

Walkthrough

The game is bookended by scenes of walking/getting a slurpee at a 7/11 and performing a ritual in the house slated for demolition. In the middle, there are 3 main scenes and 3 mini scenes that can happen in a variety of orders. You will most definitely experience all 3 main scenes: home, the grocery store, and the apartment complex. Within these, you may or may not discover and trigger 3 mini scenes: the bedroom, the diner, and the lake. Each of the 3 mini scenes are triggerable from 2 of the main scenes, however, if you trigger 1 mini scene out of a main scene, you will not be able to trigger another in that same scene. If you have already triggered a mini scene from another main scene, you will not be able to trigger it from the other main scene it is accessible in. In other words, played to full extent, each main scene will also have 1 mini scene.

Triggering mini scenes

At home

Trigger the lake scene by going to the basement and inspecting the bookshelf. Look at the unlabeled leatherbound book. Slip your thumb into the cover and open it up.

Trigger the diner scene by going to the bathroom. On the way there, pull back the curtain and go into the closet.

At the grocery store

Trigger the bedroom scene by going to aisle 8: baking. Interact with the baking utensils. Interact with the festive text, then the frosting.

Trigger the lake scene by going to the produce section at the end of the store. Interact with vegetables, and get closer to them. Step in closer again to feel the water on your skin.

At the apartment complex

Trigger the bedroom scene by going inside the apartment complex and head north to apartments 103/104. Interact with the welcome mat. Look closer at the mat, then push the door open and go in.

Trigger the diner scene by going inside and then upstairs in the apartment complex. Head north towards apartments 201/202. Look at the sign, look a little closer, then push the door open and go in.

Advancing past main scenes

At home

In order to conclude the home scene, you must visit the back porch first and experience the haunting in the field by selecting “neverending silence”.

When you are done, you will be told that you feel tired. Proceed to the bedroom, and interact with the bed.

At the grocery store

In order to conclude the grocery store scene, you must navigate to the produce section, which comes before the numbered aisles begin (in other words: head towards and past aisle 1). Interact with the fruit section. You can choose to take a watermelon or not, but afterwards, you will begin to be haunted by pasta. Text will change as you navigate the space, but head toward aisle 9, where you will encounter a new item: vodka sauce. You can choose to grab or leave the actual vodka.

At the apartment complex

In order to conclude the apartment complex scene, you must check your phone and call A outside apartment numbers 207/208. It actually does not matter how far along you’ve gotten in your conversation with B or the hunt for the apartment itself, you can do this at any time. When you proceed through the conversation portion that follows, you must promise to sleep on it.

How to find each item

The list in your pocket indicates “items” you can hunt for through the game. If you have gotten an item, it will be crossed off, but there is also a list below of the items you have gotten in case one is in a partially complete state. Only the underwear and watermelon can be in partially complete states, the rest are all or nothing. Almost every item is optional except for the promise to sleep on it, which you will have to get.

A dead bird

When you first arrive at the 7/11 and are standing outside, check the alleyway. The cat will have the bird, but is rather skittish. In order to get to the end, during the selections with decisions you must:

- Take a few steps to get a better look
- Approach
- You become a statue
- You become a tree rooted to the earth
- Pick it up

A harmless sword

When you are at home, go to the back porch and interact with never ending silence. Proceed through the haunting, and at the end, you will find the sword while you are laying in the field. You have to go through this scene to advance past the house, so simply all you must do is choose to keep it.

A rubber duck

When you are at home, head to the living room and lay down on the couch. Something will be poking into your back. Reach for it. After proceeding through the interaction, choose to take the duck.

A pair of underwear, frozen

When you are at home, head all the way to the bathroom, and look at the thorax/toilet section of the room. Interact with the boxer briefs on the floor and choose to pick them up.

In order to freeze them, take them to the kitchen and interact with the refrigerator. You will get an idea to leave them in the freezer. Come back to the refrigerator any time after to pick them back up, now frozen.

You can alternatively or in addition take them to the fireplace in the living room and burn them, but this means you will lose them entirely.

A watermelon, full of vodka

In the grocery store, navigate to the produce section, which comes before the numbered aisles begin (in other words: head towards and past aisle 1). Interact with the fruit section. You have to go through this scene to advance past the grocery store, so simply all you must do is choose to pick up the watermelon.

In order to fill it with vodka, when you eventually reach aisle 9 after the pasta begins, interact with the vodka sauce. If you “grab it”, the watermelon will be filled with vodka. If you “let it be” and then select “no” the watermelon will also be filled with vodka. If you “let it be” and then select “yes”, you will end up with just a regular watermelon.

A promise to sleep on it

See the section on advancing through the apartment complex scene. You will have to accept the promise in order to complete the scene.

A class ring

The class ring is found in the diner. Trigger the diner scene while at home by going to the bathroom. On the way there, pull back the curtain and go into the closet. Alternatively, trigger the diner scene from the apartments by going inside and then upstairs in the apartment complex. Head north towards apartments 201/202. Look at the sign, look a little closer, then push the door open and go in.

When you are in the diner, you will eventually sit down at the table. Interact with the ring. If you choose “it would hurt him,” you must say “yes” when asked if it would be justified. If you choose “it would change nothing”, you must say “But at least it would be something.”

A glass pipe

The glass pipe is found in the bedroom (mini scene, not while at home). Trigger the bedroom scene from the grocery store by going to aisle 8: baking. Interact with the baking utensils. Interact with the festive text, then the frosting. Alternatively, trigger the bedroom scene from the apartments by going inside the apartment complex and head north to apartments 103/104. Interact with the welcome mat. Look closer at the mat, then push the door open and go in.

When you arrive, interact with the small pipe and choose to take it.

A journal of forgotten memories

The journal is found in the lake. Trigger the lake scene while at home by going to the basement and inspecting the bookshelf. Look at the unlabeled leatherbound book. Slip your thumb into the cover and open it up. Alternatively, trigger the lake scene at the grocery store by going to the produce section at the end of the store. Interact with vegetables, and get closer to them. Step in closer again to feel the water on your skin.

When you see the book in the water, open it. Then you can choose to keep it.