I view this more as an interactive story/art piece and less of a "game." I'm including this information to clarify how it works, but intend for the piece to be experienced without this knowledge.

How it works: The player is randomly placed in a scene/moment, and then cycled through 3 or 4 total types of scenes before always concluding with a kiss ending.

Just before the kiss ending, there is a 50% chance that the player will be given an extra scene (I call it the anticipatory scene) that builds suspense or reflection.

At the end of each scene (aside from the kiss), the player makes a choice from one of three rotating options. One of these options increases a hidden anxiety variable, one of them decreases it, and one does nothing. The choices in each scene do not impact what non-ending scenes the player will experience, they only impact the anxiety variable.

When the kiss occurs, the player is then given either a "good" kiss ending, a "medium" kiss ending, or a "bad" kiss ending. The type of ending is based on how high or low the hidden anxiety variable is. It is not possible to navigate to a specific scene (kiss or otherwise), but it is possible to affect the type of ending that the player is given by choosing generally optimistic/positive, pessimistic/negative, or neutral choices.

However, there is also a single "perfect" ending, which is only possible if the player decreases their anxiety variable on every single choice and happens to be given an anticipatory scene in which they also decrease their anxiety variable by choosing the happiest or most positive answer. The same goes for a "worst" ending, which requires that the player made all negative choices that increased the anxiety variable, and also made such a choice on the anticipatory scene.

Given the subjective nature of the choices, it can be difficult to guess which choice is most positive or negative and thus may be somewhat difficult to intentionally impact the ending.