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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

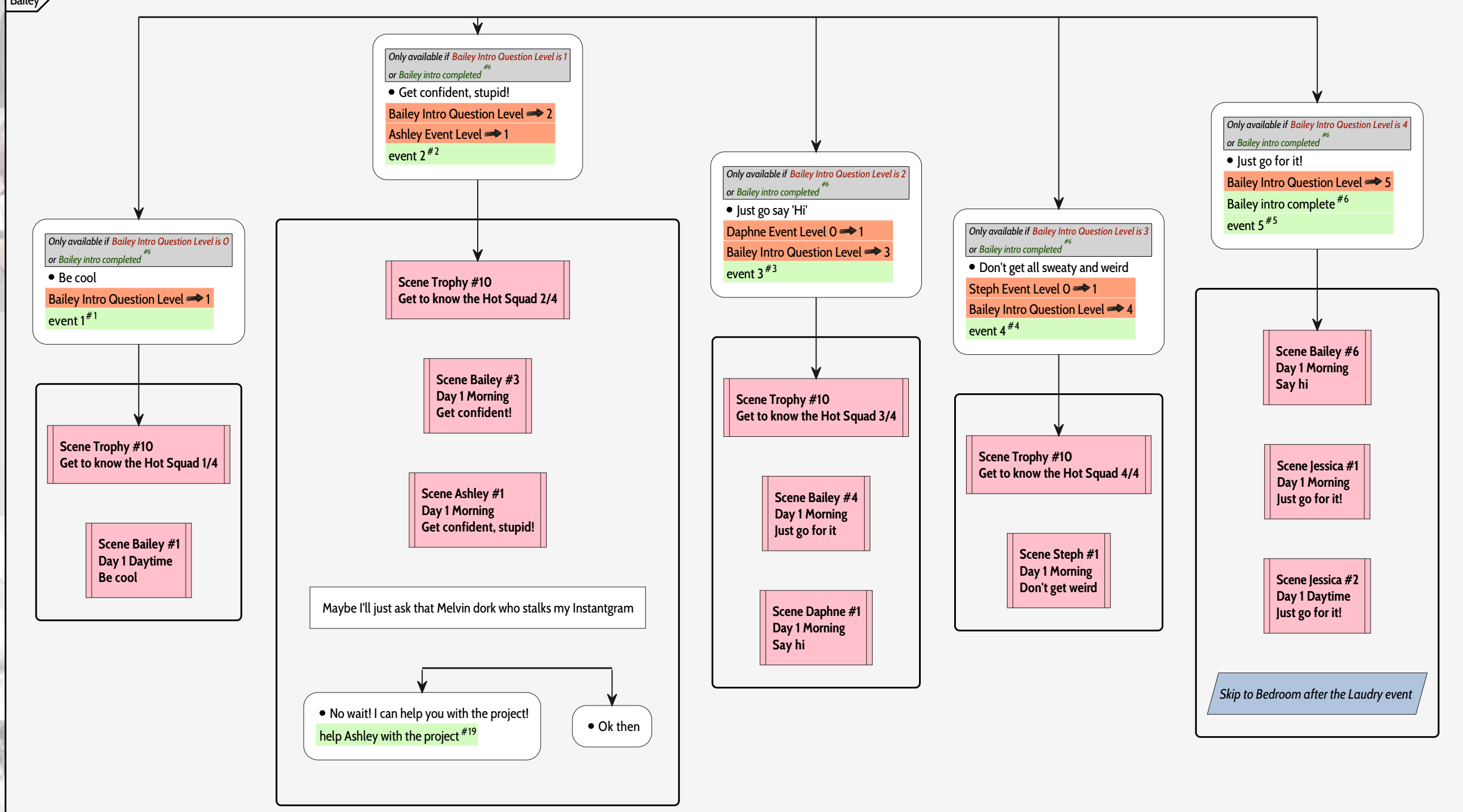
Do not follow this walkthrough

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.

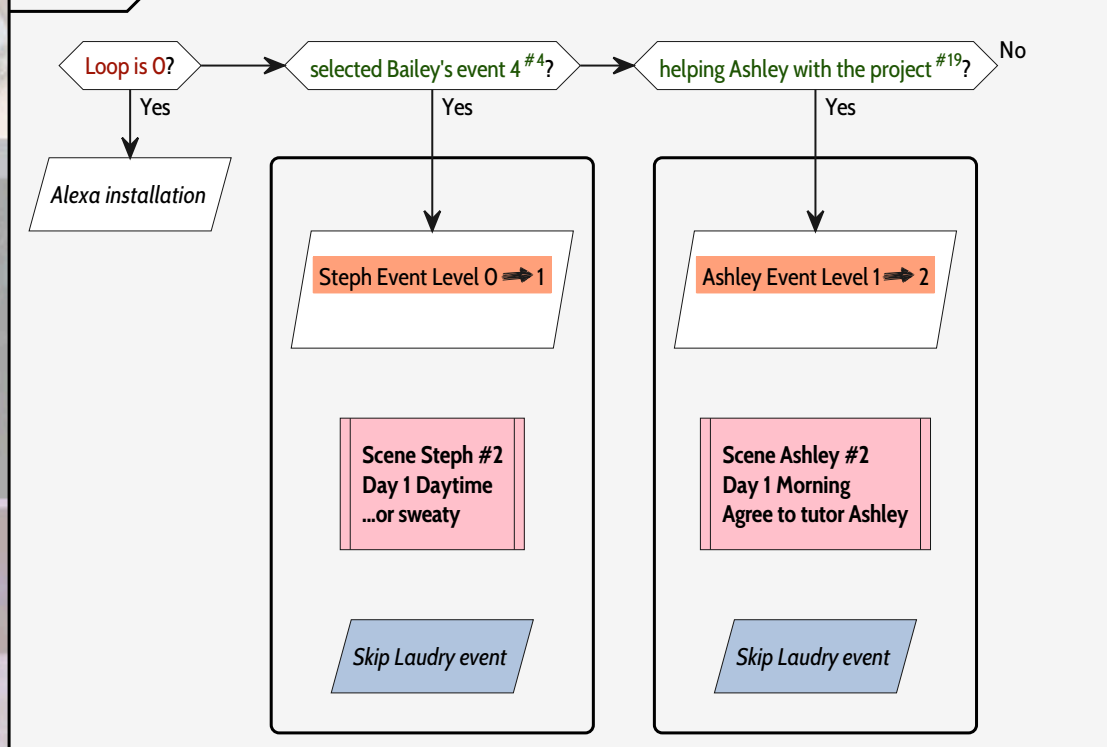
My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look at this walkthrough to find out what you might have missed to progress further.

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

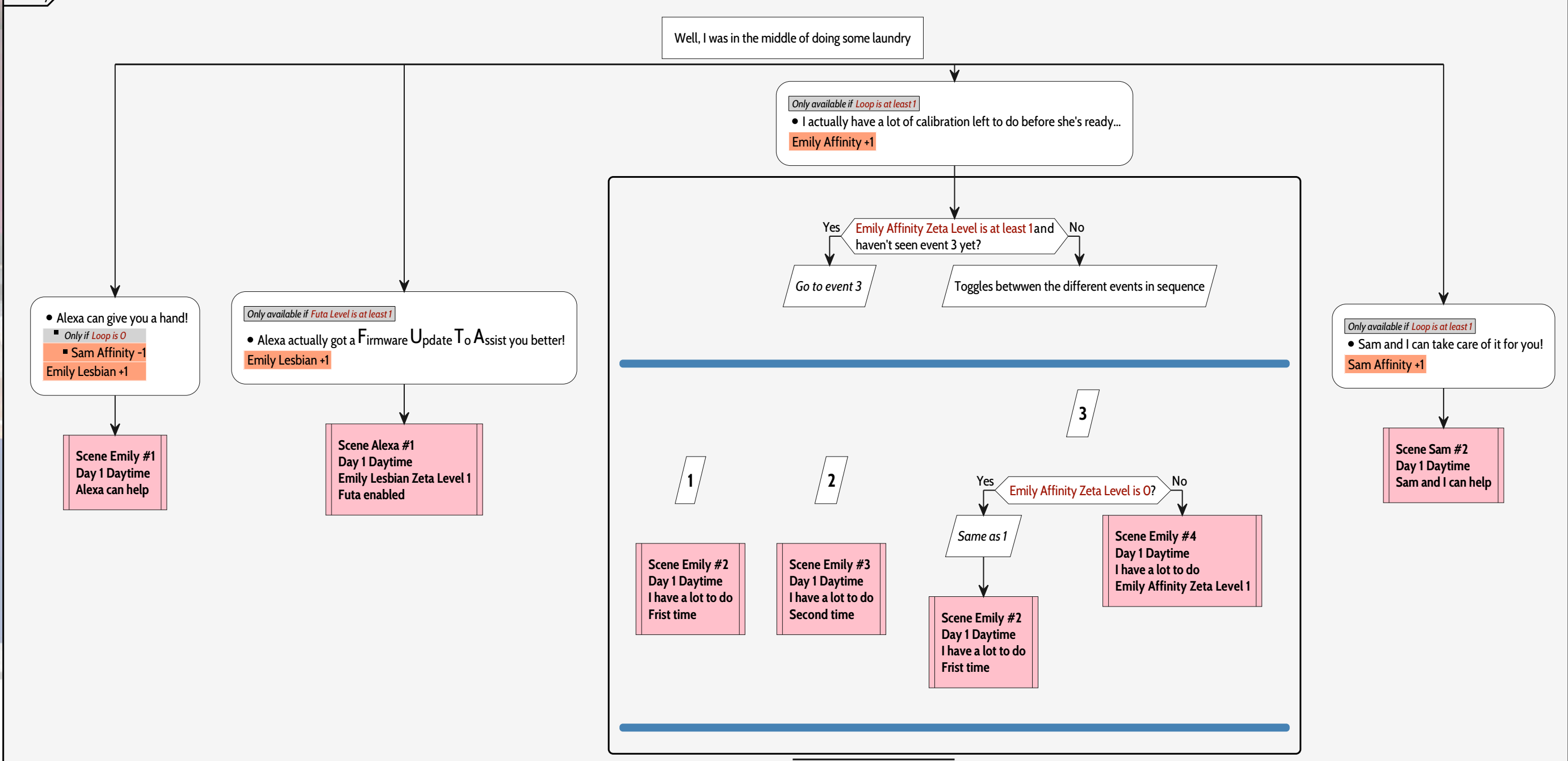
Bailey



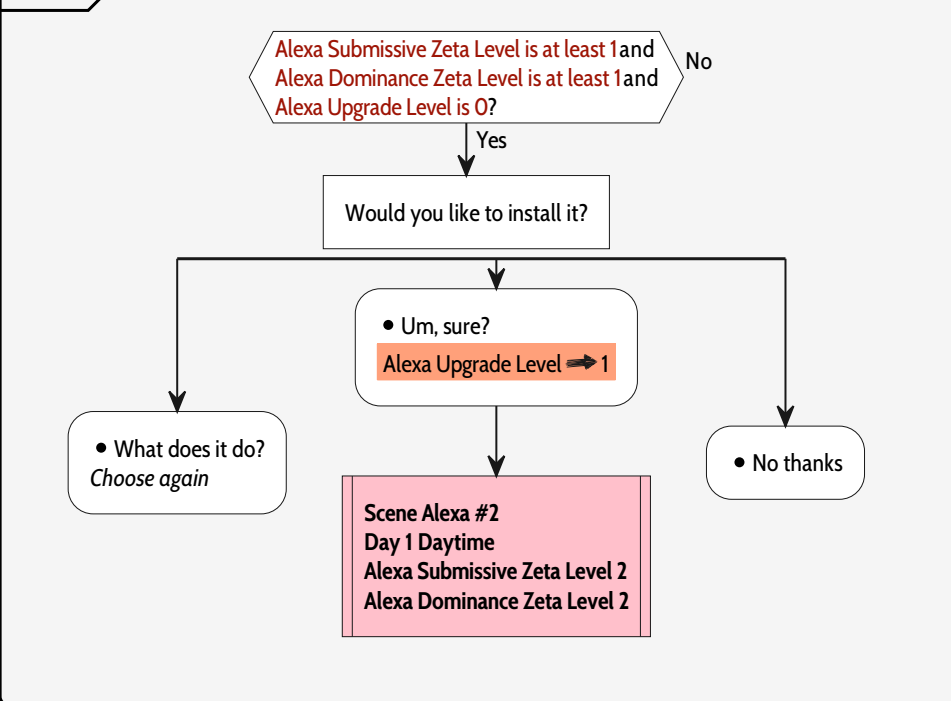
After School



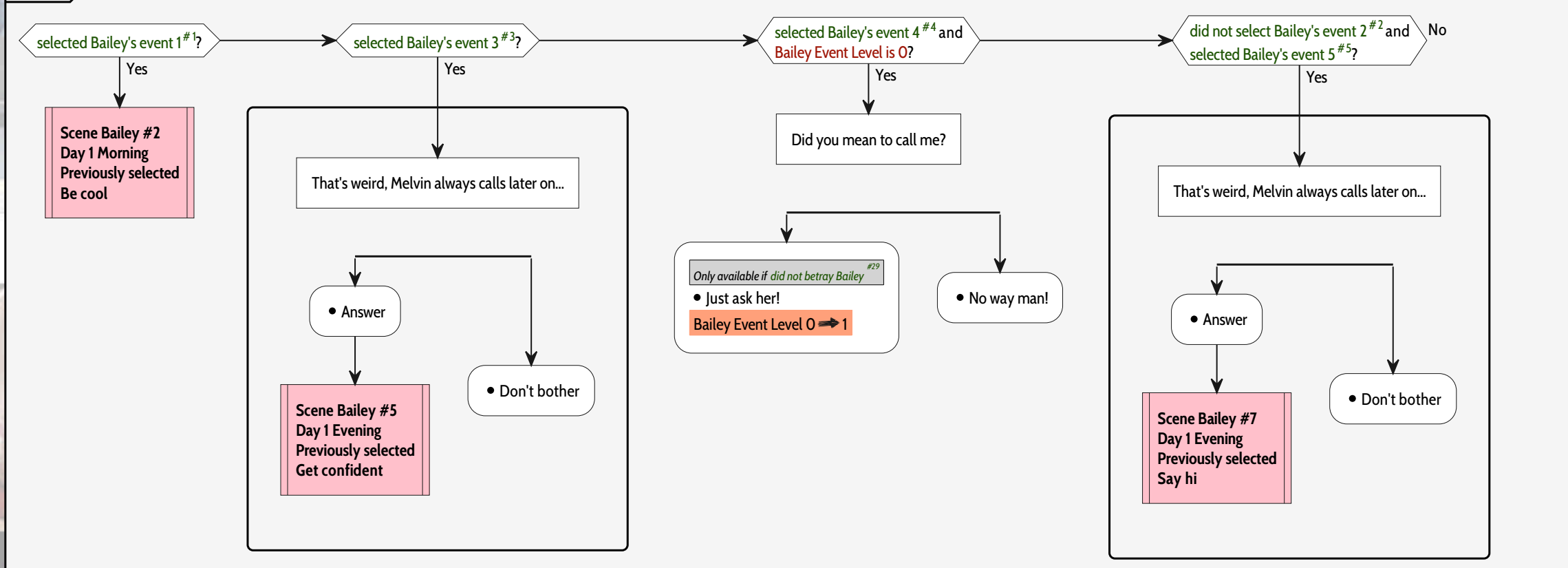
Laundry



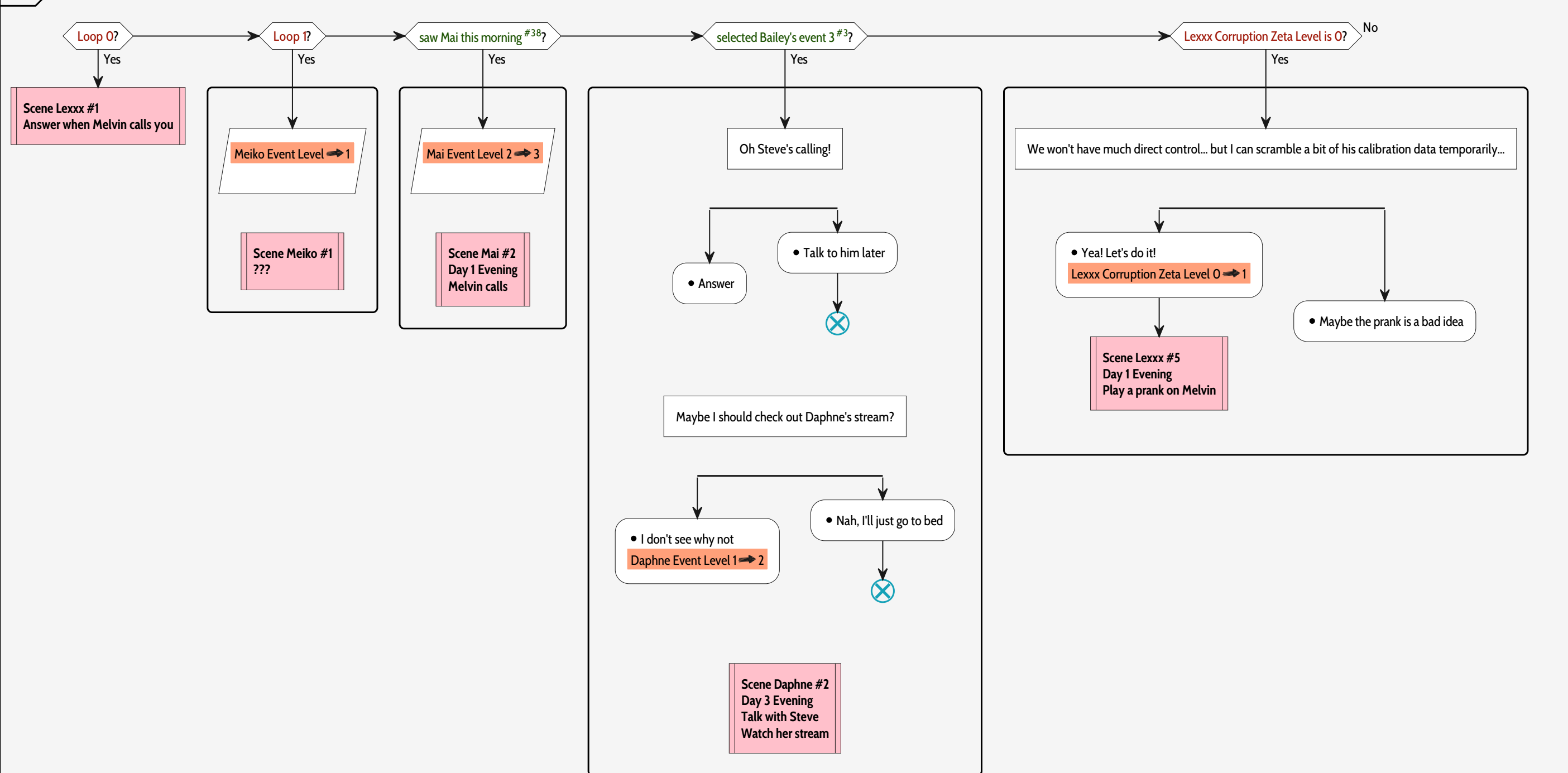
Bedroom

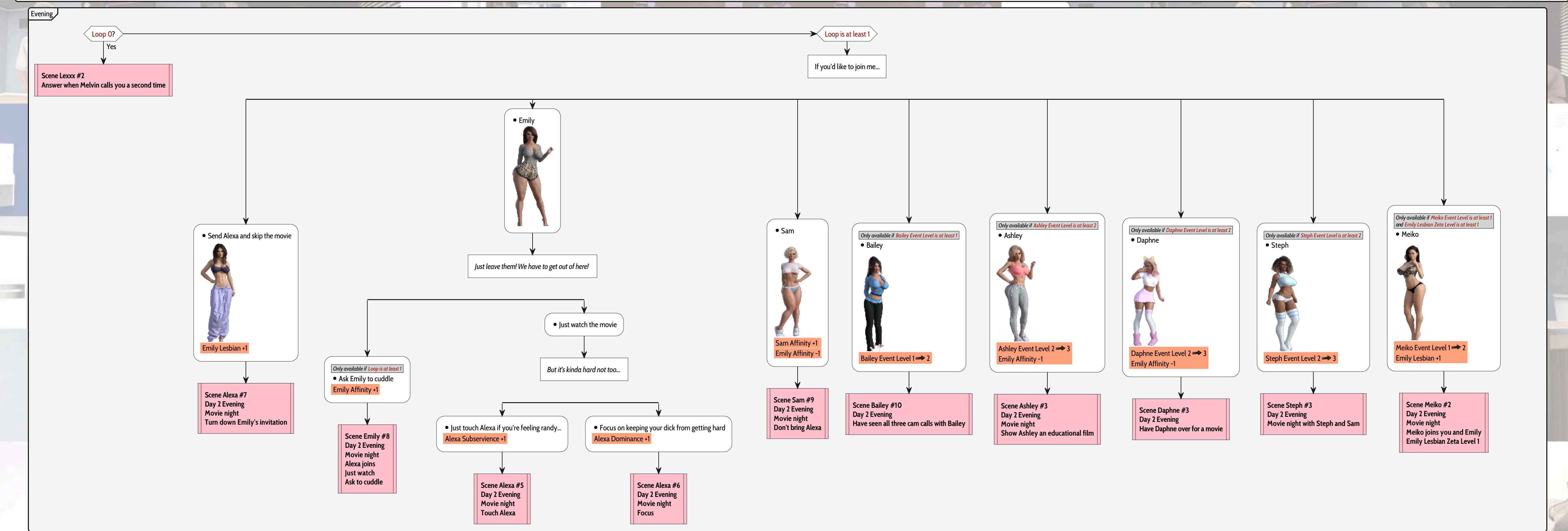
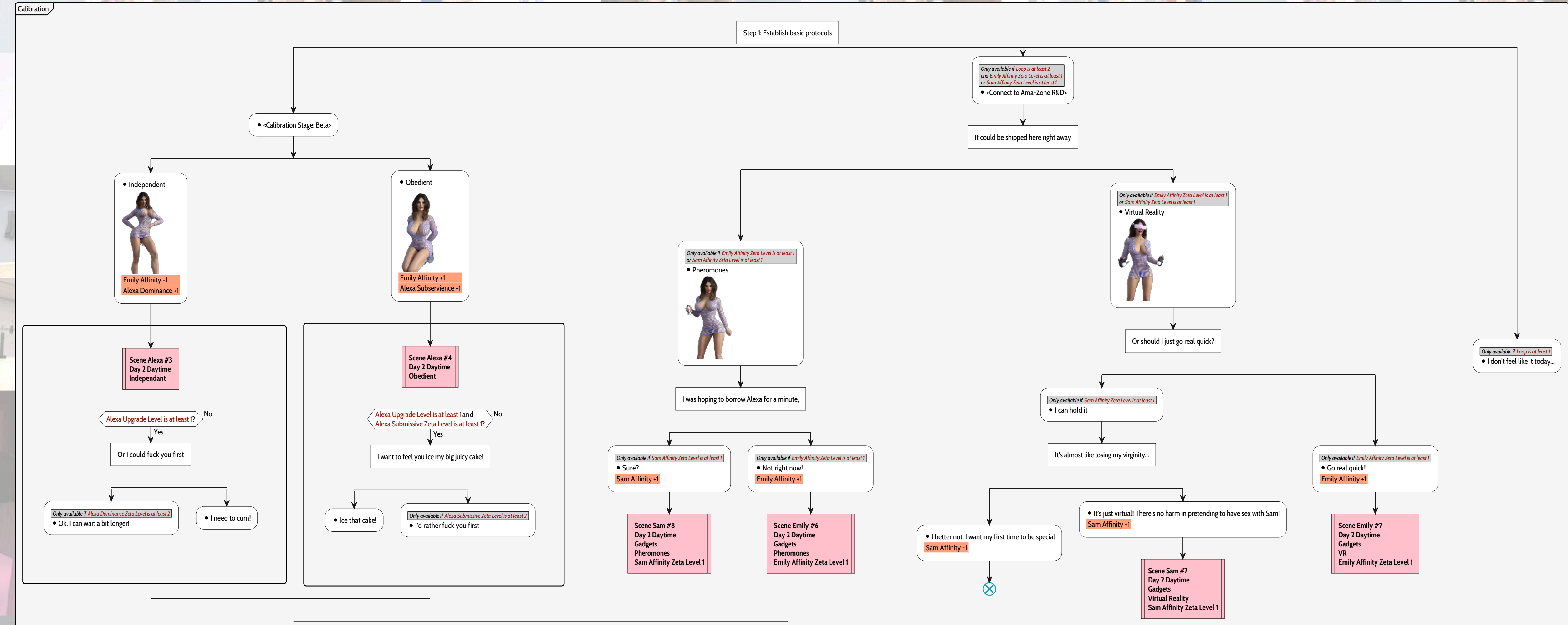
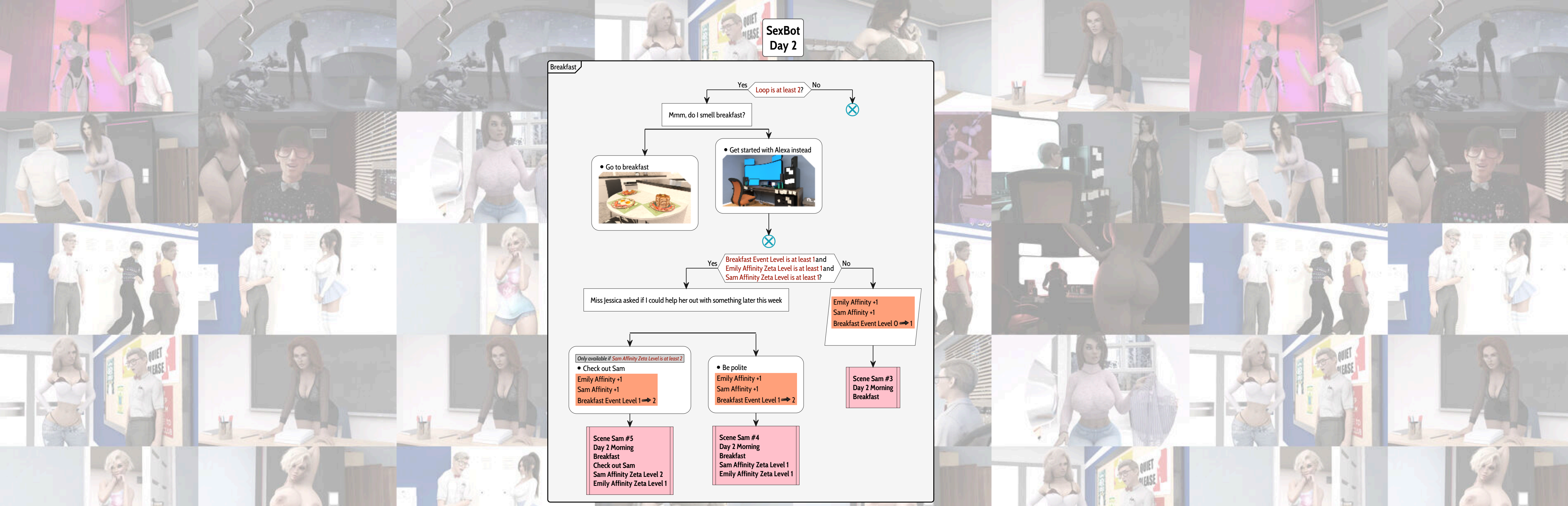


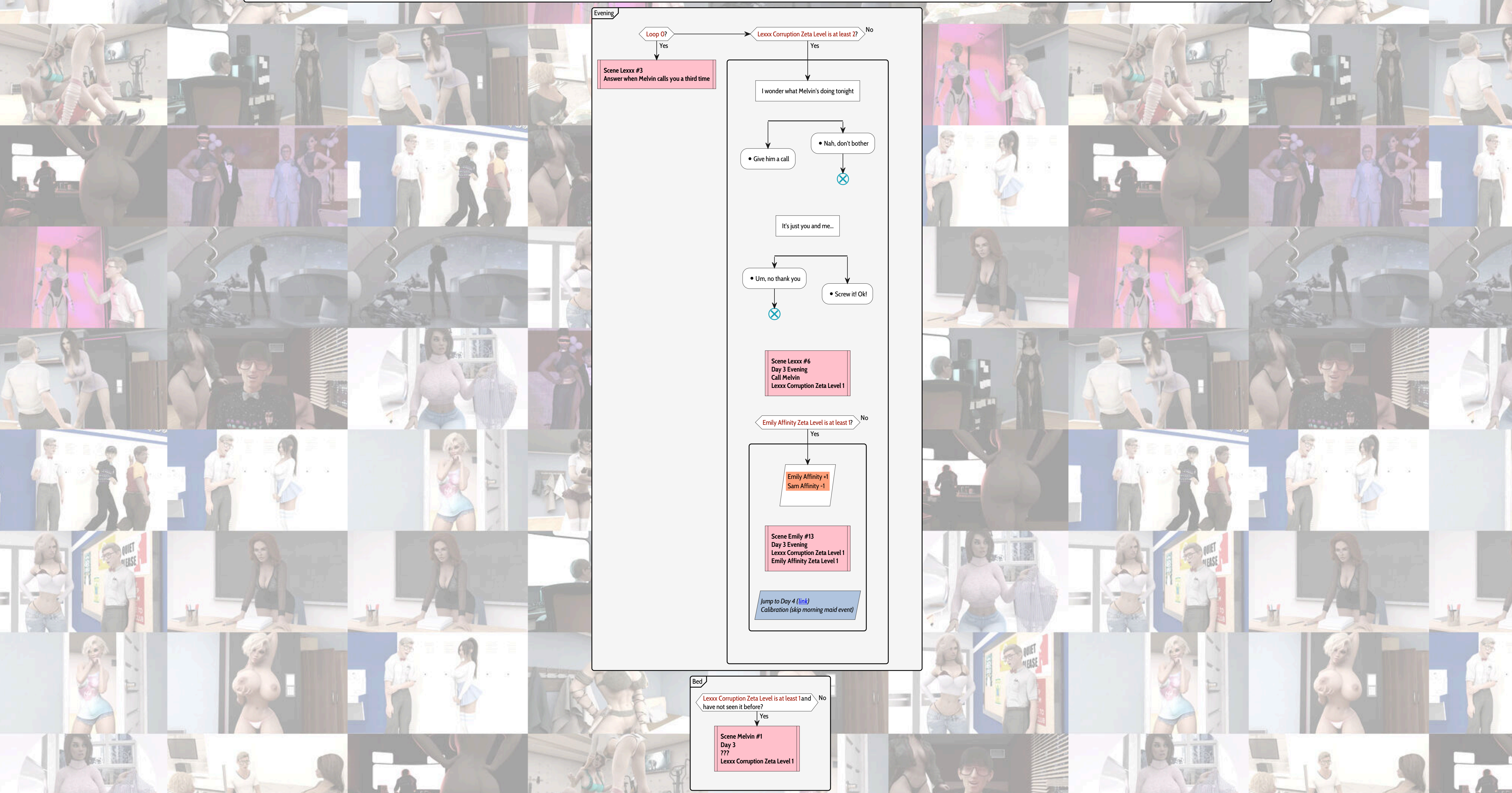
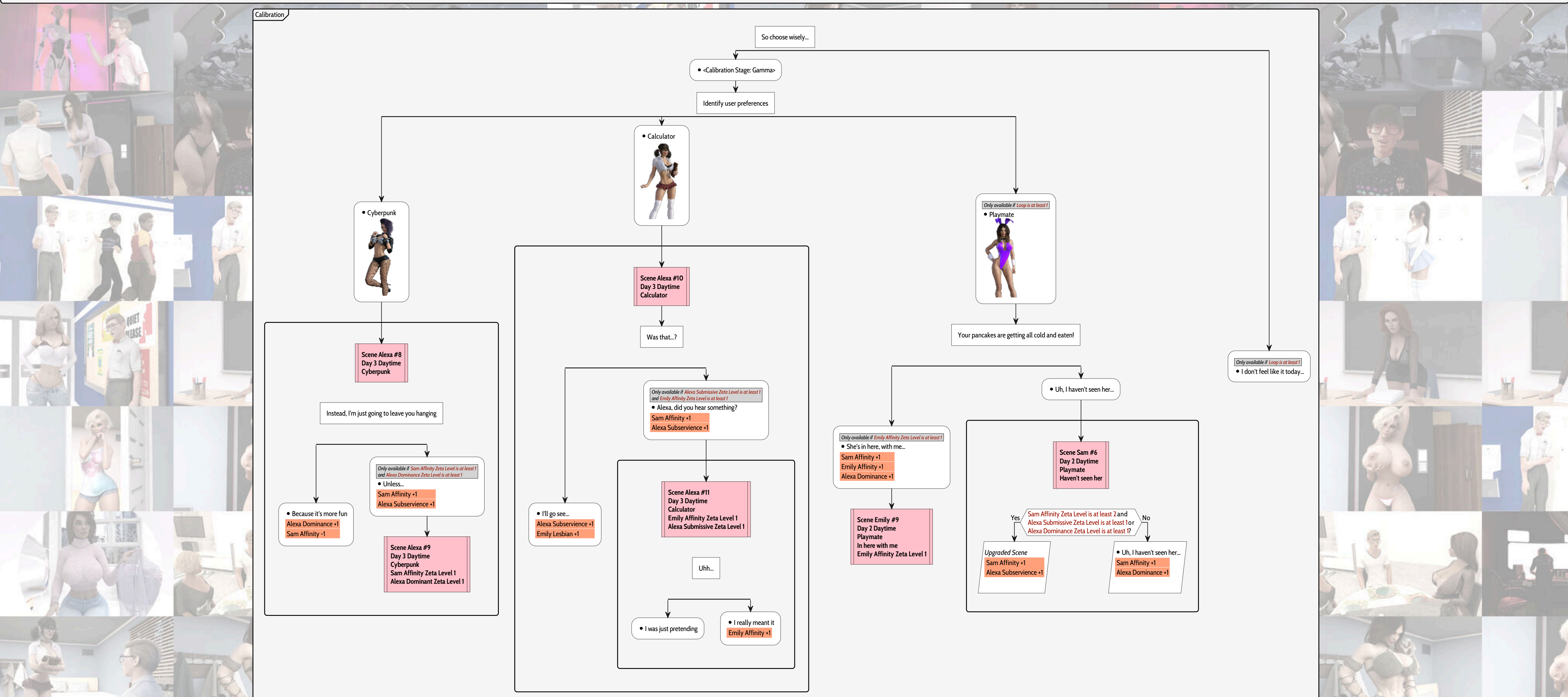
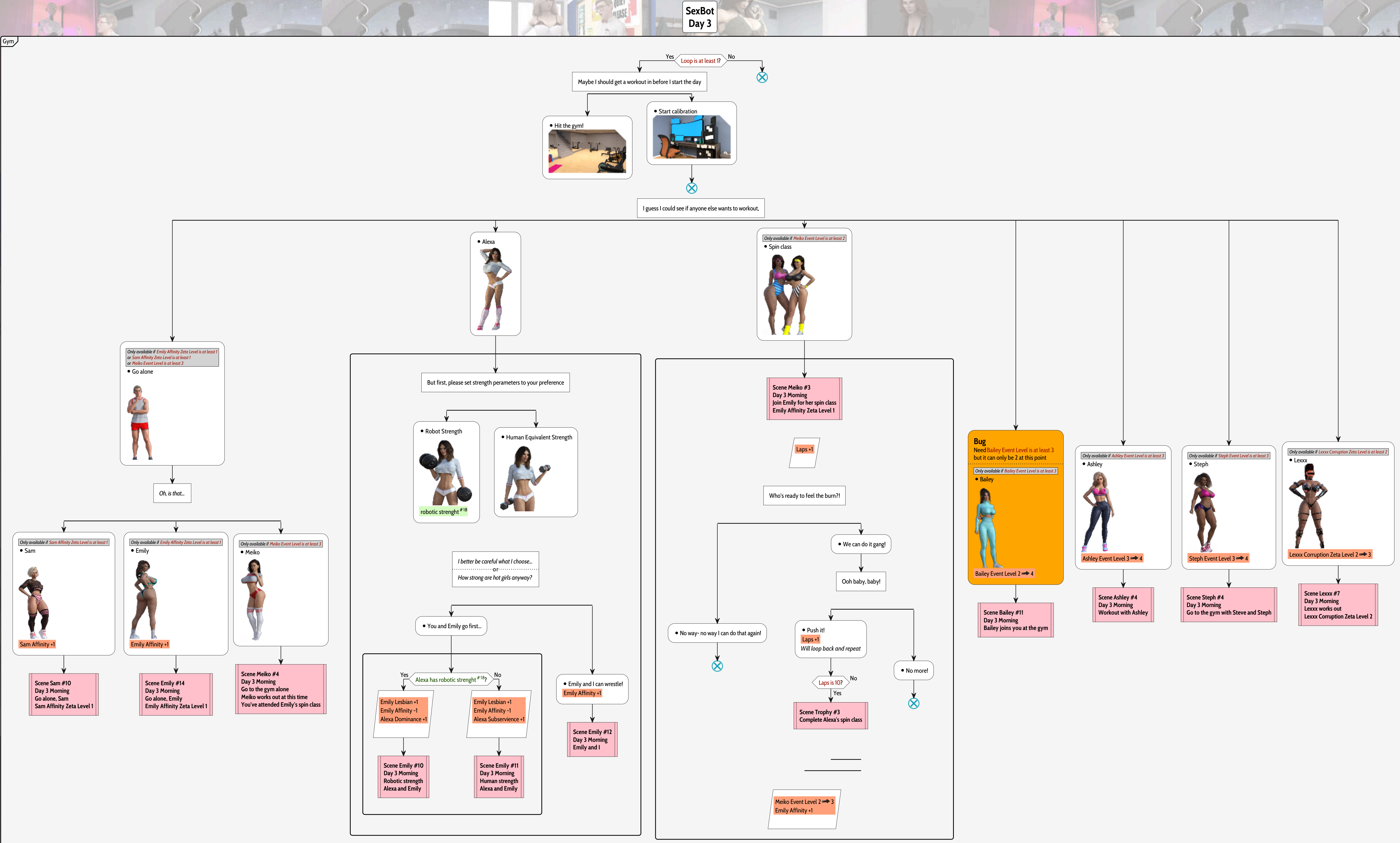
Call Bailey

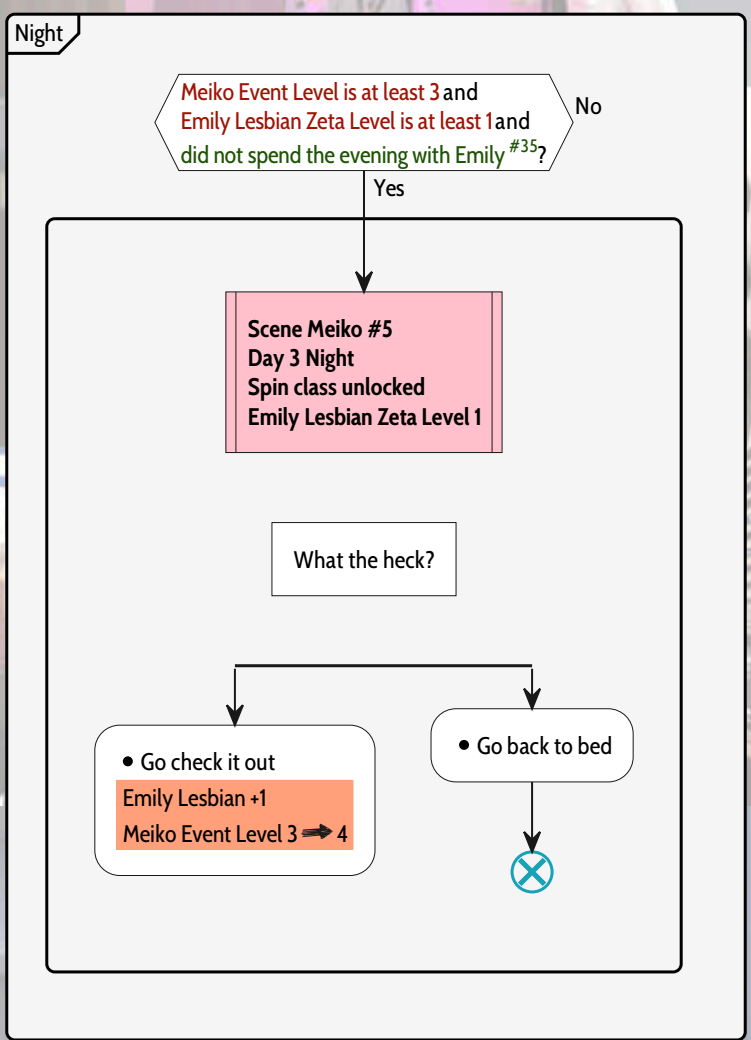
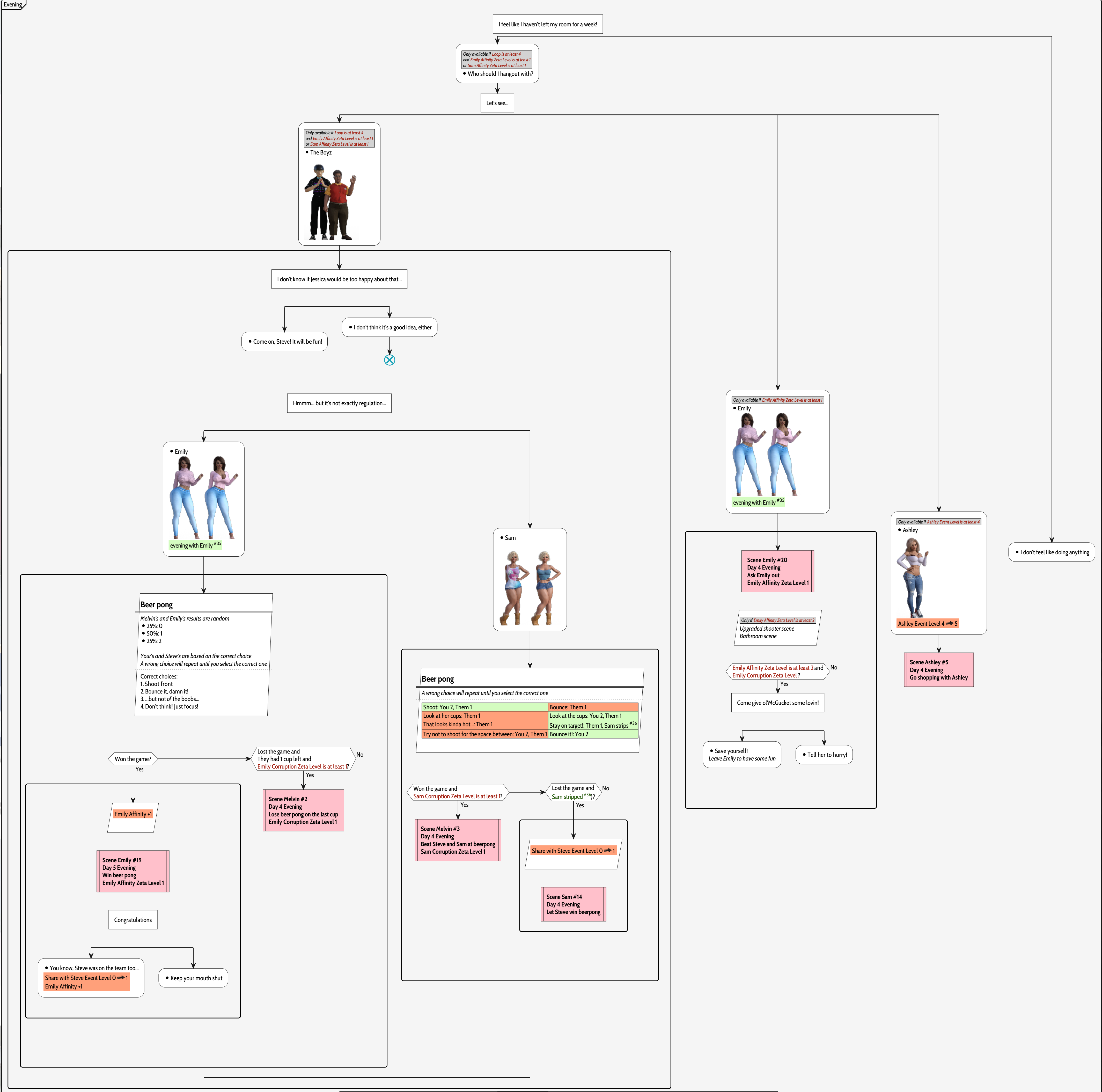
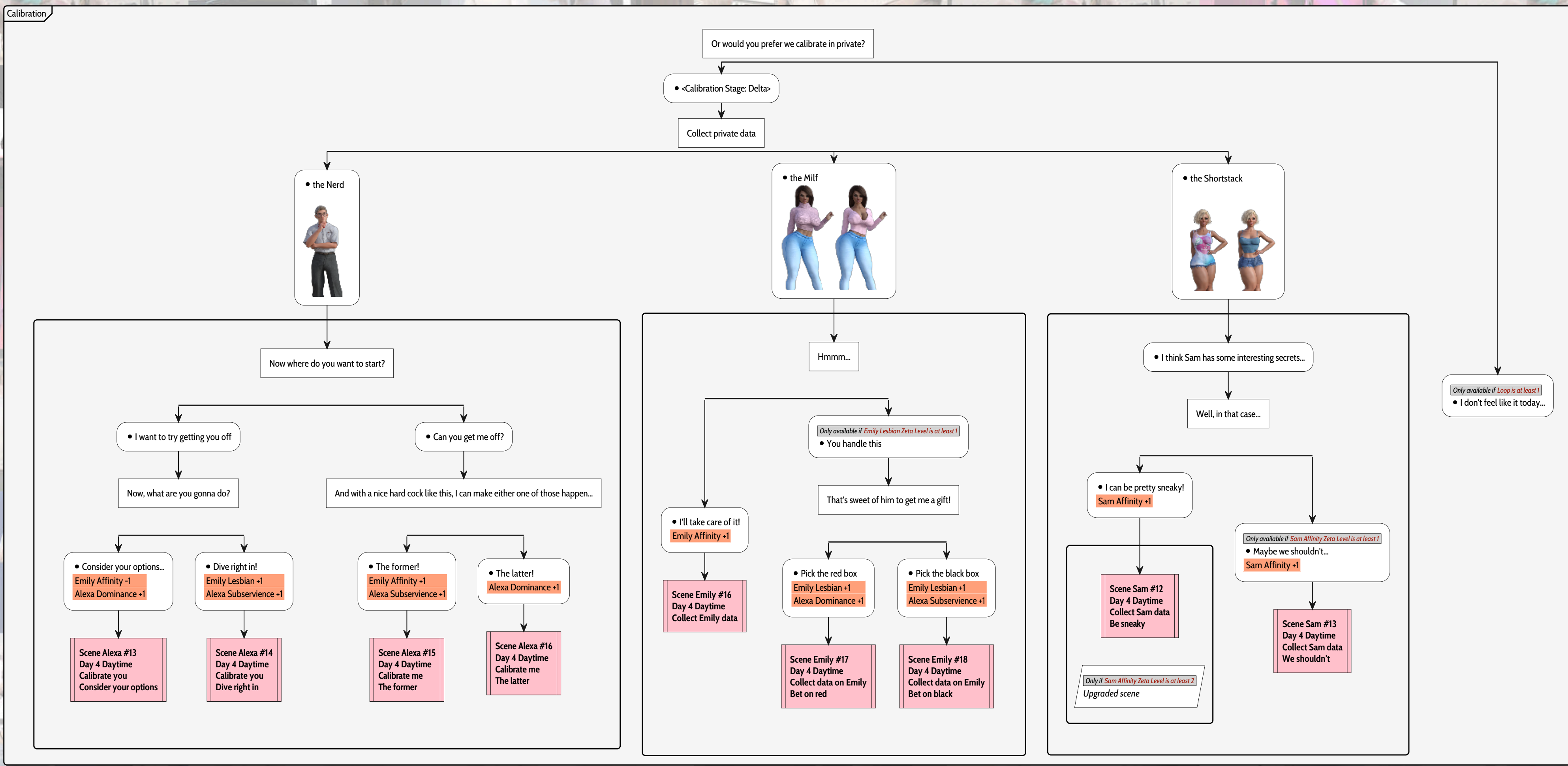
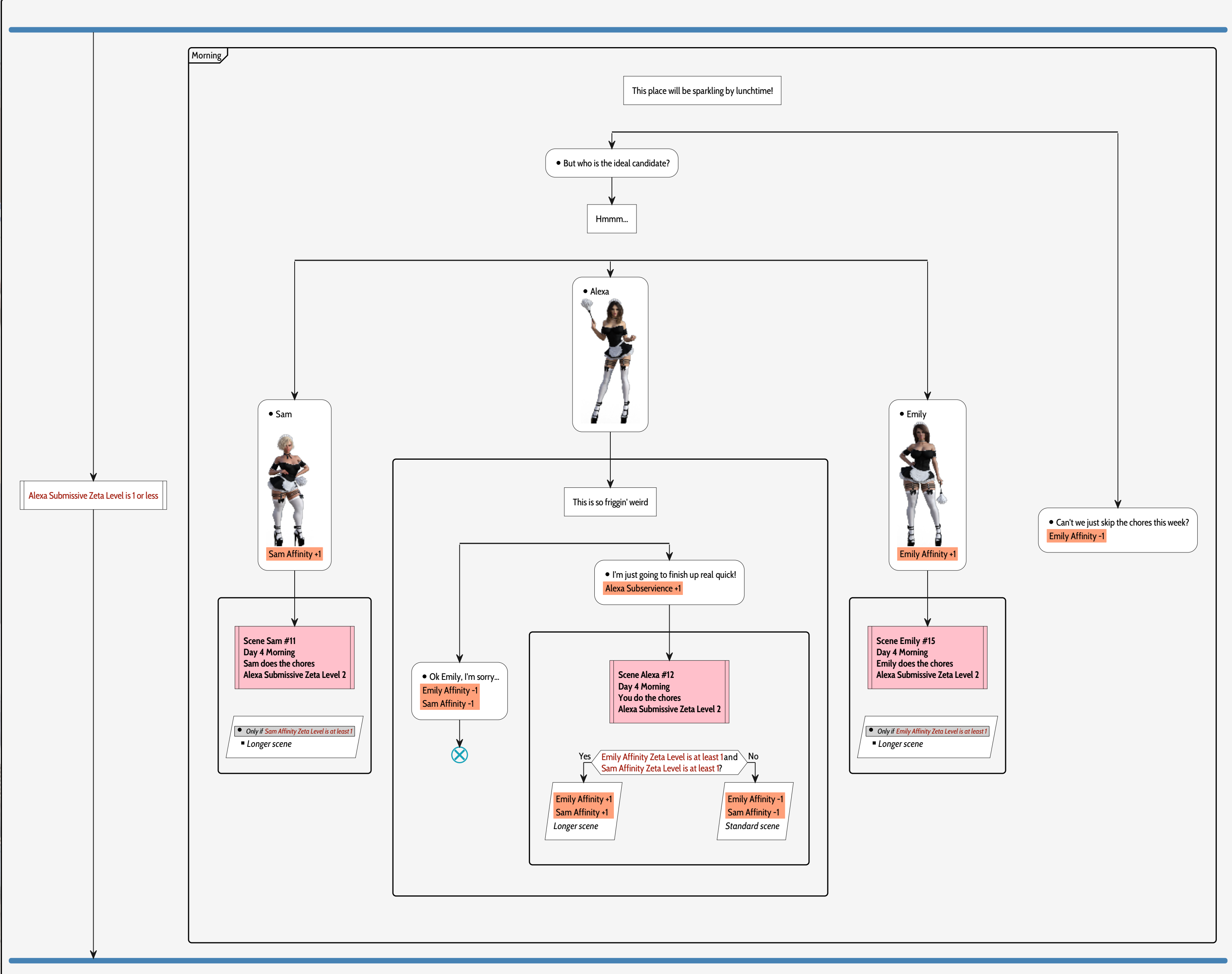


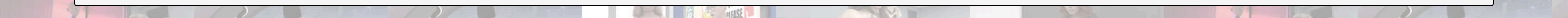
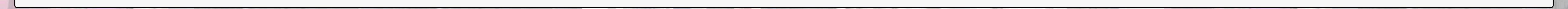
Melvin

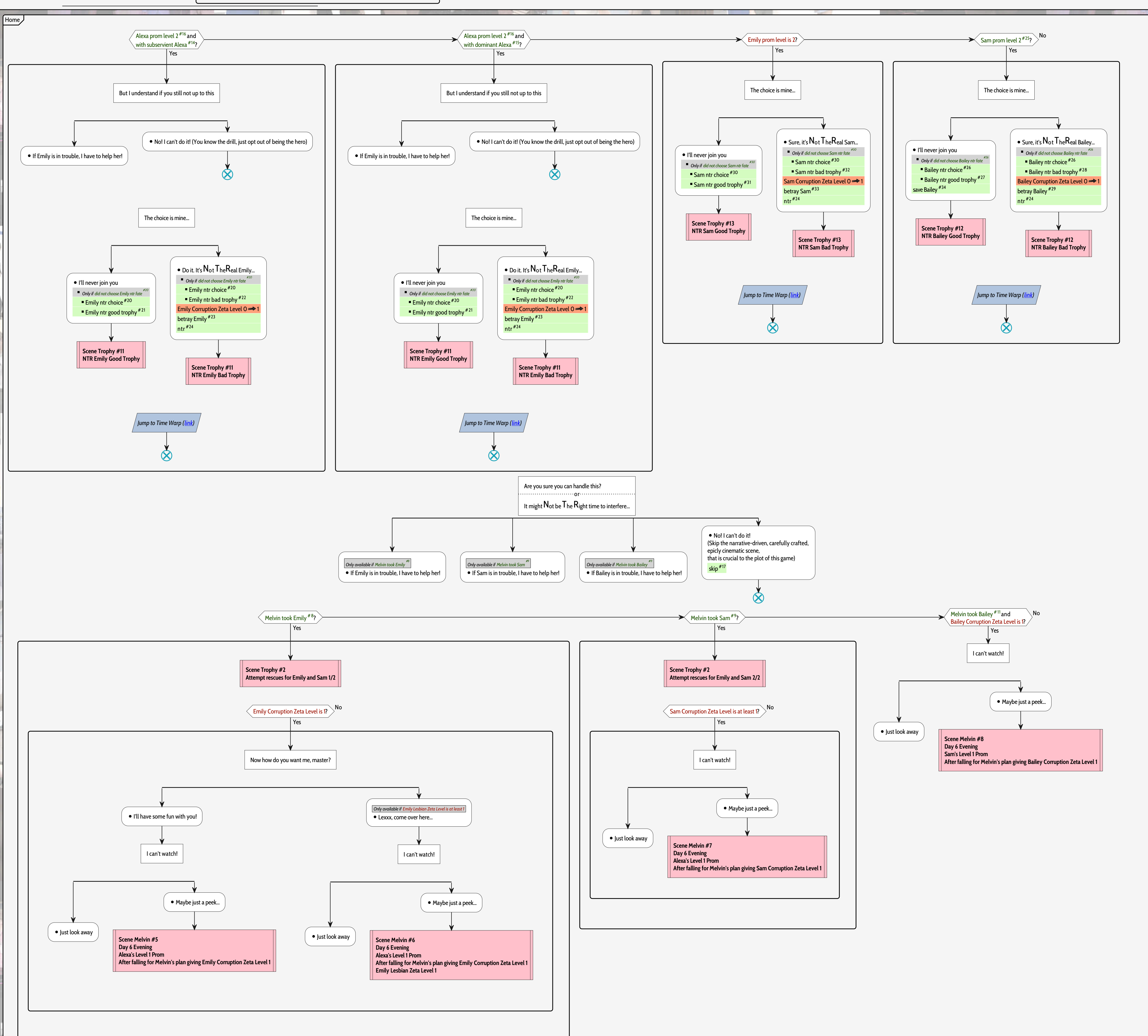
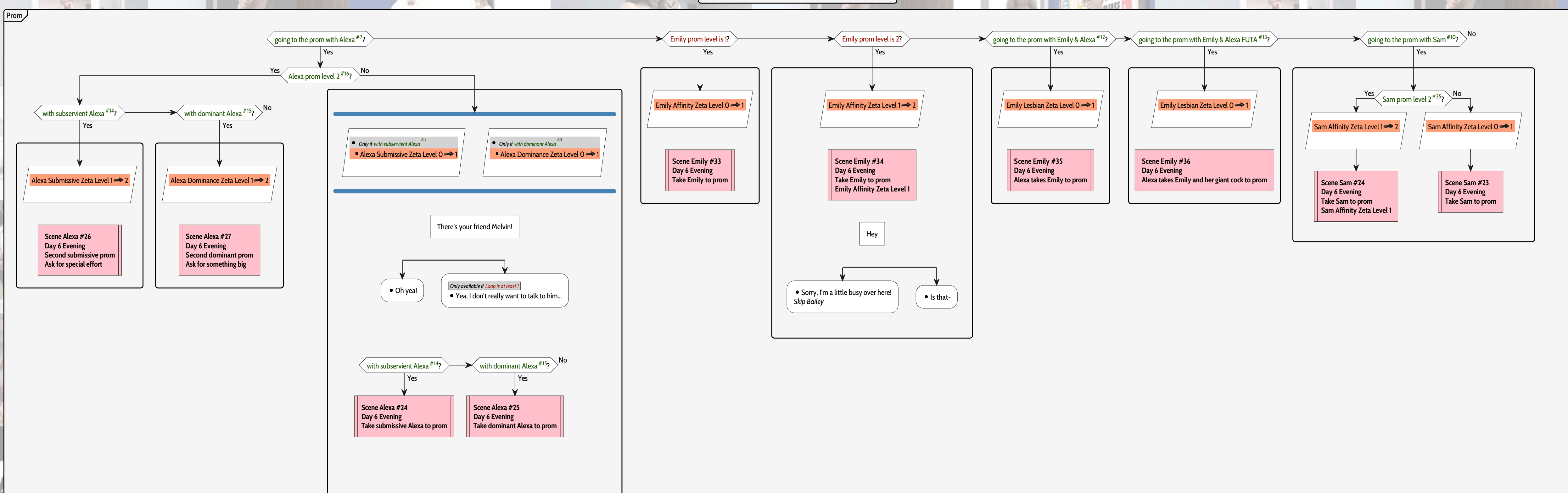
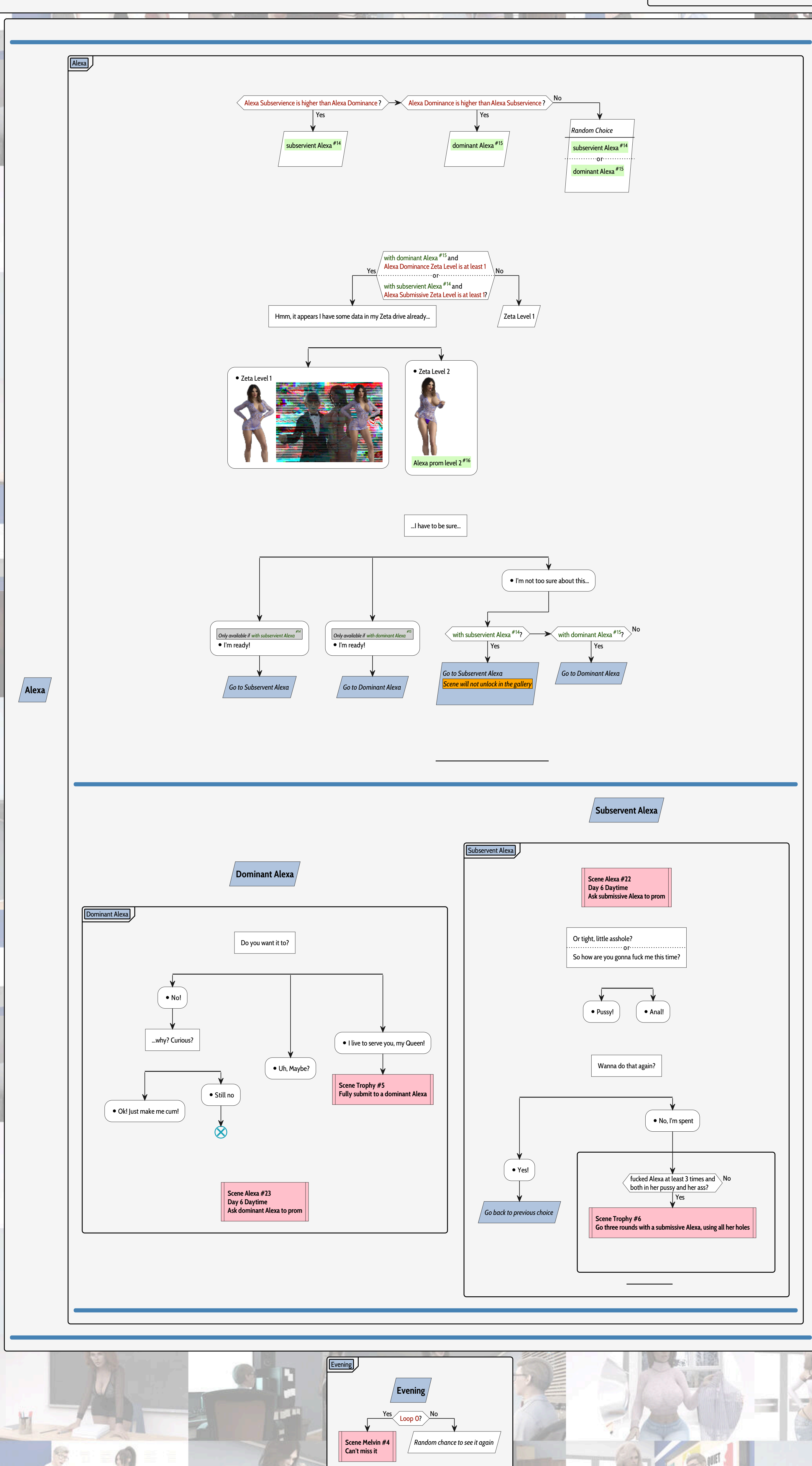
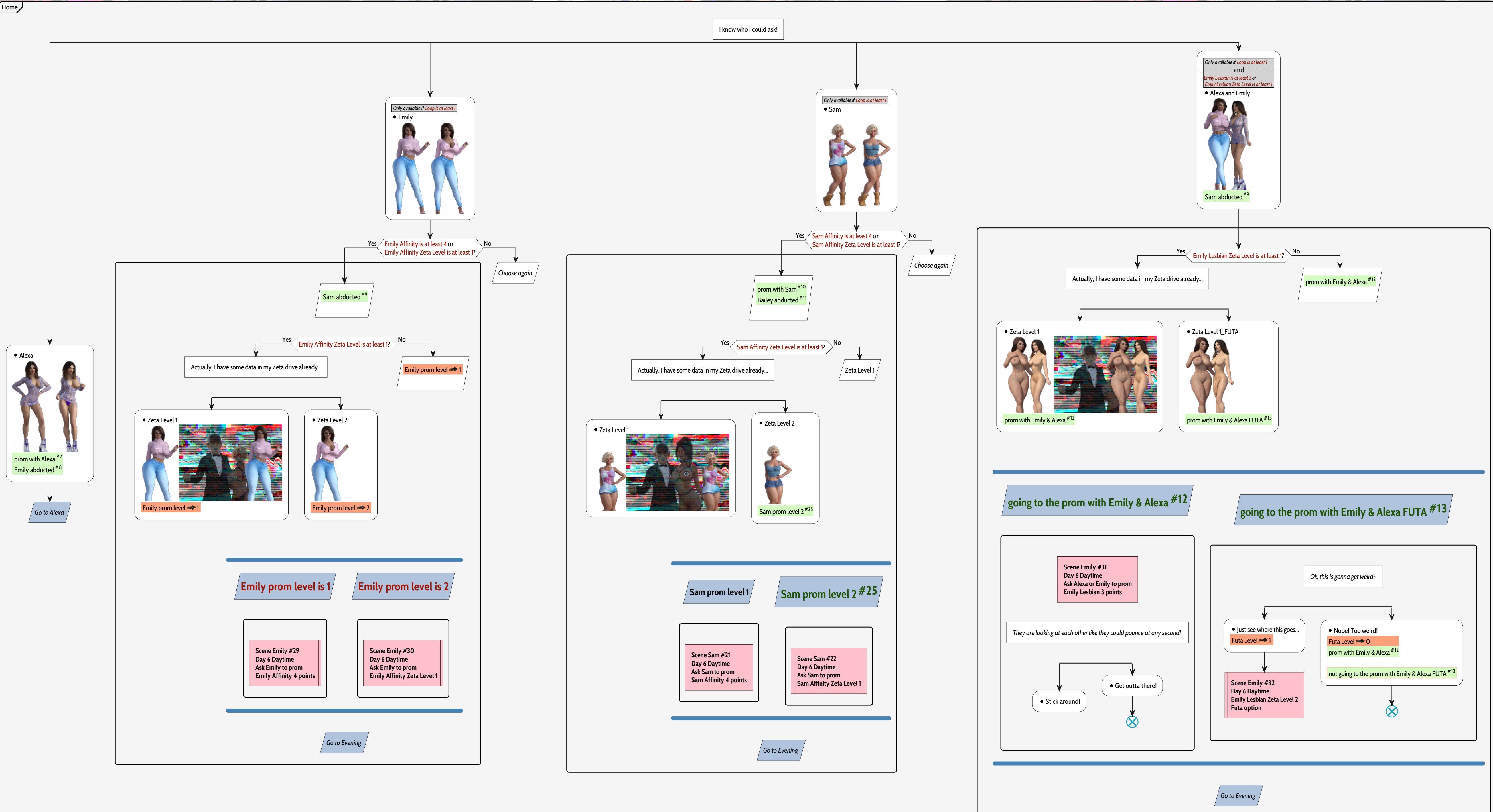


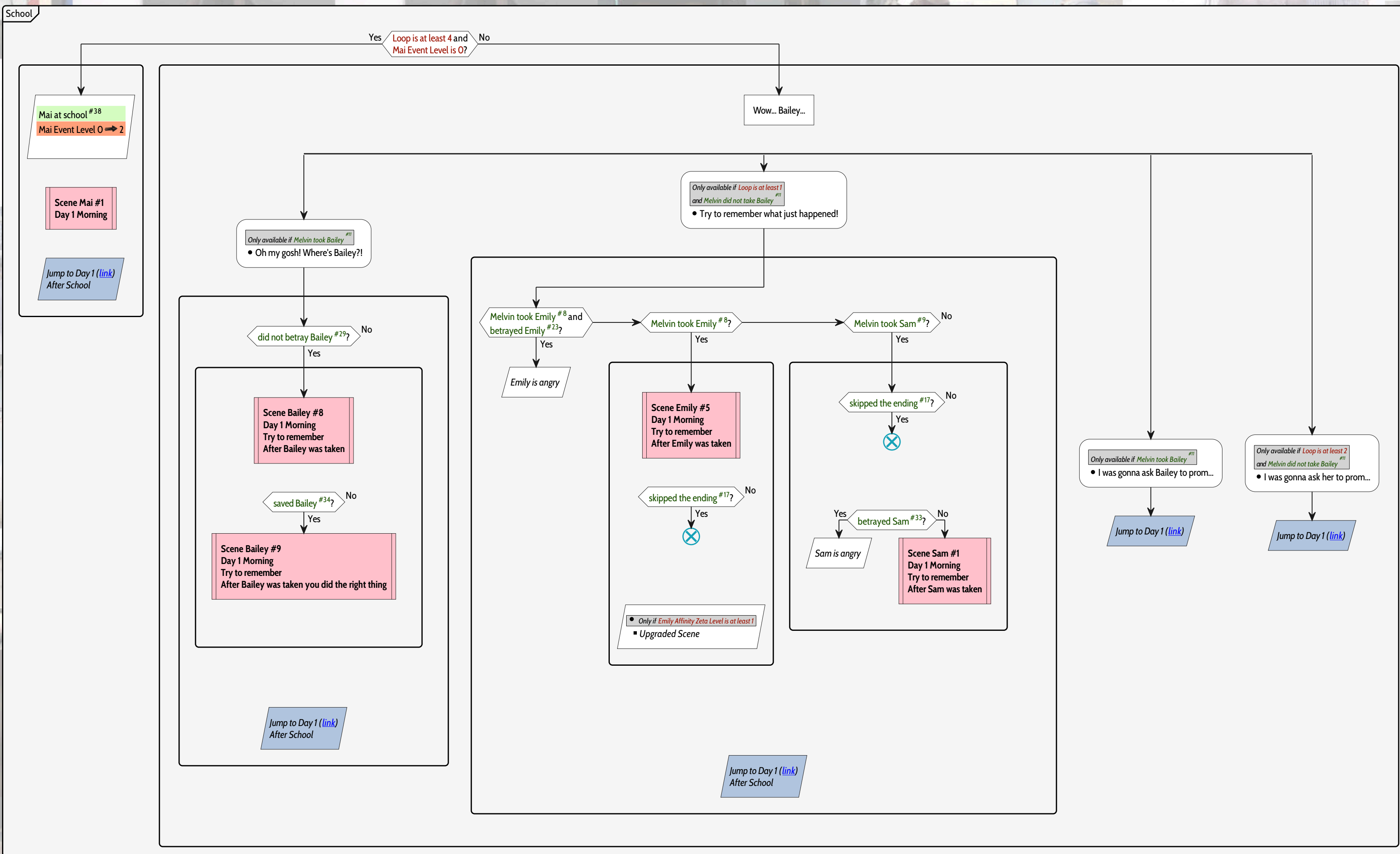
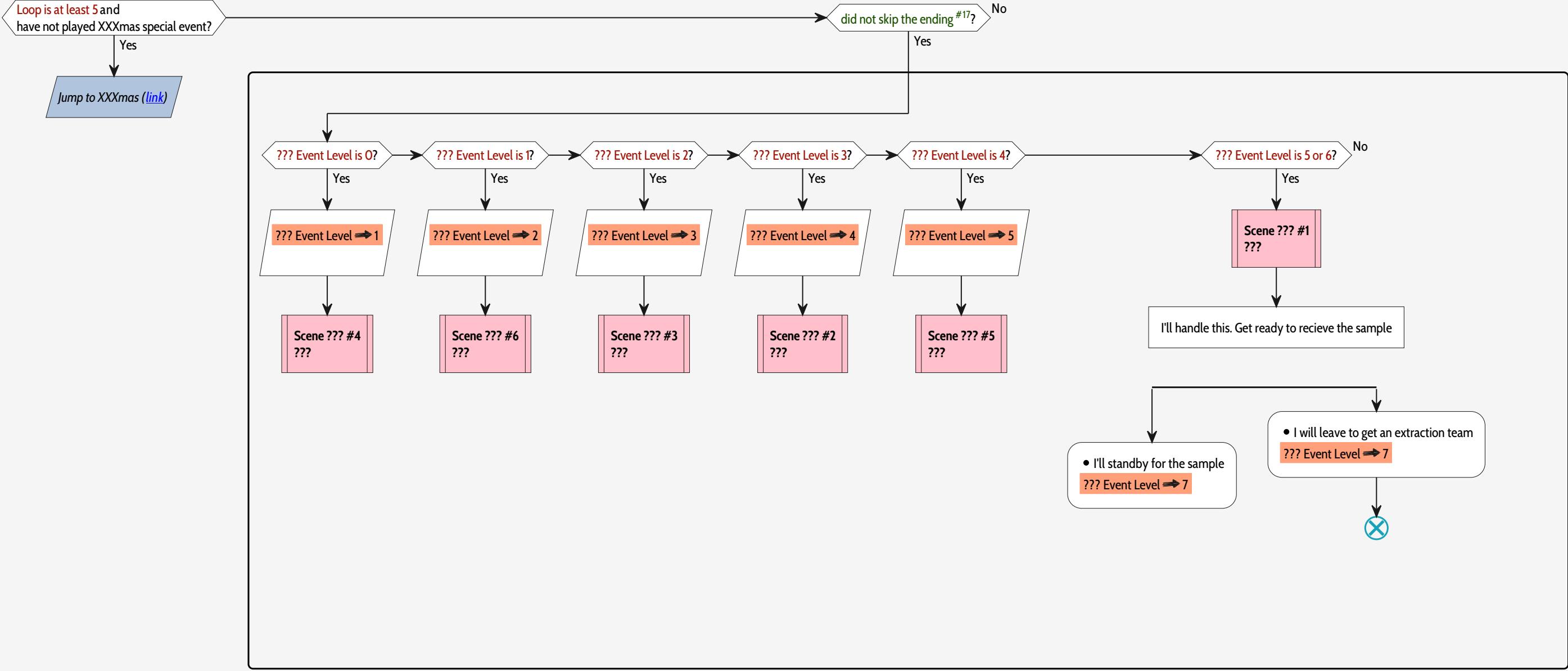
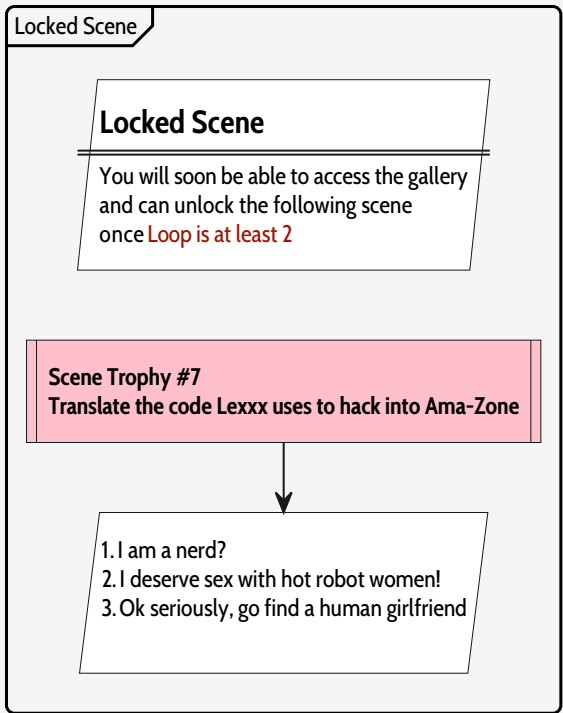
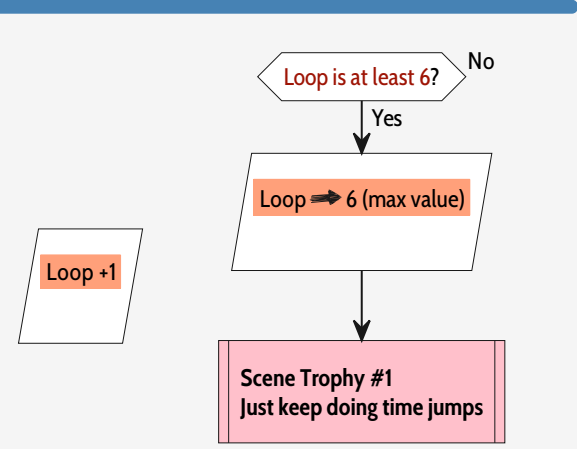
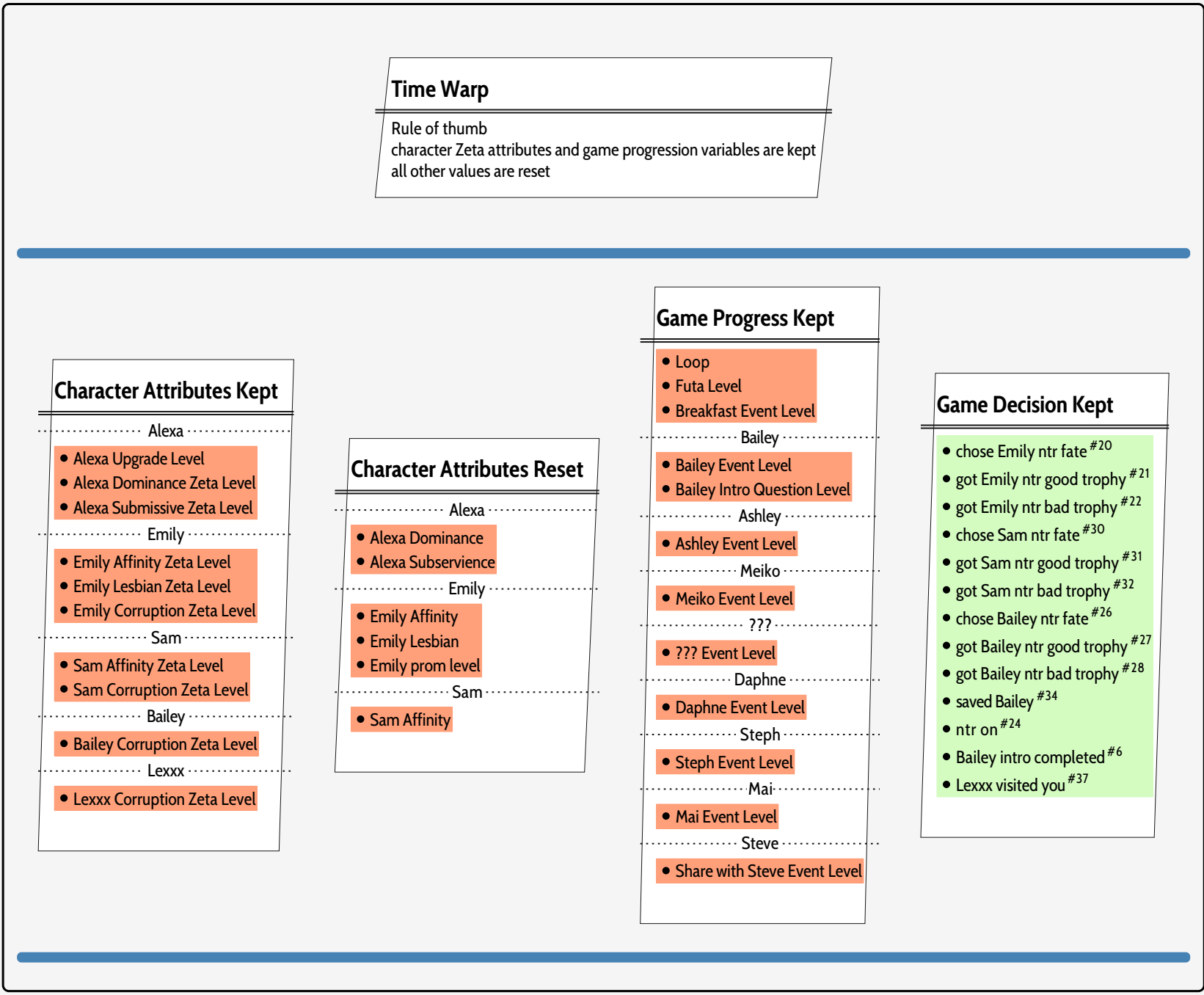












Replay

You can replay the event from the gallery
Select MC and then the Christmas tree

Home

Scene Alexa #28
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...

Scene Sam #25
XXXmas Sam

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

• 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!

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

Scene Ashley #6
XXXmas Ashley

Would you ever be tempted?

• 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

Scene Emily #37
XXXmas Emily

Gotta think of what to say!

• 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!

Emily Corruption Zeta Level is at least 1? No

Yes

Emily...

• Accept your lump of coal and watch
Santa fucks Emily

• Look away!

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

Scene Jessica #3
XXXmas Jessica

There will be once I'm finished with you

• 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!

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? No

Scene Trophy #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

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

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

SexBot 0.9.7
Walkthrough rev 1.3

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
zalexupgrade	Alexa Upgrade Level	zalexauupgrade = value		zalexauupgrade
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
zdaphneevent	Daphne Event Level	zdaphneevent = value		zdaphneevent
zstephevent	Steph Event Level	zstephevent = value		zstephevent
zmaievent	Mai Event Level	zmaievent = value		zmaievent
game	Loop	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
event 1 #1	baileyq1 = True	baileyq1 = False	baileyq1
event 2 #2	baileyq2 = True	baileyq2 = False	baileyq2
event 3 #3	baileyq3 = True	baileyq3 = False	baileyq3
event 4 #4	baileyq4 = True	baileyq4 = False	baileyq4
event 5 #5	baileyq5 = True	baileyq5 = False	baileyq5
Bailey intro complete #6	zbaileyquestioncomplete = True	zbaileyquestioncomplete = False	zbaileyquestioncomplete
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
prom with Emily & Alexa FUTA #13	emdatefuta = True	emdatefuta = False	emdatefuta
subservient Alexa #14	alexadate_sub = True	alexadate_sub = False	alexadate_sub
dominant Alexa #15	alexadate_dom = True	alexadate_dom = False	alexadate_dom
Alexa prom level 2 #16	alexadate_level2 = True	alexadate_level2 = False	alexadate_level2
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	mombetray = True	mombetray = False	mombetray
ntr #24	ntr = True	ntr = False	ntr
Sam prom level 2 #25	samprom2 = True	samprom2 = False	samprom2
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
Bailey betray #29	baileytbetray = True	baileytbetray = False	baileytbetray
Sam ntr choice #30	ntrsamchoice = True	ntrsamchoice = False	ntrsamchoice
Sam ntr good trophy #31	ntrsaamtrophygood = True	ntrsaamtrophygood = False	ntrsaamtrophygood
Sam ntr bad trophy #32	ntrsaamtrophybad = True	ntrsaamtrophybad = False	ntrsaamtrophybad
betray Sam #33	sambetray = True	sambetray = False	sambetray
save Bailey #34	baileysave = True	baileysave = False	baileysave
evening with Emily #35	momd4busy = True	momd4busy = False	momd4busy
Sam strips #36	sampongstrip = True	sampongstrip = False	sampongstrip
Lexxx visits you #37	zlexxxvisit = True	zlexxxvisit = False	zlexxxvisit
Mai at school #38	maintro = True	maintro = False	maintro

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

Trophy	10	persistent.t14c = True	persistent.t14c = False	persistent.t14c
Trophy	10	persistent.t14d = True	persistent.t14d = False	persistent.t14d
Trophy	11	persistent.ntremilytrophygood = True	persistent.ntremilytrophygood = False	persistent.ntremilytrophygood
Trophy	11	persistent.ntremilytrophybad = True	persistent.ntremilytrophybad = False	persistent.ntremilytrophybad
Trophy	12	persistent.ntrbaileytrophygood = True	persistent.ntrbaileytrophygood = False	persistent.ntrbaileytrophygood
Trophy	12	persistent.ntrsaamtrophygood = True	persistent.ntrsaamtrophygood = False	persistent.ntrsaamtrophygood
Trophy	13	persistent.ntrsaamtrophybad = True	persistent.ntrsaamtrophybad = False	persistent.ntrsaamtrophybad
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.d4alexal = True	persistent.d4alexal = False	persistent.d4alexal
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.d5alexal = True	persistent.d5alexal = False	persistent.d5alexal
Alexa	19	persistent.d5alexal2 = True	persistent.d5alexal2 = False	persistent.d5alexal2
Alexa	20	persistent.d4alexal5 = True	persistent.d4alexal5 = False	persistent.d4alexal5
Alexa	21	persistent.d5alexal4 = True	persistent.d5alexal4 = False	persistent.d5alexal4
Alexa	22	persistent.d6alexal = True	persistent.d6alexal = False	persistent.d6alexal
Alexa	23	persistent.d6alexal2 = True	persistent.d6alexal2 = False	persistent.d6alexal2
Alexa	24	persistent.d6alexal3 = True	persistent.d6alexal3 = False	persistent.d6alexal3
Alexa	25	persistent.d6alexal4 = True	persistent.d6alexal4 = False	persistent.d6alexal4
Alexa	26	persistent.d6alexal5 = True	persistent.d6alexal5 = False	persistent.d6alexal5
Alexa	27	persistent.d6alexal6 = True	persistent.d6alexal6 = False	persistent.d6alexal6
Alexa	28	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.d4emily6 = True	persistent.d4emily6 = False	persistent.d4emily6
Emily	20	persistent.d4emily7 = True	persistent.d4emily7 = False	persistent.d4emily7
Emily	21	persistent.d5emily1 = True	persistent.d5emily1 = False	persistent.d5emily1
Emily	22	persistent.d5emily2 = True	persistent.d5emily2 = False	persistent.d5emily2
Emily	23	persistent.d5emily7 = True	persistent.d5emily7 = False	persistent.d5emily7
Emily	24	persistent.d5emily3 = True	persistent.d5emily3 = False	persistent.d5emily3
Emily	25	persistent.d5emily4 = True	persistent.d5emily4 = False	persistent.d5emily4
Emily	26	persistent.d5emily5 = True	persistent.d5emily5 = False	persistent.d5emily5
Emily	27	persistent.d4emily3 = True	persistent.d4emily3 = False	persistent.d4emily3
Emily	28	persistent.d5emily8 = True	persistent.d5emily8 = False	persistent.d5emily8
Emily	29	persistent.d6emily1 = True	persistent.d6emily1 = False	persistent.d6emily1
Emily	30	persistent.d6emily6 = True	persistent.d6emily6 = False	persistent.d6emily6
Emily	31	persistent.d6emily4 = True	persistent.d6emily4 = False	persistent.d6emily4
Emily	32	persistent.d6emily5 = True	persistent.d6emily5 = False	persistent.d6emily5
Emily	33	persistent.d6emily2 = True	persistent.d6emily2 = False	persistent.d6emily2
Emily	34	persistent.d6emily7 = True	persistent.d6emily7 = False	persistent.d6emily7
Emily	35	persistent.d6emily3 = True	persistent.d6emily3 = False	persistent.d6emily3
Emily	36	persistent.d6emily8 = True	persistent.d6emily8 = False	persistent.d6emily8
Emily	37	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.d4sam5 = True	persistent.d4sam5 = False	persistent.d4sam5
Sam	15	persistent.d5sam1 = True	persistent.d5sam1 = False	persistent.d5sam1
Sam	16	persistent.d5sam2 = True	persistent.d5sam2 = False	persistent.d5sam2
Sam	17	persistent.d5sam3 = True	persistent.d5sam3 = False	persistent.d5sam3
Sam	18	persistent.d5sam4 = True	persistent.d5sam4 = False	persistent.d5sam4
Sam	19	persistent.d5sam5 = True	persistent.d5sam5 = False	persistent.d5sam5
Sam	20	persistent.d4sam1 = True	persistent.d4sam1 = False	persistent.d4sam1
Sam	21	persistent.d6sam1 = True	persistent.d6sam1 = False	persistent.d6sam1
Sam	22	persistent.d6sam4 = True	persistent.d6sam4 = False	persistent.d6sam4
Sam	23	persistent.d6sam2 = True	persistent.d6sam2 = False	persistent.d6sam2
Sam	24	persistent.d6sam3 = True	persistent.d6sam3 = False	persistent.d6sam3
Sam	25	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
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
Steph	4	persistent.d3steph1 = True	persistent.d3steph1 = False	persistent.d3steph1
Daphne	1	persistent.d1daphne1 = True	persistent.d1daphne1 = False	persistent.d1daphne1
Daphne	2	persistent.d1daphne2 = True	persistent.d1daphne2 = False	persistent.d1daphne2
Daphne	3	persistent.d2daphne1 = True	persistent.d2daphne1 = False	persistent.d2daphne1
Ashley	1	persistent.d1ashley1 = True	persistent.d1ashley1 = False	persistent.d1ashley1
Ashley	2	persistent.d2ashley2 = True	persistent.d2ashley2 = False	persistent.d2ashley2
Ashley	3	persistent.d2ashley1 = True	persistent.d2ashley1 = False	persistent.d2ashley1
Ashley	4	persistent.d3ashley1 = True	persistent.d3ashley1 = False	persistent.d3ashley1
Ashley	5	persistent.d4ashley1 = True	persistent.d4ashley1 = False	persistent.d4ashley1
Ashley	6	persistent.x1ashley1 = True	persistent.x1ashley1 = False	persistent.x1ashley1
Jessica	1	persistent.d1jessical = True	persistent.d1jessical = False	persistent.d1jessical
Jessica	2	persistent.d1jessical2 = True	persistent.d1jessical2 = False	persistent.d1jessical2
Jessica	3	persistent.x1jessical = True	persistent.x1jessical = False	persistent.x1jessical
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.d1lexxx1 = True	persistent.d1lexxx1 = False	persistent.d1lexxx1
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.d1meikol = True	persistent.d1meikol = False	persistent.d1meikol
Meiko	2	persistent.d2meikol = True	persistent.d2meikol = False	persistent.d2meikol
Meiko	3	persistent.d3meikol = True	persistent.d3meikol = False	persistent.d3meikol
Meiko	4	persistent.d3meiko2 = True	persistent.d3meiko2 = False	persistent.d3meiko2
Meiko	5	persistent.d3meiko3 = True	persistent.d3meiko3 = False	persistent.d3meiko3
Meiko	6	persistent.d5meikol = True	persistent.d5meikol = False	persistent.d5meikol
Mai	1	persistent.d1mail = True	persistent.d1mail = False	persistent.d1mail
Mai	2	persistent.d1mai2 = True	persistent.d1mai2 = False	persistent.d1mai2
Melvin	1	persistent.d2lexxx1 = True	persistent.d2lexxx1 = False	persistent.d2lexxx1
Melvin	2	persistent.n5emily1 = True	persistent.n5emily1 = False	persistent.n5emily1
Melvin	3	persistent.n4sam1 = True	persistent.n4sam1 = False	persistent.n4sam1
Melvin	4	persistent.d1lexxx7 = True	persistent.d1lexxx7 = False	persistent.d1lexxx7
Melvin	5	persistent.n1emily1 = True	persistent.n1emily1 = False	persistent.n1emily1
Melvin	6	persistent.n1emily2 = True	persistent.n1emily2 = False	persistent.n1emily2
Melvin	7	persistent.n1sam1 = True	persistent.n1sam1 = False	persistent.n1sam1
Melvin	8	persistent.n1bailey1 = True	persistent.n1bailey1 = False	persistent.n1bailey1
???	1	persistent.d1v6 = True	persistent.d1v6 = False	persistent.d1v6
???	2			