HeartBreakerGaming Presents
Bound to Please Walkthrough

This walkthrough will only show the different variables and where they lead.

PSA I have never made a Walkthrough so bear with me if things aren't amazing

If a variable is listed after **Bold Dialogue** that is show what variable, you need to get those choices. It will look something like this (**"Bold Dialogue text"** Example Variable needed)

This Walkthrough has not been 100% Tested and Proofread!!!!

Batman Name Joke

If you enter Batman or batman as your name, you get a small easter egg.

Legend

Purple = Variable

Bold = Character Dialogue

Prologue

Carter: Answer me this...would you marry a female robot?"

- Yes, I Would (AIrobot= True) (Will Lose Chance for Stella Kiss, Can Gain Julia Sub or Dom Variable)
- No, I wouldn't (AIrobot = False) (Can Lead to Stella Kiss, Will miss out on Julia Sub or Dom Variable)

Carter "Hmmm...but would you want her to be submissive or dominant?" **If Airobot = True** (This Choice is slightly confusing, if you chose Dominant it leads to your character being Dominant towards Julia in Certain Scenes)

- Submissive = JSUB Variable = True, JDOM Variable = False
- Dominant = JSUB Variable =False, JDOM Variable = True (MC is Dominant with Julia)
- Mixture = JSUB Variable = False, JDOM Variable = False

Carter "You suck."

- Defend her
    - Introdefend = True (If Airobot = False, Can Lead to Stella Kiss)
- It's not that serious
    - Introdefend = False

Stella "I'm going to miss you so much..."

- Sit next to her
  - Put your arm around her
    - If Introdefend =True and AIrobot = False
      - Kiss Her
        - stkissintro =True (Stella Kiss)
      - Don't Kiss Her
        - stkissintro = False (Don't Kiss Stella)
    - Otherwise Jump to Chapter 1 Pt 1
  - Don't put arm around her
    - Jump to Chapter 1 Pt 1

- Don't sit next to her
  - Jump to Chapter 1 Pt 1

Chapter 1 Part 1

Julia "Can I put it inside?"

- **Yes, put it in.** (jsexday1= True, jsexmorning = True)
  - **Sub-Menu**
    - **Do you want to do it again?**
      - If jdom= True = Ninjasex = False
      - If jdom = False = Ninjasex = True
    - **Now get out of the bed.**
      - (Different Julia Dialogue)
    - **Kiss her forehead and cuddle**
      - (Different Julia Dialogue)
- **No, keep her waiting** (jsexday1 = False, jsexmorning = False)
  - Extra Dialogue if jdom = True

MC "(Alright, what to do?)"

- Check on Julia
  - Flirt
    - "Do you want me to be flirty for you?"
      - Yes (day1bathroombj = True)
        - Cum in her mouth
        - Cum on her face
        - Fuck Her (Only Available if jsexmorning = false)
          - day1bathroomsex = True
          - jsexday1 = True
      - Not right now (Different dialogue if jsexmorning = false)

- o Pun Joke (day1jokebathroom = True)

- Check on Stella's room (day1founddildo = True)
    - o Different dialogue if jsexmorning = False and/or if stkissintro = True
    - o If jsexmorning = False
        - ▪ Put inside of her (day1dildoin = True)
        - ▪ Don't put it inside of her (day1dildoin = False)

Chapter 1 Part 2

(If day1dildoin == True)

- **MC "(Should I, do it?)"**
    - o "Turn on the vibrator"
        - ▪ day1dildonum = 1
    - o Don't turn it on"
- **Ben "The pain is real!"**
    - o "Turn on the vibrator"
        - ▪ day1dildonum += 1
    - o Don't turn it on"

Myra "She's a little bitch now."

- "So, just like you?"
    - o day1mrbitch = True
- "She can't be that bad."
    - o day1mrbitch = False
- "Turn on the vibrator" (If day1dildoin = True)
    - o day1dildonum += 1

Ben "Makes me want to hug you."

- "Why are you being gay?"
    - o day1homo = True
- "Bring it here"
    - o day1homo = False

Ben "So, you wanna come with me?"

- Go with him (day1benwith = False)

    - o **MC "(Should I turn it on before I leave?)"** if day1dildoin == True:
        - ▪ Turn it on (day1dildonum += 1)

- - - Massage her thigh (day1jamassagethigh = True)
      - Turn off Vibrator (day1jamassagethigh = False)
    - Don't Turn it on
  - **Ben "We should leave -- right now!"**
    - Go talk to her (meetalice = True, day1leave = False)
      - "Point him out" (day1traitor = True)
      - "He described your appearance" (day1traitor = True)
    - Leave (meetalice = False, day1leave = True)

- Don't go with him (day1benwith = False)

  - **MC "(Or just embrace in the silence.)"**
    - Make small talk
    - Embrace the Silence
      - Text Julia (jatextday1 = True)
      - Chill out
  - **Myra "You called me a bitch earlier."** (If day1mrbitch = true)
    - You kind of are (Dialogue Change)
    - No I didn't (Dialogue Change)
  - **Julia "Hey there, handsome."**
    - Tell her what Myra said (telljaaboutmrday1 = True)
    - Don't tell her (telljaaboutmrday1 = False)

  - **Julia "What do you think?"**
    - Kiss Her (mckissjalrday1 = True)
      - If daydildonum >= 3 = jabjlrday = true (Blowjob Scene)
        - Cum inside
        - Cum outside
      - Ifdaydildonum < 3 = jabjlrday = False (No Blowjob)
    - Don't Kiss Her (mckissjalrday1 = False)

Free Roam

- **Myra**
  - "What did you think of Stella?" (mrday1question1 = True)
  - "Why do you like Ben more than me?" (mrday1question2 = True)
  - "Tell her a pun" (if benday1question2 = True and punmrlrday1 = False)

- **Ben**

- o What do you think of Stella? (benday1question1 == True)
  - ▪ Ben "Only if it's cool with you."
    - • Go For it! (yesbenaskst = True)
    - • No, you shouldn't (nobenaskst = True)
- o How can I get Myra to like me more? (If mrday1question2 = True and punmrlrday1 = False)
- o "You lied to me." (If punmrlrday1 == True and benday1question3 == False)
- o "Do you want to take Stella's luggage up to her?" (If tellbenluggageday1 = True and benday1question4 = False and takeluggageday1 = False)

- **Hallway**
  - o Left Door
    - ▪ Washer and Dryer (Nothing of Note)
  - o Middle Door
    - ▪ Lead to Kitchen (Nothing of Note)
  - o Stairs
    - ▪ Jump to 2nd Floor
  - o Right Hallway
    - ▪ Stella Suitcase
      - • Take it up to her
      - • Have Ben take it up to her (if yesbenaskst == True)
        - o tellbenluggageday1 = True
      - • Don't take up to her

- **2nd Floor**
  - o Door Furthest from You
    - ▪ Leads to Bedroom (Nothing of Note)
  - o Door Closest to you
    - ▪ Leads to Bedroom (Nothing of Note)
  - o Right Arrow
    - ▪ Leads to 2 new doors
      - • Door Furthest from you
        - o Leads to Bathroom (if day1 founddildo = False, juliabathroom freeroamday1 = True)
      - • Door on Right
        - o Leads to Stella's Room (Ends Freeroam)
  - o Left Arrow
    - ▪ Leads Downstairs
- **Stella's Room**
  - o if day1founddildo == True and if day1dildoin == True

- Turn on the vibrator
  - day1dildonum += 1 and turningdilinstroomday1 = True
- Don't turn it on
  - **Julia "Can I?"**
    - Kiss Her
      - (jakissstroomday1 = True)
    - Make her wait
      - (janokissstroomday1 = True)
  - if day1founddildo = False and stkissintro = true
  - **MC "(Well, that stopped that plan.)"** (if stkissintro = True: standmcmomentday1 = True)
    - Show her the vibrator (stkeepsdildoday1 = False and hidingdildoday1 = False)
    - Don't show her (hidingdildoday1 = True and stkeepsdildoday1 = False)
      - (As long as any of the following conditions are met Stella will keep the dildo otherwise, she will give the dildo back)
        - if takeluggageday1 = True and stkissintro = False: (If you brought her luggage and did not kiss her in the intro)
        - stkissintro = True and takeluggageday1 = True (If you kissed her and you took her luggage)
        - benwilltakeluggageday1 = True (Ben brought the luggage)
        - stkissintro = True and takeluggageday1 = False and benwilltakeluggageday1 = False (If you kissed her in the intro but did not have either you or ben bring her luggage)

MC "(What should I do?)" (if standmcmomentday1 == True)

- ❖ Ask if she's okay
  - ➢ Gain the following variables (ignoreifstisokayday1 = False, askifstisokayday1 = True, stsadkitchenday1 = False)
- ❖ Leave it Alone
  - ➢ (ignoreifstisokayday1 = True)

MC "(Everyone is distracted. I could do something now.)" (if stkissintro = True and ignoreifstisokayday1 = True)

- Hold her hand
  - Gains the following Variables (stholdhandsday1 = True and stsadkitchenday1 = False)
- Leave it alone
  - (stsadkitchenday1 = True)

Ben "Soo.. How do you like your salad, Stella?" (if yesbenaskst == True) (benaskoutstrouteday1 = True)

- Save Him
  - helpingbenday1 = True
- Let it play out
  - helpingbenday1 = False

Julia "Because I want you to do more than just look." You get a sex scene if day1dildonum >= 3, you also gain the following Variable (jsexday1 = True and sexwithjanightday1 = True)

Stella "I'm with you after all of this time. I'm happy." (if stkissintro = True)

- Ask what was wrong at dinner
  - Gains the following Variables (askedstafterdinnerday1 = True, dropitdinnerquestionday1 = False)
    - Hold her hand (Gain the following variable, dontholdsthandday1 = False)

      - **Stella "Sometimes I feel words can't describe how much I missed you."** If stkissintro = true
        - Same
          - Kiss Her (Only available if askifstisokayday1 = True and dontholdsthandday1 = False or stholdhandsday1 = True and dontholdsthandday1 = False)
            - You gain variable (mckissedstday1 = True)
          - Don't kiss her
            - You gain variable (mckissedstday1 = False and mcdeniedstkissday1 = True)
        - Don't respond
          - kissoptionstday1 = False
    - Don't hold her hand (Gain the following variable, dontholdsthandday1 = True)
- Drop it
  - Gains the following Variables (askedstafterdinnerday1 = False, dropitdinnerquestionday1 = True)