

++**NOTE: Recommended play using this guide is to play without guidance to one ending, then use the guide in order to get the other ending for that route. The only game overs are in the FINAL ROUTE, and every normal-route ending is required to unlock the FINAL ROUTE. Each route has two endings, and you're guaranteed to get one or the other when you play naturally.**++

Amelie, Kanatsun, and Rashmi branches: Select the protagonist you want to play as.

Time branches:

- Between 4 am and noon for the Morning Route.
- Between noon and 8 pm for the Afternoon Route.
- Between 8 pm and 4 am for the Night Route.

Walkthrough key:

Numericals: number of choice on the route.

"choice 1" is the first choice that influences the route, so disregard anything before you learn what the time is, and any questions that offer the player the option to skip explanations.

The guide will include a pointer to which choice is considered 'choice 1' in each route, to ensure you're looking at the right part.

A, B, C, D: A is the choice option at the top of the list, B is the second option down, and so on.

*: The answer you should select for the non-entropy ending of your current route.

?: The answer you should select for the entropy ending of your current route.

Answer options not included in this guide are the 'medium' answers, which contribute some entropy, but not as much as the 'entropy answers'. If a choice doesn't list an entropy answer, either of the answers that aren't the best can be selected.

Amelie Morning Route:

Choice 1 (Who should you side with)

C*

A%

Choice 2

B*

C%

Choice 3

C*

A%

Choice 4

B*
C%

Choice 5
A*
C%

If you've been following this guide, the game should telegraph between choice 5 and choice 6 that you're on track to the ending of your choice.

Choice 6
B*

Choice 7
C*

Choice 8
A*
B*

Choice 9
A*
C%

Choice 10
C*
A%

Choice 11
A*
B%

End route.

Amelie Afternoon Route:
Choice 1 (Should you mention the room)
C*
B%

Choice 2
A*
C%

Choice 3

C*

B%

Choice 4

B*

C%

Choice 5

B*

A%

If you've been following this guide, the game should telegraph between choice 5 and choice 6 that you're on track to the ending of your choice.

Choice 6

A*

Choice 7

B*

C%

Choice 8 is a nested tree.

For entropy, select A% at the first choice in the tree.

For non-entropy, select B*, then A*, then A*

Choice 9

B*

A%

Choice 10

B*

C%

Choice 11

A*

End Route.

Amelie Night Route

Choice 1 (Should I go?)

B*

C%

Choice 2

C*

A%

Choice 3

B*

A%

Choice 4

A*

C%

Choice 5

B*

A%

If you've been following this guide, the game should telegraph between choice 5 and choice 6 that you're on track to the ending of your choice.

Choice 6

B*

C%

Choice 7

C*

B%

Choice 8

A*

Choice 9

C*

Choice 10 (Only occurs if you did not pick C on the previous choice.)

B*

Choice 11

A*

B%

Kanatsun Morning Route:

Choice 1 (What to do)

B*

A%

Choice 2

A*

C%

Choice 3

B*

A%

Choice 4

C*

Choice 5

B*

A%

Choice 6

A*

Choice 7

C*

B%

Choice 8

A*

C%

Choice 9

C*

B%

Choice 10 (Only occurs if you picked C on the previous choice)

A*

Choice 11

A*

B%

Kanatsun Noon Route:

Choice 1 (Where to go)

A*

B%

Choice 2

B*

C%

Choice 3

C*

A%

Choice 4

C* (Only available if you chose B on Choice 2)

B%

Choice 5

B*

A%

Choice 6

B*

A%

(Choice six triggers the 'Path'. If you select B, you're on the path. If you select A, you're now locked into the Entropy Ending. You will also be locked into Entropy if you select any other option but the 'Path' option on applicable questions. These will be marked with a 'P'. These options also do not exist if you are not on the 'Path')

Choice 7

B*

C%

Choice 8

B* (P)

A%

C%

Choice 9

A* (P)

B%

C%

Choice 10 (Only occurs if on the 'Path')

A* (P)

B%

Kanatsun Night Route:

Choice 1 (Who should puzzle?)

C*

B%

Choice 2

B*

A%

Choice 3

A*

C%

Choice 4

B*

C%

Choice 5

A*

Choice 6

B*

A%

Choice 7

B*

A%

Choice 8

A*

Choice 9

A*

C%

Choice 10

A*

B%

Rashmi Morning Route:

Choice 1 (What to Say to Shinjiro)

B*

C%

Choice 2

C*

B%

Choice 3

B*

A%

Choice 4

A*

B%

Choice 5

B*

C%

Choice 6

B*

A%

Choice 7

C*

B%

Choice 8

B*

C%

Choice 9

C*

A%

Choice 10

B*

C%

Choice 11

A*

B%

Rashmi Noon Route:

Choice 1 (Back Up Amelie?)

C*

A%

Choice 2

A*

C%

Choice 3

B*

Choice 4

C*

B%

Choice 5

B*

A%

Choice 6

B*

A%

Choice 7

A*

B%

Choice 8

C*

B%

Choice 9

B*

C%

Choice 10

A*
C%

Choice 11

A*
B%

Rashmi Night Route:

Choice 1 (Where to go?)

B*
A%

Choice 2

B*
A%

Choice 3

A*
C%

Choice 4

B*
C%

Choice 5

A*
C%

Choice 6

C*
B%

Choice 7

B*
C%

Choice 8

A*
B*
C*

Because there are no bad choices here :)

Choice 9

A*

B%

Choice 10

B*

A%

Choice 11 (This choice only appears if you have exactly 9 or 10 Entropy, otherwise the result is automatic.)

B*

A%

Miracle Route:

This section of the Walkthrough has minor spoilers for the standard routes, as it does note which puzzle rooms exist.

Quiz;

Amelie A

Rashmi C

Kanatsun B

Eighth Person Room: Stephanie 3

Pillow Room: Loam 6

Bug Room: Jazz 2

Corkboard Room: Kanatsun 4

Kitchen: Shinji 2

Pool: Touko 4

Home Office: Madeline 4

Rec Room: Peri 3

Mission Center: Malcolm 5

Infirmery: Jazz 4

Tabletop Lounge: Rashmi 2

Zen Garden: Amelie 2

Arcade: True 5

[illegible]

Piece (This name is entered by default if you enter nothing)
Quartoch / Annie / Ashes / Ash / Akitohru (My beta testers)
Casper / Xani (A reference to Heart Fragment, Starfield's other game)
Chisa / Chisa Inomiko (A reference to a lovely narrative LP written by my friend)
Kei / Kei Sagami (A reference to another character belonging to that same friend)
Freya
The names of the main cast
Lump / Lumps / The Lump
Greta / Greta Du Pont / Mama
Etsuko / Rei / Kaoru
Mia
Mary / Tori
Angie / Angel
Baphomet / Pan / Camio
Carmen / Otou / Vito
Tony
2 Secrets - One a reference to Entropic Float 2 and one a reference to my previous work
Ajay / Ajay Kumar (Will force you to rename yourself)
Dawson / Dawson Packard (Will force you to rename yourself)
Charles / Charles Moreau / Chuck (Will force you to rename yourself)
Alice / Alice Ambrose (Will force you to rename yourself)
Cobalt / Atsuna / Atsuna Gumie / Gumie (Will force you to rename yourself)

Names that get unique reactions at other points in the game:

Freya

Baphomet

Chisa / Chisa Inomiko

Ayano

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Achievement Walkthrough:

Achievements 1-19 are earned just for playing through the whole game.

Sorry For The Memories:

Get an Entropy Ending while following Amelie's instructions. On the Kanatsun noon route, use the walkthrough to select all the highest entropy answers BUT the answers which keep you on the Amelie Path. You can just barely get enough Entropy even while using her answers.

21 The Star-Crossed Lovers:

Make a promise to remember. On the Rashmi Noon Route, use the walkthrough to select NEITHER the best nor worst answers in order to get the Entropy End with only 11 Entropy. Then, answer 'yes' to the question at the end. You may also have gotten this while playing normally if you used the branch jump function.

23 Highly Corrupt:

Infect Amelie with 10 Entropy points. On the Amelie morning route, Amelie night route, Kanatsun Morning Route, Kanatsun Noon Route, Rashmi Morning Route, or Rashmi Noon Route, use the Walkthrough to get exactly 10 Entropy. Keep in mind that best answers give 0 Entropy, worst answers give 2 Entropy, and middling answers give 1 Entropy.

24 It's The End Of The World As We Know It, And You're Not There:

Fail The Miracle Quiz. Refer to the walkthrough to answer wrong on any of the three questions presented at the start of the Miracle Route.

25 AP Anomalies 103:

Complete the Miracle Quiz without any game overs. This isn't persistent data- You just need to start a new game, access the Miracle Route, and answer all 3 questions correctly.

22 Lump:

Take every opportunity to use the lumps. In the Kanatsun Noon Route, put the lumps in your pocket, then use them in the pillow puzzle as well. Later, name yourself 'Lump', 'Lumps', or 'The Lump'.

26 Are You Making Fun Of Me?:

Use your enemy's true name as your own. Name yourself 'Baphomet' and answer 'no' to Loam's question.

27 Sympathy For Chisa Inomiko:

Show sympathy for your enemy while named after a certain samurai from the narrative LP this achievement is titled after. Name yourself 'Chisa' or 'Chisa Inomiko' and answer 'no' to Loam's question.

28 A Rose By Any Other Name Still Has Thorns

Pick such an awful name that you're forced to change it. Refer to the list of names above that you're forced to change, and you'll get this achievement.