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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

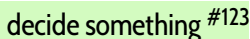
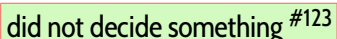
While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
 Granny
 grandmas kissed +20

Icons

Flow Symbols


 Skip until the next section

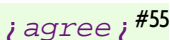
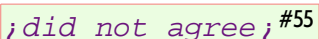
Decision labels

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

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!

Table of Contents

Introduction	1
Table of Contents	2
Day 1	3
Day 2	4
Day 3	5
Day 4	6
Day 5	7
Day 6	8
Time Warp	9
XXXmas	10
Cheat without a MOD	11

SexBot
Day 1

Disclaimer

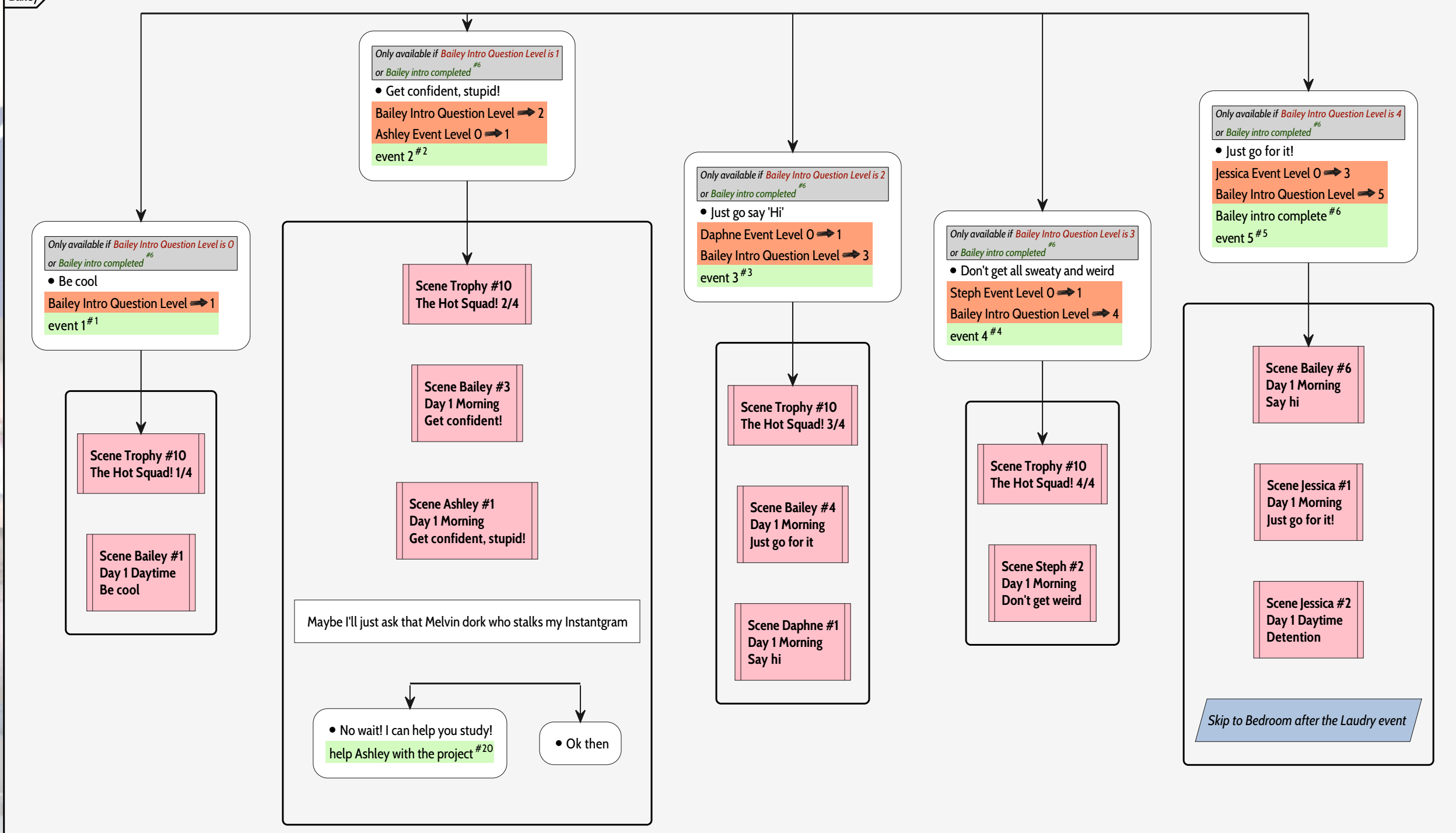
Do not follow this walkthrough

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.

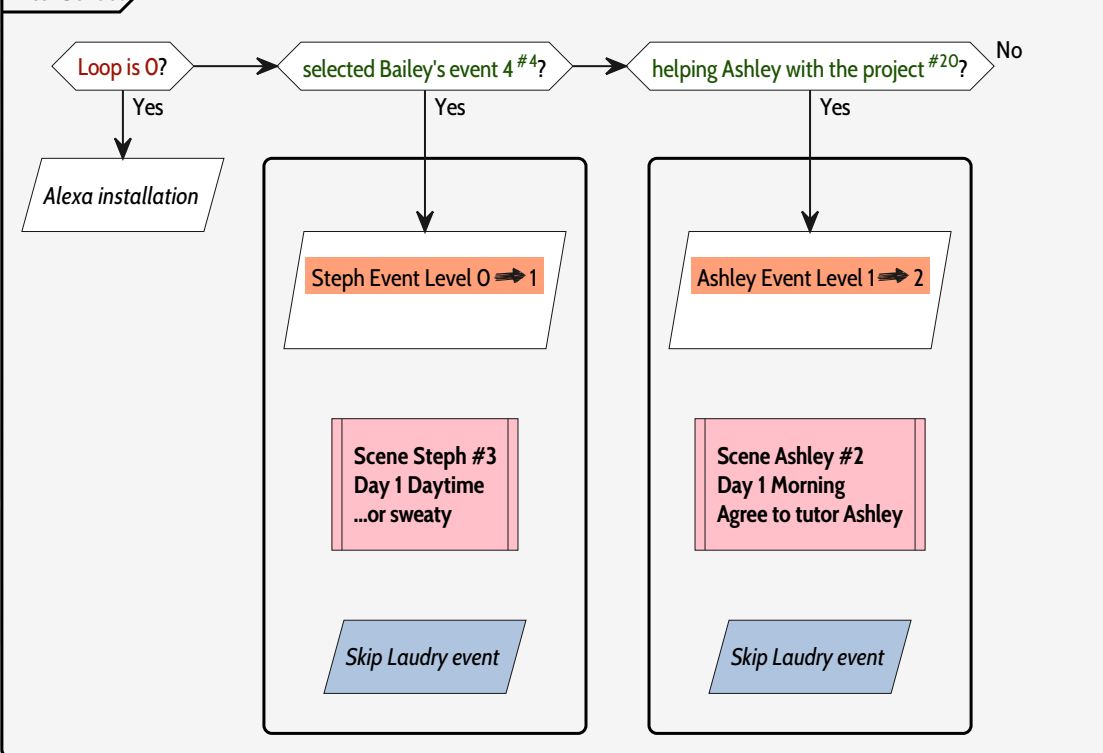
My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look a this walkthrough to find out what you might have missed to progress further.

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

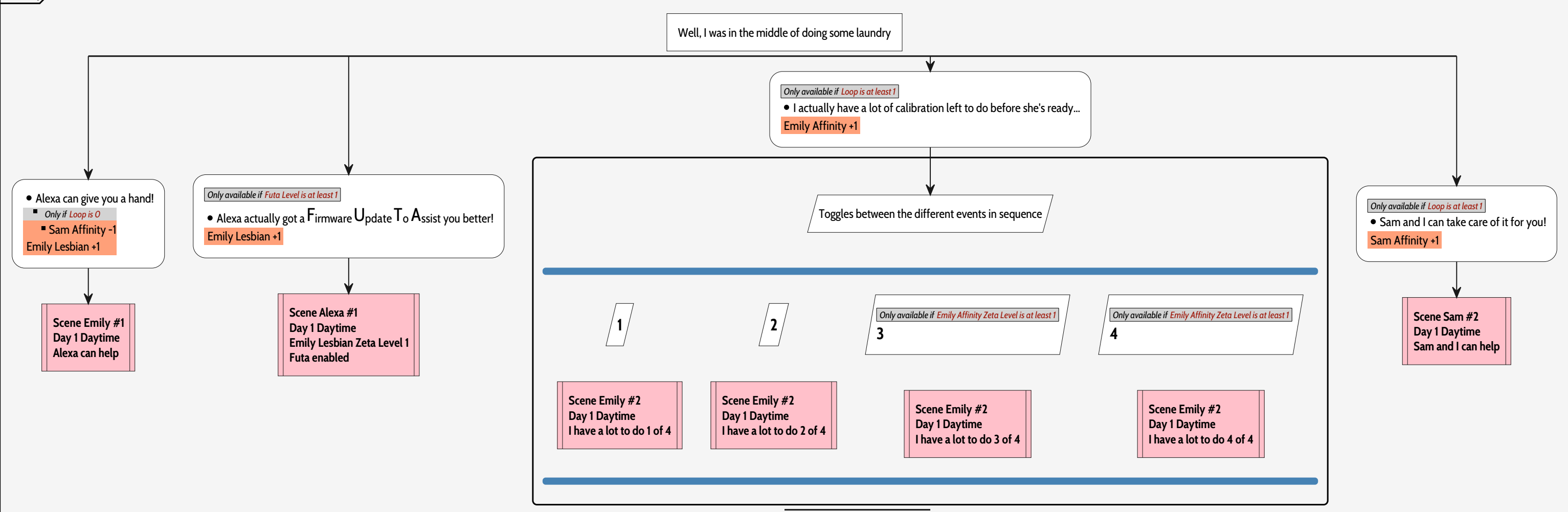
Bailey



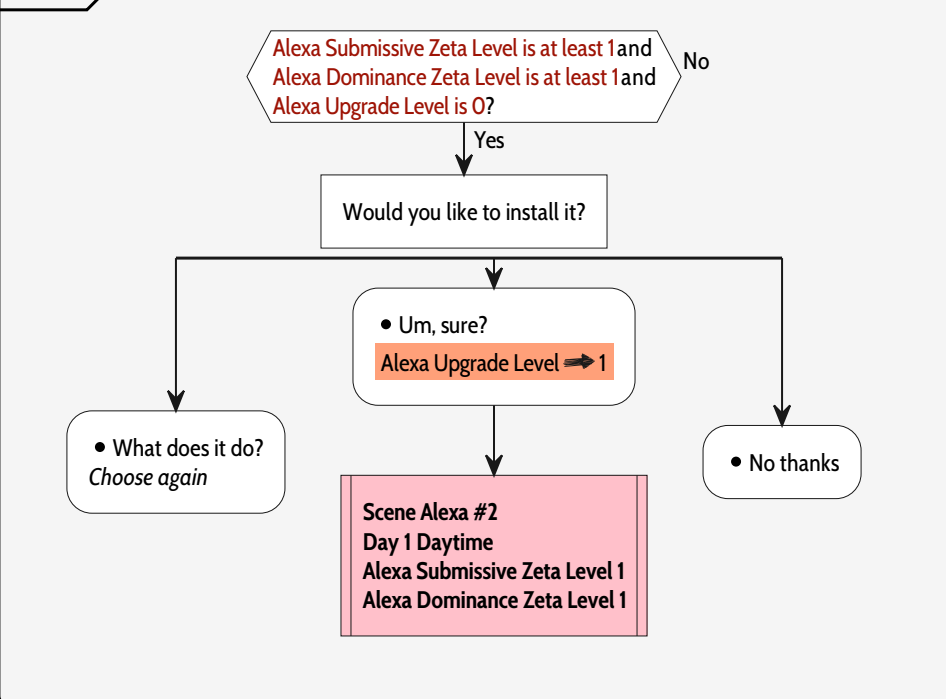
After School



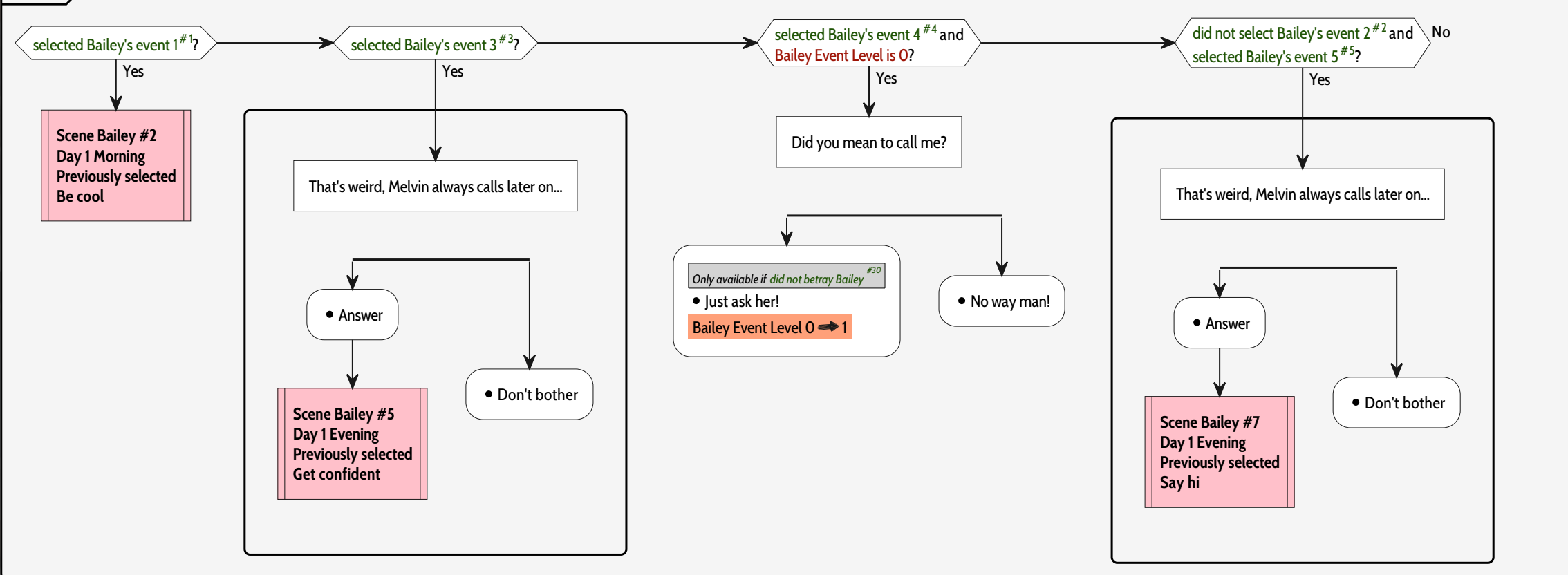
Laundry



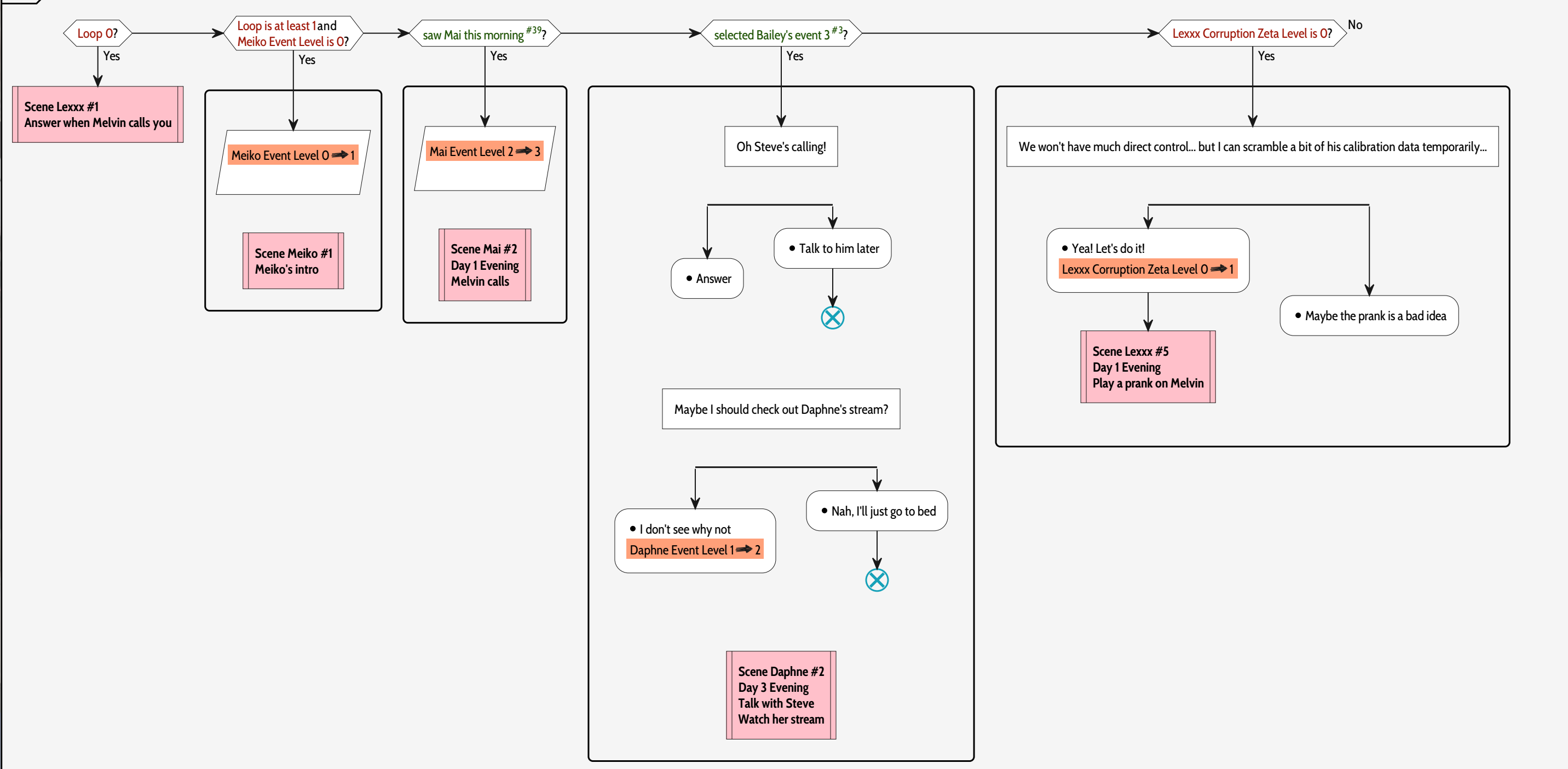
Bedroom

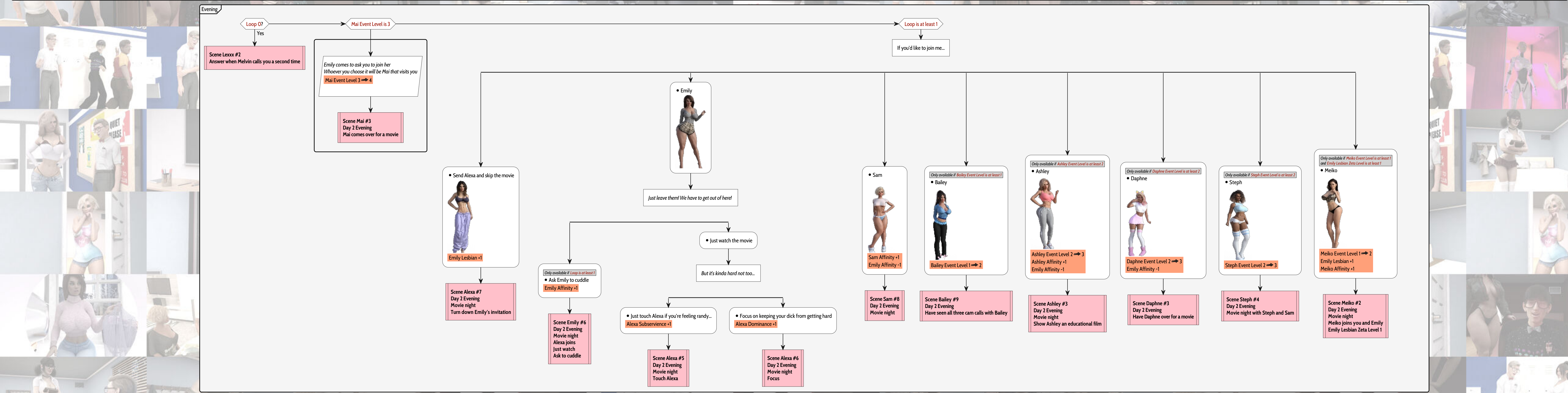
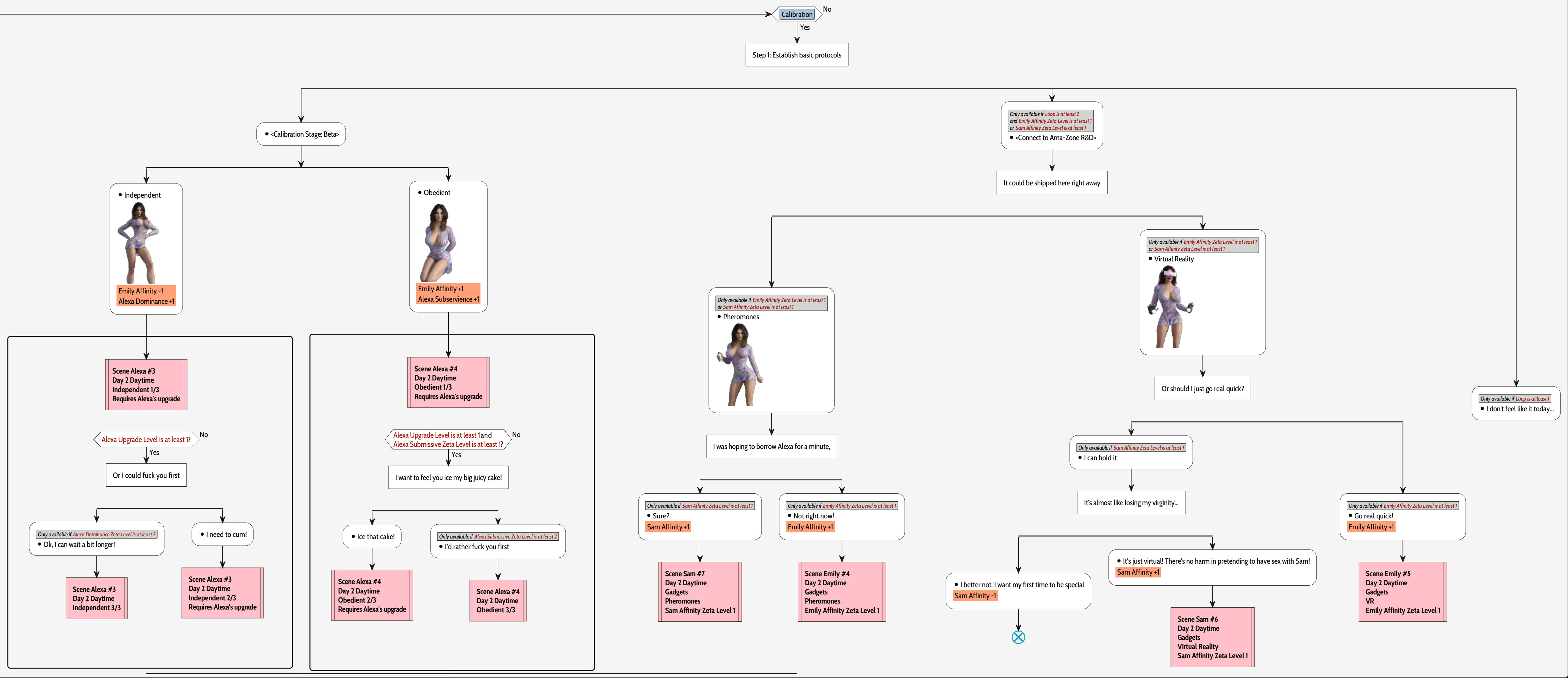
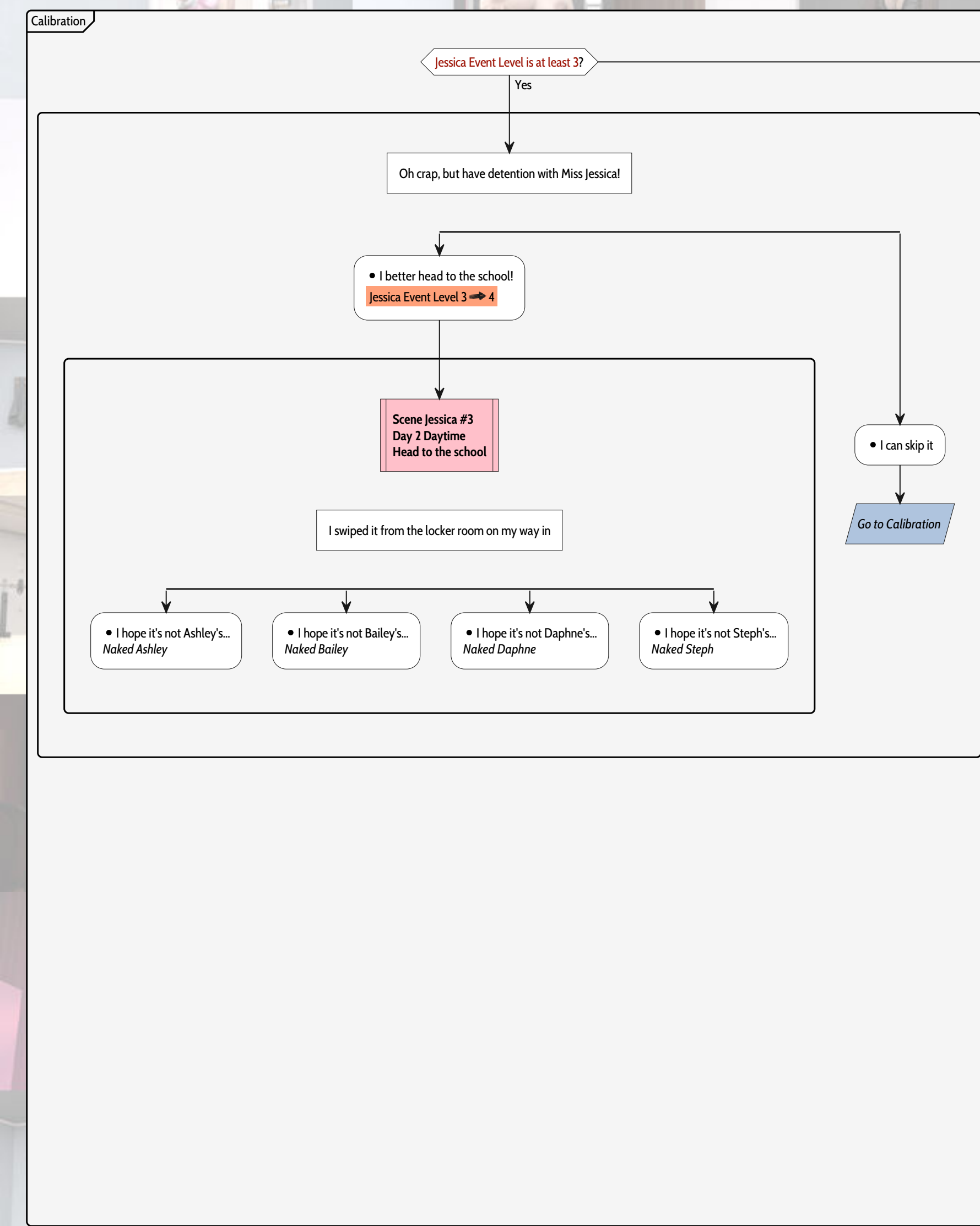
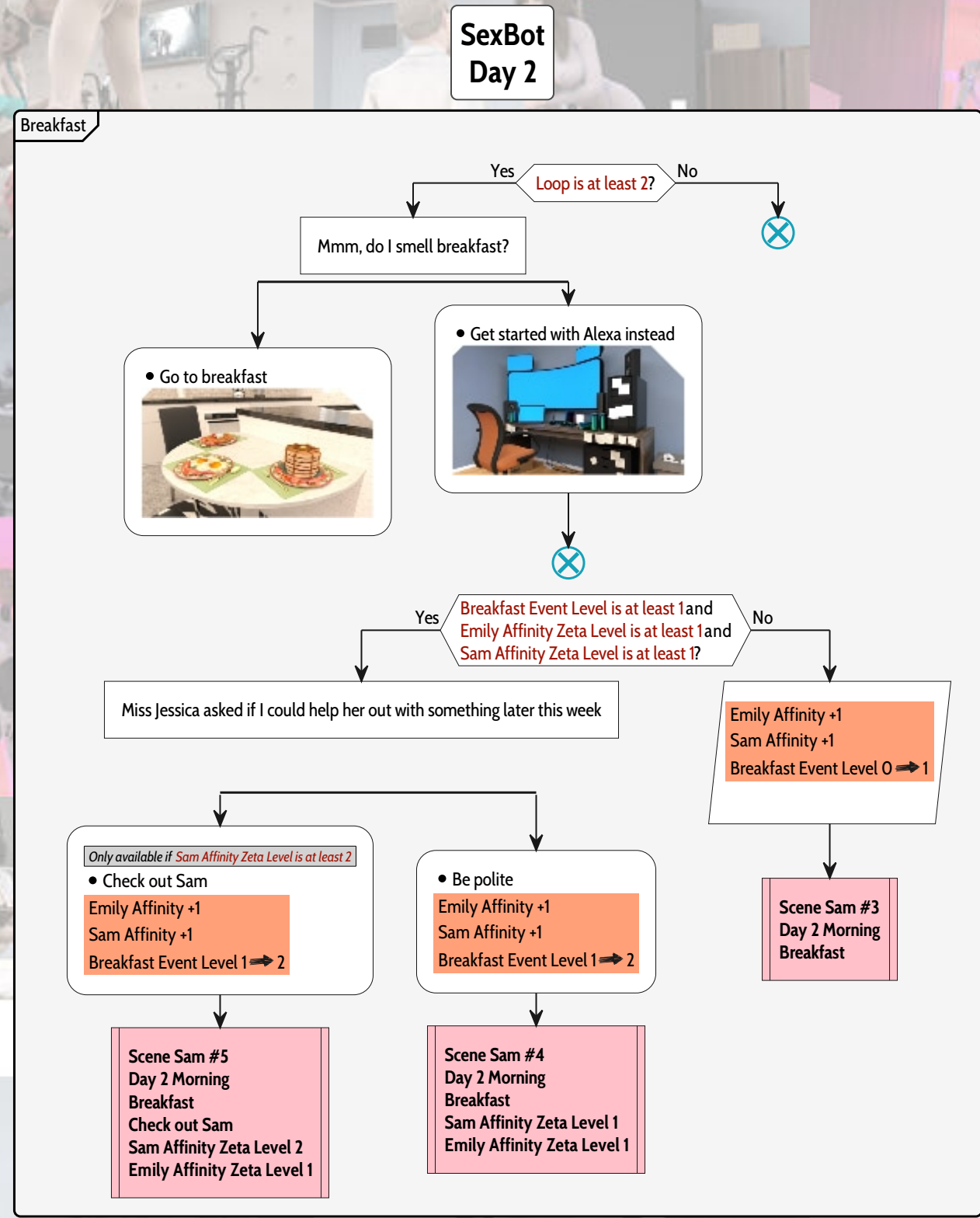
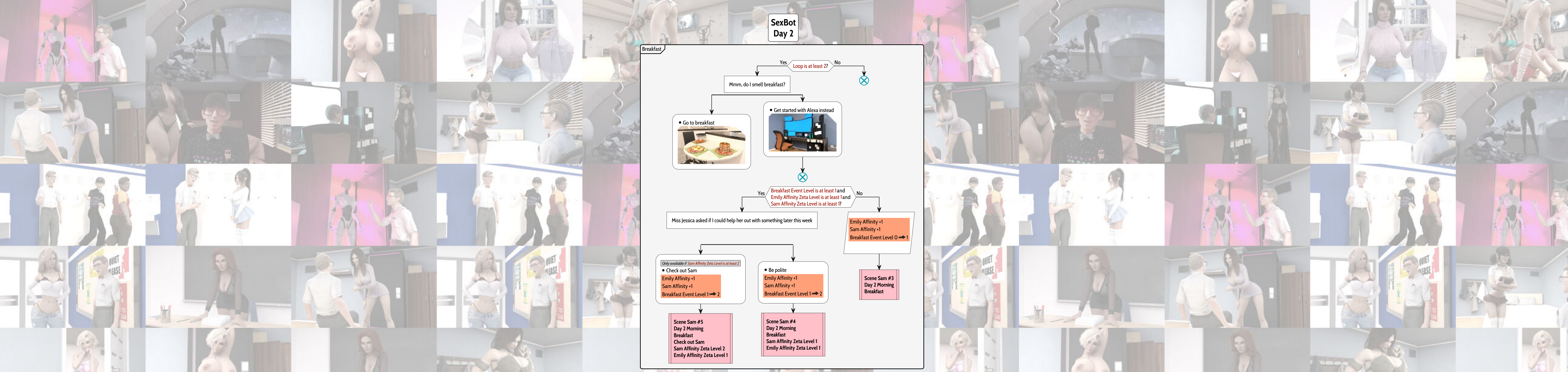


Call Bailey

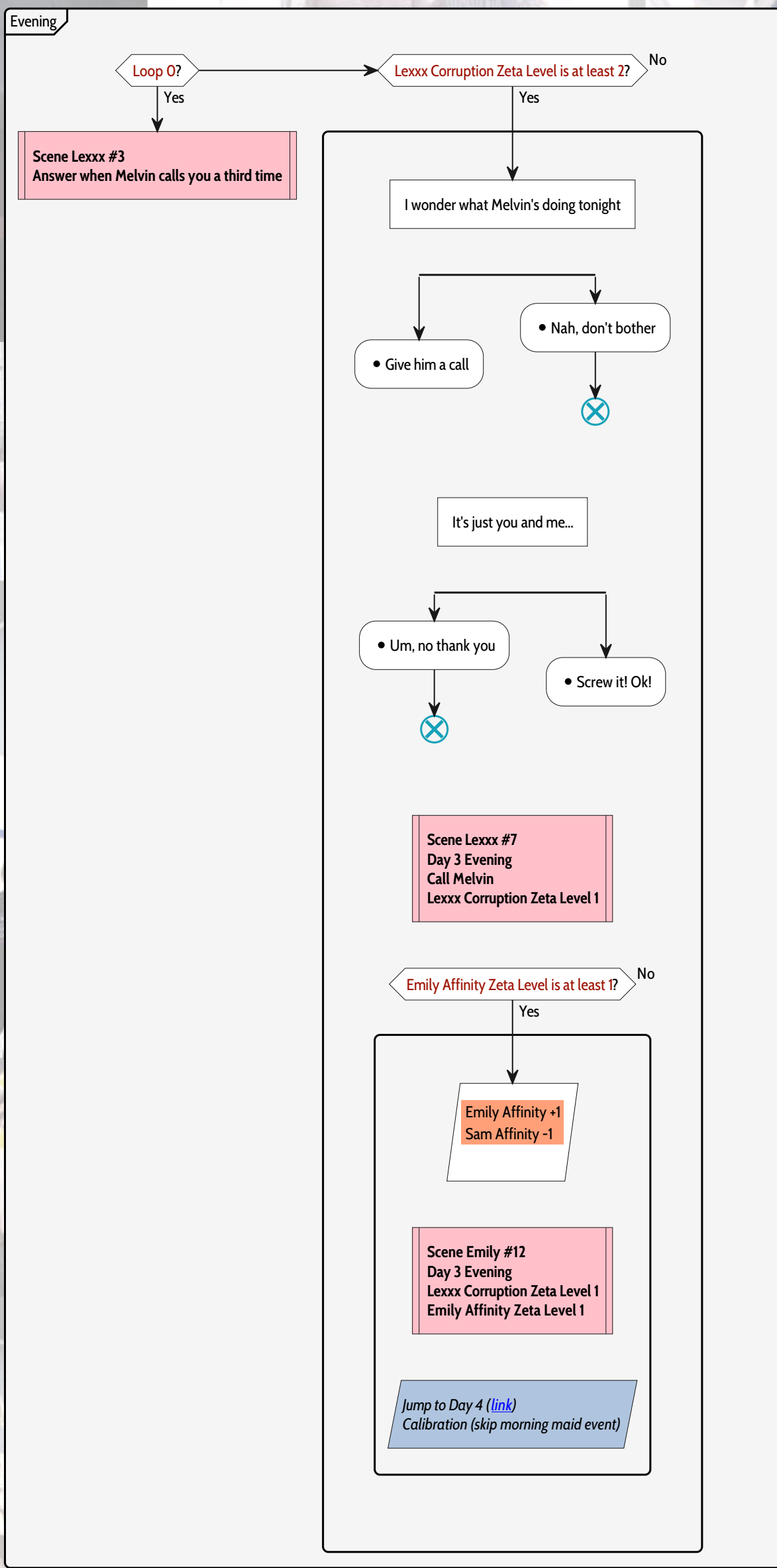
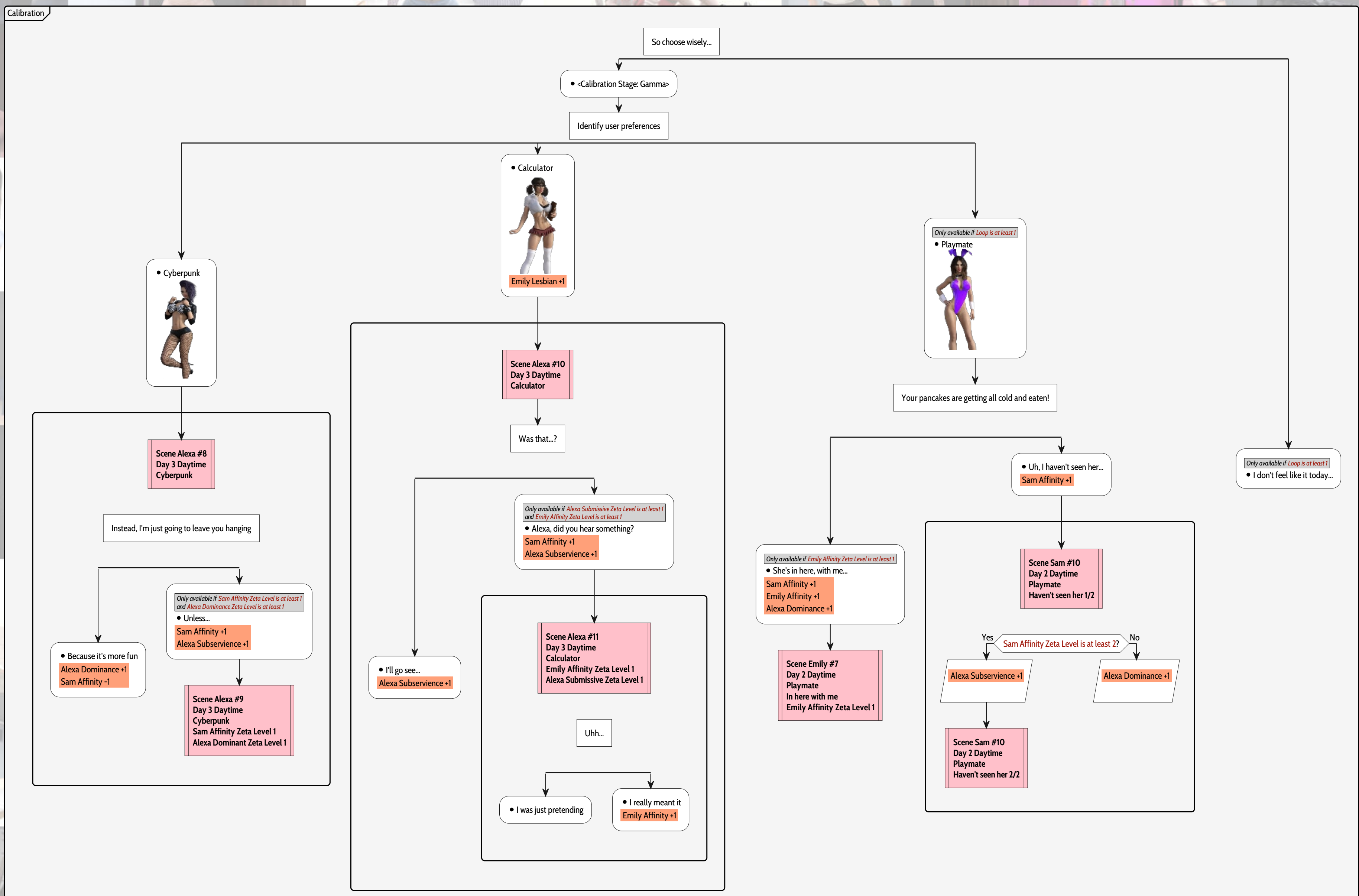
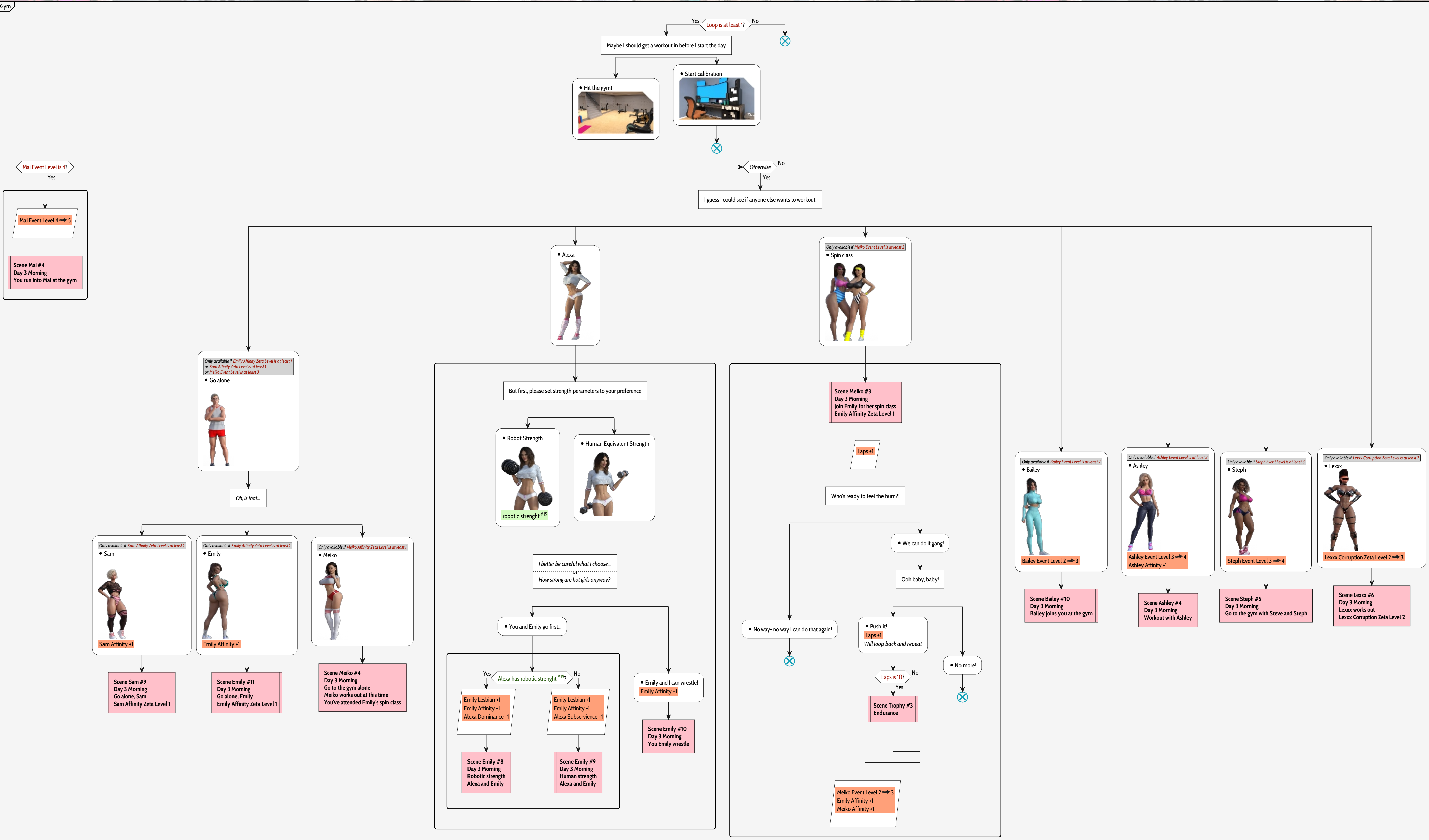


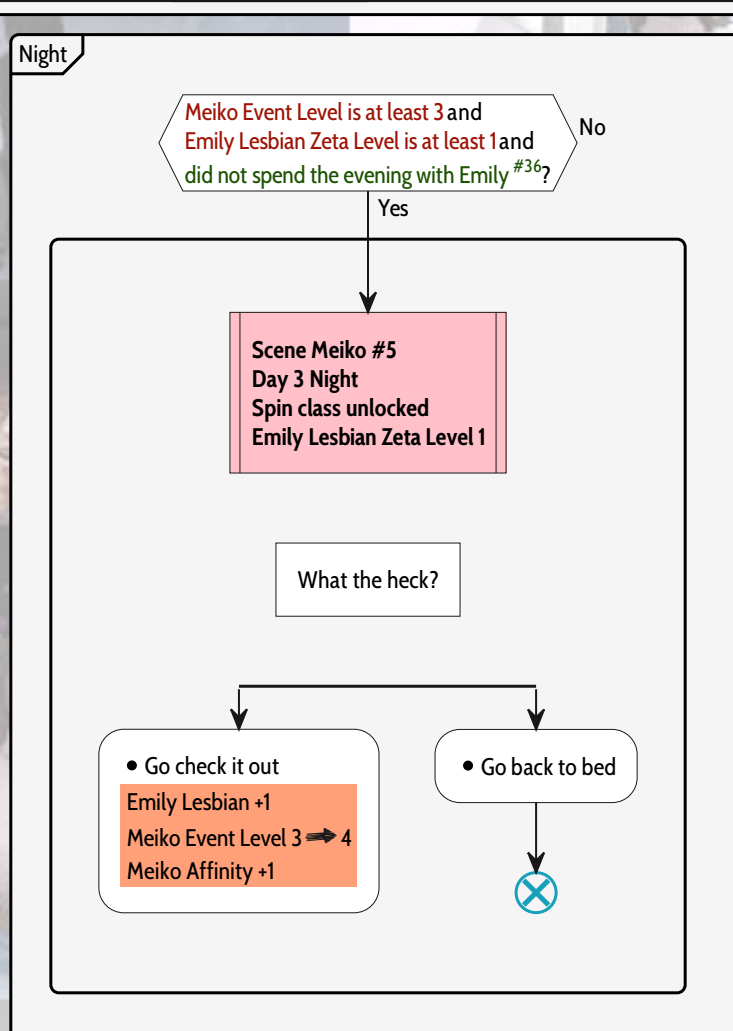
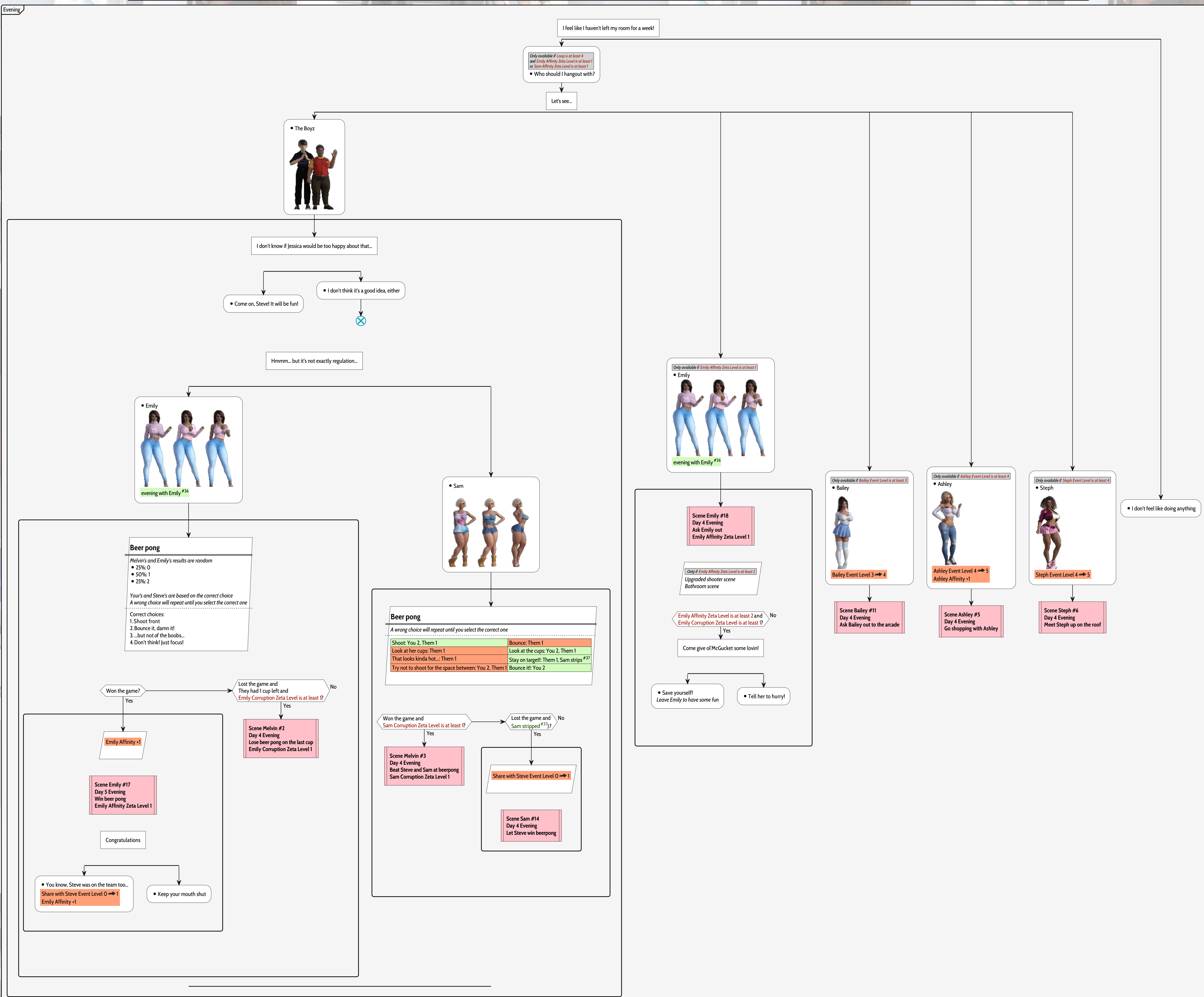
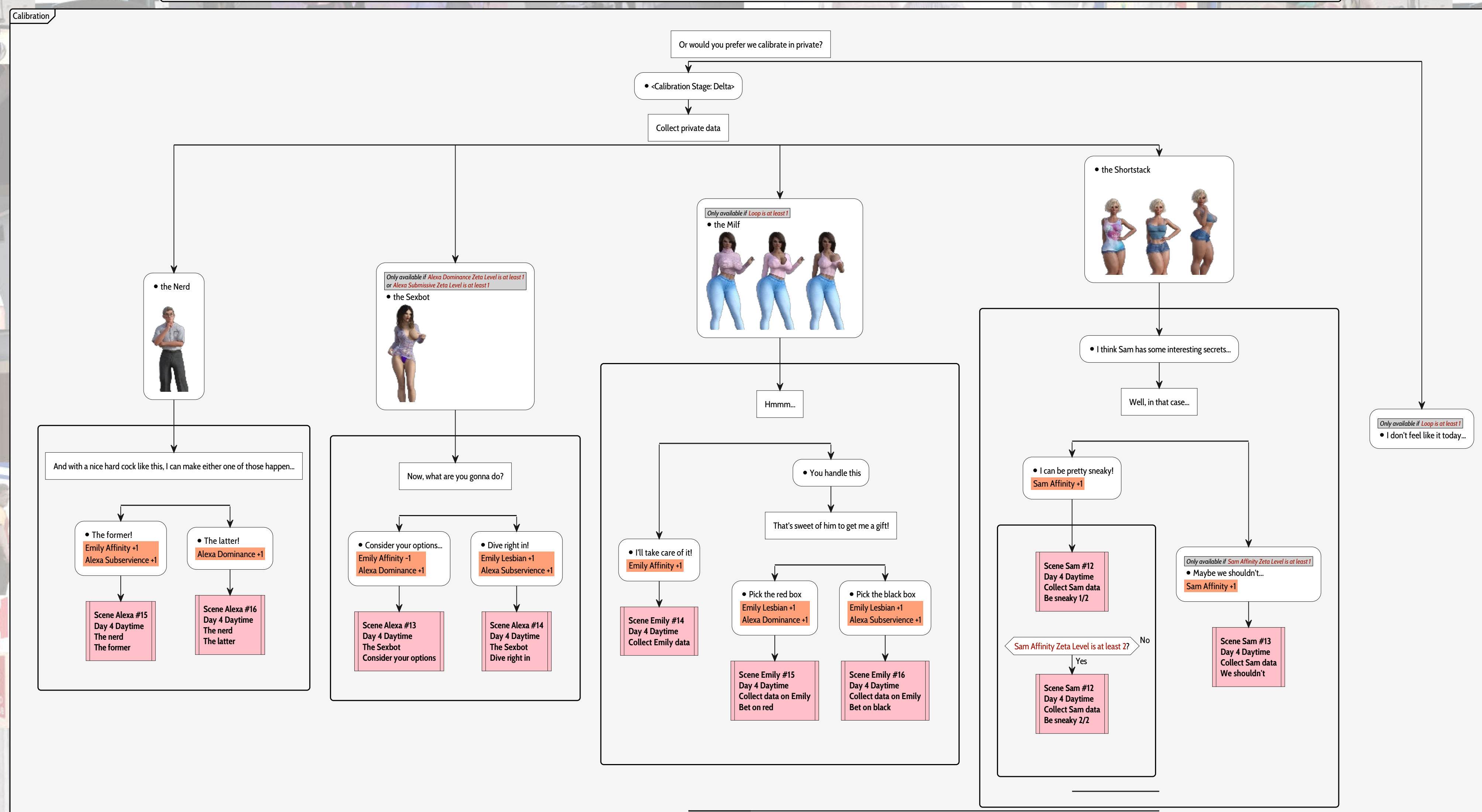
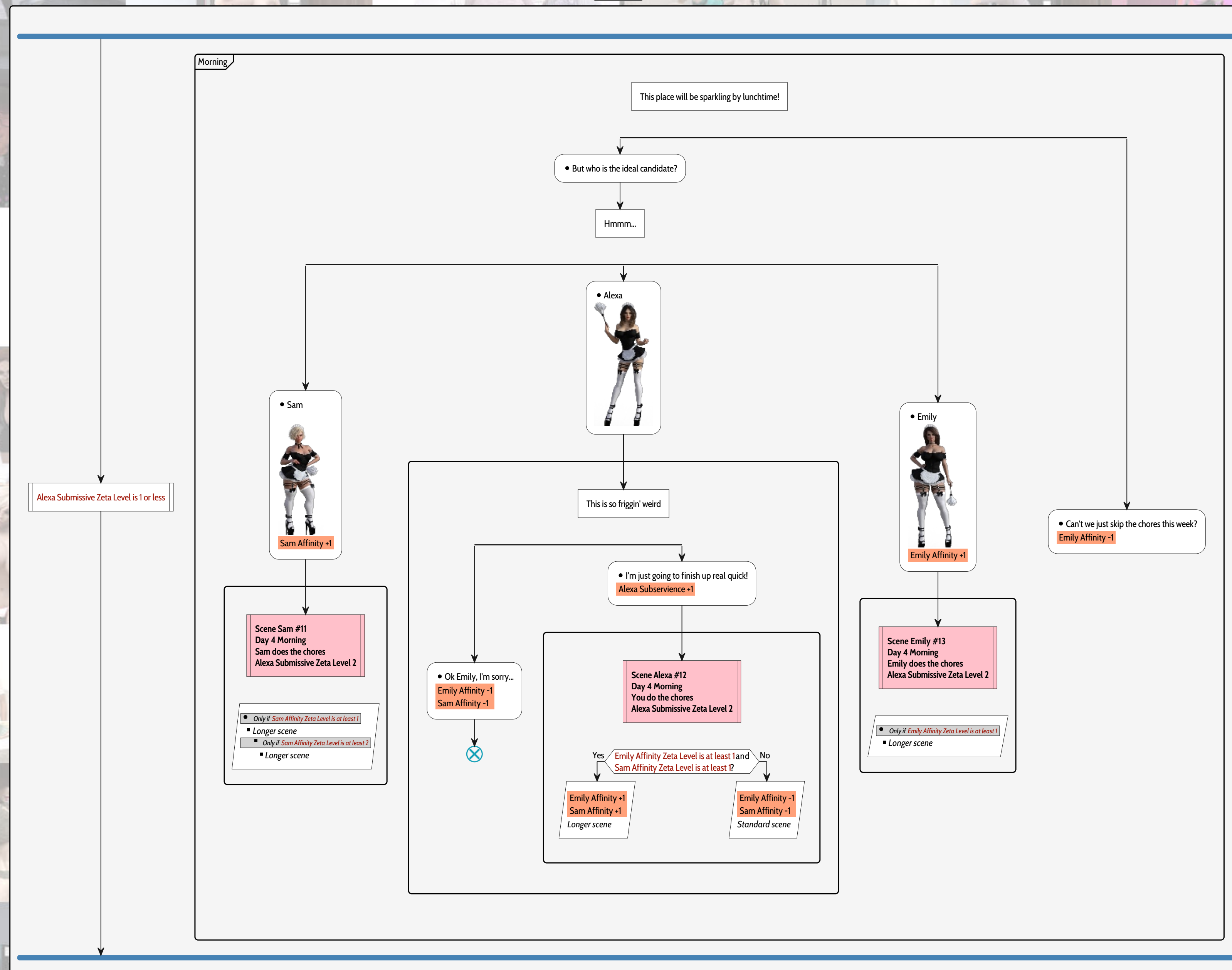
Melvin

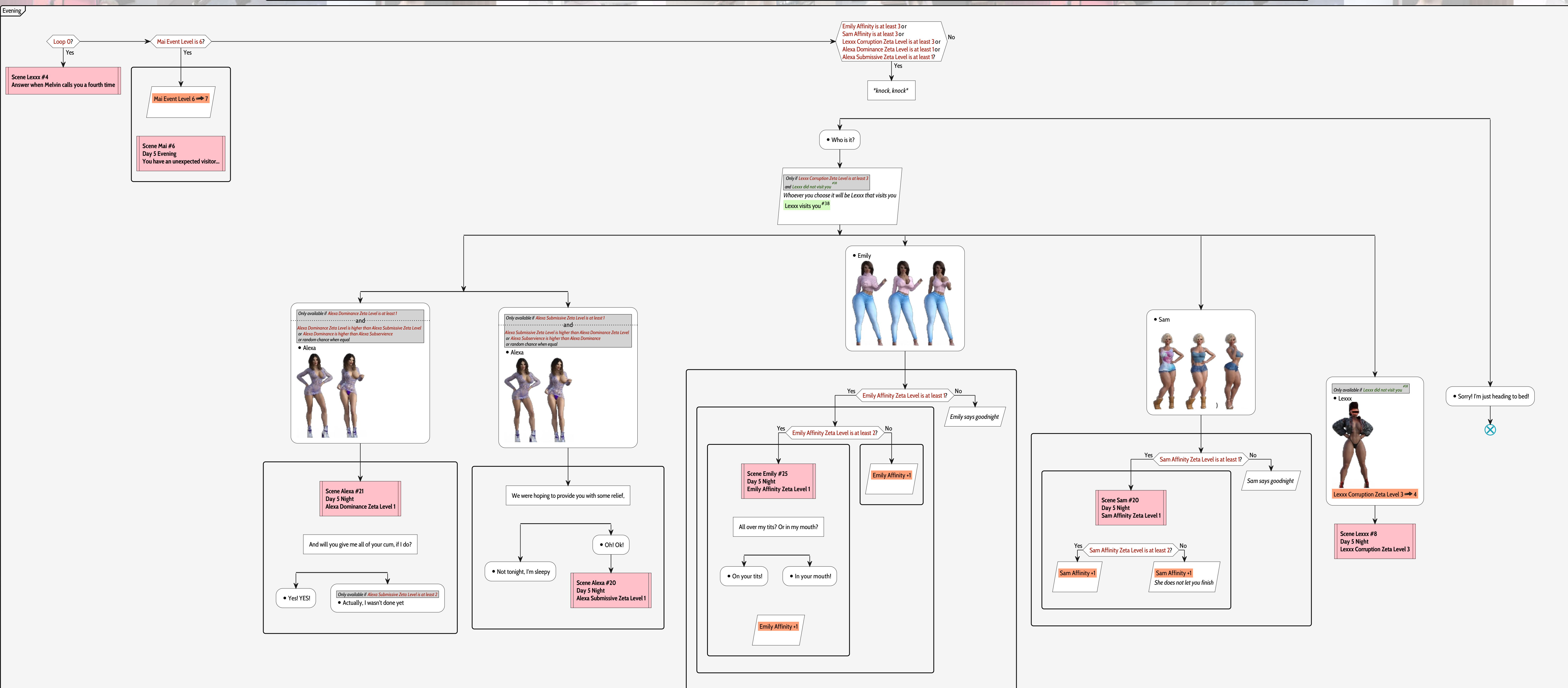
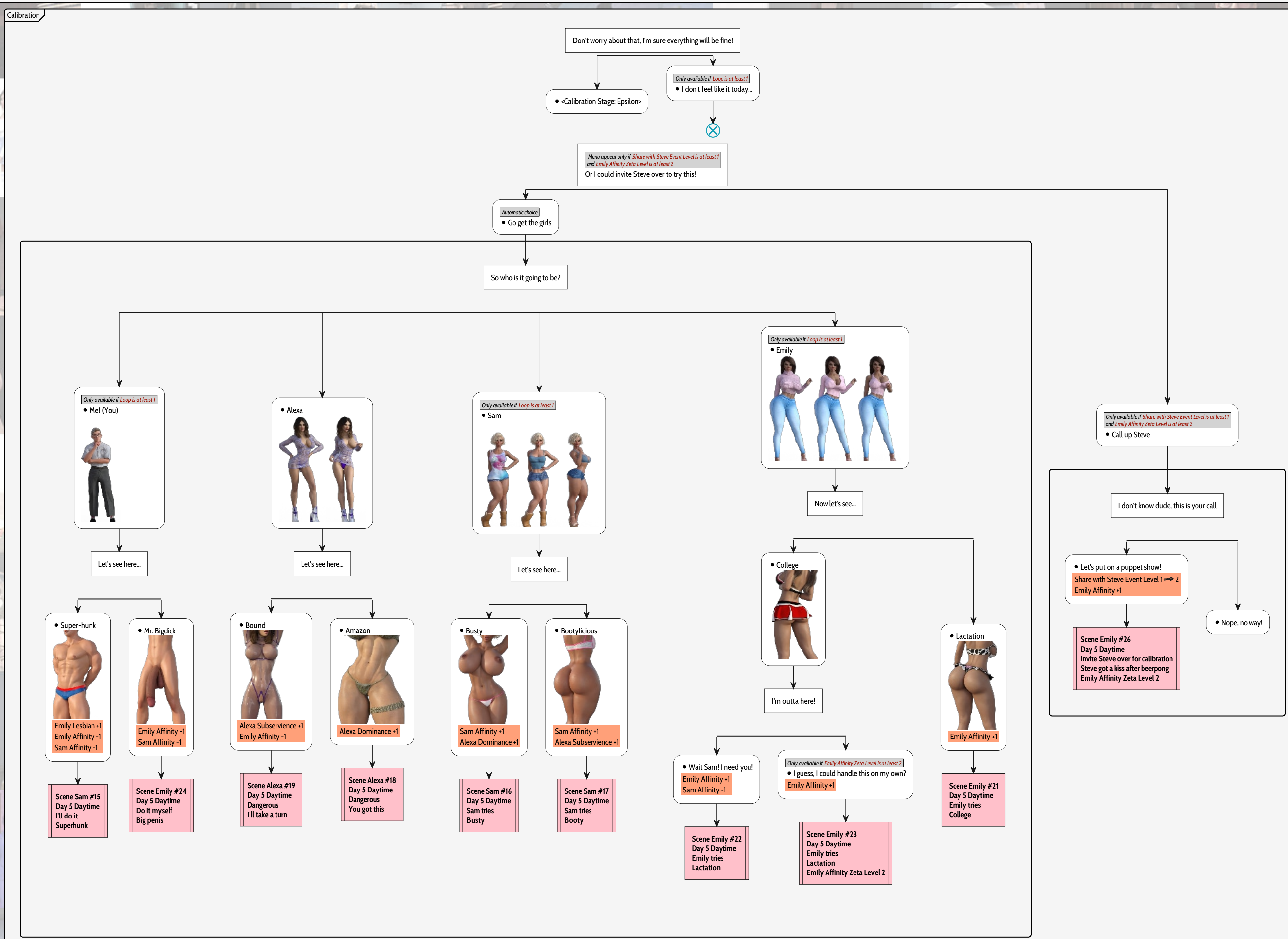
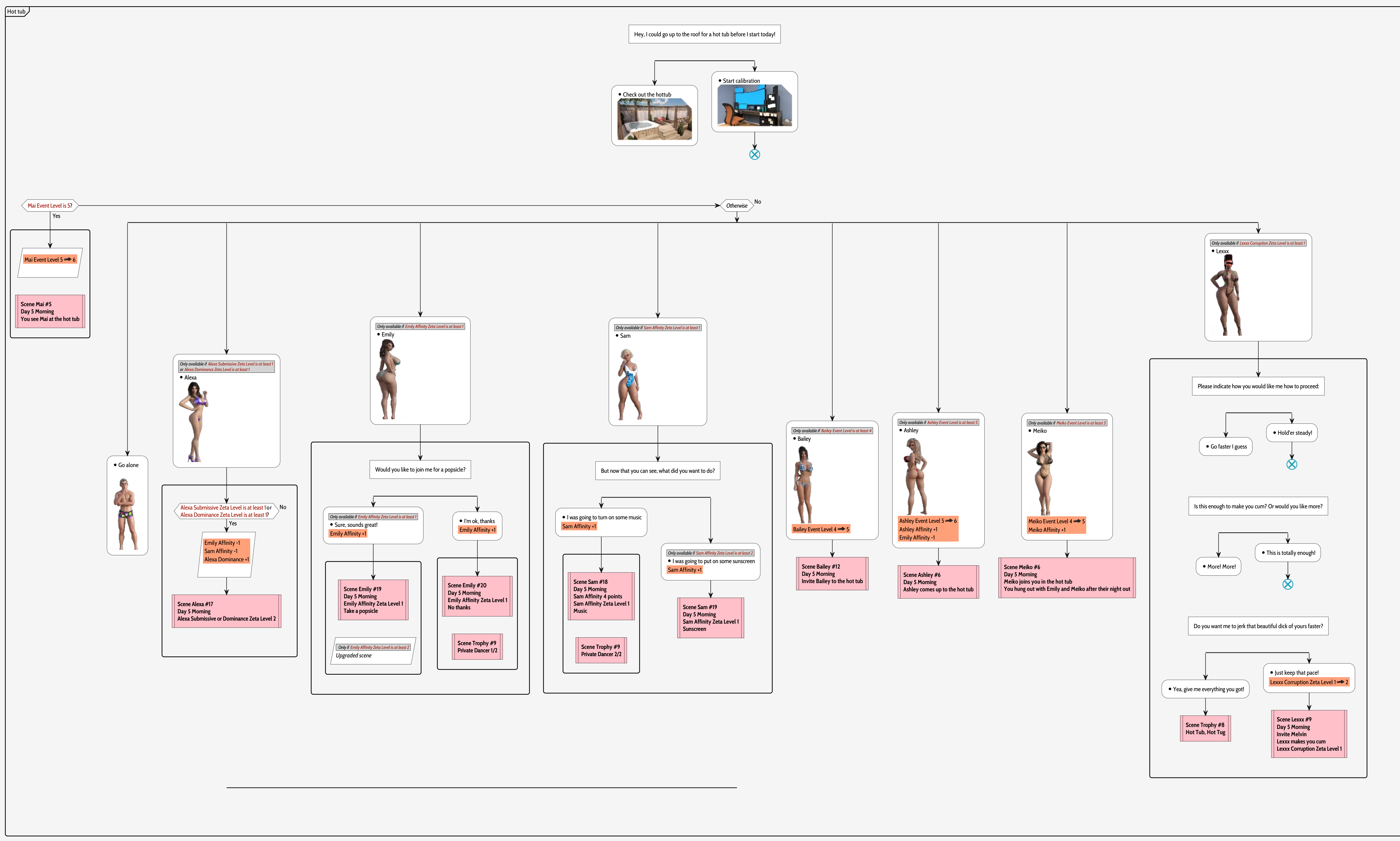


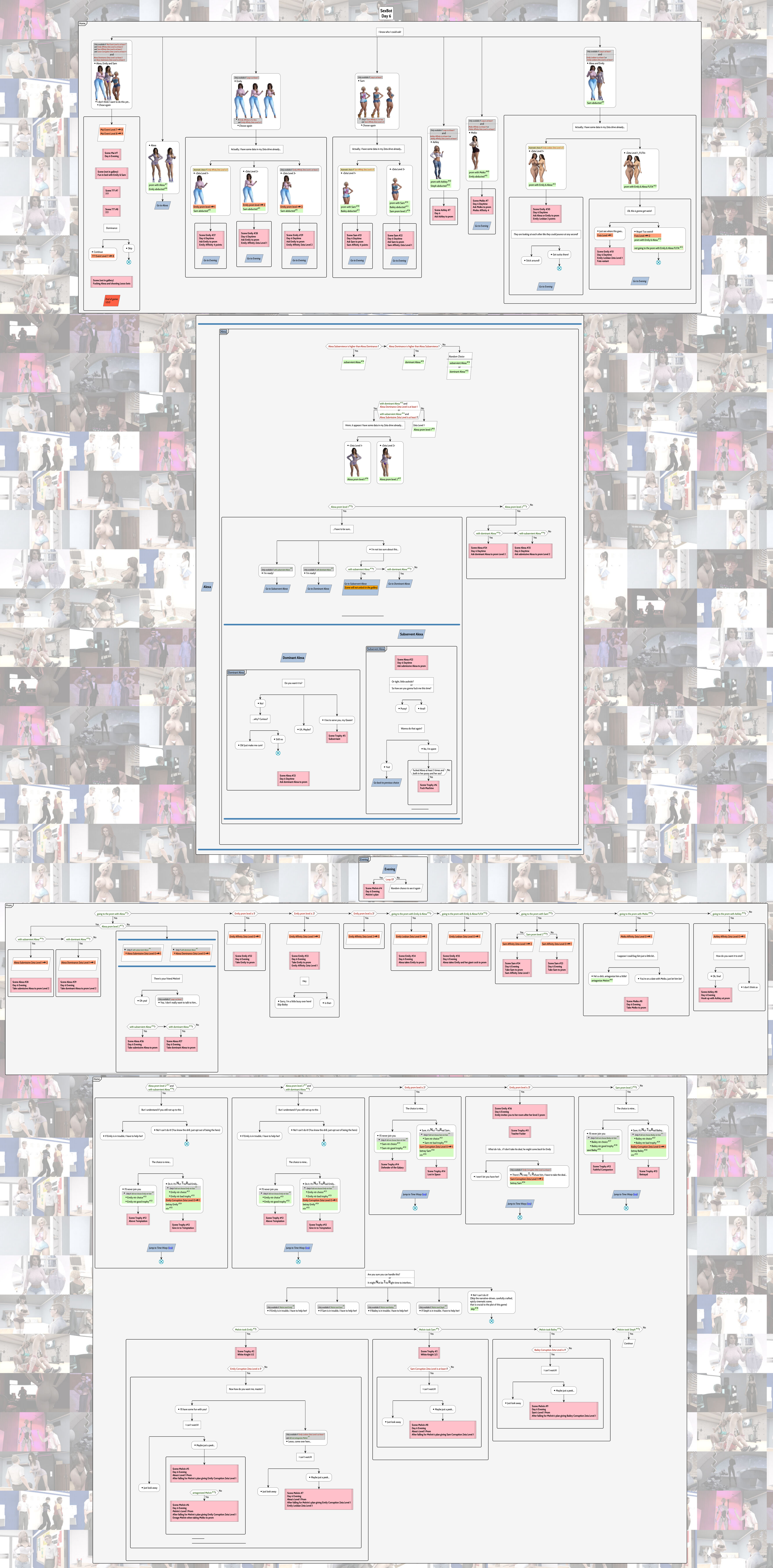


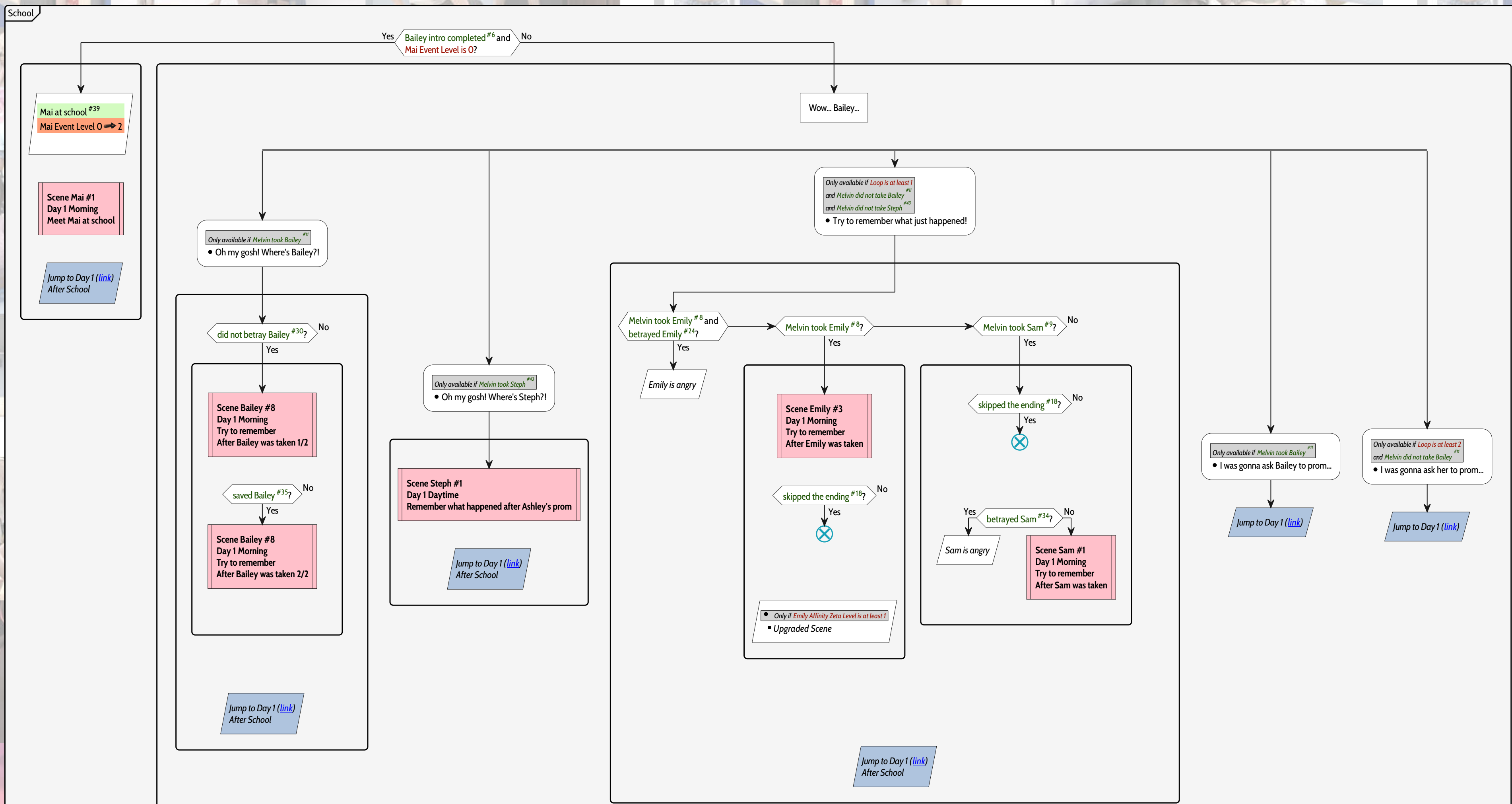
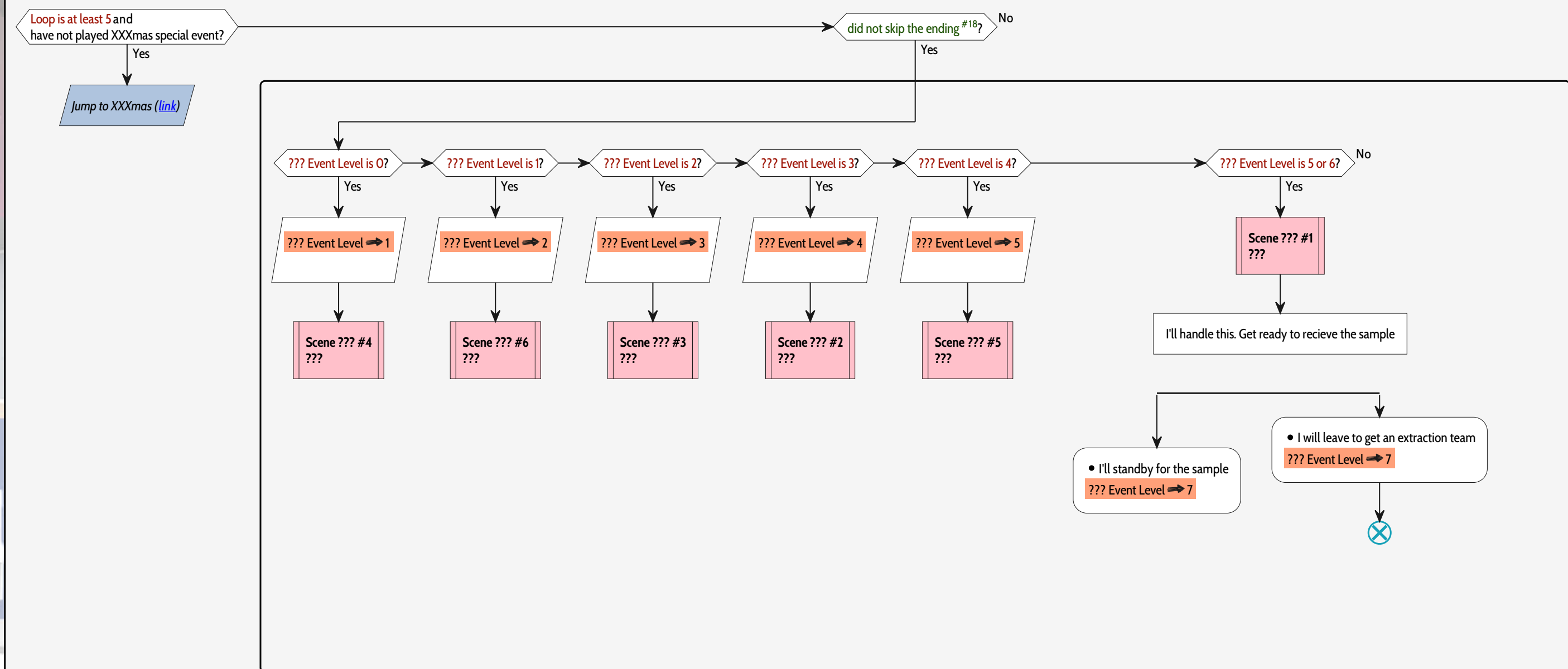
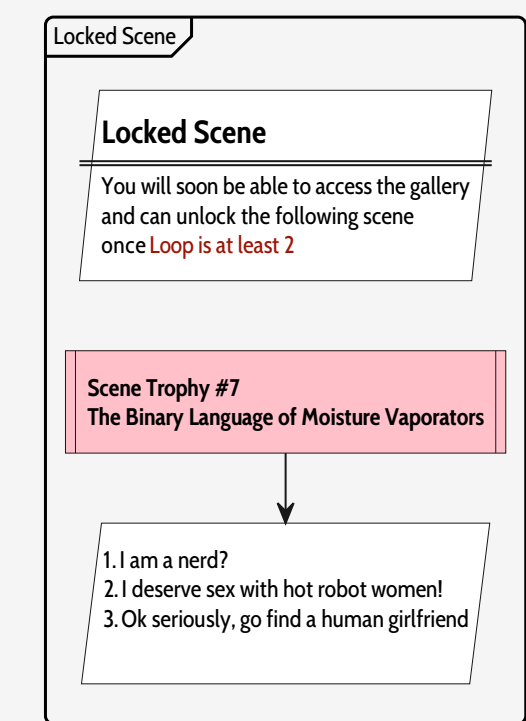
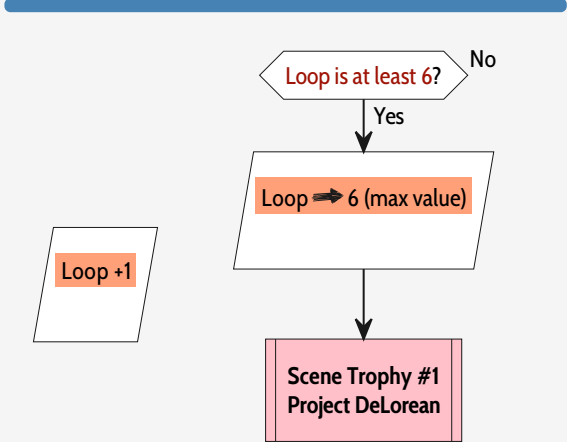
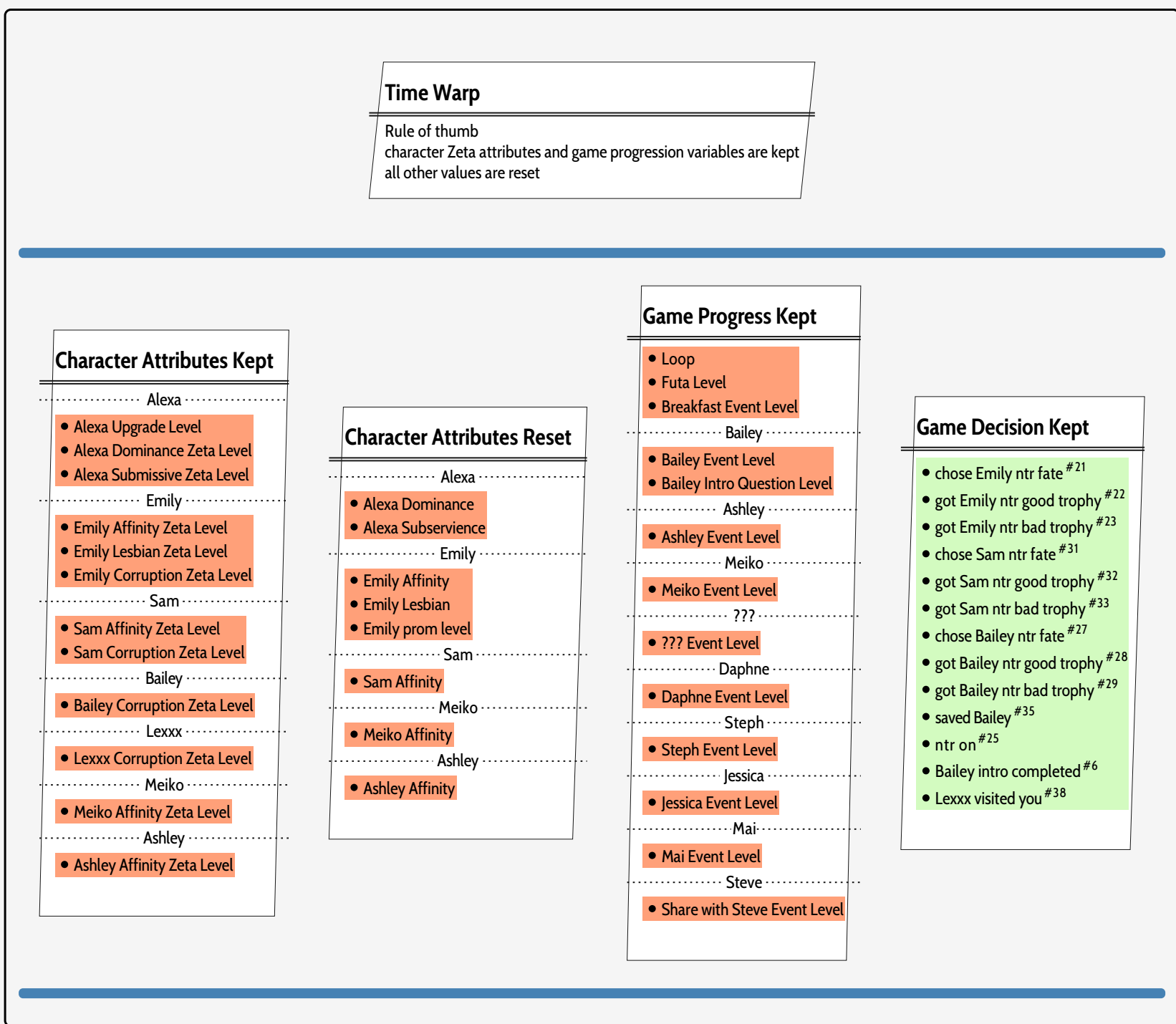
SexBot
Day 3

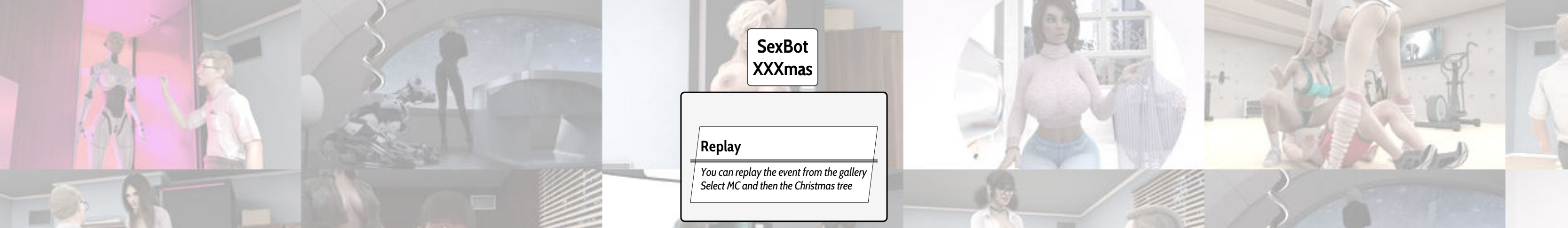












SexBot XXXmas

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 #9 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!

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 Priorities

Scene Bailey #14 XXXmas Bailey Try to preserve the timeline

No way! Not him!

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

Scene Bailey #13 XXXmas Bailey

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

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

SexBot 1.0.0
Walkthrough rev 1.5

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 Ren'Py 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 rpa 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 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
ashevent	Ashley Affinity	ashevent = value		ashevent
zashevent	Ashley Event Level	zashevent = value		zashevent
zashprom	Ashley Affinity Zeta Level	zashprom = value		zashprom
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 strenght #19	watrenth = True	watrenth = False	watrenth
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	mombetray = True	mombetray = False	mombetray
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	mainintro = True	mainintro = False	mainintro
prom with Meiko #40	meikodate = True	meikodate = False	meikodate
antagonize Melvin #41	melvinrage = True	melvinrage = False	melvinrage
prom with Ashley #42	ashleydate = True	ashleydate = False	ashleydate
Steph abducted #43	stephtaken = True	stephtaken = False	stephtaken

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	persistant.t15 = True	persistant.t15 = False	persistant.t15
Trophy	2	persistant.t1a = True	persistant.t1a = False	persistant.t1a
Trophy	2	persistant.t1b = True	persistant.t1b = False	persistant.t1b
Trophy	3	persistant.t2a = True	persistant.t2a = False	persistant.t2a
Trophy	4	persistant.t3 = True	persistant.t3 = False	persistant.t3
Trophy	5	persistant.t4 = True	persistant.t4 = False	persistant.t4
Trophy	6	persistant.t5 = True	persistant.t5 = False	persistant.t5
Trophy	7	persistant.t7 = True	persistant.t7 = False	persistant.t7
Trophy	8	persistant.t10 = True	persistant.t10 = False	persistant.t10
Trophy	9	persistant.t11b = True	persistant.t11b = False	persistant.t11b
Trophy	9	persistant.t11c = True	persistant.t11c = False	persistant.t11c
Trophy	10	persistant.t14a = True	persistant.t14a = False	persistant.t14a
Trophy	10	persistant.t14b = True	persistant.t14b = False	persistant.t14b
Trophy	10	persistant.t14c = True	persistant.t14c = False	persistant.t14c
Trophy	10	persistant.t14d = True	persistant.t14d = False	persistant.t14d
Trophy	11	persistant.t20 = True	persistant.t20 = False	persistant.t20
Trophy	12	persistant.ntremilytrophygood = True	persistant.ntremilytrophygood = False	persistant.ntremilytrophygood
Trophy	12	persistant.ntremilytrophybad = True	persistant.ntremilytrophybad = False	persistant.ntremilytrophybad
Trophy	13	persistant.ntrbaileytrophygood = True	persistant.ntrbaileytrophygood = False	persistant.ntrbaileytrophygood
Trophy	13	persistant.ntrbaileytrophybad = True	persistant.ntrbaileytrophybad = False	persistant.ntrbaileytrophybad
Trophy	14	persistant.ntrsamtrophygood = True	persistant.ntrsamtrophygood = False	persistant.ntrsamtrophygood
Trophy	14	persistant.ntrsamtrophybad = True	persistant.ntrsamtrophybad = False	persistant.ntrsamtrophybad
Alexa	1	persistant.d1alexal = True	persistant.d1alexal = False	persistant.d1alexal
Alexa	2	persistant.d1alexal2 = True	persistant.d1alexal2 = False	persistant.d1alexal2
Alexa	3	persistant.d2alexal = True	persistant.d2alexal = False	persistant.d2alexal
Alexa	3	persistant.d2alexal1b = True	persistant.d2alexal1b = False	persistant.d2alexal1b
Alexa	3	persistant.d2alexal1c = True	persistant.d2alexal1c = False	persistant.d2alexal1c
Alexa	4	persistant.d2alexal2 = True	persistant.d2alexal2 = False	persistant.d2alexal2
Alexa	4	persistant.d2alexal2b = True	persistant.d2alexal2b = False	persistant.d2alexal2b
Alexa	4	persistant.d2alexal2c = True	persistant.d2alexal2c = False	persistant.d2alexal2c
Alexa	5	persistant.d2alexal3 = True	persistant.d2alexal3 = False	persistant.d2alexal3
Alexa	6	persistant.d2alexal4 = True	persistant.d2alexal4 = False	persistant.d2alexal4
Alexa	7	persistant.d2emily4 = True	persistant.d2emily4 = False	persistant.d2emily4
Alexa	8	persistant.d3alexal = True	persistant.d3alexal = False	persistant.d3alexal
Alexa	9	persistant.d3alexal4 = True	persistant.d3alexal4 = False	persistant.d3alexal4
Alexa	10	persistant.d3alexal2 = True	persistant.d3alexal2 = False	persistant.d3alexal2
Alexa	11	persistant.d3alexal3 = True	persistant.d3alexal3 = False	persistant.d3alexal3
Alexa	12	persistant.d4alexal6 = True	persistant.d4alexal6 = False	persistant.d4alexal6
Alexa	13	persistant.d4alexal = True	persistant.d4alexal = False	persistant.d4alexal
Alexa	14	persistant.d4alexal2 = True	persistant.d4alexal2 = False	persistant.d4alexal2
Alexa	15	persistant.d4alexal3 = True	persistant.d4alexal3 = False	persistant.d4alexal3
Alexa	16	persistant.d4alexal4 = True	persistant.d4alexal4 = False	persistant.d4alexal4
Alexa	17	persistant.d5alexal3 = True	persistant.d5alexal3 = False	persistant.d5alexal3
Alexa	18	persistant.d5alexal1 = True	persistant.d5alexal1 = False	persistant.d5alexal1
Alexa	19	persistant.d5alexal2 = True	persistant.d5alexal2 = False	persistant.d5alexal2
Alexa	20	persistant.d4alexal5 = True	persistant.d4alexal5 = False	persistant.d4alexal5
Alexa	21	persistant.d5alexal4 = True	persistant.d5alexal4 = False	persistant.d5alexal4
Alexa	22	persistant.d6alexal = True	persistant.d6alexal = False	persistant.d6alexal
Alexa	23	persistant.d6alexal2 = True	persistant.d6alexal2 = False	persistant.d6alexal2
Alexa	24	persistant.d6alexal7 = True	persistant.d6alexal7 = False	persistant.d6alexal7
Alexa	25	persistant.d6alexal8 = True	persistant.d6alexal8 = False	persistant.d6alexal8
Alexa	26	persistant.d6alexal3 = True	persistant.d6alexal3 = False	persistant.d6alexal3
Alexa	27	persistant.d6alexal4 = True	persistant.d6alexal4 = False	persistant.d6alexal4
Alexa	28	persistant.d6alexal5 = True	persistant.d6alexal5 = False	persistant.d6alexal5
Alexa	29	persistant.d6alexal6 = True	persistant.d6alexal6 = False	persistant.d6alexal6
Alexa	30	persistant.x1alexal = True	persistant.x1alexal = False	persistant.x1alexal
Emily	1	persistant.d1emily1 = True	persistant.d1emily1 = False	persistant.d1emily1
Emily	2	persistant.d1emily2-1 = True	persistant.d1emily2-1 = False	persistant.d1emily2-1
Emily	2	persistant.d1emily2-2 = True	persistant.d1emily2-2 = False	persistant.d1emily2-2
Emily	2	persistant.d1emily2-3 = True	persistant.d1emily2-3 = False	persistant.d1emily2-3
Emily	2	persistant.d1emily2-4 = True	persistant.d1emily2-4 = False	persistant.d1emily2-4
Emily	3	persistant.d1emily3 = True	persistant.d1emily3 = False	persistant.d1emily3
Emily	4	persistant.d2emily1 = True	persistant.d2emily1 = False	persistant.d2emily1
Emily	5	persistant.d2emily5 = True	persistant.d2emily5 = False	persistant.d2emily5
Emily	6	persistant.d2emily2 = True	persistant.d2emily2 = False	persistant.d2emily2
Emily	7	persistant.d2emily3 = True	persistant.d2emily3 = False	persistant.d2emily3
Emily	8	persistant.d3emily1 = True	persistant.d3emily1 = False	persistant.d3emily1
Emily	9	persistant.d3emily2 = True	persistant.d3emily2 = False	persistant.d3emily2
Emily	10	persistant.d3emily3 = True	persistant.d3emily3 = False	persistant.d3emily3
Emily	11	persistant.d3emily5 = True	persistant.d3emily5 = False	persistant.d3emily5
Emily	12	persistant.d3emily4 = True	persistant.d3emily4 = False	persistant.d3emily4
Emily	13	persistant.d4emily6 = True	persistant.d4emily6 = False	persistant.d4emily6
Emily	14	persistant.d4emily1 = True	persistant.d4emily1 = False	persistant.d4emily1
Emily	15	persistant.d4emily4 = True	persistant.d4emily4 = False	persistant.d4emily4
Emily	16	persistant.d4emily5 = True	persistant.d4emily5 = False	persistant.d4emily5
Emily	17	persistant.d5emily6 = True	persistant.d5emily6 = False	persistant.d5emily6
Emily	18	persistant.d5emily7 = True	persistant.d5emily7 = False	persistant.d5emily7
Emily	19	persistant.d5emily4 = True	persistant.d5emily4 = False	persistant.d5emily4
Emily	20	persistant.d5emily5 = True	persistant.d5emily5 = False	persistant.d5emily5
Emily	21	persistant.d5emily1 = True	persistant.d5emily1 = False	persistant.d5emily1
Emily	22	persistant.d5emily2 = True	persistant.d5emily2 = False	persistant.d5emily2
Emily	23	persistant.d5emily7 = True	persistant.d5emily7 = False	persistant.d5emily7
Emily	24	persistant.d5emily3 = True	persistant.d5emily3 = False	persistant.d5emily3
Emily	25	persistant.d4emily8 = True	persistant.d4emily8 = False	persistant.d4emily8
Emily	26	persistant.d5emily8 = True	persistant.d5emily8 = False	persistant.d5emily8
Emily	27	persistant.d6emily1 = True	persistant.d6emily1 = False	persistant.d6emily1
Emily	28	persistant.d6emily6 = True	persistant.d6emily6 = False	persistant.d6emily6
Emily	29	persistant.d6emily9 = True	persistant.d6emily9 = False	persistant.d6emily9
Emily	30	persistant.d6emily4 = True	persistant.d6emily4 = False	persistant.d6emily4
Emily	31	persistant.d6emily5 = True	persistant.d6emily5 = False	persistant.d6emily5
Emily	32	persistant.d6emily2 = True	persistant.d6emily2 = False	persistant.d6emily2
Emily	33	persistant.d6emily7 = True	persistant.d6emily7 = False	persistant.d6emily7
Emily	34	persistant.d6emily3 = True	persistant.d6emily3 = False	persistant.d6emily3
Emily	35	persistant.d6emily8 = True	persistant.d6emily8 = False	persistant.d6emily8
Emily	36	persistant.d6emily10 = True	persistant.d6emily10 = False	persistant.d6emily10
Emily	37	persistant.x1emily1 = True	persistant.x1emily1 = False	persistant.x1emily1
Sam	1	persistant.d1sam1 = True	persistant.d1sam1 = False	persistant.d1sam1
Sam	2	persistant.d1sam2 = True	persistant.d1sam2 = False	persistant.d1sam2
Sam	3	persistant.d2sam5 = True	persistant.d2sam5 = False	persistant.d2sam5
Sam	4	persistant.d2sam4 = True	persistant.d2sam4 = False	persistant.d2sam4
Sam	5	persistant.d2sam7 = True	persistant.d2sam7 = False	persistant.d2sam7
Sam	6	persistant.d2sam2 = True	persistant.d2sam2 = False	persistant.d2sam2
Sam	7	persistant.d2sam6 = True	persistant.d2sam6 = False	persistant.d2sam6
Sam	8	persistant.d2sam3 = True	persistant.d2sam3 = False	persistant.d2sam3
Sam	9	persistant.d3sam1 = True	persistant.d3sam1 = False	persistant.d3sam1
Sam	10	persistant.d2sam1 = True	persistant.d2sam1 = False	persistant.d2sam1
Sam	10	persistant.d2sam1b = True	persistant.d2sam1b = False	persistant.d2sam1b
Sam	11	persistant.d4sam4 = True	persistant.d4sam4 = False	persistant.d4sam4
Sam	12	persistant.d4sam2 = True	persistant.d4sam2 = False	persistant.d4sam2
Sam	12	persistant.d4sam2b = True	persistant.d4sam2b = False	persistant.d4sam2b
Sam	13	persistant.d4sam3 = True	persistant.d4sam3 = False	persistant.d4sam3
Sam	14	persistant.d4sam5 = True	persistant.d4sam5 = False	persistant.d4sam5
Sam	15	persistant.d5sam1 = True	persistant.d5sam1 = False	persistant.d5sam1
Sam	16	persistant.d5sam2 = True	persistant.d5sam2 = False	persistant.d5sam2
Sam	17	persistant.d5sam3 = True	persistant.d5sam3 = False	persistant.d5sam3
Sam	18	persistant.d5sam4 = True	persistant.d5sam4 = False	persistant.d5sam4
Sam	19	persistant.d5sam5 = True	persistant.d5sam5 = False	persistant.d5sam5
Sam	20	persistant.d4sam1 = True	persistant.d4sam1 = False	persistant.d4sam1
Sam	21	persistant.d6sam1 = True	persistant.d6sam1 = False	persistant.d6sam1
Sam	22	persistant.d6sam4 = True	persistant.d6sam4 = False	persistant.d6sam4
Sam	23	persistant.d6sam2 = True	persistant.d6sam2 = False	persistant.d6sam2
Sam	24	persistant.d6sam3 = True	persistant.d6sam3 = False	persistant.d6sam3
Sam	25	persistant.x1sam1 = True	persistant.x1sam1 = False	persistant.x1sam1
Bailey	1	persistant.d1bailey1 = True	persistant.d1bailey1 = False	persistant.d1bailey1
Bailey	2	persistant.d1bailey5 = True	persistant.d1bailey5 = False	persistant.d1bailey5
Bailey	3	persistant.d1bailey8 = True	persistant.d1bailey8 = False	persistant.d1bailey8
Bailey	4	persistant.d1bailey2 = True	persistant.d1bailey2 = False	persistant.d1bailey2
Bailey	5	persistant.d1bailey4 = True	persistant.d1bailey4 = False	persistant.d1bailey4
Bailey	6	persistant.d1bailey3 = True	persistant.d1bailey3 = False	persistant.d1bailey3
Bailey	7	persistant.d1bailey6 = True	persistant.d1bailey6 = False	persistant.d1bailey6
Bailey	8	persistant.d1bailey7 = True	persistant.d1bailey7 = False	persistant.d1bailey7
Bailey	8	persistant.d1bailey10 = True	persistant.d1bailey10 = False	persistant.d1bailey10
Bailey	9	persistant.d2bailey1 = True	persistant.d2bailey1 = False	persistant.d2bailey1
Bailey	10	persistant.d3bailey1 = True	persistant.d3bailey1 = False	persistant.d3bailey1
Bailey	11	persistant.d4bailey1 = True	persistant.d4bailey1 = False	persistant.d4bailey1
Bailey	12	persistant.d5bailey1 = True	persistant.d5bailey1 = False	persistant.d5bailey1
Bailey	13	persistant.x1bailey1 = True	persistant.x1bailey1 = False	persistant.x1bailey1
Bailey	14	persistant.x1bailey2 = True	persistant.x1bailey2 = False	persistant.x1bailey2
Steph	1	persistant.d1steph3 = True	persistant.d1steph3 = False	persistant.d1steph3