

Projekt: Passion 0.13 Walkthrough rev 1.8

Written by: [MrBubu](https://www.patreon.com/mrbubu)
<https://www.patreon.com/mrbubu>

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 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

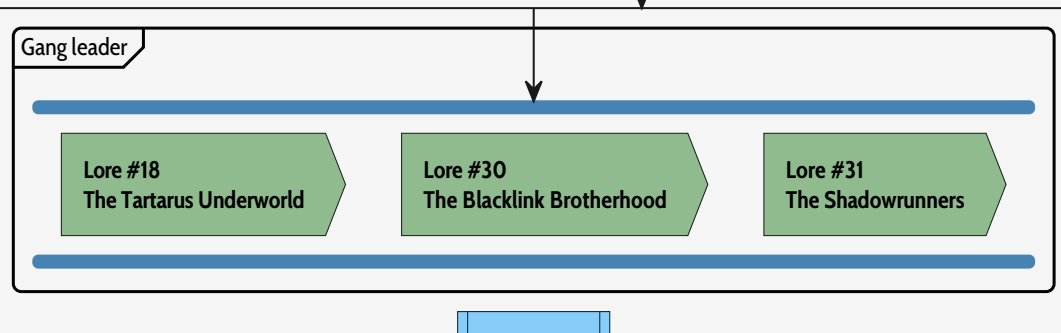
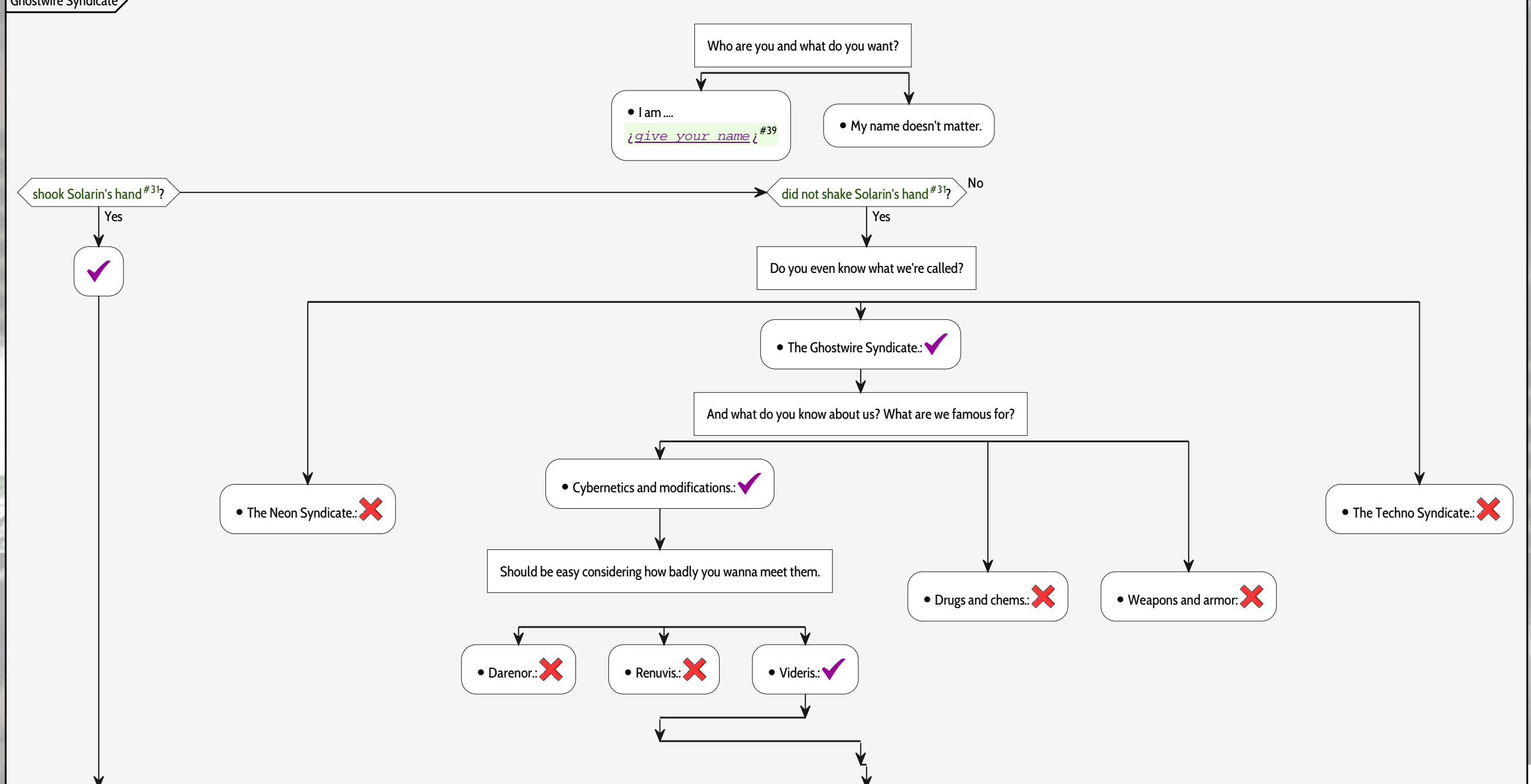
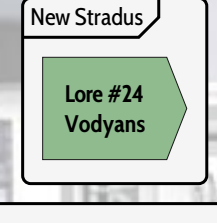
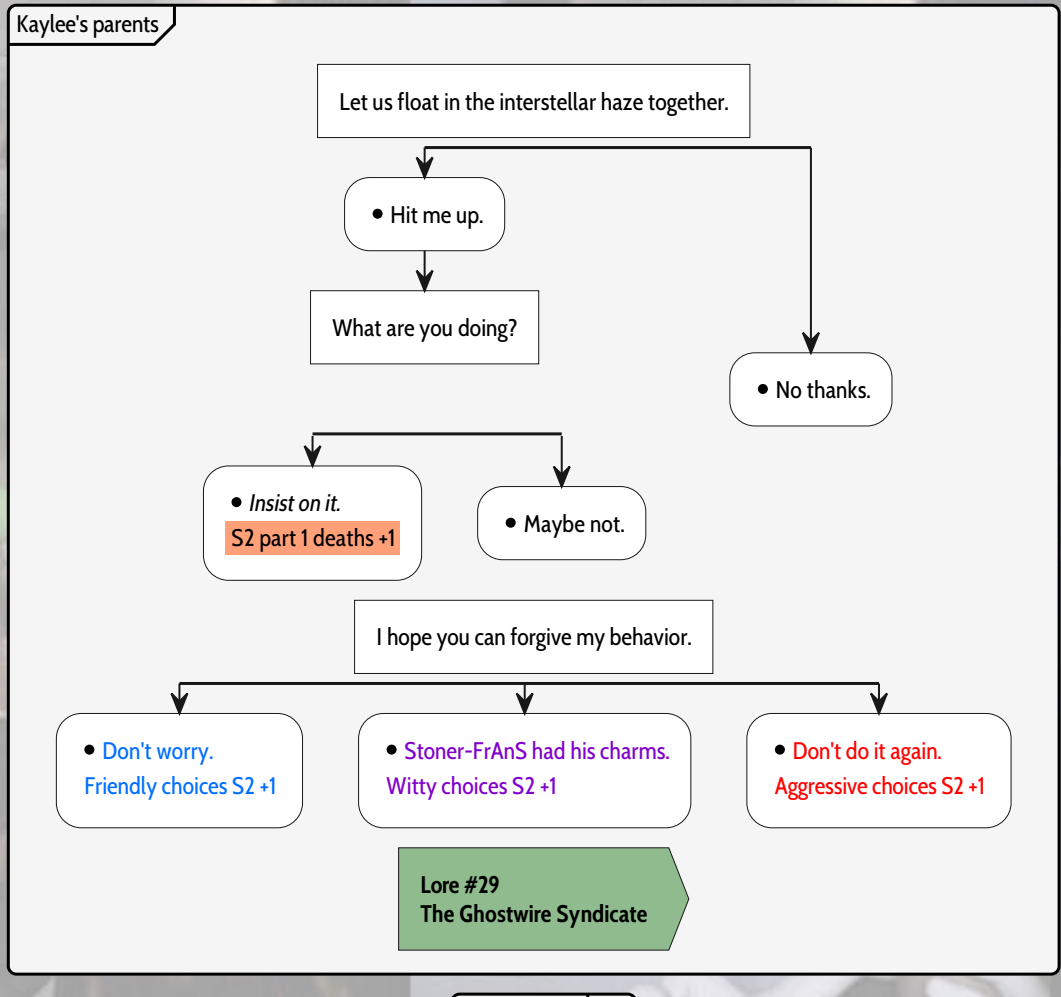
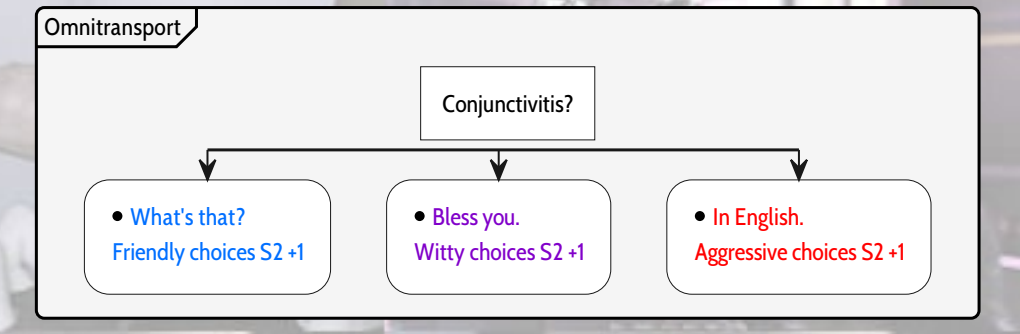
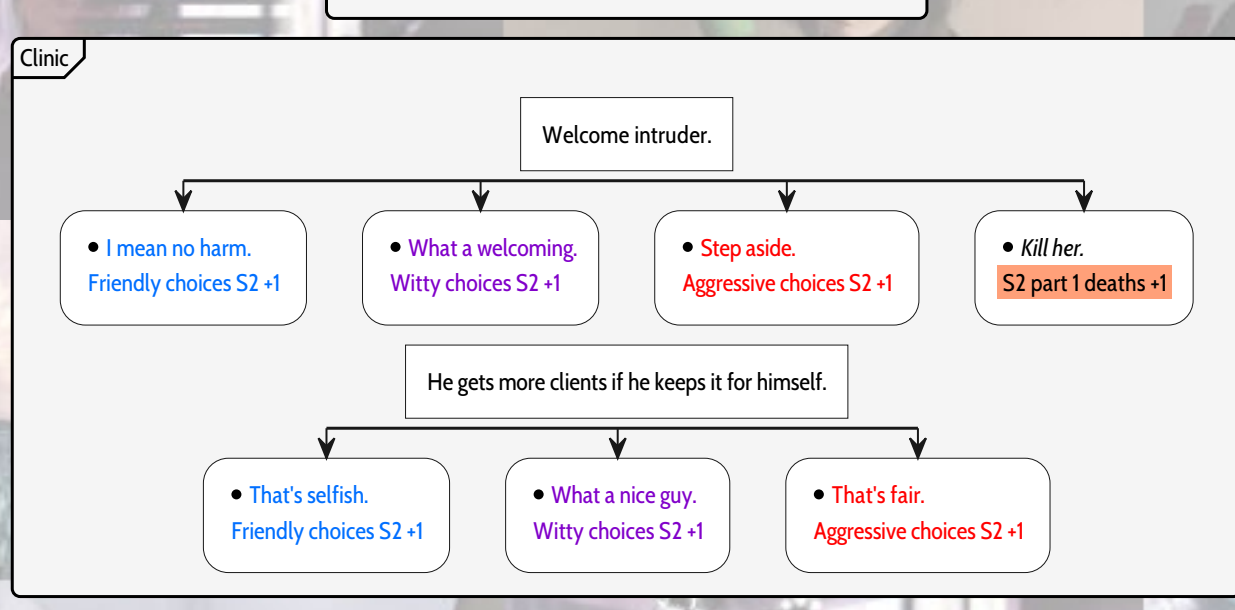
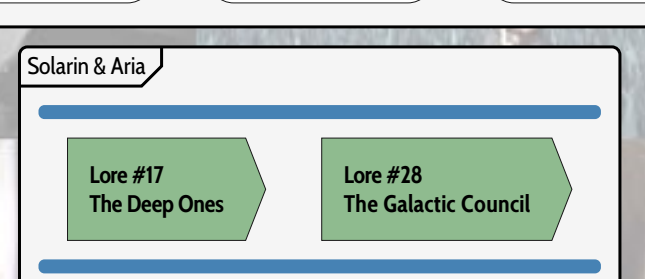
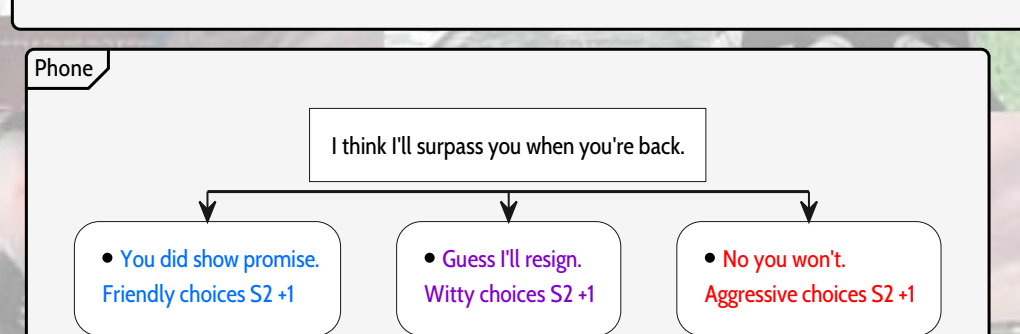
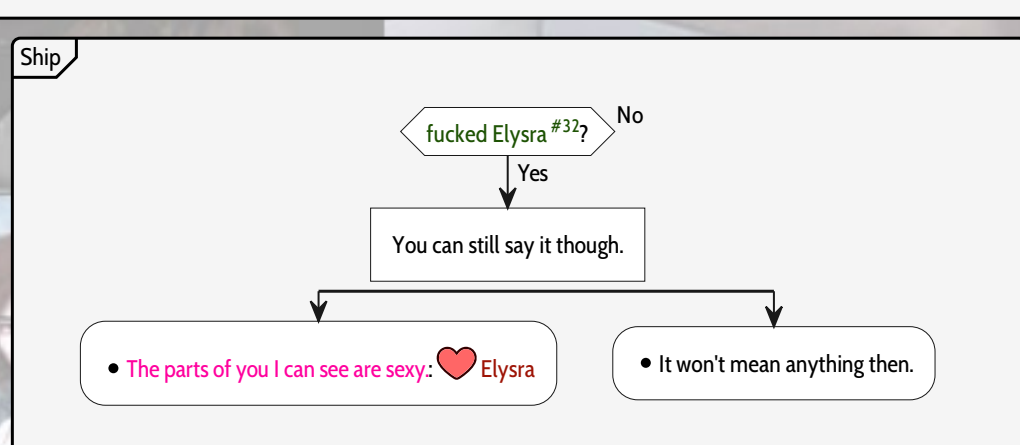
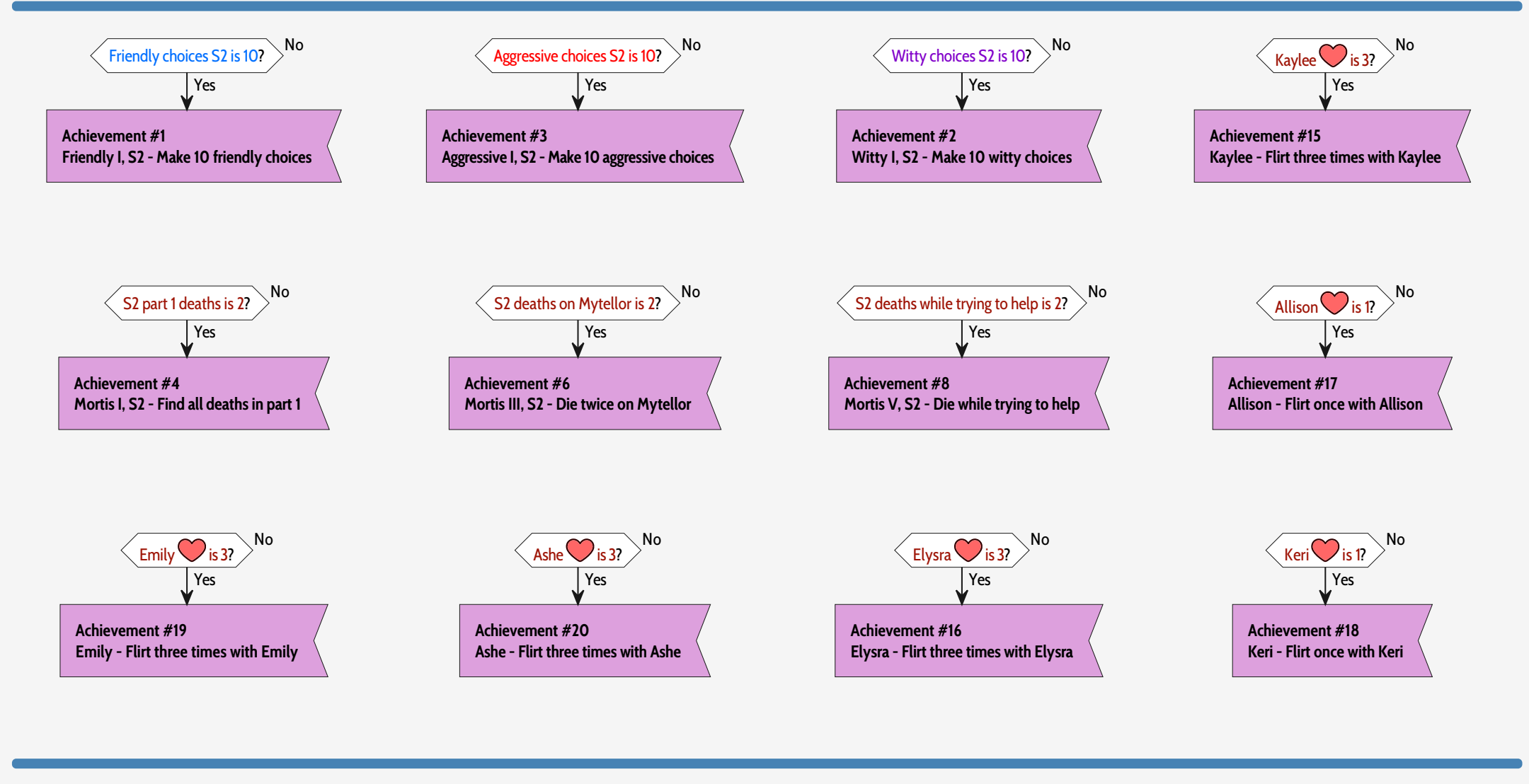
Introduction	1
Table of Contents	2
Part 1	3
Part 2	4
Part 3	5
Part 4	6
Part 5	7
Part 6	8
Cheat without a MOD	9



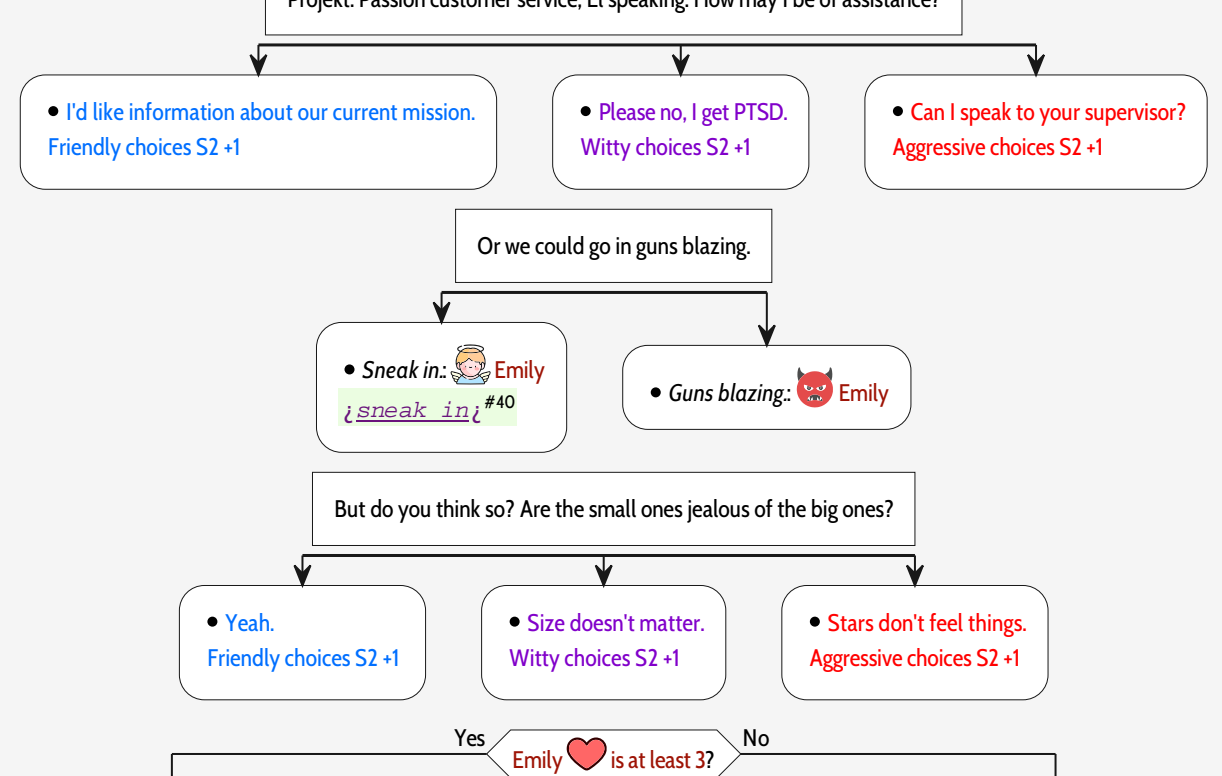
Projekt: Passion Part 1

Global Achievements

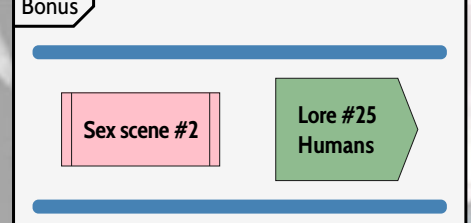
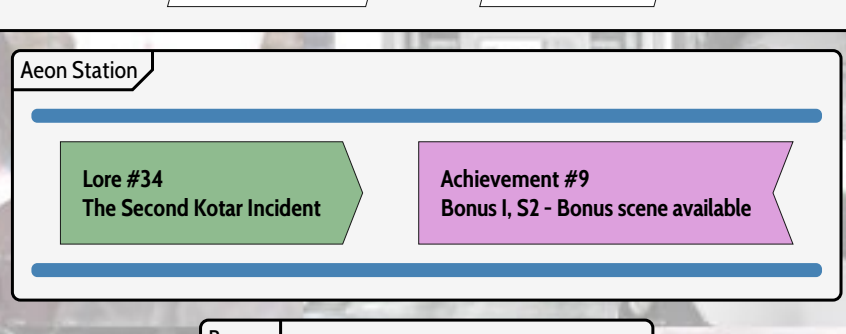
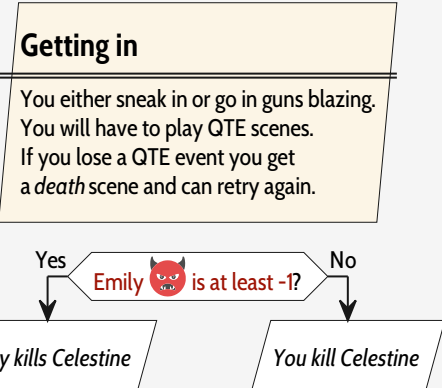
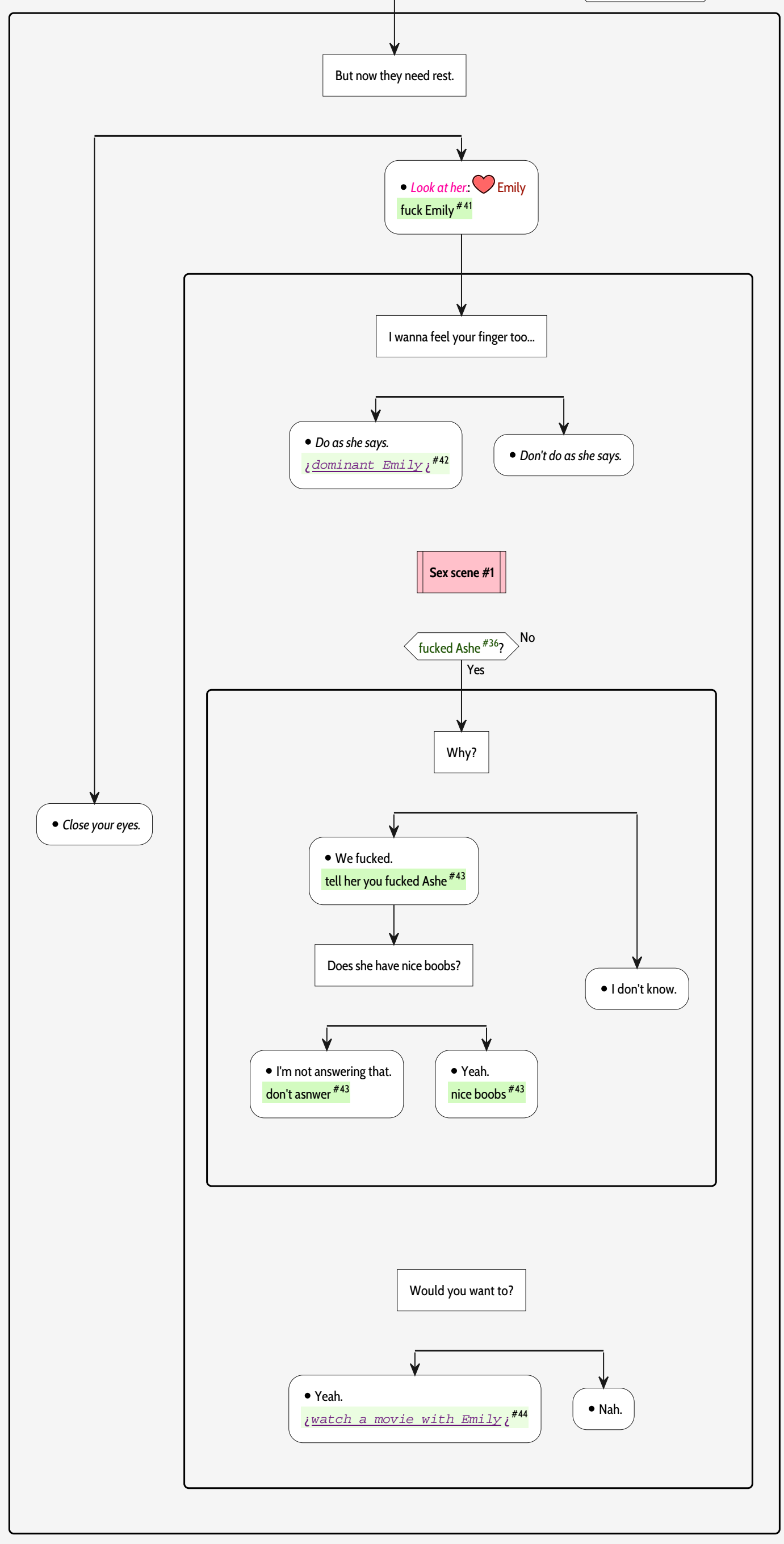
The following achievements can be unlocked at any point during the game when the conditions are met



Cutscene #1

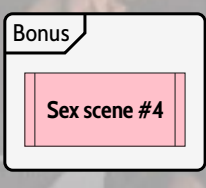
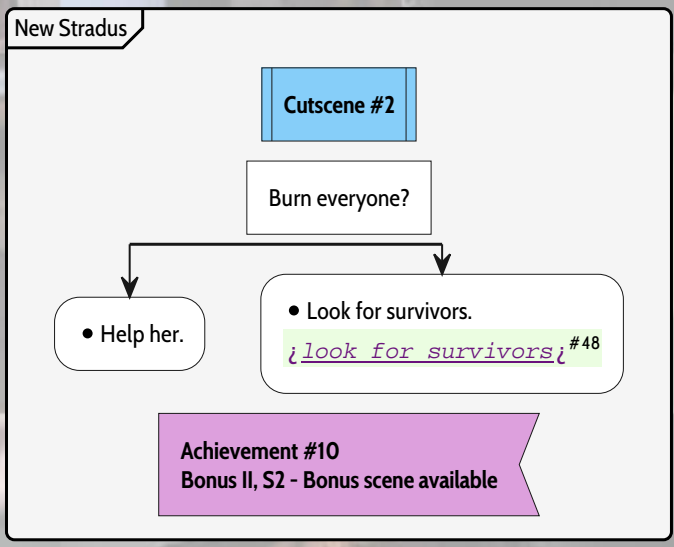
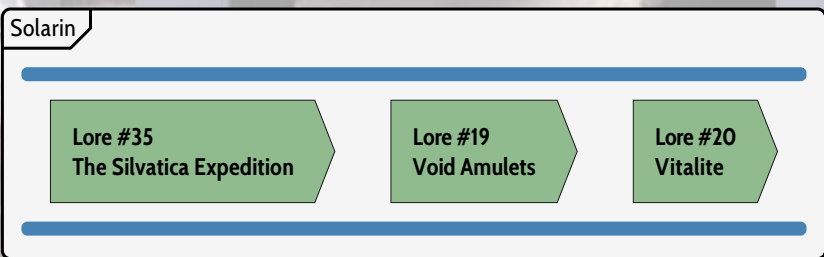
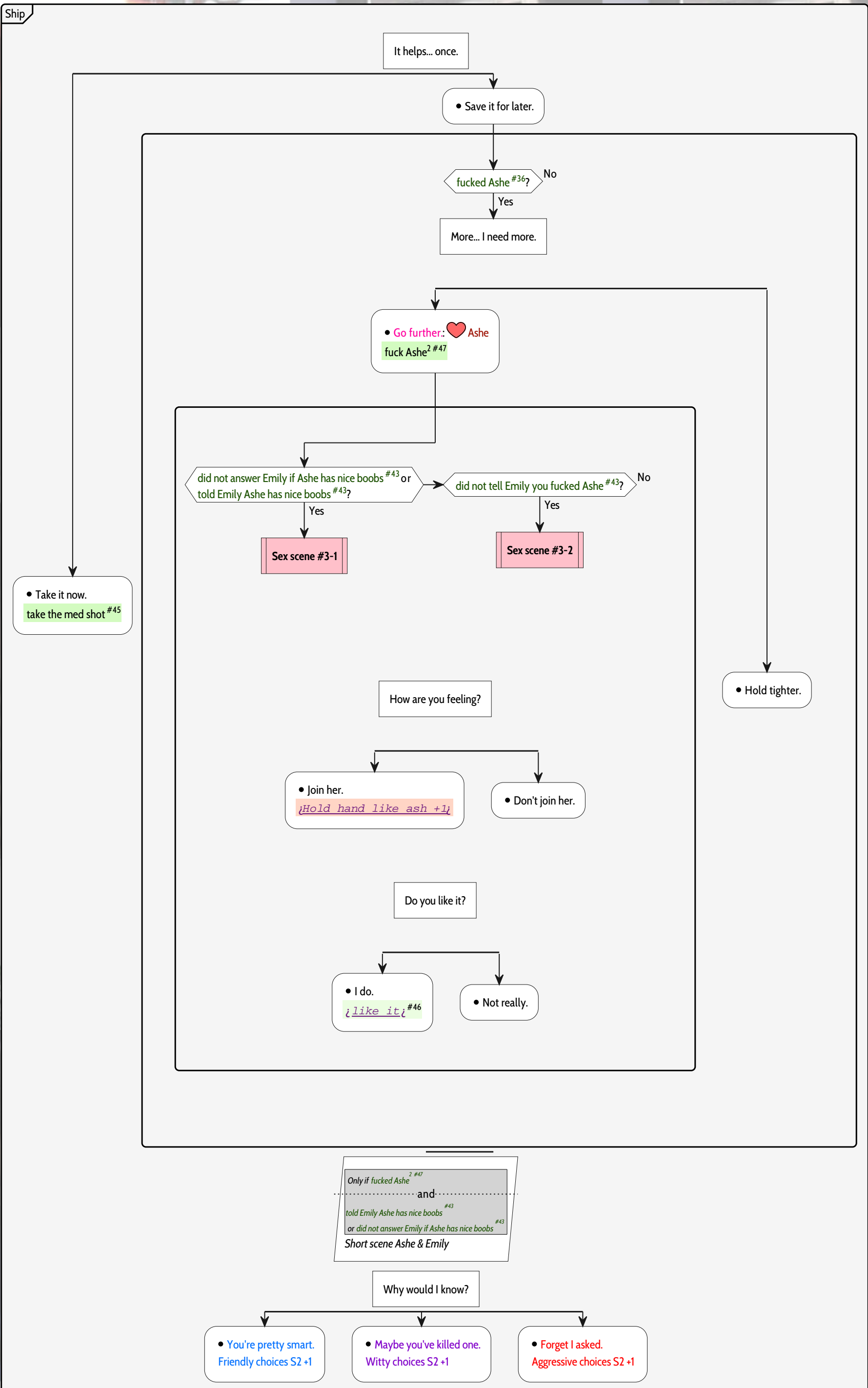
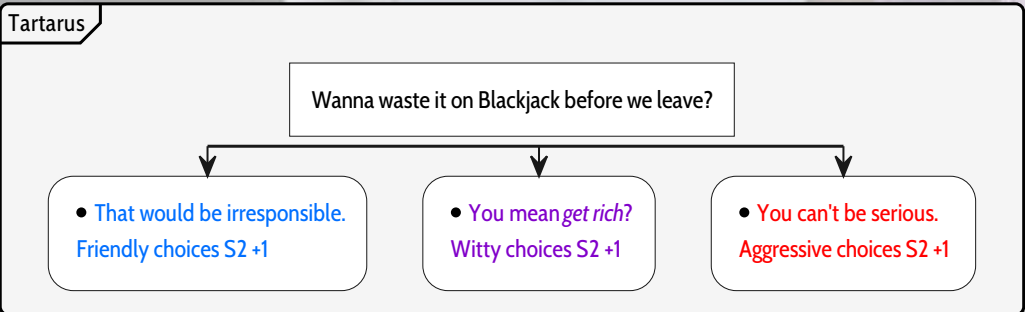


Bug
 Whatever you selected earlier, you jump straight into sneaking in without any transition

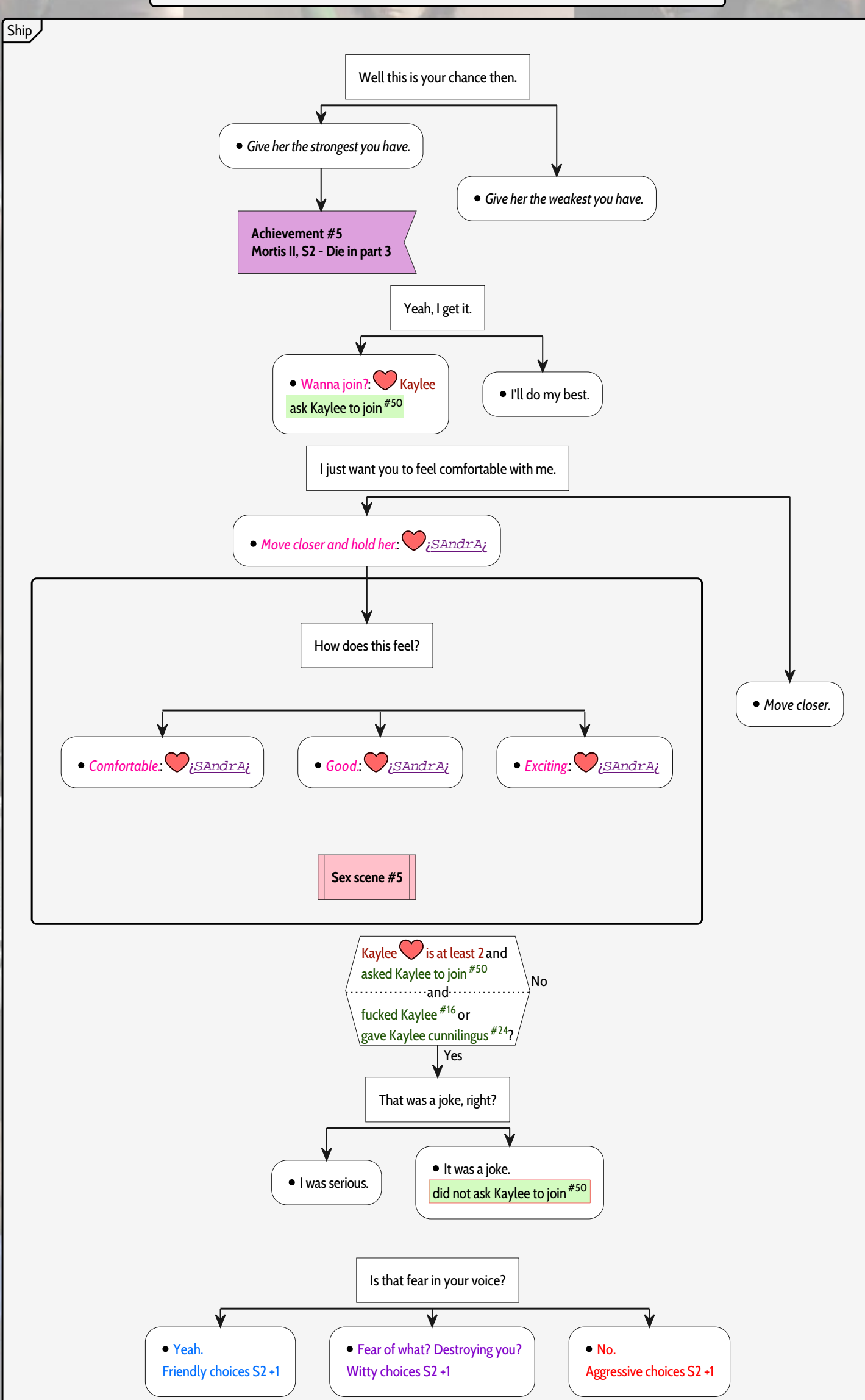
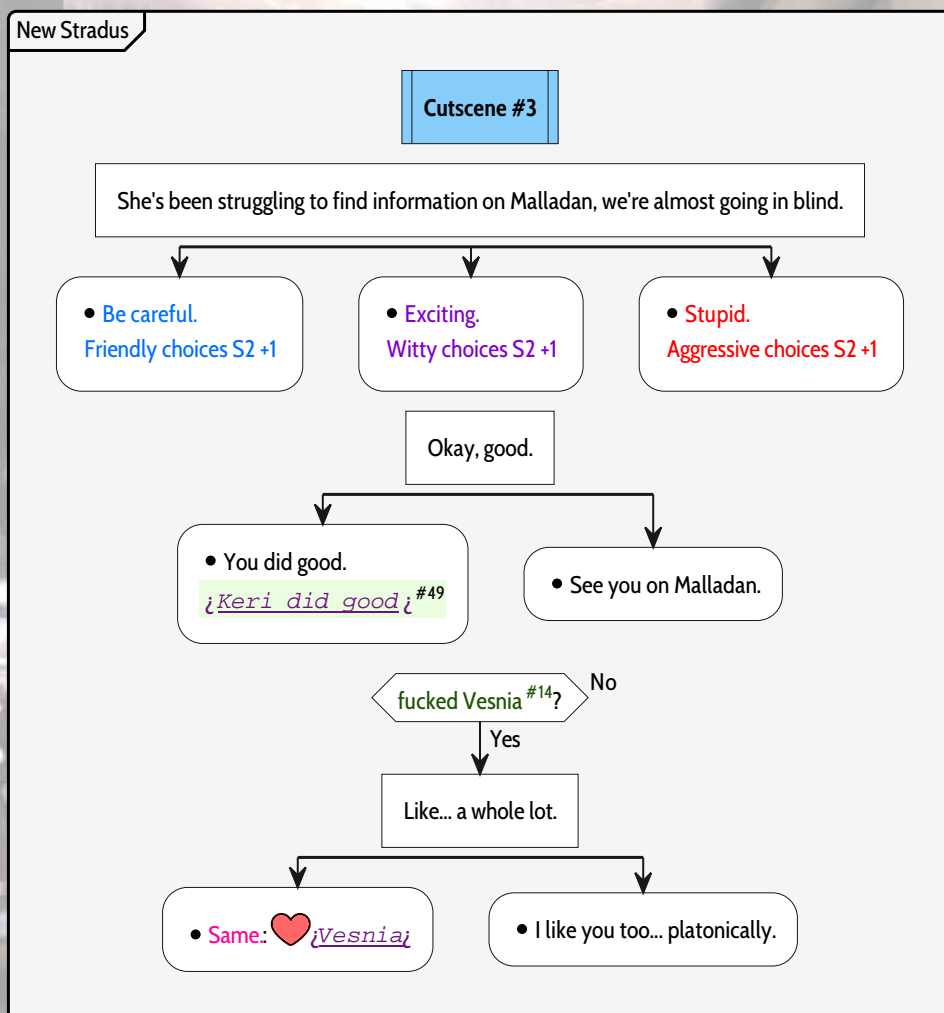


Projekt: Passion Part 2

Hold hand like ash ⇒ *1*



Projekt: Passion Part 3



Snack Stash

Finding the Snack Stash

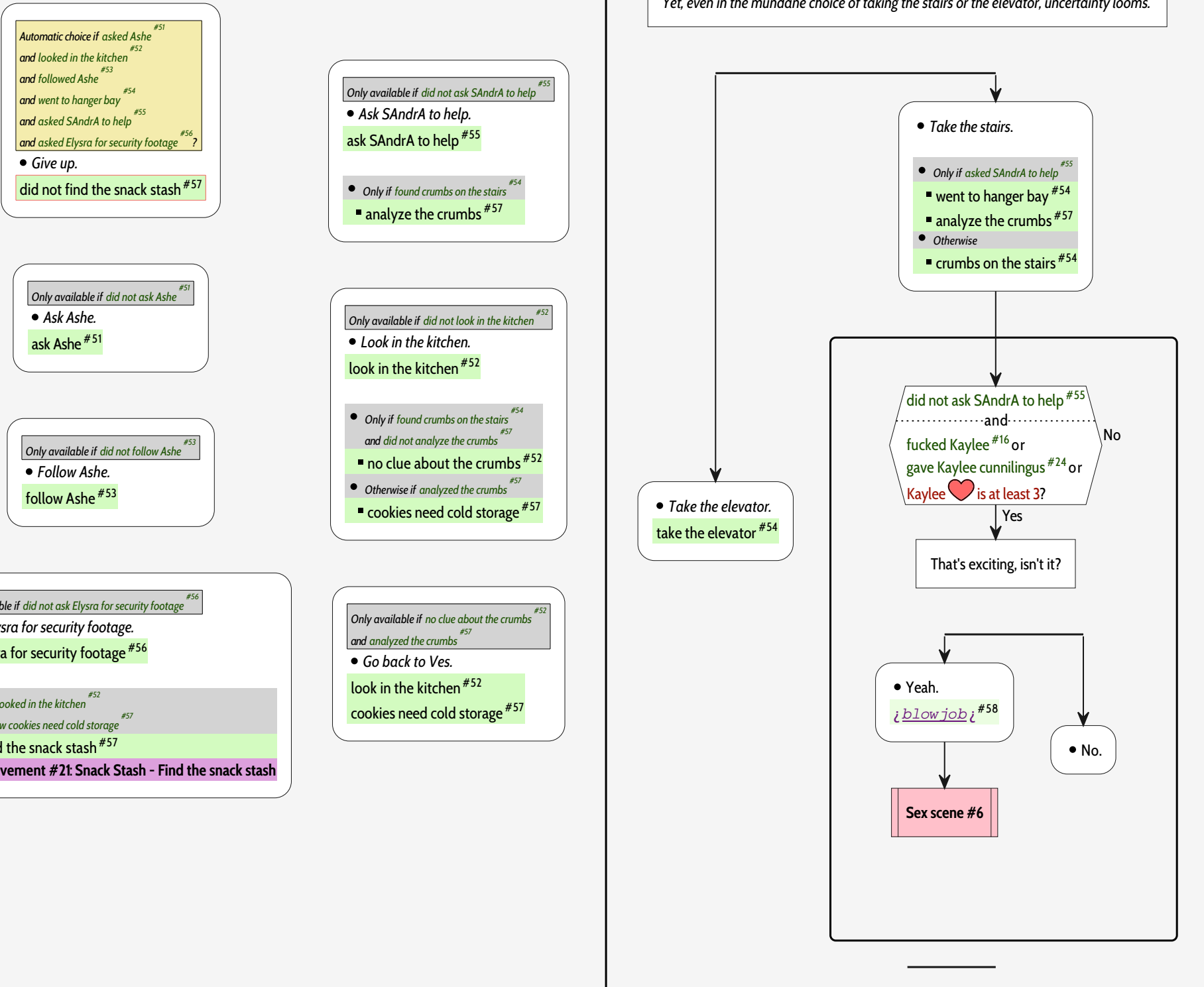
You need to find clues to the location of the snack stash. Clues need to be found in a specific order, there is some leeway but it is easy to get locked out by visiting the wrong location too early.

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

Only available if did not go to hangar bay #54

• Go to hangar bay.

Yet, even in the mundane choice of taking the stairs or the elevator, uncertainty looms.



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.

Gun contest

That bodes well. or And even if you don't win, I think you'll have fun.

• Friendly competition. *{friendly competition}* #59

• Trash talk. *{trash talk}* #59

found the snack stash #57?

How'd the snack hunt go?

• We found it. tell Emily #57

• We didn't find it. don't tell Emily #57

Round 1

1. Pivolt M-17
2. XenonTech Eclipse Rifle
3. XenonTech Quickdraw

Round 2

1. ASWDW
2. SASDW
3. DWDAS

Round 3

1. Plasma and solid projectiles.
2. XenonTech... Pivolt... And Syntholite.
3. Laser sight.
4. Don't point it at your allies.
5. They don't need ammo. But can overheat.
6. Submachine gun.

Won the gun contest? Yes No

{win gun contest} #59

Achievement #22
Gun Game - Win the gun contest against Kaylee

{Kaylee wins gun contest} #59

Lore #32
Weapon Manufacturers

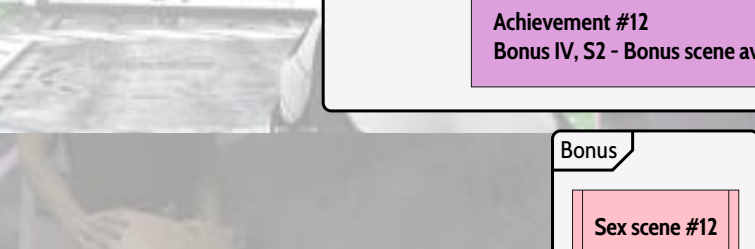
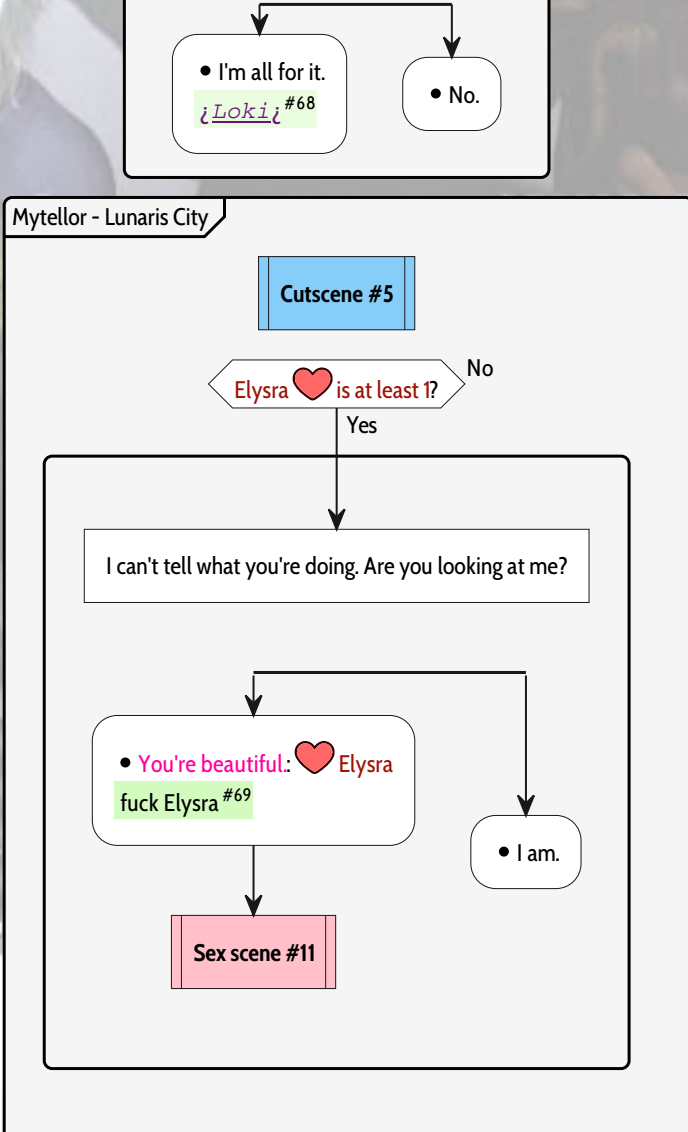
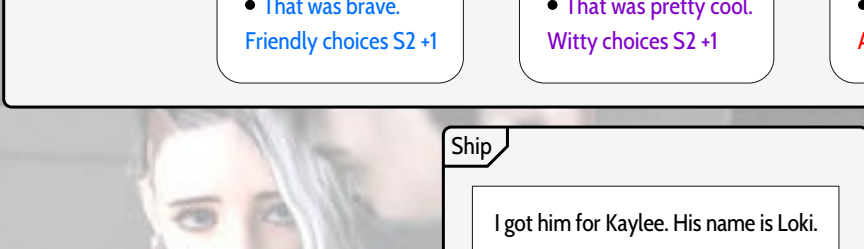
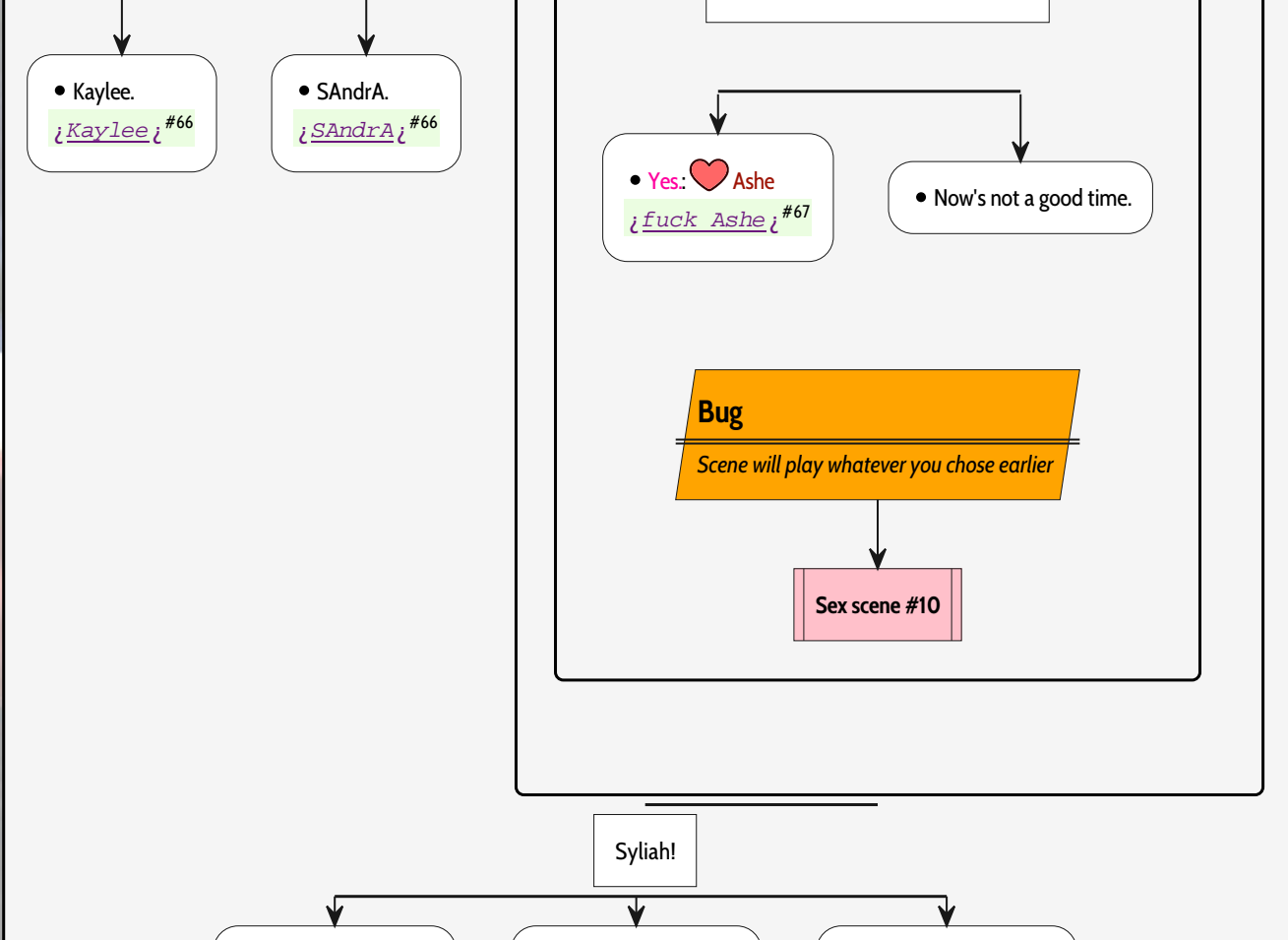
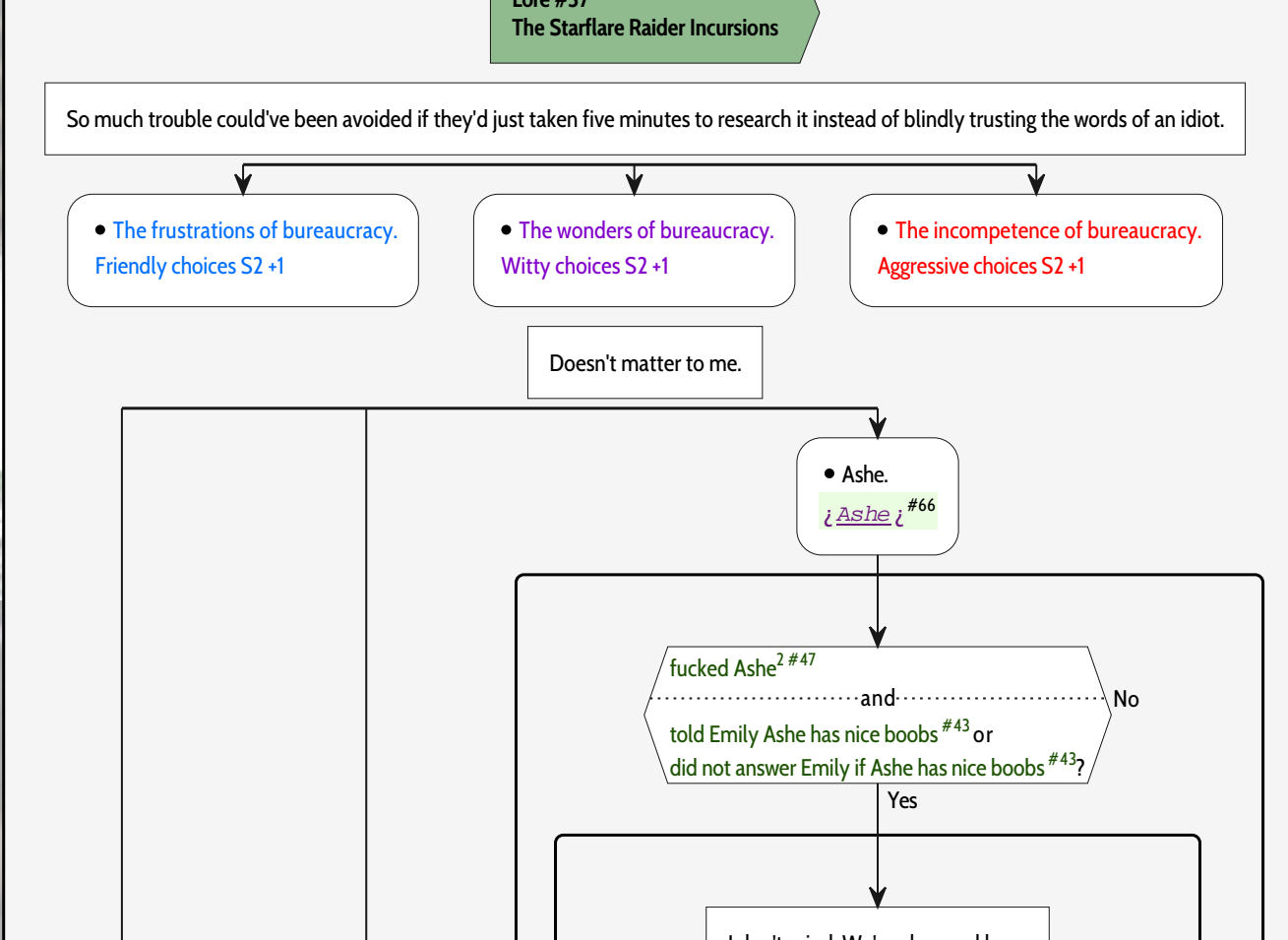
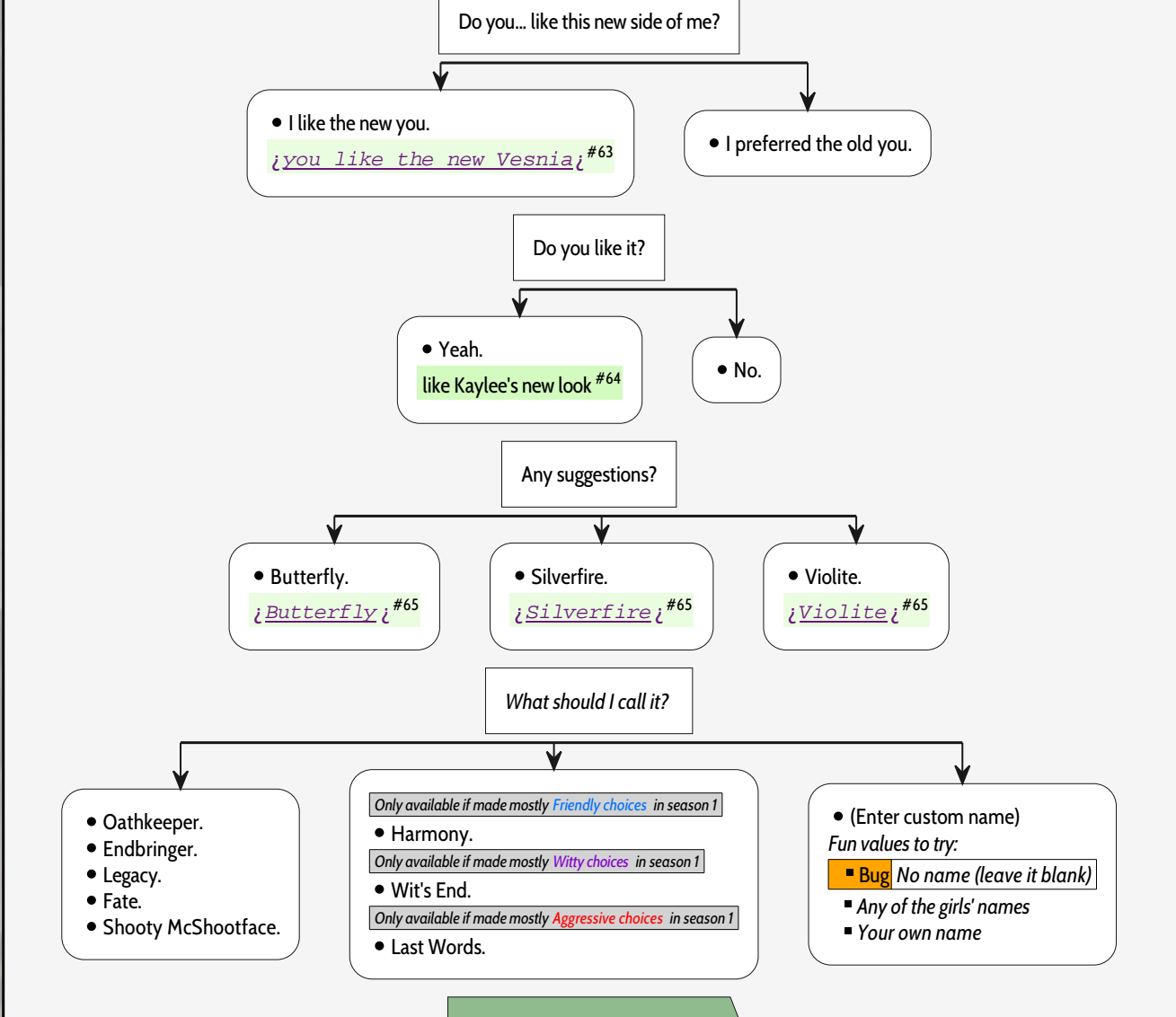
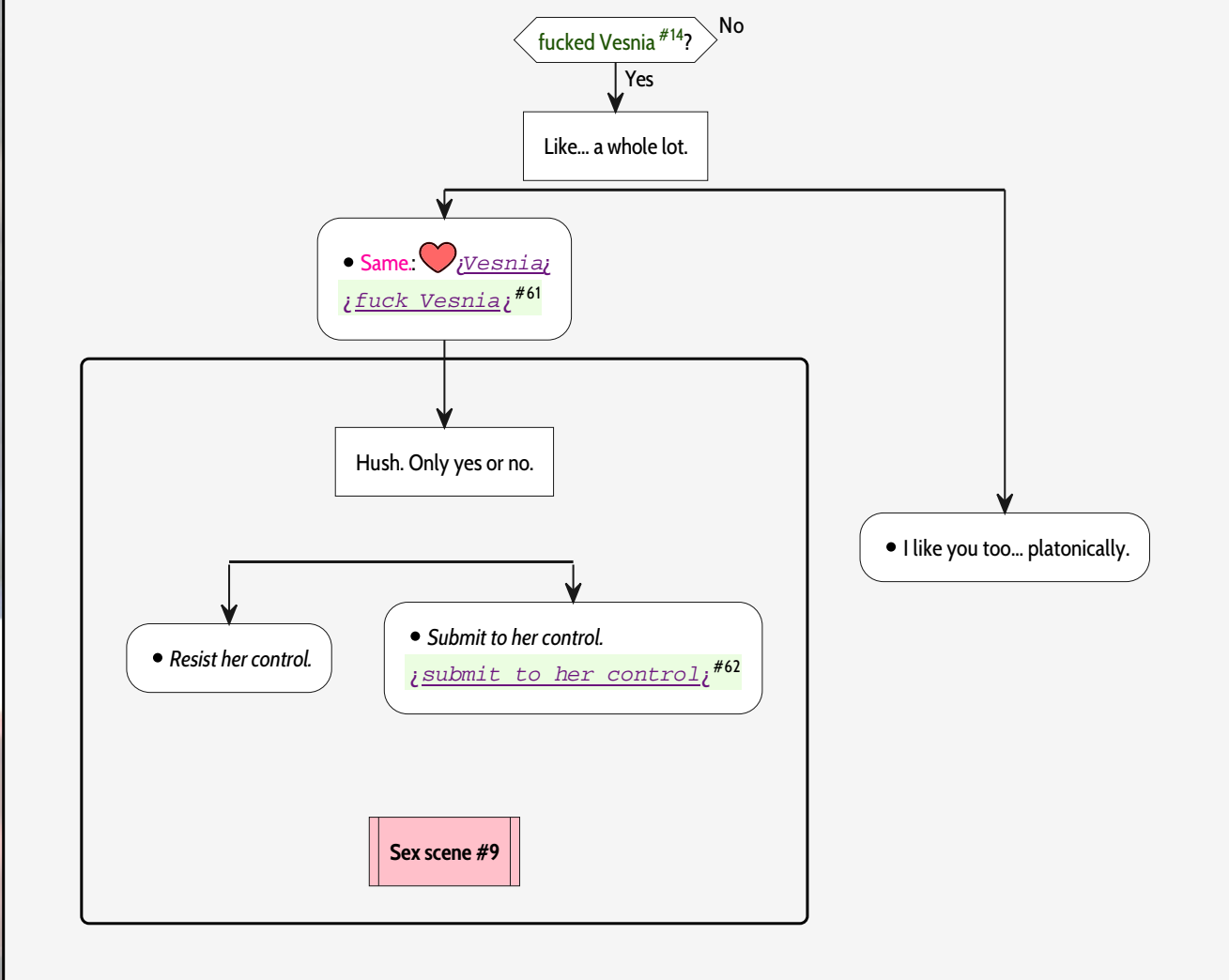
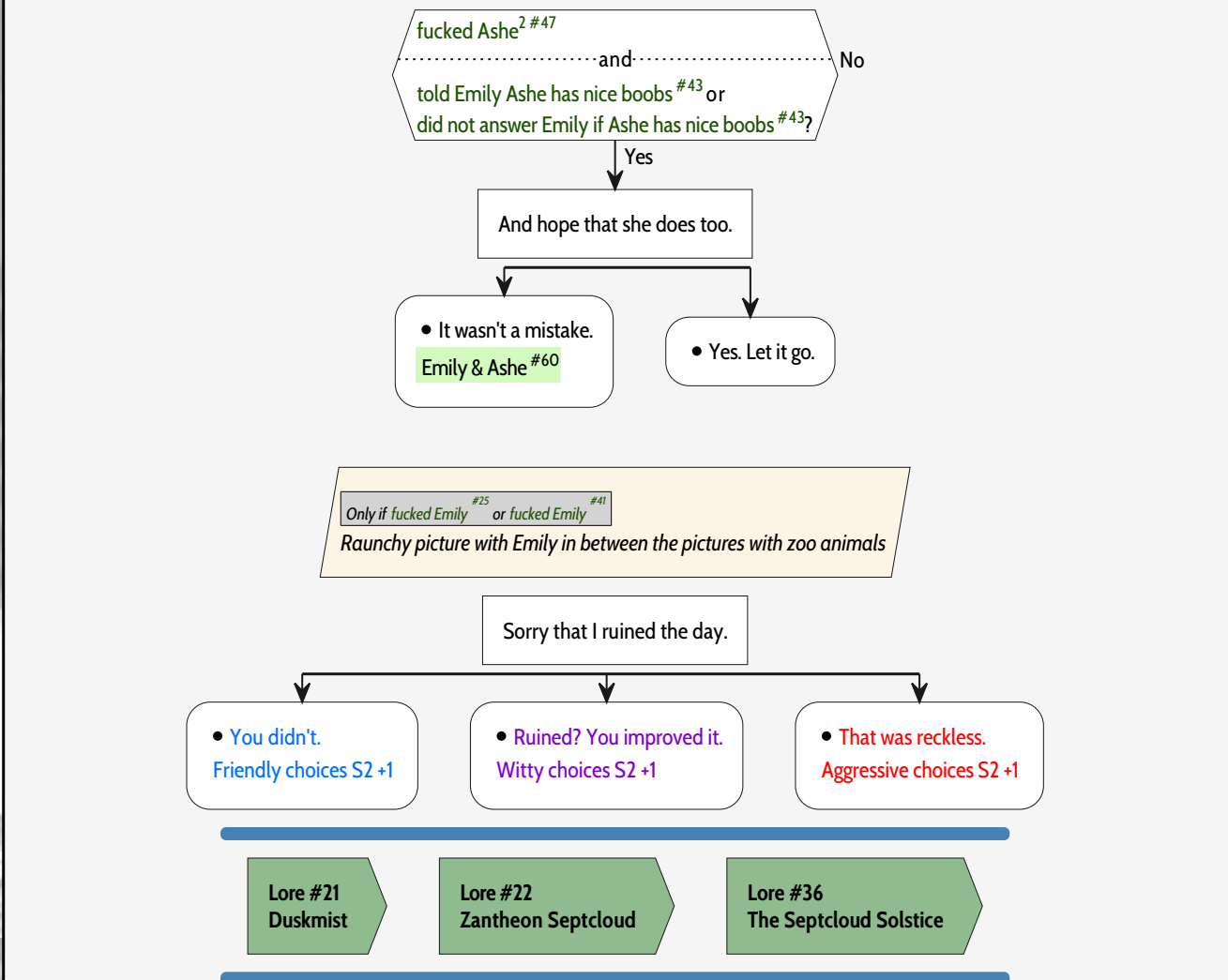
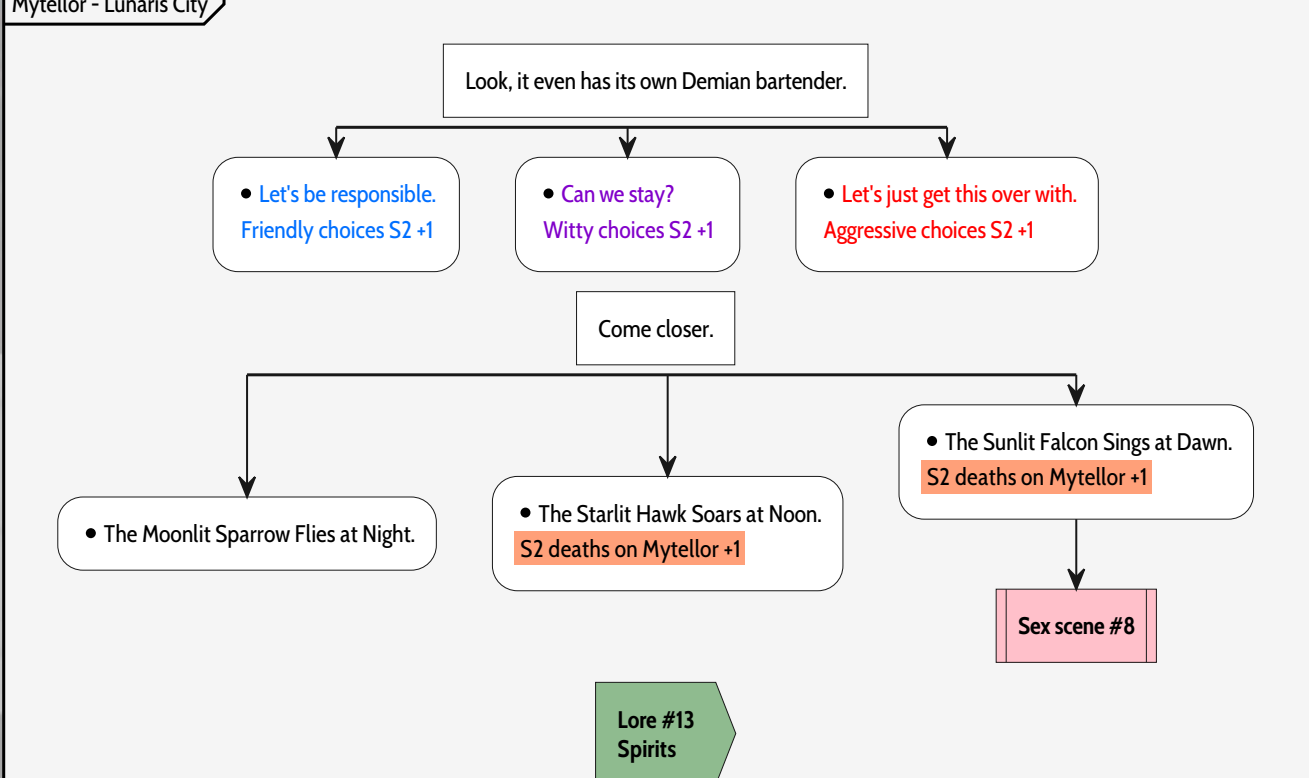
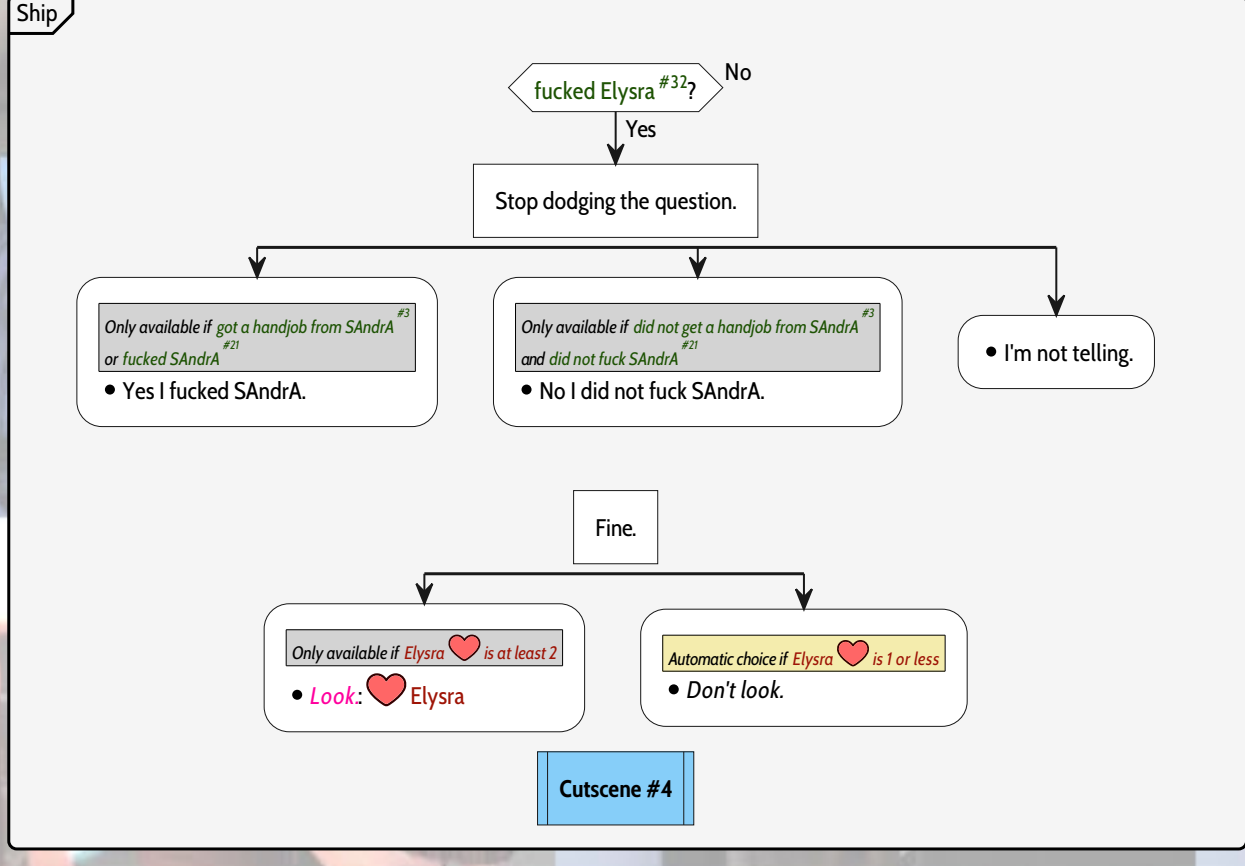
Ship

Achievement #11
Bonus III, S2 - Bonus scene available

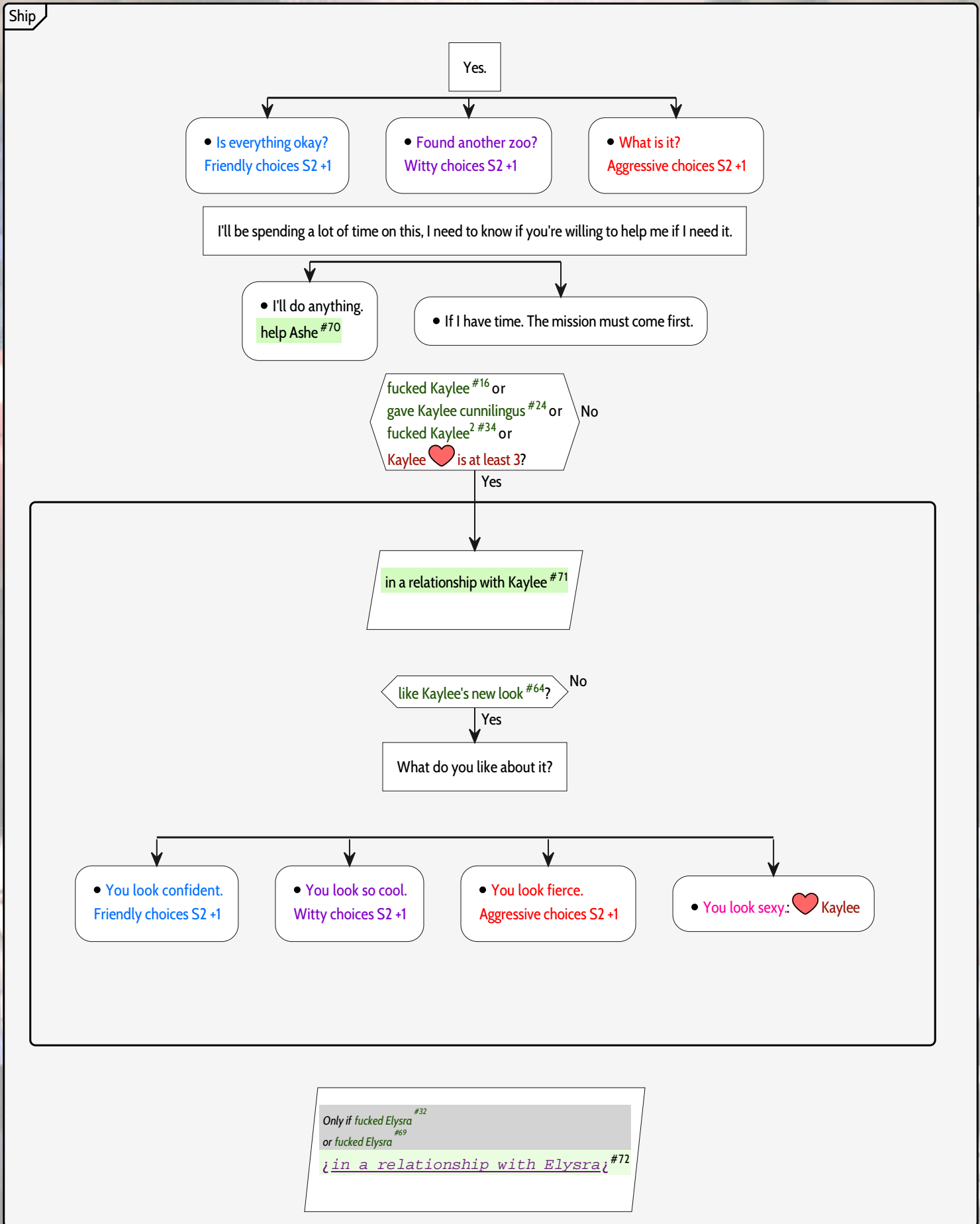
Bonus

Sex scene #7

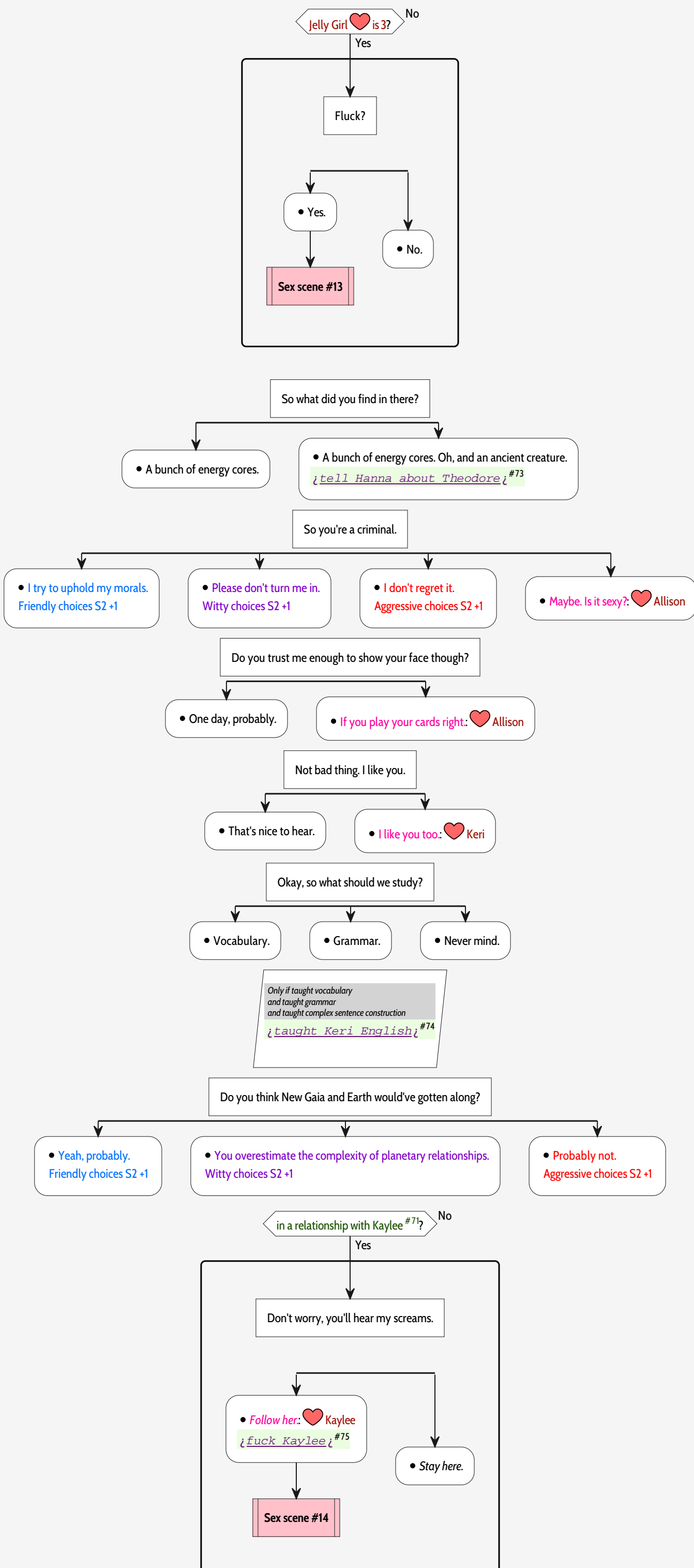
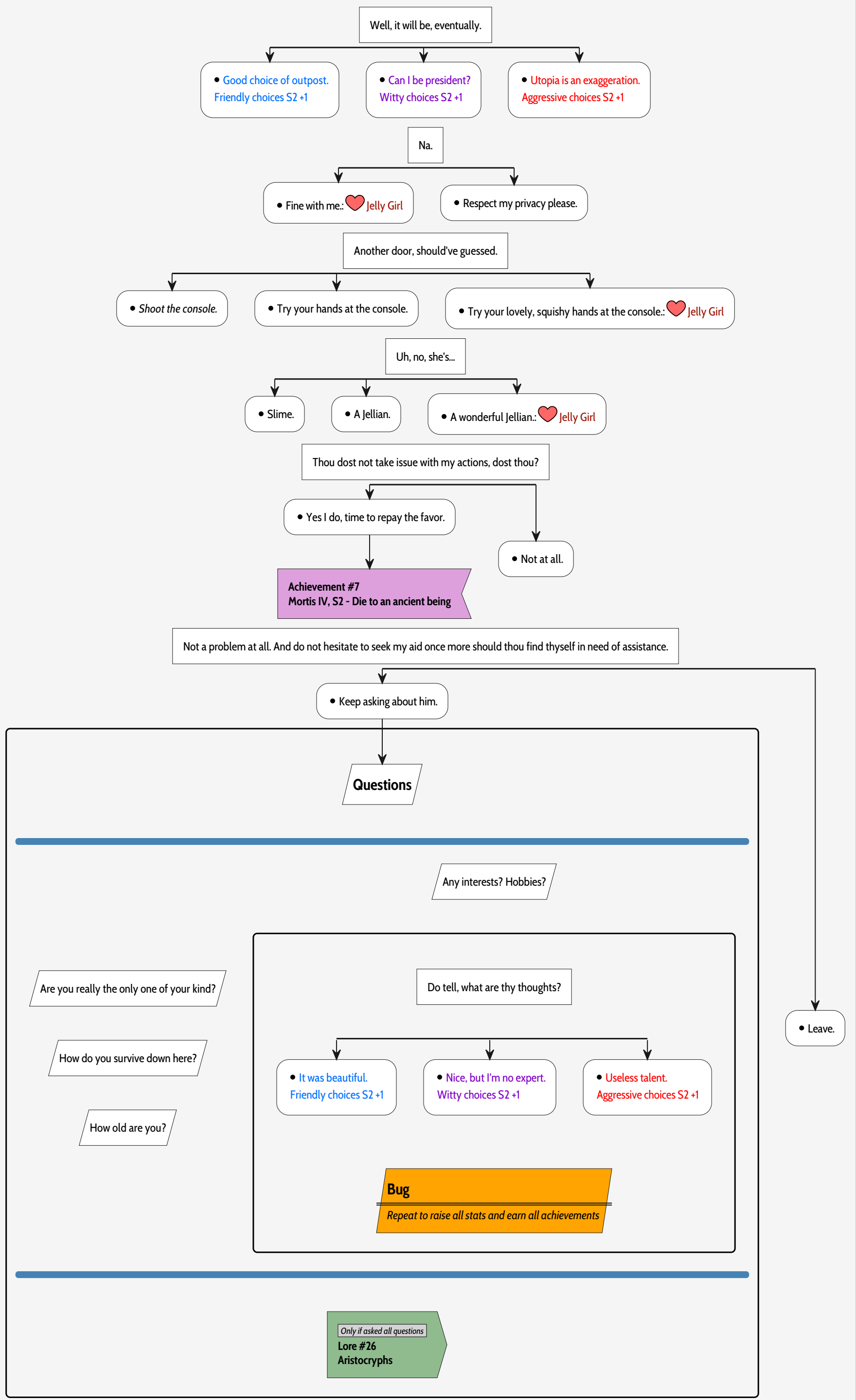
Projekt: Passion Part 4



Projekt: Passion Part 5



Malladan V



Ship

Cutscene #6

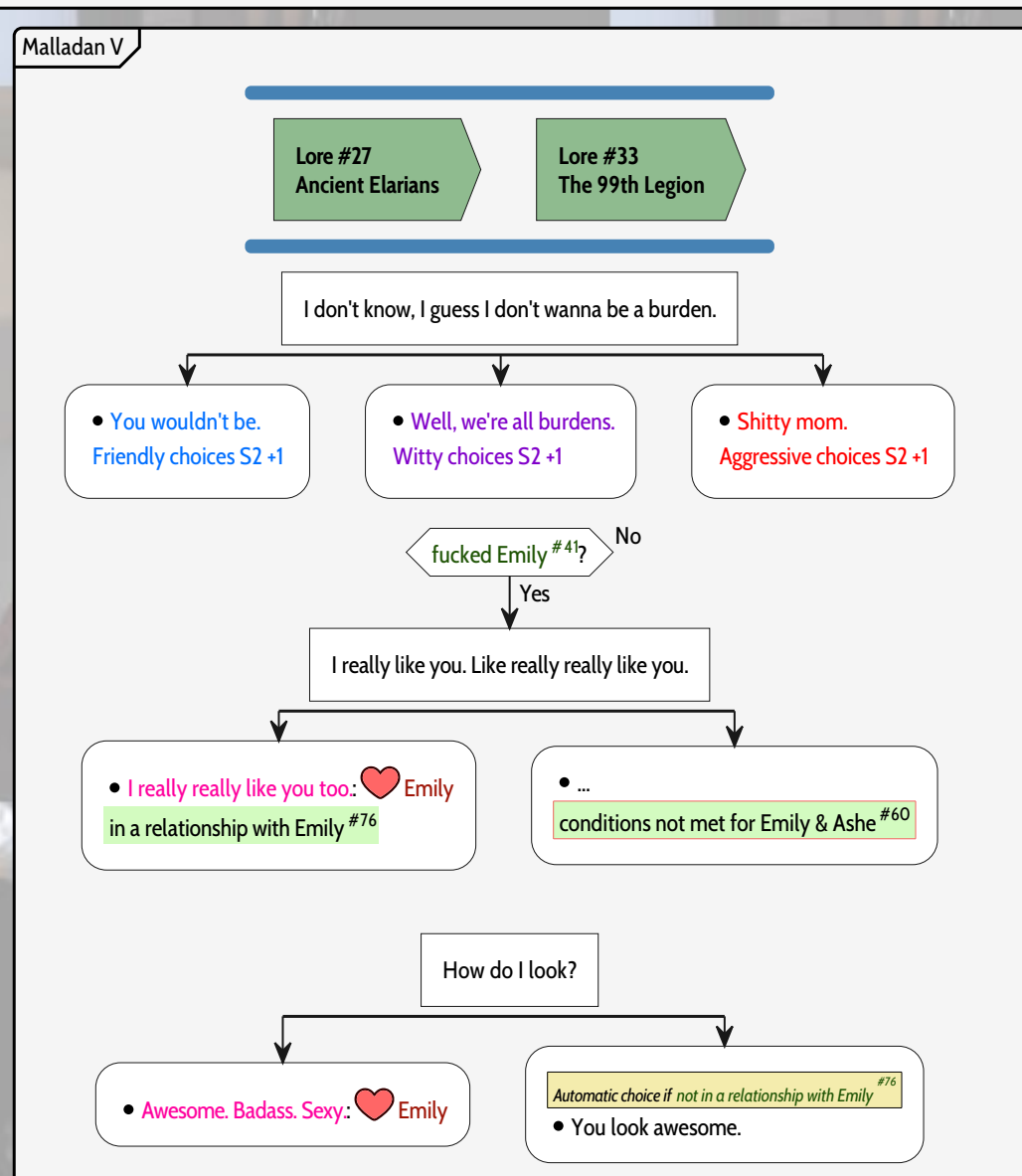
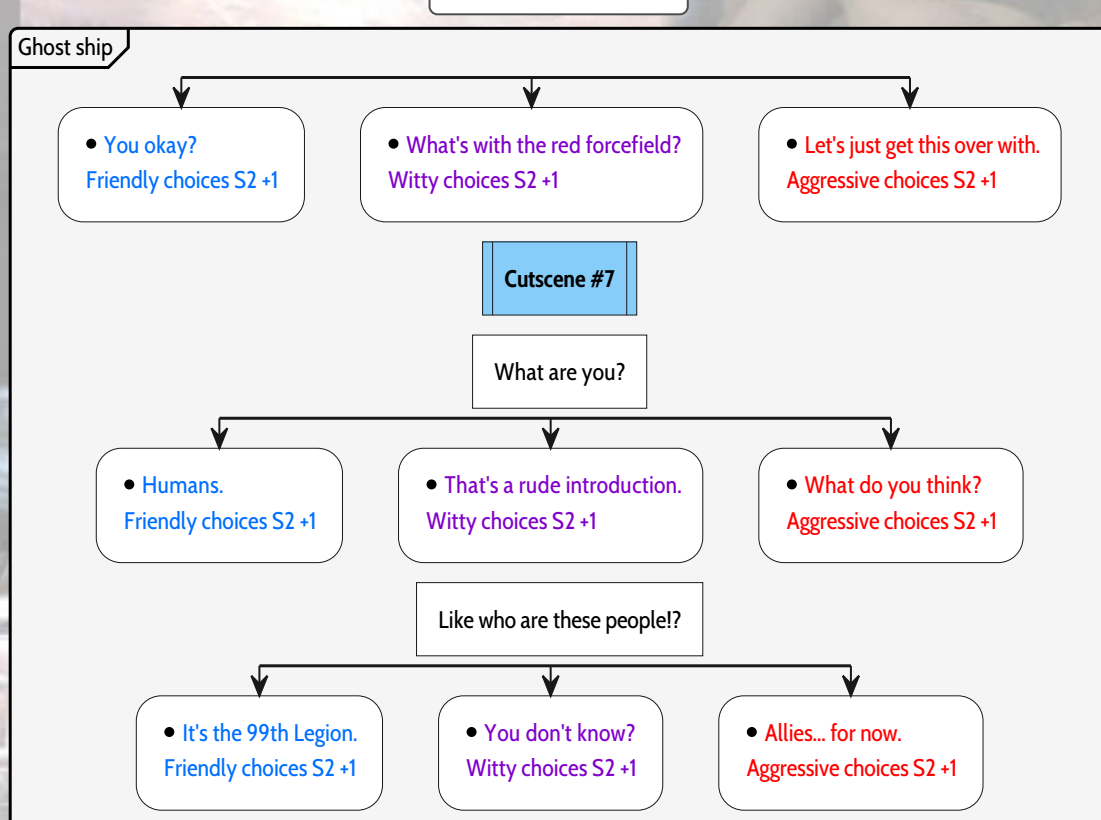
Lore #23 Audinium

Achievement #13 Bonus V, S2 - Bonus scene available

Bonus

Sex scene #15

Projekt: Passion Part 6



Prepare the feast

Feast options

You have different options for the feast. The choices you make are all cosmetic and only influence some dialogues. Save your game and replay with different choices to experience them all.

Drinks

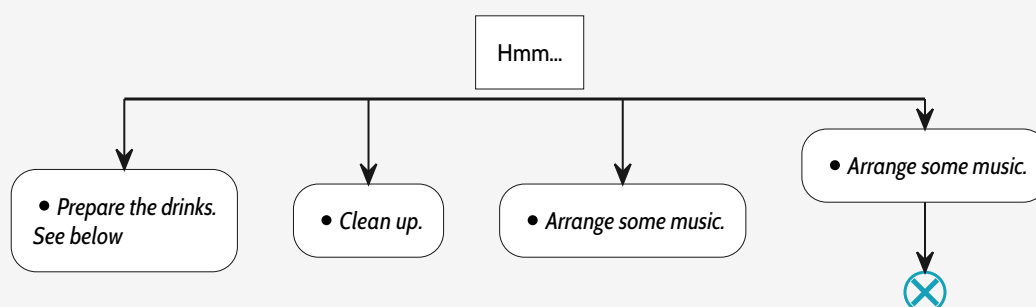
- Nothing
- Forage plants
- Get whisky from Theodore

Music

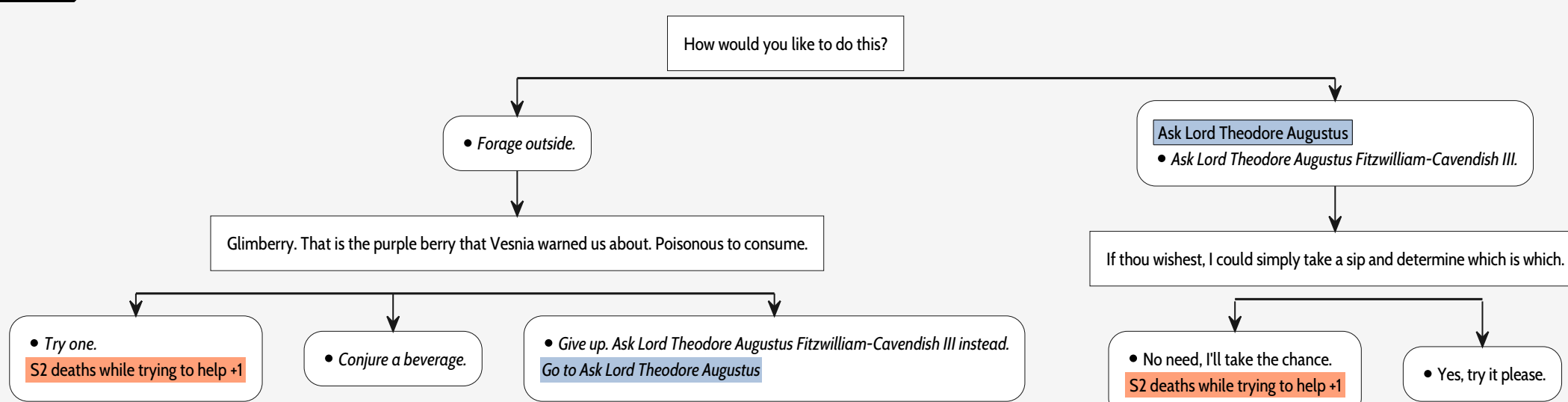
- No music
- Play on the phone
- Get speakers from Theodore

Music Style

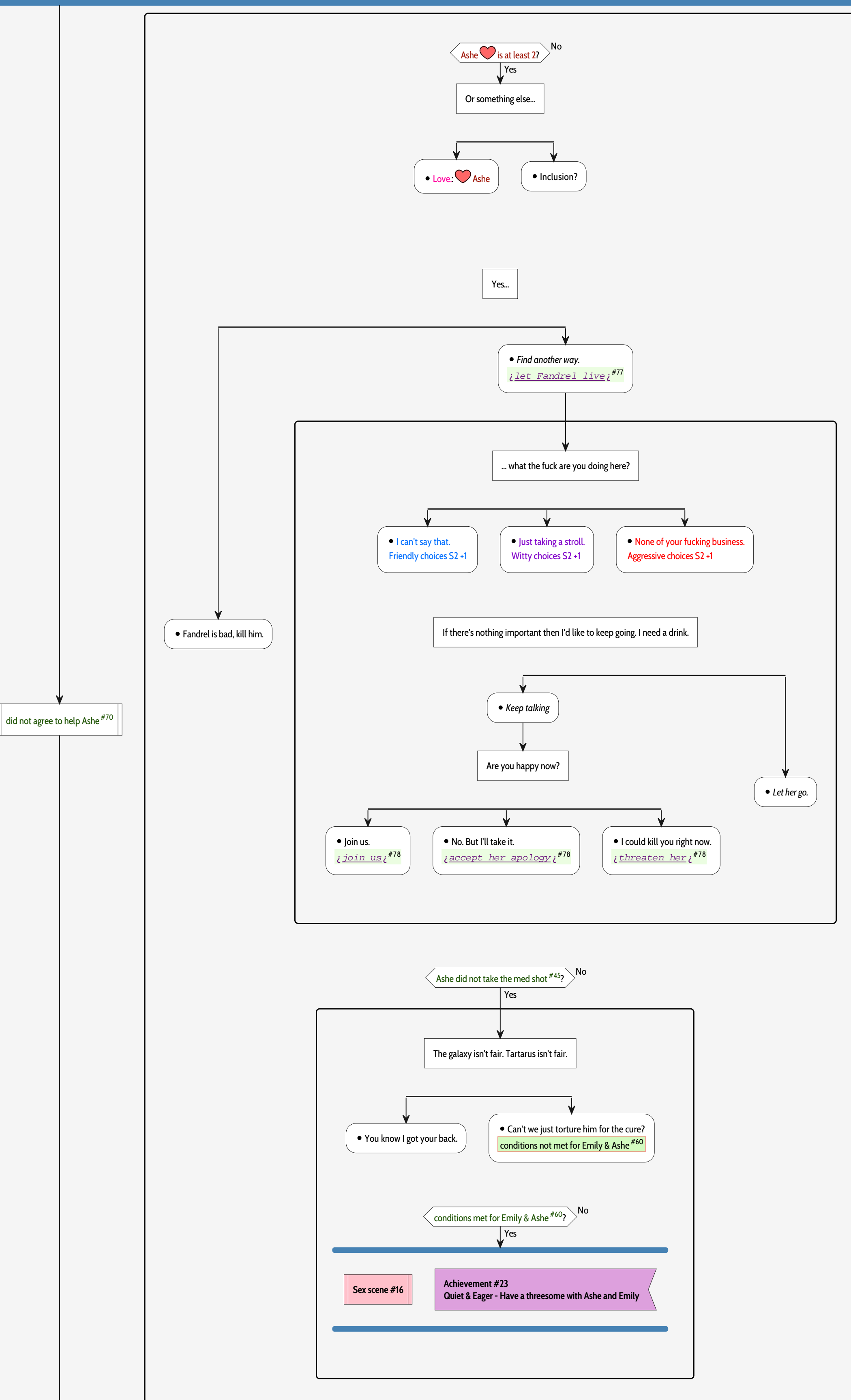
- Pop punk
- Medieval tavern music
- Classical
- Jazz
- Let SAndRA choose



Prepare the drinks



Ashe



Feast

Achievement #14 Bonus VI, S2 - Bonus scene available

Bonus

Sex scene #17

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 RenPy Mod from OxS2.
Download it from the webpage: <https://OxS2.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
deathCount6	part 6 deaths	deathCount6 = value		deathCount6
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	deathCount1s2 = value		deathCount1s2
deathCount3s2	S2 deaths on Mytello	deathCount3s2 = value		deathCount3s2
deathCount5s2	S2 deaths while trying to help	deathCount5s2 = value		deathCount5s2
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	Jelly girl flirt points S2	jellyScene = value		jellyScene

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
{give your name} #39	gaveName08 = True	gaveName08 = False	gaveName08
{sneak in} #40	ghostwireSneak = True	ghostwireSneak = False	ghostwireSneak
fuck Emily #41	emilyScene2 = True	emilyScene2 = False	emilyScene2
{dominant Emily} #42	emilyDom = True	emilyDom = False	emilyDom
tell her you fucked Ashe #43	asheSceneToldEmily = True	asheSceneToldEmily = False	asheSceneToldEmily
{watch a movie with Emily} #44	emilyMovie = True	emilyMovie = False	emilyMovie
take the med shot #45	tookMedShot = True	tookMedShot = False	tookMedShot
{like it} #46	asheCream = True	asheCream = False	asheCream
fuck Ashe #47	asheScene2 = True	asheScene2 = False	asheScene2
{look for survivors} #48	lookedForSurvivors = True	lookedForSurvivors = False	lookedForSurvivors
{Keri did good} #49	keriDidGood = True	keriDidGood = False	keriDidGood
ask Kaylee to join #50	ka3some = True	ka3some = False	ka3some
ask Ashe #51	tempVariable1 = True	tempVariable1 = False	tempVariable1
look in the kitchen #52	no clue about crumbs:tempVariable2 = "No clue"	tempVariable2 = "False"	tempVariable2
follow Ashe #53	tempVariable3 = True	tempVariable3 = False	tempVariable3
go to hanger bay #54	take the elevator:tempVariable4 = "Elevator" Stairs:tempVariable4 = "Stairs"	tempVariable4 = "False"	tempVariable4
ask Sandra to help #55	tempVariable5 = True	tempVariable5 = False	tempVariable5
ask Elysra for security footage #56	tempVariable6 = True	tempVariable6 = False	tempVariable6
snack stash #57	analyzed:snackStash = "Analyzed" cold storage:snackStash = "Kitchen" told Emily:snackStash = "Told Emily" did not tell Emily:snackStash = "Did not tell Emily"		snackStash
{blow job} #58	kayleeSex5 = True	kayleeSex5 = False	kayleeSex5
{gun contest} #59	friendly:gunContest = "Friendly" trash talk:gunContest = "Trash" you won:gunContest = "MC" Kaylee won:gunContest = "Kaylee"		gunContest
Emily & Ashe #60	ae3some = True	ae3some = False	ae3some
{fuck Vesnia} #61	vesniaScene2 = True	vesniaScene2 = False	vesniaScene2
{submit to her control} #62	vesDomyMommy = True	vesDomyMommy = False	vesDomyMommy
{you like the new Vesnia} #63	vesApprove = True	vesApprove = False	vesApprove
like Kaylee's new look #64	kayleeNewLooks = True	kayleeNewLooks = False	kayleeNewLooks
{Kaylee's gun's name} #65	Butterfly:kayleePistol = "Butterfly" Silverfire:kayleePistol = "Silverfire" Violite:kayleePistol = "Violite"		kayleePistol
{go to the council with} #66	Kaylee:councilWho = "Kaylee" Sandra:councilWho = "Sandra" Ashe:councilWho = "Ashe"		councilWho
{fuck Ashe} #67	asheScene3 = True	asheScene3 = False	asheScene3
{Loki} #68	loki = True	loki = False	loki
fuck Elysra #69	elysraScene2 = True	elysraScene2 = False	elysraScene2
help Ashe #70	helpAshe = True	helpAshe = False	helpAshe
in a relationship with Kaylee #71	kayleeRelationship = True	kayleeRelationship = False	kayleeRelationship
{in a relationship with Elysra} #72	elysraRelationship = True	elysraRelationship = False	elysraRelationship
{tell Hanna about Theodore} #73	toldAboutTheodore = True	toldAboutTheodore = False	toldAboutTheodore
{taught Keri English} #74	taughtEnglish = True	taughtEnglish = False	taughtEnglish
{fuck Kaylee} #75	kayleeSex6 = True	kayleeSex6 = False	kayleeSex6
in a relationship with Emily #76	emilyRelationship = True	emilyRelationship = False	emilyRelationship
{let Pandrel live} #77	fandrelLives = True	fandrelLives = False	fandrelLives
{talk with Aria} #78	joinUS:ariaTalk = "Join" accept her apology:ariaTalk = "Apology" threaten her:ariaTalk = "Threat"		ariaTalk

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.sScene1s2Unlocked = True	persistent.sScene1s2Unlocked = False	persistent.sScene1s2Unlocked
2	persistent.sScene2s2Unlocked = True	persistent.sScene2s2Unlocked = False	persistent.sScene2s2Unlocked
3-1	persistent.sScene3v1s2Unlocked = True	persistent.sScene3v1s2Unlocked = False	persistent.sScene3v1s2Unlocked
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
16	persistent.sScene16s2Unlocked = True	persistent.sScene16s2Unlocked = False	persistent.sScene16s2Unlocked
17	persistent.sScene17s2Unlocked = True	persistent.sScene17s2Unlocked = False	persistent.sScene17s2Unlocked

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.cutScene1s2Unlocked = True	persistent.cutScene1s2Unlocked = False	persistent.cutScene1s2Unlocked
2	persistent.cutScene2s2Unlocked = True	persistent.cutScene2s2Unlocked = False	persistent.cutScene2s2Unlocked
3	persistent.cutScene3s2Unlocked = True	persistent.cutScene3s2Unlocked = False	persistent.cutScene3s2Unlocked
4	persistent.cutScene4s2Unlocked = True	persistent.cutScene4s2Unlocked = False	persistent.cutScene4s2Unlocked
5	persistent.cutScene5s2Unlocked = True	persistent.cutScene5s2Unlocked = False	persistent.cutScene5s2Unlocked
6	persistent.cutScene6s2Unlocked = True	persistent.cutScene6s2Unlocked = False	persistent.cutScene6s2Unlocked
7	persistent.cutScene7s2Unlocked = True	persistent.cutScene7s2Unlocked = False	persistent.cutScene7s2Unlocked

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	Friendly I, S2 - Make 10 friendly choices	persistent.achievementFriendlys2 = True	persistent.achievementFriendlys2 = False	persistent.achievementFriendlys2
2	Witty I, S2 - Make 10 witty choices	persistent.achievementWittys2 = True	persistent.achievementWittys2 = False	persistent.achievementWittys2
3	Aggressive I, S2 - Make 10 aggressive choices	persistent.achievementAggressives2 = True	persistent.achievementAggressives2 = False	persistent.achievementAggressives2
4	Mortis I, S2 - Find all deaths in part 1	persistent.achievementDeaths1s2 = True	persistent.achievementDeaths1s2 = False	persistent.achievementDeaths1s2
5	Mortis II, S2 - Die in part 3	persistent.achievementDeaths2s2 = True	persistent.achievementDeaths2s2 = False	persistent.achievementDeaths2s2
6	Mortis III, S2 - Die twice on Mytello	persistent.achievementDeaths3s2 = True	persistent.achievementDeaths3s2 = False	persistent.achievementDeaths3s2
7	Mortis IV, S2 - Die while an acting being	persistent.achievementDeaths4s2 = True	persistent.achievementDeaths4s2 = False	persistent.achievementDeaths4s2
8	Mortis V, S2 - Die while trying to help	persistent.achievementDeaths5s2 = True	persistent.achievementDeaths5s2 = False	persistent.achievementDeaths5s2
9	Bonus I, S2 - Bonus scene available	persistent.achievementPart1s2Complete = True	persistent.achievementPart1s2Complete = False	persistent.achievementPart1s2Complete
10	Bonus II, S2 - Bonus scene available	persistent.achievementPart2s2Complete = True	persistent.achievementPart2s2Complete = False	persistent.achievementPart2s2Complete
11	Bonus III, S2 - Bonus scene available	persistent.achievementPart3s2Complete = True	persistent.achievementPart3s2Complete = False	persistent.achievementPart3s2Complete
12	Bonus IV, S2 - Bonus scene available	persistent.achievementPart4s2Complete = True	persistent.achievementPart4s2Complete = False	persistent.achievementPart4s2Complete
13	Bonus V, S2 - Bonus scene available	persistent.achievementPart5s2Complete = True	persistent.achievementPart5s2Complete = False	persistent.achievementPart5s2Complete
14	Bonus VI, S2 - Bonus scene available	persistent.achievementPart6s2Complete = True	persistent.achievementPart6s2Complete = False	persistent.achievementPart6s2Complete
15	Kaylee - Flirt three times with Kaylee	persistent.achievementKayleeFlirts2 = True	persistent.achievementKayleeFlirts2 = False	persistent.achievementKayleeFlirts2
16	Elysra - Flirt three times with Elysra	persistent.achievementElysraFlirts2 = True	persistent.achievementElysraFlirts2 = False	persistent.achievementElysraFlirts2
17	Allison - Flirt once with Allison	persistent.achievementAllieFlirts2 = True	persistent.achievementAllieFlirts2 = False	persistent.achievementAllieFlirts2
18	Keri - Flirt once with Keri	persistent.achievementKeriFlirts2 = True	persistent.achievementKeriFlirts2 = False	persistent.achievementKeriFlirts2
19	Emily - Flirt three times with Emily	persistent.achievementEmilyFlirts2 = True	persistent.achievementEmilyFlirts2 = False	persistent.achievementEmilyFlirts2
20	Ashe - Flirt three times with Ashe	persistent.achievementAsheFlirts2 = True	persistent.achievementAsheFlirts2 = False	persistent.achievementAsheFlirts2
21	Snack Stash - Find the snack stash	persistent.achievementSnackStash = True	persistent.achievementSnackStash = False	persistent.achievementSnackStash
22	Gun Game - Win the gun contest against Kaylee	persistent.achievementGunGame = True	persistent.achievementGunGame = False	persistent.achievementGunGame
23	Quiet & Eager - Have a threesome with Ashe and Emily	persistent.achievementAE3some = True	persistent.achievementAE3some = False	persistent.achievementAE3some

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
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.aristocryphLoreUnlocked = True	persistent.aristocryphLoreUnlocked = False	persistent.aristocryphsLoreUnlocked
27	Ancient Elarians	persistent.ancientElariansLoreUnlocked = True	persistent.ancientElariansLoreUnlocked = False	persistent.ancientElariansLoreUnlocked
28	The Galactic Council	persistent.councilLoreUnlocked = True	persistent.councilLoreUnlocked = False	persistent.councilLoreUnlocked
29	The Ghostwire Brotherhood	persistent.ghostwireLoreUnlocked = True	persistent.ghostwireLoreUnlocked = False	persistent.ghostwireLoreUnlocked
30	The Blacklink Sinterhood	persistent.blacklinkLoreUnlocked = True	persistent.blacklinkLoreUnlocked = False	persistent.blacklinkLoreUnlocked
31	The Shadowrunners	persistent.shadowrunnersLoreUnlocked = True	persistent.shadowrunnersLoreUnlocked = False	persistent.shadowrunnersLoreUnlocked
32	Weapon Manufacturers	persistent.weaponsLoreUnlocked = True	persistent.weaponsLoreUnlocked = False	persistent.weaponsLoreUnlocked
33	The 99th Legion	persistent.the99thLegionLoreUnlocked = True	persistent.the99thLegionLoreUnlocked = False	persistent.the99thLegionLoreUnlocked
34	The Second Kotar Incident	persistent.kotarIncidentLoreUnlocked = True	persistent.kotarIncidentLoreUnlocked = False	persistent.kotarIncidentLoreUnlocked
35	The Silvatica Expedition	persistent.silvaticaExpeditionLoreUnlocked = True	persistent.silvaticaExpeditionLoreUnlocked = False	persistent.silvaticaExpeditionLoreUnlocked
36	The Septcloud Solstice	persistent.septcloudLoreUnlocked = True	persistent.septcloudLoreUnlocked = False	persistent.septcloudLoreUnlocked
37	The Starflare Raider Incursions	persistent.starflareraidersLoreUnlocked = True	persistent.starflareraidersLoreUnlocked = False	persistent.starflareraidersLoreUnlocked