SexBot 1.6 Walkthrough rev 1.12

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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 ^{#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 ^{#78}, $1 \Rightarrow$ yellow belt ^{#78}, $2 \Rightarrow$ 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: *i agree i*^{#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: (<u>link</u>).

Enjoy the game!

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SexBot Day 1

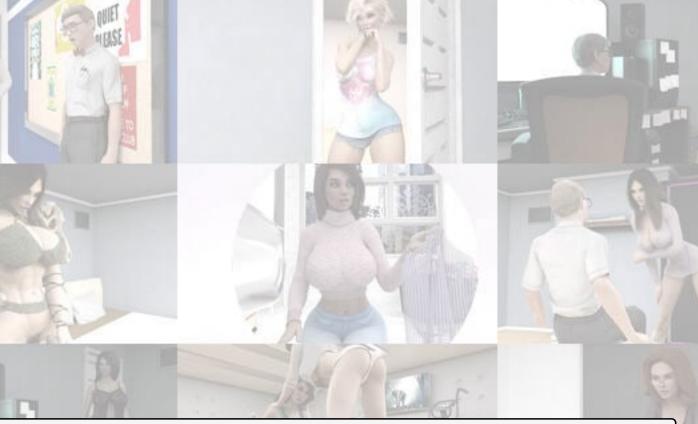
Disclaimer

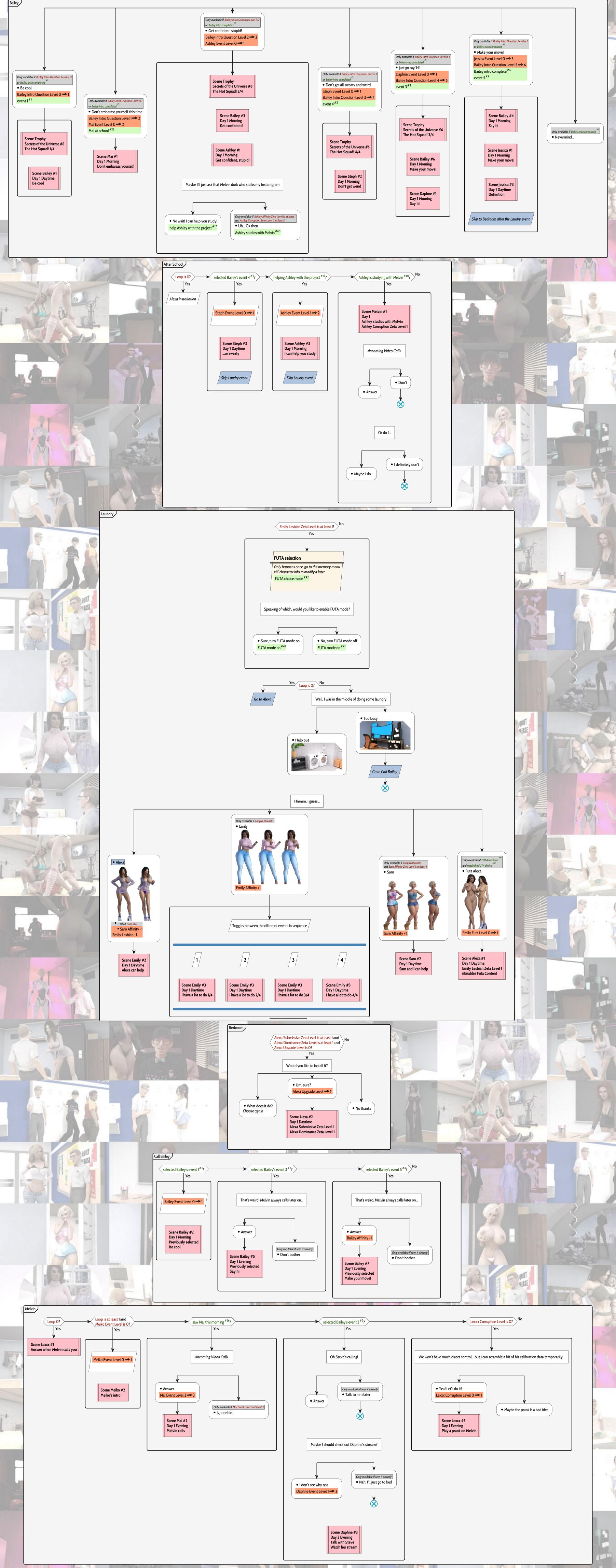
Do not follow this walkthrough

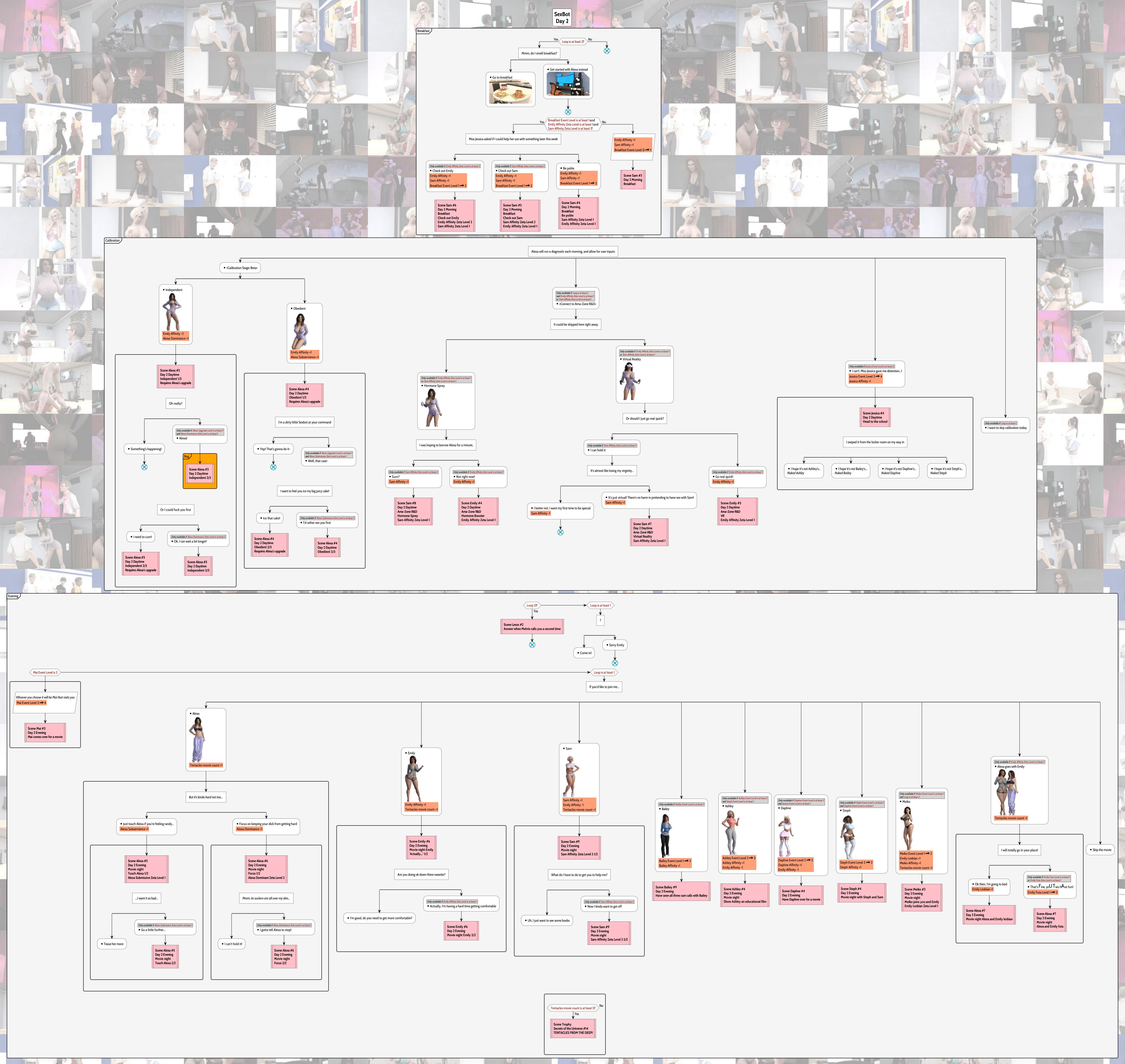
There are no wrong choices in the game so a walkthrough is not necessary at first. Also if you haven't played the game yet it will probably just confuse you.

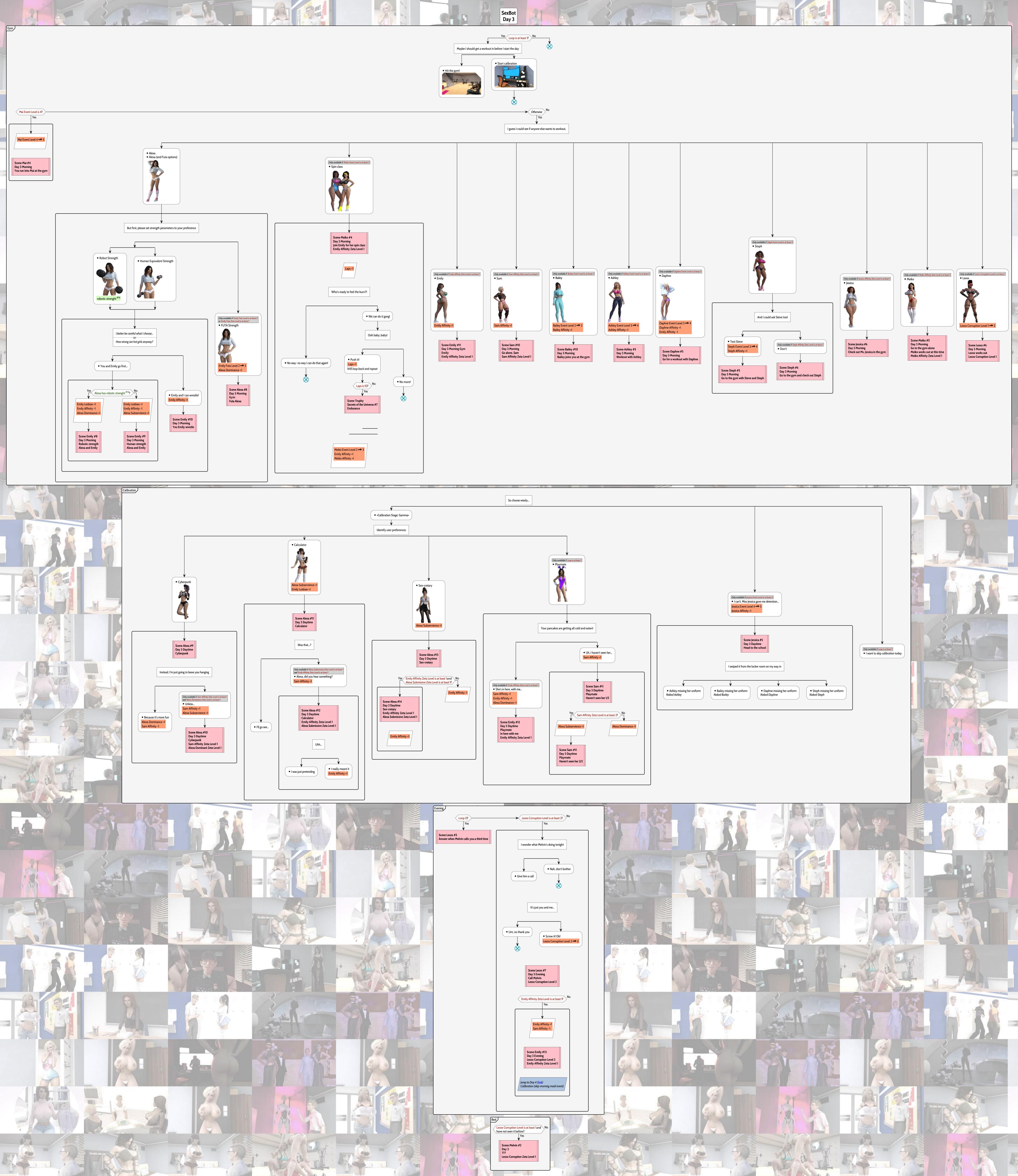
My recommendation is to play the game. Once you get a good feeling how the game mechanics work and you feel you are not making progress, then have a look a this walkthrough to find out what you might have missed to progress further.

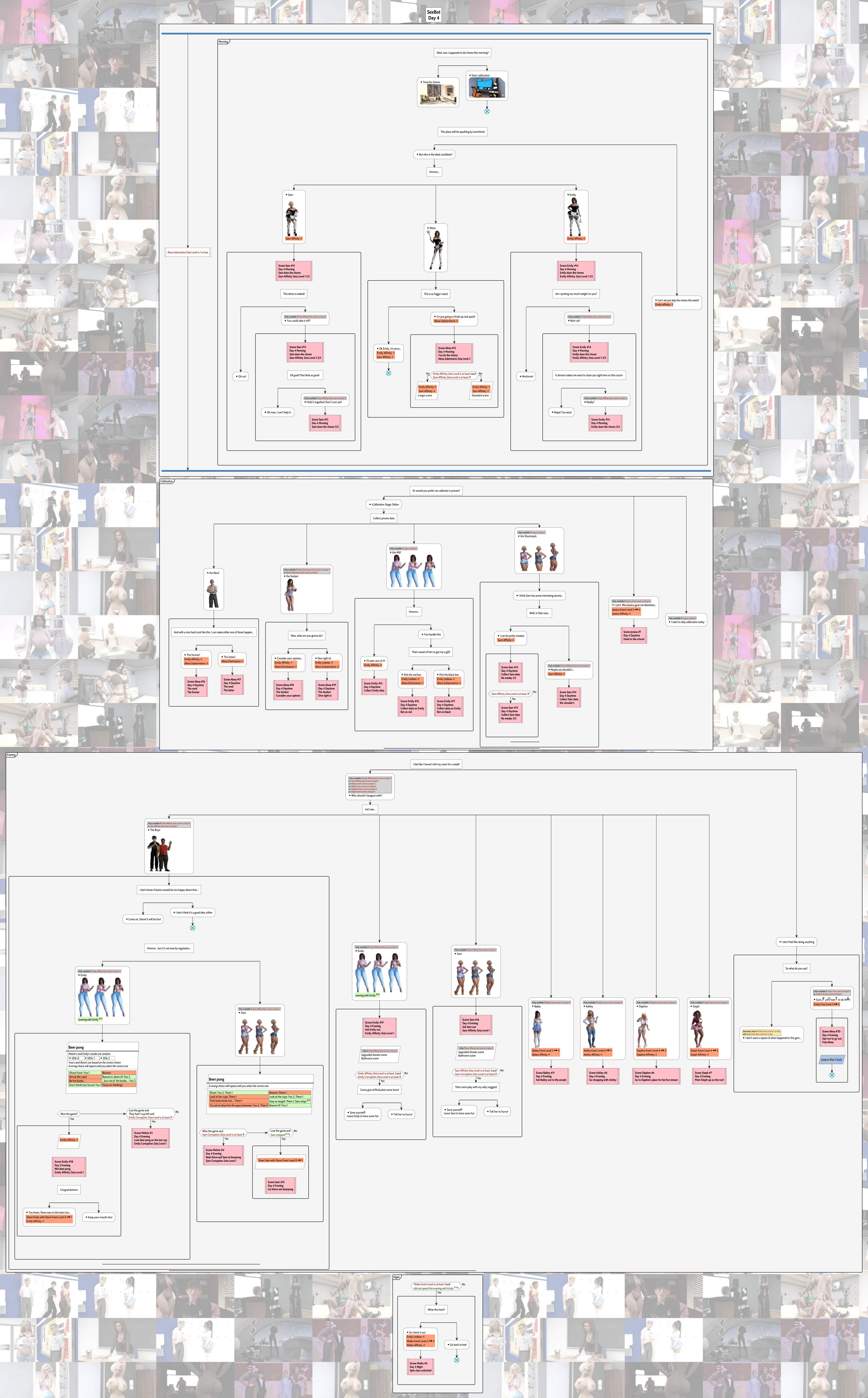
Also the gallery provides hints when you select a locked scene that could help you understand what to do on your own.

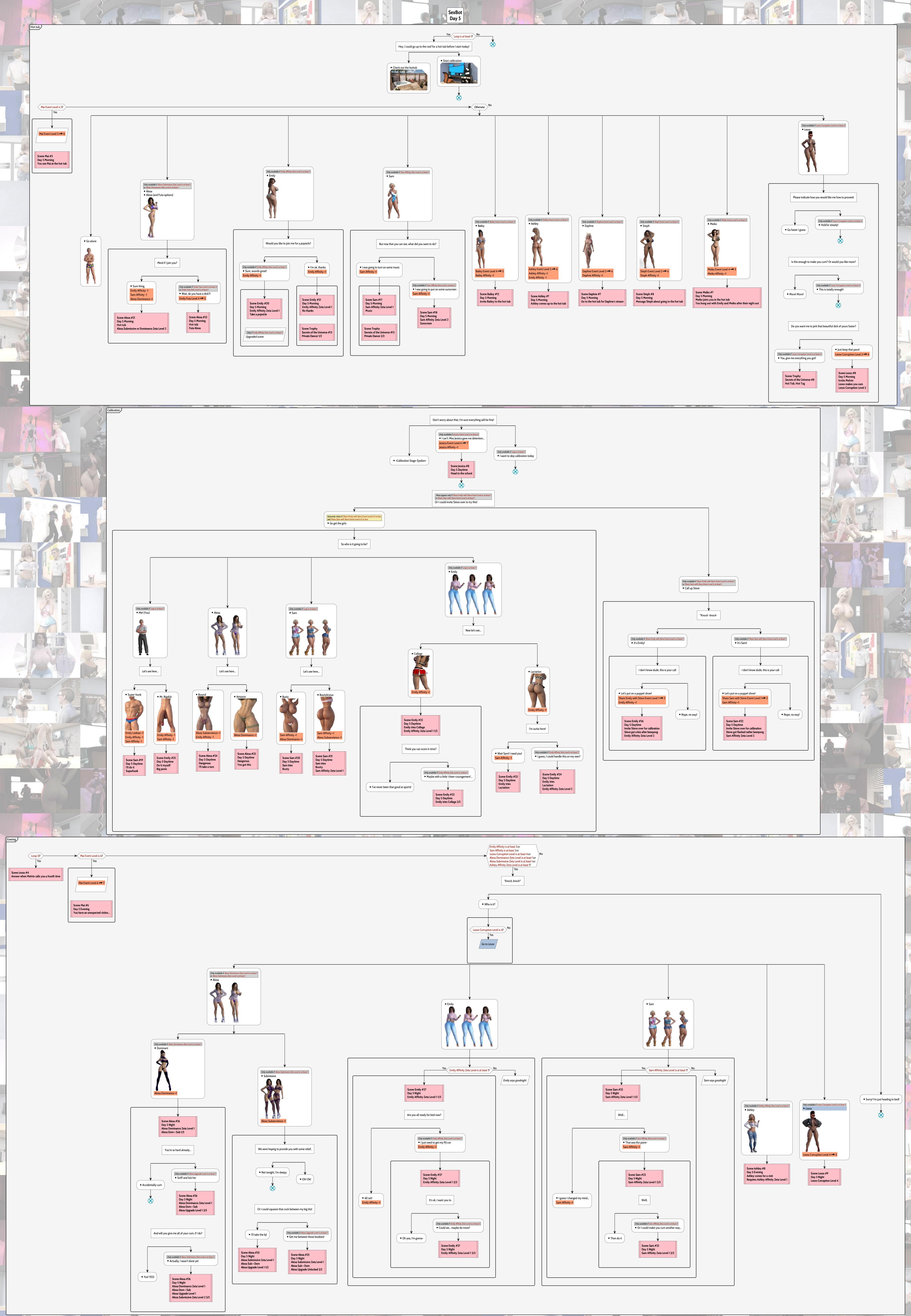







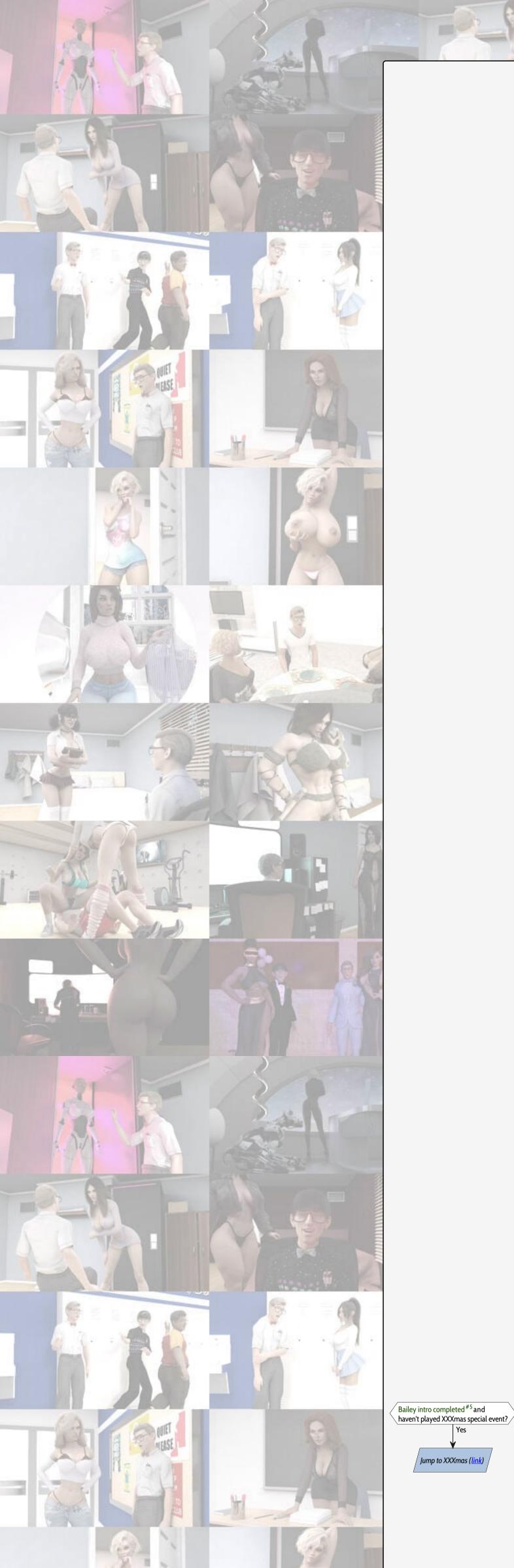






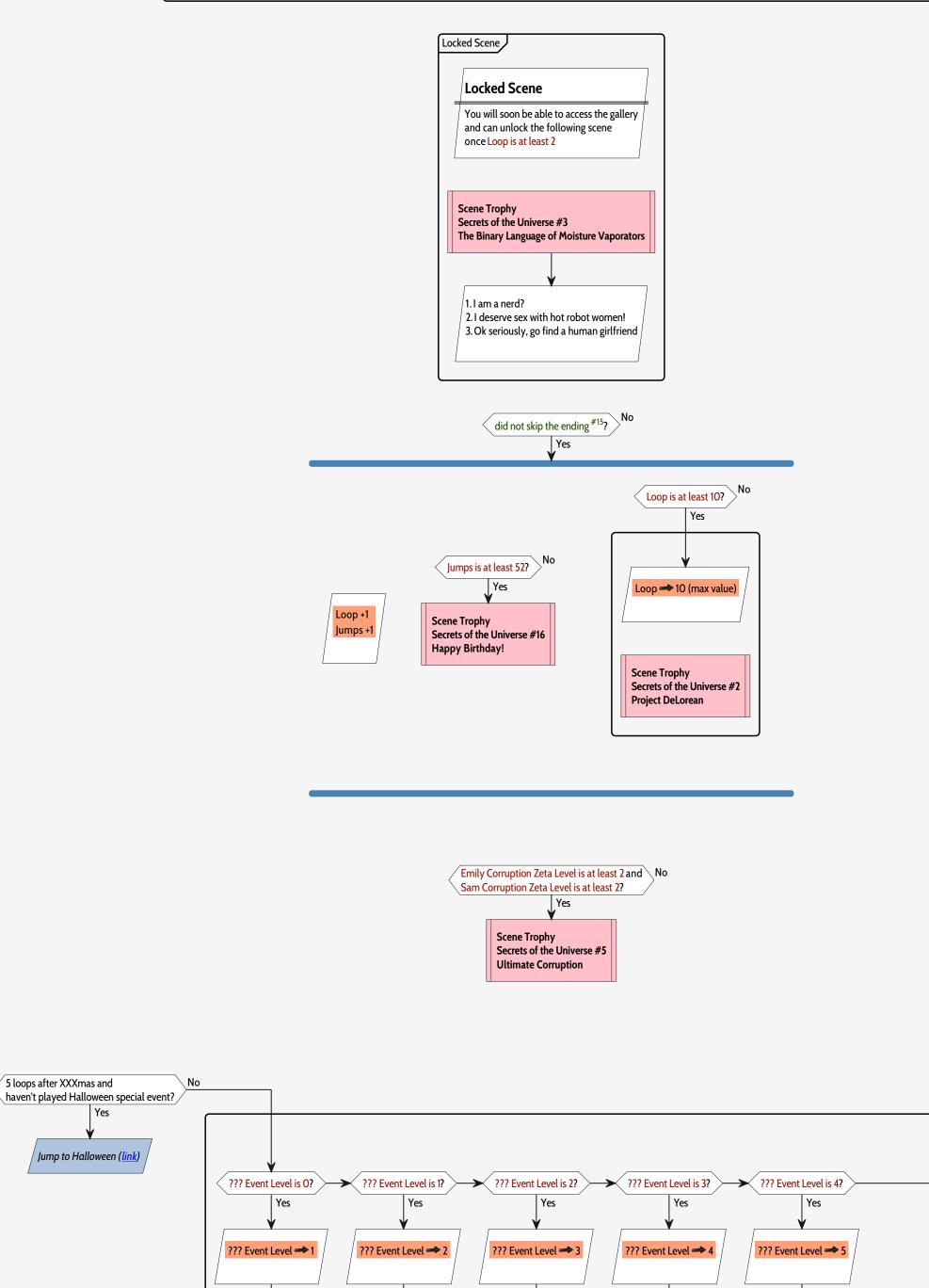
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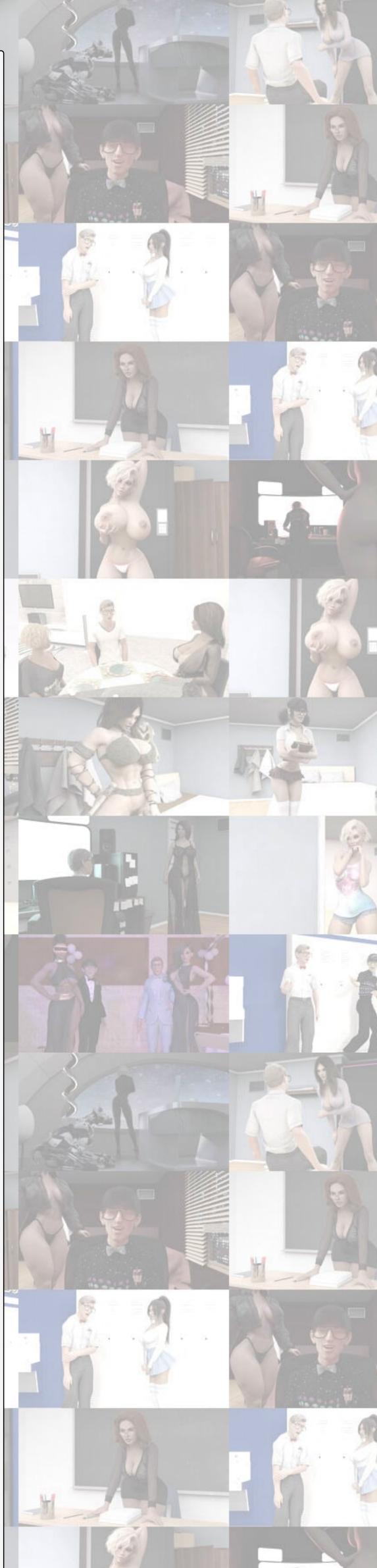
Chamaster Attributes Kant			
Character Attributes Kept			
Alexa Upgrade Level			
Alexa Dominance Zeta Level			
Alexa Submissive Zeta Level Emily	Character Attributes Reset	Game Progress Kept	
Emily Affinity Zeta Level	······ Alexa ······	• Loop	
Emily Lesbian Zeta Level	Alexa Dominance	Breakfast Event Level	
• Emily Futa Zeta Level	Alexa Subservience	······Bailey ·····	
Emily Corruption Zeta Level Sam · · · · · · · · · · · · · · · · · · ·	• Engly • • • • • • • • • • • • • • • • • • •	Bailey Event LevelBailey Intro Question Level	
Sam Affinity Zeta Level	Emily AffinityEmily Lesbian	······································	
Sam Corruption Zeta Level	Emily prom level	Ashley Event Level	
······ Bailey ······	······ Sam ······	Meiko	
Bailey Affinity Zeta Level	• Sam Affinity	Meiko Event Level	Game Decision Ke
Bailey Corruption Zeta Level	Sam prom level Bailey ······		• FUTA mode on #41
Lexxx Corruption Level	Bailey Affinity	P?? Event Level Daphne ······	 saved Bailey ^{#23}
Meiko	Meiko	Daphne Event Level	Bailey intro complete
Meiko Affinity Zeta Level	Meiko Affinity	Steph	
Meiko Corruption Zeta Level	······ Ashley ······	Steph Event Level	
Ashley ·····	Ashley Affinity	······ Jessica ······	
Ashley Affinity Zeta LevelAshley Corruption Zeta Level	······ Daphne ······	Jessica Event Level	
	Daphne Affinity Steph · · · · · · · · · · · · · · · · · · ·		
Daphne Affinity Zeta Level	Steph Affinity	Mai Event Level Steve	
Daphne Corruption Zeta Level	Jessica	Share Emily with Steve Event Level	
······ Steph ······	• Jessica Affinity	Share Sam with Steve Event Level	
Steph Affinity Zeta Level Steph Corruption Zeta Level			
Steph Corruption Zeta Level Iessica			
Jessieu			

SexBot Time Warp



5 loops after XXXmas and

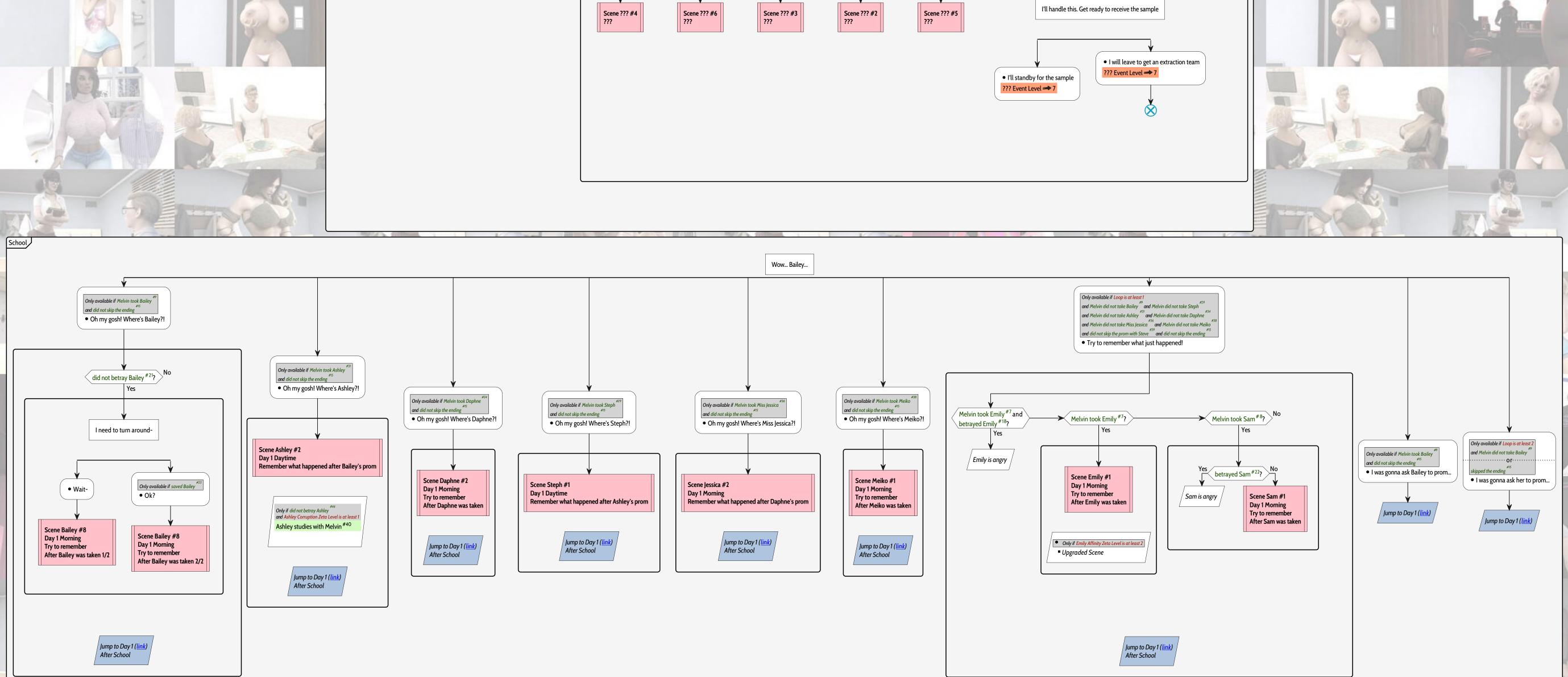
| Jump to Halloween (<u>link</u>)



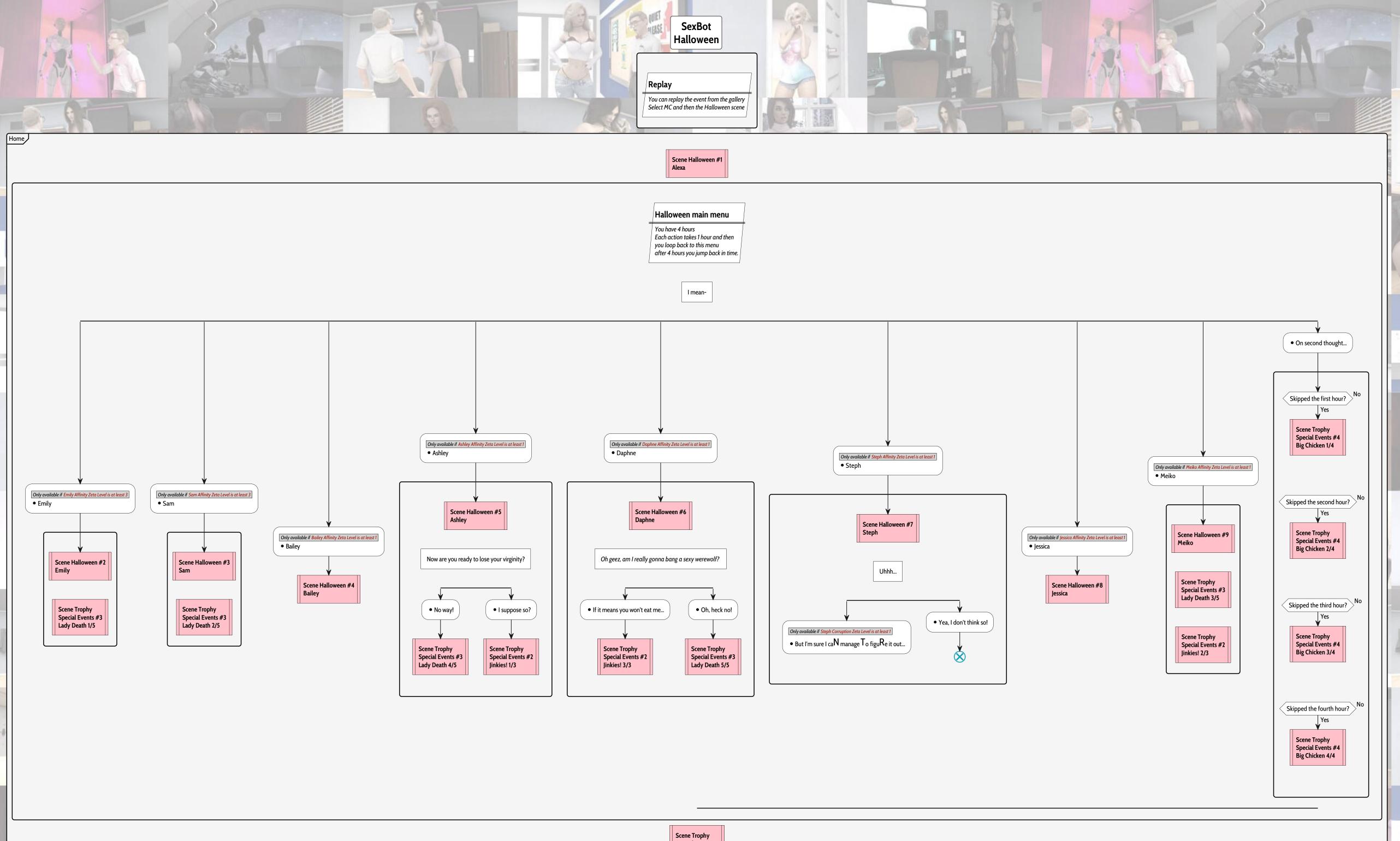
No

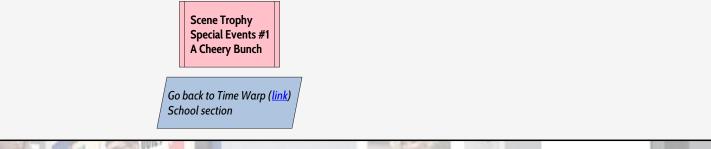
??? Event Level is 5 or 6?

Scene ??? #1 ???



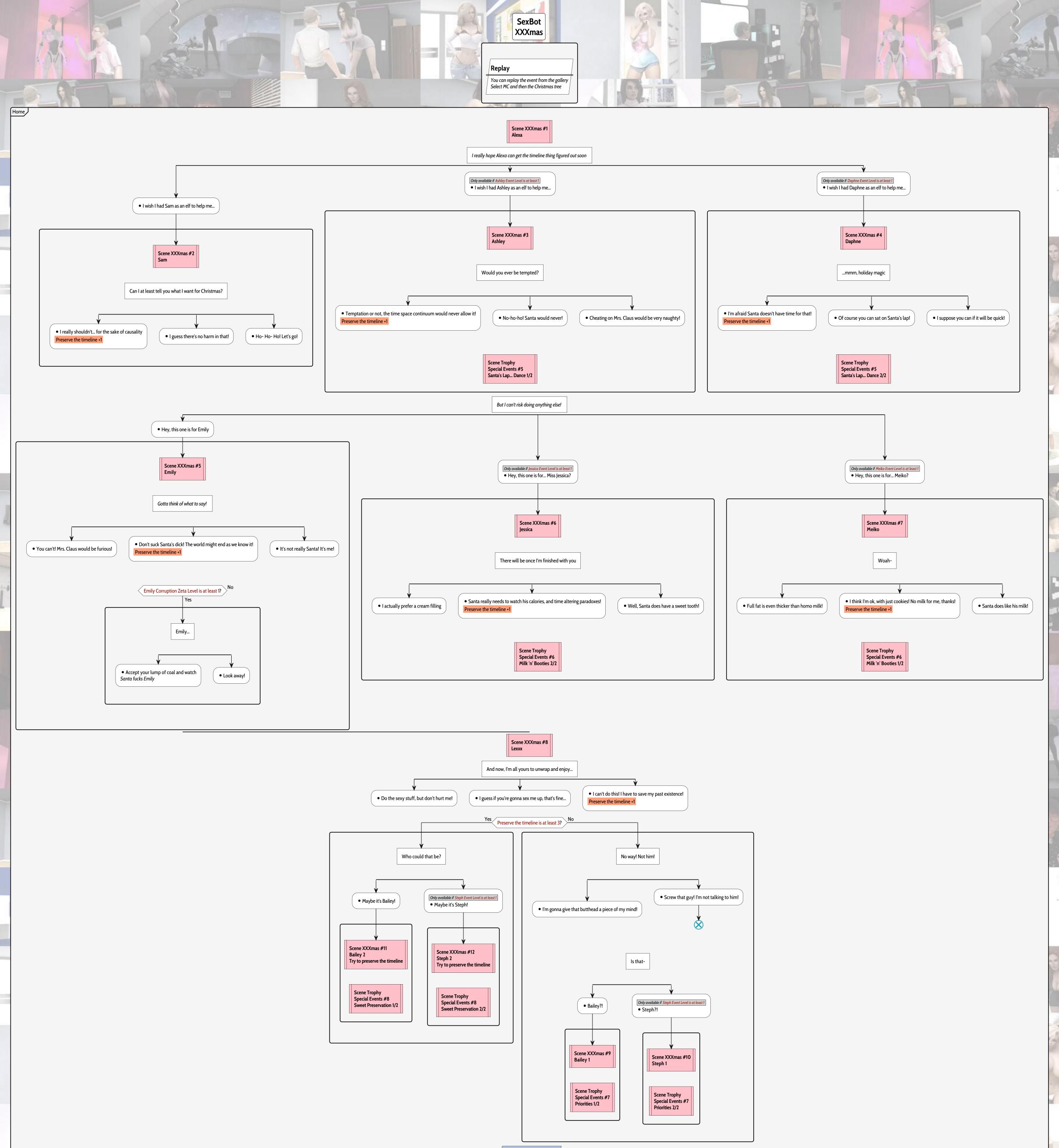






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SexBot 1.6 Walkthrough rev 1.12 Cheat without a MOD

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

-1

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 = <i>value</i>		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 = <i>value</i>		zbaileyquestion
zbaileyprom	Bailey Affinity Zeta Level	zbaileyprom = <i>value</i>		zbaileyprom
zlexcorrupt	Lexxx Corruption Level	zlexcorrupt = <i>value</i>		zlexcorrupt
ashevent	Ashley Affinity	ashevent = value		ashevent
zashcorrupt	Ashley Corruption Zeta Level	zashcorrupt = value		zashcorrupt
zashevent	Ashley Event Level			
	•	zashevent = value		zashevent
zashprom	Ashley Affinity Zeta Level	zashprom = value		zashprom
meikoevent	Meiko Affinity	meikoevent = <i>value</i>		meikoevent
zmeikoevent	Meiko Event Level	zmeikoevent = <i>value</i>		zmeikoevent
zmeikoprom	Meiko Affinity Zeta Level	zmeikoprom = value		zmeikoprom
zmeikocorrupt	Meiko Corruption Zeta Level	zmeikocorrupt = <i>value</i>		zmeikocorrupt
zveronicaevent	??? Event Level	zveronicaevent = <i>value</i>		zveronicaevent
daphneevent	Daphne Affinity	daphneevent = <i>value</i>		daphneevent
zdaphneevent	Daphne Event Level	zdaphneevent = <i>value</i>		zdaphneevent
zdaphneprom	Daphne Affinity Zeta Level	zdaphneprom = <i>value</i>		zdaphneprom
zdaphnecorrupt	Daphne Corruption Zeta Level	zdaphnecorrupt = value		zdaphnecorrupt
stephevent	Steph Affinity	stephevent = value		stephevent
zstephevent	Steph Event Level	zstephevent = value		zstephevent
zstephprom	Steph Affinity Zeta Level	zstephprom = value		zstephprom
zstephcorrupt	Steph Corruption Zeta Level	zstephcorrupt = <i>value</i>		zstephcorrupt
jessicaevent	Jessica Affinity	jessicaevent = <i>value</i>		jessicaevent
zjessicaevent	Jessica Event Level	zjessicaevent = value		zjessicaevent
zjessicaprom	Jessica Affinity Zeta Level	zjessicaprom = value		zjessicaprom
zjessicacorrupt	Jessica Corruption Zeta Level	zjessicacorrupt = value		zjessicacorrupt
zmaievent	Mai Event Level			
		<pre>zmaievent = value</pre>		zmaievent
jumps	Jumps	jumps = value		jumps
game		game = <i>value</i>		game
zbreakfast	Breakfast Event Level	zbreakfast = <i>value</i>		zbreakfast
xmaschoice	Preserve the timeline	xmaschoice = value		xmaschoice
spinclasslap	Laps	spinclasslap = value		spinclasslap
t43	Tentacles movie count	t43 = value		t43
	Share Emily with Steve Event Level	zsteveshare_emily = value		zsteveshare_emil
zsteveshare_emily	Share Ernity with Steve Event Eevet			

Game Decisions Variables

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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

abel	set variable	unset variable	check current value
event 1 ^{#1}	baileyq1 = True	baileyq1 = False	baileyq1
event 3 ^{#2}	baileyq3 = True	baileyq3 = False	baileyq3
event 4 ^{#3}	baileyq4 = True	baileyq4 = False	baileyq4
event 5 ^{#4}	baileyq5 = True	baileyq5 = False	baileyq5
Bailey intro complete ^{#5}	zbaileyquestioncomplete = True	zbaileyquestioncomplete = False	zbaileyquestioncomplete
prom with Alexa ^{#6}	alexadate = True	alexadate = False	alexadate
Emily abducted ^{#7}	momtaken = True	momtaken = False	momtaken
Sam abducted ^{#8}	samtaken = True	samtaken = False	samtaken
Bailey abducted ^{#9}	baileytaken = True	baileytaken = False	baileytaken
prom with Emily & Alexa ^{#10}	emdateles = True	emdateles = False	emdateles
prom with Emily & Alexa FUTA ^{#11}	emdatefuta = True	emdatefuta = False	emdatefuta
subservient Alexa ^{#12}	alexadate_sub = True	alexadate_sub = False	alexadate_sub
dominant Alexa ^{#13}	alexadate_dom = True	alexadate_dom = False	alexadate_dom
Alexa prom level ^{#14}	<pre>XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX</pre>	alexadate_level = 0	alexadate_level
skip ^{#15}	timewarpskip = True	timewarpskip = False	timewarpskip
robotic strenght ^{#16}	wstrength = True	wstrength = False	wstrength
help Ashley with the project ^{#17}	ashleystudy = True	ashleystudy = False	ashleystudy
betray Emily ^{#18}	mombetray = True	mombetray = False	mombetray
ntr ^{#19}	ntr = True	ntr = False	ntr
Sam prom level 2 ^{#20}	samprom2 = True	samprom2 = False	samprom2
betray Bailey ^{#21}	baileybetray = True	baileybetray = False	baileybetray
betray Sam ^{#22}	sambetray = True	sambetray = False	sambetray
save Bailey ^{#23}	baileysave = True	baileysave = False	baileysave
evening with Emily ^{#24}	momd4busy = True	momd4busy = False	momd4busy
Sam strips ^{#25}	sampongstrip = True	sampongstrip = False	sampongstrip
Mai at school ^{#26}	maiintro = True	maiintro = False	maiintro
prom with Meiko ^{#27}	meikodate = True	meikodate = False	meikodate
prom with Ashley ^{#28}	ashleydate = True	ashleydate = False	ashleydate
Steph abducted ^{#29}	stephtaken = True	stephtaken = False	stephtaken
prom with Bailey ^{#30}	baileydate = True	baileydate = False	baileydate
Ashley abducted ^{#31}	ashleytaken = True	ashleytaken = False	ashleytaken
Sam prom level 3 ^{#32}	samprom3 = True	samprom3 = False	samprom3
prom with Steph ^{#33}	stephdate = True	stephdate = False	stephdate
Daphne abducted ^{#34}	daphnetaken = True	daphnetaken = False	daphnetaken
prom with Daphne ^{#35}	daphnedate = True	daphnedate = False	daphnedate
Miss Jessica abducted ^{#36}	jessicataken = True	jessicataken = False	jessicataken
prom with Miss Jessica ^{#37}	jessicadate = True	jessicadate = False	jessicadate
Meiko abducted ^{#38}	meikotaken = True	meikotaken = False	meikotaken
skip the prom with Steve ^{#39}	steve_skip = True	steve_skip = False	steve_skip
Ashley studies with Melvin ^{#40}	ashley_melvin = True	ashley_melvin = False	ashley_melvin
FUTA mode on ^{#41}	futa = True	futa = False	futa
FUTA choice made ^{#42}	futa_choice = True	futa_choice = False	futa_choice
betray Steph ^{#43}	stephbetray = True	stephbetray = False	stephbetray
betray Ashley ^{#44}	ashleybetray = True	ashleybetray = False	ashleybetray
betray Daphne ^{#45}	daphnebetray = True	daphnebetray = False	daphnebetray
betray Jessica ^{#46}	jessicabetray = True	jessicabetray = False	jessicabetray
betray Meiko ^{#47}		meikobetray = False	

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Unlock scenes

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gallery: The scene gallery **number**: The scene number **unlock**: what to type in the developer console to unlock it **lock**: what to type in the developer console to lock **check current value**: what to type in the developer console to check the current value

gallery	veloper cor o type in th number	nsole to lock e developer console to check the current w unlock	lock	check current value
gallery Trophy** • Sexual Conquest Trophy** • Sexual Conquest Trophy** • Sexual Conquest	number 1 2 3	<pre>unlock persistent.t20 = True persistent.t21 = True persistent.t23 = True</pre>	<pre>lock persistent.t20 = False persistent.t21 = False persistent.t23 = False</pre>	check current value persistent.t20 persistent.t21 persistent.t23
 Sexual Conquest Trophy** Sexual Conquest Trophy** Sexual Conquest Trophy** Sexual Conquest 	4 5 6	<pre>persistent.t22 = True persistent.t26 = True persistent.t25 = True</pre>	<pre>persistent.t22 = False persistent.t26 = False persistent.t25 = False</pre>	persistent.t22 persistent.t26 persistent.t25
 Sexual Conquest Trophy** Sexual Conquest Trophy** Sexual Conquest Trophy** Sexual Conquest 	6 7 8 1	<pre>persistent.t25 = True persistent.t27 = True persistent.d6meiko2 = True persistent.ntremilygood = True</pre>	<pre>persistent.t25 = False persistent.t27 = False persistent.d6meiko2 = False persistent.ntremilygood = False</pre>	<pre>persistent.t25 persistent.t27 persistent.d6meiko2 persistent.ntremilygood</pre>
Critical Choices Trophy** Critical Choices Trophy** Critical Choices	1 2 3 4	<pre>persistent.ntremilygood = True persistent.ntremilybad = True persistent.ntrsamgood = True persistent.ntrsambad = True</pre>	<pre>persistent.ntremilygood = False persistent.ntremilybad = False persistent.ntrsamgood = False persistent.ntrsambad = False</pre>	<pre>persistent.ntremilygood persistent.ntremilybad persistent.ntrsamgood persistent.ntrsambad</pre>
Trophy** • Critical Choices Trophy** • Critical Choices Trophy** • Critical Choices	5	persistent.ntrbaileygood = True persistent.ntrbaileybad = True	persistent.ntrbaileygood = False persistent.ntrbaileybad = False	persistent.ntrbaileygood
Trophy** • Critical Choices Trophy** • Critical Choices Trophy** • Critical Choices	7 8 9	<pre>persistent.t35 = True persistent.t34 = True persistent.t32 = True</pre>	<pre>persistent.t35 = False persistent.t34 = False persistent.t32 = False</pre>	<pre>persistent.t35 persistent.t34 persistent.t32</pre>
 Critical Choices Trophy** Critical Choices 	10 11 12	<pre>persistent.t31 = True persistent.t37 = True persistent.t36 = True</pre>	<pre>persistent.t31 = False persistent.t37 = False persistent.t36 = False</pre>	<pre>persistent.t31 persistent.t37 persistent.t36</pre>
Critical Choices Trophy** Critical Choices Trophy** Critical Choices Trophy**	13 14 15	<pre>persistent.t38 = True persistent.t39 = True persistent.t41 = True</pre>	<pre>persistent.t38 = False persistent.t39 = False persistent.t41 = False</pre>	<pre>persistent.t38 persistent.t39 persistent.t41</pre>
 Critical Choices Trophy** Critical Choices Trophy** Secrets of the Universe Trophy** 	16 1 2	<pre>persistent.t41 = True persistent.t40 = True persistent.t29 = True persistent.t15 = True</pre>	<pre>persistent.t41 = False persistent.t40 = False persistent.t29 = False persistent.t15 = False</pre>	<pre>persistent.t41 persistent.t40 persistent.t29 persistent.t15</pre>
 Secrets of the Universe Trophy** Secrets of the Universe Trophy** Secrets of the Universe 	3	persistent.t7 = True persistent.t1a = True	persistent.t7 = False persistent.t1a = False	persistent.t7 persistent.t1a
Trophy ^{**} • Secrets of the Universe Trophy ^{**} • Secrets of the Universe Trophy ^{**} • Secrets of the Universe	4 5 6	<pre>persistent.tlb = True persistent.t45 = True persistent.t14a = True</pre>	<pre>persistent.t1b = False persistent.t45 = False persistent.t14a = False</pre>	<pre>persistent.t1b persistent.t45 persistent.t14a</pre>
Trophy** • Secrets of the Universe Trophy** • Secrets of the Universe Trophy** • Secrets of the Universe	6 6 6	<pre>persistent.t14b = True persistent.t14c = True persistent.t14d = True</pre>	<pre>persistent.t14b = False persistent.t14c = False persistent.t14d = False</pre>	<pre>persistent.t14b persistent.t14c persistent.t14d</pre>
Trophy ^{**} • Secrets of the Universe Trophy ^{**} • Secrets of the Universe Trophy ^{**}	7 8 9	<pre>persistent.t2a = True persistent.t10 = True persistent.t5 = True</pre>	<pre>persistent.t2a = False persistent.t10 = False persistent.t5 = False</pre>	<pre>persistent.t2a persistent.t10 persistent.t5</pre>
 Secrets of the Universe Trophy** Secrets of the Universe Trophy** Secrets of the Universe Trophy** Secrets of the Universe 	10 13 13	<pre>persistent.t4 = True persistent.t11b = True persistent.t11a = True</pre>	<pre>persistent.t4 = False persistent.t11b = False persistent.t11a = False</pre>	persistent.t4 persistent.t11b
 Secrets of the Universe Trophy** Secrets of the Universe Trophy** Secrets of the Universe 	13 14 15	<pre>persistent.tllc = True persistent.t43 = True persistent.t28 = True</pre>	<pre>persistent.tllc = False persistent.t43 = False persistent.t28 = False</pre>	<pre>persistent.tllc persistent.t43 persistent.t28</pre>
Trophy ^{**} • Secrets of the Universe Trophy ^{**} • Special Events Trophy ^{**} • Special Events	16 1 2	<pre>persistent.t24 = True persistent.t_53 = True persistent.t_48a = True</pre>	<pre>persistent.t24 = False persistent.t_53 = False persistent.t_48a = False</pre>	<pre>persistent.t24 persistent.t_53 persistent.t_48a</pre>
Trophy ^{**} - Special Events Trophy ^{**} - Special Events Trophy ^{**} - Special Events	2 2 3	<pre>persistent.t_48b = True persistent.t_48c = True persistent.t_47a = True</pre>	<pre>persistent.t_48b = False persistent.t_48c = False persistent.t_47a = False</pre>	<pre>persistent.t_48b persistent.t_48c persistent.t_47a</pre>
Trophy** • Special Events Trophy** • Special Events Trophy**	3 3 3	<pre>persistent.t_47b = True persistent.t_47c = True persistent.t_47d = True</pre>	<pre>persistent.t_47b = False persistent.t_47c = False persistent.t_47d = False</pre>	<pre>persistent.t_47b persistent.t_47c persistent.t_47d</pre>
 Special Events Trophy** Special Events Trophy** Special Events Trophy** Special Events 	3 4 4	<pre>persistent.t_47e = True persistent.t54a = True persistent_t54b = True</pre>	<pre>persistent.t_47e = False persistent.t54a = False persistent t54b = False</pre>	persistent.t_47e persistent.t54a
Special Events Trophy** Special Events Trophy** Special Events	4	<pre>persistent.t54b = True persistent.t54c = True persistent.t54d = True</pre>	<pre>persistent.t54b = False persistent.t54c = False persistent.t54d = False</pre>	persistent.t54b persistent.t54c persistent.t54d
Trophy** • Special Events Trophy** • Special Events Trophy** • Special Events	5 5 6	<pre>persistent.t_51a = True persistent.t_51b = True persistent.t_52a = True</pre>	<pre>persistent.t_51a = False persistent.t_51b = False persistent.t_52a = False</pre>	<pre>persistent.t_51a persistent.t_51b persistent.t_52a</pre>
Trophy** • Special Events Trophy** • Special Events Trophy** • Special Events	6 7 7	<pre>persistent.t_52b = True persistent.t_3a = True persistent.t_3b = True</pre>	<pre>persistent.t_52b = False persistent.t_3a = False persistent.t_3b = False</pre>	<pre>persistent.t_52b persistent.t_3a persistent.t_3b</pre>
Trophy** - Special Events Trophy** - Special Events Halloween	8 8 1	<pre>persistent.t_49a = True persistent.t_49b = True persistent.hlalexal = True</pre>	<pre>persistent.t_49a = False persistent.t_49b = False persistent.hlalexal = False</pre>	<pre>persistent.t_49a persistent.t_49b persistent.hlalexal</pre>
Halloween Halloween Halloween Halloween Halloween	1 2 3 4 5 6	<pre>persistent.hlalexal = True persistent.hlemily1 = True persistent.hlsam1 = True persistent.hlbailey1 = True persistent.hlashley1 = True persistent.hldaphne1 = True</pre>	<pre>persistent.hlalexal = False persistent.hlemily1 = False persistent.hlsam1 = False persistent.hlbailey1 = False persistent.hlashley1 = False persistent.hldaphne1 = False</pre>	<pre>persistent.hlalexal persistent.hlalexal persistent.hlemily1 persistent.hlsam1 persistent.hlbailey1 persistent.hlashley1 persistent.hldaphne1</pre>
Halloween Halloween Halloween XXXmas	7 8 9 1	<pre>persistent.hlsteph1 = True persistent.hljessical = True persistent.hlmeiko1 = True persistent.xlalexal = True</pre>	<pre>persistent.hlsteph1 = False persistent.hljessical = False persistent.hlmeiko1 = False persistent.xlalexa1 = False</pre>	<pre>persistent.hlsteph1 persistent.hljessical persistent.hlmeiko1 persistent.xlalexa1</pre>
XXXmas XXXmas XXXmas XXXmas XXXmas	2 3 4 5 6	<pre>persistent.xlaaml = True persistent.xlaaml = True persistent.xlaaml = True persistent.xlaamlel = True persistent.xlemily1 = True persistent.xljessical = True</pre>	<pre>persistent.xlaml = False persistent.xlashley1 = False persistent.xldaphne1 = False persistent.xlemily1 = False persistent.xljessica1 = False</pre>	<pre>persistent.xlareAdf persistent.xlashley1 persistent.xldaphne1 persistent.xlemily1 persistent.xljessica1</pre>
XXXmas XXXmas XXXmas XXXmas	6 7 8 9 10 11	<pre>persistent.xlmeikol = True persistent.xllexxxl = True persistent.xlbailey1 = True persistent.xlsteph2 = True</pre>	<pre>persistent.xlmeiko1 = False persistent.xllexxx1 = False persistent.xlbailey1 = False persistent.xlsteph2 = False</pre>	<pre>persistent.xlmeikol persistent.xllexxxl persistent.xlbaileyl persistent.xlsteph2</pre>
XXXmas XXXmas Alexa Alexa Alexa	12 1 2 3	<pre>persistent.xlbailey2 = True persistent.xlsteph1 = True persistent.dlalexa1 = True persistent.dlalexa2 = True persistent.d2alexa1 = True</pre>	<pre>persistent.xlbailey2 = False persistent.xlsteph1 = False persistent.dlalexa1 = False persistent.dlalexa2 = False persistent.d2alexa1 = False</pre>	<pre>persistent.xlbailey2 persistent.xlsteph1 persistent.dlalexa1 persistent.dlalexa2 persistent.d2alexa1</pre>
Alexa Alexa Alexa Alexa Alexa Alexa	3 3 3 4 4 4	<pre>persistent.d2alexal = True persistent.d2alexalb = True persistent.d2alexalc = True persistent.d2alexa2 = True persistent.d2alexa2b = True persistent.d2alexa2c = True</pre>	<pre>persistent.d2alexal = False persistent.d2alexalb = False persistent.d2alexalc = False persistent.d2alexa2 = False persistent.d2alexa2b = False persistent.d2alexa2c = False</pre>	<pre>persistent.d2alexa1 persistent.d2alexa1b persistent.d2alexa1c persistent.d2alexa2 persistent.d2alexa2b persistent.d2alexa2c</pre>
Alexa Alexa Alexa Alexa	5 5 6 6	persistent.d2alexa8 = True persistent.d2alexa3 = True persistent.d2alexa7 = True persistent.d2alexa4 = True	<pre>persistent.d2alexa8 = False persistent.d2alexa3 = False persistent.d2alexa7 = False persistent.d2alexa4 = False</pre>	persistent.d2alexa8 persistent.d2alexa3 persistent.d2alexa7 persistent.d2alexa4
Alexa Alexa Alexa Alexa Alexa	7 8 9 10 11	persistent.d2alexa6 = True persistent.d3alexa5 = True persistent.d3alexa1 = True persistent.d3alexa4 = True persistent.d3alexa2 = True	<pre>persistent.d2alexa6 = False persistent.d3alexa5 = False persistent.d3alexa1 = False persistent.d3alexa4 = False persistent.d3alexa2 = False</pre>	persistent.d2alexa6 persistent.d3alexa5 persistent.d3alexa1 persistent.d3alexa4 persistent.d3alexa2
Alexa Alexa Alexa Alexa Alexa Alexa	11 12 13 14 15 16	<pre>persistent.d3alexa2 = True persistent.d3alexa3 = True persistent.d3alexa6 = True persistent.d3alexa7 = True persistent.d4alexa6 = True persistent.d4alexa3 = True</pre>	<pre>persistent.d3alexa2 = False persistent.d3alexa3 = False persistent.d3alexa6 = False persistent.d3alexa7 = False persistent.d4alexa6 = False persistent.d4alexa3 = False</pre>	<pre>persistent.d3alexa2 persistent.d3alexa3 persistent.d3alexa6 persistent.d3alexa7 persistent.d4alexa6 persistent.d4alexa3</pre>
Alexa Alexa Alexa Alexa	17 18 19 20	persistent.d4alexa4 = True persistent.d4alexa1 = True persistent.d4alexa2 = True persistent.d4alexa7 = True	persistent.d4alexa4 = False persistent.d4alexa1 = False persistent.d4alexa2 = False persistent.d4alexa7 = False	persistent.d4alexa4 persistent.d4alexa1 persistent.d4alexa2 persistent.d4alexa7
Alexa Alexa Alexa Alexa Alexa	21 22 23 24 25	<pre>persistent.d5alexa3 = True persistent.d5alexa5 = True persistent.d5alexa1 = True persistent.d5alexa2 = True persistent.d4alexa5b = True</pre>	<pre>persistent.d5alexa3 = False persistent.d5alexa5 = False persistent.d5alexa1 = False persistent.d5alexa2 = False persistent.d4alexa5b = False</pre>	<pre>persistent.d5alexa3 persistent.d5alexa1 persistent.d5alexa2 persistent.d4alexa5b</pre>
Alexa Alexa Alexa Alexa	25 26 26 26	persistent.d4alexa5 = True persistent.d5alexa4c = True persistent.d5alexa4b = True persistent.d5alexa4 = True	<pre>persistent.d4alexa5 = False persistent.d5alexa4c = False persistent.d5alexa4b = False persistent.d5alexa4 = False</pre>	persistent.d4alexa5 persistent.d5alexa4c persistent.d5alexa4b persistent.d5alexa4
Alexa Alexa Alexa Alexa Alexa	27 28 29 30 31	<pre>persistent.d6emily5 = True persistent.d6alexa2 = True persistent.d6alexa1 = True persistent.d6alexa7 = True persistent.d6alexa8 = True</pre>	<pre>persistent.d6emily5 = False persistent.d6alexa2 = False persistent.d6alexa1 = False persistent.d6alexa7 = False persistent.d6alexa8 = False</pre>	<pre>persistent.d6emily5 persistent.d6alexa2 persistent.d6alexa1 persistent.d6alexa7 persistent.d6alexa8</pre>
Alexa Alexa Alexa Alexa Alexa Alexa	32 33 34 35 36	<pre>persistent.d6alexa8 = True persistent.d6alexa3 = True persistent.d6alexa4 = True persistent.d6alexa5 = True persistent.d6alexa6 = True persistent.d6emily8 = True</pre>	<pre>persistent.d6alexa8 = False persistent.d6alexa3 = False persistent.d6alexa4 = False persistent.d6alexa5 = False persistent.d6alexa6 = False persistent.d6emily8 = False</pre>	<pre>persistent.d6alexa8 persistent.d6alexa3 persistent.d6alexa4 persistent.d6alexa5 persistent.d6alexa6 persistent.d6emily8</pre>
Emily Emily Emily Emily	1 2 3 3	<pre>persistent.dlemily3 = True persistent.dlemily1 = True persistent.dlemily2d = True persistent.dlemily2c = True</pre>	<pre>persistent.dlemily3 = False persistent.dlemily1 = False persistent.dlemily2d = False persistent.dlemily2c = False</pre>	<pre>persistent.dlemily3 persistent.dlemily1 persistent.dlemily2d persistent.dlemily2c</pre>
Emily Emily Emily Emily	3 3 4 5 6	<pre>persistent.dlemily2b = True persistent.dlemily2 = True persistent.d2emily1 = True persistent.d2emily5 = True persistent.d2emily2b = True</pre>	<pre>persistent.dlemily2b = False persistent.dlemily2 = False persistent.d2emily1 = False persistent.d2emily5 = False persistent.d2emily2b = False</pre>	<pre>persistent.dlemily2b persistent.dlemily2 persistent.d2emily1 persistent.d2emily5 persistent.d2emily2b</pre>
Emily Alexa Emily Emily Emily	6 7 8 9 10	<pre>persistent.d2emily2b = True persistent.d2emily2 = True persistent.d2emily4 = True persistent.d3emily1 = True persistent.d3emily2 = True persistent.d3emily3 = True</pre>	<pre>persistent.d2emily2b = False persistent.d2emily2 = False persistent.d2emily4 = False persistent.d3emily1 = False persistent.d3emily2 = False persistent.d3emily3 = False</pre>	<pre>persistent.d2emily2b persistent.d2emily2 persistent.d2emily4 persistent.d3emily1 persistent.d3emily2 persistent.d3emily3</pre>
Emily Emily Emily Emily	11 12 13 14	<pre>persistent.d3emily5 = True persistent.d2emily3 = True persistent.d3emily4 = True persistent.d4emily6 = True</pre>	<pre>persistent.d3emily5 = False persistent.d2emily3 = False persistent.d3emily4 = False persistent.d4emily6 = False</pre>	persistent.d3emily5 persistent.d2emily3 persistent.d3emily4 persistent.d4emily6
Emily Emily Emily Emily Emily	14 14 15 16 17	<pre>persistent.d4emily6b = True persistent.d4emily6c = True persistent.d4emily1 = True persistent.d4emily4 = True persistent.d4emily5 = True</pre>	<pre>persistent.d4emily6b = False persistent.d4emily6c = False persistent.d4emily1 = False persistent.d4emily4 = False persistent.d4emily5 = False</pre>	<pre>persistent.d4emily6b persistent.d4emily6c persistent.d4emily1 persistent.d4emily4 persistent.d4emily5</pre>
Emily Emily Emily Emily Emily	18 19 20 21 22	<pre>persistent.d4emily5 = True persistent.d5emily6 = True persistent.d5emily7 = True persistent.d5emily4 = True persistent.d5emily15 = True</pre>	<pre>persistent.d4emily5 = False persistent.d5emily6 = False persistent.d4emily7 = False persistent.d5emily4 = False persistent.d5emily5 = False persistent.d5emily1b = False</pre>	<pre>persistent.d4emily5 persistent.d5emily6 persistent.d5emily4 persistent.d5emily5 persistent.d5emily1b</pre>
Emily Emily Emily Emily	22 23 24 25	<pre>persistent.d5emily1 = True persistent.d5emily2 = True persistent.d5emily7 = True persistent.d5emily3 = True</pre>	<pre>persistent.d5emily1 = False persistent.d5emily2 = False persistent.d5emily7 = False persistent.d5emily3 = False</pre>	<pre>persistent.d5emily1 persistent.d5emily2 persistent.d5emily7 persistent.d5emily3</pre>
Emily Emily Emily Emily Emily	26 27 27 27 27 28	<pre>persistent.d5emily8 = True persistent.d4emily2 = True persistent.d4emily2b = True persistent.d4emily2c = True persistent.d6emily1 = True</pre>	<pre>persistent.d5emily8 = False persistent.d4emily2 = False persistent.d4emily2b = False persistent.d4emily2c = False persistent.d6emily1 = False</pre>	<pre>persistent.d5emily8 persistent.d4emily2 persistent.d4emily2b persistent.d4emily2c persistent.d6emily1</pre>
Emily Emily Emily Emily Emily	29 30 31 32 33	<pre>persistent.d6emily1 = True persistent.d6emily6 = True persistent.d6emily4 = True persistent.d6emily2 = True persistent.d6emily7 = True</pre>	<pre>persistent.d6emily1 = False persistent.d6emily6 = False persistent.d6emily4 = False persistent.d6emily2 = False persistent.d6emily7 = False</pre>	<pre>persistent.doemily1 persistent.d6emily6 persistent.d6emily4 persistent.d6emily2 persistent.d6emily7</pre>
Emily Emily Sam Sam Sam	 33 34 35 1 2 3 	<pre>persistent.d6emily3 = True persistent.d6emily10 = True persistent.d1sam1 = True persistent.d1sam2 = True</pre>	<pre>persistent.d6emily3 = False persistent.d6emily10 = False persistent.d1sam1 = False persistent.d1sam2 = False</pre>	persistent.d6emily3 persistent.d6emily10 persistent.d1sam1 persistent.d1sam2
Sam Sam Sam Sam	4 5 6 7	<pre>persistent.d2sam5 = True persistent.d2sam4 = True persistent.d2sam7 = True persistent.d2sam8 = True persistent.d2sam2 = True</pre>	<pre>persistent.d2sam5 = False persistent.d2sam4 = False persistent.d2sam7 = False persistent.d2sam8 = False persistent.d2sam2 = False</pre>	<pre>persistent.d2sam5 persistent.d2sam4 persistent.d2sam7 persistent.d2sam8 persistent.d2sam2</pre>
Sam Sam Sam Sam Sam	8 9 9 10 11	<pre>persistent.d2sam2 = True persistent.d2sam6 = True persistent.d2sam3b = True persistent.d2sam3 = True persistent.d3sam1 = True persistent.d2sam1 = True</pre>	<pre>persistent.d2sam2 = False persistent.d2sam6 = False persistent.d2sam3b = False persistent.d2sam3 = False persistent.d3sam1 = False persistent.d2sam1 = False</pre>	persistent.d2sam2 persistent.d2sam6 persistent.d2sam3b persistent.d2sam3 persistent.d3sam1 persistent.d2sam1
Sam Sam Sam Sam Sam	11 11 12 12 12 12 13	<pre>persistent.d2sam1 = True persistent.d2sam1b = True persistent.d4sam4 = True persistent.d4sam4b = True persistent.d4sam4c = True persistent.d4sam2 = True</pre>	<pre>persistent.d2sam1 = False persistent.d2sam1b = False persistent.d4sam4 = False persistent.d4sam4b = False persistent.d4sam4c = False persistent.d4sam2 = False</pre>	<pre>persistent.d2sam1 persistent.d2sam1b persistent.d4sam4 persistent.d4sam4b persistent.d4sam4c persistent.d4sam2</pre>
Sam Sam Sam Sam	13 14 15 16	<pre>persistent.d4sam2b = True persistent.d4sam3 = True persistent.d4sam5 = True persistent.d4sam6 = True</pre>	<pre>persistent.d4sam2b = False persistent.d4sam3 = False persistent.d4sam5 = False persistent.d4sam6 = False</pre>	persistent.d4sam2b persistent.d4sam3 persistent.d4sam5 persistent.d4sam6
Sam Sam Sam Sam Sam	17 18 19 20 21	<pre>persistent.d5sam4 = True persistent.d5sam5 = True persistent.d5sam1 = True persistent.d5sam2 = True persistent.d5sam3 = True</pre>	<pre>persistent.d5sam4 = False persistent.d5sam5 = False persistent.d5sam1 = False persistent.d5sam2 = False persistent.d5sam3 = False</pre>	<pre>persistent.d5sam4 persistent.d5sam5 persistent.d5sam1 persistent.d5sam2 persistent.d5sam3</pre>
Sam Sam Sam Sam Sam Sam	22 23 23 23 23 24	<pre>persistent.d5sam3 = True persistent.d5sam6 = True persistent.d4sam1c = True persistent.d4sam1b = True persistent.d4sam1 = True persistent.d6sam1 = True</pre>	<pre>persistent.d5sam3 = False persistent.d5sam6 = False persistent.d4sam1c = False persistent.d4sam1b = False persistent.d4sam1 = False persistent.d6sam1 = False</pre>	persistent.d5sam3 persistent.d5sam6 persistent.d4sam1c persistent.d4sam1b persistent.d4sam1 persistent.d6sam1
Sam Sam Sam Sam	25 26 27 28	<pre>persistent.d6sam4 = True persistent.d6sam5 = True persistent.d6sam2 = True persistent.d6sam3 = True</pre>	<pre>persistent.d6sam4 = False persistent.d6sam5 = False persistent.d6sam2 = False persistent.d6sam3 = False</pre>	persistent.d6sam4 persistent.d6sam5 persistent.d6sam2 persistent.d6sam3
Sam Bailey Bailey Bailey Bailey	29 1 2 3 4	<pre>persistent.d6sam6 = True persistent.d1bailey1 = True persistent.d1bailey5 = True persistent.d1bailey8 = True persistent.d1bailey3 = True</pre>	<pre>persistent.d6sam6 = False persistent.dlbailey1 = False persistent.dlbailey5 = False persistent.dlbailey8 = False persistent.dlbailey3 = False</pre>	<pre>persistent.d6sam6 persistent.d1bailey1 persistent.d1bailey5 persistent.d1bailey8 persistent.d1bailey3</pre>
Bailey Bailey Bailey Bailey Bailey	4 5 6 7 8 8	<pre>persistent.dlbailey3 = True persistent.dlbailey4 = True persistent.dlbailey2 = True persistent.dlbailey6 = True persistent.dlbailey7 = True persistent.dlbailey10 = True</pre>	<pre>persistent.dlbailey3 = False persistent.dlbailey4 = False persistent.dlbailey2 = False persistent.dlbailey6 = False persistent.dlbailey7 = False persistent.dlbailey10 = False</pre>	<pre>persistent.dlbailey3 persistent.dlbailey4 persistent.dlbailey2 persistent.dlbailey6 persistent.dlbailey7 persistent.dlbailey10</pre>
Bailey Bailey Bailey Bailey	9 10 11 12	<pre>persistent.d2bailey1 = True persistent.d3bailey1 = True persistent.d4bailey1 = True persistent.d5bailey1 = True</pre>	<pre>persistent.d2bailey1 = False persistent.d3bailey1 = False persistent.d4bailey1 = False persistent.d5bailey1 = False</pre>	<pre>persistent.d2bailey1 persistent.d3bailey1 persistent.d4bailey1 persistent.d5bailey1</pre>
Bailey Bailey Ashley Ashley Ashley	13 14 1 2 3	<pre>persistent.d6bailey1 = True persistent.d6bailey2 = True persistent.d1ashley1 = True persistent.d1ashley3 = True persistent.d1ashley2 = True</pre>	<pre>persistent.d6bailey1 = False persistent.d6bailey2 = False persistent.d1ashley1 = False persistent.d1ashley3 = False persistent.d1ashley2 = False</pre>	<pre>persistent.d6bailey1 persistent.d6bailey2 persistent.d1ashley1 persistent.d1ashley3 persistent.d1ashley2</pre>
Ashley Ashley Ashley Ashley Ashley	4 5 6 7 8	<pre>persistent.dlashley2 = 11ue persistent.d2ashley1 = True persistent.d3ashley1 = True persistent.d4ashley1 = True persistent.d5ashley1 = True persistent.d5ashley2 = True</pre>	<pre>persistent.dlashley2 = False persistent.d2ashley1 = False persistent.d3ashley1 = False persistent.d4ashley1 = False persistent.d5ashley1 = False persistent.d5ashley2 = False</pre>	<pre>persistent.dlashley2 persistent.d2ashley1 persistent.d3ashley1 persistent.d4ashley1 persistent.d5ashley1 persistent.d5ashley2</pre>
Ashley Ashley Daphne Daphne	9 10 1 2	<pre>persistent.d6ashley1 = True persistent.d6ashley2 = True persistent.d1daphne1 = True persistent.d1daphne3 = True</pre>	<pre>persistent.d6ashley1 = False persistent.d6ashley2 = False persistent.d1daphne1 = False persistent.d1daphne3 = False</pre>	<pre>persistent.d6ashley1 persistent.d6ashley2 persistent.d1daphne1 persistent.d1daphne3</pre>
Daphne Daphne Daphne Daphne Daphne	3 4 5 6 7	<pre>persistent.dldaphne2 = True persistent.d2daphne1 = True persistent.d3daphne1 = True persistent.d4daphne1 = True persistent.d5daphne1 = True</pre>	<pre>persistent.dldaphne2 = False persistent.d2daphne1 = False persistent.d3daphne1 = False persistent.d4daphne1 = False persistent.d5daphne1 = False</pre>	<pre>persistent.dldaphne2 persistent.d2daphne1 persistent.d3daphne1 persistent.d4daphne1 persistent.d5daphne1</pre>
Daphne Daphne Steph Steph Steph	8 9 1 2 3	<pre>persistent.dsdaphnel = True persistent.d6daphnel = True persistent.d6daphne2 = True persistent.dlsteph3 = True persistent.dlsteph1 = True persistent.dlsteph2 = True</pre>	<pre>persistent.d5daphne1 = False persistent.d6daphne1 = False persistent.d6daphne2 = False persistent.d1steph3 = False persistent.d1steph1 = False persistent.d1steph2 = False</pre>	persistent.d5daphne1 persistent.d6daphne2 persistent.d1steph3 persistent.d1steph1 persistent.d1steph2
Steph Steph Steph Steph	4 5 6 7	<pre>persistent.d2steph1 = True persistent.d3steph1 = True persistent.d3steph2 = True persistent.d4steph1 = True</pre>	<pre>persistent.d2steph1 = False persistent.d3steph1 = False persistent.d3steph2 = False persistent.d4steph1 = False</pre>	<pre>persistent.d2steph1 persistent.d3steph1 persistent.d3steph2 persistent.d4steph1</pre>
Steph Steph Steph Jessica Jessica	8 9 10 1 2	<pre>persistent.d5steph1 = True persistent.d6steph1 = True persistent.d6steph2 = True persistent.d1jessica1 = True persistent.d1jessica3 = True</pre>	<pre>persistent.d5steph1 = False persistent.d6steph1 = False persistent.d6steph2 = False persistent.d1jessica1 = False persistent.d1jessica3 = False</pre>	<pre>persistent.d5steph1 persistent.d6steph1 persistent.d6steph2 persistent.d1jessica1 persistent.d1jessica3</pre>
Jessica Jessica Jessica Jessica Jessica	2 3 4 5 6 7	<pre>persistent.dljessica3 = True persistent.dljessica2 = True persistent.d2jessica1 = True persistent.d3jessica1 = True persistent.d3jessica2 = True persistent.d4jessica1 = True</pre>	<pre>persistent.dljessica3 = False persistent.dljessica2 = False persistent.d2jessica1 = False persistent.d3jessica1 = False persistent.d3jessica2 = False persistent.d4jessica1 = False</pre>	<pre>persistent.dljessica3 persistent.dljessica2 persistent.d2jessica1 persistent.d3jessica1 persistent.d3jessica2 persistent.d4jessica1</pre>
Jessica Jessica Jessica Meiko	8 9 10 1	<pre>persistent.d5jessica1 = True persistent.d6jessica1 = True persistent.d6jessica2 = True persistent.d1meiko2 = True</pre>	<pre>persistent.d5jessical = False persistent.d6jessical = False persistent.d6jessica2 = False persistent.d1meiko2 = False</pre>	<pre>persistent.d5jessical persistent.d6jessical persistent.d6jessica2 persistent.d1meiko2</pre>
Meiko Meiko Meiko Meiko Meiko	2 3 4 5 6	<pre>persistent.dlmeikol = True persistent.d2meikol = True persistent.d3meikol = True persistent.d3meiko2 = True persistent.d3meiko3 = True</pre>	<pre>persistent.dlmeiko1 = False persistent.d2meiko1 = False persistent.d3meiko1 = False persistent.d3meiko2 = False persistent.d3meiko3 = False</pre>	<pre>persistent.dlmeiko1 persistent.d2meiko1 persistent.d3meiko1 persistent.d3meiko2 persistent.d3meiko3</pre>
Meiko Meiko Meiko Mai	7 8 9 1	<pre>persistent.d5meiko1 = True persistent.d6meiko1 = True persistent.d6meiko2 = True persistent.d1mai1 = True</pre>	<pre>persistent.d5meiko1 = False persistent.d6meiko1 = False persistent.d6meiko2 = False persistent.d1mai1 = False</pre>	<pre>persistent.d5meiko1 persistent.d6meiko1 persistent.d6meiko2 persistent.d1mai1</pre>
Mai Mai Mai Mai	2 3 4 5 6	<pre>persistent.dlmai2 = True persistent.d2mai1 = True persistent.d3mai1 = True persistent.d5mai1 = True persistent.d5mai2 = True</pre>	<pre>persistent.dlmai2 = False persistent.d2mai1 = False persistent.d3mai1 = False persistent.d5mai1 = False persistent.d5mai2 = False</pre>	<pre>persistent.dlmai2 persistent.d2mai1 persistent.d3mai1 persistent.d5mai1 persistent.d5mai2</pre>
Mai Mai Melvin Melvin Melvin Melvin	6 7 1 2 3 4	<pre>persistent.d5mai2 = True persistent.d6mail = True persistent.d1melvin1 = True persistent.d2lexxx1 = True persistent.n5emily1 = True persistent.n4sam1 = True</pre>	<pre>persistent.d5mai2 = False persistent.d6mai1 = False persistent.d1melvin1 = False persistent.d2lexxx1 = False persistent.n5emily1 = False persistent.n4sam1 = False</pre>	<pre>persistent.d5mai2 persistent.d6mai1 persistent.d1melvin1 persistent.d2lexxx1 persistent.n5emily1 persistent.n4sam1</pre>
Melvin Melvin Melvin Melvin	5 6 6 7	<pre>persistent.dllexxx7 = True persistent.nlemily4 = True persistent.nlemily1 = True persistent.nlemily3 = True</pre>	<pre>persistent.dllexxx7 = False persistent.nlemily4 = False persistent.nlemily1 = False persistent.nlemily3 = False</pre>	persistent.dllexxx7 persistent.nlemily4 persistent.nlemily1 persistent.nlemily3
Melvin Melvin Melvin Melvin Melvin	8 9 9 10 10	<pre>persistent.nlemily2 = True persistent.nlsam2 = True persistent.nlsam1 = True persistent.nlbailey2 = True persistent.nlbailey1 = True</pre>	<pre>persistent.nlemily2 = False persistent.nlsam2 = False persistent.nlsam1 = False persistent.nlbailey2 = False persistent.nlbailey1 = False</pre>	<pre>persistent.nlemily2 persistent.nlsam2 persistent.nlsam1 persistent.nlbailey2 persistent.nlbailey1</pre>
Melvin Melvin Melvin Melvin Melvin Melvin	10 11 12 13 14 15	<pre>persistent.nlbailey1 = True persistent.nlashley1 = True persistent.nlsteph1 = True persistent.nldaphne1 = True persistent.nljessica1 = True persistent.nlmeiko1 = True</pre>	<pre>persistent.nlbailey1 = False persistent.nlashley1 = False persistent.nlsteph1 = False persistent.nldaphne1 = False persistent.nljessica1 = False persistent.nlmeiko1 = False</pre>	<pre>persistent.nlbailey1 persistent.nlashley1 persistent.nlsteph1 persistent.nldaphne1 persistent.nljessica1 persistent.nlmeiko1</pre>
Lexxx Lexxx Lexxx Lexxx	1 2 3 4	<pre>persistent.dllexxx1 = True persistent.dllexxx2 = True persistent.dllexxx3 = True persistent.dllexxx4 = True</pre>	<pre>persistent.dllexxx1 = False persistent.dllexxx2 = False persistent.dllexxx3 = False persistent.dllexxx4 = False</pre>	<pre>persistent.dllexxx1 persistent.dllexxx2 persistent.dllexxx3 persistent.dllexxx4</pre>
Lexxx Lexxx Lexxx Lexxx Lexxx Lexxx	5 6 7 8 9	<pre>persistent.dllexxxf = True persistent.dllexxx5 = True persistent.dllexxx6 = True persistent.dllexxx6 = True persistent.d5lexxx1 = True persistent.d4lexxx1 = True</pre>	<pre>persistent.dllexxx4 = False persistent.dllexxx5 = False persistent.dllexxx6 = False persistent.dllexxx1 = False persistent.d4lexxx1 = False</pre>	<pre>persistent.dllexxx4 persistent.dllexxx5 persistent.dllexxx6 persistent.d5lexxx1 persistent.d4lexxx1</pre>
Lexxx 777 777 777 777 777 777 777	1 2 3 4	<pre>persistent.dlv6 = True persistent.dlv4 = True persistent.dlv3 = True persistent.dlv1 = True</pre>	<pre>persistent.dlv6 = False persistent.dlv4 = False persistent.dlv3 = False persistent.dlv1 = False</pre>	persistent.dlv6 persistent.dlv4 persistent.dlv3 persistent.dlv1
 ??? ??? ??? ??? 	5 6 7 8	<pre>persistent.dlv5 = True persistent.dlv2 = True persistent.dlv8 = True persistent.dlv7 = True</pre>	<pre>persistent.dlv5 = False persistent.dlv2 = False persistent.dlv8 = False persistent.dlv7 = False</pre>	<pre>persistent.dlv5 persistent.dlv2 persistent.dlv8 persistent.dlv7</pre>
	10			