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SexBot
By LlamaMann Games
<https://www.patreon.com/llamamanngames>



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

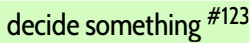
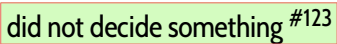
While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
 *{Granny}*
 *{grandmas kissed +20}*

Icons

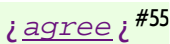

Flow Symbols

 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

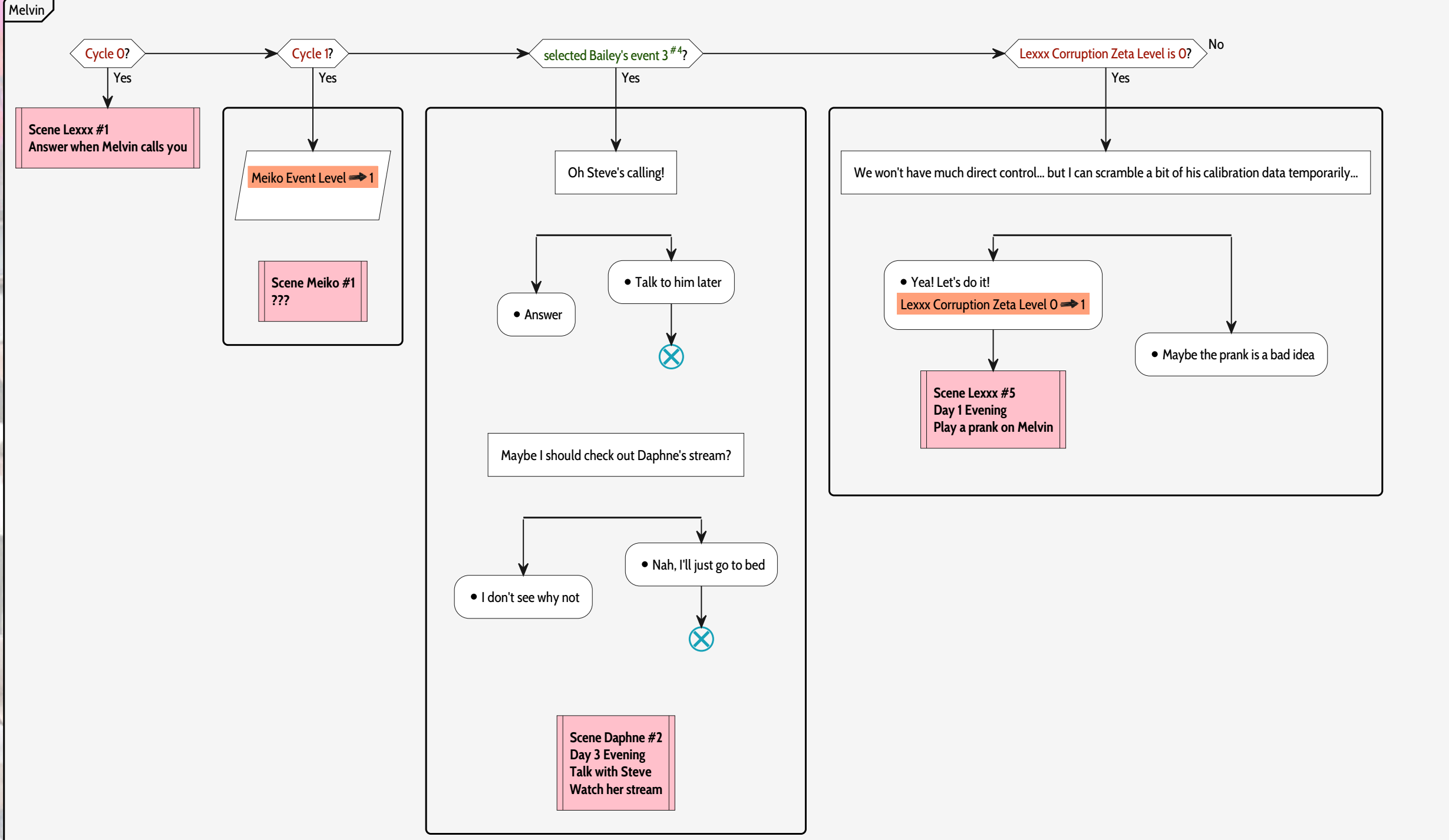
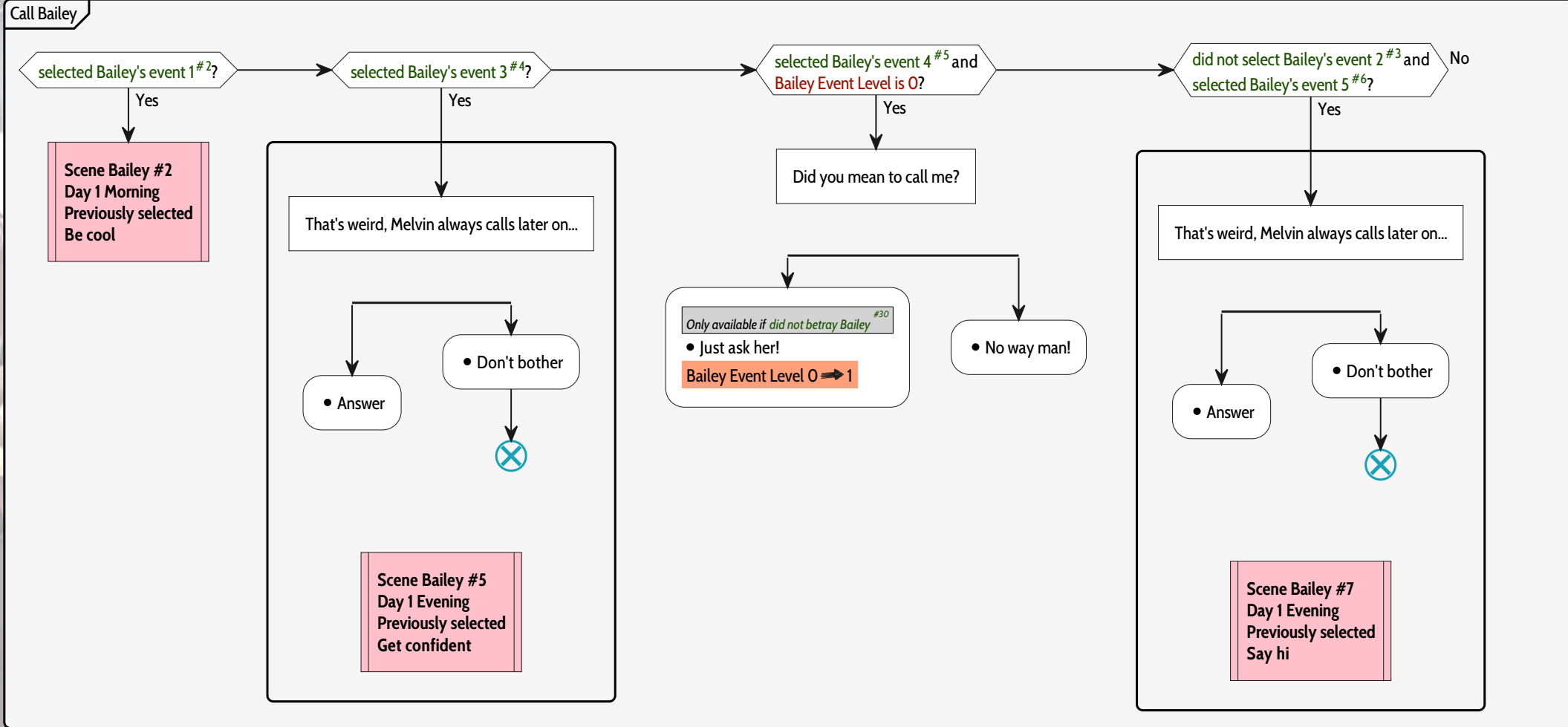
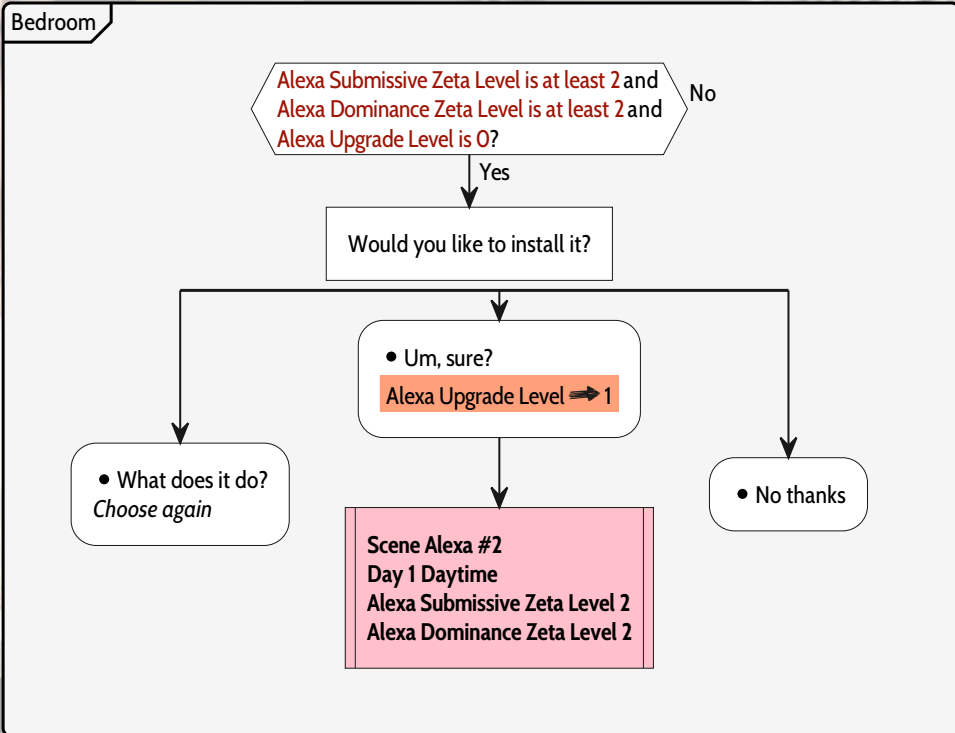
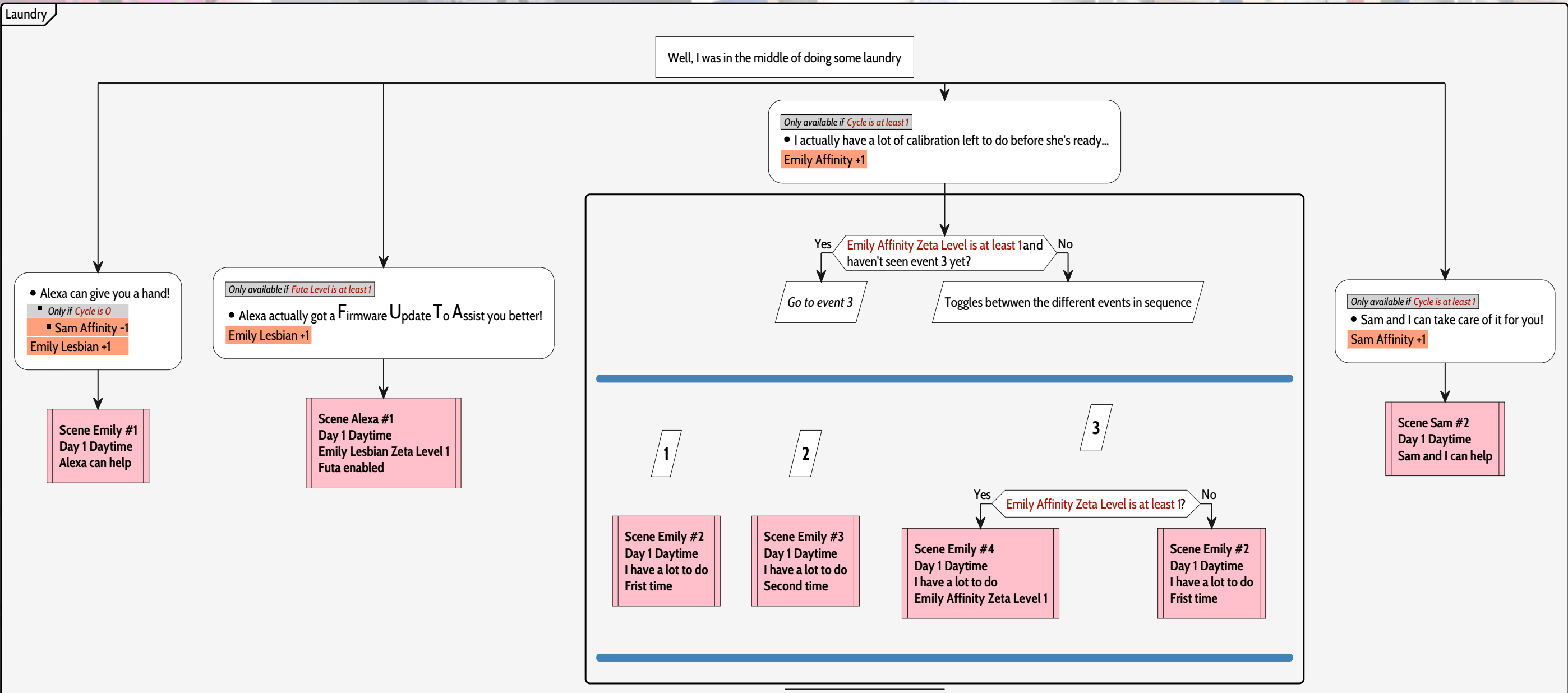
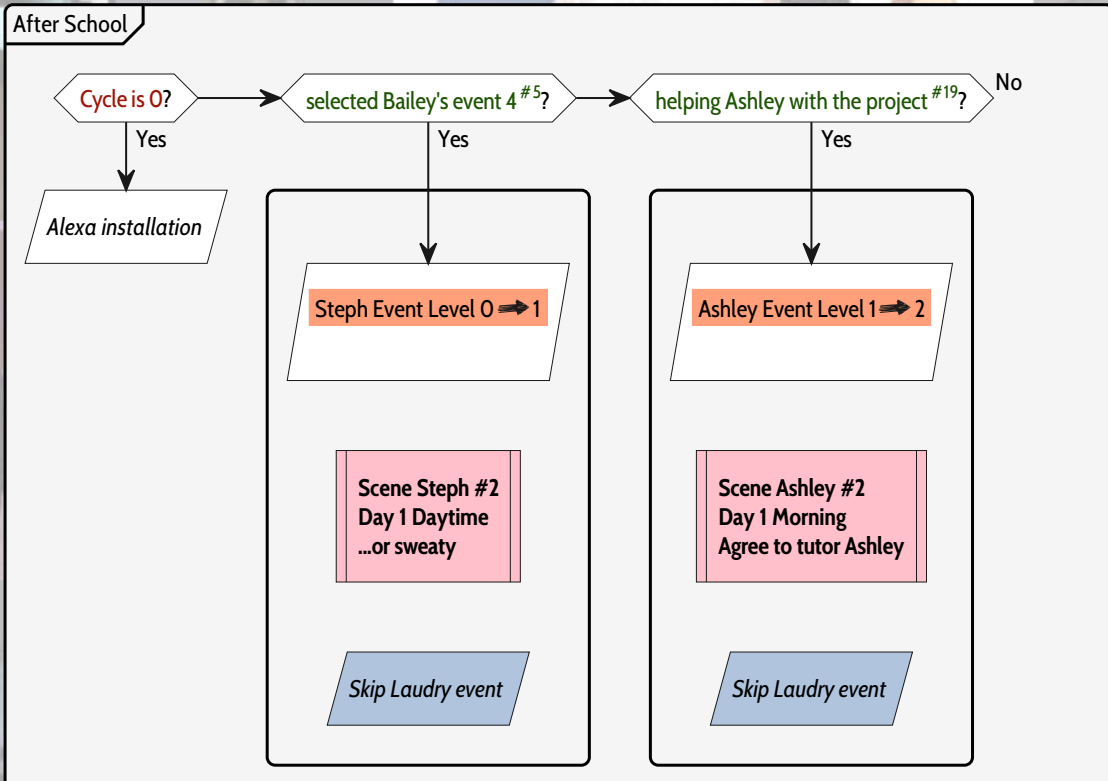
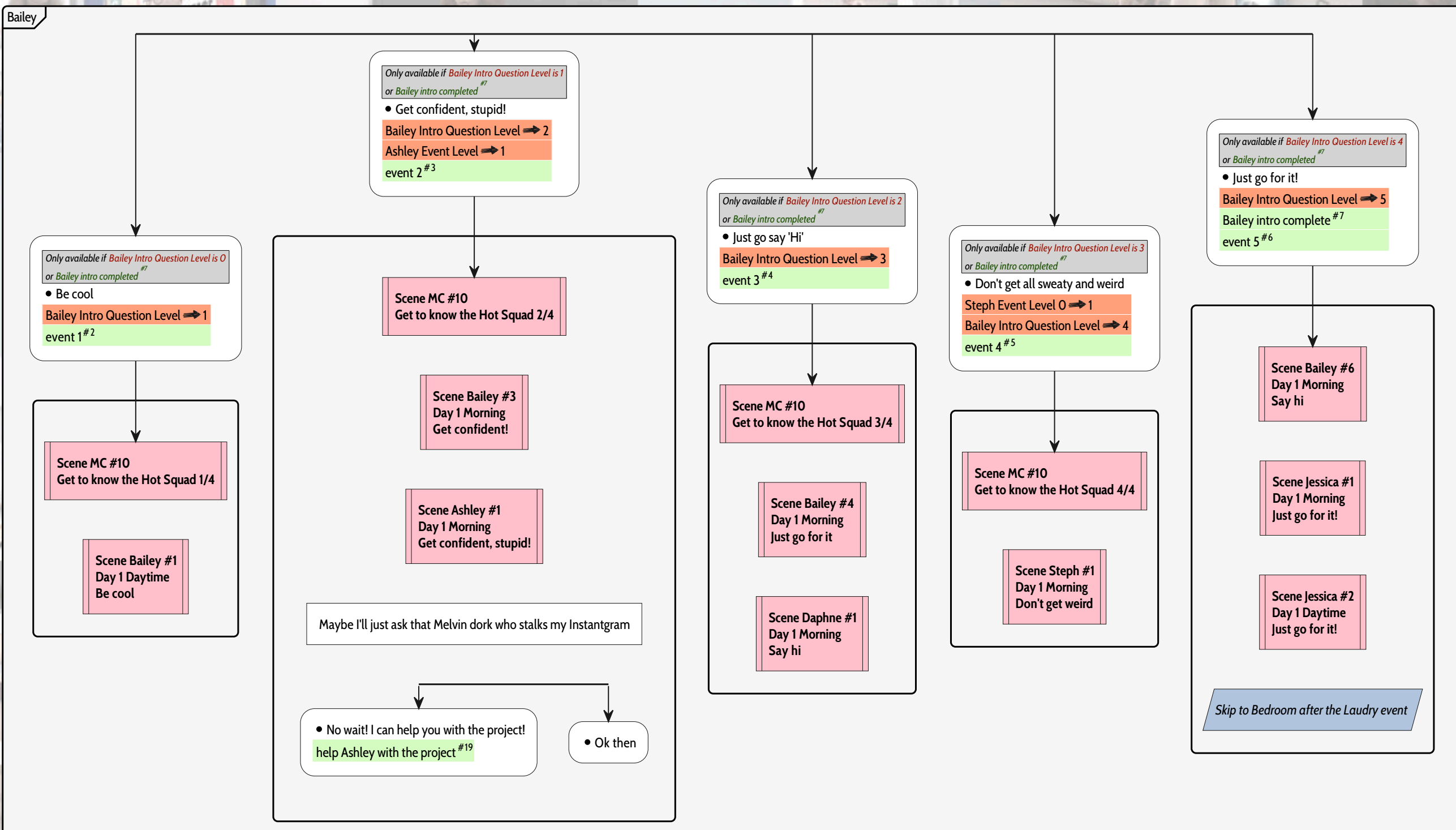
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

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.

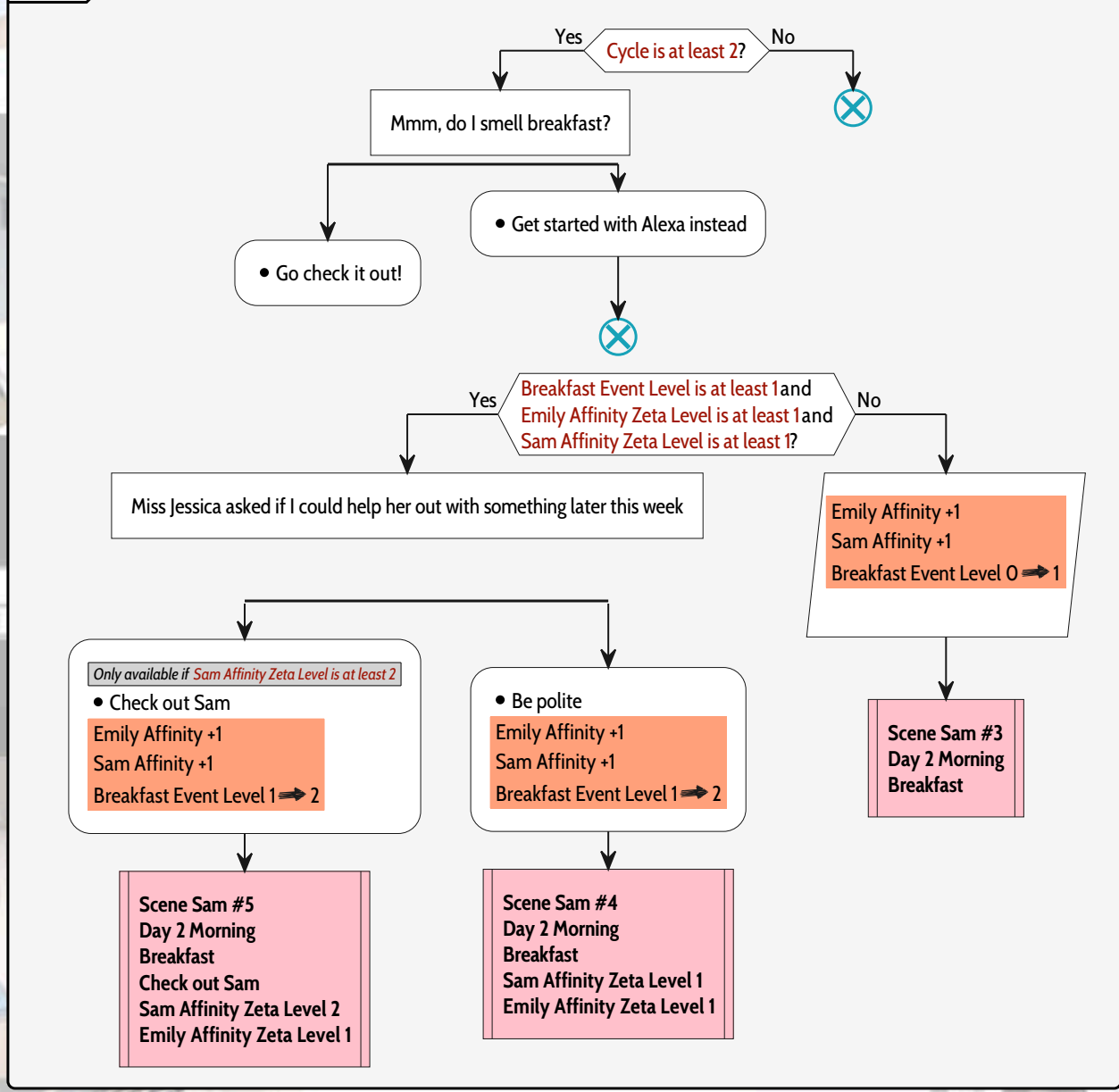
New Game

you are a virgin #1

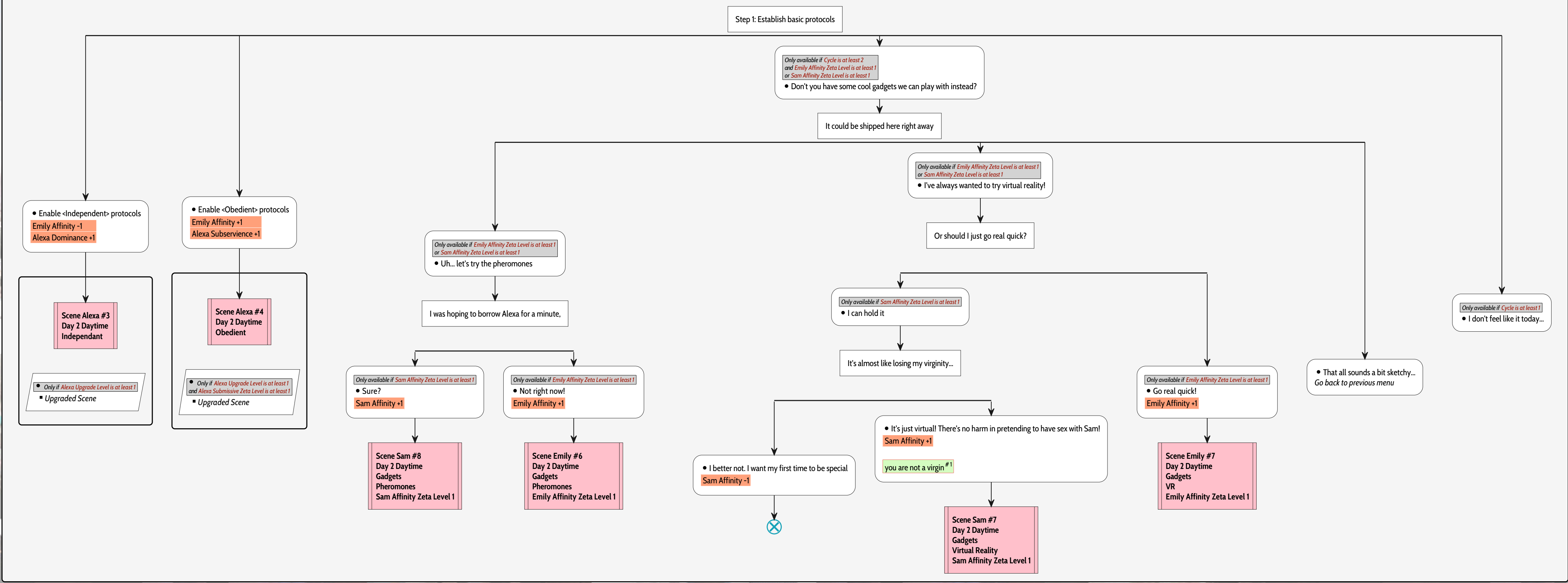


SexBot
Day 2

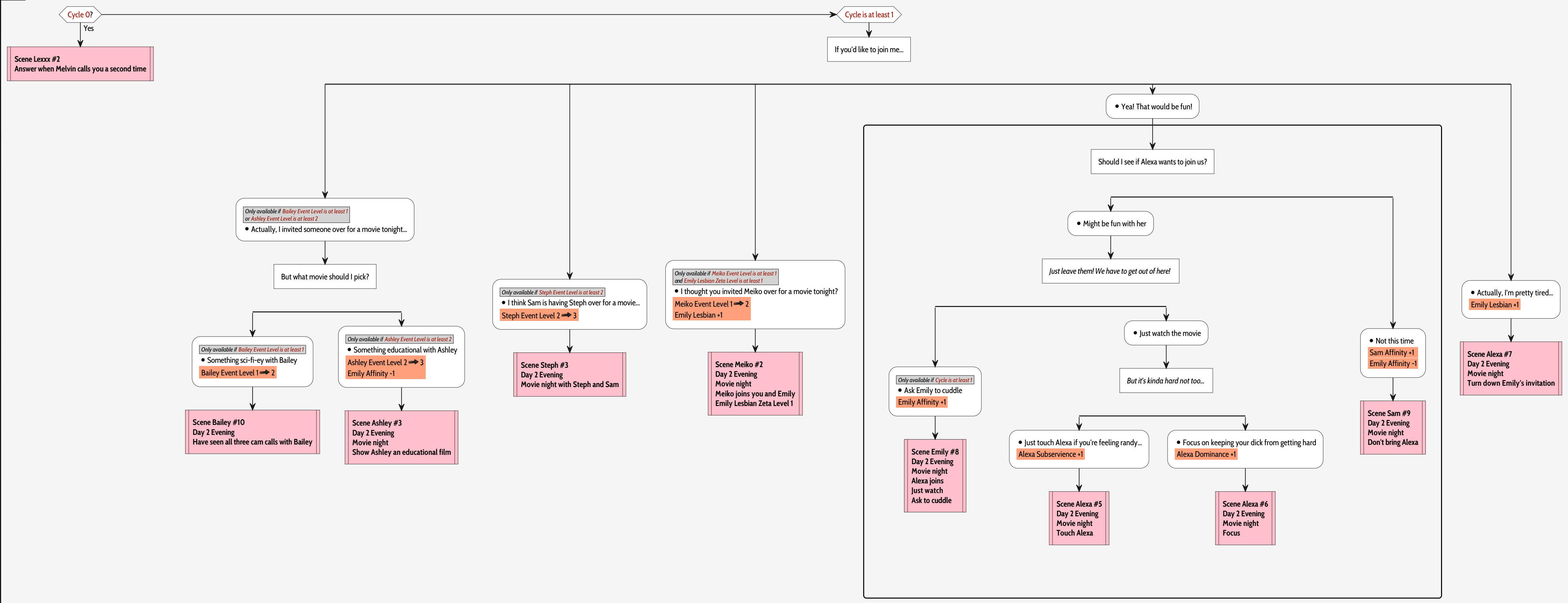
Breakfast

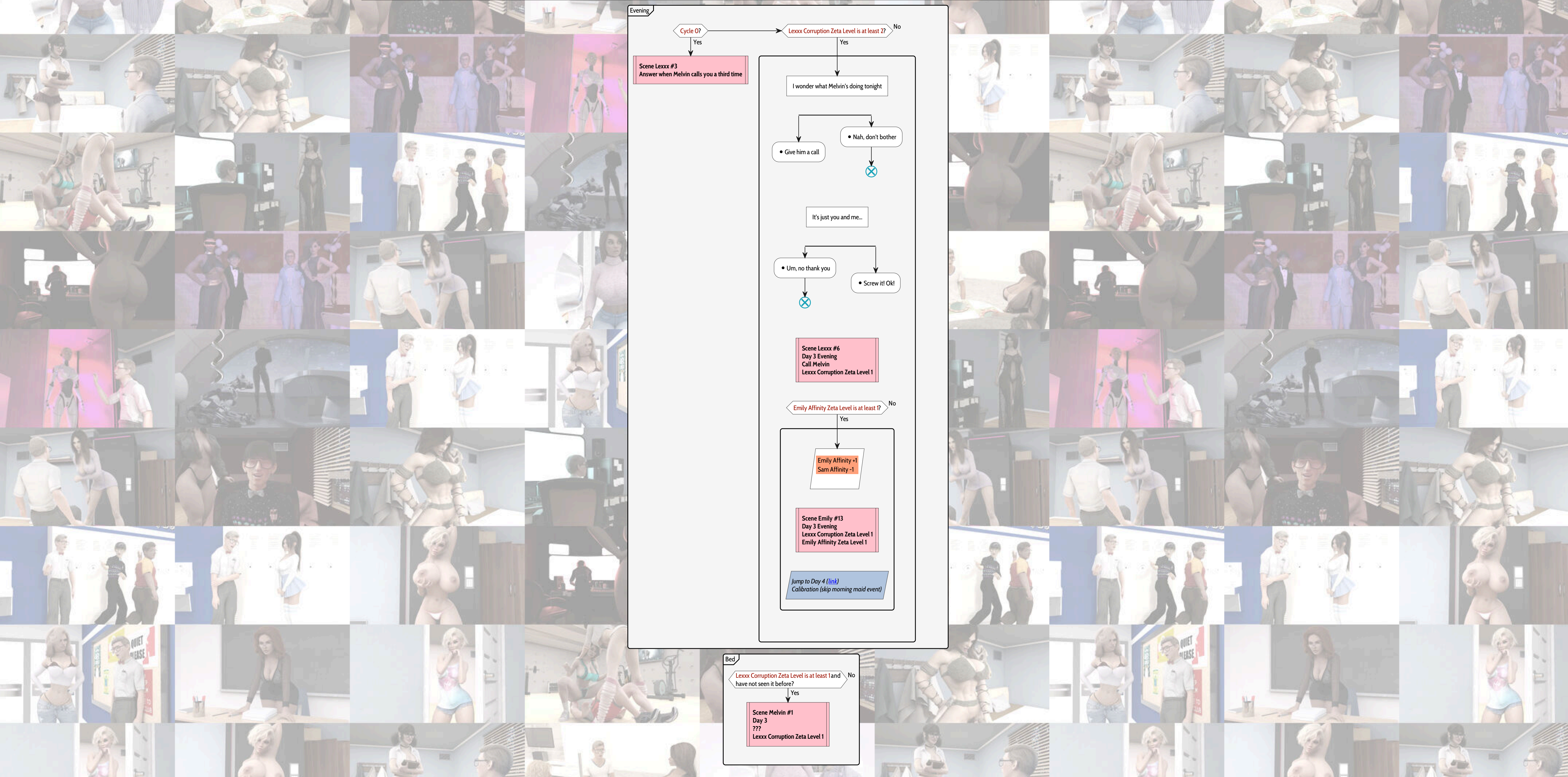
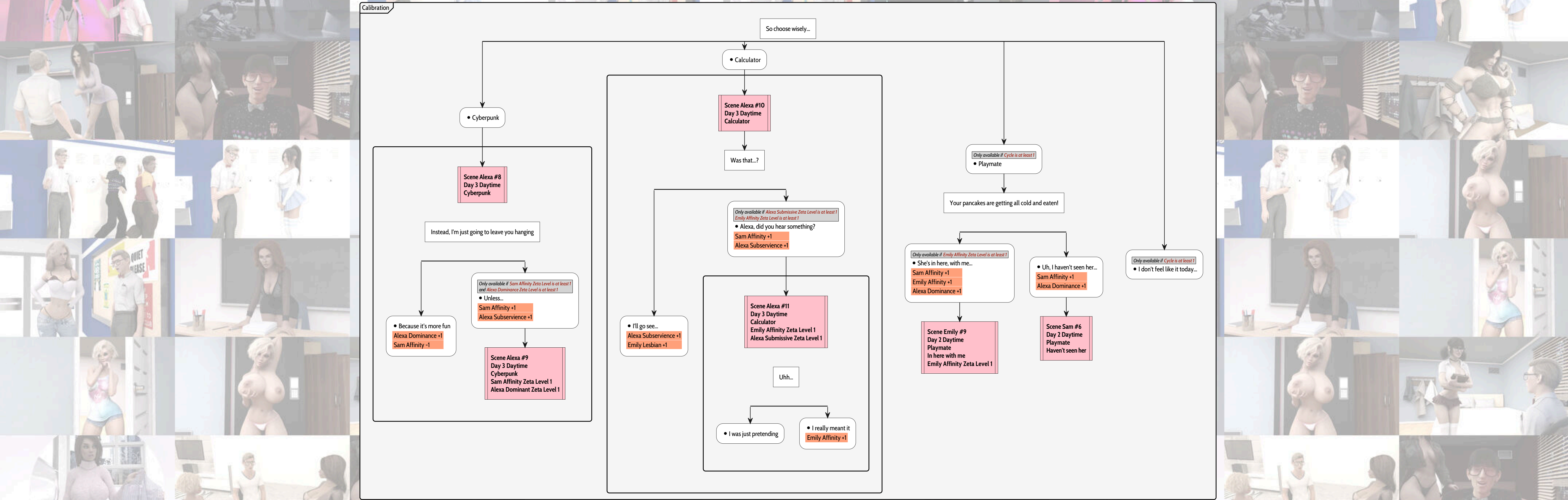
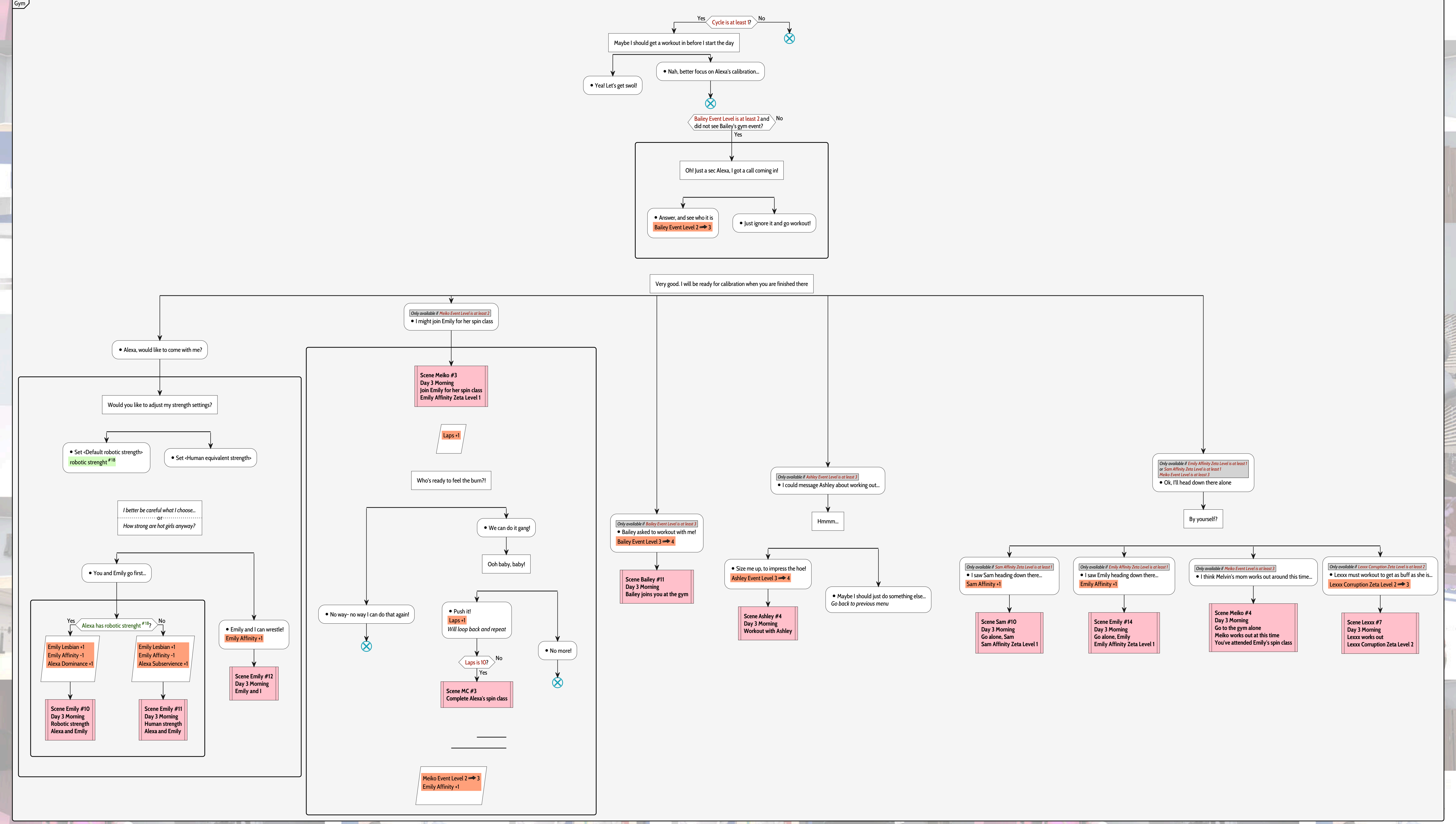
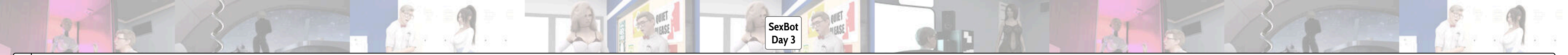


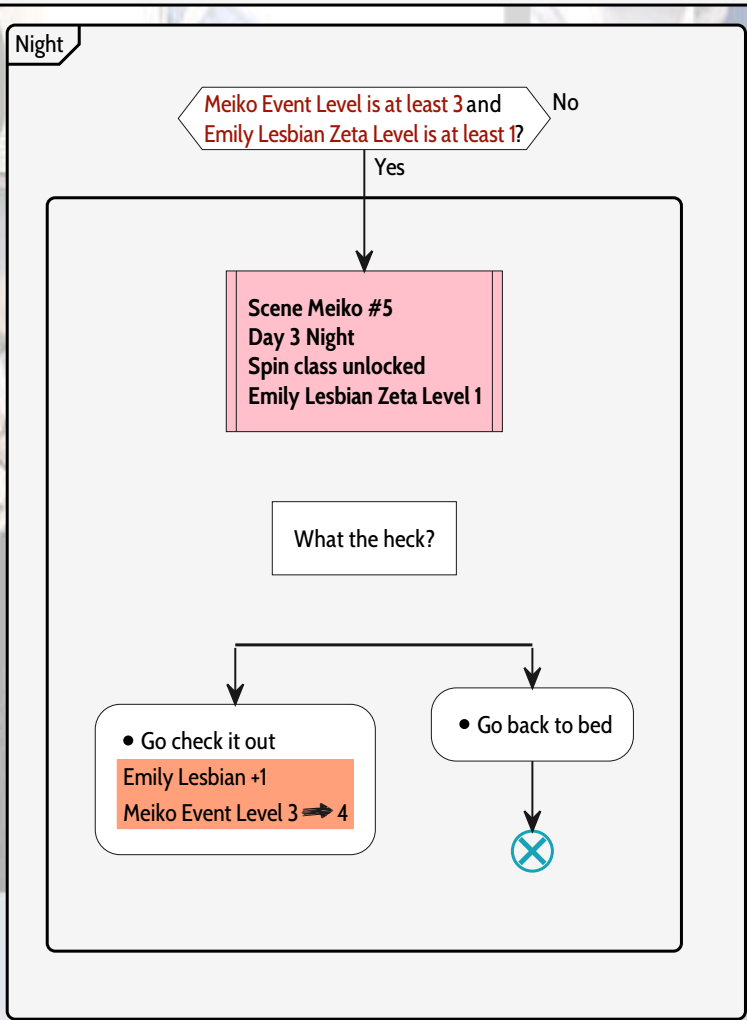
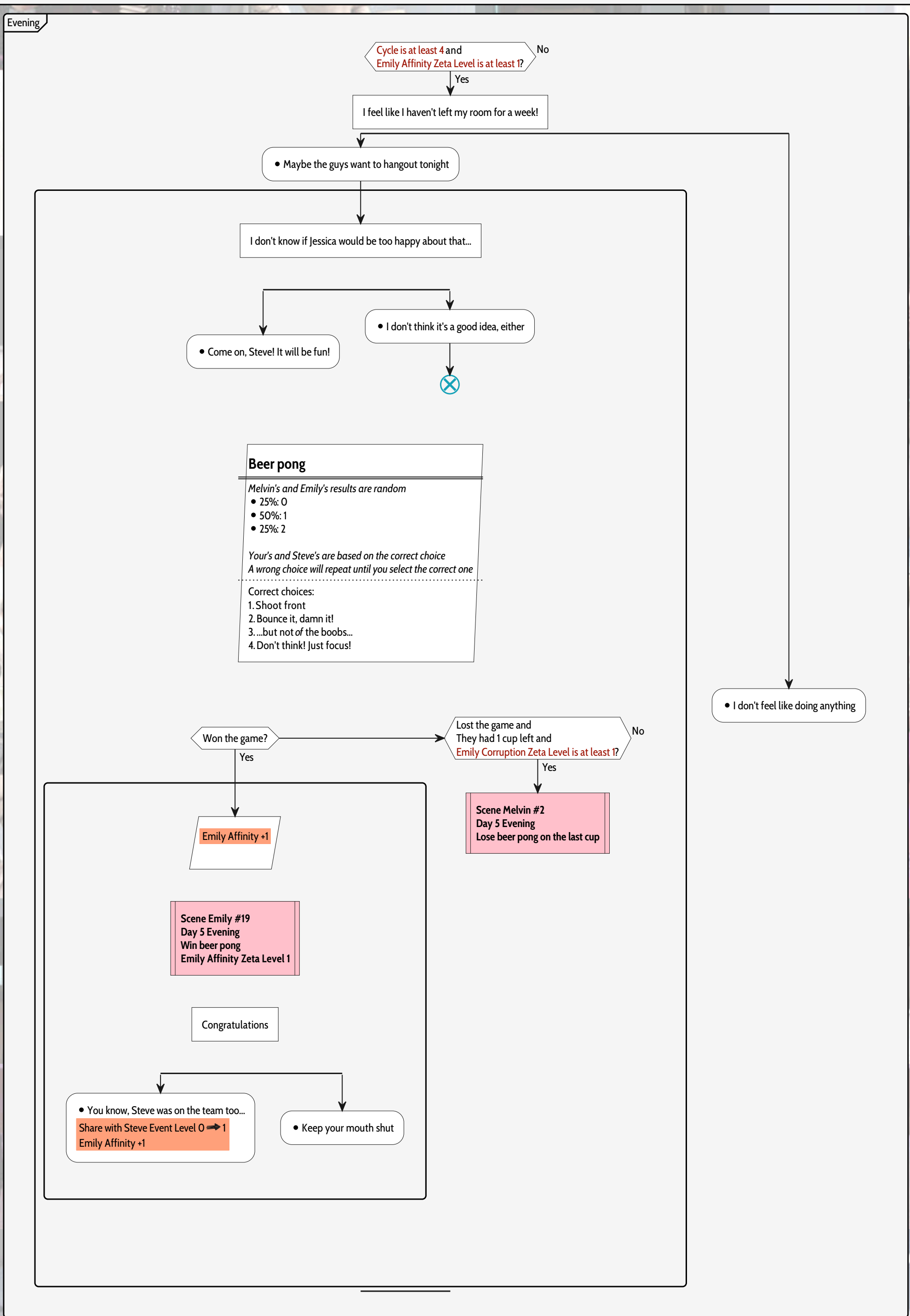
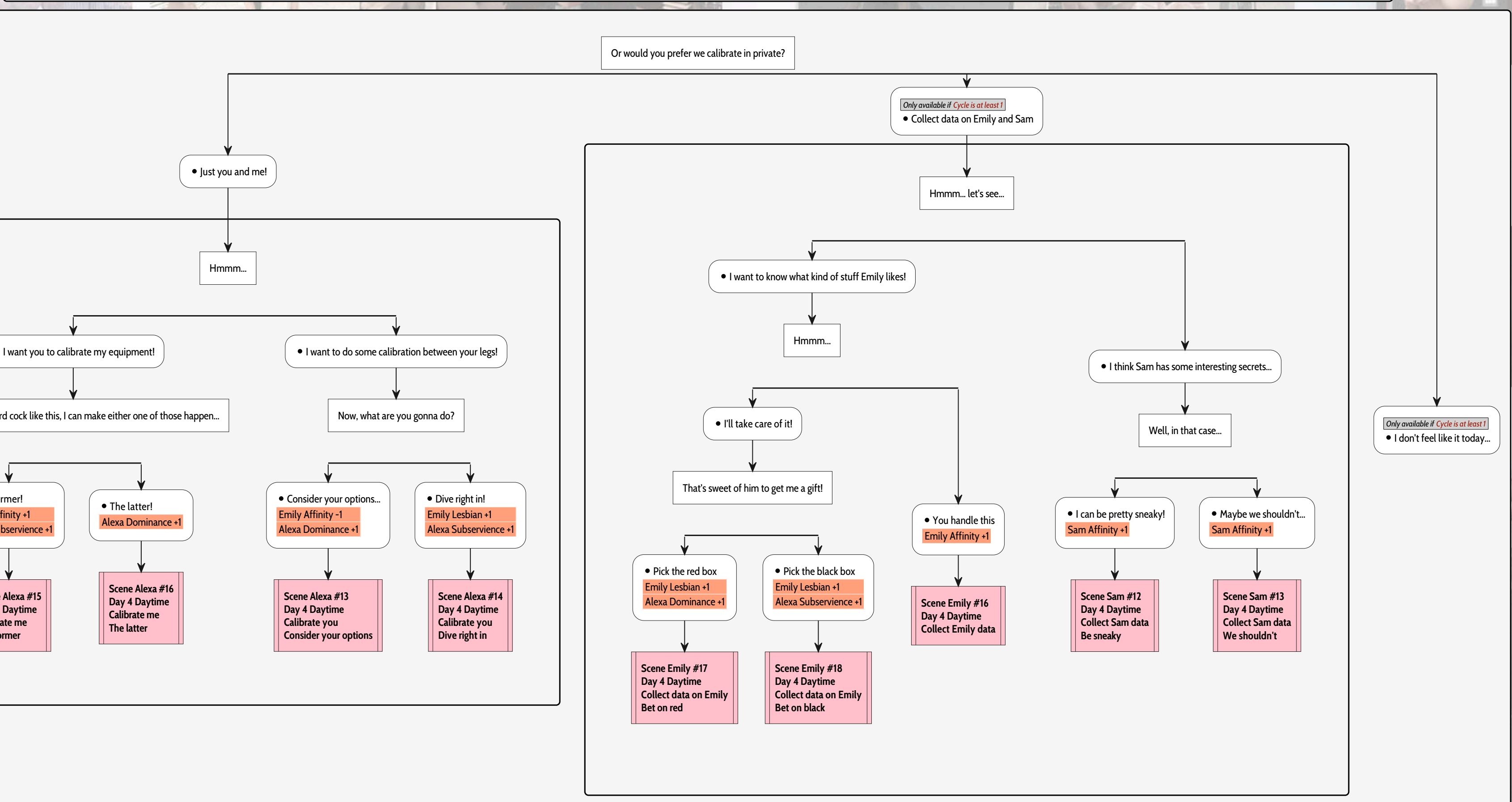
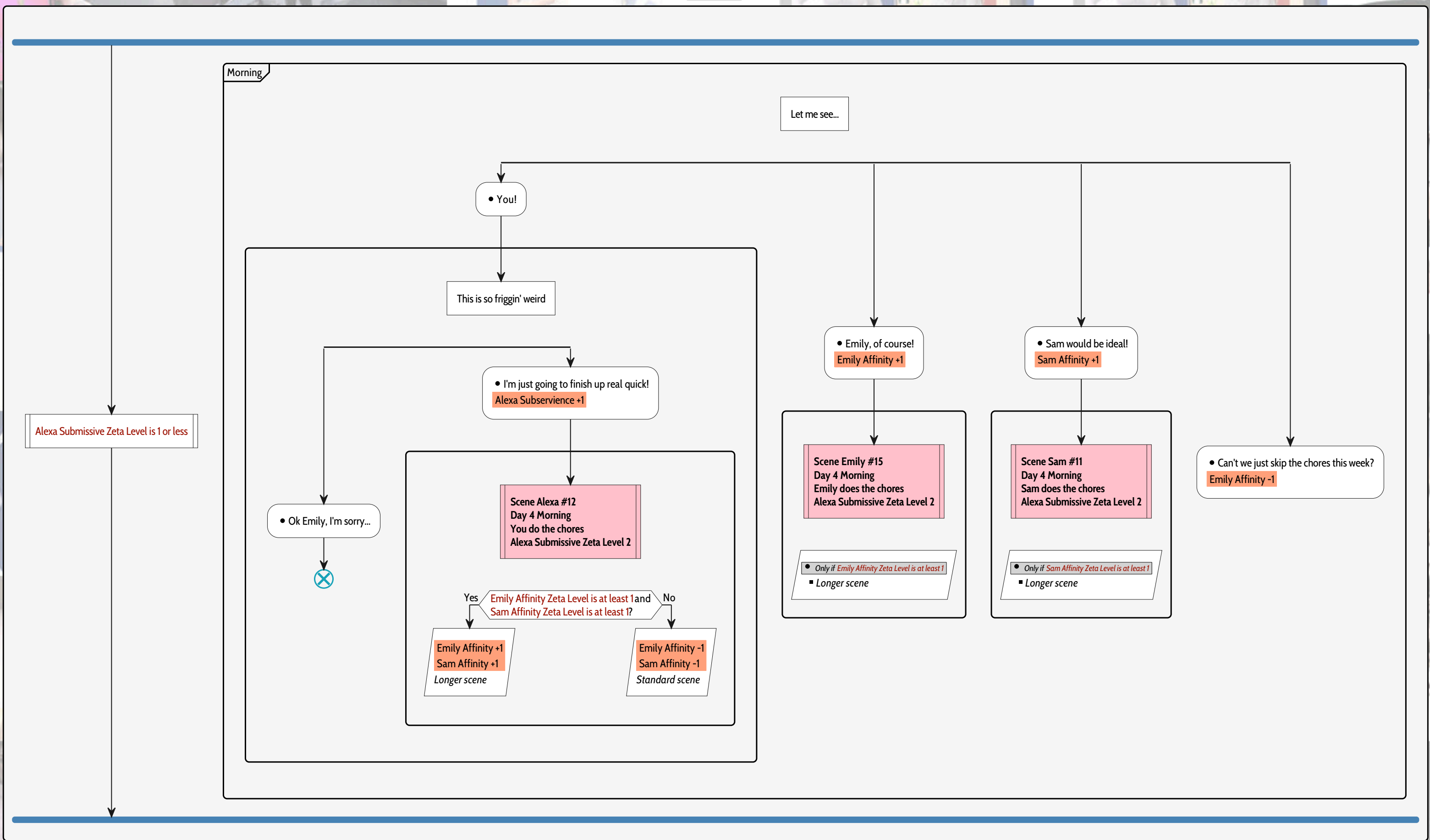
Calibration



Evening







Hot tub

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

• Put some swim trunks on and head up there!

Alexa Submissive Zeta Level is at least 1 or
Alexa Dominance Zeta Level is at least 1?

Yes

Emily Affinity -1
Sam Affinity -1
Alexa Dominance -1

Scene Alexa #17
Day 5 Morning
Alexa Submissive or Dominance Zeta Level 2

Only available if Emily Affinity Zeta Level is at least 1
• Emily goes up there some mornings...

Would you like to join me for a popsicle?

I'm ok, thanks
Emily Affinity +1

Scene Emily #24
Day 5 Morning
Emily Affinity 4 points
Emily Affinity Zeta Level 1
Take a popsicle

Scene MC #9
Get private dances from Emily and Sam 1/2

Only available if Sam Affinity Zeta Level is at least 1
• Sam goes up there some mornings...

But now that you can see, what did you want to do?

I was going to turn on some music
Sam Affinity +1

Scene Sam #17
Day 5 Morning
Sam Affinity 4 points
Sam Affinity Zeta Level 1
Music

Scene MC #9
Get private dances from Emily and Sam 2/2

Only available if Emily Affinity Zeta Level is at least 2
• I was going to put on some sunscreen
Sam Affinity +1

Scene Sam #18
Day 5 Morning
Sam Affinity Zeta Level 1
Sunscreen

Only available if Lexxx Corruption Zeta Level is at least 1
• Message Melvin about going to the hot tub

Scene Lexxx #9
Day 5 Morning
Invite Melvin
Lexxx Corruption Zeta Level 1

Please indicate how you would like me how to proceed:

• Go faster I guess

• Hold'er steady!

Is this enough to make you cum? Or would you like more?

• More! More!

• This is totally enough!

Do you want me to jerk that beautiful dick of yours faster?

• Yea, give me everything you got!

Scene MC #8
See what happens when Lexxx jerks you off as fast as she can

• Just keep that pace!
Lexxx Corruption Zeta Level 1 → 2

Only available if Melko Event Level is at least 2
• I've seen Melko use the hot tub before...

Melko Event Level 4 → 5

Scene Melko #6
Day 5 Morning
Melko joins you in the hot tub
You hung out with Emily and Melko after their night out

• Better not get distracted, I should calibrate Alexa...

Calibration

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

• Let's do it!

Only available if Cycle is at least 1
• I don't feel like it today...

Or I could invite Steve over to try this!

• Go get the girls

So who is it going to be?

Only available if Cycle is at least 1
• I'll do it myself!

What kind of atomic realignment did you have in mind?

• I want to be a super hunk!
Emily Lesbian +1
Emily Affinity +1
Sam Affinity +1

Scene Sam #14
Day 5 Daytime
I'll do it
Superhunk

• I want a big ol' penis!
Emily Affinity +1
Sam Affinity +1

Scene Emily #23
Day 5 Daytime
Do it myself
Big penis

Only available if Cycle is at least 1
• Sam should give it a shot!

We could always give her a little more booty instead...

• Gotta go for the boobs!
Sam Affinity +1
Alexa Dominance +1

Scene Sam #15
Day 5 Daytime
Sam tries
Busty

• I'm an ass-mant!
Sam Affinity +1
Alexa Subservience +1

Scene Sam #16
Day 5 Daytime
Sam tries
Booty

• I guess before she had kids

I'm outta here!

• Wait Sam! I need you!
Emily Affinity +1
Sam Affinity +1

Scene Emily #21
Day 5 Daytime
Emily tries
Before she had kids

Only available if Emily Affinity Zeta Level is at least 2
• I guess, I could handle this on my own?

Scene Emily #22
Day 5 Daytime
Emily tries
Before she had kids
Emily Affinity Zeta Level 2

• Let's make her about my age!
Emily Affinity +1

Scene Emily #20
Day 5 Daytime
Emily tries
About my age

• Actually... this seems pretty dangerous...

You want me to handle this or are you gonna be in charge?

• You got this!
Alexa Dominance +1

Scene Alexa #18
Day 5 Daytime
Dangerous
You got this

• I'll take a turn in the driver's seat!
Alexa Subservience +1
Emily Affinity +1

Scene Alexa #19
Day 5 Daytime
Dangerous
I'll take a turn

Only available if Steve with Steve Event Level is at least 1
and Emily Affinity Zeta Level is at least 2
• Call up Steve

I don't know dude, this is your call

• Let's put on a puppet show!
Steve with Steve Event Level 1 → 2
Emily Affinity +1

Scene Emily #27
Day 5 Daytime
Invite Steve over for calibration
Steve got a kiss after beeping
Emily Affinity Zeta Level 2

• Nope, no way!

Evening

Cycle 0?

Yes

Scene Lexxx #4
Answer when Melvin calls you a fourth time

Emily Affinity is at least 3 or
Sam Affinity is at least 3 or
Lexxx Corruption Zeta Level is at least 3?

No

"knock, knock"

• Emily?

Emily Affinity Zeta Level is at least 1?

Yes

Emily Affinity Zeta Level is at least 2?

No

Scene Emily #26
Day 4 Night
Emily Affinity Zeta Level 1
Refused Melvin after prom with Alexa

Emily Affinity +1

Emily Affinity +1

• Sam?

Sam Affinity Zeta Level is at least 1?

No

Scene Sam #19
Day 4 Evening
Sam Affinity Zeta Level 1

Yes

Sam Affinity Zeta Level is at least 2?

No

Sam Affinity +1

Sam Affinity +1

Only available if Lexxx Corruption Zeta Level is at least 1
• Who's there?

Scene Lexxx #8
Day 4 Evening
Lexxx Corruption Zeta Level 3

Lexxx Corruption Zeta Level 3 → 4

• Sorry! I'm just heading to bed!

Night

Alexa Dominance Zeta Level is at least 1 or
Alexa Subservience Zeta Level is at least 1?

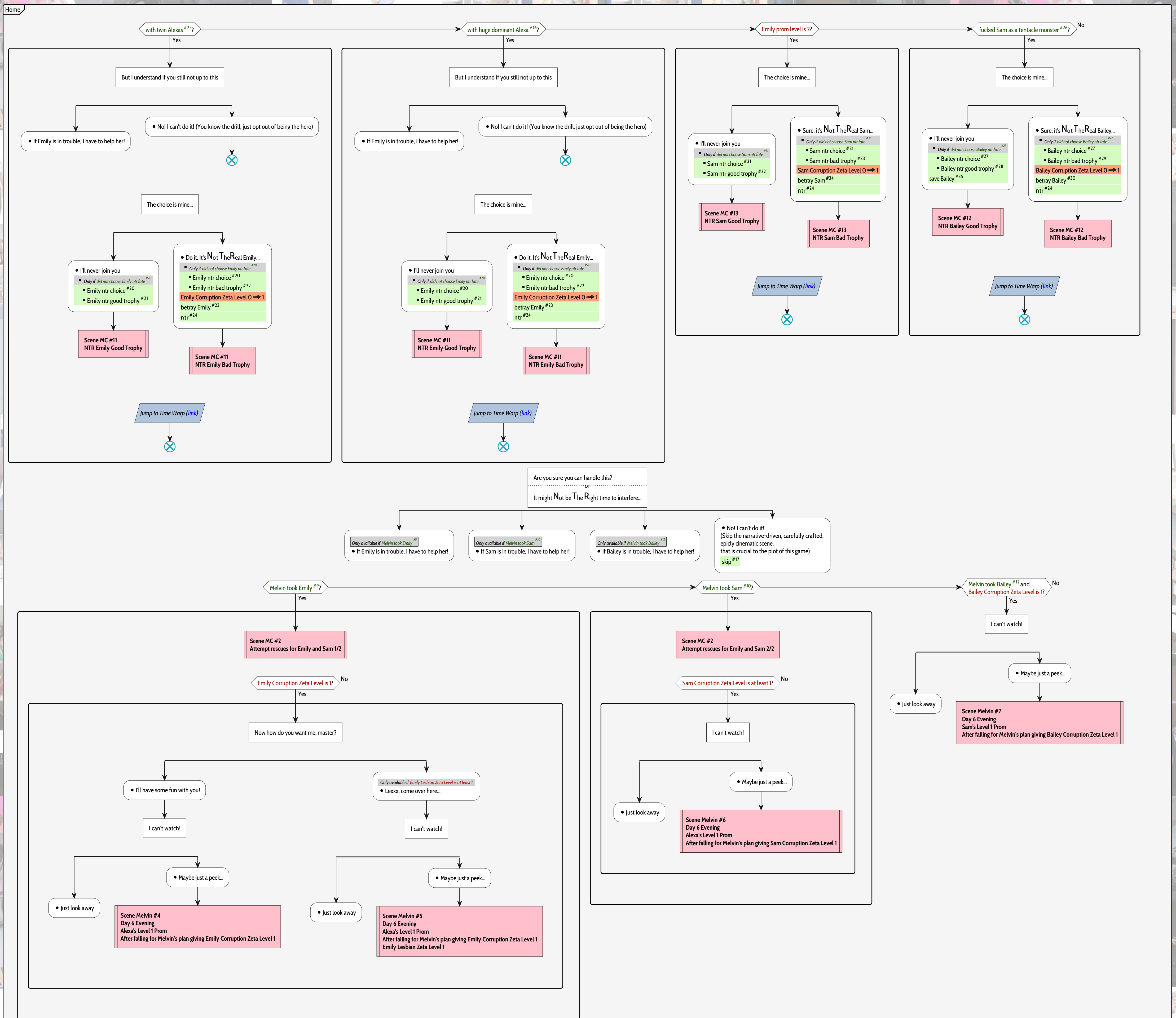
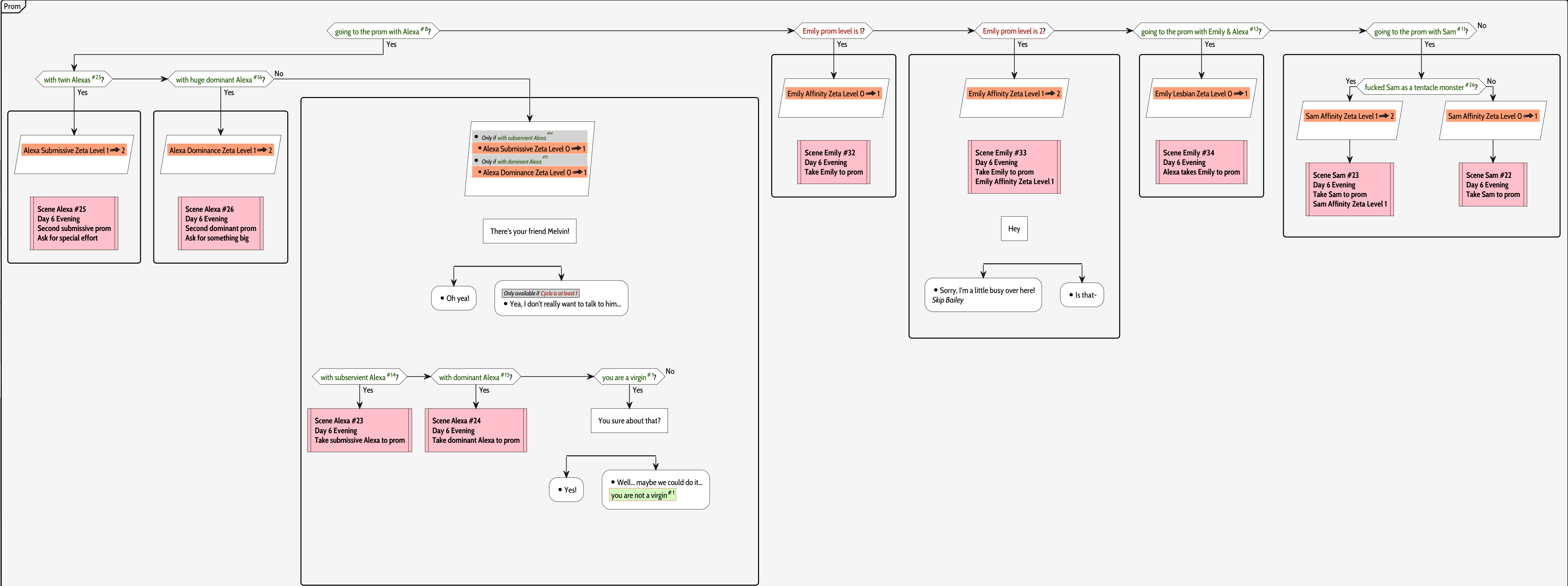
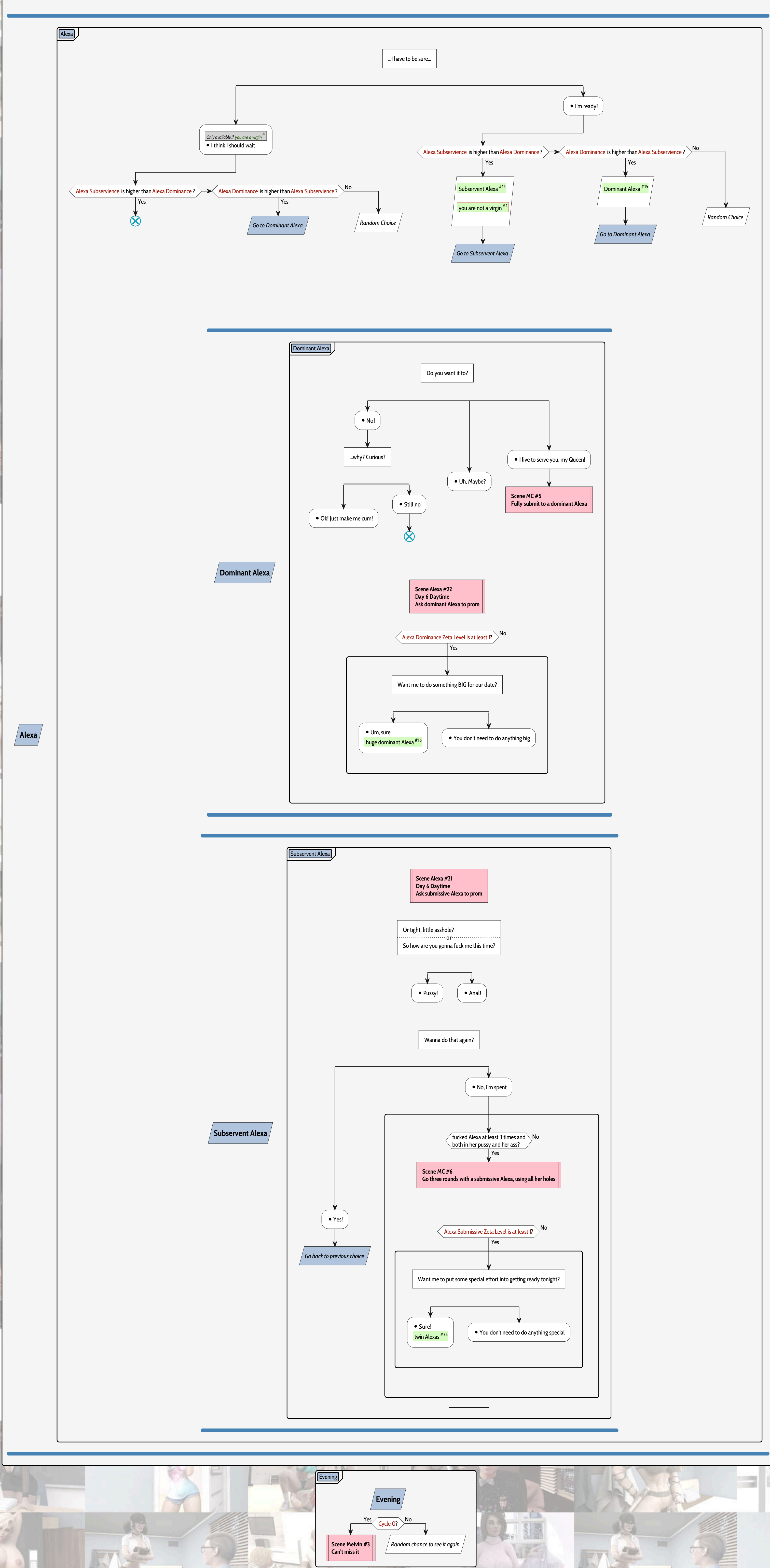
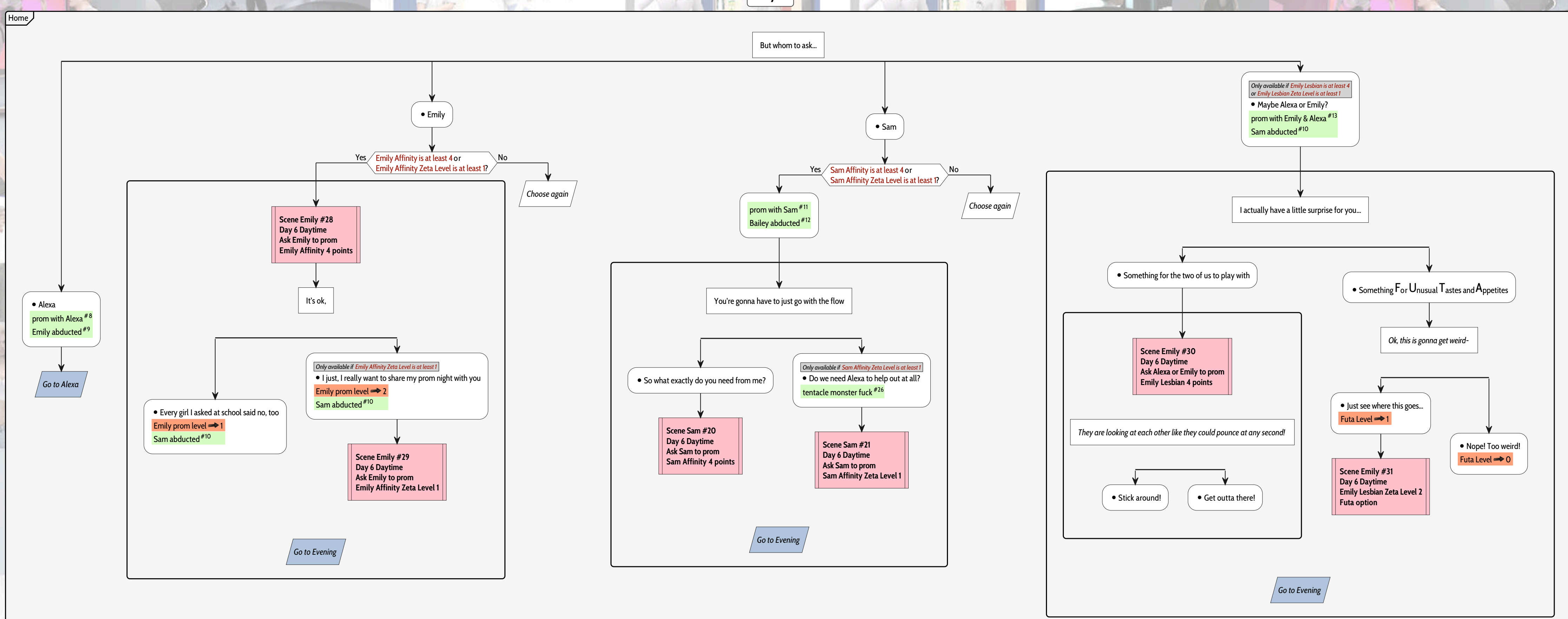
No

We were hoping to provide you with some relief,

• Oh! Oh!

• Not tonight, I'm sleepy

Scene Alexa #20
Day 4 Night
Alexa Submissive or Dominant Zeta Level 1



Time Warp

Rule of thumb
character Zeta attributes and game progression variables are kept
all other values are reset

Character Attributes Kept

- Alexa
 - Alexa Upgrade Level
 - Alexa Dominance Zeta Level
 - Alexa Submissive Zeta Level
- Emily
 - Emily Affinity Zeta Level
 - Emily Lesbian Zeta Level
 - Emily Corruption Zeta Level
- Sam
 - Sam Affinity Zeta Level
 - Sam Corruption Zeta Level
- Bailey
 - Bailey Corruption Zeta Level
- Lexxx
 - Lexxx Corruption Zeta Level

Character Attributes Reset

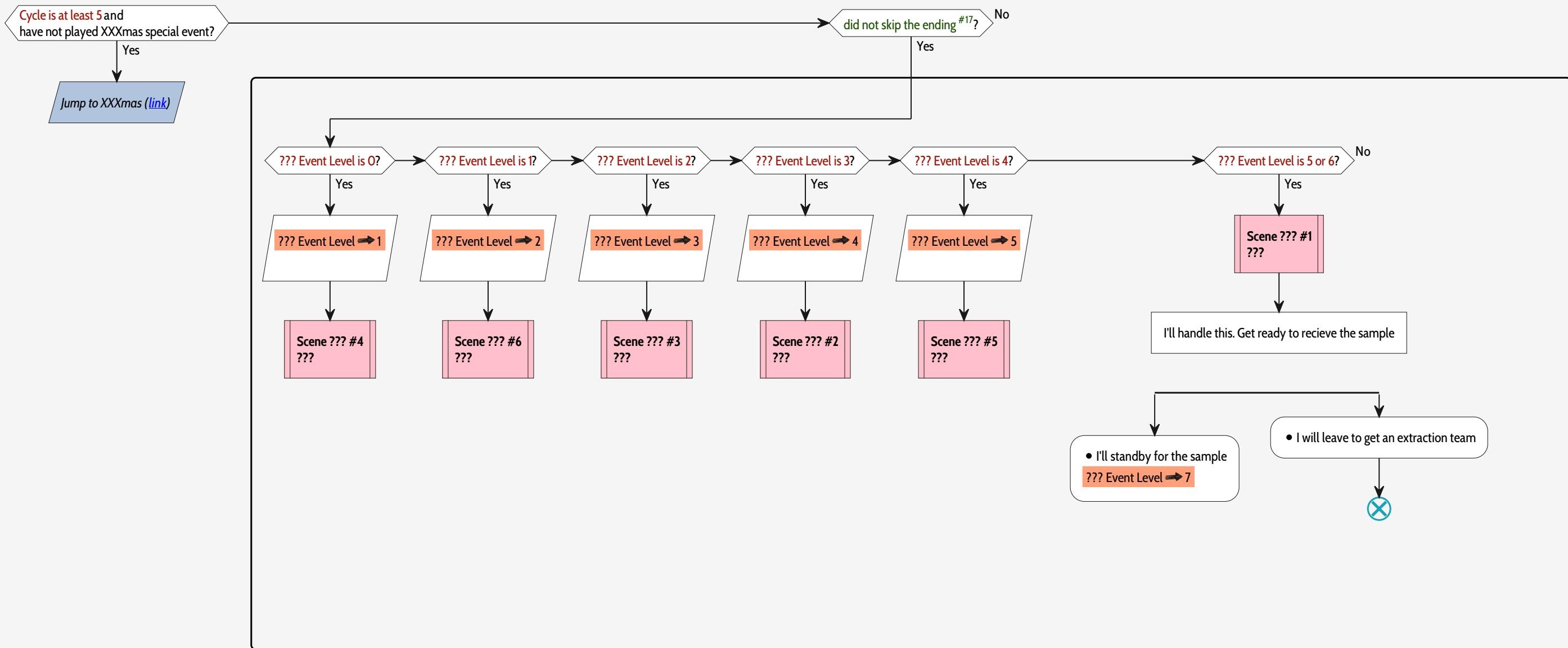
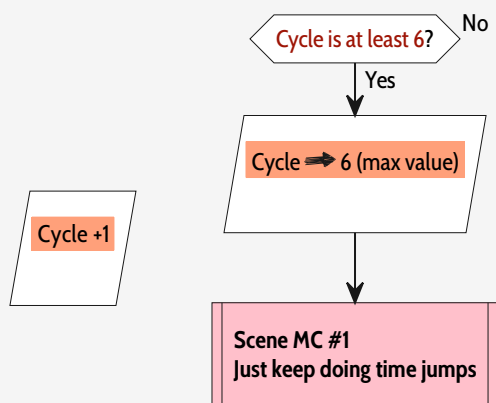
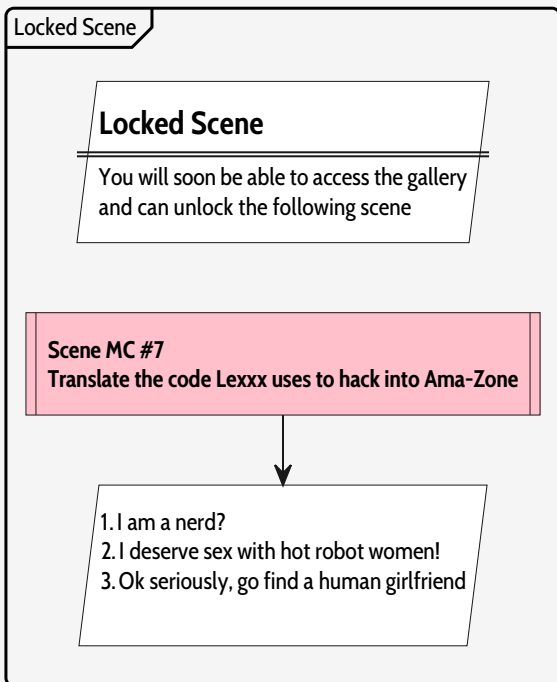
- Alexa
 - Alexa Dominance
 - Alexa Subservience
- Emily
 - Emily Affinity
 - Emily Lesbian
 - Emily prom level
- Sam
 - Sam Affinity

Game Progress Kept

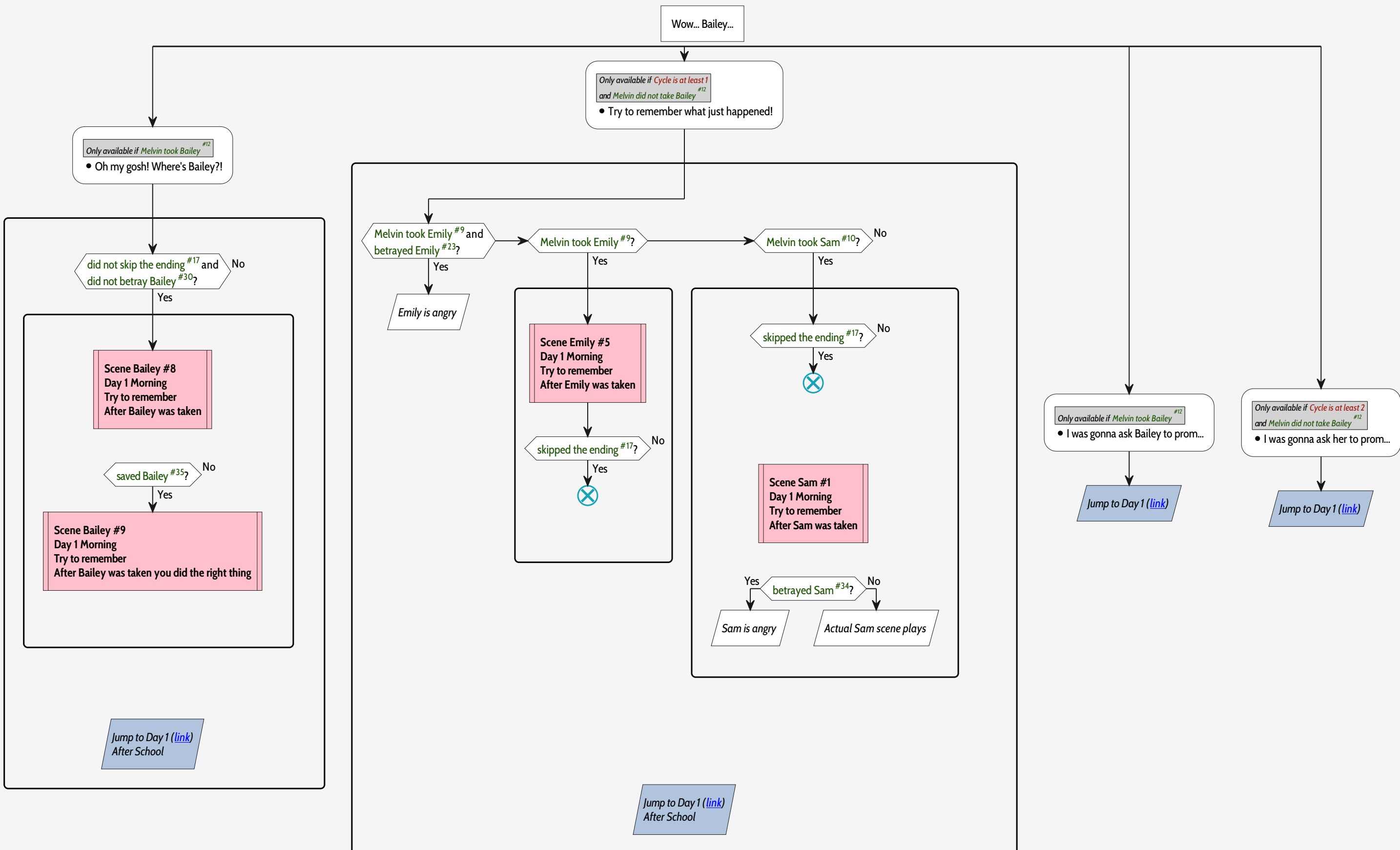
- Cycle
 - Futa Level
 - Breakfast Event Level
- Bailey
 - Bailey Event Level
 - Bailey Intro Question Level
- Ashley
 - Ashley Event Level
- Meiko
 - Meiko Event Level
- ???
 - ??? Event Level
- Steph
 - Steph Event Level
- Steve
 - Share with Steve Event Level

Game Decision Kept

- you are a virgin #1
- chose Emily ntr fate #20
- got Emily ntr good trophy #21
- got Emily ntr bad trophy #22
- chose Sam ntr fate #31
- got Sam ntr good trophy #32
- got Sam ntr bad trophy #33
- chose Bailey ntr fate #27
- got Bailey ntr good trophy #28
- got Bailey ntr bad trophy #29
- saved Bailey #35
- ntr on #24
- Bailey intro completed #7



School



Scene Alexa #27
XXXmas Alexa

I really hope Alexa can get the timeline thing figured out soon

• I wish I had Sam as an elf to help me...

• I wish I had Ashley as an elf to help me...

Scene Sam #24
XXXmas Sam

Scene Ashley #5
XXXmas Ashley

Can I at least tell you what I want for Christmas?

Would you ever be tempted?

• I really shouldn't... for the sake of causality
Preserve the timeline +1

• I guess there's no harm in that!

• Ho- Ho- Ho! Let's go!

• Temptation or not, the time space continuum would never allow it!
Preserve the timeline +1

• No-ho-ho! Santa would never!

• Cheating on Mrs. Claus would be very naughty!

But I can't risk doing anything else!

• Hey, this one is for Emily

• Hey, this one is for... Miss Jessica?

Scene Emily #35
XXXmas Emily

Scene Jessica #3
XXXmas Jessica

Gotta think of what to say!

There will be once I'm finished with you

• You can't! Mrs. Claus would be furious!

• Don't suck Santa's dick! The world might end as we know it!
Preserve the timeline +1

• It's not really Santa! It's me!

• I actually prefer a cream filling

• Santa really needs to watch his calories, and time altering paradoxes!
Preserve the timeline +1

• Well, Santa does have a sweet tooth!

Emily Corruption Zeta Level is at least 1? No

Yes

Emily...

• Accept your lump of coal and watch
Santa fucks Emily

• Look away!

Scene Lexxx #10
XXXmas Lexxx

And now, I'm all yours to unwrap and enjoy...

• I want the sexy stuff, but I don't want you to hurt me...

• I'm not falling for this!

• I can't do this! I have to save my past existence!
Preserve the timeline +1

Yes Preserve the timeline is at least 3 or Seen it before? No

Scene MC #4
Try to follow Alexa's advice at Christmas

Scene Bailey #13
XXXmas Bailey
Try to preserve the timeline

No way! Not him!

• I'm gonna give that butthead a piece of my mind!

Scene Bailey #12
XXXmas Bailey
Piece of my mind

• Screw that guy! I'm not talking to him!

Go back to Time Warp ([link](#))
School section

SexBot 0.9.6xxmas
Walkthrough rev 1.2

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, 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
zalexaupgrade	Alexa Upgrade Level	zalexaupgrade = value		zalexaupgrade
alexadom	Alexa Dominance	alexadom = value		alexadom
alexasub	Alexa Subservience	alexasub = value		alexasub
zalexadom	Alexa Dominance Zeta Level	zalexadom = value		zalexadom
zalexasub	Alexa Submissive 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
momdate	Emily prom level	momdate = value		momdate
sam	Sam Affinity	sam = value		sam
zsamprom	Sam Affinity Zeta Level	zsamprom = value		zsamprom
zsamcorrupt	Sam Corruption Zeta Level	zsamcorrupt = value		zsamcorrupt
zbaileycorrupt	Bailey Corruption Zeta Level	zbaileycorrupt = value		zbaileycorrupt
zbaileyevent	Bailey Event Level	zbaileyevent = value		zbaileyevent
zbaileyquestion	Bailey Intro Question Level	zbaileyquestion = value		zbaileyquestion
zlexcorrupt	Lexxx Corruption Zeta Level	zlexcorrupt = value		zlexcorrupt
zashevent	Ashley Event Level	zashevent = value		zashevent
zmeikoevent	Meiko Event Level	zmeikoevent = value		zmeikoevent
zveronicaevent	??? Event Level	zveronicaevent = value		zveronicaevent
zstephevent	Steph Event Level	zstephevent = value		zstephevent
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
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
Bailey intro complete #7	zbaileyquestioncomplete = True	zbaileyquestioncomplete = False	zbaileyquestioncomplete
prom with Alexa #8	alexadate = True	alexadate = False	alexadate
Emily abducted #9	montaken = True	montaken = False	montaken
Sam abducted #10	samtaken = True	samtaken = False	samtaken
prom with Sam #11	samdate = True	samdate = False	samdate
Bailey abducted #12	baileytaken = True	baileytaken = False	baileytaken
prom with Emily & Alexa #13	emdateles = True	emdateles = False	emdateles
subservient Alexa #14	alexasubend = True	alexasubend = False	alexasubend
dominant Alexa #15	alexadomend = True	alexadomend = False	alexadomend
huge dominant Alexa #16	alexadate2dom = True	alexadate2dom = False	alexadate2dom
skip #17	timewarpskip = True	timewarpskip = False	timewarpskip
robotic strenght #18	wstrenght = True	wstrenght = False	wstrenght
help Ashley with the project #19	ashleystudy = True	ashleystudy = False	ashleystudy
Emily ntr choice #20	ntremilychoice = True	ntremilychoice = False	ntremilychoice
Emily ntr good trophy #21	ntremilytrophygood = True	ntremilytrophygood = False	ntremilytrophygood
Emily ntr bad trophy #22	ntremilytrophybad = True	ntremilytrophybad = False	ntremilytrophybad
betray Emily #23	monbetray = True	monbetray = False	monbetray
ntr #24	ntr = True	ntr = False	ntr
twin Alexas #25	alexadate2sub = True	alexadate2sub = False	alexadate2sub
tentacle monster fuck #26	samprom2 = True	samprom2 = False	samprom2
Bailey ntr choice #27	ntrbaileychoice = True	ntrbaileychoice = False	ntrbaileychoice
Bailey ntr good trophy #28	ntrbaileytrophygood = True	ntrbaileytrophygood = False	ntrbaileytrophygood
Bailey ntr bad trophy #29	ntrbaileytrophybad = True	ntrbaileytrophybad = False	ntrbaileytrophybad
betray Bailey #30	baileybetray = True	baileybetray = False	baileybetray
Sam ntr choice #31	ntrsamchoice = True	ntrsamchoice = False	ntrsamchoice
Sam ntr good trophy #32	ntrsamtrophygood = True	ntrsamtrophygood = False	ntrsamtrophygood
Sam ntr bad trophy #33	ntrsamtrophybad = True	ntrsamtrophybad = False	ntrsamtrophybad
betray Sam #34	sambetray = True	sambetray = False	sambetray
save Bailey #35	baileysave = True	baileysave = False	baileysave

Unlock scenes

character: The scene character gallery
number: The 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

MC	12	persistent.nt1rbaileytrophygood = True	persistent.nt1rbaileytrophygood = False	persistent.nt1rbaileytrophygood
MC	12	persistent.nt1rbaileytrophybad = True	persistent.nt1rbaileytrophybad = False	persistent.nt1rbaileytrophybad
MC	13	persistent.nt1rsamtrophybad = True	persistent.nt1rsamtrophybad = False	persistent.nt1rsamtrophybad
Alexa	1	persistent.d1alexal = True	persistent.d1alexal = False	persistent.d1alexal
Alexa	2	persistent.d1alexal2 = True	persistent.d1alexal2 = False	persistent.d1alexal2
Alexa	3	persistent.d2alexal = True	persistent.d2alexal = False	persistent.d2alexal
Alexa	4	persistent.d2alexal2 = True	persistent.d2alexal2 = False	persistent.d2alexal2
Alexa	5	persistent.d2alexal3 = True	persistent.d2alexal3 = False	persistent.d2alexal3
Alexa	6	persistent.d2alexal4 = True	persistent.d2alexal4 = False	persistent.d2alexal4
Alexa	7	persistent.d2emily4 = True	persistent.d2emily4 = False	persistent.d2emily4
Alexa	8	persistent.d3alexal = True	persistent.d3alexal = False	persistent.d3alexal
Alexa	9	persistent.d3alexal4 = True	persistent.d3alexal4 = False	persistent.d3alexal4
Alexa	10	persistent.d3alexal2 = True	persistent.d3alexal2 = False	persistent.d3alexal2
Alexa	11	persistent.d3alexal3 = True	persistent.d3alexal3 = False	persistent.d3alexal3
Alexa	12	persistent.d4alexal6 = True	persistent.d4alexal6 = False	persistent.d4alexal6
Alexa	13	persistent.d4alexal1 = True	persistent.d4alexal1 = False	persistent.d4alexal1
Alexa	14	persistent.d4alexal2 = True	persistent.d4alexal2 = False	persistent.d4alexal2
Alexa	15	persistent.d4alexal3 = True	persistent.d4alexal3 = False	persistent.d4alexal3
Alexa	16	persistent.d4alexal4 = True	persistent.d4alexal4 = False	persistent.d4alexal4
Alexa	17	persistent.d5alexal3 = True	persistent.d5alexal3 = False	persistent.d5alexal3
Alexa	18	persistent.d5alexal1 = True	persistent.d5alexal1 = False	persistent.d5alexal1
Alexa	19	persistent.d5alexal2 = True	persistent.d5alexal2 = False	persistent.d5alexal2
Alexa	20	persistent.d4alexal5 = True	persistent.d4alexal5 = False	persistent.d4alexal5
Alexa	21	persistent.d6alexal1 = True	persistent.d6alexal1 = False	persistent.d6alexal1
Alexa	22	persistent.d6alexal2 = True	persistent.d6alexal2 = False	persistent.d6alexal2
Alexa	23	persistent.d6alexal3 = True	persistent.d6alexal3 = False	persistent.d6alexal3
Alexa	24	persistent.d6alexal4 = True	persistent.d6alexal4 = False	persistent.d6alexal4
Alexa	25	persistent.d6alexal5 = True	persistent.d6alexal5 = False	persistent.d6alexal5
Alexa	26	persistent.d6alexal6 = True	persistent.d6alexal6 = False	persistent.d6alexal6
Alexa	27	persistent.x1alexal1 = True	persistent.x1alexal1 = False	persistent.x1alexal1
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.d5emily7 = True	persistent.d5emily7 = False	persistent.d5emily7
Emily	23	persistent.d5emily3 = True	persistent.d5emily3 = False	persistent.d5emily3
Emily	24	persistent.d5emily4 = True	persistent.d5emily4 = False	persistent.d5emily4
Emily	25	persistent.d5emily5 = True	persistent.d5emily5 = False	persistent.d5emily5
Emily	26	persistent.d4emily3 = True	persistent.d4emily3 = False	persistent.d4emily3
Emily	27	persistent.d5emily8 = True	persistent.d5emily8 = False	persistent.d5emily8
Emily	28	persistent.d6emily1 = True	persistent.d6emily1 = False	persistent.d6emily1
Emily	29	persistent.d6emily6 = True	persistent.d6emily6 = False	persistent.d6emily6
Emily	30	persistent.d6emily4 = True	persistent.d6emily4 = False	persistent.d6emily4
Emily	31	persistent.d6emily5 = True	persistent.d6emily5 = False	persistent.d6emily5
Emily	32	persistent.d6emily2 = True	persistent.d6emily2 = False	persistent.d6emily2
Emily	33	persistent.d6emily7 = True	persistent.d6emily7 = False	persistent.d6emily7
Emily	34	persistent.d6emily3 = True	persistent.d6emily3 = False	persistent.d6emily3
Emily	35	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.d2sam7 = True	persistent.d2sam7 = False	persistent.d2sam7
Sam	6	persistent.d2sam1 = True	persistent.d2sam1 = False	persistent.d2sam1
Sam	7	persistent.d2sam2 = True	persistent.d2sam2 = False	persistent.d2sam2
Sam	8	persistent.d2sam6 = True	persistent.d2sam6 = False	persistent.d2sam6
Sam	9	persistent.d2sam3 = True	persistent.d2sam3 = False	persistent.d2sam3
Sam	10	persistent.d3sam1 = True	persistent.d3sam1 = False	persistent.d3sam1
Sam	11	persistent.d4sam4 = True	persistent.d4sam4 = False	persistent.d4sam4
Sam	12	persistent.d4sam2 = True	persistent.d4sam2 = False	persistent.d4sam2
Sam	13	persistent.d4sam3 = True	persistent.d4sam3 = False	persistent.d4sam3
Sam	14	persistent.d5sam1 = True	persistent.d5sam1 = False	persistent.d5sam1
Sam	15	persistent.d5sam2 = True	persistent.d5sam2 = False	persistent.d5sam2
Sam	16	persistent.d5sam3 = True	persistent.d5sam3 = False	persistent.d5sam3
Sam	17	persistent.d5sam4 = True	persistent.d5sam4 = False	persistent.d5sam4
Sam	18	persistent.d5sam5 = True	persistent.d5sam5 = False	persistent.d5sam5
Sam	19	persistent.d4sam1 = True	persistent.d4sam1 = False	persistent.d4sam1
Sam	20	persistent.d6sam1 = True	persistent.d6sam1 = False	persistent.d6sam1
Sam	21	persistent.d6sam4 = True	persistent.d6sam4 = False	persistent.d6sam4
Sam	22	persistent.d6sam2 = True	persistent.d6sam2 = False	persistent.d6sam2
Sam	23	persistent.d6sam3 = True	persistent.d6sam3 = False	persistent.d6sam3
Sam	24	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.x1bailey1 = True	persistent.x1bailey1 = False	persistent.x1bailey1
Bailey	12	persistent.x1bailey1 = True	persistent.x1bailey1 = False	persistent.x1bailey1
Bailey	13	persistent.x1bailey2 = True	persistent.x1bailey2 = False	persistent.x1bailey2
Steph	1	persistent.d1steph1 = True	persistent.d1steph1 = False	persistent.d1steph1
Steph	2	persistent.d1steph2 = True	persistent.d1steph2 = False	persistent.d1steph2
Steph	3	persistent.d2steph1 = True	persistent.d2steph1 = False	persistent.d2steph1
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
Ashley	4	persistent.d3ashley1 = True	persistent.d3ashley1 = False	persistent.d3ashley1
Ashley	5	persistent.x1ashley1 = True	persistent.x1ashley1 = False	persistent.x1ashley1
Jessica	1	persistent.d1jessical1 = True	persistent.d1jessical1 = False	persistent.d1jessical1
Jessica	2	persistent.d1jessical2 = True	persistent.d1jessical2 = False	persistent.d1jessical2
Jessica	3	persistent.x1jessical1 = True	persistent.x1jessical1 = False	persistent.x1jessical1
Lexxx	1	persistent.d1lexxx1 = True	persistent.d1lexxx1 = False	persistent.d1lexxx1
Lexxx	2	persistent.d1lexxx2 = True	persistent.d1lexxx2 = False	persistent.d1lexxx2
Lexxx	3	persistent.d1lexxx3 = True	persistent.d1lexxx3 = False	persistent.d1lexxx3
Lexxx	4	persistent.d1lexxx4 = True	persistent.d1lexxx4 = False	persistent.d1lexxx4
Lexxx	5	persistent.d1lexxx5 = True	persistent.d1lexxx5 = False	persistent.d1lexxx5
Lexxx	6	persistent.d1lexxx6 = True	persistent.d1lexxx6 = False	persistent.d1lexxx6
Lexxx	7	persistent.d3lexxx1 = True	persistent.d3lexxx1 = False	persistent.d3lexxx1
Lexxx	8	persistent.d4lexxx1 = True	persistent.d4lexxx1 = False	persistent.d4lexxx1
Lexxx	9	persistent.d5lexxx1 = True	persistent.d5lexxx1 = False	persistent.d5lexxx1
Lexxx	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.d3meiko3 = True	persistent.d3meiko3 = False	persistent.d3meiko3
Meiko	6	persistent.d5meiko1 = True	persistent.d5meiko1 = False	persistent.d5meiko1
Melvin	1	persistent.d21lexxx1 = True	persistent.d21lexxx1 = False	persistent.d21lexxx1
Melvin	2	persistent.n5emily1 = True	persistent.n5emily1 = False	persistent.n5emily1
Melvin	3	persistent.d1lexxx7 = True	persistent.d1lexxx7 = False	persistent.d1lexxx7
Melvin	4	persistent.n1emily1 = True	persistent.n1emily1 = False	persistent.n1emily1
Melvin	5	persistent.n1emily2 = True	persistent.n1emily2 = False	persistent.n1emily2
Melvin	6	persistent.n1sam1 = True	persistent.n1sam1 = False	persistent.n1sam1
Melvin	7	persistent.n1bailey1 = True	persistent.n1bailey1 = False	persistent.n1bailey1
???	1	persistent.d1v6 = True	persistent.d1v6 = False	persistent.d1v6
???	2	persistent.d1v4 = True	persistent.d1v4 = False	persistent.d1v4