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Title:last_players
Sex: Female F Male F Trans F
Require:
Limits:
; last_players
;
use:gen
; ----- quiz_1 -----
settemp2:'<b>quiz_1:</b>'
loadgtemp1:QUIZ_1_NAME_OF_LAST_PLAYER
;
; ----- ball_busting_1 -----
settemp2:'TEMP2 TEMP1<p><b>ball_busting_1:</b>'
loadgtemp1:BALL_BUSTING_1_LAST_SLAVE_NAME_LVL_2
settemp2:'TEMP2 TEMP1'
loadgtemp1:BALL_BUSTING_1_LAST_SLAVE_NAME_LVL_3
settemp2:'TEMP2, TEMP1'
loadgtemp1:BALL_BUSTING_1_LAST_SLAVE_NAME_LVL_4
settemp2:'TEMP2, TEMP1'
loadgtemp1:BALL_BUSTING_1_LAST_SLAVE_NAME_LVL_5
settemp2:'TEMP2, TEMP1'
;
; ----- workout_1 -----
settemp2:'TEMP2<p><b>workout_1:</b>'
loadgtemp1:WORKOUT_1_STORED_REQUEST_FOR_PUNISHMENT_OF_NAME
settemp2:'TEMP2 time requested for: TEMP1'
;
; ----- depththroat_training_1 -----
settemp2:'TEMP2<p><b>depththroat_training_1:</b>'
loadgtemp1:DEEPTHROAT_1_COCK_PICS
settemp2:'TEMP2 pics: TEMP1'
loadgtemp1:DEEPTHROAT_1_CUR_COMPETITOR_NAME
if: 'TEMP1' == 'SNAME'
    settemp2:'TEMP2 current competitor: SNAME'
else:
    settemp2:'TEMP2 current competitor: NEW'
fi:
;
; ----- pillory_1 -----
settemp2:'TEMP2<p><b>pillory_1:</b>'
loadgtemp1:PILLORY_1_STORED_REQUEST
settemp2:'TEMP2 current request: TEMP1'
;
loadgtemp1:PILLORY_1_PUNISHMENTS
assign:punishmentStringComplete:'TEMP1'
if: '$punishmentStringComplete'.includes('TARGET_SNAME')
    assign:indexOfStart:'$punishmentStringComplete'.indexOf('TARGET_SNAME')
    assign:indexOfEnd:'$punishmentStringComplete'.indexOf('END',$indexOfStart)
assign:punishmentSubstring1:'$punishmentStringComplete'.substring(0,$indexOfStart)
assign:punishmentSubstring2:'$punishmentStringComplete'.substring($indexOfEnd

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d+3,999999)
assign:punishmentSubstringAfter:'TARGET_SNAMExxxxxxxxxxxxxEND$punishmentSubst
ring1$punishmentSubstring2'
assign:punishmentSubstringAfter:'$punishmentSubstringAfter'.replaceAll('END'
,'END<br>')
else:
  assign:punishmentSubstringAfter:'$punishmentStringComplete'
fi:
settemp2:'TEMP2<br>current punishments: $punishmentSubstringAfter'
;
;
; ----- competitive_spanking_1 -----
settemp2:'TEMP2<p><b>competitive_spanking_1</b>:'
loadgtemp1:CSPB_RECENT_AREA_5
assign:areaGlobal:'TEMP1'
;
if: '$areaGlobal' == 'ASS'
  loadgtemp1:CSPB_PIC_ASS_5
fi:
if: '$areaGlobal' == 'TH_I'
  loadgtemp1:CSPB_PIC_TH_I_5
fi:
if: '$areaGlobal' == 'TH_B'
  loadgtemp1:CSPB_PIC_TH_B_5
fi:
if: '$areaGlobal' == 'TITS'
  loadgtemp1:CSPB_PIC_TITS_5
fi:
if: '$areaGlobal' == 'BELLY'
  loadgtemp1:CSPB_PIC_BELLY_5
fi:
assign:picGlobal:'TEMP1'
;
if: '$areaGlobal' == 'ASS'
  loadtemp1:CSPB_PIC_ASS_5
fi:
if: '$areaGlobal' == 'TH_I'
  loadtemp1:CSPB_PIC_TH_I_5
fi:
if: '$areaGlobal' == 'TH_B'
  loadtemp1:CSPB_PIC_TH_B_5
fi:
if: '$areaGlobal' == 'TITS'
  loadtemp1:CSPB_PIC_TITS_5
fi:
if: '$areaGlobal' == 'BELLY'
  loadtemp1:CSPB_PIC_BELLY_5
fi:
assign:picUser:'TEMP1'
if: '$picGlobal' == '$picUser'
  settemp1:'no new challenge'
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else:
  settemp1:'NEW CHALLENGE FOUND!'
fi:
settemp2:'TEMP2 TEMP1'
assign:global_area:'$areaGlobal'
assign:usedPainLevel:5
call:global_competitive_spanking_1_loadgtemp1_DONE_COUNT
settemp2:'TEMP2 (taken by TEMP1)'
;
; ----- buy_tasks -----
settemp2:'TEMP2<p><b>buy_tasks:</b>'
loadgtemp1:GLOBAL_BOUGHT_TASKS
settemp2:'TEMP2<br>* global bought tasks: TEMP1'
loadtemp1:TASKS_TODO_BY_ME
settemp2:'TEMP2<br>* tasks to do by me: TEMP1'
;
; ----- mercy_of_the_crowd_2 -----
settemp2:'TEMP2<p><b>mercy_of_the_crowd_2:</b>'
loadtemp1:MERCY_OF_THE_CROWD_2_CHALLENGE
settemp2:'TEMP2 TEMP1'
;
; ----- know_your_mistress_1 -----
settemp2:'TEMP2<p><b>know_your_mistress_2:</b><br>'
loadgtemp1:KYM_LAST_STARTED_BY
settemp2:'TEMP2started by TEMP1<br>'
loadgtemp1:KYM_LAST_FINISHED_BY
settemp2:'TEMP2finished by TEMP1'
;
;
show:TEMP2
button:ok
;

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</code>

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