

# Projekt: Passion 0.12 Walkthrough rev 1.7

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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

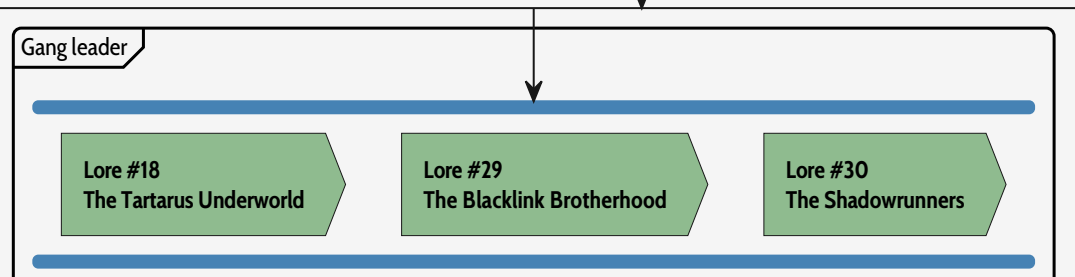
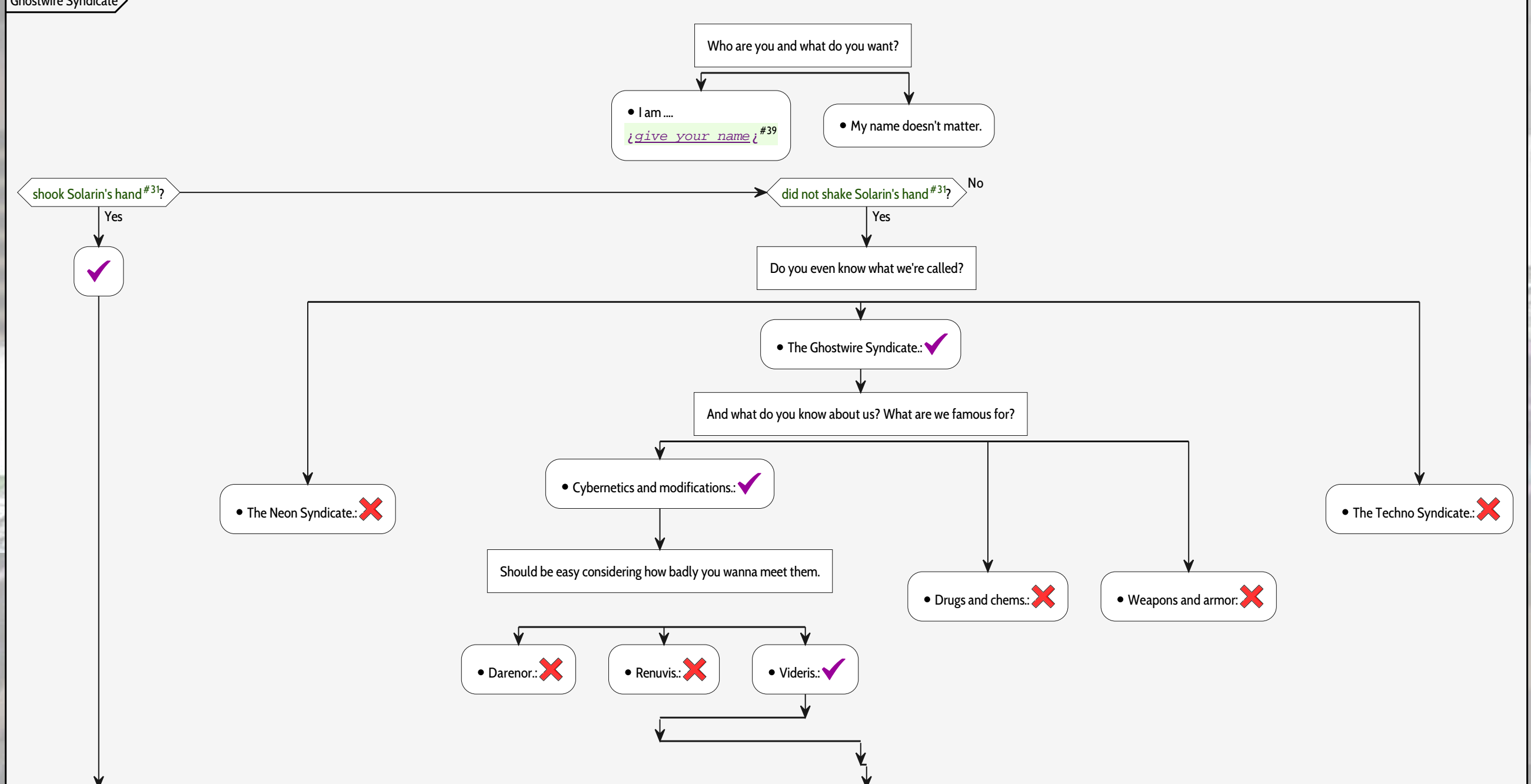
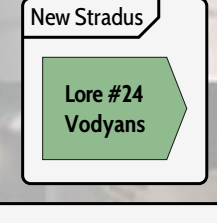
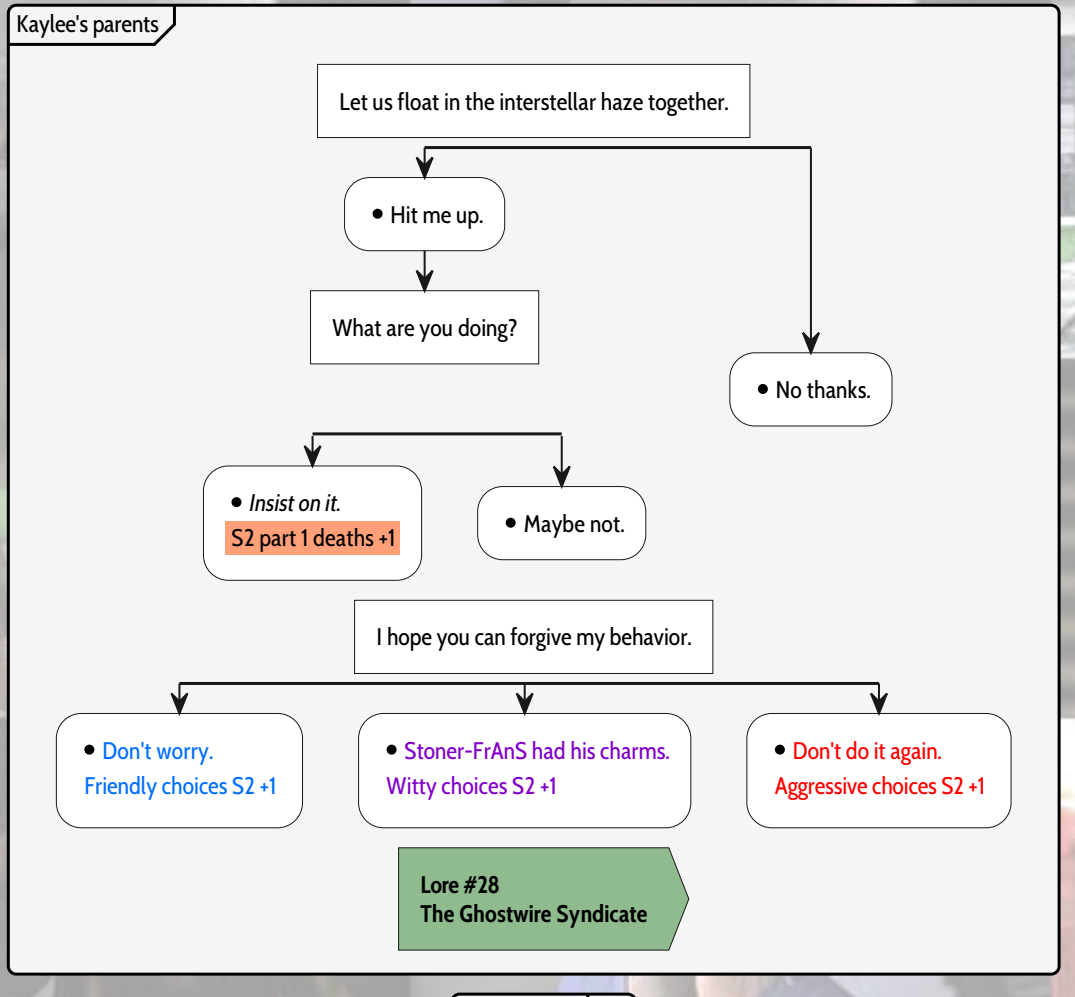
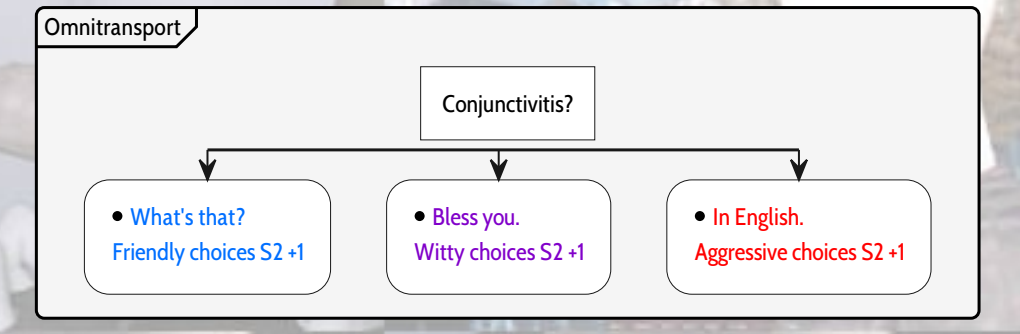
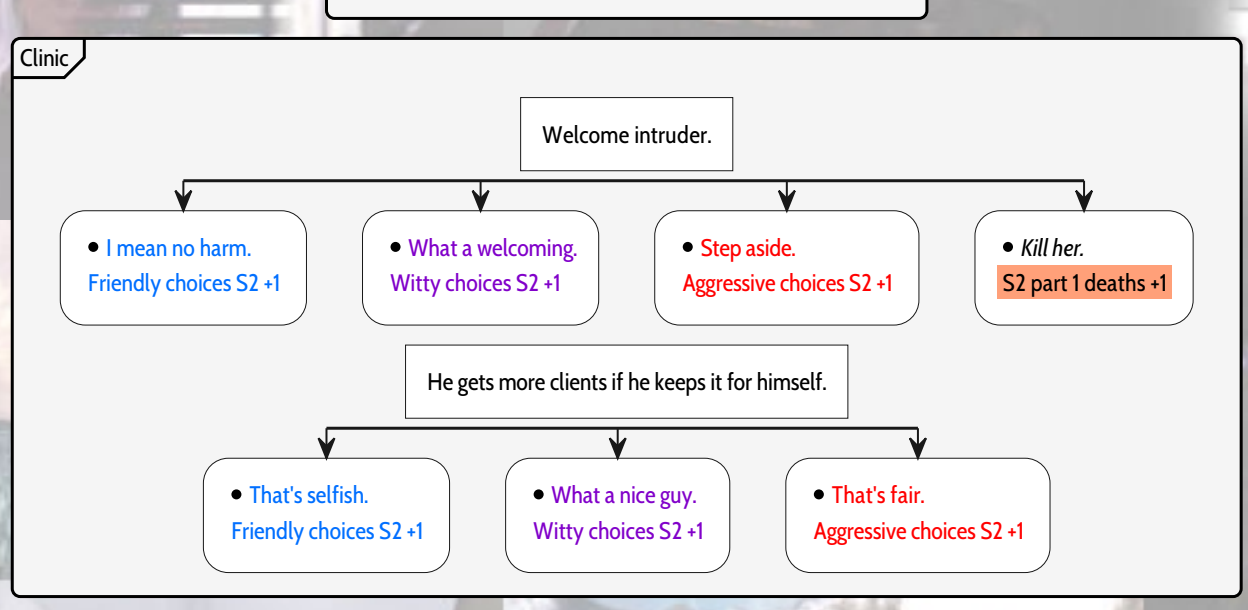
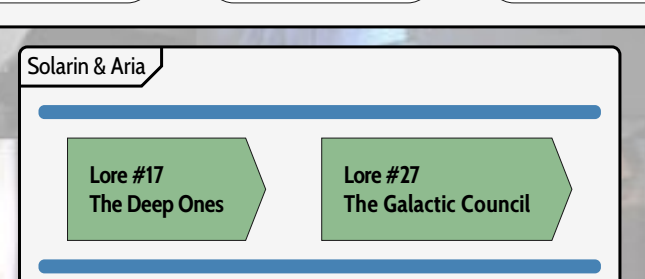
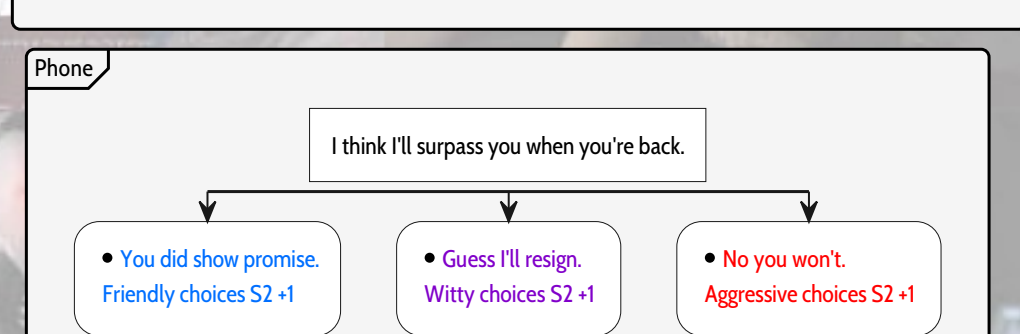
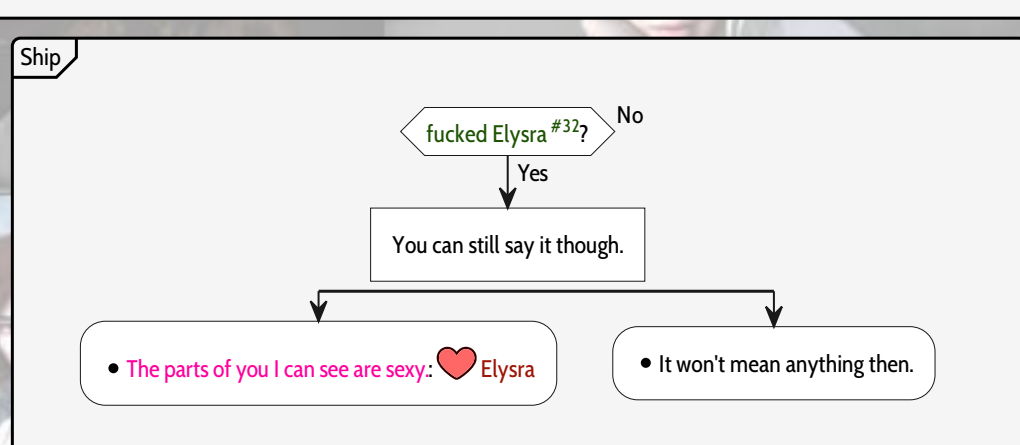
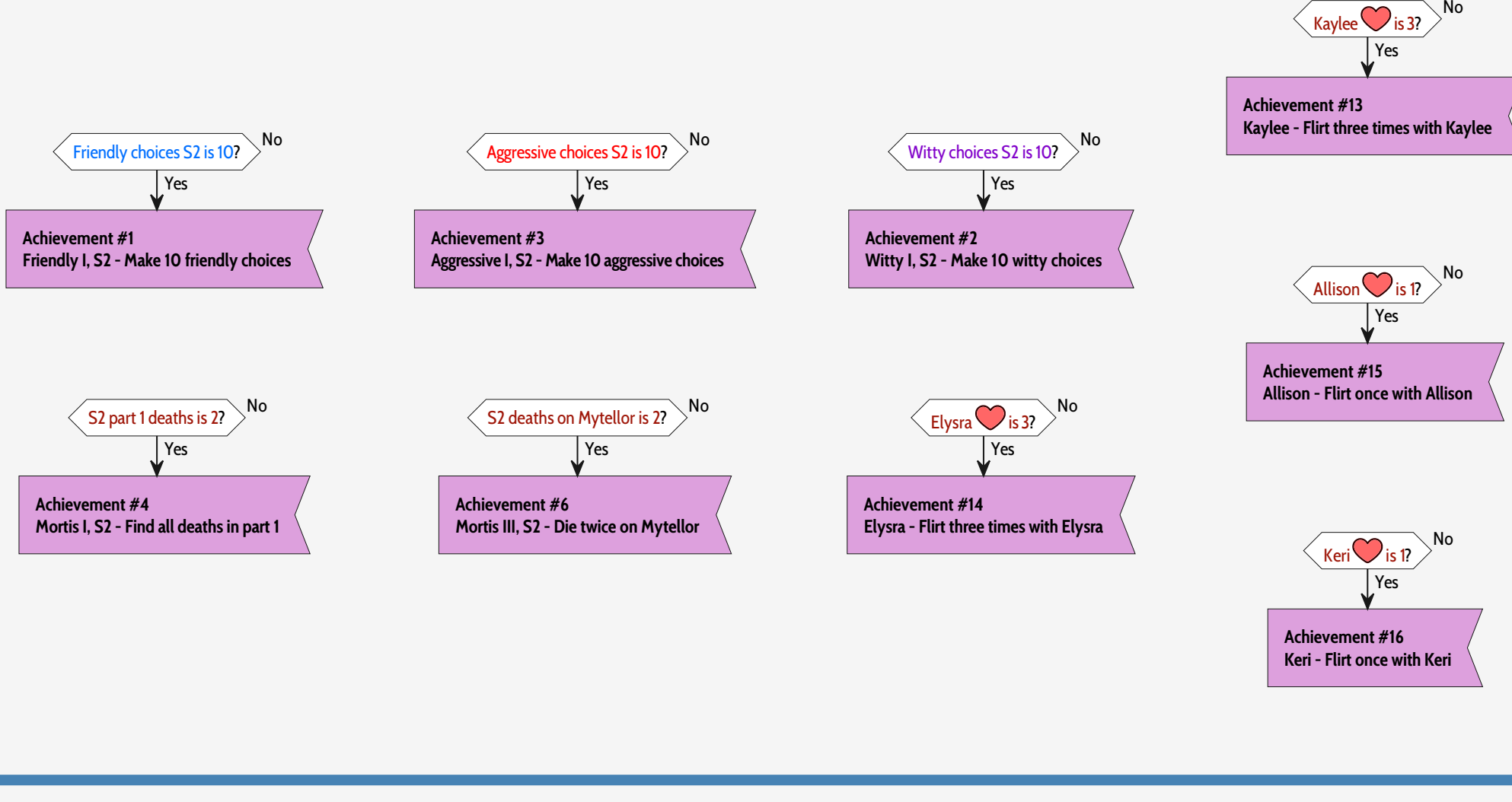
Introduction .....	1
Table of Contents .....	2
Part 1 .....	3
Part 2 .....	4
Part 3 .....	5
Part 4 .....	6
Part 5 .....	7
Cheat without a MOD .....	8



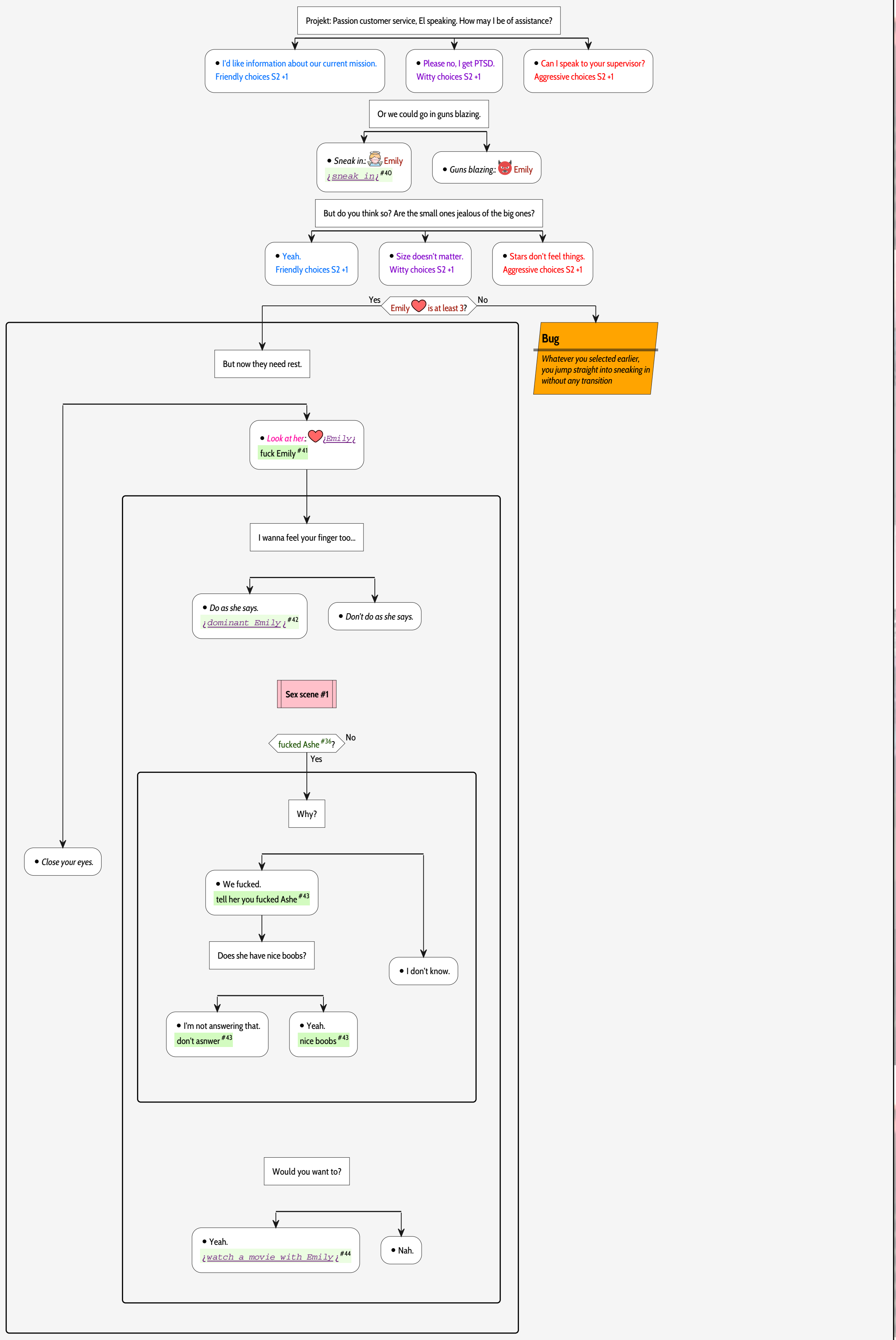
# Projekt: Passion Part 1

## Global Achievements

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

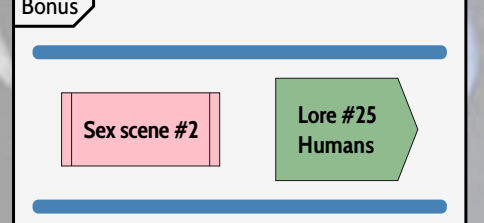
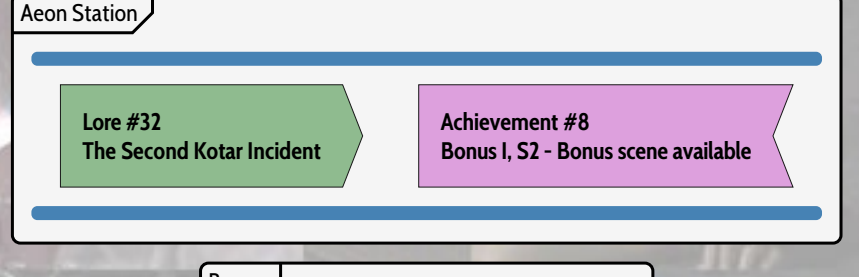
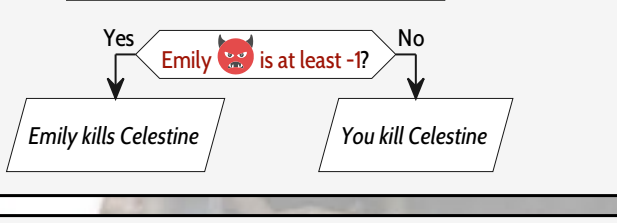


## Cutscene #1



**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.



# Projekt: Passion Part 2

*Hold hand like ash* → *Li*

## Tartarus

Wanna waste it on Blackjack before we leave?

• That would be irresponsible.  
Friendly choices S2 +1

• You mean get rich?  
Witty choices S2 +1

• You can't be serious.  
Aggressive choices S2 +1

## Ship

It helps... once.

• Save it for later.

fucked Ashe #36?

No

Yes

More... I need more.

• Go further: *Ashe*  
fuck Ashe<sup>2</sup> #47

did not answer Emily if Ashe has nice boobs #43 or told Emily Ashe has nice boobs #43?

Yes

Sex scene #3-1

did not tell Emily you fucked Ashe #43?

No

Yes

Sex scene #3-2

• Take it now.

*take the med shed* #45

• Hold tighter.

How are you feeling?

• Join her.

*Hold hand like ash +1*

• Don't join her.

Do you like it?

• I do.

*like it* #46

• Not really.

Only if fucked Ashe<sup>2</sup> #47  
and  
told Emily Ashe has nice boobs #43  
or did not answer Emily if Ashe has nice boobs #43  
Short scene Ashe & Emily

Why would I know?

• You're pretty smart.  
Friendly choices S2 +1

• Maybe you've killed one.  
Witty choices S2 +1

• Forget I asked.  
Aggressive choices S2 +1

## Solarin

Lore #33  
The Silvatica Expedition

Lore #19  
Void Amulets

Lore #20  
Vitalite

## New Stradus

Cutscene #2

Burn everyone?

• Help her.

• Look for survivors.

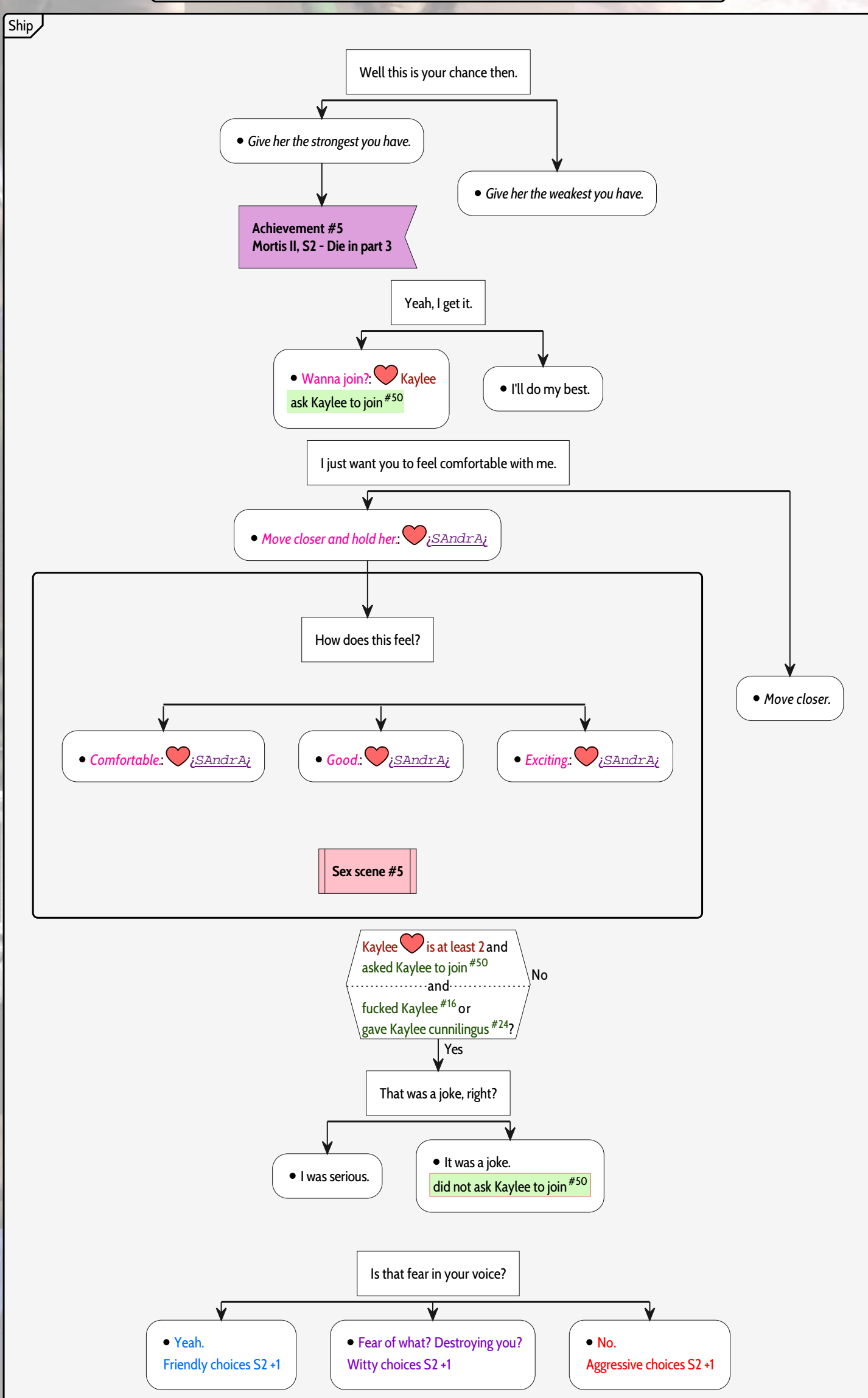
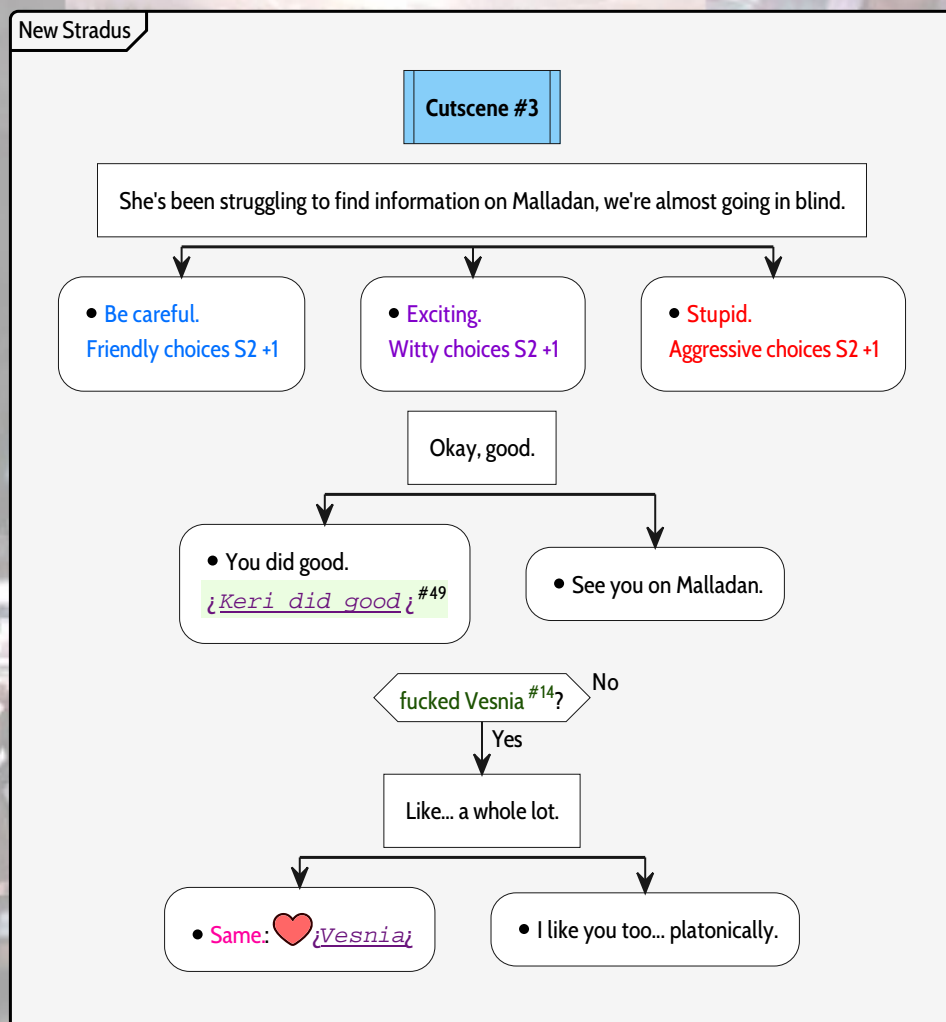
*look for survivors* #48

Achievement #9  
Bonus II, S2 - Bonus scene available

## Bonus

Sex scene #4

# Projekt: Passion Part 3

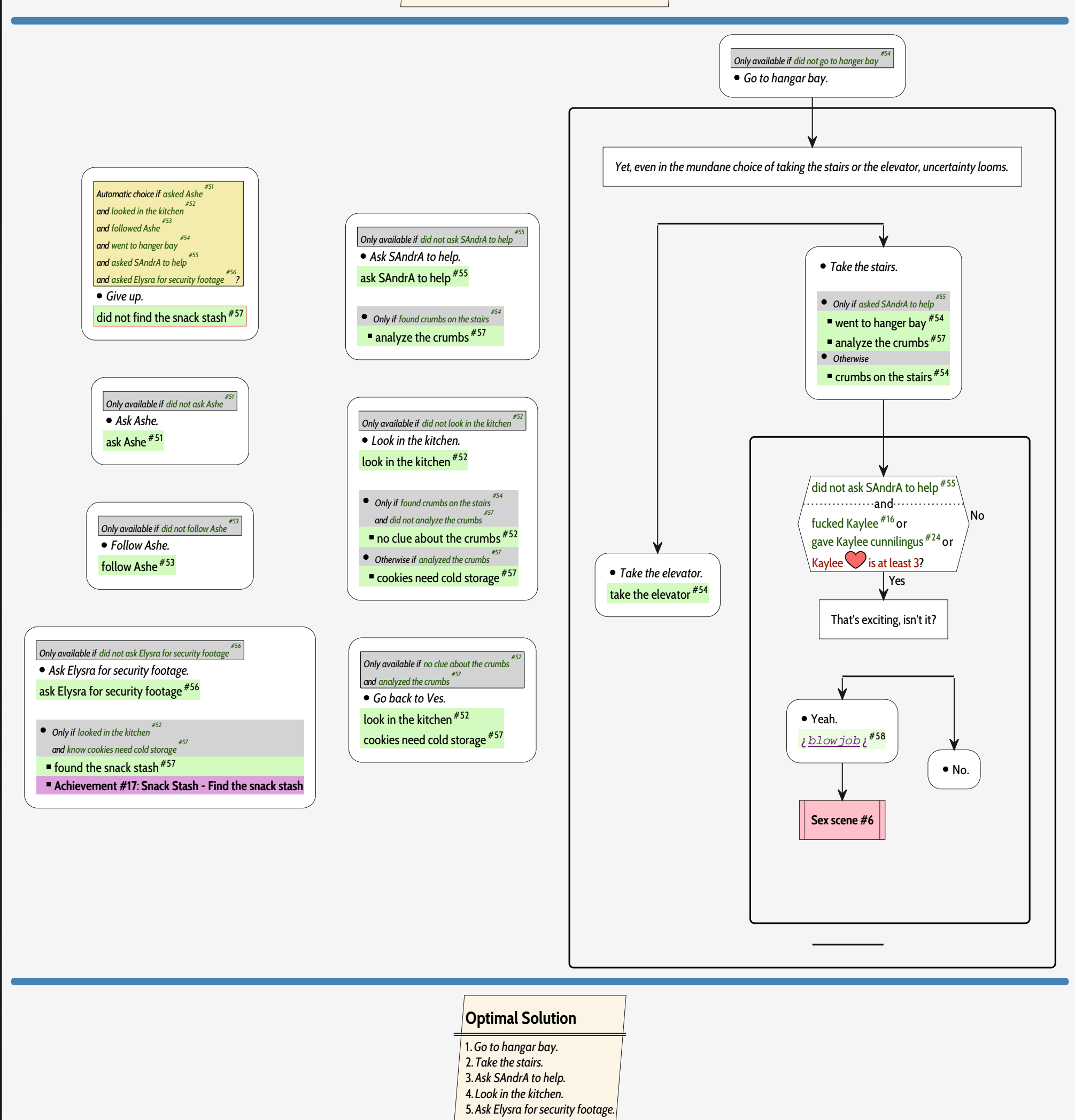


**Snack Stash**

**Finding the Snack Stash**

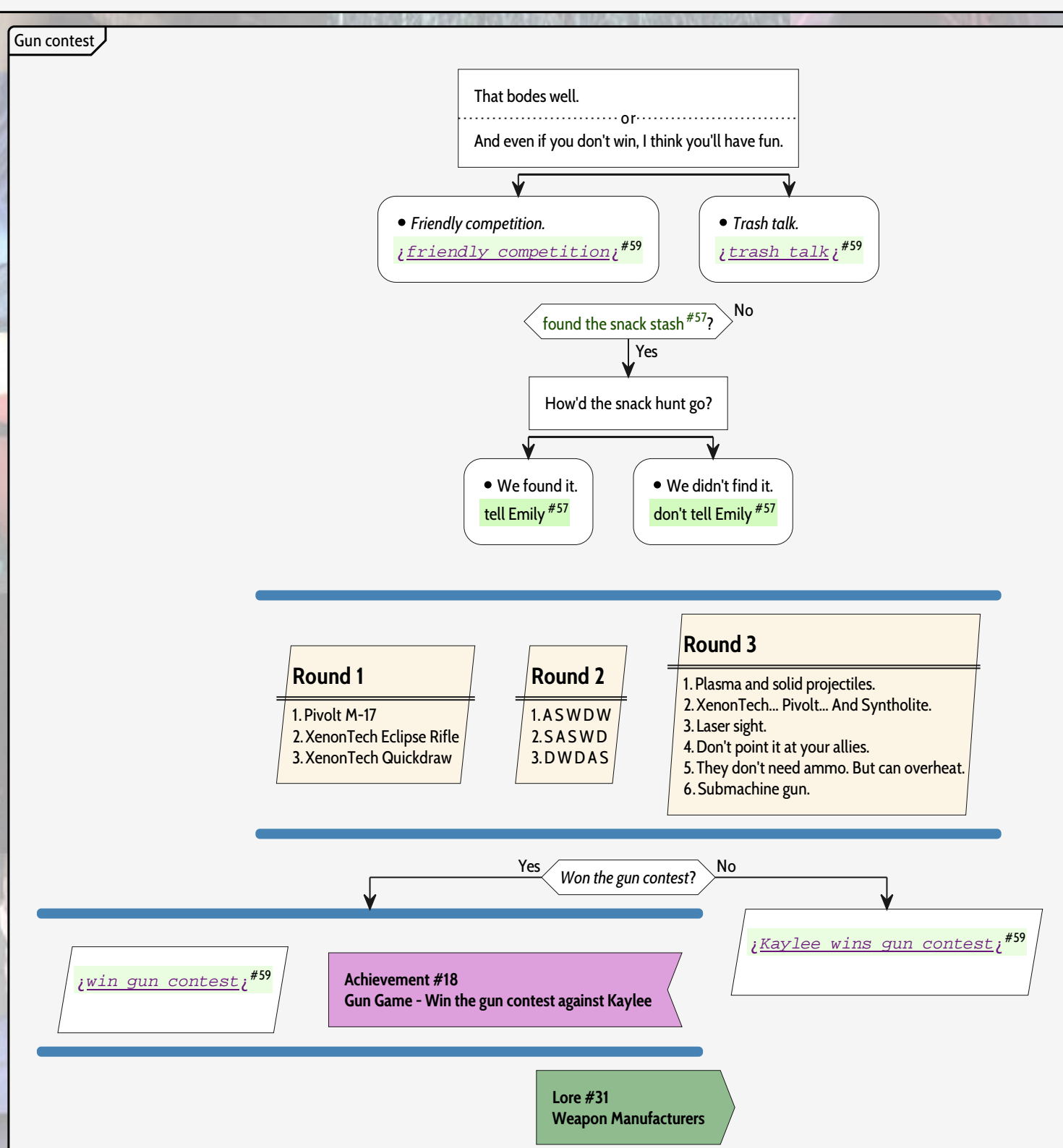
You need to find clues to the location of the snack stash. Clues need to be found in a specific order, there is some leeway but it is easy to get locked out by visiting the wrong location too early.

Use the info below to help you figure it out on your own. The optimal solution will follow below.



**Optimal Solution**

1. Go to hangar bay.
2. Take the stairs.
3. Ask Sandra to help.
4. Look in the kitchen.
5. Ask Elysa for security footage.



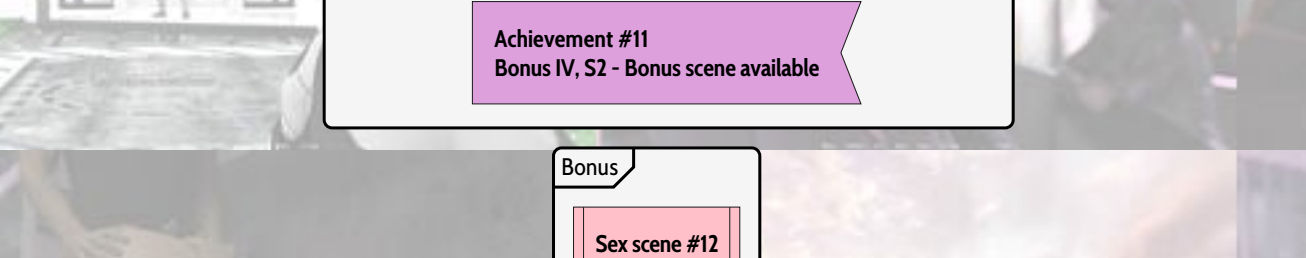
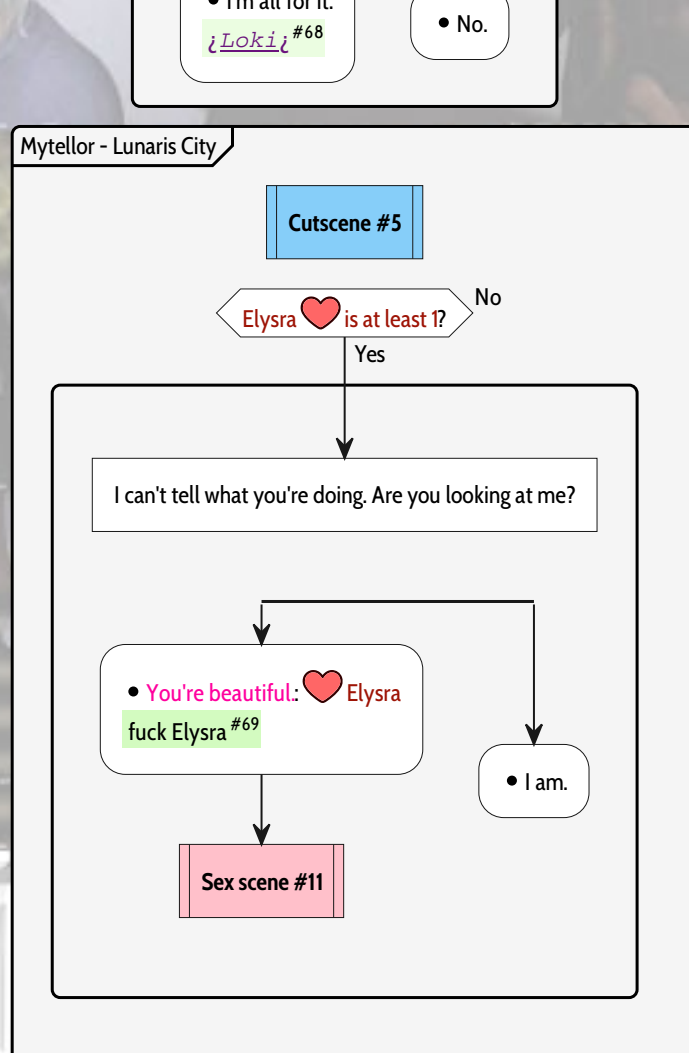
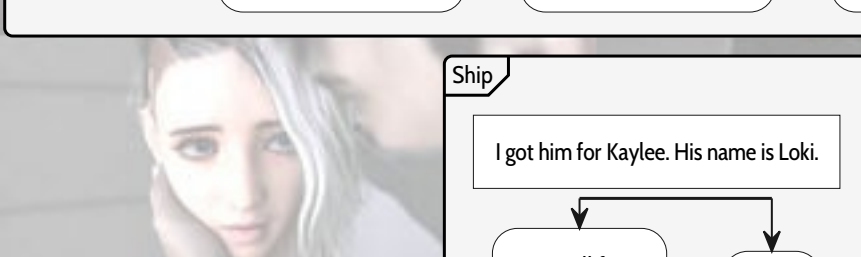
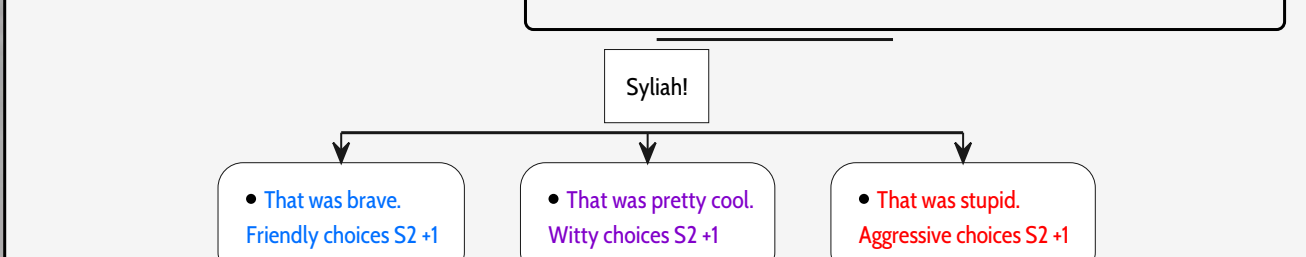
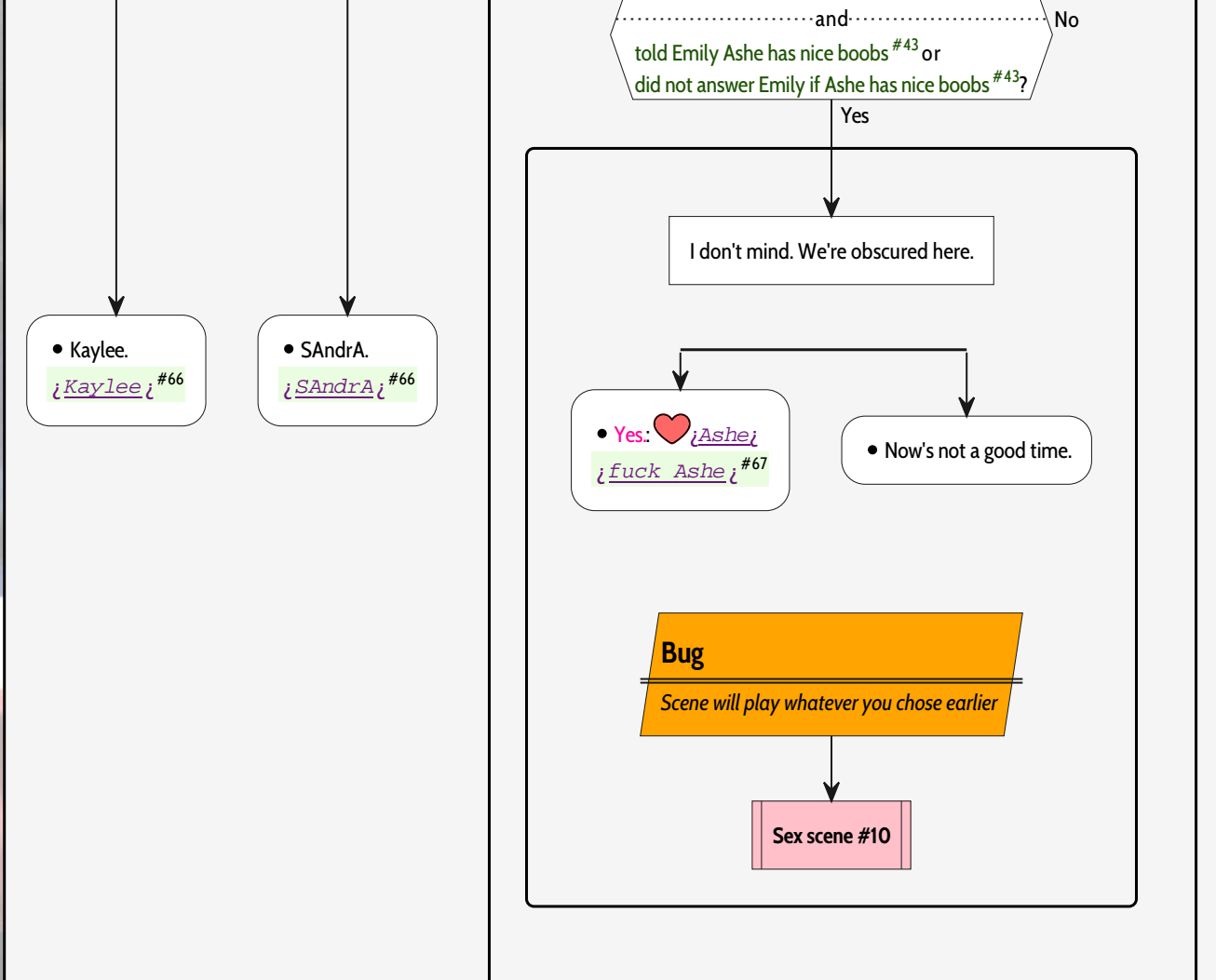
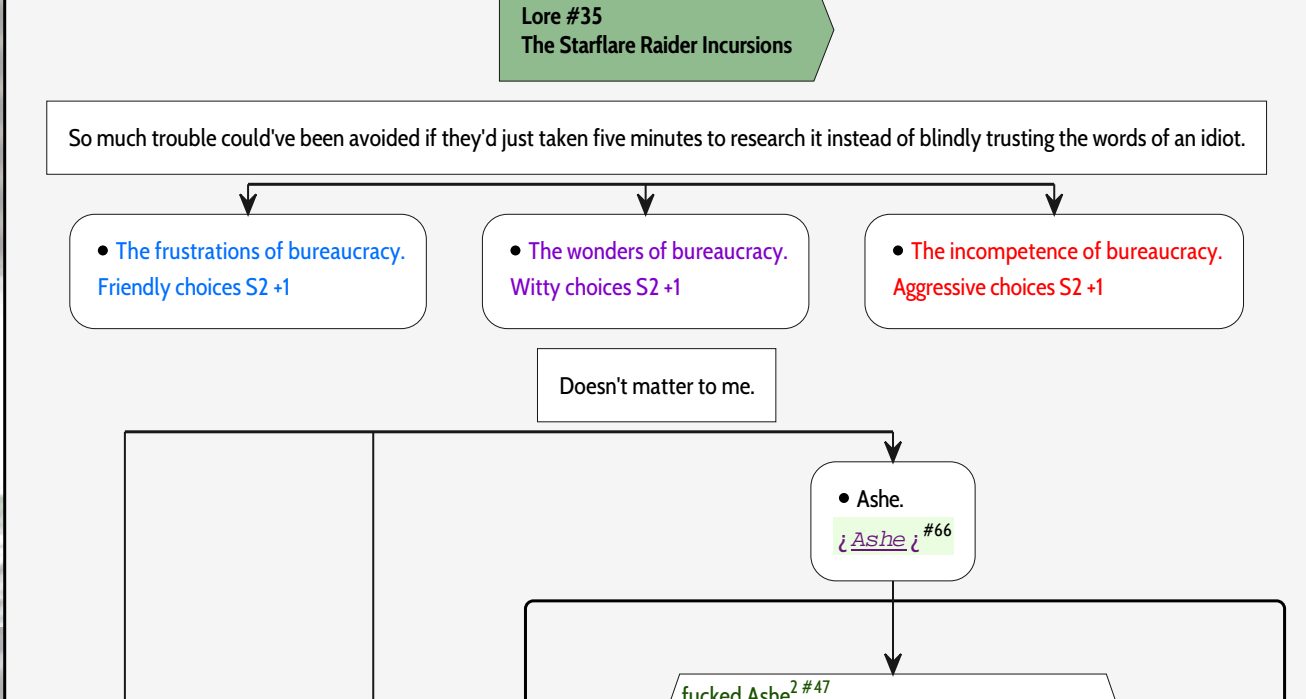
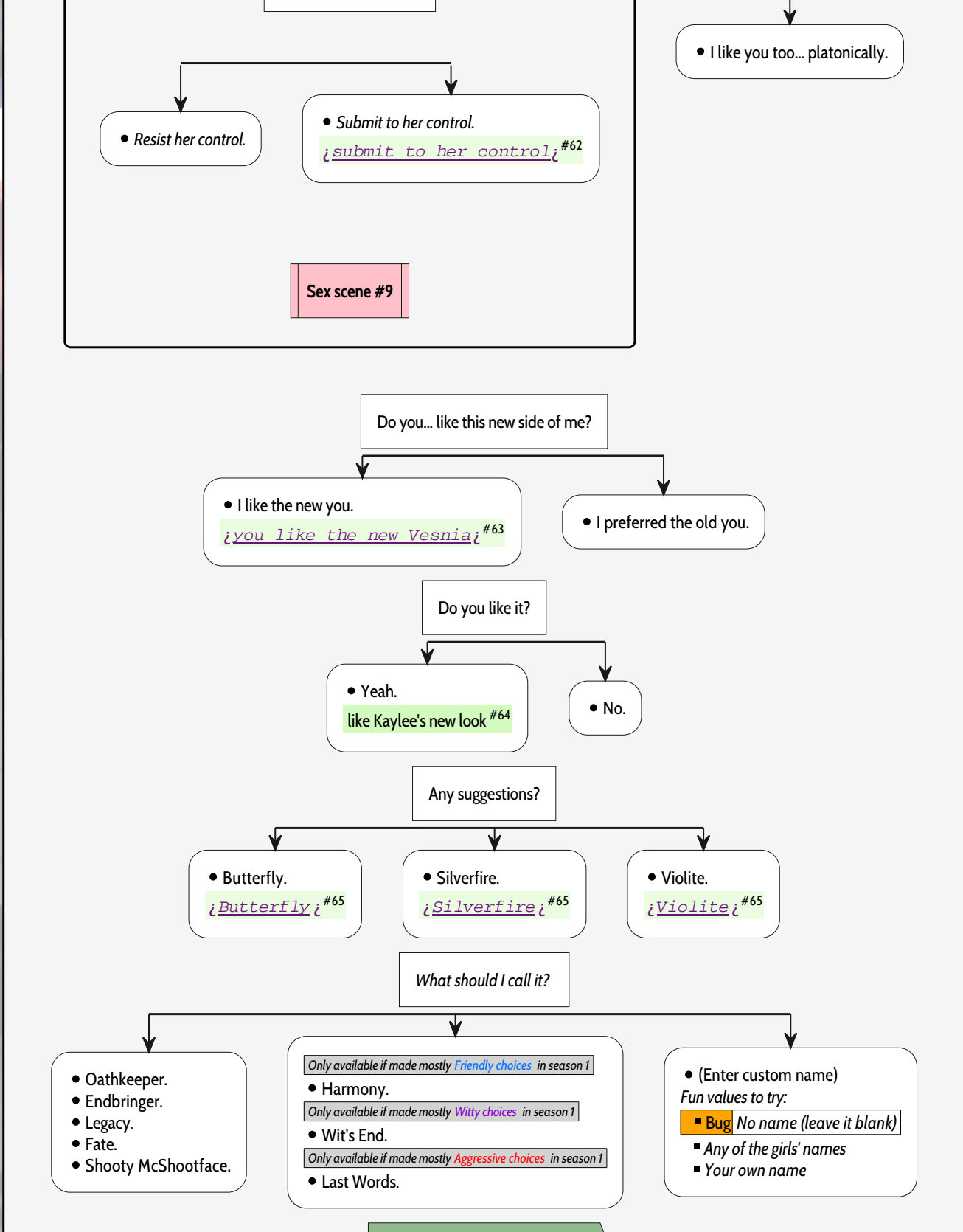
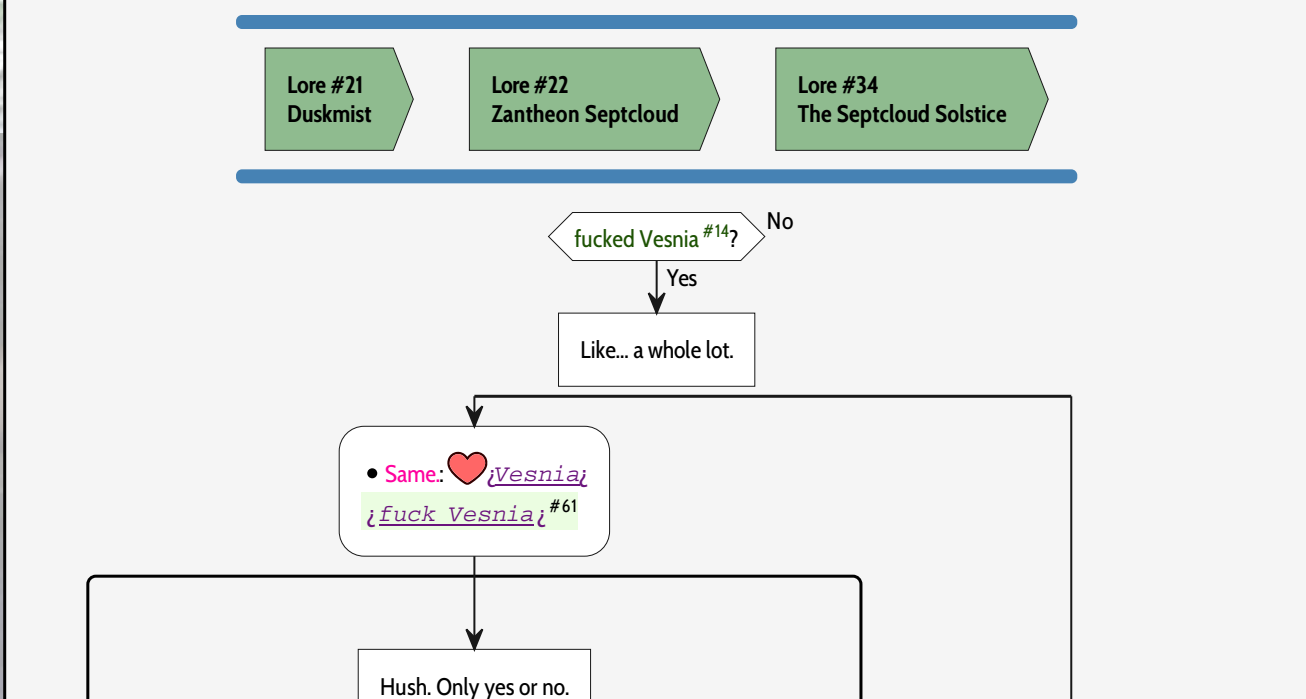
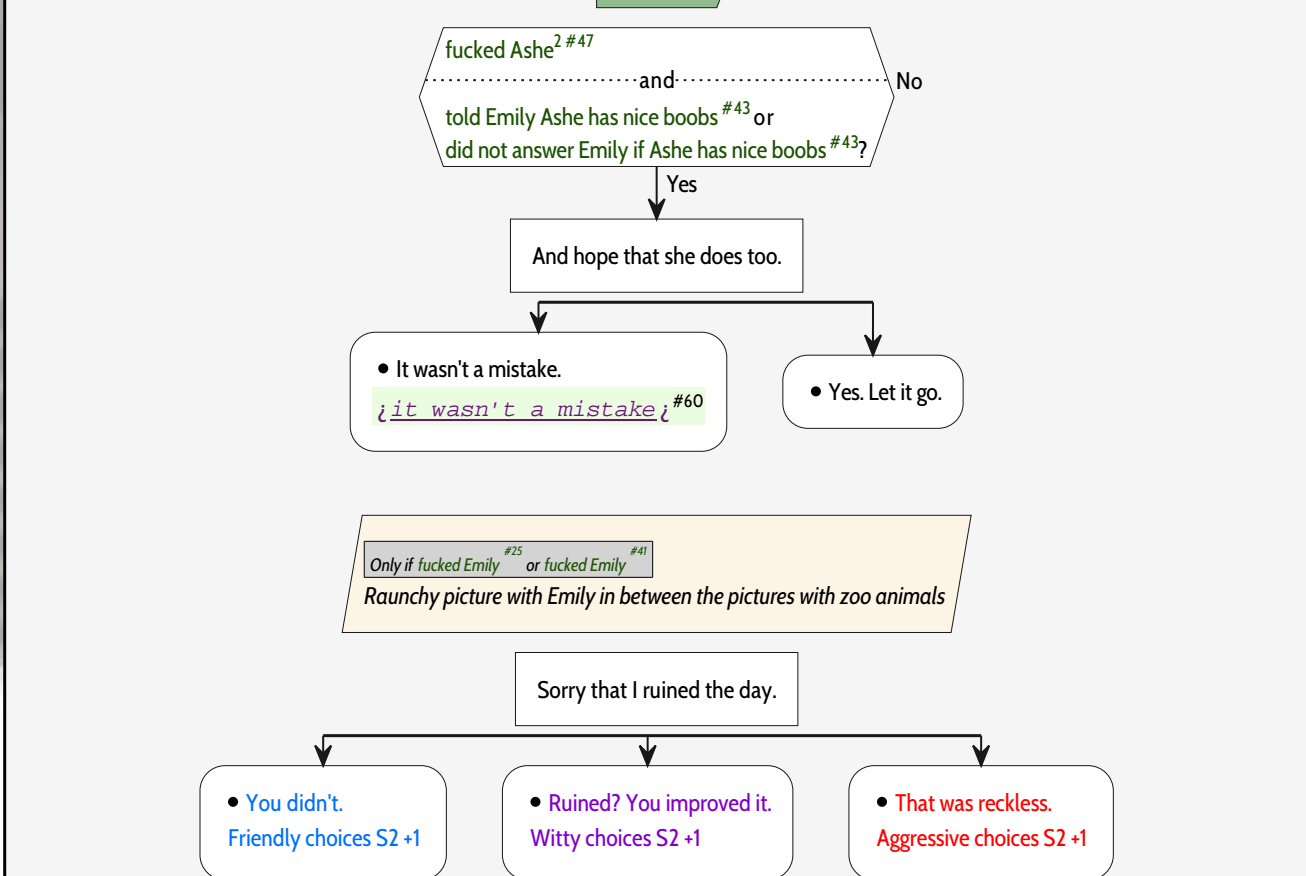
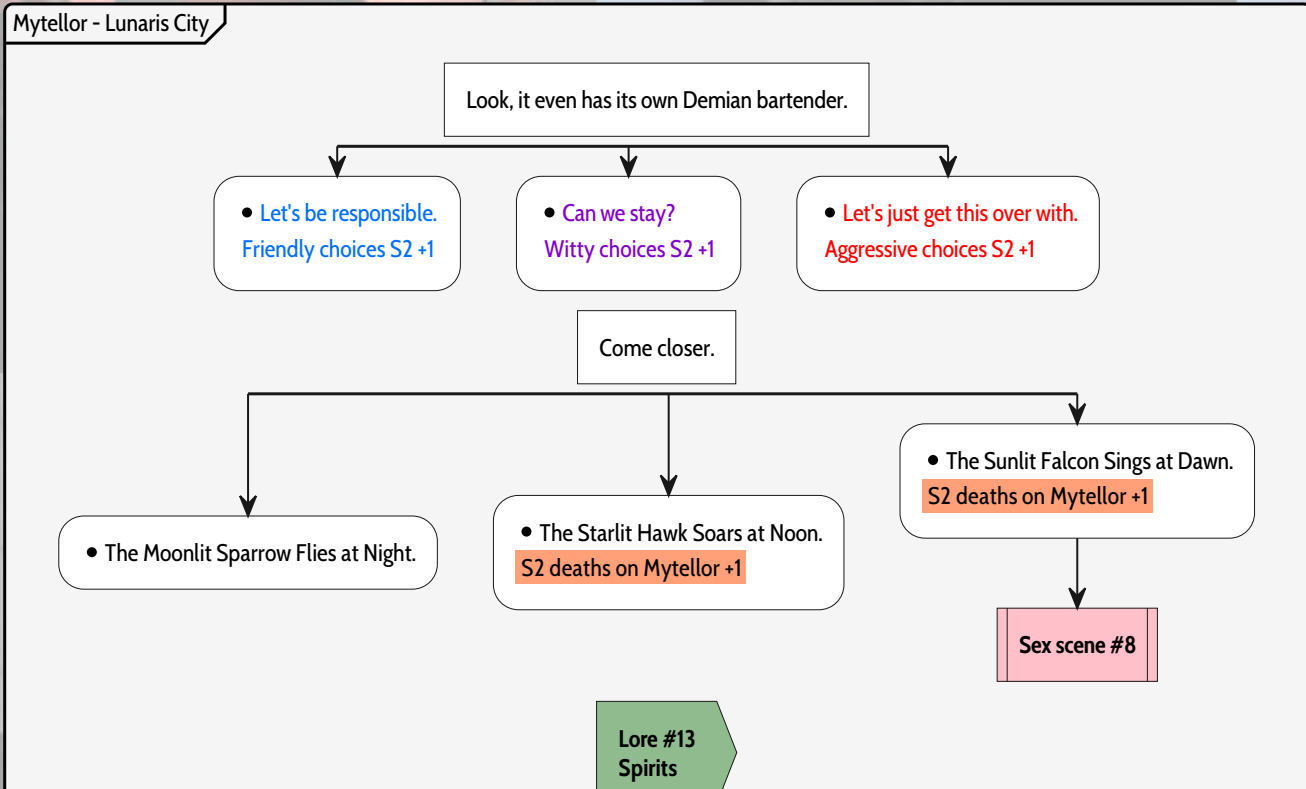
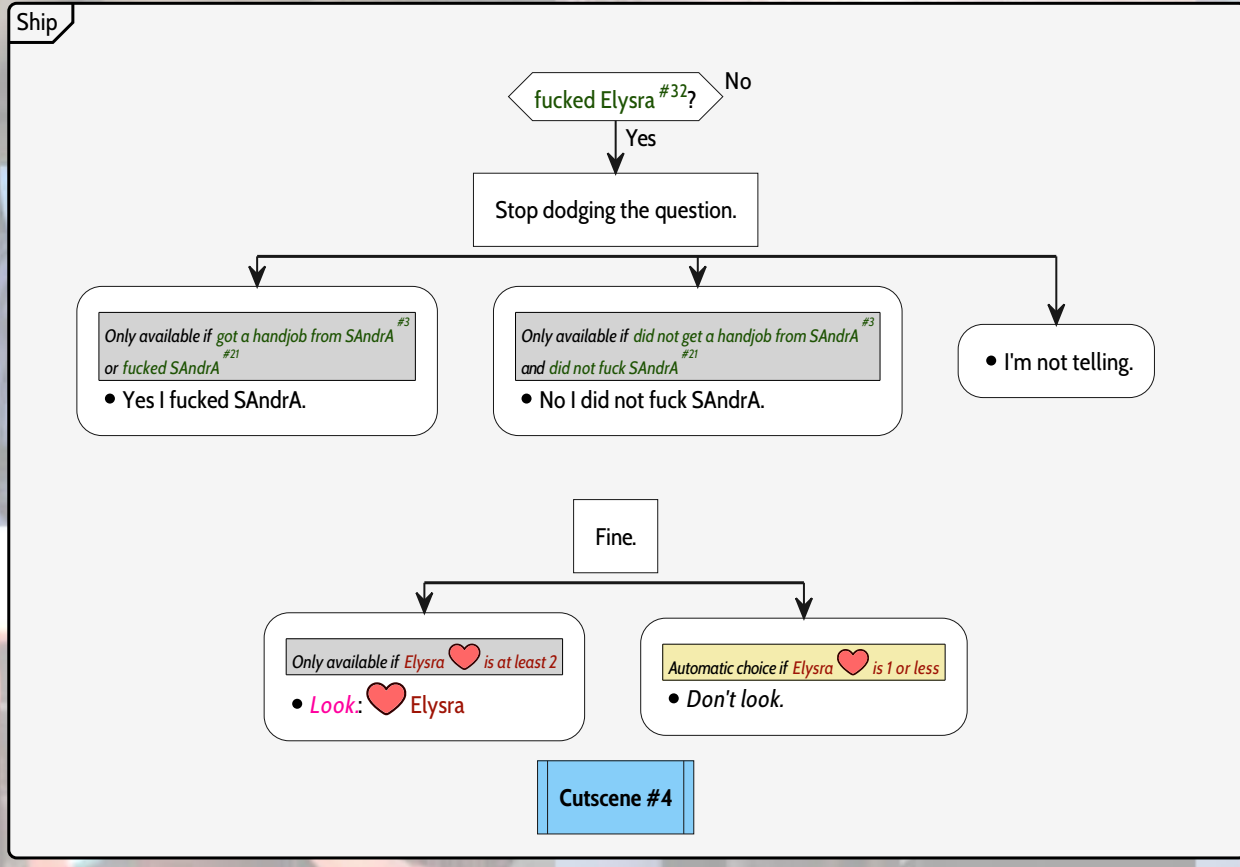
**Ship**

Achievement #10  
Bonus III, S2 - Bonus scene available

**Bonus**

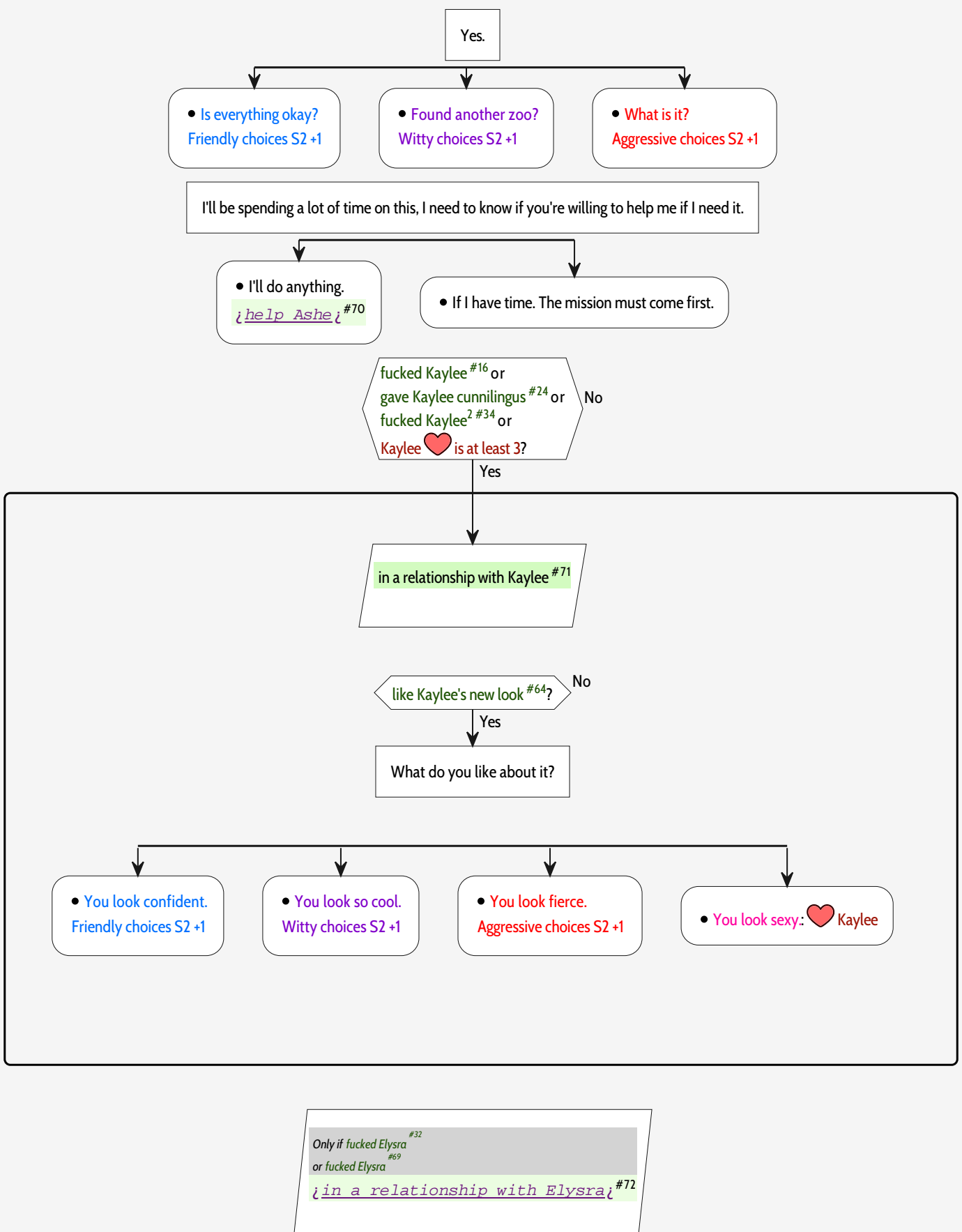
**Sex scene #7**

# Projekt: Passion Part 4

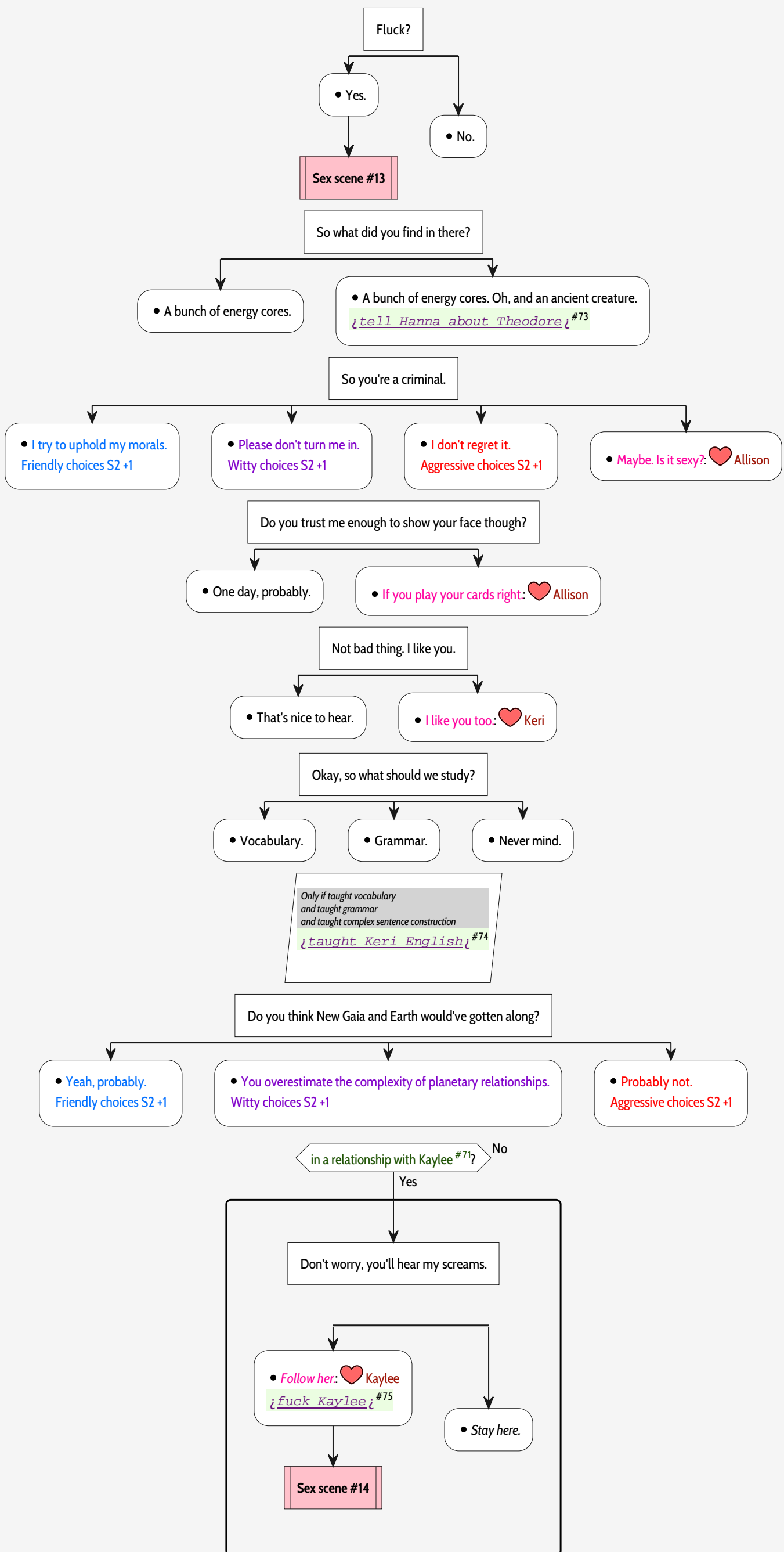
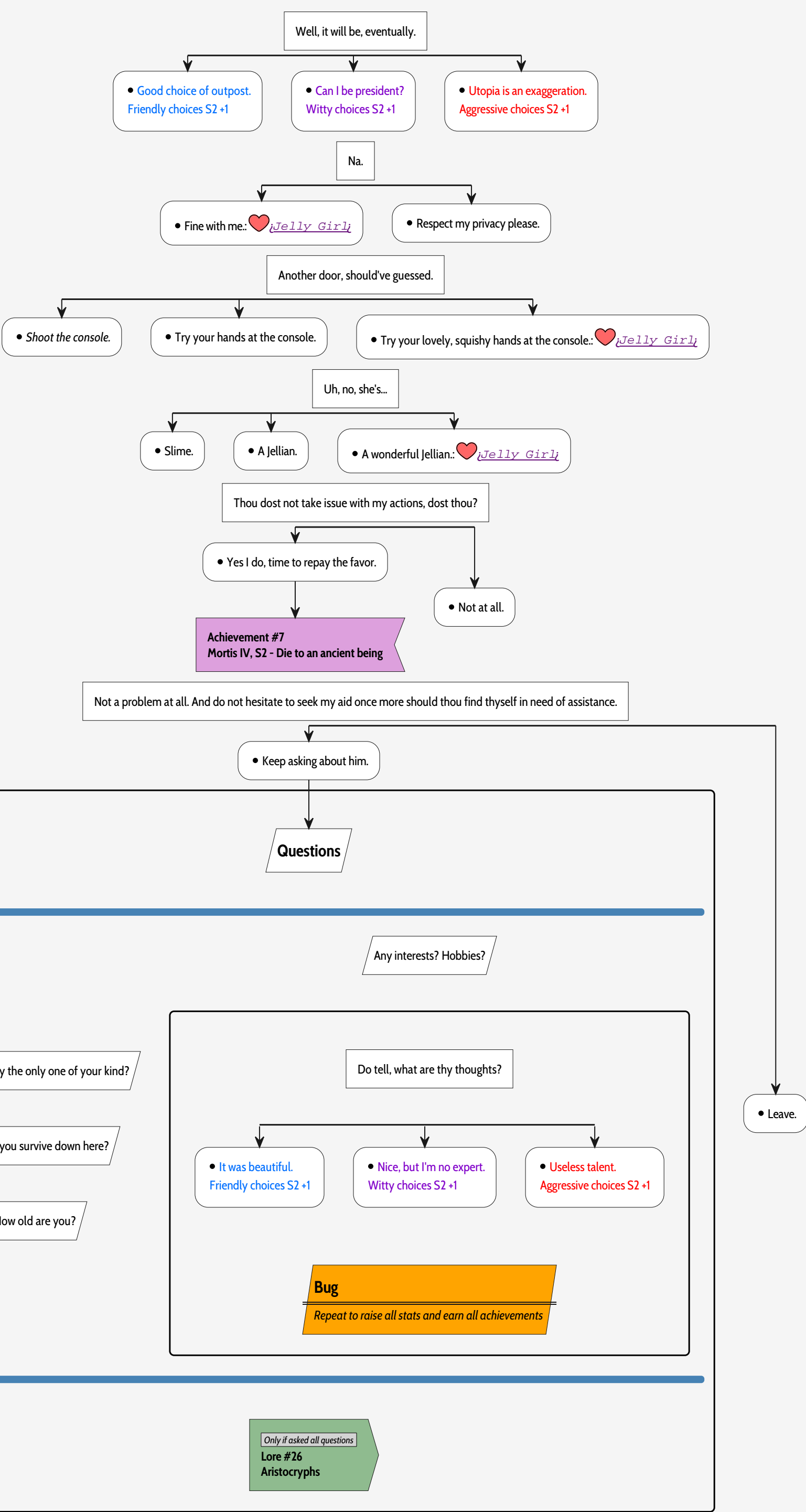


# Projekt: Passion Part 5

Ship



Malladan V



Ship

