

SexBot 1.42 Walkthrough rev 1.10

Written by: [MrBubu](https://www.patreon.com/mrbubu)
<https://www.patreon.com/mrbubu>

SexBot

By LlamaMann Games

<https://www.patreon.com/llamamanngames>



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

Only decisions that have an impact on the story or your character are shown. There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse. Use *Control* + Mouse wheel to zoom in or out.

Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name:  Bubu or  Bubu

More complex values will be written as text instead:

girls kissed +20

Reference to these values will reuse the same icon or text:

Bubu  is at least 5

girls kissed is at least 25

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

 *Granny*

grandmas kissed +20

Icons

Flow Symbols



Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this

decide something #123

In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this

did not decide something #123

References to this label will also include the same number

so it is easy to track it down to where it happened (could be multiple places).

decided something #123

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

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

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

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

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

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

agree #55

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

did not agree #55

Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: [\(link\)](#).

Enjoy the game!

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SexBot Day 1

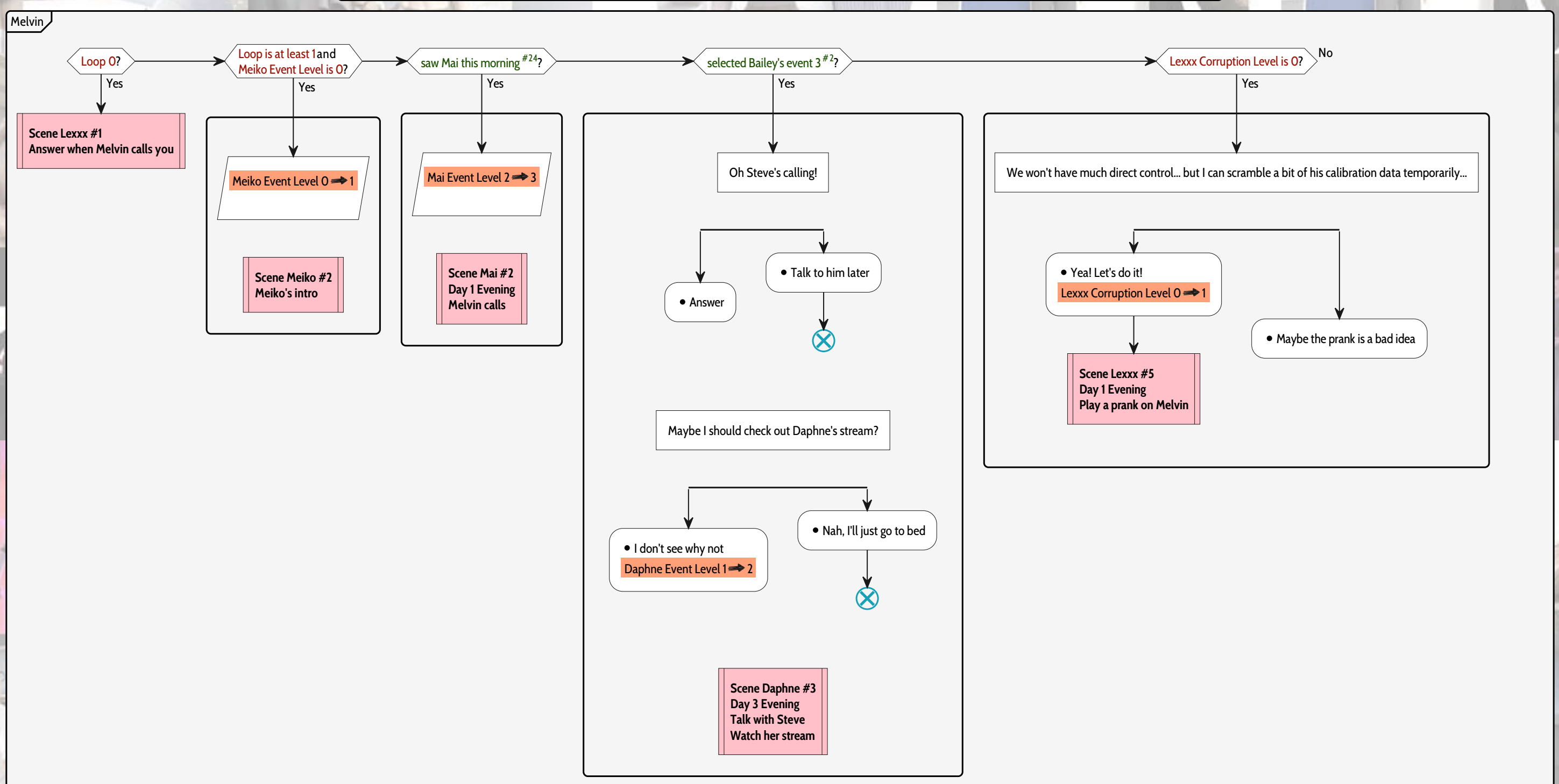
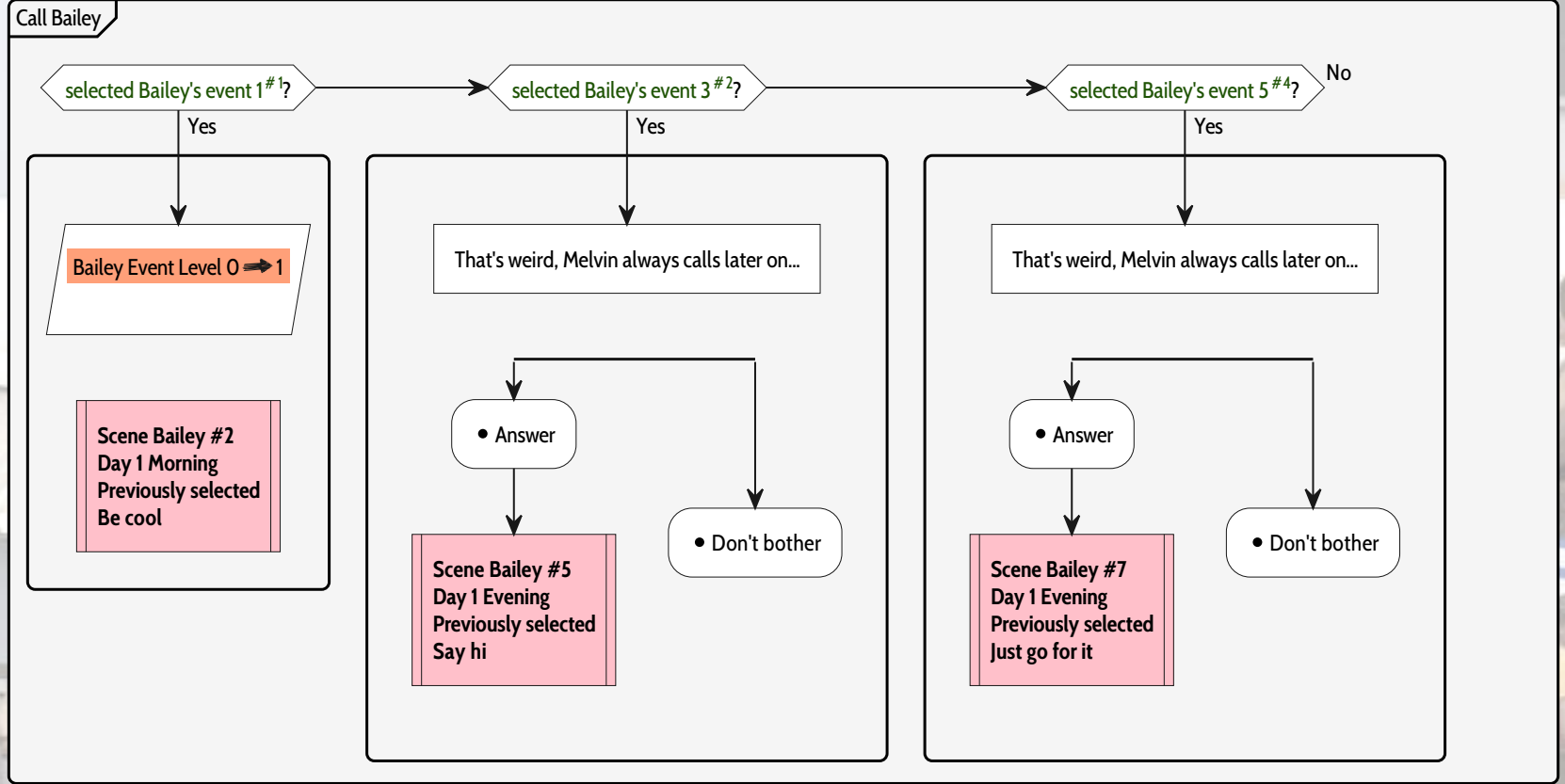
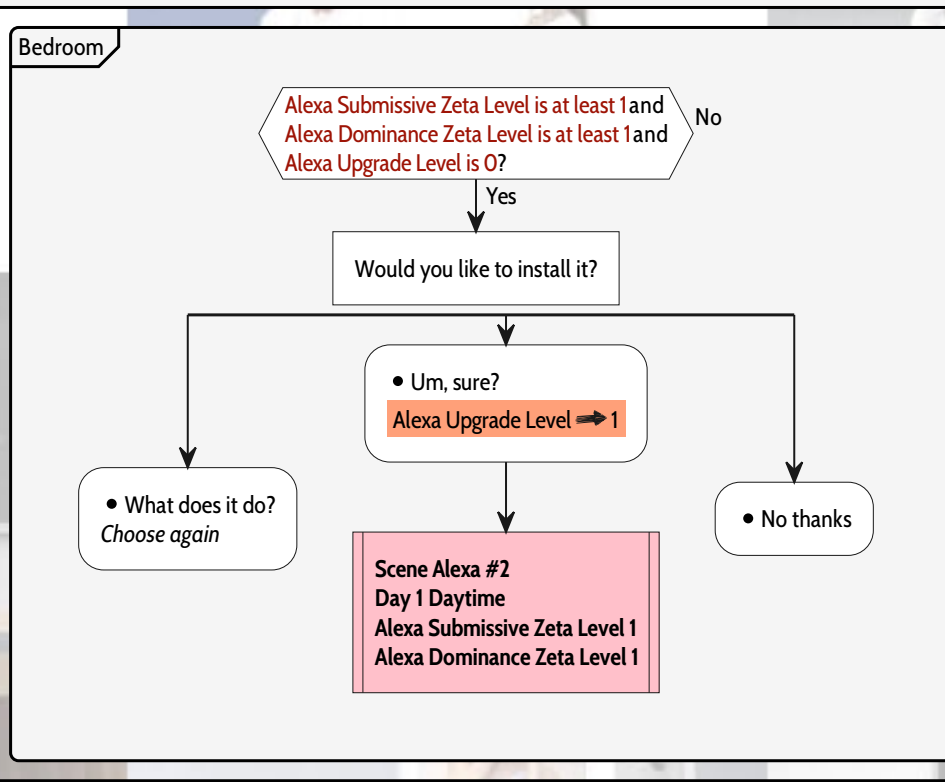
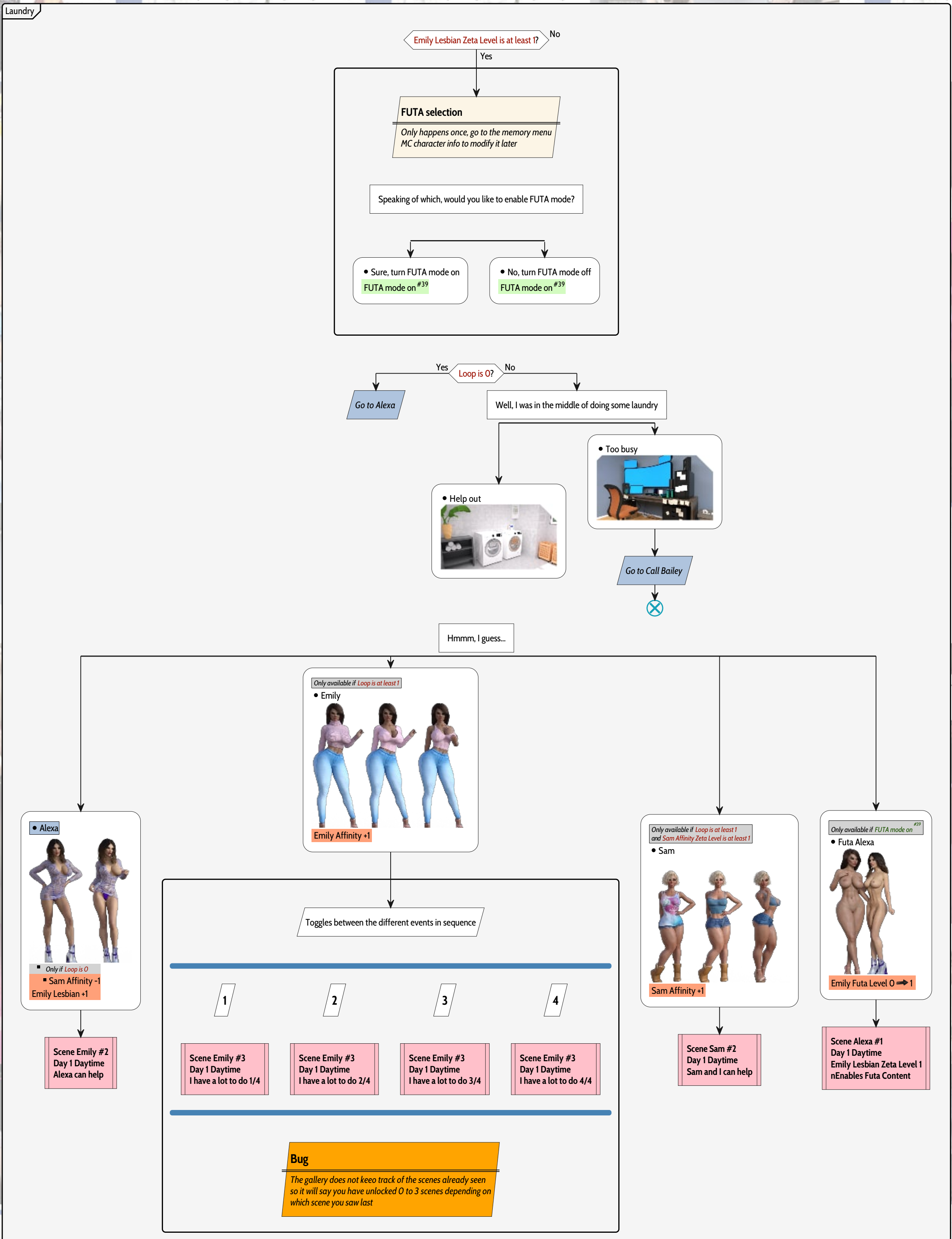
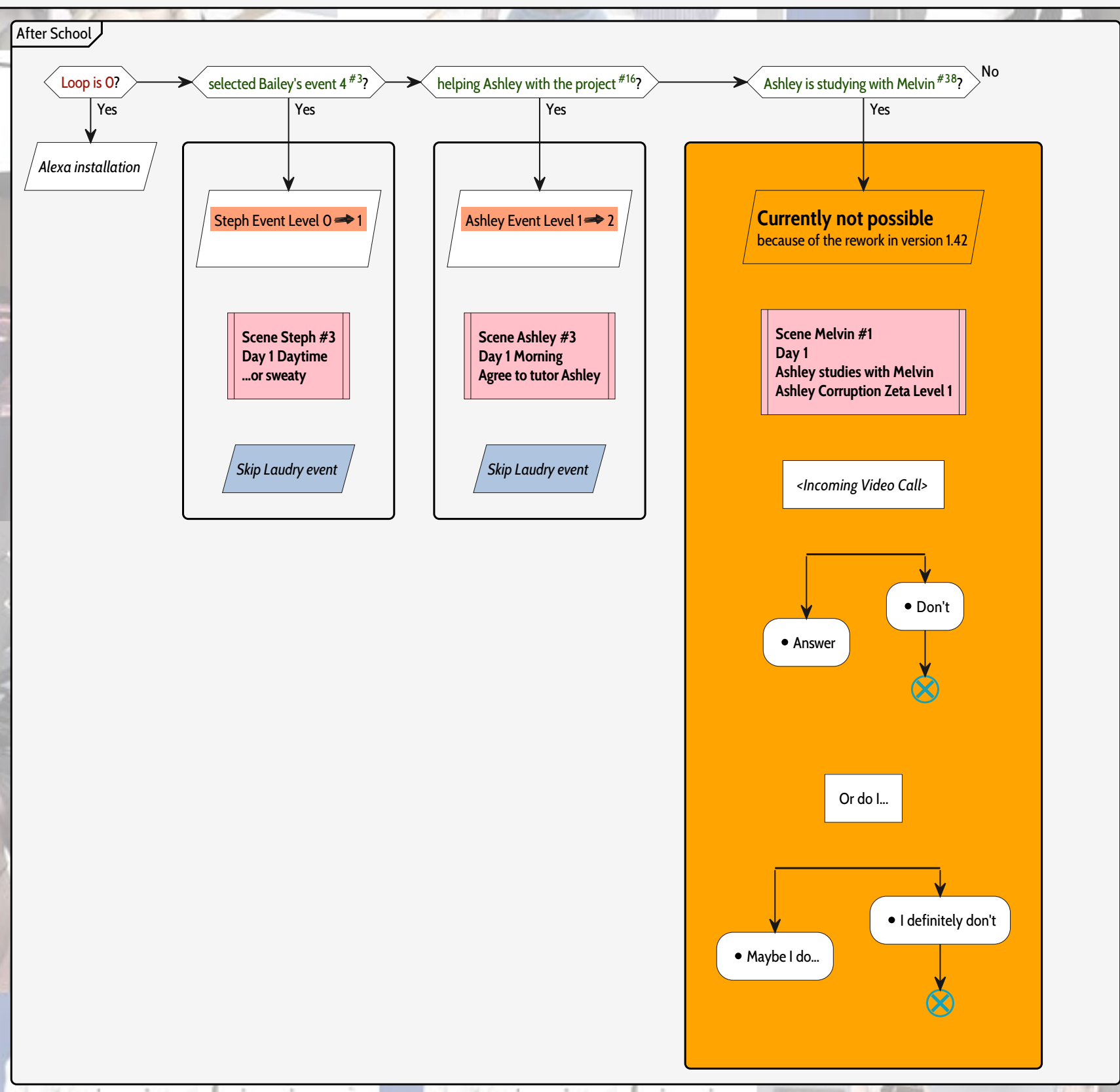
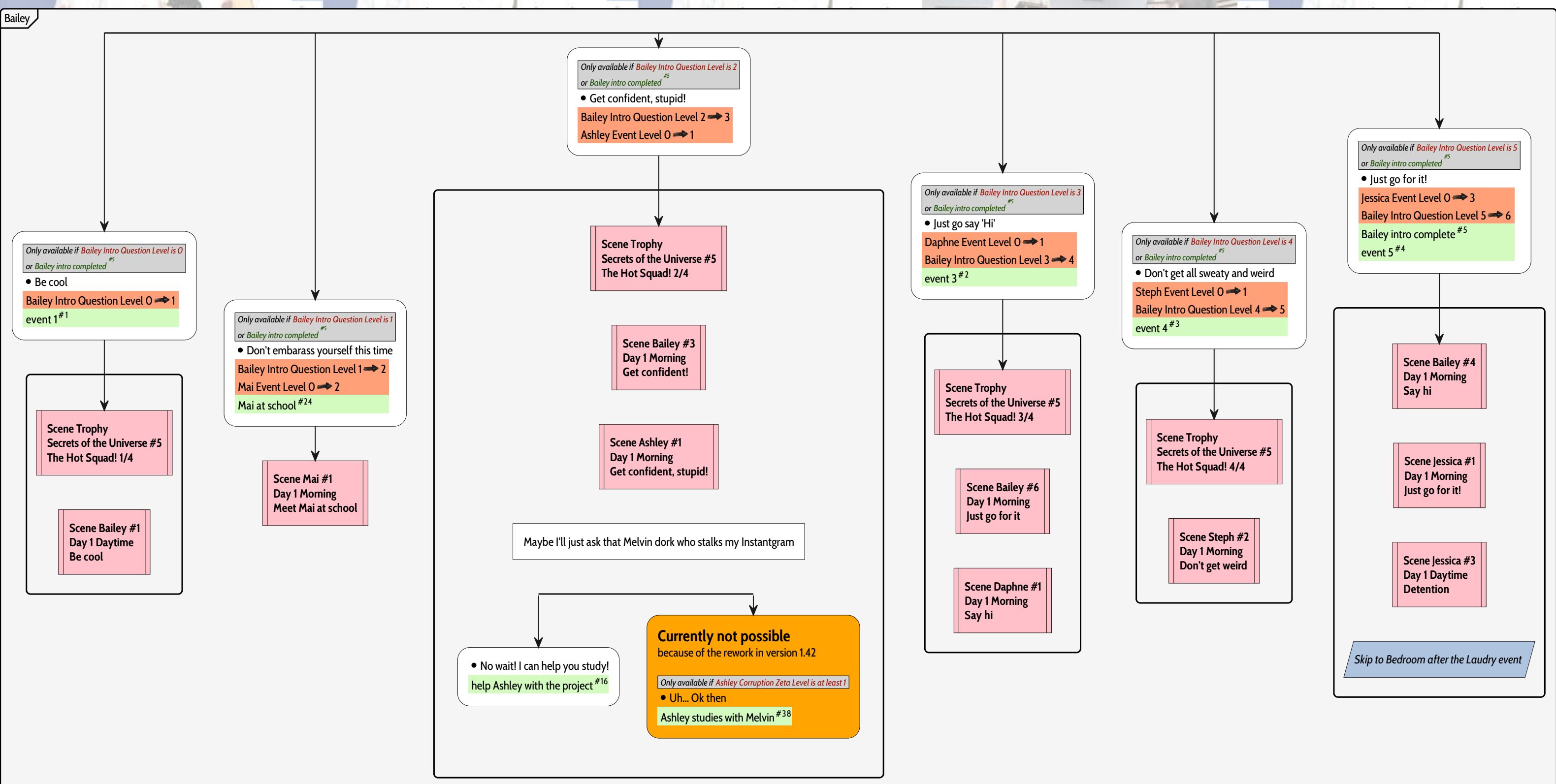
Disclaimer

Do not follow this walkthrough

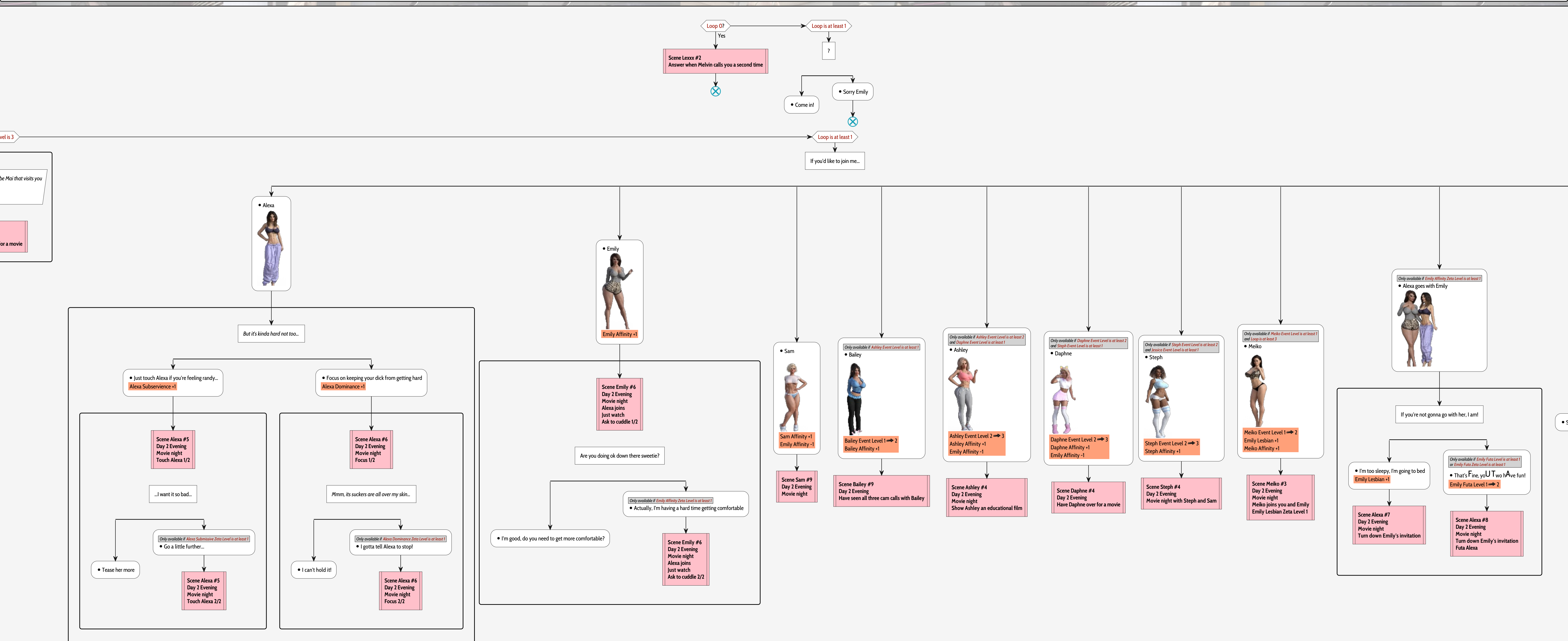
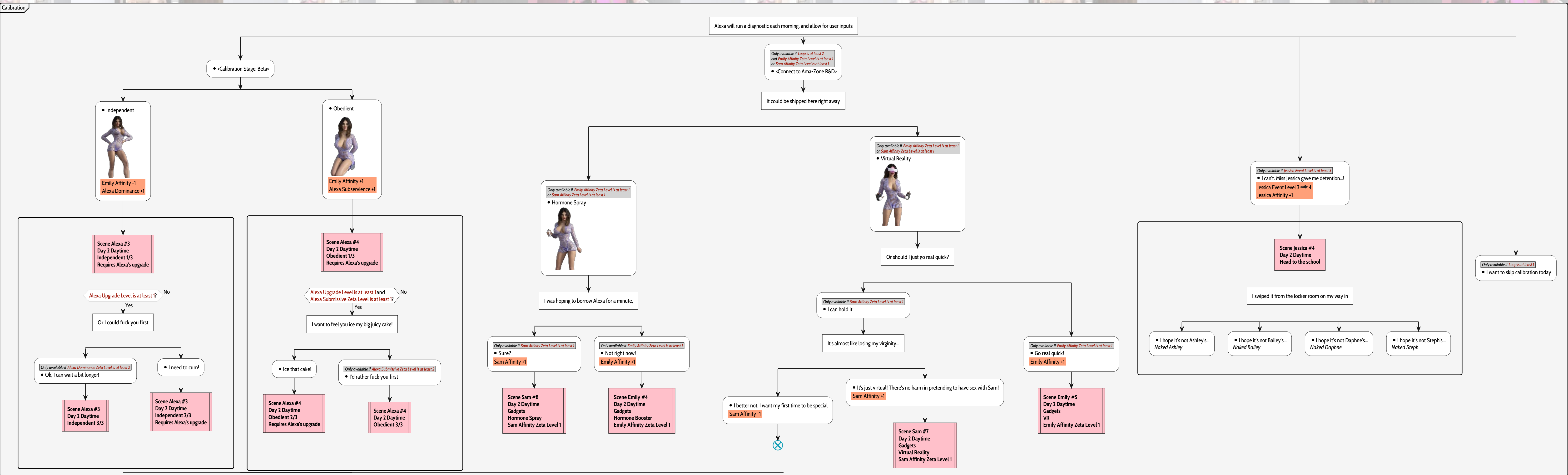
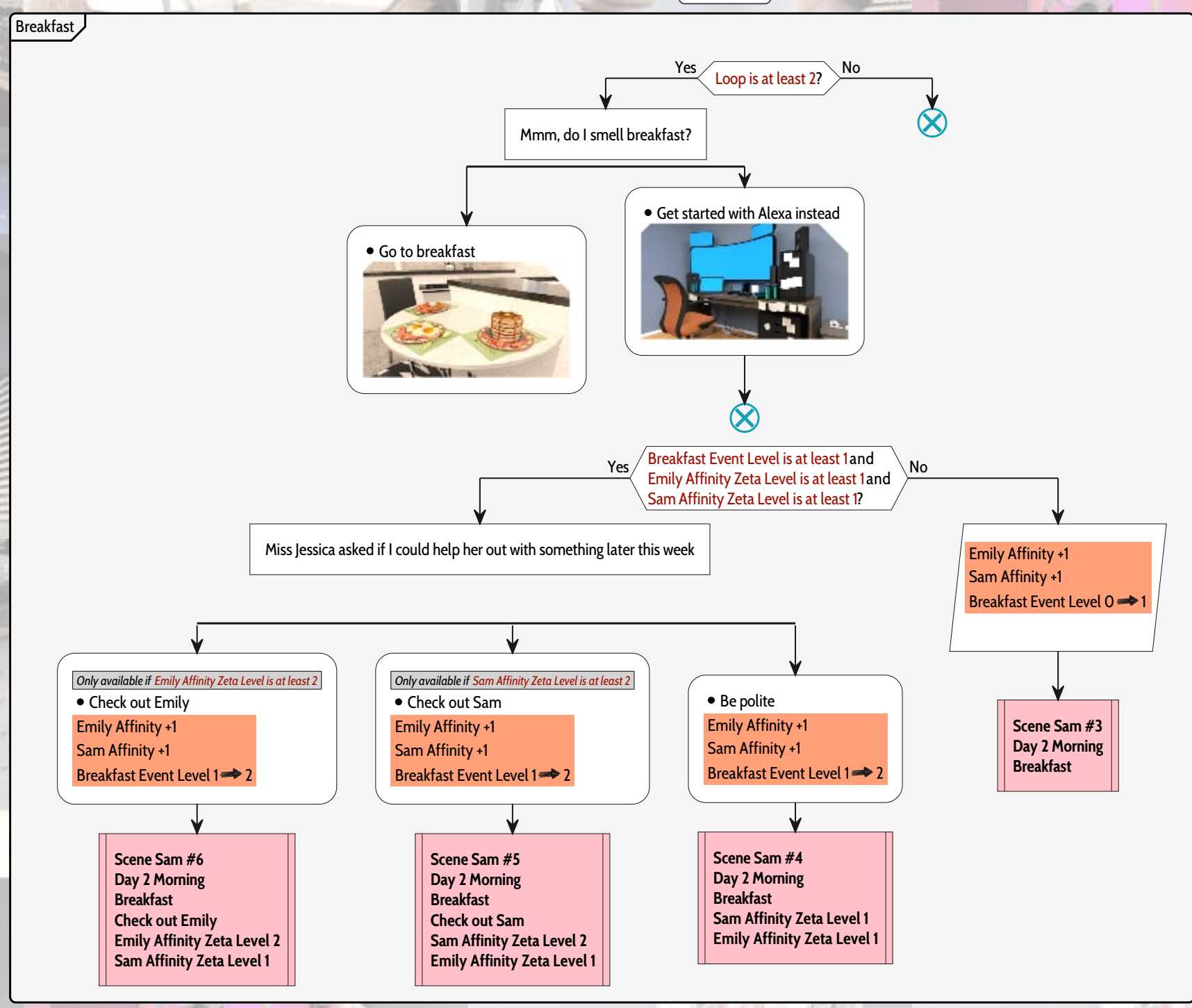
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

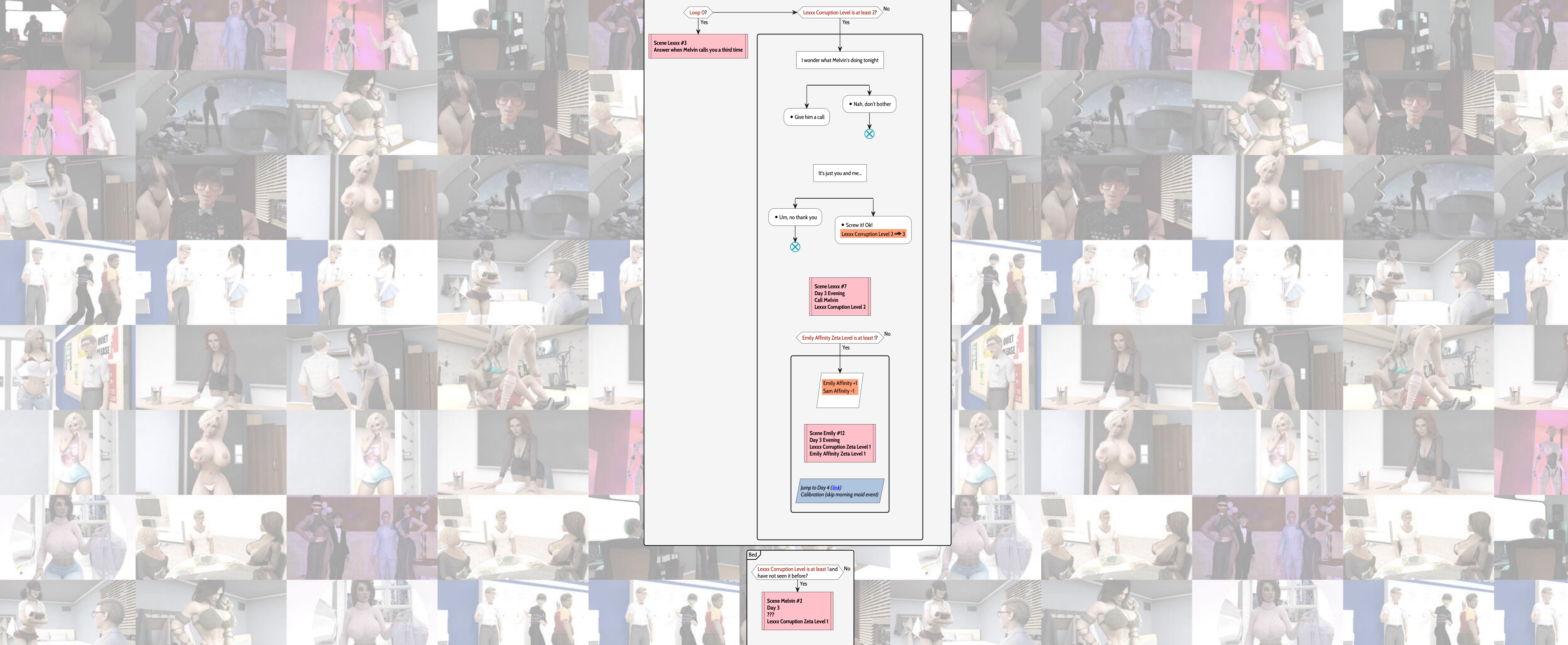
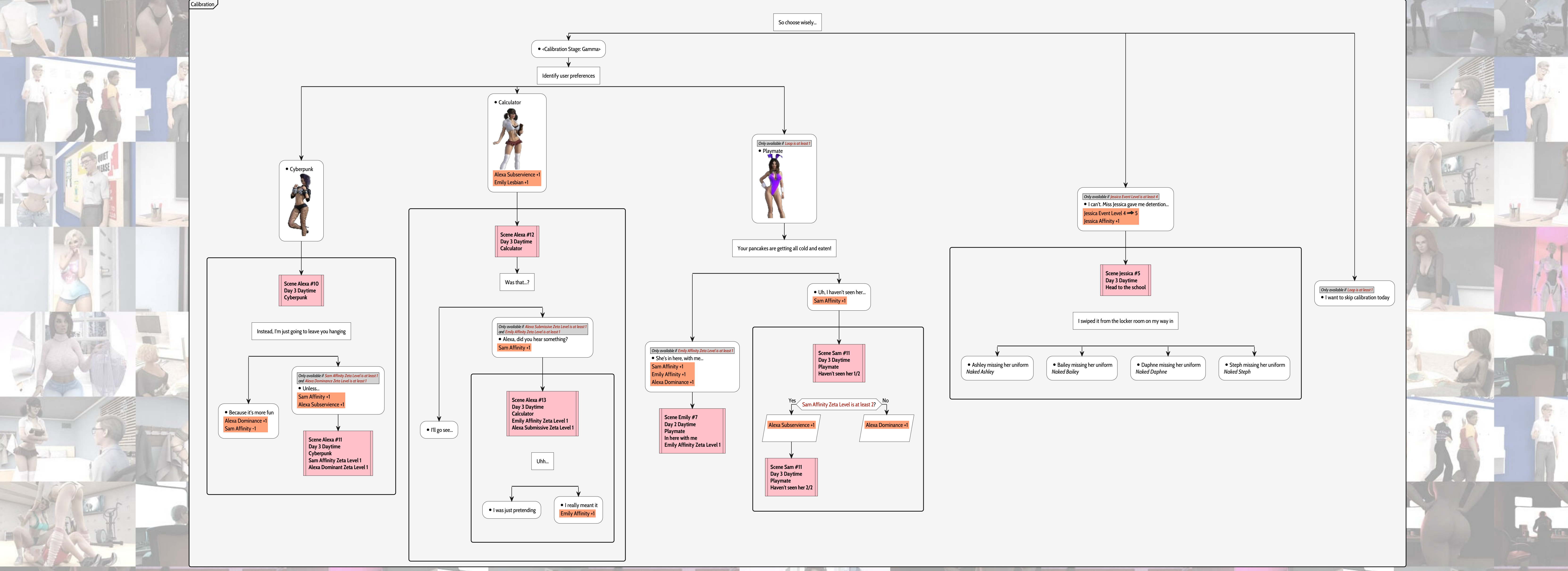
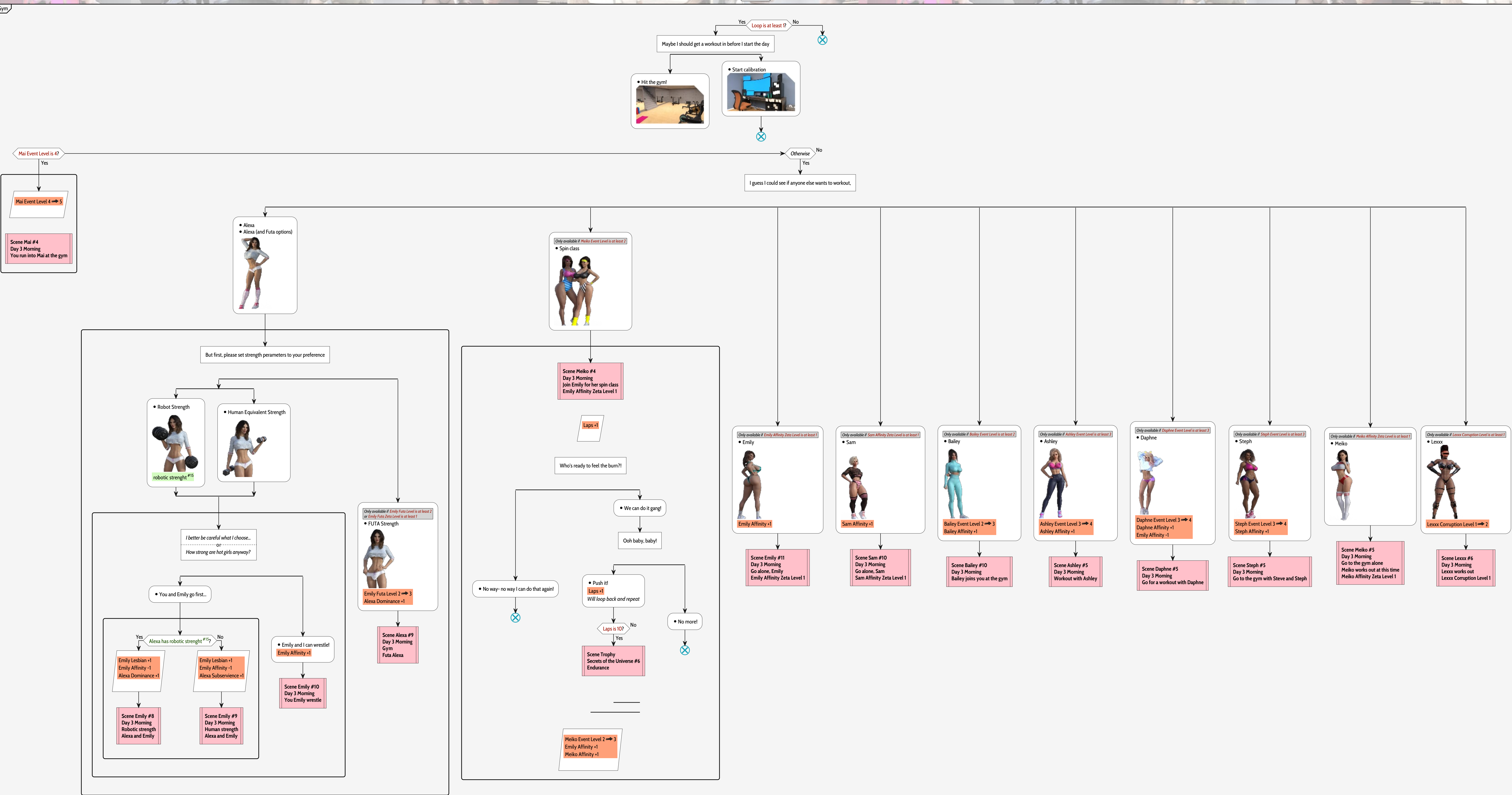
My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look at this walkthrough to find out what you might have missed to progress further.

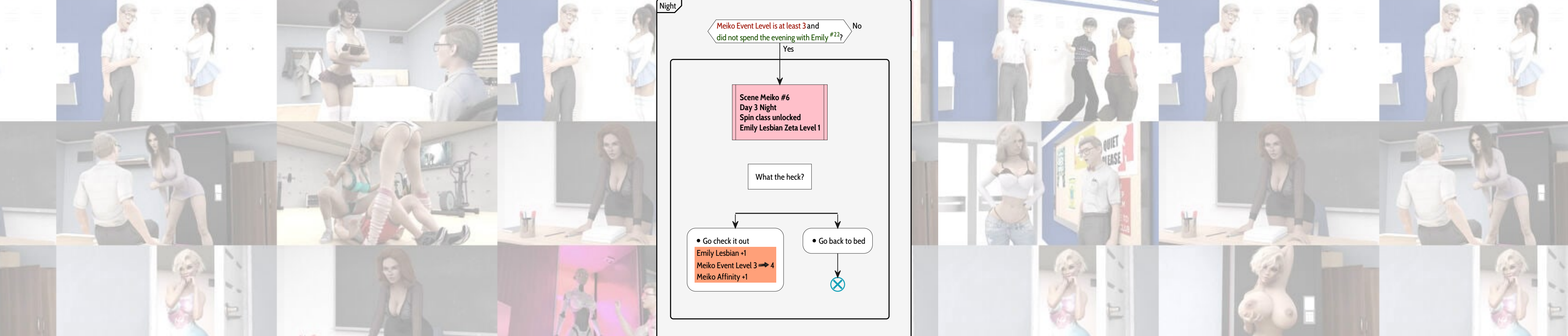
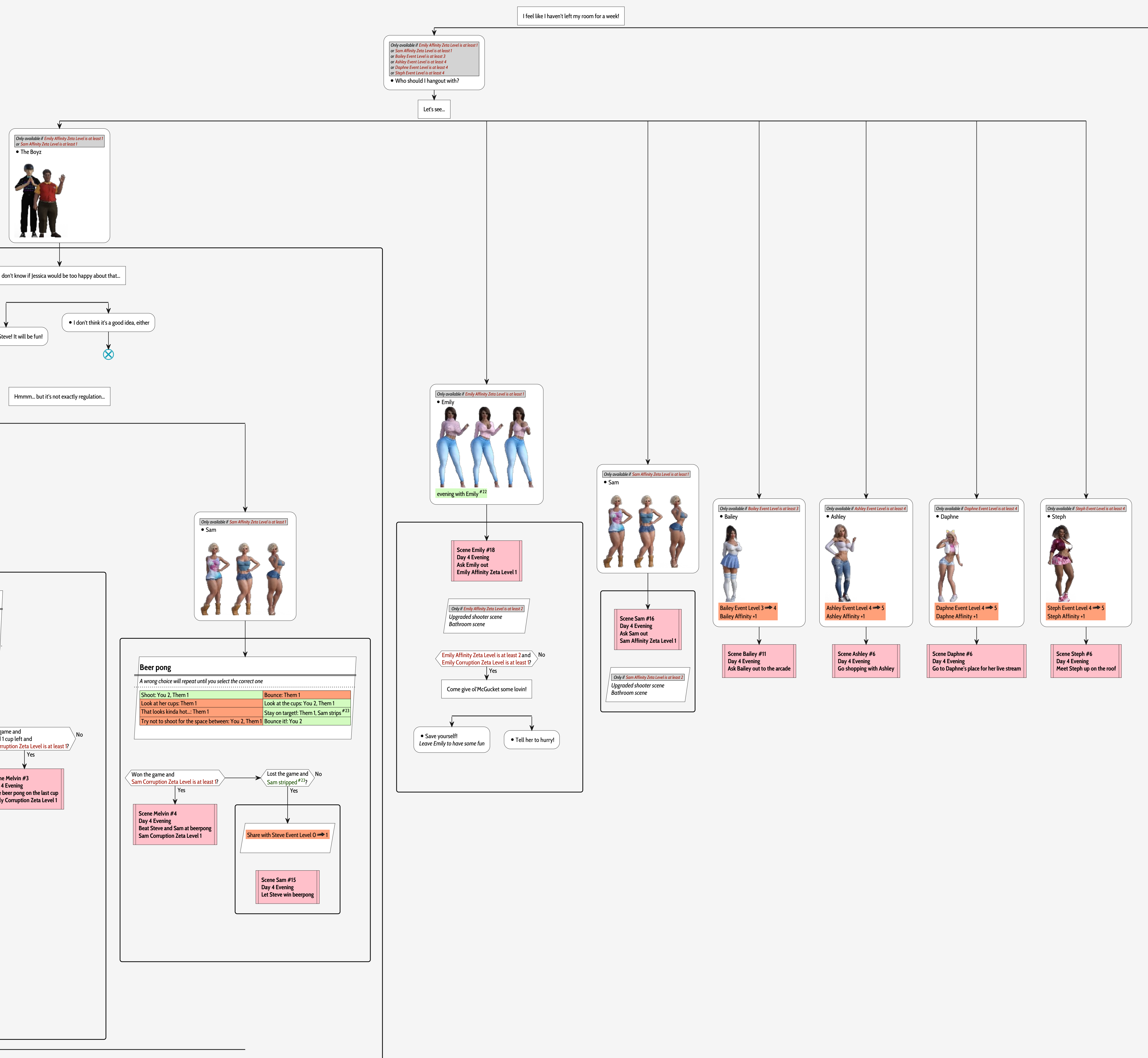
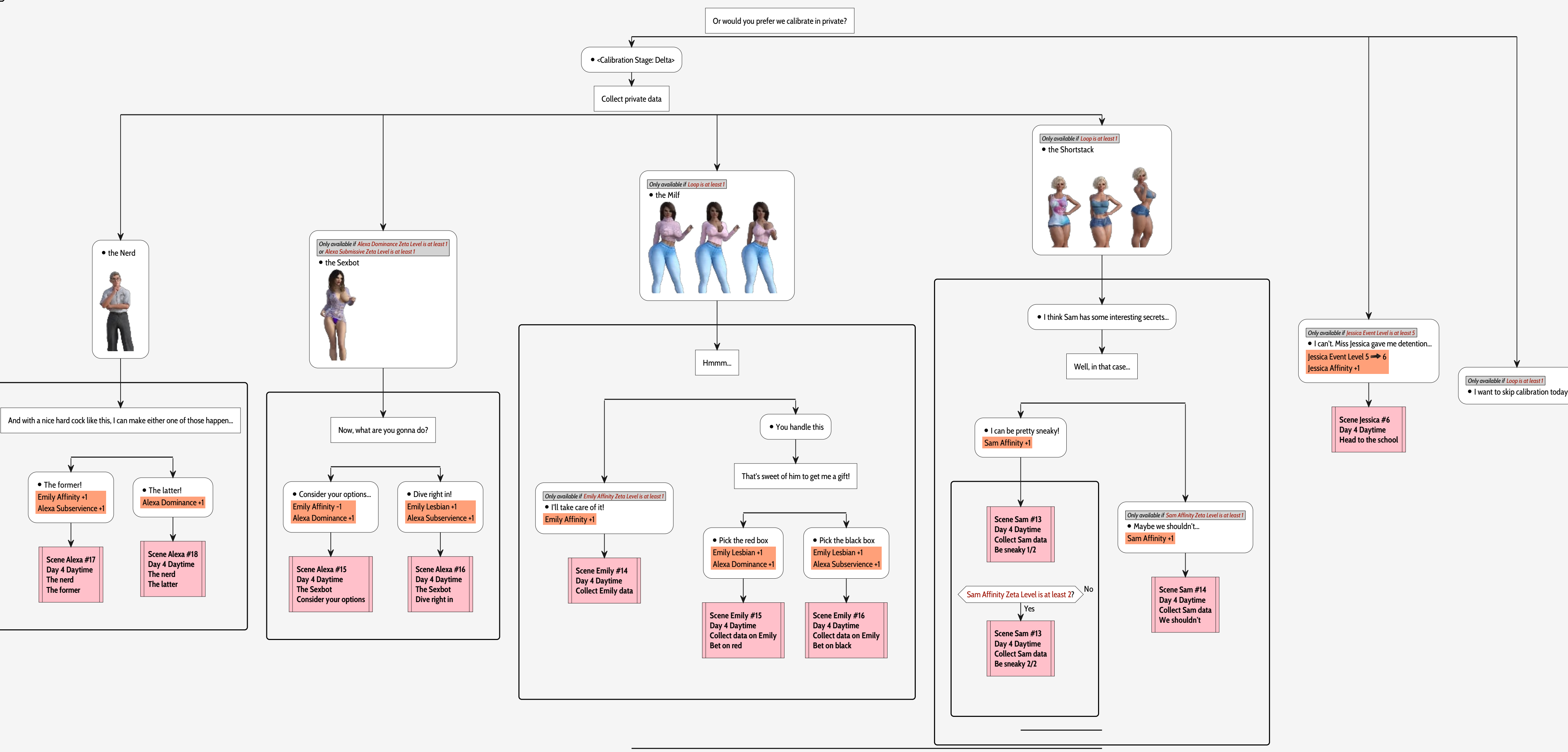
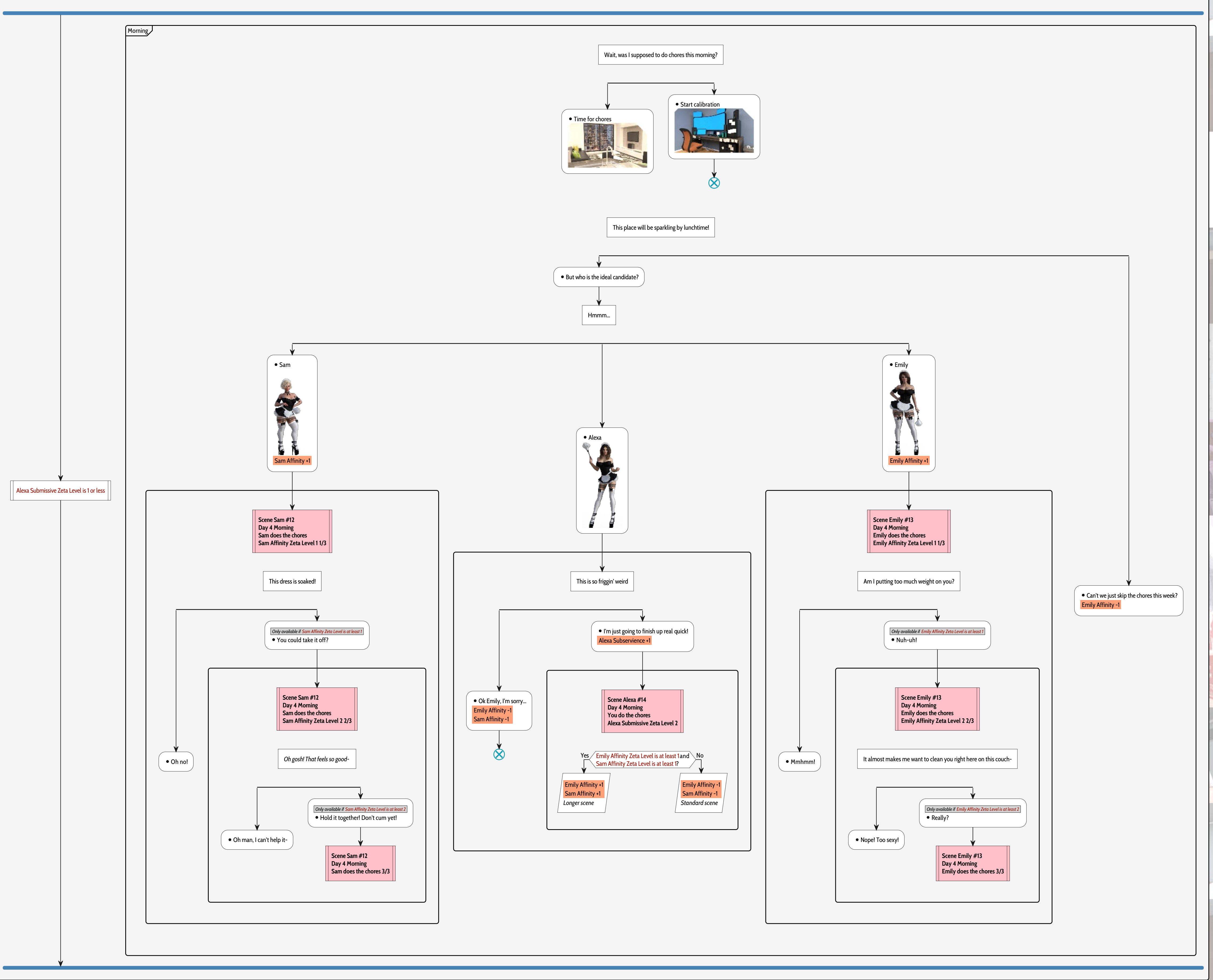
Also the gallery provides hints when you select a locked scene that could help you understand what to do on your own.

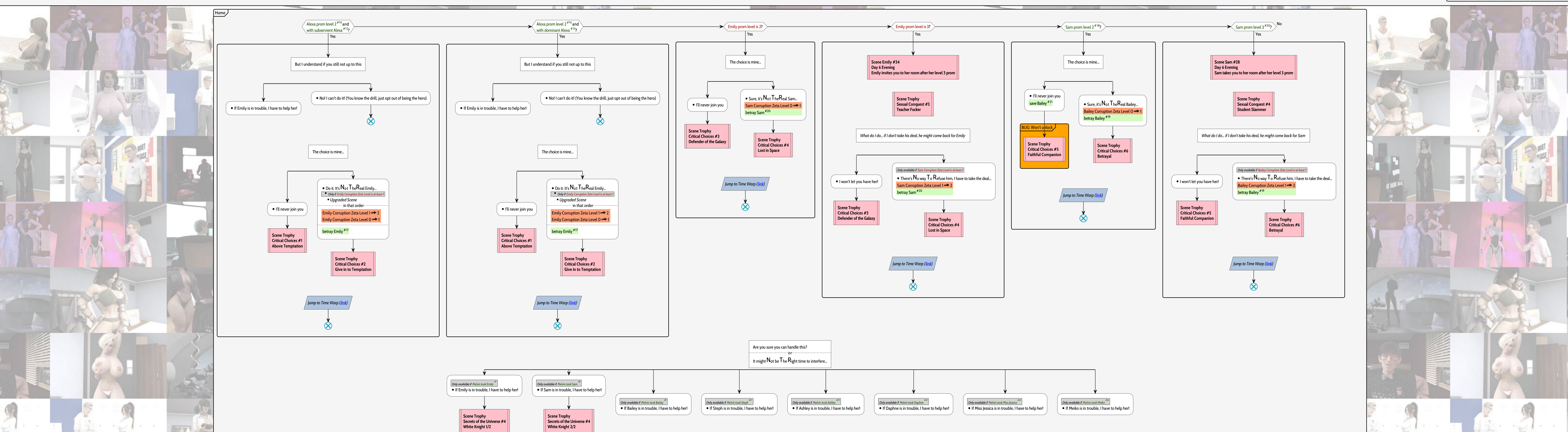
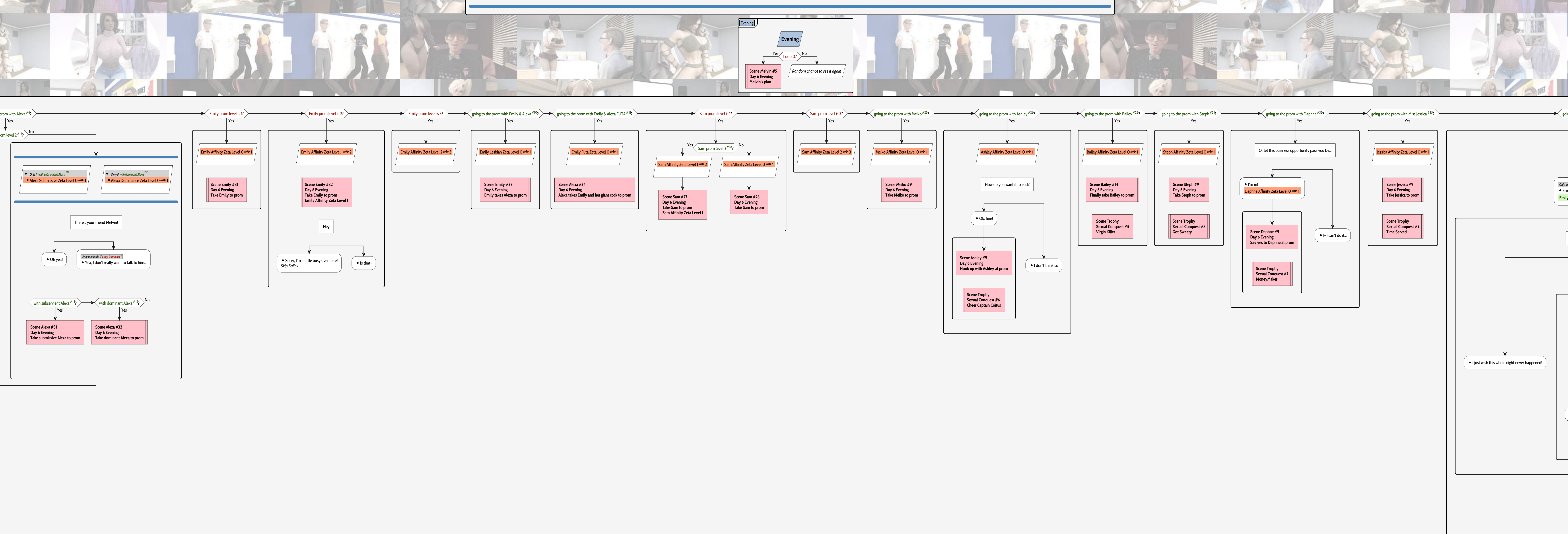
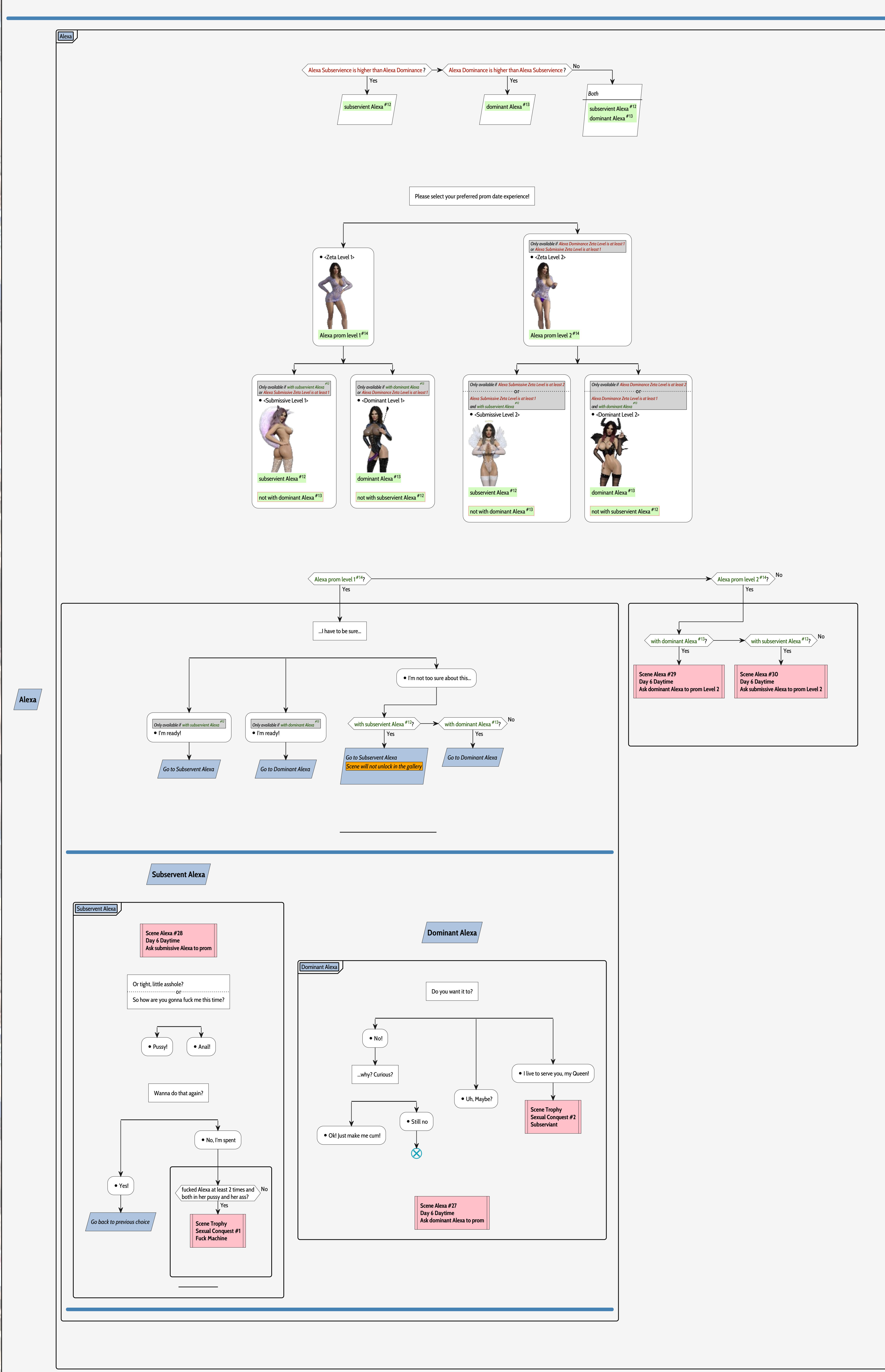
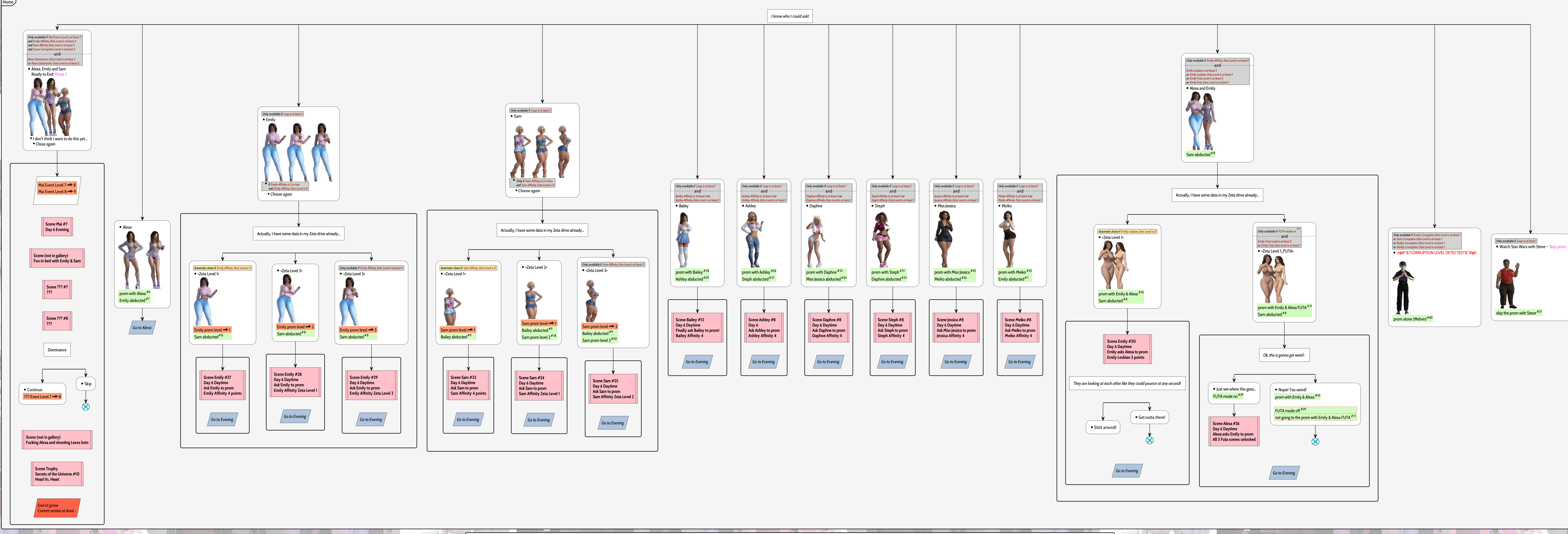


SexBot
Day 2





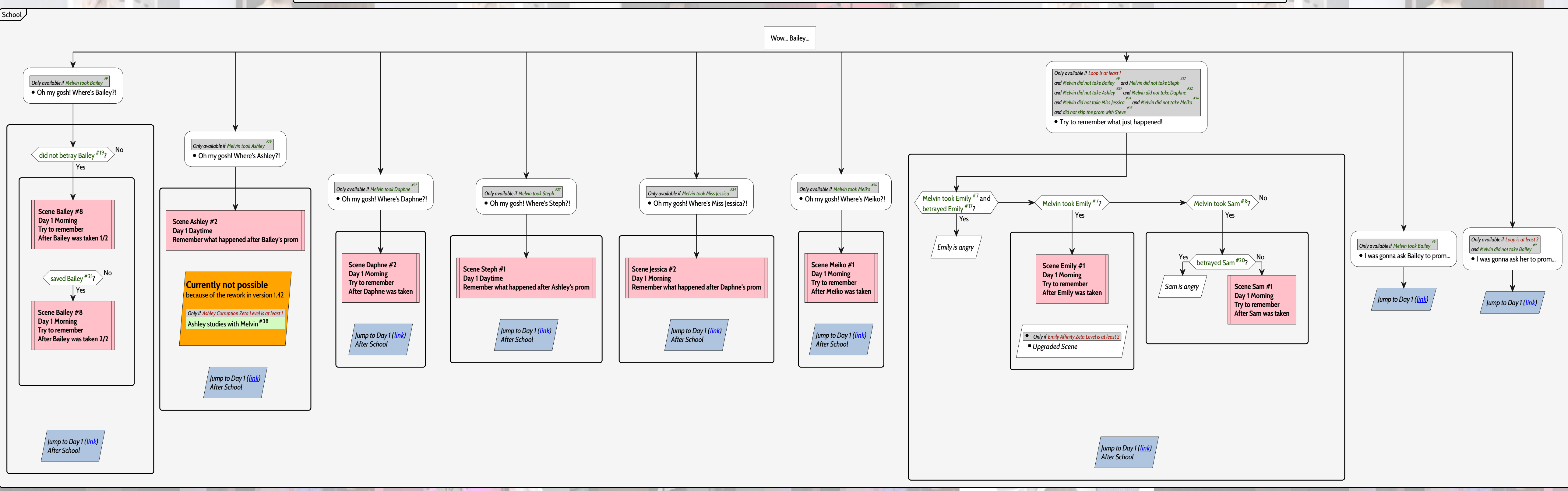
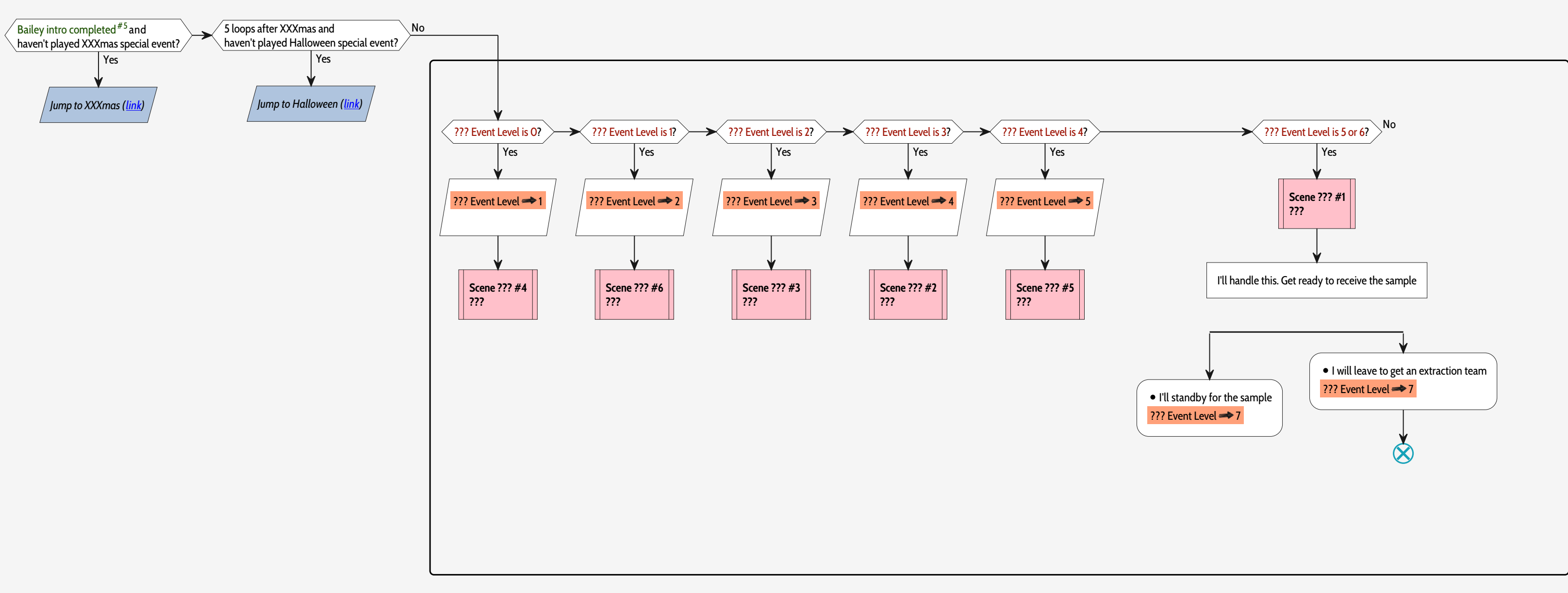
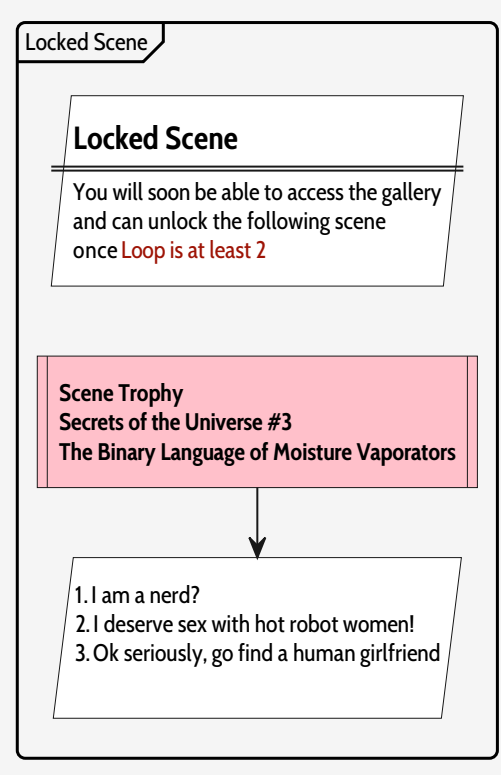
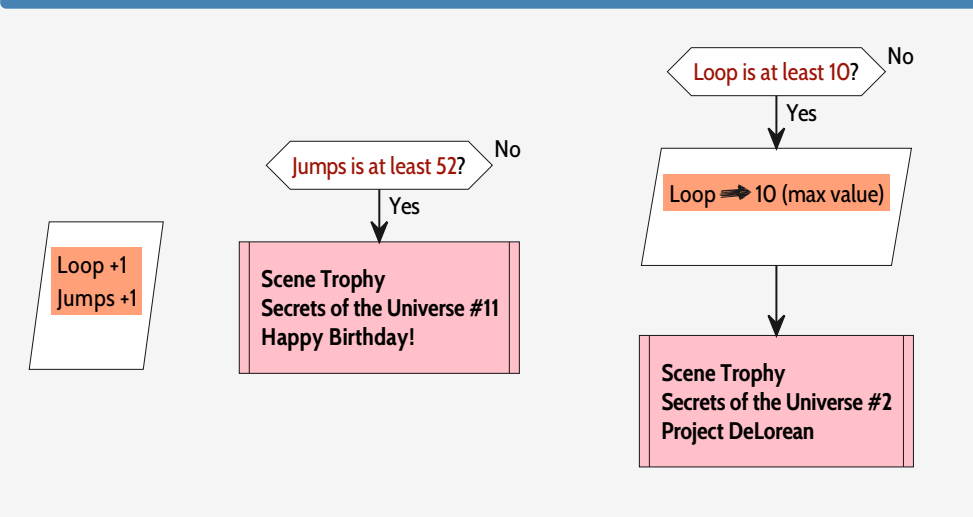




SexBot Time Warp

Time Warp
 Rule of thumb
 character Zeta attributes and game progression variables are kept
 all other values are reset

Character Attributes Kept	Character Attributes Reset	Game Progress Kept	Game Decision Kept
Alexa • Alexa Upgrade Level • Alexa Dominance Zeta Level • Alexa Submissive Zeta Level Emily • Emily Affinity Zeta Level • Emily Lesbian Zeta Level • Emily Futa Zeta Level • Emily Corruption Zeta Level Sam • Sam Affinity Zeta Level • Sam Corruption Zeta Level Bailey • Bailey Affinity Zeta Level • Bailey Corruption Zeta Level Lexoo • Lexoo Corruption Level Meiko • Meiko Affinity Zeta Level Ashley • Ashley Affinity Zeta Level • Ashley Corruption Zeta Level Daphne • Daphne Affinity Zeta Level Steph • Steph Affinity Zeta Level Jessica • Jessica Affinity Zeta Level	Alexa • Alexa Dominance • Alexa Subservience Emily • Emily Affinity • Emily Lesbian • Emily prom level Sam • Sam Affinity • Sam prom level Bailey • Bailey Affinity Meiko • Meiko Affinity Ashley • Ashley Affinity Daphne • Daphne Affinity Steph • Steph Affinity Jessica • Jessica Affinity	• Loop • Breakfast Event Level Bailey • Bailey Event Level • Bailey Intro Question Level Ashley • Ashley Event Level Meiko • Meiko Event Level • ??? Event Level Daphne • Daphne Event Level Steph • Steph Event Level Jessica • Jessica Event Level Mai • Mai Event Level Steve • Share with Steve Event Level	• FUTA mode on #39 • saved Bailey #21 • Bailey intro completed #5



SexBot Halloween

Replay

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

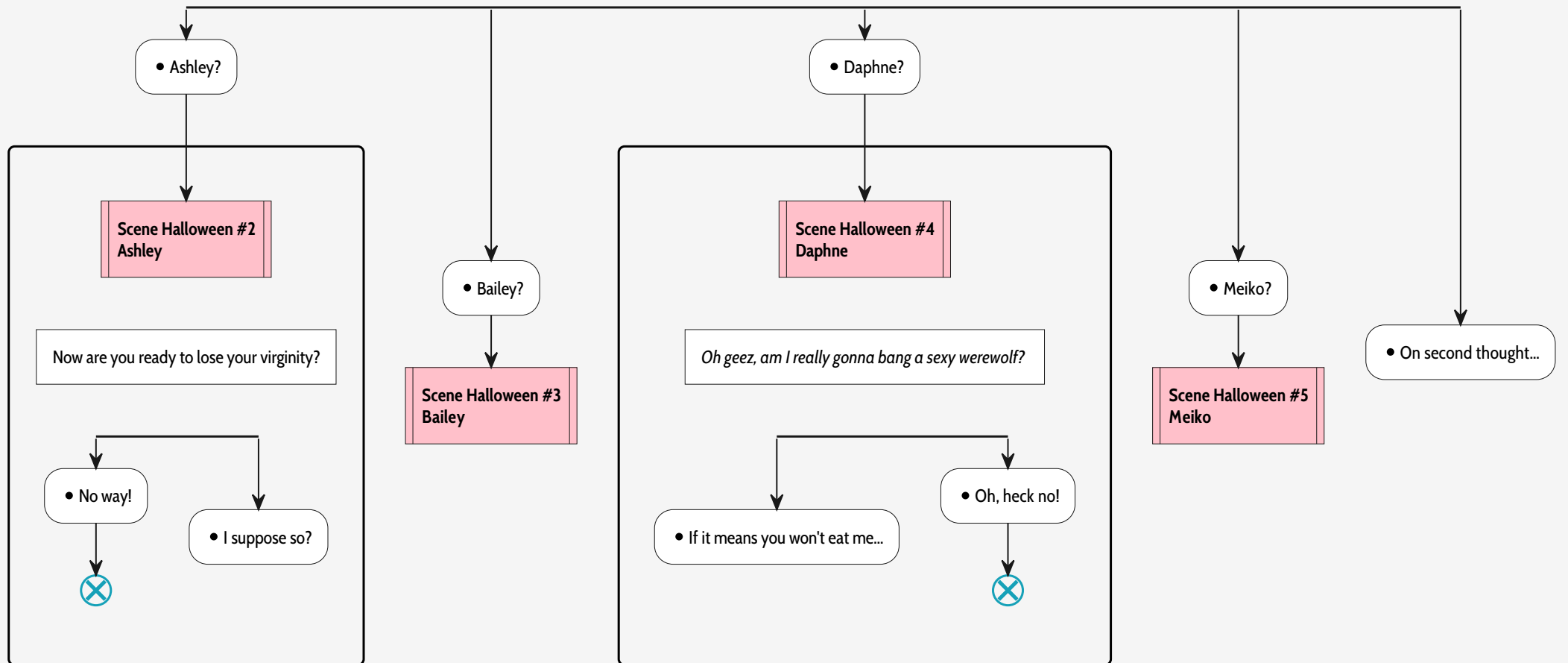
Home

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

