

This is a walkthrough for That Which Binds Us' multiple endings. This is as spoiler-free as possible and only contains choices.

First Playthrough

The first playthrough is linear- each choice only affects dialogue. **Finishing the first playthrough awards "The Rain" ending.**

Second Playthrough

The second playthrough is what contains the rest of the endings, 4- 1 quick bad ending and 3 actual endings. To access the second playthrough, you can click the Skip button which will fast forward until it reaches a choice, which there is a new one of- when you first meet Idris, you're now given the chance to decline his offer and leave the store. If you choose "Yes" (yes, forget about Stephan) then it plays the first playthrough script. However, when you choose "**No**", the second playthrough script starts. **This second playthrough script is completely different from the first playthrough script.**

Loner Ending

The Loner ending is somewhat hard to get to in normal gameplay, as it requires you to basically make all the wrong decisions, both while playing as Idris and Eva.

The first choice that actually counts towards this ending is when you choose whether or not to eavesdrop- **choose "Covertly Eavesdrop"**.

The second choice that counts for the ending is "**I thought it'd be funny**".

The third choice that counts for the ending is "**How was your day?**" (you already asked that).

The last choice to make for this ending is "**I can walk the rest of the way alone**".

Honesty Ending

The Honesty ending is one of the 3 good endings in the second playthrough, and only requires 1 main choice that's towards the beginning of the second playthrough- "**You asked me to do it.**".

Although it only takes 1 choice to achieve this ending (as long as you don't fall and get the Loner bad ending), there are several smaller scenes in the middle that vary depending on your choices in the middle.

Close Call Ending

The Close Call ending is similar to the Together ending in that they're both achieved by choosing **"Someone else probably did it"** instead of the choice you choose for the Honesty ending but diverges at the last choice in the game. The second choice you need to make to get this ending is **"Headbutt him"**.

Together Ending

The Together ending, as mentioned, follows the same structure as the Close Call ending- you only have to make two choices to achieve it but choices in the middle affect different scenes that show. The first choice you need to make to get this ending is **"Someone else probably did it"**. The second choice is **"Don't risk it"**.

Other Achievements (Special Scenes)

With the steps above, you should be able to get every ending in the game, totaling 5 of the 8 achievements available. Below is a guide to get the last 3 achievements, which are connected to 3 different scenes that happen depending on choices- it's very possible to get one of these scenes in your second playthrough, but to get them all you must play the second playthrough script at least twice.

Alley Meeting

The Alley Meeting achievement is actually the divergence with the Loner ending, i.e. it's what happens when you choose **"I can walk the rest of the way alone"** and *don't* get the Loner ending- (refer to the Loner ending for this- basically, for the three choices it lists besides the walking alone, pick the opposite choice for it). Once the CG appears, you've gained the achievement.

Early Kiss

The Early Kiss achievement happens later down the path once you unlock the Alley Meeting achievement but has a few more special requirements that happen early in that date to unlock it- while the Loner ending required you to get all bad choices, this one requires you to do all good choices. First, you must choose **"I thought it'd ruin his reputation"**. Then, you need to choose **"Where do you want to go afterwards?"**. Then, you pick **"I can walk the rest of the way alone"**. This will grant you the Alley Meeting achievement, but we're not done yet. Later, choose **"Get closer"**. There's one more choice to make after this but once it pops up you're locked into getting the achievement.

Ghost Hunting

The Ghost Hunting achievement is a scene that's easily reached by choosing **"I'm sorry for making you walk this far"**. While this is the choice opposite to getting the Alley Meeting scene, the scene won't play until almost the end of the game, so don't be worried when the next date starts and you still haven't gotten the achievement (nor seen anything resembling "Ghost Hunting").