Chasing Sunsets 1.10a Walkthrough rev 1.7

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<u>Chasing Sunsets</u>
By Stone Fox Studios
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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 <u>you</u> 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

Icons

:+1 Love point :-1 Love point :+1 Trust point :-1 Trust 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.

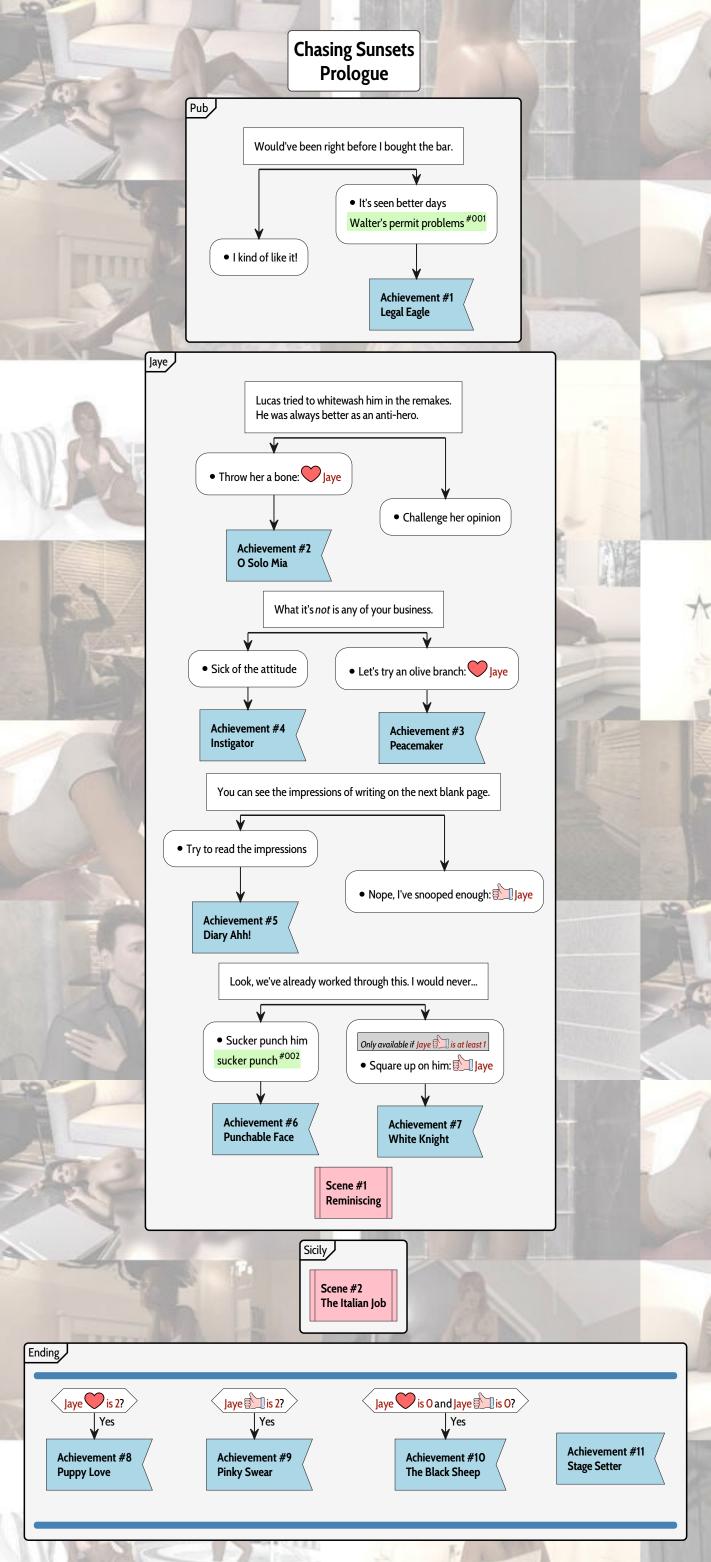
For example let's define some karate belts and assign each one to a numerical value: $0 \Rightarrow \text{ white belt } ^{\#78}, 1 \Rightarrow \text{ yellow belt } ^{\#78}, 2 \Rightarrow \text{ orange belt } ^{\#78}$ If in the code the condition checks that the value must be at least 1 ($\text{karate_belt} >= 1$)
It will be listed like this: karate belt: [yellow, orange] $^{\#78}$

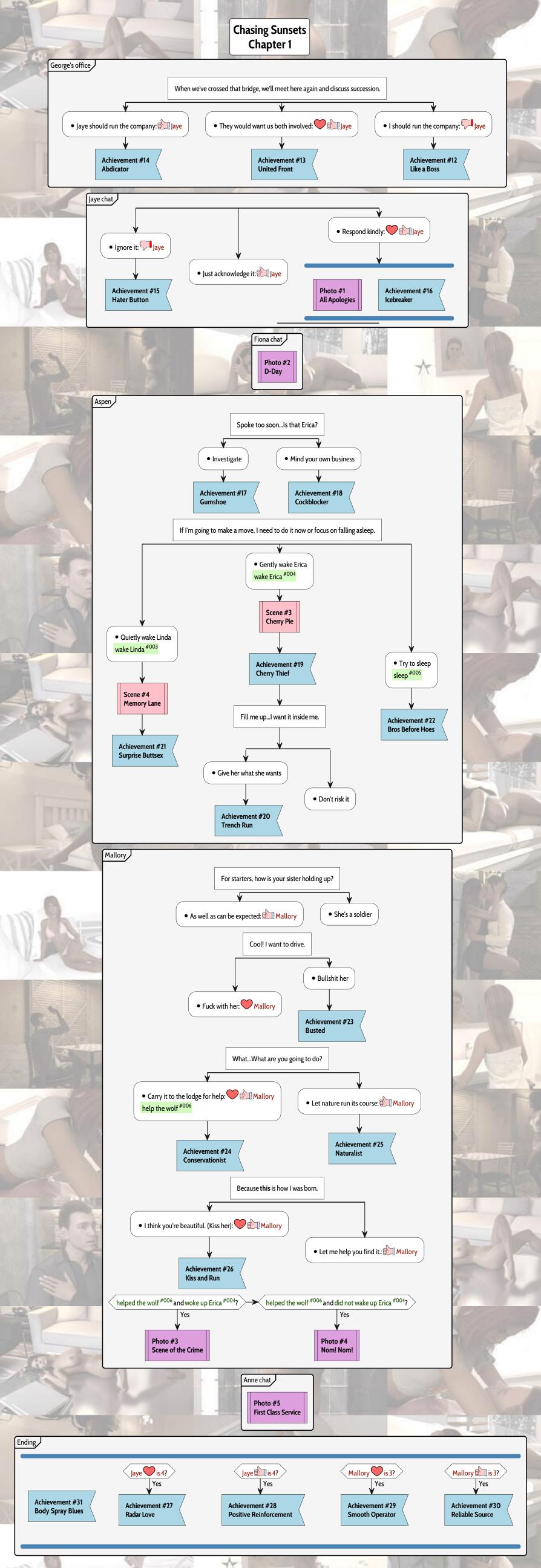
Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: (link).

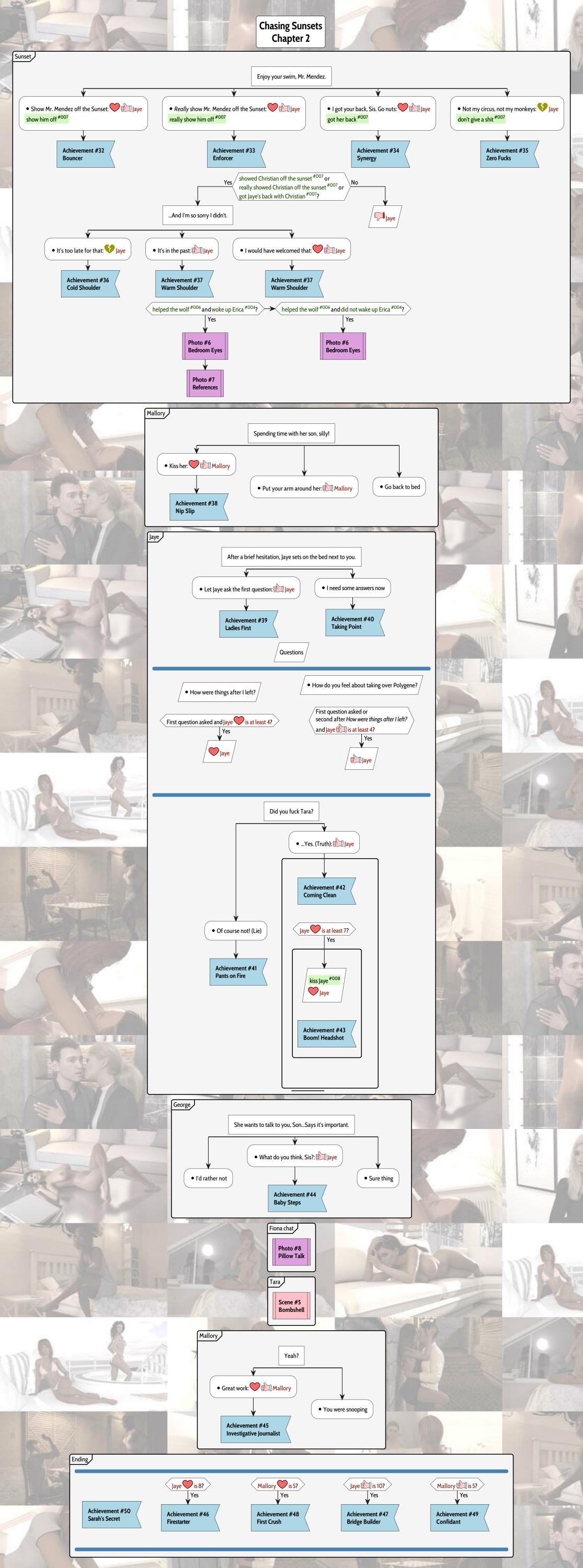
Enjoy the game!

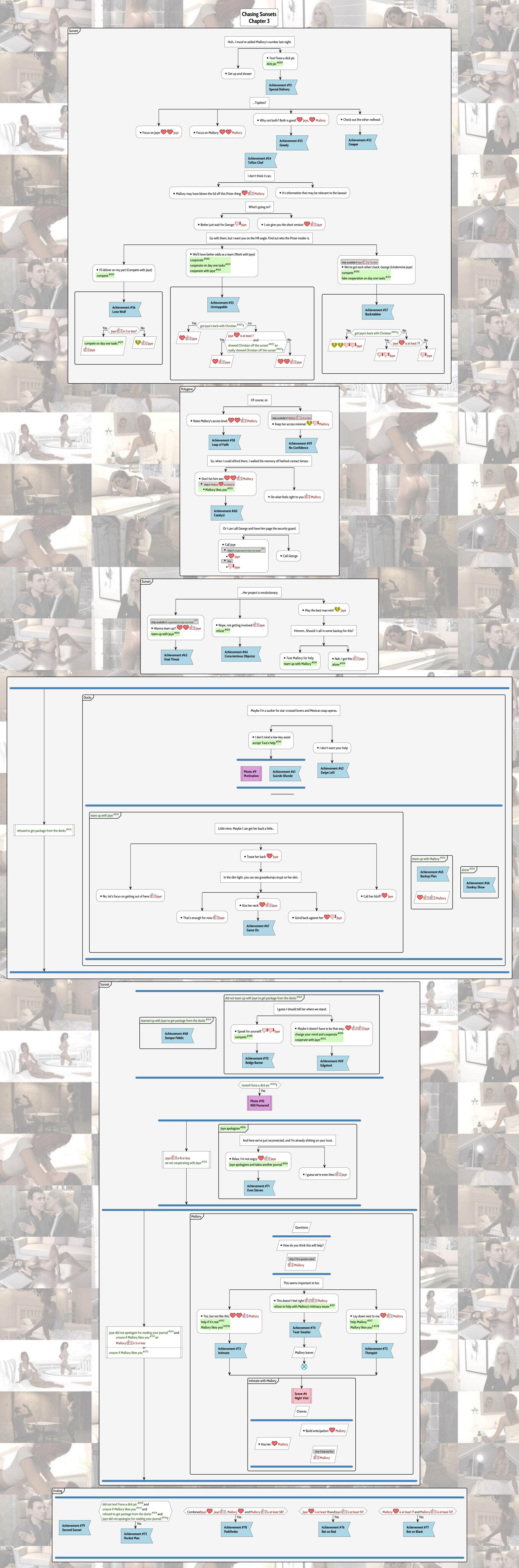
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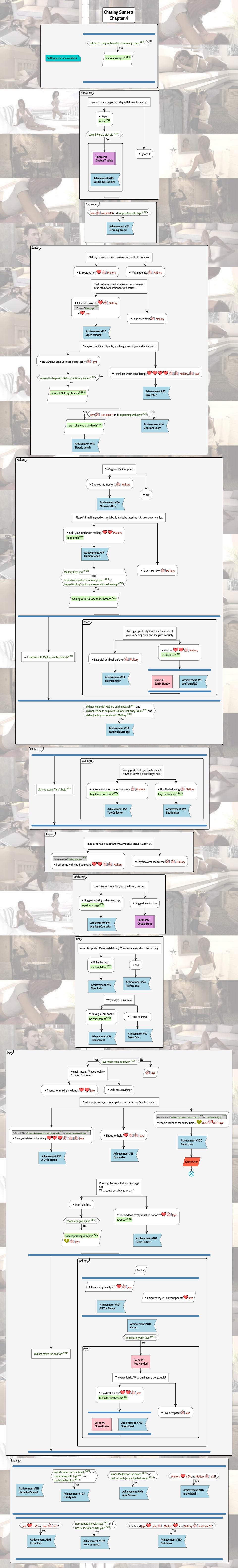
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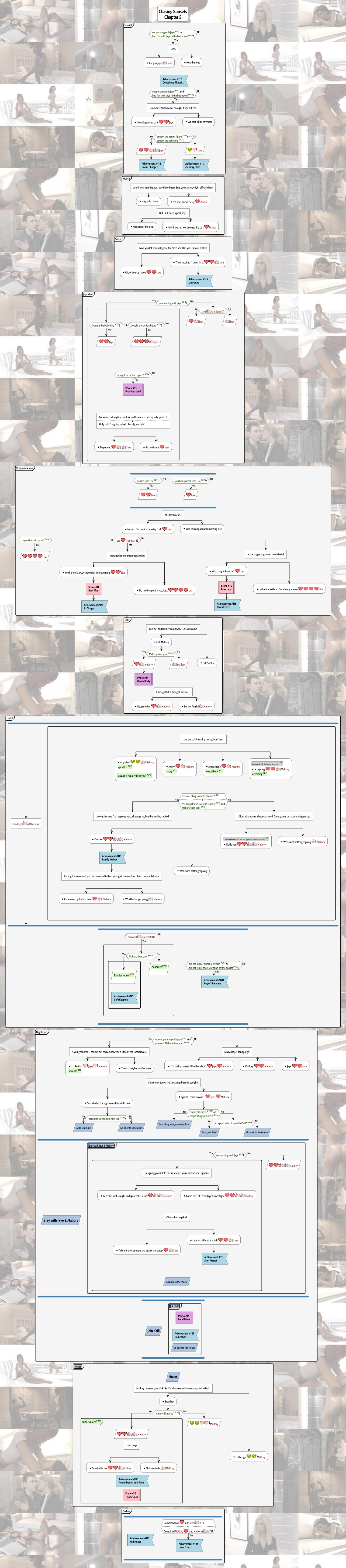


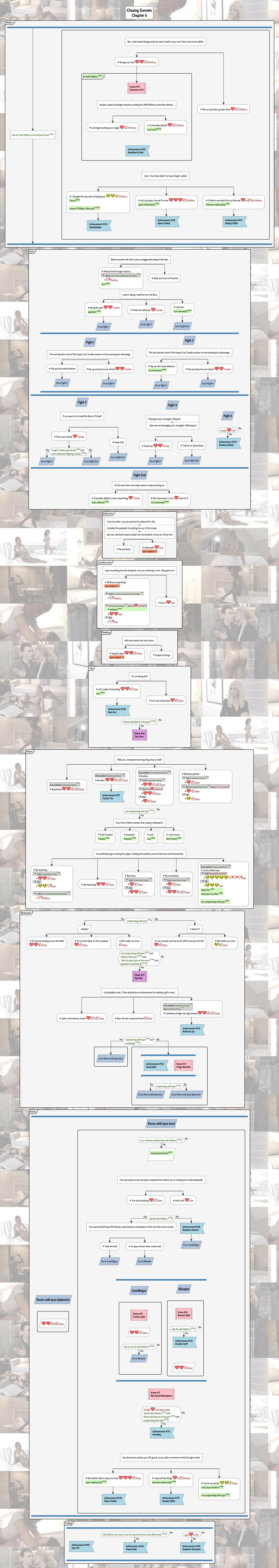


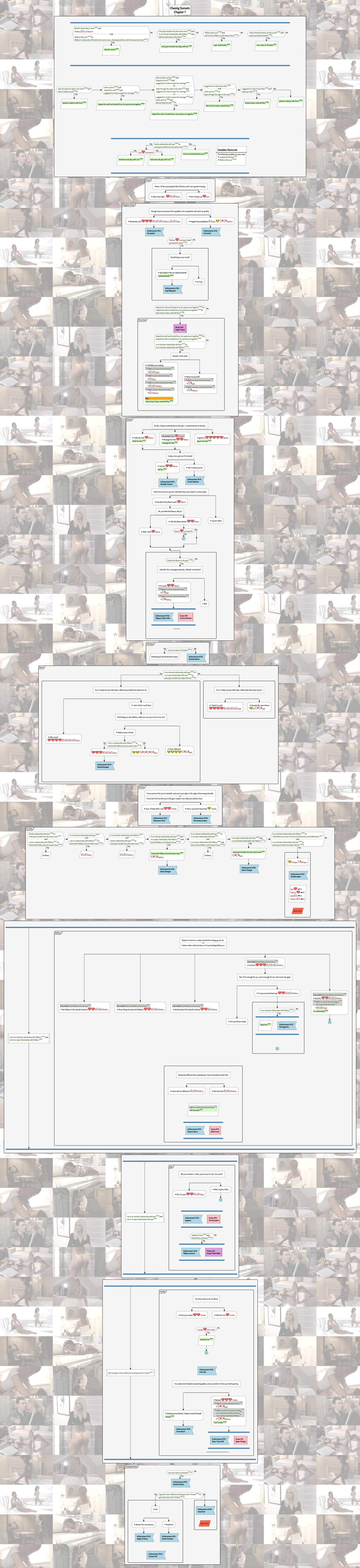


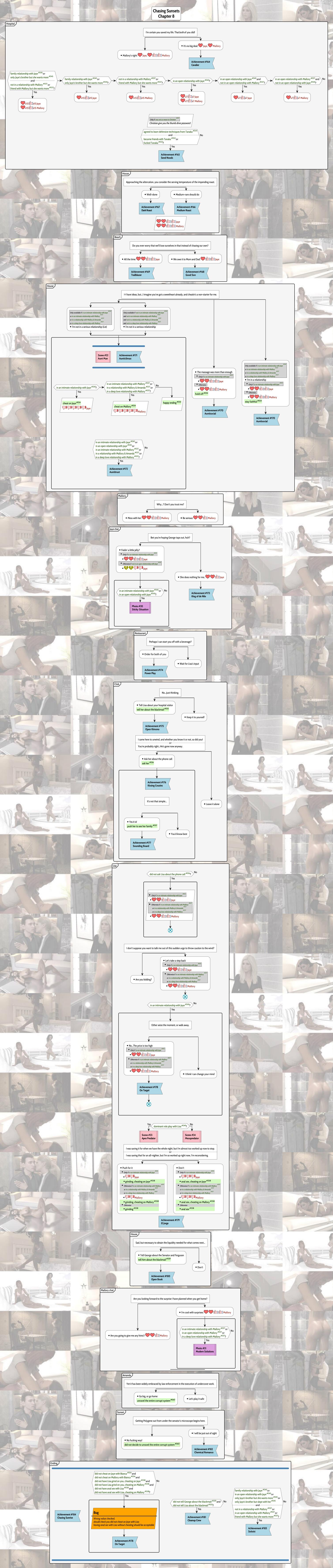


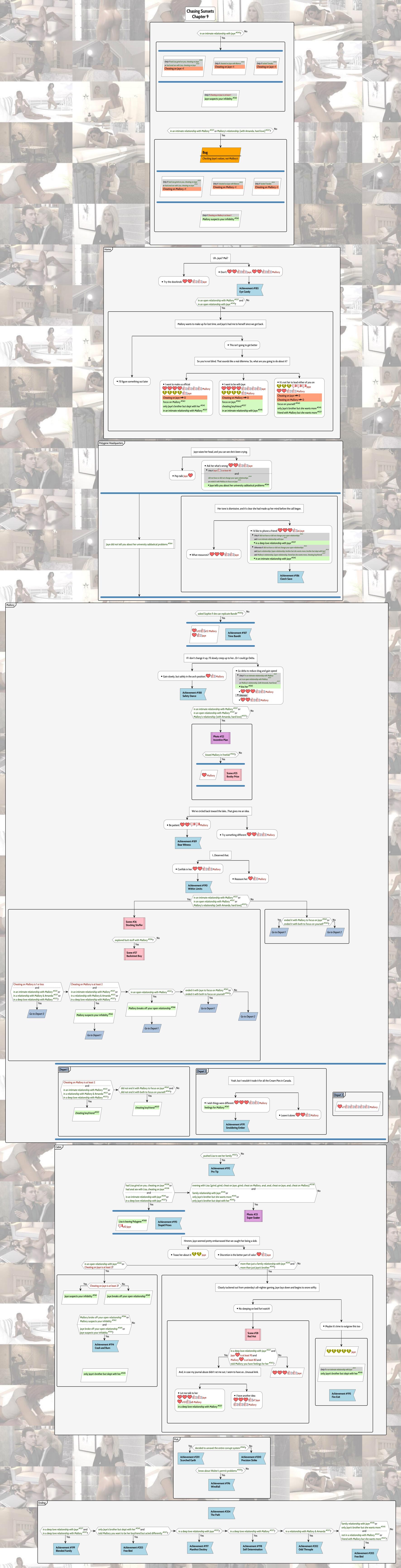


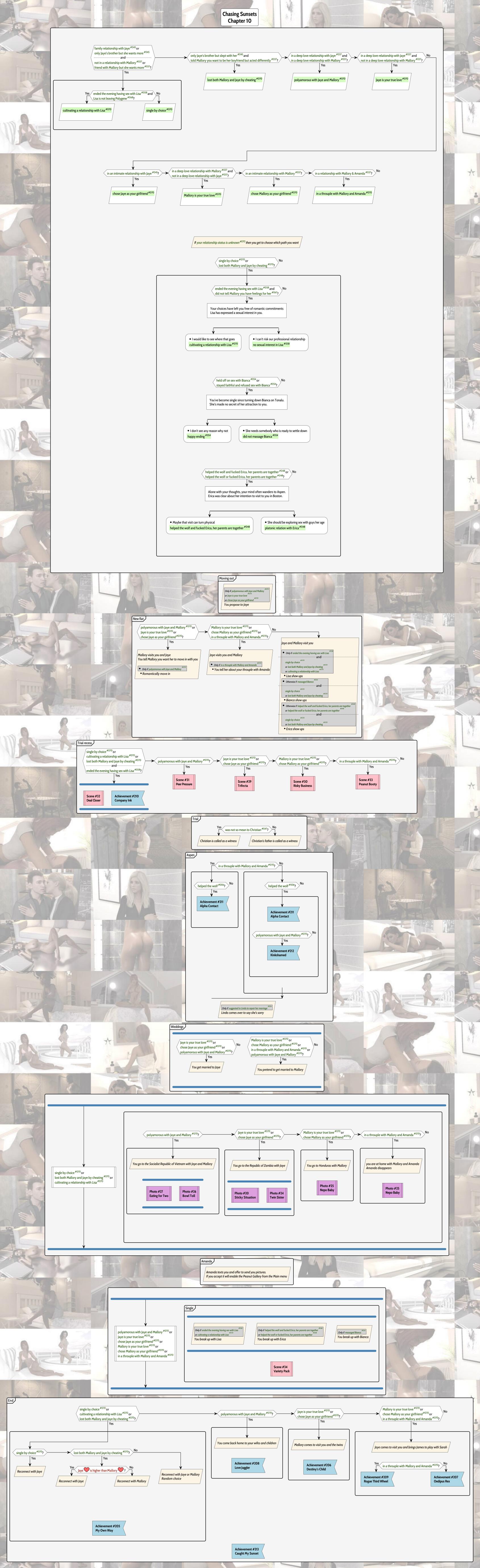


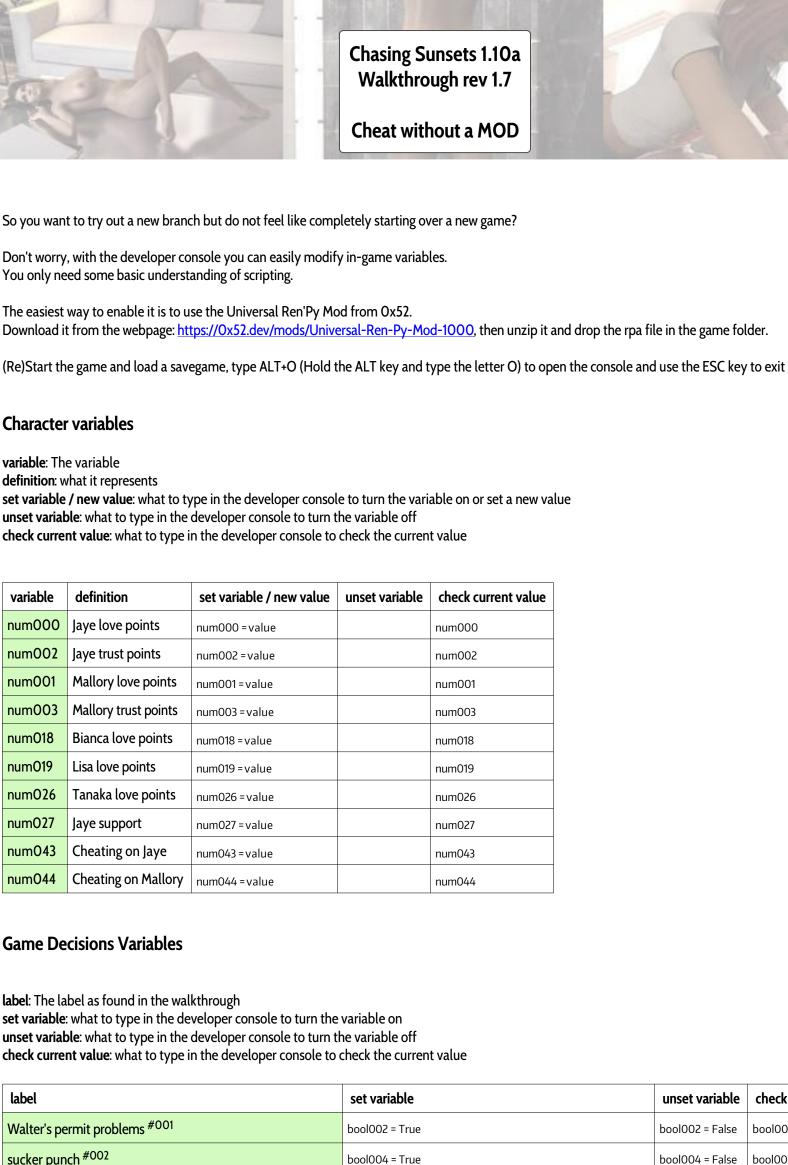












num018 num019	Mallory trus Bianca love Lisa love po	points	num003 = value num018 = value num019 = value			num003 num018 num019			
num026 num027	Tanaka love	<u>'</u>	num026 = value num027 = value			num026 num027			
um043 um044	Cheating or	•	num043 = value num044 = value			num043			
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nset variab	ole : what to t	ype in the	eveloper consolor developer cons in the develope	ole to turn t	he variable off	ent value			
label Nalter's pe	ermit problen	ns #001			set variable			unset variable	check current
sucker pun	nch ^{#002}	IIS " T T			bool004 = True			bool004 = False	bool004
wake Linda wake Erica	#004				bool006 = True			bool006 = False bool007 = False	bool006 bool007
sleep ^{#005} nelp the wo					bool008 = True			bool008 = False bool011 = False	bool008 bool011
now Christi	ian get off th	e sunset [#]	007			num007 = 1 im off: _{num007} = 2 nit: num007 = 3		num007 = 0	num007
kiss Jaye ^{#(}	008				got her back: bool019 = True			bool019 = False	bool019
dick pic ^{#00} working wit	09 th Jaye ^{#010}				bool039 = True			bool039 = False num013 = 0	bool039 num013
day one tas	sks ^{#011}				compete: nun		num013 = 2	num008 = 0	num008
cooperate	with Jaye ^{#0}	12			cooperate: nl fake coopera bool046 = True	tion: _{num008} = 3		bool046 = False	bool046
Mallory like	es you ^{#013}		L #014		bool040 = True			bool040 = False	bool040
ecover Pol	lygene prope	erty from t	he docks ^{#014}		refuse: num00	Mallory: num009 = 3		num009 = 0	num009
	a's help ^{#015} gizes ^{#016}				bool055 = True			bool055 = False num014 = 0	bool055 num014
	ntimacy issue	es #017			Jaye apologiz help if it's rea	es and takes another l: num015 = 1	journal: _{num014} = 2	num015 = 0	num015
Mallory like	es vou ² #018				help Mallory: refuse to help			hool047 = False	hool047
eply ^{#019}					bool047 = True			bool047 = False bool075 = False	
split lunch †					bool078 = True bool056 = True			bool078 = False bool056 = False	bool078 bool056
riss Mallory	<u>*</u>		ch #UZZ		bool065 = True bool066 = True			bool065 = False bool066 = False	bool065 bool066
	tion figure ^{#0} lly ring ^{#025})24			bool061 = True bool062 = True			bool061 = False bool062 = False	bool061 bool062
epair marr mess with l					bool076 = True bool063 = True			bool076 = False bool063 = False	bool076 bool063
pe transpar	rent ^{#028}				bool064 = True			bool064 = False bool071 = False	bool064 bool071
un in the b	oathroom ^{#0} wards Mallor		erv #031		bool071 = True bool072 = True appalled: nun	₁₀₂₀ = 1		bool071 = False bool072 = False num020 = 0	bool071 bool072 num020
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Bandit's loc	cket ^{#032}				locket: num10	0=1		num100 = 0	num100
accept ^{#03:} uck Mallor					bool094 = True bool095 = True			bool094 = False bool095 = False	bool094 bool095
69 with Ma	•				bool100 = True bool101 = True	_	_	bool100 = False bool101 = False	bool100 bool101
	elationship #	037			intimate relat	ionship: num025 = 1 ship: num025 = 2 wants more: num025 =	= 3	num025 = 0	num025
						friend: _{num025} = 4 : num025 = 5	-		
lirt ^{#038}	² 039				bool108 = True	. .		bool108 = False	bool108
not interest	ted ^{#040}				bool103 = True			bool103 = False	bool103
earn defer					bool104 = True bool109 = True			bool104 = False bool109 = False	bool104 bool109
ace ^{#043} unknown ca	aller guess #	¢044			bool105 = True Tanaka: num(bool105 = False num028 = 0	bool105 num028
					Amanda: num Lisa: num028 = don't know: n	- 3 um028 = 4			
aye's relat	ionship ^{#045}				open relation	ionship: _{num024} = 1 ship: _{num024} = 2		num024 = 0	num024
						ne wants more: _{num02} . ept with her: _{num02} 4 = n024 = 6			
eject her [#] very mean	#046 to Christian	#047			bool106 = True bool132 = True			bool106 = False bool132 = False	bool106 bool132
	tionship ^{#048}					D31 = 0 olf and fucked, parent olf or fucked, parents		num031 = 0	num031
					did not fuck L fucked Linda,	inda, parents not toge parents not together:	ether: num031 = 3		
.isa's relatio	ionship ^{#049}				not interested dominant: nui back seat: nui	m033 = 1		num033 = 0	num033
eplicate Ba	andit ^{#050}				bool119 = True			bool119 = False num039 = 0	bool119 num039
ell her ^{#05}					massage: _{num} 03 bool141 = True			bool141 = False	bool141
Fell her #03 Fanaka's st					defeated her friends: num0	37 = 2		bool141 = False num037 = 0	num037
nassage w	vith Bianca ^{#1}	054			had sex: num(037 = 3 num041 = 0		num041 = 0	num041
					cheat on Jay	e: num041 = 2 lory: _{num041} = 3			
ell her abc	out the black	mail ^{#055}			faithful: num0 bool154 = True			bool154 = False	bool154
ask her ^{#05} oush her to	see her fam	nily ^{#057}			bool155 = True bool156 = True			bool155 = False bool156 = False	bool155 bool156
	th Lisa ^{#058}				grind: num042	erest in Lisa: _{num042} = 1 = 1 on Jaye: _{num042} = 2	0	num042 = 0	num042
					grind, cheat o anal: _{num042}	n Mallory: _{num042} = 3			
ell him abo	out the black	rmail ^{#059}				n Mallory: num042 = 6		bool149 = False	bool149
ambitions #	#060 cts your infic	lelity ^{#061}			unravel the e	ntire corrupt system: _r	num040 = 1	num040 = 0 bool178 = False	num040 bool178
Mallory sus	spects your i	nfidelity #			bool176 = True	ım045 = 0		bool176 = False	bool176 num045
, Ciall	pə ətatl				focus on Mall focus on Jaye	ory: num045 = 1			
aye tells yo		r university	y sabbatical pro	blems ^{#064}	bool164 = True	·		bool164 = False bool167 = False	bool164 bool167
Mallory bre			tionship #066		bool175 = True bool170 = True			bool175 = False bool170 = False	bool175 bool170
isa is leavi	ing Polygene	#068	nch: #040		bool179 = True			bool179 = False	bool179
	s off your op onship status		iship #U69		bool177 = True unknown: nur single by cho			bool177 = False num050 = 0	bool177 num050
					polyamorous lost both Mal	ice: _{num} 050 = 1 with Jaye and Mallor lory and Jaye by chea rue love: _{num} 050 = 4	•		
					chose Jaye as Mallory is you	your girlfriend: _{num050} = 4 your girlfriend: _{num050} = 6 y as your girlfriend: _{nur}	5		
					in a throuple	with Mallory and Ama elationship with Lisa:	anda: _{num050} = 8		
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en.		100							
	Unlock s	scenes							
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	number: T title: The s unlock: wh lock: what	he scene r cene title nat to type to type in	in the develope the developer o	console to lo	ck	heck the current value	e		
	number: T title: The s unlock: wh lock: what	he scene r cene title nat to type to type in	in the develope the developer o what to type in	console to lo	ock per console to c	heck the current value ck bug_lock_scene_item(1)	check current va		

14	Beach Body	unlock_image_item(14)	debug_lock_image_item(14)	persisten	t.image_list[13].is_locked	
15	Local Flavor	unlock_image_item(15)	debug_lock_image_item(15)	persisten	t.image_list[14].is_locked	
16	Tan Lines	unlock_image_item(16)	debug_lock_image_item(16)	persisten	t.image_list[15].is_locked	
17	Spa Day	unlock_image_item(17)	debug_lock_image_item(17)	persisten	t.image_list[16].is_locked	
18	Triple Threat	unlock_image_item(18)	debug_lock_image_item(18)	persisten	t.image_list[17].is_locked	
19	Grand Theft Dildo	unlock_image_item(19)	debug_lock_image_item(19)	persisten	t.image_list[18].is_locked	
20	Sticky Situation	unlock_image_item(20)	debug_lock_image_item(20	persisten	t.image_list[19].is_locked	
21	Modern Solutions	unlock_image_item(21)	debug_lock_image_item(21)	persisten	t.image_list[20].is_locked	
22	Incentive Plan	unlock_image_item(22)	debug_lock_image_item(22	persisten	t.image_list[21].is_locked	
23	Super Soaker	unlock_image_item(23)	debug_lock_image_item(23)	persisten	t.image_list[22].is_locked	
24	Twin Sister	unlock_image_item(24)	debug_lock_image_item(24	persisten	t.image_list[23].is_locked	
25	Nepo Baby	unlock_image_item(25)	debug_lock_image_item(25)	persisten	t.image_list[24].is_locked	
26	Bowl Toll	unlock_image_item(26)	debug_lock_image_item(26	persisten	t.image_list[25].is_locked	
77	Eating for Two	unlock_image_item(27)	debug_lock_image_item(27)	persisten	t.image_list[26].is_locked	
umber : Tl tle : The a nlock : wh	nchievements he achievement numb chievement title at to type in the devel	er oper console to unlock	it		t.iiiiage_iist[20].is_iocked	
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unlock_achievement(12)

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unlock_achievement(16)

unlock_achievement(17)

unlock_achievement(18)

unlock_achievement(19)

unlock_achievement(20)

unlock_achievement(21)

debug_lock_achievement(12)

debug_lock_achievement(13)

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debug_lock_achievement(16)

debug_lock_achievement(17)

debug_lock_achievement(18)

debug_lock_achievement(19)

debug_lock_achievement(20)

debug_lock_achievement(21)

persistent.achievements[11].is_locked

persistent.achievements[12].is_locked

persistent.achievements[13].is_locked

persistent.achievements[14].is_locked

persistent.achievements[15].is_locked

persistent.achievements[16].is_locked

persistent.achievements[17].is_locked

persistent.achievements[18].is_locked

persistent.achievements[19].is_locked

persistent.achievements[20].is_locked

Like a Boss

United Front

Hater Button

Icebreaker

Gumshoe

Cockblocker

Cherry Thief

Trench Run

Surprise Buttsex

Abdicator

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Twat-Swatter

Rocket Man

Bet on Red

Bet on Black

Pathfinder

Second Sunset

Morning Wood

Open Minded

Gourmet Snacc

Sisterly Lunch

Momma's Boy

Humanitarian

Procrastinator

Are You Jelly?

Toy Collector

Fashionista

Professional

Tiger Rider

Transparent

Poker Face

Bystander

Game Over

All The Things

Team Fortress

Shots Fired

Handyman

April Showers

In the Black

In the Red

Got Game

Noncommittal

Shrouded Sunset

Memory Hole

Secret Shopper

Unwound

In Charge

Incentivized

Family Waiver

Safe Keeping

Shot Master

Raincheck

Laser Focus

Full House

Breakfast In Bed

Steady Eddie

Open-Ended

Race Ace

Double Stuff

Bottoms Up

Storyteller

Horndog

Cheat Code

Family Ties

Day Off

Dystopian

Humanist

Dog Whisperer

Brutally Honest

Crotch Watcher

Double Agent

Game Changer

Mixed Messager

Microwave Jockey

Aluminum Chef

Peanut Sauce

Monogamist

Millions Served

Spicy Tuna Roll

Hatchet Burier

Hand of Justice

Angel of Mercy

Curtain Call

Send Noods

Dark Roast

Good Son

Trailblazer

Auntisocial

Aunticlimax

King of de Nile

Open Kimono

Kissing Cousins

Sounding Board

On Target

Open Book

Cleanup Crew

Chasing Sunrise

Eye Candy

Clutch Save

Time Bandit

Safety Dance

Bear Witness

Within Limits

Stupid Prizes

Crash and Burn

Manifest Destiny

Self Determination

Blended Family

Precision Strike

Scorched Earth

Odd Throuple

My Own Way

Destiny's Child

Oedipus Rex

Love Juggler

Company Ink

Alpha Contact

Kinkshamed

Caught My Sunset

Rogue Third Wheel

Free Bird

The Path

Pro Tip

Fire Exit

Windfall

Smoldering Ember

Chemical Romance

El Jorge

Soloist

Power Play

Auntitrust

Medium Roast

Cavalier

Explorer

Coin Star

Tomodachi

Dead End

Slippery When Wet

Marathon Runner

Hopeless Romantic

Heartbreaker

Flawless Defeat

Buyer's Remorse

Peanutbooter Jelly Time

Conspiracy Theorist

Outed

A Little Heroic

Marriage Counselor

Sandwich Scrooge

Risk Taker

Suspicious Package

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22	Bros Before Hoes	unlock_achievement(22)	debug_lock_achievement(22)	persistent.achievements[21].is_locked
23	Busted	unlock_achievement(23)	debug_lock_achievement(23)	persistent.achievements[22].is_locked
24	Conservationist	unlock_achievement(24)	debug_lock_achievement(24)	persistent.achievements[23].is_locked
25	Naturalist	unlock_achievement(25)	debug_lock_achievement(25)	persistent.achievements[24].is_locked
26	Kiss and Run	unlock_achievement(26)	debug_lock_achievement(26)	persistent.achievements[25].is_locked
27	Radar Love	unlock_achievement(27)	debug_lock_achievement(27)	persistent.achievements[26].is_locked
28	Positive Reinforcement	unlock_achievement(28)	debug_lock_achievement(28)	persistent.achievements[27].is_locked
29	Smooth Operator	unlock_achievement(29)	debug_lock_achievement(29)	persistent.achievements[28].is_locked
30	Reliable Source	unlock_achievement(30)	debug_lock_achievement(30)	persistent.achievements[29].is_locked
31	Body Spray Blues	unlock_achievement(31)	debug_lock_achievement(31)	persistent.achievements[30].is_locked
32	Bouncer	unlock_achievement(32)	debug_lock_achievement(32)	persistent.achievements[31].is_locked
33	Enforcer	unlock_achievement(33)	debug_lock_achievement(33)	persistent.achievements[32].is_locked
34	Synergy	unlock_achievement(34)	debug_lock_achievement(34)	persistent.achievements[33].is_locked
35	Zero Fucks	unlock_achievement(35)	debug_lock_achievement(35)	persistent.achievements[34].is_locked
36	Cold Shoulder	unlock_achievement(36)	debug_lock_achievement(36)	persistent.achievements[35].is_locked
37	Warm Shoulder	unlock_achievement(37)	debug_lock_achievement(37)	persistent.achievements[36].is_locked
38	Nip Slip	unlock_achievement(38)	debug_lock_achievement(38)	persistent.achievements[37].is_locked
39	Ladies First	unlock_achievement(39)	debug_lock_achievement(39)	persistent.achievements[38].is_locked
40	Taking Point	unlock_achievement(40)	debug_lock_achievement(40)	persistent.achievements[39].is_locked
41	Pants on Fire	unlock_achievement(41)	debug_lock_achievement(41)	persistent.achievements[40].is_locked
42	Coming Clean	unlock_achievement(42)	debug_lock_achievement(42)	persistent.achievements[41].is_locked
43	Boom! Headshot	unlock_achievement(43)	debug_lock_achievement(43)	persistent.achievements[42].is_locked
44	Baby Steps	unlock_achievement(44)	debug_lock_achievement(44)	persistent.achievements[43].is_locked
45	Investigative Journalist	unlock_achievement(45)	debug_lock_achievement(45)	persistent.achievements[44].is_locked
46	Firestarter	unlock_achievement(46)	debug_lock_achievement(46)	persistent.achievements[45].is_locked
47	Bridge Builder	unlock_achievement(47)	debug_lock_achievement(47)	persistent.achievements[46].is_locked
48	First Crush	unlock_achievement(48)	debug_lock_achievement(48)	persistent.achievements[47].is_locked
49	Confidant	unlock_achievement(49)	debug_lock_achievement(49)	persistent.achievements[48].is_locked
50	Sarah's Secret	unlock_achievement(50)	debug_lock_achievement(50)	persistent.achievements[49].is_locked
51	Special Delivery	unlock_achievement(51)	debug_lock_achievement(51)	persistent.achievements[50].is_locked
52	Creeper	unlock_achievement(52)	debug_lock_achievement(52)	persistent.achievements[51].is_locked
53	Greedy	unlock_achievement(53)	debug_lock_achievement(53)	persistent.achievements[52].is_locked
54	Teflon Chef	unlock_achievement(54)	debug_lock_achievement(54)	persistent.achievements[53].is_locked
55	Unstoppable	unlock_achievement(55)	debug_lock_achievement(55)	persistent.achievements[54].is_locked
56	Lone Wolf	unlock_achievement(56)	debug_lock_achievement(56)	persistent.achievements[55].is_locked
57	Backstabber	unlock_achievement(57)	debug_lock_achievement(57)	persistent.achievements[56].is_locked
58	Leap of Faith	unlock_achievement(58)	debug_lock_achievement(58)	persistent.achievements[57].is_locked
59	No Confidence	unlock_achievement(59)	debug_lock_achievement(59)	persistent.achievements[58].is_locked
60	Catalyst	unlock_achievement(60)	debug_lock_achievement(60)	persistent.achievements[59].is_locked
61	Suicide Blonde	unlock_achievement(61)	debug_lock_achievement(61)	persistent.achievements[60].is_locked
62	Swipe Left	unlock_achievement(62)	debug_lock_achievement(62)	persistent.achievements[60].is_locked
63	Dual Threat			
64	Conscientious Objector	unlock_achievement(63)	debug_lock_achievement(63)	persistent.achievements[62].is_locked
	,	unlock_achievement(64)	debug_lock_achievement(64)	persistent.achievements[63].is_locked
65 66	Backup Plan Donkey Show	unlock_achievement(65)	debug_lock_achievement(65)	persistent.achievements[64].is_locked
		unlock_achievement(66)	debug_lock_achievement(66)	persistent.achievements[65].is_locked
67	Game On	unlock_achievement(67)	debug_lock_achievement(67)	persistent.achievements[66].is_locked
68	Semper Fidelis	unlock_achievement(68)	debug_lock_achievement(68)	persistent.achievements[67].is_locked
69	Edgelord	unlock_achievement(69)	debug_lock_achievement(69)	persistent.achievements[68].is_locked
70	Bridge Burner	unlock_achievement(70)	debug_lock_achievement(70)	persistent.achievements[69].is_locked
71	Even Steven	unlock_achievement(71)	debug_lock_achievement(71)	persistent.achievements[70].is_locked
72	Therapist	unlock_achievement(72)	debug_lock_achievement(72)	persistent.achievements[71].is_locked
73	Intimate	unlock_achievement(73)	debug_lock_achievement(73)	persistent.achievements[72].is_locked

25 -li, #0F0				ested: _{num033} = 0 t: num033 = 1 t: num033 = 2			num033
eet ^{#050}			back seat bool119 = T tickle: nun	rue		bool119 = False num039 = 0	bool119 num039
			massage: ignore: _{nu}	num039 = 2 m039 = 3			
tatus ^{#053}			bool141 = T defeated friends: nu	her: num037 = 1		bool141 = False num037 = 0	bool141 num037
vith Bianca [‡]	#054		had sex: r	num037 = 3 age: num041 = 0		num041 = 0	num041
			happy en cheat on cheat on	ding: _{num041 = 1} Jaye: _{num041 = 2} Mallory: _{num041 = 3}			
out the blac	kmail #055		hold off: r faithful: n bool154 = T	um041 = 5		bool154 = False	bool154
56			bool155 = T	rue		bool155 = False	bool155
o see her far th Lisa ^{#058}			no sexual grind: num	interest in Lisa: num042	= 0	bool156 = False num042 = 0	bool156 num042
			grind, che	eat on Jaye: _{num042} = 2 eat on Mallory: _{num042} =	3		
			anal, chea	at on Jaye: _{num042} = 5 at on Mallory: _{num042} = 6	5		
out the blac	ckmail ^{#U59}		bool149 = T unravel th	Frue ne entire corrupt system	: num040 = 1	bool149 = False num040 = 0	bool149 num040
cts your infi spects your	idelity ^{#061} infidelity ^{#062}		bool178 = T bool176 = T			bool178 = False bool176 = False	bool178 bool176
ionships stat	tus ^{#063}		focus on I	e: _{num045} = 0 Mallory: _{num045} = 1 Jaye: _{num045} = 2		num045 = 0	num045
ou about he	er university sabbatical	problems ^{#064}		yourself: _{num045} = 3		bool164 = False	bool164
eaks off you	ır open relationship ^{#06}	6	bool167 = T bool175 = T			bool167 = False bool175 = False	bool167 bool175
r Mallory ^{#0} ring Polygen			bool170 = T			bool170 = False	bool170
s off your o	pen relationship #069		bool177 = T	rue : num050 = 0		bool177 = False	bool177
onship statu	is " o r o		single by polyamor	choice: _{num050} = 1 rous with Jaye and Mallo		num050 = 0	num050
			Jaye is yo chose Jay	Mallory and Jaye by che bur true love: num050 = 4 re as your girlfriend: num s your true love: num050 =	050 = 5		
			chose Ma in a throu	llory as your girlfriend: n ple with Mallory and An	num050 = 7 nanda: num050 = 8		
			vallf)	g a relationship with Lisa	a.,1030 - 3		
-							
number:	scenes The scene number						
title: The unlock: w lock: wha	scene title hat to type in the devel It to type in the develop	er console to lo	ck				
check cur		e in the develop	er console	to check the current val	check current v	alue	
1 2	Reminiscing The Italian Job	unlock_scer		debug_lock_scene_item(1) persistent.scene_l	ist[0].is_locked	
3	Cherry Pie Memory Lane	unlock_scer	ne_item(3)	debug_lock_scene_item(debug_lock_scene_item(3) persistent.scene_l	ist[2].is_locked	
5	Bombshell Night Visit	unlock_scer	ne_item(5)	debug_lock_scene_item(debug_lock_scene_item(5) persistent.scene_l	ist[4].is_locked	
7	Sandy Handy Red Handed	unlock_scer unlock_scer	ne_item(7)	debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(7) persistent.scene_l	ist[6].is_locked	
9	Blurred Lines Boss Lady	unlock_scer	ne_item(9)	debug_lock_scene_item(debug_lock_scene_item(9) persistent.scene_l	ist[8].is_locked	
11 12	Boss Man Two O'Cock	unlock_scer	ne_item(11)	debug_lock_scene_item(debug_lock_scene_item(11) persistent.scene_l	ist[10].is_locked	
13 14	Summer of 69 Fringe Benefits	unlock_scen	ne_item(13)	debug_lock_scene_item(13) persistent.scene_l	ist[12].is_locked	
15 16	Lickety Split Banana Split	unlock_scen	ne_item(15)	debug_lock_scene_item(15) persistent.scene_l	ist[14].is_locked	
17	Red Head Redempti	_	ne_item(17)	debug_lock_scene_item(debug_lock_scene_item(17) persistent.scene_l	ist[16].is_locked	
18	Tactical Retreat Blind Luck	unlock_scen	ne_item(19)	debug_lock_scene_item(debug_lock_scene_item(19) persistent.scene_l	ist[18].is_locked	
20	The Rematch Spare Change	unlock_scer	ne_item(21)	debug_lock_scene_item(debug_lock_scene_item([21] persistent.scene_l		
22	Aunt Man	unlock scar	ne_item(22)	debug_lock_scene_item(
23	Aunt Man Apex Predator	unlock_scer	ne_item(23)	debug_lock_scene_item(
24 25	Apex Predator Mesopredator Booby Prize	unlock_scer unlock_scer unlock_scer	ne_item(24)	debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(persistent.scene_l persistent.scene_l persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked	
24252627	Apex Predator Mesopredator Booby Prize Stocking Stuffer Backstreet Boy	unlock_scer unlock_scer unlock_scer unlock_scer unlock_scer	ne_item(24) ne_item(25) ne_item(26) ne_item(27)	debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(persistent.scene_l persistent.scene_l persistent.scene_l persistent.scene_l persistent.scene_l persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked ist[25].is_locked ist[26].is_locked	
24 25 26 27 28 29	Apex Predator Mesopredator Booby Prize Stocking Stuffer Backstreet Boy Red Hot Trifecta	unlock_scer unlock_scer unlock_scer unlock_scer unlock_scer unlock_scer unlock_scer	ne_item(24) ne_item(25) ne_item(26) ne_item(27) ne_item(28) ne_item(29)	debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked ist[25].is_locked ist[26].is_locked ist[27].is_locked	
24 25 26 27 28 29 30 31	Apex Predator Mesopredator Booby Prize Stocking Stuffer Backstreet Boy Red Hot Trifecta Risky Business Peer Pressure	unlock_scer	ne_item(24) ne_item(25) ne_item(26) ne_item(27) ne_item(28) ne_item(29) ne_item(30) ne_item(31)	debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(debug_lock_scene_item(persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked ist[25].is_locked ist[26].is_locked ist[27].is_locked ist[28].is_locked ist[29].is_locked ist[30].is_locked	
24 25 26 27 28 29 30 31 32 33	Apex Predator Mesopredator Booby Prize Stocking Stuffer Backstreet Boy Red Hot Trifecta Risky Business Peer Pressure Deal Closer Peanut Booty	unlock_scer	ne_item(24) ne_item(25) ne_item(26) ne_item(27) ne_item(28) ne_item(29) ne_item(30) ne_item(31) ne_item(32) ne_item(33)	debug_lock_scene_item(persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked ist[25].is_locked ist[26].is_locked ist[27].is_locked ist[28].is_locked ist[29].is_locked ist[30].is_locked ist[31].is_locked	
24 25 26 27 28 29 30 31 32	Apex Predator Mesopredator Booby Prize Stocking Stuffer Backstreet Boy Red Hot Trifecta Risky Business Peer Pressure Deal Closer	unlock_scer	ne_item(24) ne_item(25) ne_item(26) ne_item(27) ne_item(28) ne_item(29) ne_item(30) ne_item(31) ne_item(32) ne_item(33)	debug_lock_scene_item(persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked ist[25].is_locked ist[26].is_locked ist[27].is_locked ist[28].is_locked ist[29].is_locked ist[30].is_locked ist[31].is_locked	
24 25 26 27 28 29 30 31 32 33 34	Apex Predator Mesopredator Booby Prize Stocking Stuffer Backstreet Boy Red Hot Trifecta Risky Business Peer Pressure Deal Closer Peanut Booty	unlock_scer	ne_item(24) ne_item(25) ne_item(26) ne_item(27) ne_item(28) ne_item(29) ne_item(30) ne_item(31) ne_item(32) ne_item(33)	debug_lock_scene_item(persistent.scene_l	ist[22].is_locked ist[23].is_locked ist[24].is_locked ist[25].is_locked ist[26].is_locked ist[27].is_locked ist[28].is_locked ist[29].is_locked ist[30].is_locked ist[31].is_locked	
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