

# Projekt: Passion - Season 2 0.8.1

## Walkthrough rev 1.3

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### Projekt: Passion - Season 1

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 highlight 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:

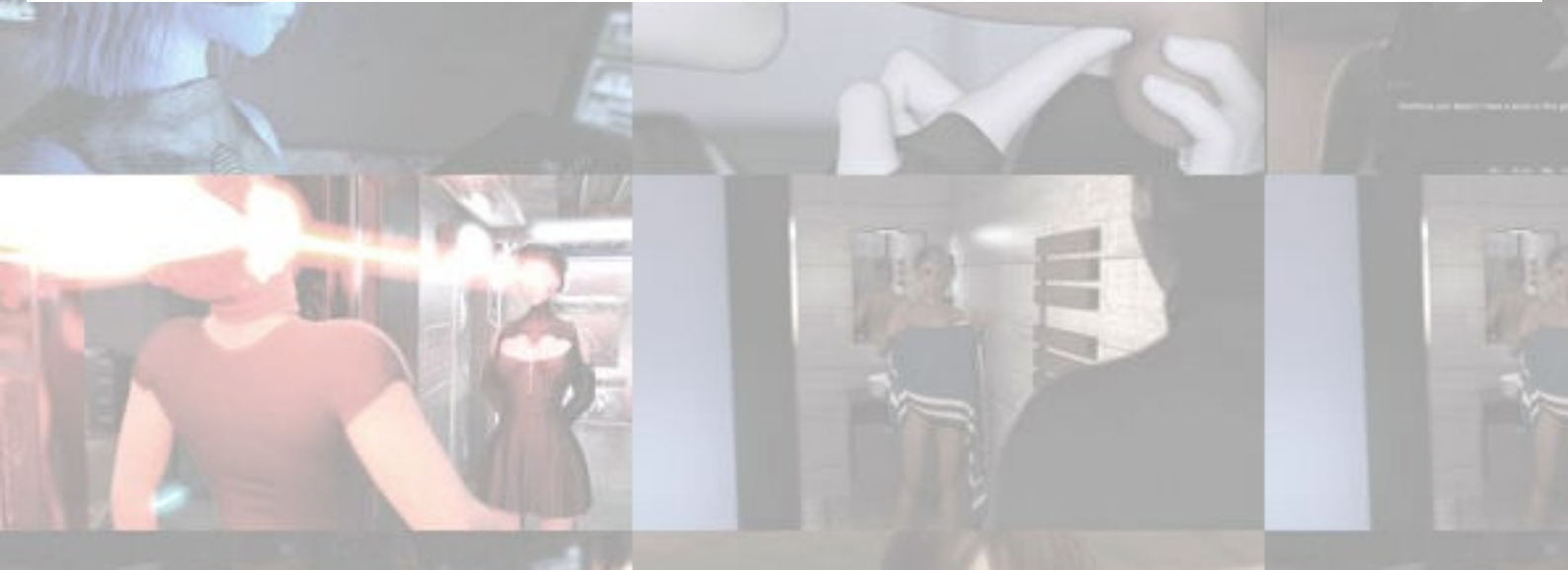
*did not agree* #55

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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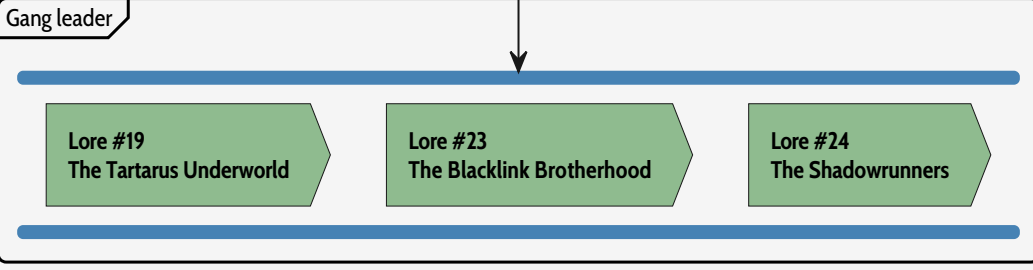
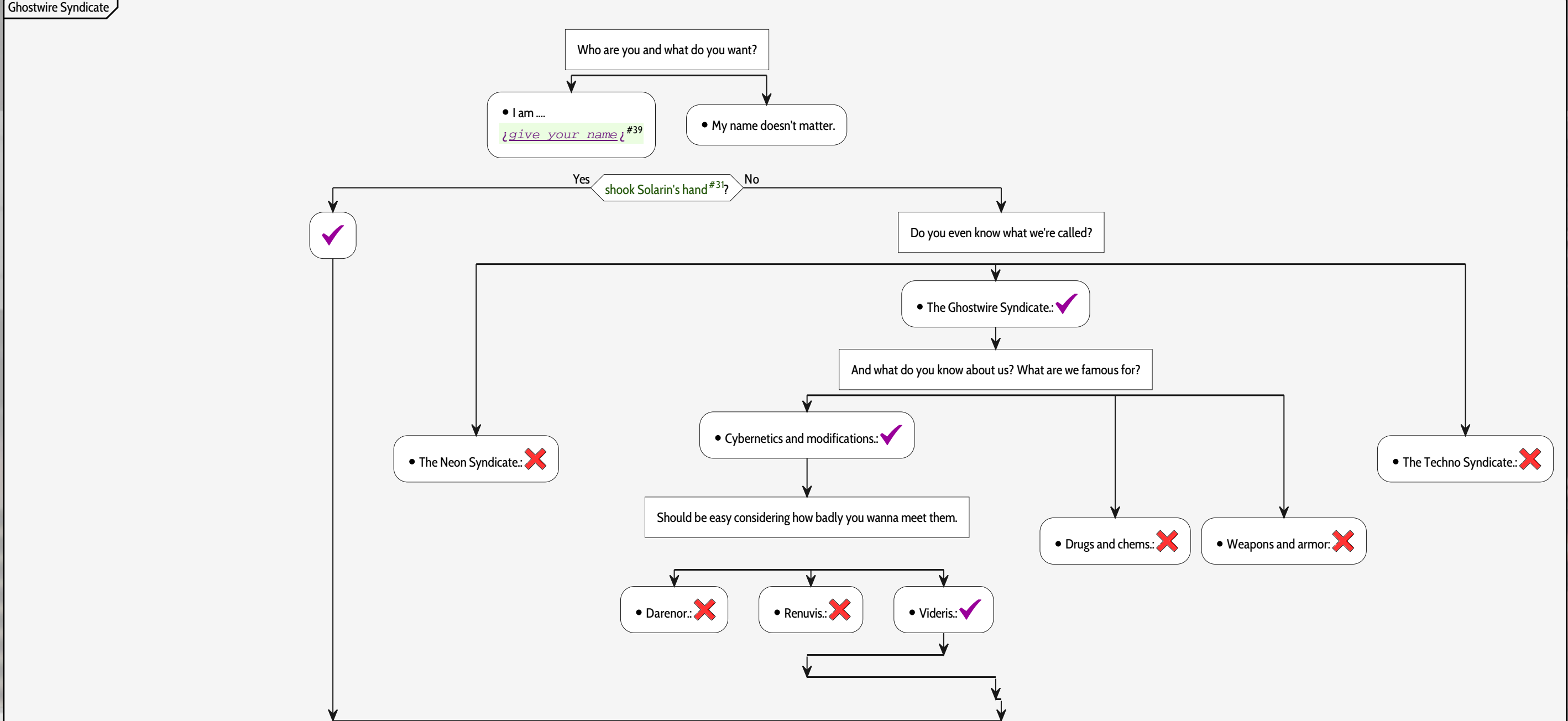
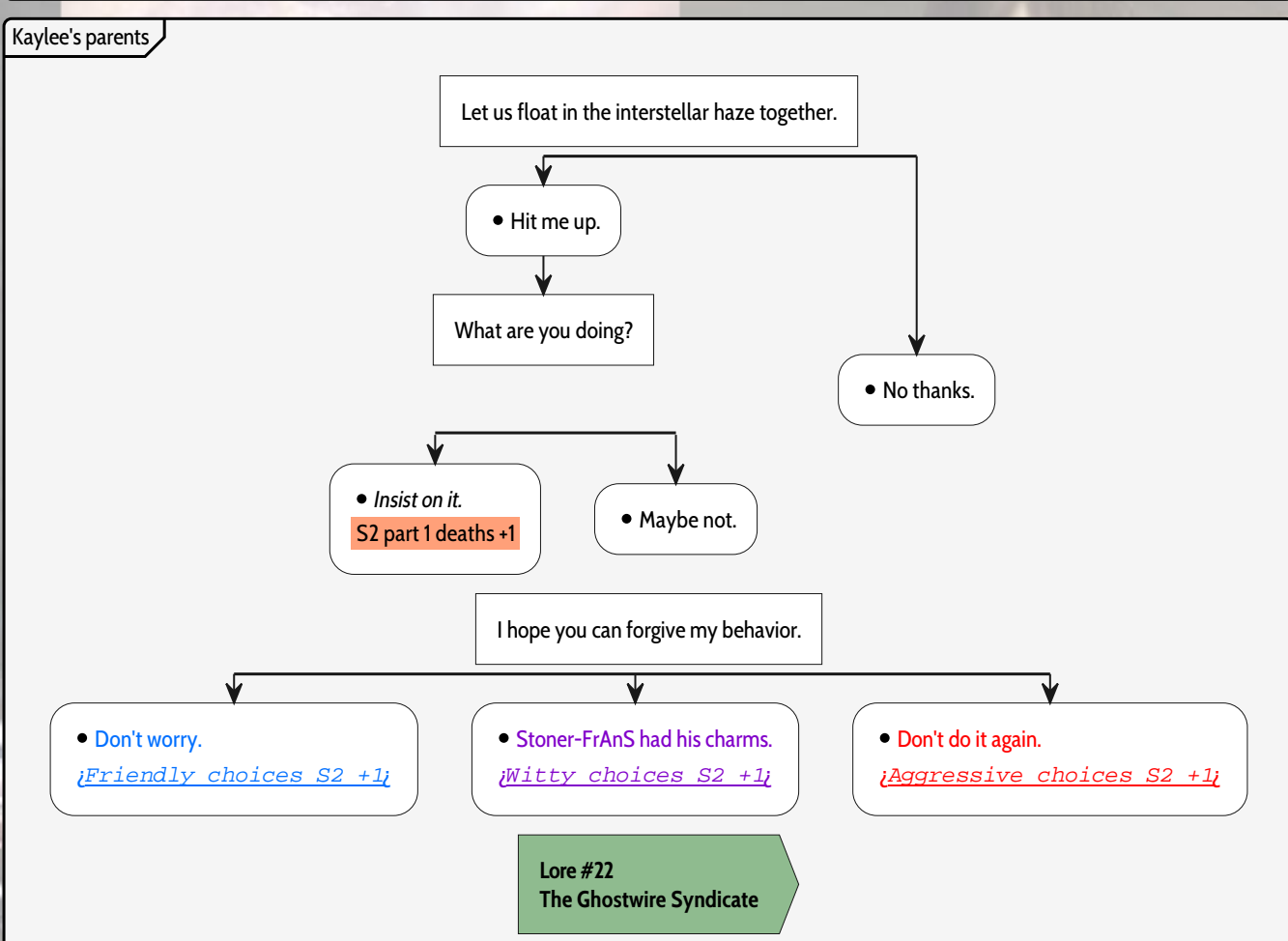
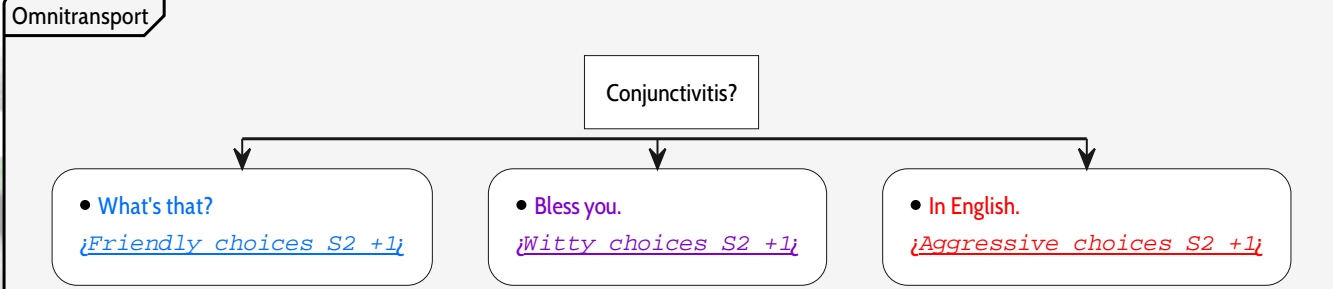
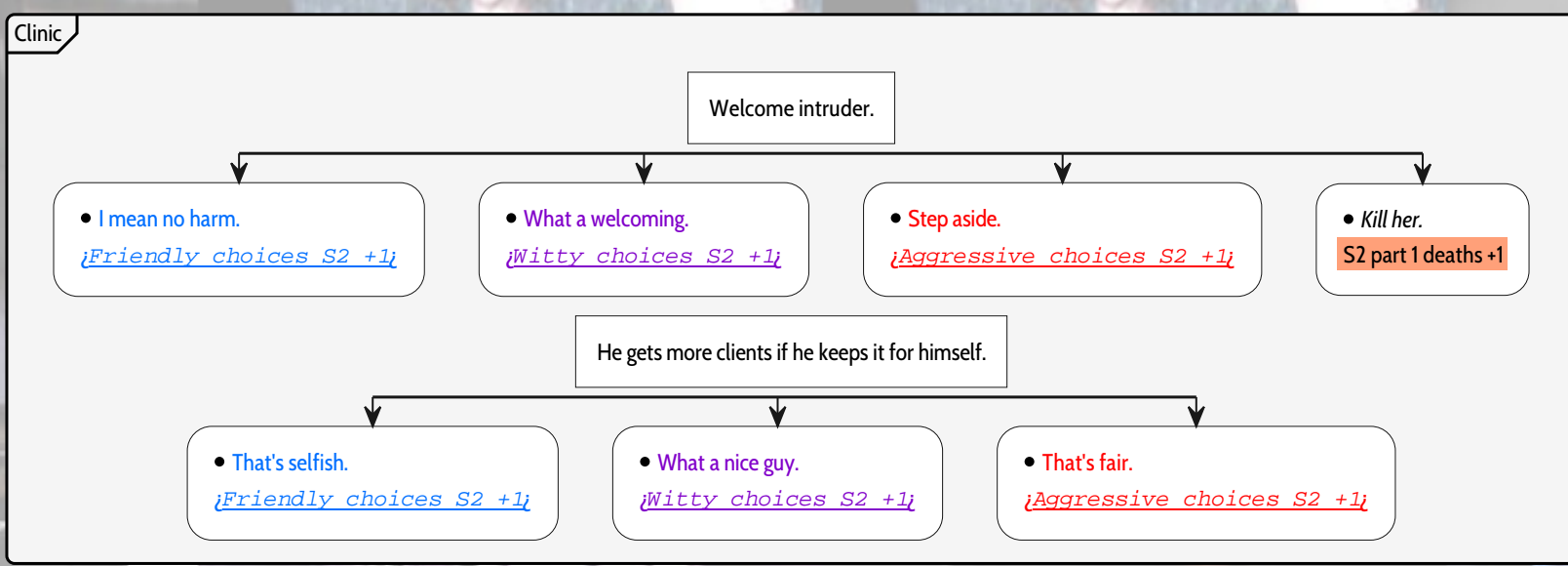
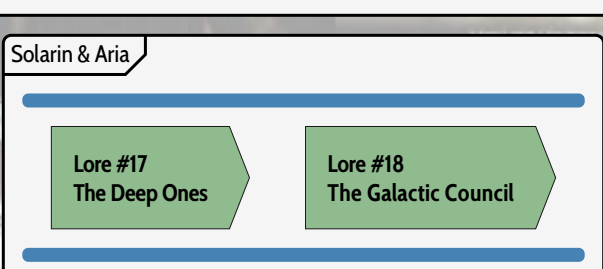
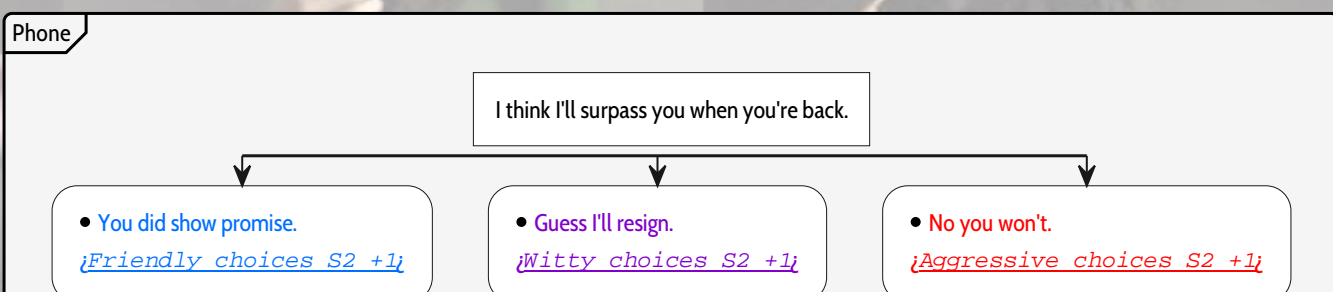
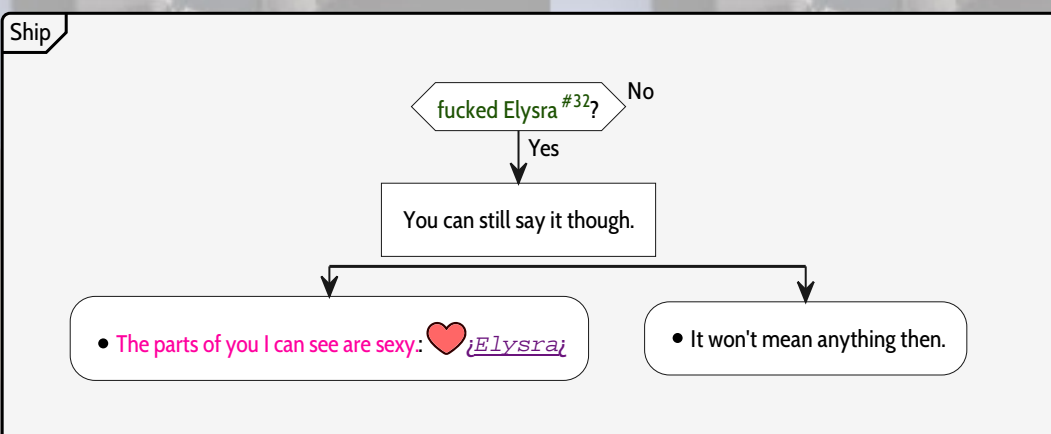
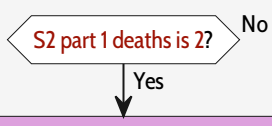
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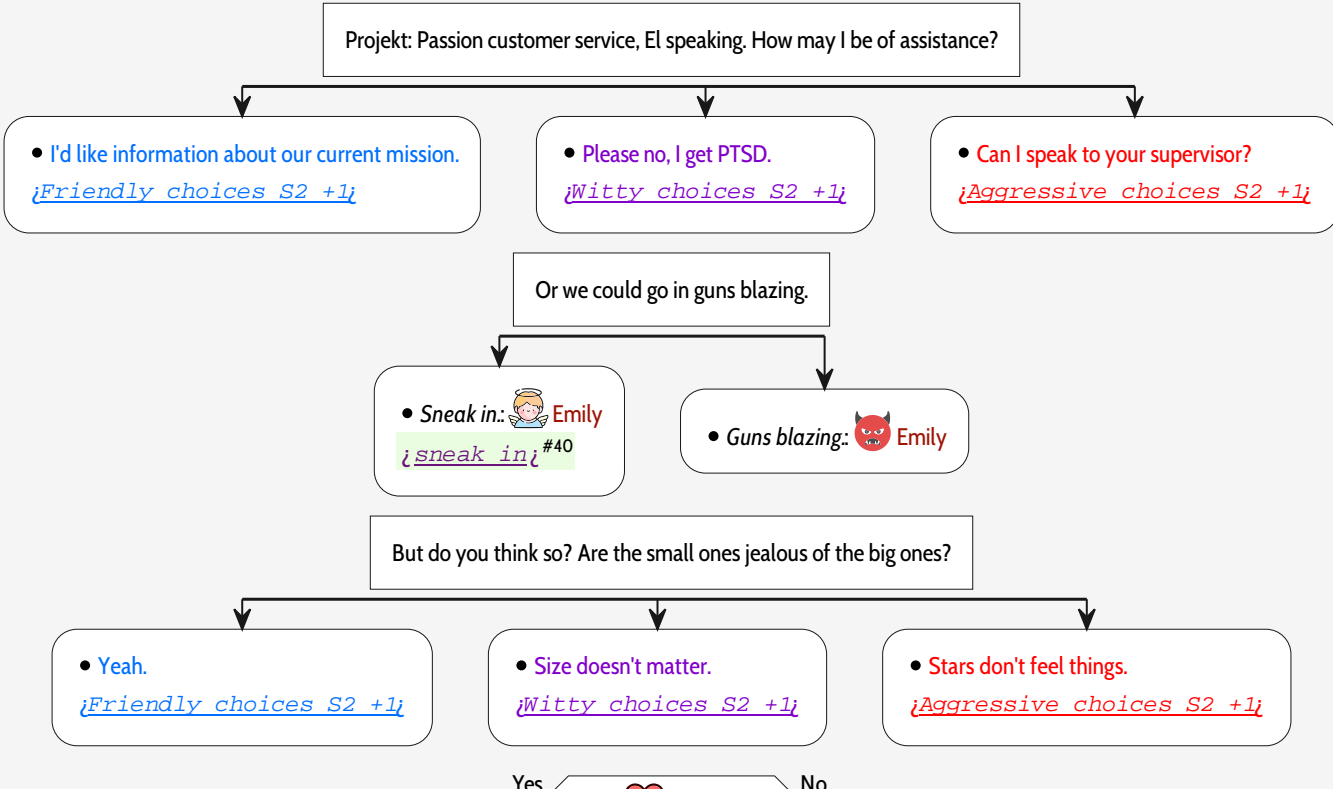
Projekt: Passion - Season 2  
Part 1

Global Achievements

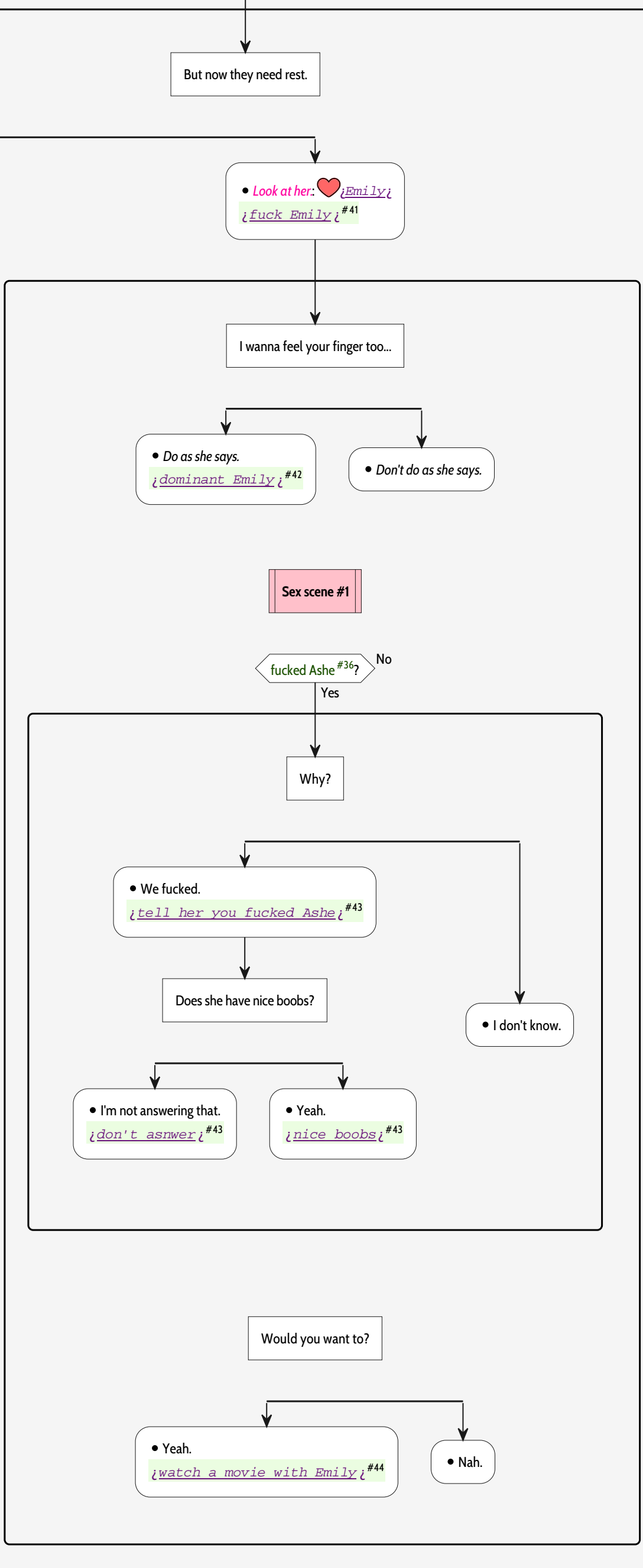
The following achievements can be unlocked at any point during the game when the conditions are met



Cutscene #1

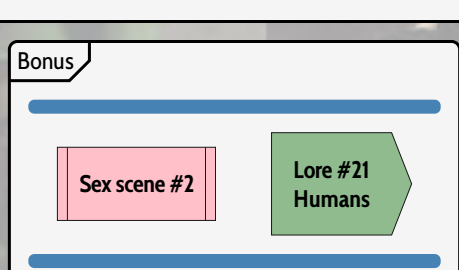
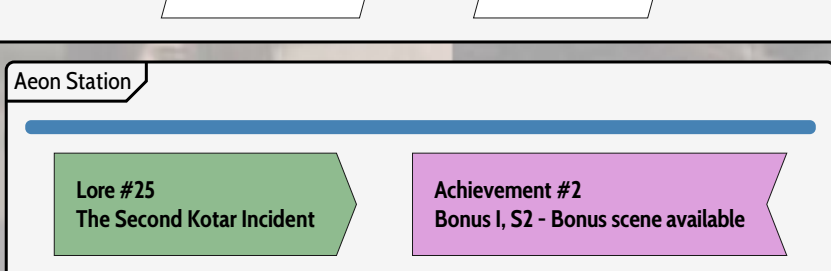
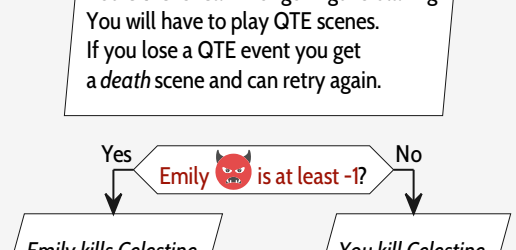


**Bug**  
Whatever you selected earlier, you jump straight into sneaking in without any transition



Getting in

You either sneak in or go in guns blazing. You will have to play QTE scenes. If you lose a QTE event you get a death scene and can retry again.



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**Cheat without a MOD**

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 Ox52.  
Download it from the webpage: <https://Ox52.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
deathCounts2	S2 part 1 deaths	deathCounts2 = value		deathCounts2
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	Emily flirt points S2	emilyFlirtS2 = value		emilyFlirtS2

**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>{give your name}</i> #39	gaveName08 = True	gaveName08 = False	gaveName08
<i>{sneak in}</i> #40	ghostwireSneak = True	ghostwireSneak = False	ghostwireSneak
<i>{fuck Emily}</i> #41	emilyScene2 = True	emilyScene2 = False	emilyScene2
<i>{dominant Emily}</i> #42	emilyDom = True	emilyDom = False	emilyDom
<i>{tell her you fucked Ashe}</i> #43	asheSceneToldEmily = True	asheSceneToldEmily = False	asheSceneToldEmily
<i>{watch a movie with Emily}</i> #44	emilyMovie = True	emilyMovie = False	emilyMovie

**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.sScenels2Unlocked = True	persistent.sScenels2Unlocked = False	persistent.sScenels2Unlocked
2	persistent.sScene2s2Unlocked = True	persistent.sScene2s2Unlocked = False	persistent.sScene2s2Unlocked

**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.cutScenels2Unlocked = True	persistent.cutScenels2Unlocked = False	persistent.cutScenels2Unlocked

**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	Mortis I, S2 - Find all deaths in part 1	persistent.achievementDeaths1s2 = True	persistent.achievementDeaths1s2 = False	persistent.achievementDeaths1s2
2	Bonus I, S2 - Bonus scene available	persistent.achievementPart1s2Complete = True	persistent.achievementPart1s2Complete = False	persistent.achievementPart1s2Complete

**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 > 0
17	The Deep Ones	persistent.deepOnesLoreUnlocked = 1	persistent.deepOnesLoreUnlocked = 0	persistent.deepOnesLoreUnlocked > 0
18	The Galactic Council	persistent.councilLoreUnlocked = 1	persistent.councilLoreUnlocked = 0	persistent.councilLoreUnlocked > 0
19	The Tartarus Underworld	persistent.tartarusUnderworldLoreUnlocked = 1	persistent.tartarusUnderworldLoreUnlocked = 0	persistent.tartarusUnderworldLoreUnlocked > 0
20	Vodyans	persistent.vodyansLoreUnlocked = 1	persistent.vodyansLoreUnlocked = 0	persistent.vodyansLoreUnlocked > 0
21	Humans	persistent.humansLoreUnlocked = 1	persistent.humansLoreUnlocked = 0	persistent.humansLoreUnlocked > 0
22	The Ghostwire Syndicate	persistent.ghostwireLoreUnlocked = 1	persistent.ghostwireLoreUnlocked = 0	persistent.ghostwireLoreUnlocked > 0
23	The Blacklink Brotherhood	persistent.blacklinkLoreUnlocked = 1	persistent.blacklinkLoreUnlocked = 0	persistent.blacklinkLoreUnlocked > 0
24	The Shadowrunners	persistent.shadowrunnersLoreUnlocked = 1	persistent.shadowrunnersLoreUnlocked = 0	persistent.shadowrunnersLoreUnlocked > 0
25	The Second Kotar Incident	persistent.kotarIncidentLoreUnlocked = 1	persistent.kotarIncidentLoreUnlocked = 0	persistent.kotarIncidentLoreUnlocked > 0