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**Projekt: Passion** By Classy Lemon https://www.patreon.com/Classy\_Lemon

> 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) 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 <sup>#78</sup>,  $1 \implies$  yellow belt <sup>#78</sup>,  $2 \implies$  orange belt <sup>#78</sup> 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

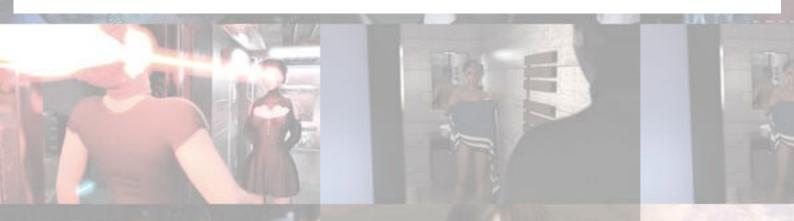
Reversed decisions that do not impact the story (yet) will be displayed like this: ;did not agree; #55

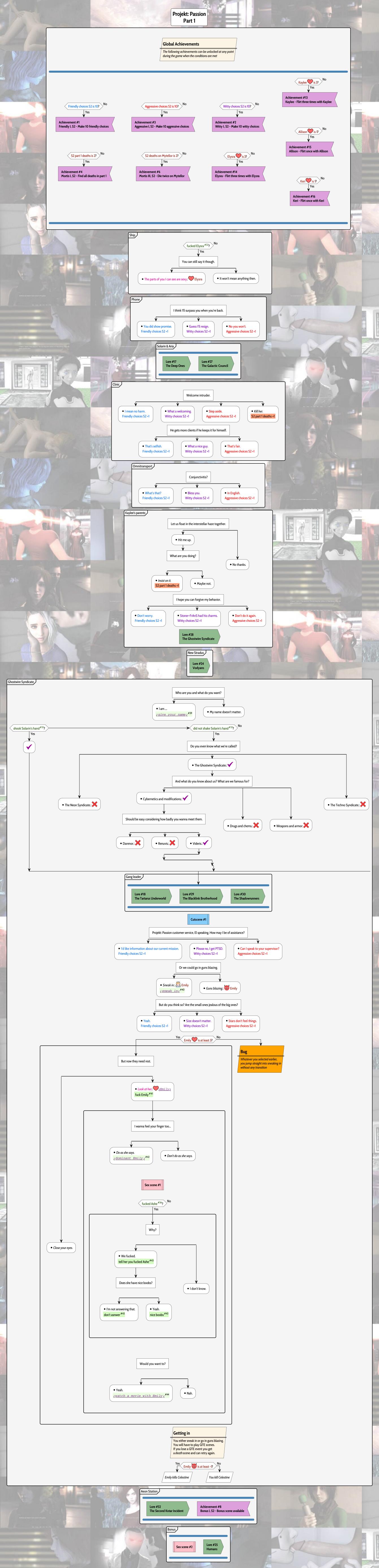
Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: (link).

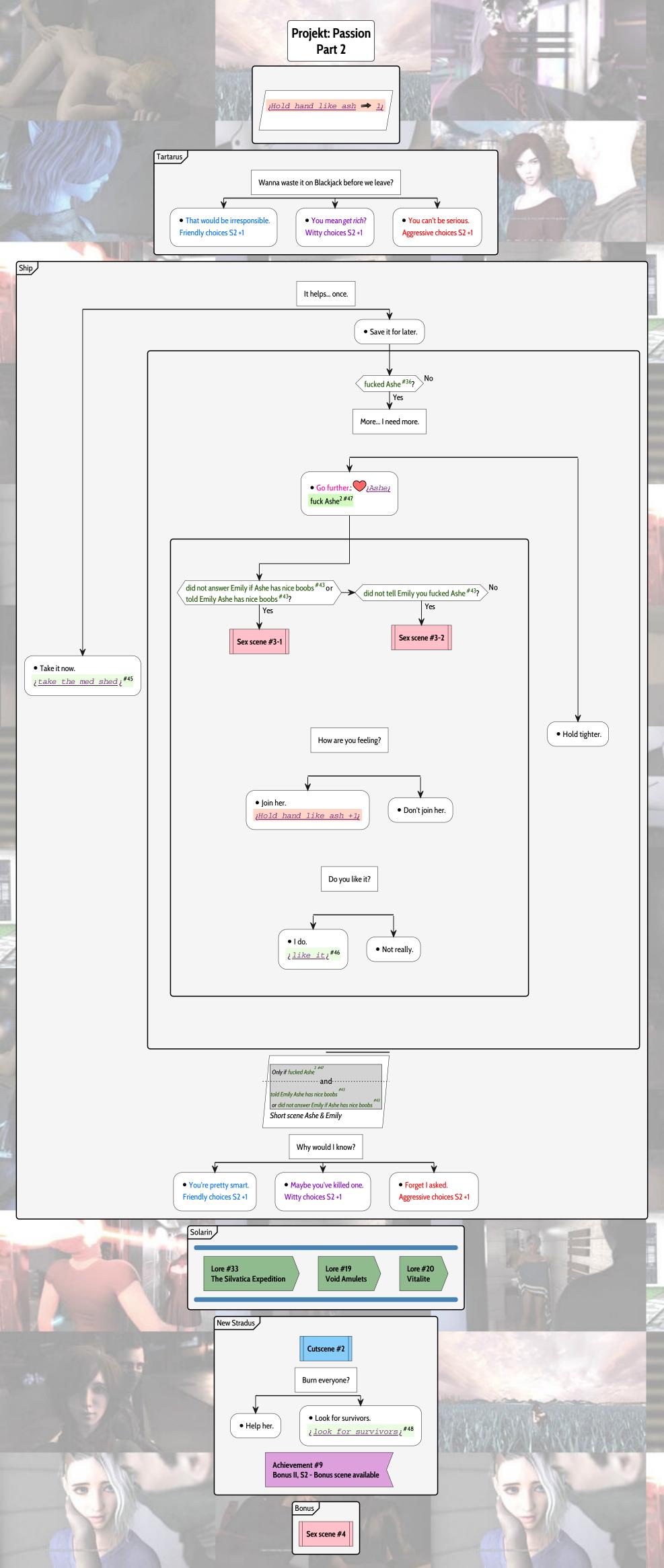
Enjoy the game!

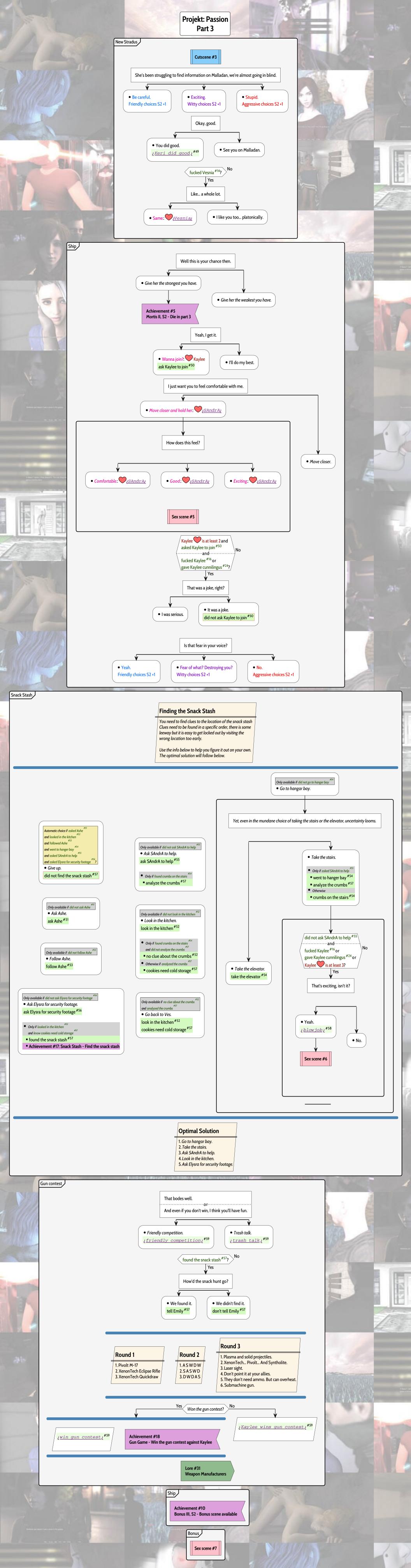
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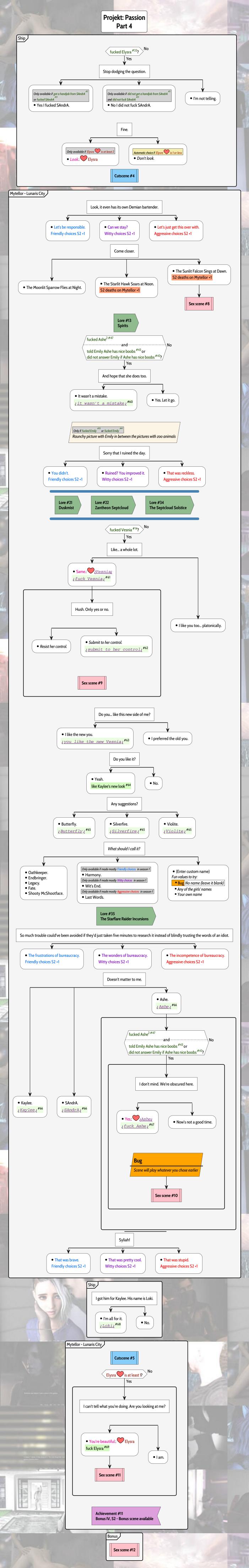
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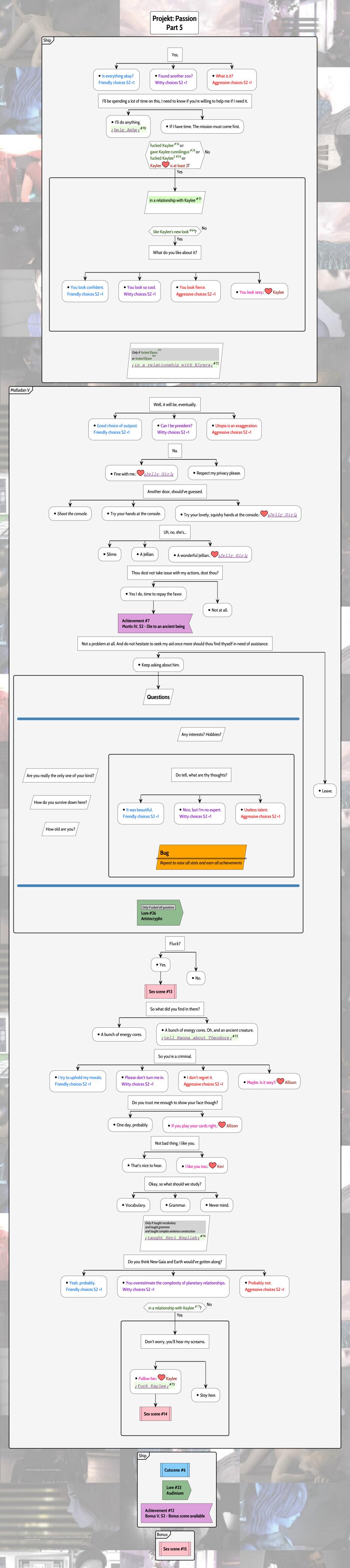














unset variable

check current value

jellyScene

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 0x52.

(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

Download it from the webpage: <a href="https://0x52.dev/mods/Universal-Ren-Py-Mod-1000">https://0x52.dev/mods/Universal-Ren-Py-Mod-1000</a>, then unzip it and drop the rpa file in the game folder.

# **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
deathCountO6	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
deathCount3s2	S2 deaths on Mytellor	deathCount3s2 = value	deathCount3s2
friendlyS2	Friendly choices S2	friendlyS2 = value	friendlyS2
wittyS2	Witty choices S2	wittyS2 = value	wittyS2
aggressiveS2	Aggressive choices S2	aggressiveS2 = value	aggressiveS2
allieFlirtS2	Allison flirt points S2	allieFlirtS2 = value	allieFlirtS2
asheFlirtS2	Ashe flirt points S2	asheFlirtS2 = value	asheFlirtS2
kayleeFlirtS2	Kaylee flirt points S2	kayleeFlirtS2 = value	kayleeFlirtS2
elysraFlirtS2	Elysra flirt points S2	elysraFlirtS2 = value	elysraFlirtS2
emilyFlirtS2	Emily flirt points S2	emilyFlirtS2 = value	emilyFlirtS2
keriFlirtS2	Keri flirt points S2	keriFlirtS2 = value	keriFlirtS2
vesniaFlirtS2	Vesnia flirt points S2	vesniaFlirtS2 = value	vesniaFlirtS2
sandraFlirtS2	Sandra flirt points S2	sandraFlirtS2 = value	sandraFlirtS2
asheHand	Hold hand like ash	asheHand = value	asheHand

jellyScene = value

# label: The label as found in the walkthrough

**Game Decisions Variables** 

jellyScene

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

Jelly girl flirt points S2

label	set variable	unset variable	check current value
įgive your name į #39	gaveName08 = True	gaveName08 = False	gaveName08
įsneak inį <sup>#40</sup>	ghostwireSneak = True	ghostwireSneak = False	ghostwireSneak
fuck Emily <sup>#41</sup>	emilyScene2 = True	emilyScene2 = False	emilyScene2
idominant Emily;#42	emilyDom = True	emilyDom = False	emilyDom
tell her you fucked Ashe <sup>#43</sup>	asheSceneToldEmily = True	asheSceneToldEmily = False	asheSceneToldEmil
įwatch a movie with Emilyį <sup>#44</sup>	emilyMovie = True	emilyMovie = False	emilyMovie
itake the med shedi#45	tookMedShot = True	tookMedShot = False	tookMedShot
į <u>like it</u> į <sup>#46</sup>	asheCream = True	asheCream = False	asheCream
fuck Ashe <sup>2 #47</sup>	asheScene2 = True	asheScene2 = False	asheScene2
į <u>look for survivors</u> į <sup>#48</sup>	lookedForSurvivors = True	lookedForSurvivors = False	lookedForSurvivor
į <u>Keri did good</u> į <sup>#49</sup>	keriDidGood = True	keriDidGood = False	keriDidGood
ask Kaylee to join <sup>#50</sup>	ks3some = True	ks3some = False	ks3some
ask Ashe <sup>#51</sup>	tempVariable1 = True	tempVariable1 = False	tempVariable1
look in the kitchen #52	no clue about crumbs: tempVariable2 = "No clue"	tempVariable2 = "False"	tempVariable2
follow Ashe <sup>#53</sup>	tempVariable3 = True	tempVariable3 = False	tempVariable3
go to hanger bay <sup>#54</sup>	take the elevator: tempVariable4 = "Elevator"  Stairs: tempVariable4 = "Stairs"	tempVariable4 = "False"	tempVariable4
ask SAndrA to help <sup>#55</sup>	tempVariable5 = True	tempVariable5 = False	tempVariable5
ask Elysra for security footage <sup>#56</sup>	tempVariable6 = True	tempVariable6 = False	tempVariable6
snack stash <sup>#57</sup>	<pre>analyzed: snackStash = "Analyzed" cold storage: snackStash = "Kitchen" told Emily: snackStash = "Told Emily" did not tell Emily: snackStash = "Did not tell Emily"</pre>		snackStash
¿ <u>blowjob</u> ; <sup>#58</sup>	kayleeSex5 = True	kayleeSex5 = False	kayleeSex5
įgun contestį <sup>#59</sup>	<pre>friendly: gunContest = "Friendly" trash talk: gunContest = "Trash" you won: gunContest = "MC" Kaylee won: gunContest = "Kaylee"</pre>		gunContest
<u>įit wasn't a mistake</u> į <sup>#60</sup>	ae3some = True	ae3some = False	ae3some
įfuck Vesniaį <sup>#61</sup>	vesniaScene2 = True	vesniaScene2 = False	vesniaScene2
įsubmit to her controlį#62	vesDommyMommy = True	vesDommyMommy = False	vesDommyMommy
įyou like the new Vesniaį <sup>#63</sup>	vesApprove = True	vesApprove = False	vesApprove
like Kaylee's new look <sup>#64</sup>	kayleeNewLooks = True	kayleeNewLooks = False	kayleeNewLooks
¿Kaylee's gun's name;#65	Butterfly: kayleePistol = "Butterfly" Silverfire: kayleePistol = "Silverfire" Violite: kayleePistol = "Violite"		kayleePistol
igo to the council with i #66	<pre>Kaylee:councilWho = "Kaylee" SAndrA:councilWho = "SAndrA" Ashe:councilWho = "Ashe"</pre>		councilWho
į <u>fuck Ashe</u> į <sup>#67</sup>	asheScene3 = True	asheScene3 = False	asheScene3
<u>į Loki</u> į <sup>#68</sup>	loki = True	loki = False	loki
fuck Elysra <sup>#69</sup>	elysraScene2 = True	elysraScene2 = False	elysraScene2
į <u>help Ashe</u> į# <sup>70</sup>	helpAshe = True	helpAshe = False	helpAshe
in a relationship with Kaylee <sup>#71</sup>	kayleeRelationship = True	kayleeRelationship = False	kayleeRelationsh
in a relationship with Elysra;# <sup>TT</sup>	elysraRelationship = True	elysraRelationship = False	elysraRelationsh
¿tell Hanna about Theodore; #73	toldAboutTheodore = True	toldAboutTheodore = False	toldAboutTheodor
įtaught Keri Englishį <sup>#74</sup>	taughtEnglish = True	taughtEnglish = False	taughtEnglish
įfuck Kayleeį <sup>#75</sup>	kayleeSex6 = True	kayleeSex6 = False	kayleeSex6

check current value

check current value

lock

persistent.achievementFriendly1s2 = False

persistent.achievementAggressive1s2 = False

persistent.achievementWitty1s2 = False

persistent.achievementDeaths1s2 = False

check current value

persistent.achievementFriendly1s2

persistent.achievementAggressive1s2

persistent.achievementWitty1s2

persistent.achievementDeaths1s2

persistent.shadowrunnersLoreUnlocked

persistent.kotarIncidentLoreUnlocked

 ${\tt persistent.silvaticaExpeditionLoreUnlocked}$ 

persistent.starflareraidersLoreUnlocked

persistent.weaponsLoreUnlocked

persistent.septcloudLoreUnlocked

persistent.cutScene1s2Unlocked

persistent.cutScene2s2Unlocked

persistent.cutScene3s2Unlocked

persistent.cutScene4s2Unlocked

persistent.cutScene5s2Unlocked

persistent.sScene1s2Unlocked

persistent.sScene2s2Unlocked

persistent.sScene3v1s2Unlocked

### **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

3-1

**Unlock sex scenes** 

lock number unlock persistent.sScene1s2Unlocked = True persistent.sScene1s2Unlocked = False persistent.sScene2s2Unlocked = True persistent.sScene2s2Unlocked = False

persistent.sScene3v1s2Unlocked = True

3-2	persistent.sScene3v2s2Unlocked = True	persistent.sScene3v2s2Unlocked = False	persistent.sScene3v2s2Unlocked		
4	persistent.sScene4s2Unlocked = True	persistent.sScene4s2Unlocked = False	persistent.sScene4s2Unlocked		
5	persistent.sScene5s2Unlocked = True	persistent.sScene5s2Unlocked = False	persistent.sScene5s2Unlocked		
6	persistent.sScene6s2Unlocked = True	persistent.sScene6s2Unlocked = False	persistent.sScene6s2Unlocked		
7	persistent.sScene7s2Unlocked = True	persistent.sScene7s2Unlocked = False	persistent.sScene7s2Unlocked		
8	persistent.sScene8s2Unlocked = True	persistent.sScene8s2Unlocked = False	persistent.sScene8s2Unlocked		
9	persistent.sScene9s2Unlocked = True	persistent.sScene9s2Unlocked = False	persistent.sScene9s2Unlocked		
10	persistent.sScene10s2Unlocked = True	persistent.sScene10s2Unlocked = False	persistent.sScene10s2Unlocked		
11	persistent.sScene11s2Unlocked = True	persistent.sScene11s2Unlocked = False	persistent.sScene11s2Unlocked		
12	persistent.sScene12s2Unlocked = True	persistent.sScene12s2Unlocked = False	persistent.sScene12s2Unlocked		
13	persistent.sScene13s2Unlocked = True	persistent.sScene13s2Unlocked = False	persistent.sScene13s2Unlocked		
14	persistent.sScene14s2Unlocked = True	persistent.sScene14s2Unlocked = False	persistent.sScene14s2Unlocked		
15	persistent.sScene15s2Unlocked = True	persistent.sScene15s2Unlocked = False	persistent.sScene15s2Unlocked		
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					

persistent.sScene3v1s2Unlocked = False

### unlock number persistent.cutScene1s2Unlocked = True

persistent.cutScene3s2Unlocked = True persistent.cutScene3s2Unlocked = False persistent.cutScene4s2Unlocked = True persistent.cutScene4s2Unlocked = False persistent.cutScene5s2Unlocked = True persistent.cutScene5s2Unlocked = False

persistent.cutScene2s2Unlocked = True

6	<pre>persistent.cutScene6s2Unlocked = True</pre>	persistent.cutScene6s2Unlocked	= False	persistent.cutScene6s2Unlocked	
Unlock a	chievements				
	ne achievement number chievement title				
unlock: wh	at 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					
and an early	raidsat to type the developer console t	o chock and content raide			

unlock

persistent.shadowrunnersLoreUnlocked = True

persistent.kotarIncidentLoreUnlocked = True

persistent.silvaticaExpeditionLoreUnlocked = True

persistent.starflareraidersLoreUnlocked = True

persistent.weaponsLoreUnlocked = True

persistent.septcloudLoreUnlocked = True

persistent.cutScene1s2Unlocked = False

persistent.cutScene2s2Unlocked = False

persistent.achievementFriendly1s2 = True

persistent.achievementWitty1s2 = True

lock

### title number Friendly I, S2 - Make 10 friendly choices Witty I, S2 - Make 10 witty choices

Aggressive I, S2 - Make 10 aggressive choices persistent.achievementAggressive1s2 = True Mortis I, S2 - Find all deaths in part 1 persistent.achievementDeaths1s2 = True Mantiall C2 Dialianast 2

5	Mortis II, S2 - Die in part 3	persistent.achievementDeaths2s2 = True	persistent.achievementDeaths2s2 = False	persistent.achievementDeaths2s2	
6	Mortis III, S2 - Die twice on Mytellor	persistent.achievementDeaths3s2 = True	persistent.achievementDeaths3s2 = False	persistent.achievementDeaths3s2	
7	Mortis IV, S2 - Die to an ancient being	persistent.achievementDeaths4s2 = True	persistent.achievementDeaths4s2 = False	persistent.achievementDeaths4s2	
8	Bonus I, S2 - Bonus scene available	persistent.achievementPart1s2Complete = True	persistent.achievementPart1s2Complete = False	persistent.achievementPart1s2Complete	
9	Bonus II, S2 - Bonus scene available	persistent.achievementPart2s2Complete = True	persistent.achievementPart2s2Complete = False	persistent.achievementPart2s2Complete	
10	Bonus III, S2 - Bonus scene available	persistent.achievementPart3s2Complete = True	persistent.achievementPart3s2Complete = False	persistent.achievementPart3s2Complete	
11	Bonus IV, S2 - Bonus scene available	persistent.achievementPart4s2Complete = True	persistent.achievementPart4s2Complete = False	persistent.achievementPart4s2Complete	
12	Bonus V, S2 - Bonus scene available	persistent.achievementPart5s2Complete = True	persistent.achievementPart5s2Complete = False	persistent.achievementPart5s2Complete	
13	Kaylee - Flirt three times with Kaylee	persistent.achievementKayleeFlirt1s2 = True	persistent.achievementKayleeFlirt1s2 = False	persistent.achievementKayleeFlirt1s2	
14	Elysra - Flirt three times with Elysra	persistent.achievementElysraFlirt1s2 = True	persistent.achievementElysraFlirt1s2 = False	persistent.achievementElysraFlirt1s2	
15	Allison - Flirt once with Allison	persistent.achievementAllieFlirt1s2 = True	persistent.achievementAllieFlirt1s2 = False	persistent.achievementAllieFlirt1s2	
16	Keri - Flirt once with Keri	persistent.achievementKeriFlirt1s2 = True	persistent.achievementKeriFlirt1s2 = False	persistent.achievementKeriFlirt1s2	
17	Snack Stash - Find the snack stash	persistent.achievementSnackStash = True	persistent.achievementSnackStash = False	persistent.achievementSnackStash	
18	Gun Game - Win the gun contest against Kaylee	persistent.achievementGunGame = True	persistent.achievementGunGame = False	persistent.achievementGunGame	
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					

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31

32

33

34

35

The Shadowrunners

Weapon Manufacturers

The Silvatica Expedition

The Septcloud Solstice

The Second Kotar Incident

The Starflare Raider Incursions

unlock: what to type in the developer console to unlock it ock: what to type in the developer console to lock check current value: what to type in the developer console to lock						
number	title	unlock	lock	check current value		
17	The Deep Ones	persistent.deepOnesLoreUnlocked = True	persistent.deepOnesLoreUnlocked = False	persistent.deepOnesLoreUnlocked		
18	The Tartarus Underworld	persistent.tartarusUnderworldLoreUnlocked = True	persistent.tartarusUnderworldLoreUnlocked = False	persistent.tartarusUnderworldLoreUnlocked		
19	Void Amulets	persistent.voidAmuletsLoreUnlocked = True	persistent.voidAmuletsLoreUnlocked = False	persistent.voidAmuletsLoreUnlocked		
20	Vitalite	persistent.vitaliteLoreUnlocked = True	persistent.vitaliteLoreUnlocked = False	persistent.vitaliteLoreUnlocked		
21	Duskmist	persistent.duskmistLoreUnlocked = True	persistent.duskmistLoreUnlocked = False	persistent.duskmistLoreUnlocked		
22	Zantheon Septcloud	persistent.zantheonLoreUnlocked = True	persistent.zantheonLoreUnlocked = False	persistent.zantheonLoreUnlocked		
23	Audinium	persistent.audiniumLoreUnlocked = True	persistent.audiniumLoreUnlocked = False	persistent.audiniumLoreUnlocked		
24	Vodyans	persistent.vodyansLoreUnlocked = True	persistent.vodyansLoreUnlocked = False	persistent.vodyansLoreUnlocked		
25	Humans	persistent.humansLoreUnlocked = True	persistent.humansLoreUnlocked = False	persistent.humansLoreUnlocked		
26	Aristocryphs	persistent.aristocryphsLoreUnlocked = True	persistent.aristocryphsLoreUnlocked = False	persistent.aristocryphsLoreUnlocked		
27	The Galactic Council	persistent.councilLoreUnlocked = True	persistent.councilLoreUnlocked = False	persistent.councilLoreUnlocked		
28	The Ghostwire Syndicate	persistent.ghostwireLoreUnlocked = True	persistent.ghostwireLoreUnlocked = False	persistent.ghostwireLoreUnlocked		
29	The Blacklink Brotherhood	persistent.blacklinkLoreUnlocked = True	persistent.blacklinkLoreUnlocked = False	persistent.blacklinkLoreUnlocked		

persistent.shadowrunnersLoreUnlocked = False

persistent.kotarIncidentLoreUnlocked = False

persistent.silvaticaExpeditionLoreUnlocked = False

persistent.starflareraidersLoreUnlocked = False

persistent.weaponsLoreUnlocked = False

persistent.septcloudLoreUnlocked = False