

# Projekt: Passion 0.7 Walkthrough rev 1.4

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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 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: [\(link\)](#).

Enjoy the game!

# Table of Contents

Introduction .....	1
Table of Contents .....	2
Overview .....	3
Part 1 .....	4
Part 2 .....	5
Part 3 .....	6
Part 4 .....	7
Part 4 - Tollorix .....	8
Part 4 - Between .....	9
Part 4 - Corth .....	10
Part 4 - End .....	11
Part 5 .....	12
Part 6 .....	13
Part 7 .....	14
Cheat without a MOD .....	15

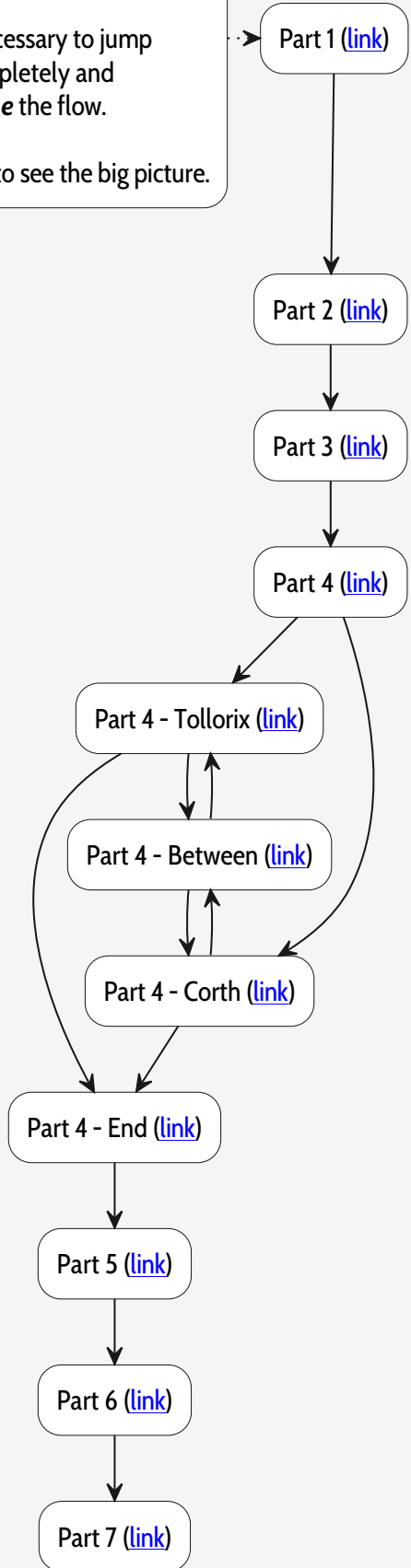
# Projekt: Passion 0.7 Walkthrough rev 1.4

## 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.

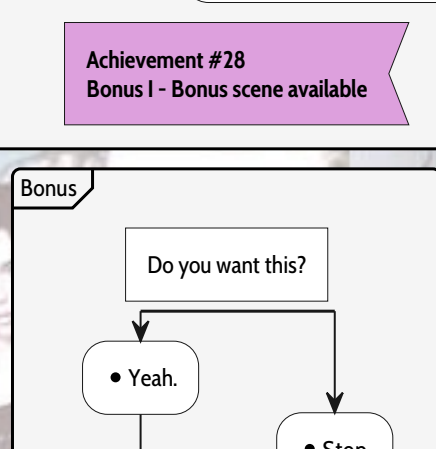
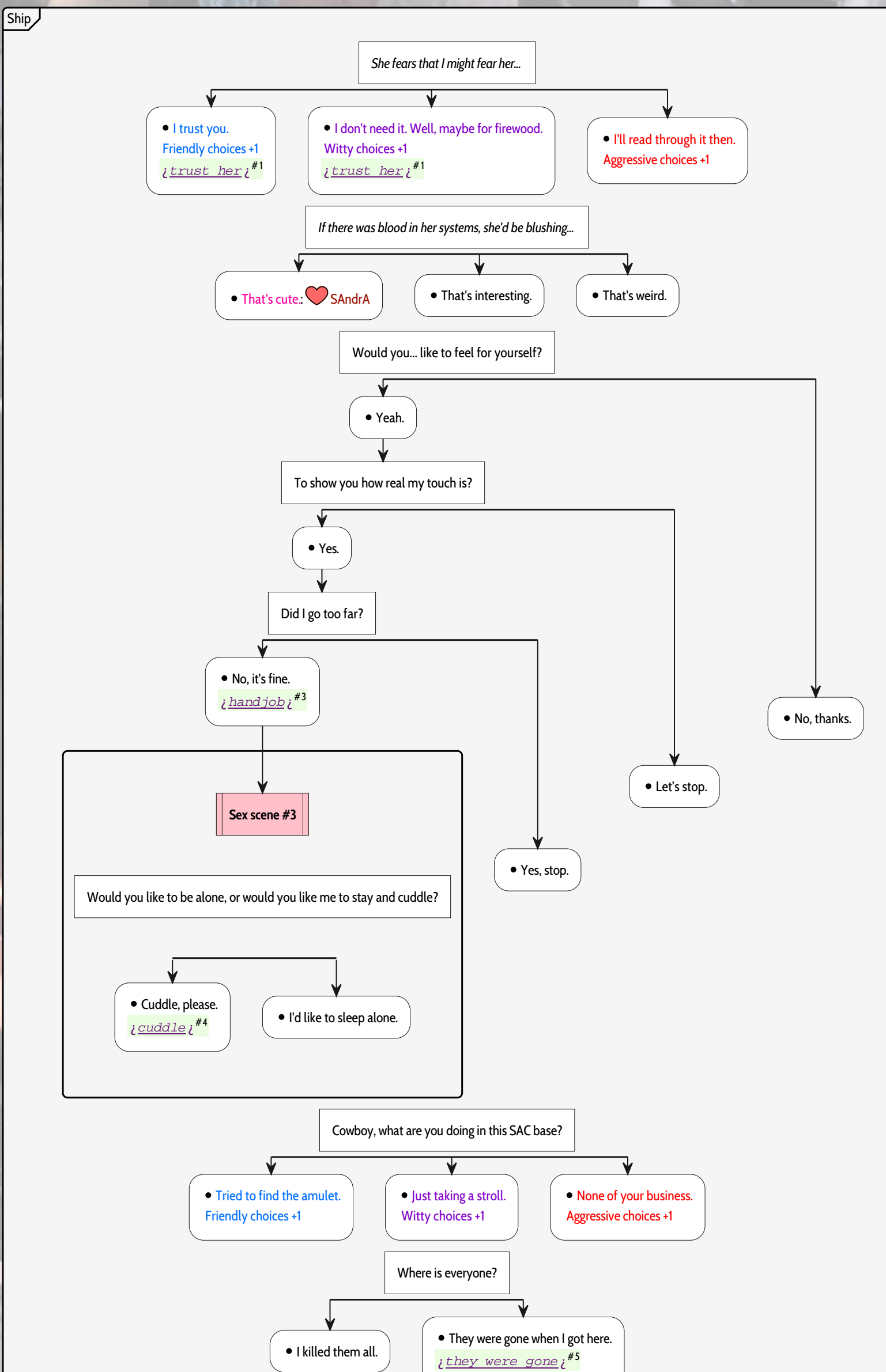
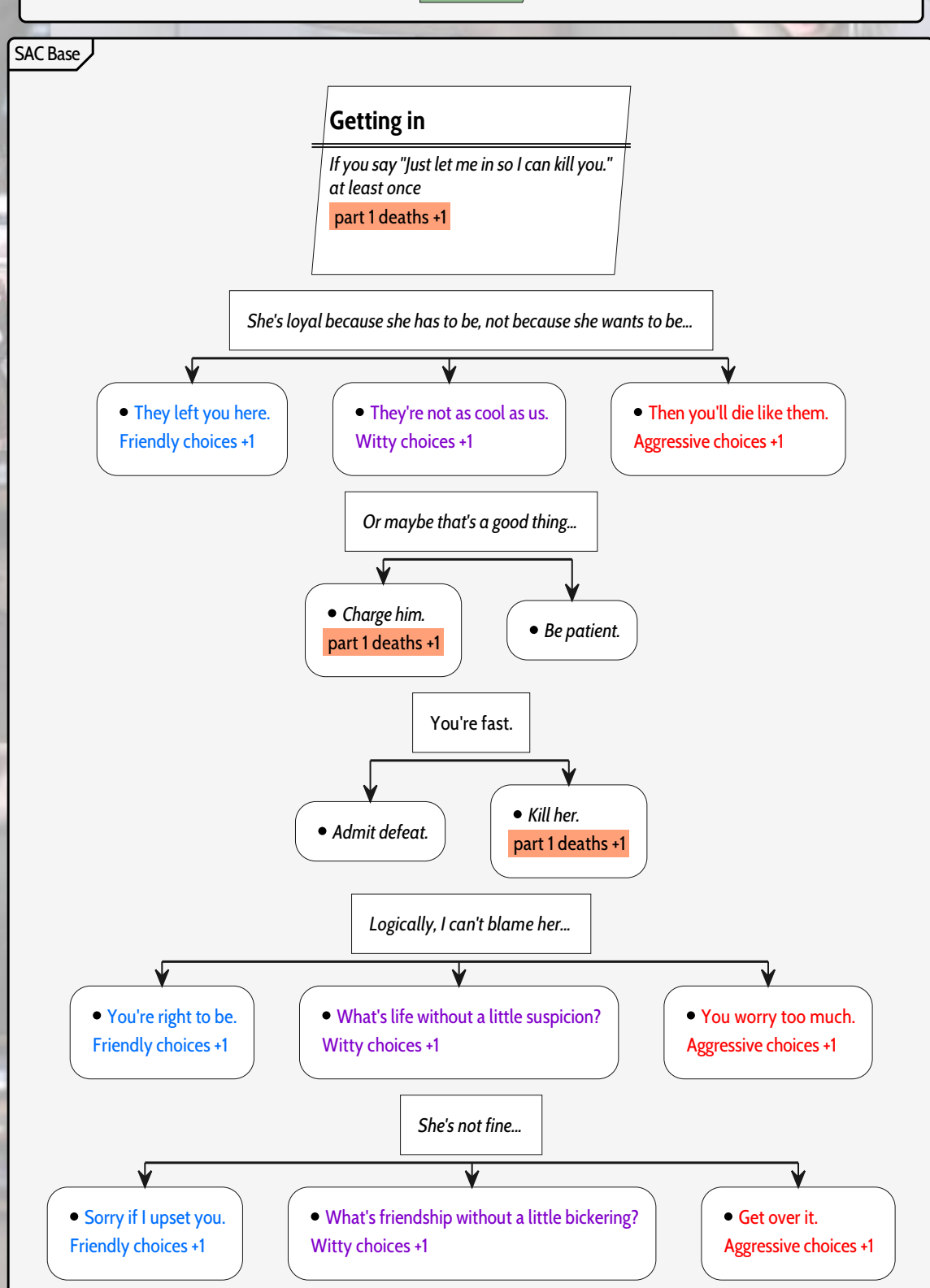
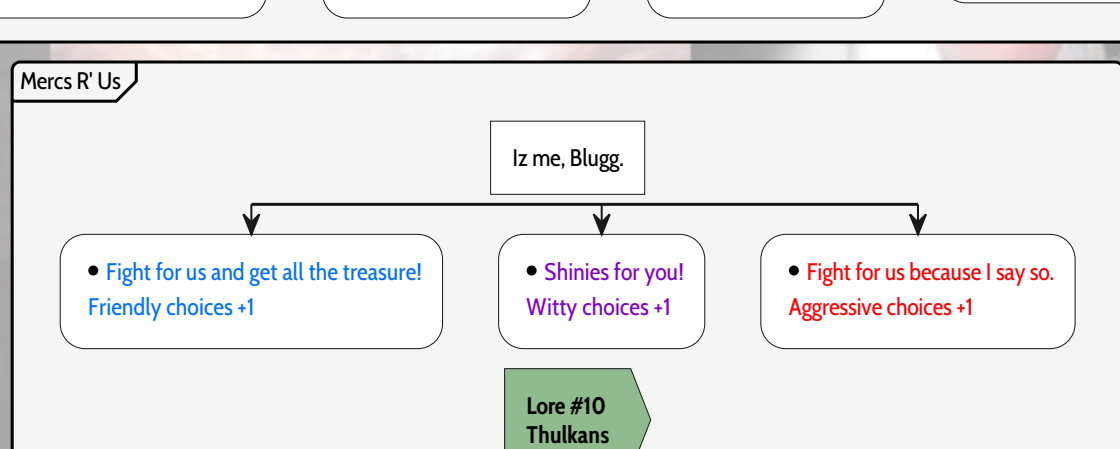
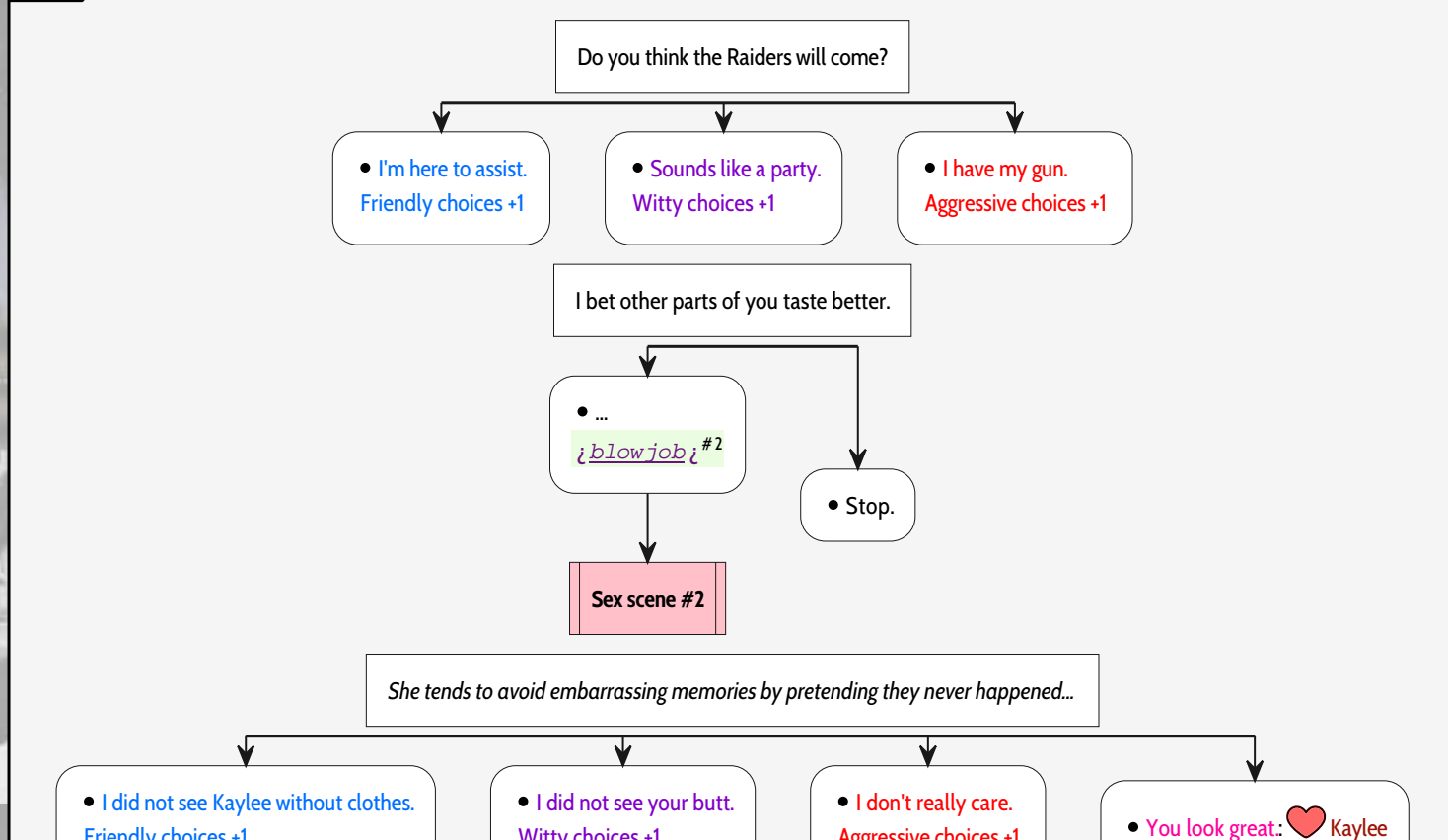
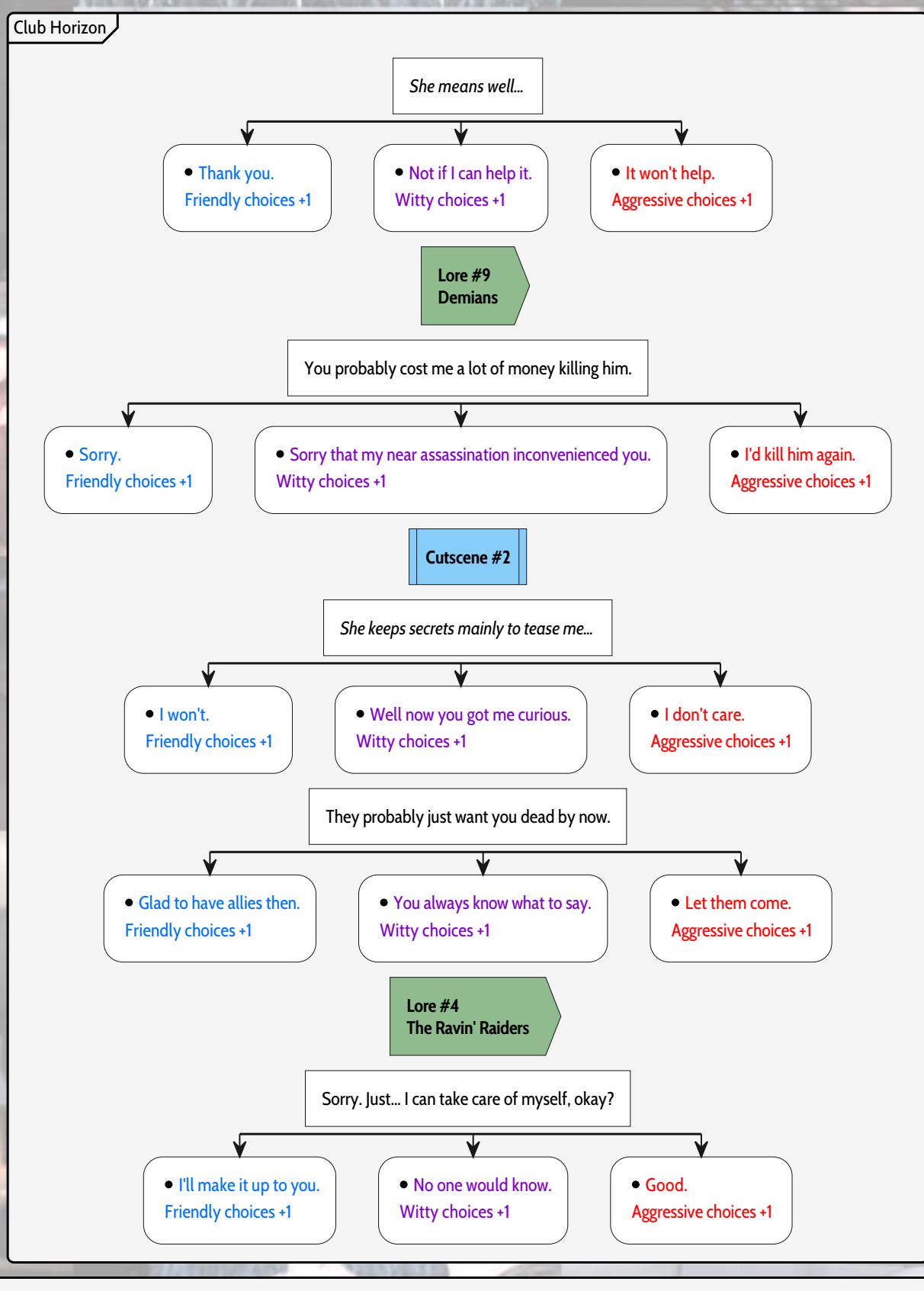
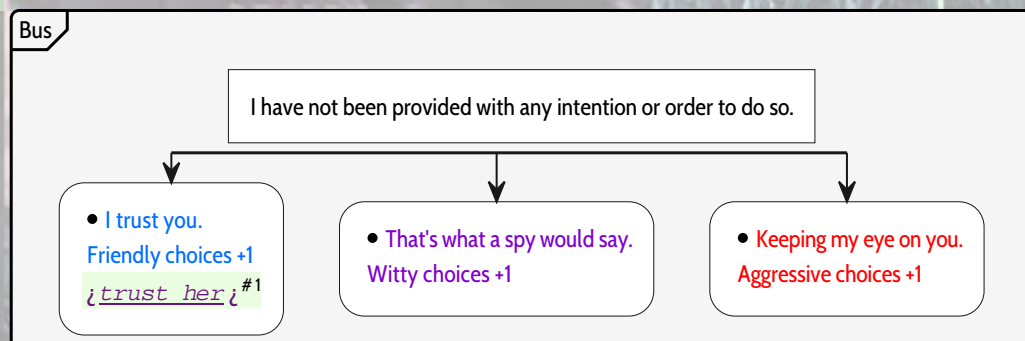
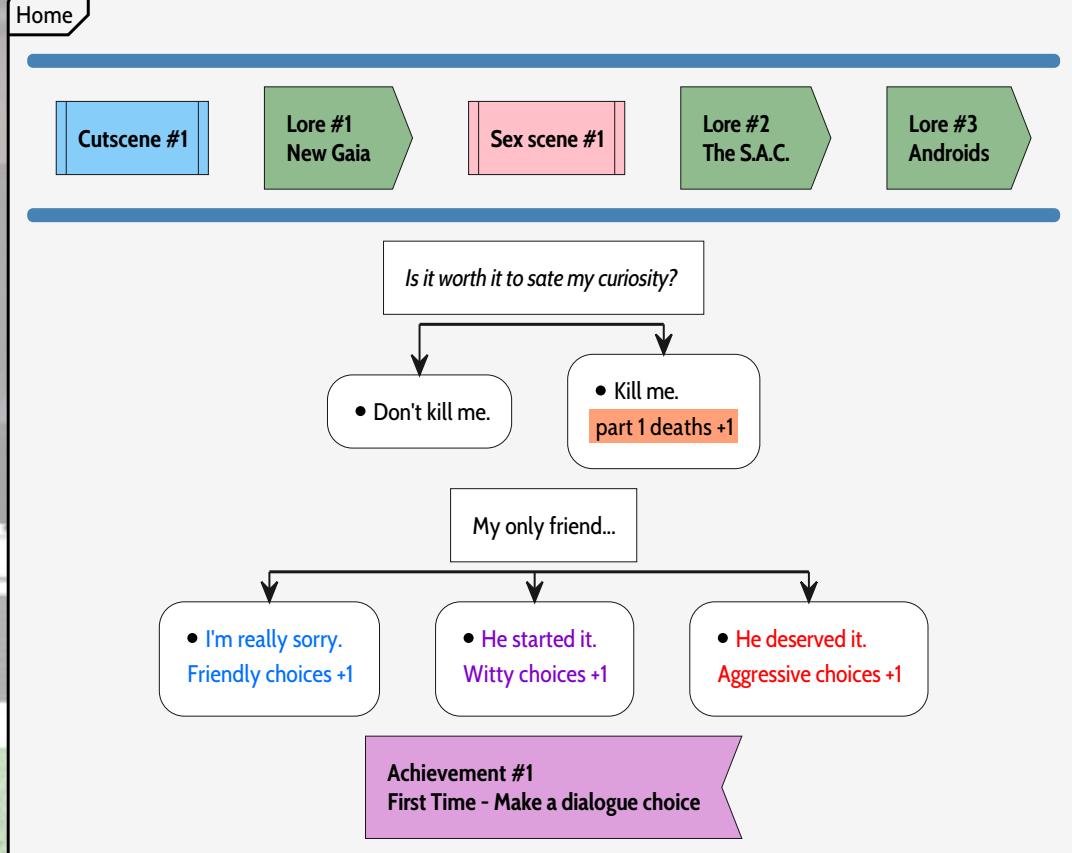
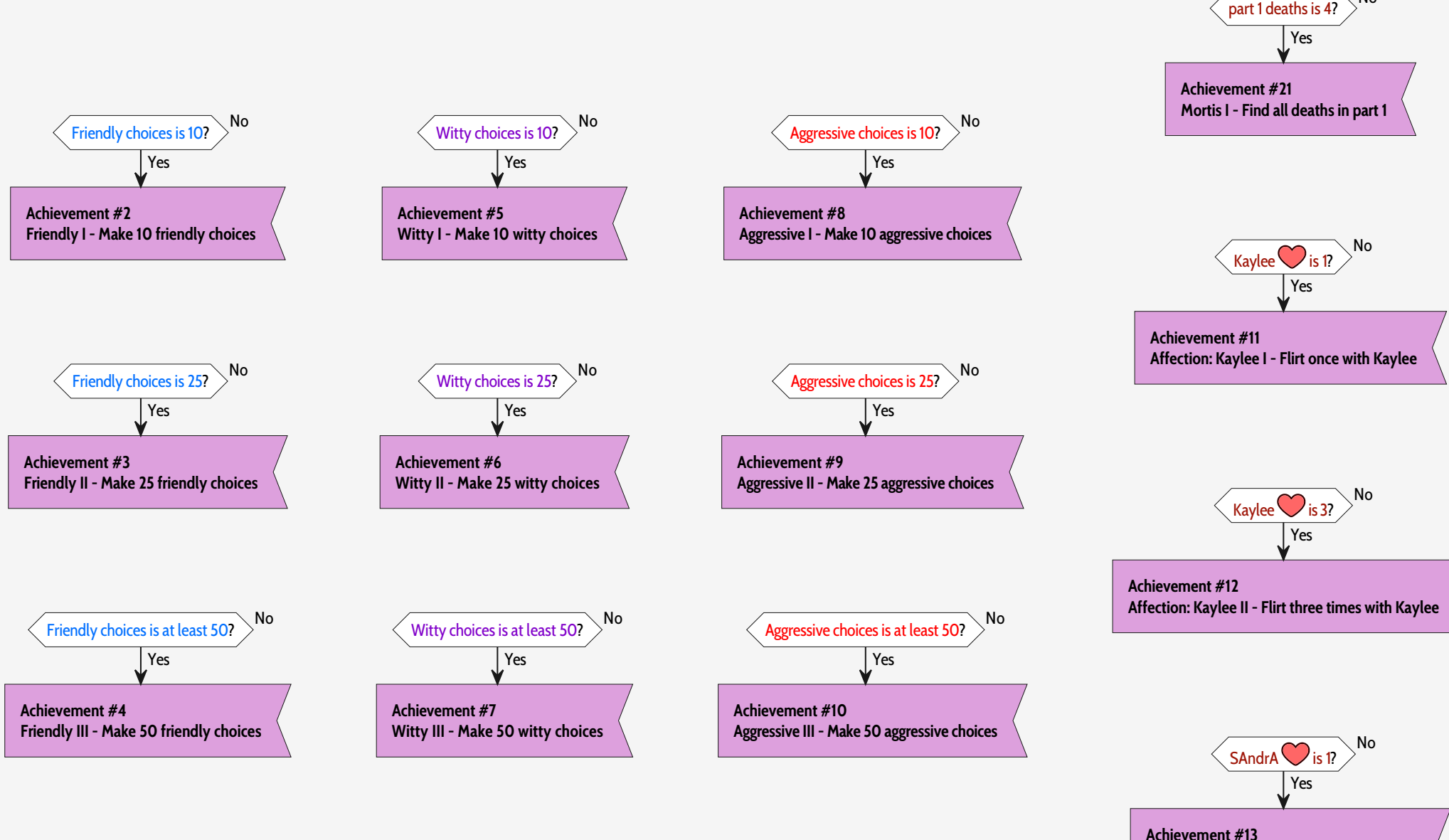
Refer to this overview page to see the big picture.



# Projekt: Passion Part 1

## Global Achievements

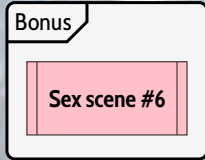
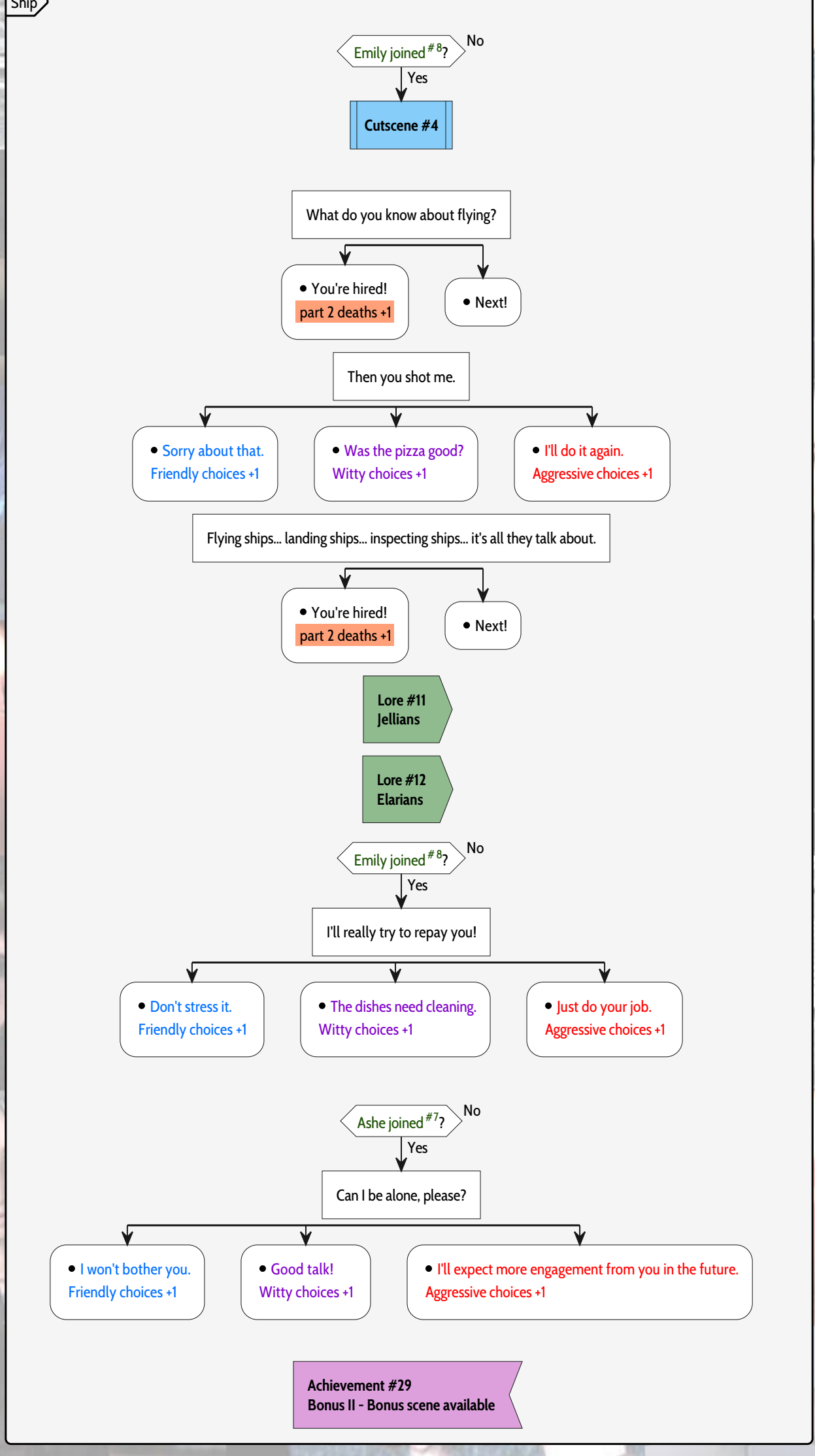
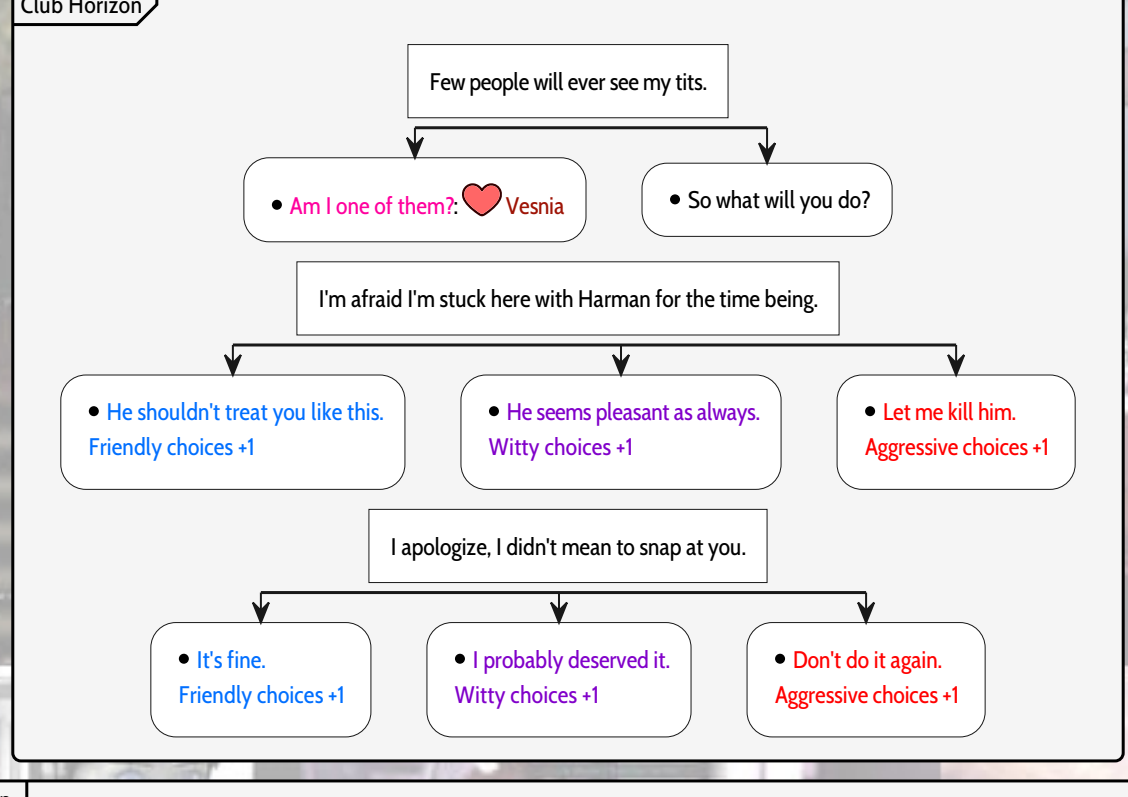
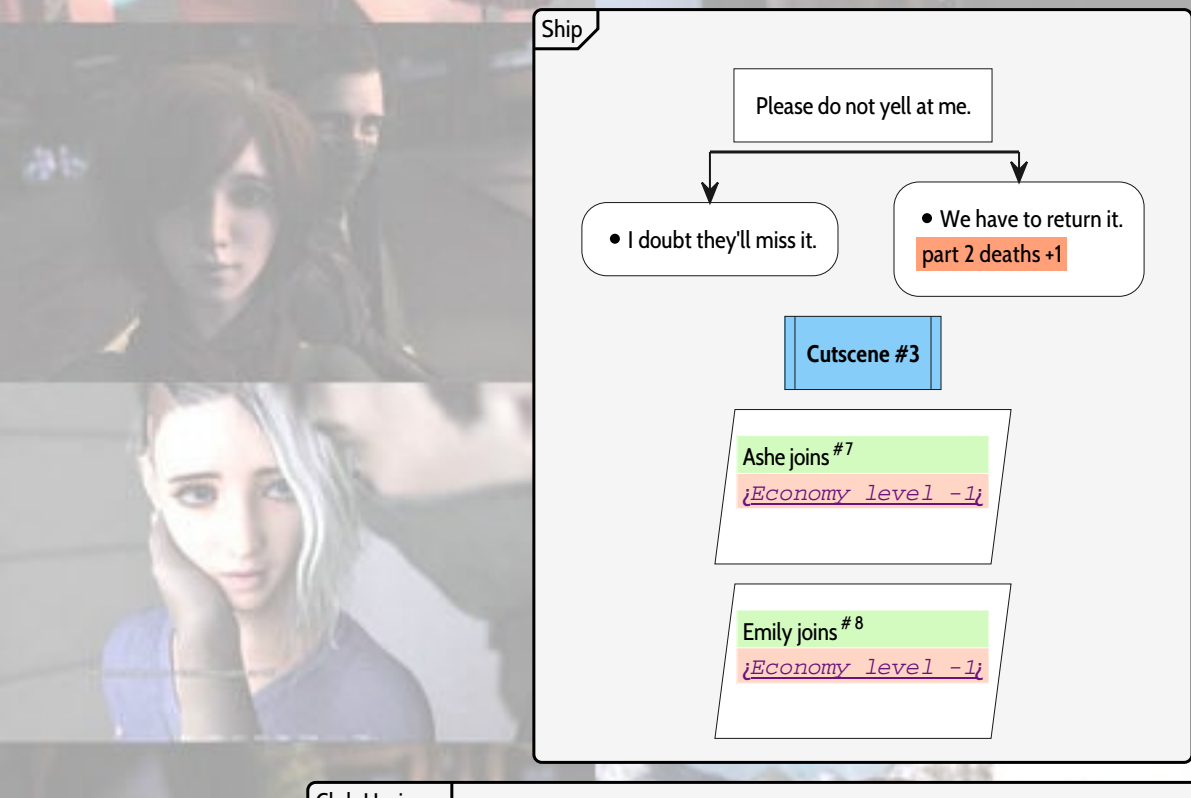
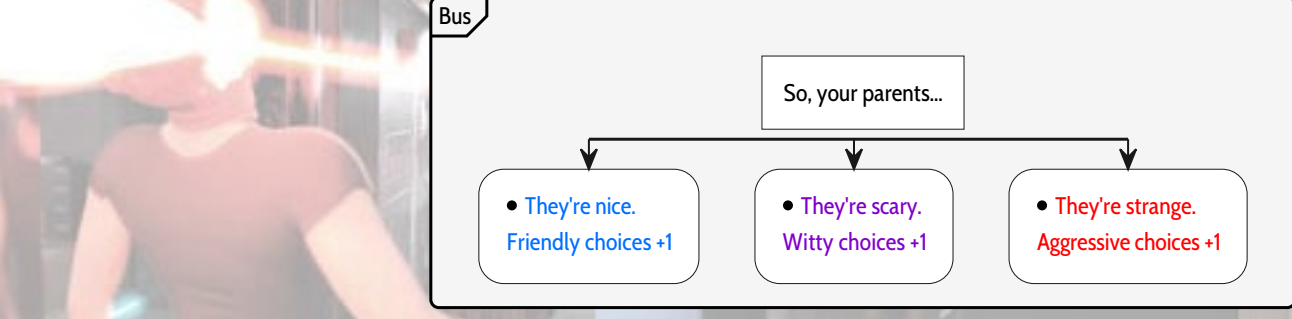
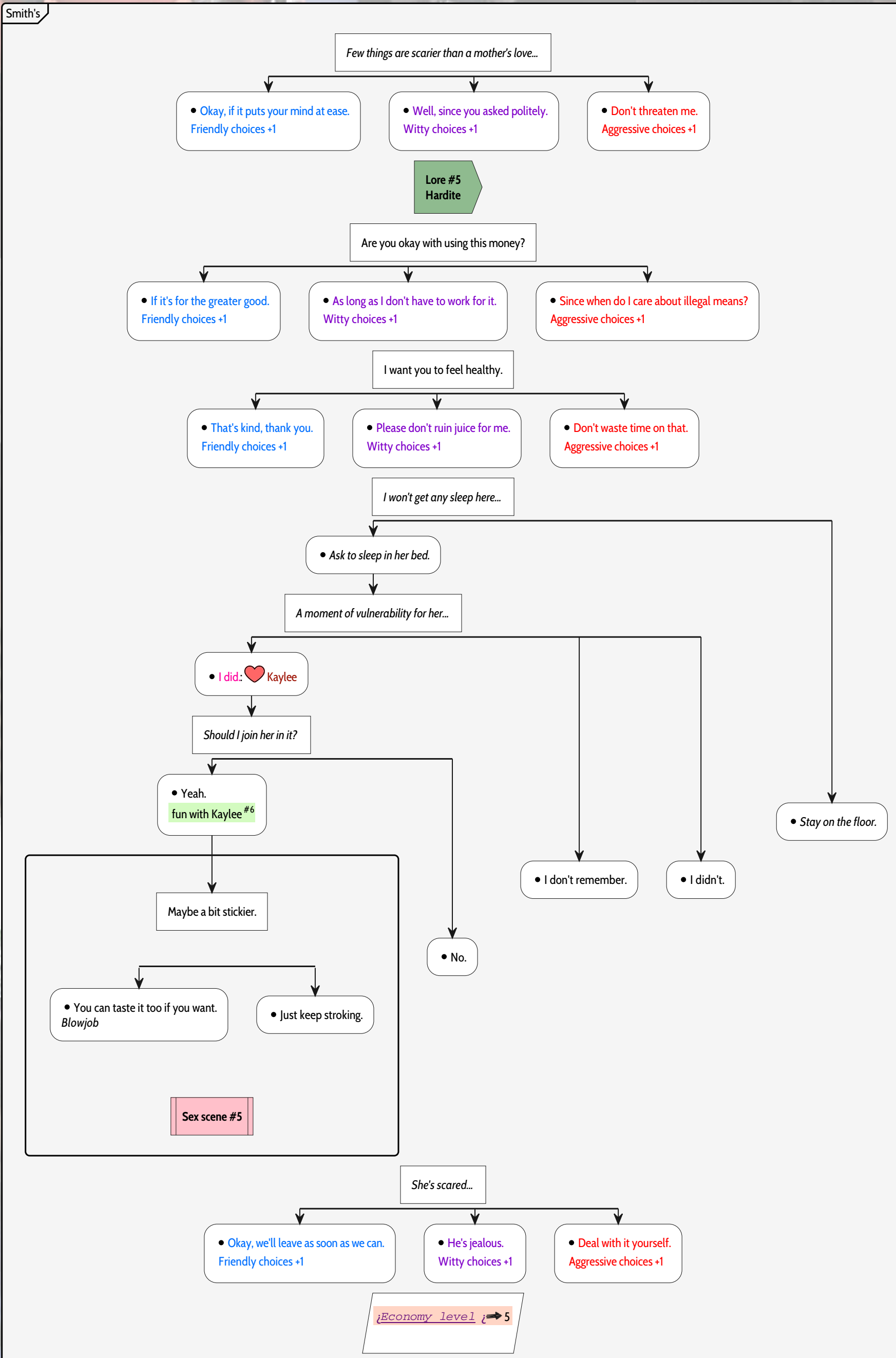
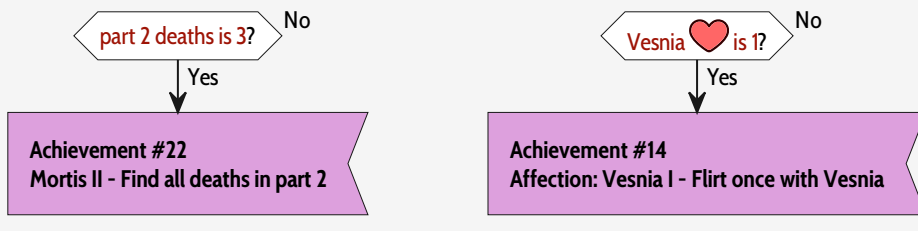
The following achievements can be unlocked at any point during the game when the conditions are met



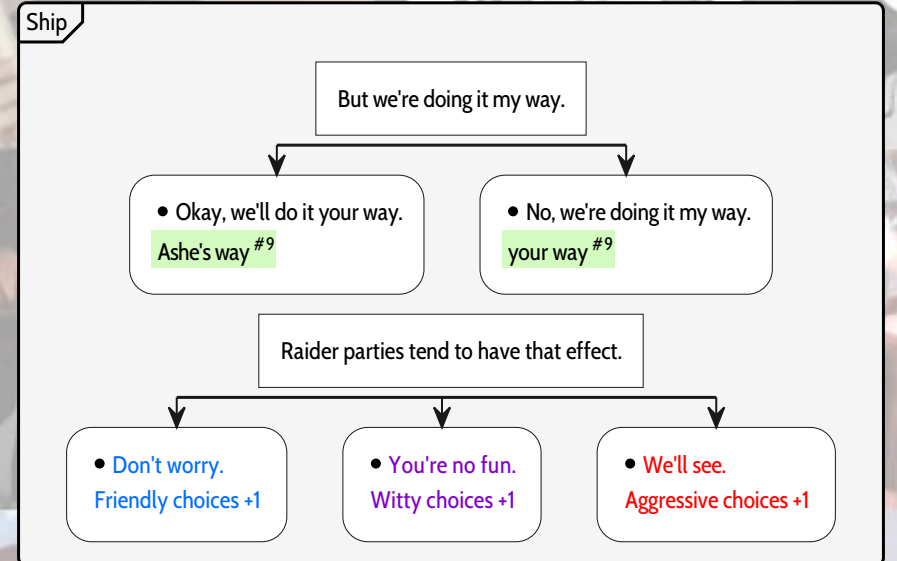
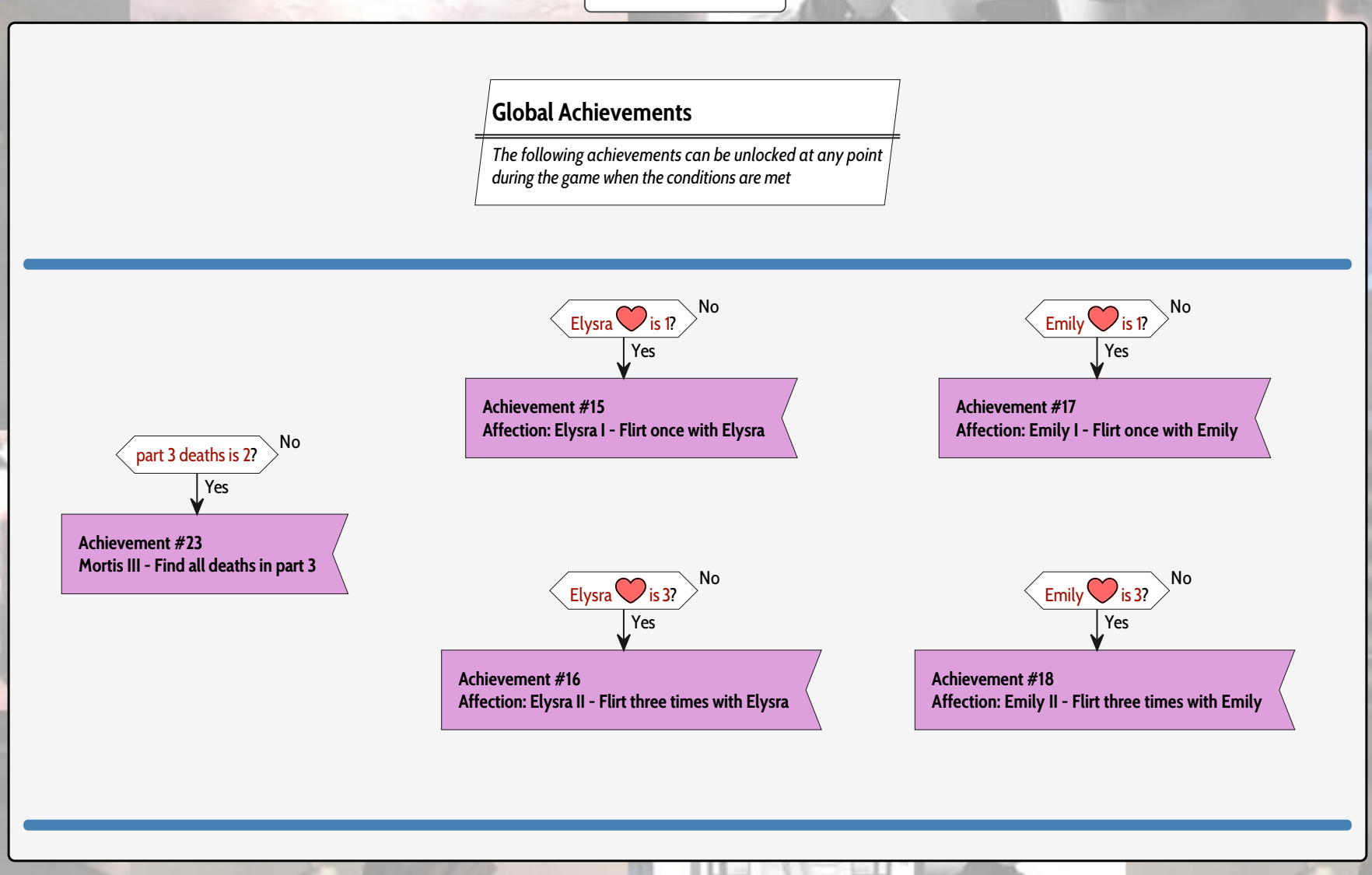
# Projekt: Passion Part 2

## Global Achievements

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

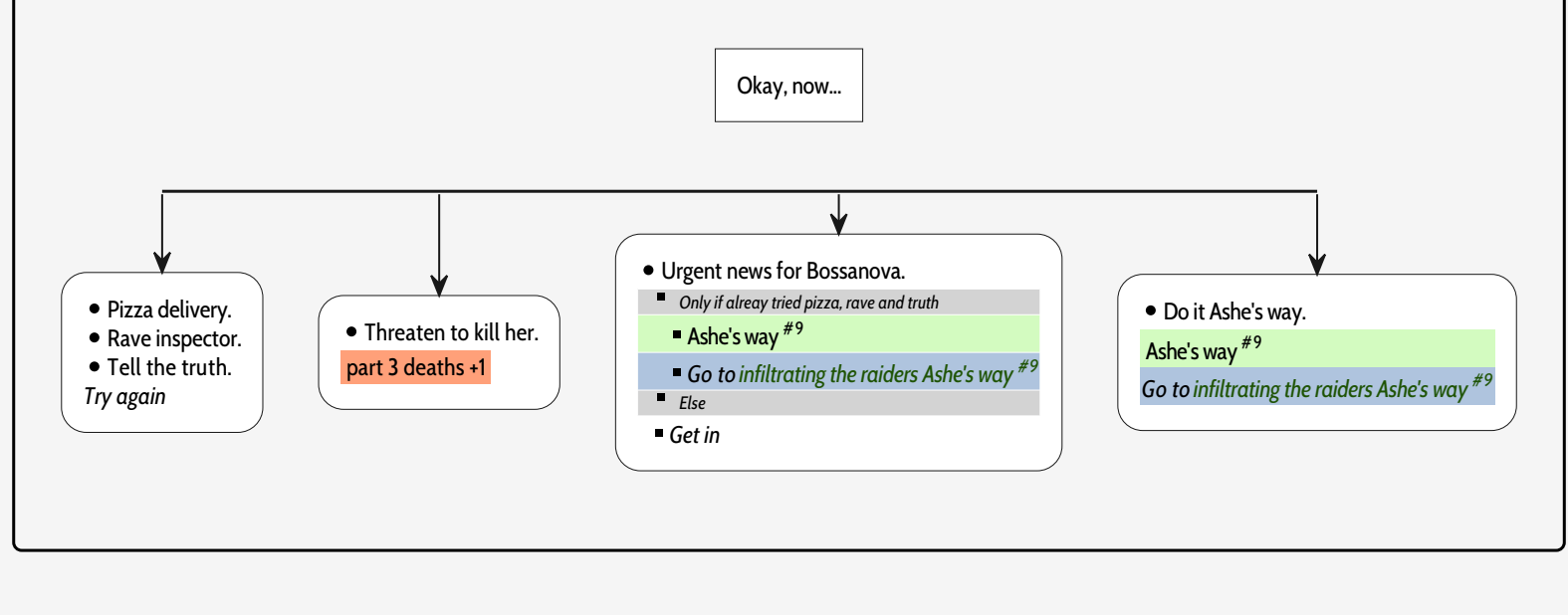


# Projekt: Passion Part 3

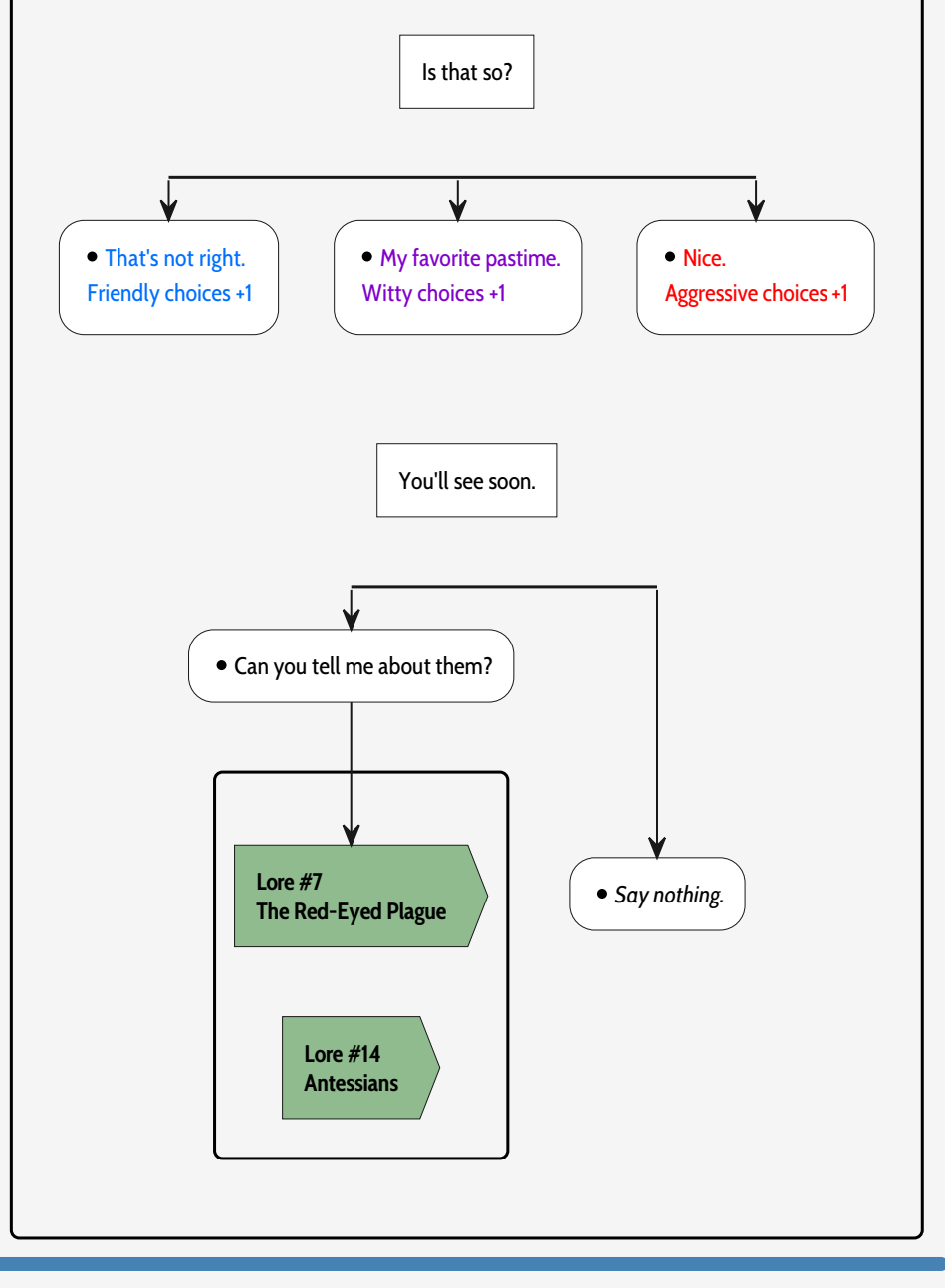


## Raiders

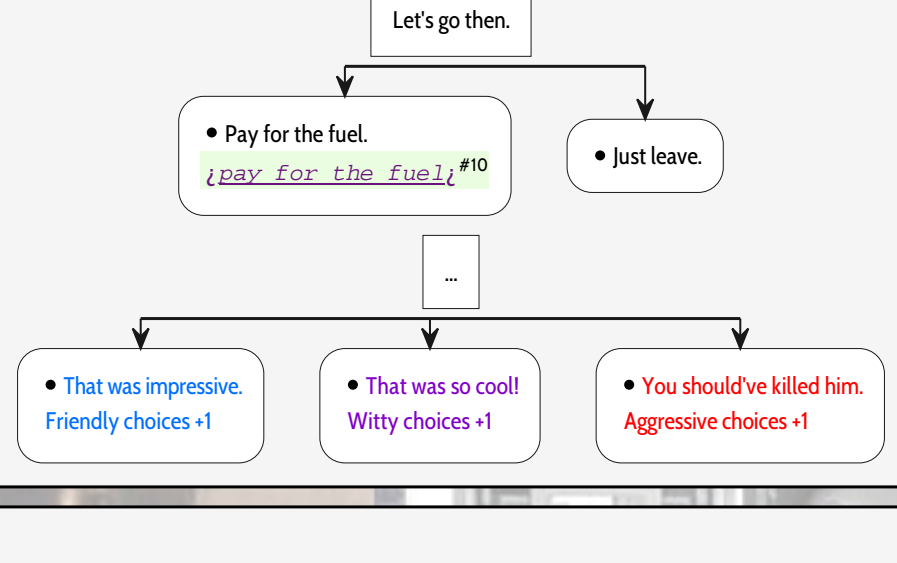
### infiltrating the raiders your way #9



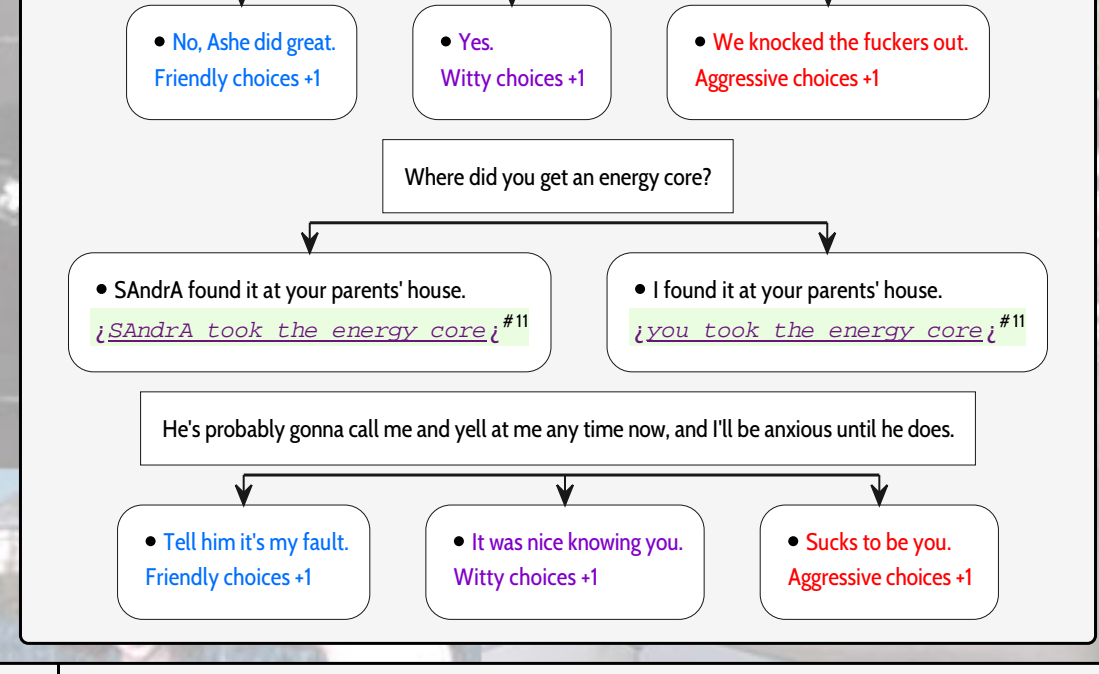
### infiltrating the raiders Ashe's way #9



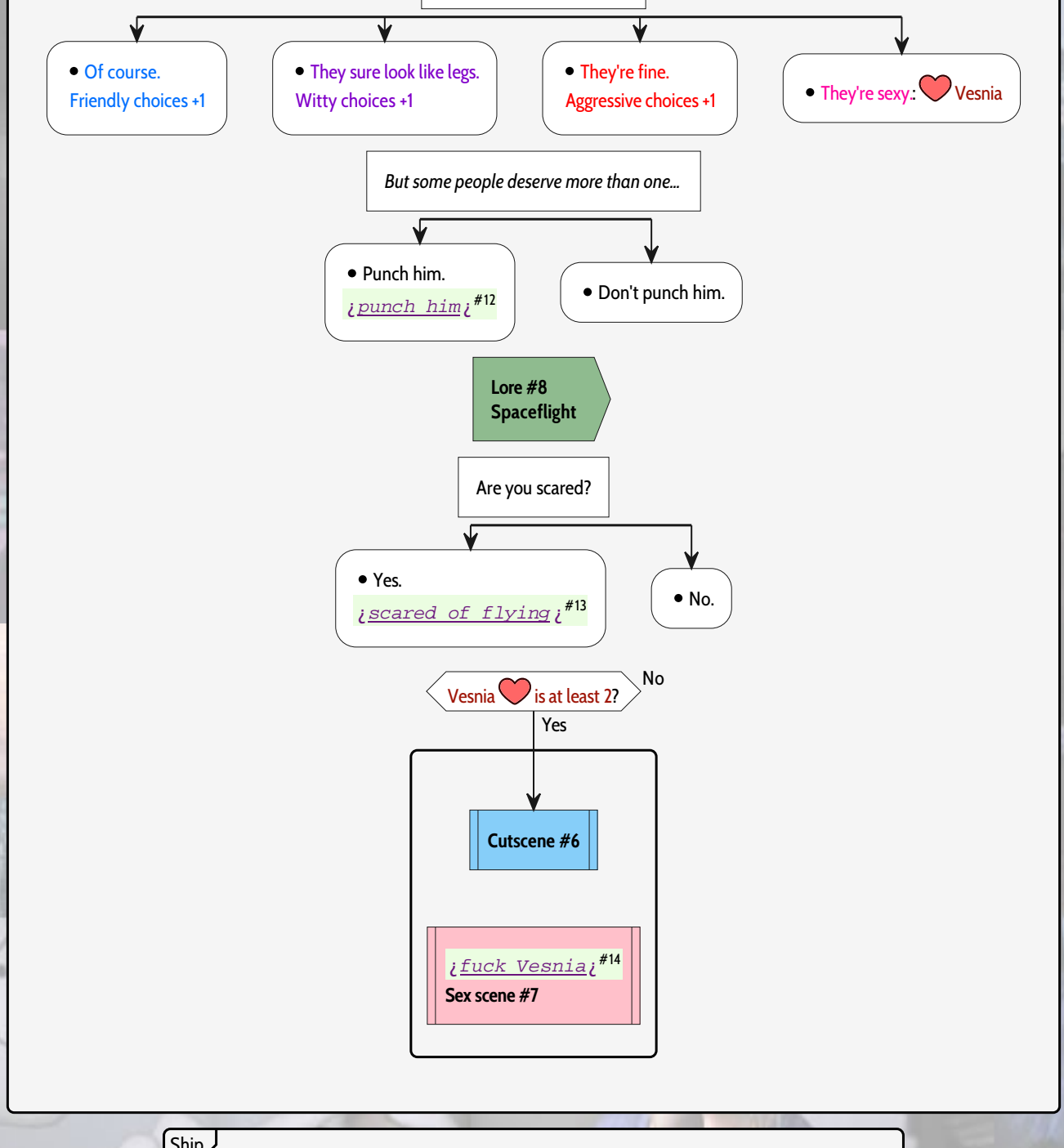
### Cutscene #5



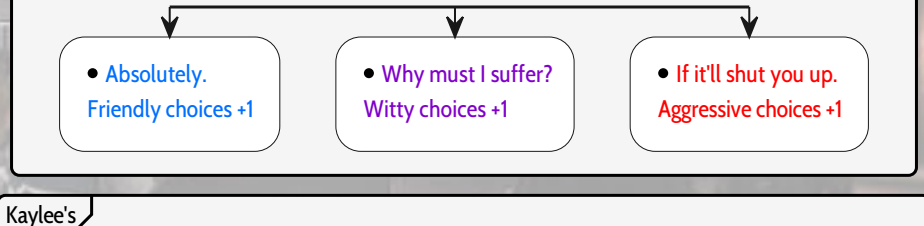
### Ship



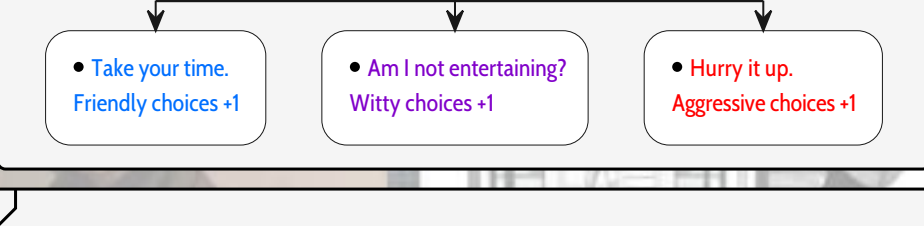
### Club Horizon



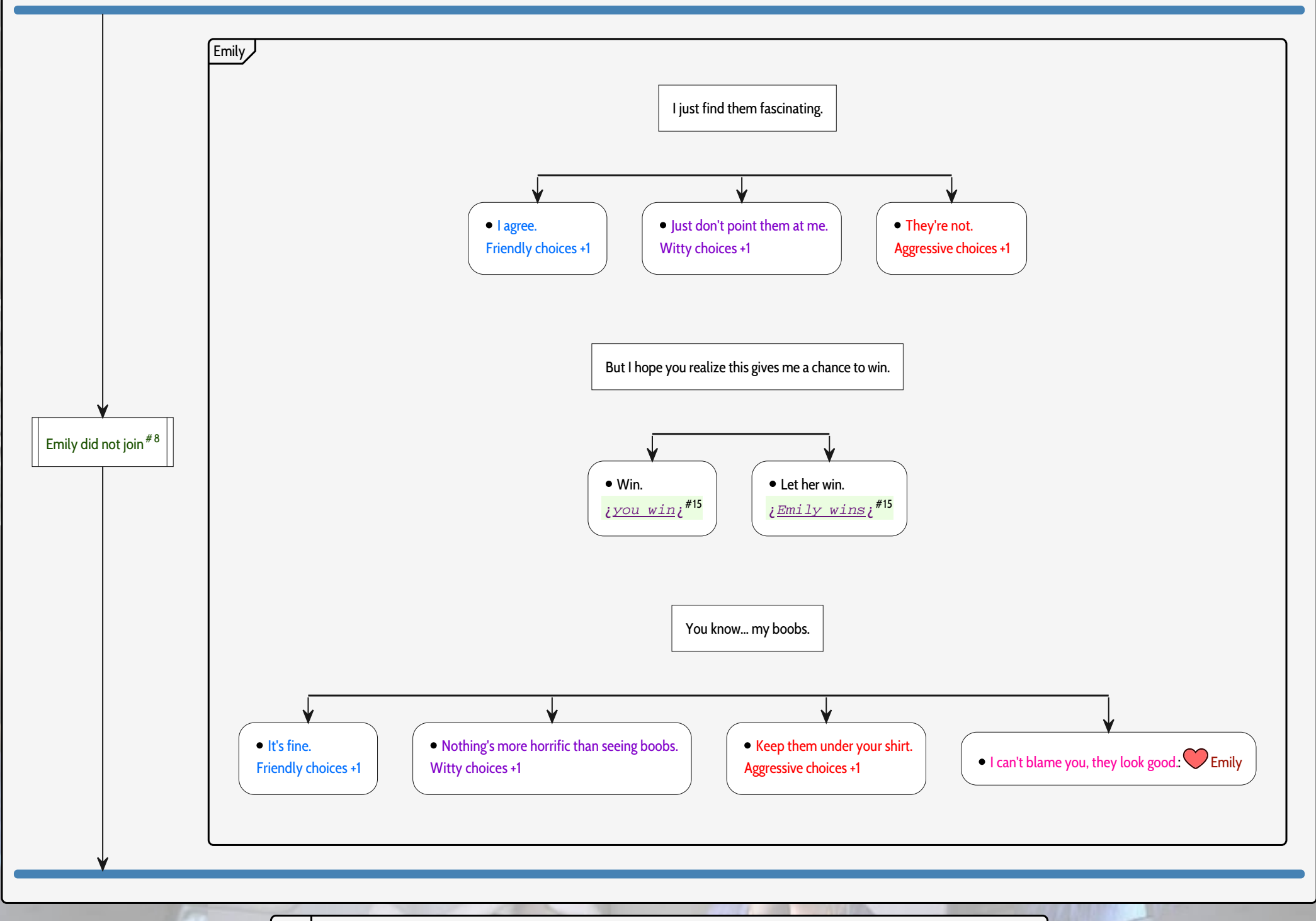
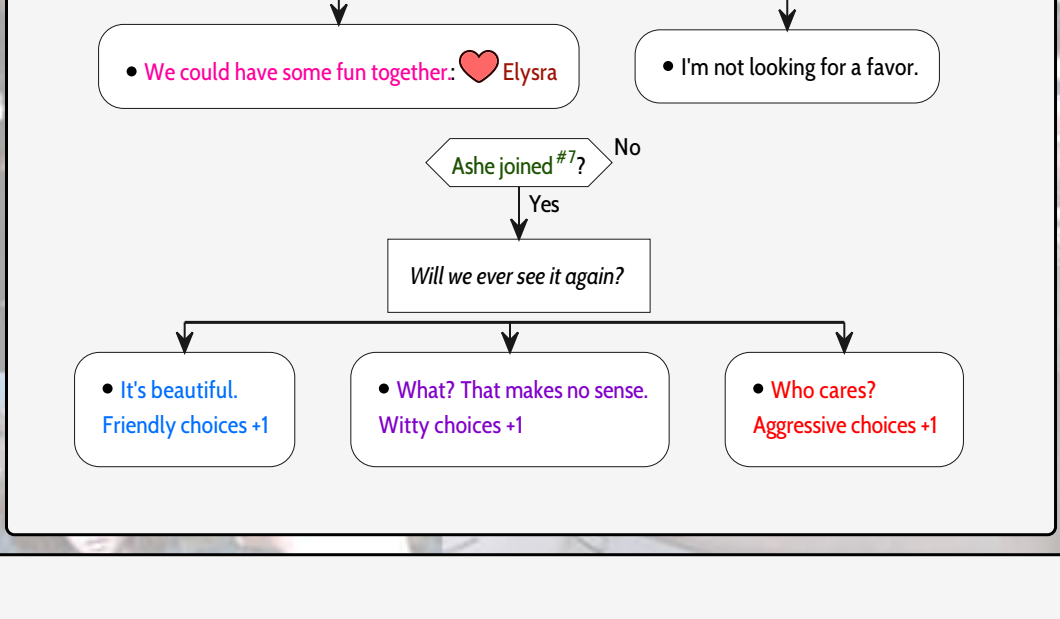
### Ship



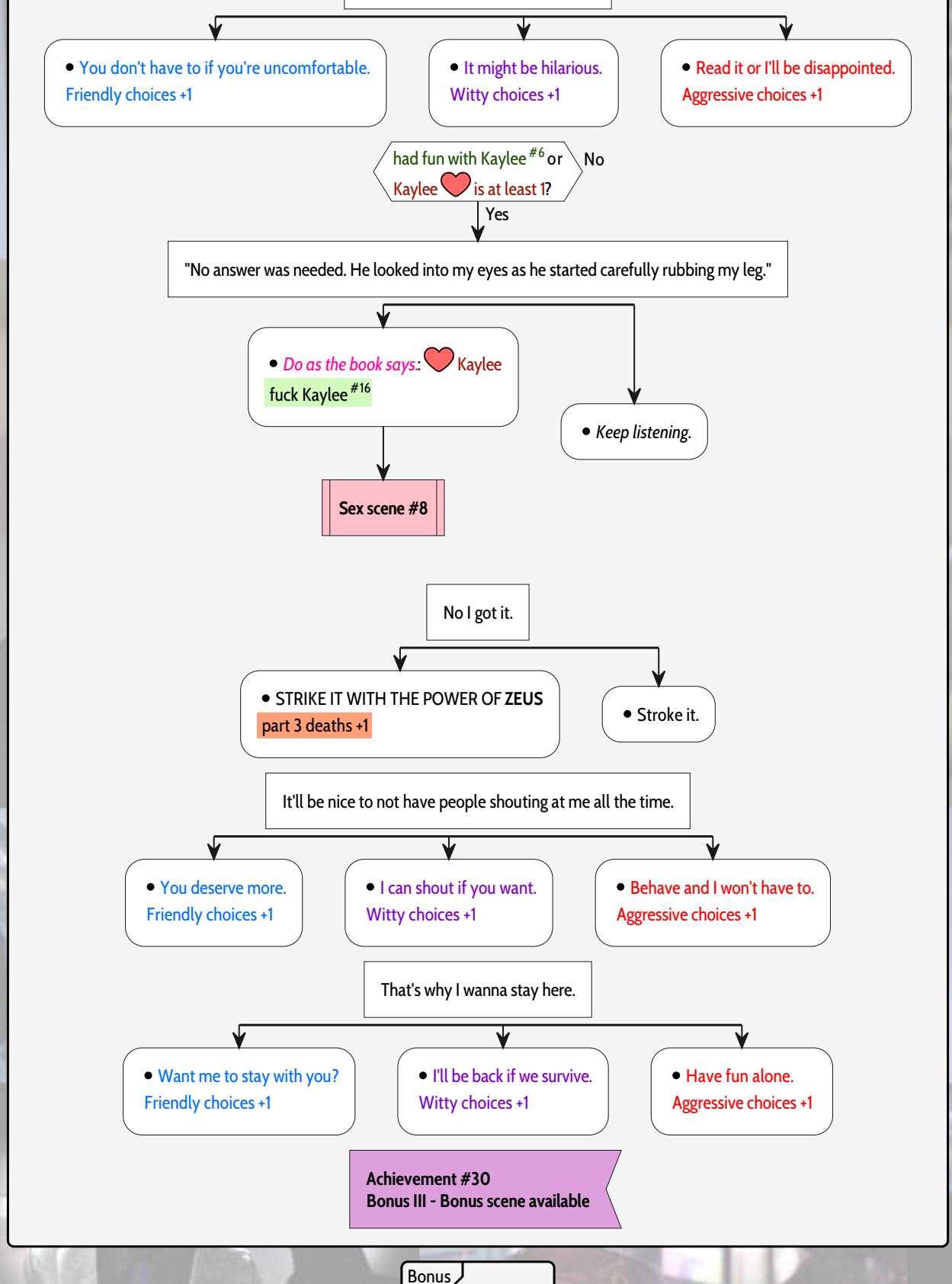
### Kaylee's



### Ship



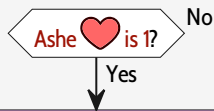
### Ship



# 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](#))

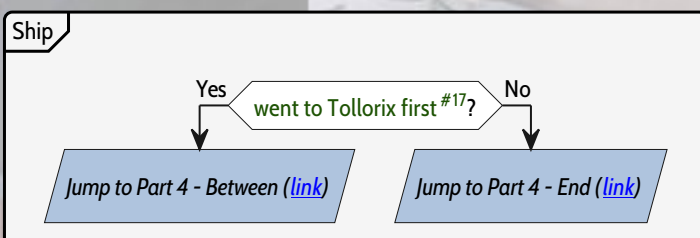
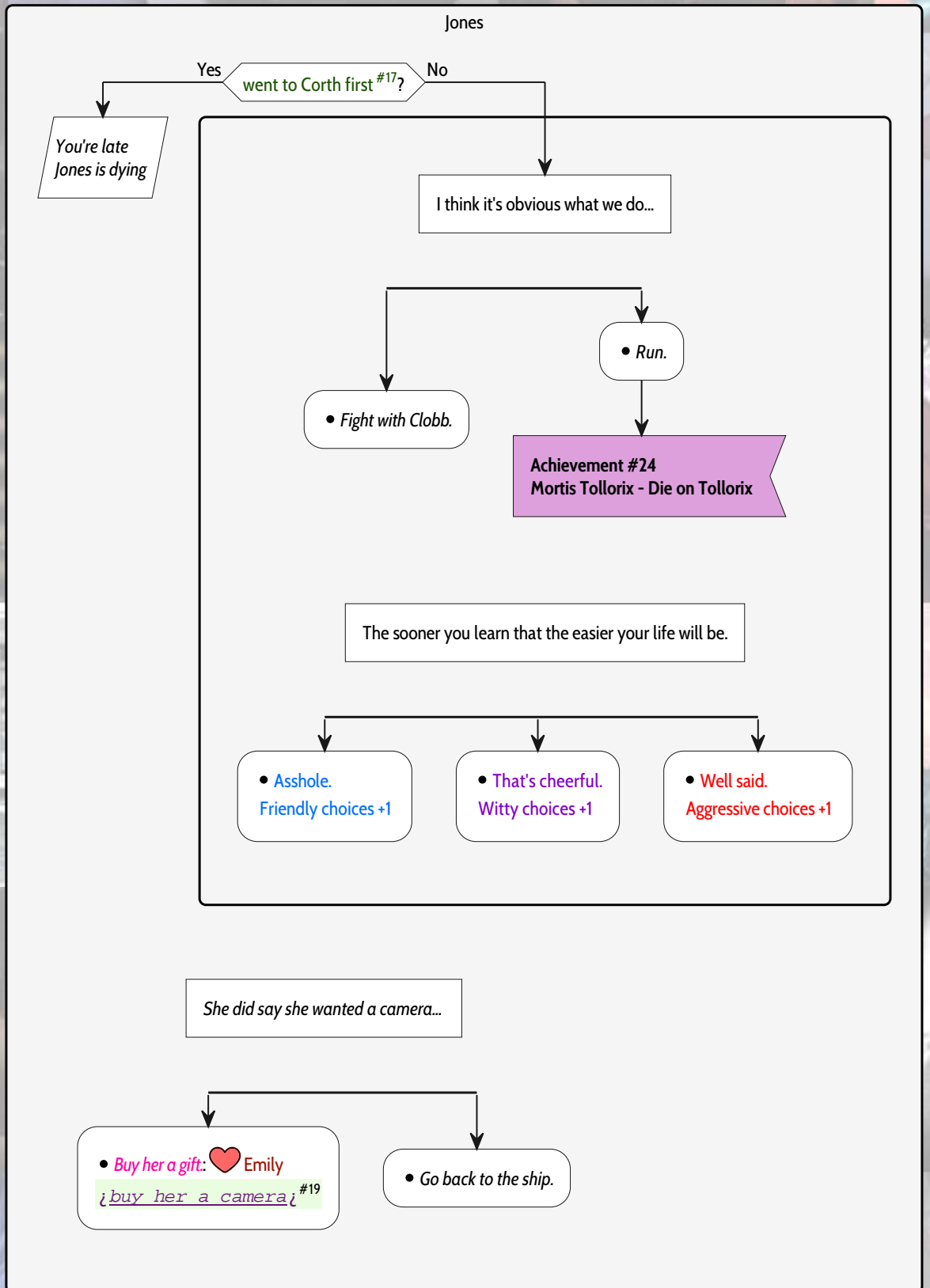
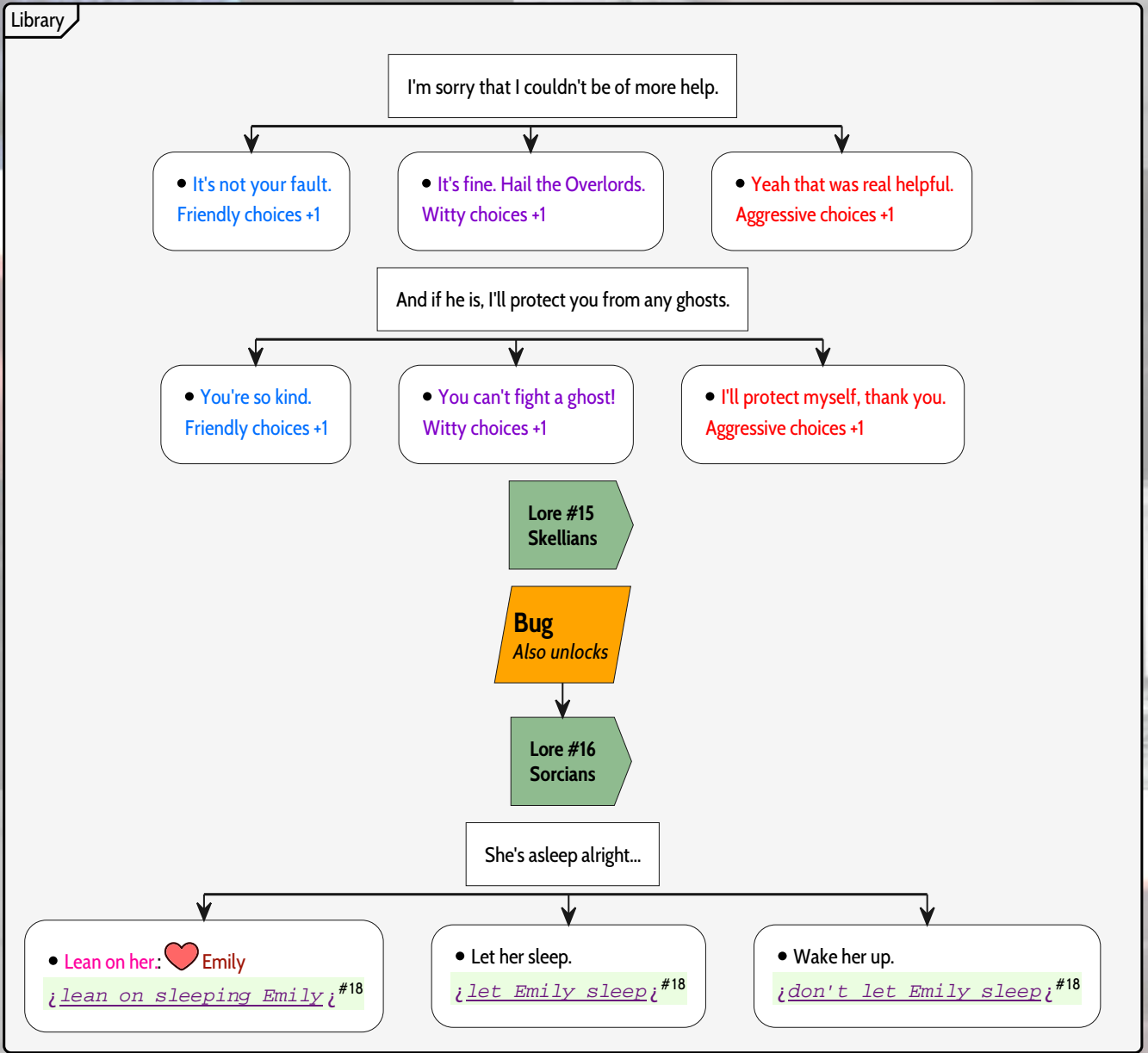
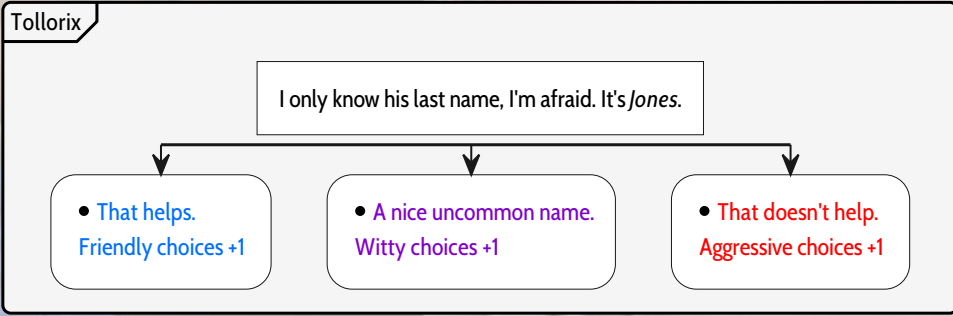
going to Corth first #17?

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

So what are you doing here?

went to Tollorix first #17

• 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  No   
went to Corth first #17?

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?

went to Corth first #17? No

Pollux

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?

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 **fuck Emily #25**
- I'm sorry.

Sex scene #13

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. **fuck Medea #26**
  - No, just answer my questions.
- Sex scene #14

No, it's a small one.

- Hold her.: Ashe **hold her<sup>2</sup> #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.

• 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

• Real names.  
got lost use real names #28

• Fake names.  
got lost use fake names #28

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

### 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 #28 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 Rychard Wibbleton.

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

#### Animals

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

#### Movies

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

#### Travel

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

#### Food

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

#### Colors

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

#### Fears

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

#### Hobbies

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

#### Snacks

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

#### 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

#### Hidden talents

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

Elysa ❤️ is at least 2? No

Yes

Name one of your kinks.

• Dominating: ❤️ Elysa  
dominating #29

• Being dominated.  
being dominated #29

• Footjobs.  
footjobs #29

• None of these.  
vanilla sex #29

#### Sex

- Name one of your kinks.  
• Anal.

#### Results

- Got everything right  
• *won* #30
- Got only 1 wrong  
• *draw* #30
- Got more than 1 wrong  
• *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.  
shake his hand #31

• Don't shake his hand.

### Escape pod

Elysa ❤️ is at least 3? No

Yes

Care to find out?

• Yes.  
fuck Elysa #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

### New Stradus

Achievement #33  
Bonus VI - Bonus scene available

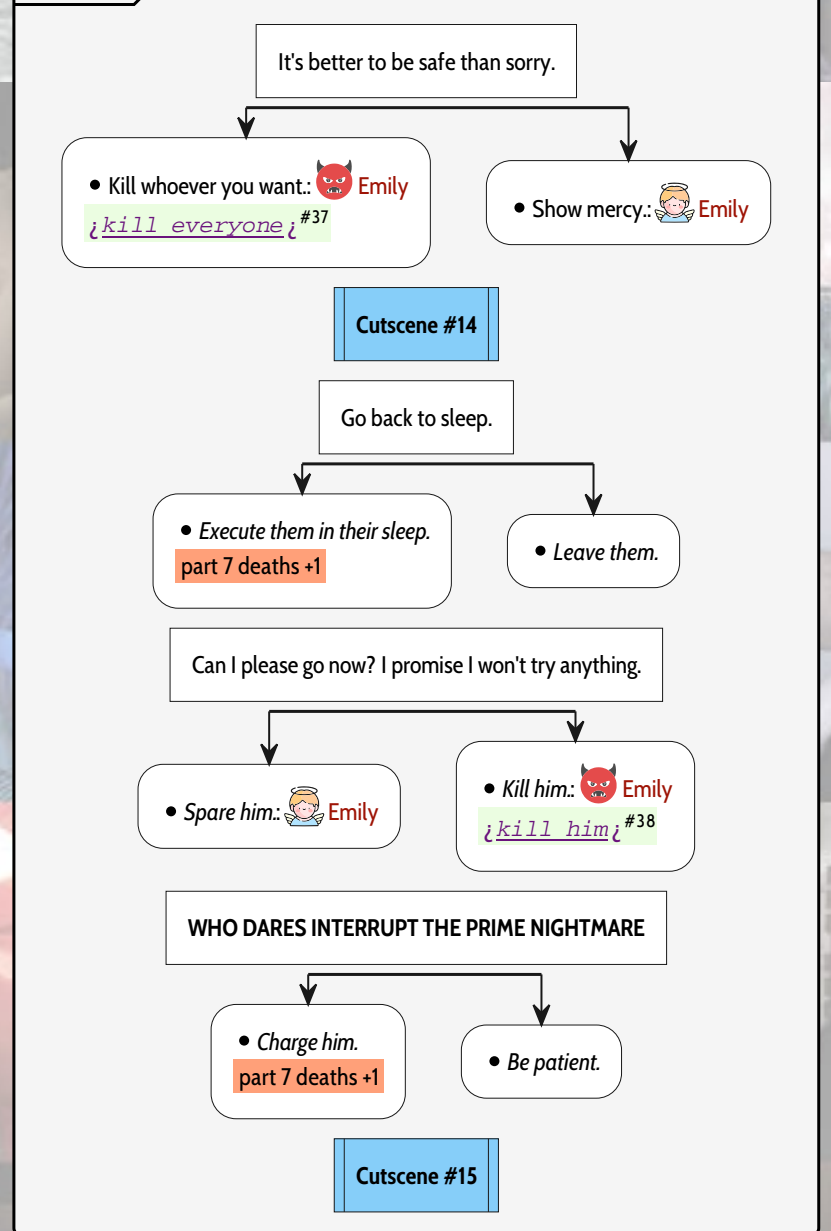
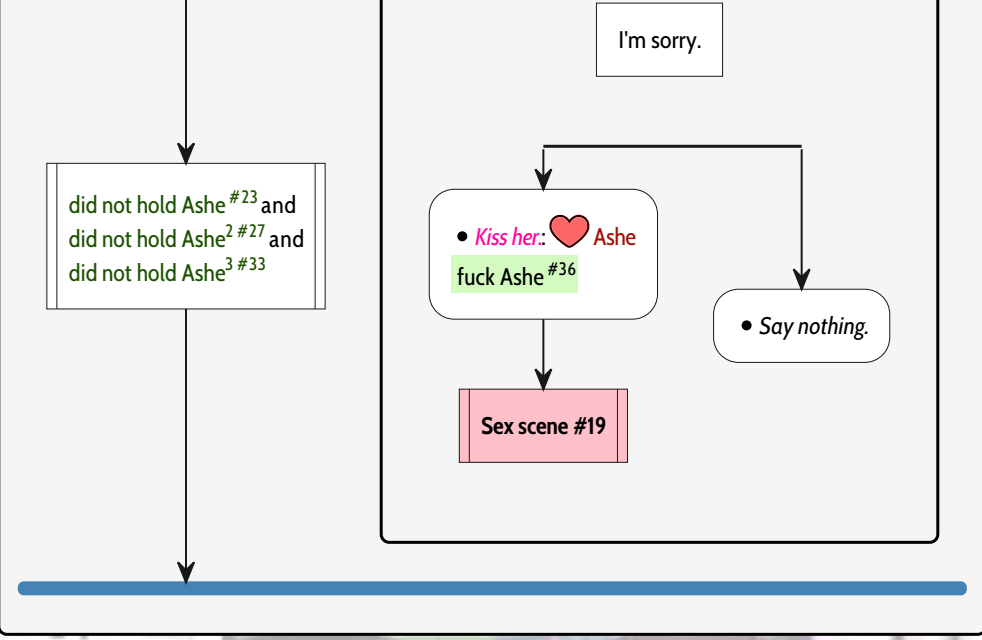
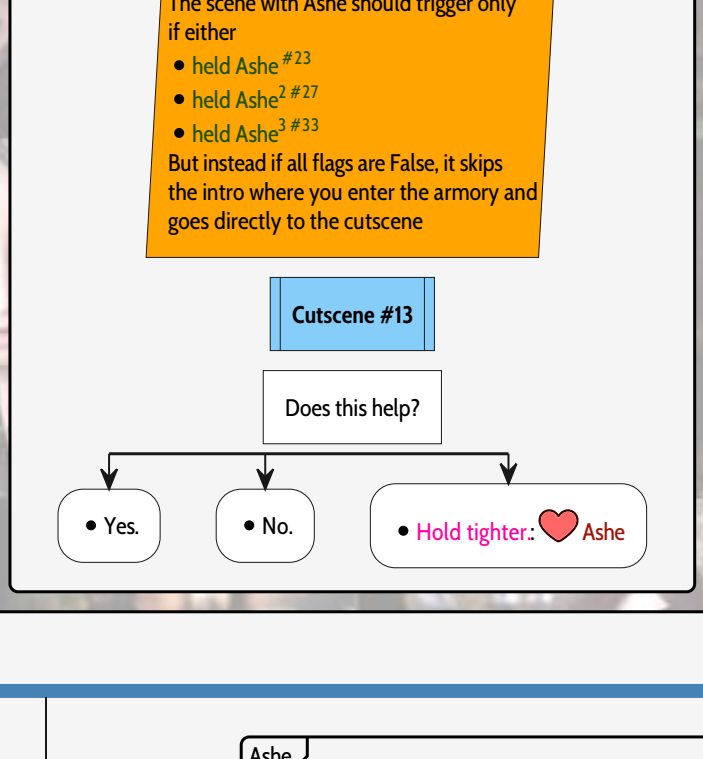
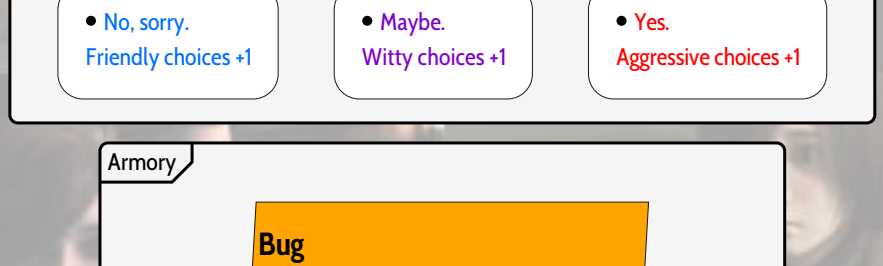
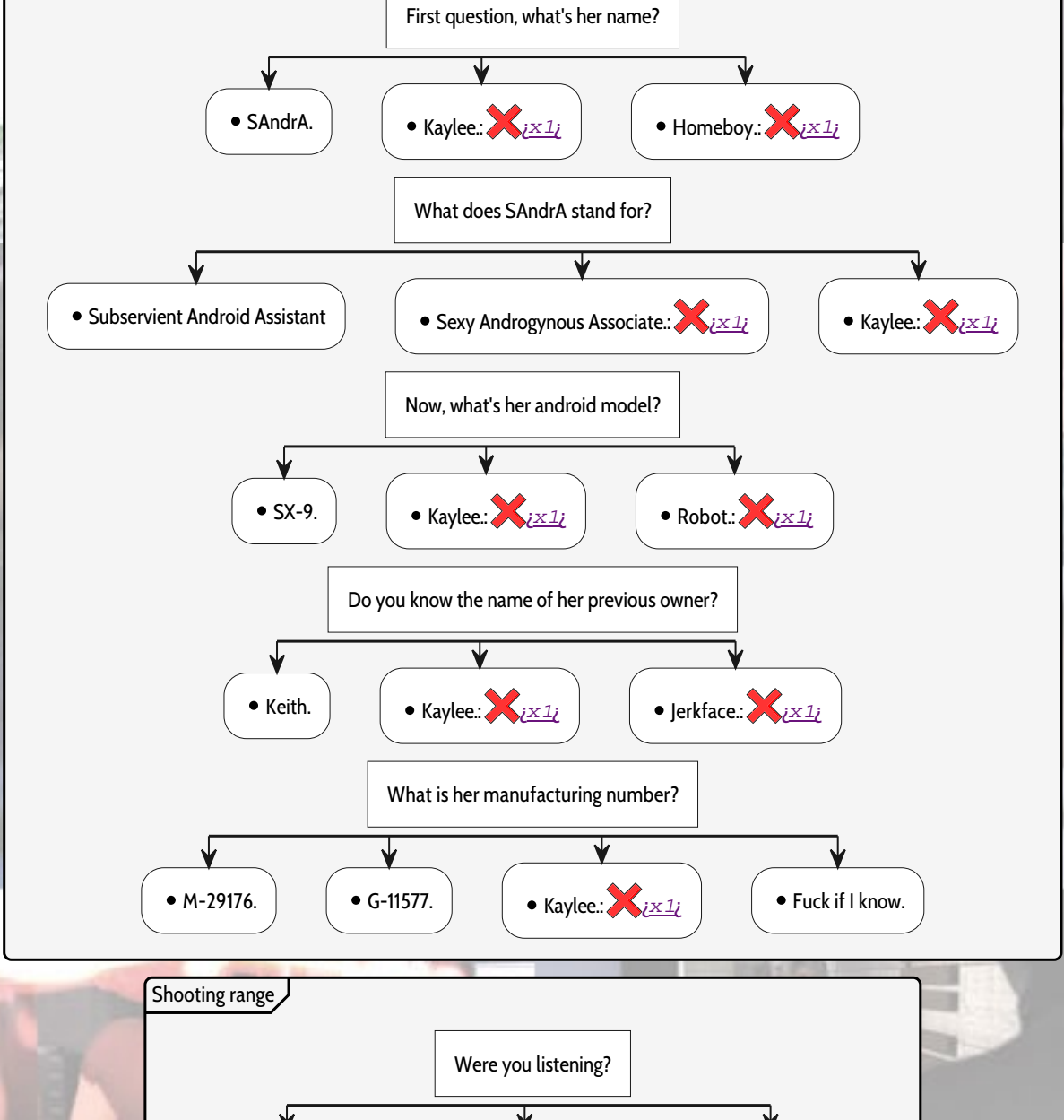
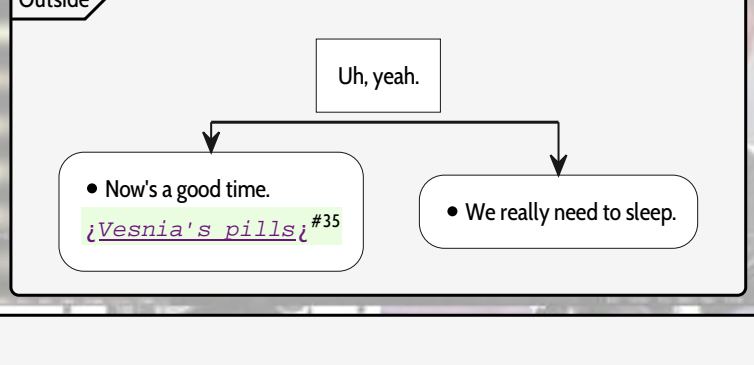
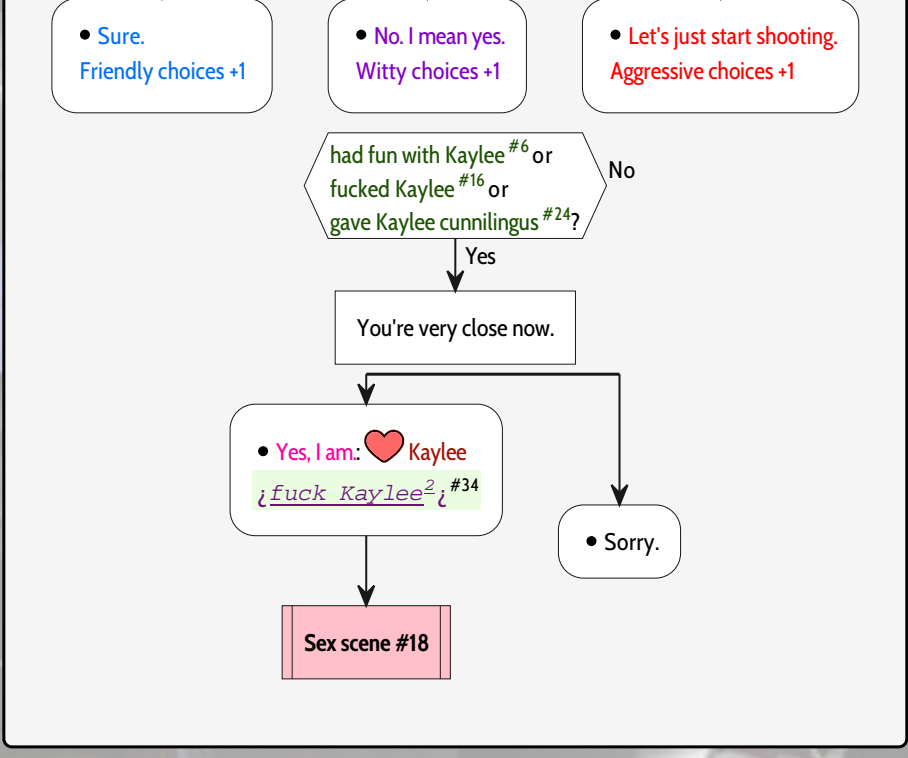
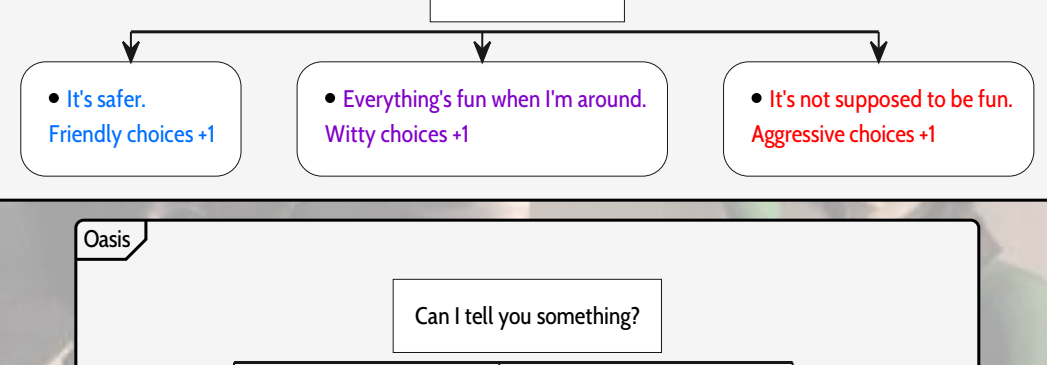
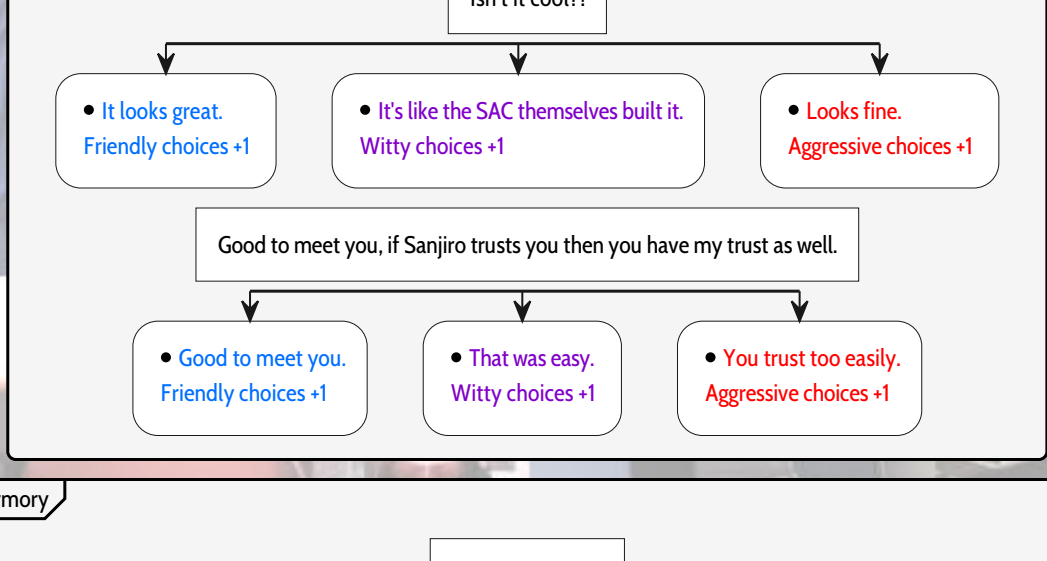
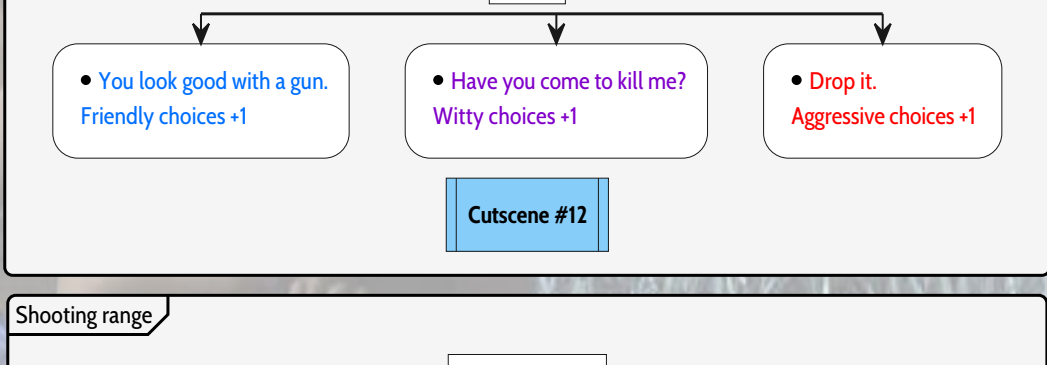
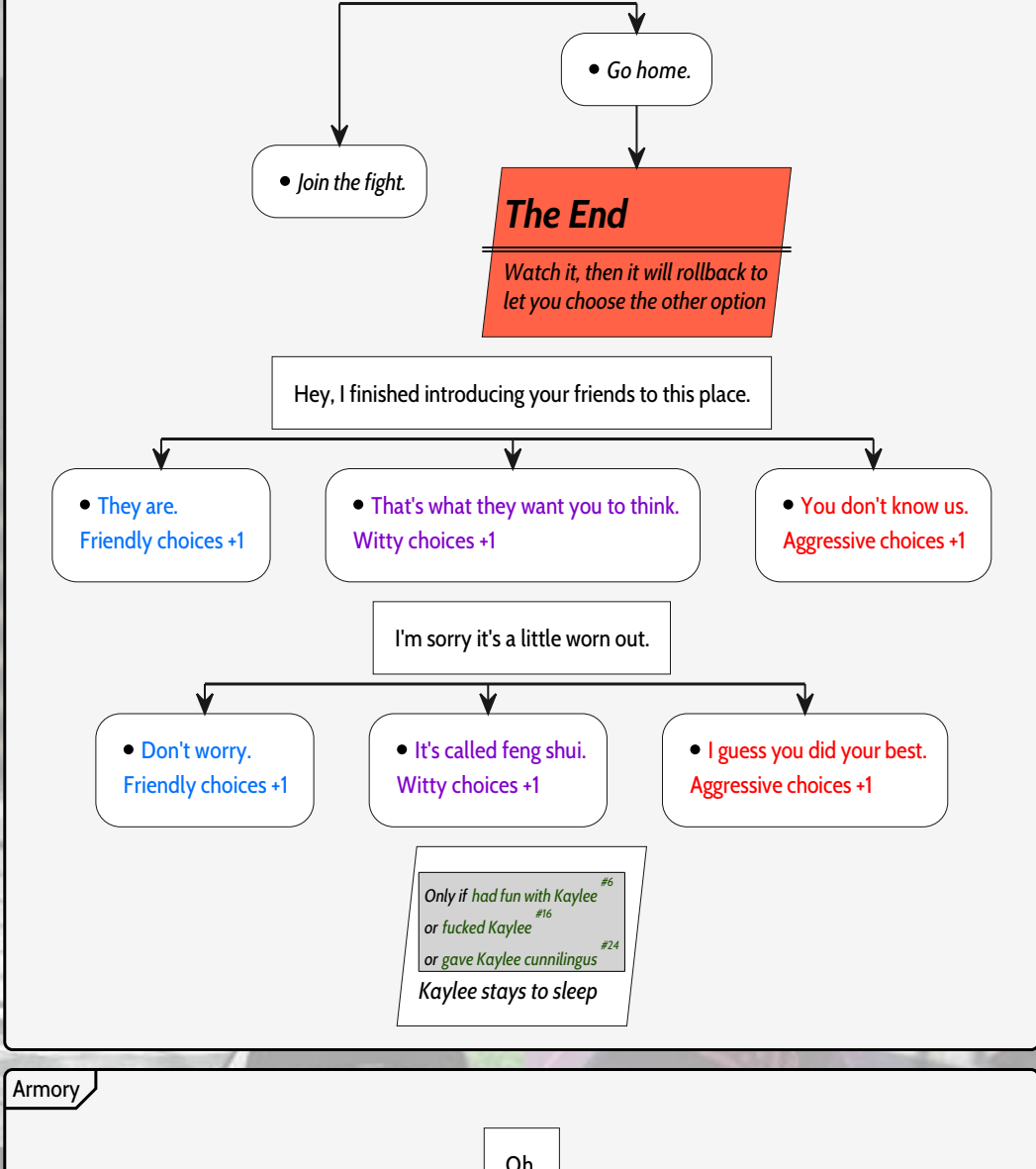
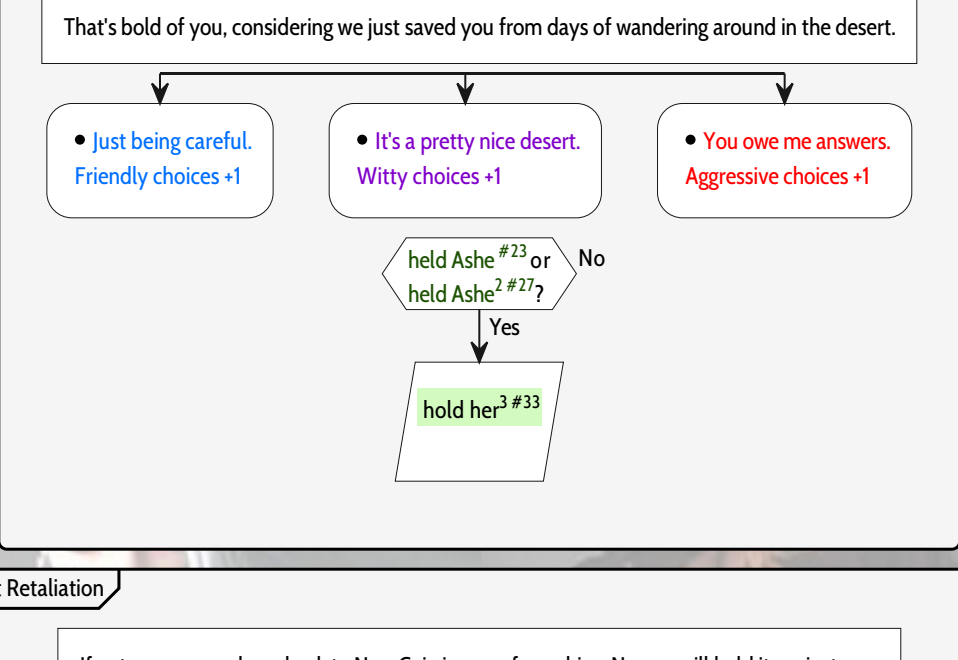
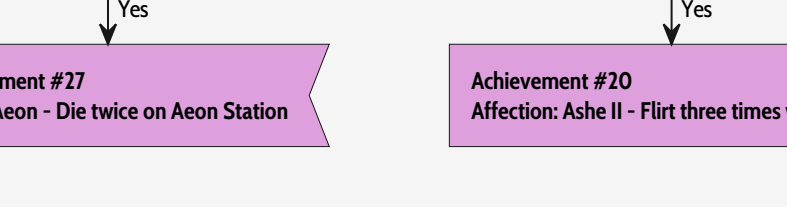
### Bonus

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



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 Os2.  
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
{trust her} #1	trustSandra = True	trustSandra = False	trustSandra
{blow job} #2	kayleeScene1 = True	kayleeScene1 = False	kayleeScene1
{hand job} #3	sandraScene1 = True	sandraScene1 = False	sandraScene1
{cuddle} #4	cuddledSandra = True	cuddledSandra = False	cuddledSandra
{they were gone} #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	<b>Ashe's way:</b> raidersInfiltration = "Ashe" <b>your way:</b> raidersInfiltration = "MC"		raidersInfiltration
{pay for the fuel} #10	gaveFuelMoney = True	gaveFuelMoney = False	gaveFuelMoney
{told Kaylee who took the energy core} #11	<b>Sandra:</b> kayleeEnergyCore = "Sandra took" <b>you:</b> kayleeEnergyCore = "MC took"		kayleeEnergyCore
{punch him} #12	punchedHarman = True	punchedHarman = False	punchedHarman
{scared of flying} #13	mcScaredToo = True	mcScaredToo = False	mcScaredToo
{fuck Vesnia} #14	vesniaScene1 = True	vesniaScene1 = False	vesniaScene1
{who won shooting competition} #15	<b>you:</b> emilyShooting = "MC won" <b>Emily:</b> emilyShooting = "Emily won"		emilyShooting
fuck Kaylee #16	kayleeSex2 = True	kayleeSex2 = False	kayleeSex2
first destination #17	<b>Tollorix:</b> mission1 = "Tollorix" <b>Corth:</b> mission1 = "Corth"		mission1
{let Emily sleep} #18	<b>leaned on her:</b> letEmilySleep = "Lean" <b>YES:</b> letEmilySleep = "Yes" <b>NO:</b> letEmilySleep = "No"		letEmilySleep
{buy her a camera} #19	emilyCamera = True	emilyCamera = False	emilyCamera
{Sandra droid function} #20	<b>sex droid:</b> sandraDuties = "Sex" <b>administrative droid:</b> sandraDuties = "Admin"		sandraDuties
{fuck Sandra} #21	sandraScene2 = True	sandraScene2 = False	sandraScene2
{burn the drugs} #22	burnedDrugs = True	burnedDrugs = False	burnedDrugs
hold her #23	heldAshe = True	heldAshe = False	heldAshe
cunnilingus Kaylee #24	kayleeSex3 = True	kayleeSex3 = False	kayleeSex3
{fuck Emily} #25	emilyScene1 = True	emilyScene1 = False	emilyScene1
{fuck Medea} #26	medeaSex = True	medeaSex = False	medeaSex
hold her #27	heldAshe2 = True	heldAshe2 = False	heldAshe2
story for the SAC #28	<b>truth:</b> capturedStory = "True" <b>got lost real names:</b> capturedStory = "Got lost real names" <b>got lost fake names:</b> capturedStory = "Got lost fake names" <b>royal mission:</b> capturedStory = "Royal" <b>pirates:</b> capturedStory = "Pirates"		capturedStory
your kink #29	<b>dominating:</b> fKink = "Dominating" <b>being dominated:</b> fKink = "Being dominated" <b>footjobs:</b> fKink = "Foot jobs" <b>vanilla sex:</b> fKink = "Vanilla"		fKink
{result of game with Elysra} #30	<b>won:</b> elysraGame = "Won" <b>lost:</b> elysraGame = "Lost" <b>draw:</b> elysraGame = "Draw"		elysraGame
shake his hand #31	solarinShake = True	solarinShake = False	solarinShake
fuck Elysra #32	elysraScene1 = True	elysraScene1 = False	elysraScene1
hold her #33	heldAshe3 = True	heldAshe3 = False	heldAshe3
{fuck Kaylee} #34	kayleeSex4 = True	kayleeSex4 = False	kayleeSex4
{Vesnia's pills} #35	toldAboutPills = True	toldAboutPills = False	toldAboutPills
fuck Ashe #36	asheScene1 = True	asheScene1 = False	asheScene1
{kill everyone} #37	aeonKillEveryone = True	aeonKillEveryone = False	aeonKillEveryone
{kill him} #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 lore

**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.bugUnlockedWithLore15_sorciansLoreUnlocked = 1	persistent.bugUnlockedWithLore15_sorciansLoreUnlocked = 0	persistent.bugUnlockedWithLore15_sorciansLoreUnlocked > 0