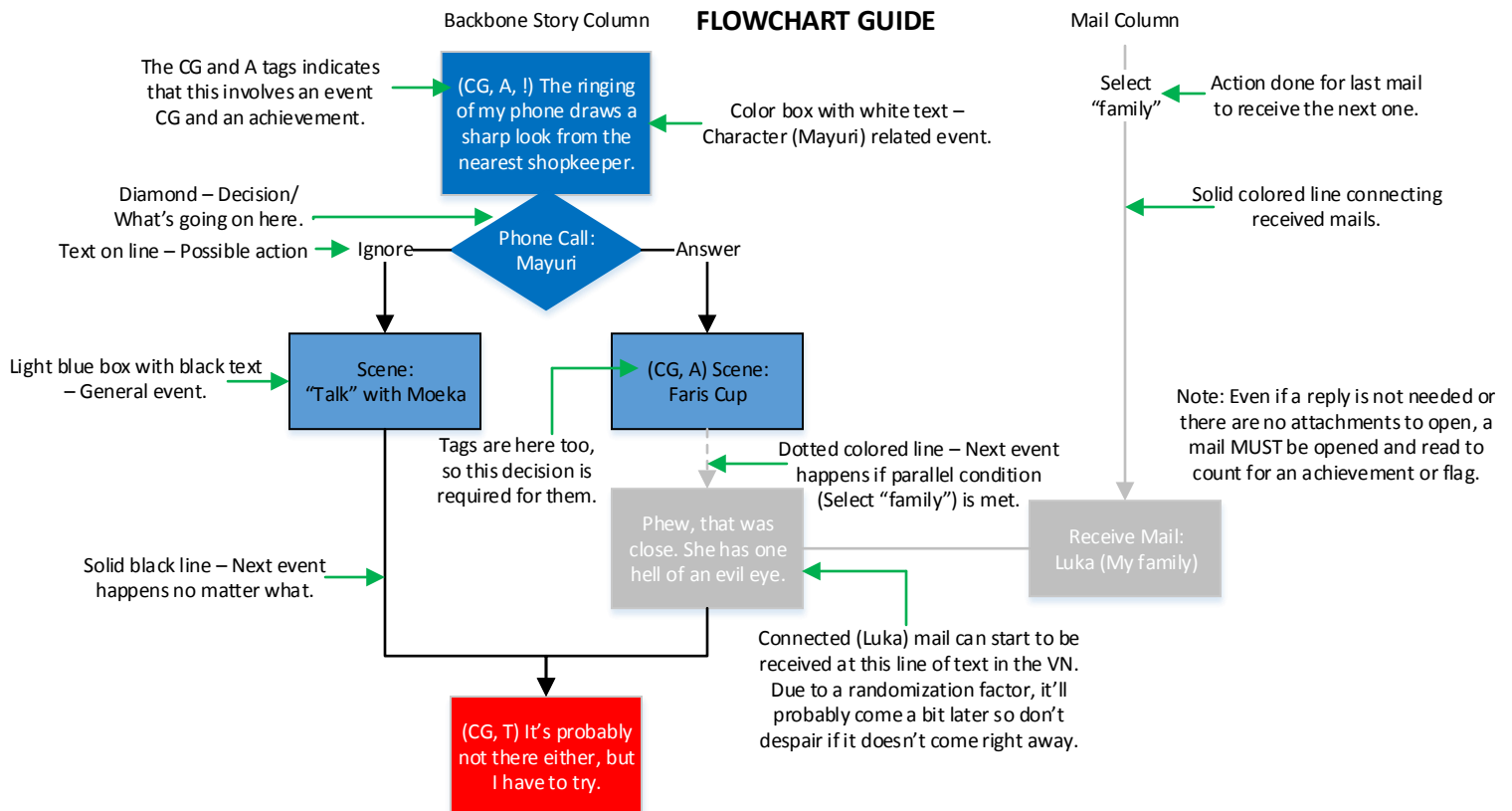


Steins;Gate 100% Completion Flowchart Guide

- Greetings! As the name implies, this is a 100% completion guide for the Steins;Gate VN (visual novel). This covers how to get all of the endings, event CGs, achievements, tips, and notable scenes & conversations in the VN. Note that the CGs, achievements, and tips you get by normally progressing through the VN have been left off this guide.
- Note that the VN has a lot of minor content that either affects nothing or just a few small lines of dialogue. So, in order to keep this flowchart readable, anything that does not have to do with 100% completion as defined above has been left out. Feel free to make your own choices about any texts or decisions not in this guide, and if you're really interested in seeing absolutely everything, you can play around with the stuff that is noted here too!
- All actions in the VN are done through the cellphone, which can be taken out and put away with the "p" button. Left mouse clicks move you forward in the phone menus while right mouse clicks move you backwards. A right click can also be used to put your phone away, and at certain times it may be the only way to do so.
- The Steins;Gate VN has 6 endings. 3 of them are easy to get and don't interfere with anything, just save before you do them. The other 3 are determined by how many of the True Ending Flags you get. If you get none, you get the default ending, and if you get all the flags you get the true ending of Steins;Gate. Note that the anime adaptation of Steins;Gate does follow the true ending. If you get some but not all of the flags, the ending you get cuts off before the true ending. Also, you must get the flags in order. If you miss the first one, the second won't be available, and so on.
- The backbone of the flowchart is the leftmost column, which extends from Chapter X to Chapter X End. This column follows the flow of the story. The columns to the right of this are for mails.



- When you get to general choices that say "Choice of Action" or some other question, you must MANUALLY take out the phone and perform an action if you wish to do something, even if the phone was automatically out several seconds earlier. This is especially important at the ends of chapters 6-8.
- For achievements that have multiple parts, they will not show up in the VN until fully completed. You will not get any progress feedback on how far you are on them.

Tag Legend
(E): Ending
(TEF): True Ending Flag
(CG): Event CG
(A): Achievement(s)
(T): Tip(s)
(!): Something Interesting

Color Guide
Hashida "Daru" Itaru
Makise Kurisu
Amane Suzuha
Shiina Mayuri
Faris NyanNyan
Urushibara Luka
Kiryu Moeka

General Achievements
Memories of the Self: Check Sent Mailbox
Memories of Another: Check Received Mailbox
Resonant Reaction: Reply to a Mail
Message of Oblivion: Finish with an Unread Mail
Vision Projection: Change Phone Wallpaper
First Sound: Change Phone Ringtone
Identity of Complete Isolation: Ignore a Phone Call

Prologue of the Beginning and the End

**Chapter 1:
Time Travel Paranoia**

(A) Instead, we're going to deliberately mess up and enter "120#".

Do not enter "120#" 10 times.

**Achievement:
Homerun-level Clumsiness**

(A) In any case, there's nothing we can do about it now. It's time for Daru and I to head to Daibiru.

**Receive Mail:
Mayuri (Upa...)**

Select "Upa"

"Love. You gotta' treat 'em with love!"

**Receive Mail:
Mayrui (Don't sell it > <)**

Open Attachments

**Achievement:
RaiNet's Mascot**

(A) I had to pull Daru away from Faris so we could return to the lab. We arrive to find it hotter than a sauna in hell.

**Receive Mail:
Faris (The final battle is close at hand nya)**

Select "Red Southern Cross"

The PhoneWave (name subject to change) is now an indecipherable mess of wires.

**Receive Mail:
Faris (So that was it after all nya)**

Open Attachment

**Achievement:
Princesses of Chaos (1/2)**

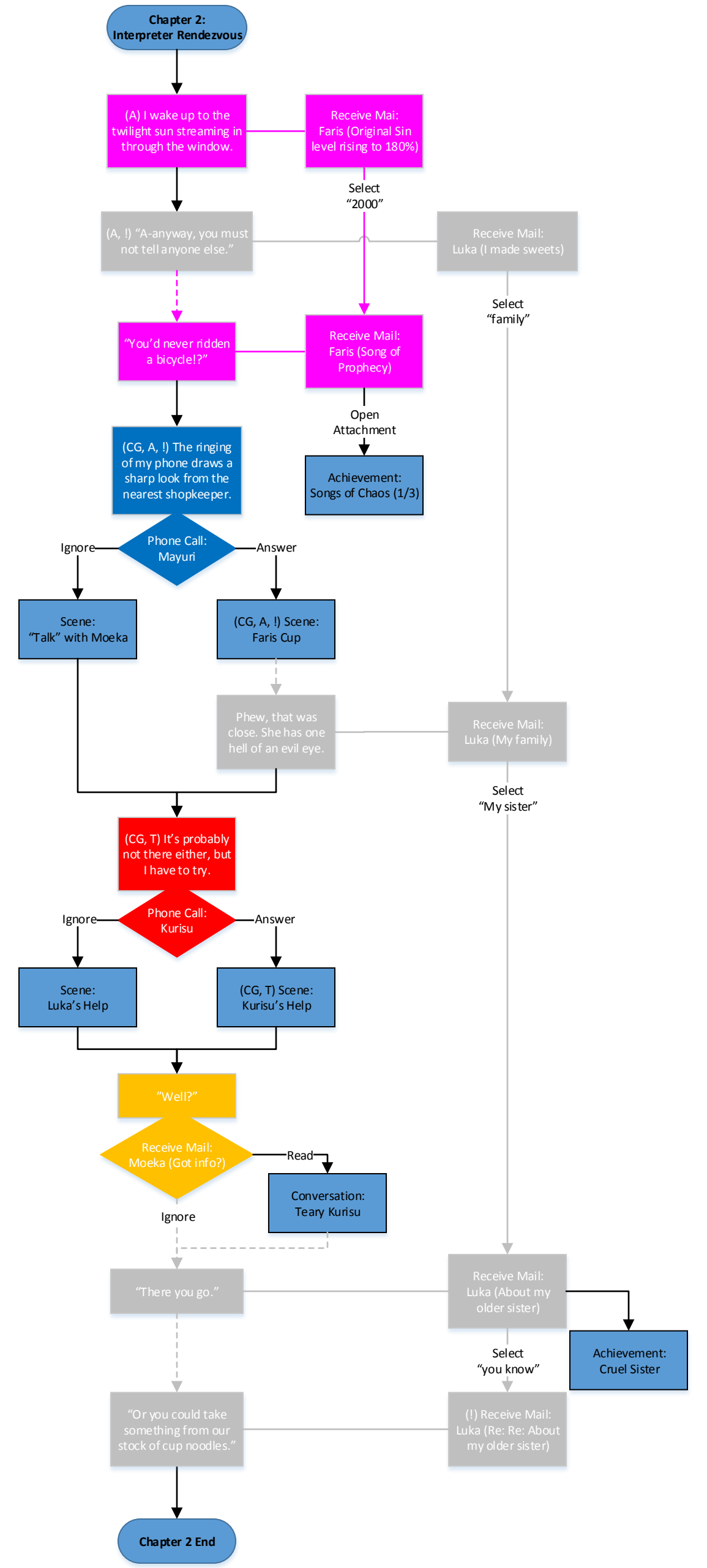
"Hashida-san gave me the address after yesterday's lecture. He also told me your name."

**Receive Mail:
Mayuri (It's interesting)**

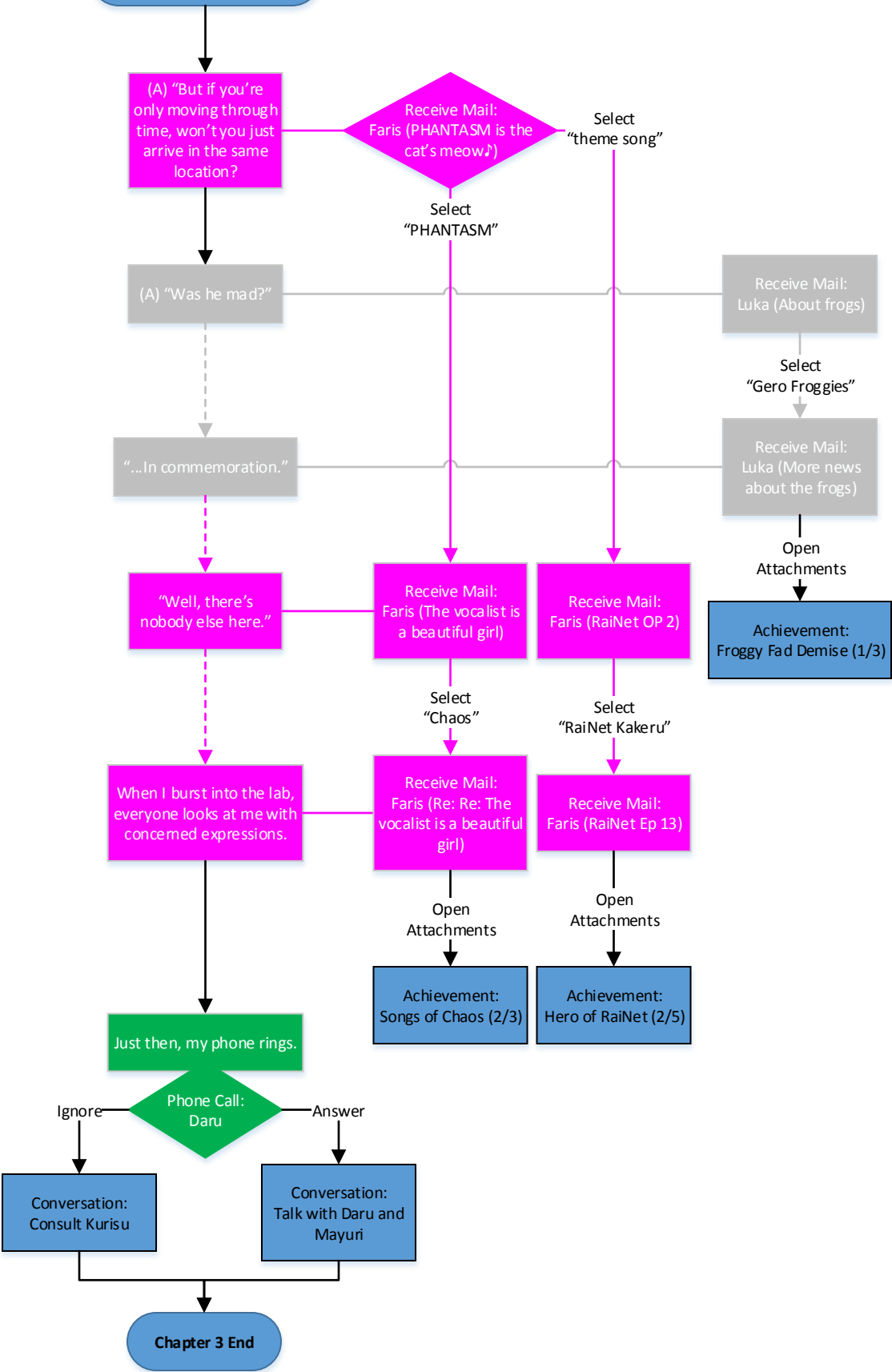
Open Attachment

**Achievement:
Hero of RaiNet (1/5)**

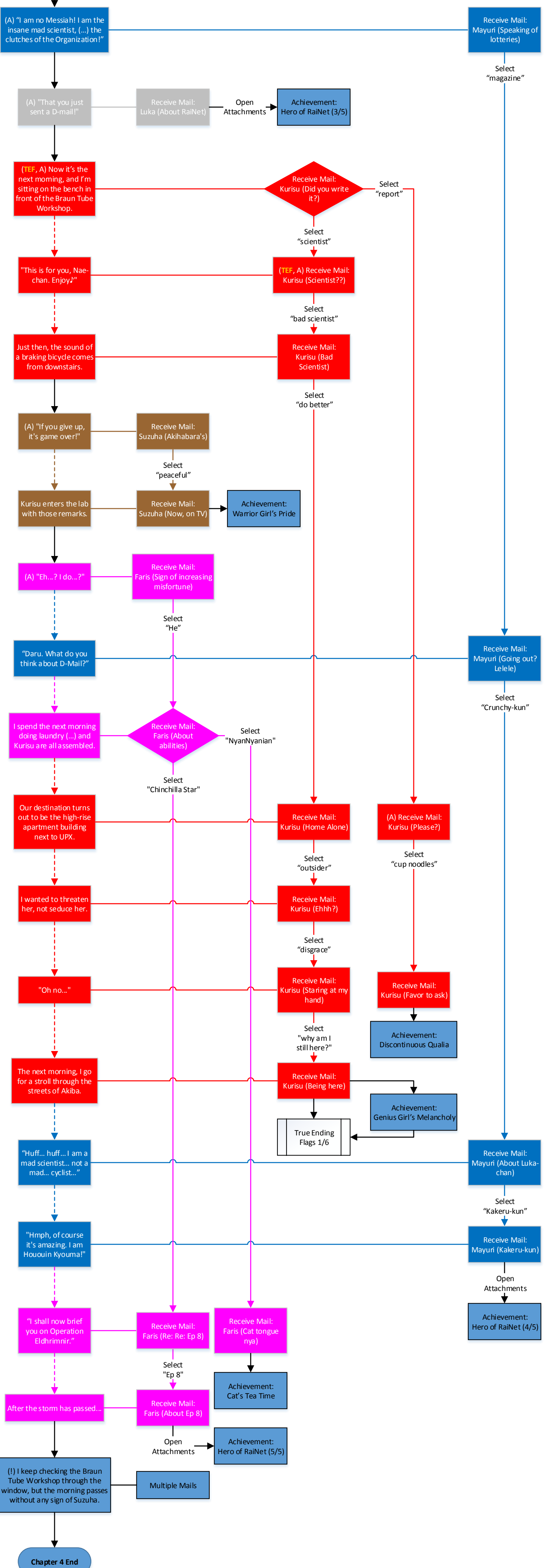
Chapter 1 End



**Chapter 3:
Butterfly Effect's Divergence**



**Chapter 4:
Chaos Theory Homeostasis**



Chapter 4 End

**Chapter 5:
Dogma in Event Horizon**

Obviously, Daru and the others don't know that I changed the past.

Phone Call: Faris

Answer
Conversation: Chuuni Talk

Ignore

(TEF) Kurisu and Daru have already started work on the upgrade.

If True Ending Flags = 1/6

Receive Mail: Kurisu (Plans)

Select "traveling expenses"

"You can't bring stuff, but you can bring your memories... I get it."

Receive Mail: Kurisu (Idiot!)

No Reply Necessary

I am Hououin Kyouuma. Always have been, always will be.

Receive Mail: Kurisu ([Emoticon])

If True Ending Flags = 0/6

True Ending Flags 2/6

(A) "H-hey. Think you could knock!?"

Receive Mail: Mayuri (What made me happy today)

Select "cosplay"

Select "Fubuki-chan and Kaede-chan"

As night fell, we tried to activate the PhoneWave (name subject to change) again, but as expected, the discharge did not occur.

Receive Mail: Mayuri (The reason)

Receive Mail: Mayuri (Huh?)

Open Attachments

Achievement: Passions Best Forgotten

Achievement: Princesses of Chaos (2/2)

(A) "**yawn* ..."

Receive Mail: Faris (ComiMa)

Select "collapsing"

Watching TV at noon without a customer in sight. Looks like business as usual at the Braun Tube Workshop.

Receive Mail: Faris (Re: Re: ComiMa)

Open Attachment

Achievement: Songs of Chaos (3/3)

Chapter 5 End

**Chapter 6:
Metaphysics Necrosis**

(T) "...Did it work?"



(T) Scene:
Just a Dream...

(CG) I should call or
send a mail.



(CG) Scene:
Nightmare Scenario

(!, T) I wonder how the
other lab mems are
progressing.



(!) Scene:
Walk with Suzuha

(T) Scene:
Check on Kurisu

Scene:
Mayuri's Plan

Conversation:
Chat with Daru

(E) Now I just need
to send it.



Chapter 6 End

Suzuha Ending

**Chapter 7:
Made in Complex**

If True Ending
Flags = 2/6

(TEF, A) From Chuodori, we head towards the station.

Receive Mail:
Kurusu (The key [Emoticon])

Select
"I don't have a key"

"Okarin!"

(A) Receive Mail:
Kurusu (Home)

(TEF, A) Receive Mail:
Kurusu ([Emoticon])

Select
"frog"

"Just a thought, Mayuri, but don't you think maybe you should stop coming to Akiba for a while? At least until ComiMa end."

Select
"Hyahha"

Select
"security"

(A) Receive Mail:
Kurusu (gero froggy)

She's got her cat ears and her maid uniform on.

Receive Mail:
Kurusu (GOGOGOGOGOGO)

(TEF) Receive Mail:
Kurusu (You're delusional, I know)

Open Attachment
Achievement:
Froggy Fad Demise (2/3)

"This is their very first tournament, (...) They are the Black Absolute Zero!"

Select
"I'm gonna give it to you straight"

Select
"reality"

Receive Mail:
Kurusu (Blazing heat!)

Receive Mail:
Kurusu (Reality)

All we can do is run.

Open Attachment
Achievement:
Froggy Fad Demise (3/3)

True Ending
Flags 3/6

Phone Call:
Daru

Answer
Conversation:
Net is on Fire

Ignore

(T) "...!"

Phone Call:
Kurusu

Answer

Ignore
Conversation:
Faris' Escape

(T) Conversation:
Kurusu's Escape

(E) I'm sorry, Faris. I lied to you.

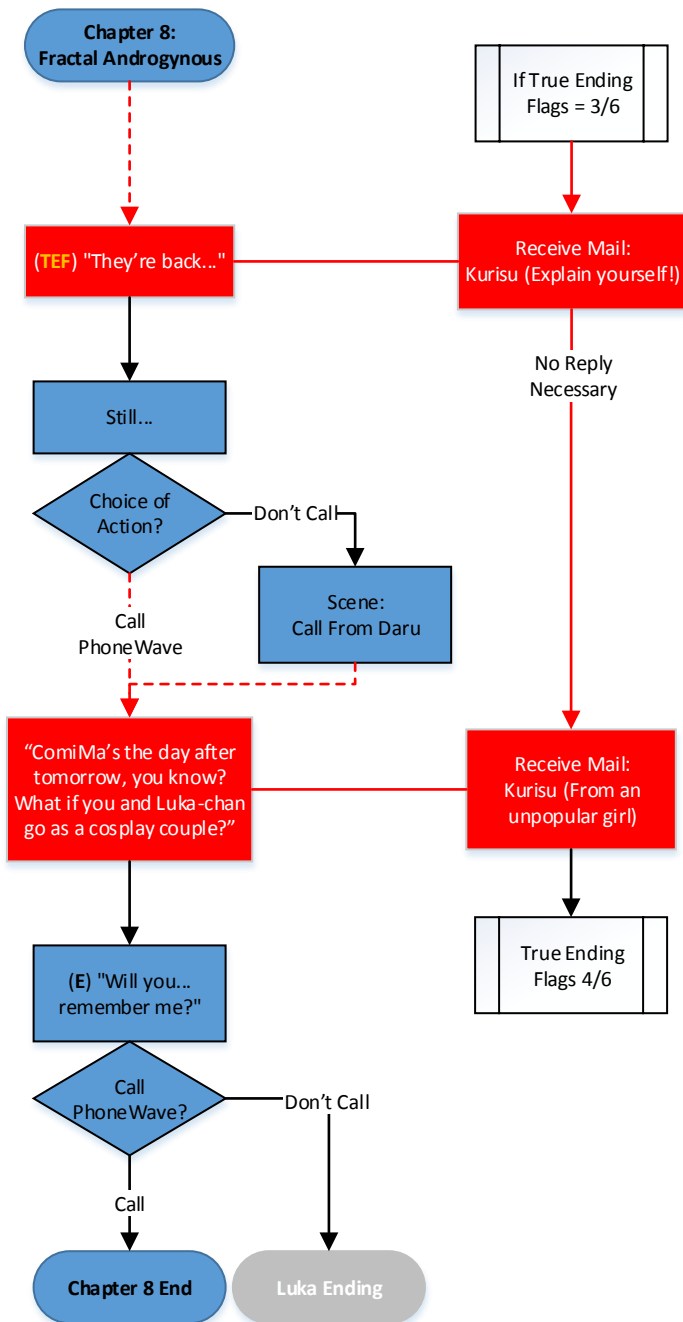
Send D-Mail?

Don't Send It

Send It

Chapter 7 End

Faris Ending



Chapter 9:
Endless Apoptosis

...Should I really leap now?

Choice of Action?

Nothing

Scene: Later On
"...!"

Phone Call:
Kurusu

Conversation:
Kurusu's Report

Call
Phone Wave

Answer

Ignore

Crap! That startled me.

Phone Call:
Kurusu

Ignore

Conversation:
"Victim" Moeka

Answer

If True Ending
Flags = 4/6

(TEF) I take Moeka's
phone out of my
pocket.

Receive Mail:
Kurusu (Contact me,
idiot!)

Select
"worried"

I was going to borrow
Mayuri's portable game
console, but I decided I
didn't need the distraction.

Receive Mail:
Kurusu (Re: Re:
Contact me, idiot!)

True Ending
Flags 5/6

(CG) I take one last
look at Moeka's
body lying there.

Send D-Mail?

Don't
Send It

(CG) Scene:
The Bloody Truth

Send It

Chapter 9 End

