

(In)Frequently (Un)Asked (Non)Questions

Birion

Hello and welcome to the list of all those questions that no one asked me about the game.

1. Q How do I play the game?

A Open the file How to Play.pdf in your favourite pdf reader.

2. Q Why does it say one thing in path X, when path Y clearly states something completely different?

A It is because of two guys: АНТОН ПАВЛОВИЧ ЧЕХОВ, who first formulated the Chekhov's Gun, and Erwin Rudolf Josef Alexander Schrödinger, who made fun of other quantum physicists. Put together, they make the Schrödinger's Gun, to be used when cause of the effect only starts existing retroactively after the effect happens. Put simply, the original timeline looks like this:

event 1 → **event 2** → **event 3** → **effect**

At this point, the effect ripples back in time and ensures there is a cause for it:

event 1 → **cause** → **event 2** → **event 3** → **effect**

The final timeline therefore looks like this:

event 1 → **cause** → **event 2** → **event 3** → **effect**

What is interesting about Schrödinger's Gun is that the cause only ever exists in the past – not in the present.

3. Q Why does the main character say something when it's not true?

A Don't believe everything you read. And what you read in this game are the thoughts and opinions of our intrepid heroine, not a universal truth.

4. Q How do I open file X?

A Play the game. Pay attention to the path where the file name may be mentioned. Use your head.