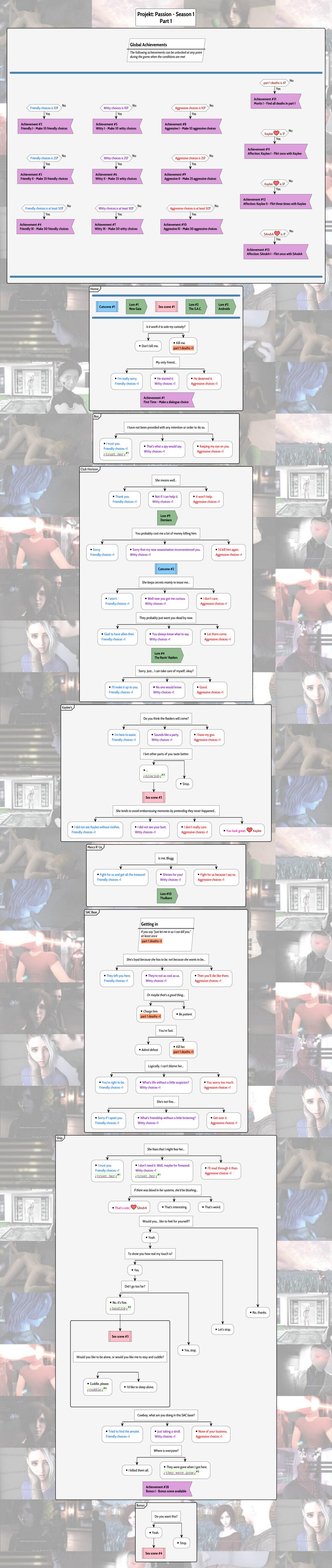
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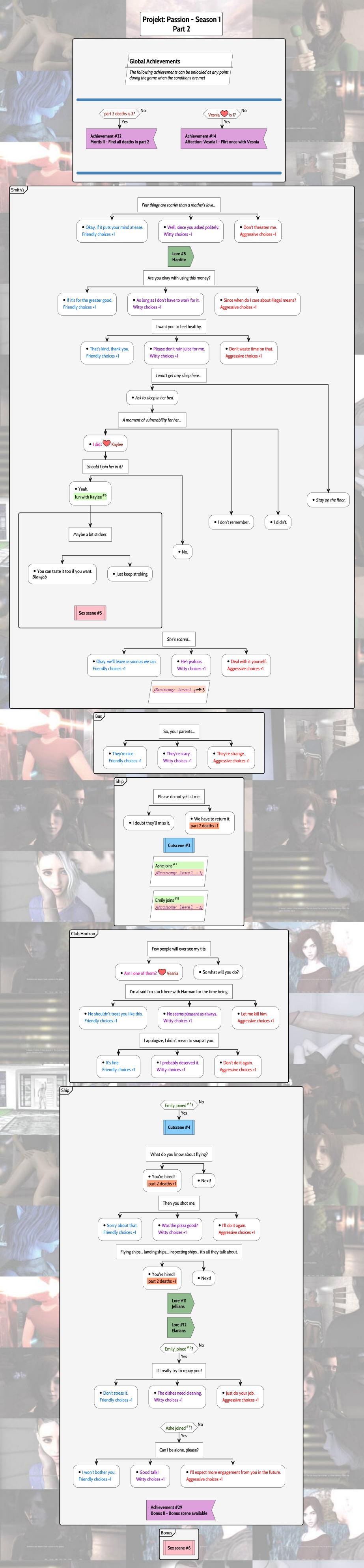
Overview

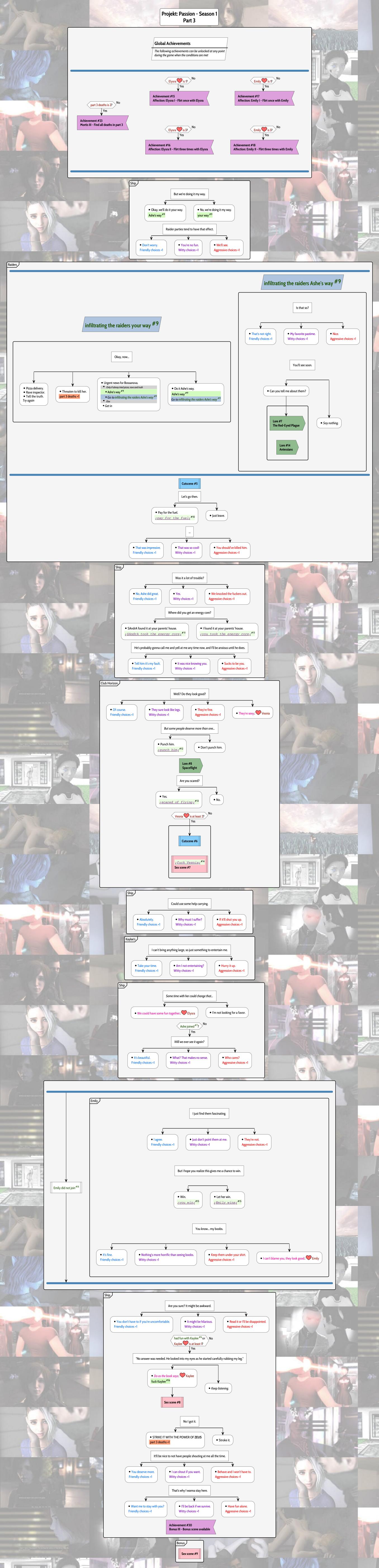


Part 6 (link)

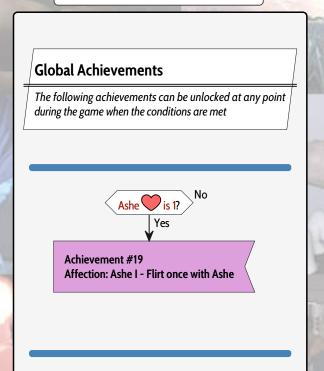
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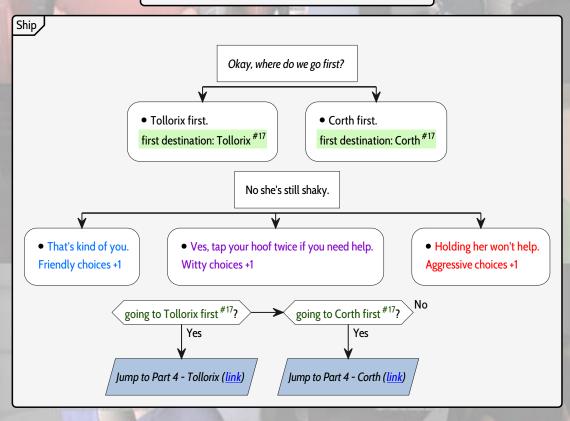






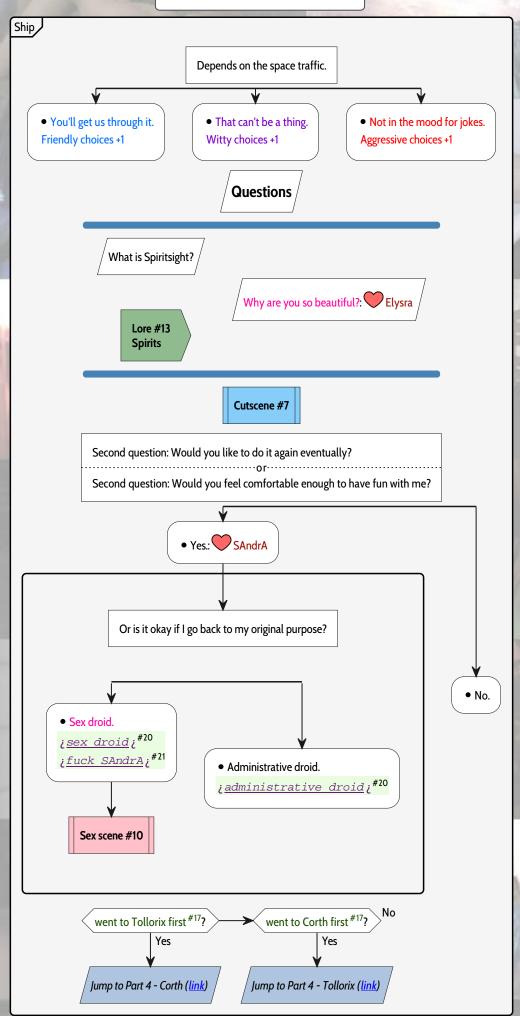
Projekt: Passion - Season 1 Part 4



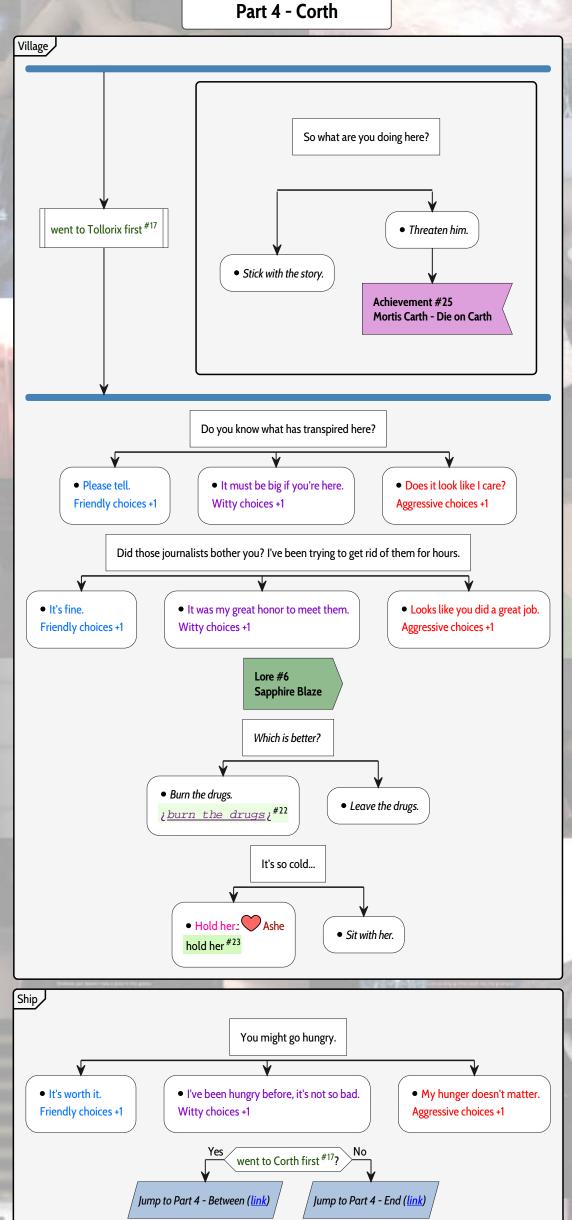


Projekt: Passion - Season 1 Part 4 - Tollorix Tollorix_ I only know his last name, I'm afraid. It's Jones. • That helps. • A nice uncommon name. • That doesn't help. Friendly choices +1 Witty choices +1 Aggressive choices +1 Library I'm sorry that I couldn't be of more help. • It's fine. Hail the Overlords. • It's not your fault. • Yeah that was real helpful. Friendly choices +1 Witty choices +1 Aggressive choices +1 And if he is, I'll protect you from any ghosts. • You're so kind. • You can't fight a ghost! • I'll protect myself, thank you. Friendly choices +1 Witty choices +1 Aggressive choices +1 Lore #15 **Skellians** Bug Also unlocks Lore #16 **Sorcians** She's asleep alright... • Let her sleep. • Lean on her: Emily • Wake her up. ¿don't let Emily sleep; #18 ¿<u>let Emily sleep</u>; #18 ¿lean on sleeping Emily; #18 Jones No went to Corth first #17? You're late Jones is dying I think it's obvious what we do... • Run. • Fight with Clobb. Achievement #24 Mortis Tollorix - Die on Tollorix The sooner you learn that the easier your life will be. • Asshole. That's cheerful. • Well said. Friendly choices +1 Witty choices +1 Aggressive choices +1 She did say she wanted a camera... • Buy her a gift: Emily • Go back to the ship. ¿buy her a camera; #19 Ship went to Tollorix first $^{#17}$? Jump to Part 4 - Between (<u>link</u>) Jump to Part 4 - End (<u>link</u>)

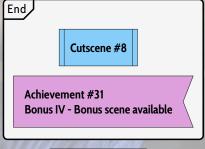
Projekt: Passion - Season 1 Part 4 - Between



Projekt: Passion - Season 1 Part 4 - Corth

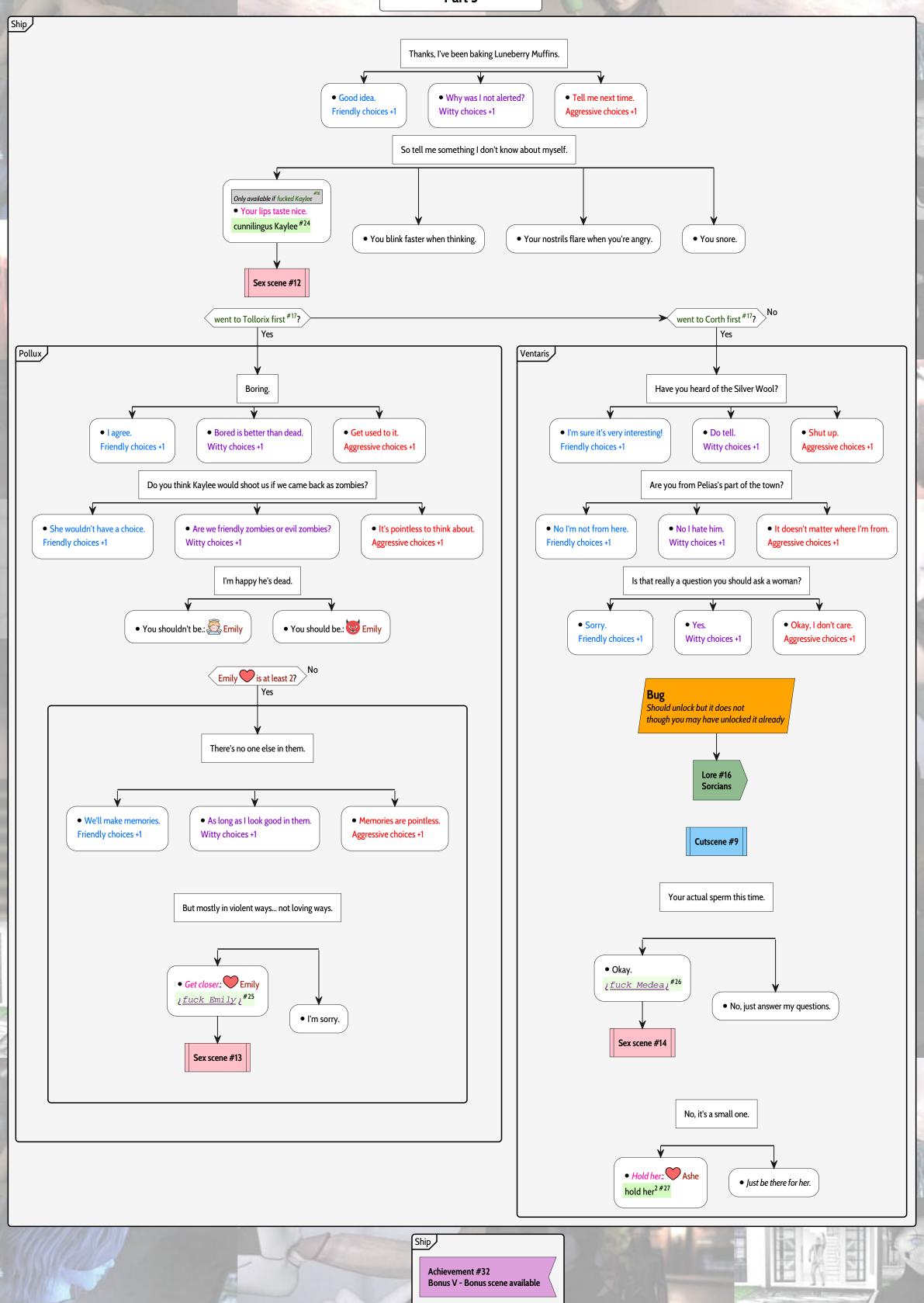


Projekt: Passion - Season 1 Part 4 - End

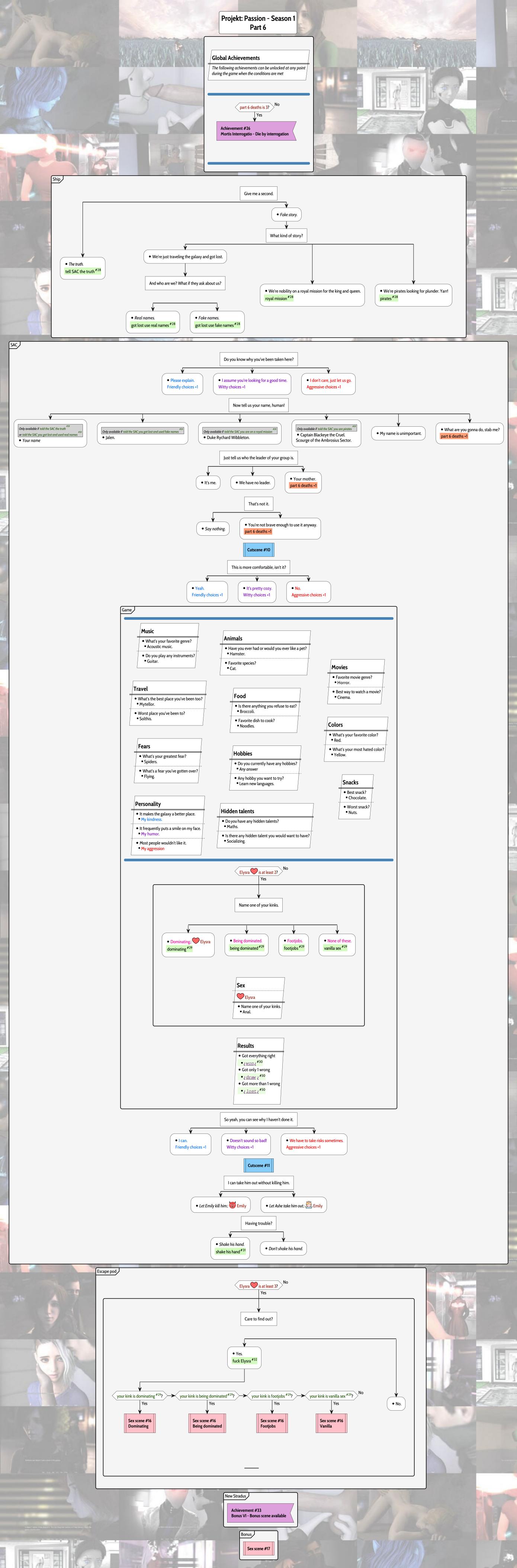


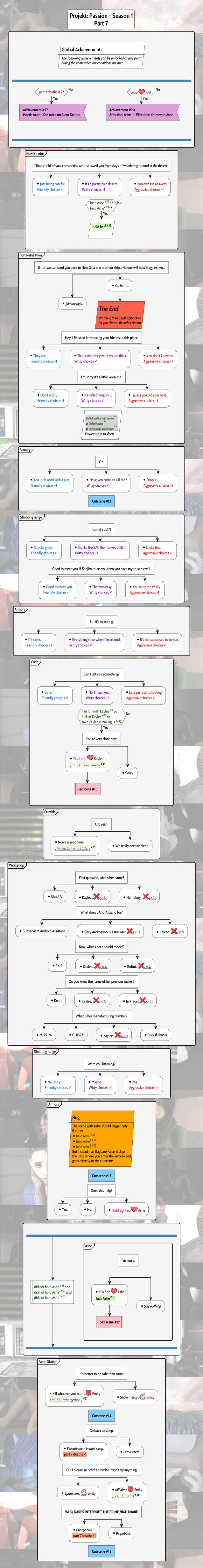


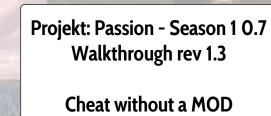
Projekt: Passion - Season 1 Part 5



Sex scene #15







unset variable | check current value

emilyFlirtS2

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

definition

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

set variable / new 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
deathCount1s2	S2 part 1 deaths	deathCount1s2 = value	deathCount1s2
friendlyS2	Friendly choices S2	friendlyS2 = value	friendlyS2
wittyS2	Witty choices S2	wittyS2 = value	wittyS2
aggressiveS2	Aggressive choices S2	aggressiveS2 = value	aggressiveS2
kayleeFlirtS2	Kaylee flirt points S2	kayleeFlirtS2 = value	kayleeFlirtS2
elysraFlirtS2	Elysra flirt points S2	elysraFlirtS2 = value	elysraFlirtS2

emilyFlirtS2 = value

Game Decisions Variables

emilyFlirtS2

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

Emily flirt points S2

label	set variable	unset variable	check current value
itrust her i #1	trustSandra = True	trustSandra = False	trustSandra
<u>iblowjob</u> ; ^{#2}	kayleeScene1 = True	kayleeScene1 = False	kayleeScene1
į handjob į ^{#3}	sandraScenel = True	sandraScene1 = False	sandraScenel
į <u>cuddle</u> į ^{#4}	cuddledSandra = True	cuddledSandra = False	cuddledSandra
they were gone; #5	toldRaidersTheyWereGone = True	toldRaidersTheyWereGone = False	toldRaidersTheyWereGo
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
ipay for the fuel;#10	gaveFuelMoney = True	gaveFuelMoney = False	gaveFuelMoney
itold Kaylee who took the energy core i #11	SAndrA:kayleeEnergyCore = "SAndrA took" you:kayleeEnergyCore = "MC took"		kayleeEnergyCore
i <u>punch him</u> ; #12	punchedHarman = True	punchedHarman = False	punchedHarman
įscared of flying; ^{#13}	mcScaredToo = True	mcScaredToo = False	mcScaredToo
į fuck Vesnia į ^{#14}	vesniaScenel = True	vesniaScene1 = False	vesniaScene1
who won shooting competition;#15	<pre>you: emilyShooting = "MC won" Emily: emilyShooting = "Emily won"</pre>		emilyShooting
fuck Kaylee ^{#16}	kayleeSex2 = True	kayleeSex2 = False	kayleeSex2
first destination ^{#17}	Tollorix:mission1 = "Tollorix" Corth:mission1 = "Corth"		mission1
ilet Emily sleepi ^{#18}	<pre>leaned on her:letEmilySleep = "Lean" yes:letEmilySleep = "Yes" no:letEmilySleep = "No"</pre>		letEmilySleep
įbuy her a cameraį ^{#19}	emilyCamera = True	emilyCamera = False	emilyCamera
¿SAndrA droid function;#20	sex droid: sandraDuties = "Sex" administrative droid: sandraDuties = "Admin"		sandraDuties
įfuck SAndrAį ^{#21}	sandraScene2 = True	sandraScene2 = False	sandraScene2
jburn the drugs;#M	burnedDrugs = True	burnedDrugs = False	burnedDrugs
hold her ^{#23}	heldAshe = True	heldAshe = False	heldAshe
cunnilingus Kaylee ^{#24}	kayleeSex3 = True	kayleeSex3 = False	kayleeSex3
įfuck Emily į #25	emilyScene1 = True	emilyScene1 = False	emilyScene1
įfuck Medeaį#16	medeaSex = True	medeaSex = False	medeaSex
hold her ^{2 #27}	heldAshe2 = True	heldAshe2 = False	heldAshe2
story for the SAC ^{#28}	<pre>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"</pre>		capturedStory
your kink ^{#29}	<pre>dominating: fKink = "Dominating" being dominated: fKink = "Being dominated" footjobs: fKink = "Footjobs" vanilla sex: fKink = "Vanilla"</pre>		fKink
iresult of game with Elysra;#30	<pre>won: elysraGame = "Won" lost: elysraGame = "Lost" draw: elysraGame = "Draw"</pre>		elysraGame
shake his hand ^{#31}	solarinShake = True	solarinShake = False	solarinShake
fuck Elysra ^{#32}	elysraScene1 = True	elysraScene1 = False	elysraScene1
hold her ^{3 #33}	heldAshe3 = True	heldAshe3 = False	heldAshe3
<u>fuck Kaylee²; #34</u>	kayleeSex4 = True	kayleeSex4 = False	kayleeSex4
įVesnia's pillsį ^{#35}	toldAboutPills = True	toldAboutPills = False	toldAboutPills

killedHatguy = True

aeonKillEveryone = True

check current value

check current value

persistent.cutScenelUnlocked

 ${\tt persistent.cutScene2Unlocked}$

persistent.cutScene3Unlocked

persistent.cutScene4Unlocked

persistent.achievementFirstTime = False

| persistent.achievementFriendly1 = False

persistent.achievementFriendly2 = False

persistent.sScenelUnlocked

persistent.sScene2Unlocked

persistent.sScene3Unlocked

persistent.sScene4Unlocked

aeonKillEveryone = False

killedHatguy = False

aeonKillEveryone

killedHatguy

check current value

persistent.achievementFirstTime

persistent.achievementFriendlyl

persistent.achievementFriendly2

number: The sex scene number **unlock**: what to type in the developer console to unlock it

Unlock sex scenes

number unlock persistent.sScenelUnlocked = True

¿kill everyone; #37

¿<u>kill him</u>; #38

persistent.sScene2Unlocked = True persistent.sScene2Unlocked = False persistent.sScene3Unlocked = True persistent.sScene3Unlocked = False persistent.sScene4Unlocked = True persistent.sScene4Unlocked = False

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

lock

persistent.sScenelUnlocked = False

•	relations to the control of the cont	Forest delic. Second Tolliooned Table	F CI DID CONTO . DD CONTO TONITO CHECK
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.sScenellUnlocked = False	persistent.sScenellUnlocked
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.sScenel7Unlocked
18	persistent.sScene18Unlocked = True	persistent.sScene18Unlocked = False	persistent.sScene18Unlocked
19	persistent.sScene19Unlocked = True	persistent.sScene19Unlocked = False	persistent.sScene19Unlocked
number: Th	nutscenes ne cutscene number at to type in the developer console to unlock it		
	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

2 persistent.cutScene2Unlocked = True persistent.cutScene2Unlocked = False 3 persistent.cutScene3Unlocked = True persistent.cutScene3Unlocked = False persistent.cutScene4Unlocked = True persistent.cutScene4Unlocked = False

persistent.cutScenelUnlocked = True

lock

unlock

persistent.achievementFirstTime = True

persistent.achievementFriendly1 = True

persistent.achievementFriendly2 = True

persistent.cutScenelUnlocked = False

number title First Time - Make a dialogue choice Friendly I - Make 10 friendly choices

Friendly II - Make 25 friendly choices

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.achievementWittyl		
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.achievementAggressivel = 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		
number: 1 title: The l unlock: wl	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.raidersLoreUnlocked = 1	persistent.raidersLoreUnlocked = 0	persistent.raidersLoreUnlocked > 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 > (