

# Projekt: Passion 0.7 Walkthrough rev 1.8

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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!

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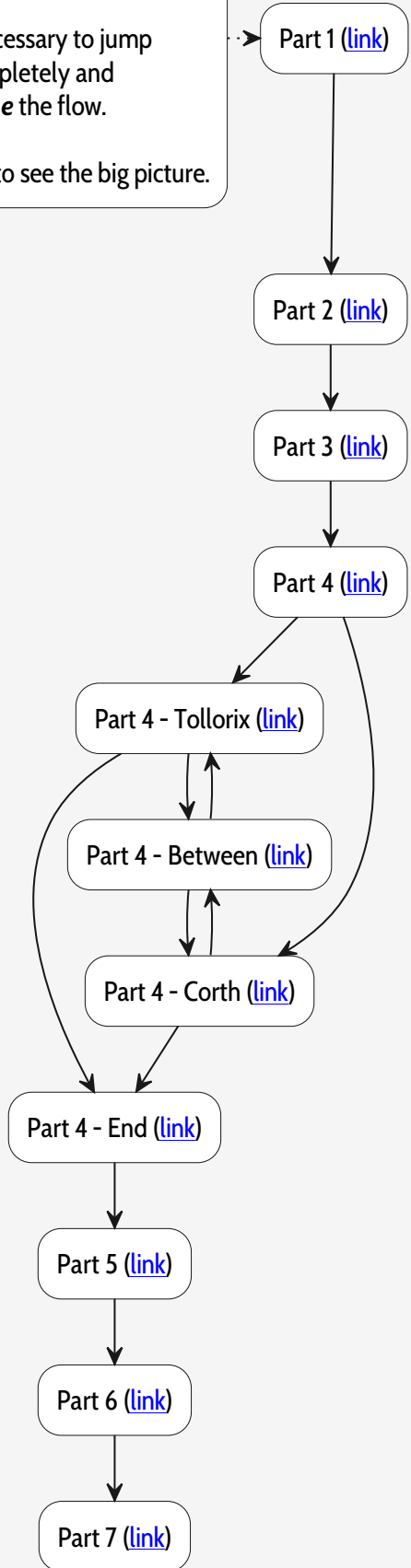
# Projekt: Passion 0.7 Walkthrough rev 1.8

## 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.

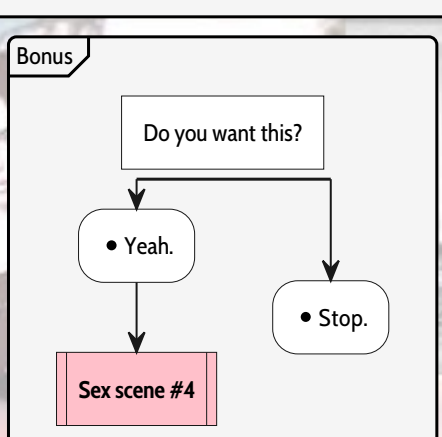
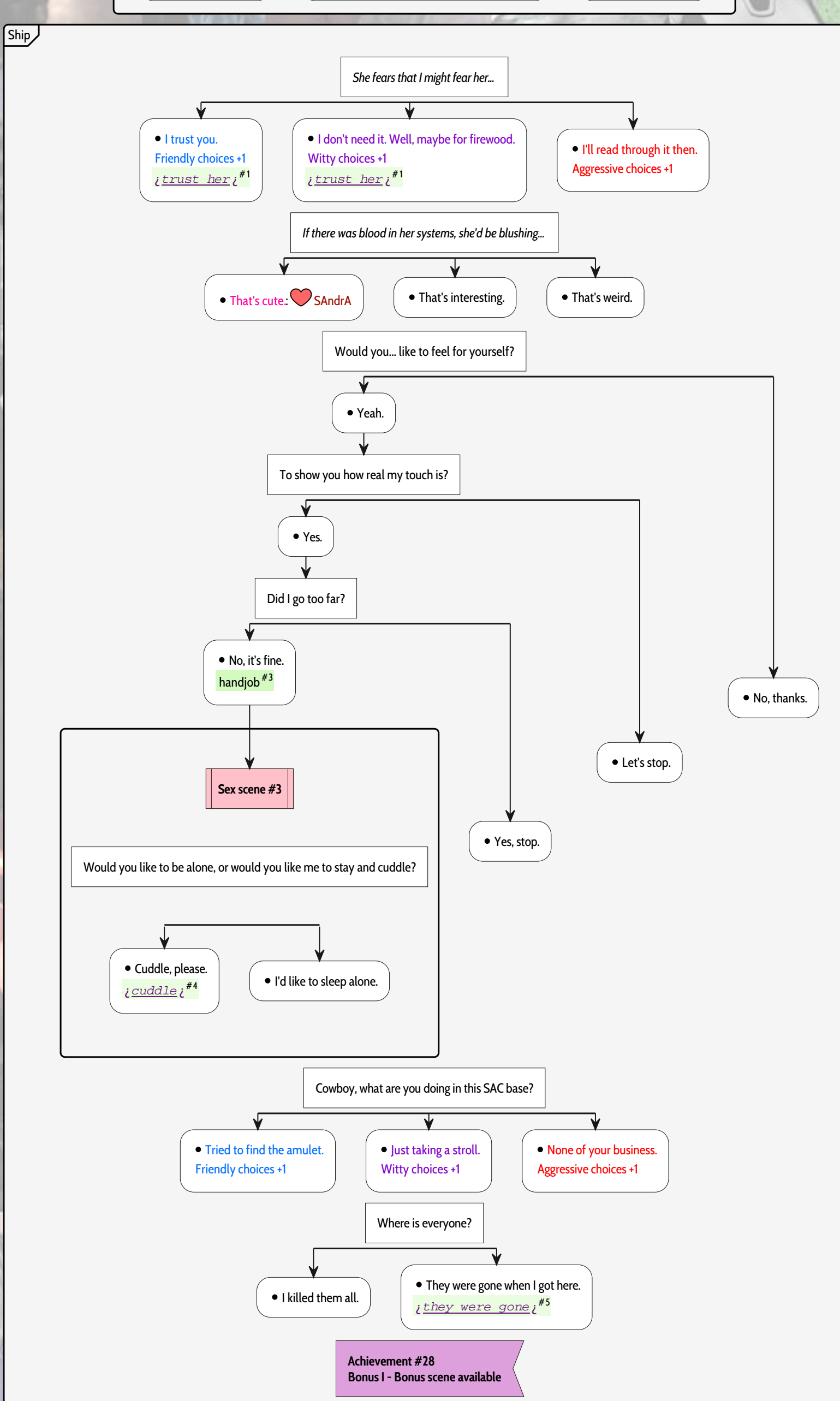
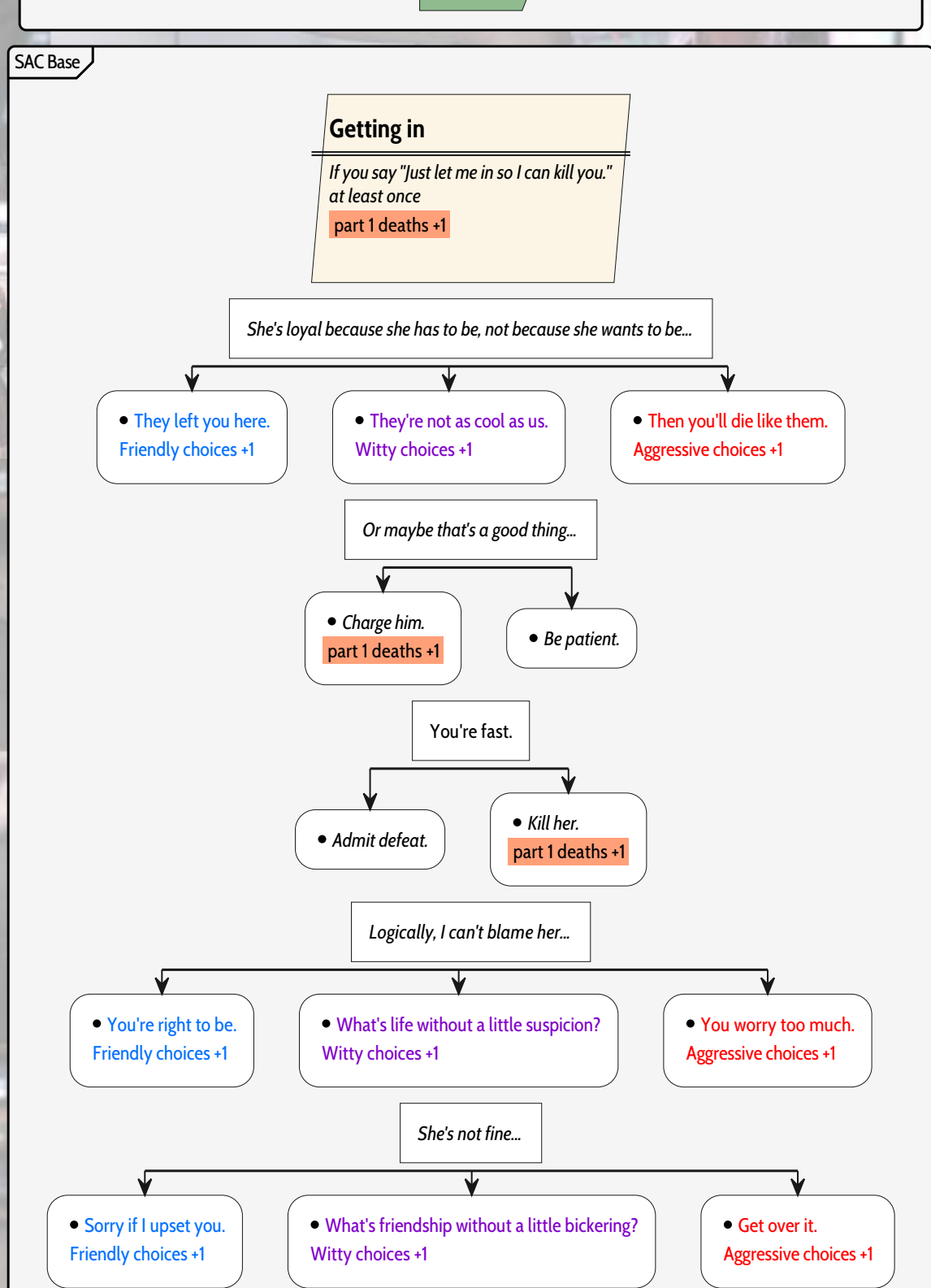
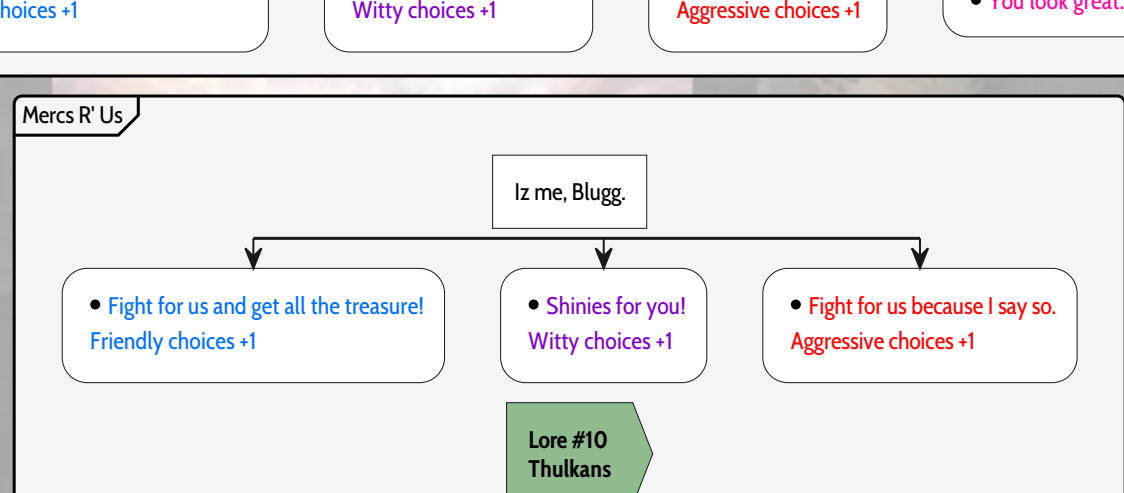
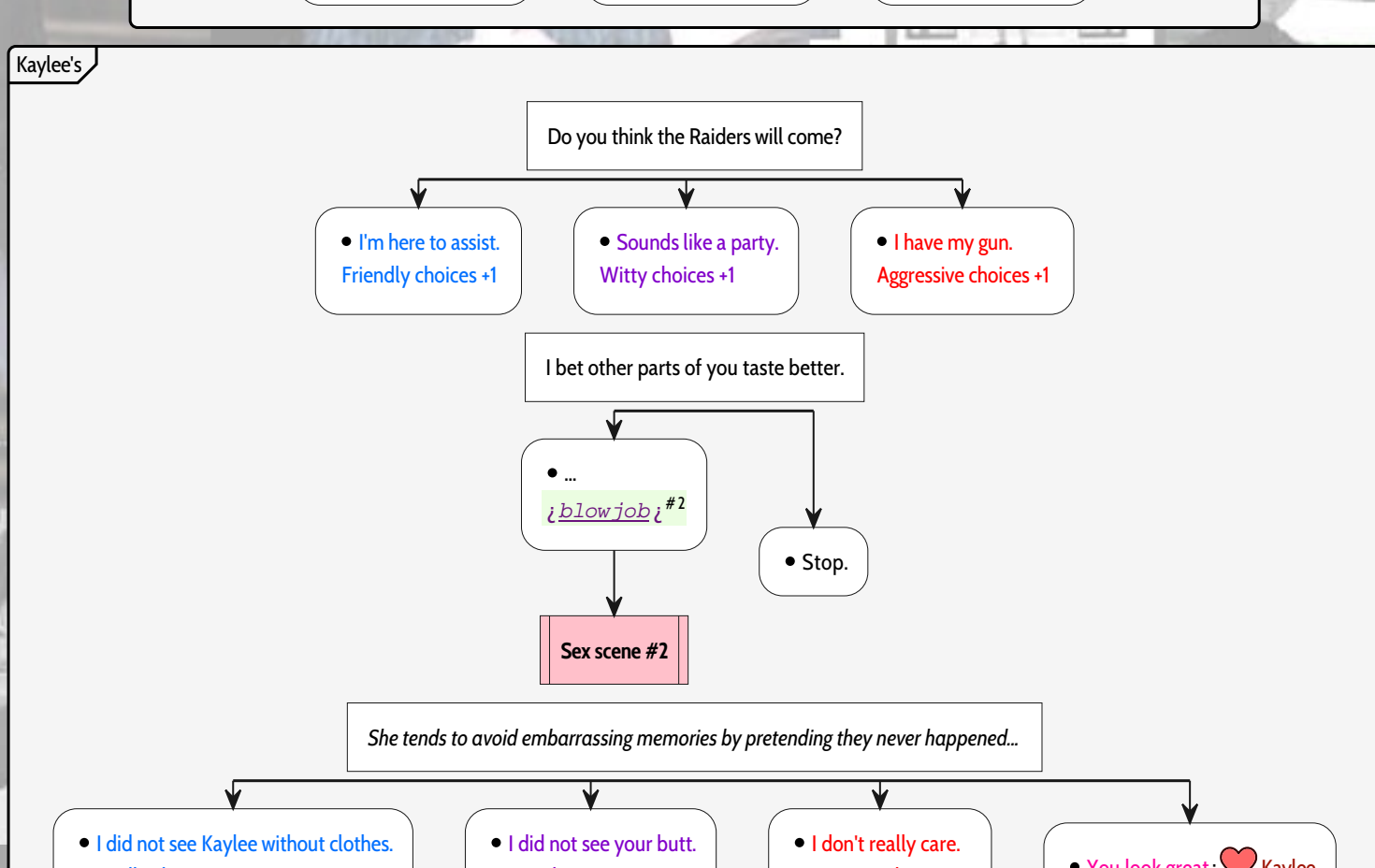
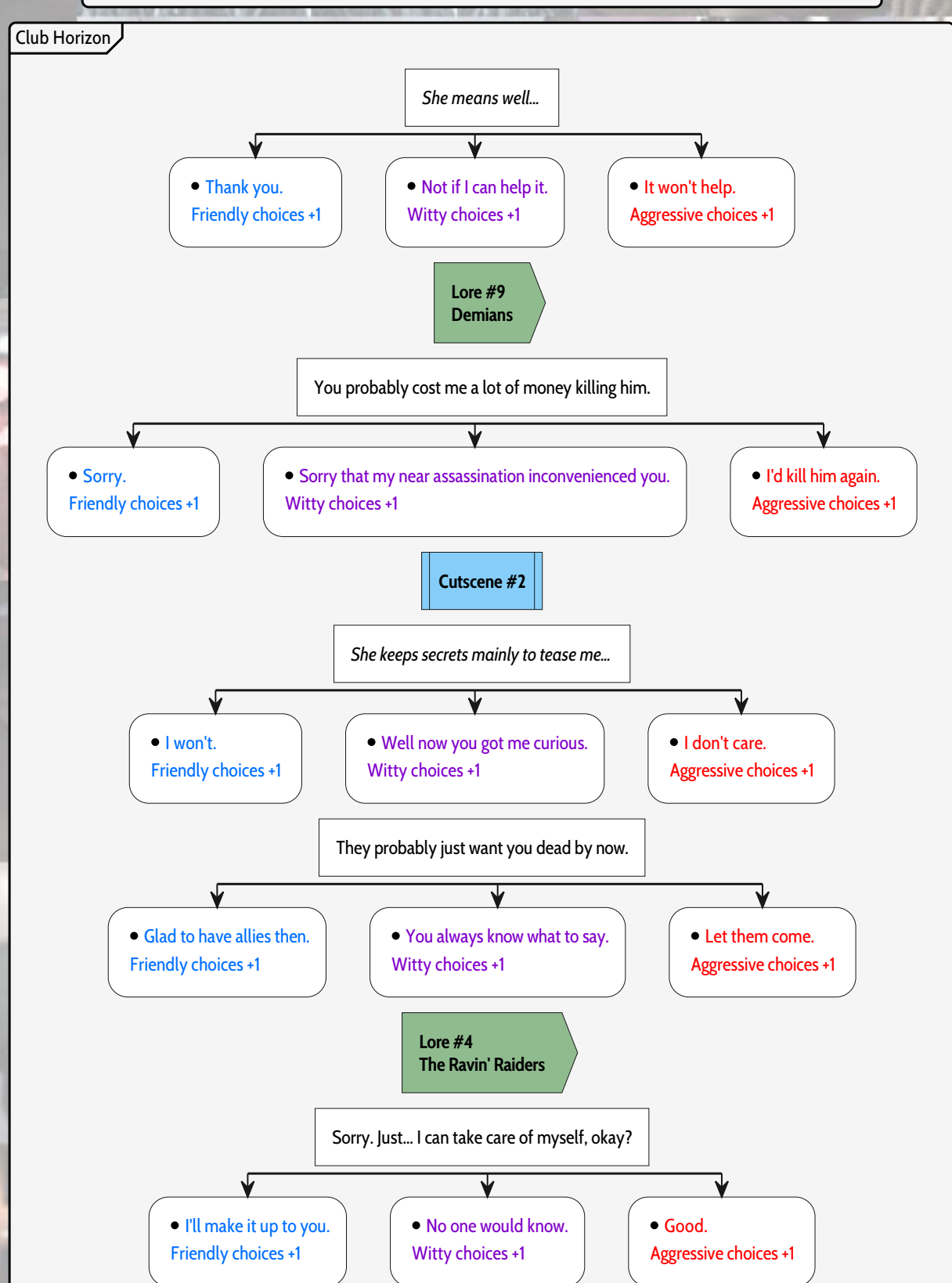
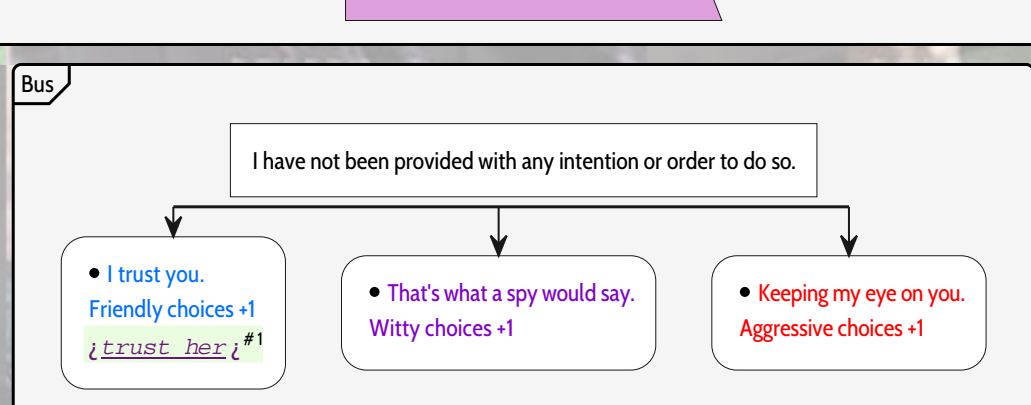
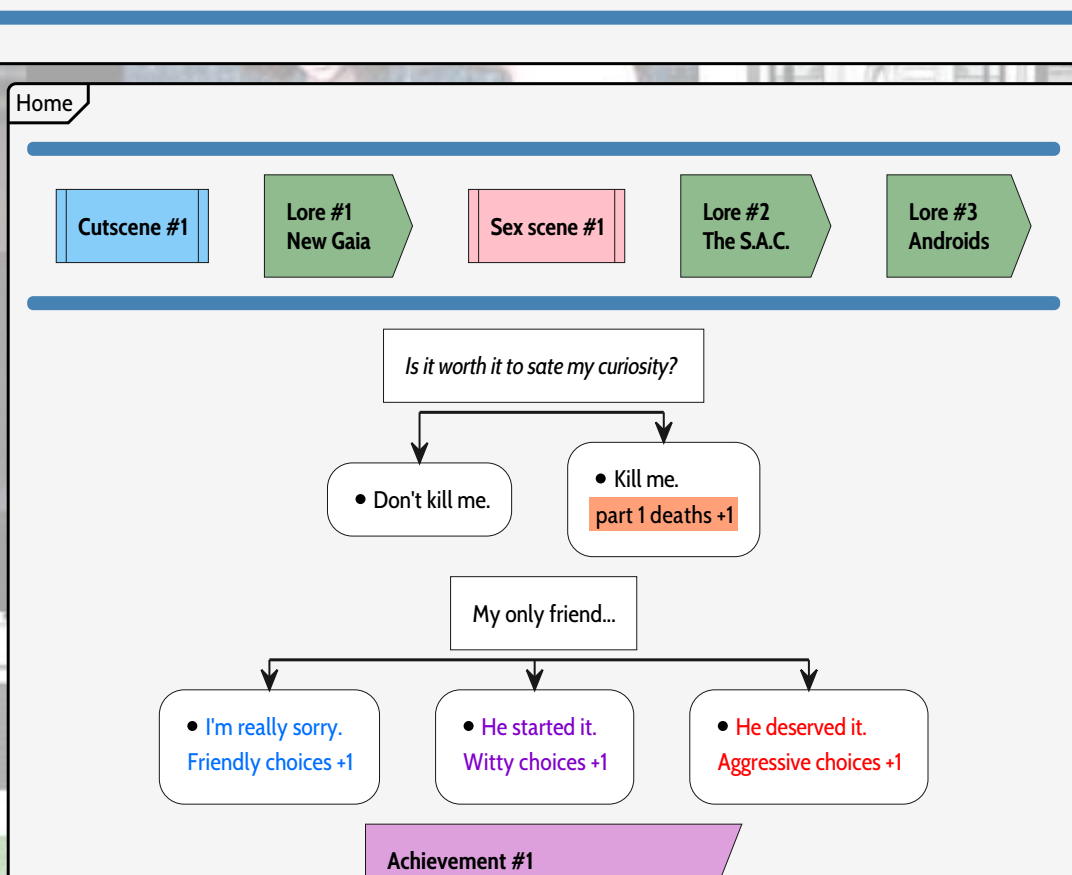
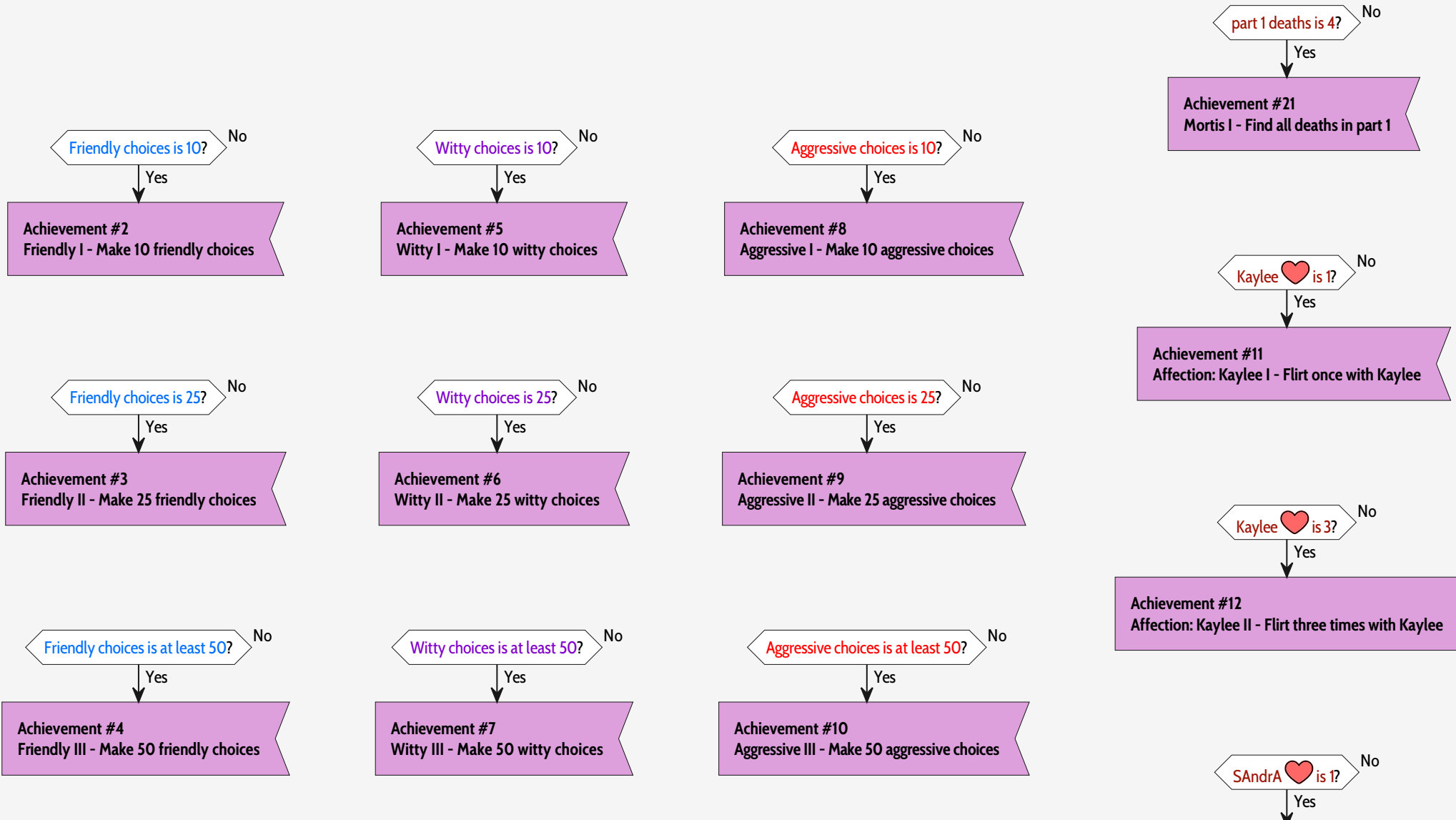
Refer to this overview page to see the big picture.



# Projekt: Passion Part 1

## Global Achievements

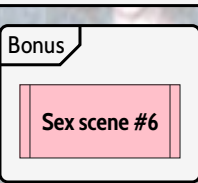
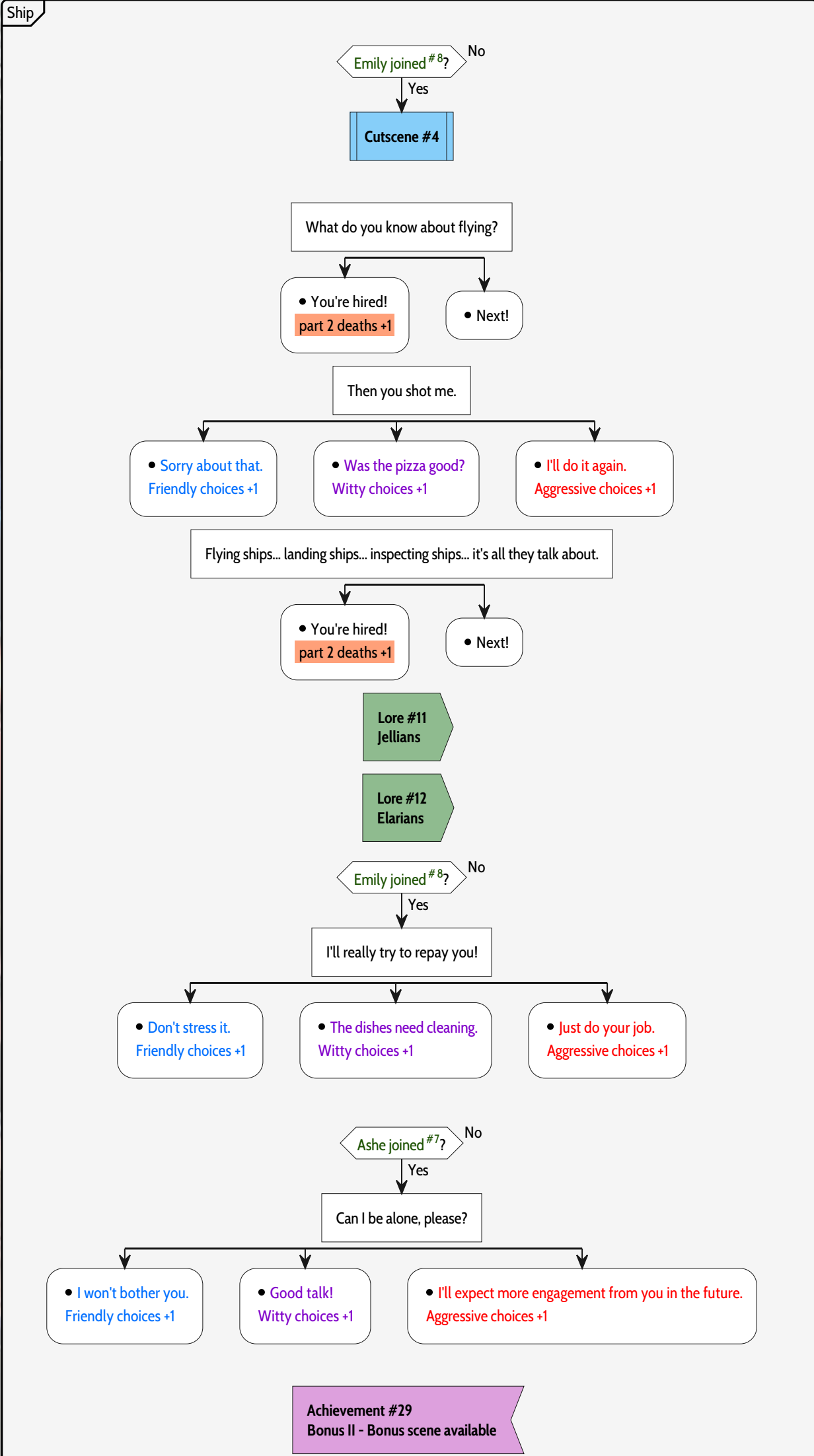
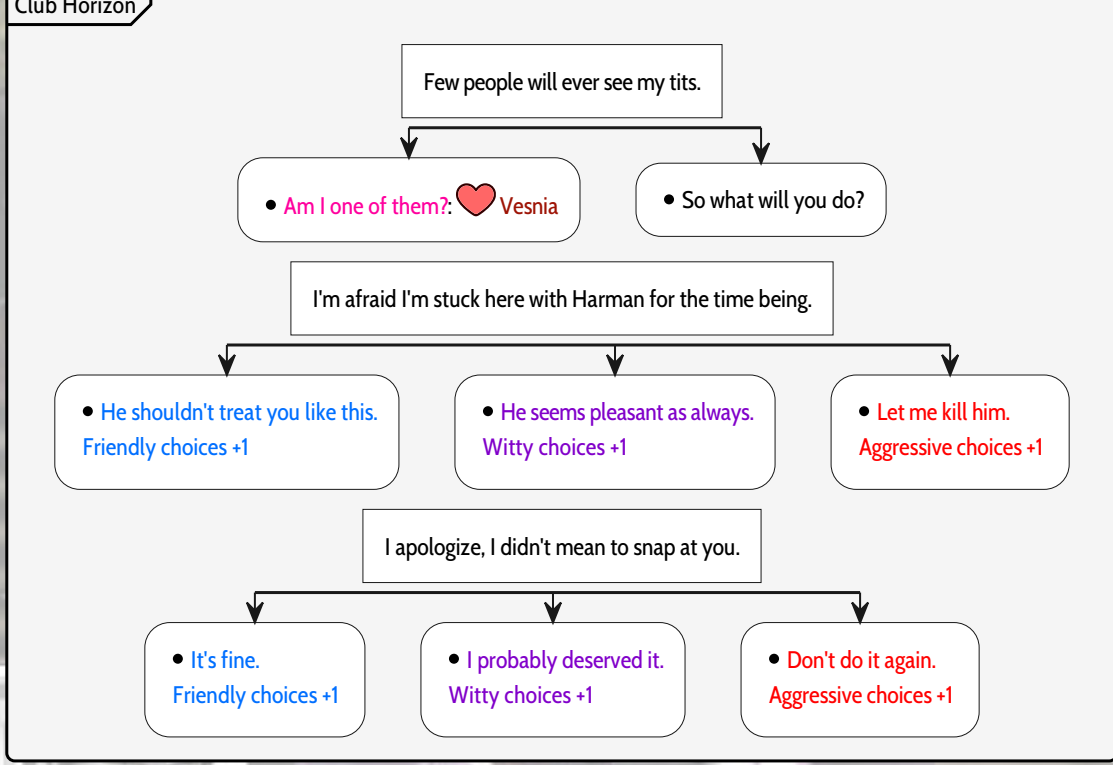
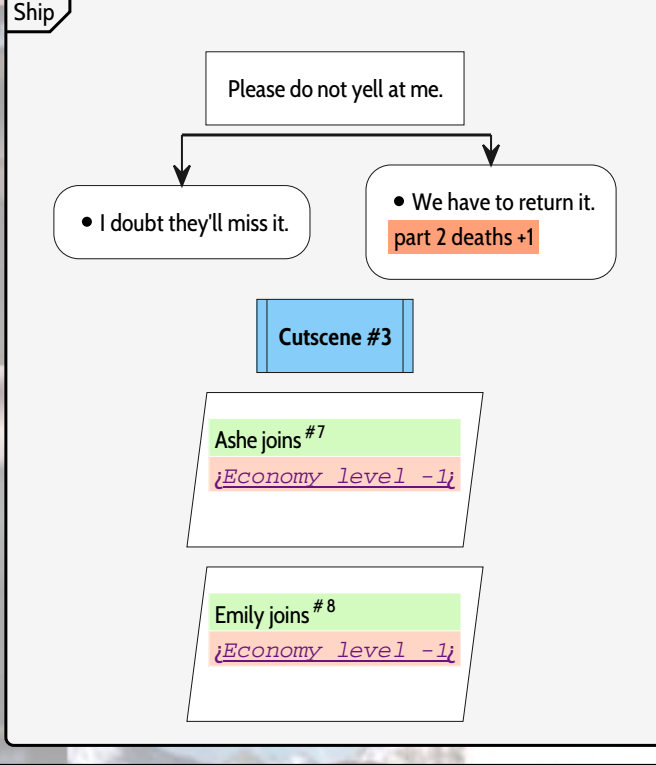
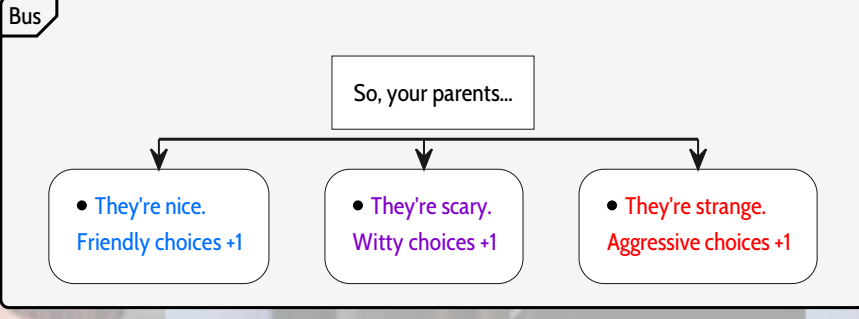
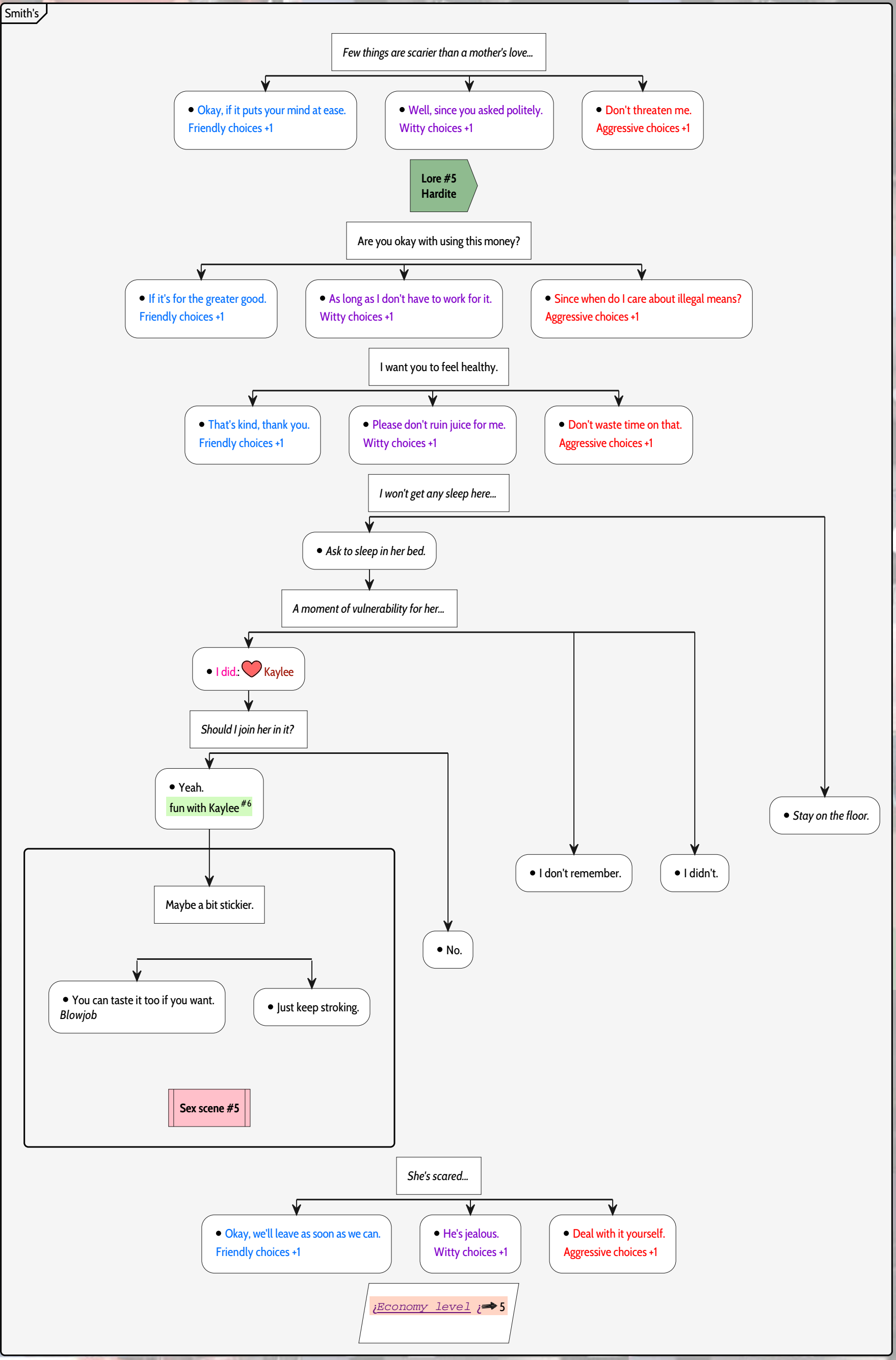
The following achievements can be unlocked at any point during the game when the conditions are met



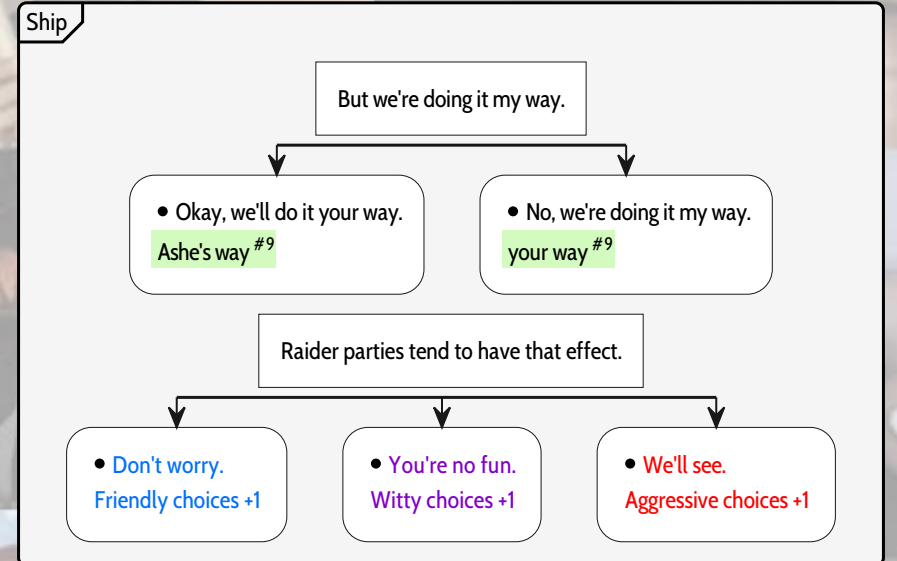
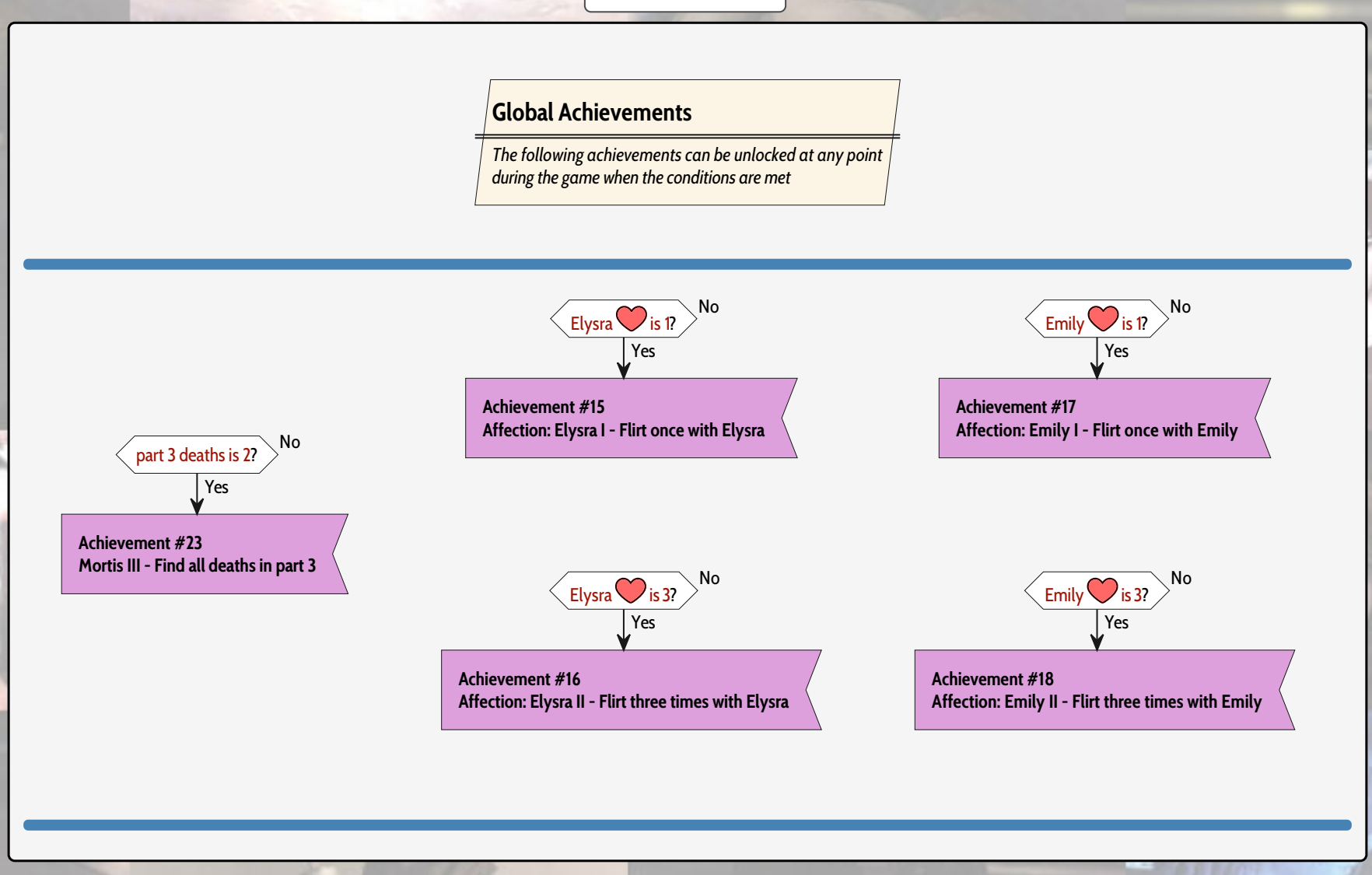
# Projekt: Passion Part 2

## Global Achievements

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

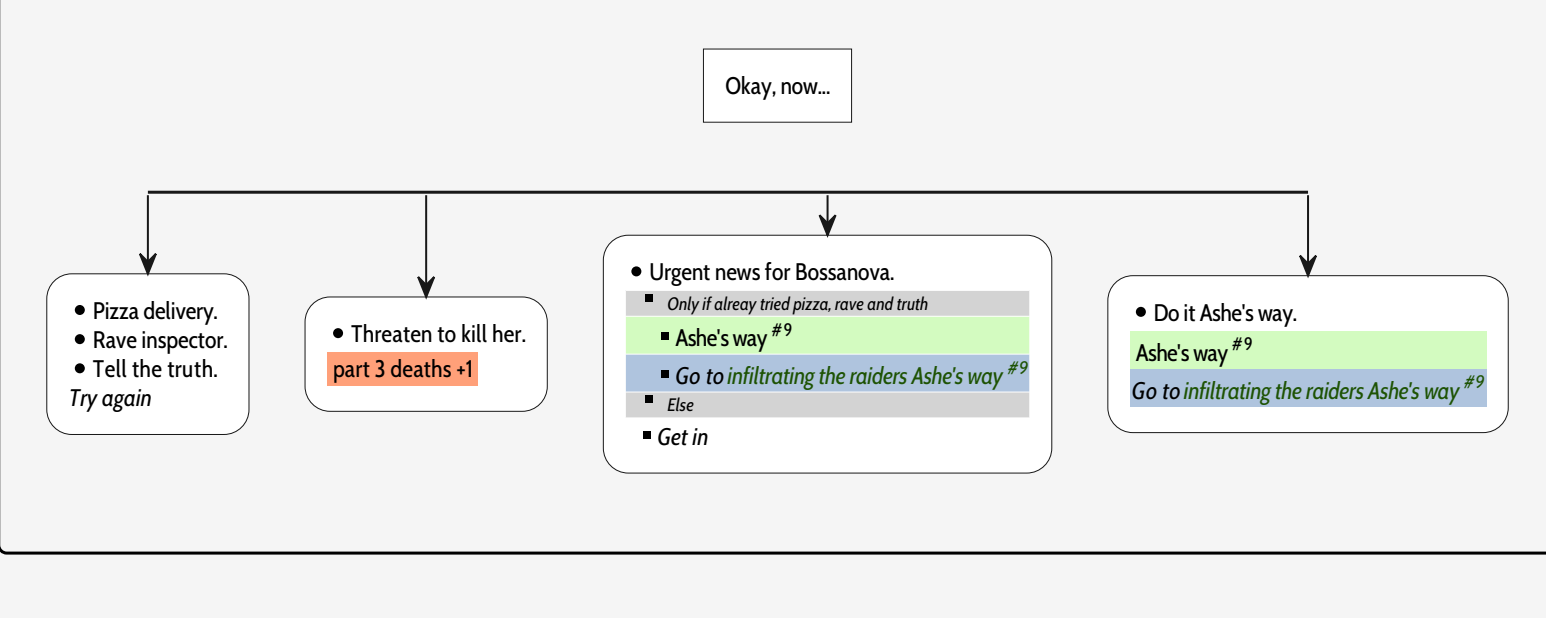


# Projekt: Passion Part 3

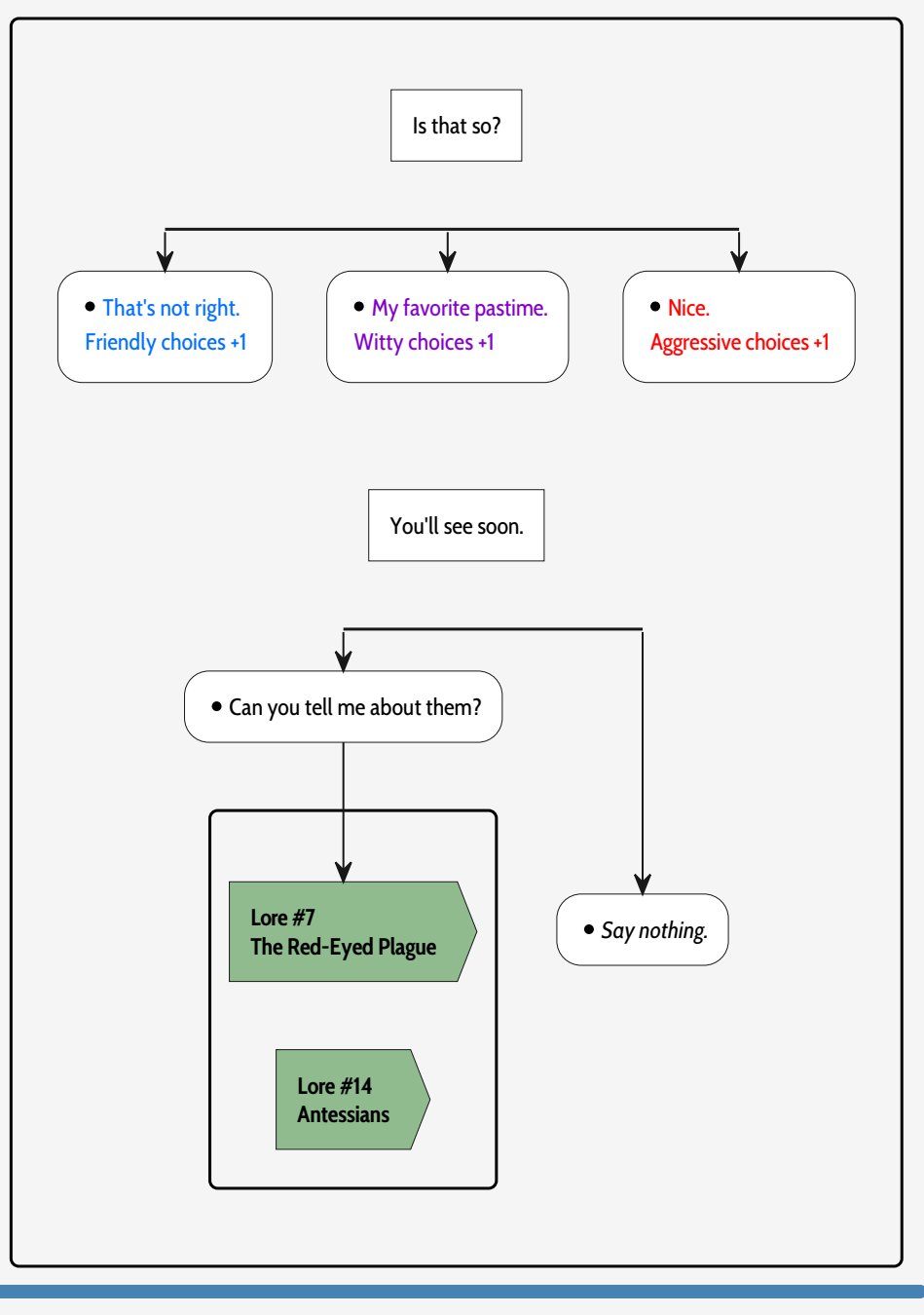


## Raiders

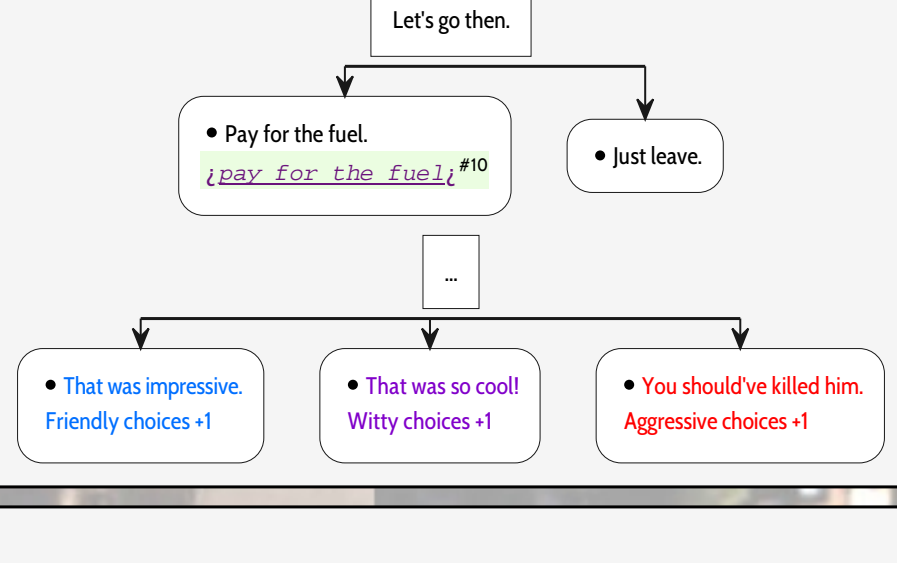
### infiltrating the raiders your way #9



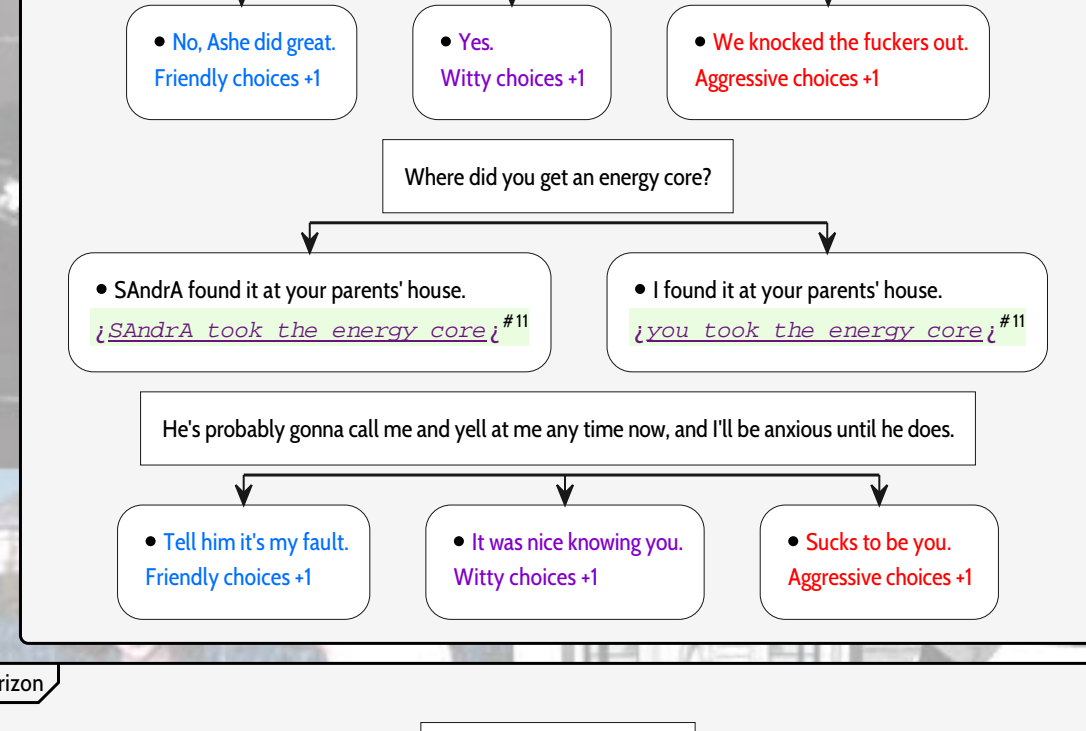
### infiltrating the raiders Ashe's way #9



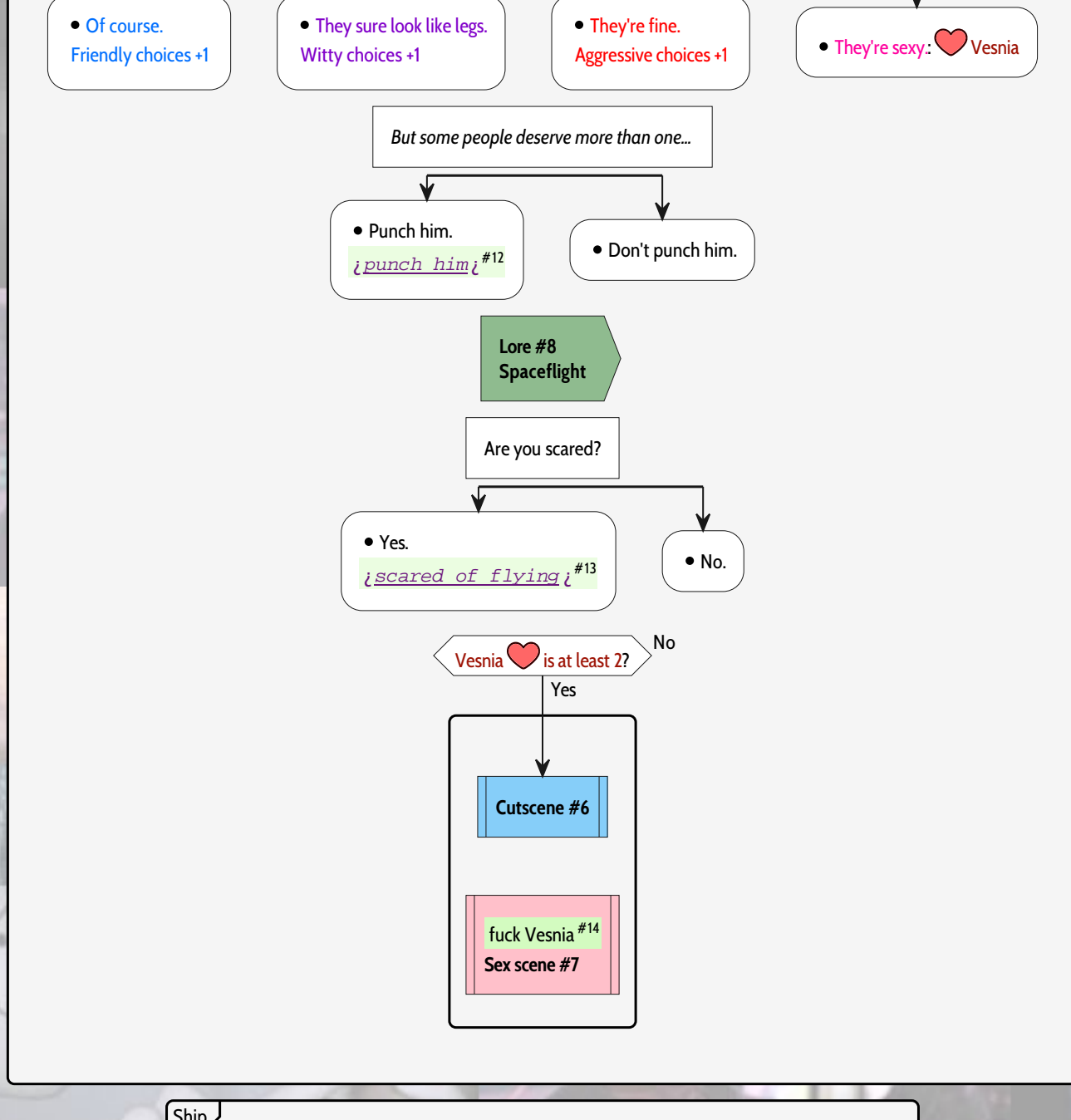
### Cutscene #5



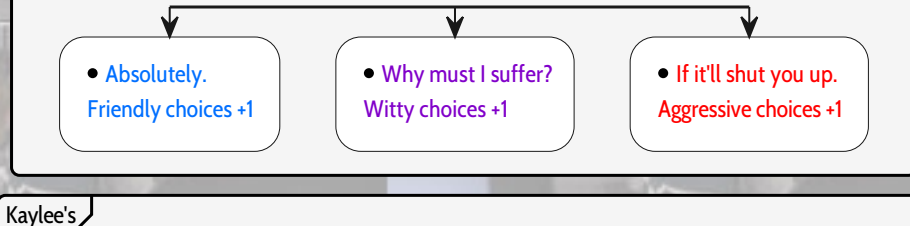
### Ship



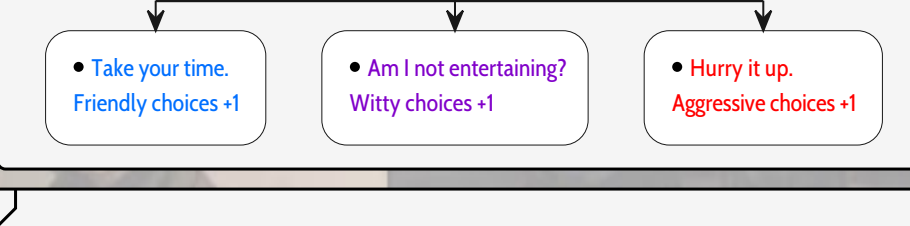
### Club Horizon



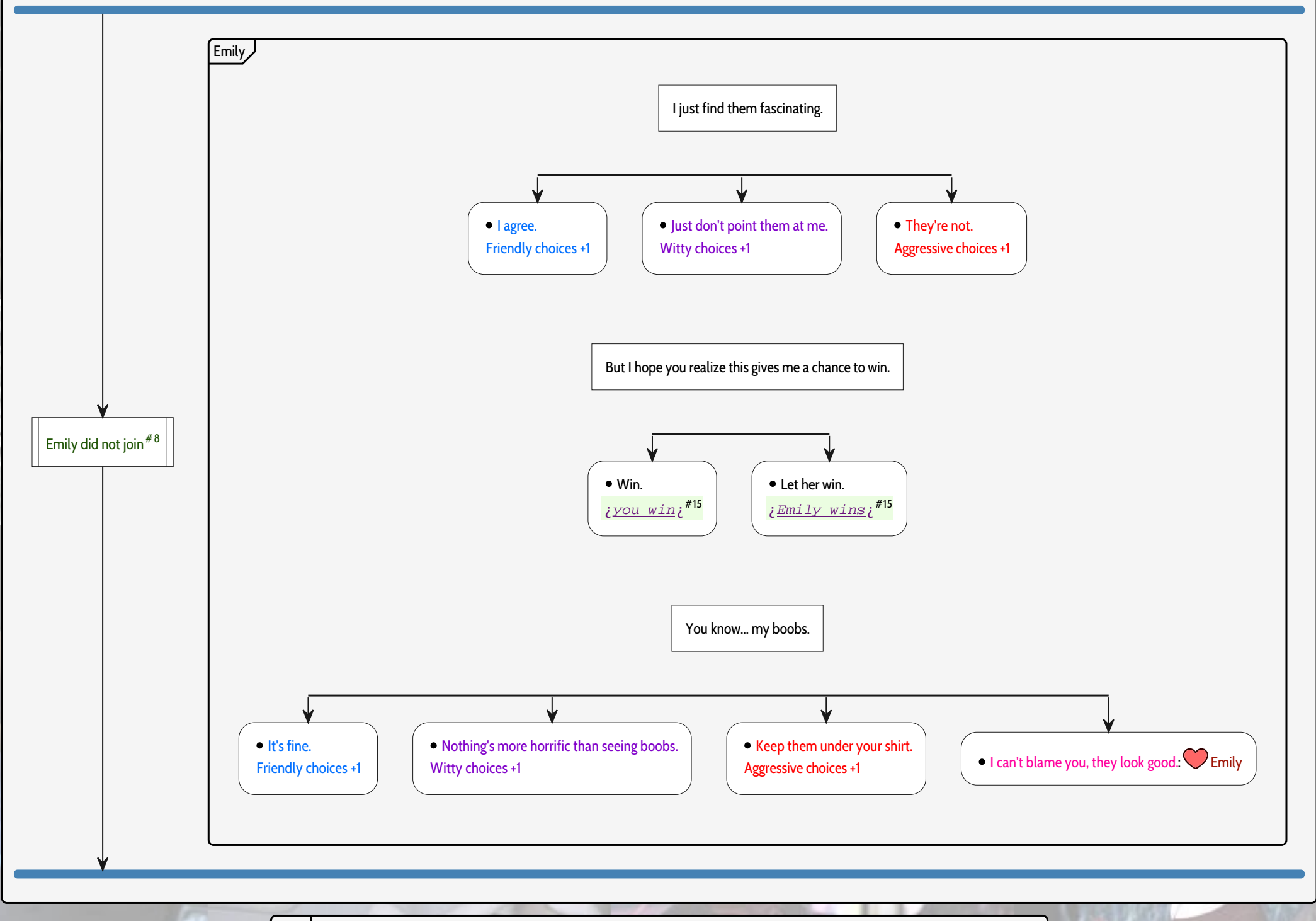
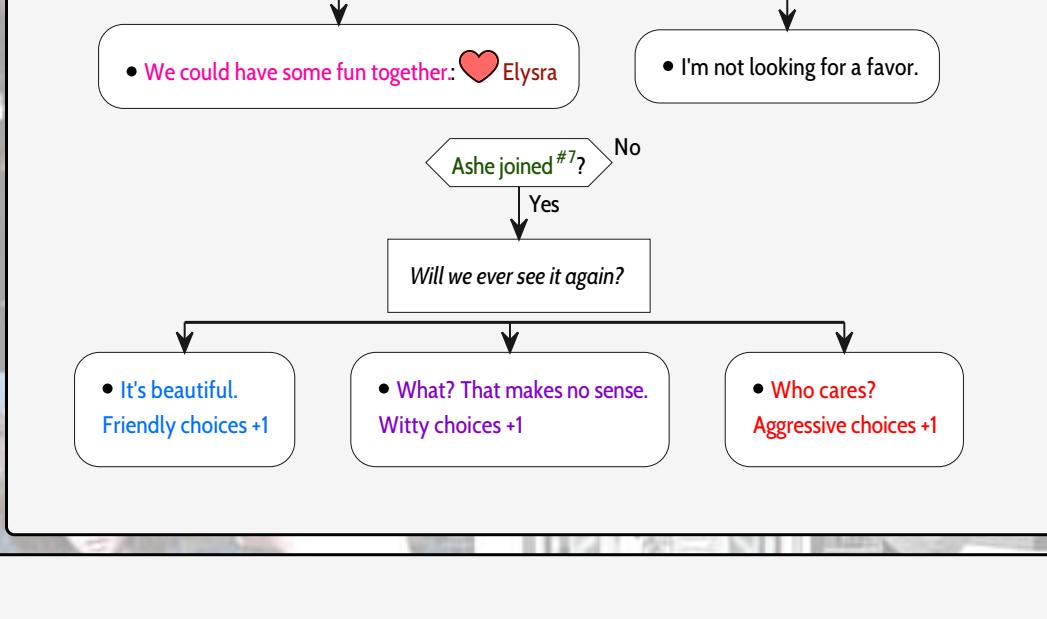
### Ship



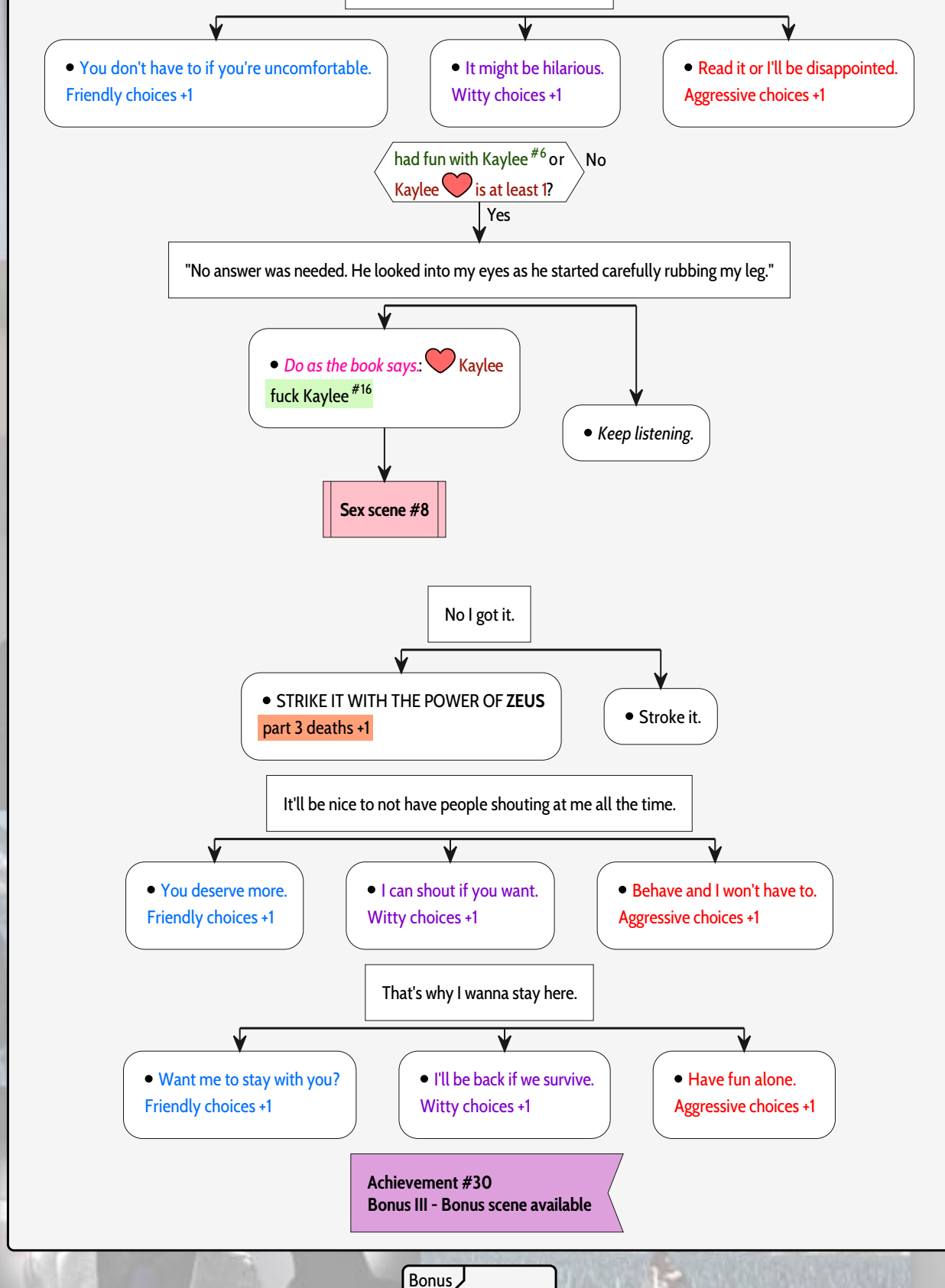
### Kaylee's



### Ship



### Ship



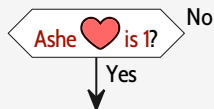
### Bonus



# 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](#))

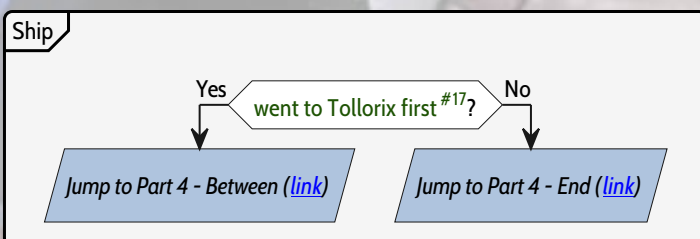
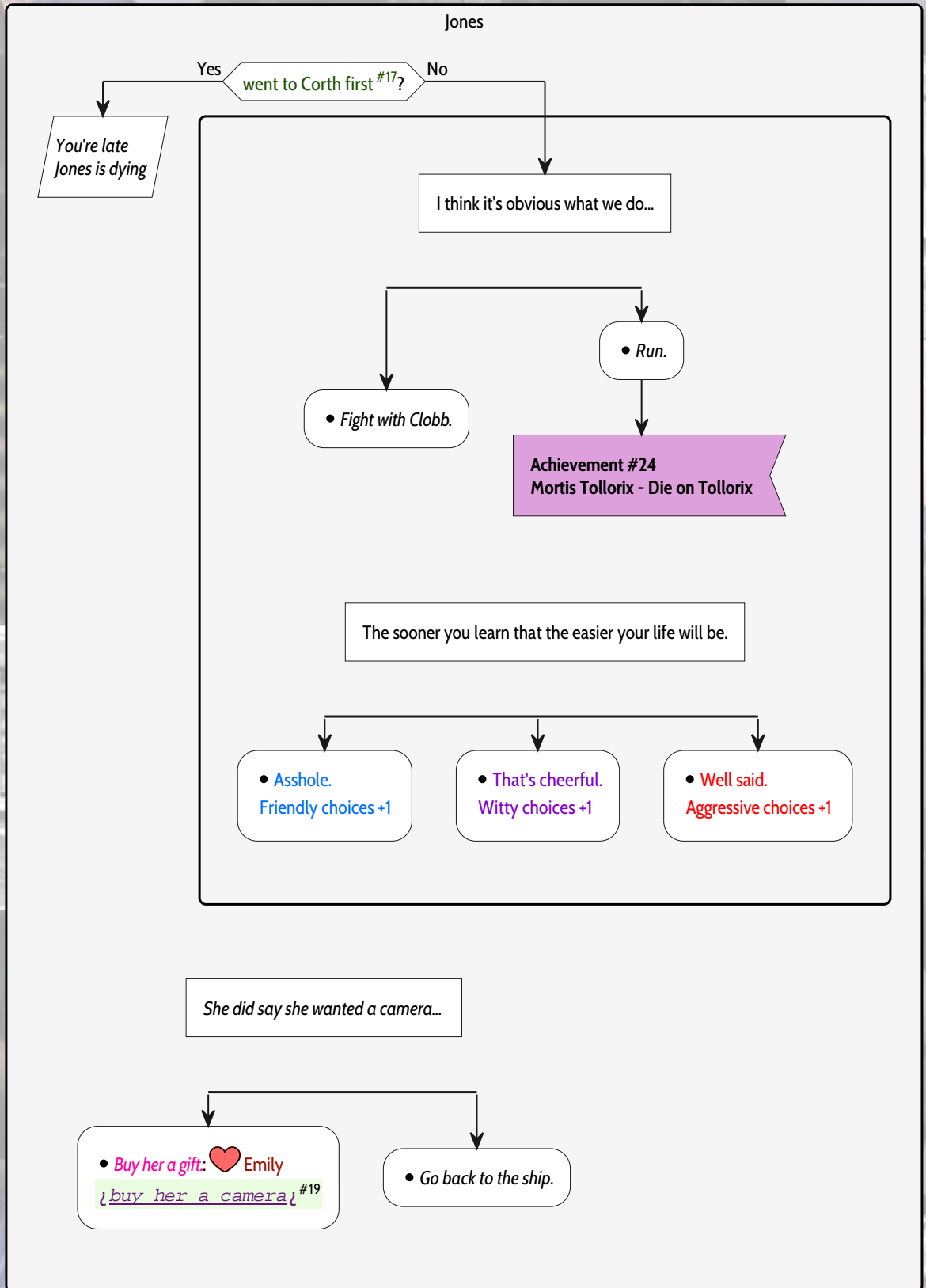
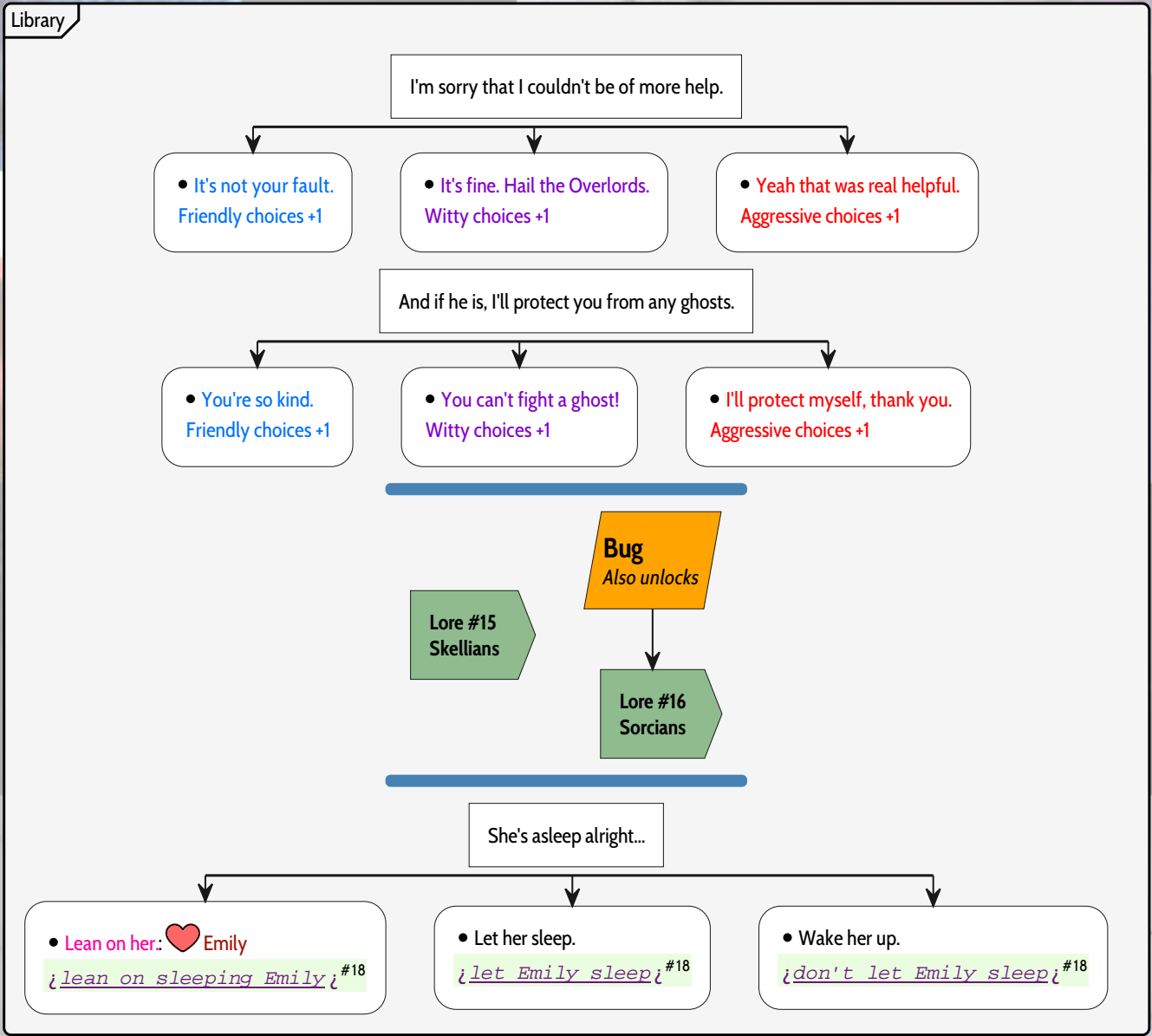
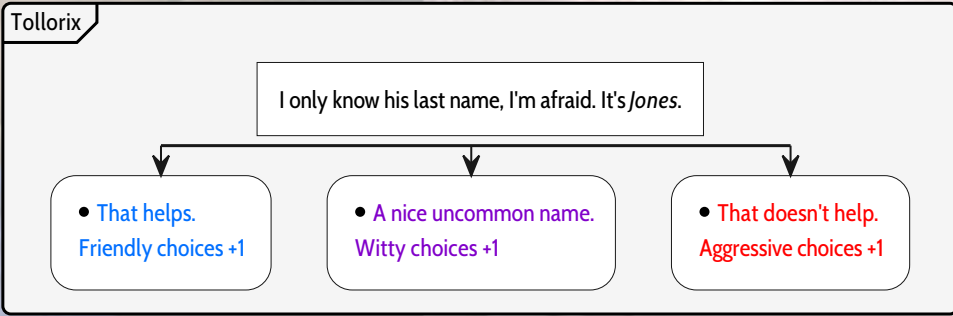
going to Corth first #17?

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? Yes / 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? No

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. i Fuck Medea i #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

### 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 Ambrosius 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?
  - Mytelior.
- 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

❤️ Elysa

• 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

