

JENNY?  
...  
WHAT ARE YOU DOING?





SOMETHING THAT MIGHT  
GIVE US A CHANCE TO  
ESCAPE FROM THIS HELL  
HOLE.



BUT HOW?

GOT IT



LOOK


...  
I MANAGED TO KNOCK OVER ONE OF THE  
LAMPS THE OTHER DAY

...  
THERE WAS GLASS EVERYWHERE


...  
I GOT PUNISHED FOR IT BUT IT WAS WORTH IT

...  
I'VE BEEN WAITING FOR AN OPPORTUNITY TO  
USE THIS, BUT SANGSTER IS TOO CAREFUL.


...  
BUT NOW YOU'RE HERE, YOU CAN DISTRACT HIM  
AND GIVE ME THE OPPORTUNITY TO  
GARROTTE THE LITTLE FUCKER!

A screenshot from a video game showing two female characters in a dark, circular cage. The character on the left is wearing a purple, shiny, form-fitting outfit and a mask. The character on the right is wearing a black bikini and high heels. They are both looking towards each other. The cage is made of dark metal bars. There are two tall, thin lamps on either side of the cage, and a small table with a lit candle in the foreground on the right. A speech bubble is visible in the upper left corner.

JENNY, THAT'S  
...  
THAT'S SUICIDE!  
...  
YOU SAID THAT COMPUTER CAN IMMOBILISE  
US BOTH IN A HEARTBEAT WITH THESE  
COLLARS ON  
...  
AND, EVEN IF YOU DO INJURE HIM,  
THERE'S NO WAY WE CAN GET  
OUT OF THIS DUNGEON!



WELL, I DON'T CARE!  
...  
I'D RATHER TRY AND FAIL  
...  
EVEN IF HE KILLS ME!  
...  
I CAN'T LIVE LIKE THIS ANY  
LONGER!

A woman with blonde hair in a bun, wearing a purple long-sleeved jumpsuit and pink boots, stands behind a large, dark metal cage. The setting is a dimly lit, stone-walled room with an arched doorway in the background. A speech bubble is positioned to the right of the woman.

I HOPE YOU SLUTS  
ARE AWAKE!

OH SHIT  
...  
HERE HE COMES  
...  
PLEASE ALEXA  
...  
THIS MAY BE OUR ONLY CHANCE TO  
TAKE HIM OUT!





SO, HOW ARE MY SLUTS  
THIS MORNING?  
...  
READY FOR SOME MORE  
FUN?



OH ALEXA  
...  
DON'T YOU MAKE A CUTE  
HAREM SLAVE GIRL



SLUT JENNY!  
...  
POSITION  
...  
NOW !

FUCK  
...  
HOW COULD I FORGET  
THE MORNING ROUTINE

YES MASTER  
...  
SORRY MASTER





JESS  
...  
MARK JENNY DOWN FOR A  
PUNISHMENT  
...  
LEVEL 5  
...  
FOR 6 HOURS

6 HOURS !!!

BEEP


PUNISHMENT COUNT - 1  
PUNISHMENT LEVEL - 5  
PUNISHMENT DURATION - 6 HOURS - READY TO ENHANCE




JESS WILL ENSURE  
YOU RECEIVE YOUR  
PUNISHMENT FOR YOUR  
DISOBEDIENCE LATER  
SLAVE

YES MASTER  
...  
AS YOU WISH

I'M READY TO GET OUT OF  
HERE AND WHIP SOME  
JENNY-BUTT!  
...  
COME ON, DOMINIC  
...  
I'VE DONE WHAT YOU WANTED  
...  
YOU SAID YOU'D LET ME PLAY WITH  
HER!



I'M NOT ENTIRELY CONVINCED  
YET THAT YOU DIDN'T REALLY  
COME HERE TO TRICK ME AND  
RESCUE JENNY




YOU'VE GOT TO BE  
JOKING!

OKAY  
...  
MAYBE THIS WILL CONVINCE YOU  
...  
JENNY HAS A PIECE OF GLASS  
BEHIND HER BACK AND SHE'S  
GOING TO TRY TO KILL YOU AND  
THE FIRST OPPORTUNITY!

ALEXA!!!  
...  
**NO!!**



WHAT!  
...  
JESS  
...  
RESTRAIN JENNY



YES RESTRAIN HER AND  
LET ME OUT OF HERE

ALEXA  
...  
HOW COULD YOU!

A screenshot from a video game showing a character in a cage. The character is a woman with a shaved head, wearing a black halter-neck top with a low-cut front and a black choker with a small display. She has a purple earring and a ponytail with a gold ring. She is looking upwards and to the left. A white speech bubble with a jagged edge is positioned to her left, containing the text "WHY, YOU DOUBLE-CROSSING BITCH!". The background consists of a wooden cage structure with vertical and horizontal bars. The lighting is dim, with a warm, orange glow.

WHY,  
YOU DOUBLE-CROSSING  
BITCH!

HOW COULD SHE DO THAT  
...  
I THOUGHT SHE WAS HERE TO  
HELP ME



A woman with white hair and purple jewelry is behind dark wooden bars. She is wearing a purple, shiny, sleeveless top and matching pants. She is looking towards a man on the right. The man is wearing a white long-sleeved shirt and is looking back at her. The scene is dimly lit with blue and purple tones.

HERE  
...  
BELIEVE ME NOW!

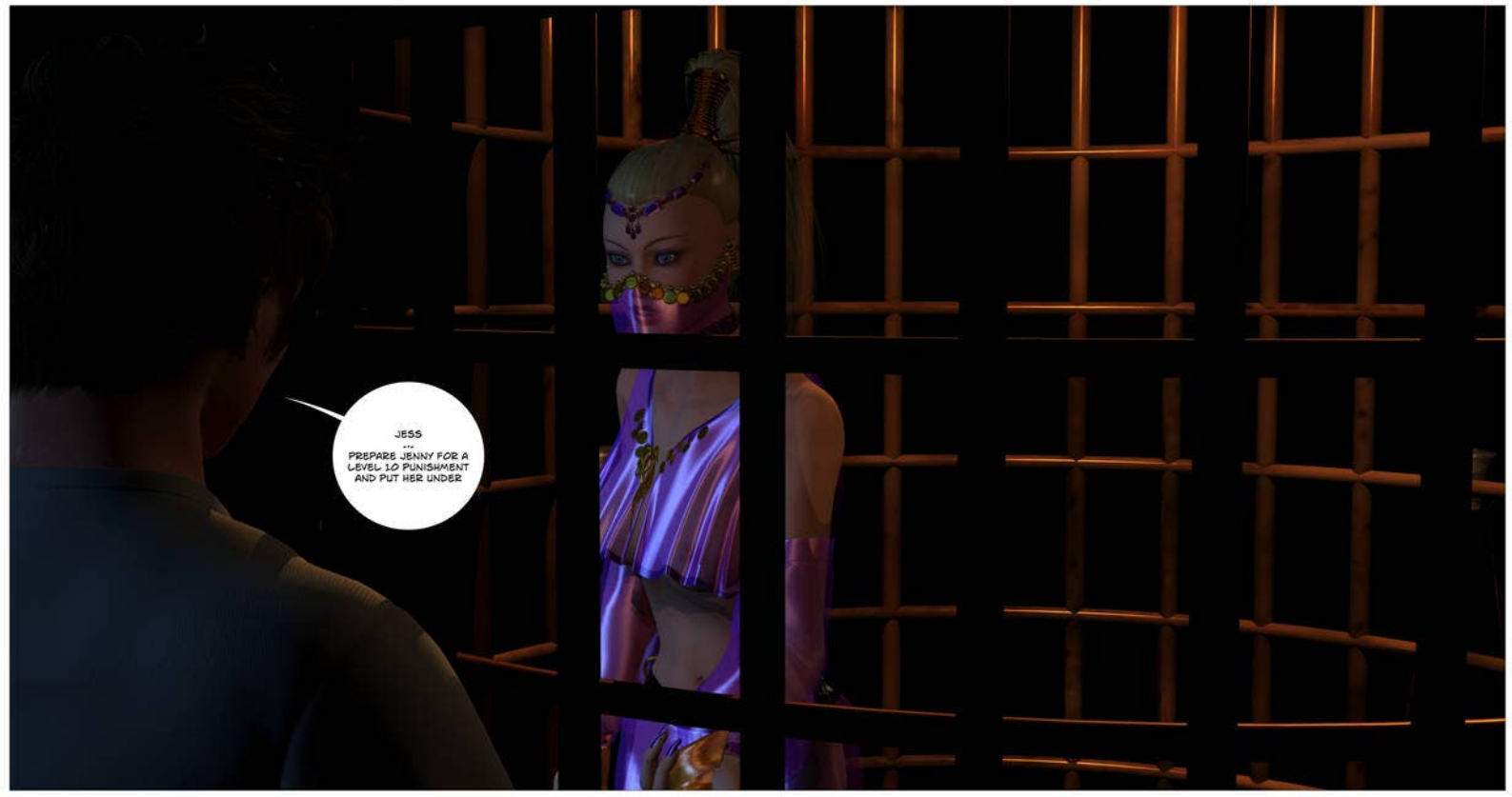
INTERESTING  
...  
SO MAYBE YOU WERE  
TELLING THE TRUTH  
AFTER ALL

A man with short brown hair, wearing a white t-shirt, is seen from behind, looking into a cage. The cage is made of dark bamboo or wooden poles. Inside the cage, a woman with blonde hair, wearing a purple outfit and a purple headpiece, is looking out. The scene is dimly lit, with a blueish-purple glow emanating from the woman's outfit. A speech bubble is positioned to the left of the woman.

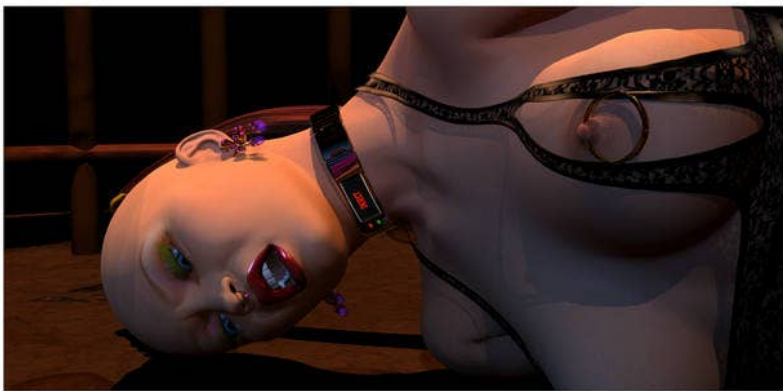
DAMN RIGHT I WAS  
...  
I'M SO READY TO TORTURE HER  
RIGHT NOW!




I'LL TAKE THAT  
...  
WELL DONE ALEXA

A character with dark hair, seen from the back, is looking through a grid of dark bars. Behind the bars, a woman with light skin and blue eyes is visible. She is wearing a purple and white striped top and a decorative headpiece with purple and green elements. The scene is dimly lit, with a warm, orange glow from the bars.

JESS  
...  
PREPARE JENNY FOR A  
LEVEL 10 PUNISHMENT  
AND PUT HER UNDER





OKAY, I'LL LET YOU OUT  
...  
BUT ONE FALSE MOVE AND I'LL  
MAKE SURE YOU RECEIVE THE SAME  
PUNISHMENT AS SLAVE JENNY  
...  
UNDERSTAND?



OK  
...  
I UNDERSTAND



JESS  
...  
SET SLAVE ALEXA'S COLLAR TO  
OBEDIENT

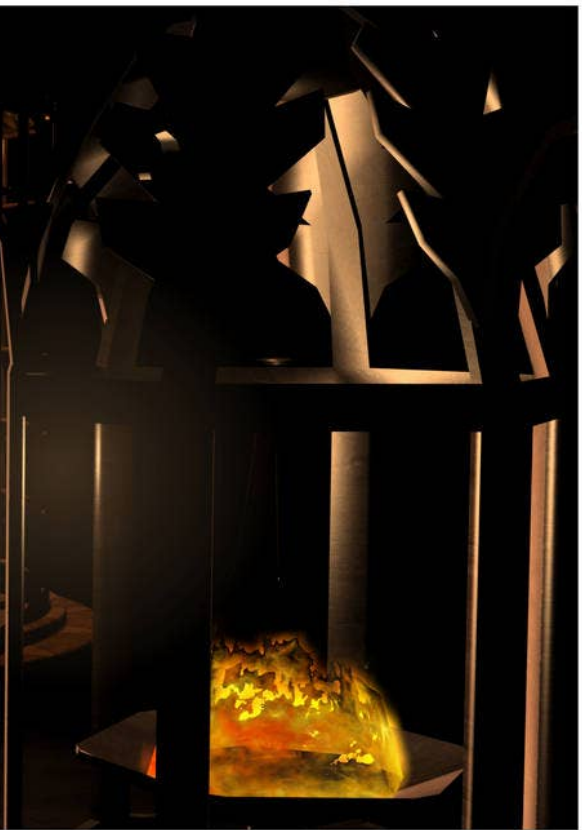
THANKS DOMINIC  
...  
YOU'RE THE MASTER AND I'M JUST THE  
STUDENT  
...  
I'M SURE I CAN LEARN A LOT UNDER  
YOUR TUTELAGE



A man and a woman are standing in a dark room. The woman is wearing a purple two-piece outfit and has a long blonde ponytail. The man is wearing a blue long-sleeved shirt and dark pants. They are standing in front of a large metal cage. A speech bubble is above the man. To the right, there is a tall, thin lamp with a lit candle.

I'M NOT SURE I'VE GOT A  
'TUTELAGE'  
...  
IS THAT A KIND OF FLOGGERT?

YOU'RE SO FUNNY, DOM  
...  
ONCE I'VE GOT THESE PLUGS OUT I  
WANT TO FUCK YOU  
...  
BUT LET'S GIVE SWEET JENNY SOME PAIN  
FIRST!  
...  
WHY DON'T WE PUNISH HER IN YOUR  
BEDROOM  
...  
I'VE GOT AN IDEA I THINK YOU'LL  
LIKE





SOUNDS  
INTERESTING

**TO BE CONTINUED**