

SexBot 0.9.9 Walkthrough rev 1.4

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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

Some decision labels can denote a progression and sometimes we must check if the current value is above or below a certain threshold. To keep it succinct, all accepted values will be listed in brackets.

For example let's define some karate belts and assign each one to a numerical value:

0 ⇒ white belt #78, 1 ⇒ yellow belt #78, 2 ⇒ orange belt #78

If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)

It will be listed like this: **karate belt: [yellow, orange] #78**

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:

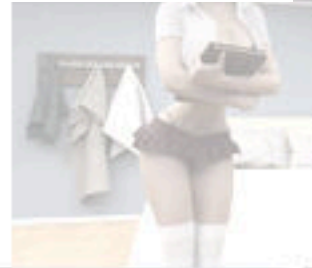
!did not agree! #55

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

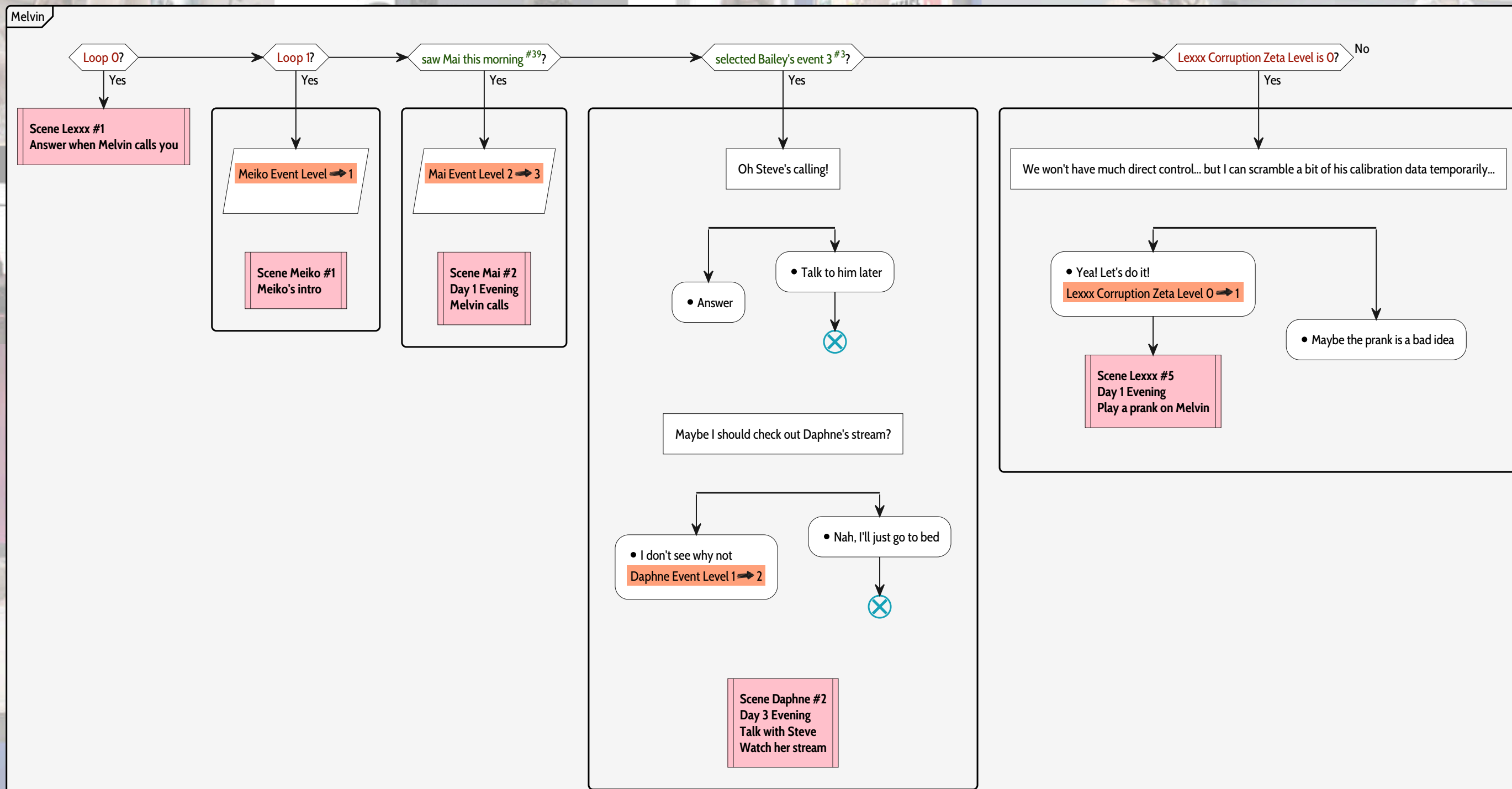
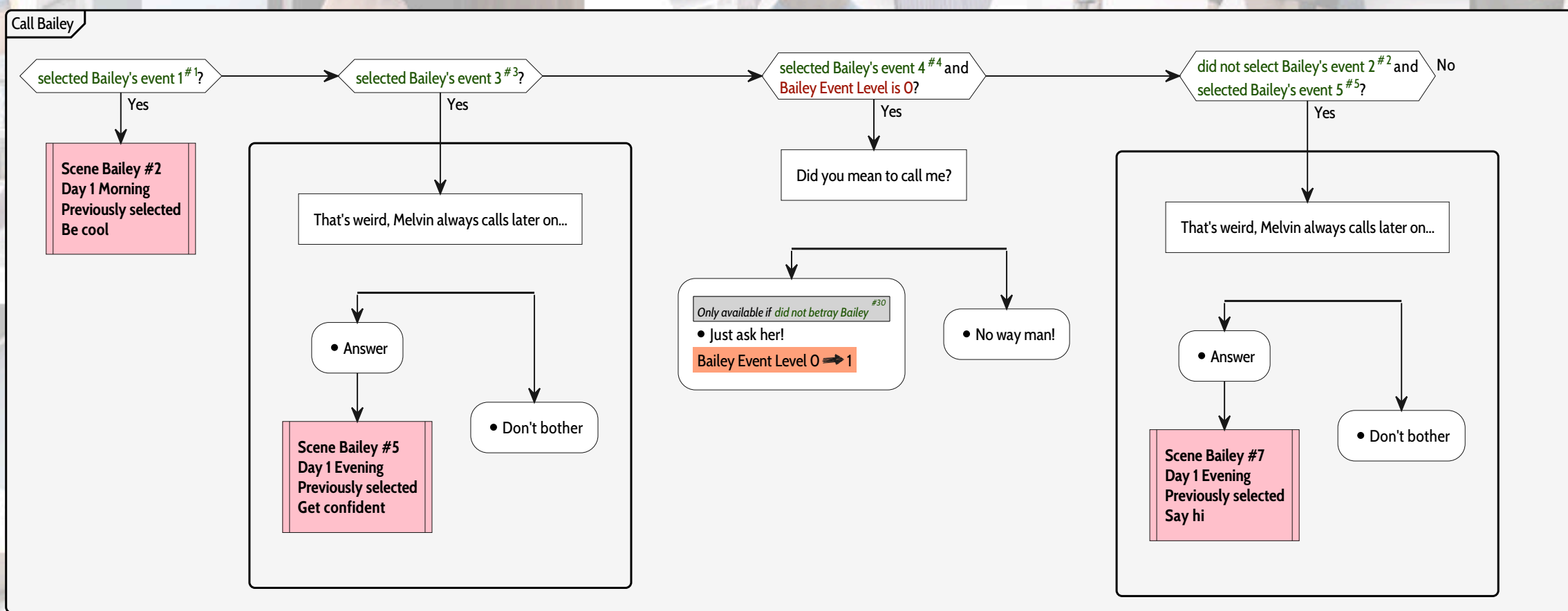
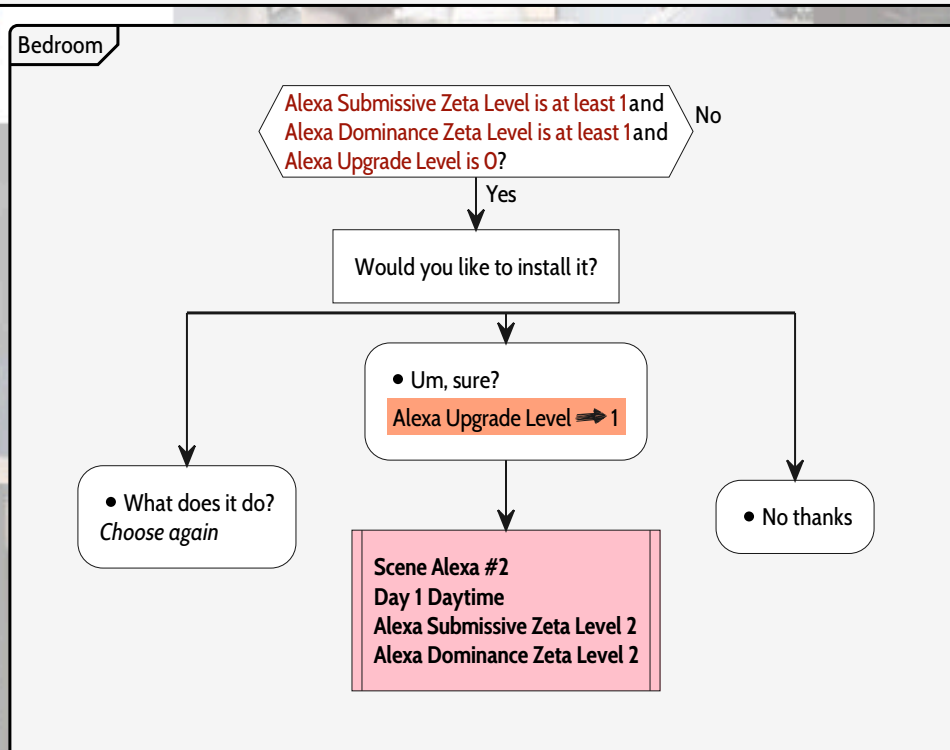
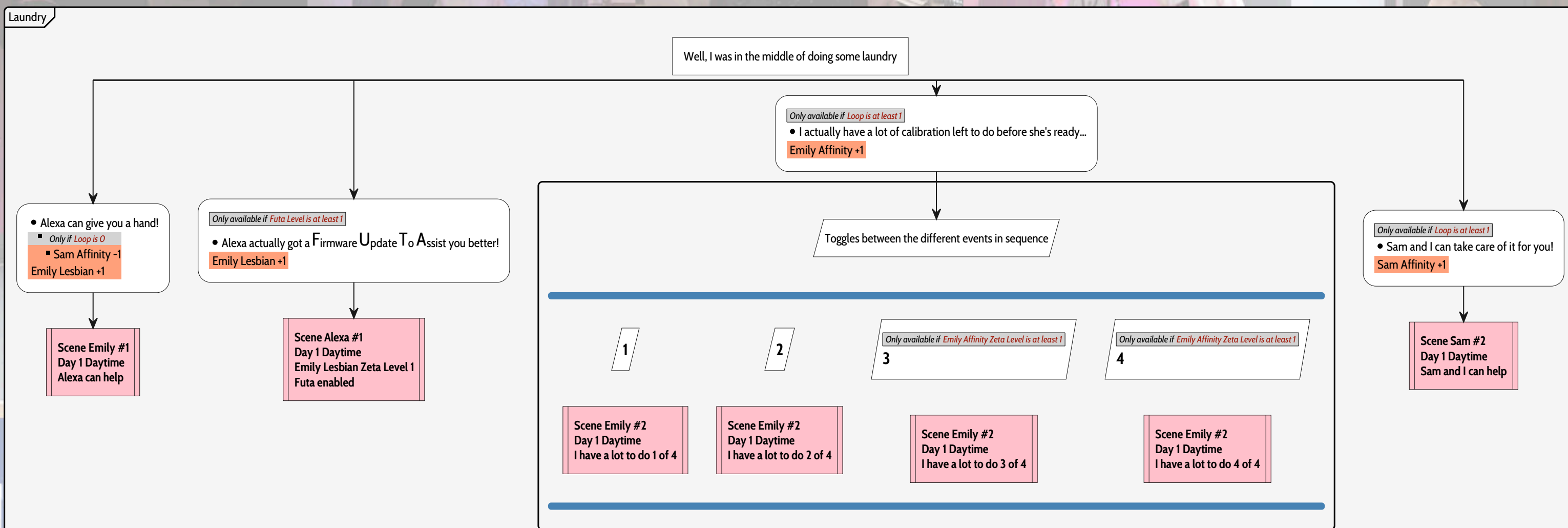
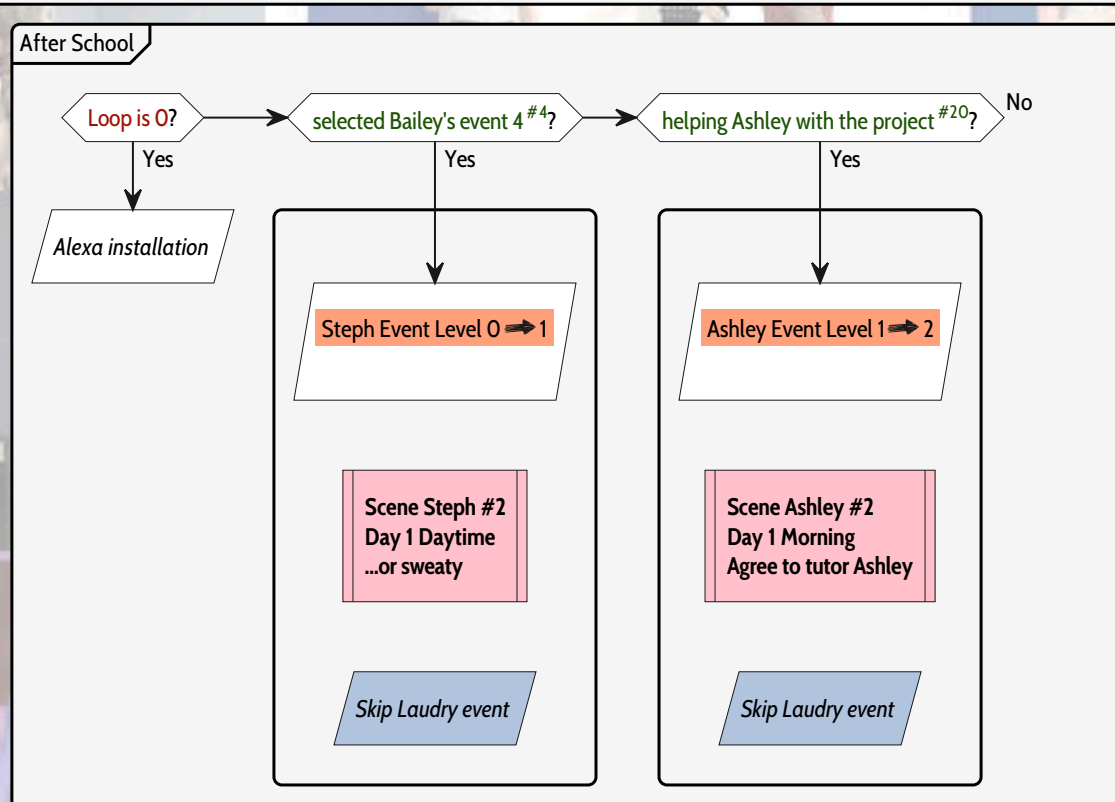
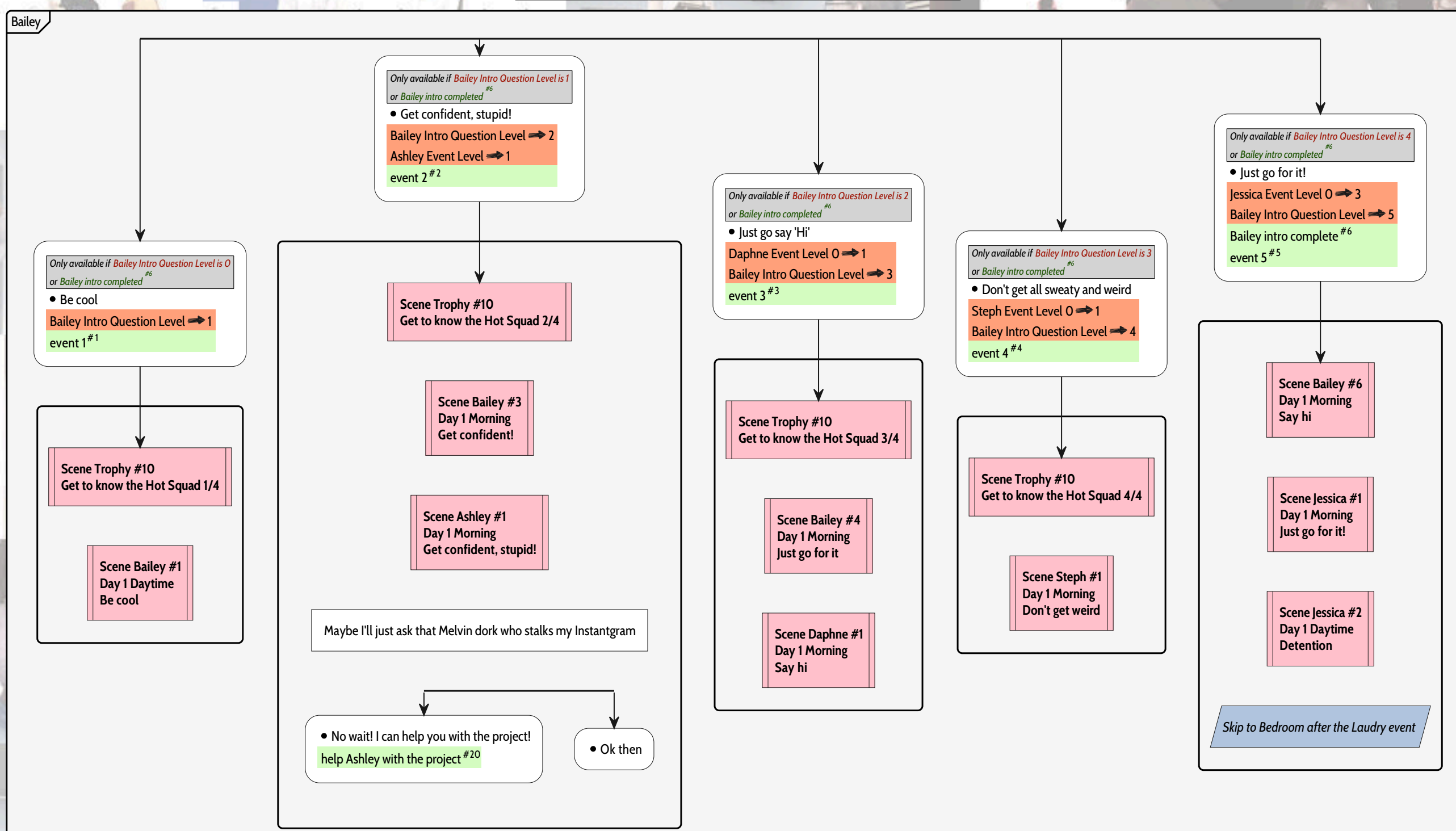
Disclaimer

Do not follow this walkthrough

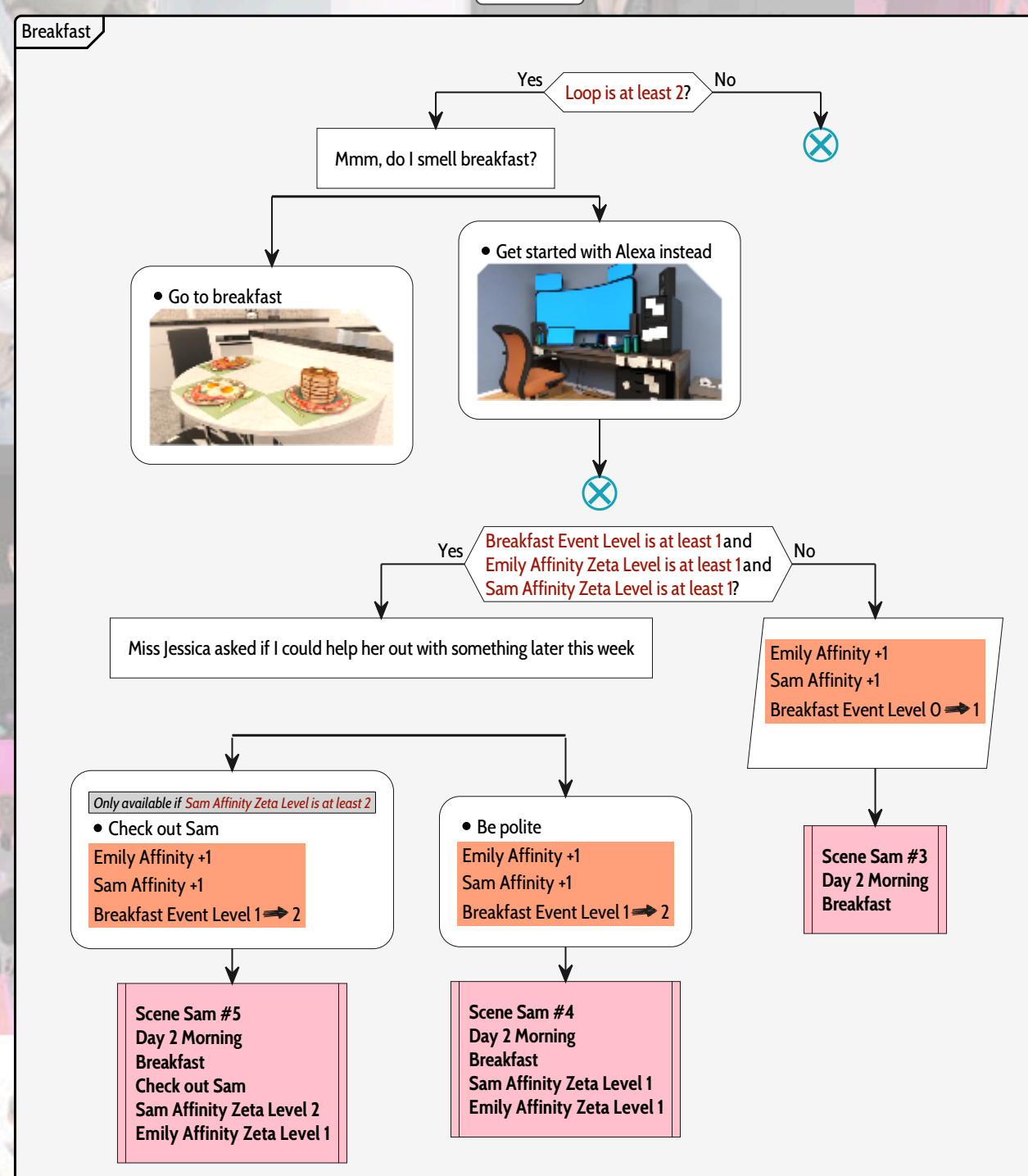
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

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.

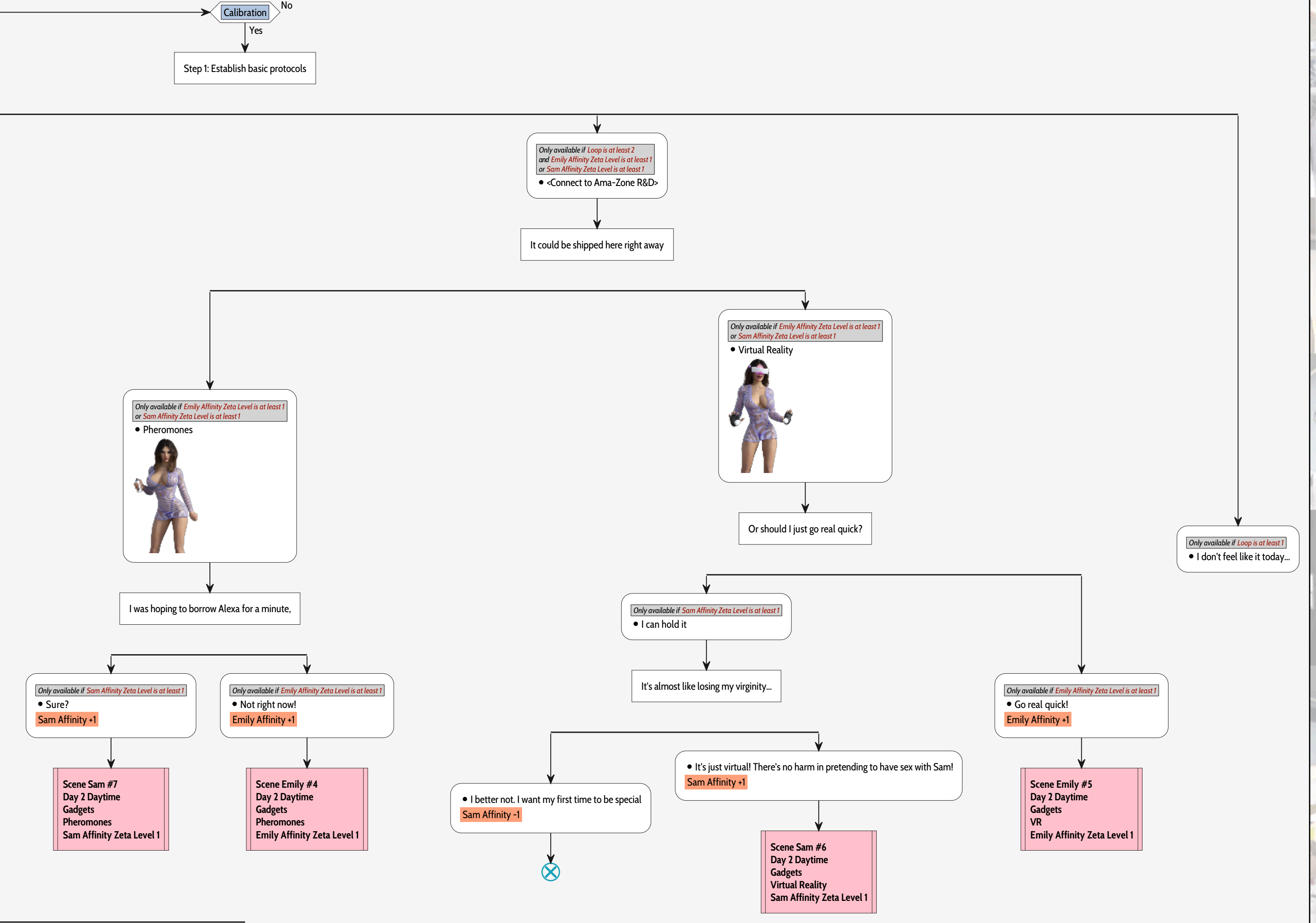
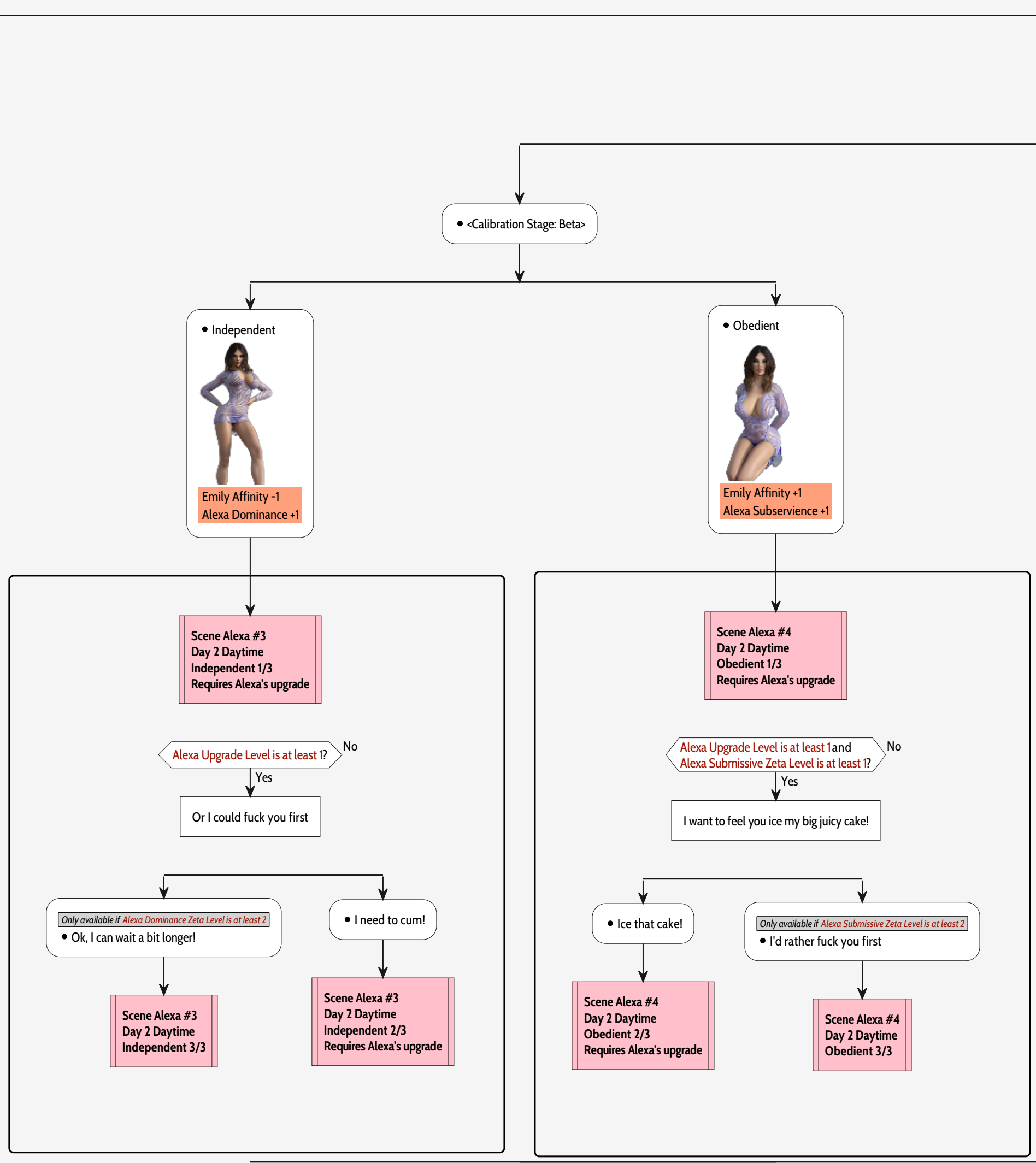
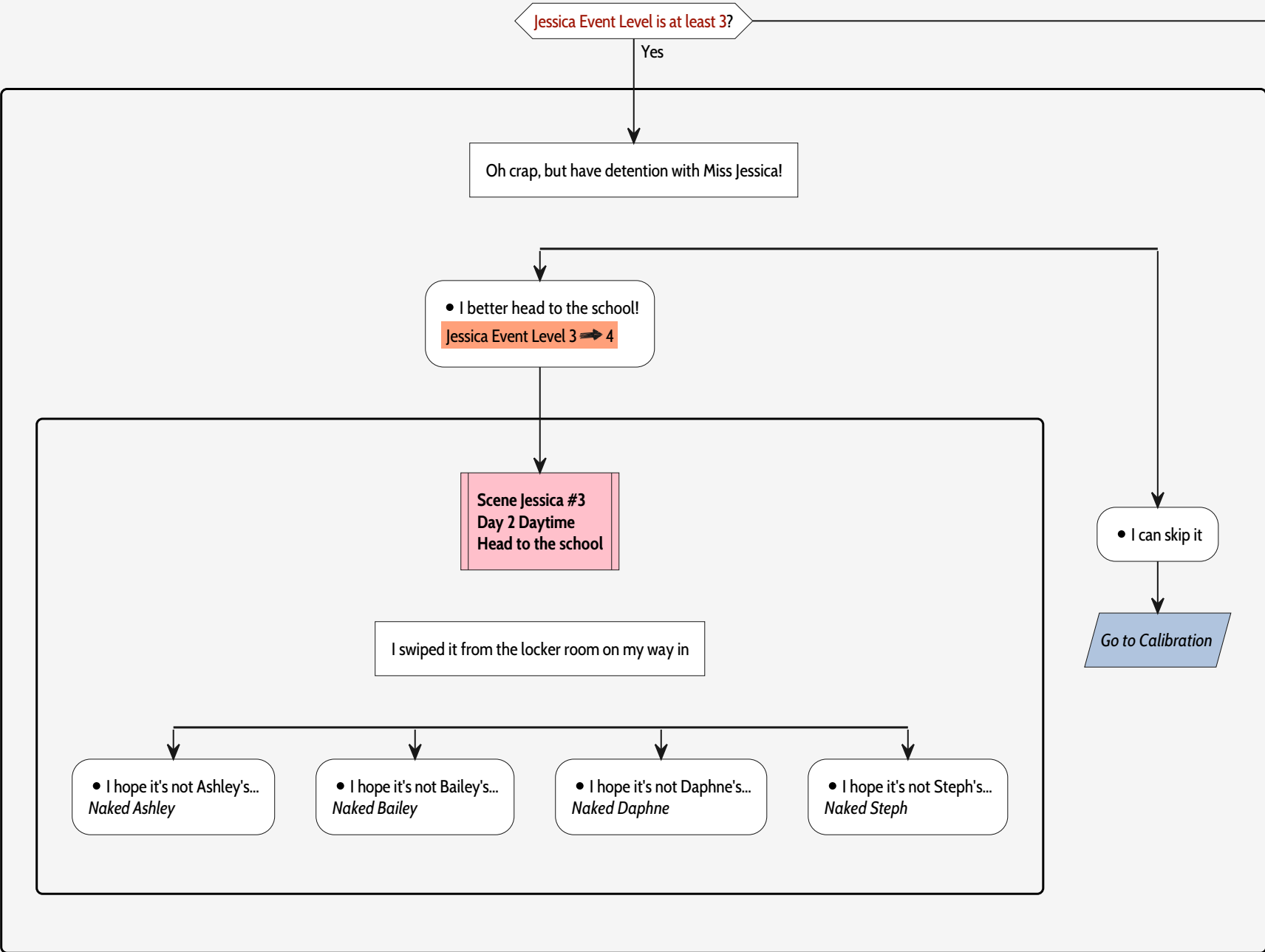
Also the gallery provides hints when you select a locked scene that could help you understand what to do on your own.



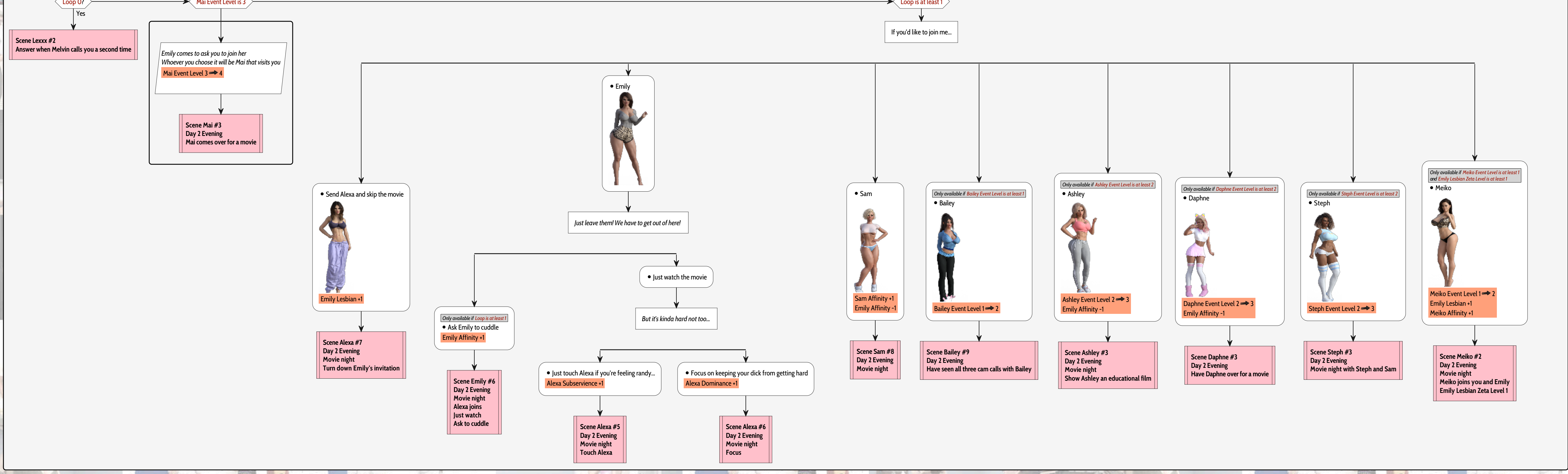
SexBot Day 2

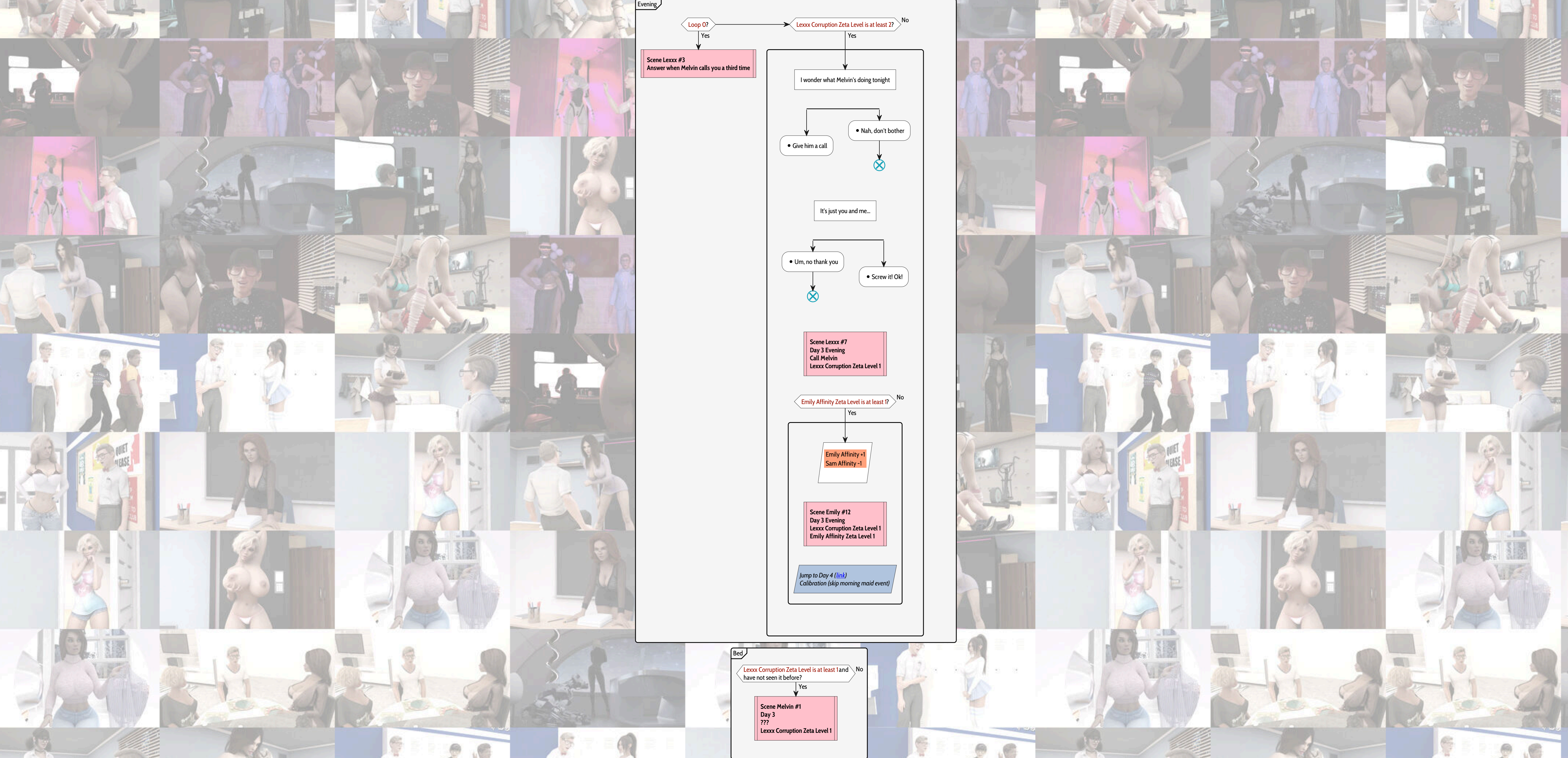
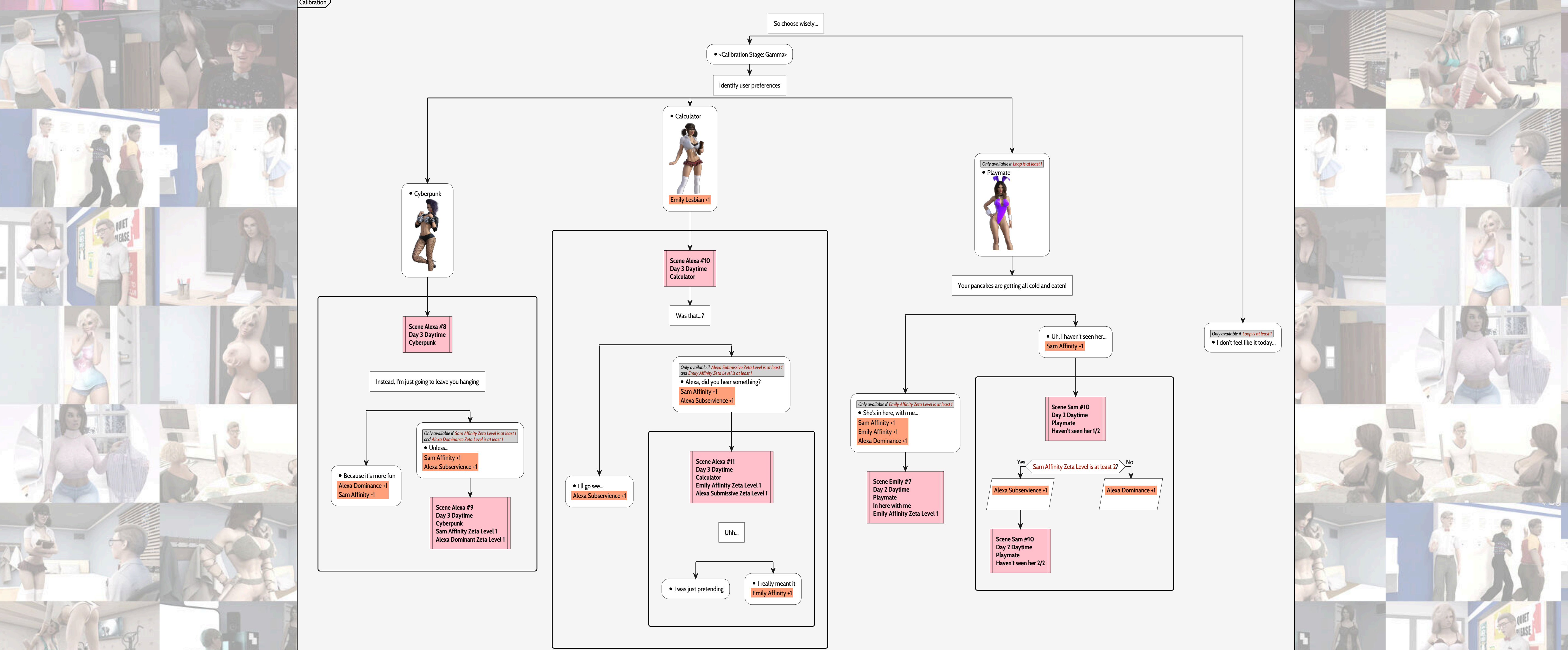
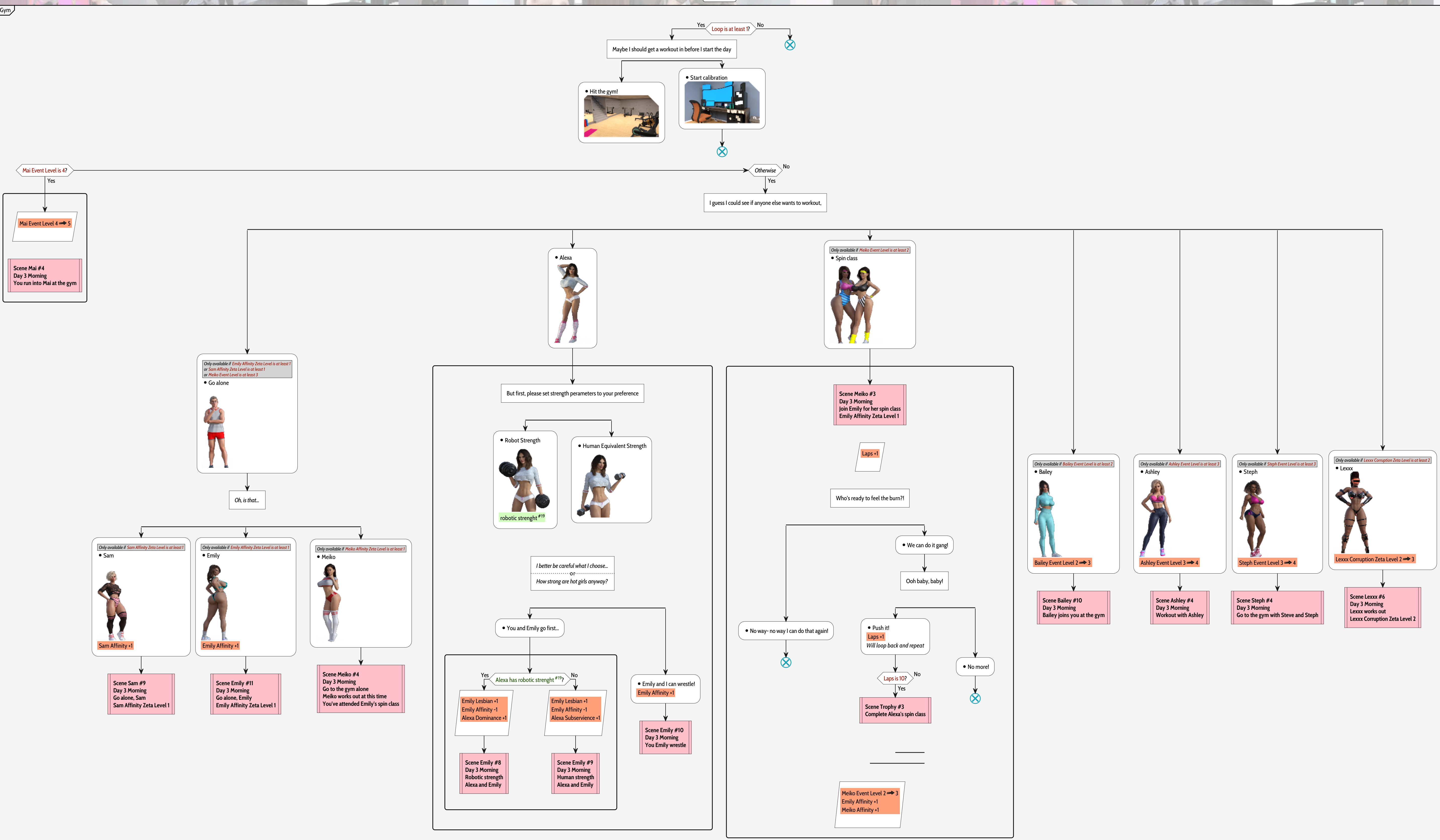


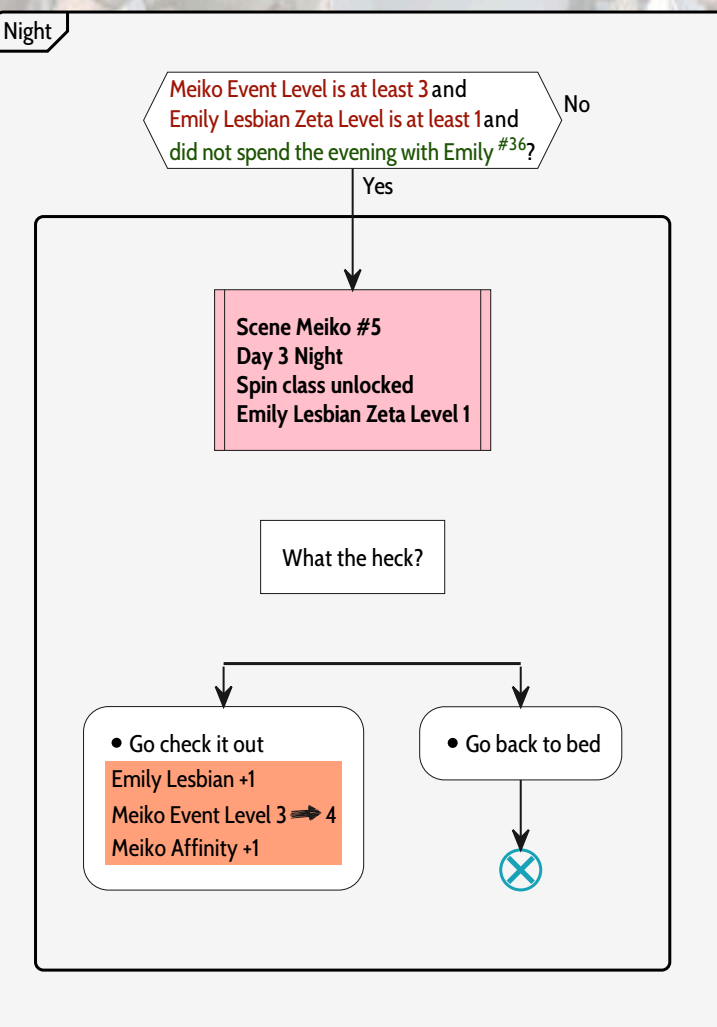
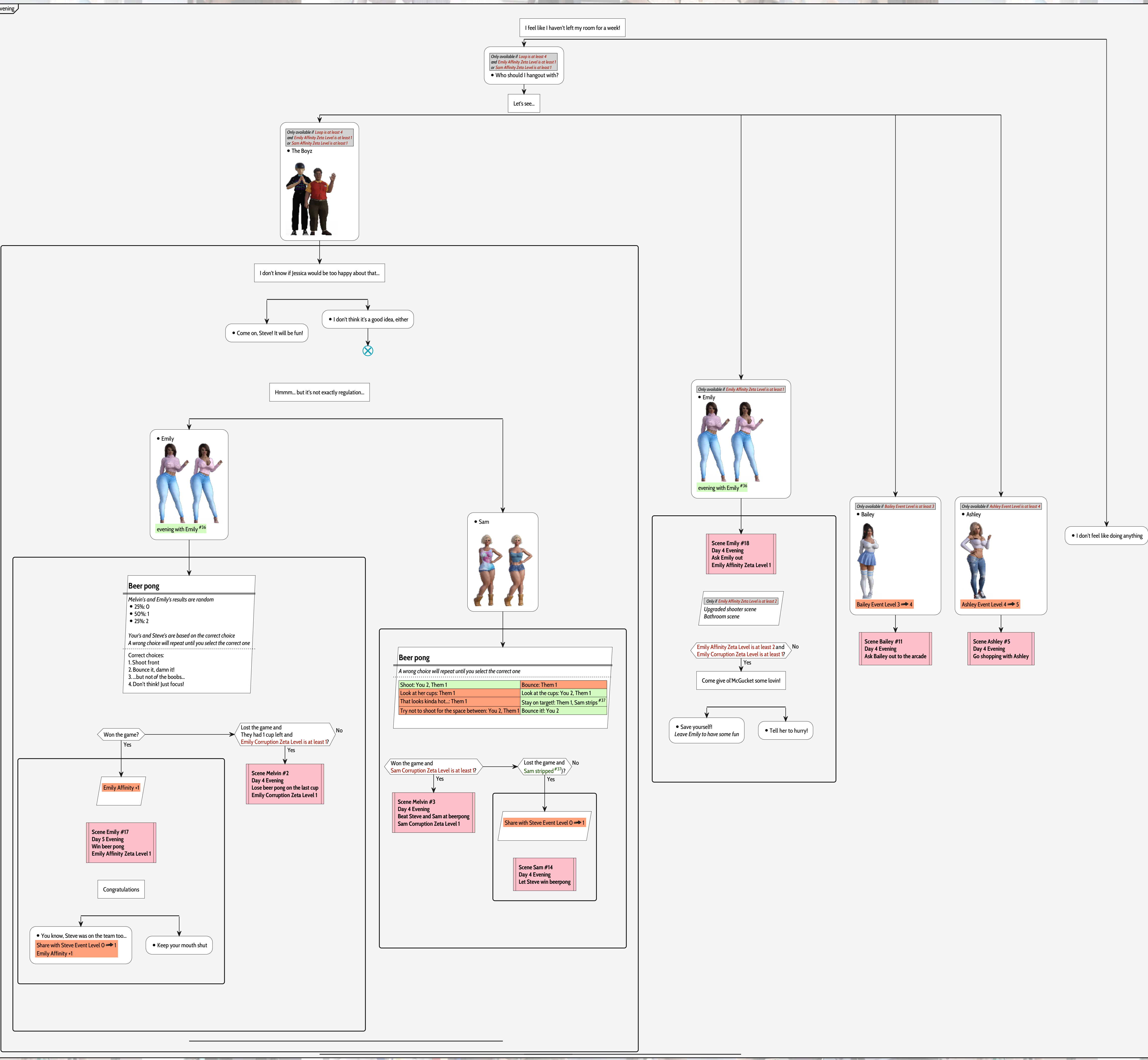
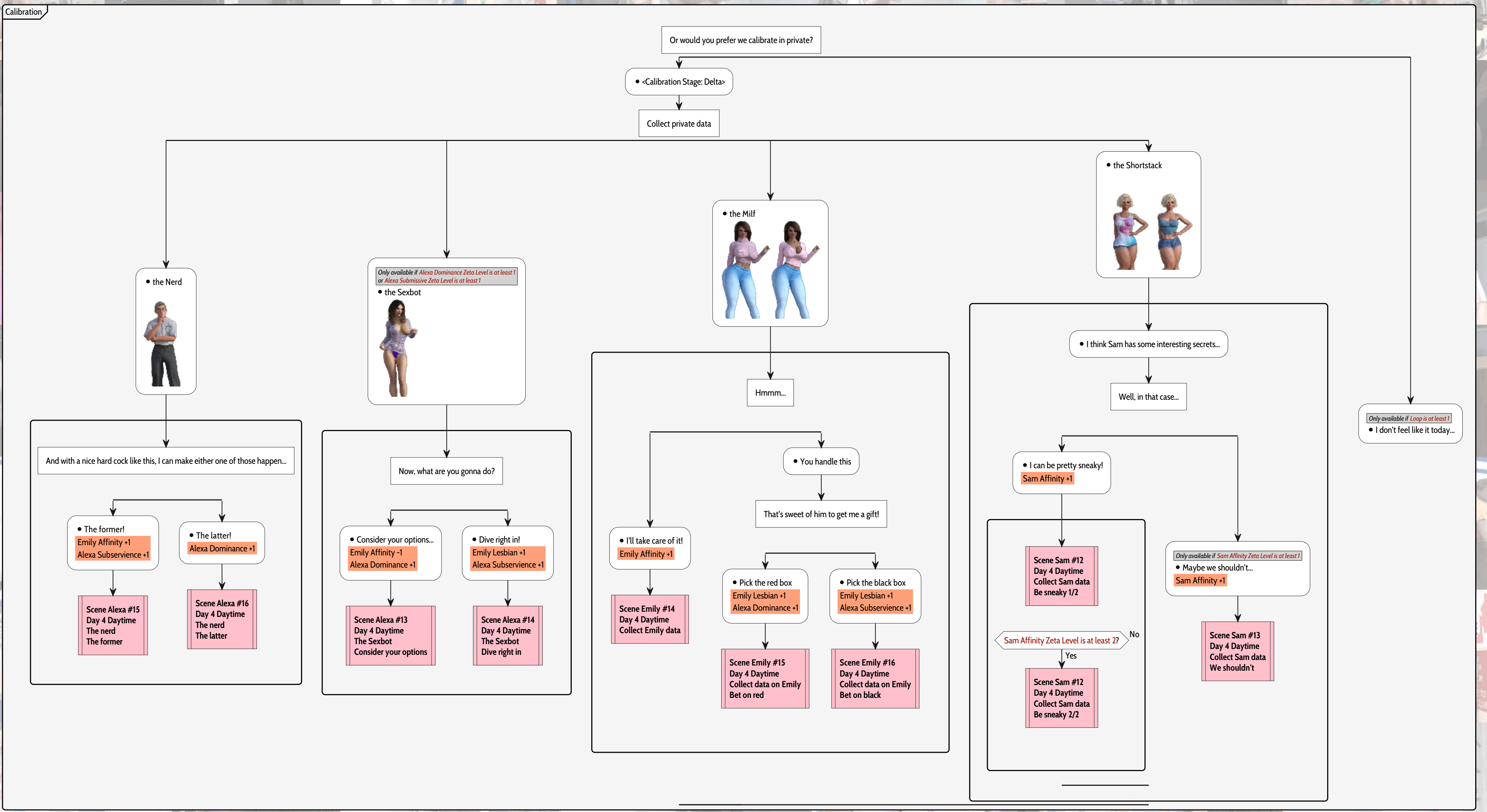
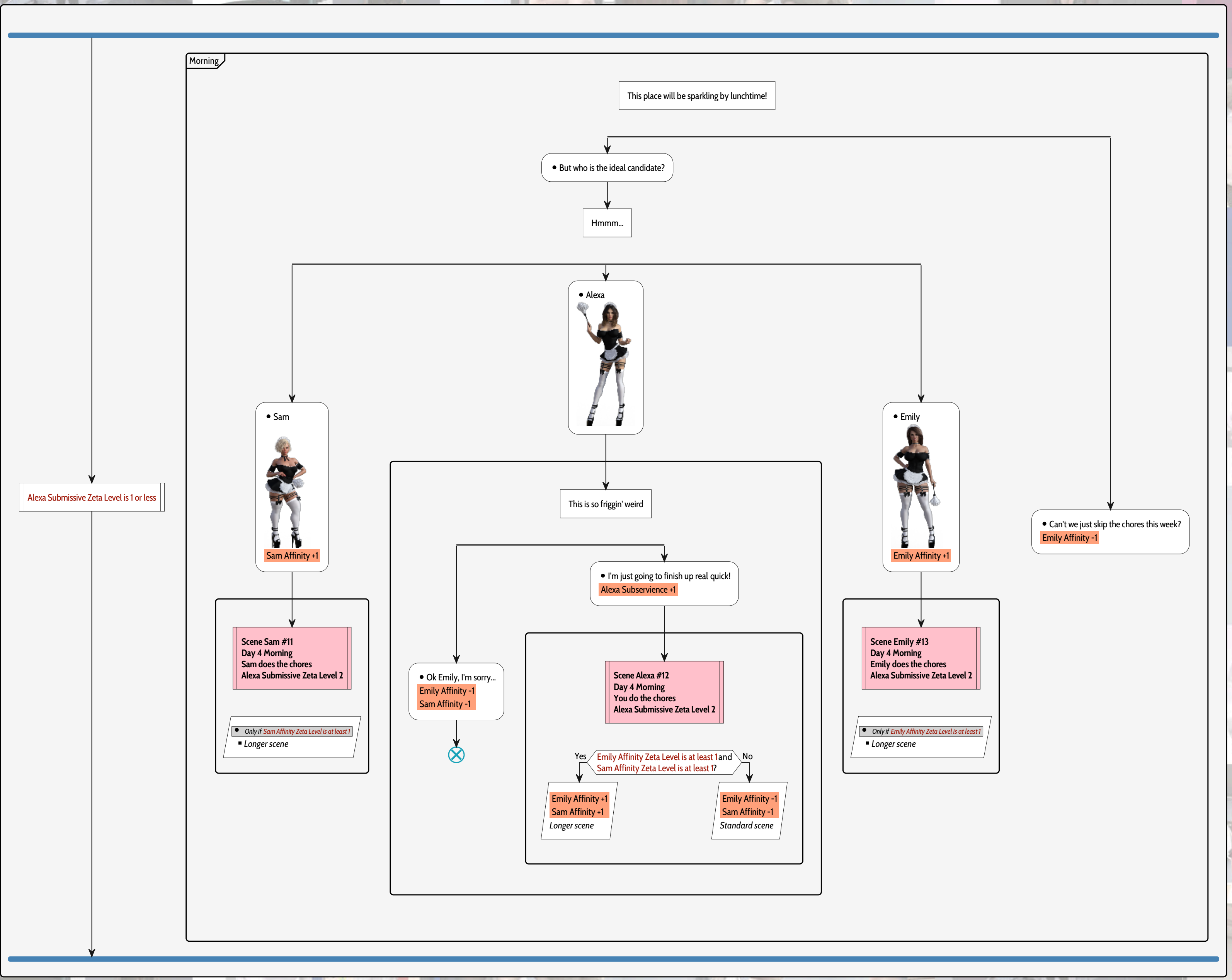
Calibration

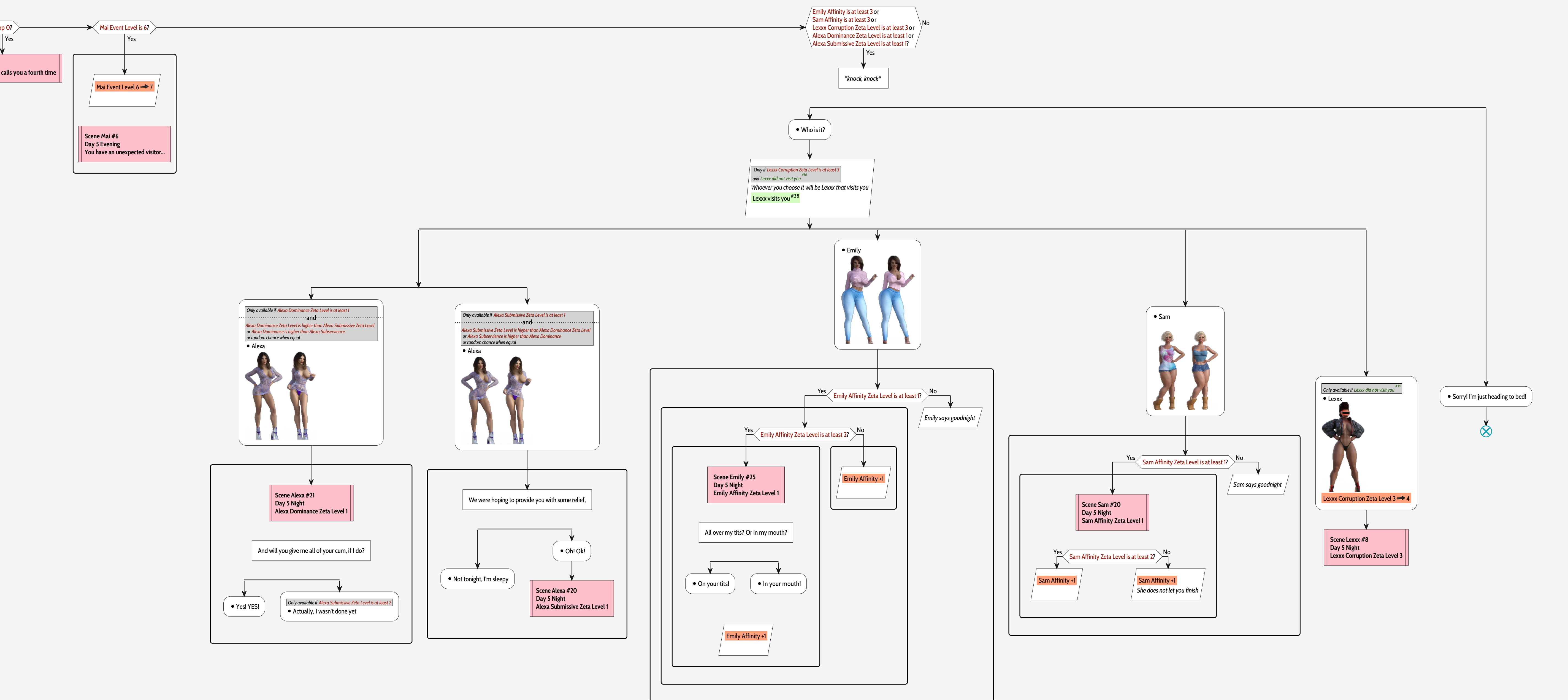
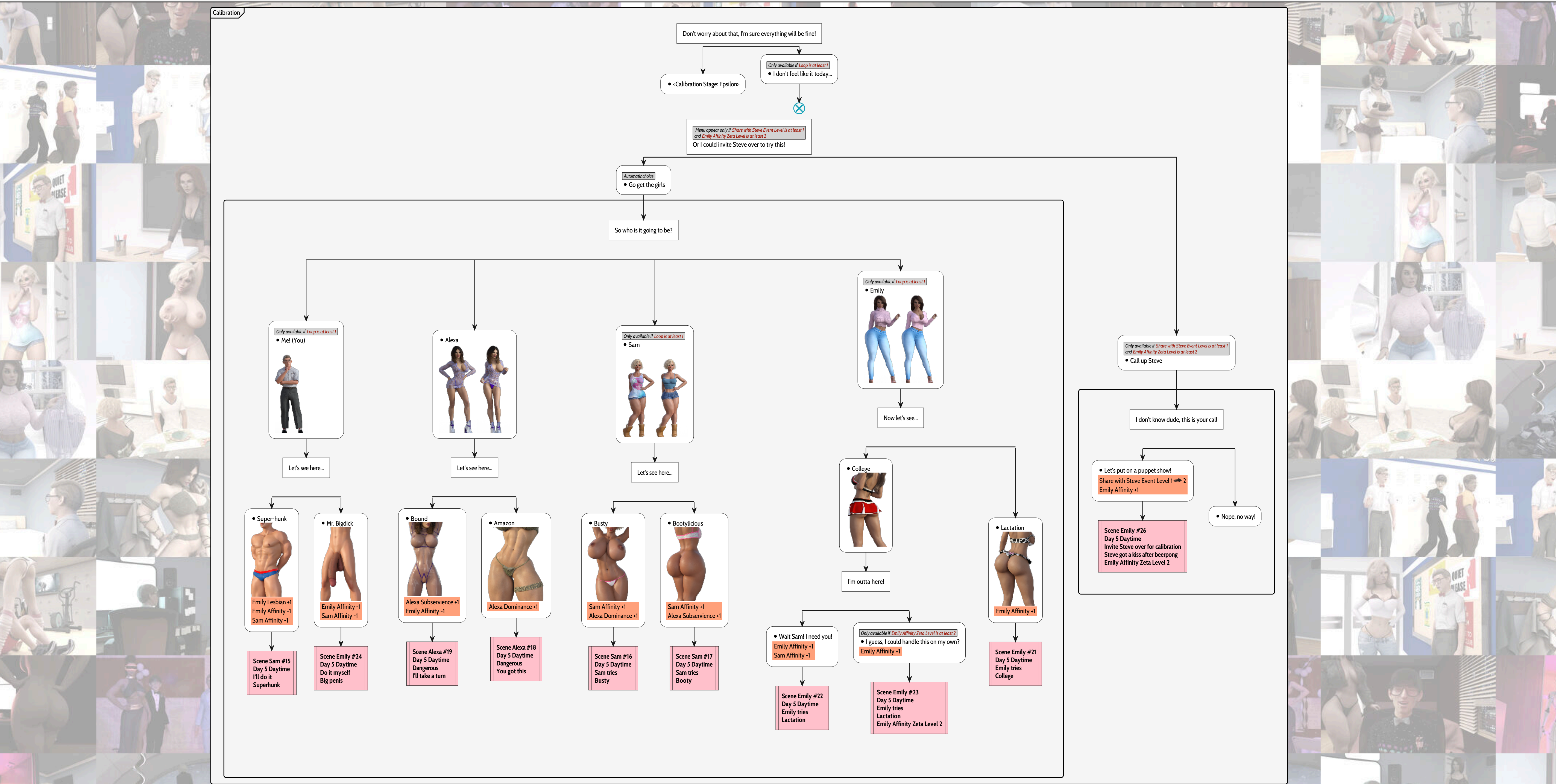
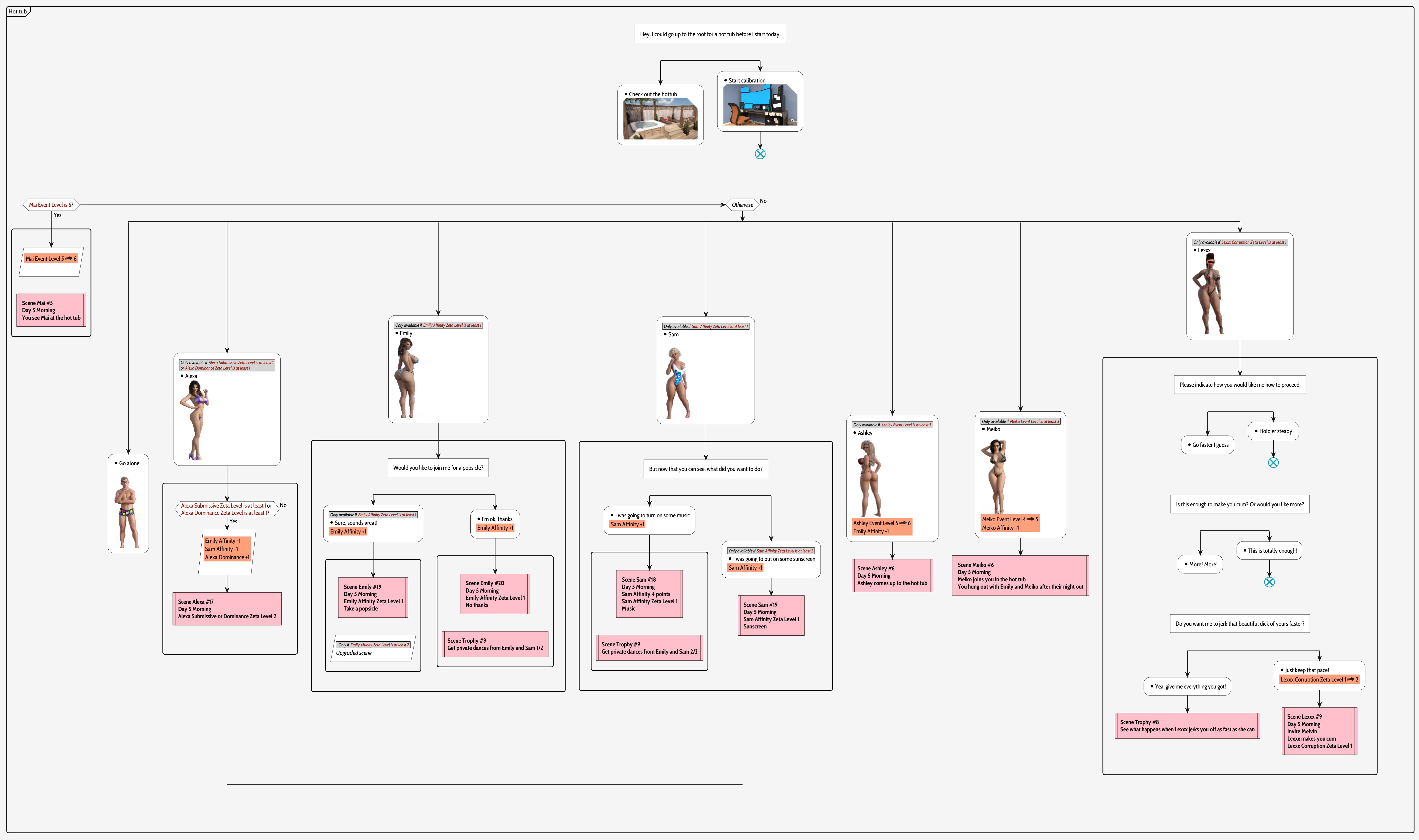


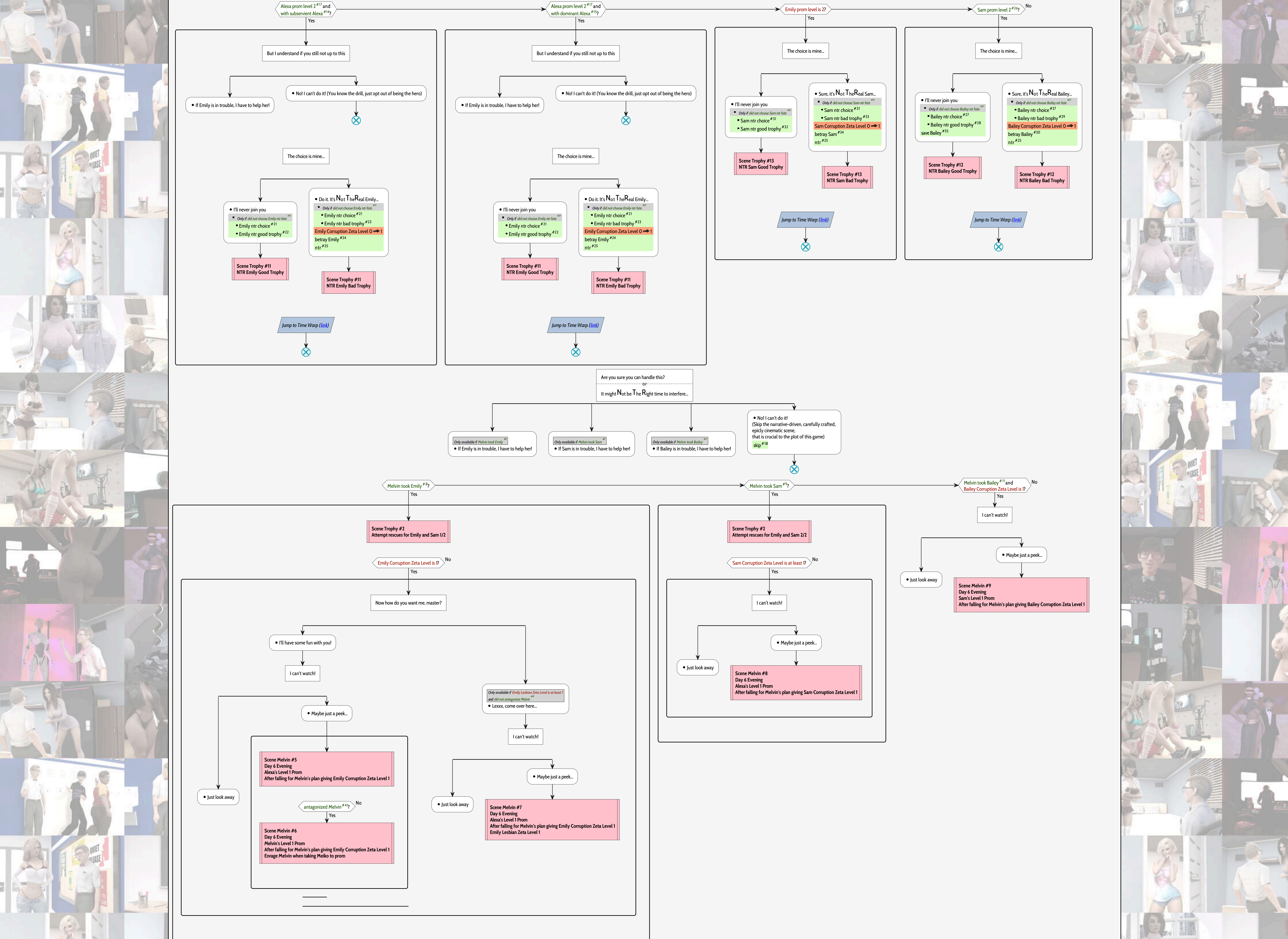
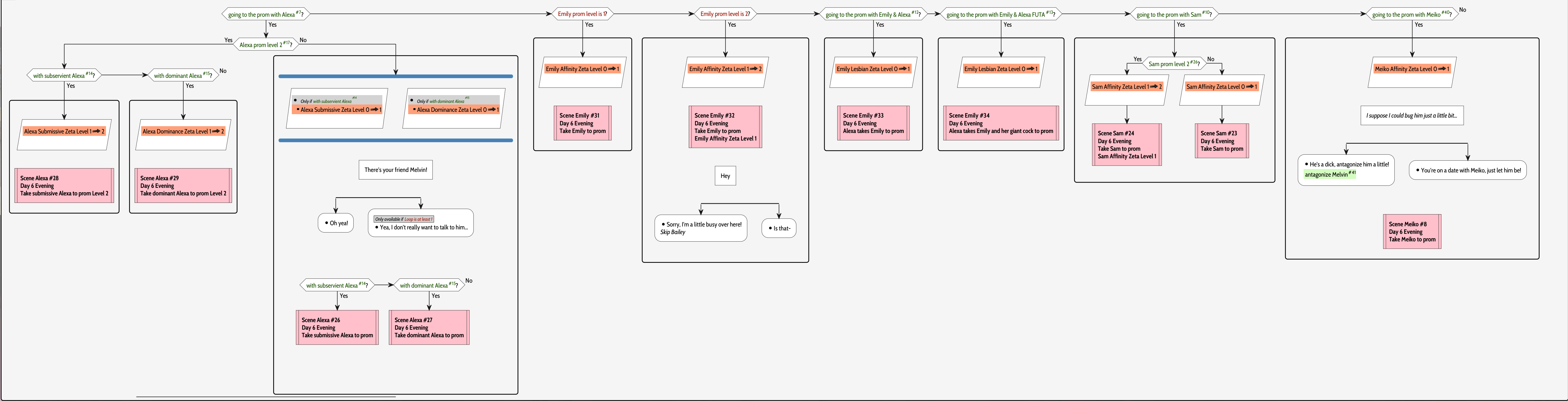
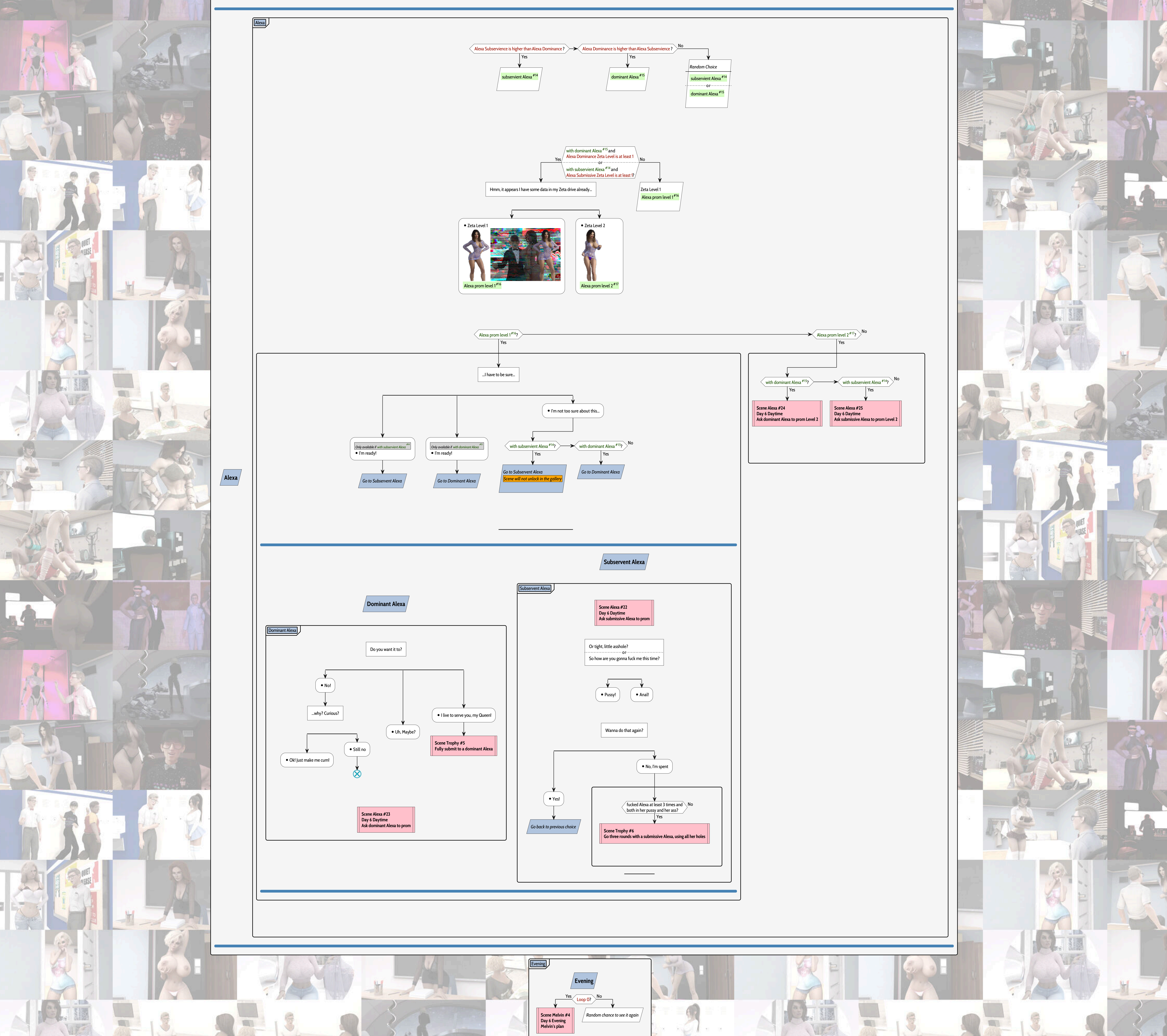
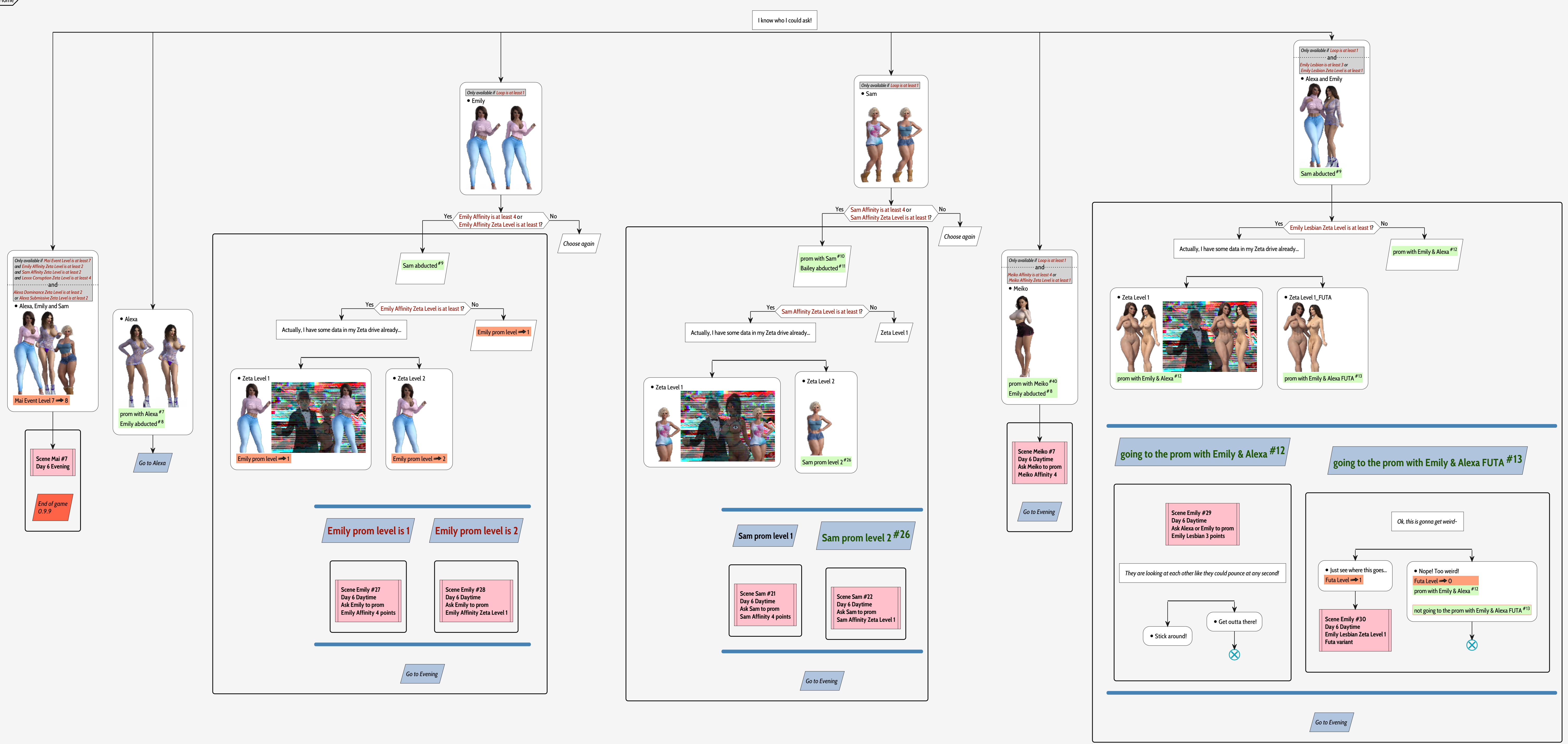
Evening

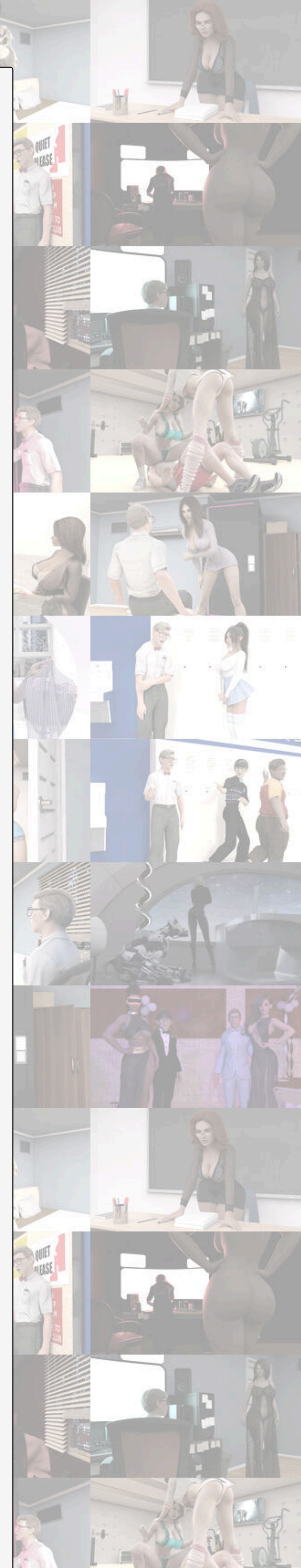
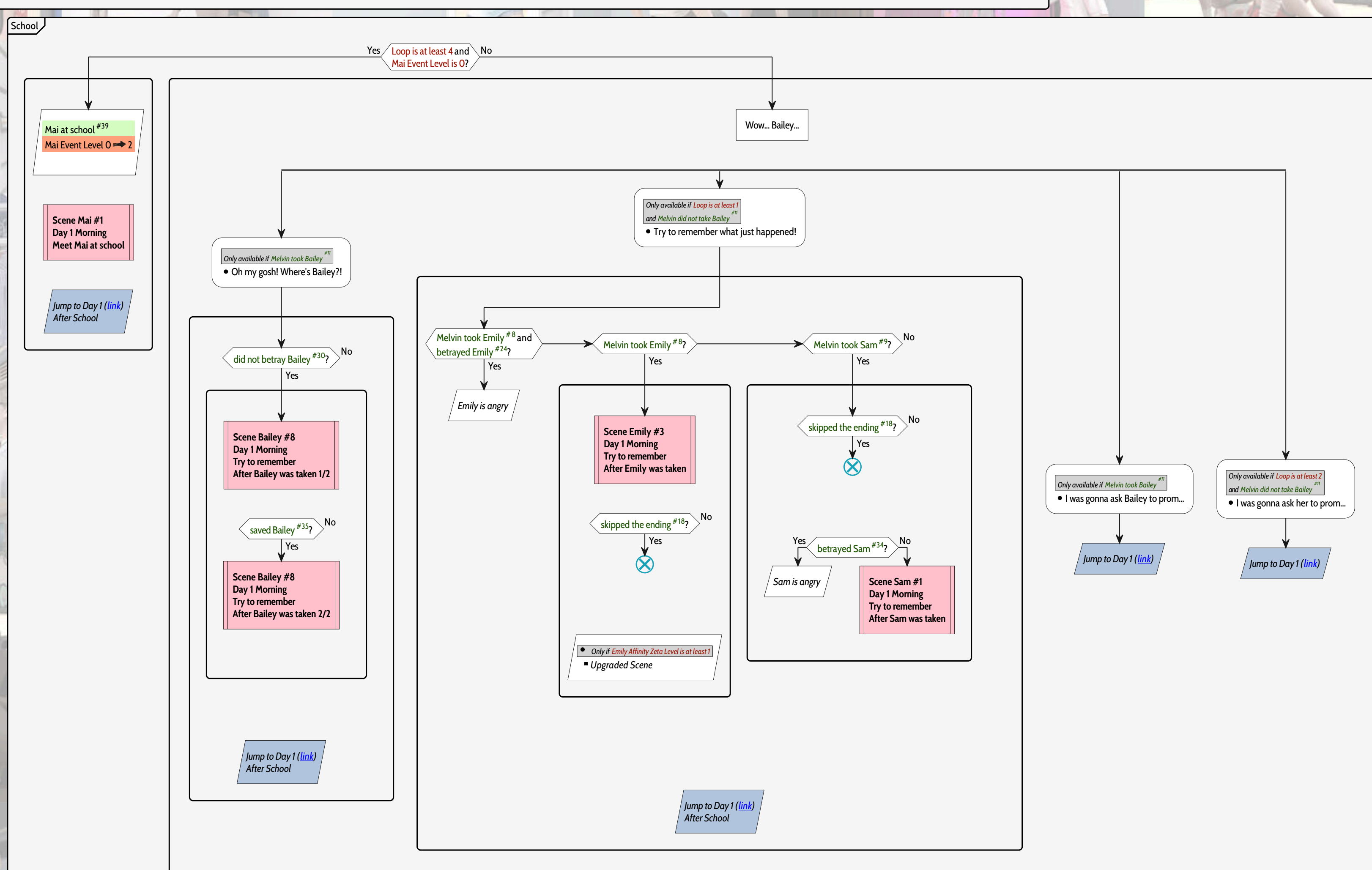
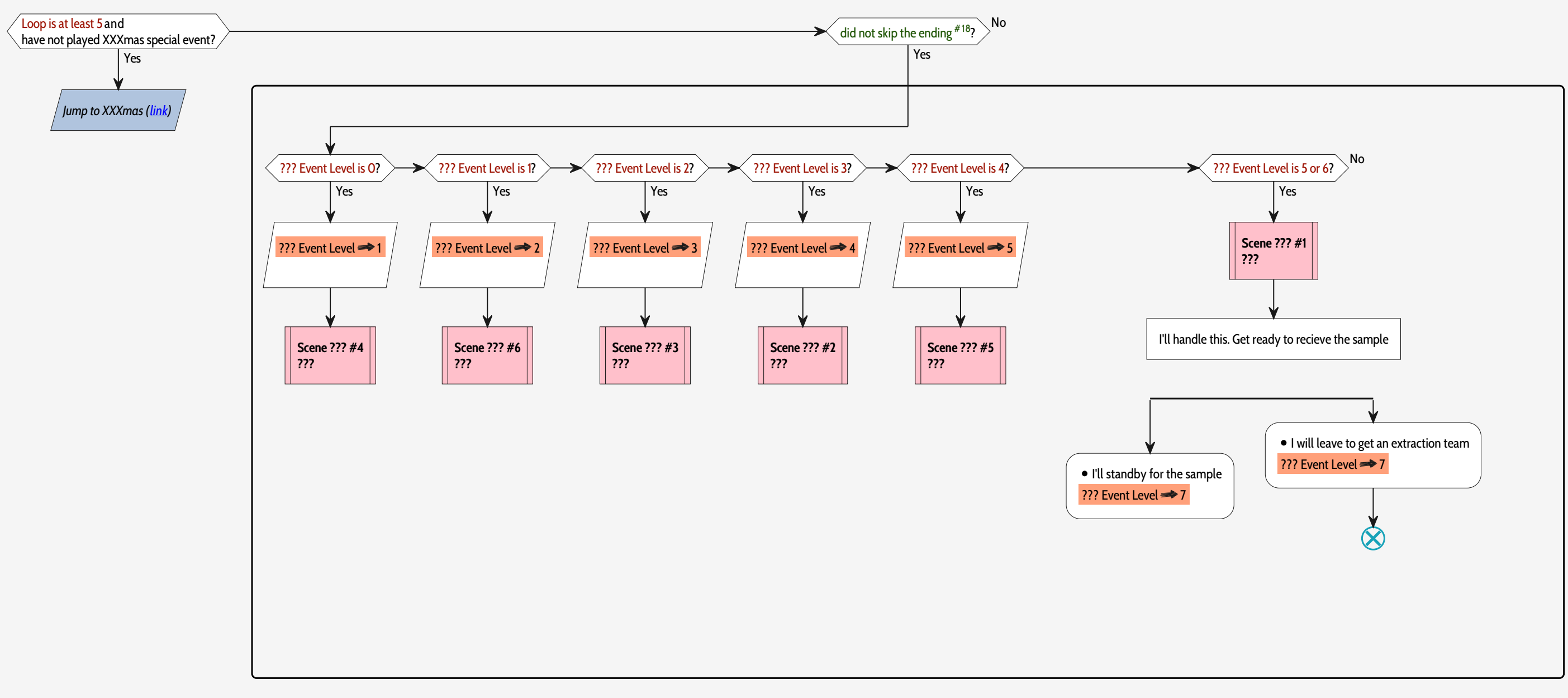
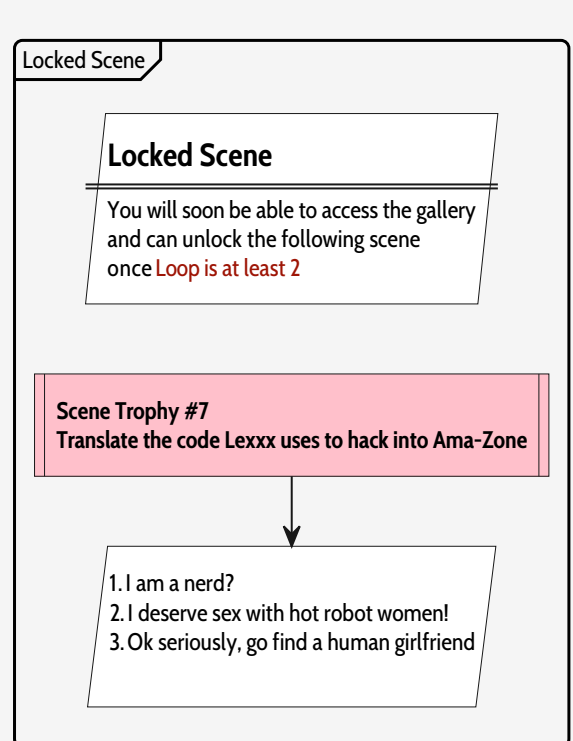
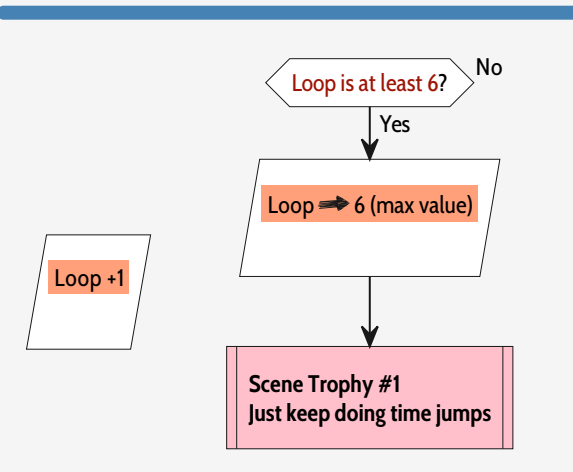
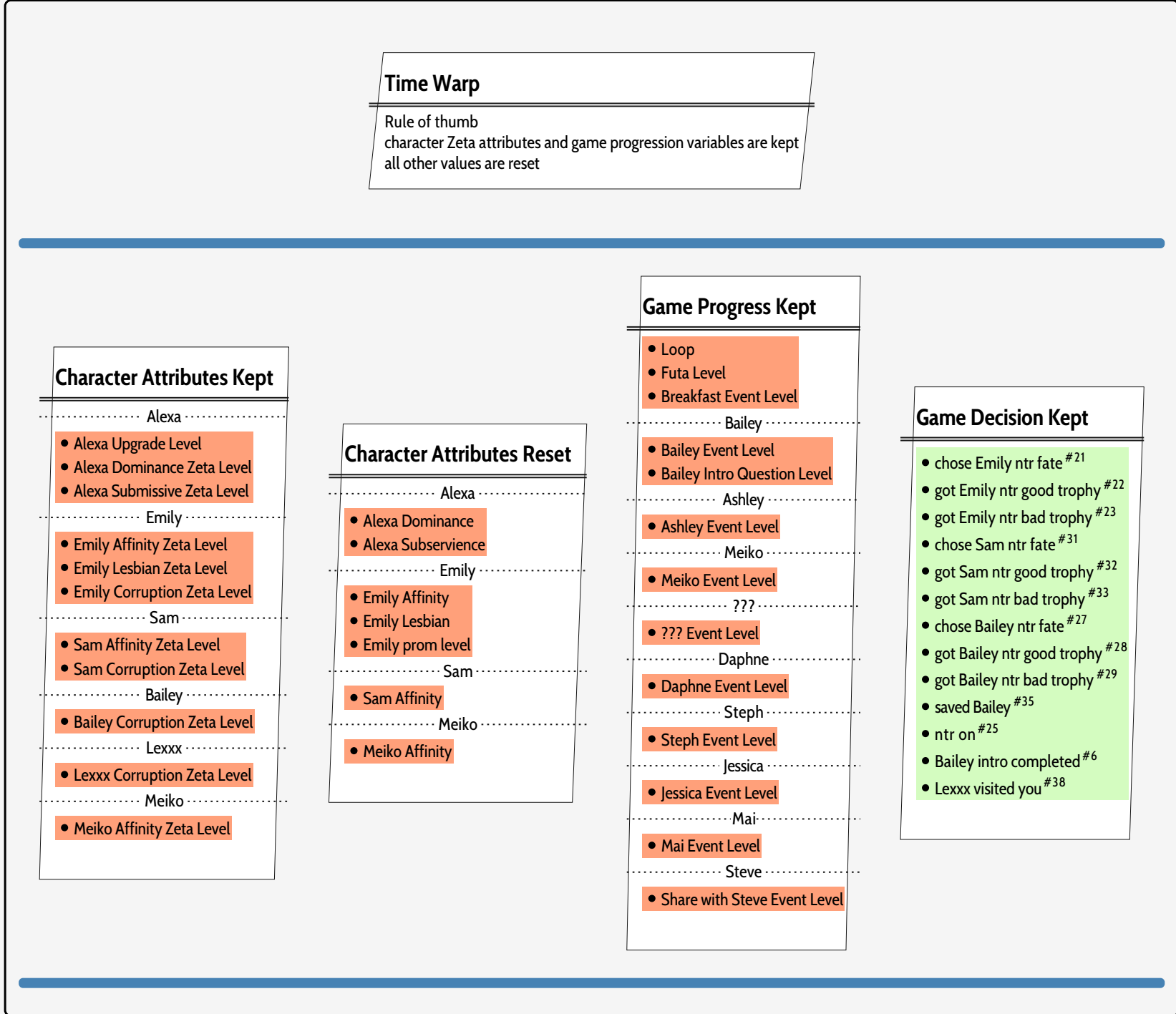












SexBot
XXXmas

Replay

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

Home

Scene Alexa #30
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!

Only available if Ashley Event Level is at least 1
• I wish I had Ashley as an elf to help me...

Scene Ashley #7
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 #35
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 7? *No*

Emily...

- Accept your lump of coal and watch
Santa fucks Emily
- Look away!

Only available if Jessica Event Level is at least 1
• Hey, this one is for... Miss Jessica?

Scene Jessica #4
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

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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.

The easiest way to enable it is to use the Universal RenPy Mod from [Ox52](https://Ox52.dev/mods/Universal-Ren-Py-Mod-1000).
Download it from the webpage: <https://Ox52.dev/mods/Universal-Ren-Py-Mod-1000>, then unzip it and drop the pa file in the game folder.

(Re)Start the game and load a savegame, type ALT+O (Hold the ALT key and type the letter 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 Subservience Zeta Level	zalexasub = value		zalexasub
mom	Emily Affinity	mom = value		mom
momles	Emily Lesbian	momles = value		momles
zmprom	Emily Affinity Zeta Level	zmprom = value		zmprom
zmpromles	Emily Lesbian Zeta Level	zmpromles = value		zmpromles
zmpromcorrupt	Emily Corruption Zeta Level	zmpromcorrupt = value		zmpromcorrupt
momdate	Emily prom level	momdate = value		momdate
sam	Sam Affinity	sam = value		sam
zmprom	Sam Affinity Zeta Level	zmprom = value		zmprom
zmpromcorrupt	Sam Corruption Zeta Level	zmpromcorrupt = value		zmpromcorrupt
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
meikoevent	Meiko Affinity	meikoevent = value		meikoevent
zmeikoevent	Meiko Event Level	zmeikoevent = value		zmeikoevent
zmeikoprom	Meiko Affinity Zeta Level	zmeikoprom = value		zmeikoprom
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
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 1 #16	alexadate_level1 = True	alexadate_level1 = False	alexadate_level1
Alexa prom level 2 #17	alexadate_level2 = True	alexadate_level2 = False	alexadate_level2
skip #18	timewarpskip = True	timewarpskip = False	timewarpskip
robotic strength #19	wstrenght = True	wstrenght = False	wstrenght
help Ashley with the project #20	ashleystudy = True	ashleystudy = False	ashleystudy
Emily ntr choice #21	ntremilychoice = True	ntremilychoice = False	ntremilychoice
Emily ntr good trophy #22	ntremilytrophygood = True	ntremilytrophygood = False	ntremilytrophygood
Emily ntr bad trophy #23	ntremilytrophybad = True	ntremilytrophybad = False	ntremilytrophybad
betray Emily #24	nombetray = True	nombetray = False	nombetray
ntr #25	ntr = True	ntr = False	ntr
Sam prom level 2 #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
evening with Emily #36	mond4busy = True	mond4busy = False	mond4busy
Sam strips #37	sampongstrip = True	sampongstrip = False	sampongstrip
Lexxx visits you #38	zlexxxvisit = True	zlexxxvisit = False	zlexxxvisit
Mai at school #39	maintro = True	maintro = False	maintro
prom with Meiko #40	meikodate = True	meikodate = False	meikodate
antagonize Melvin #41	melvinrage = True	melvinrage = False	melvinrage

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

gallery	number	unlock	lock	check current value
Trophy	1	persistent.t15 = True	persistent.t15 = False	persistent.t15
Trophy	2	persistent.t1a = True	persistent.t1a = False	persistent.t1a
Trophy	2	persistent.t1b = True	persistent.t1b = False	persistent.t1b
Trophy	3	persistent.t2a = True	persistent.t2a = False	persistent.t2a
Trophy	4	persistent.t3 = True	persistent.t3 = False	persistent.t3
Trophy	5	persistent.t4 = True	persistent.t4 = False	persistent.t4
Trophy	6	persistent.t5 = True	persistent.t5 = False	persistent.t5
Trophy	7	persistent.t7 = True	persistent.t7 = False	persistent.t7
Trophy	8	persistent.t10 = True	persistent.t10 = False	persistent.t10
Trophy	9	persistent.t11b = True	persistent.t11b = False	persistent.t11b
Trophy	9	persistent.t11c = True	persistent.t11c = False	persistent.t11c
Trophy	10	persistent.t14a = True	persistent.t14a = False	persistent.t14a
Trophy	10	persistent.t14b = True	persistent.t14b = False	persistent.t14b
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.ntrbaileytrophybad = True	persistent.ntrbaileytrophybad = False	persistent.ntrbaileytrophybad
Trophy	13	persistent.ntrsamtrophygood = True	persistent.ntrsamtrophygood = False	persistent.ntrsamtrophygood
Trophy	13	persistent.ntrsamtrophybad = True	persistent.ntrsamtrophybad = False	persistent.ntrsamtrophybad
Alexa	1	persistent.d1alex1 = True	persistent.d1alex1 = False	persistent.d1alex1
Alexa	2	persistent.d2alex1 = True	persistent.d2alex1 = False	persistent.d2alex1
Alexa	3	persistent.d3alex1 = True	persistent.d3alex1 = False	persistent.d3alex1
Alexa	3	persistent.d2alex1a = True	persistent.d2alex1a = False	persistent.d2alex1a
Alexa	4	persistent.d2alex1b = True	persistent.d2alex1b = False	persistent.d2alex1b
Alexa	3	persistent.d2alex1c = True	persistent.d2alex1c = False	persistent.d2alex1c
Alexa	4	persistent.d2alex1d = True	persistent.d2alex1d = False	persistent.d2alex1d
Alexa	4	persistent.d2alex2 = True	persistent.d2alex2 = False	persistent.d2alex2
Alexa	4	persistent.d2alex2b = True	persistent.d2alex2b = False	persistent.d2alex2b
Alexa	4	persistent.d2alex2c = True	persistent.d2alex2c = False	persistent.d2alex2c
Alexa	5	persistent.d2alex3 = True	persistent.d2alex3 = False	persistent.d2alex3
Alexa	6	persistent.d2alex4 = True	persistent.d2alex4 = False	persistent.d2alex4
Alexa	7	persistent.d2emly1 = True	persistent.d2emly1 = False	persistent.d2emly1
Alexa	8	persistent.d3alex1 = True	persistent.d3alex1 = False	persistent.d3alex1
Alexa	9	persistent.d3alex4 = True	persistent.d3alex4 = False	persistent.d3alex4
Alexa	10	persistent.d3alex2 = True	persistent.d3alex2 = False	persistent.d3alex2
Alexa	11	persistent.d3alex3 = True	persistent.d3alex3 = False	persistent.d3alex3
Alexa	12	persistent.d4alex6 = True	persistent.d4alex6 = False	persistent.d4alex6
Alexa	13	persistent.d4alex1 = True	persistent.d4alex1 = False	persistent.d4alex1
Alexa	14	persistent.d4alex2 = True	persistent.d4alex2 = False	persistent.d4alex2
Alexa	15	persistent.d4alex3 = True	persistent.d4alex3 = False	persistent.d4alex3
Alexa	16	persistent.d4alex4 = True	persistent.d4alex4 = False	persistent.d4alex4
Alexa	17	persistent.d5alex3 = True	persistent.d5alex3 = False	persistent.d5alex3
Alexa	18	persistent.d5alex1 = True	persistent.d5alex1 = False	persistent.d5alex1
Alexa	19	persistent.d5alex2 = True	persistent.d5alex2 = False	persistent.d5alex2
Alexa	20	persistent.d4alex5 = True	persistent.d4alex5 = False	persistent.d4alex5
Alexa	21	persistent.d5alex4 = True	persistent.d5alex4 = False	persistent.d5alex4
Alexa	22	persistent.d6alex1 = True	persistent.d6alex1 = False	persistent.d6alex1
Alexa	23	persistent.d6alex2 = True	persistent.d6alex2 = False	persistent.d6alex2
Alexa	24	persistent.d6alex7 = True	persistent.d6alex7 = False	persistent.d6alex7
Alexa	25	persistent.d6alex8 = True	persistent.d6alex8 = False	persistent.d6alex8
Alexa	26	persistent.d6alex3 = True	persistent.d6alex3 = False	persistent.d6alex3
Alexa	27	persistent.d6alex4 = True	persistent.d6alex4 = False	persistent.d6alex4
Alexa	28	persistent.d6alex5 = True	persistent.d6alex5 = False	persistent.d6alex5
Alexa	29	persistent.d6alex6 = True	persistent.d6alex6 = False	persistent.d6alex6
Alexa	30	persistent.x1alex1 = True	persistent.x1alex1 = False	persistent.x1alex1
Emily	1	persistent.d1emly1 = True	persistent.d1emly1 = False	persistent.d1emly1
Emily	2	persistent.d1emly2-1 = True	persistent.d1emly2-1 = False	persistent.d1emly2-1
Emily	2	persistent.d1emly2-2 = True	persistent.d1emly2-2 = False	persistent.d1emly2-2
Emily	2	persistent.d1emly2-3 = True	persistent.d1emly2-3 = False	persistent.d1emly2-3
Emily	2	persistent.d1emly2-4 = True	persistent.d1emly2-4 = False	persistent.d1emly2-4
Emily	3	persistent.d1emly3 = True	persistent.d1emly3 = False	persistent.d1emly3
Emily	4	persistent.d2emly1 = True	persistent.d2emly1 = False	persistent.d2emly1
Emily	5	persistent.d2emly5 = True	persistent.d2emly5 = False	persistent.d2emly5
Emily	6	persistent.d2emly2 = True	persistent.d2emly2 = False	persistent.d2emly2
Emily	7	persistent.d2emly3 = True	persistent.d2emly3 = False	persistent.d2emly3
Emily	8	persistent.d3emly1 = True	persistent.d3emly1 = False	persistent.d3emly1
Emily	9	persistent.d3emly2 = True	persistent.d3emly2 = False	persistent.d3emly2
Emily	10	persistent.d3emly3 = True	persistent.d3emly3 = False	persistent.d3emly3
Emily	11	persistent.d3emly5 = True	persistent.d3emly5 = False	persistent.d3emly5
Emily	12	persistent.d3emly4 = True	persistent.d3emly4 = False	persistent.d3emly4
Emily	13	persistent.d4emly6 = True	persistent.d4emly6 = False	persistent.d4emly6
Emily	14	persistent.d4emly1 = True	persistent.d4emly1 = False	persistent.d4emly1
Emily	15	persistent.d4emly4 = True	persistent.d4emly4 = False	persistent.d4emly4
Emily	16	persistent.d4emly5 = True	persistent.d4emly5 = False	persistent.d4emly5
Emily	17	persistent.d5emly6 = True	persistent.d5emly6 = False	persistent.d5emly6
Emily	18	persistent.d4emly7 = True	persistent.d4emly7 = False	persistent.d4emly7
Emily	19	persistent.d5emly4 = True	persistent.d5emly4 = False	persistent.d5emly4
Emily	20	persistent.d5emly5 = True	persistent.d5emly5 = False	persistent.d5emly5
Emily	21	persistent.d5emly1 = True	persistent.d5emly1 = False	persistent.d5emly1
Emily	22	persistent.d5emly2 = True	persistent.d5emly2 = False	persistent.d5emly2
Emily	23	persistent.d5emly7 = True	persistent.d5emly7 = False	persistent.d5emly7
Emily	24	persistent.d5emly3 = True	persistent.d5emly3 = False	persistent.d5emly3
Emily	25	persistent.d4emly3 = True	persistent.d4emly3 = False	persistent.d4emly3
Emily	26	persistent.d5emly8 = True	persistent.d5emly8 = False	persistent.d5emly8
Emily	27	persistent.d6emly1 = True	persistent.d6emly1 = False	persistent.d6emly1
Emily	28	persistent.d6emly6 = True	persistent.d6emly6 = False	persistent.d6emly6
Emily	29	persistent.d6emly4 = True	persistent.d6emly4 = False	persistent.d6emly4
Emily	30	persistent.d6emly5 = True	persistent.d6emly5 = False	persistent.d6emly5
Emily	31	persistent.d6emly2 = True	persistent.d6emly2 = False	persistent.d6emly2
Emily	32	persistent.d6emly7 = True	persistent.d6emly7 = False	persistent.d6emly7
Emily	33	persistent.d6emly3 = True	persistent.d6emly3 = False	persistent.d6emly3
Emily	34	persistent.d6emly8 = True	persistent.d6emly8 = False	persistent.d6emly8
Emily	35	persistent.x1emly1 = True	persistent.x1emly1 = False	persistent.x1emly1
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.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.d2sam1 = True	persistent.d2sam1 = False	persistent.d2sam1
Sam	11	persistent.d2sam1b = True	persistent.d2sam1b = False	persistent.d2sam1b
Sam	12	persistent.d4sam4 = True	persistent.d4sam4 = False	persistent.d4sam4
Sam	13	persistent.d4sam2 = True	persistent.d4sam2 = False	persistent.d4sam2
Sam	14	persistent.d4sam2b = True	persistent.d4sam2b = False	persistent.d4sam2b
Sam	15	persistent.d4sam3 = True	persistent.d4sam3 = False	persistent.d4sam3
Sam	16	persistent.d4sam5 = True	persistent.d4sam5 = False	persistent.d4sam5
Sam	17	persistent.d5sam1 = True	persistent.d5sam1 = False	persistent.d5sam1
Sam	18	persistent.d5sam2 = True	persistent.d5sam2 = False	persistent.d5sam2
Sam	19	persistent.d5sam3 = True	persistent.d5sam3 = False	persistent.d5sam3
Sam	20	persistent.d5sam4 = True	persistent.d5sam4 = False	persistent.d5sam4
Sam	21	persistent.d5sam5 = True	persistent.d5sam5 = False	persistent.d5sam5
Sam	22	persistent.d6sam1 = True	persistent.d6sam1 = False	persistent.d6sam1
Sam	23	persistent.d6sam4 = True	persistent.d6sam4 = False	persistent.d6sam4
Sam	24	persistent.d6sam2 = True	persistent.d6sam2 = False	persistent.d6sam2
Sam	25	persistent.d6sam3 = True	persistent.d6sam3 = False	persistent.d6sam3
Sam	26	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	8	persistent.d1bailey10 = True	persistent.d1bailey10 = False	persistent.d1bailey10
Bailey	9	persistent.d2bailey1 = True	persistent.d2bailey1 = False	persistent.d2bailey1
Bailey	10	persistent.d3bailey1 = True	persistent.d3bailey1 = False	persistent.d3bailey1
Bailey	11	persistent.x1bailey1 = True	persistent.x1bailey1 = False	persistent.x1bailey1
Bailey	12	persistent.d1bailey1 = True	persistent.d1bailey1 = False	persistent.d1bailey1
Bailey	13	persistent.x1bailey2 = True	persistent.x1bailey2 = False	persistent.x1bailey2
Steph	1	persistent.d1steph1 = True	persistent.d1steph1 = False	persistent.d1steph1
Steph	2	persistent.d2steph1 = True	persistent.d2steph1 = False	persistent.d2steph1
Steph	3	persistent.d1steph2 = True	persistent.d1steph2 = False	persistent.d1steph2
Steph	4	persistent.d3steph1 = True	persistent.d3steph1 = False	persistent.d3steph1
Daphne	1	persistent.d1daphne1 = True	persistent.d1daphne1 = False	persistent.d1daphne1
Daphne	2	persistent.d2daphne2 = True	persistent.d2daphne2 = False	persistent.d2daphne2
Daphne	3	persistent.d1daphne1 = True	persistent.d1daphne1 = False	persistent.d1daphne1
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</		