

we, the remainder official walkthrough

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section 1: notes on gameplay

the story of *we, the remainder* is meant to be experienced through exploration and interaction with the environment. doing only what is listed in this guide will cause you to miss out on much of what the game is. please only reference this guide if you are truly stuck.

section 2: intro & apartment

before the beginning

select a name. the name you choose will affect only flavor text.

in the apartment

you will start in the living room. once in the apartment, navigate North to the bedroom and interact with the loose floorboard.

pick a comfort item. again, your choice will only affect flavor text.

once you have the comfort item, head back through the living room and into the hallway. select the stairs and choose “go for it” to head outside.

note

a memory (see section 7) is located in the bathroom, which is south of the living room. going down the stairs will lock you out of obtaining it if you haven't already.

section 3: finding food

your most pressing task is to find food, as it is possible to starve if you don't (see section 8). while you can pursue other goals concurrently or before this one, it is not recommended.

you start on the westernmost section of Throne Street. the food that will sate your immediate hunger is located in the northern half of the farmland. the quickest way to get there is to head directly East, first through two more sections of Throne Street and the Northernmost section of Seventh Street, then once more to make it to the farmland. once there, select “so many vegetables!” this will allow you to complete the game without starving.

note that an alternate food source does exist in Prophet Hunter's mansion (see section 4), but given the 30-turn limit before starving and the comparatively lengthy process to gain access to the mansion, the farmland is a safer bet.

the schoolhouse

while you're at the schoolhouse, examine the teacher's desk. selecting "look closer" the first time will get you the key to the chapel.

the quickest way to get to the chapel from the schoolhouse is to go back out to Alpha Alley, head South onto North Wormwood Way, go East on that same road, head North onto Omega Street, and then East onto Lamb Lane.

the chapel is to the North. if you try to enter it without a key you'll find it locked.

the chapel

once in the chapel, examine the altar. selecting "look closer" the first time will get you the key to Prophet Hunter's mansion.

the mansion is on Throne Street. the quickest way to get there from the chapel is to head back out to Lamb Lane, then West to Omega Street, North onto Throne Street, and finally East along Throne Street.

the mansion is to the North. if you try to enter it without a key you'll find it locked.

Prophet Hunter's mansion

you'll find yourself in the entryway. first, head North into the kitchen. from there go North again to find Prophet Hunter's garden. this will get you enough food to make leaving the Community possible (i.e. fulfilling the "food" condition of the true ending). note that if you are able to make it here without finding the food on the farmland (see section 3), this will also fulfill your immediate food needs and prevent you from starving, thus making visiting the northern farmland unnecessary.

return to the entryway and head East to the ceremony room. examine the cabinet, and select "look closer" seven times to obtain the journal.

the journal mentions the Grove, which is back on Lamb Lane to the South. the Grove is inaccessible entirely until you find the journal.

The Grove

entering the Grove will immediately trigger the only plot-required memory. once you've experienced the memory, the Grove becomes inaccessible once again. triggering the Grove memory fulfills the "truth" condition for the true ending.

section 5: finding safety

these events can be completed either before or after the events of section 4.

the dogs

the only way out of the community is through the gate, which is accessible from the southernmost section of Seventh Street. trying to exit it at this point, however, won't work as you feel you need something to protect yourself for the journey.

the thing you need can be found at the statue to the north of Chrysolite Boulevard, which can be accessed by heading West from the Southernmost section of Seventh Street or East from the Southern half of Wormwood Way. Chrysolite Boulevard, however, is blocked by a pack of hungry feral dogs.

head to the Southern section of the farmland, which is accessible either by heading East from the second section of Seventh Street from the top (the one that connects Lamb Lane), or by heading South from the Northern half of the farmland, where you originally found the vegetables. once there, select "the animals" to obtain some rotting meat.

upon returning to Chrysolite Boulevard, you'll have the option to throw the meat to the dogs. this distracts them and allows you to pass.

the statue

head directly North from Chrysolite Boulevard to reach the statue. select "the sword in his mouth" to obtain it and fulfill the "safety" condition for the true ending.

section 6: true ending

once you've fulfilled all three conditions (the food for hunger, The Grove for truth, and the sword for safety), return to the Gate via Seventh Street and you'll find yourself able to leave. select "go on" to complete the game and achieve the true ending.

section 7: memories

locations

there are seven optional memories (not including The Grove) available to find. each one can only be experienced once (selecting the link that triggered them again will show you different text). while only The Grove is required for the true ending, the rest do flesh out much of the game's story. their locations are as follows:

1. Momma's apartment's bathroom: select "the bathtub" (note: inaccessible after going down the stairs)
2. the schoolhouse: select "your desk"
3. Vial Lake: select "the beach"
4. the pavilion: select "the stage"
5. the labyrinth: triggered upon first entry from the chapel
6. the graveyard: select "an unmarked grave"
7. the market: triggered upon first entry from Seventh Street

the lamb

there is something that resembles a lamb on Sickle Street. the number of horns you can see on it is equal to the number of memories you've found. only the optional memories are counted.

section 8: false endings

there are two false endings to the game: the starvation ending and the nullification ending.

starvation

this is the easiest of the endings to get. once you first enter Throne Street, a timer begins. it ticks up one each time you take a “turn,” which means entering a new outdoors location (i.e. changing from one screen to another by selecting a directional link).

to be clear, examining an item within a location (i.e. the basketball on throne street) will not cause the timer to increase, nor will moving from an outdoors to an indoors location (i.e. Alpha Alley to the schoolhouse), or vice versa, or between two indoor locations in the same building (i.e. from Prophet Hunter’s entryway to his dining room). this also means the timer won’t begin until you’ve left your own apartment building for the first time.

to get the starvation ending, the timer must reach 30 before you find the food either at the farmland or in Prophet Hunter’s garden. once that happens, the next directional link you click will lead you straight to the ending.

nullification

the woman Mystery stands on the Easternmost part of Throne Street. if you interact with her, she’ll move to the Southern half of Wormwood Way. interacting with her there causes her to move to Omega Street. should you interact with her once again there, she’ll return to Throne Street.

if you follow her through this cycle thrice, the nullification ending will trigger when you interact for the third time on Omega Street (the ninth time total). you will be warned before this ending triggers—the third time you interact with her on Wormwood Way (the eighth time total), you will be told “she will not forgive you again.”