

SexBot 1.4_beta Walkthrough rev 1.9

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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: [\(link\)](#).

Enjoy the game!

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SexBot Day 1

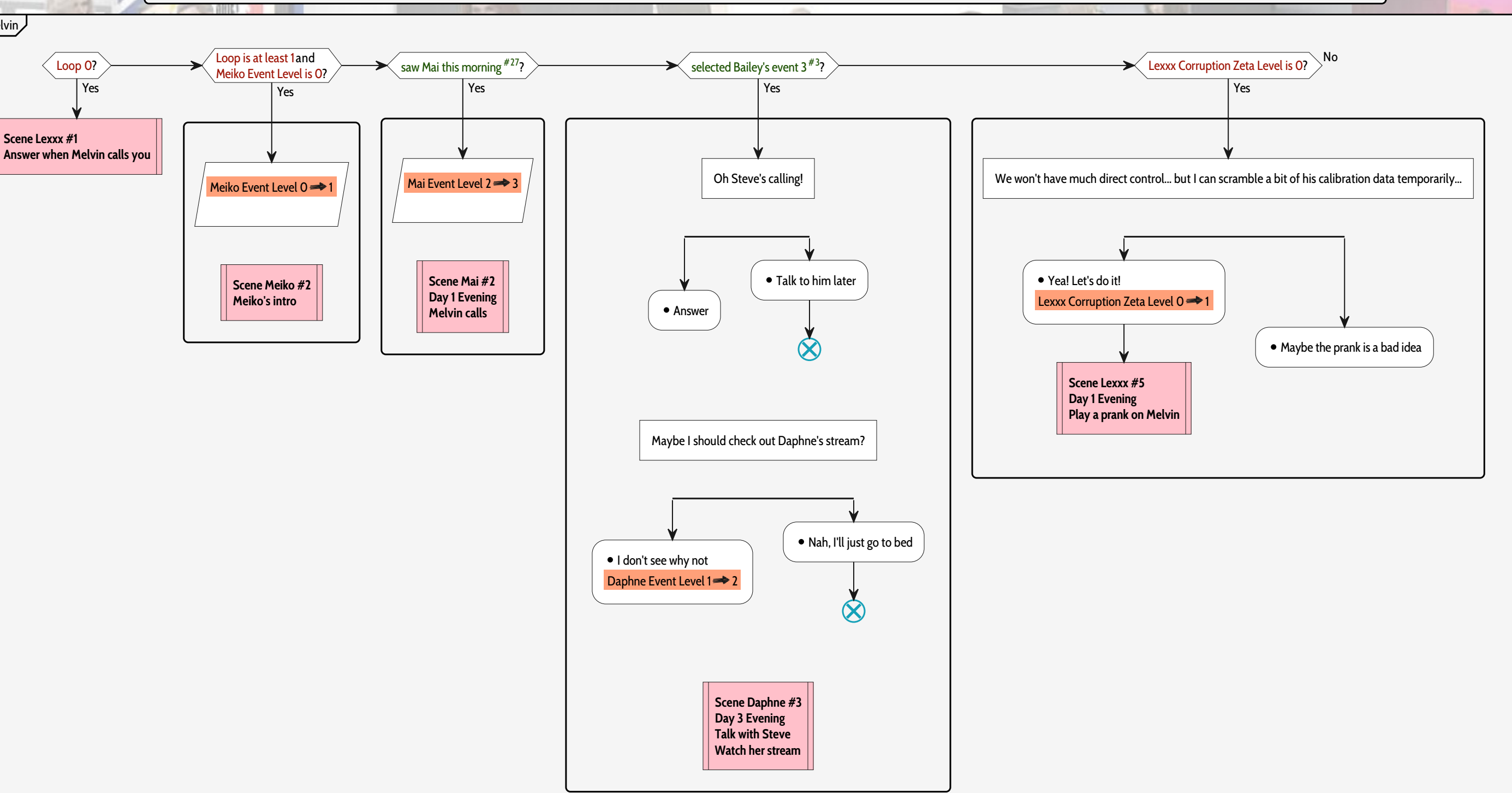
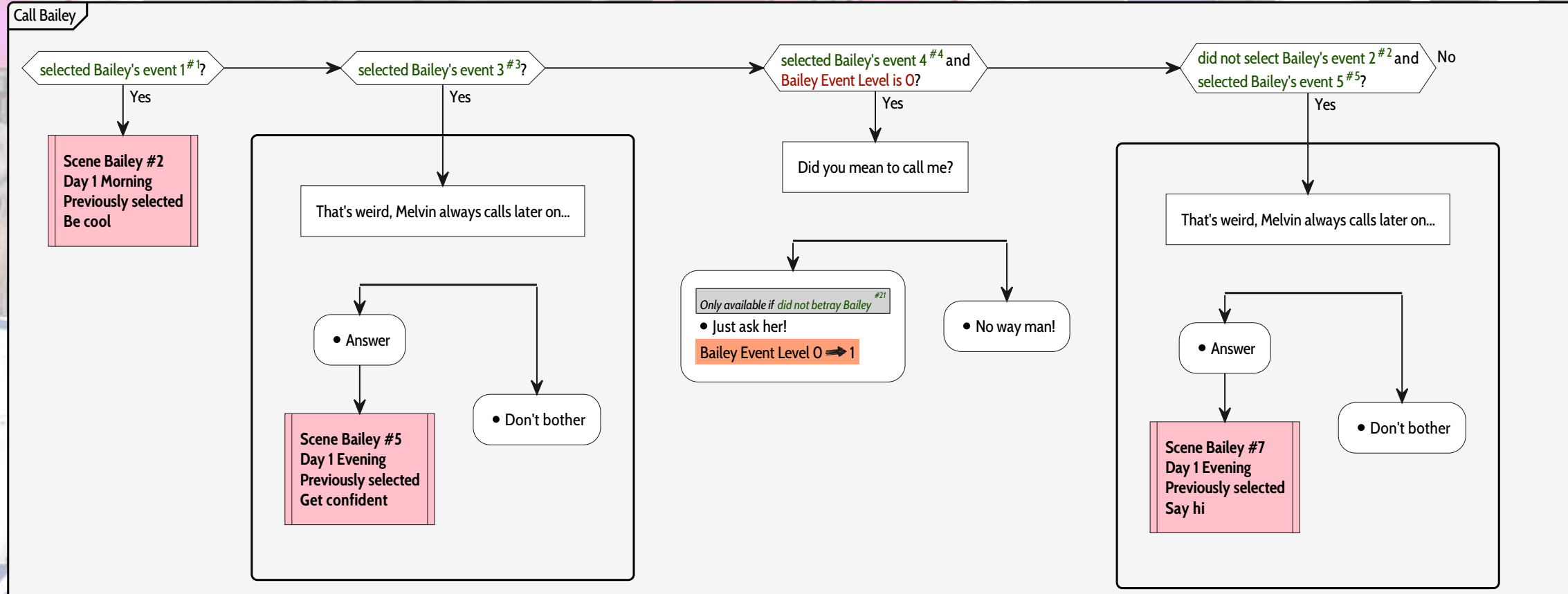
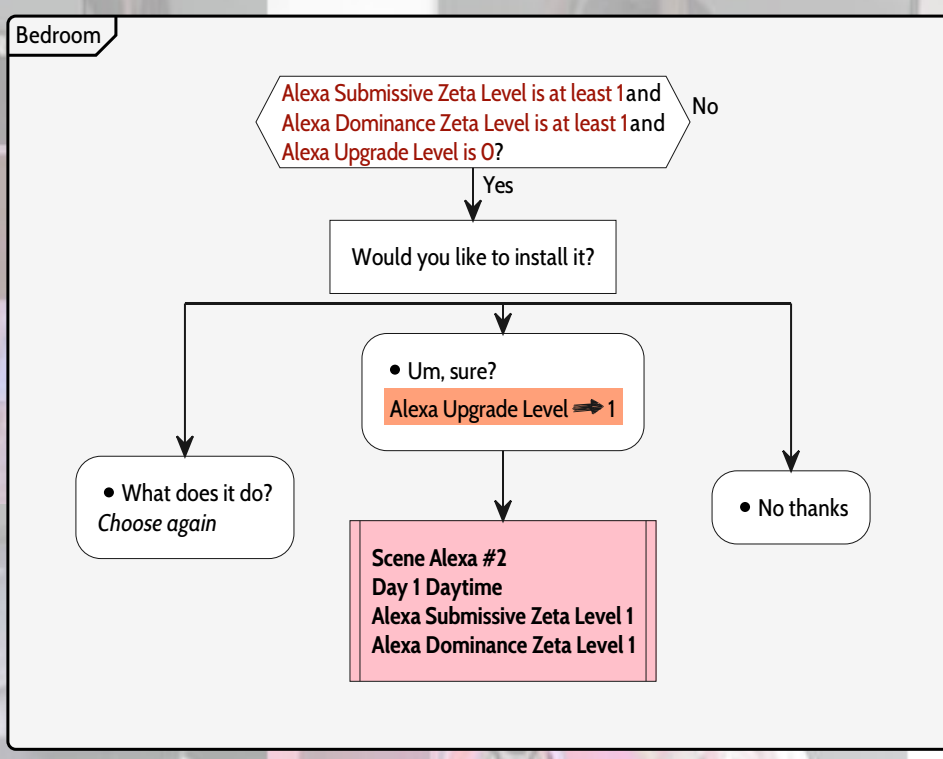
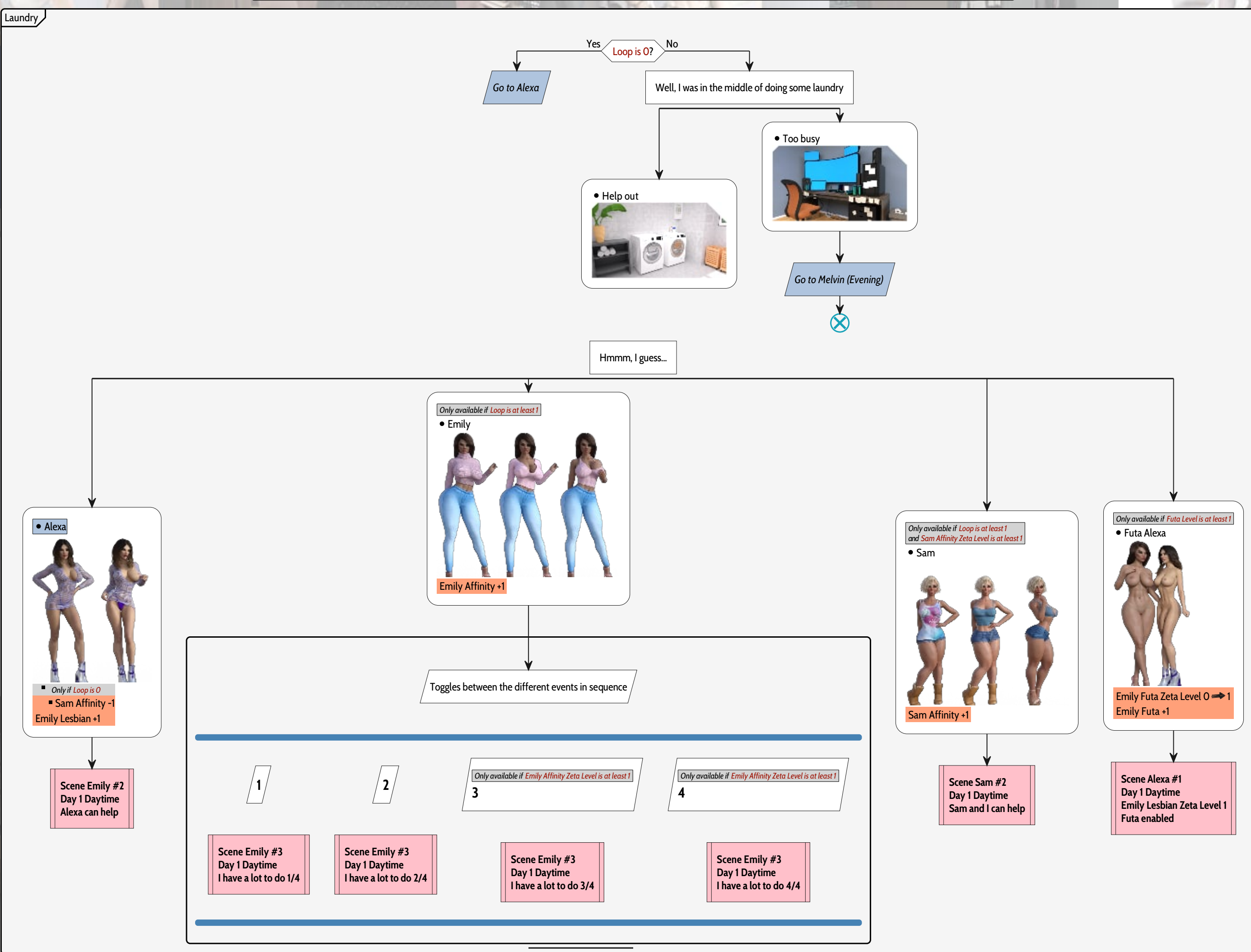
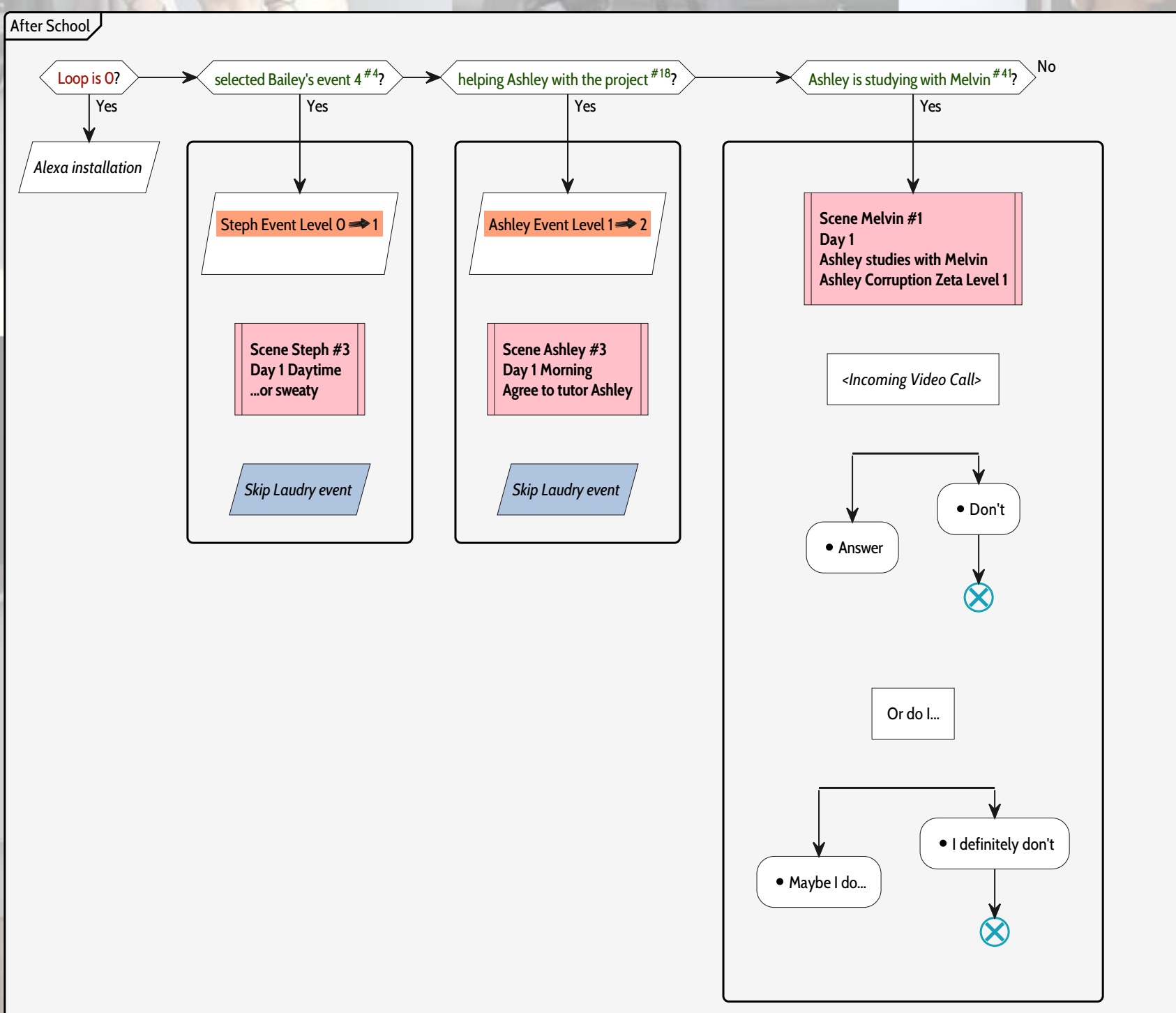
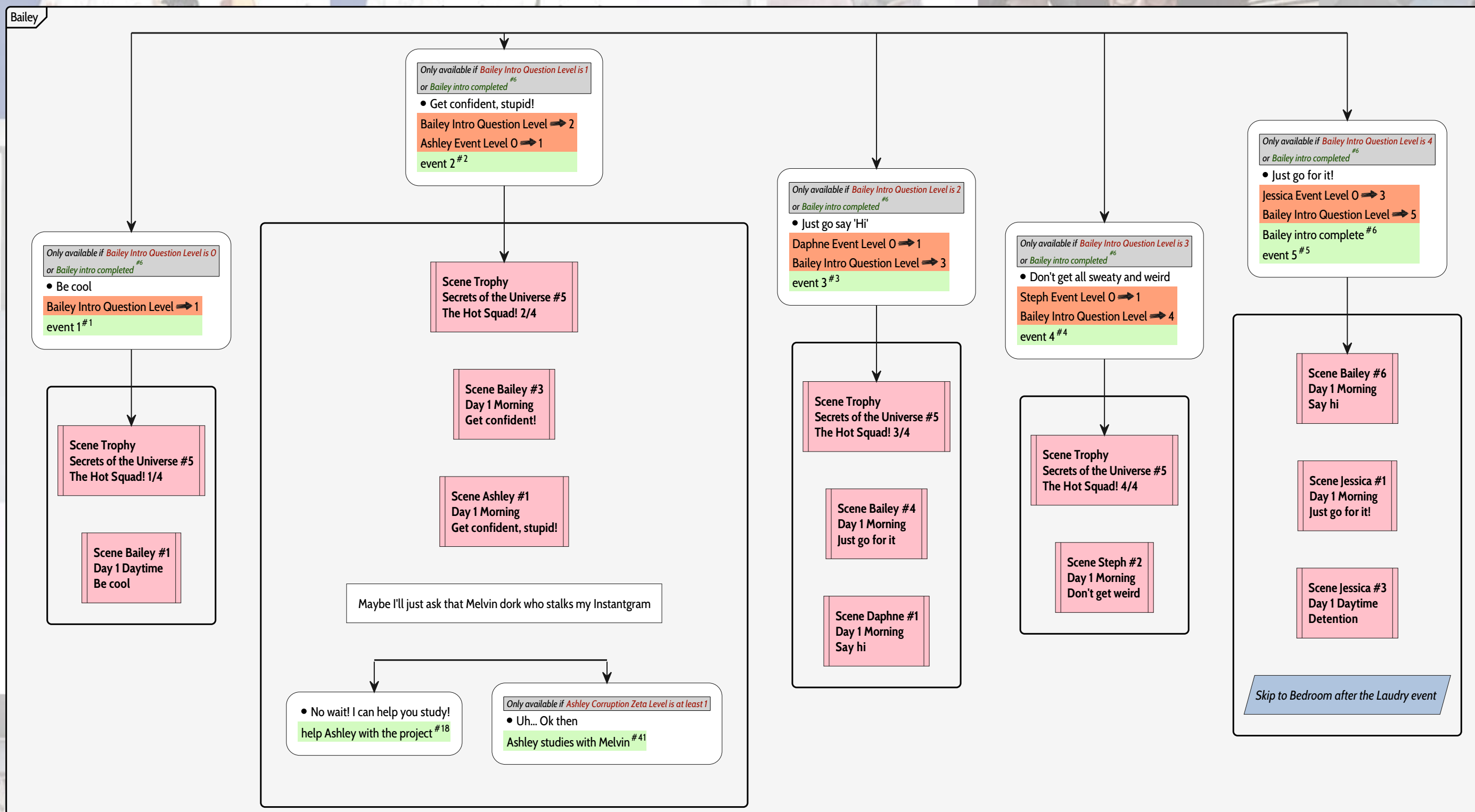
Disclaimer

Do not follow this walkthrough

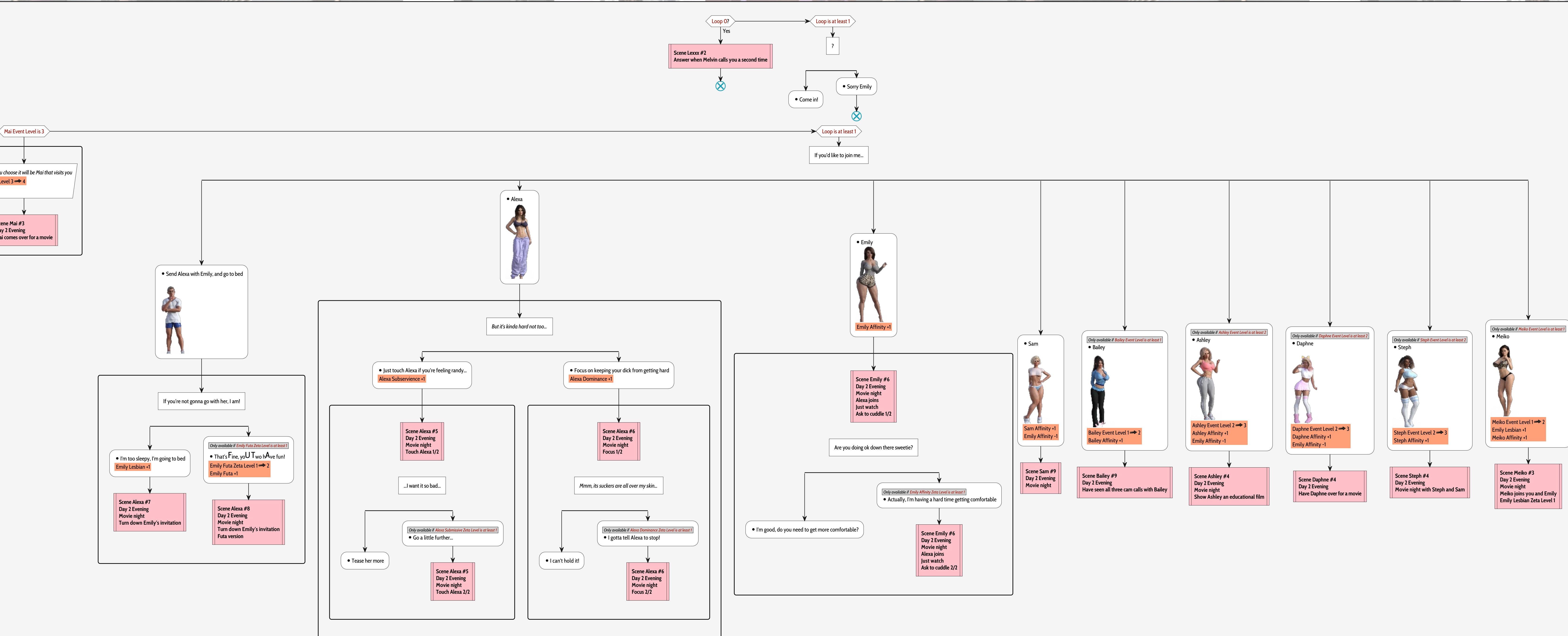
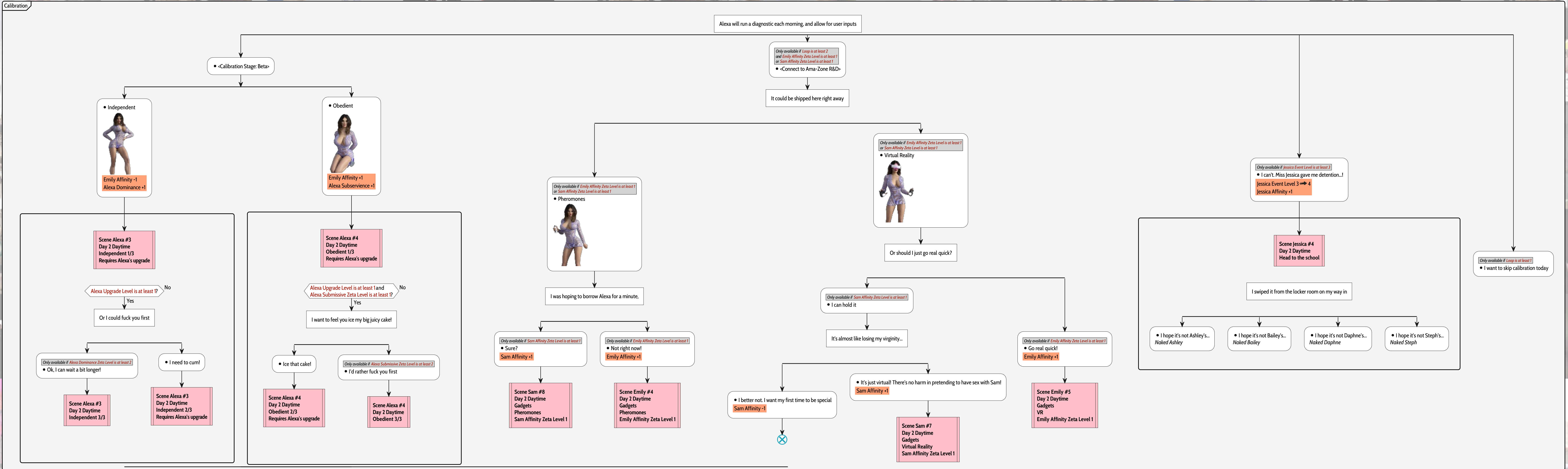
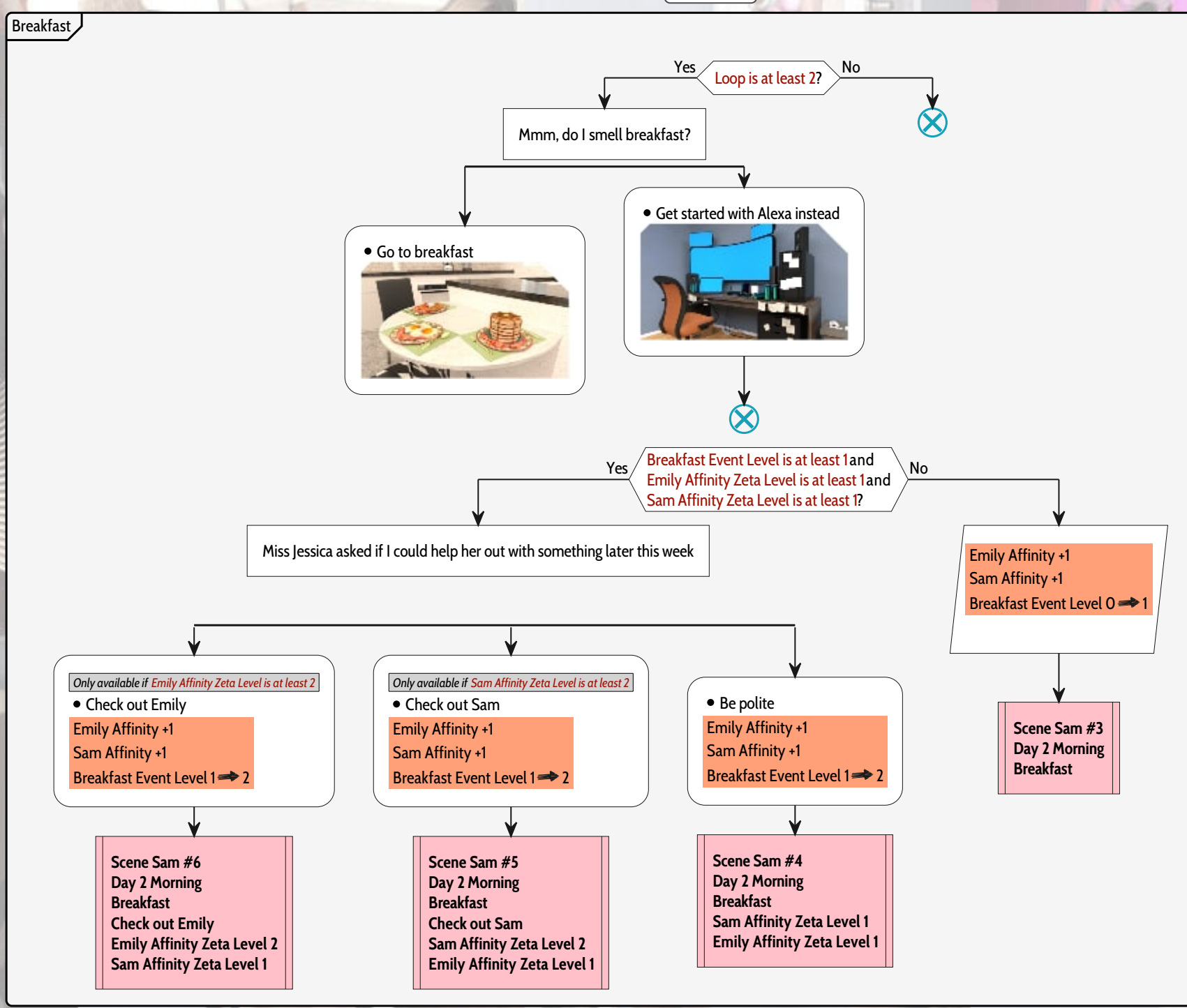
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

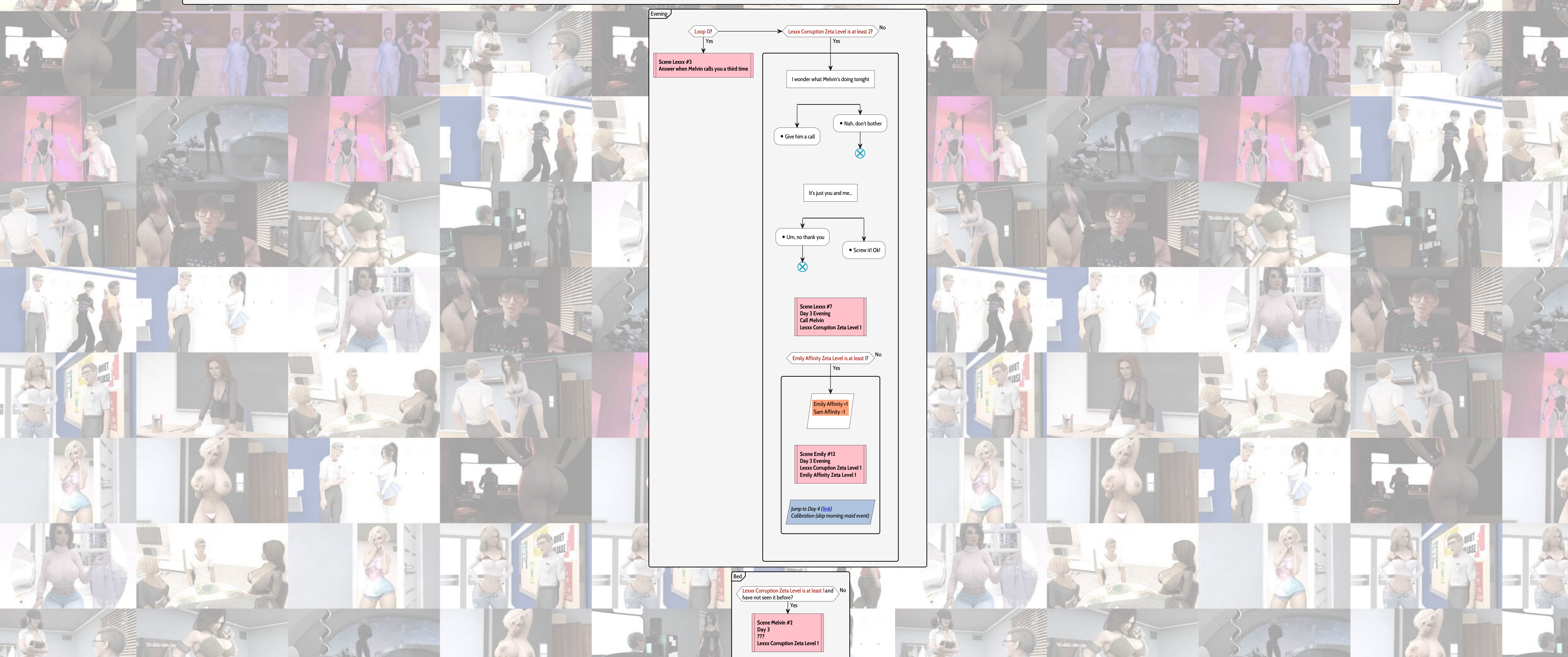
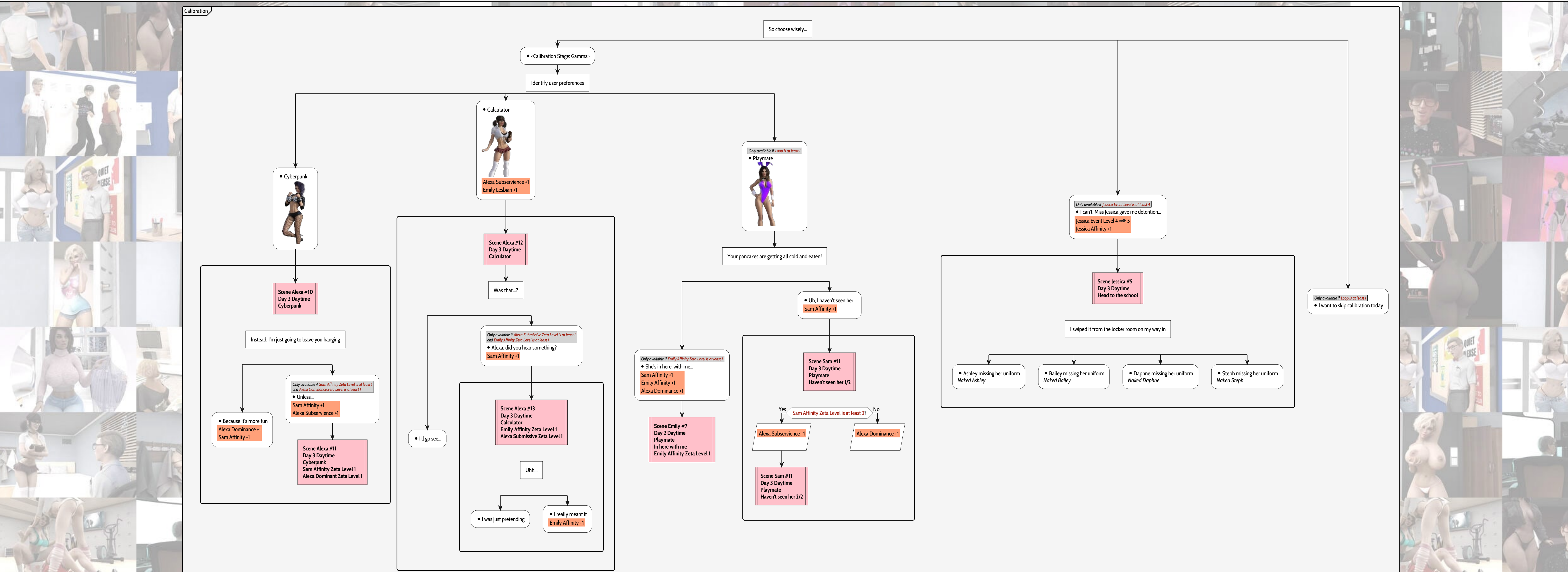
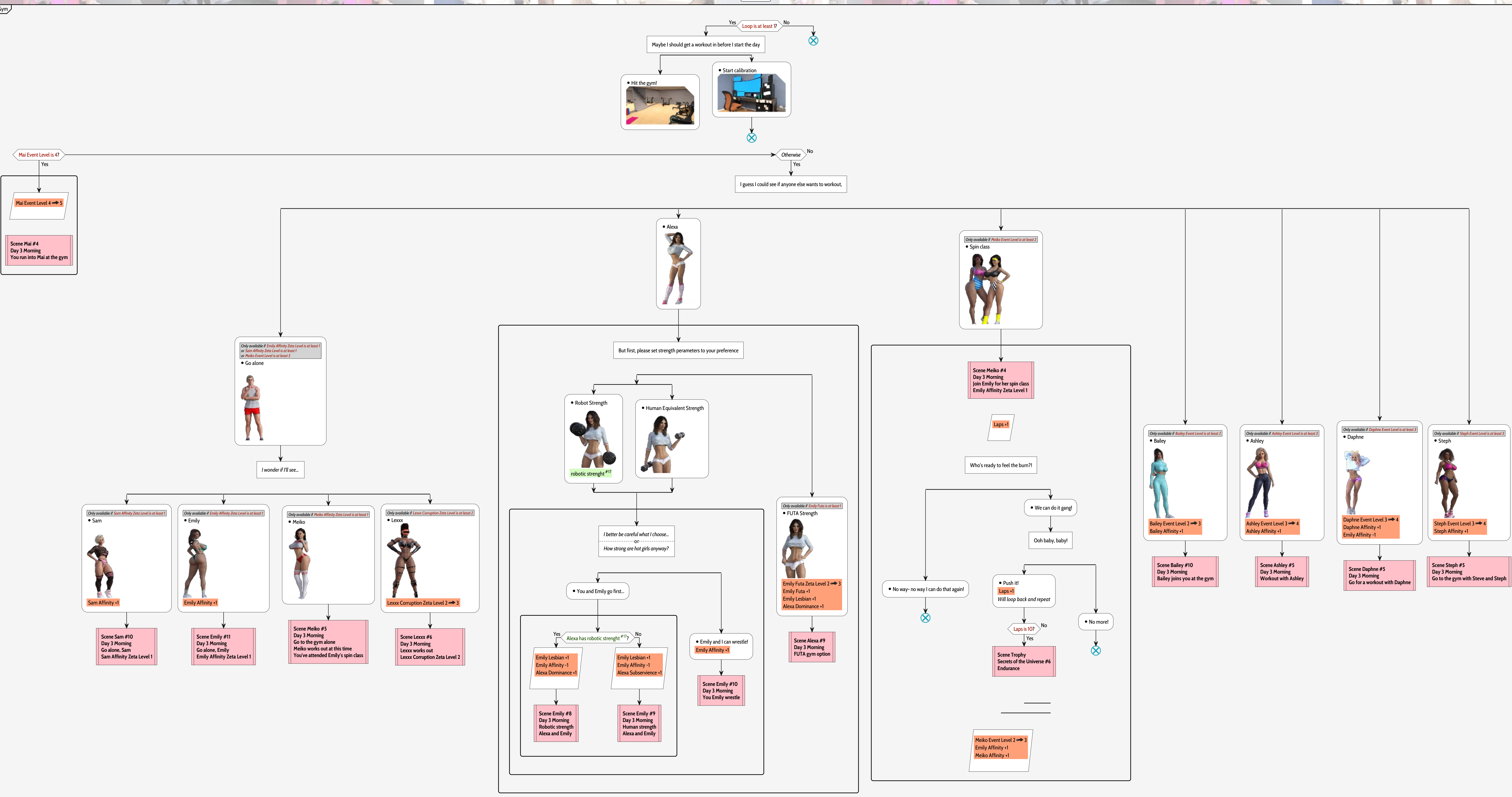
My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look at this walkthrough to find out what you might have missed to progress further.

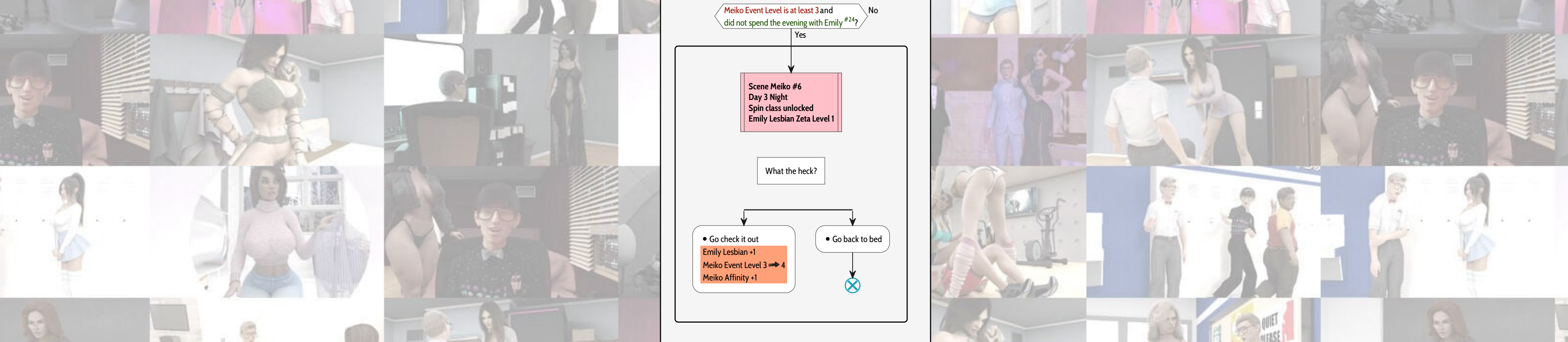
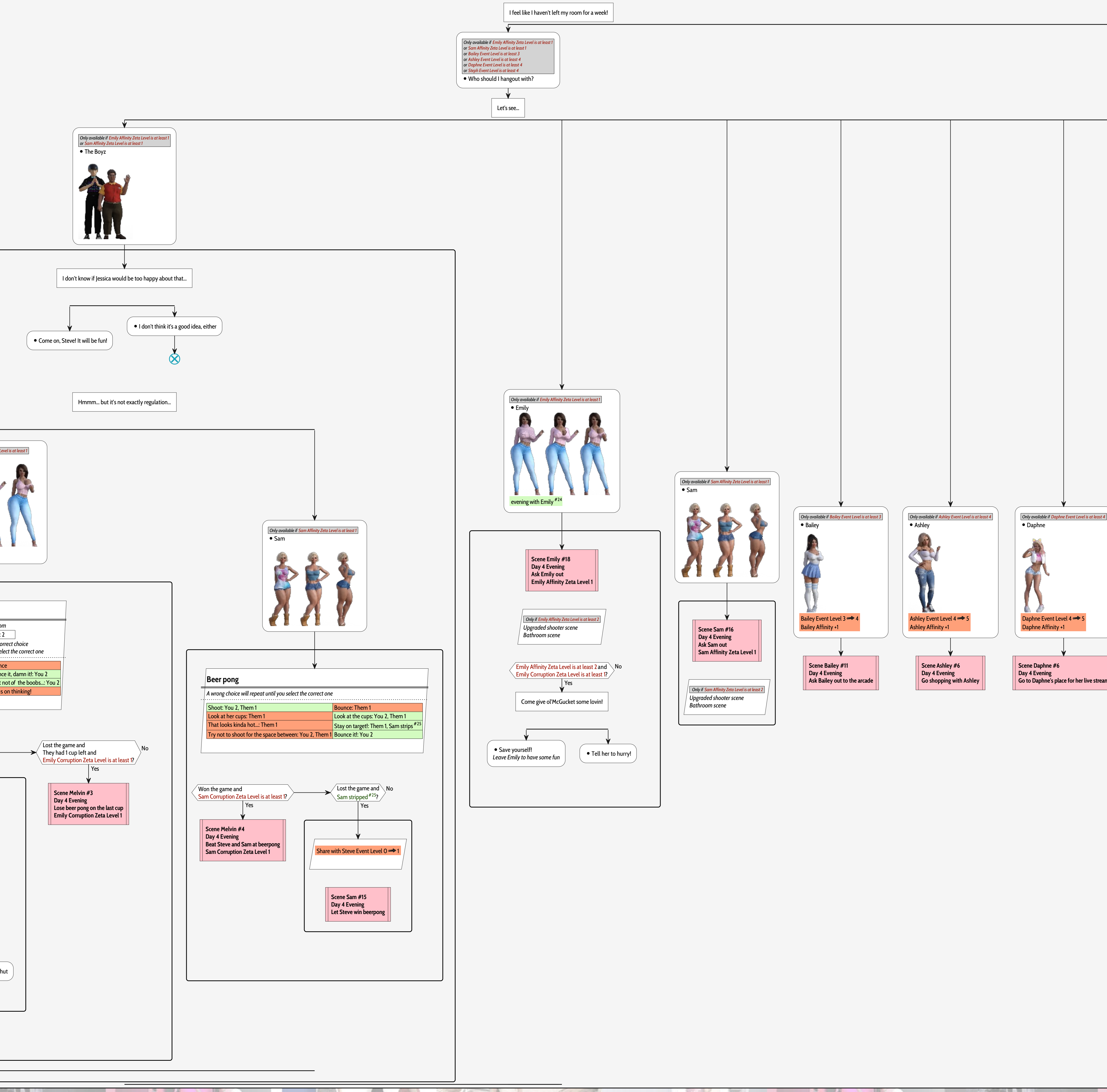
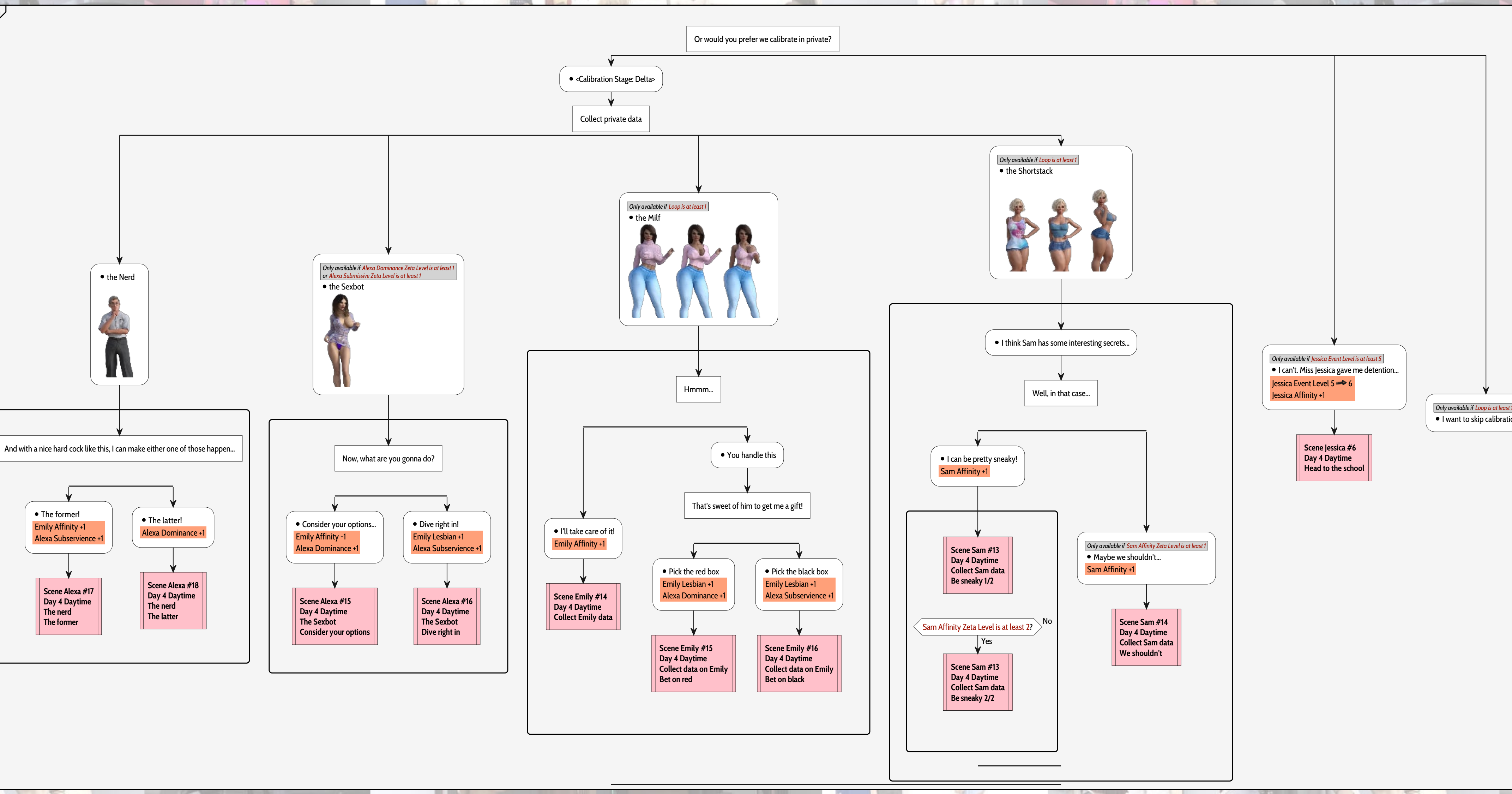
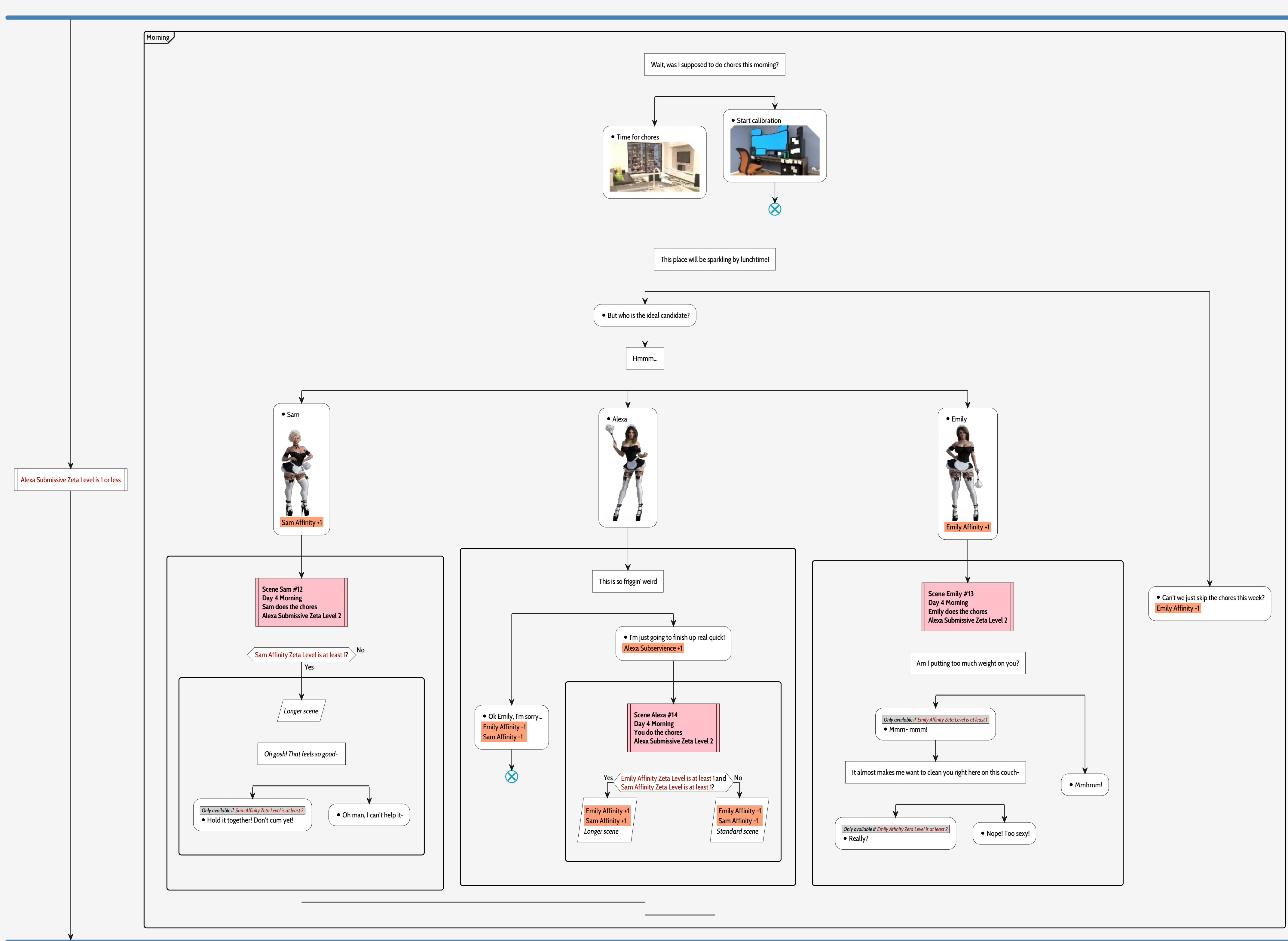
Also the gallery provides hints when you select a locked scene that could help you understand what to do on your own.

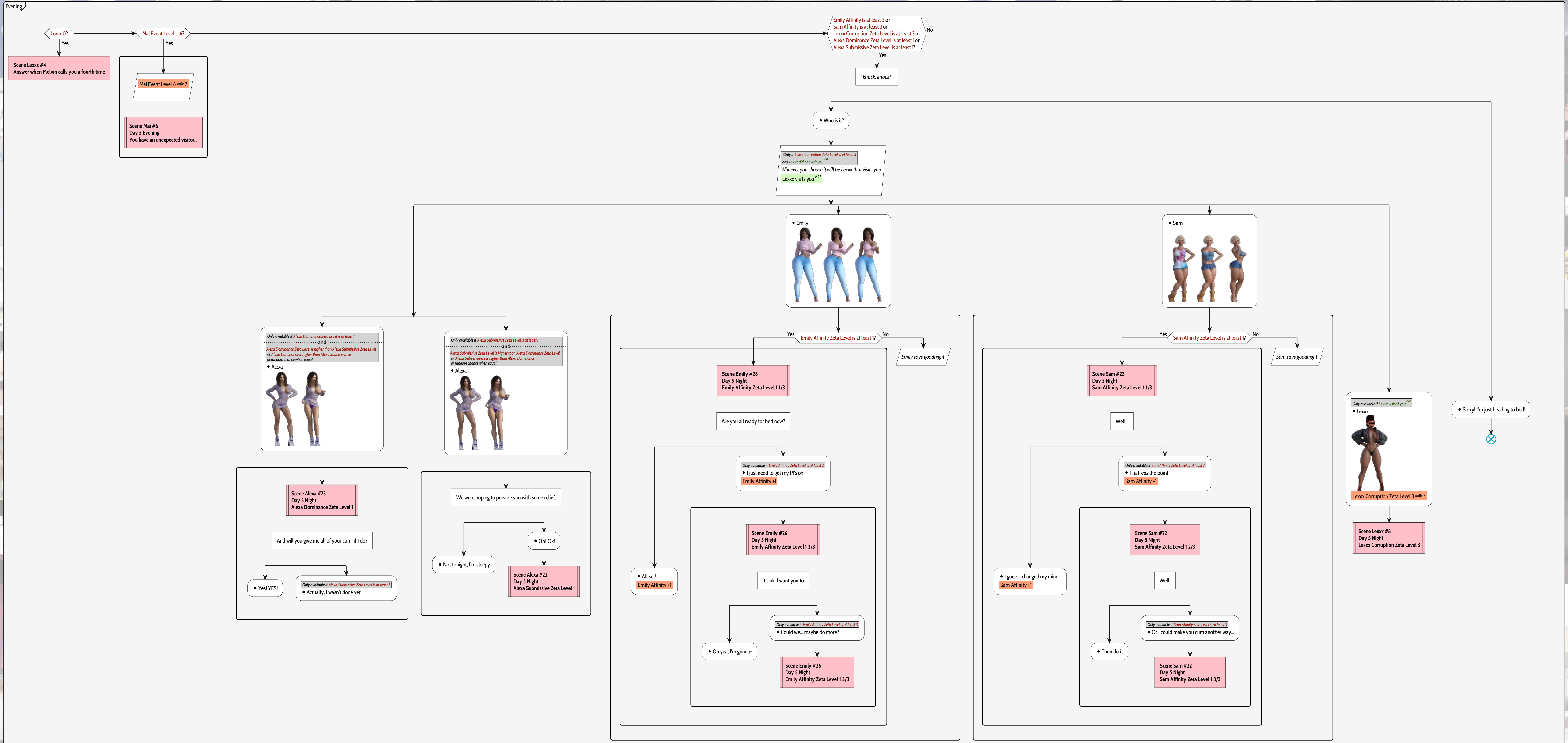
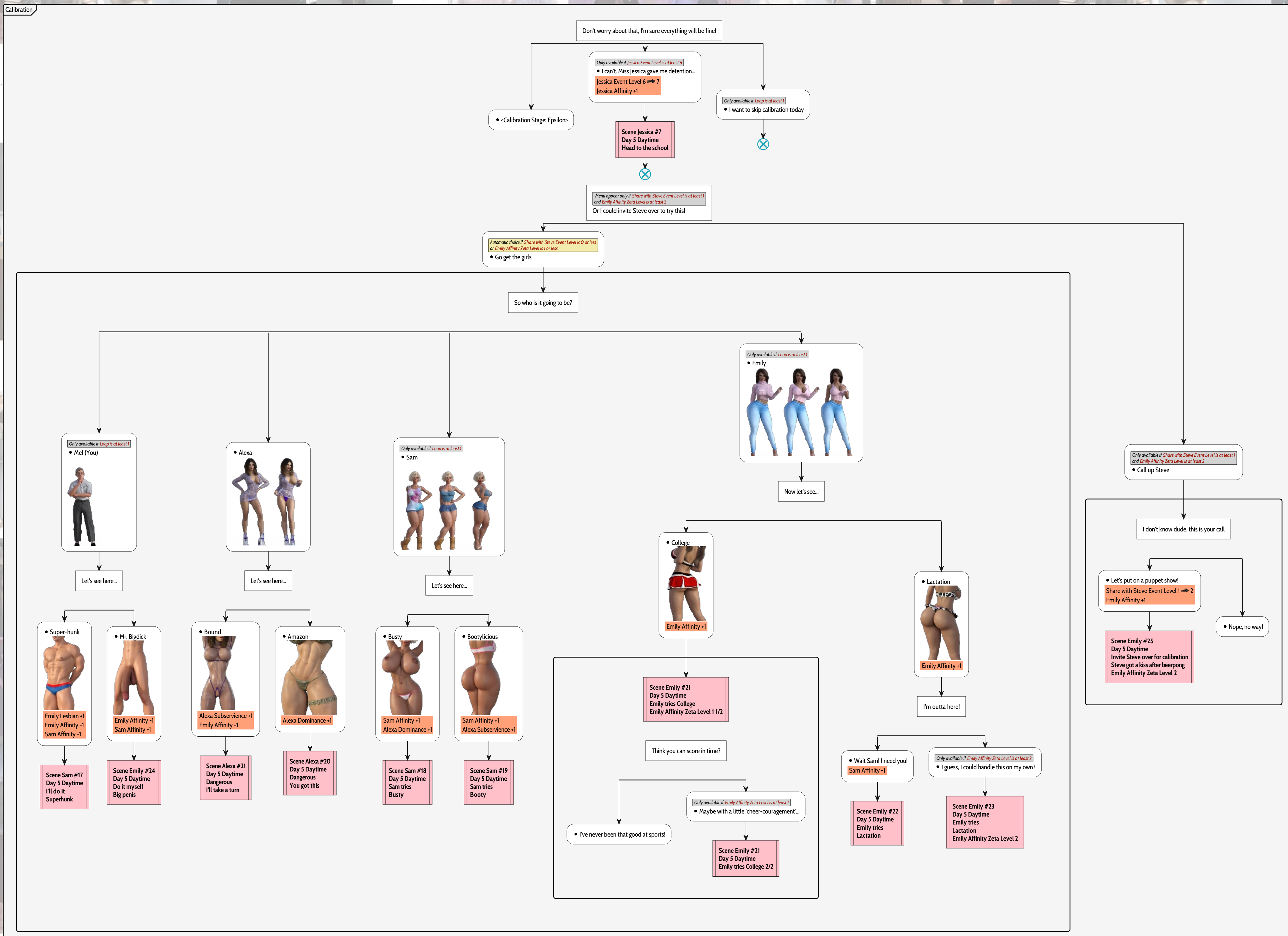
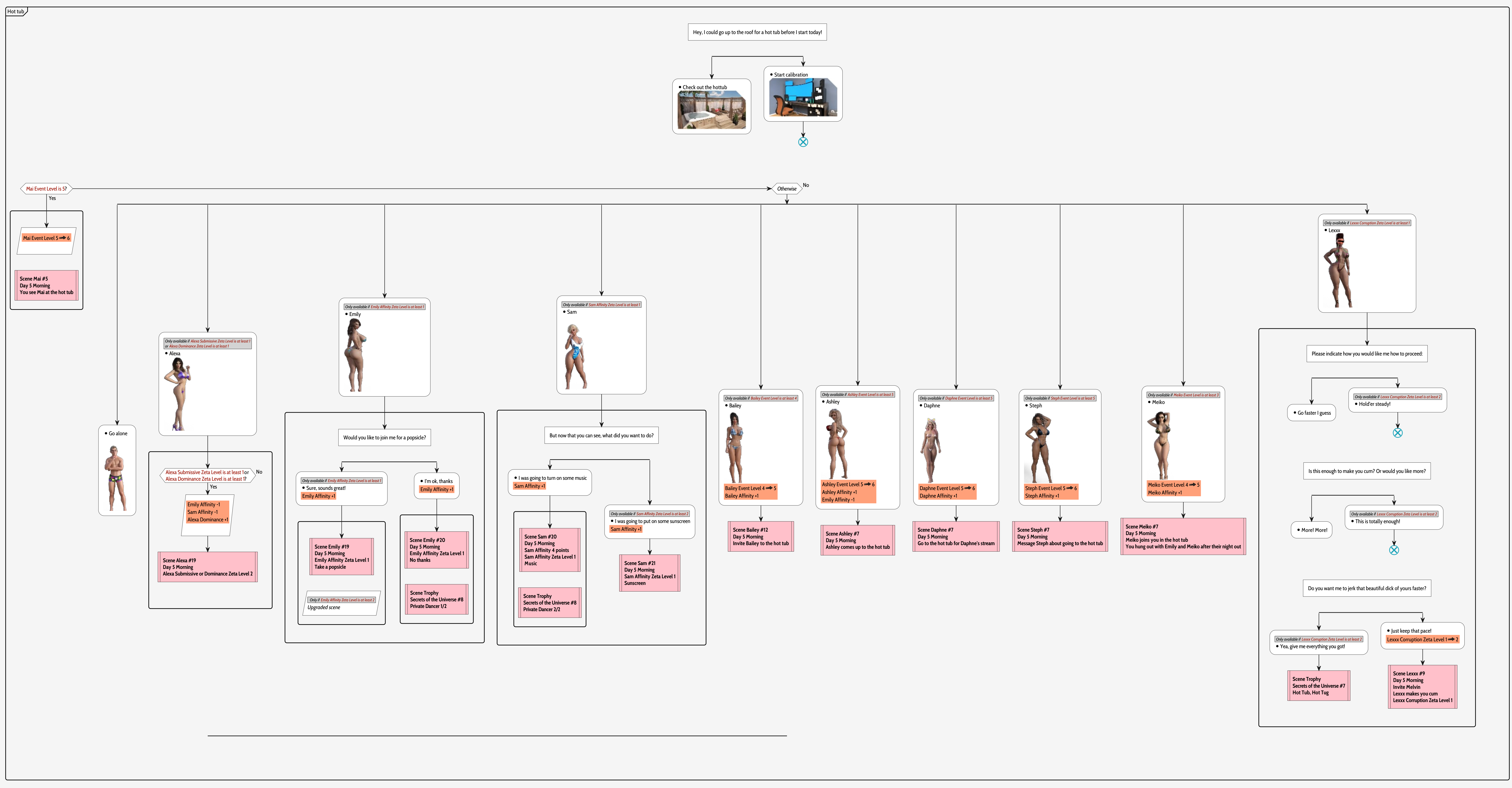


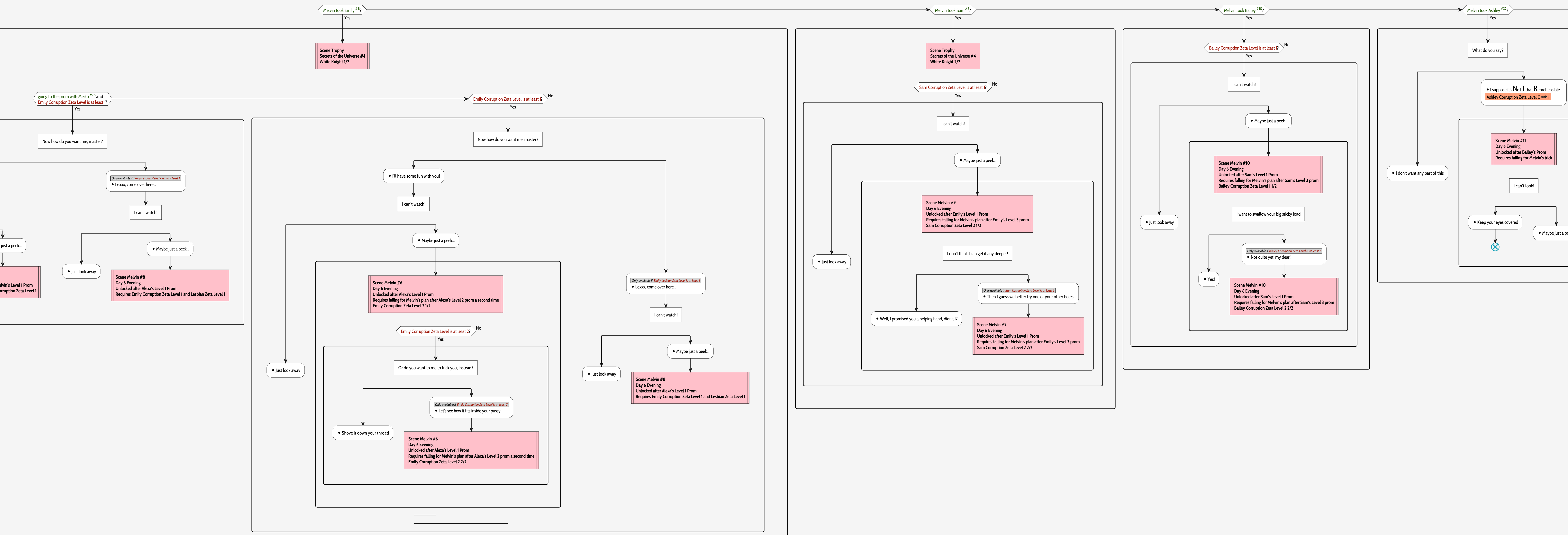
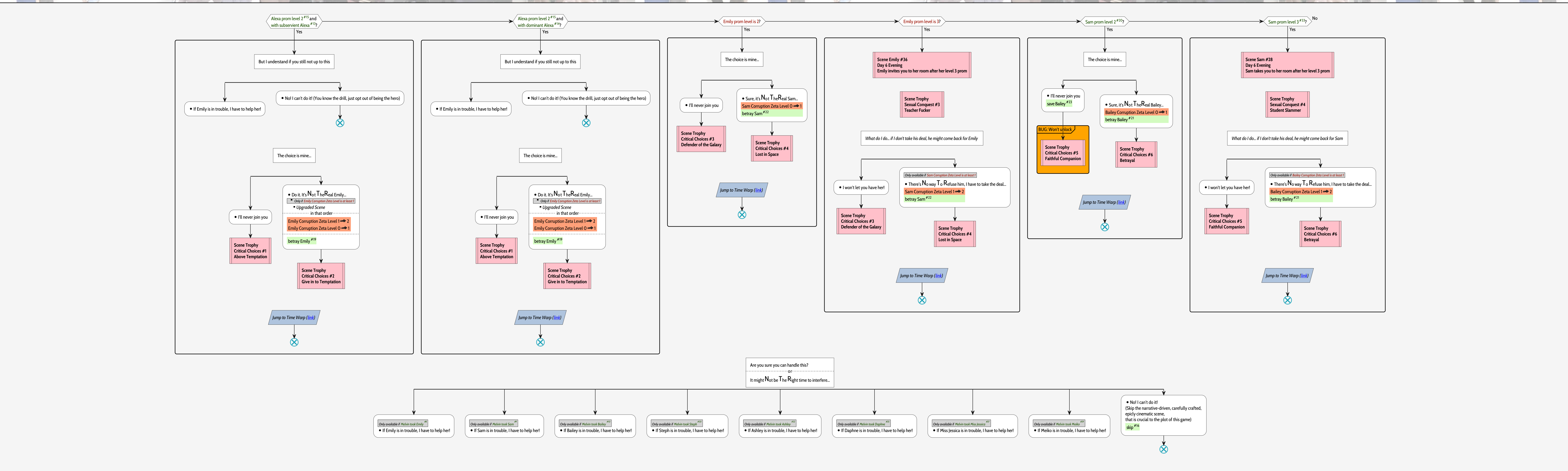
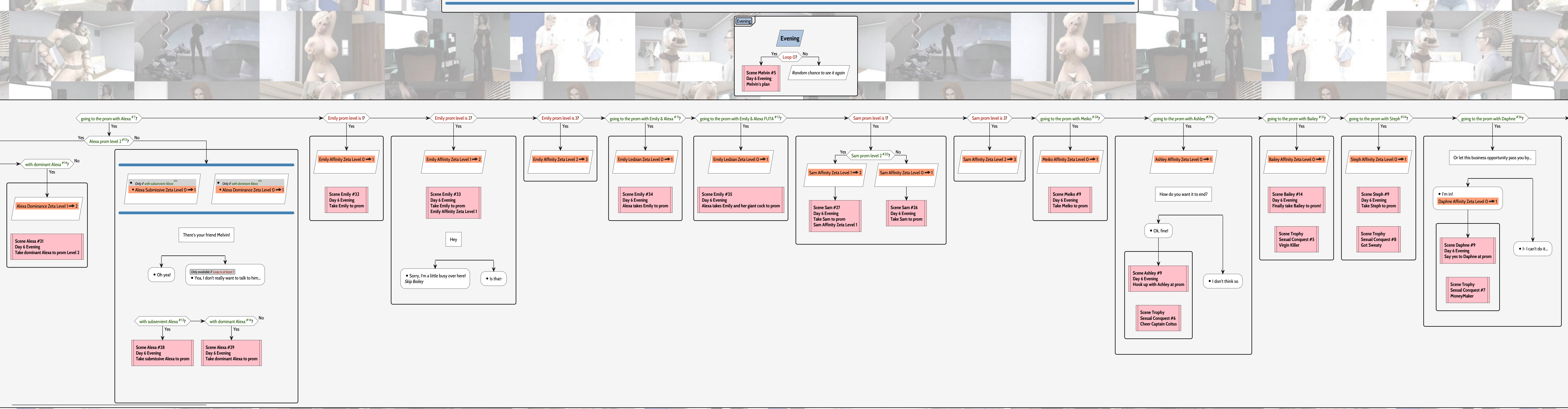
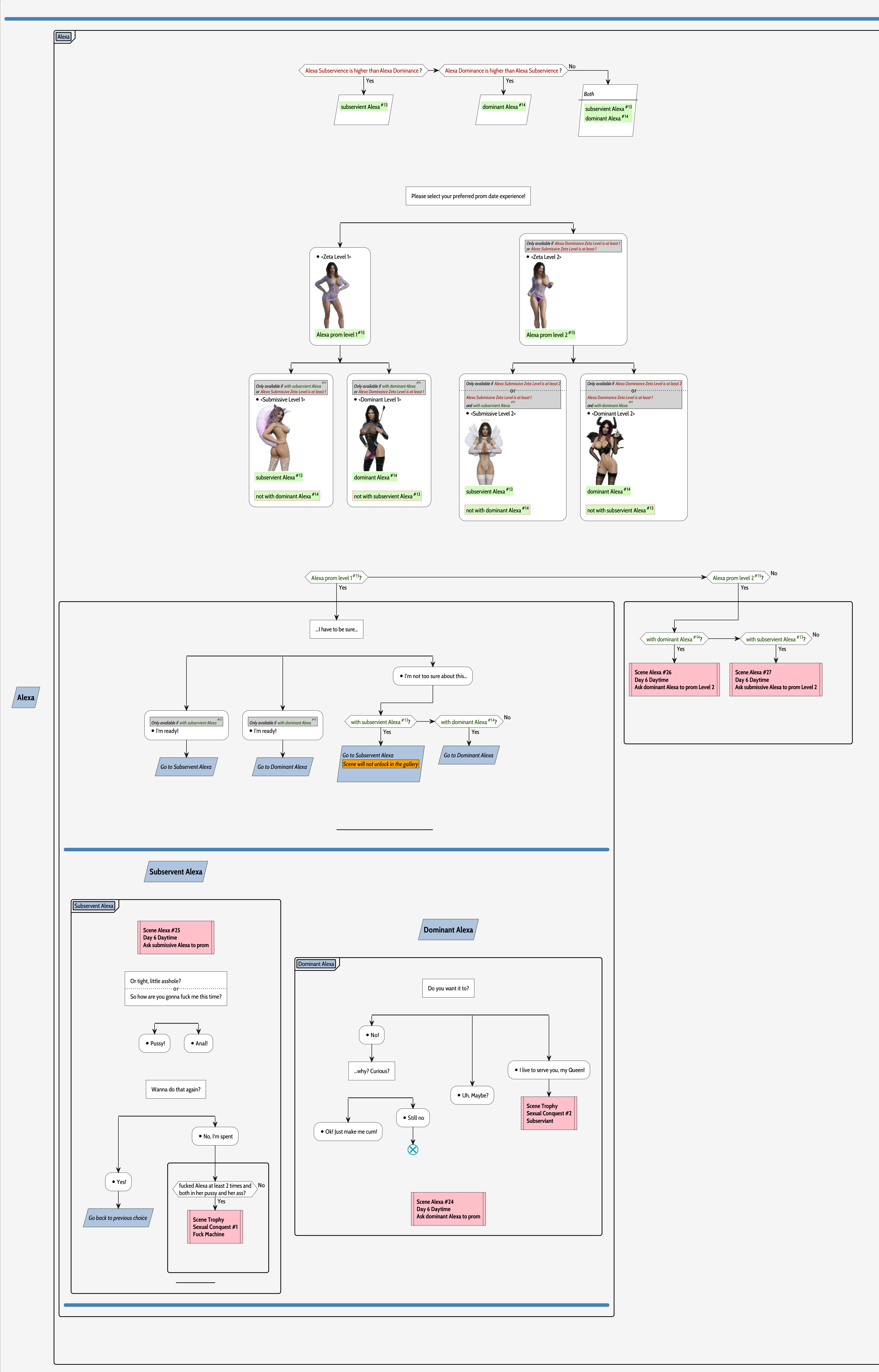
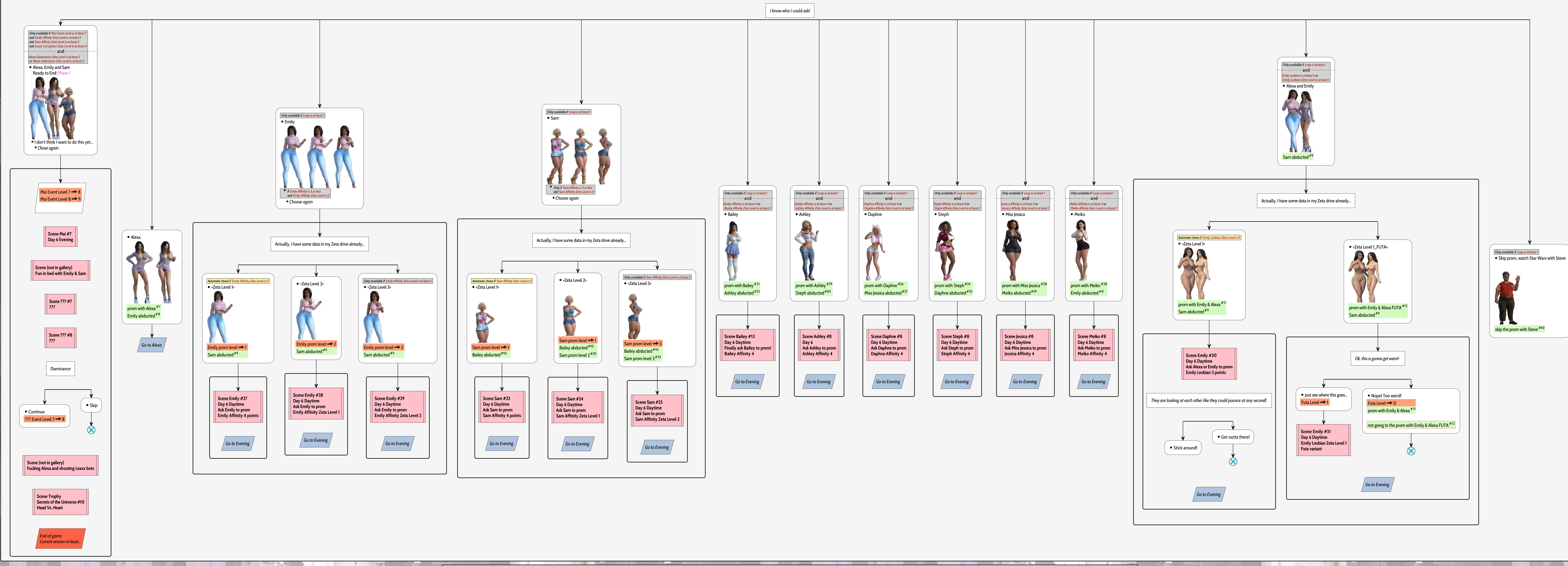
SexBot Day 2

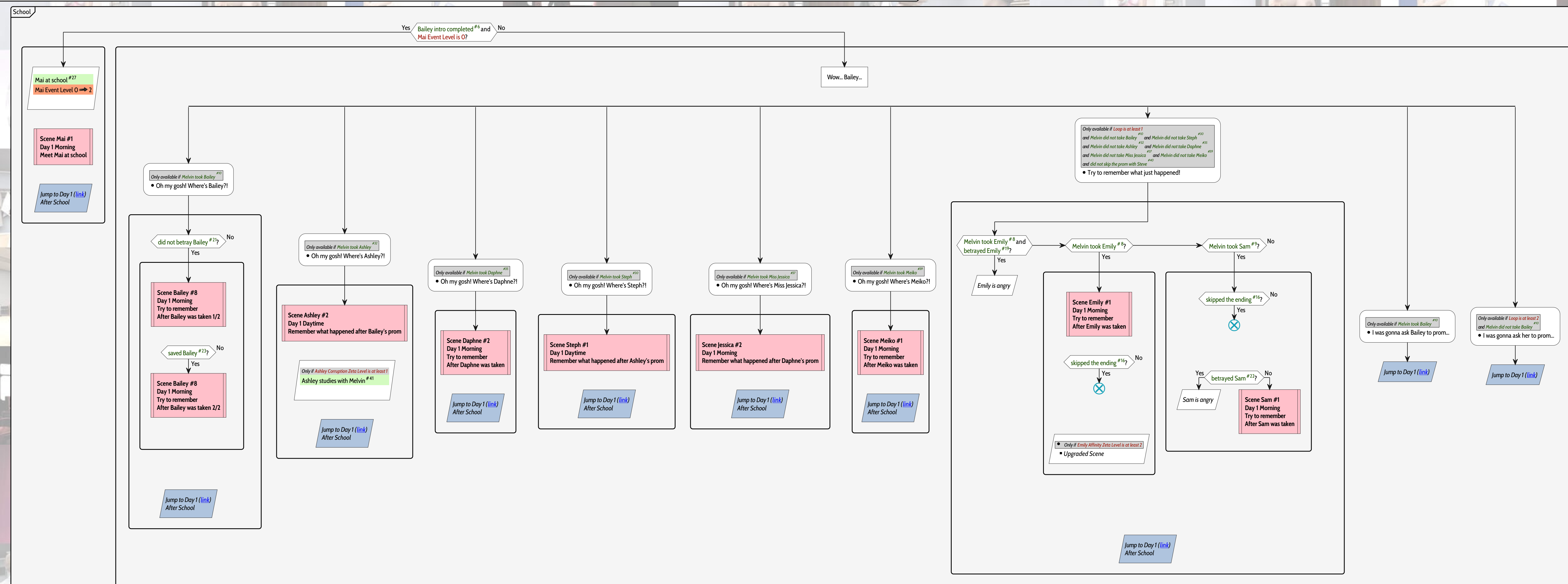
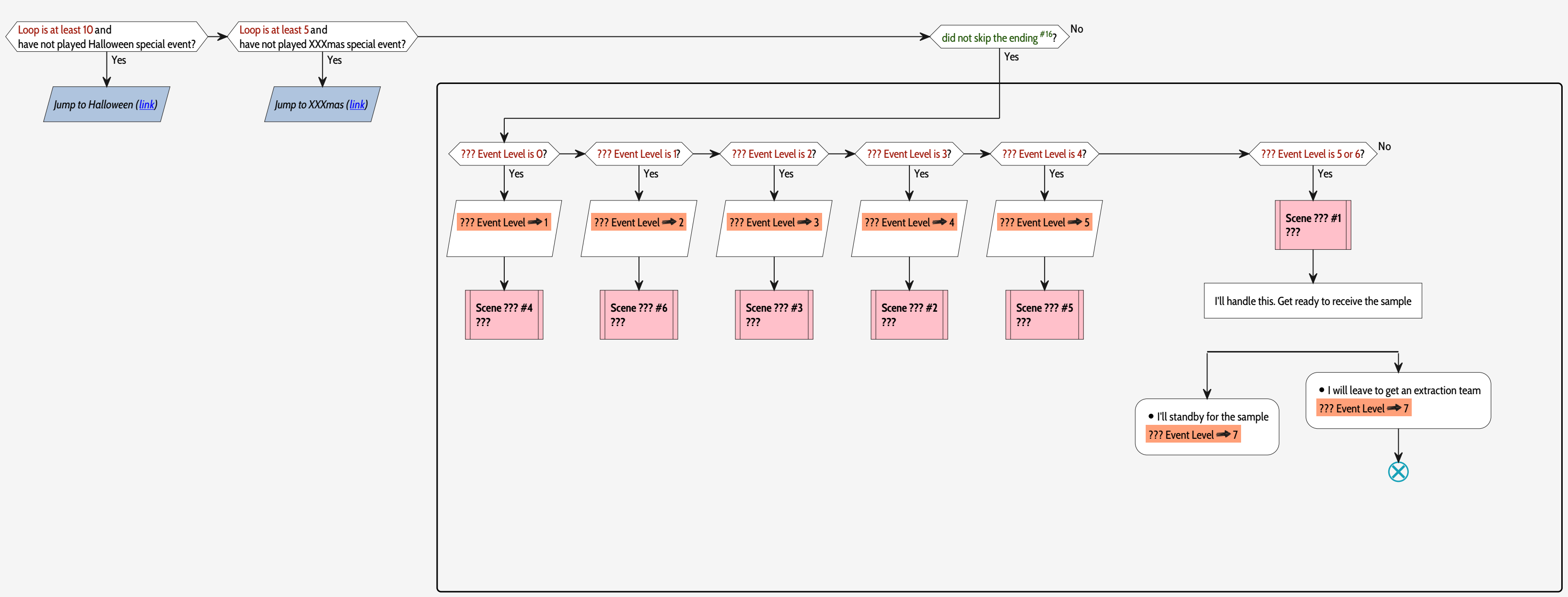
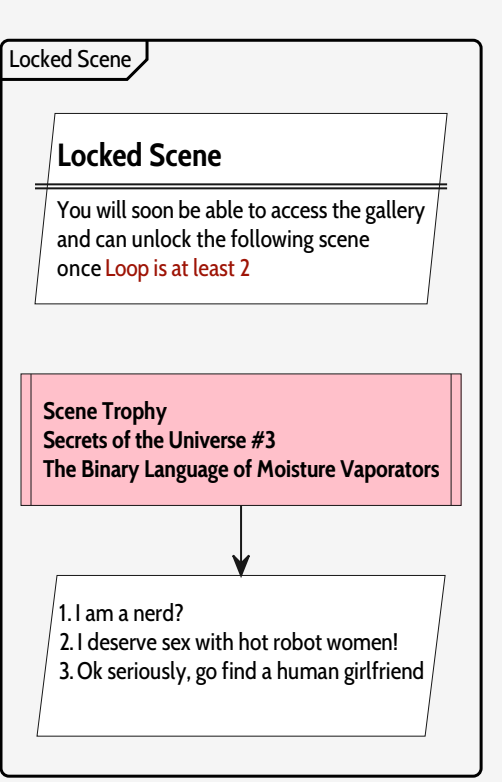
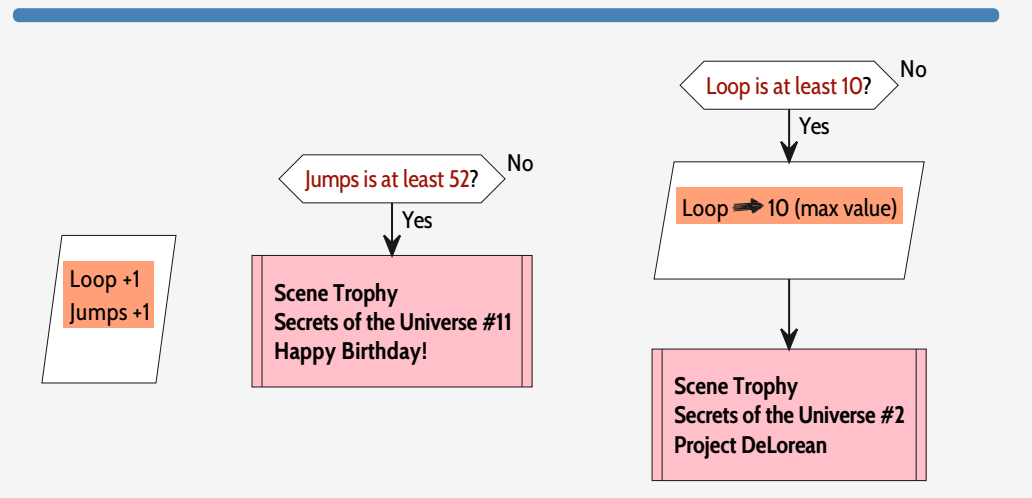












SexBot Halloween

Replay

You can replay the event from the gallery
Select MC and then the Halloween scene

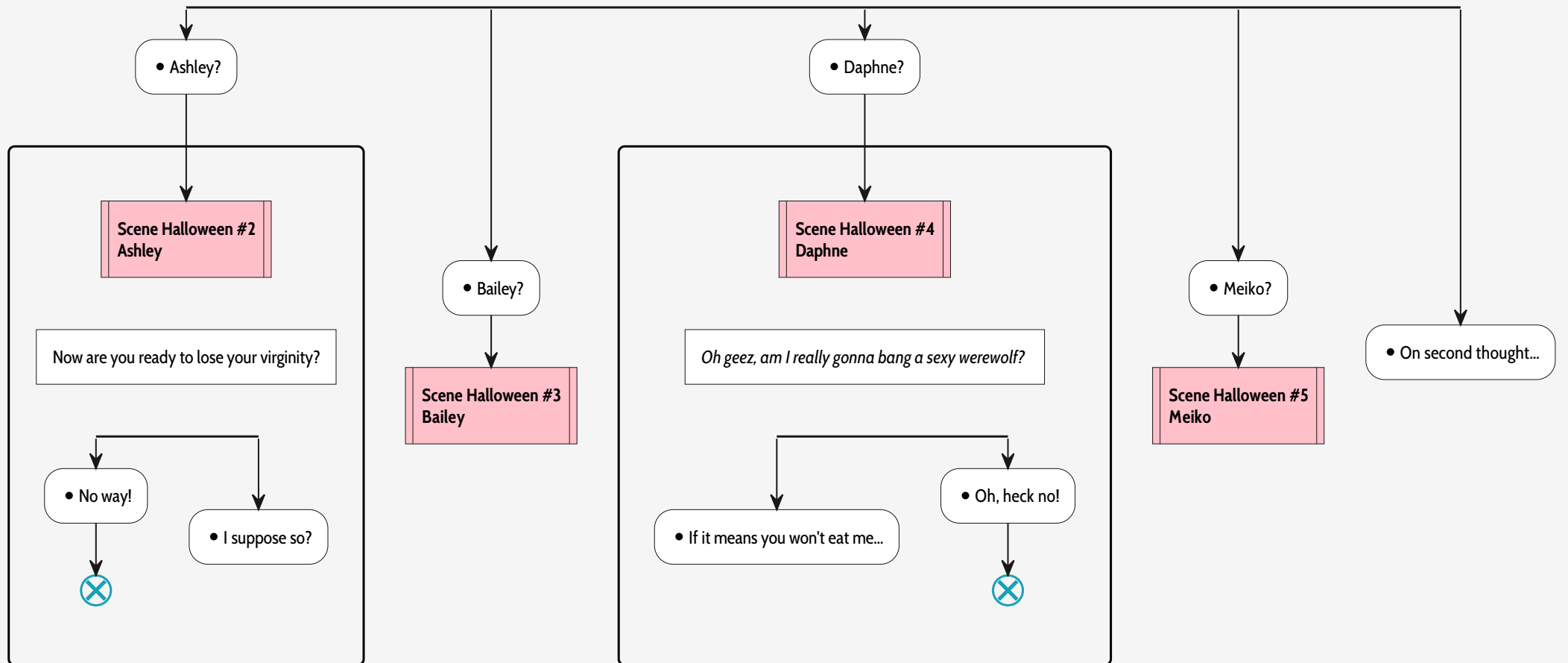
Home

Scene Halloween #1
Alexa

Halloween main menu

You have 4 hours
Each action takes 1 hour and then
you loop back to this menu
after 4 hours you jump back in time.

I mean-

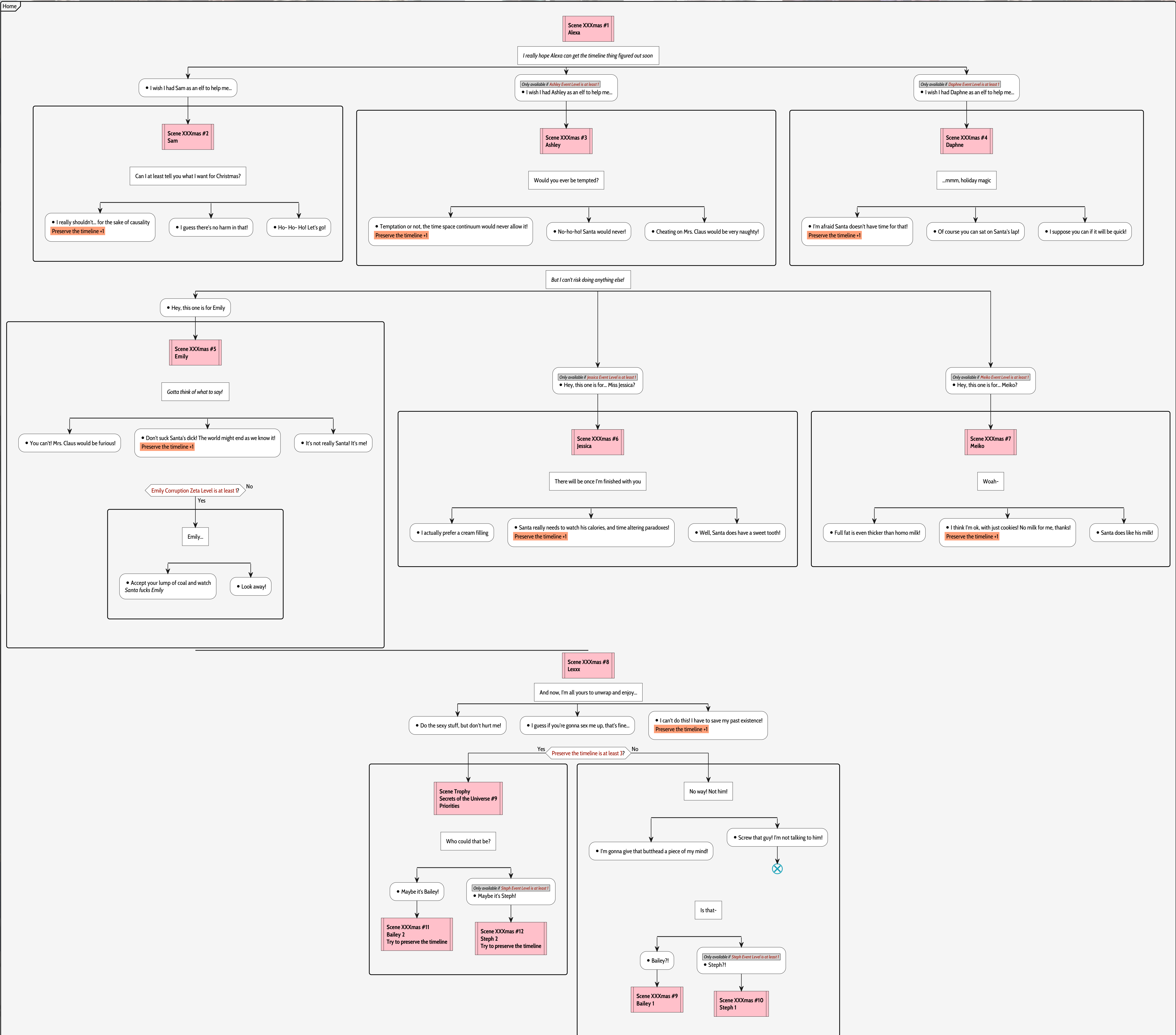


Go back to Time Warp ([link](#))
School section

Replay

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

Home



Do 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 Os27. Download it from the website: https://Os27.dev/renpy-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

Table with 5 columns: variable, definition, set variable / new value, unset variable, check current value. Rows include alexaupgrade, alexadom, alexasub, alexadom, alexasub, mom, momfuta, momies, zmomprom, zmomfuta, zmomies, zmomcorrupt, momdate, sam, zsamprrom, zsamcorrupt, samdate, baileyevent, zbaileycorrupt, zbaileyevent, zbaileyquestion, zbaileyprom, zbaileycorrupt, ashevent, zashcorrupt, zashevent, zashprom, meikoevent, zmeikoevent, zmeikoprom, zveronicaevent, daphneevent, zdaphneevent, zdaphneprom, stephevent, zstephevent, zstephprom, jessicaevent, zjessicaevent, zjessicaprom, zmaievent, jumps, game, futa, zbreakfast, xmaschoice, spinclasslap, 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

Table with 5 columns: label, set variable, unset variable, check current value. Rows include event 1, event 2, event 3, event 4, event 5, Bailey intro complete, prom with Alexa, Emily abducted, Sam abducted, Bailey abducted, prom with Emily & Alexa, dominant Alexa, Alexa prom level, skip, robotic strength, help Ashley with the project, Sam prom level 2, betray Bailey, betray Sam, save Bailey, evening with Emily, Sam strips, Lexxx visits you, Mai at school, prom with Meiko, prom with Ashley, Steph abducted, prom with Bailey, Ashley abducted, Sam prom level 3, prom with Steph, Daphne abducted, prom with Daphne, Miss Jessica abducted, prom with Miss Jessica, Meiko abducted, skip the prom with Steve, Ashley studies with Melvin.

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

Table with 5 columns: gallery, number, unlock, lock, check current value. Rows include Trophyy Sexual Conquest (1-11), Halloween (1-5), XXXmas (1-11), Alexa (1-30), Emily (1-33), Sam (1-33), Bailey (1-13), Steph (1-8), Daphne (1-6), Ashley (1-8), Jessica (1-9), Lexxx (1-9), Meiko (1-9), Mai (1-6), Melvin (1-10), and various other scene numbers up to 8.