

if you're looking at this walkthrough, you probably have some questions about my game

## *"one final pitbull song at the end of the world"*

*(by paige morgan)*

i'll try to answer some of questions you may have

my words are in this font and color

**your words are in these** (you made stupid choices)



**"why are the choices so dumb and obfuscated?"**

it's

*thematicorsomething*

all i can tell you is that there's three stories/paths in the game, they're all very different, and they all tell one story. then there's an ending. none of that's a lie.

*anothertruth.*

**you have to find them on your own.**

i don't care if you find them all as long as you enjoyed.

**"why won't you tell me?"**



i hope my reason makes sense

sorry if it doesn't.

i used to think when i was a kid that if i asked someone to leave at a certain time, and they got into a car accident or something and died — it would be my fault. now i don't tell anyone what time to leave. i don't choose much of anything anymore. i can't be responsible for people dying. i won't carry that on my shoulders.

i think i understand where this concept of **decisionandconsequence** came from.

my ~~mom~~<sup>mom</sup> used to tell me that i couldn't let her leave the house while we were mad at each other, in case she got into a car accident or something and died. i don't know why she said these things to me. parents can be weird like that. it's probably only coincidental how similar we are.



"why does  
that mean i  
can't get a  
walkthrough?"

i think life is probably more fun if you don't think about your choices so much. if you accept that this is the version of life that you were bound to receive. if you accept whatever you just read was the version of my game that you were meant to read.

im not a person that lives like that. maybe you're not either. you can email me at [stablerrambler@gmail.com](mailto:stablerrambler@gmail.com) and i'll send you a full walkthrough if you want it.

