

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 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*
 *grandmas kissed +20*

Icons

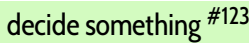
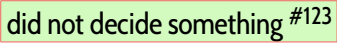
- : +1 Flirt point
- : -1 Flirt point
- : +1 Violent point
- : -1 Violent point
- : +1 action/question/task point
- : -1 action/question/task point

Flow Symbols



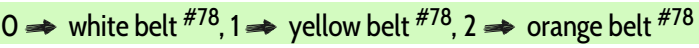

Skip until the next section

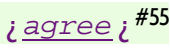

Decision labels

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

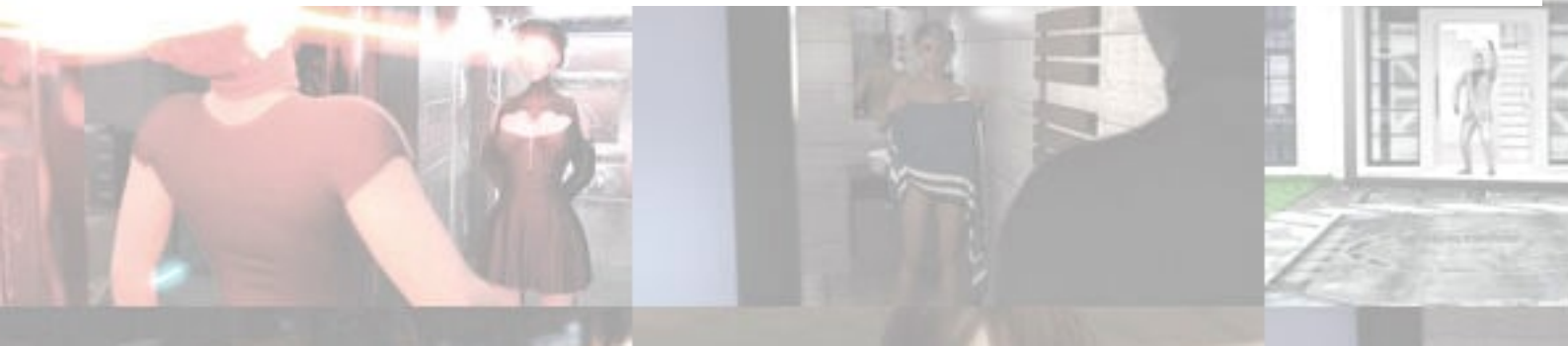
While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
 *agree* #55
Reversed decisions that do not impact the story (yet) will be displayed like this:
 *did not agree* #55

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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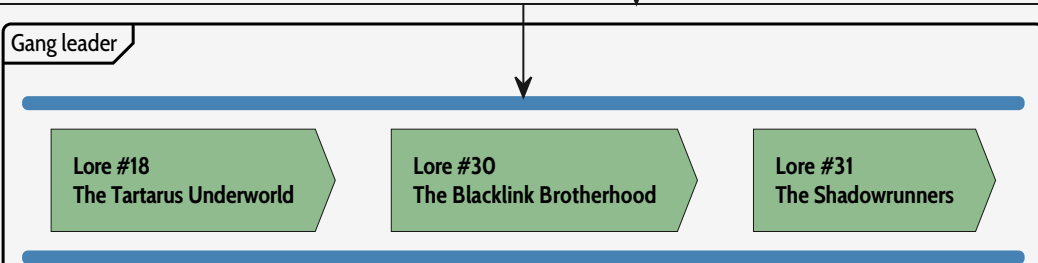
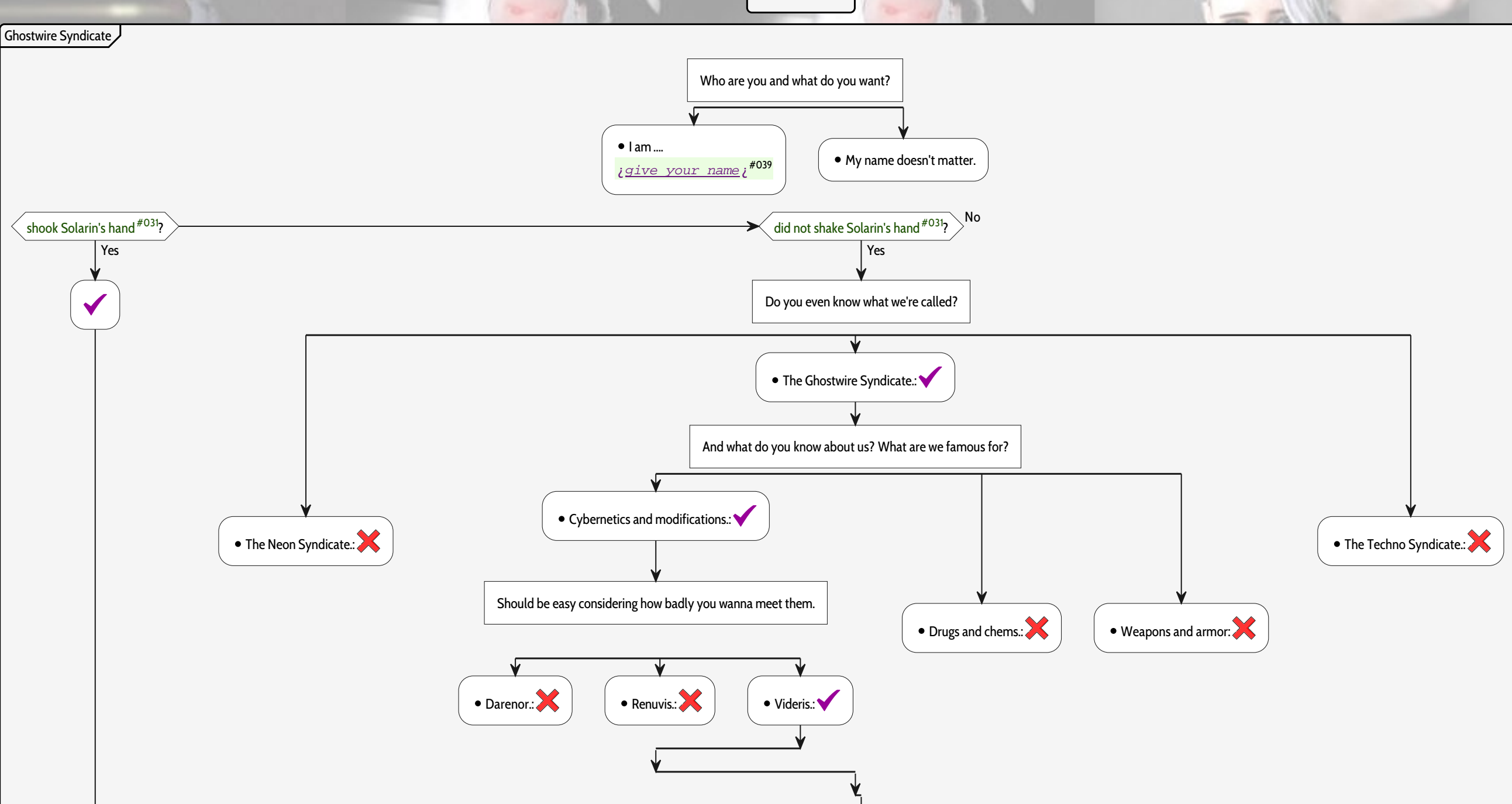
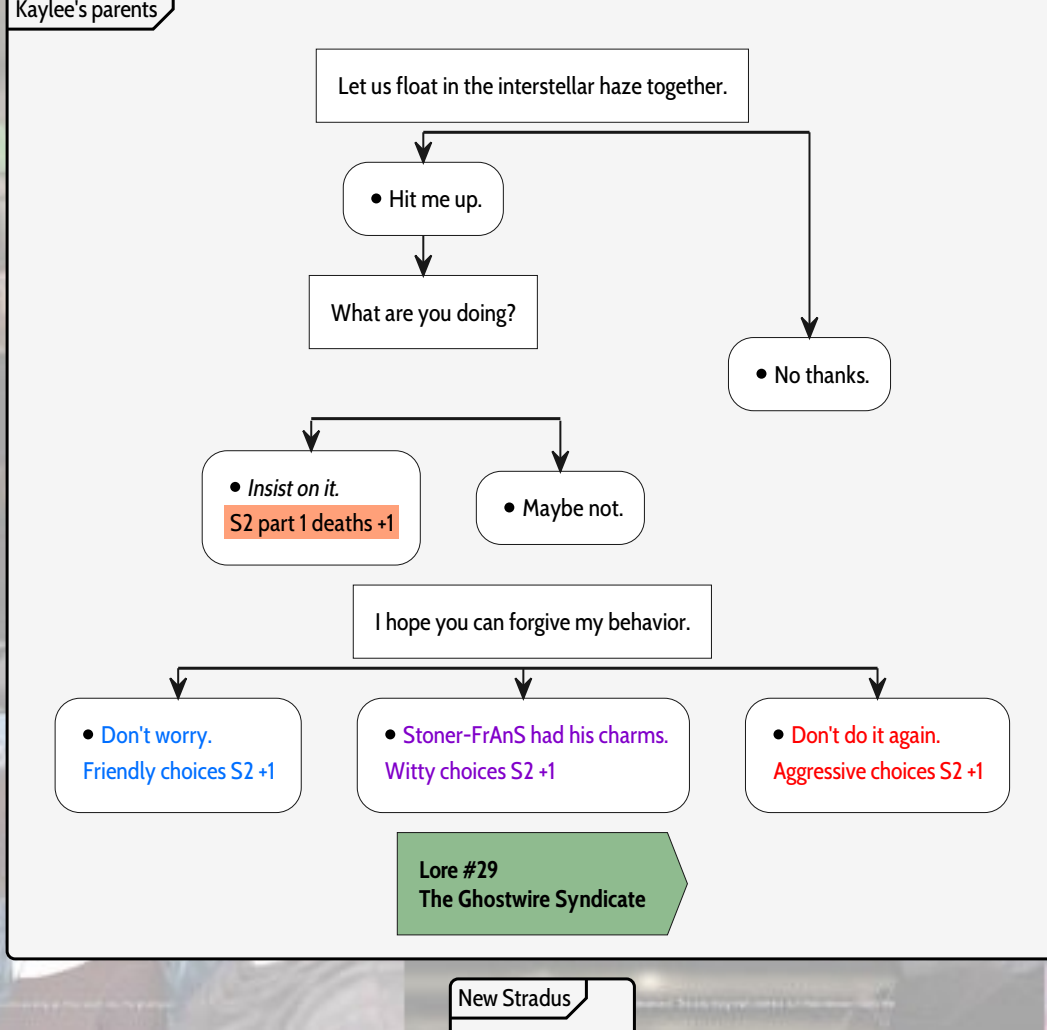
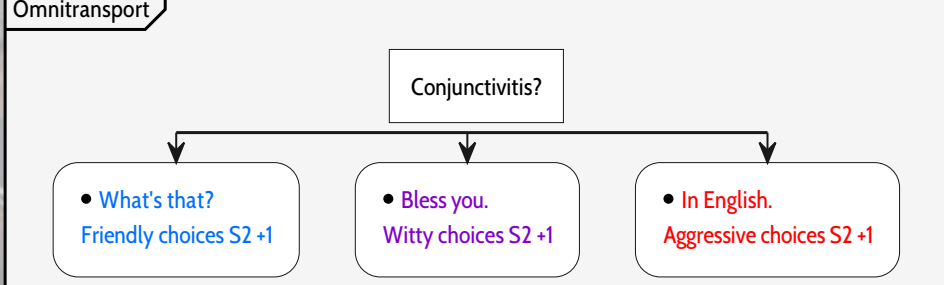
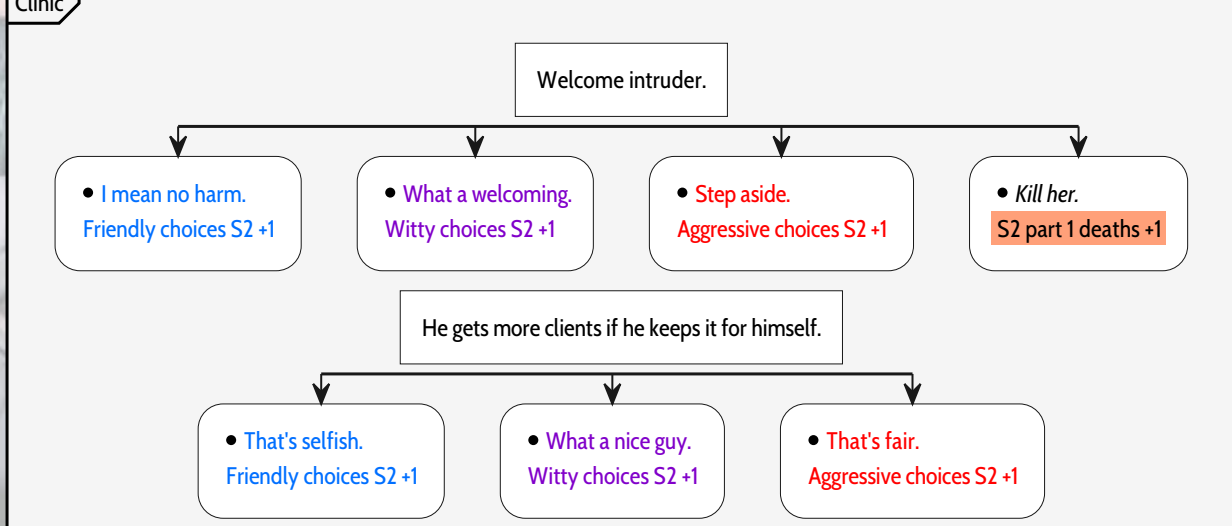
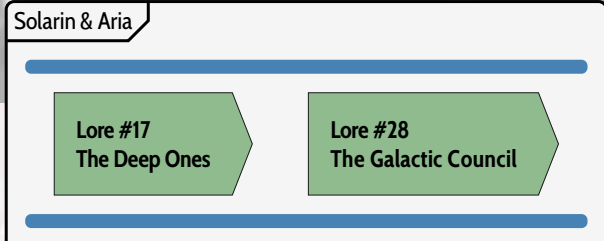
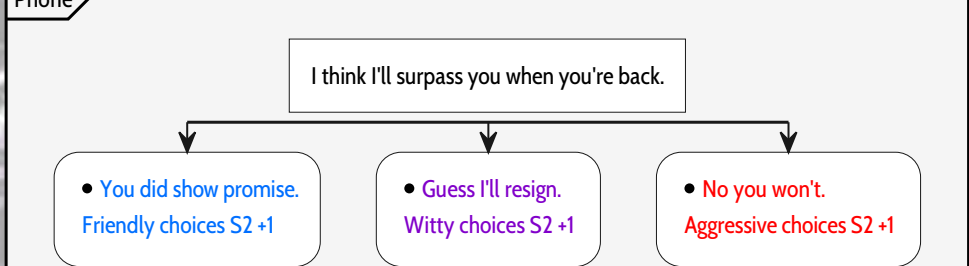
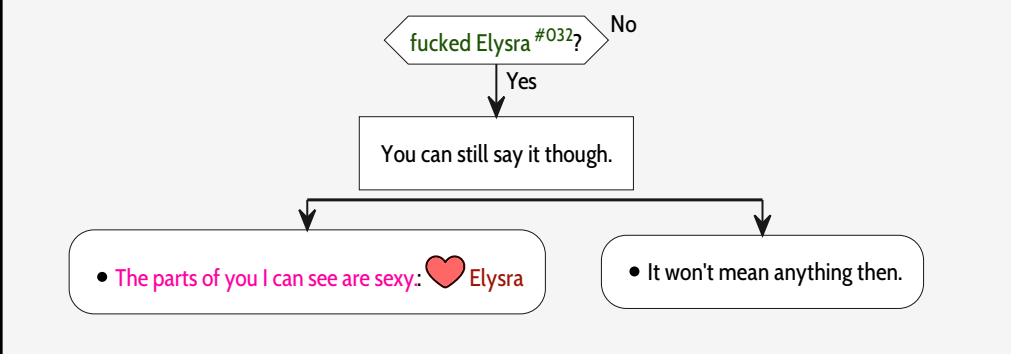
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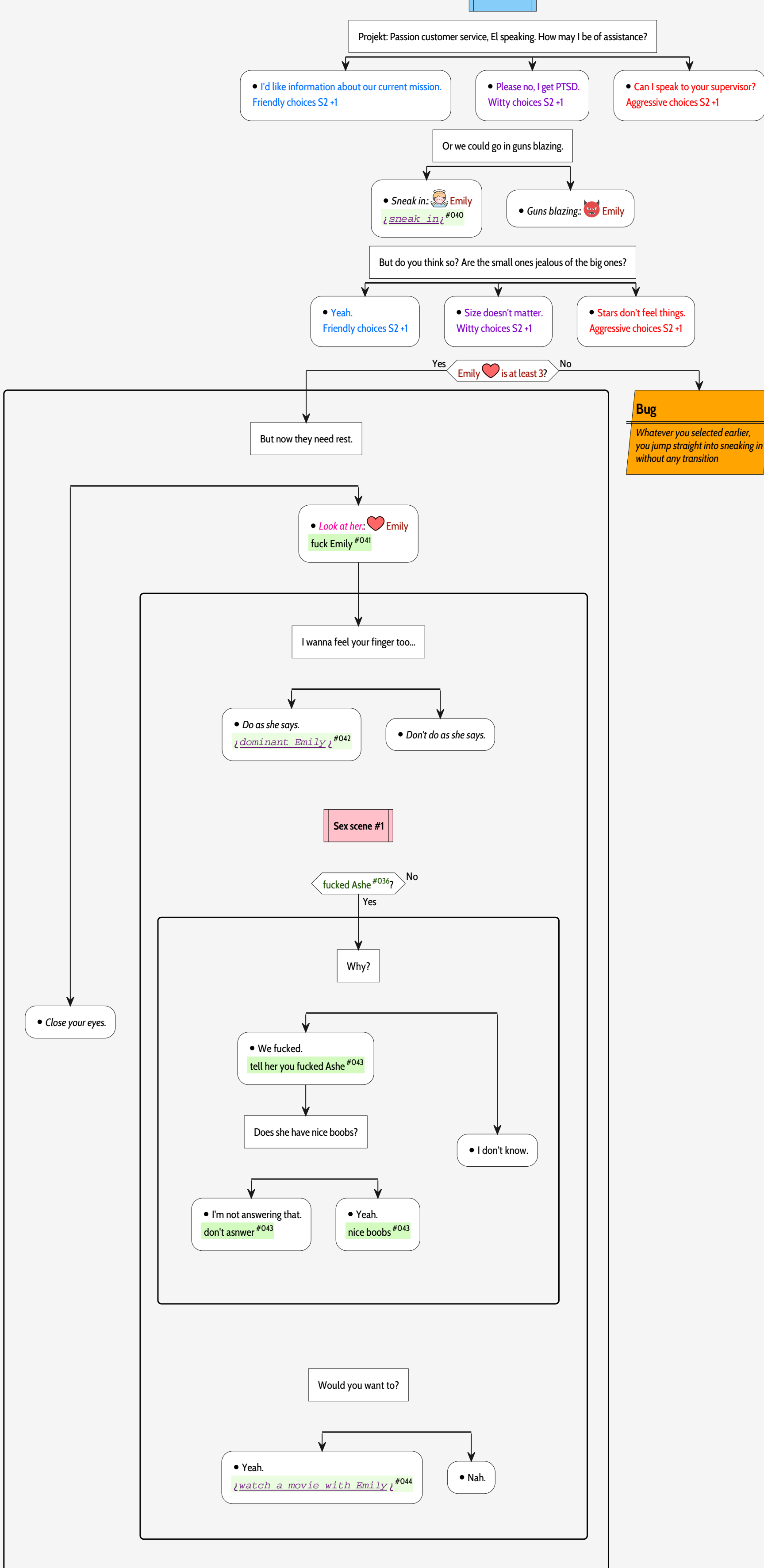
Projekt: Passion
Part I

Global Achievements

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

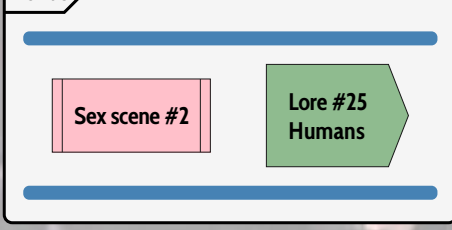
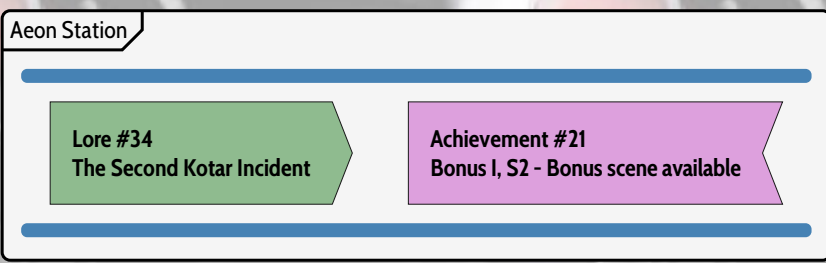
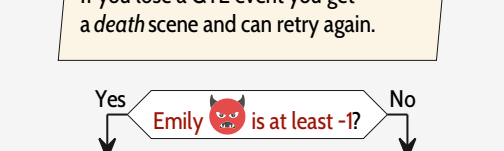


Cutscene #1



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 ⇒ *I*

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 #036?

No

Yes

More... I need more.

• Go further.:  Ashe
fuck Ashe² #047

did not answer Emily if Ashe has nice boobs #043? or
told Emily Ashe has nice boobs #043?

Yes

Sex scene #3-1

did not tell Emily you fucked Ashe #043?

No

Yes

Sex scene #3-2

How are you feeling?

• Join her.

Hold hand like ash +1

• Don't join her.

Do you like it?

• I do.

I like it #046

• Not really.

• Hold tighter.

Only if fucked Ashe² #047
and
told Emily Ashe has nice boobs #043
or did not answer Emily if Ashe has nice boobs #043
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 #35
The Silvatica Expedition

Lore #19
Void Amulets

Lore #20
Vitalite

New Stradus

Cutscene #2

Burn everyone?

• Help her.

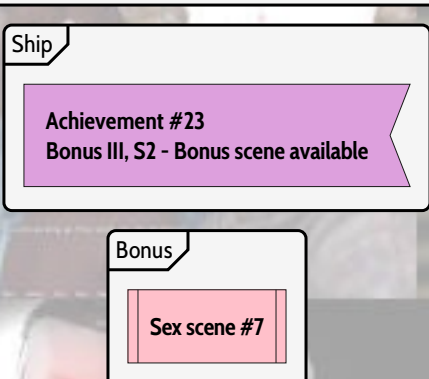
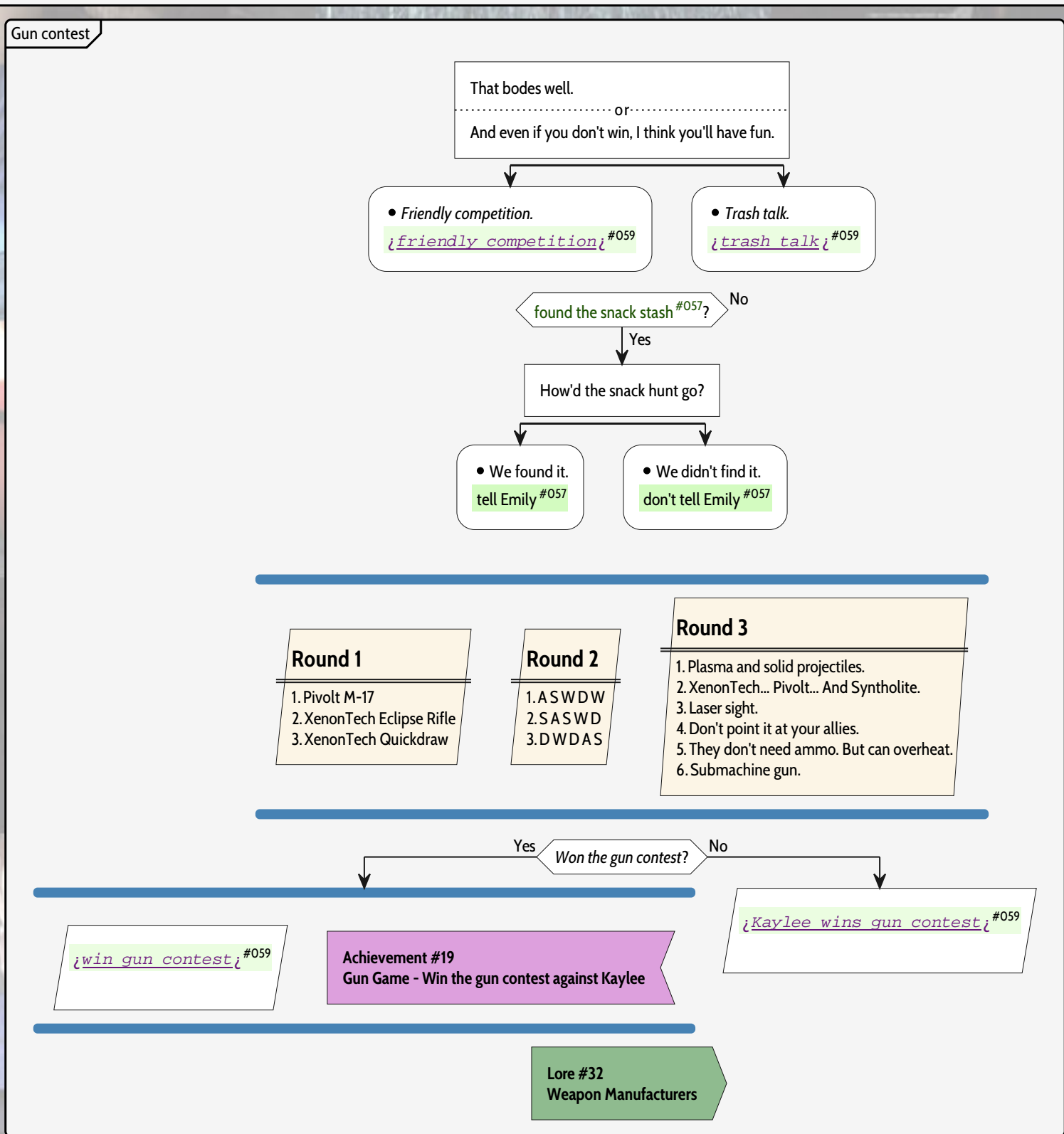
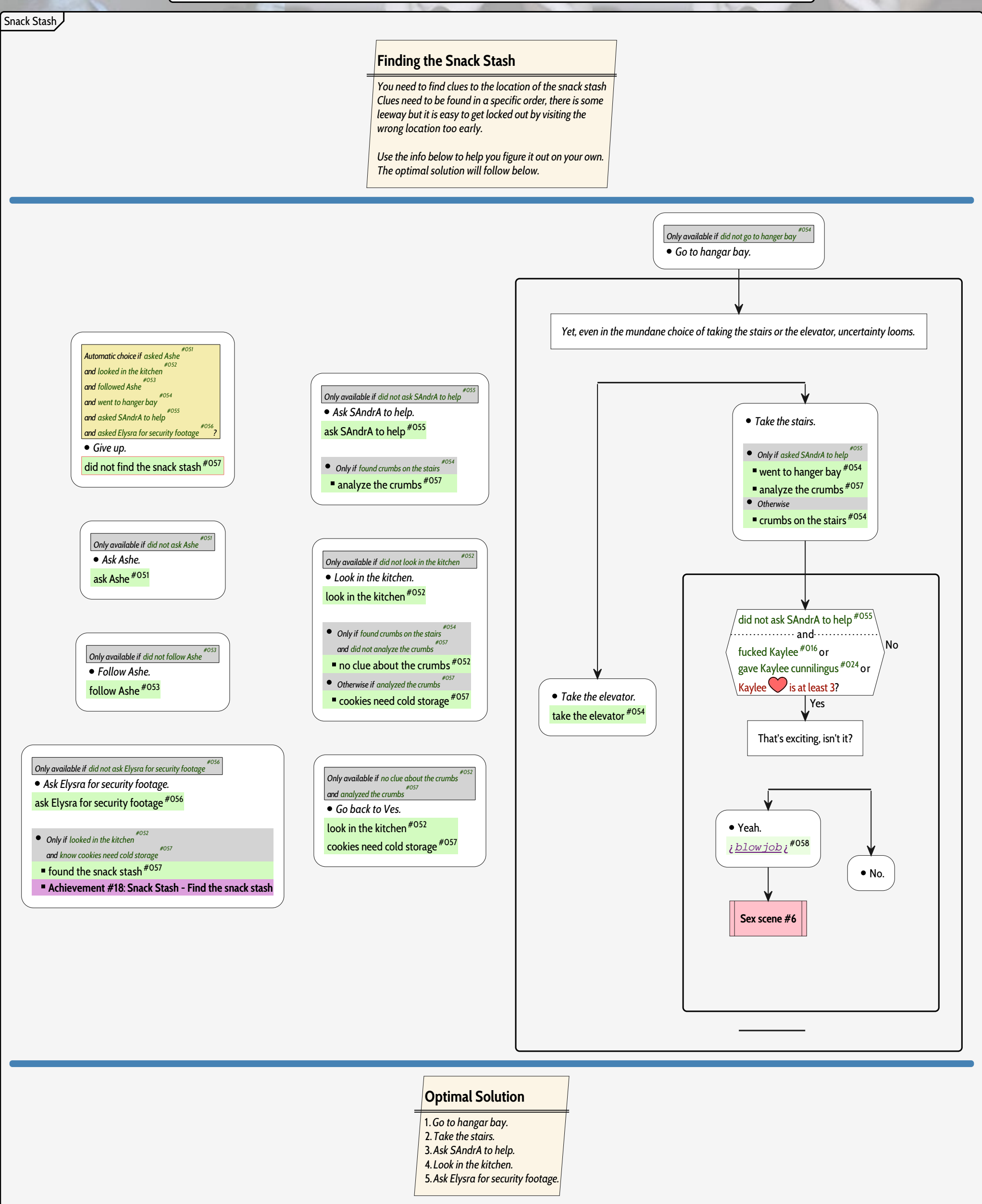
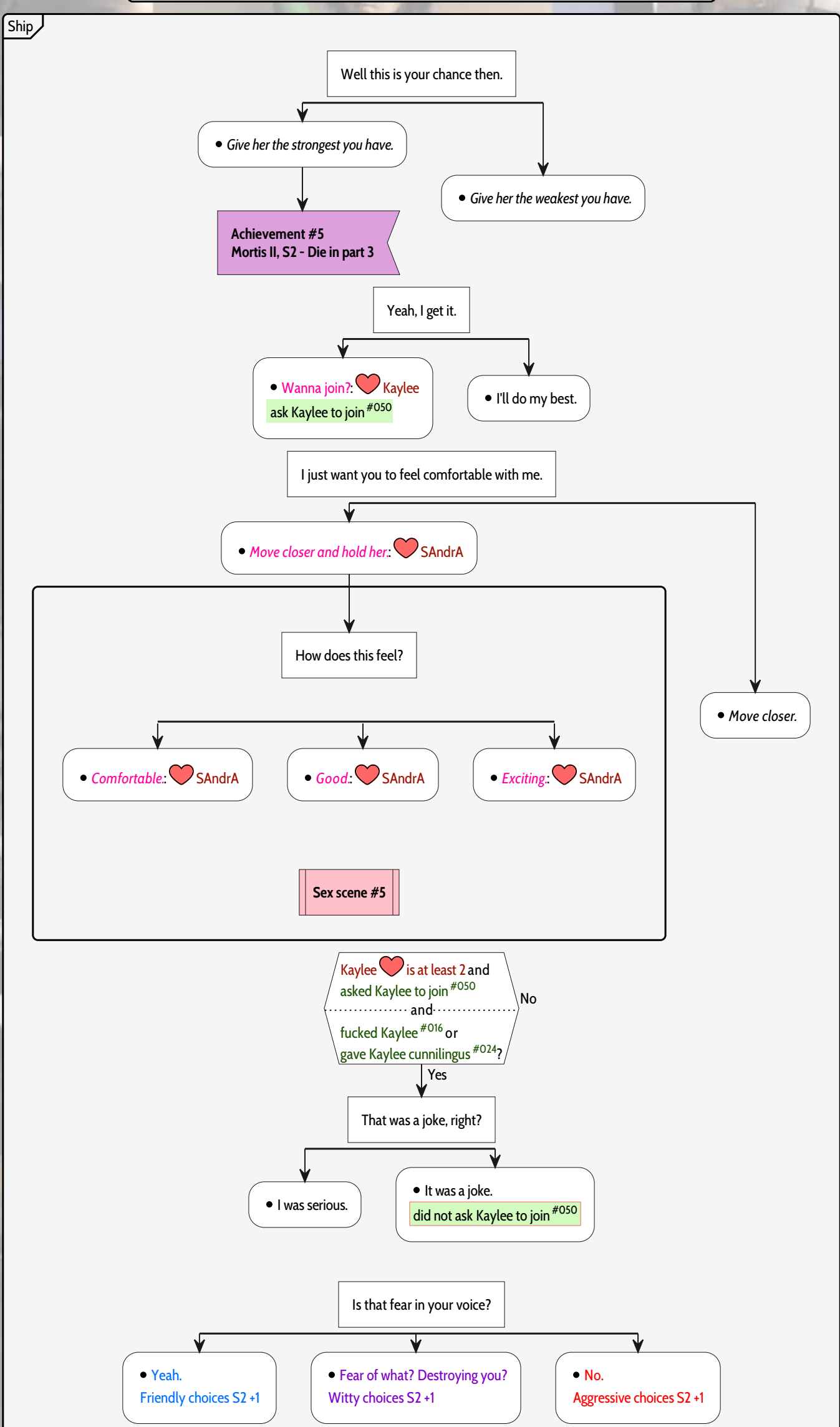
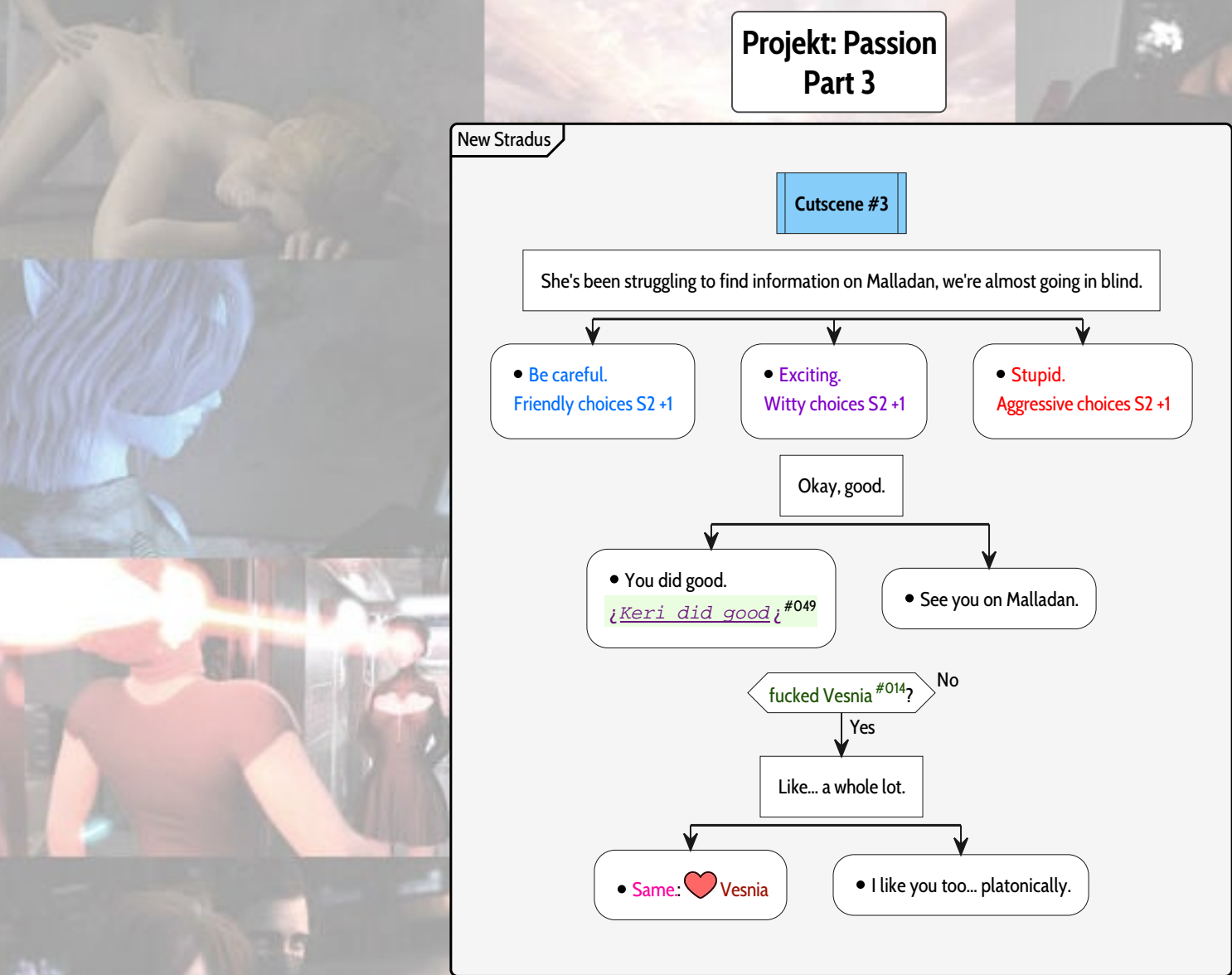
• Look for survivors.

look for survivors #048

Achievement #22
Bonus II, S2 - Bonus scene available

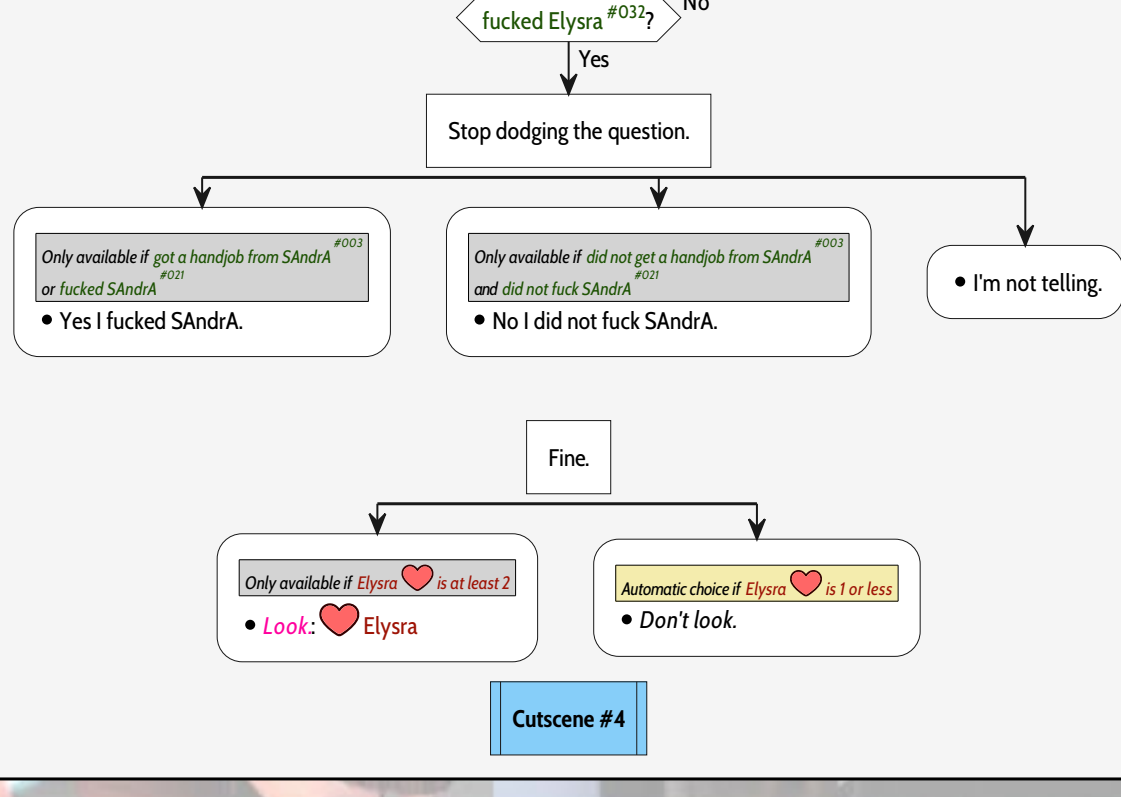
Bonus

Sex scene #4



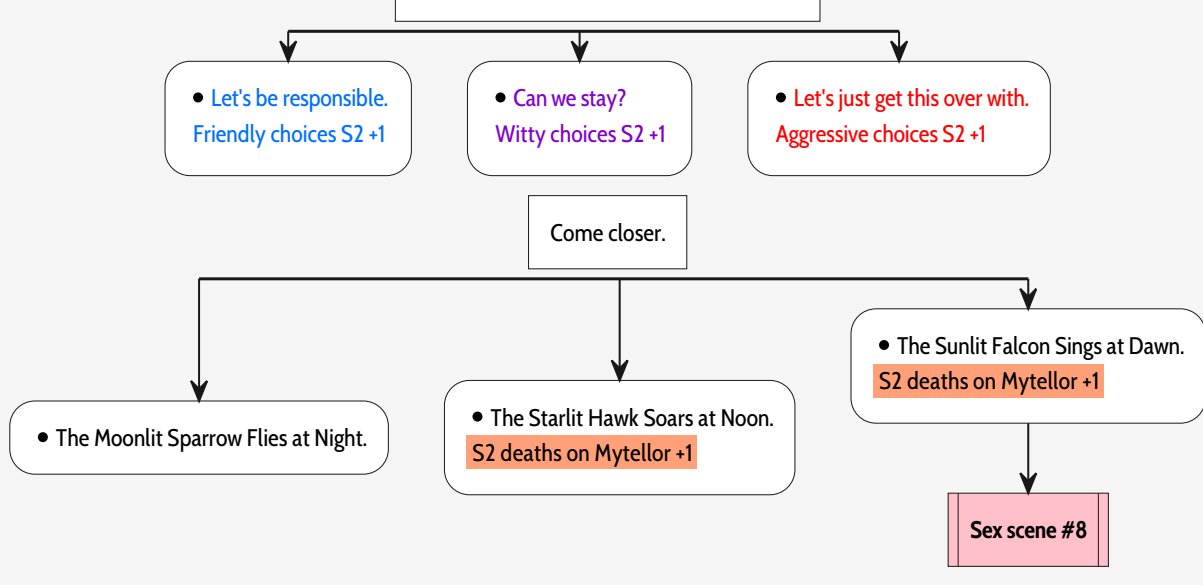
Projekt: Passion Part 4

Ship



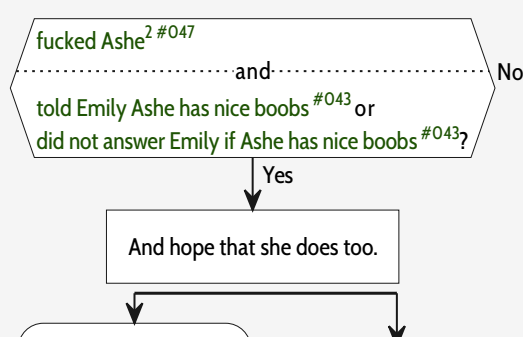
Cutscene #4

Mytellor - Lunaris City



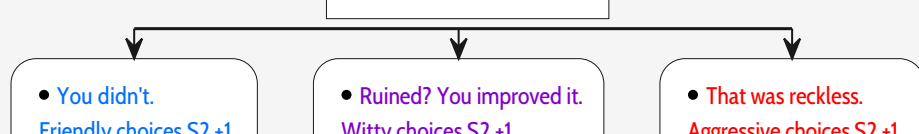
Sex scene #8

Lore #13
Spirits



Only if fucked Emily #025 or fucked Emily #040
Raunchy picture with Emily in between the pictures with zoo animals

Sorry that I ruined the day.



Lore #21
Duskmist

Lore #22
Zantheon Septcloud

Lore #36
The Septcloud Solstice

Decision: fucked Vesnia #014?

Like... a whole lot.

• Same: ❤️ Vesnia
i fuck Vesnia i #061

Hush. Only yes or no.

• Resist her control.

• Submit to her control. i submit to her control i #062

Sex scene #9

Do you... like this new side of me?

• I like the new you. i you like the new Vesnia i #063

• I preferred the old you.

Do you like it?

• Yeah. like Kaylee's new look #064

• No.

Any suggestions?

• Butterfly. i Butterfly i #065

• Silverfire. i Silverfire i #065

• Violite. i Violite i #065

What should I call it?

• Oathkeeper.

• Endbringer.

• Legacy.

• Fate.

• Shooty McShootface.

• Harmony.

Only available if made mostly Witty choices in season 1

• Wit's End.

Only available if made mostly Aggressive choices in season 1

• Last Words.

• (Enter custom name)

Fun values to try:

• Bug! No name (leave it blank)

• Any of the girls' names

• Your own name

Lore #37
The Starflare Raider Incursions

So much trouble could've been avoided if they'd just taken five minutes to research it instead of blindly trusting the words of an idiot.

• The frustrations of bureaucracy. Friendly choices S2 +1

• The wonders of bureaucracy. Witty choices S2 +1

• The incompetence of bureaucracy. Aggressive choices S2 +1

Doesn't matter to me.

• Ashe. i Ashe i #066

Decision: fucked Ashe² #047 and told Emily Ashe has nice boobs #043 or did not answer Emily if Ashe has nice boobs #043?

I don't mind. We're obscured here.

• Yes: ❤️ Ashe
i fuck Ashe i #067

• Now's not a good time.

Bug
Scene will play whatever you chose earlier

Sex scene #10

Syiah!

• That was brave. Friendly choices S2 +1

• That was pretty cool. Witty choices S2 +1

• That was stupid. Aggressive choices S2 +1

Ship

I got him for Kaylee. His name is Loki.

• I'm all for it. i Loki i #068

• No.

Mytellor - Lunaris City

Cutscene #5

Decision: Elysra ❤️ is at least 1?

I can't tell what you're doing. Are you looking at me?

• You're beautiful: ❤️ Elysra
fuck Elysra #069

• I am.

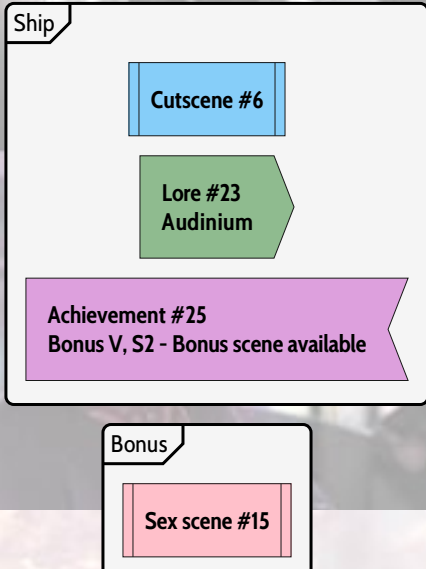
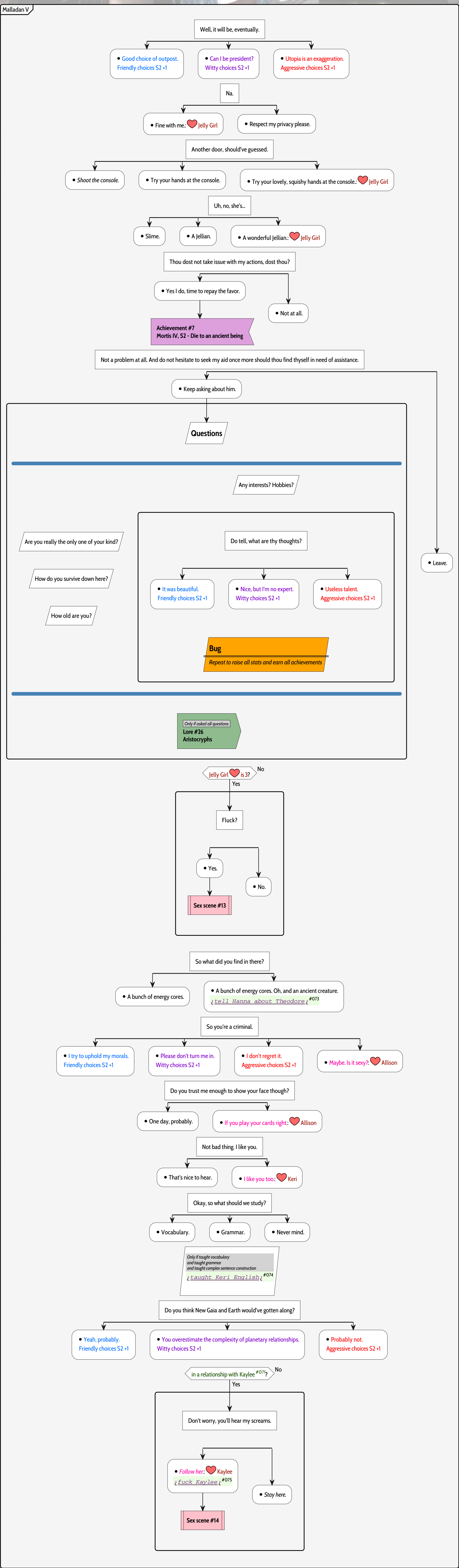
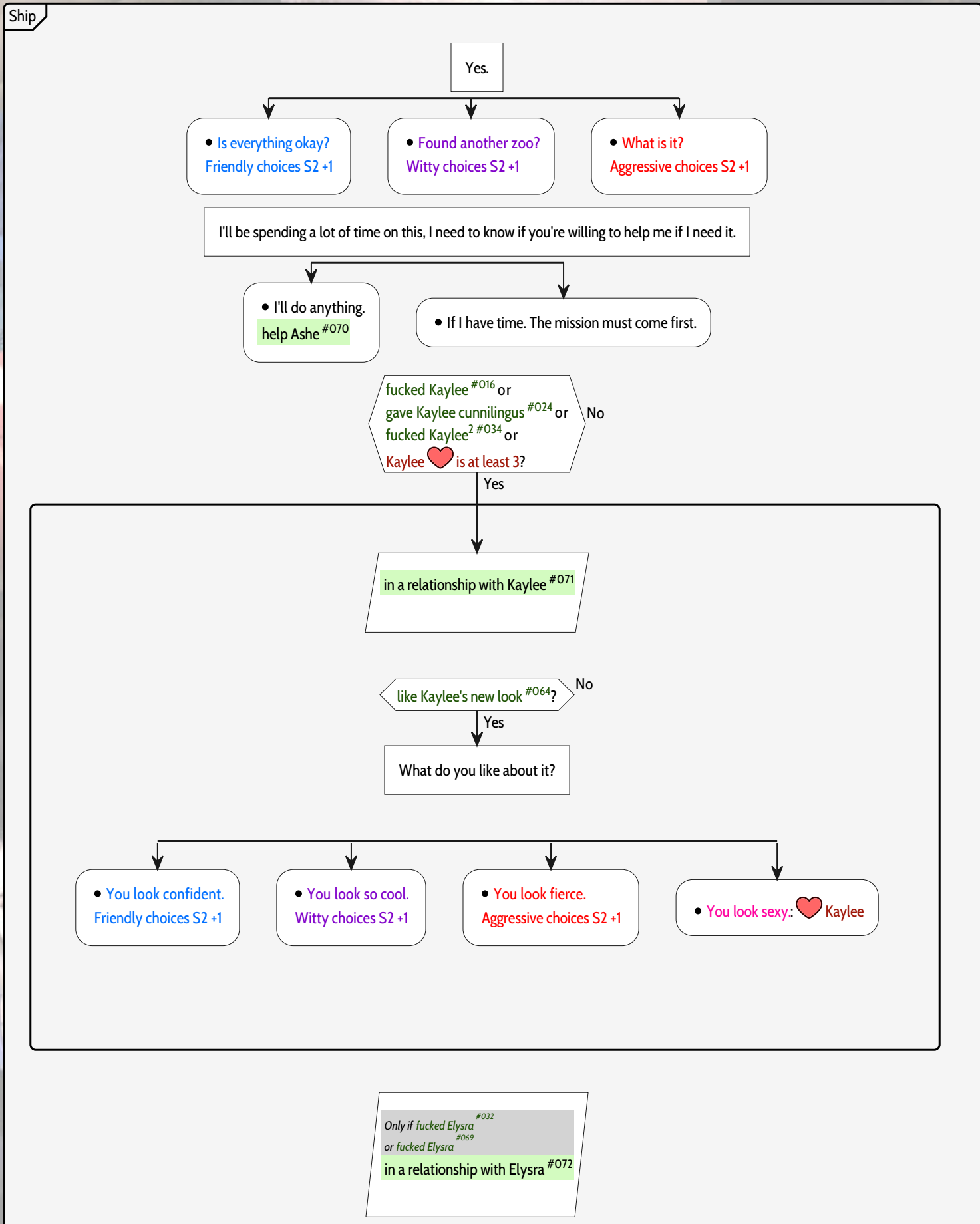
Sex scene #11

Achievement #24
Bonus IV, S2 - Bonus scene available

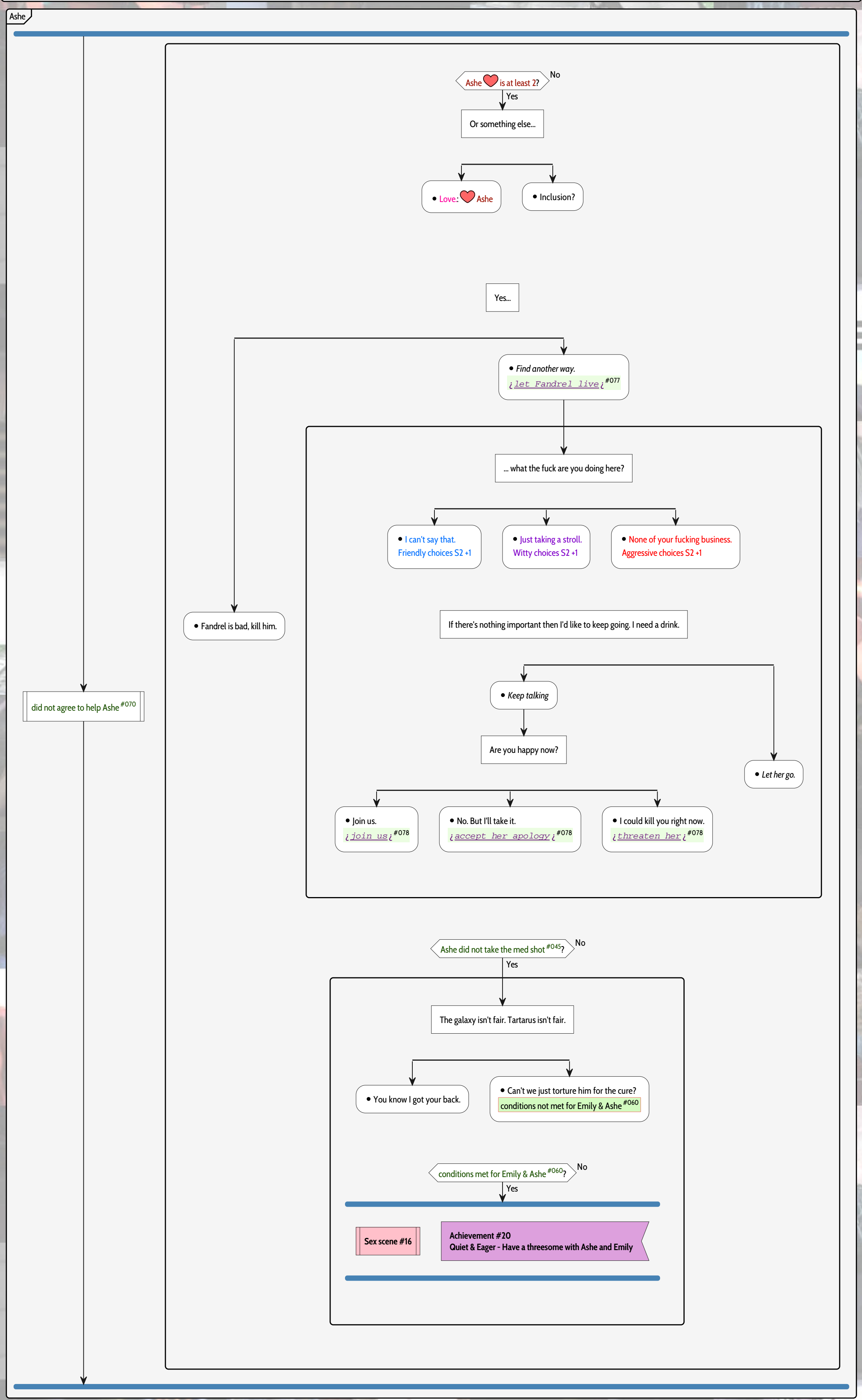
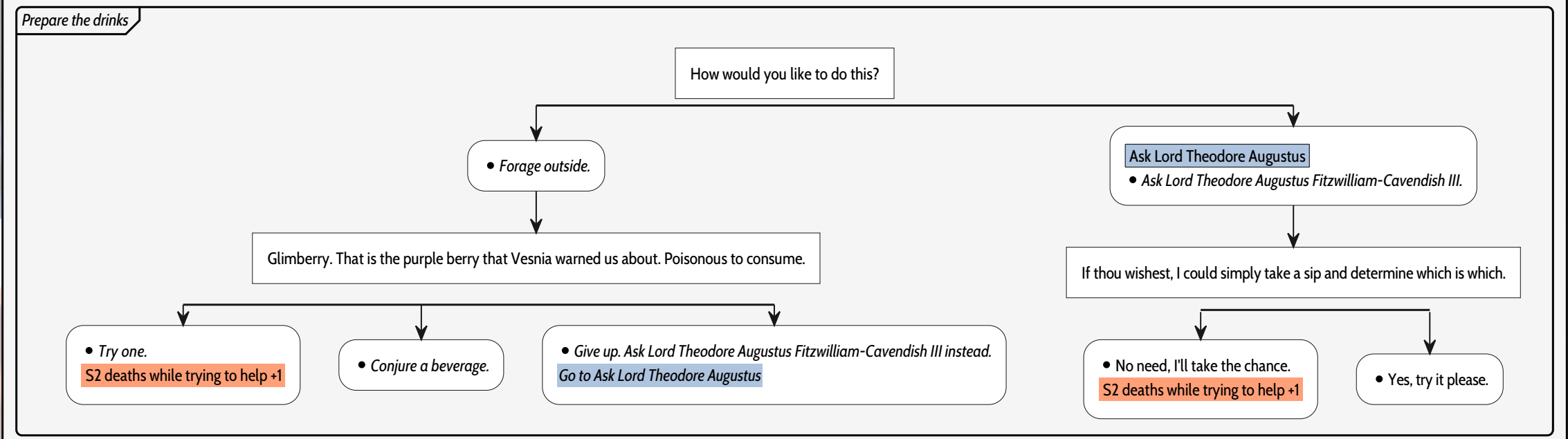
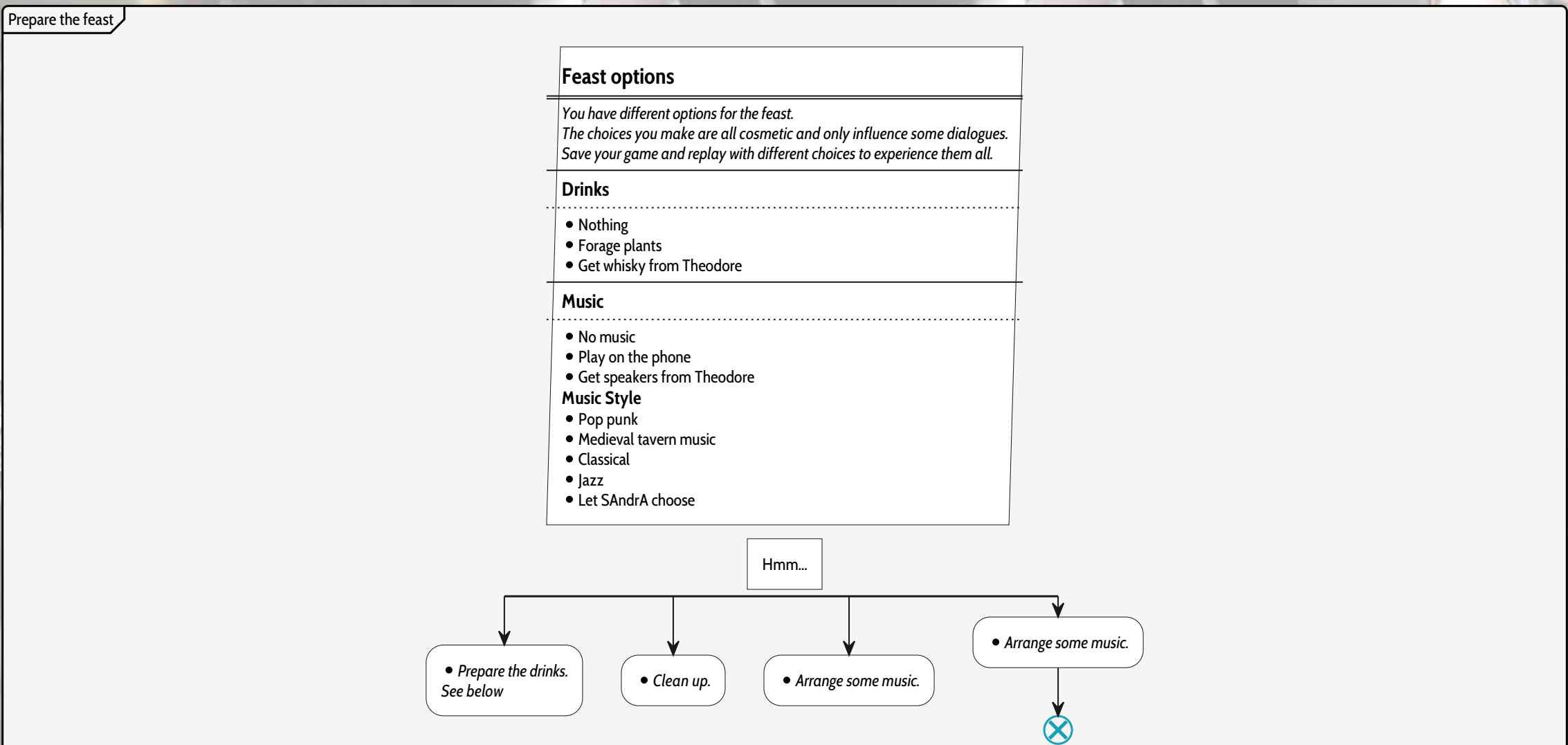
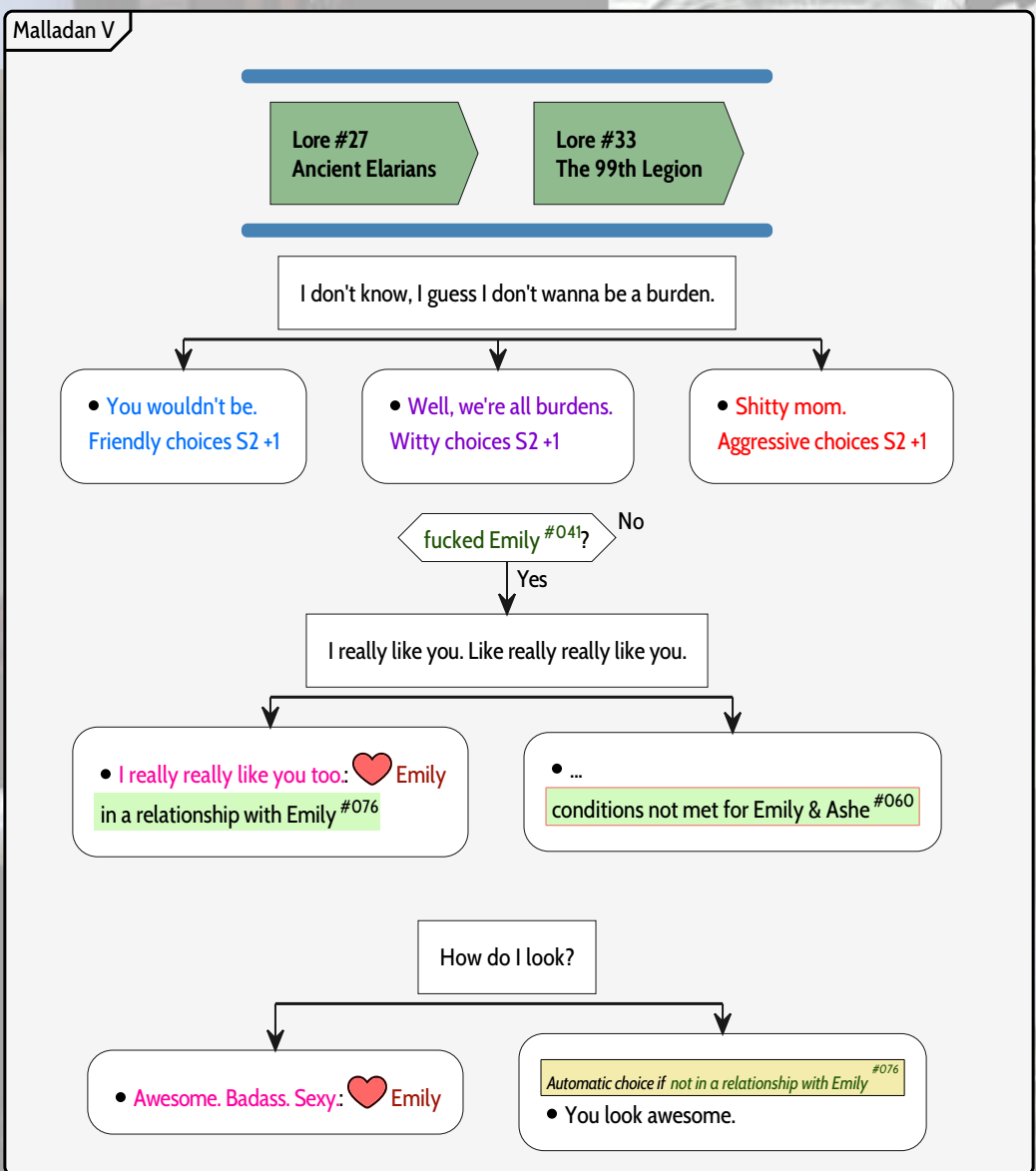
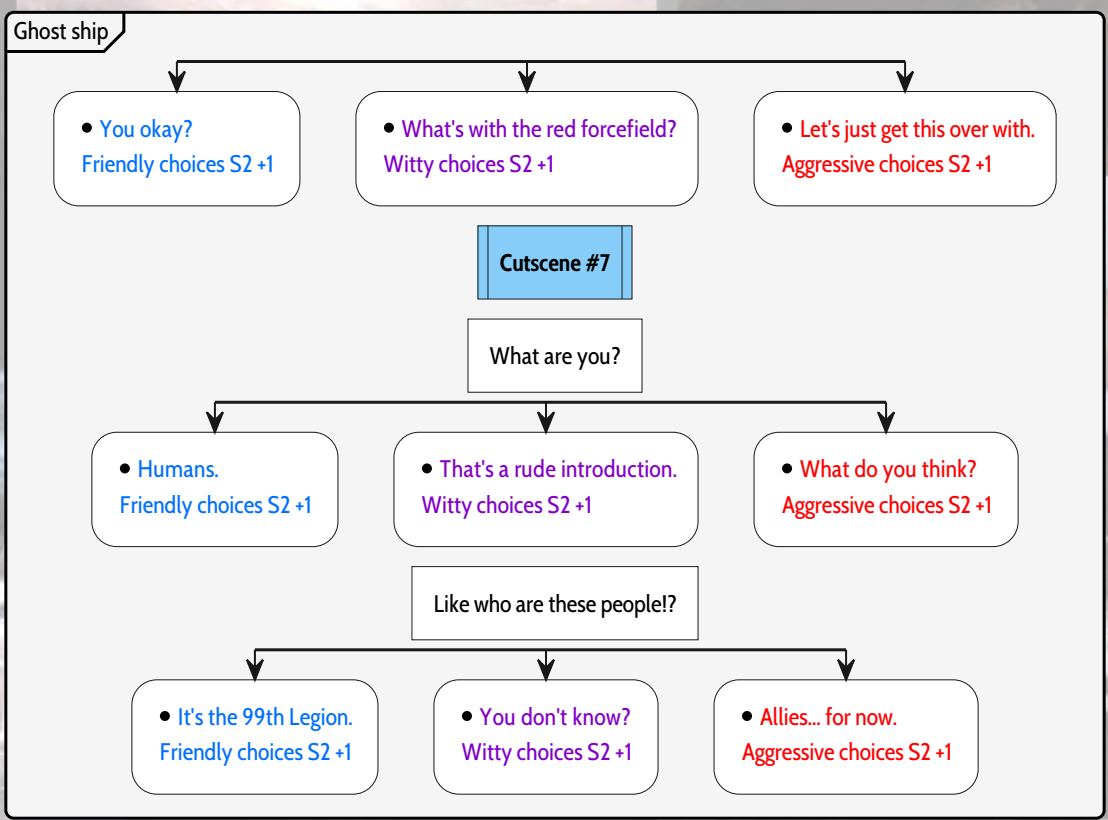
Bonus

Sex scene #12

Projekt: Passion
Part 5



Projekt: Passion
Part 6



Feast

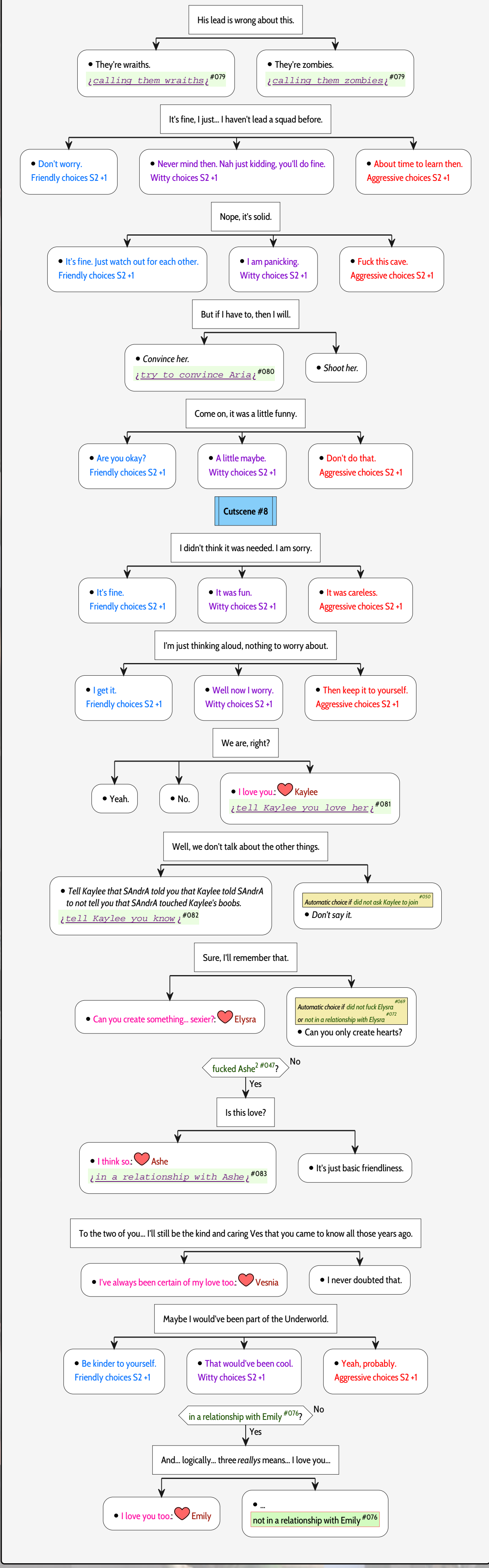
Achievement #26
Bonus VI, S2 - Bonus scene available

Bonus

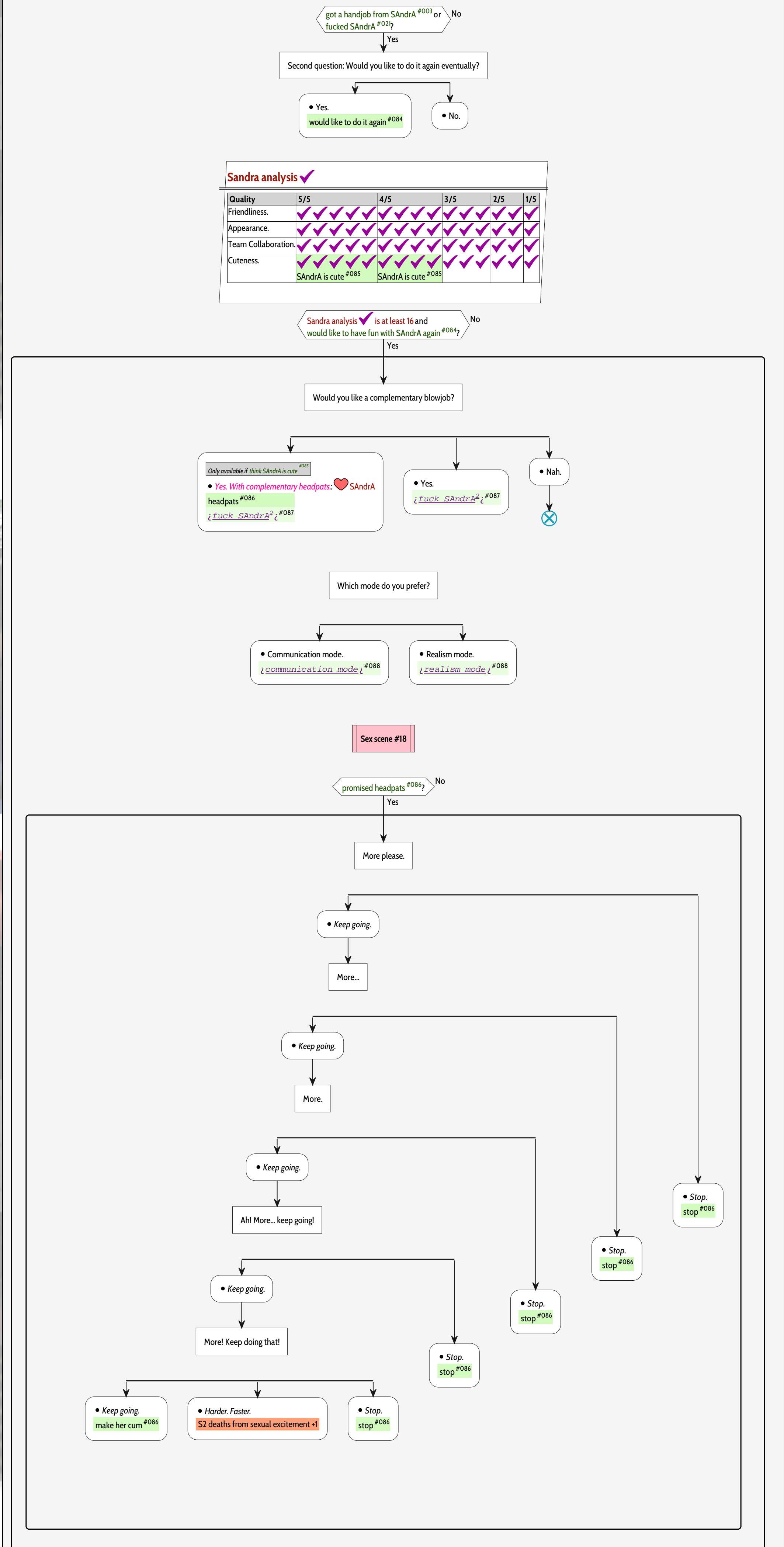
Sex scene #17

Projekt: Passion
Part 7

Malladan V



Sandra



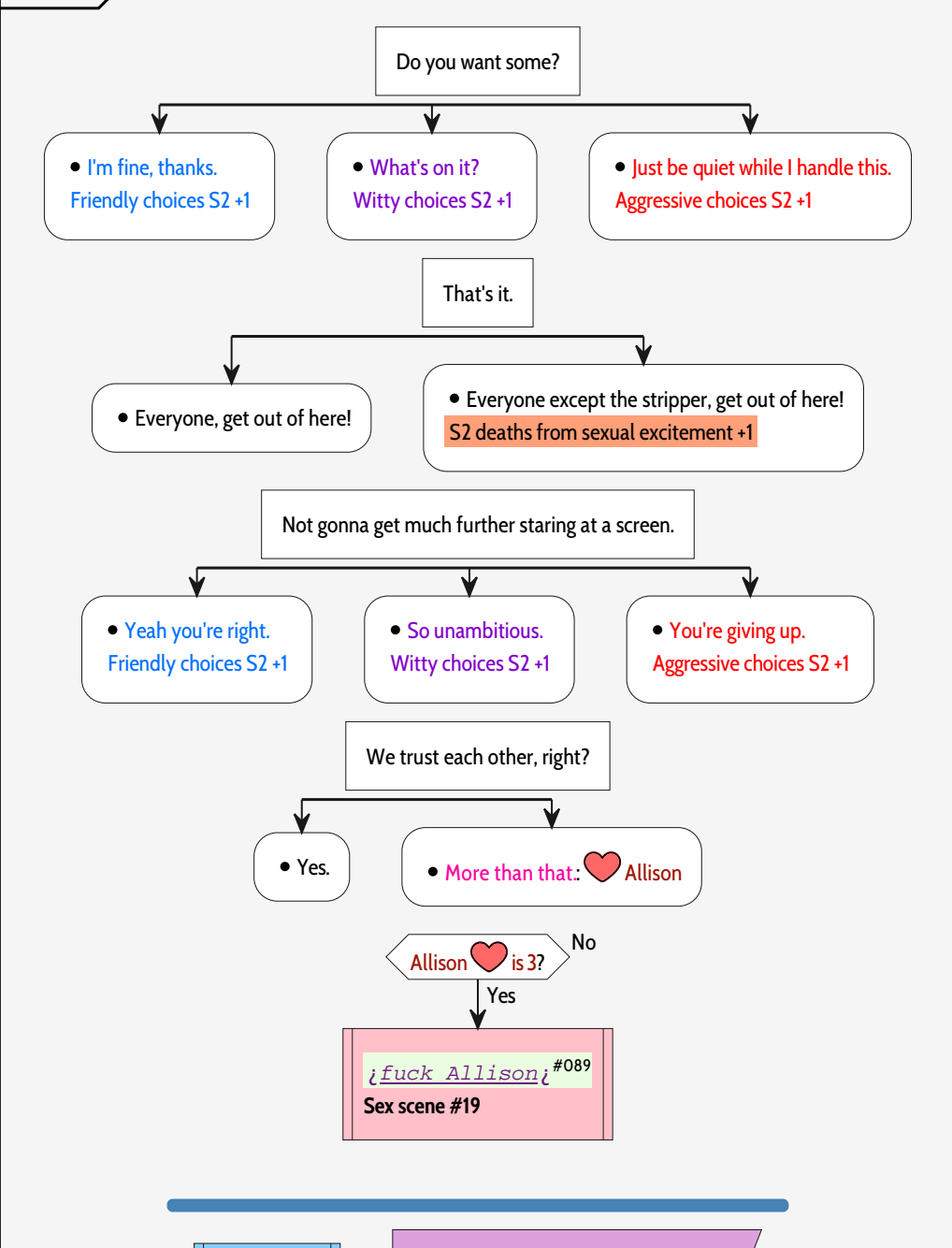
• Only if Friendly choices is higher than Witty choices and Friendly choices is higher than Aggressive choices
• ✓✓✓ your analysis
• Otherwise if Witty choices is the same or higher than Friendly choices and Witty choices is the same or higher than Aggressive choices
• ✓✓✓ your analysis
• Otherwise if Aggressive choices is higher than Friendly choices and Aggressive choices is higher than Witty choices
• ✓✓✓ your analysis

Only if cuddled Sandra #004
✓✓✓ your analysis

Only if got a handjob from Sandra #003 or fucked Sandra #029
✓✓✓ your analysis

• Only if Sandra analysis ✓ is at least 16
• ✓✓✓ your analysis
• Otherwise if Sandra analysis ✓ is 11 or less
• ✗✗✗ your analysis

Malladan V



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 RenPy Mod from 0x52.

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
deathCount1s2	S2 part 1 deaths	deathCount1s2 = value		deathCount1s2
deathCount3s2	S2 deaths on Myteller	deathCount3s2 = value		deathCount3s2
deathCount5s2	S2 deaths while trying to help	deathCount5s2 = value		deathCount5s2
deathCount6s2	S2 deaths from sexual excitement	deathCount6s2 = value		deathCount6s2
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
sandraAnalysis	SAndrA performance analysis points	sandraAnalysis = value		sandraAnalysis
mcAnalysis	your performance analysis points	mcAnalysis = value		mcAnalysis

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
<i>{give your name}</i> #039	gaveName08 = True	gaveName08 = False	gaveName08
<i>{sneak in}</i> #040	ghostwireSneak = True	ghostwireSneak = False	ghostwireSneak
fuck Emily #041	emilyScene2 = True	emilyScene2 = False	emilyScene2
<i>{dominant Emily}</i> #042	emilyDom = True	emilyDom = False	emilyDom
tell her you fucked Ashe #043	asheSceneToldEmily = True	asheSceneToldEmily = False	asheSceneToldEmily
<i>{watch a movie with Emily}</i> #044	emilyMovie = True	emilyMovie = False	emilyMovie
take the med shot #045	tookMedShot = True	tookMedShot = False	tookMedShot
<i>{like it}</i> #046	asheCream = True	asheCream = False	asheCream
fuck Ashe? #047	asheScene2 = True	asheScene2 = False	asheScene2
<i>{look for survivors}</i> #048	lookedForSurvivors = True	lookedForSurvivors = False	lookedForSurvivors
<i>{Keri did good}</i> #049	keriDidGood = True	keriDidGood = False	keriDidGood
ask Kaylee to join #050	ks3some = True	ks3some = False	ks3some
ask Ashe #051	tempVariable1 = True	tempVariable1 = False	tempVariable1
look in the kitchen #052	no clue about crumbs: tempVariable2 = "No clue"	tempVariable2 = "False"	tempVariable2
follow Ashe #053	tempVariable3 = True	tempVariable3 = False	tempVariable3
go to hanger bay #054	take the elevator: tempVariable4 = "Elevator" Stairs: tempVariable4 = "Stairs"	tempVariable4 = "False"	tempVariable4
ask SAndrA to help #055	tempVariable5 = True	tempVariable5 = False	tempVariable5
ask Elysra for security footage #056	tempVariable6 = True	tempVariable6 = False	tempVariable6
snack stash #057	analyzed: snackStash = "Analyzed" cold storage: snackStash = "Kitchen" told Emily: snackStash = "Told Emily" did not tell Emily: snackStash = "Did not tell Emily"		snackStash
<i>{blowjob}</i> #058	kayleeSex5 = True	kayleeSex5 = False	kayleeSex5
<i>{gun contest}</i> #059	friendly: gunContest = "Friendly" trash talk: gunContest = "Trash" you won: gunContest = "MC" Kaylee won: gunContest = "Kaylee"		gunContest
Emily & Ashe #060	ae3some = True	ae3some = False	ae3some
<i>{fuck Vesnia}</i> #061	vesniaScene2 = True	vesniaScene2 = False	vesniaScene2
<i>{submit to her control}</i> #062	vesDoomyMommy = True	vesDoomyMommy = False	vesDoomyMommy
<i>{you like the new Vesnia}</i> #063	vesApprove = True	vesApprove = False	vesApprove
like Kaylee's new look #064	kayleeNewLooks = True	kayleeNewLooks = False	kayleeNewLooks
<i>{Kaylee's gun's name}</i> #065	Butterfly: kayleePistol = "Butterfly" Silverfire: kayleePistol = "Silverfire" Violite: kayleePistol = "Violite"		kayleePistol
<i>{go to the council with}</i> #066	Kaylee: councilWho = "Kaylee" SAndrA: councilWho = "SAndrA" Ashe: councilWho = "Ashe"		councilWho
<i>{fuck Ashe}</i> #067	asheScene3 = True	asheScene3 = False	asheScene3
<i>{Loki}</i> #068	loki = True	loki = False	loki
fuck Elysra #069	elysraScene2 = True	elysraScene2 = False	elysraScene2
help Ashe #070	helpAshe = True	helpAshe = False	helpAshe
in a relationship with Kaylee #071	kayleeRelationship = True	kayleeRelationship = False	kayleeRelationship
in a relationship with Elysra #072	elysraRelationship = True	elysraRelationship = False	elysraRelationship
<i>{tell Hanna about Theodore}</i> #073	toldAboutTheodore = True	toldAboutTheodore = False	toldAboutTheodore
<i>{taught Keri English}</i> #074	taughtEnglish = True	taughtEnglish = False	taughtEnglish
<i>{fuck Kaylee}</i> #075	kayleeSex6 = True	kayleeSex6 = False	kayleeSex6
in a relationship with Emily #076	emilyRelationship = True	emilyRelationship = False	emilyRelationship
<i>{let Fandrel live}</i> #077	fandrelLives = True	fandrelLives = False	fandrelLives
<i>{talk with Aria}</i> #078	join us: ariaTalk = "Join" accept her apology: ariaTalk = "Apology" threaten her: ariaTalk = "Threat"		ariaTalk
<i>{wraiths or zombies}</i> #079	wraith: deepName1 = "wraith" Zombie: deepName1 = "zombie"		deepName1
<i>{try to convince Aria}</i> #080	ariaTalk2 = True	ariaTalk2 = False	ariaTalk2
<i>{tell Kaylee you love her}</i> #081	kayleeLove = True	kayleeLove = False	kayleeLove
<i>{tell Kaylee you know}</i> #082	kayleeBoobsTold = True	kayleeBoobsTold = False	kayleeBoobsTold
<i>{in a relationship with Ashe}</i> #083	asheRelationship = True	asheRelationship = False	asheRelationship
would like to do it again #084	tempVariable1 = True	tempVariable1 = False	tempVariable1
SAndrA is cute #085	tempVariable3 = True	tempVariable3 = False	tempVariable3
headpats #086	sandraHeadpats = True	sandraHeadpats = False	sandraHeadpats
<i>{fuck Sandra?}</i> #087	sandraScene4 = True	sandraScene4 = False	sandraScene4
<i>{SAndrA's blowjob mode}</i> #088	communication: sandrabJmode = "Communication" realism: sandrabJmode = "Realism"		sandraBJmode
<i>{fuck Allison}</i> #089	allieScene1 = True	allieScene1 = False	allieScene1

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
18	persistent.sScene18s2Unlocked = True	persistent.sScene18s2Unlocked = False	persistent.sScene18s2Unlocked
19	persistent.sScene19s2Unlocked = True	persistent.sScene19s2Unlocked = False	persistent.sScene19s2Unlocked

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
8	persistent.cutScene8s2Unlocked = True	persistent.cutScene8s2Unlocked = False	persistent.cutScene8s2Unlocked
9	persistent.cutScene9s2Unlocked = True	persistent.cutScene9s2Unlocked = False	persistent.cutScene9s2Unlocked

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 Myteller	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	Mortis V, S2 - Die while trying to help	persistent.achievementDeaths5s2 = True	persistent.achievementDeaths5s2 = False	persistent.achievementDeaths5s2
9	Mortis VI, S2 - Die from sexual excitement	persistent.achievementDeaths6s2 = True	persistent.achievementDeaths6s2 = False	persistent.achievementDeaths6s2
10	Kaylee - Flirt three times with Kaylee	persistent.achievementKayleeFlirts2 = True	persistent.achievementKayleeFlirts2 = False	persistent.achievementKayleeFlirts2
11	Elysra - Flirt three times with Elysra	persistent.achievementElysraFlirts2 = True	persistent.achievementElysraFlirts2 = False	persistent.achievementElysraFlirts2
12	Keri - Flirt once with Keri	persistent.achievementKeriFlirts2 = True	persistent.achievementKeriFlirts2 = False	persistent.achievementKeriFlirts2
13	Emily - Flirt three times with Emily	persistent.achievementEmilyFlirts2 = True	persistent.achievementEmilyFlirts2 = False	persistent.achievementEmilyFlirts2
14	Ashe - Flirt three times with Ashe	persistent.achievementAsheFlirts2 = True	persistent.achievementAsheFlirts2 = False	persistent.achievementAsheFlirts2
15	Vesnia - Flirt three times with Vesnia	persistent.achievementVesniaFlirts2 = True	persistent.achievementVesniaFlirts2 = False	persistent.achievementVesniaFlirts2
16	SAndrA - Flirt three times with SAndrA	persistent.achievementSAndrAFlirts2 = True	persistent.achievementSAndrAFlirts2 = False	persistent.achievementSAndrAFlirts2
17	Allison - Flirt three times with Allison	persistent.achievementAllieFlirts2 = True	persistent.achievementAllieFlirts2 = False	persistent.achievementAllieFlirts2
18	Snack Stash - Find the snack stash	persistent.achievementSnackStash = True	persistent.achievementSnackStash = False	persistent.achievementSnackStash
19	Gun Game - Win the gun contest against Kaylee	persistent.achievementGunGame = True	persistent.achievementGunGame = False	persistent.achievementGunGame
20	Quiet & Eager - Have a threesome with Ashe and Emily	persistent.achievementAE3some = True	persistent.achievementAE3some = False	persistent.achievementAE3some
21	Bonus I, S2 - Bonus scene available	persistent.achievementPart1s2s2Complete = True	persistent.achievementPart1s2s2Complete = False	persistent.achievementPart1s2s2Complete
22	Bonus II, S2 - Bonus scene available	persistent.achievementPart2s2s2Complete = True	persistent.achievementPart2s2s2Complete = False	persistent.achievementPart2s2s2Complete
23	Bonus III, S2 - Bonus scene available	persistent.achievementPart3s2s2Complete = True	persistent.achievementPart3s2s2Complete = False	persistent.achievementPart3s2s2Complete
24	Bonus IV, S2 - Bonus scene available	persistent.achievementPart4s2s2Complete = True	persistent.achievementPart4s2s2Complete = False	persistent.achievementPart4s2s2Complete
25	Bonus V, S2 - Bonus scene available	persistent.achievementPart5s2s2Complete = True	persistent.achievementPart5s2s2Complete = False	persistent.achievementPart5s2s2Complete
26	Bonus VI, S2 - Bonus scene available	persistent.achievementPart6s2s2Complete = True	persistent.achievementPart6s2s2Complete = False	persistent.achievementPart6s2s2Complete
27	Bonus VII, S2 - Bonus scene available	persistent.achievementPart7s2s2Complete = True	persistent.achievementPart7s2s2Complete = False	persistent.achievementPart7s2s2Complete

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

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	Vital Amulets	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	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 Syndicate	persistent.ghostwireLoreUnlocked = True	persistent.ghostwireLoreUnlocked = False	persistent.ghostwireLoreUnlocked
30	The Blacklink Brotherhood	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