Jessica’s Plight v2.2.0 hints and answers

This document contains spoilers, hints and answers for the scenes in the game. Chapter 2 hints are intended to help you if you are stuck, chapter 1 hints are intended to help you see everything the chapter has to offer on a second play-through (i.e. avoiding options that trigger chapter 2 early). At the end of this document is a brief description of all 9 endings.

Chapter 1

There are a few actions that immediately puts the player into Chapter 2. The actions that take you early to chapter 2 are:

1:
Option: “Ignore the man and curl up on the bathroom floor and wait for him to leave” after you’ve noticed that the man has locked the door to the stall.

2:
Option: “Enough is enough. You whisper: "No, enough, please..." You slump down on the bathroom floor and curl up…” after you have chosen “You can’t do it” to his request to lock the cuffs on both your ankles.

3:
Option: “Scream for help!” after you both hear footsteps outside in the corridor.

It is also possible never to reach chapter 2 if you get a bad ending in chapter 1:

If you refuse the man consistently as he starts to choke you, and you enter the dream, you have the option to “Choose the warm light”. In this path, Jessica dies, ending the game.

4:
Option “Sign the contract / reconsider and sign the contract”.

You will reach one of the endings by signing the contract offered by your boss at the end of chapter 1. (happens only if you have been a good submissive slut for most of the requests throughout the day).

Chapter 2

New in 2.2.0: Chapter 2 difficulty:
Hard:

- Original experience, as described in this walkthrough.

Easy:

- Scene 1: Struggling against bindings starts at 6, meaning, you only need to scream for help and wait to be able to free your leg-bindings.
- Scene 2: No need to struggle against a binding before exploring the room.
- Scene 2: Exploring room options have been reduced (cannot explore too much forward or to the right, since those aren't correct choices anyway)
- Scene 6: Some of the incorrect "throw rock against window" options have been hidden.

All actions you perform take in-game time. You only have a certain amount of in-game time to escape the situation.

Scene 1

Description of the scene (spoilers):

“You try to keep calm and asses your situation. You realize that your kidnappers could return at any time and you may only have a short window of opportunity to escape. You decide to... “

Scene 1 - Hint 1:

There is not one correct actions to do, rather, you need to try all options. The order is important.

Scene 1 - Hint 2:

First, try struggling against all your binds. Then, try the other options and finally try again struggling against a specific bind.

Scene 1 - Solution:

After struggling against all your binds, wait, call for help, then struggle your leg bindings. The order does not happen, just you need to first struggle against all available bindings, then at some point wait, then at some point call for help. After doing that, the leg-struggle is unlocked.

Scene 2

Description of the scene (spoilers):

“Your legs are no longer tied together, giving you a minimal amount of movement freedom for your legs... “

Scene 2 - Hint 1:

First, you need to struggle against your bindings, then explore the room.

Scene 2 – Hint 2:

You need to struggle once against the leash or your arm-ties, then explore the room.

Scene 2 – Hint 3:

The left side of the room should be explorer.

Scene 2 – Solution:

Struggle against the leash or the arm-ties, then explore the room. Probe to your left, then probe further to the left again. An option to cut your ankle-ties appears. Continue cutting the ropes until free.

Scene 3

Description of the scene (spoilers):

“With your ankles and legs free, you can move around much more freely….“

Scene 3 – Hint 1:

You need to find a rock in the room and smash the leash holding you tied to the wall.

Scene 3 – Hint 2:

First, try getting to a kneeling position then standing up. Then, probe the wall for where your leash is. Now Jessica knows she needs to smash it. Next, find the rock in the room.

Scene 3 – Hint 3:

To find the rock, explore the room with your legs. The rock is somewhere forward and to the left.

Scene 3 – Solution:

Get to a kneeling position, then stand up. Probe the wall for the leash. Explore the room with your legs. Then, explore directly away from the wall. Next, Probe further, in towards the room. Finally, Probe further, to the left.

Scene 4

Description of the scene (spoilers):

“Breaking the lock with the rock.”

Scene 4 – Hint 1:

You cannot fail this scene, but, being forceful and loosing the grip of the rock takes longer in-game time then being firm and thorough.

Scene 5

Description of the scene (spoilers):

“You're finally free to explore the room….”

Scene 5 – Hint 1:

Your objective is to find another object in the room that you can use the rock on.

Scene 5 – Hint 2:

Specifically, you’re searching for a window. Explore the room to find it.

Scene 5 – Hint 3:

The window is located on the right wall.

Scene 5 – Solution:

Explore the room to find the window. Investigate the right side, then the right wall. Next, stop exploring, then use rock against specific target and choose Window.

Scene 6

Description of the scene (spoilers):

“Break the window with the rock”

Scene 6 – Hint 1:

Only one of the options is correct. You hit the wooden frame around the window when close to the target, so there’s no need to go through every option one-by-one.

Scene 6 – Solution:

Throw just above your head, to the right.

Scene 7

Description of the scene (spoilers):

“You hope your captors aren't near to have heard the crash...”

Scene 7 – Hint 1:

You need to grab some of the glass from the shattered window and cut yourself loose.

Scene 7 – Hint 2:

The glass is in the same place as the window, in other words, explore the right side of the room then the right wall. Then try to cut yourself loose with the glass shards. Unfortunately, you’re still tied and can’t cut yourself loose yourself, you need to wedge the shard somewhere. Explore the room some more for options.

Scene 7 – Hint 3:

You need to find a door in the room and wedge the shard there.

Scene 7 – Solution:

After exploring right-side and right-wall and you found the glass, go back to exploring the room. Explore the opposite side then the opposite wall. Wedge the glass with the door.

Scene 8

Description of the scene (spoilers):

“Completely naked and wearing no bondage what-so-ever...”

Scene 8 – Hint 1:

You can escape in one of two ways – either by screaming for help or through the door. In both cases you need to do something else first.

Scene 8 – Solution:

Try first escaping through the window, then either scream for help a number of times or bash against the door a number of times.

Endings

Reached by giving up in Chapter 2 OR failing to escape in time. The ending you get depends on how early you refuse the man in Chapter 1 and how often:

Ending #1 - you're sold as a slave and go through intense slave training for months. Eventually you learn your place and accept your fate...

Ending #2 - you're sold as a sex-slave who obeys her master's every command. You were born for this...

Ending #3 - you're sold as a sex-slave and have tough time adjusting to your new reality. Eventually, they break you, and you learn to obey your masters...

Ending #4 - you're sold as a slave, but find that despite being broken by the men, you keep resisting your fate. You never truly accept being a slave and the punishments continue throughout your slavery...

Ending #5 - you're sold not as a slave, but as someone's torture-pet. You live your life in constant fear and pain as the men use your body in every possible way, not caring if you obey or resist: They only care about hurting you...

Reached in Chapter 1 if you repeatedly refuse to give in when the man chokes you, and you choose the warm light in the dream:

Ending #6 - Death. You manage to escape your captor by leaving your earthly body behind…

Reached at the end of Chapter 2, by escaping:

Ending #7 - You manage to escape with the help of strangers who happened to pass by just at the right time. Who knows what could've happened if they hadn't been close?

Ending #8 - You manage to escape with pure force of will by smashing the door that wouldn't budge and walking the wilderness for hours until you reach safety.

Reached at the end of Chapter 1, if you've been an obedient slut, you may sign a contract:

Ending #9 - Office Slut. You became the office slut, satisfying the sexual needs of all the men at the office.