

HAPPY HEART HELL

CAN YOU ESCAPE? OR WILL YOU BREAK?

Happy Heart Hell Gauntlet v1.1

By Orz

To the rest of the world, Happy Heart Academy is a disciplinary school for troublesome youth, with a principal whose wealth and connections make her very influential indeed. In reality, it is a facility designed to kidnap and brainwash its students into sex slaves and loyal minions before selling them off to the highest bidder.

One of these 'students' is Whispy The Fox, a pink vulpine who certainly isn't going to put up with any of this nonsense and has already decided to escape the facility even *before* he finds out about its true purpose.

In the process he'll find that literally every being he comes across wants to make him their plaything (well, except for one) but despite it all he does manage to escape...if with something downright *spooky* following him.

Let's see if you do any better. You have **0 Choice Points**. Good luck.

Oh and feel free to pick your species and gender, whether that's human male or futanari rabbit anthro. This place is diverse enough that it won't change much but you *do* have the option.



Drawbacks

Self-Insert (+0): By default, you'll be another student. If you select this option, you can instead choose to replace Whispy entirely, with or without being a cute femboy fox yourself.

Overactive Libido (+100): You're in the prime of your life so it only makes sense that you'd be a bit of a horndog. Sadly for you, you're just a *bit* more than that. Your libido is such that you'll find your mind slowly drifting off without a good orgasm to clear your head around once every hour or two, especially if you encounter something especially titillating. And believe me, there's a *large* amount of that sort of thing to choose from at this school.

Noodle Arms (+100): It's not that you aren't physically fit in general, it's just that when it comes to raw stopping power your body tends to give up the ghost. That doesn't mean you can't, say, slip out of the grasp of a student intent on making you his fucktoy but it does mean you'll need to rely more on your speed and dexterity than raw brute force.

Full Attendance (+100): This *is* supposed to be a disciplinary school so you can imagine how an increase in the number of students might be a problem for you. Naturally they all want to fuck Whispy into their subby fox boyfriend but you'll find that even without this drawback they've also set their eyes on you. And now there's a whole bunch more of them wandering the halls and classes in search of booty.

Specialized Staff (+200): Every one of the teachers at this school is in on it. From the drama teacher all the way up to the principal herself. Now there's much more of them, from a health teacher to a music teacher, and they all have their sights on you. Even the janitor wants to lock you in a supply closet and have her way with you.

Running Low On Band-Aids (+200): Scattered throughout the school are Medical Kits hanging from the walls. This is a good thing as interacting with them will fully restore your stamina and willpower (don't worry about the how), but they only have a certain number of charges. Usually three to five but with this drawback, only one each. Make them count.

Gullible (+200): It's not that you're stupid, it's just that you tend to believe what you're told. Of course, you're still thankfully rebellious or curious enough that you won't docilely sit in your assigned classroom as you're told but you'll still likely find yourself tricked into all kinds of unfortunately sexy situations.

Mega Academy (+200): It turns out that Happy Heart Academy is *far* larger than expected, with more specialized classrooms "teaching" specific subjects and even a full-on cafeteria instead of just a vending machine like usual (can you tell the school's designers were more interested in profit than anything else?). Naturally, all these myriad doors will need their own keys like the others.

Trinity Unleashed (+300): Hidden beneath the school is a secret lab where students are brainwashed and modified into perfect toys and servants. The one in charge of this whole process is a being by the name of Trinity, an Artificial Intelligence designed to pilot countless android bodies and brainwash organic life. She also has a thing for giving and receiving oral. It shouldn't be a surprise that she will eventually break free and make a bid for world domination but with this drawback that bid is happening right now. Good luck!

Tainted Bloodline (+500): Deep within the bowels of the school is a set of corridors that have long fallen into disrepair. One would need to do a series of fetch quests and puzzles (and ignore a host of warning signs) to eventually be able to enter and once they do...Well, they'd quite quickly regret it. Stalking the halls is a broken plush doll in the shape of a seductive blonde fox and she's fully intent on hunting Whispy down and keeping her Little Fox safe in her arms. Forever. And now she's focused on you too for whatever insane reason is floating through her fluff-filled brain. Considering how she's no longer limited to her corridors and seems to have the power to warp reality itself into a much more spooky and internet creepypasta-esque form...Well, I hope you know what you're doing.



Perks

Porn Logic (Free!): Yeah it's that kind of setting. Expect to encounter boys that have dicks as thick as their wrists, girls that have breasts as big as their head, anal to not only always be clean and safe but also incredibly pleasurable for all parties and for nobody to have even heard of any of those nasty and unsexy STDs.

Playing Hooky (100): You're quite good at this whole sneaking around thing. Just by keeping your head down and staying a reasonable distance away from someone will allow you to avoid their attention most of the time. Of course, this is much less effective if they're actively searching for you for some reason.

Slippery Fox (200): It's like you're covered in butter. You have a real skill in slipping free of other's grasp, whether that be them actually grabbing you, slipping out of bondage equipment or even breaking free from some kind of high-tech trap.

Second Wind (400): You just keep going. Anyone plotting to tire you out will find that you have very deep reserves of stamina, especially in the sexual sense. They would have to be as untiring as a robot if they wanted to outlast you when it comes to pure sexual endurance.

Iron Will (600): Your mind is a fortress. Not only do you have a tight grasp on your own mind, suitable for resisting all manner of temptation, but you can even resist brainwashing and other efforts to control you for *far* longer than other people. Where someone else would be utterly Doomed, you'd actually have a chance of fighting back and escaping.

Items

A Handful of Quarters (100): As always, currency tends to be useful. Be it to pay for something you need from a vending machine or maybe as a bribe to let you go. Just don't expect the later to work on the staff, they're not paid much but it's not *that* bad.

Dresser (200): This plain wooden dresser not only contains an infinite amount of your most common outfit but it also has some property that lets you put yourself back in order in other ways. Using this dresser will clean make-up, unlock bondage equipment and even remove transformations and brainwashing...assuming you're cognizant enough to use it in the first place, of course.

Vending Machine (400): This particular vending machine contains not just the usual snacks and drinks but also whatever you need to unlock a door and progress, be it a key, a keycard or something odder. Of course, the price is appropriate for the benefit so sometimes you might be better off just scrounging for the key yourself.

Ominous Axe (600): This axe gives off a vibe that can only be called spooky. It's tough and sharp enough that you might be able to cut through boarded doors or even robots but you might be better off using it as an implement of intimidation. Some doors are better off closed after all.



Companions

Whispy (100 CP): A cute pink fox with a love of the goth aesthetic and the occult. He apparently inherited it given how his mother was involved with *something* of that nature before vanishing along with his dad. Perhaps with some time and effort he'll be able to access the cursed power tainting his bloodline. He's also a *massive* pervert, aroused by all manner of kinks and fetishes and with a strike zone that can basically be described as 'Yes'.

Vivian (100 CP): The principal of this school is a classy dog with a penchant for all kinds of dominant play. She also has deep connections to both the government and the criminal underground and the charisma and ruthlessness to use them to great effect. Connections that she'll bring with her if you decide to make her a companion.

Trinity (200 CP): Ah yes, the oral loving AI that will soon become the main villain of the sequel. I suppose it makes sense that you'd be attracted to her, it's what she's designed for after all. Whether you bring her along with you as one of her loyal Zealots or as her partner in crime, she'd be happy to extend her conquest to the multiverse. She has all the strengths one would imagine as an Artificial Intelligence as well as an extensive tech base revolving around the brainwashing, control and modification of organic life. I'm sure you'll find a use for it~.



VICTORY AND ENDING

Successfully finding the key to the exit (found within a *second* secret complex connected to the principal's office) and escaping through the front door without getting permanently brainwashed, kidnapped or turned into a communal fuckslave will count as victory for you, whether Whispy The Fox manages to do the same or not.

As a reward, you have been granted a trinity of rewards and may choose to take any, all or none of them as you wish. Firstly, whatever form you took during this gauntlet can now be used as an Alt Form in other jumps. Secondly, you gain the **Happy Heart Multiverse** perk, a toggle you can set at the beginning of a jump to bring sexy furry fun to other worlds as well, and third, the school itself, **Happy Heart Academy**, which while it doesn't have Vivian or Trinity with it by default you will be taking Vivian's place and the labs can work even without the guiding tendril of an Artificial Intelligence, if at reduced effectiveness. Whether you choose to **Go Home** to your original world, **Stay Here** in this one, or **Move On** to your next Jump, I hope you enjoyed your stay at Happy Heart Academy.

Changelog

1.1: Spelling/grammar mistakes fixed.