

SexBot 0.9.1b Walkthrough rev 1.1

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SexBot

By LlamaMann Games

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This walkthrough intends to show all the paths through the game in an objective way. Colors and styles are only meant to highlight elements, not influence your decision. There isn't a right or wrong way through the game, only you should decide.

Only decisions that have an impact on the story or your character are shown. There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse. Use *Control* + Mouse wheel to zoom in or out.

Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name: ❤️ Bubu or 🍷 Bubu

More complex values will be written as text instead:

girls kissed +20

Reference to these values will reuse the same icon or text:

Bubu ❤️ is at least 5

girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

❤️ *Granny*

grandmas kissed +20

Icons

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

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:

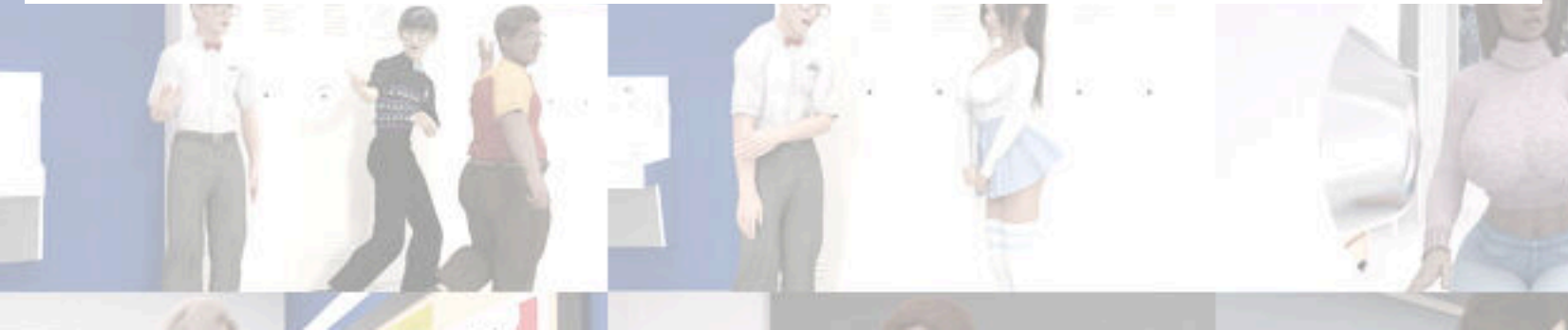
did not agree #55

Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: Cheat without a MOD ([link](#)).

Enjoy the game!

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SexBot Day 1

Disclaimer

Do not follow this walkthrough

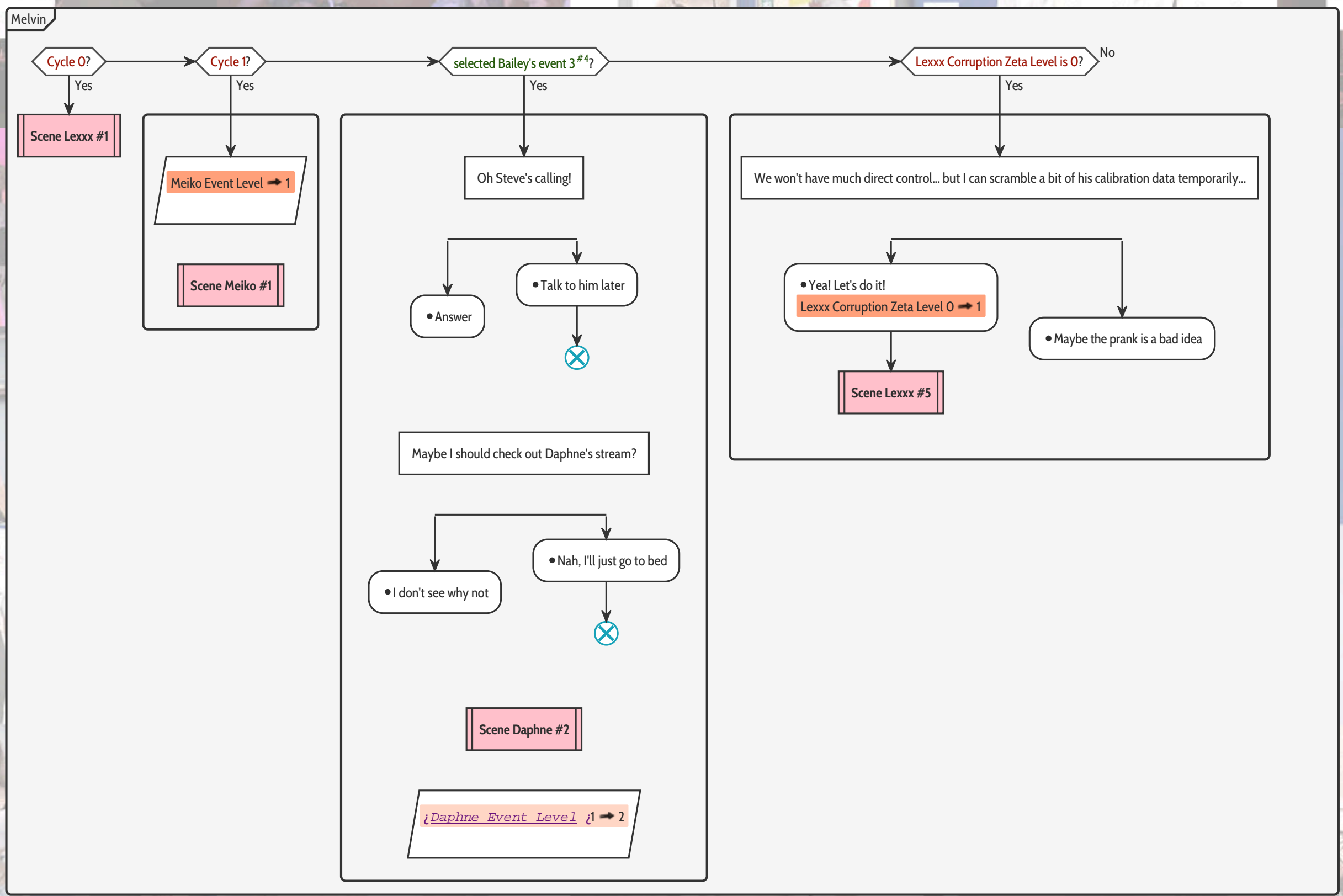
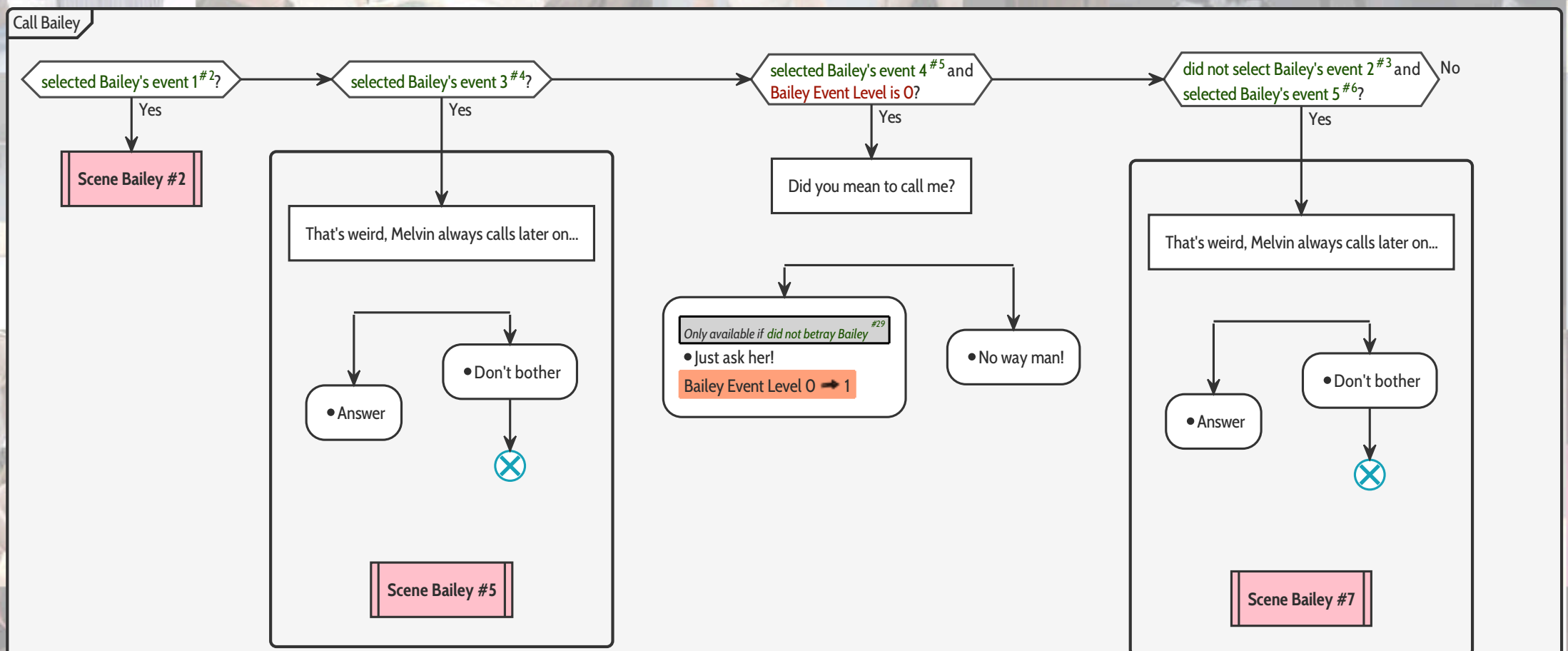
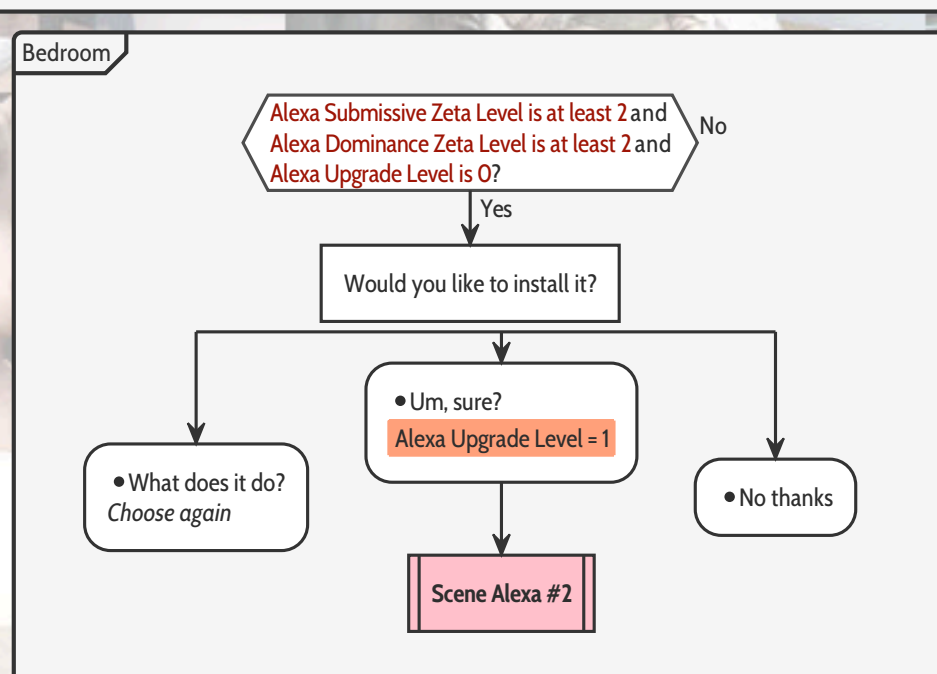
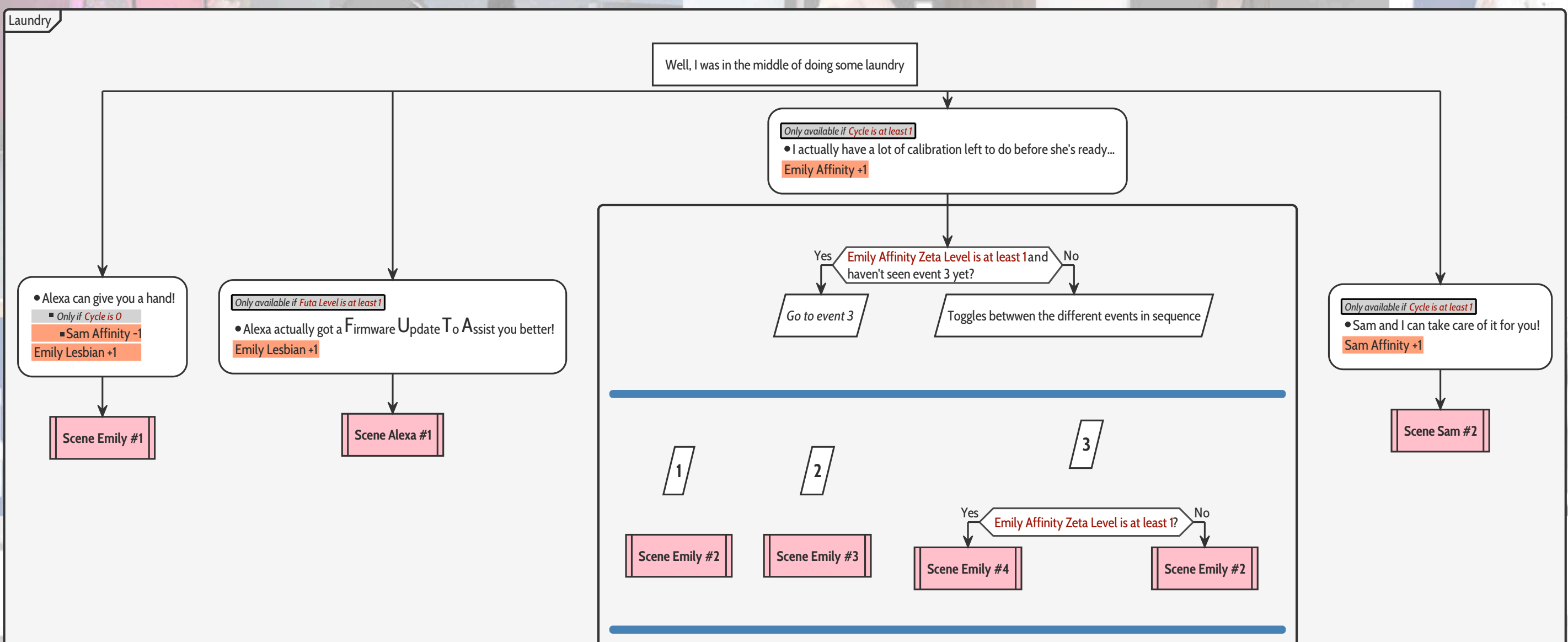
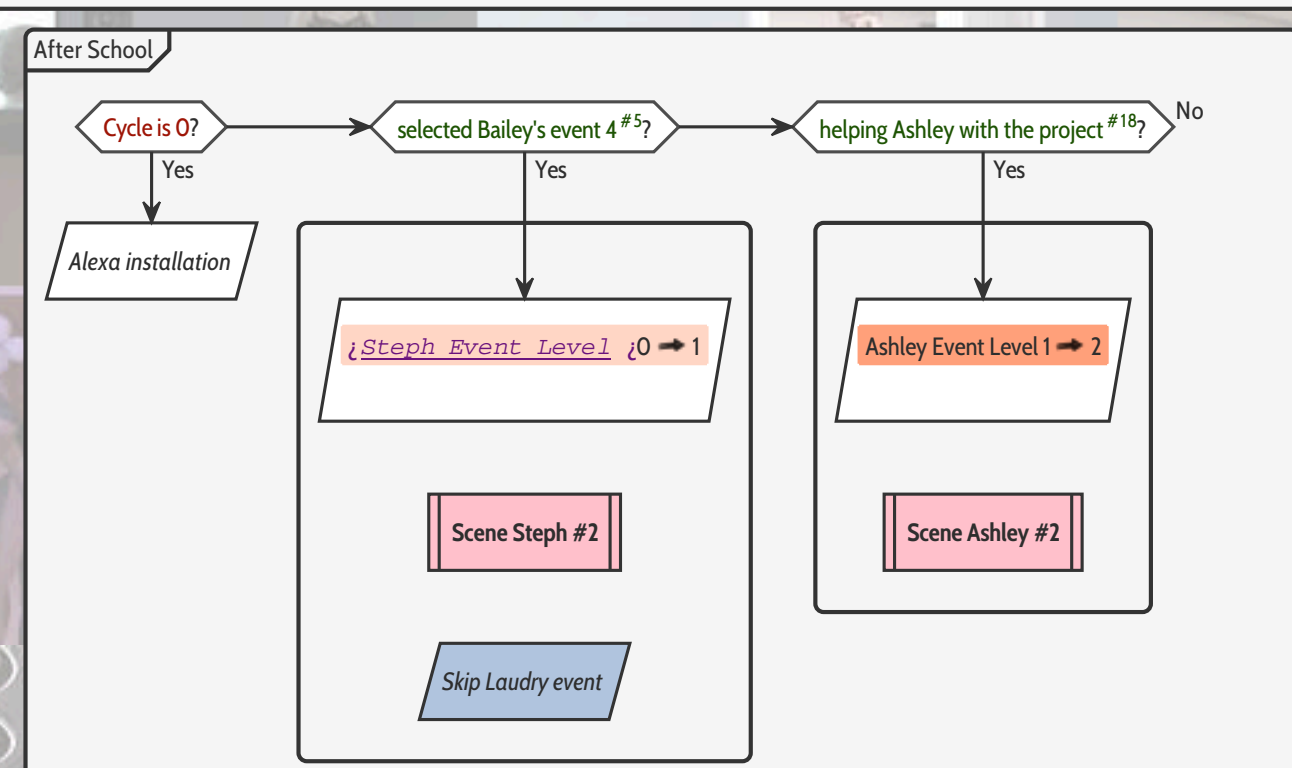
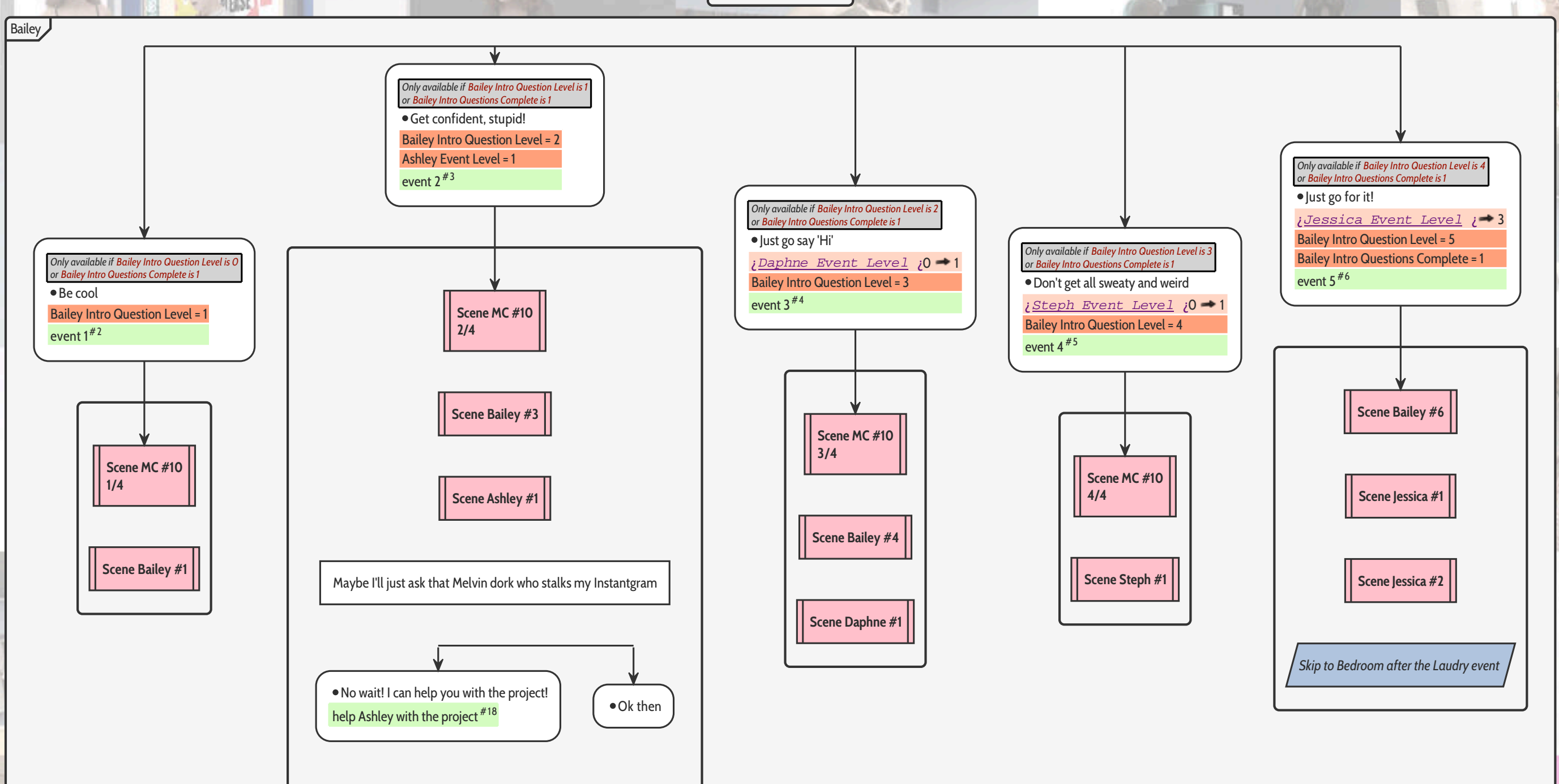
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look at this walkthrough to find out what you might have missed to progress further.

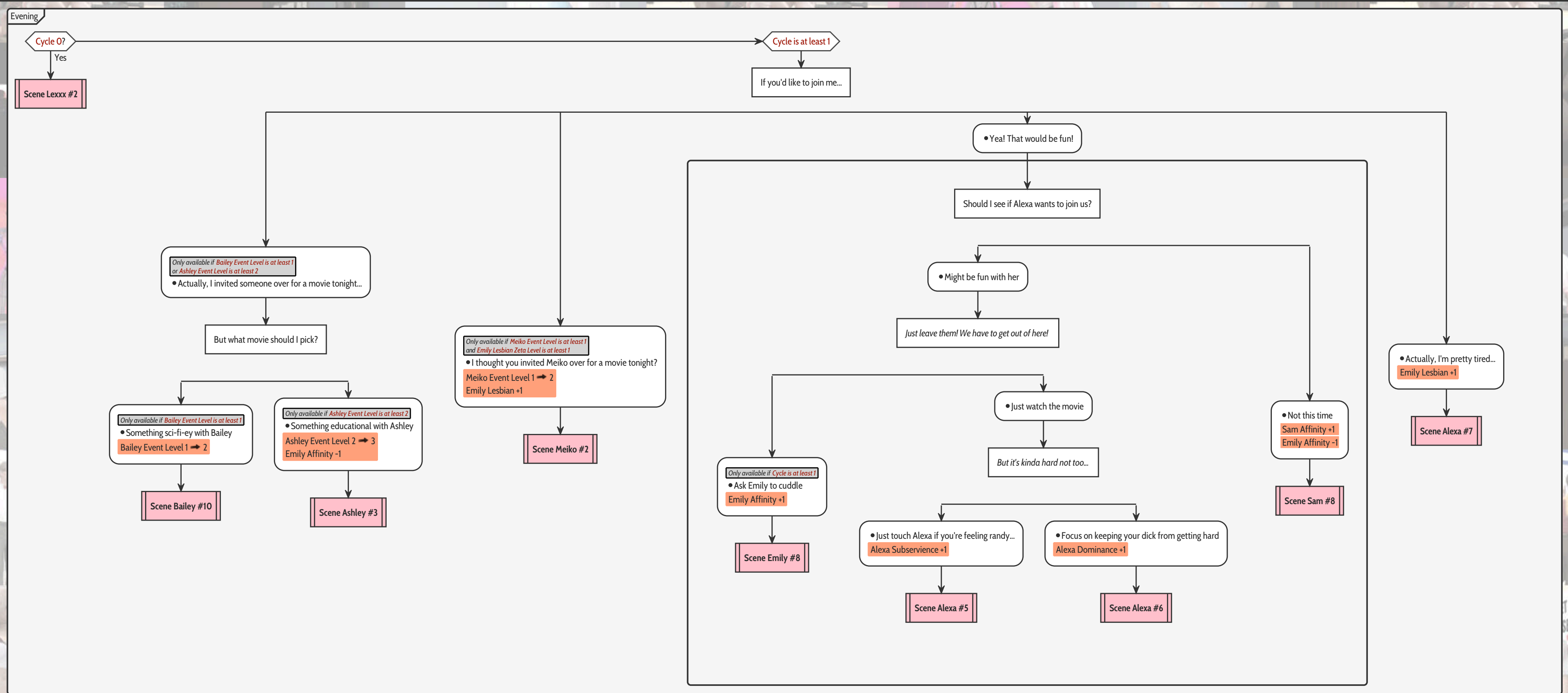
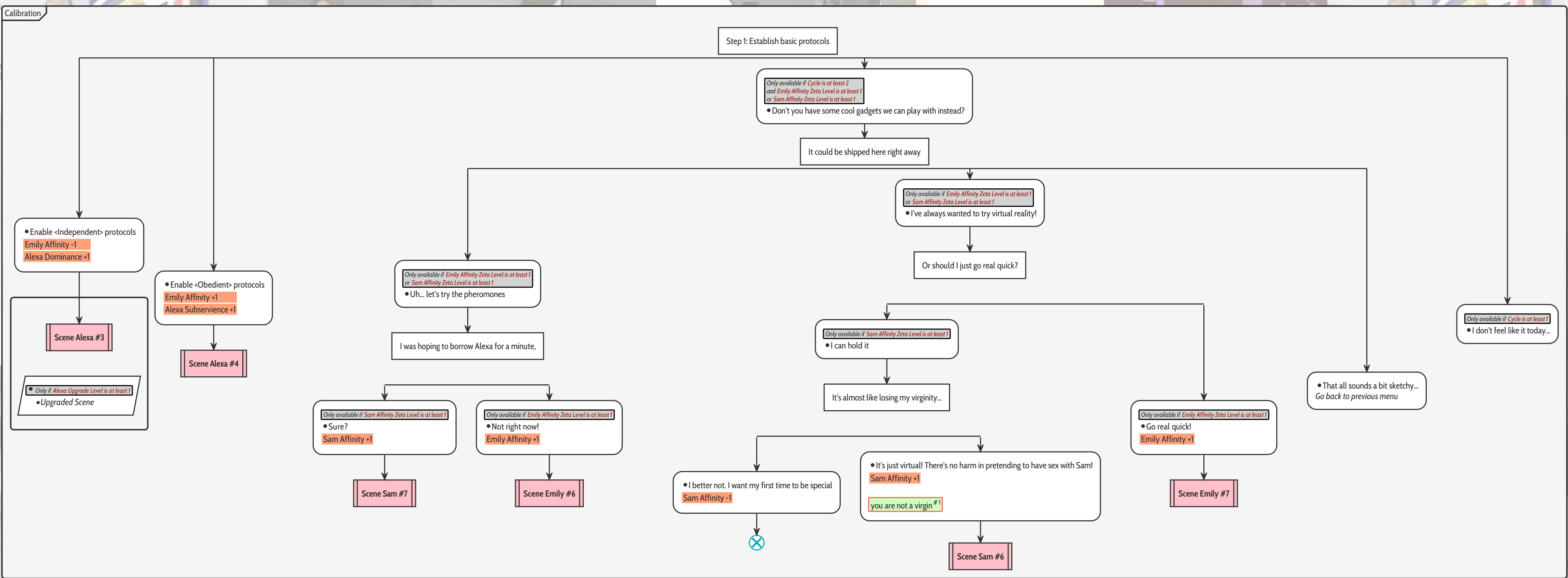
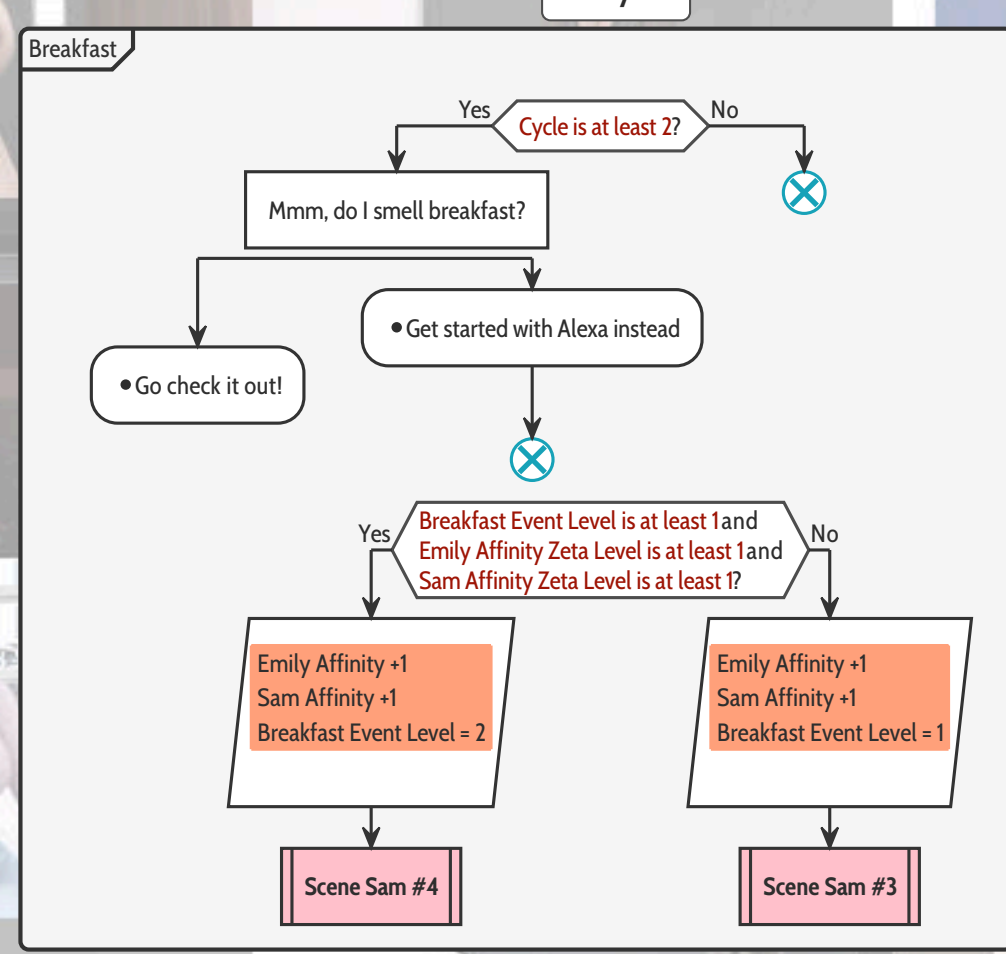
Also the gallery provides hints when you select a locked scene that could help you understand what to do on your own.

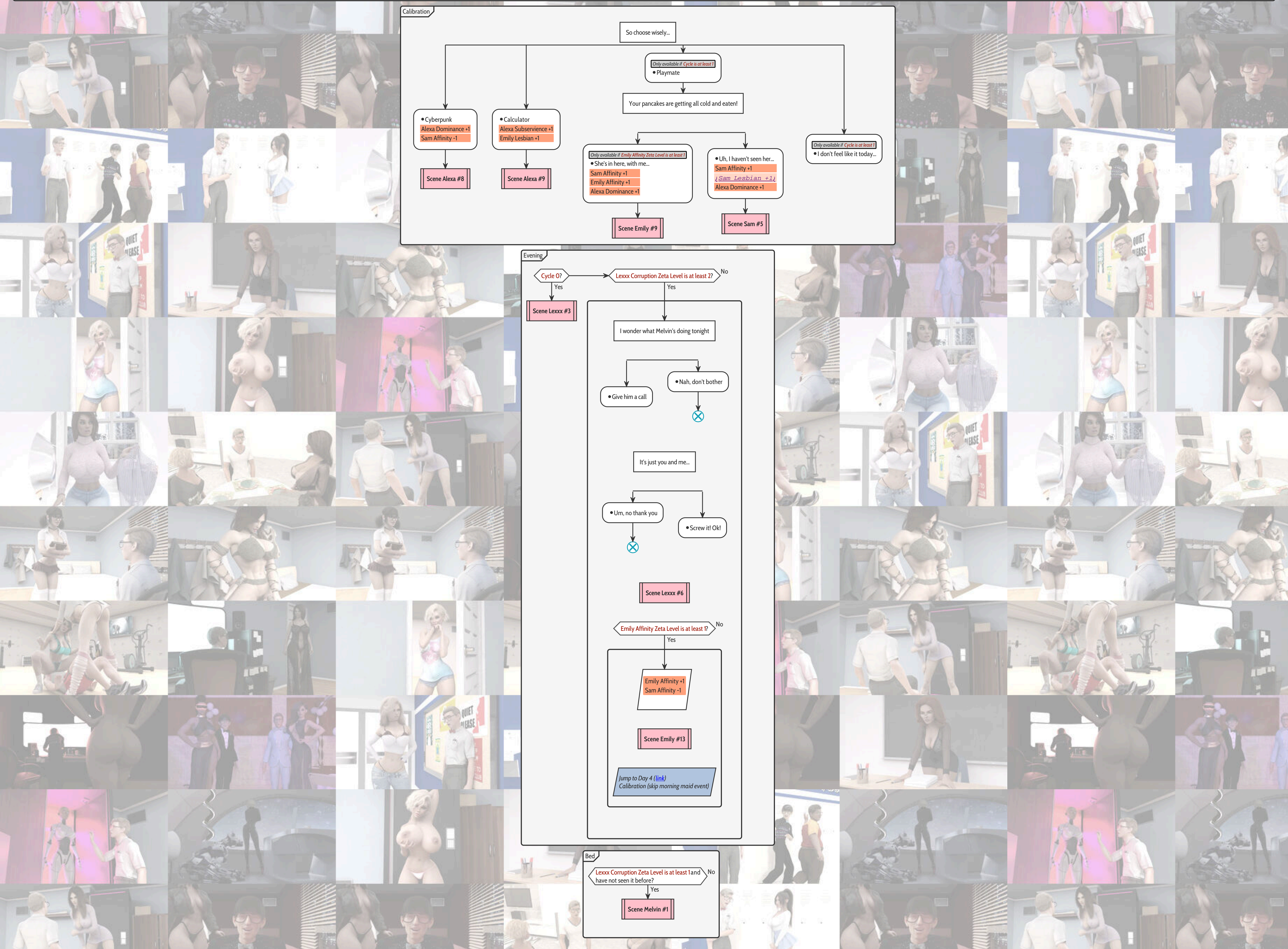
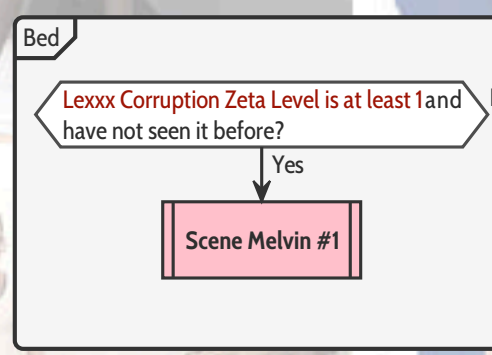
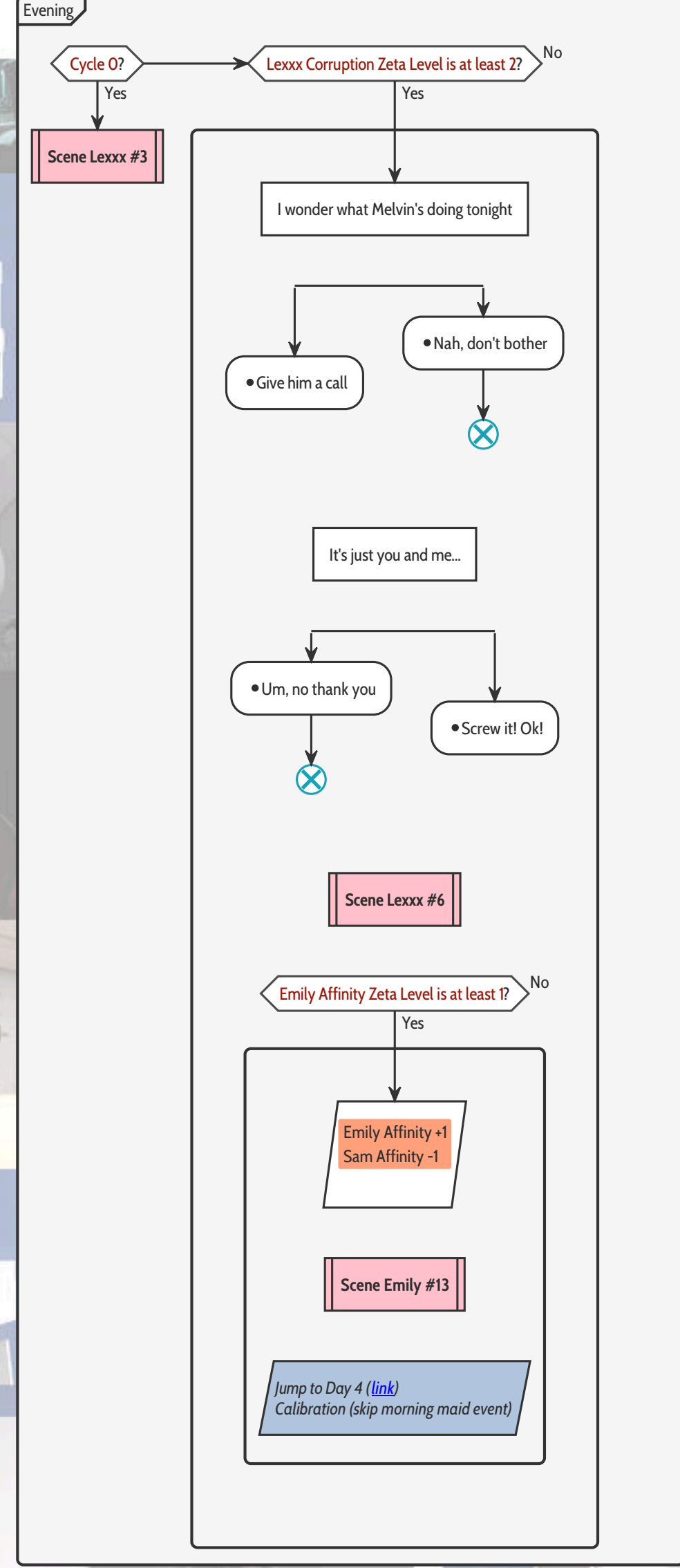
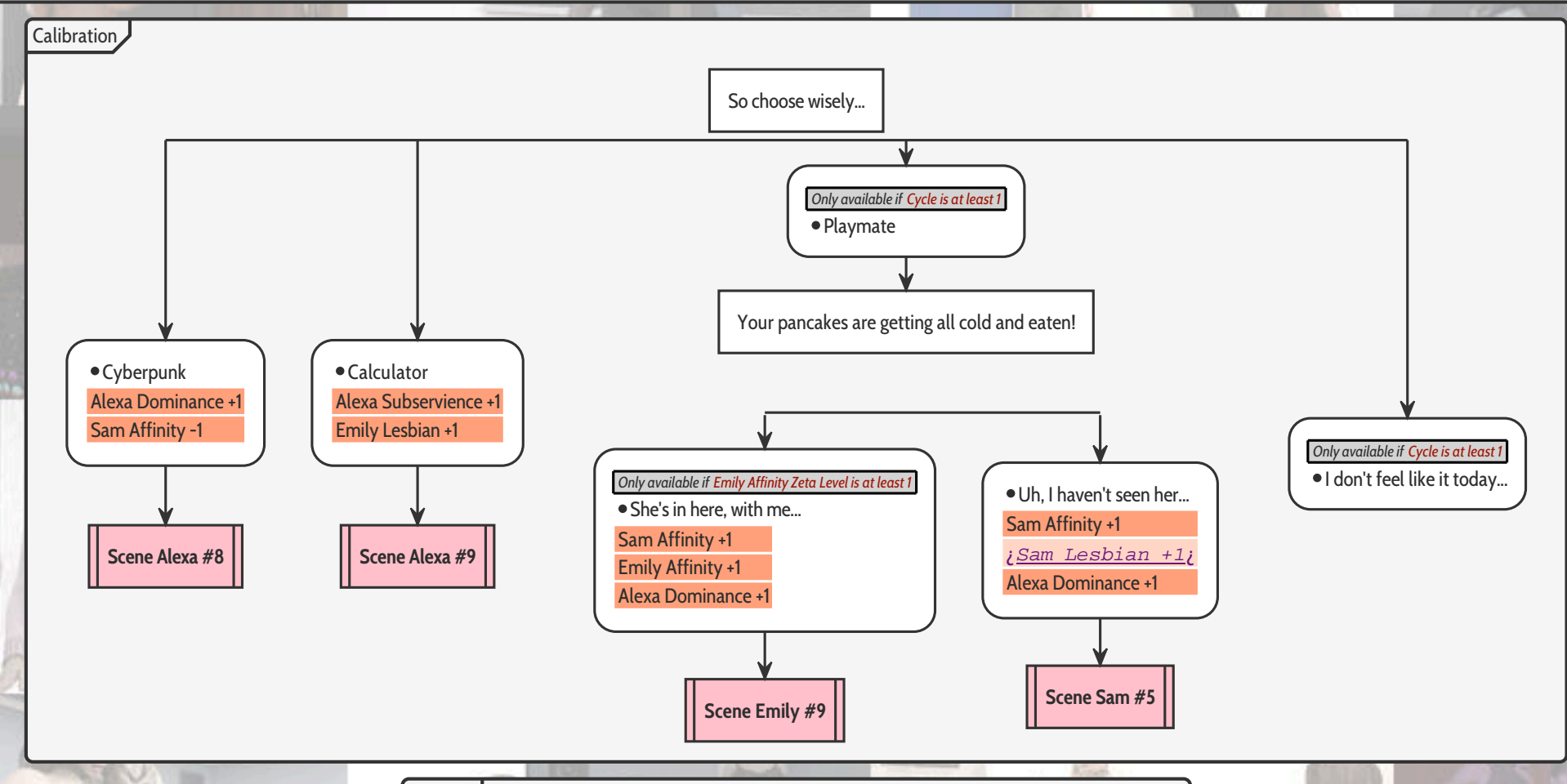
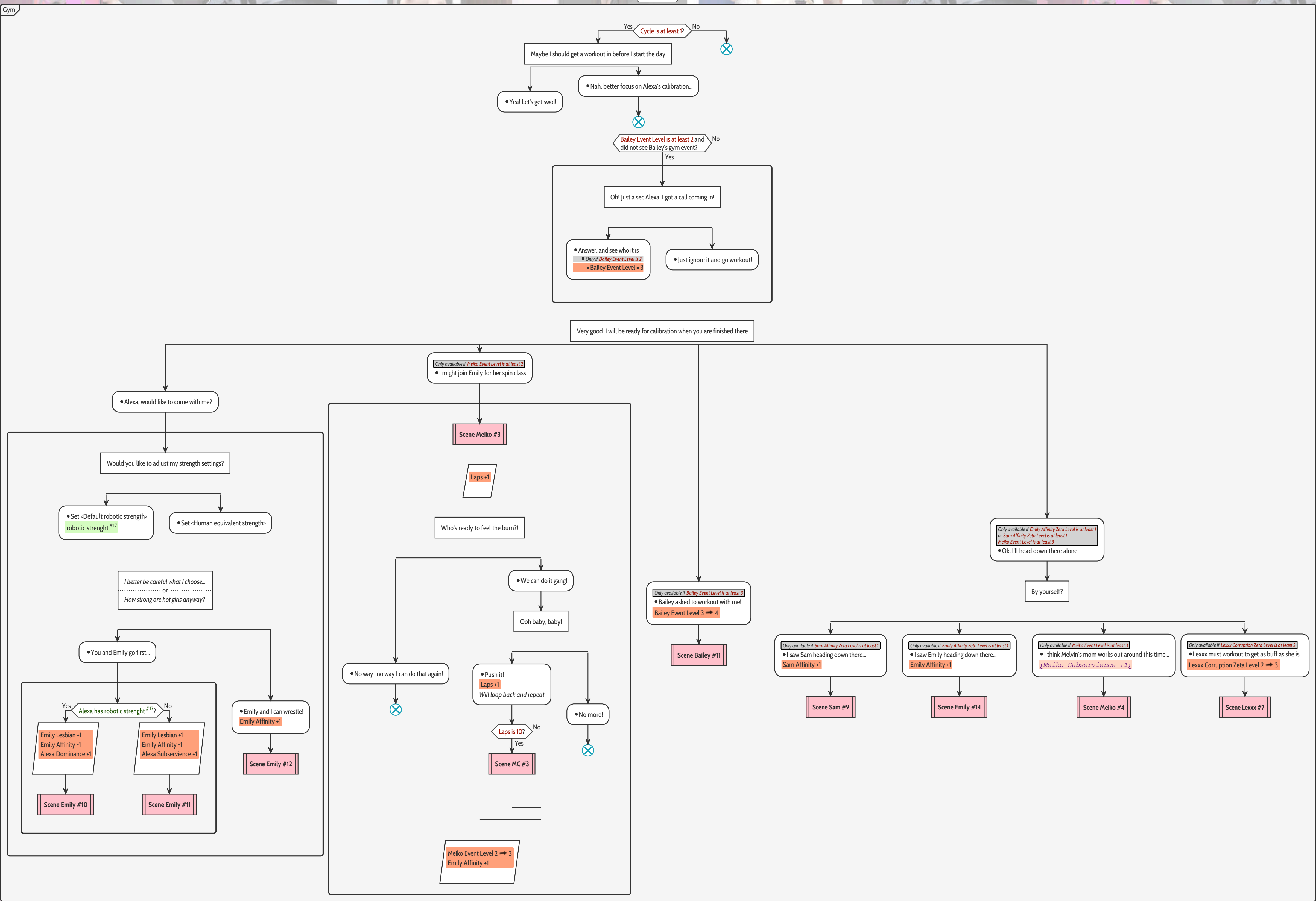
New Game

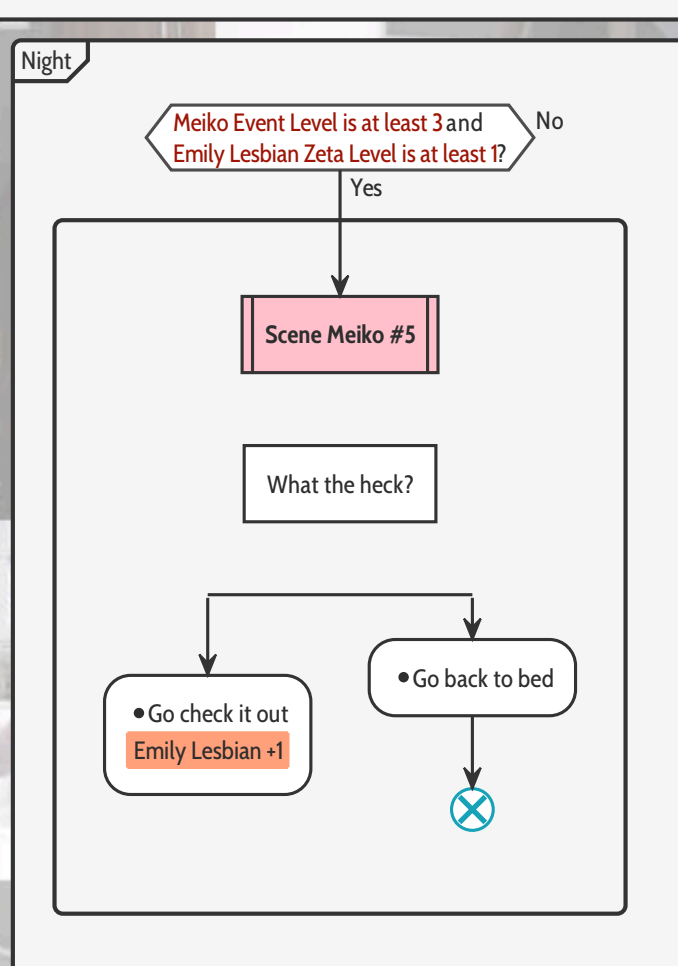
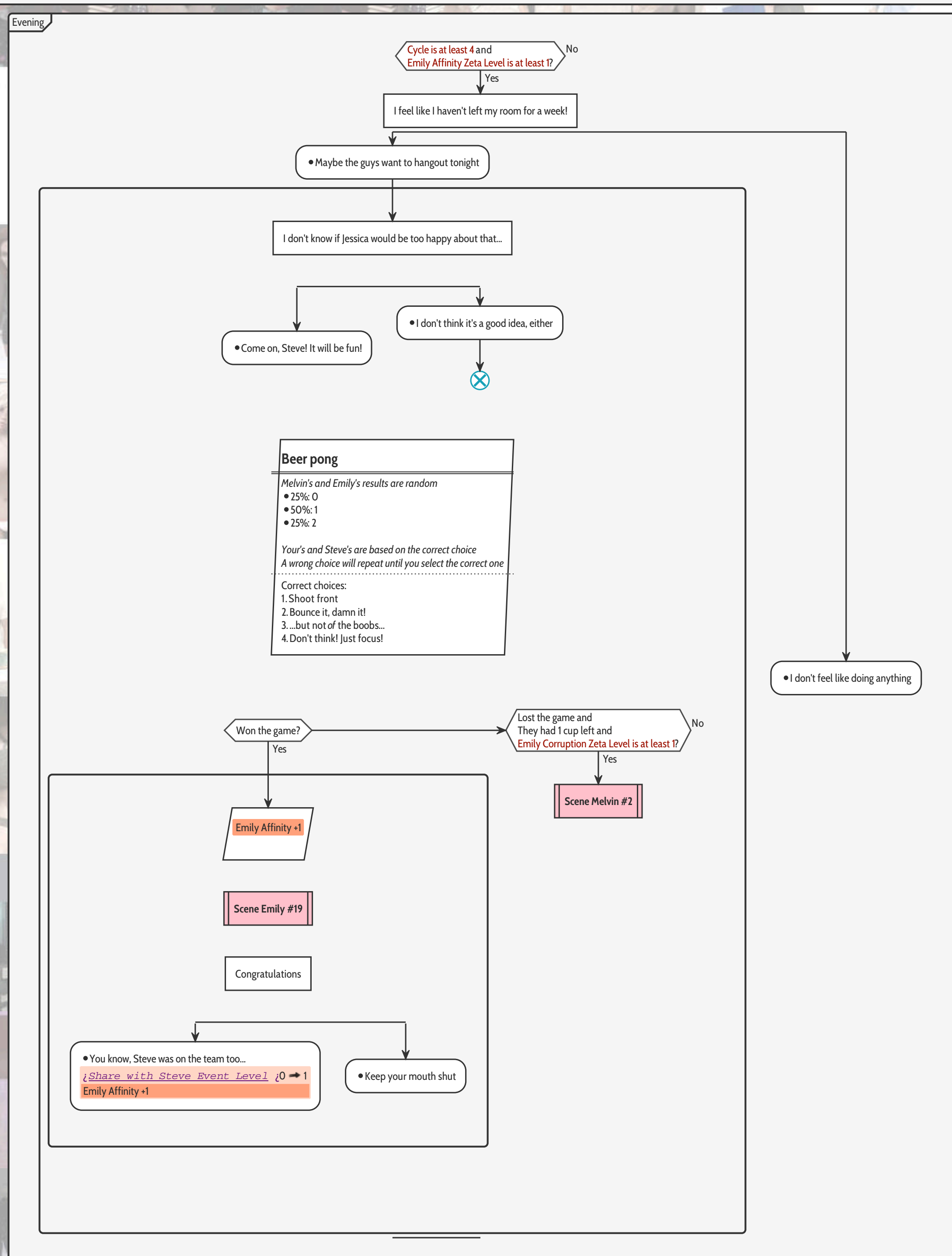
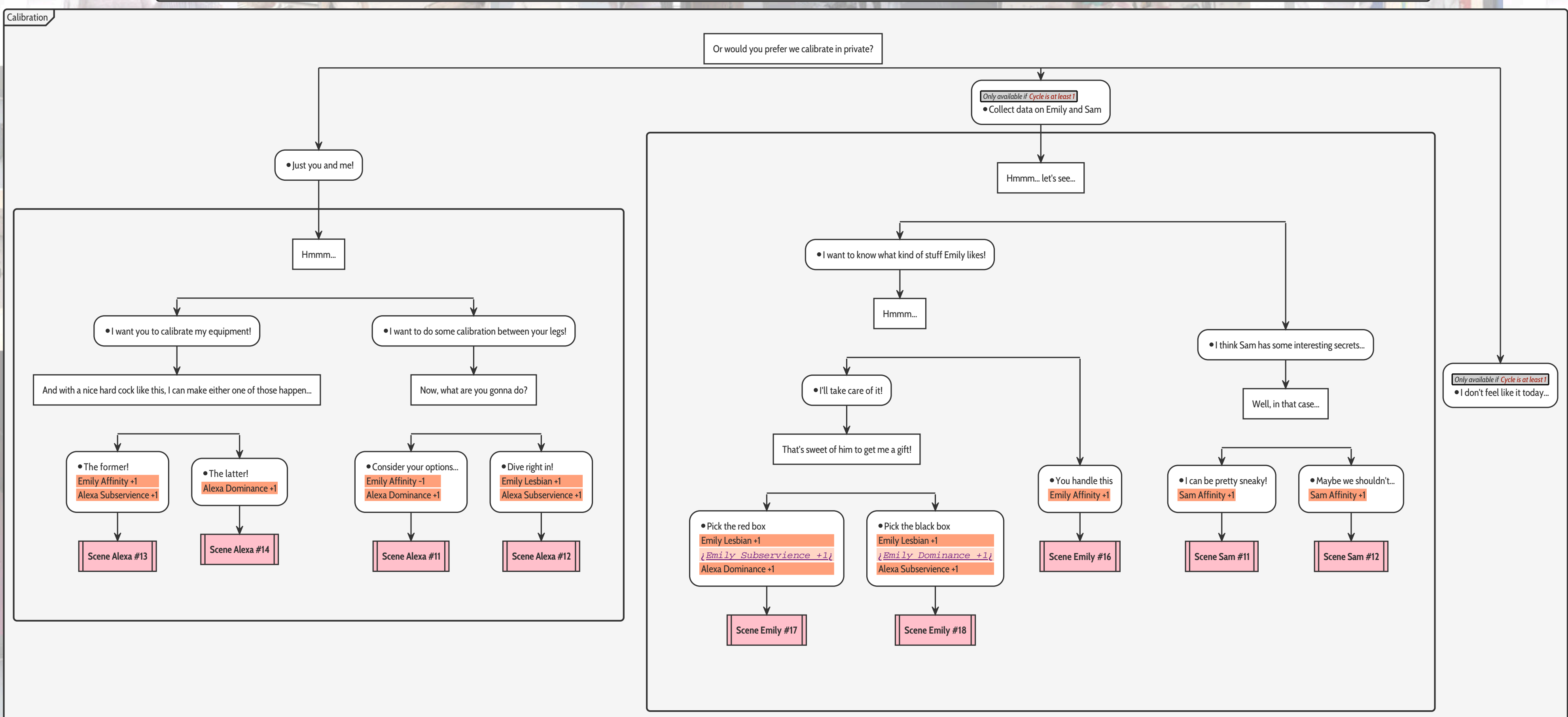
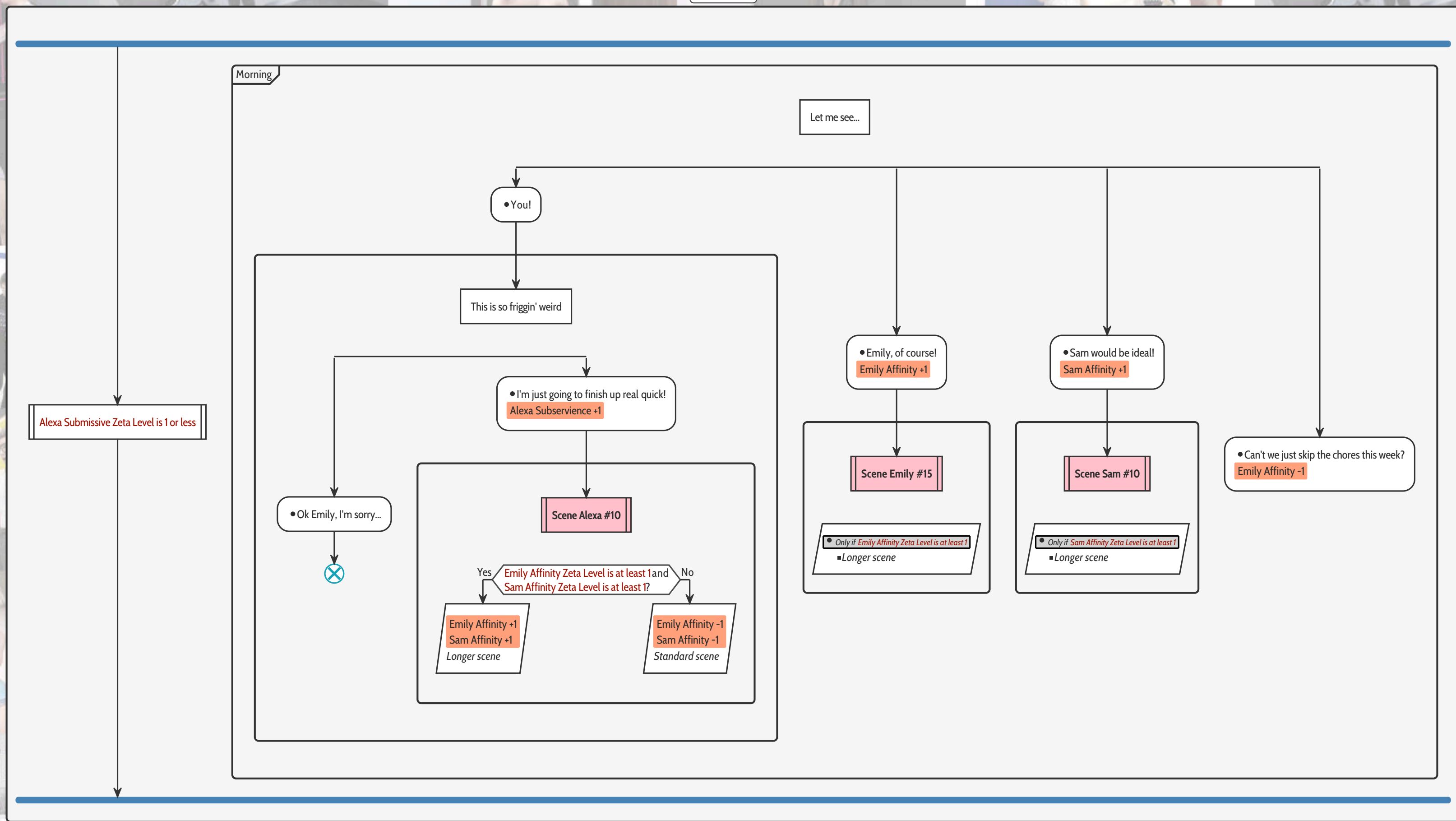
you are a virgin #1



SexBot Day 2



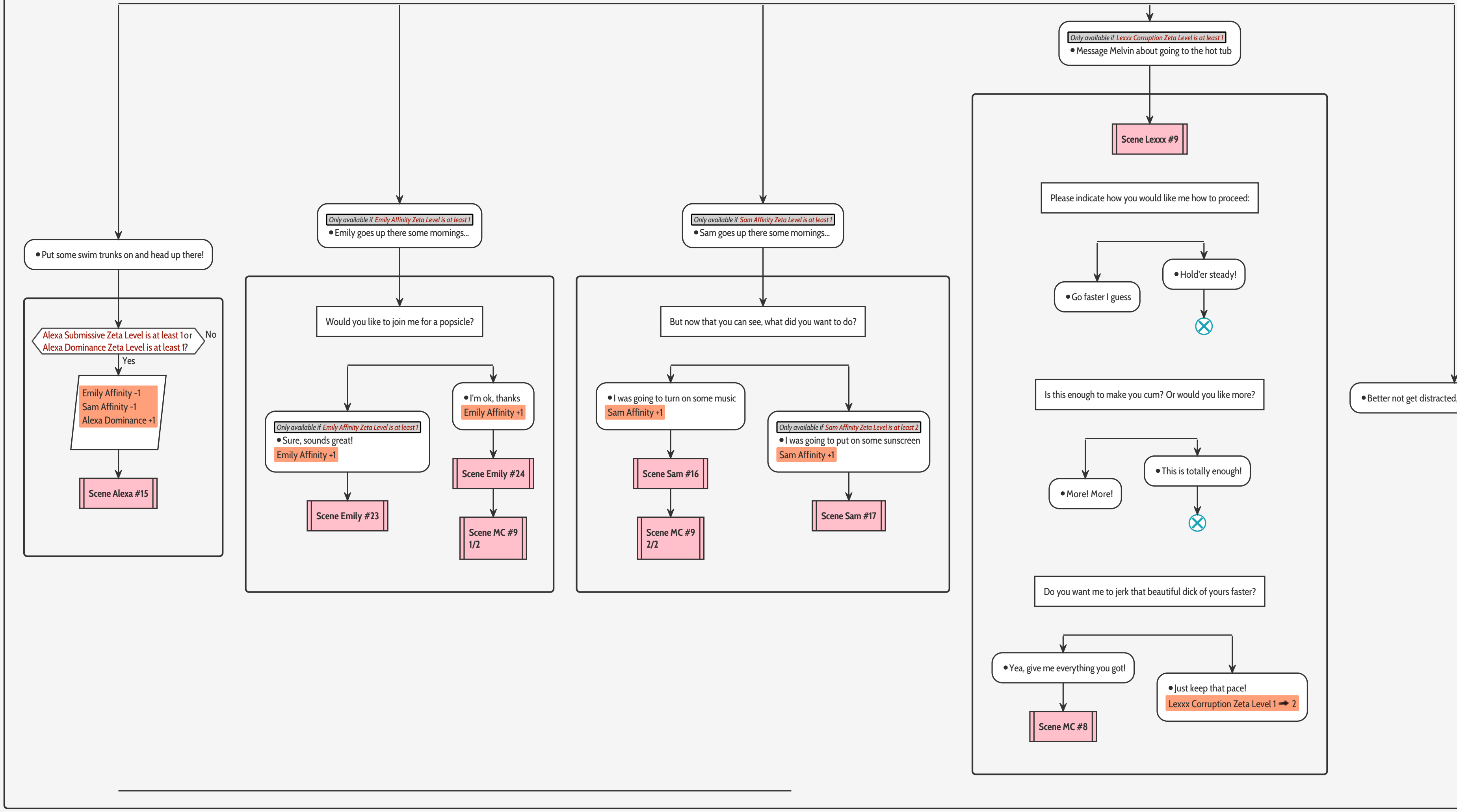




Hot tub

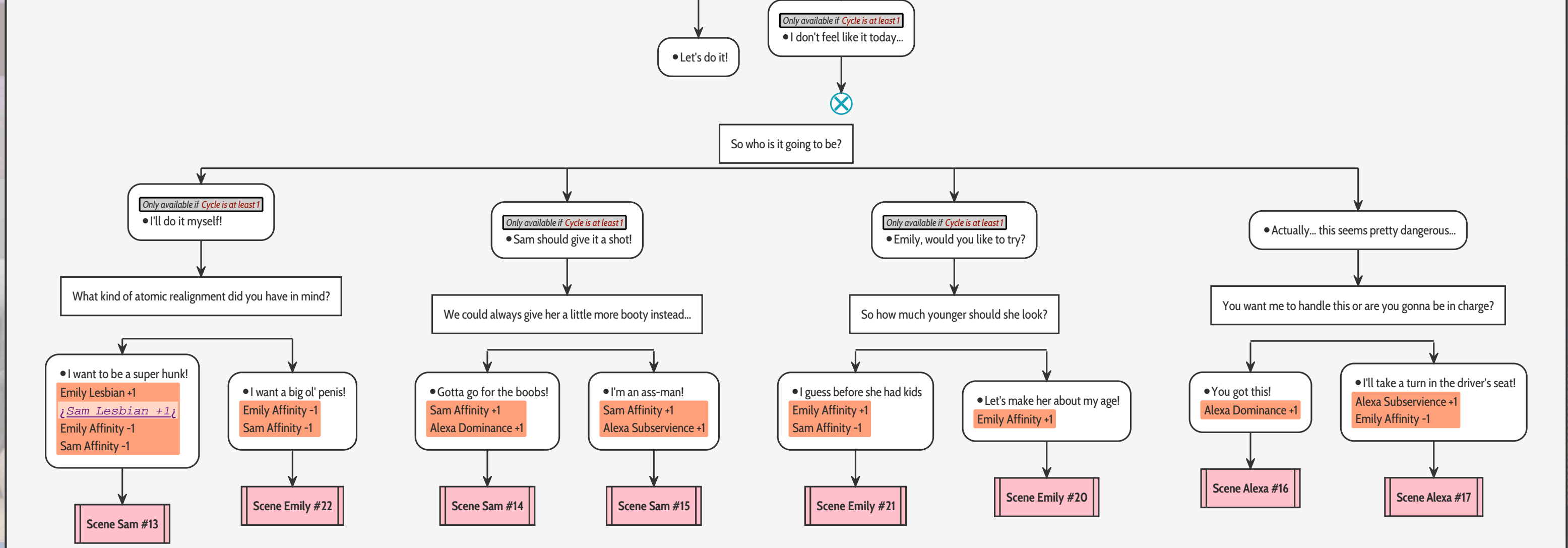
Hey, I could go up to the roof for a hot tub before I start today!

Cycle 1 or less

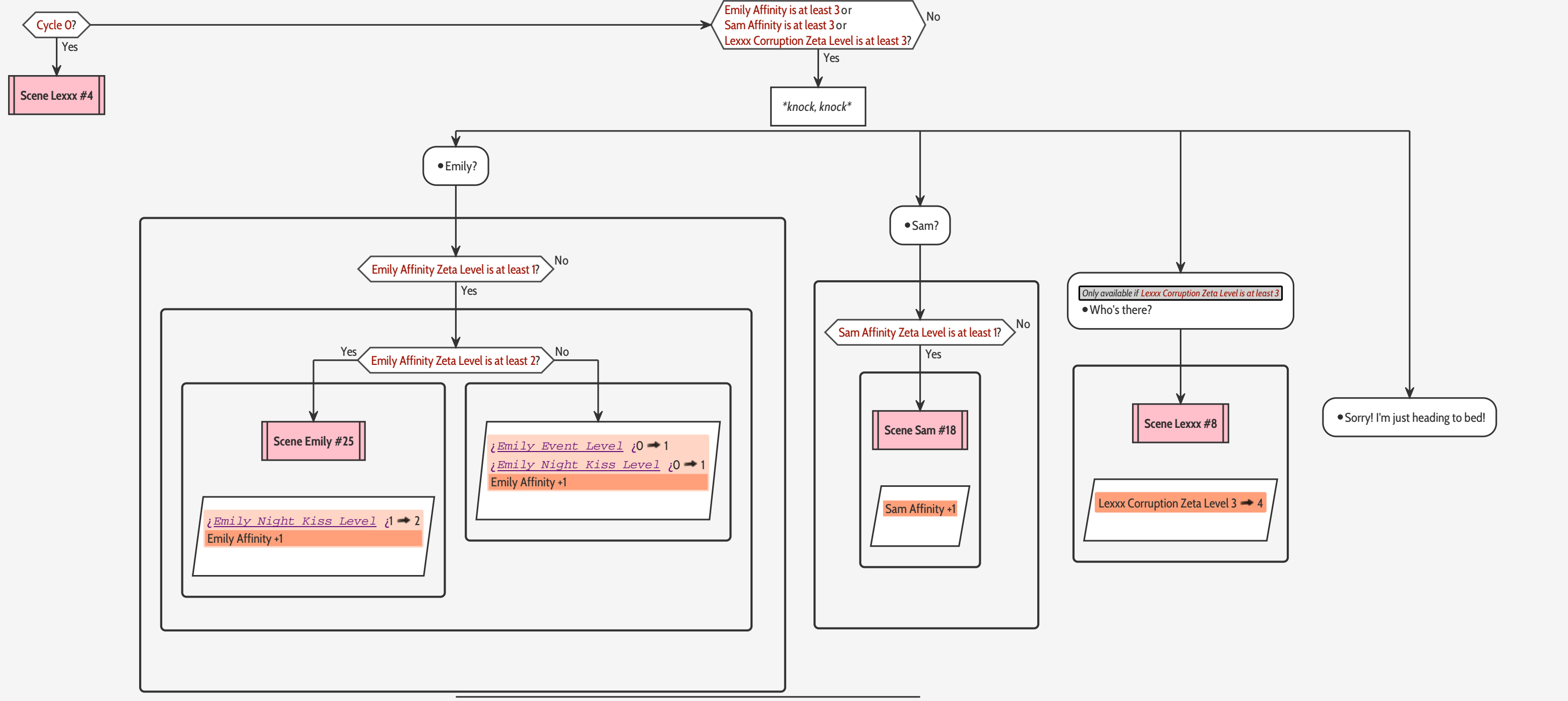


Calibration

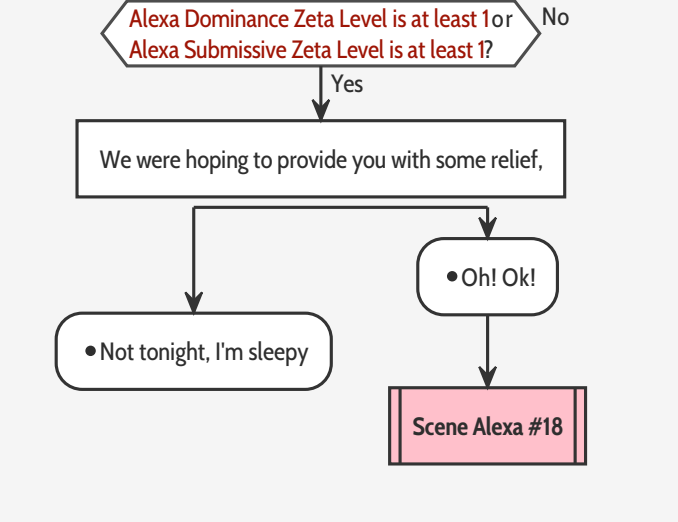
Don't worry about that, I'm sure everything will be fine!

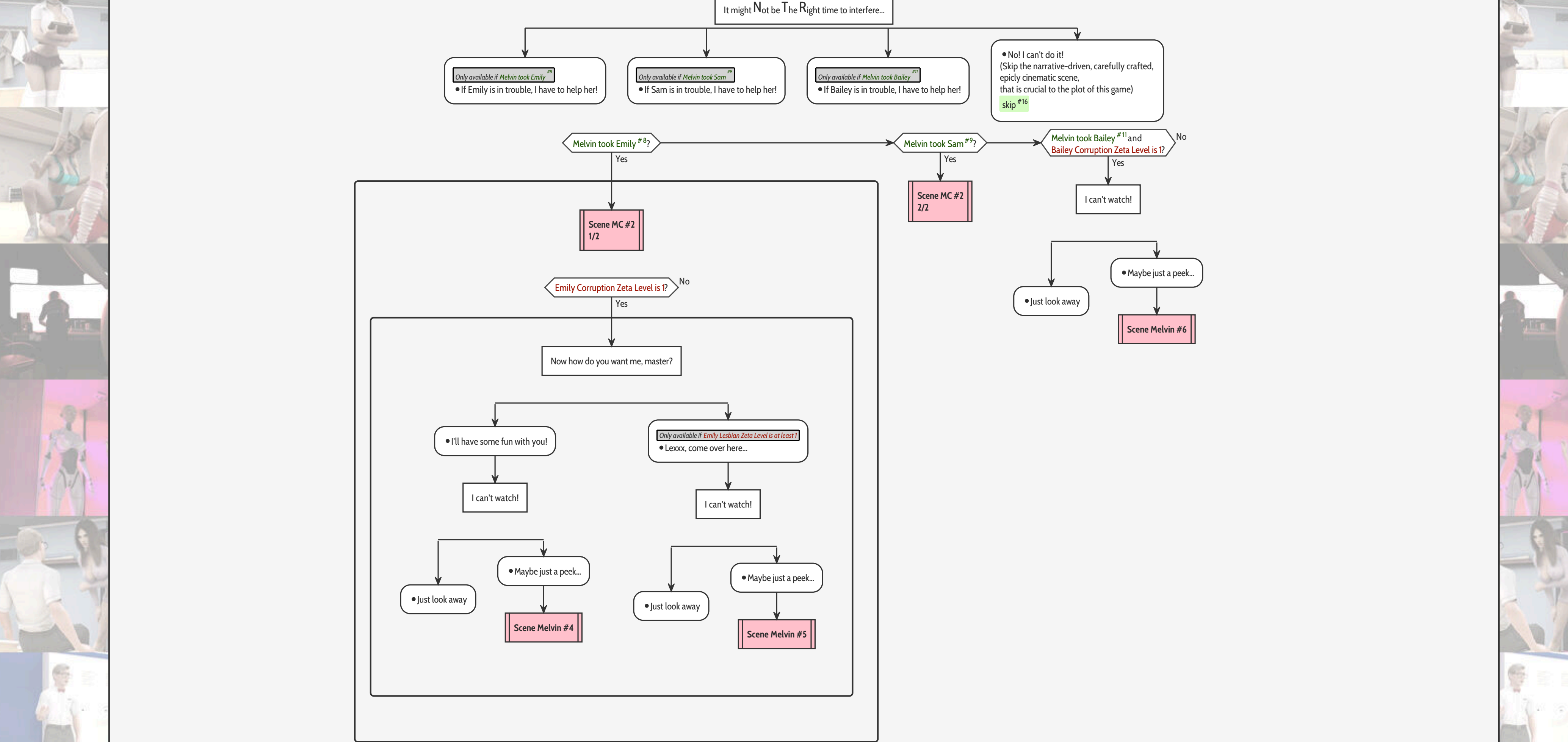
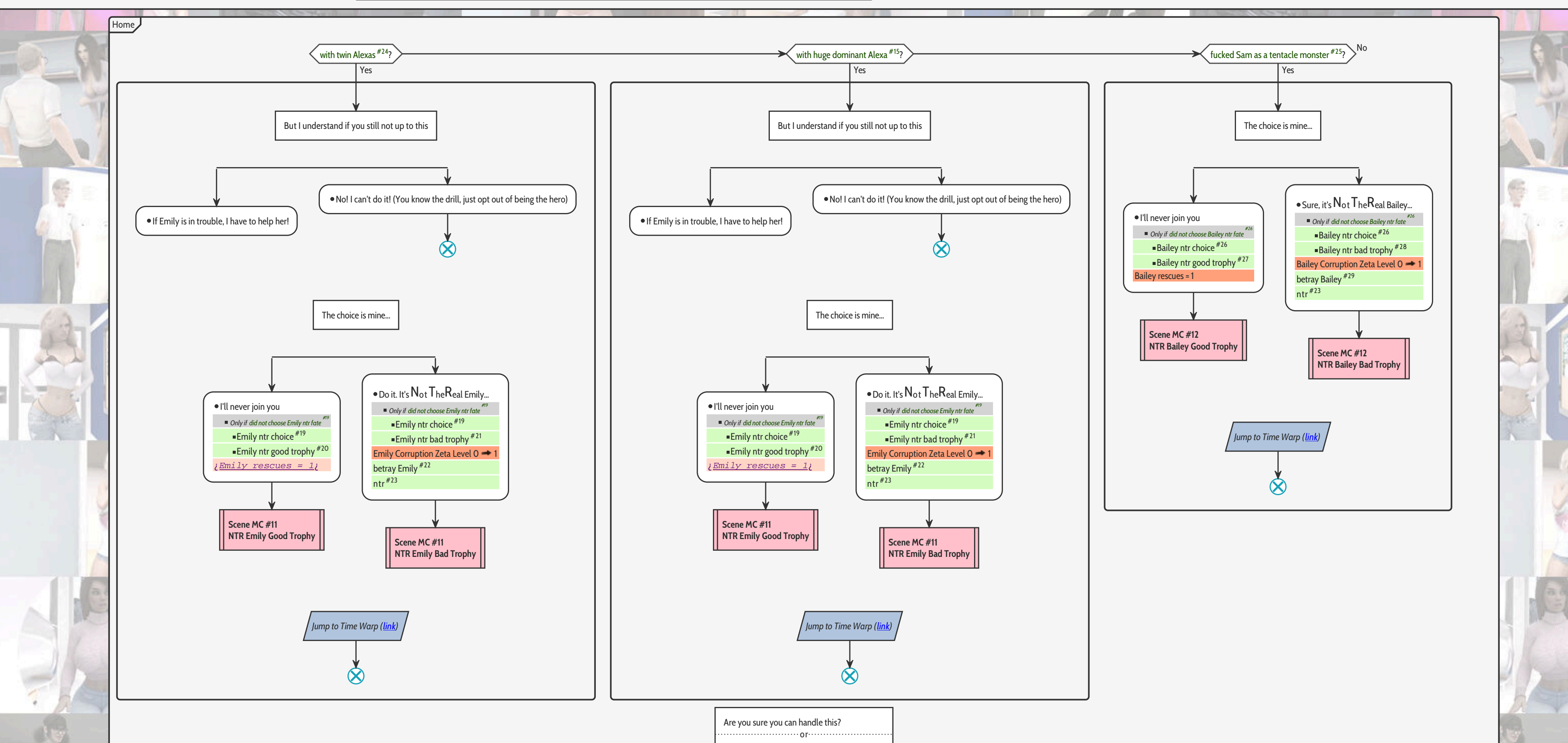
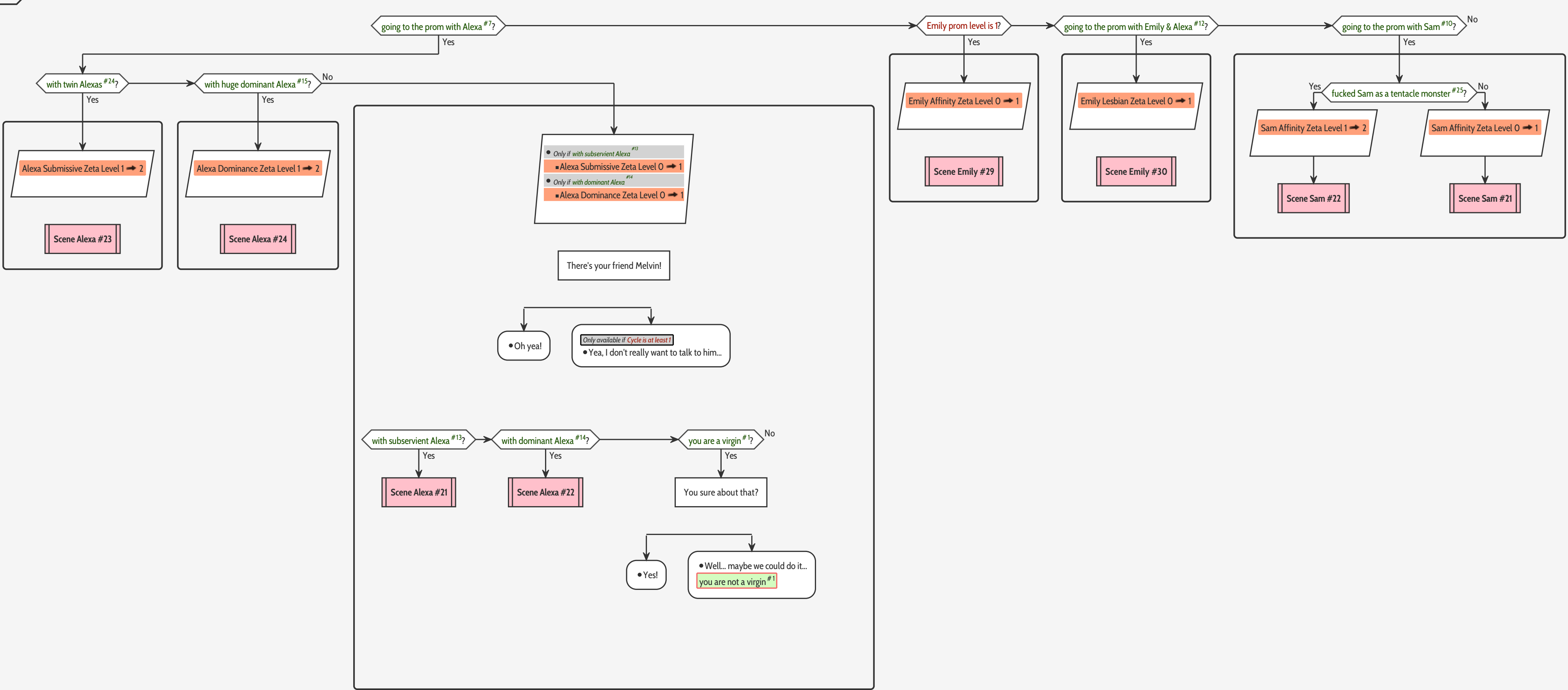
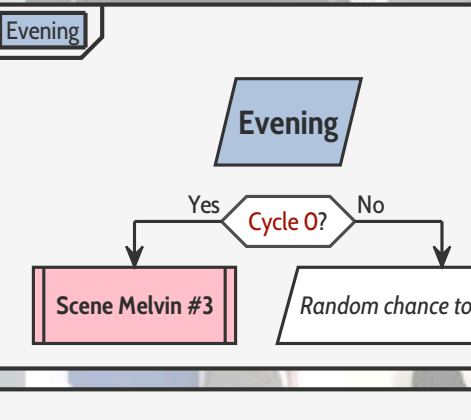
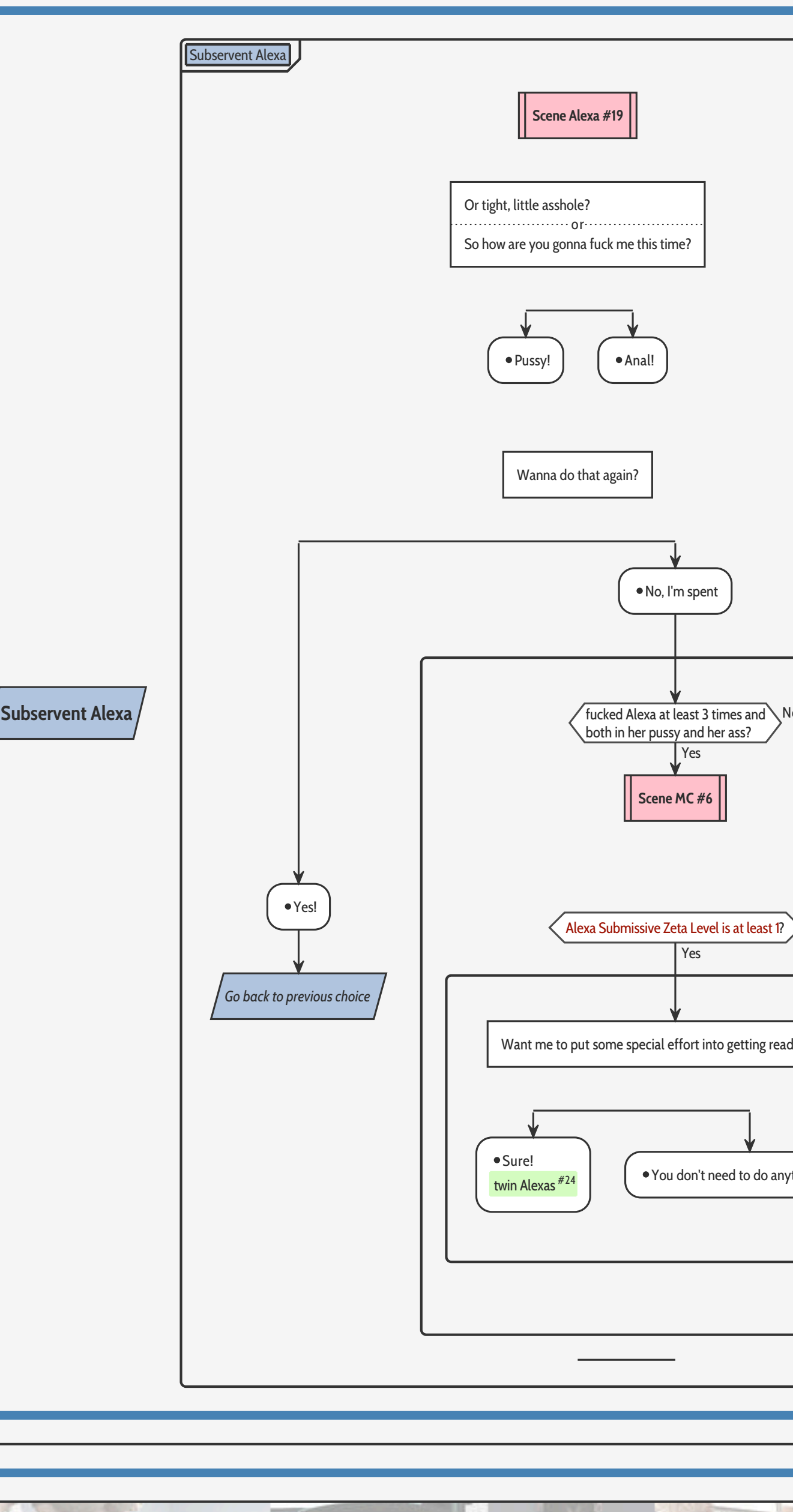
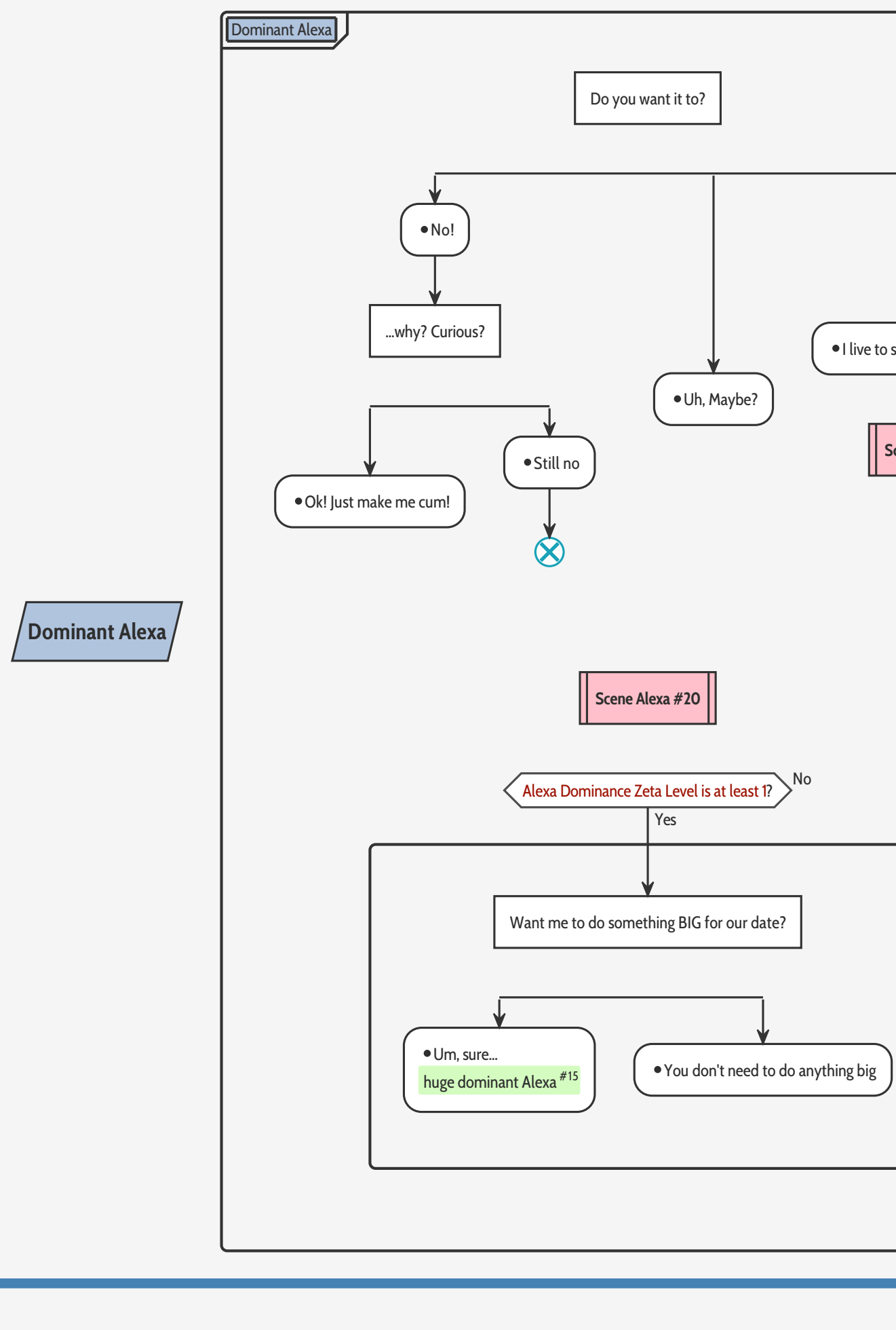
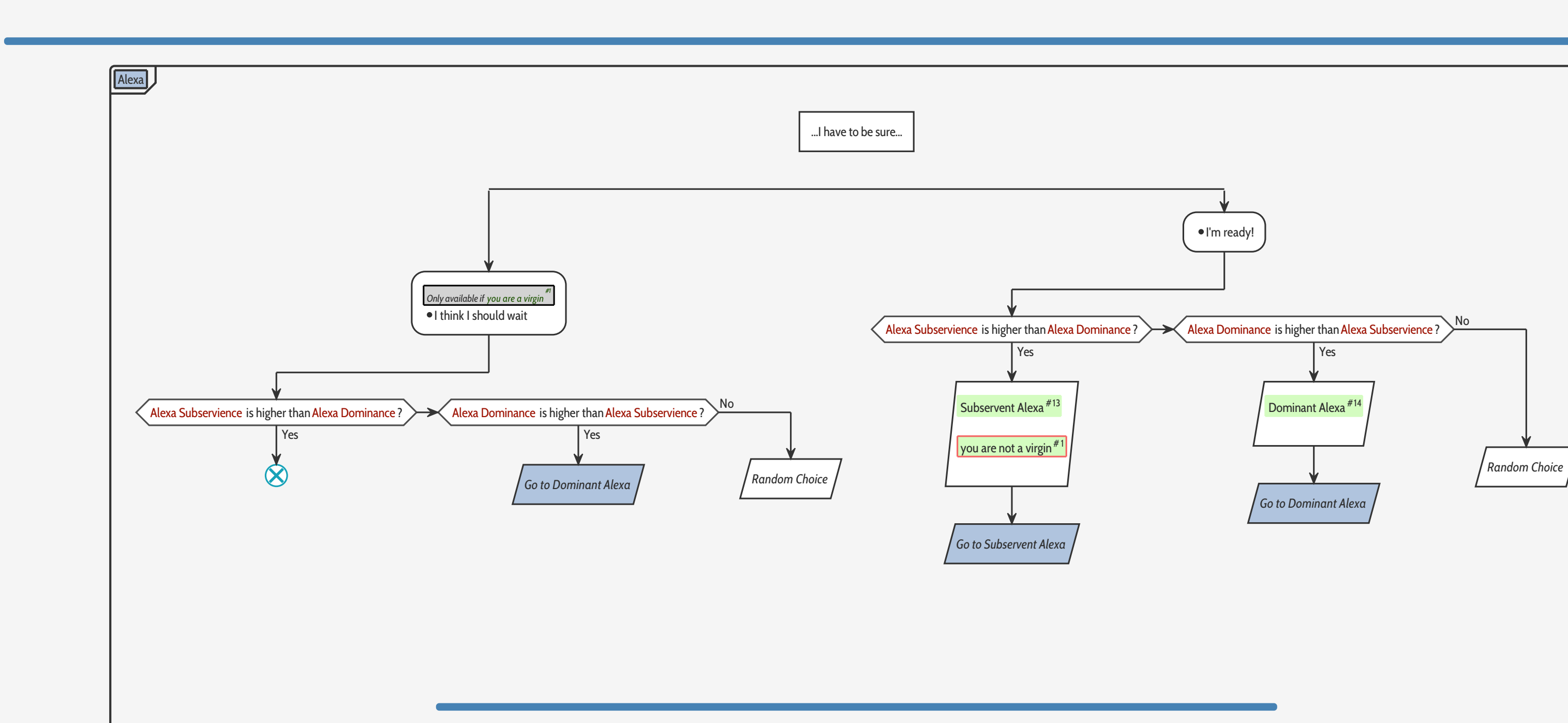
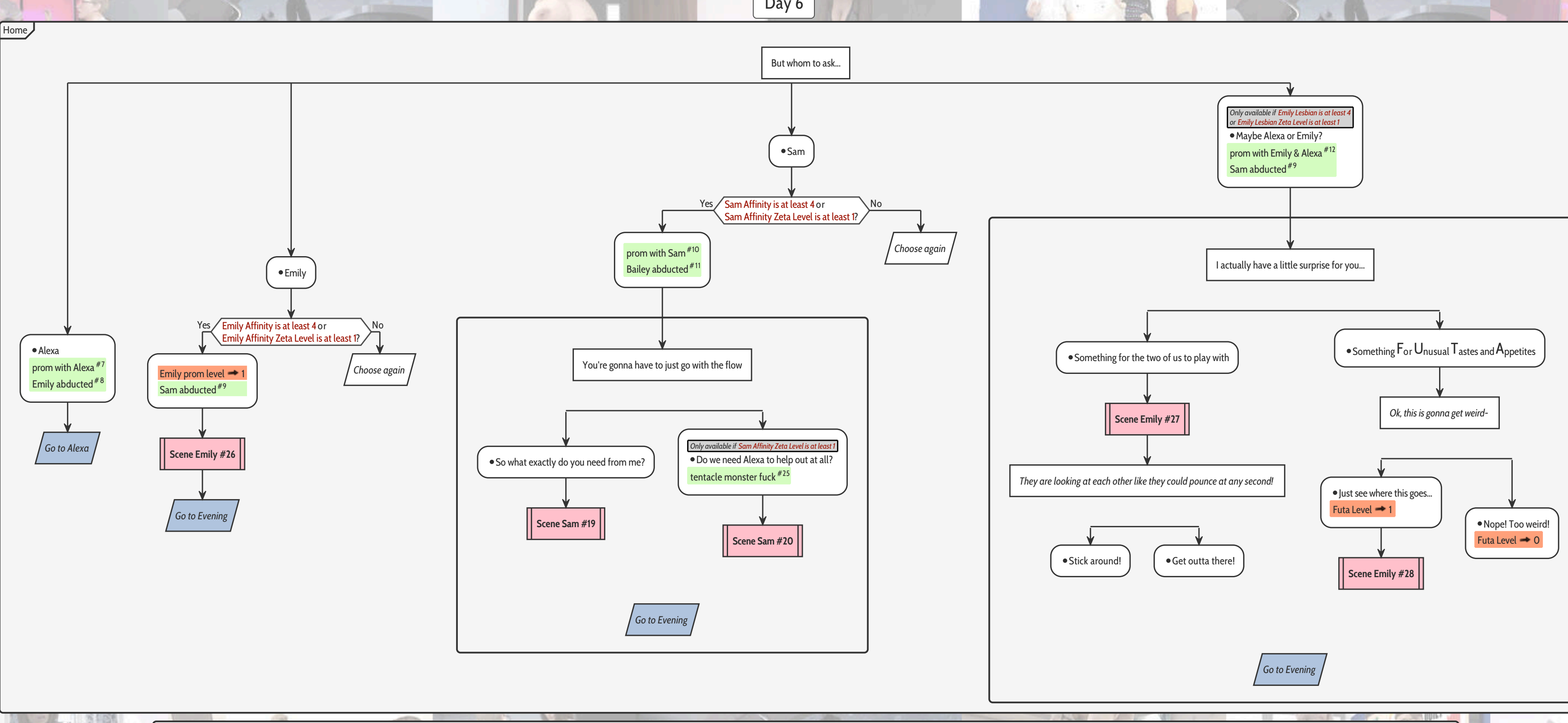


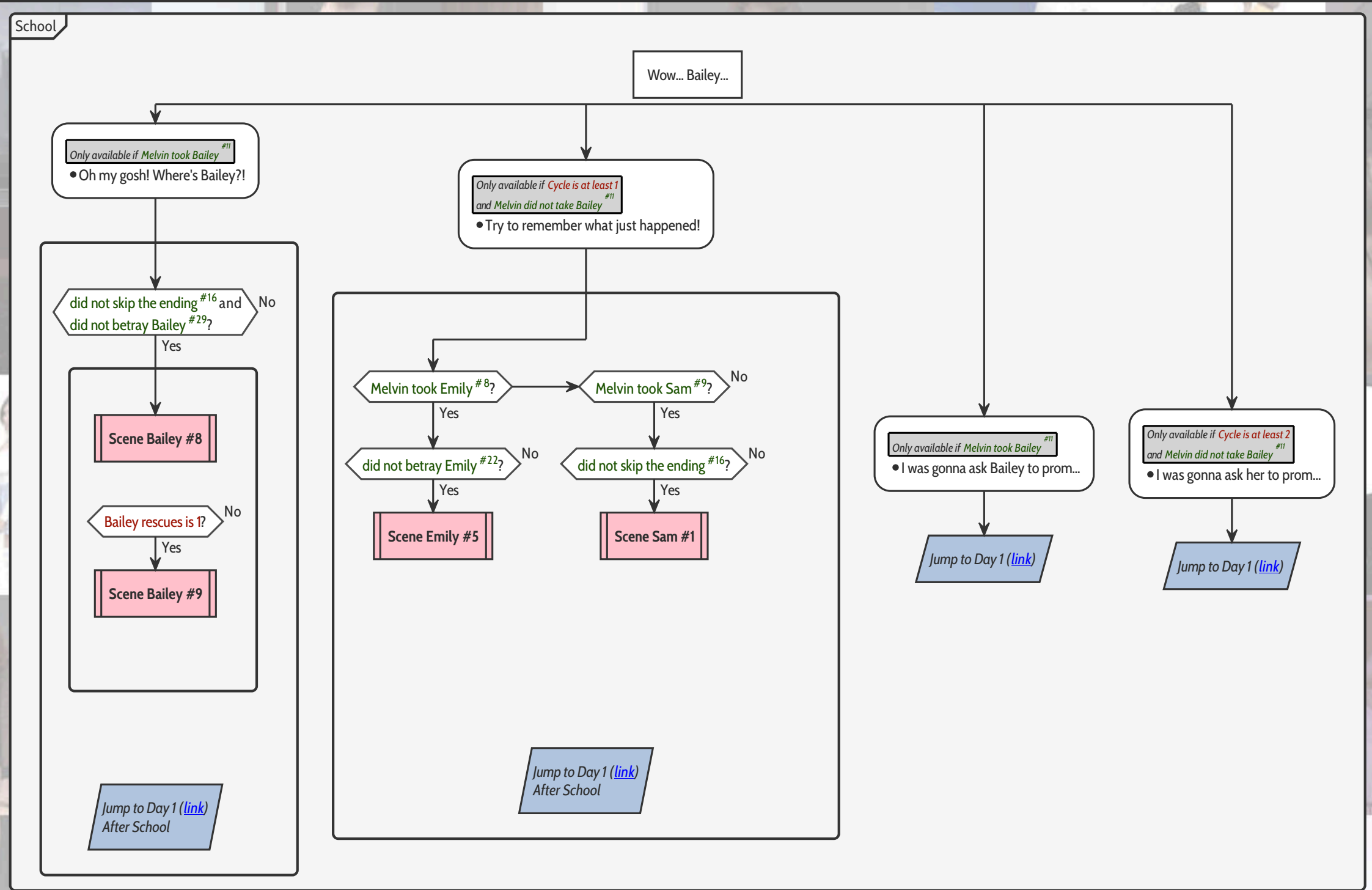
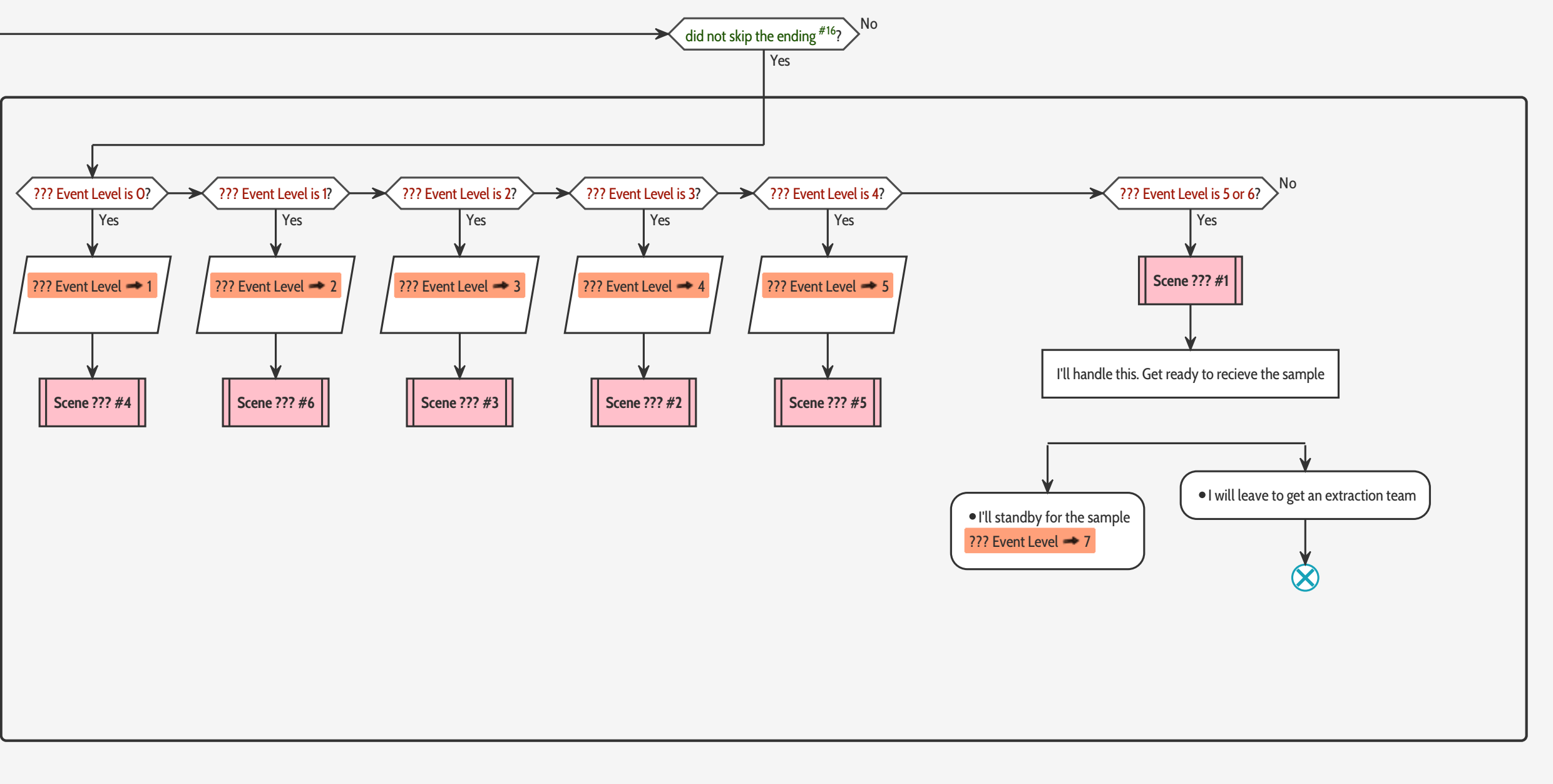
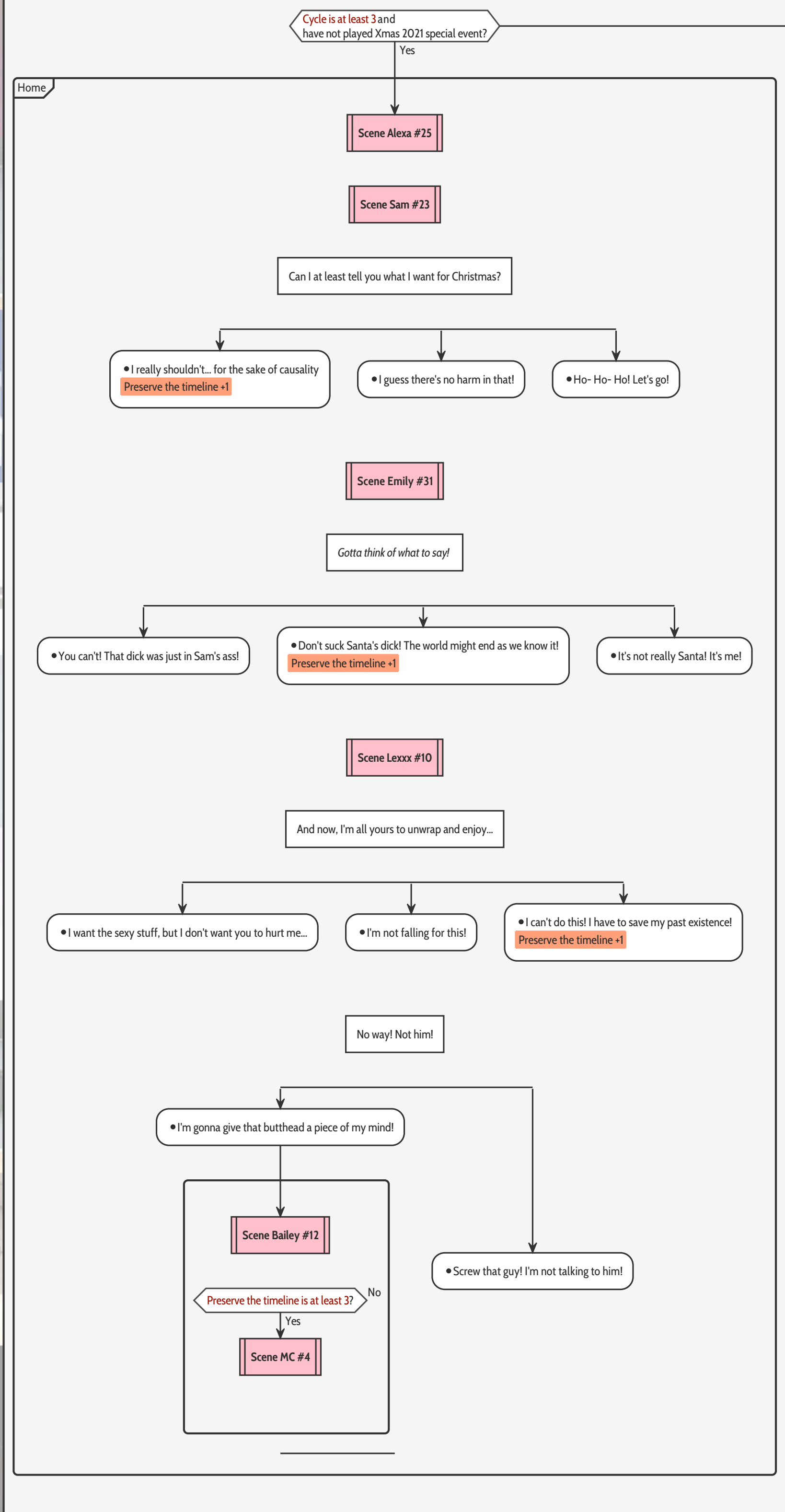
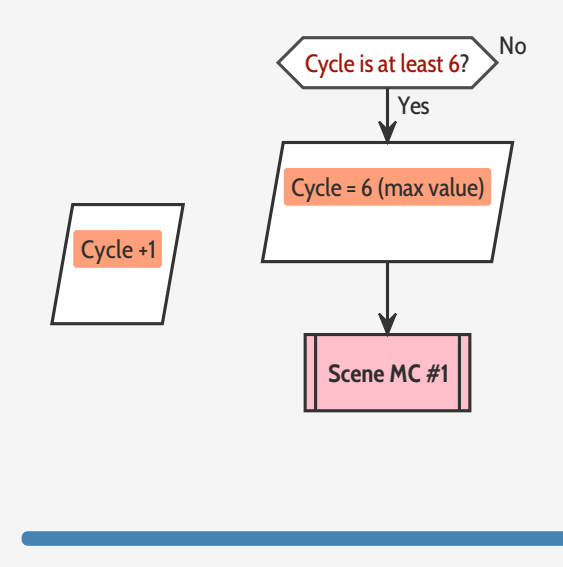
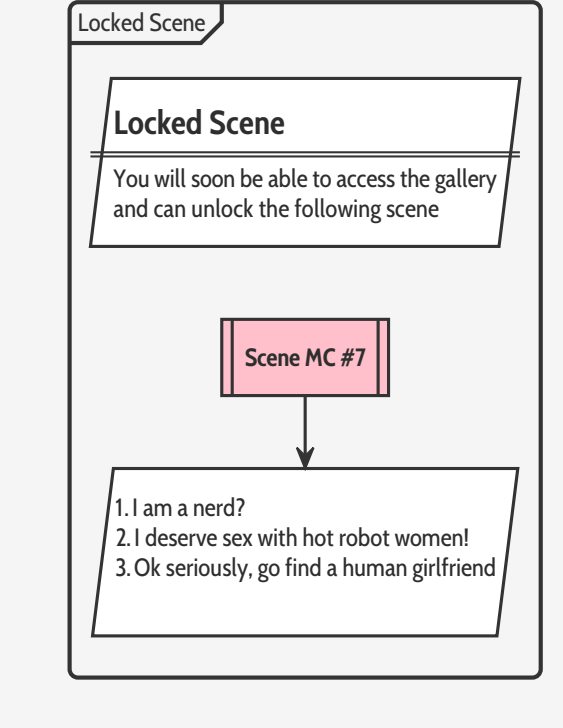
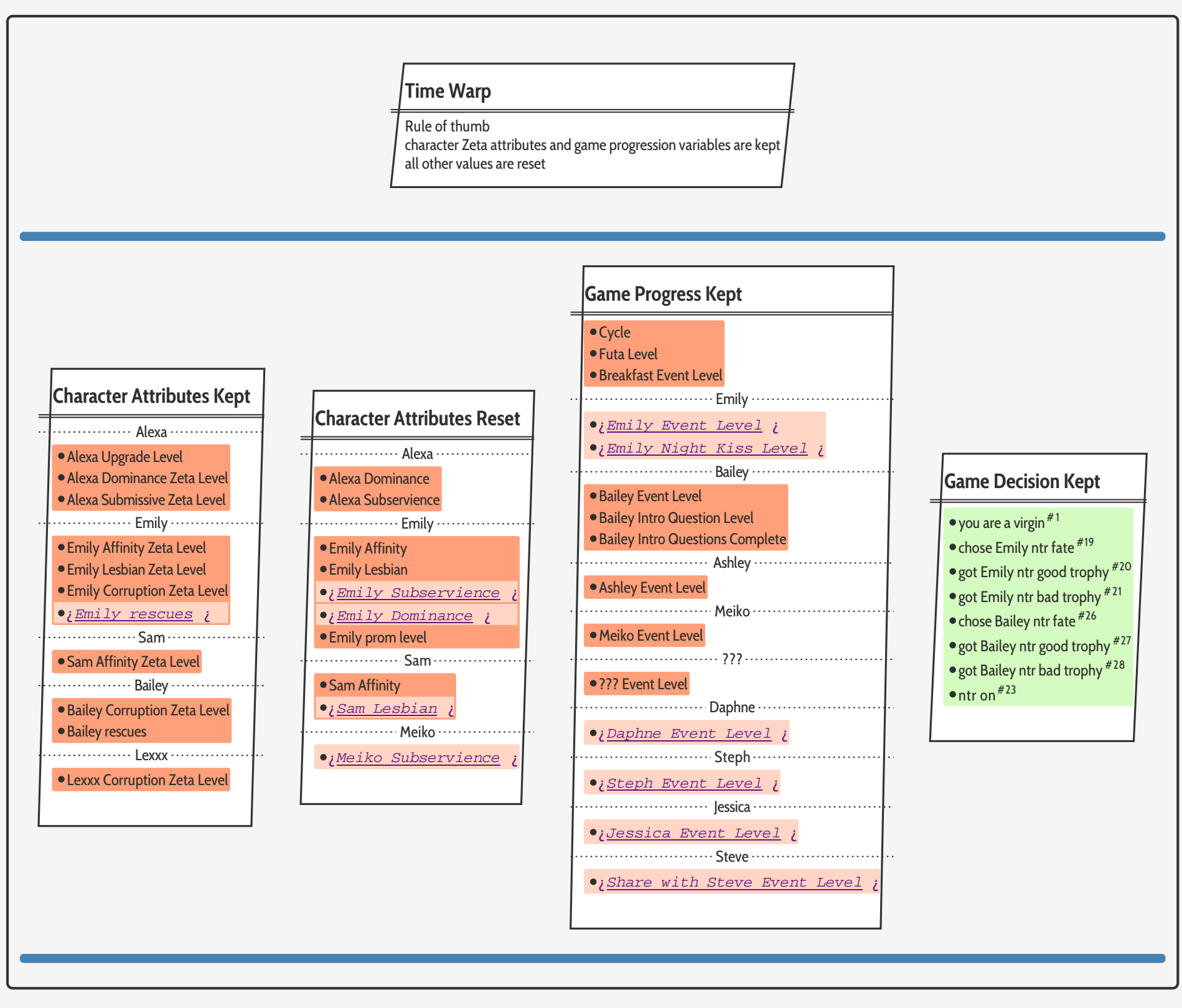
Evening



Night







SexBot 0.9.1b Walkthrough rev 1.1 Cheats 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, no MOD required.

First of all, you need to enable the developer console, if you are lucky it is already enabled,
type Shift+O in the game (Hold the SHIFT key and type the letter O).
If not, close the game, go to the game directory and either create a file
named options.rpy or edit with a simple text editor (e.g.: Notepad) if it already exists.
Write the following lines at the end:

```
init python:
    config.developer = True
```

Note: There are 4 spaces before 'config.developer = True'

In many cases the game might start correctly once but crash after that.
If that happens delete the file options.rpyc that gets created
automatically after starting the game with the file options.rpy present

This can be automated on windows with the following script: SexBot.cmd
with the following content:

```
del game\options.rpyc
start "" *SexBot.exe*
```

Start the game and load a savegame, type SHIFT+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
zalexupgrade	Alexa Upgrade Level	zalexupgrade = value		zalexupgrade
alexadom	Alexa Dominance	alexadom = value		alexadom
alexasub	Alexa Subservience	alexasub = value		alexasub
zalexadom	Alexa Dominance Zeta Level	zalexadom = value		zalexadom
zalexasub	Alexa Submissivity Zeta Level	zalexasub = value		zalexasub
mom	Emily Affinity	mom = value		mom
momles	Emily Lesbian	momles = value		momles
zmomprom	Emily Affinity Zeta Level	zmomprom = value		zmomprom
zmomles	Emily Lesbian Zeta Level	zmomles = value		zmomles
zmomcorrupt	Emily Corruption Zeta Level	zmomcorrupt = value		zmomcorrupt
zmomevent	Emily Event Level	zmomevent = value		zmomevent
emnightkiss	Emily Night Kiss Level	emnightkiss = value		emnightkiss
momsub	Emily Subservience	momsub = value		momsub
momdom	Emily Dominance	momdom = value		momdom
momdate	Emily prom level	momdate = value		momdate
sam	Sam Affinity	sam = value		sam
samles	Sam Lesbian	samles = value		samles
zsamprom	Sam Affinity Zeta Level	zsamprom = value		zsamprom
zbaileycorrupt	Bailey Corruption Zeta Level	zbaileycorrupt = value		zbaileycorrupt
zbaileyevent	Bailey Event Level	zbaileyevent = value		zbaileyevent
zbaileyquestion	Bailey Intro Question Level	zbaileyquestion = value		zbaileyquestion
zbaileyquestioncomplete	Bailey Intro Questions Complete	zbaileyquestioncomplete = value		zbaileyquestioncomplete
zlexcorrupt	Lexox Corruption Zeta Level	zlexcorrupt = value		zlexcorrupt
zashevent	Ashley Event Level	zashevent = value		zashevent
zmeikoevent	Meiko Event Level	zmeikoevent = value		zmeikoevent
meikosub	Meiko Subservience	meikosub = value		meikosub
zveronicaevent	??? Event Level	zveronicaevent = value		zveronicaevent
zdaphneevent	Daphne Event Level	zdaphneevent = value		zdaphneevent
zstephevent	Steph Event Level	zstephevent = value		zstephevent
zjessicaevent	Jessica Event Level	zjessicaevent = value		zjessicaevent
game	Cycle	game = value		game
futa	Futa Level	futa = value		futa
zbreakfast	Breakfast Event Level	zbreakfast = value		zbreakfast
xmaschoice	Preserve the timeline	xmaschoice = value		xmaschoice
spinclasslap	Laps	spinclasslap = value		spinclasslap
momsave	Emily rescues	momsave = value		momsave
baileysave	Bailey rescues	baileysave = value		baileysave
zsteveshare	Share with Steve Event Level	zsteveshare = value		zsteveshare

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
you are a virgin #1	MCvirgin = True	MCvirgin = False	MCvirgin
event 1 #2	baileyq1 = True	baileyq1 = False	baileyq1
event 2 #3	baileyq2 = True	baileyq2 = False	baileyq2
event 3 #4	baileyq3 = True	baileyq3 = False	baileyq3
event 4 #5	baileyq4 = True	baileyq4 = False	baileyq4
event 5 #6	baileyq5 = True	baileyq5 = False	baileyq5
prom with Alexa #7	alexadate = True	alexadate = False	alexadate
Emily abducted #8	montaken = True	montaken = False	montaken
Sam abducted #9	samtaken = True	samtaken = False	samtaken
prom with Sam #10	samdate = True	samdate = False	samdate
Bailey abducted #11	baileytaken = True	baileytaken = False	baileytaken
prom with Emily & Alexa #12	emdateles = True	emdateles = False	emdateles
subservient Alexa #13	alexasubend = True	alexasubend = False	alexasubend
dominant Alexa #14	alexadomend = True	alexadomend = False	alexadomend
huge dominant Alexa #15	alexadate2dom = True	alexadate2dom = False	alexadate2dom
skip #16	timewarpskip = True	timewarpskip = False	timewarpskip
robotic strenght #17	wstrenght = True	wstrenght = False	wstrenght
help Ashley with the project #18	ashleystudy = True	ashleystudy = False	ashleystudy
Emily ntr choice #19	ntremilytchoice = True	ntremilytchoice = False	ntremilytchoice
NTR Emily good trophy #20	ntremilytrophygood = True	ntremilytrophygood = False	ntremilytrophygood
Emily ntr bad trophy #21	ntremilytrophybad = True	ntremilytrophybad = False	ntremilytrophybad
betray Emily #22	mombetray = True	mombetray = False	mombetray
ntr #23	ntr = True	ntr = False	ntr
twins Alexas #24	alexadate2sub = True	alexadate2sub = False	alexadate2sub
tentacle monster fuck #25	samprcm2 = True	samprcm2 = False	samprcm2
Bailey ntr choice #26	ntrbaileychoice = True	ntrbaileychoice = False	ntrbaileychoice
Bailey ntr good trophy #27	ntrbaileytrophygood = True	ntrbaileytrophygood = False	ntrbaileytrophygood
Bailey ntr bad trophy #28	ntrbaileytrophybad = True	ntrbaileytrophybad = False	ntrbaileytrophybad
betray Bailey #29	baileybetray = True	baileybetray = False	baileybetray

Unlock scenes

character: The scene character gallery
number: The scene number
info: The scene info
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock it
check current value: what to type in the developer console to check the current value

gallery	number	info	unlock	lock	check current value
MC	1		persistent.t15 = True	persistent.t15 = False	persistent.t15
MC	2	1/2	persistent.t1a = True	persistent.t1a = False	persistent.t1a
MC	2	2/2	persistent.t1b = True	persistent.t1b = False	persistent.t1b
MC	3		persistent.t2a = True	persistent.t2a = False	persistent.t2a
MC	4		persistent.t3 = True	persistent.t3 = False	persistent.t3
MC	5		persistent.t4 = True	persistent.t4 = False	persistent.t4
MC	6		persistent.t5 = True	persistent.t5 = False	persistent.t5
MC	7		persistent.t7 = True	persistent.t7 = False	persistent.t7
MC	8		persistent.t10 = True	persistent.t10 = False	persistent.t10
MC	9	1/2	persistent.t11b = True	persistent.t11b = False	persistent.t11b
MC	9	2/2	persistent.t11c = True	persistent.t11c = False	persistent.t11c
MC	10	1/4	persistent.t14a = True	persistent.t14a = False	persistent.t14a
MC	10	2/4	persistent.t14b = True	persistent.t14b = False	persistent.t14b
MC	10	3/4	persistent.t14c = True	persistent.t14c = False	persistent.t14c
MC	10	4/4	persistent.t14d = True	persistent.t14d = False	persistent.t14d
MC	11	NTR Emily Good Trophy	persistent.ntremilytrophygood = True	persistent.ntremilytrophygood = False	persistent.ntremilytrophygood
MC	11	NTR Emily Bad Trophy	persistent.ntremilytrophybad = True	persistent.ntremilytrophybad = False	persistent.ntremilytrophybad
MC	12	NTR Bailey Good Trophy	persistent.ntrbaileytrophygood = True	persistent.ntrbaileytrophygood = False	persistent.ntrbaileytrophygood
MC	12	NTR Bailey Bad Trophy	persistent.ntrbaileytrophybad = True	persistent.ntrbaileytrophybad = False	persistent.ntrbaileytrophybad
Alexa	1		persistent.d1alexal = True	persistent.d1alexal = False	persistent.d1alexal
Alexa	2		persistent.d1alexax2 = True	persistent.d1alexax2 = False	persistent.d1alexax2
Alexa	3		persistent.d2alexal = True	persistent.d2alexal = False	persistent.d2alexal
Alexa	4		persistent.d2alexax2 = True	persistent.d2alexax2 = False	persistent.d2alexax2
Alexa	5		persistent.d2alexax3 = True	persistent.d2alexax3 = False	persistent.d2alexax3
Alexa	6		persistent.d2alexax4 = True	persistent.d2alexax4 = False	persistent.d2alexax4
Alexa	7		persistent.d2emily4 = True	persistent.d2emily4 = False	persistent.d2emily4
Alexa	8		persistent.d3alexal = True	persistent.d3alexal = False	persistent.d3alexal
Alexa	9		persistent.d3alexax2 = True	persistent.d3alexax2 = False	persistent.d3alexax2
Alexa	10		persistent.d4alexax6 = True	persistent.d4alexax6 = False	persistent.d4alexax6
Alexa	11		persistent.d4alexal = True	persistent.d4alexal = False	persistent.d4alexal
Alexa	12		persistent.d4alexax2 = True	persistent.d4alexax2 = False	persistent.d4alexax2
Alexa	13		persistent.d4alexax3 = True	persistent.d4alexax3 = False	persistent.d4alexax3
Alexa	14		persistent.d4alexax4 = True	persistent.d4alexax4 = False	persistent.d4alexax4
Alexa	15		persistent.d5alexax3 = True	persistent.d5alexax3 = False	persistent.d5alexax3
Alexa	16		persistent.d5alexal = True	persistent.d5alexal = False	persistent.d5alexal
Alexa	17		persistent.d5alexax2 = True	persistent.d5alexax2 = False	persistent.d5alexax2
Alexa	18		persistent.d4alexax5 = True	persistent.d4alexax5 = False	persistent.d4alexax5
Alexa	19		persistent.d6alexal = True	persistent.d6alexal = False	persistent.d6alexal
Alexa	20		persistent.d6alexax2 = True	persistent.d6alexax2 = False	persistent.d6alexax2
Alexa	21		persistent.d6alexax3 = True	persistent.d6alexax3 = False	persistent.d6alexax3
Alexa	22		persistent.d6alexax4 = True	persistent.d6alexax4 = False	persistent.d6alexax4
Alexa	23		persistent.d6alexax5 = True	persistent.d6alexax5 = False	persistent.d6alexax5
Alexa	24		persistent.d6alexax6 = True	persistent.d6alexax6 = False	persistent.d6alexax6
Alexa	25		persistent.x1alexal = True	persistent.x1alexal = False	persistent.x1alexal
Emily	1		persistent.d1emily1 = True	persistent.d1emily1 = False	persistent.d1emily1
Emily	2		persistent.d1emily2 = True	persistent.d1emily2 = False	persistent.d1emily2
Emily	3		persistent.d1emily4 = True	persistent.d1emily4 = False	persistent.d1emily4
Emily	4		persistent.d1emily5 = True	persistent.d1emily5 = False	persistent.d1emily5
Emily	5		persistent.d1emily3 = True	persistent.d1emily3 = False	persistent.d1emily3
Emily	6		persistent.d2emily1 = True	persistent.d2emily1 = False	persistent.d2emily1
Emily	7		persistent.d2emily5 = True	persistent.d2emily5 = False	persistent.d2emily5
Emily	8		persistent.d2emily2 = True	persistent.d2emily2 = False	persistent.d2emily2
Emily	9		persistent.d2emily3 = True	persistent.d2emily3 = False	persistent.d2emily3
Emily	10		persistent.d3emily1 = True	persistent.d3emily1 = False	persistent.d3emily1
Emily	11		persistent.d3emily2 = True	persistent.d3emily2 = False	persistent.d3emily2
Emily	12		persistent.d3emily3 = True	persistent.d3emily3 = False	persistent.d3emily3
Emily	13		persistent.d3emily4 = True	persistent.d3emily4 = False	persistent.d3emily4
Emily	14		persistent.d3emily5 = True	persistent.d3emily5 = False	persistent.d3emily5
Emily	15		persistent.d4emily6 = True	persistent.d4emily6 = False	persistent.d4emily6
Emily	16		persistent.d4emily1 = True	persistent.d4emily1 = False	persistent.d4emily1
Emily	17		persistent.d4emily4 = True	persistent.d4emily4 = False	persistent.d4emily4
Emily	18		persistent.d4emily5 = True	persistent.d4emily5 = False	persistent.d4emily5
Emily	19		persistent.d5emily6 = True	persistent.d5emily6 = False	persistent.d5emily6
Emily	20		persistent.d5emily1 = True	persistent.d5emily1 = False	persistent.d5emily1
Emily	21		persistent.d5emily2 = True	persistent.d5emily2 = False	persistent.d5emily2
Emily	22		persistent.d5emily3 = True	persistent.d5emily3 = False	persistent.d5emily3
Emily	23		persistent.d5emily4 = True	persistent.d5emily4 = False	persistent.d5emily4
Emily	24		persistent.d5emily5 = True	persistent.d5emily5 = False	persistent.d5emily5
Emily	25		persistent.d4emily3 = True	persistent.d4emily3 = False	persistent.d4emily3
Emily	26		persistent.d6emily1 = True	persistent.d6emily1 = False	persistent.d6emily1
Emily	27		persistent.d6emily4 = True	persistent.d6emily4 = False	persistent.d6emily4
Emily	28		persistent.d6emily5 = True	persistent.d6emily5 = False	persistent.d6emily5
Emily	29		persistent.d6emily2 = True	persistent.d6emily2 = False	persistent.d6emily2
Emily	30		persistent.d6emily3 = True	persistent.d6emily3 = False	persistent.d6emily3
Emily	31		persistent.x1emily1 = True	persistent.x1emily1 = False	persistent.x1emily1
Sam	1		persistent.d1sam1 = True	persistent.d1sam1 = False	persistent.d1sam1
Sam	2		persistent.d1sam2 = True	persistent.d1sam2 = False	persistent.d1sam2
Sam	3		persistent.d2sam5 = True	persistent.d2sam5 = False	persistent.d2sam5
Sam	4		persistent.d2sam4 = True	persistent.d2sam4 = False	persistent.d2sam4
Sam	5		persistent.d2sam1 = True	persistent.d2sam1 = False	persistent.d2sam1
Sam	6		persistent.d2sam2 = True	persistent.d2sam2 = False	persistent.d2sam2
Sam	7		persistent.d2sam6 = True	persistent.d2sam6 = False	persistent.d2sam6
Sam	8		persistent.d2sam3 = True	persistent.d2sam3 = False	persistent.d2sam3
Sam	9		persistent.d3sam1 = True	persistent.d3sam1 = False	persistent.d3sam1
Sam	10		persistent.d4sam4 = True	persistent.d4sam4 = False	persistent.d4sam4
Sam	11		persistent.d4sam2 = True	persistent.d4sam2 = False	persistent.d4sam2
Sam	12		persistent.d4sam3 = True	persistent.d4sam3 = False	persistent.d4sam3
Sam	13		persistent.d5sam1 = True	persistent.d5sam1 = False	persistent.d5sam1
Sam	14		persistent.d5sam2 = True	persistent.d5sam2 = False	persistent.d5sam2
Sam	15		persistent.d5sam3 = True	persistent.d5sam3 = False	persistent.d5sam3
Sam	16		persistent.d5sam4 = True	persistent.d5sam4 = False	persistent.d5sam4
Sam	17		persistent.d5sam5 = True	persistent.d5sam5 = False	persistent.d5sam5
Sam	18		persistent.d6sam1 = True	persistent.d6sam1 = False	persistent.d6sam1
Sam	19		persistent.d4sam1 = True	persistent.d4sam1 = False	persistent.d4sam1
Sam	20		persistent.d6sam4 = True	persistent.d6sam4 = False	persistent.d6sam4
Sam	21		persistent.d6sam2 = True	persistent.d6sam2 = False	persistent.d6sam2
Sam	22		persistent.d6sam3 = True	persistent.d6sam3 = False	persistent.d6sam3
Sam	23		persistent.x1sam1 = True	persistent.x1sam1 = False	persistent.x1sam1
Bailey	1		persistent.d1bailey1 = True	persistent.d1bailey1 = False	persistent.d1bailey1
Bailey	2		persistent.d1bailey5 = True	persistent.d1bailey5 = False	persistent.d1bailey5
Bailey	3		persistent.d1bailey8 = True	persistent.d1bailey8 = False	persistent.d1bailey8
Bailey	4		persistent.d1bailey2 = True	persistent.d1bailey2 = False	persistent.d1bailey2
Bailey	5		persistent.d1bailey4 = True	persistent.d1bailey4 = False	persistent.d1bailey4
Bailey	6		persistent.d1bailey3 = True	persistent.d1bailey3 = False	persistent.d1bailey3
Bailey	7		persistent.d1bailey6 = True	persistent.d1bailey6 = False	persistent.d1bailey6
Bailey	8		persistent.d1bailey7 = True	persistent.d1bailey7 = False	persistent.d1bailey7
Bailey	9		persistent.d1bailey10 = True	persistent.d1bailey10 = False	persistent.d1bailey10
Bailey	10		persistent.d2bailey1 = True	persistent.d2bailey1 = False	persistent.d2bailey1
Bailey	11		persistent.d3bailey1 = True	persistent.d3bailey1 = False	persistent.d3bailey1
Bailey	12		persistent.x1bailey1 = True	persistent.x1bailey1 = False	persistent.x1bailey1
Steph	1		persistent.d1steph1 = True	persistent.d1steph1 = False	persistent.d1steph1
Steph	2		persistent.d1steph2 = True	persistent.d1steph2 = False	persistent.d1steph2
Daphne	1		persistent.d1daphne1 = True	persistent.d1daphne1 = False	persistent.d1daphne1
Daphne	2		persistent.d3daphne1 = True	persistent.d3daphne1 = False	persistent.d3daphne1
Ashley	1		persistent.d1ashley1 = True	persistent.d1ashley1 = False	persistent.d1ashley1
Ashley	2		persistent.d1ashley2 = True	persistent.d1ashley2 = False	persistent.d1ashley2
Ashley	3		persistent.d2ashley1 = True	persistent.d2ashley1 = False	persistent.d2ashley1
Jessica	1		persistent.d1jessical = True	persistent.d1jessical = False	persistent.d1jessical
Jessica	2		persistent.d1jessica2 = True	persistent.d1jessica2 = False	persistent.d1jessica2
Leox	1		persistent.d1lexxx1 = True	persistent.d1lexxx1 = False	persistent.d1lexxx1
Leox	2		persistent.d1lexxx2 = True	persistent.d1lexxx2 = False	persistent.d1lexxx2
Leox	3		persistent.d1lexxx3 = True	persistent.d1lexxx3 = False	persistent.d1lexxx3
Leox	4		persistent.d1lexxx4 = True	persistent.d1lexxx4 = False	persistent.d1lexxx4
Leox	5		persistent.d1lexxx5 = True	persistent.d1lexxx5 = False	persistent.d1lexxx5
Leox	6		persistent.d1lexxx6 = True	persistent.d1lexxx6 = False	persistent.d1lexxx6
Leox	7		persistent.d1lexxx1 = True	persistent.d1lexxx1 = False	persistent.d1lexxx1
Leox	8		persistent.d4lexxx1 = True	persistent.d4lexxx1 = False	persistent.d4lexxx1
Leox	9		persistent.d5lexxx1 = True	persistent.d5lexxx1 = False	persistent.d5lexxx1
Leox	10		persistent.x1lexxx1 = True	persistent.x1lexxx1 = False	persistent.x1lexxx1
Meiko	1		persistent.d1meiko1 = True	persistent.d1meiko1 = False	persistent.d1meiko1
Meiko	2		persistent.d2meiko1 = True	persistent.d2meiko1 = False	persistent.d2meiko1
Meiko	3		persistent.d3meiko1 = True	persistent.d3meiko1 = False	persistent.d3meiko1
Meiko	4		persistent.d3meiko2 = True	persistent.d3meiko2 = False	persistent.d3meiko2
Meiko	5		persistent.d2meiko3 = True	persistent.d2meiko3 = False	persistent.d2meiko3
Meiko	1		persistent.d2lexxx1 = True	persistent.d2lexxx1 = False	persistent.d2lexxx1
Melvin					