## SexBot 1.1.0 Walkthrough rev 1.6

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<u>SexBot</u>
By LlamaMann Games
<a href="https://www.patreon.com/llamamanngames">https://www.patreon.com/llamamanngames</a>

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

igrannyi

igrandmas kissed +20i

**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:

 $0 \Rightarrow$  white belt <sup>#78</sup>,  $1 \Rightarrow$  yellow belt <sup>#78</sup>,  $2 \Rightarrow$  orange belt <sup>#78</sup>

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:

¿<u>agree</u>;<sup>#55</sup>

Reversed decisions that do not impact the story (yet) will be displayed like this:

;did not agree; #55

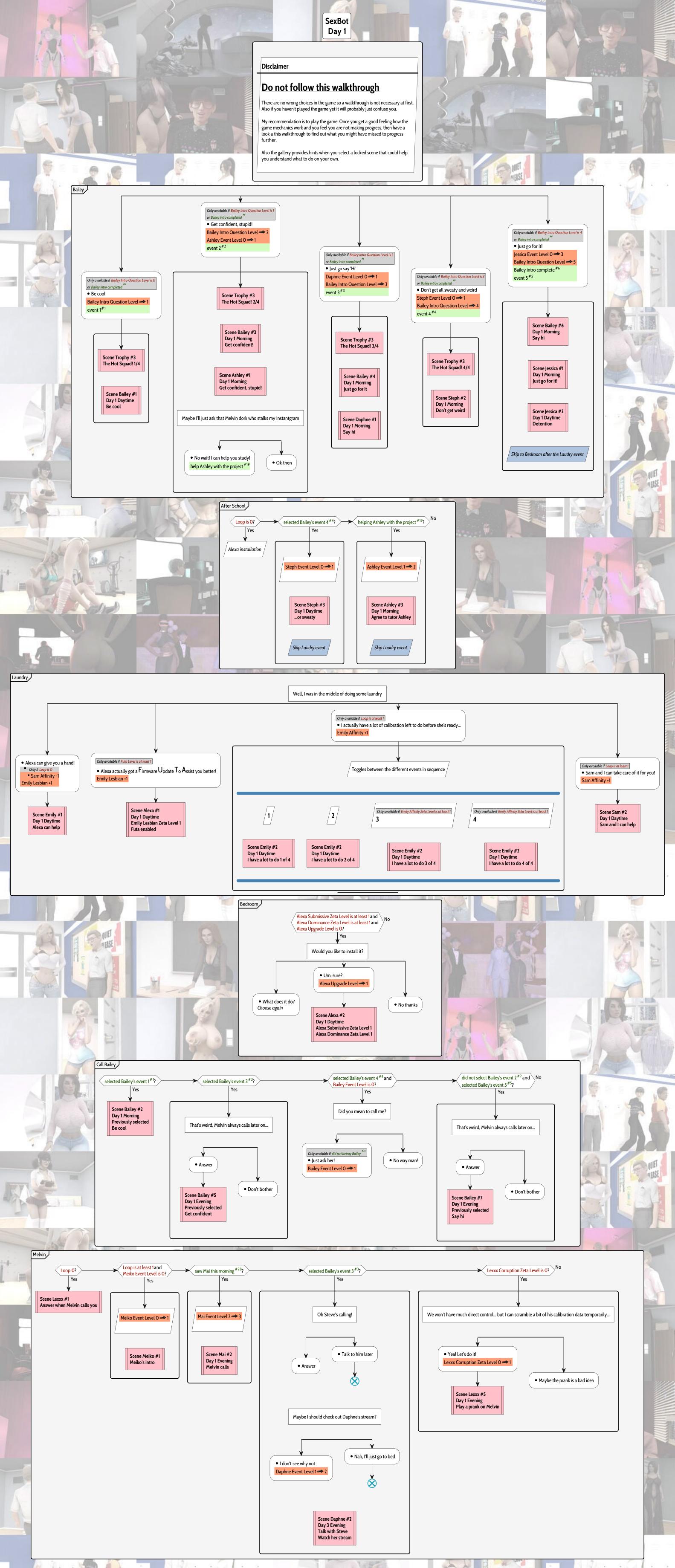
Check the last page of the walkthrough to learn how you can use the developer console to <del>cheat</del> alter their value for your benefit: Cheat without a MOD (<u>link</u>).

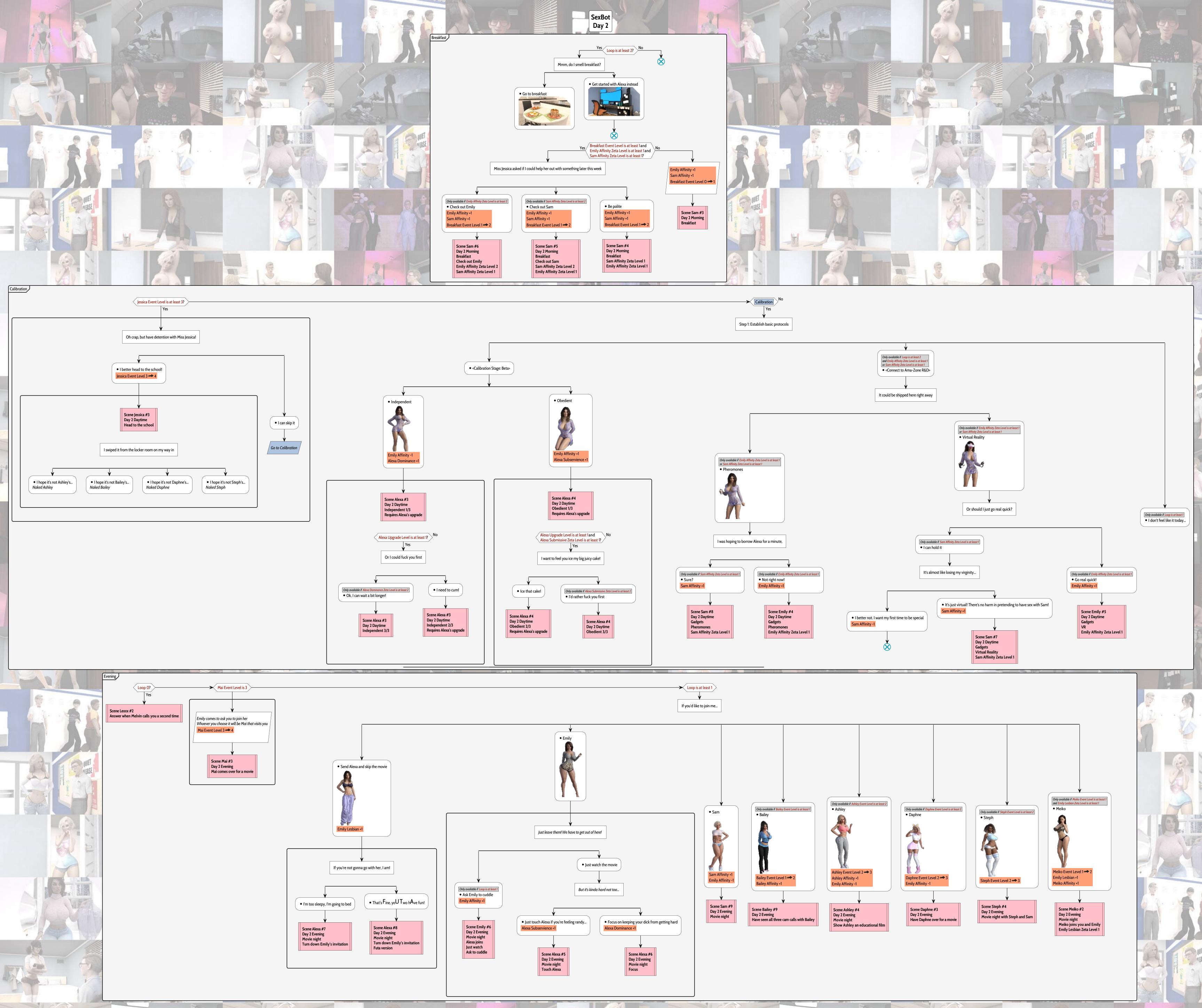
Enjoy the game!

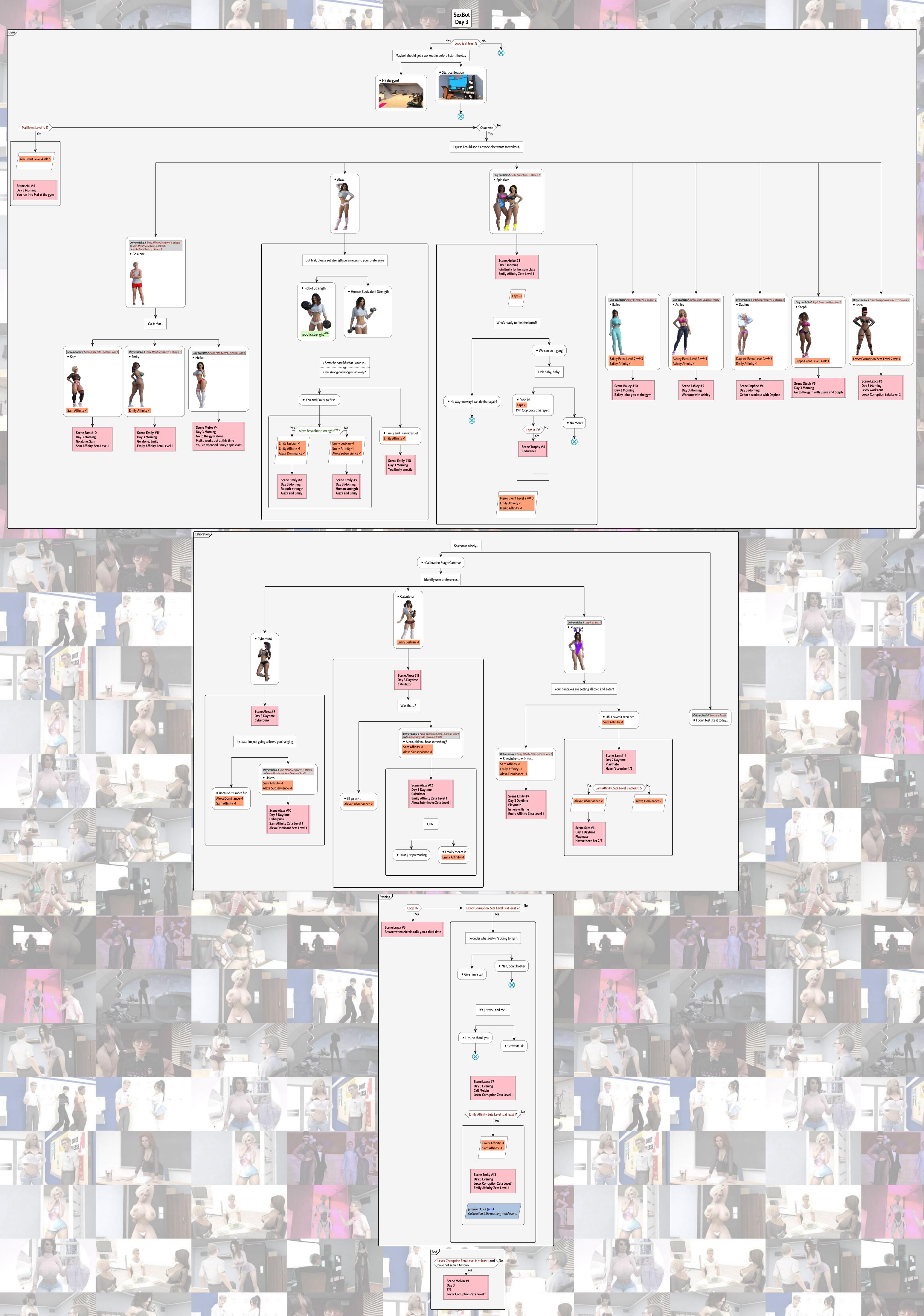
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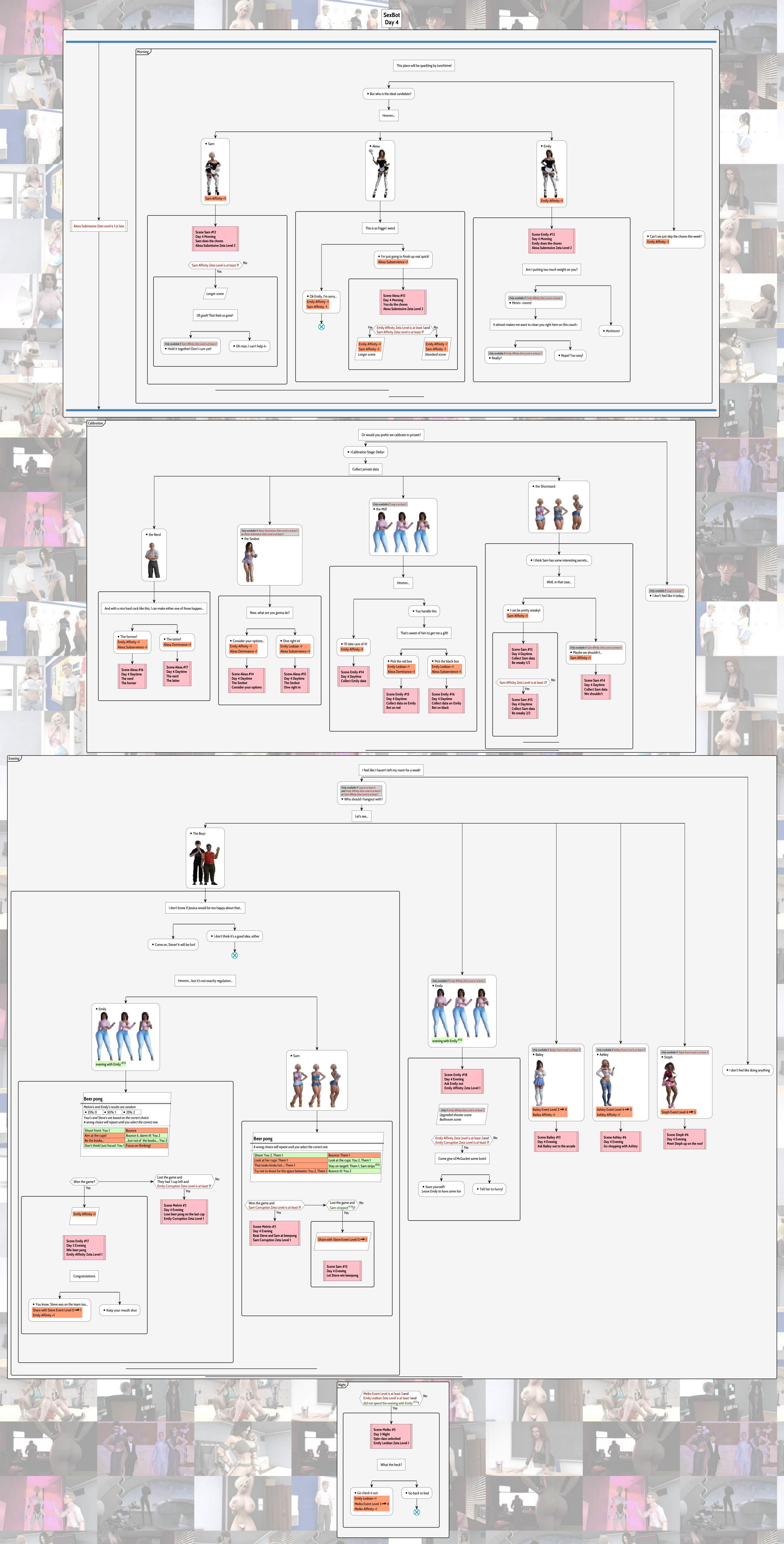
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XXXmas
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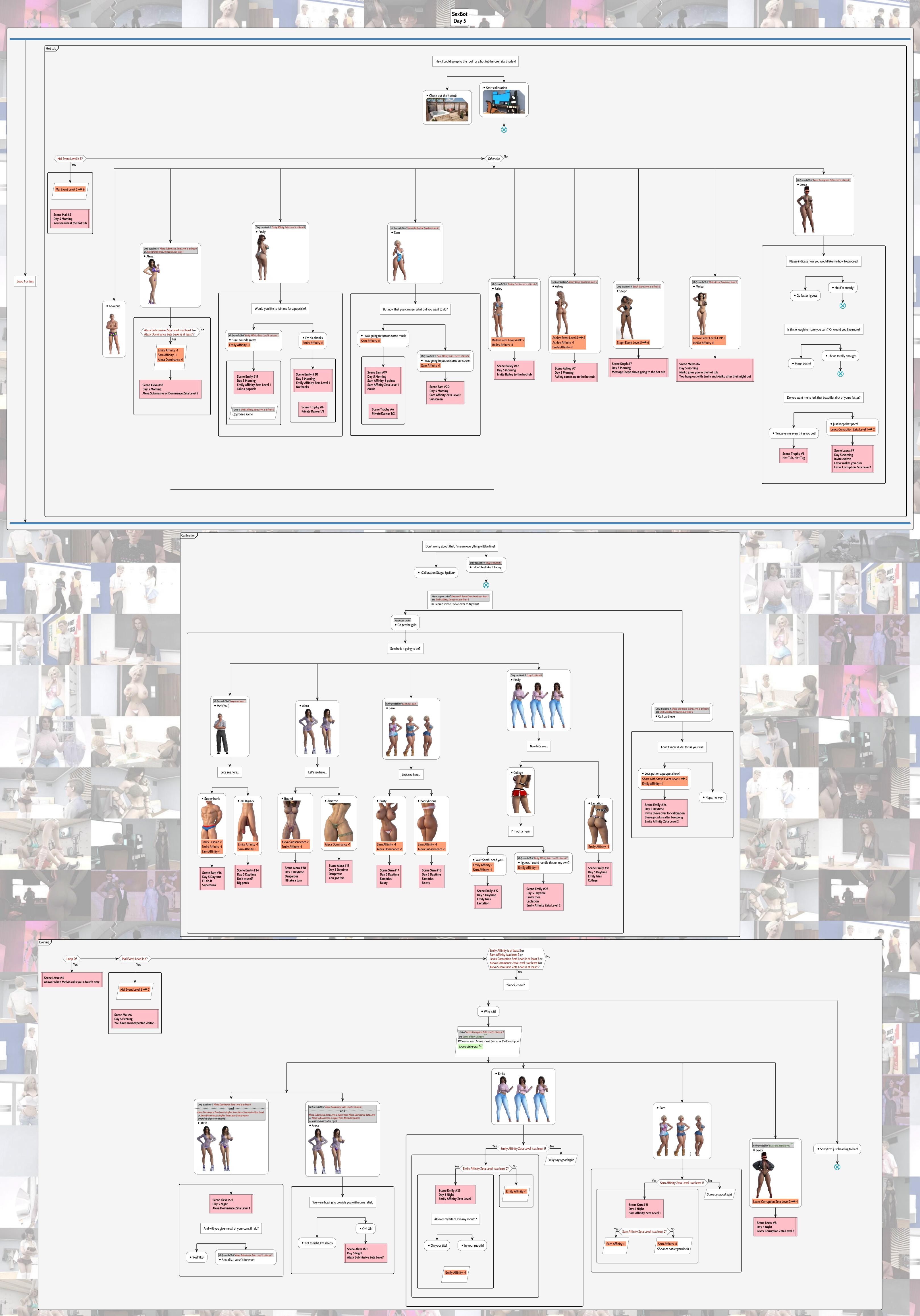


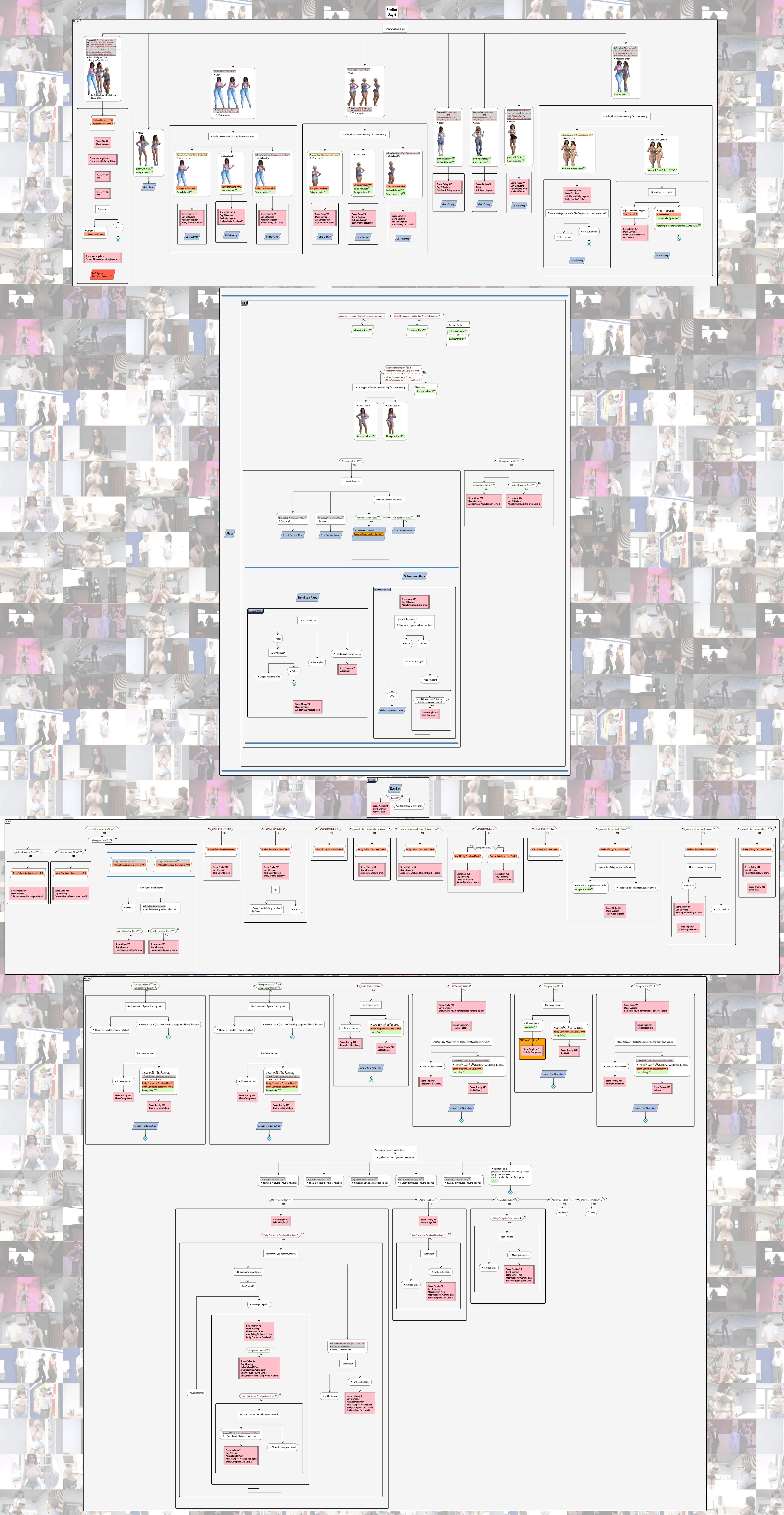


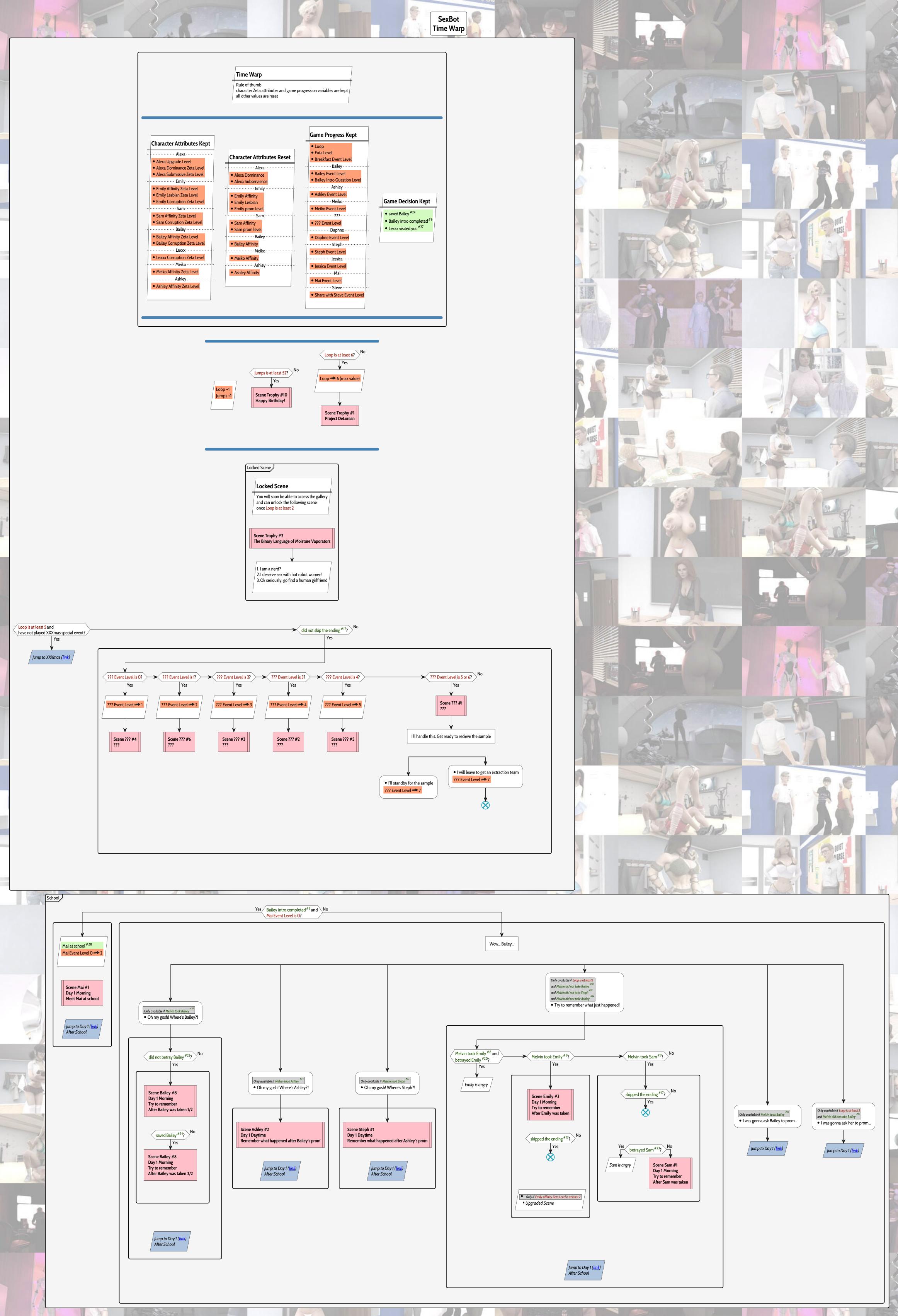


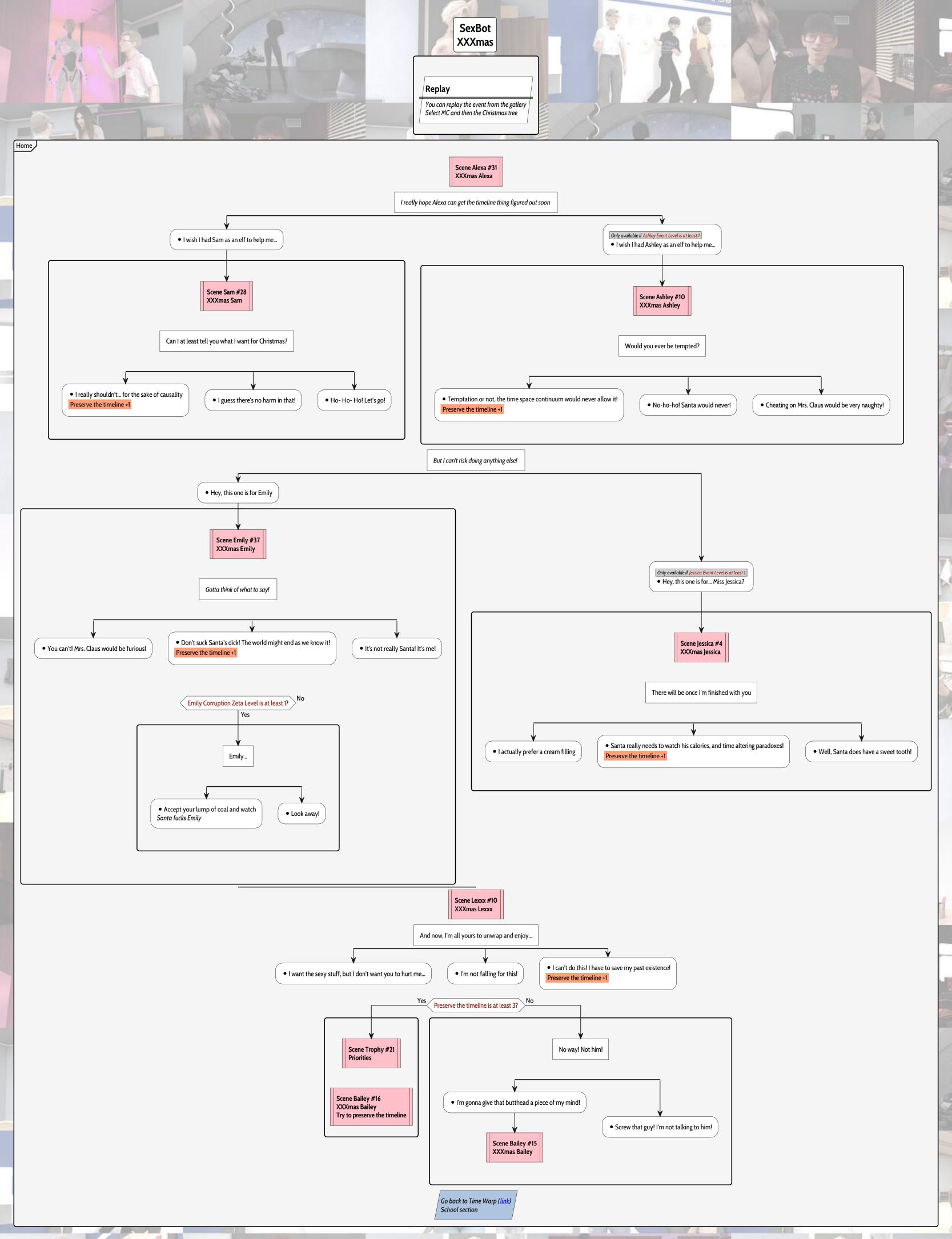


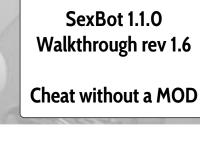












So you want to try out a new branch but do not feel like completely starting over a new game? Don't worry, with the developer console you can easily modify in-game variables.

You only need some basic understanding of scripting.

The easiest way to enable it is to use the Universal Ren'Py Mod from 0x52.

Download it from the webpage: <a href="https://0x52.dev/mods/Universal-Ren-Py-Mod-1000">https://0x52.dev/mods/Universal-Ren-Py-Mod-1000</a>, 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

alexadom

alexasub

zalexadom

zalexasub

mom

momles

zmomprom

zmomles

zmomcorrupt

emdateles

emdatefuta

alexadate\_sub

alexadate\_dom

alexadate\_level1

alexadate\_level2

timewarpskip

wstrength

mombetray

 ${\tt samprom2}$ 

sambetray

baileybetray

ashleystudy

emdateles = False

emdatefuta = False

alexadate\_sub = False

alexadate\_dom = False

alexadate\_level1 = False

alexadate\_level2 = False

timewarpskip = False

wstrength = False

mombetray = False

samprom2 = False

sambetray = False

baileybetray = False

ashleystudy = False

set variable / new value: what to type in the developer console to turn the variable on or set a new value

momdate

Emily prom level

variable: The variable

**definition**: what it represents

Character variables

variable definition set variable / new value unset variable check current value zalexaupgrade = value zalexaupgrade

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 zalexaupgrade Alexa Upgrade Level

alexadom Alexa Dominance alexadom = value

alexasub Alexa Subservience alexasub = value zalexadom Alexa Dominance Zeta Level zalexadom = value zalexasub Alexa Submissive Zeta Level zalexasub = value mom **Emily Affinity** mom = valuemomles **Emily Lesbian** momles = valuezmomprom Emily Affinity Zeta Level zmomprom = valuezmomles Emily Lesbian Zeta Level zmomles = valuezmomcorrupt Emily Corruption Zeta Level zmomcorrupt = value

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Bailey Affinity Zeta Lev	el zbaileyprom = value		zbaileyprom	
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Ashley Affinity	ashevent = value		ashevent	
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Meiko Affinity	meikoevent = value		meikoevent	
Meiko Event Level	zmeikoevent = value		zmeikoevent	
-	el zmeikoprom = value		zmeikoprom	
??? Event Level	zveronicaevent = valu	ie .	zveronicaevent	
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•	zstephevent = value		zstephevent	
Jessica Event Level	zjessicaevent = value	2	zjessicaevent	
Mai Event Level	zmaievent = value		zmaievent	
Jumps	jumps = value		jumps	
Loop	game = value		game	
	futa = value		futa	
	zbreakfast = value		zbreakfast	
Preserve the timeline	xmaschoice = value		xmaschoice	
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# betray Emily #20 Sam prom level 2 #21

help Ashley with the project #19

prom with Emily & Alexa #11

subservient Alexa #13

dominant Alexa #14

Alexa prom level 1<sup>#15</sup>

Alexa prom level 2 #16

robotic strenght #18

betray Bailey #22

betray Sam #23

skip #17

prom with Emily & Alexa FUTA #12

emdateles = True

emdatefuta = True

alexadate\_sub = True

alexadate\_dom = True

alexadate\_level1 = True

alexadate\_level2 = True

timewarpskip = True

wstrength = True

mombetray = True

samprom2 = True

sambetray = True

baileybetray = True

ashleystudy = True

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g with E	mily <sup>#25</sup>	momd4busy = True	momd4busy = False	momd4busy
trips #26		sampongstrip = True	sampongstrip = False	sampongstrip
visits you	ı <sup>#27</sup>	zlexxxvisit = True	zlexxxvisit = False	zlexxxvisit
school #	<sup>‡</sup> 28	maiintro = True	maiintro = False	maiintro
with Meil	ko <sup>#29</sup>	meikodate = True	meikodate = False	meikodate
onize Me	lvin <sup>#30</sup>	melvinrage = True	melvinrage = False	melvinrage
with Ashl	ey <sup>#31</sup>	ashleydate = True	ashleydate = False	ashleydate
abducte	d <sup>#32</sup>	stephtaken = True	stephtaken = False	stephtaken
with Bail	ey <sup>#33</sup>	baileydate = True	baileydate = False	baileydate
abduct	ed <sup>#34</sup>	ashleytaken = True	ashleytaken = False	ashleytaken
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umber: Tollock: whock: what heck curing allery  Trophy	number  1  2  3  3  3  4  5  6	umber in the developer console to unlock it the developer console to lock what to type in the developer conso  unlock  persistent.t15 = True  persistent.t7 = True  persistent.t14a = True  persistent.t14b = True  persistent.t14c = True  persistent.t14d = True  persistent.t14d = True  persistent.t12a = True  persistent.t12a = True  persistent.t1b = True	le to check the current value  lock  persistent.t15 = False  persistent.t7 = False  persistent.t14a = False  persistent.t14b = False  persistent.t14c = False  persistent.t14d = False  persistent.t2a = False  persistent.t10 = False  persistent.t11b = False  persistent.t11c = False	persistent.t15  persistent.t7  persistent.t14a  persistent.t14b  persistent.t14c  persistent.t14d  persistent.t2a  persistent.t10  persistent.t11b  persistent.t11c
umber: Tollock: what heck curing allery  Trophy	number  1  2  3  3  3  4  5  6  6  7	umber in the developer console to unlock it the developer console to lock what to type in the developer conso  unlock  persistent.t15 = True  persistent.t7 = True  persistent.t14a = True  persistent.t14b = True  persistent.t14c = True  persistent.t14d = True  persistent.t14d = True  persistent.t12a = True  persistent.t1b = True  persistent.t1b = True  persistent.t1b = True  persistent.t1lb = True  persistent.t1lc = True	le to check the current value  lock  persistent.t15 = False  persistent.t7 = False  persistent.t14a = False  persistent.t14b = False  persistent.t14c = False  persistent.t14d = False  persistent.t2a = False  persistent.t10 = False  persistent.t11b = False  persistent.t11c = False  persistent.t11c = False	persistent.t15  persistent.t7  persistent.t14a  persistent.t14b  persistent.t14c  persistent.t14d  persistent.t2a  persistent.t10  persistent.t11b  persistent.t11c  persistent.t4
umber: Tollock: what heck curing allery  Trophy	number  number	umber in the developer console to unlock it the developer console to lock what to type in the developer conso  unlock  persistent.t15 = True  persistent.t7 = True  persistent.t14a = True  persistent.t14b = True  persistent.t14c = True  persistent.t14d = True  persistent.t14d = True  persistent.t12a = True  persistent.t10 = True  persistent.t11b = True  persistent.t11c = True  persistent.t11c = True  persistent.t11c = True  persistent.t11c = True	le to check the current value  lock  persistent.t15 = False  persistent.t7 = False  persistent.t14a = False  persistent.t14b = False  persistent.t14c = False  persistent.t14d = False  persistent.t2a = False  persistent.t10 = False  persistent.t11b = False  persistent.t11c = False  persistent.t1c = False  persistent.t1 = False  persistent.t1 = False	persistent.t15  persistent.t7  persistent.t14a  persistent.t14b  persistent.t14c  persistent.t14d  persistent.t2a  persistent.t10  persistent.t11b  persistent.t11c  persistent.t4  persistent.t5
umber: Tollock: what heck curing allery  Trophy	number  1  2  3  3  3  4  5  6  6  7  8  9  9  10	umber in the developer console to unlock it the developer console to lock what to type in the developer conso  unlock  persistent.t15 = True  persistent.t14a = True  persistent.t14b = True  persistent.t14c = True  persistent.t14d = True  persistent.t14d = True  persistent.t12a = True  persistent.t10 = True  persistent.t11b = True  persistent.t11c = True  persistent.t11 = True	le to check the current value  lock  persistent.t15 = False  persistent.t7 = False  persistent.t14a = False  persistent.t14b = False  persistent.t14c = False  persistent.t14d = False  persistent.t2a = False  persistent.t10 = False  persistent.t11b = False  persistent.t11c = False  persistent.t1 = False  persistent.t1 = False  persistent.t1 = False	persistent.t15  persistent.t7  persistent.t14a  persistent.t14b  persistent.t14c  persistent.t14d  persistent.t2a  persistent.t10  persistent.t11b  persistent.t11c  persistent.t4  persistent.t5  persistent.t1a
umber: Tollock: what heck curing allery  Trophy	number  number	umber in the developer console to unlock it the developer console to lock what to type in the developer conso  unlock  persistent.t15 = True  persistent.t7 = True  persistent.t14a = True  persistent.t14b = True  persistent.t14c = True  persistent.t14d = True  persistent.t14d = True  persistent.t12a = True  persistent.t10 = True  persistent.t11b = True  persistent.t11c = True  persistent.t11c = True  persistent.t11 = True  persistent.t1 = True  persistent.t1 = True	le to check the current value    lock	persistent.t15 persistent.t7 persistent.t14a persistent.t14b persistent.t14c persistent.t14c persistent.t14d persistent.t2a persistent.t10 persistent.t11b persistent.t11c persistent.t4 persistent.t5 persistent.t1a persistent.t1b

persistent.t20 = False

persistent.t21 = False

persistent.ntremilygood = False

persistent.ntremilybad = False

persistent.ntrsamgood = False

persistent.ntrsambad = False

persistent.ntrbaileygood = False

persistent.ntrbaileybad = False

persistent.t20

persistent.t21

 ${\tt persistent.ntremilygood}$ 

persistent.ntremilybad

persistent.ntrsamgood

persistent.ntrsambad

persistent.ntrbaileygood

persistent.ntrbaileybad

persistent.d6alexa4

persistent.d6alexa5

persistent.d6alexa6

persistent.d4emily6

persistent.d4emily1

persistent.d4emily4

persistent.d4emily5

persistent.d5emily6

persistent.d4emily7

persistent.d5emily4

persistent.d5emily5

persistent.d5emily1

persistent.d5emily2

persistent.d5emily7

persistent.d4sam2

persistent.d4sam2b

persistent.d4sam3

persistent.d4sam5

persistent.d3steph1

persistent.d4steph1

persistent.d5steph1

persistent.dldaphnel

persistent.dldaphne2

persistent.d2daphne1

persistent.d3daphne1

persistent.dlashley1

persistent.dlashley3

persistent.dlashley2

persistent.d2ashley1

persistent.d3ashley1

persistent.d4ashley1

persistent.d5ashley1

persistent.d6ashley1

persistent.d6ashley2

persistent.xlashley1

persistent.dljessical

persistent.d1jessica2

persistent.d2jessical

persistent.x1jessica1

persistent.dllexxx1

persistent.dllexxx2

persistent.dllexxx3

persistent.dllexxx4

persistent.dllexxx5

persistent.d3lexxx1

persistent.dllexxx6

persistent.d4lexxx1

persistent.d5lexxx1

persistent.x1lexxx1

persistent.dlmeikol

persistent.d2meiko1

persistent.d3meiko1

persistent.d3meiko2

persistent.d3meiko3

persistent.d5meiko1

persistent.d6meikol

persistent.d6meiko2

persistent.dlmail

persistent.d1mai2

persistent.d2mail

persistent.d3mail

persistent.d5mail

persistent.d5mai2

persistent.d6mail

persistent.d2lexxx1

persistent.n5emily1

persistent.dllexxx7

persistent.nlemily1

persistent.nlemily3

persistent.nlemily4

persistent.nlemily2

persistent.nlbailey1

persistent.nlsam1

persistent.dlv6

persistent.dlv4

persistent.d1v3

persistent.dlv1

persistent.d1v5

persistent.dlv2

persistent.d1v8

persistent.dlv7

persistent.n4sam1

Alexa	31	persistent.xlalexal = True	persistent.xlalexal = False	persistent.xlalexal
Emily	1	persistent.dlemily1 = True	persistent.dlemily1 = False	persistent.dlemily1
Emily	2	persistent.dlemily2-1 = True	persistent.dlemily2-1 = False	persistent.dlemily2-1
Emily	2	persistent.dlemily2-2 = True	persistent.dlemily2-2 = False	persistent.dlemily2-2
Emily	2	persistent.dlemily2-3 = True	persistent.dlemily2-3 = False	persistent.dlemily2-3
Emily	2	persistent.dlemily2-4 = True	persistent.dlemily2-4 = False	persistent.dlemily2-4
Emily	3	persistent.dlemily3 = True	persistent.dlemily3 = False	persistent.dlemily3
Emily	4	persistent.d2emily1 = True	persistent.d2emily1 = False	persistent.d2emily1
Emily	5	persistent.d2emily5 = True	persistent.d2emily5 = False	persistent.d2emily5
Emily	6	persistent.d2emily2 = True	persistent.d2emily2 = False	persistent.d2emily2
Emily	7	persistent.d2emily3 = True	persistent.d2emily3 = False	persistent.d2emily3
Emily	8	persistent.d3emily1 = True	persistent.d3emily1 = False	persistent.d3emily1
Emily	9	persistent.d3emily2 = True	persistent.d3emily2 = False	persistent.d3emily2
Emily	10	persistent.d3emily3 = True	persistent.d3emily3 = False	persistent.d3emily3
Emily	11	persistent.d3emily5 = True	persistent.d3emily5 = False	persistent.d3emily5
Emily	12	persistent.d3emily4 = True	persistent.d3emily4 = False	persistent.d3emily4

persistent.d6alexa4 = False

persistent.d6alexa5 = False

persistent.d6alexa6 = False

persistent.d4emily6 = False

persistent.d4emily1 = False

persistent.d4emily4 = False

persistent.d4emily5 = False

persistent.d5emily6 = False

persistent.d4emily7 = False

persistent.d5emily4 = False

persistent.d5emily5 = False

persistent.d5emily1 = False

persistent.d5emily2 = False

persistent.d5emily7 = False

### **Emily** 24 persistent.d5emily3 = True persistent.d5emily3 = False persistent.d5emily3 **Emily** 25 persistent.d4emily3 = True persistent.d4emily3 = False persistent.d4emily3 **Emily** 26 persistent.d5emily8 = False persistent.d5emily8 = True persistent.d5emily8 **Emily** 27 persistent.d6emily1 = True persistent.d6emily1 = False persistent.d6emily1 Emily 28 persistent.d6emily6 = True persistent.d6emily6 = False persistent.d6emily6 29 Emily persistent.d6emily9 = True persistent.d6emily9 persistent.d6emily9 = False 30 Emily persistent.d6emily4 = True persistent.d6emily4 = False persistent.d6emily4 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.d6emily8 = True persistent.d6emily8 = False persistent.d6emily8 36 Emily persistent.d6emily10 = True persistent.d6emily10 = False persistent.d6emily10 37 Emily persistent.xlemily1 = True persistent.xlemily1 = False persistent.x1emily1 Sam persistent.dlsam1 = True persistent.dlsam1 = False persistent.dlsam1 persistent.d1sam2 = False Sam persistent.d1sam2 = True persistent.dlsam2 Sam persistent.d2sam5 = Truepersistent.d2sam5 = False persistent.d2sam5 Sam persistent.d2sam4 = Truepersistent.d2sam4 = False persistent.d2sam4 Sam persistent.d2sam7 = False persistent.d2sam7 = True persistent.d2sam7 6 Sam persistent.d2sam8 = True persistent.d2sam8 = False persistent.d2sam8 Sam persistent.d2sam2 = True persistent.d2sam2 = False persistent.d2sam2 8 Sam persistent.d2sam6 = True persistent.d2sam6 = False persistent.d2sam6 Sam persistent.d2sam3 = True persistent.d2sam3 = False persistent.d2sam3 10 Sam persistent.d3sam1 = True persistent.d3sam1 = False persistent.d3sam1 11 Sam persistent.d2sam1 = True persistent.d2sam1 = False persistent.d2sam1 Sam 11 persistent.d2sam1b = True persistent.d2sam1b = False persistent.d2sam1b 12 Sam persistent.d4sam4 = True persistent.d4sam4 = False persistent.d4sam4

persistent.d4sam2 = False

persistent.d4sam2b = False

persistent.d4sam3 = False

persistent.d4sam5 = False

Jann	.5	perbibeene a ibanis - irae	perbibeciie.dibams = raibe	Perbibeene a ibanis
Sam	16	persistent.d5sam1 = True	persistent.d5sam1 = False	persistent.d5sam1
Sam	17	persistent.d5sam2 = True	persistent.d5sam2 = False	persistent.d5sam2
Sam	18	persistent.d5sam3 = True	persistent.d5sam3 = False	persistent.d5sam3
Sam	19	persistent.d5sam4 = True	persistent.d5sam4 = False	persistent.d5sam4
Sam	20	persistent.d5sam5 = True	persistent.d5sam5 = False	persistent.d5sam5
Sam	21	persistent.d4sam1 = True	persistent.d4sam1 = False	persistent.d4sam1
Sam	22	persistent.d6sam1 = True	persistent.d6sam1 = False	persistent.d6sam1
Sam	23	persistent.d6sam4 = True	persistent.d6sam4 = False	persistent.d6sam4
Sam	24	persistent.d6sam5 = True	persistent.d6sam5 = False	persistent.d6sam5
Sam	25	persistent.d6sam2 = True	persistent.d6sam2 = False	persistent.d6sam2
Sam	26	persistent.d6sam3 = True	persistent.d6sam3 = False	persistent.d6sam3
Sam	27	persistent.d6sam6 = True	persistent.d6sam6 = False	persistent.d6sam6
Sam	28	persistent.xlsam1 = True	persistent.xlsam1 = False	persistent.xlsam1
Bailey	1	persistent.dlbailey1 = True	persistent.dlbailey1 = False	persistent.dlbailey1
Bailey	2	persistent.dlbailey5 = True	persistent.dlbailey5 = False	persistent.dlbailey5
Bailey	3	persistent.dlbailey8 = True	persistent.dlbailey8 = False	persistent.dlbailey8
Bailey	4	persistent.dlbailey2 = True	persistent.dlbailey2 = False	persistent.dlbailey2
Bailey	5	persistent.dlbailey4 = True	persistent.dlbailey4 = False	persistent.dlbailey4
Bailey	6	persistent.dlbailey3 = True	persistent.dlbailey3 = False	persistent.dlbailey3
Bailey	7	persistent.dlbailey6 = True	persistent.dlbailey6 = False	persistent.dlbailey6
Bailey	8	persistent.dlbailey7 = True	persistent.dlbailey7 = False	persistent.dlbailey7
Bailey	8	persistent.dlbailey10 = True	persistent.dlbailey10 = False	persistent.dlbailey10
Bailey	9	persistent.d2bailey1 = True	persistent.d2bailey1 = False	persistent.d2bailey1
Bailey	10	persistent.d3bailey1 = True	persistent.d3bailey1 = False	persistent.d3bailey1
Bailey	11	persistent.d4bailey1 = True	persistent.d4bailey1 = False	persistent.d4bailey1
Bailey	12	persistent.d5bailey1 = True	persistent.d5bailey1 = False	persistent.d5bailey1
Bailey	13	persistent.d6bailey1 = True	persistent.d6bailey1 = False	persistent.d6bailey1
Bailey	14	persistent.d6bailey2 = True	persistent.d6bailey2 = False	persistent.d6bailey2
Bailey	15	persistent.x1bailey1 = True	persistent.xlbailey1 = False	persistent.xlbailey1
Bailey	16	persistent.x1bailey2 = True	persistent.xlbailey2 = False	persistent.x1bailey2
Steph	1	persistent.dlsteph3 = True	persistent.dlsteph3 = False	persistent.d1steph3
Steph	2	persistent.dlsteph1 = True	persistent.dlsteph1 = False	persistent.dlsteph1
Steph	3	persistent.d1steph2 = True	persistent.dlsteph2 = False	persistent.d1steph2
Steph	4	persistent.d2steph1 = True	persistent.d2steph1 = False	persistent.d2steph1
				<u> </u>

persistent.d3steph1 = False

persistent.d4steph1 = False

persistent.d5steph1 = False

persistent.dldaphnel = False

persistent.dldaphne2 = False

persistent.d2daphne1 = False

persistent.d3daphne1 = False

persistent.dlashley1 = False

persistent.dlashley3 = False

persistent.dlashley2 = False

persistent.d2ashley1 = False

persistent.d3ashley1 = False

persistent.d4ashley1 = False

persistent.d5ashley1 = False

persistent.d6ashley1 = False

persistent.d6ashley2 = False

persistent.xlashley1 = False

persistent.dljessical = False

persistent.dljessica2 = False

persistent.d2jessica1 = False

persistent.x1jessica1 = False

persistent.dllexxx1 = False

persistent.d1lexxx2 = False

persistent.dllexxx3 = False

persistent.dllexxx4 = False

persistent.dllexxx5 = False

persistent.d3lexxx1 = False

persistent.d1lexxx6 = False

persistent.d4lexxx1 = False

persistent.d5lexxx1 = False

persistent.x1lexxx1 = False

persistent.dlmeiko1 = False

persistent.d2meiko1 = False

persistent.d3meiko1 = False

persistent.d3meiko2 = False

persistent.d3meiko3 = False

persistent.d5meiko1 = False

persistent.d6meiko1 = False

persistent.d6meiko2 = False

persistent.dlmail = False

persistent.d1mai2 = False

persistent.d2mai1 = False

persistent.d3mai1 = False

persistent.d5mai1 = False

persistent.d5mai2 = False

persistent.d6mail = False

persistent.d2lexxx1 = False

persistent.n5emily1 = False

persistent.dllexxx7 = False

persistent.nlemily1 = False

persistent.nlemily3 = False

persistent.nlemily4 = False

persistent.nlemily2 = False

persistent.nlbailey1 = False

persistent.nlsam1 = False

persistent.d1v6 = False

persistent.d1v4 = False

persistent.d1v3 = False

persistent.d1v1 = False

persistent.d1v5 = False

persistent.d1v2 = False

persistent.dlv8 = False

persistent.dlv7 = False

persistent.n4sam1 = False

### 21 Trophy persistent.t3 = True persistent.t3 = False persistent.t3 Alexa persistent.dlalexa1 = True persistent.dlalexal = False persistent.dlalexal 2 Alexa persistent.dlalexa2 = False persistent.dlalexa2 = True persistent.dlalexa2 3 Alexa persistent.d2alexa1 = True persistent.d2alexa1 = False persistent.d2alexa1 3 Alexa persistent.d2alexa1b = False persistent.d2alexalb = True persistent.d2alexa1b 3 Alexa persistent.d2alexa1c = True persistent.d2alexa1c = False persistent.d2alexa1c Alexa persistent.d2alexa2 = True persistent.d2alexa2 = False persistent.d2alexa2 4 Alexa persistent.d2alexa2b persistent.d2alexa2b = True persistent.d2alexa2b = False Alexa persistent.d2alexa2c = True persistent.d2alexa2c persistent.d2alexa2c = False Alexa persistent.d2alexa3 = True persistent.d2alexa3 = False persistent.d2alexa3 Alexa persistent.d2alexa4 persistent.d2alexa4 = True persistent.d2alexa4 = False Alexa 7 persistent.d2emily4 = True persistent.d2emily4 = False persistent.d2emily4 Alexa persistent.d2alexa6 = True persistent.d2alexa6 persistent.d2alexa6 = False Alexa persistent.d3alexa1 = False persistent.d3alexa1 = True persistent.d3alexa1 Alexa 10 persistent.d3alexa4 = True persistent.d3alexa4 = False persistent.d3alexa4 11 Alexa persistent.d3alexa2 = True persistent.d3alexa2 = False persistent.d3alexa2 12 Alexa persistent.d3alexa3 = True persistent.d3alexa3 = False persistent.d3alexa3 13 Alexa persistent.d4alexa6 = True persistent.d4alexa6 = False persistent.d4alexa6 14 Alexa persistent.d4alexa1 = False persistent.d4alexa1 = True persistent.d4alexa1 15 Alexa persistent.d4alexa2 = True persistent.d4alexa2 = False persistent.d4alexa2 Alexa 16 persistent.d4alexa3 = True persistent.d4alexa3 = False persistent.d4alexa3 17 Alexa persistent.d4alexa4 = True persistent.d4alexa4 = False persistent.d4alexa4 18 Alexa persistent.d5alexa3 = True persistent.d5alexa3 = False persistent.d5alexa3 19 Alexa persistent.d5alexa1 = True persistent.d5alexa1 = False persistent.d5alexal 20 Alexa persistent.d5alexa2 = True persistent.d5alexa2 = False persistent.d5alexa2 Alexa 21 persistent.d4alexa5 = True persistent.d4alexa5 = False persistent.d4alexa5 22 Alexa persistent.d5alexa4 = True persistent.d5alexa4 = False persistent.d5alexa4 Alexa 23 persistent.d6alexa1 = True persistent.d6alexa1 = False persistent.d6alexa1 Alexa 24 persistent.d6alexa2 = True persistent.d6alexa2 = False persistent.d6alexa2 25 Alexa persistent.d6alexa7 = True persistent.d6alexa7 = False persistent.d6alexa7 Alexa 26 persistent.d6alexa8 persistent.d6alexa8 = True persistent.d6alexa8 = False Alexa 27 persistent.d6alexa3 persistent.d6alexa3 = True persistent.d6alexa3 = False

persistent.t20 = True

persistent.t21 = True

persistent.ntremilygood = True

persistent.ntremilybad = True

persistent.ntrsamgood = True

persistent.ntrsambad = True

persistent.ntrbaileygood = True

persistent.ntrbaileybad = True

Trophy

Trophy

Trophy

Trophy

Trophy

Trophy

Trophy

Trophy

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29

30

13

15

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22

23

13

13

14

15

persistent.d4sam2 = True

persistent.d4sam2b = True

persistent.d4sam3 = True

persistent.d4sam5 = True

Sam

Sam

Sam

Sam

Steph

Steph

Steph

Daphne

Daphne

Daphne

Daphne

**Ashley** 

**Ashley** 

**Ashley** 

Ashley

Ashley

**Ashley** 

**Ashley** 

Ashley

Ashley

Ashley

Jessica

Jessica

Jessica

Jessica

Lexxx

Meiko

Meiko

Meiko

Meiko

Meiko

Meiko

Meiko

Meiko

Mai

Mai

Mai

Mai

Mai

Mai

Mai

Melvin

???

???

???

???

???

???

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3

4

5

7

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2

4

2

10

2

3

4

5

7

1

4

5

6

7

2

3

7

10

4

5

6

7

persistent.d3steph1 = True

persistent.d4steph1 = True

persistent.d5steph1 = True

persistent.dldaphne1 = True

persistent.dldaphne2 = True

persistent.d2daphne1 = True

persistent.d3daphne1 = True

persistent.dlashley1 = True

persistent.dlashley3 = True

persistent.dlashley2 = True

persistent.d2ashley1 = True

persistent.d3ashley1 = True

persistent.d4ashley1 = True

persistent.d5ashley1 = True

persistent.d6ashley1 = True

persistent.d6ashley2 = True

persistent.xlashley1 = True

persistent.dljessical = True

persistent.dljessica2 = True

persistent.d2jessica1 = True

persistent.x1jessica1 = True

persistent.dllexxx1 = True

persistent.d1lexxx2 = True

persistent.dllexxx3 = True

persistent.dllexxx4 = True

persistent.dllexxx5 = True

persistent.d3lexxx1 = True

persistent.dllexxx6 = True

persistent.d4lexxx1 = True

persistent.d5lexxx1 = True

persistent.x1lexxx1 = True

persistent.dlmeiko1 = True

persistent.d2meiko1 = True

persistent.d3meiko1 = True

persistent.d3meiko2 = True

persistent.d3meiko3 = True

persistent.d5meiko1 = True

persistent.d6meiko1 = True

persistent.d6meiko2 = True

persistent.dlmail = True

persistent.dlmai2 = True

persistent.d2mai1 = True

persistent.d3mai1 = True

persistent.d5mail = True

persistent.d5mai2 = True

persistent.d6mail = True

persistent.d2lexxx1 = True

persistent.n5emily1 = True

persistent.n4sam1 = True

persistent.dllexxx7 = True

persistent.nlemily1 = True

persistent.nlemily3 = True

persistent.nlemily4 = True

persistent.nlemily2 = True

persistent.nlbailey1 = True

persistent.nlsam1 = True

persistent.dlv6 = True

persistent.dlv4 = True

persistent.d1v3 = True

persistent.d1v1 = True

persistent.dlv5 = True

persistent.d1v2 = True

persistent.dlv8 = True

persistent.dlv7 = True

**Emily** 

Emily

**Emily** 

Emily

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persistent.d6alexa4 = True

persistent.d6alexa5 = True

persistent.d6alexa6 = True

persistent.d4emily6 = True

persistent.d4emily1 = True

persistent.d4emily4 = True

persistent.d4emily5 = True

persistent.d5emily6 = True

persistent.d4emily7 = True

persistent.d5emily4 = True

persistent.d5emily5 = True

persistent.d5emily1 = True

persistent.d5emily2 = True

persistent.d5emily7 = True

Alexa

Alexa

Alexa