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Snoot game guide

The game ****Snoot Game**** utilizes a point system to determine its story progression and multiple endings. There are two types of points: Anon Points and Fang Points. As players make choices, they'll earn points that accumulate and can't be lost. These points represent character growth for both Anon and Fang. Anon's points reflect empathy and personal development through less selfish and more supportive actions. This growth affects how he treats others, including those around him during times of crisis. Fang's points represent her agency and musical ambition. Supporting her interests and allowing her to act independently raises her confidence and self-worth. The game features a tarot card system that determines the ending based on the player's accumulated points. The four possible endings are represented by specific tarot cards: Upright Strength (ending 4), Inverted Empress (ending 1), Inverted Hermit (ending 2), and Inverted Hierophant (ending 3). Once a divergence point is reached, players will be locked into one of the four endings. Some choices can gain points for Fang, such as speaking up when Trish tries to manipulate her or asking Fang for help in music class. For Anon, gaining points involves being honest with Fang about his concert attendance and not intervening during Fang's concert at Moe's. A crucial choice involves waiting for Trish after she shows edited pictures of Anon with anime girls to the school; failing to make this choice locks out ending 4 regardless of points. The game's narrative is deeply personal and impactful, making it a must-play for those seeking an emotional experience. Snoot Game boasts four distinct endings, each influenced by a point system that tracks Anon's growth alongside Fang's. This article serves as a spoiler guide, while the Point System article provides detailed instructions on how to achieve specific outcomes. Ending Guides: * 3 or fewer points: Anon and Fang have little to no support from either party. * Fewer than 3 points (Anon), more than 2 points (Fang): Fang is supported but Anon's progress is stagnant. * More than 2 points (Anon), less than 4 points (Fang): Both characters show improvement, but Fang's development is slower. Ending 1: Bowling for Volcano High Following a disastrous prom performance, Fang returns to Anon's home, where tensions rise as Anon discusses his plans with Naomi. This confrontation leads to Fang's emotional breakdown, causing him to lash out at Anon. The next day, Fang disappears without explanation, leaving Anon feeling uneasy and confused. In the aftermath of a tragic school shooting, Anon discovers Fang's goodbye message and rushes to the scene, finding the bodies of several classmates and teachers, including Naomi and Naser. Note: These endings guide points are based on limited information as the text is fragmented Anon is left traumatized by Fang's death and struggles with the aftermath, feeling guilty for not being able to save him. Despite receiving recognition as a hero, Anon is consumed by grief and shame, earning the resentment of those around him. Three weeks later, Anon attends Fang's funeral, where he begins to confront his emotions and the truth about their relationship. Lucy never reconnects with anyone outside her family because she felt self-sufficient, but in reality, she's changed very little since her Volcano High days. She's embarrassed about her past behavior and regrets the people who influenced her negatively. On a date at Dino-Moe's, Anon tells her how much he loves seeing her talk about her interests, which makes her accept playing the piano again after years of abandonment. Her performance brings back memories of their past composition. The credits roll as Lucy marries Anon outside a church. We use cookies to guarantee that our website operates smoothly. To learn more about how we handle cookies and your data, kindly refer to our Cookie Notice and our detailed Privacy Policy.

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