

**AUTHOR NOTE:** This guide has been moved over from Reddit -> google docs & Lemmy. I have not spent much time making the format nice and pretty, just legible. If anyone is interested in updating this or fixing it, please feel free to reach out to me via email here, comment here with info, or reach me on Lemmy [@aluvshuskies](#)

I do not know if this guide is still accurate, or if it has been patched / changed  
Originally written 01/02/2021

## LEMMY POST

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Hi there, I found a few threads referencing this bug, which is currently still in effect. It appears that if you skip the end cutscene, or possibly even alt tab, it bugs and doesn't give you the 3 collectibles that you should have received. I am under the impression that even if you replay the final mission, Take Control, it resets any progress after the game, including collectibles. Personally, I went to collect almost everything else after beating the game, so I didn't want to risk testing that. (If anyone has tested information about this - that would be great!)

The 3 collectibles affected by this are:

1. Research & Records > Reports > "Director Faden Photograph"
2. Hotline > Trench > "Endless Grind"
3. Hotline > Board > "The Future"

Anyway, so there is a way, via Nexus Mods, to edit in these 3 collectibles into your save game. I just went through this process myself, and I'm happy to report that it was successful! The mod is [Control Save Editor](#) by reg2k / [registrator2000](#), who I also give credit to these instructions. This probably looks like a huge hassle, but I promise it's not as tedious as it seems, you just have to read these steps carefully and not rush

# Here are instructions to add the 3 collectibles to your game:

*(Make sure to have your game closed. I advise to be organized so you're less likely to make a mistake)*

### (1) **Locate your savegame file**

Filepath: C:\Program Files (x86)\Steam\userdata\YOURSTEAMID\870780\remote

Your steam ID should be in the address bar of your steam profile, and the visibility of this can be enabled/disabled in settings (steam > settings > interface > display steam URL address bar when available). If you have a custom steam username, it's a hassle to find, so what I did was just go through the folders in steam\userdata until I found folder 870780\remote\lots of save files. Feel free to DM me if you have trouble & I can try to help

### (2) **BACKUP your savegame file** (the filename: `savegame-slot-00_persistent`)

What I did was have a separate folder for control stuff, and backup save games. I made a folder to hold my current savegame BEFORE changes, and another folder to hold the modified savegame AFTER changes (see [here](#) for example)

### (3) **Open the save editor, located [here](#)**

Make sure that the "save changes" button is greyed out (to indicate no changes made)

(4) **Open javascript console in your browser, then click the "Console" tab**

I can confirm that Opera works. Chrome for sure works as I believe that's what the author referenced. If Firefox, make sure to use *WEB* Console tab  
Ctrl+Shift+J for Chrome. If you don't use chrome, google what the shortcut is for your browser

(5) **Copy & paste this below script into the javascript console section:**

```
// Director Faden Photograph, Hotline: Endless Grind, Hotline: The Future
let IDS_TO_ADD = new BigUint64Array([0x13ea58eaa99a003fn, 0x3a719bb303af803fn,
0xf15e6d26615803fn])
let obj =
saveData.data.playerPropertiesChunk.ktValue.data.foundNarrativeObjects
let getAddr = ([ktParent, name, prop]) => ktParent._debug[name].ioOffset +
ktParent._debug[name][prop]
let [lenStart, arrEnd] = [[obj, 'numItems', 'start'], [obj, 'gid',
'end']].map(getAddr)
new DataView(saveData.getBuffer()).setUint32(lenStart, obj.numItems +
IDS_TO_ADD.length, true)
saveData.regionManager.addRegion(arrEnd, new Uint8Array(IDS_TO_ADD.buffer))
```

(6) **After you paste this, hit *Enter* to run the script**

(7) **Click *Save Changes* in the Control Save Editor, to download the modified savegame**

Make sure the file is named as: *savegame-slot-00\_persistent*  
As advised earlier, I saved this file to my "savegame AFTER changes" folder

(8) **Replace your current savegame file with this MODIFIED savegame file**

(9) **Open your game and see if it worked**

Obviously make sure it doesn't crash & then check for the 3 collectibles. If for some reason it doesn't, I would just revert what you did and start over and slowly go through the instructions again. Beyond that, I really have no idea ;-; If you have any unique issues or errors then I would ask in that nexus mod's posts tab. My best guess is you didn't copy something correctly, whether it be files or text, or accidentally changed something you weren't supposed to

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Since I'm going for full 100%, I was extremely frustrated to learn that either I have to redo the last mission AND likely all my collectible progress after the game, or this, to get these 3 items. I wanted to see if this worked, and make a post to help anyone else who either doesn't know, or is struggling to figure this out (I'm in IT, so this is also something I enjoy doing). Let me know if I should change any of the formatting to make it look nicer or if I can add more detail / information to my steps. I hope this helps anyone in need!