

Retrograding Walkthrough

CONTROL SCHEME:

Enter to continue,

Space to remove textbox.

Double-left-click or double-tap the “enter” key to continue after reaching a “black screen”.

SIDE: ESTEHELIX

** This is how to guarantee the ending with the least amount of guesswork.

ROUTE A:

ED: THE SKY’S THE LIMIT

1. Always choose the “first options” outside of “item collection” segment.
2. During “item collection” choose: “fuselage” and “broken rudder” to lock in “Route A”.

ED: DEEP DOWN LAMENT

1. Never choose the “first options” outside of “item collection” segment.
2. During “item collection” choose: “fuselage” and “broken rudder” to lock in “Route A”.

ROUTE B:

ED: THE SWEETEST HONEY IS

1. Always choose the “first options” outside of “item collection” segment.
2. During item collection, do NOT choose “fuselage” and “broken rudder” to lock in “Route B”.

ED: THESE VIOLENT DELIGHTS

1. Never choose “first options” outside of “item collection” segment.
2. During item collection, do NOT choose “fuselage” and “broken rudder” to lock in “Route B”.

ED: AND THEN, IN DREAMING

1. Choose any “options” outside of the “item collection” segment. It is recommended you choose “options two and three”.
2. During item collection, do NOT choose “fuselage” and “broken rudder” to lock in “Route B”.
3. Choose “meteorite” during Day 4.

SIDE: PROXIMA

** "Items" are classified by "A" "B" and "C", from top to bottom.

** If there is an equal amount of items per route, the "worse" one wins.

ED: SYNTHESIS

1. Choose more "A" items than "B" or "C" items.

ED: COUNTERPOINT

1. Choose more "B" items than "A" or "C" items.

ED: EQUALIZED

1. Choose more "C" items than "A" or "B" items.