# SexBot 1.42 Walkthrough rev 1.10

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<u>SexBot</u> By LlamaMann Games <u>https://www.patreon.com/llamamanngames</u>

> 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: *igranny;* 

lcons

**Flow Symbols** 

### **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 <sup>#123</sup> In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this did not decide something <sup>#123</sup>

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 <sup>#123</sup>

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] <sup>#78</sup>

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this: *i agree i*<sup>#55</sup> Reversed decisions that do not impact the story (yet) will be displayed like this:

;did not agree;<sup>#55</sup>

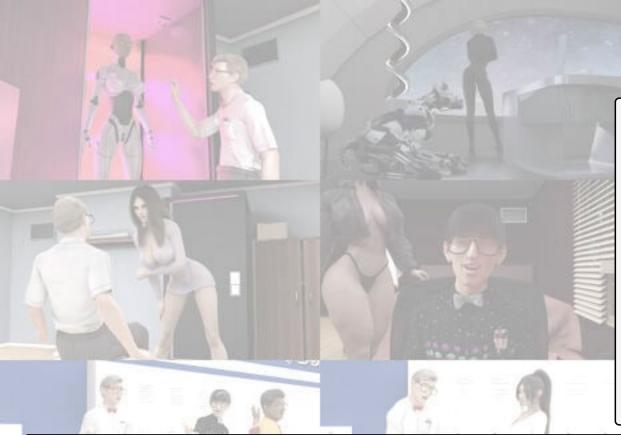
Check the last page of the walkthrough to learn how you can use the developer console to <del>cheat</del> alter their value for your benefit: (<u>link</u>).

Enjoy the game!

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| 1                   | 0  |
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#### Disclaimer

# Do not follow this walkthrough

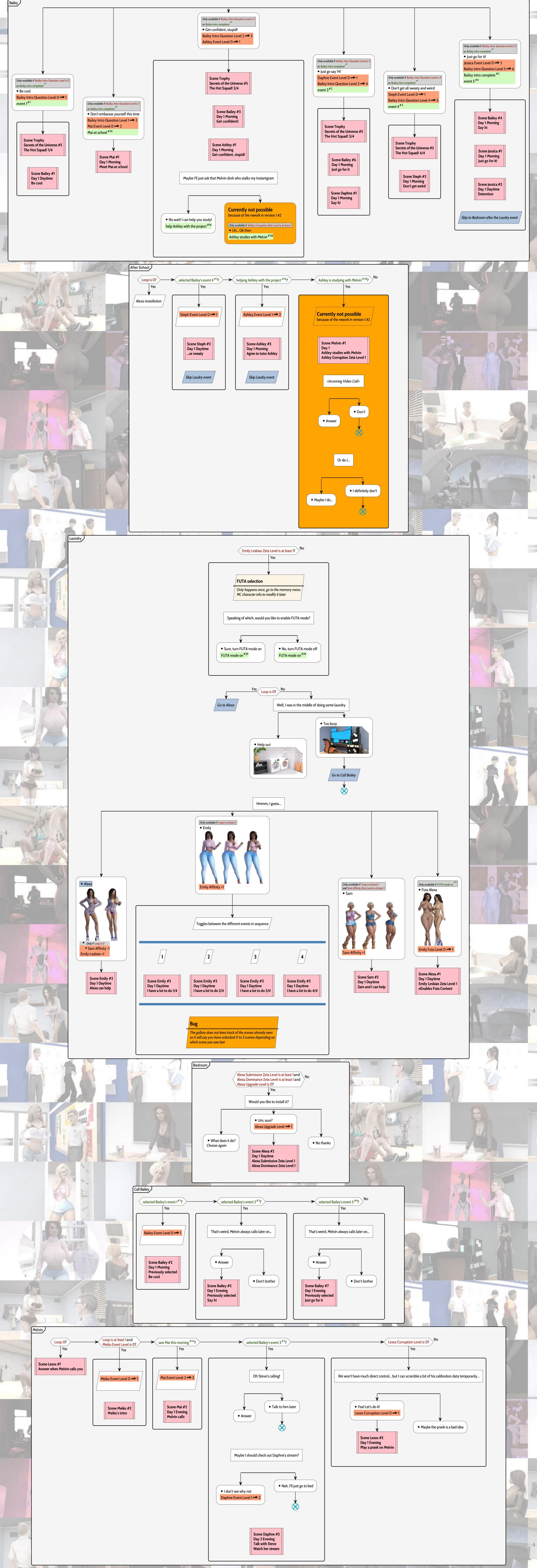
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

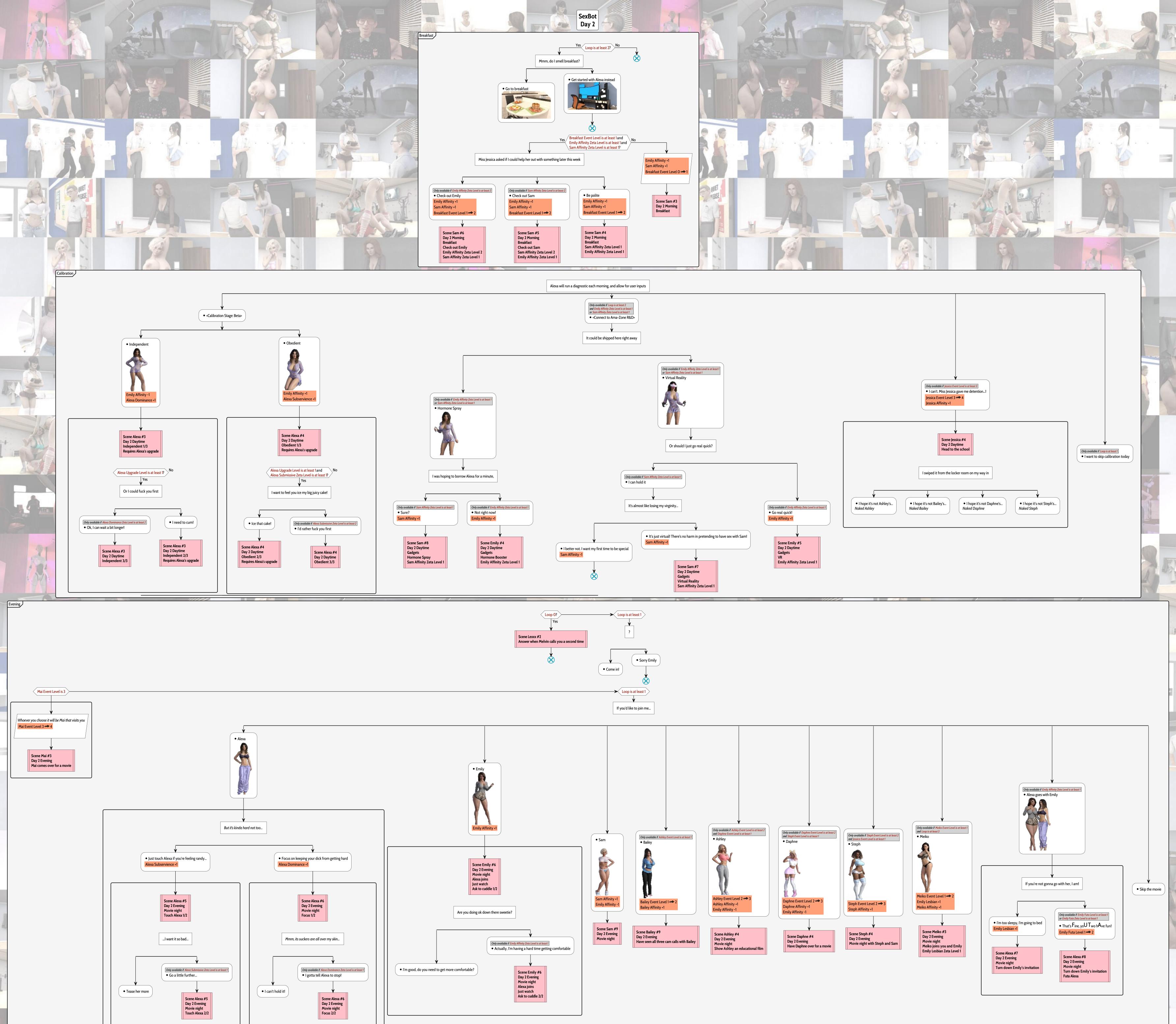
SexBot Day 1

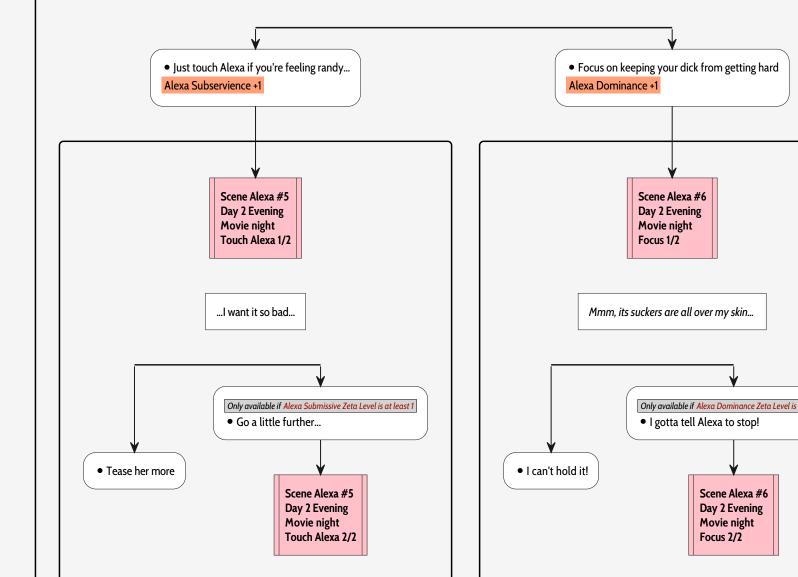
My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look a this walkthrough to find out what you might have missed to progress further.

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



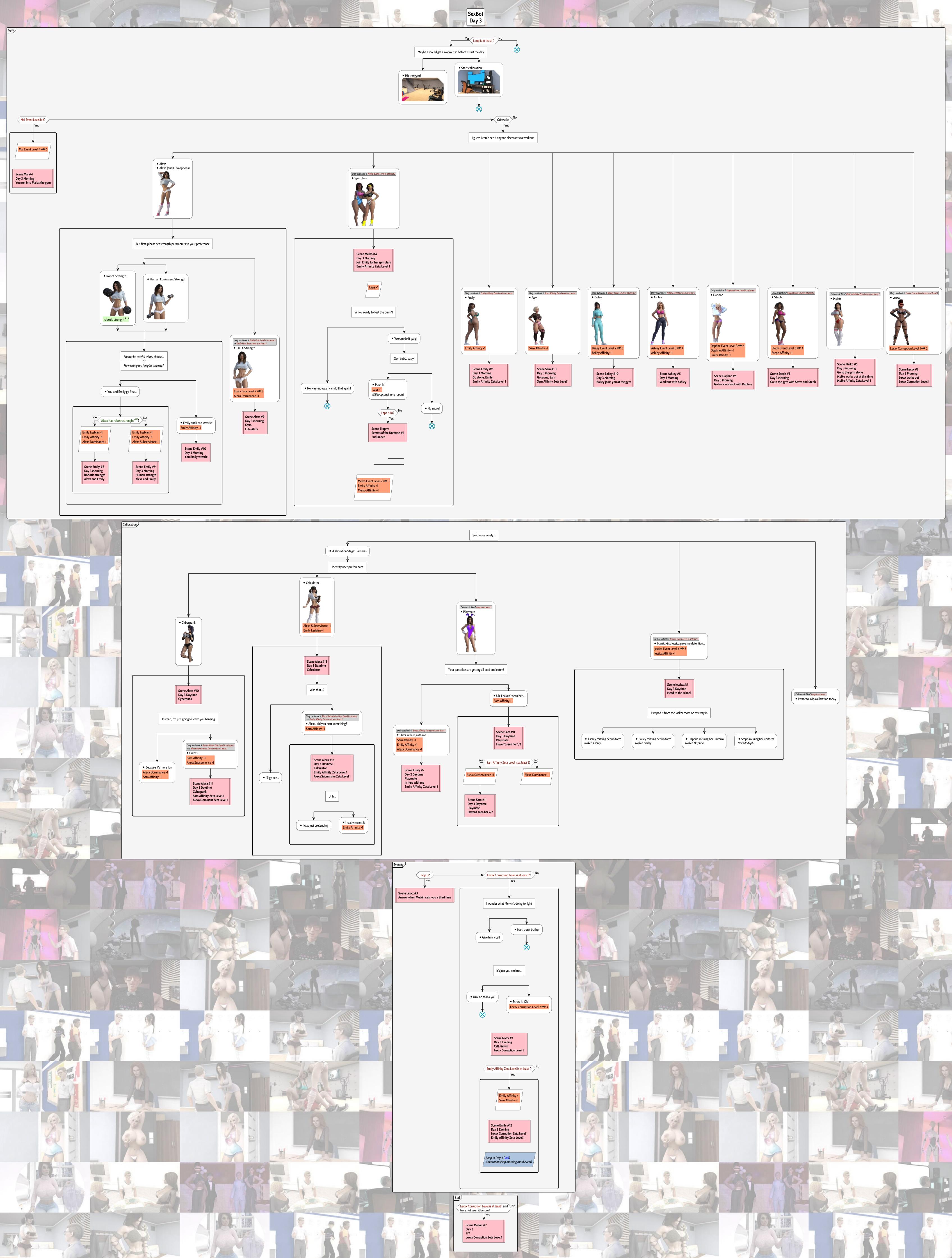


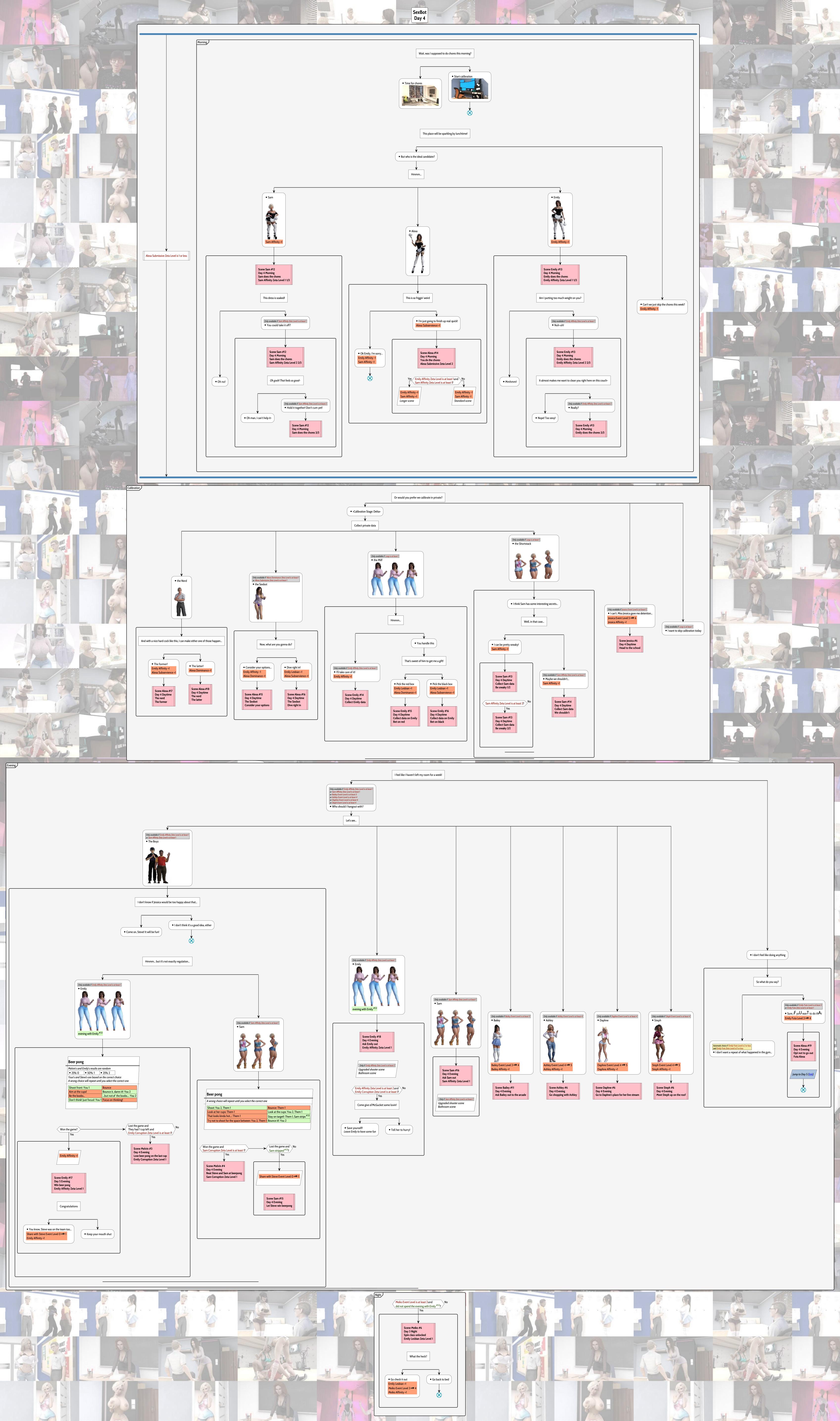


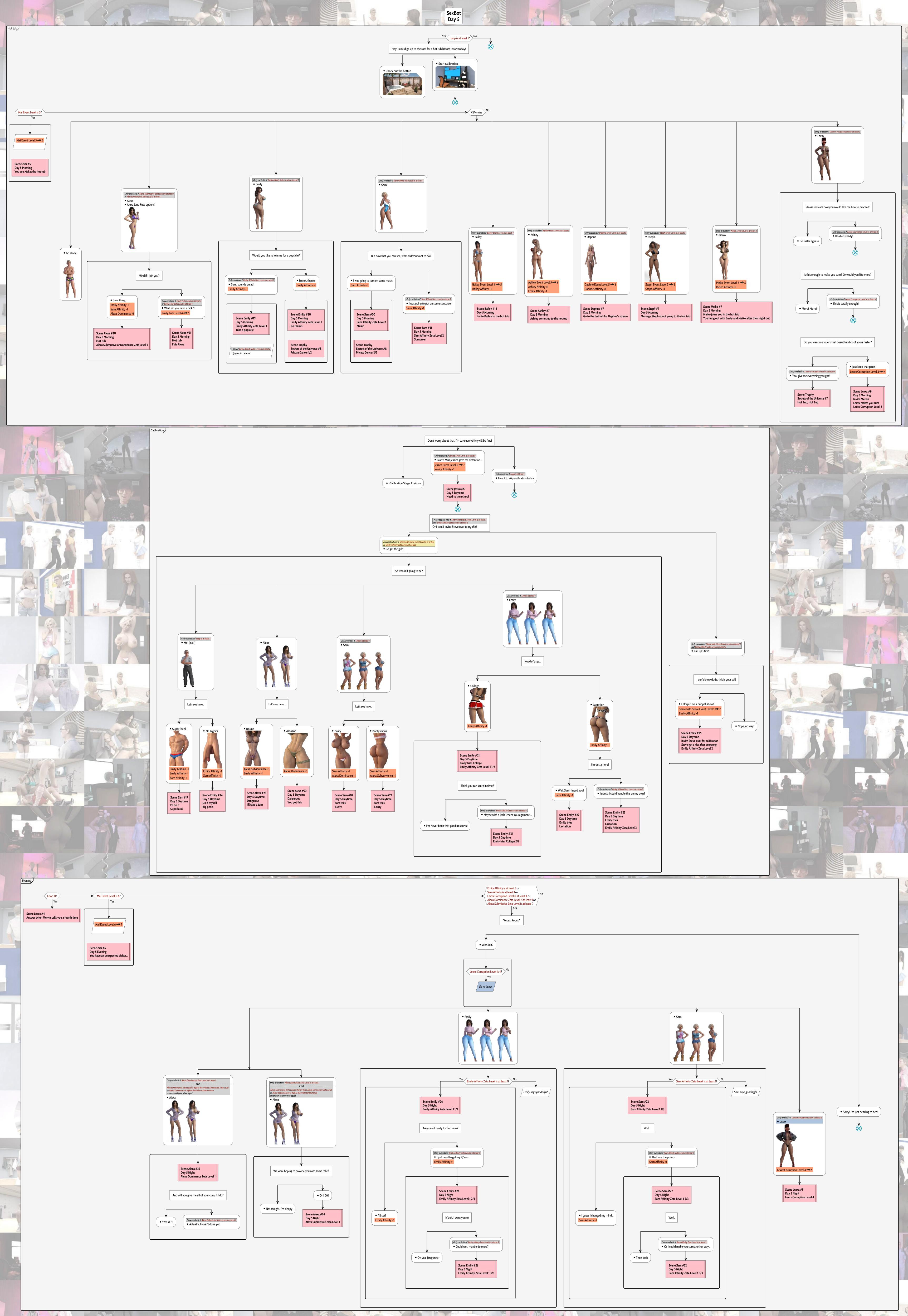


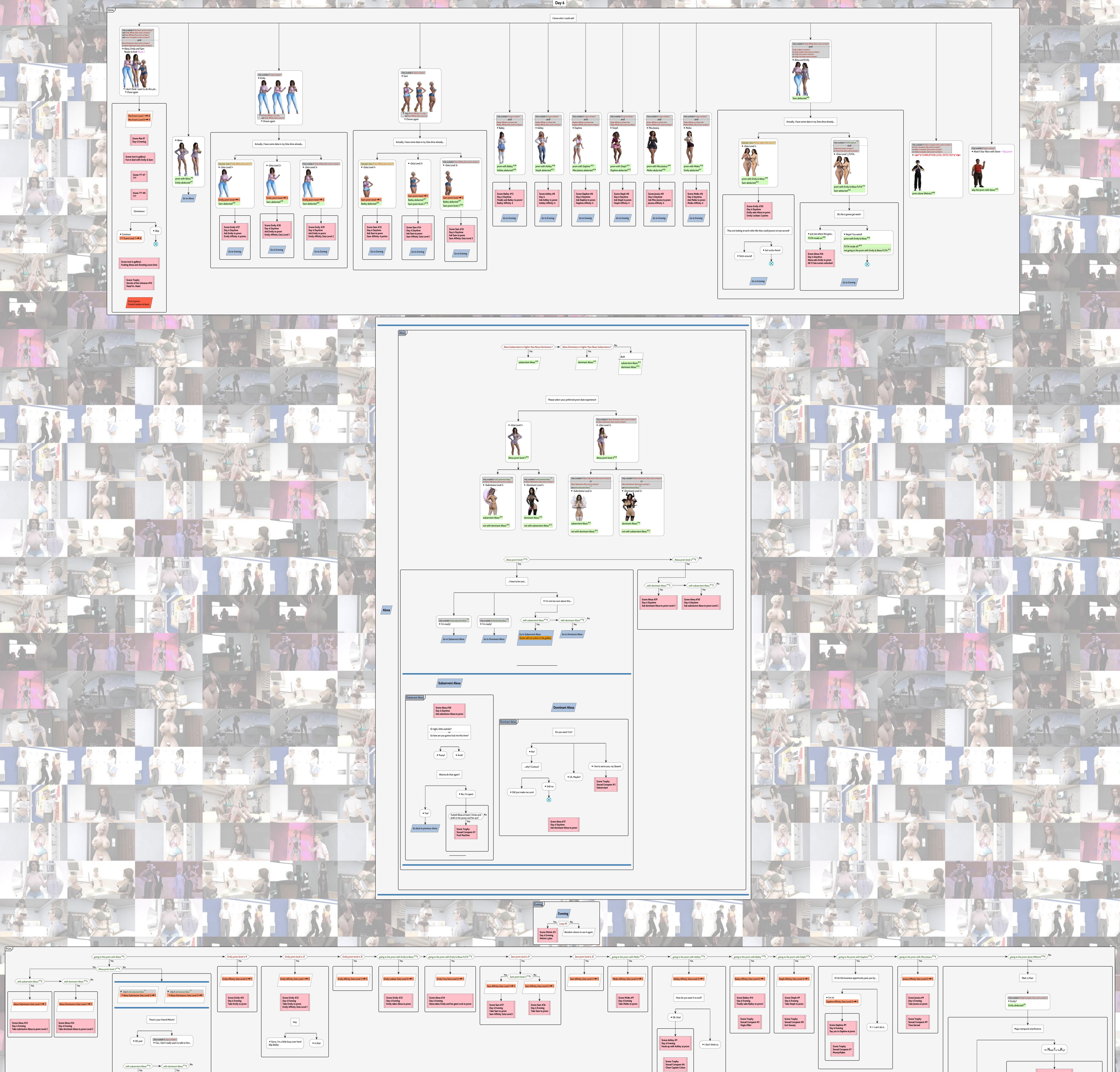
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SexBot

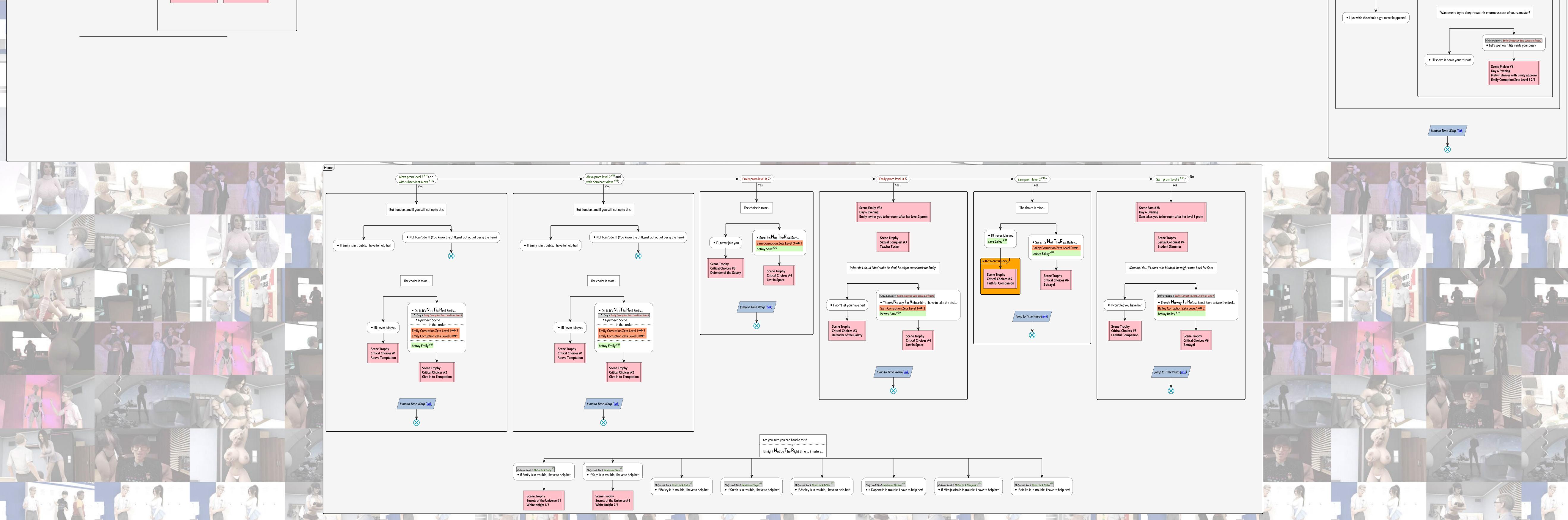
 Yes
 Yes

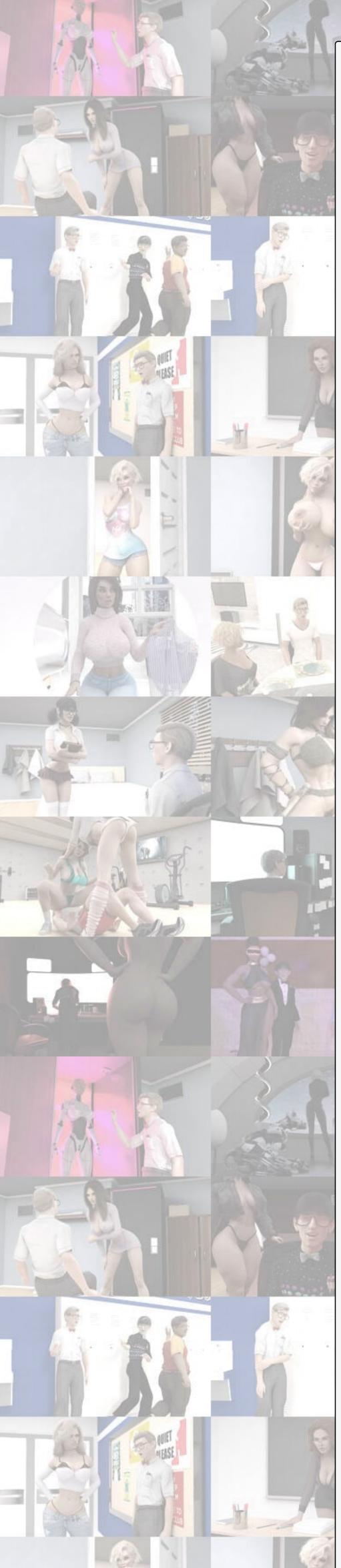
 Scene Alexa #31
 Scene Alexa #32

 Day 6 Evening
 Day 6 Evening

 Take submissive Alexa to prom
 Take dominant Alexa to prom

Scene Melvin #6 Day 6 Evening Melvin dances with Emily at prom Emily Corruption Zeta Level 2 1/2



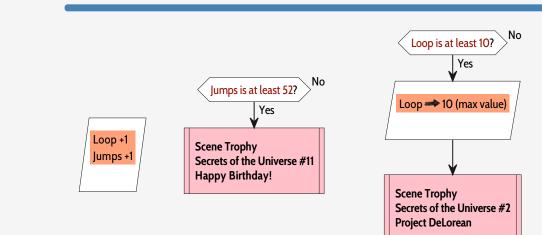


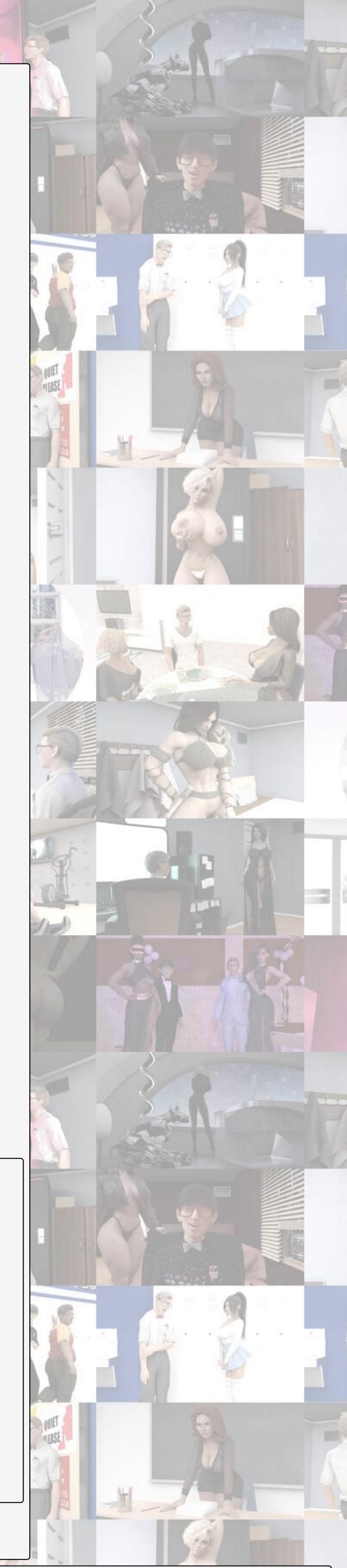
| _ | Time Warp  |
|---|--|
|   | Rule of thumb<br>character Zeta attributes and game progression variables are kept<br>all other values are reset |

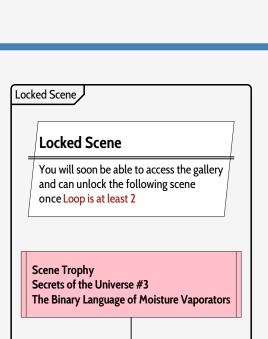
SexBot Time Warp

# Character Attributes Kept

| <ul> <li>Alexa Upgrade Level</li> <li>Alexa Dominance Zeta Level</li> </ul> | Character Attributes Reset                             | Game Progress Kept                      |  |
|---|--|---|--|
| Alexa Submissive Zeta Level   |  |   |  |
| ······ Emily ······   | Alexa Dominance  | • Loop                                  |  |
| ,   | Alexa Dominance     Alexa Subservience                 | Breakfast Event Level                   |  |
| Emily Affinity Zeta Level   | ······································                 | ······Bailey ······                     |  |
| Emily Futa Zeta Level   |  | Bailey Event Level                      |  |
| Emily Corruption Zeta Level   | <ul><li>Emily Affinity</li><li>Emily Lesbian</li></ul> | Bailey Intro Question Level             |  |
|   | Emily Lesbian     Emily prom level                     | ······ Ashley ······                    |  |
|   | Sam  | Ashley Event Level                      |  |
| Sam Affinity Zeta Level   |  |   | Come Decision Kant                                     |
| Sam Corruption Zeta Level   | • Sam Affinity   | Meiko Event Level                       | Game Decision Kept                                     |
| ······Bailey ·······  | • Sam prom level                                       |   | • FUTA mode on #39                                     |
| Bailey Affinity Zeta Level  | Bailey   | • ??? Event Level                       |  |
| Bailey Corruption Zeta Level  | Bailey Affinity  | Daphne                                  | • saved Bailey <sup>#21</sup>                          |
| ······ Lexxx ······   |  | · · ·                                   | <ul> <li>Bailey intro completed<sup>#</sup></li> </ul> |
| Lexxx Corruption Level  | Meiko Affinity   | Daphne Event Level                      |  |
| ······ Meiko ······   | ······ Ashley ······                                   | ······ Steph······                      |  |
| Meiko Affinity Zeta Level   | Ashley Affinity  | Steph Event Level                       |  |
| ······ Ashley ·····   |  | Jessica                                 |  |
| Ashley Affinity Zeta Level  | Daphne Affinity  | <ul> <li>Jessica Event Level</li> </ul> |  |
| Ashley Corruption Zeta Level  |  | Mai                                     |  |
| ····· Daphne ·····  | Steph Affinity   | Mai Event Level                         |  |
| Daphne Affinity Zeta Level  | lessica  | Steve ······                            |  |
| ····· Steph ·····   | · · ·  | • Share with Steve Event Level          |  |
| Steph Affinity Zeta Level   | • Jessica Affinity                                     |   |  |
| ······ Jessica ·····  |  |   |  |
| Jessica Affinity Zeta Level   |  |   |  |
| ,   |  |   |  |
|   |  |   |  |

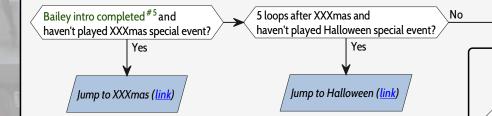


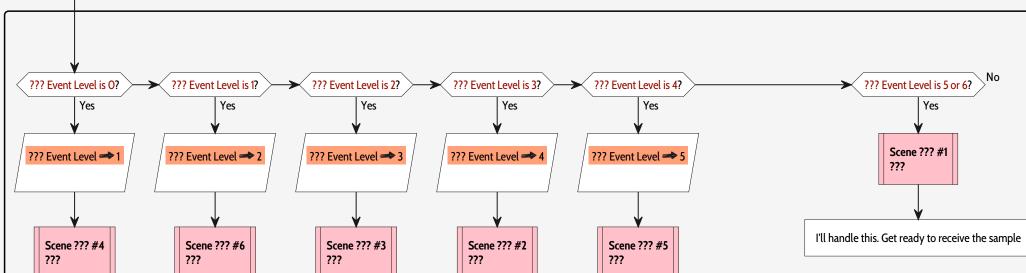


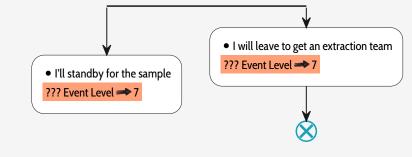


2.1 deserve sex with hot robot women! 3. Ok seriously, go find a human girlfriend

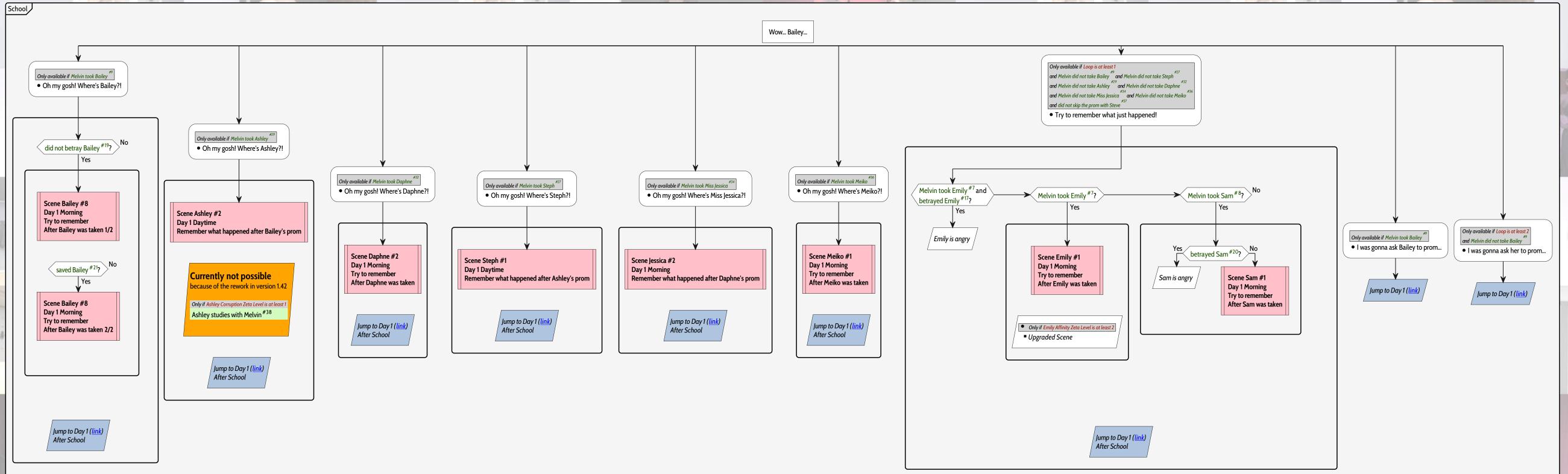
1.1 am a nerd?

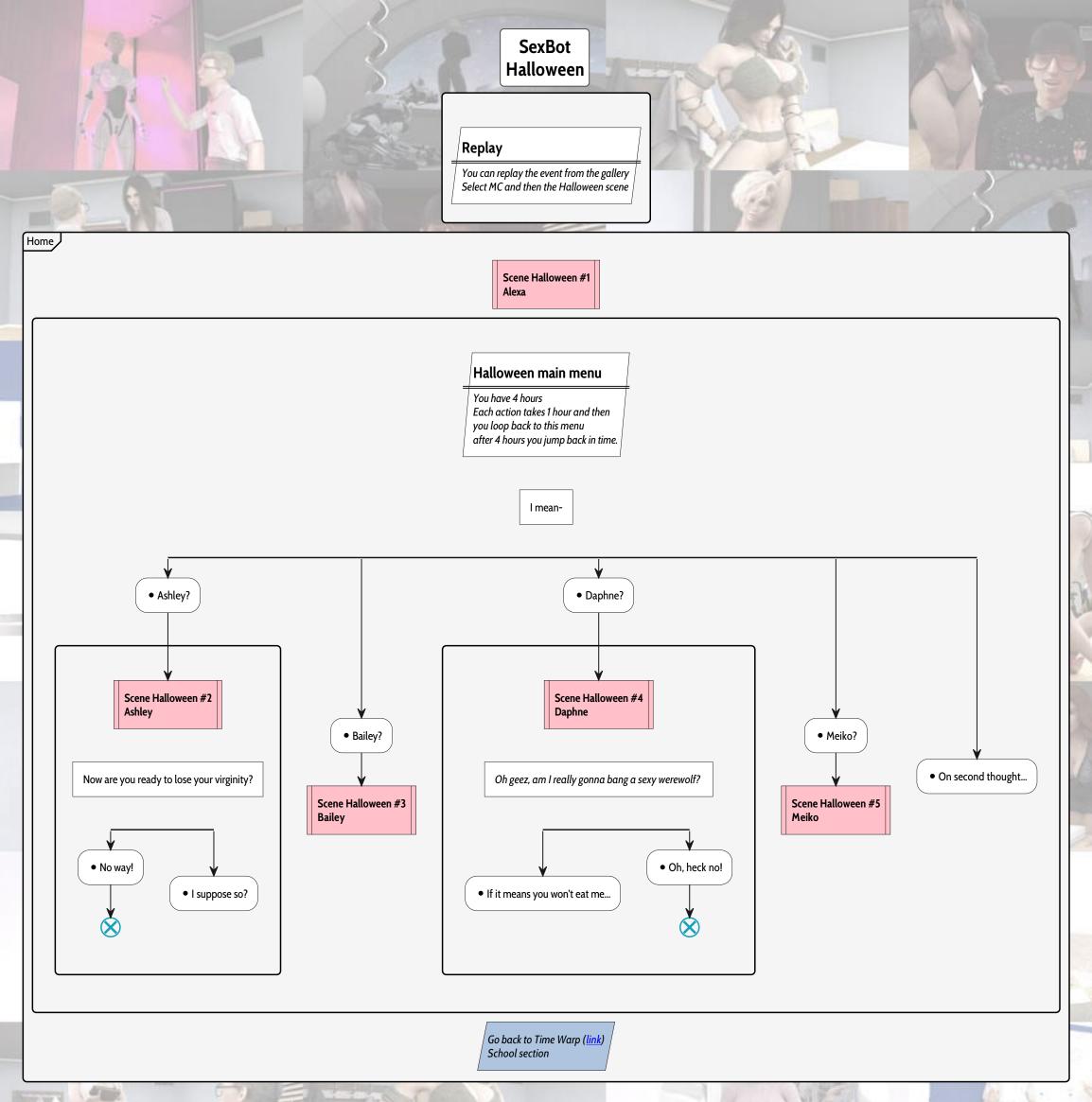


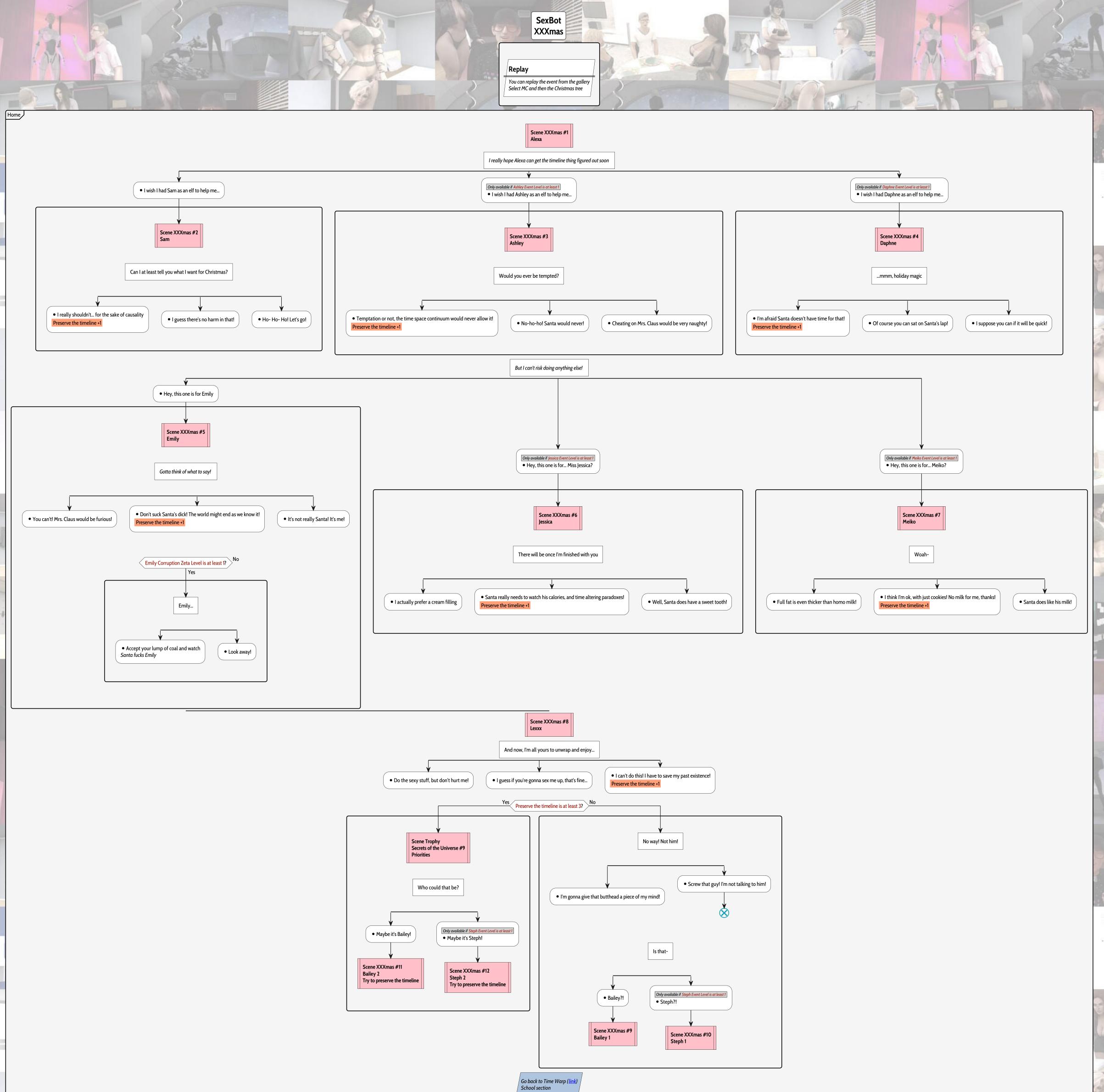




No









SexBot 1.42 Walkthrough rev 1.10 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 0x52. Download it from the webpage: <u>https://0x52.dev/mods/Universal-Ren-Py-Mod-1000</u>, 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 |
|-----------------|------------------------------|-------------------------------|----------------|---------------------|
| zalexaupgrade   | Alexa Upgrade Level          | zalexaupgrade = <i>value</i>  |                | zalexaupgrade       |
| alexadom        | Alexa Dominance              | alexadom = <i>value</i>       |                | alexadom            |
| alexasub        | Alexa Subservience           | alexasub = <i>value</i>       |                | alexasub            |
| zalexadom       | Alexa Dominance Zeta Level   | zalexadom = <i>value</i>      |                | zalexadom           |
| zalexasub       | Alexa Submissive Zeta Level  | zalexasub = <i>value</i>      |                | zalexasub           |
| mom             | Emily Affinity               | mom = value                   |                | mom                 |
| momfuta         | Emily Futa Level             | momfuta = value               |                | momfuta             |
| momles          | Emily Lesbian                | momles = value                |                | momles              |
| zmomprom        | Emily Affinity Zeta Level    | zmomprom = value              |                | zmomprom            |
| zmomfuta        | Emily Futa Zeta Level        | zmomfuta = <i>value</i>       |                | zmomfuta            |
| 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         |
| samdate         | Sam prom level               | samdate = value               |                | samdate             |
| baileyevent     | Bailey Affinity              | baileyevent = <i>value</i>    |                | baileyevent         |
| zbaileycorrupt  | Bailey Corruption Zeta Level | zbaileycorrupt = <i>value</i> |                | zbaileycorrupt      |
| zbaileyevent    | Bailey Event Level           | zbaileyevent = <i>value</i>   |                | zbaileyevent        |
| zbaileyquestion | Bailey Intro Question Level  | zbaileyquestion = value       |                | zbaileyquestion     |
| zbaileyprom     | Bailey Affinity Zeta Level   | zbaileyprom = <i>value</i>    |                | zbaileyprom         |
| zlexcorrupt     | Lexxx Corruption Level       | zlexcorrupt = value           |                | zlexcorrupt         |
| ashevent        | Ashley Affinity              | ashevent = <i>value</i>       |                | ashevent            |
| zashcorrupt     | Ashley Corruption Zeta Level | zashcorrupt = value           |                | zashcorrupt         |
| zashevent       | Ashley Event Level           | zashevent = <i>value</i>      |                | 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      |
| daphneevent     | Daphne Affinity              | daphneevent = value           |                | daphneevent         |
| zdaphneevent    | Daphne Event Level           | zdaphneevent = value          |                | zdaphneevent        |
| zdaphneprom     | Daphne Affinity Zeta Level   | zdaphneprom = value           |                | zdaphneprom         |
| stephevent      | Steph Affinity               | stephevent = value            |                | stephevent          |
| zstephevent     | Steph Event Level            | zstephevent = value           |                | zstephevent         |
| zstephprom      | Steph Affinity Zeta Level    | zstephprom = value            |                | zstephprom          |
| jessicaevent    | Jessica Affinity             | jessicaevent = value          |                | jessicaevent        |
| zjessicaevent   | Jessica Event Level          | zjessicaevent = value         |                | zjessicaevent       |
| zjessicaprom    | Jessica Affinity Zeta Level  | zjessicaprom = <i>value</i>   |                | zjessicaprom        |
| zmaievent       | Mai Event Level              | zmaievent = <i>value</i>      |                | zmaievent           |
| jumps           | Jumps                        | jumps = value                 |                | jumps               |
| game            | Loop                         | game = value                  |                | game                |
| zbreakfast      | Breakfast Event Level        | zbreakfast = value            |                | zbreakfast          |
| xmaschoice      | Preserve the timeline        | xmaschoice = <i>value</i>     |                | xmaschoice          |
|                 |                              |                               |                | spinclasslap        |
| spinclasslap    | Laps                         | spinclasslap = value          |                | SPINOIASSIAP        |

## **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 <sup>#1</sup>                       | baileyq1 = True                                 | baileyq1 = False                | baileyq1                |
| event 3 <sup>#2</sup>                       | baileyq3 = True                                 | baileyq3 = False                | baileyq3                |
| event 4 <sup>#3</sup>                       | baileyq4 = True                                 | baileyq4 = False                | baileyq4                |
| event 5 <sup>#4</sup>                       | baileyq5 = True                                 | baileyq5 = False                | baileyq5                |
| Bailey intro complete <sup>#5</sup>         | zbaileyquestioncomplete = True                  | zbaileyquestioncomplete = False | zbaileyquestioncomplete |
| prom with Alexa <sup>#6</sup>               | alexadate = True                                | alexadate = False               | alexadate               |
| Emily abducted <sup>#7</sup>                | momtaken = True                                 | momtaken = False                | momtaken                |
| Sam abducted <sup>#8</sup>                  | samtaken = True                                 | samtaken = False                | samtaken                |
| Bailey abducted <sup>#9</sup>               | baileytaken = True                              | baileytaken = False             | baileytaken             |
| prom with Emily & Alexa <sup>#10</sup>      | emdateles = True                                | emdateles = False               | emdateles               |
| prom with Emily & Alexa FUTA <sup>#11</sup> | emdatefuta = True                               | emdatefuta = False              | emdatefuta              |
| subservient Alexa <sup>#12</sup>            | alexadate_sub = True                            | alexadate_sub = False           | alexadate_sub           |
| dominant Alexa <sup>#13</sup>               | alexadate_dom = True                            | alexadate_dom = False           | alexadate_dom           |
| Alexa prom level <sup>#14</sup>             | <pre>XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX</pre> | alexadate_level = 0             | alexadate_level         |
| robotic strenght <sup>#15</sup>             | wstrength = True                                | wstrength = False               | wstrength               |
| help Ashley with the project <sup>#16</sup> | ashleystudy = True                              | ashleystudy = False             | ashleystudy             |
| betray Emily <sup>#17</sup>                 | mombetray = True                                | mombetray = False               | mombetray               |
| Sam prom level 2 <sup>#18</sup>             | samprom2 = True                                 | samprom2 = False                | samprom2                |
| betray Bailey <sup>#19</sup>                | baileybetray = True                             | baileybetray = False            | baileybetray            |
| betray Sam <sup>#20</sup>                   | sambetray = True                                | sambetray = False               | sambetray               |
| save Bailey <sup>#21</sup>                  | baileysave = True                               | baileysave = False              | baileysave              |
| evening with Emily <sup>#22</sup>           | momd4busy = True                                | momd4busy = False               | momd4busy               |
| Sam strips <sup>#23</sup>                   | sampongstrip = True                             | sampongstrip = False            | sampongstrip            |
| Mai at school <sup>#24</sup>                | maiintro = True                                 | maiintro = False                | maiintro                |
| prom with Meiko <sup>#25</sup>              | meikodate = True                                | meikodate = False               | meikodate               |
| prom with Ashley <sup>#26</sup>             | ashleydate = True                               | ashleydate = False              | ashleydate              |
| Steph abducted <sup>#27</sup>               | stephtaken = True                               | stephtaken = False              | stephtaken              |
| prom with Bailey <sup>#28</sup>             | baileydate = True                               | baileydate = False              | baileydate              |
| Ashley abducted <sup>#29</sup>              | ashleytaken = True                              | ashleytaken = False             | ashleytaken             |
| Sam prom level 3 <sup>#30</sup>             | samprom3 = True                                 | samprom3 = False                | samprom3                |
| prom with Steph <sup>#31</sup>              | stephdate = True                                | stephdate = False               | stephdate               |
| Daphne abducted <sup>#32</sup>              | daphnetaken = True                              | daphnetaken = False             | daphnetaken             |
| prom with Daphne <sup>#33</sup>             | daphnedate = True                               | daphnedate = False              | daphnedate              |
| Miss Jessica abducted <sup>#34</sup>        | jessicataken = True                             | jessicataken = False            | jessicataken            |
| prom with Miss Jessica <sup>#35</sup>       | jessicadate = True                              | jessicadate = False             | jessicadate             |
| Meiko abducted <sup>#36</sup>               | meikotaken = True                               | meikotaken = False              | meikotaken              |
| skip the prom with Steve <sup>#37</sup>     | steve_skip = True                               | steve_skip = False              | steve_skip              |
| Ashley studies with Melvin <sup>#38</sup>   | ashley_melvin = True                            | ashley_melvin = False           | ashley_melvin           |
| FUTA mode on <sup>#39</sup>                 | futa = True                                     | futa = False                    | futa                    |
| prom alone (Melvin) <sup>#40</sup>          | melvin_prom = True                              | melvin_prom = False             | melvin_prom             |

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# Unlock scenes

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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

| lock: what to type in the development of the development of the development what to type in the development what to allery | eloper co   |   | lue<br>lock   | check current value   |
|--|---|---|---|---|
| ophy**<br>Sexual Conquest<br>ophy**<br>Sexual Conquest   | 1 2   | persistent.t5 = True<br>persistent.t4 = True  | <pre>persistent.t5 = False persistent.t4 = False</pre>  | persistent.t5 persistent.t4   |
| ophy**<br>Sexual Conquest<br>ophy**<br>Sexual Conquest   | 3   | persistent.t20 = True<br>persistent.t21 = True  | <pre>persistent.t20 = False persistent.t21 = False</pre>  | persistent.t20 persistent.t21   |
| ophy**<br>• Sexual Conquest<br>• ophy**<br>• Sexual Conquest   | 5   | persistent.t23 = True<br>persistent.t22 = True  | <pre>persistent.t23 = False persistent.t22 = False</pre>  | persistent.t23 persistent.t22   |
| ophy**<br>Sexual Conquest<br>ophy**<br>Sexual Conquest   | 7<br>8  | persistent.t26 = True<br>persistent.t25 = True  | persistent.t26 = False<br>persistent.t25 = False  | persistent.t26 persistent.t25   |
| ophy**<br>• Sexual Conquest<br>• ophy**<br>• Critical Choices  | 9   | persistent.t27 = True<br>persistent.ntremilygood = True   | <pre>persistent.t27 = False persistent.ntremilygood = False</pre>   | persistent.t27 persistent.ntremilygood  |
| ophy**<br>• Critical Choices<br>ophy**   | 2   | <pre>persistent.ntremilybad = True persistent.ntrsamgood = True</pre>   | <pre>persistent.ntremilybad = False persistent.ntrsamgood = False</pre>   | persistent.ntremilybad  |
| critical Choices<br>ophy**<br>Critical Choices<br>ophy**   | 4   | persistent.ntrsambad = True   | persistent.ntrsambad = False  | persistent.ntrsambad  |
| Critical Choices<br>ophy**<br>Critical Choices   | 6   | <pre>persistent.ntrbaileygood = True persistent.ntrbaileybad = True</pre>   | <pre>persistent.ntrbaileygood = False persistent.ntrbaileybad = False</pre>   | persistent.ntrbaileygood  |
| ophy**<br>Secrets of the Universe<br>ophy**<br>Secrets of the Universe   | 2   | persistent.t29 = True<br>persistent.t15 = True  | <pre>persistent.t29 = False persistent.t15 = False</pre>  | persistent.t29 persistent.t15   |
| ophy**<br>Secrets of the Universe<br>ophy**<br>Secrets of the Universe   | 3   | persistent.t7 = True<br>persistent.tla = True   | persistent.t7 = False<br>persistent.t1a = False   | persistent.t7 persistent.tla  |
| ophy**<br>Secrets of the Universe<br>ophy**<br>Secrets of the Universe   | 4 5   | persistent.tlb = True<br>persistent.tl4a = True   | persistent.t1b = False<br>persistent.t14a = False   | persistent.t1b<br>persistent.t14a   |
| ophy**<br>Secrets of the Universe<br>ophy**  | 5   | persistent.t14b = True<br>persistent.t14c = True  | <pre>persistent.t14b = False persistent.t14c = False</pre>  | persistent.t14b persistent.t14c   |
| Secrets of the Universe<br>ophy <sup>**</sup><br>Secrets of the Universe<br>ophy <sup>**</sup>                             | 5   | <pre>persistent.t14d = True persistent.t2a = True</pre>   | <pre>persistent.t14d = False persistent.t2a = False</pre>   | persistent.t14d persistent.t2a  |
| Secrets of the Universe<br>ophy <sup>**</sup><br>Secrets of the Universe<br>ophy <sup>**</sup>                             | 7   | <pre>persistent.t10 = True persistent.t11b = True</pre>   | <pre>persistent.t10 = False persistent.t11b = False</pre>   | persistent.t10  |
| Secrets of the Universe<br>ophy <sup>**</sup><br>Secrets of the Universe   | 8   | persistent.tllc = True  | persistent.tllc = False   | persistent.tllc   |
| ophy**<br>Secrets of the Universe<br>ophy**<br>Secrets of the Universe   | 9   | persistent.t3 = True<br>persistent.t28 = True   | persistent.t3 = False<br>persistent.t28 = False   | persistent.t3 persistent.t28  |
| ophy**<br>Secrets of the Universe<br>Illoween  | 11<br>1   | <pre>persistent.t24 = True persistent.hlalexa1 = True</pre>   | <pre>persistent.t24 = False persistent.hlalexa1 = False</pre>   | persistent.t24 persistent.hlalexal  |
| Illoween<br>Illoween<br>Illoween   | 2<br>3<br>4<br>5  | <pre>persistent.hlashley1 = True persistent.hlbailey1 = True persistent.hldaphne1 = True</pre>  | <pre>persistent.hlashley1 = False persistent.hlbailey1 = False persistent.hldaphne1 = False </pre>  | <pre>persistent.hlashley1 persistent.hlbailey1 persistent.hldaphne1 </pre>  |
| (Xmas<br>(Xmas<br>(Xmas  | 1<br>2<br>3   | <pre>persistent.hlmeiko1 = True persistent.xlalexa1 = True persistent.xlsam1 = True persistent.xlashley1 = True</pre>   | <pre>persistent.hlmeiko1 = False persistent.xlalexa1 = False persistent.xlsam1 = False persistent.xlashley1 = False</pre>   | <pre>persistent.hlmeikol persistent.xlalexal persistent.xlsaml persistent.xlashleyl</pre>   |
| Xmas<br>Xmas<br>Xmas   | 4<br>5<br>6   | <pre>persistent.xldaphnel = True persistent.xlemily1 = True persistent.xljessica1 = True</pre>  | <pre>persistent.xldaphnel = False persistent.xlemily1 = False persistent.xljessica1 = False</pre>   | <pre>persistent.xldaphnel persistent.xlemily1 persistent.xljessical</pre>   |
| Xmas<br>Xmas<br>Xmas   | 7<br>8<br>9   | <pre>persistent.xlmeiko1 = True persistent.xlbailey1 = True</pre>   | <pre>persistent.xlmeikol = False persistent.xlmeikol = False persistent.xlbailey1 = False</pre>   | persistent.x1pessitur<br>persistent.x1meikol<br>persistent.x1lexxx1   |
| Xmas<br>Xmas   | 10<br>11<br>12  | persistent.xlsteph2 = True persistent.xlbailey2 = True  | <pre>persistent.xlsteph2 = False persistent.xlbailey2 = False</pre>   | persistent.x1steph2 persistent.x1bailey2  |
| Xmas<br>exa<br>exa<br>exa  | 12<br>1<br>2<br>3   | <pre>persistent.xlsteph1 = True persistent.dlalexa1 = True persistent.dlalexa2 = True persistent.d2alexa1 = True</pre>  | <pre>persistent.xlsteph1 = False persistent.dlalexa1 = False persistent.dlalexa2 = False persistent.d2alexa1 = False</pre>  | <pre>persistent.xlsteph1 persistent.dlalexa1 persistent.dlalexa2 persistent.d2alexa1</pre>  |
| exa  | 3 3   | persistent.d2alexalb = True persistent.d2alexalc = True   | <pre>persistent.d2alexalb = False persistent.d2alexalc = False</pre>  | <pre>persistent.d2alexalb persistent.d2alexalc</pre>  |
| exa<br>exa<br>exa<br>exa   | 4<br>4<br>4<br>5  | <pre>persistent.d2alexa2 = True persistent.d2alexa2b = True persistent.d2alexa2c = True persistent.d2alexa8 = True</pre>  | <pre>persistent.d2alexa2 = False persistent.d2alexa2b = False persistent.d2alexa2c = False persistent.d2alexa8 = False</pre>  | <pre>persistent.d2alexa2 persistent.d2alexa2b persistent.d2alexa2c persistent.d2alexa8</pre>  |
| exa  | 5<br>5<br>6<br>6  | <pre>persistent.d2alexa8 = True persistent.d2alexa3 = True persistent.d2alexa7 = True persistent.d2alexa4 = True</pre>  | <pre>persistent.d2alexa8 = False persistent.d2alexa3 = False persistent.d2alexa7 = False persistent.d2alexa4 = False</pre>  | <pre>persistent.d2alexa8 persistent.d2alexa3 persistent.d2alexa7 persistent.d2alexa4</pre>  |
| exa<br>exa<br>exa  | 7 8   | persistent.d2emily4 = True<br>persistent.d2alexa6 = True  | <pre>persistent.d2emily4 = False persistent.d2alexa6 = False</pre>  | persistent.d2emily4 persistent.d2alexa6   |
| exa<br>exa<br>exa  | 9<br>10<br>11<br>12   | <pre>persistent.d3alexa5 = True persistent.d3alexa1 = True persistent.d3alexa4 = True persistent_d3alexa2 = True</pre>  | <pre>persistent.d3alexa5 = False persistent.d3alexa1 = False persistent.d3alexa4 = False persistent_d3alexa2 = False</pre>  | <pre>persistent.d3alexa5 persistent.d3alexa1 persistent.d3alexa4 persistent.d3alexa2</pre>  |
| exa<br>exa<br>exa  | 12<br>13<br>14  | <pre>persistent.d3alexa2 = True persistent.d3alexa3 = True persistent.d4alexa6 = True</pre>   | <pre>persistent.d3alexa2 = False persistent.d3alexa3 = False persistent.d4alexa6 = False</pre>  | <pre>persistent.d3alexa2 persistent.d3alexa3 persistent.d4alexa6</pre>  |
| exa<br>exa<br>exa  | 15<br>16<br>17  | <pre>persistent.d4alexa1 = True persistent.d4alexa2 = True persistent.d4alexa3 = True</pre>   | <pre>persistent.d4alexa1 = False persistent.d4alexa2 = False persistent.d4alexa3 = False</pre>  | <pre>persistent.d4alexa1 persistent.d4alexa2 persistent.d4alexa3</pre>  |
| exa<br>exa<br>exa  | 18<br>19<br>20  | <pre>persistent.d4alexa4 = True persistent.d4alexa7 = True persistent.d5alexa3 = True</pre>   | <pre>persistent.d4alexa4 = False persistent.d4alexa7 = False persistent.d5alexa3 = False</pre>  | <pre>persistent.d4alexa4 persistent.d4alexa7 persistent.d5alexa3</pre>  |
| exa<br>exa<br>exa  | 21<br>22<br>23  | <pre>persistent.d5alexa5 = True persistent.d5alexa1 = True persistent.d5alexa2 = True</pre>   | <pre>persistent.d5alexa5 = False persistent.d5alexa1 = False persistent.d5alexa2 = False</pre>  | <pre>persistent.d5alexa5 persistent.d5alexa1 persistent.d5alexa2</pre>  |
| exa<br>exa<br>exa<br>exa   | 23<br>24<br>25<br>26  | <pre>persistent.d5alexa2 = True persistent.d4alexa5 = True persistent.d5alexa4 = True persistent.d6emily5 = True</pre>  | <pre>persistent.d5alexa2 = False persistent.d4alexa5 = False persistent.d5alexa4 = False persistent.d6emily5 = False</pre>  | <pre>persistent.d5alexa2 persistent.d4alexa5 persistent.d5alexa4 persistent.d6emily5</pre>  |
| exa<br>exa<br>exa<br>exa   | 26<br>27<br>28<br>29  | <pre>persistent.d6emily5 = True persistent.d6alexa2 = True persistent.d6alexa1 = True persistent.d6alexa7 = True</pre>  | <pre>persistent.d6emily5 = False persistent.d6alexa2 = False persistent.d6alexa1 = False persistent.d6alexa7 = False</pre>  | <pre>persistent.d6emily5 persistent.d6alexa2 persistent.d6alexa1 persistent.d6alexa7</pre>  |
| exa<br>exa<br>exa<br>exa   | 29       30       31       32   | <pre>persistent.d6alexa7 = True persistent.d6alexa8 = True persistent.d6alexa3 = True persistent.d6alexa4 = True</pre>  | <pre>persistent.d6alexa7 = False persistent.d6alexa8 = False persistent.d6alexa3 = False persistent.d6alexa4 = False</pre>  | <pre>persistent.d6alexa7 persistent.d6alexa8 persistent.d6alexa3 persistent.d6alexa4</pre>  |
| exa<br>exa<br>exa<br>exa   | 32<br>33<br>34<br>34  | <pre>persistent.d6alexa4 = True persistent.d6alexa5 = True persistent.d6alexa6 = True persistent.d6emily8 = True</pre>  | <pre>persistent.d6alexa4 = False persistent.d6alexa5 = False persistent.d6alexa6 = False persistent.d6emily8 = False</pre>  | <pre>persistent.d6alexa4 persistent.d6alexa5 persistent.d6alexa6 persistent.d6emily8</pre>  |
| exa<br>nily<br>nily<br>nily  | 34<br>1<br>2<br>3   | <pre>persistent.d6emily8 = True persistent.d1emily3 = True persistent.d1emily1 = True persistent.d1emily2-1 = True</pre>  | <pre>persistent.d6emily8 = False persistent.d1emily3 = False persistent.d1emily1 = False persistent.d1emily2-1 = False</pre>  | <pre>persistent.d6emily8 persistent.d1emily3 persistent.d1emily1 persistent.d1emily2-1</pre>  |
| nily<br>nily<br>nily   | 3<br>3<br>3<br>3  | <pre>persistent.dlemily2-1 = True persistent.dlemily2-2 = True persistent.dlemily2-3 = True persistent.dlemily2-4 = True</pre>  | <pre>persistent.dlemily2-1 = False persistent.dlemily2-2 = False persistent.dlemily2-3 = False persistent.dlemily2-4 = False</pre>  | <pre>persistent.dlemily2-1 persistent.dlemily2-2 persistent.dlemily2-3 persistent.dlemily2-4</pre>  |
| nily<br>nily<br>nily   | 4<br>5<br>6   | <pre>persistent.d2emily1 = True persistent.d2emily5 = True persistent.emilymovie2seen = True</pre>  | <pre>persistent.d2emily1 = False persistent.d2emily5 = False</pre>  | persistent.d2emily1 persistent.d2emily5   |
| nily<br>nily<br>nily   | 6<br>7<br>8   | <pre>persistent.d2emily2 = True persistent.d2emily3 = True persistent.d3emily1 = True</pre>   | <pre>persistent.d2emily2 = False persistent.d2emily3 = False persistent.d3emily1 = False</pre>  | <pre>persistent.d2emily2 persistent.d2emily3 persistent.d3emily1</pre>  |
| nily<br>nily   | 9<br>10<br>11   | <pre>persistent.d3emily1 = True persistent.d3emily3 = True persistent.d3emily5 = True</pre>   | <pre>persistent.d3emily1 = False persistent.d3emily3 = False persistent.d3emily5 = False</pre>  | <pre>persistent.d3emily1 persistent.d3emily3 persistent.d3emily5</pre>  |
| nily<br>nily   | 12<br>13  | <pre>persistent.d3emily4 = True persistent.d4emily6 = True</pre>  | <pre>persistent.d3emily4 = False persistent.d4emily6 = False</pre>  | persistent.d3emily4 persistent.d4emily6   |
| nily<br>nily<br>nily   | 13<br>13<br>14  | <pre>persistent.d4emily6b = True persistent.d4emily6c = True persistent.d4emily1 = True</pre>   | <pre>persistent.d4emily6b = False persistent.d4emily6c = False persistent.d4emily1 = False</pre>  | <pre>persistent.d4emily6b persistent.d4emily6c persistent.d4emily1</pre>  |
| nily<br>nily<br>nily   | 15<br>16<br>17  | <pre>persistent.d4emily4 = True persistent.d4emily5 = True persistent.d5emily6 = True</pre>   | <pre>persistent.d4emily4 = False persistent.d4emily5 = False persistent.d5emily6 = False</pre>  | <pre>persistent.d4emily4 persistent.d4emily5 persistent.d5emily6</pre>  |
| nily<br>nily<br>nily   | 18<br>19<br>20  | <pre>persistent.d4emily7 = True persistent.d5emily4 = True persistent.d5emily5 = True</pre>   | <pre>persistent.d4emily7 = False persistent.d5emily4 = False persistent.d5emily5 = False</pre>  | <pre>persistent.d4emily7 persistent.d5emily4 persistent.d5emily5</pre>  |
| nily<br>nily<br>nily   | 21<br>21<br>22  | <pre>persistent.d5emily1b = True persistent.d5emily1 = True persistent.d5emily2 = True</pre>  | <pre>persistent.d5emily1b = False persistent.d5emily1 = False persistent.d5emily2 = False</pre>   | <pre>persistent.d5emily1b persistent.d5emily1 persistent.d5emily2</pre>   |
| nily<br>nily<br>nily   | 23<br>24<br>25  | <pre>persistent.d5emily7 = True persistent.d5emily3 = True persistent.d5emily8 = True</pre>   | <pre>persistent.d5emily7 = False persistent.d5emily3 = False persistent.d5emily8 = False</pre>  | <pre>persistent.d5emily7 persistent.d5emily3 persistent.d5emily8</pre>  |
| nily<br>nily<br>nily   | 26<br>26<br>26  | <pre>persistent.d4emily2 = True persistent.d4emily2b = True persistent.d4emily2c = True</pre>   | <pre>persistent.d4emily2 = False persistent.d4emily2b = False persistent.d4emily2c = False</pre>  | <pre>persistent.d4emily2 persistent.d4emily2b persistent.d4emily2c</pre>  |
| nily<br>nily<br>nily   | 27<br>28<br>29  | <pre>persistent.d6emily1 = True persistent.d6emily6 = True persistent.d6emily9 = True</pre>   | <pre>persistent.d6emily1 = False persistent.d6emily6 = False persistent.d6emily9 = False</pre>  | <pre>persistent.d6emily1 persistent.d6emily6 persistent.d6emily9</pre>  |
| nily<br>nily<br>nily   | 30<br>31<br>32  | <pre>persistent.d6emily4 = True persistent.d6emily2 = True persistent.d6emily7 = True</pre>   | <pre>persistent.d6emily4 = False persistent.d6emily2 = False persistent.d6emily7 = False</pre>  | <pre>persistent.d6emily4 persistent.d6emily2 persistent.d6emily7</pre>  |
| nily<br>nily<br>m  | 33<br>34<br>1   | <pre>persistent.d6emily3 = True persistent.d6emily10 = True persistent.d1sam1 = True</pre>  | <pre>persistent.d6emily3 = False persistent.d6emily10 = False persistent.d1sam1 = False</pre>   | <pre>persistent.d6emily3 persistent.d6emily10 persistent.d1sam1</pre>   |
| m<br>m<br>m  | 2<br>3<br>4   | <pre>persistent.dlsam2 = True persistent.d2sam5 = True persistent.d2sam4 = True</pre>   | <pre>persistent.dlsam2 = False persistent.d2sam5 = False persistent.d2sam4 = False</pre>  | <pre>persistent.dlsam2 persistent.d2sam5 persistent.d2sam4</pre>  |
| m<br>m   | 5<br>6<br>7   | <pre>persistent.d2sam7 = True persistent.d2sam8 = True persistent.d2sam2 = True</pre>   | <pre>persistent.d2sam7 = False persistent.d2sam8 = False persistent.d2sam2 = False</pre>  | <pre>persistent.d2sam7 persistent.d2sam8 persistent.d2sam2</pre>  |
| m<br>m<br>m  | 8<br>9<br>10  | <pre>persistent.d2sam6 = True persistent.d2sam3 = True persistent.d3sam1 = True</pre>   | <pre>persistent.d2sam6 = False persistent.d2sam3 = False persistent.d3sam1 = False</pre>  | <pre>persistent.d2sam6 persistent.d2sam3 persistent.d3sam1</pre>  |
| m<br>m<br>m  | 11<br>11<br>12  | <pre>persistent.d2sam1 = True persistent.d2sam1b = True persistent.d4sam4 = True</pre>  | <pre>persistent.d2sam1 = False persistent.d2sam1b = False persistent.d4sam4 = False</pre>   | <pre>persistent.d2saml persistent.d2samlb persistent.d4sam4</pre>   |
| m<br>m<br>m  | 12<br>12<br>13  | persistent.d4sam4b = True<br>persistent.d4sam4c = True<br>persistent.d4sam2 = True  | <pre>persistent.d4sam4b = False persistent.d4sam4c = False persistent.d4sam2 = False</pre>  | persistent.d4sam4b persistent.d4sam4c persistent.d4sam2   |
| m<br>m<br>m  | 13<br>14<br>15  | <pre>persistent.d4sam2 = True persistent.d4sam3 = True persistent.d4sam5 = True</pre>   | <pre>persistent.d4sam2 = False persistent.d4sam3 = False persistent.d4sam5 = False</pre>  | persistent.d4sam2b<br>persistent.d4sam3<br>persistent.d4sam5  |
| m<br>m<br>m  | 16<br>17<br>18  | persistent.d4sam6 = True<br>persistent.d5sam1 = True  | persistent.d4sam6 = False<br>persistent.d5sam1 = False  | persistent.d4sam6   |
| m  | 19<br>20  | <pre>persistent.d5sam2 = True persistent.d5sam3 = True persistent.d5sam4 = True</pre>   | <pre>persistent.d5sam2 = False persistent.d5sam3 = False persistent.d5sam4 = False</pre>  | persistent.d5sam2<br>persistent.d5sam3<br>persistent.d5sam4   |
| m<br>m<br>m<br>m   | 21<br>22<br>22<br>22<br>22  | <pre>persistent.d5sam5 = True persistent.d4sam1 = True persistent.d4sam1b = True persistent.d4sam1c = True</pre>  | <pre>persistent.d5sam5 = False persistent.d4sam1 = False persistent.d4sam1b = False persistent.d4sam1c = False</pre>  | <pre>persistent.d5sam5 persistent.d4sam1 persistent.d4sam1b persistent.d4sam1c</pre>  |
| m<br>m<br>m<br>m   | 22<br>23<br>24<br>25  | persistent.d6sam1 = True<br>persistent.d6sam4 = True  | persistent.d6sam1 = False<br>persistent.d6sam4 = False  | persistent.d6sam1   |
| m  | 26<br>27  | <pre>persistent.d6sam5 = True persistent.d6sam2 = True persistent.d6sam3 = True persistent_d6sam6 = True</pre>  | <pre>persistent.d6sam5 = False persistent.d6sam2 = False persistent.d6sam3 = False persistent_d6sam6 = False</pre>  | <pre>persistent.d6sam5 persistent.d6sam2 persistent.d6sam3 persistent.d6sam6</pre>  |
| m<br>iley<br>iley<br>ilev  | 28<br>1<br>2<br>3   | <pre>persistent.d6sam6 = True persistent.d1bailey1 = True persistent.d1bailey5 = True persistent.d1bailey8 = True</pre>   | <pre>persistent.d6sam6 = False persistent.d1bailey1 = False persistent.d1bailey5 = False persistent.d1bailey8 = False</pre>   | <pre>persistent.d6sam6 persistent.d1bailey1 persistent.d1bailey5 persistent.d1bailey8</pre>   |
| iley<br>iley<br>iley<br>iley   | 3<br>4<br>5<br>6  | <pre>persistent.dlbailey8 = True persistent.dlbailey3 = True persistent.dlbailey4 = True persistent.dlbailey2 = True</pre>  | <pre>persistent.dlbailey8 = False persistent.dlbailey3 = False persistent.dlbailey4 = False persistent.dlbailey2 = False</pre>  | <pre>persistent.dlbailey8 persistent.dlbailey3 persistent.dlbailey4 persistent.dlbailey2</pre>  |
| iley<br>iley<br>iley<br>iley   | 6<br>7<br>8<br>8  | <pre>persistent.dlbailey2 = True persistent.dlbailey6 = True persistent.dlbailey7 = True persistent.dlbailey10 = True</pre>   | <pre>persistent.dlbailey2 = False persistent.dlbailey6 = False persistent.dlbailey7 = False persistent.dlbailey10 = False</pre>   | <pre>persistent.dlbailey2 persistent.dlbailey6 persistent.dlbailey7 persistent.dlbailey10</pre>   |
| iley<br>iley<br>iley<br>iley   | 9<br>10   | persistent.d2bailey1 = True<br>persistent.d3bailey1 = True  | <pre>persistent.d2bailey1 = False persistent.d3bailey1 = False</pre>  | persistent.d2bailey1 persistent.d3bailey1   |
| iley<br>iley<br>iley<br>iley   | 11<br>12<br>13<br>14  | <pre>persistent.d4bailey1 = True persistent.d5bailey1 = True persistent.d6bailey1 = True persistent.d6bailey2 = True</pre>  | <pre>persistent.d4bailey1 = False persistent.d5bailey1 = False persistent.d6bailey1 = False persistent.d6bailey2 = False</pre>  | <pre>persistent.d4bailey1 persistent.d5bailey1 persistent.d6bailey1 persistent.d6bailey2</pre>  |
| iley<br>hley<br>hley<br>hley   | 1 2   | persistent.dlashley1 = True<br>persistent.dlashley3 = True  | persistent.dlashley1 = False<br>persistent.dlashley3 = False  | persistent.dlashley1 persistent.dlashley3   |
| hley<br>hley<br>hley   | 3<br>4<br>5<br>6  | <pre>persistent.dlashley2 = True persistent.d2ashley1 = True persistent.d3ashley1 = True </pre>   | <pre>persistent.dlashley2 = False persistent.d2ashley1 = False persistent.d3ashley1 = False persistent_d4ashley1 = False</pre>  | <pre>persistent.dlashley2 persistent.d2ashley1 persistent.d3ashley1 persistent.d4ashley1</pre>  |
| hley<br>hley<br>hley<br>hley   | 6<br>7<br>8<br>9  | <pre>persistent.d4ashley1 = True persistent.d5ashley1 = True persistent.d6ashley1 = True persistent_d6ashley2 = True</pre>  | <pre>persistent.d4ashley1 = False persistent.d5ashley1 = False persistent.d6ashley1 = False persistent_d6ashley2 = False</pre>  | <pre>persistent.d4ashley1 persistent.d5ashley1 persistent.d6ashley1 persistent_d6ashley2</pre>  |
| hley<br>phne<br>phne   | 9<br>1<br>2<br>3  | <pre>persistent.d6ashley2 = True persistent.d1daphne1 = True persistent.d1daphne3 = True</pre>  | <pre>persistent.d6ashley2 = False persistent.d1daphne1 = False persistent.d1daphne3 = False persistent.d1daphne2 = False</pre>  | <pre>persistent.d6ashley2 persistent.d1daphne1 persistent.d1daphne3 </pre>  |
| phne<br>phne<br>phne   | 3<br>4<br>5   | <pre>persistent.dldaphne2 = True persistent.d2daphne1 = True persistent.d3daphne1 = True</pre>  | <pre>persistent.dldaphne2 = False persistent.d2daphne1 = False persistent.d3daphne1 = False</pre>   | <pre>persistent.dldaphne2 persistent.d2daphne1 persistent.d3daphne1</pre>   |
| phne<br>phne<br>phne   | 6<br>7<br>8   | <pre>persistent.d4daphne1 = True persistent.d5daphne1 = True persistent.d6daphne1 = True</pre>  | <pre>persistent.d4daphne1 = False persistent.d5daphne1 = False persistent.d6daphne1 = False</pre>   | <pre>persistent.d4daphne1 persistent.d5daphne1 persistent.d6daphne1</pre>   |
| phne<br>ph<br>ph   | 9<br>1<br>2   | <pre>persistent.d6daphne2 = True persistent.d1steph3 = True persistent.d1steph1 = True</pre>  | <pre>persistent.d6daphne2 = False persistent.d1steph3 = False persistent.d1steph1 = False</pre>   | <pre>persistent.d6daphne2 persistent.d1steph3 persistent.d1steph1</pre>   |
| eph<br>eph<br>eph  | 3<br>4<br>5   | <pre>persistent.dlsteph2 = True persistent.d2steph1 = True persistent.d3steph1 = True</pre>   | <pre>persistent.dlsteph2 = False persistent.d2steph1 = False persistent.d3steph1 = False</pre>  | <pre>persistent.dlsteph2 persistent.d2steph1 persistent.d3steph1</pre>  |
| ph<br>ph<br>ph   | 6<br>7<br>8   | <pre>persistent.d4steph1 = True persistent.d5steph1 = True persistent.d6steph1 = True</pre>   | <pre>persistent.d4steph1 = False persistent.d5steph1 = False persistent.d6steph1 = False</pre>  | <pre>persistent.d4steph1 persistent.d5steph1 persistent.d6steph1</pre>  |
| ph<br>sica<br>sica   | 9<br>1<br>2   | <pre>persistent.d6steph2 = True persistent.d1jessica1 = True persistent.d1jessica3 = True</pre>   | <pre>persistent.d6steph2 = False persistent.d1jessica1 = False persistent.d1jessica3 = False</pre>  | <pre>persistent.d6steph2 persistent.d1jessica1 persistent.d1jessica3</pre>  |
| sica<br>sica<br>sica   | 3<br>4<br>5   | <pre>persistent.dljessica2 = True persistent.d2jessical = True persistent.d3jessical = True</pre>   | <pre>persistent.dljessica2 = False persistent.d2jessica1 = False persistent.d3jessica1 = False</pre>  | <pre>persistent.dljessica2 persistent.d2jessica1 persistent.d3jessica1</pre>  |
| sica<br>sica<br>sica   | 6<br>7<br>8   | <pre>persistent.d4jessical = True persistent.d5jessical = True persistent.d6jessical = True</pre>   | <pre>persistent.d4jessical = False persistent.d5jessical = False persistent.d6jessical = False</pre>  | <pre>persistent.d4jessical persistent.d5jessical persistent.d6jessical</pre>  |
| sica<br>iko<br>iko   | 9<br>1<br>2   | persistent.d6jessica2 = True<br>persistent.d1meiko2 = True<br>persistent.d1meiko1 = True  | <pre>persistent.d6jessica2 = False persistent.d1meiko2 = False persistent.d1meiko1 = False</pre>  | persistent.d1meiko2 persistent.d1meiko1   |
|  | 3<br>4<br>5   | <pre>persistent.d2meiko1 = True persistent.d3meiko1 = True persistent.d3meiko2 = True</pre>   | <pre>persistent.d2meiko1 = False persistent.d3meiko1 = False persistent.d3meiko2 = False</pre>  | persistent.d2meiko1<br>persistent.d3meiko1<br>persistent.d3meiko2   |
| eiko   | 6<br>7  | <pre>persistent.d3meiko2 = True persistent.d3meiko3 = True persistent.d5meiko1 = True persistent.d6meiko1 = True</pre>  | <pre>persistent.d3meiko2 = False persistent.d3meiko3 = False persistent.d5meiko1 = False persistent.d6meiko1 = False</pre>  | <pre>persistent.d3meiko2 persistent.d3meiko3 persistent.d5meiko1 persistent.d6meiko1</pre>  |
| eiko<br>eiko<br>eiko<br>eiko   | 8   | persistent.d6meiko2 = True<br>persistent.d1mai1 = True  | persistent.d6meiko2 = False<br>persistent.d1mai1 = False  | persistent.d6meiko2 persistent.d1mai1   |
| eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>ai   | 9<br>1  | pergiator   | <pre>persistent.dlmai2 = False persistent.d2mai1 = False</pre>  | <pre>persistent.dlmai2 persistent.d2mai1 persistent.d3mai1</pre>  |
| eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>ai<br>ai<br>ai   | 9<br>1<br>2<br>3<br>4   | <pre>persistent.dlmai2 = True persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True</pre>  | persistent.d3mail = False   | 1 m   |
| eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>ai<br>ai<br>ai<br>ai<br>ai   | 9<br>1<br>2<br>3  | persistent.d2mai1 = True  | <pre>persistent.d3mai1 = False persistent.d5mai1 = False persistent.d5mai2 = False persistent.d6mai1 = False</pre>  | persistent.d5mai1<br>persistent.d5mai2<br>persistent.d6mai1   |
| eiko eiko eiko eiko eiko eiko eiko eiko  | 9<br>1<br>2<br>3<br>4<br>5<br>6   | <pre>persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True persistent.d5mai2 = True</pre>  | persistent.d5mai1 = False<br>persistent.d5mai2 = False  | persistent.d5mai2   |
| eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>eiko<br>ai<br>ai<br>ai<br>ai<br>ai<br>ai<br>ai                             | 9 1 2 3 4 5 6 7 1 2 2   | <pre>persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True persistent.d5mai2 = True persistent.d6mai1 = True persistent.d1melvin1 = True persistent.d2lexxx1 = True</pre>  | <pre>persistent.d5mail = False persistent.d5mai2 = False persistent.d6mail = False persistent.d1melvin1 = False persistent.d2lexxx1 = False</pre>   | <pre>persistent.d5mai2 persistent.d6mai1 persistent.d1melvin1 persistent.d2lexxx1</pre>   |
| eiko eiko eiko eiko eiko eiko eiko eiko  | 9         1         2         3         4         5         6         7         1         2         3         4         5         6         7         1         2         3         4         5   | <pre>persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True persistent.d5mai2 = True persistent.d6mai1 = True persistent.d1melvin1 = True persistent.d2lexxx1 = True persistent.n5emily1 = True persistent.n4sam1 = True</pre>  | <pre>persistent.d5mai1 = False persistent.d5mai2 = False persistent.d6mai1 = False persistent.d1melvin1 = False persistent.d2lexxx1 = False persistent.n5emily1 = False persistent.n4sam1 = False persistent.d1lexxx7 = False</pre>   | <pre>persistent.d5mai2 persistent.d6mai1 persistent.d1melvin1 persistent.d2lexxx1 persistent.n5emily1 persistent.n4sam1 persistent.d1lexxx7</pre>   |
| eiko eiko eiko eiko eiko eiko eiko eiko  | 9         1         2         3         4         5         6         7         1         2         3         4         5         6         7         1         2         3         4         5         6         6         6         6         1   | <pre>persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True persistent.d5mai2 = True persistent.d6mai1 = True persistent.d1melvin1 = True persistent.d2lexxx1 = True persistent.n5emily1 = True persistent.n4sam1 = True persistent.n1emily1 = True persistent.n1emily1 = True</pre>  | <pre>persistent.d5mai1 = False<br/>persistent.d5mai2 = False<br/>persistent.d6mai1 = False<br/>persistent.d1melvin1 = False<br/>persistent.d2lexxx1 = False<br/>persistent.n5emily1 = False<br/>persistent.n4sam1 = False<br/>persistent.d1lexxx7 = False<br/>persistent.n1emily1 = False<br/>persistent.n1emily4 = False</pre>   | <pre>persistent.d5mai2 persistent.d6mai1 persistent.d1melvin1 persistent.d2lexxx1 persistent.n5emily1 persistent.n4sam1 persistent.d1lexxx7 persistent.n1emily1 persistent.n1emily4 persistent.d1lexxx1</pre>   |
| eiko eiko eiko eiko eiko eiko eiko eiko  | 9         1         2         3         4         5         6         7         1         2         3         4         5         6         7         1         2         3         4         5         6         1         2         3         4         2         3         4   | <pre>persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True persistent.d5mai2 = True persistent.d6mai1 = True persistent.d1melvin1 = True persistent.d2lexxx1 = True persistent.n5emily1 = True persistent.n1emily1 = True persistent.n1emily1 = True persistent.n1emily4 = True persistent.d1lexxx1 = True persistent.d1lexxx2 = True persistent.d1lexxx3 = True</pre>   | <pre>persistent.d5mai1 = False<br/>persistent.d5mai2 = False<br/>persistent.d6mai1 = False<br/>persistent.d1melvin1 = False<br/>persistent.d2lexxx1 = False<br/>persistent.n5emily1 = False<br/>persistent.n4sam1 = False<br/>persistent.d1lexxx7 = False<br/>persistent.n1emily1 = False<br/>persistent.n1emily4 = False<br/>persistent.d1lexxx1 = False<br/>persistent.d1lexxx2 = False<br/>persistent.d1lexxx3 = False</pre>   | <pre>persistent.d5mai2 persistent.d6mai1 persistent.d1melvin1 persistent.d2lexxx1 persistent.n5emily1 persistent.n4sam1 persistent.d1lexxx7 persistent.n1emily1 persistent.n1emily4 persistent.d1lexxx2 persistent.d1lexxx3 persistent.d1lexxx4</pre>   |
| eiko eiko eiko eiko eiko eiko eiko eiko  | 9         1         2         3         4         5         6         7         1         2         3         4         5         6         7         1         2         3         4         5         6         1         2         3         4         5         6         1         2         3         4         5         6         7         6         7 | <pre>persistent.d2mai1 = True<br/>persistent.d3mai1 = True<br/>persistent.d5mai1 = True<br/>persistent.d5mai2 = True<br/>persistent.d6mai1 = True<br/>persistent.d1melvin1 = True<br/>persistent.d2lexxx1 = True<br/>persistent.n5emily1 = True<br/>persistent.n1emily1 = True<br/>persistent.n1emily1 = True<br/>persistent.n1emily4 = True<br/>persistent.d1lexxx1 = True<br/>persistent.d1lexxx2 = True<br/>persistent.d1lexxx3 = True<br/>persistent.d1lexxx4 = True<br/>persistent.d1lexxx4 = True</pre> | <pre>persistent.d5mai1 = False<br/>persistent.d5mai2 = False<br/>persistent.d6mai1 = False<br/>persistent.d1melvin1 = False<br/>persistent.d2lexxx1 = False<br/>persistent.n5emily1 = False<br/>persistent.n4sam1 = False<br/>persistent.d1lexxx7 = False<br/>persistent.n1emily1 = False<br/>persistent.n1emily4 = False<br/>persistent.d1lexxx1 = False<br/>persistent.d1lexxx2 = False<br/>persistent.d1lexxx3 = False<br/>persistent.d1lexxx4 = False<br/>persistent.d1lexxx5 = False<br/>persistent.d1lexxx1 = False</pre> | <pre>persistent.d5mai2 persistent.d6mai1 persistent.d1melvin1 persistent.d2lexxx1 persistent.n5emily1 persistent.n1emily1 persistent.n1emily1 persistent.d1lexxx7 persistent.d1lexxx2 persistent.d1lexxx3 persistent.d1lexxx4 persistent.d1lexxx4 persistent.d1lexxx4 persistent.d1lexxx4</pre> |