

How to behave in a playthrough of a game is usually self-explanatory, but for whatever reason, Remember11 is a game that attracts far more harmful interference than normal, often by people with perfectly fine intentions. Below are just a few examples of harmful behaviors in playthroughs of Remember11 that you might not realize the severity of, as well as guidelines for how to behave in general.

Note: This guide only applies until someone has sufficiently understood Remember11 enough to grasp the main concepts of the game (mainly: knowing what the plan is and why it happened, understanding who SELF is, understanding how Sayaka “died”). At that point, the player can be considered to have “finished” and information no longer needs to be withheld.

### **1. Do not set expectations about the ending.**

*“Remember11 is unfinished, so don’t go in expecting your questions to be answered.”*

Telling something like the above quote to someone who has yet to complete Remember11 is obviously a terrible idea. Not only is it incredibly misleading, it’s also actively a spoiler, as it goes against the expectations the game attempts to set.

*“Remember11 doesn’t give you all the answers so it’s hard to understand, but there’s an explanation blog that can help with that.”*

This might be less obvious, but it’s still a very bad idea. The existence of an “explanation blog” is in itself a spoiler, as implying the need for something to be explained sets up expectations that lessen the impact of some of Remember11’s biggest moments. Mentioning the explanation blog should be avoided until after the player fully understands everything relevant, unless they specifically express desire for an “easy way out” (see the following section). Simply stating that the game doesn’t give you all the answers is less severe, but still likely unnecessary and can be detrimental to the experience.

### **2. After the final epilogue, don’t feed the player answers if unprompted**

Under no conditions should you immediately begin explaining the game’s story or linking any external sources if a player does not specifically request such a thing.

The ideal course of action is to first see if the player will look into things on their own after finishing the Satoru Chapter Epilogue (this will often be the case). If so, it’s best that you allow them to do what they would like to do without interfering. If a player

appears confused on what to do, the simplest way to guide them would be to recommend getting all TIPS. If you're an experienced Remember11 spectator, you likely know how to guide someone through this without giving things away, however there isn't a way to create a guide for how to do this as the method varies greatly from experience to experience, and will often change depending on what how the player wants to go about their experience.

A player's wishes override anything else. If someone immediately wants you to give them the easiest method to understand, and you feel confident in your ability to explain everything (or pass the burden onto an external source), then feel free to do so. If a player wants you to explain exactly what to do, then you should do exactly that.

### **3. Do not make false statements in an attempt to make the "post-ending" experience easier.**

*"It's important to get all bad endings, because they have important information you could otherwise miss."*

While the above statement might seem like a good way to trick someone into having the "intended experience", it will almost certainly do more harm than good. Remember11 is specifically designed so that anyone who has interest in looking for any information they might have missed in bad endings will do so on their own, and telling a player to do it yourself risks making someone do something that is both completely unnecessary and that they would possibly hate doing.

### **4. Do not tell a player to use a guide or walkthrough of any kind.**

This should hopefully go without saying. Remember11 is incredibly straightforward and flexible for a "first playthrough", and there is nothing missable that isn't also fine to get later. The game is designed very well, and while certain people's experience with other visual novels (which are typically very bad at this) might cause them to be skeptical of that, it's best to discourage the use of a guide no matter what. If someone is stuck on something, it usually is because they are missing something obvious (such as not realizing a shortcut menu exists, or not understanding how far in advance choices begin affecting things). Offering guidance in such a scenario is fine, but giving any information past what the player asked for is inadvisable.

After the two main chapters are completed, if a player wishes to use a guide, then there is very little reason not to provide one. In that case, [the flowchart](#) is likely the best and easiest option.

## **5. Do not confirm the total amount of chapters (two).**

Similarly to the previous point, the amount of chapters is also a significant spoiler, as Remember11 intentionally attempts to imply the existence of a third chapter in many ways. The ending functions in part due to the “surprise” of what happens and preserving that is important.

## **6. Do not mention the number of endings before it is revealed.**

The amount of endings in Remember11 is kept hidden until you reach your first one, and therefore the large amount that there are (especially relative to the rest of the series) should not be told to the player before the game reveals it. If the player directly asks for the number of endings, saying “it’s a spoiler” should likely be fine.

## **7. Do not explain how the route system works if unprompted.**

Part of the Remember11 intended experience is in discovering the way the route system works and adapting to it. Telling players how it works if it’s not directly requested is a bad idea and can lead to spoiling the experience. Even something such as mentioning that bad ends on one side affect bad ends on the other is a bad idea. Explaining things if the player wants to get all TIPS and is looking for guidance is acceptable, but only after the main routes are completed.

## **8. Do not recommend saving at bad endings or at the epilogue if unprompted.**

A common behavior among Remember11 players is to recommend saving before the end of bad endings or at the Kokoro Chapter Epilogue. This is in an attempt to make navigating the route system easier. Similarly to #7, this is a bad idea because it can lead to players finding out how the route system works through what saving at bad ends implies at a time before they are supposed to. Additionally, it doesn’t even have any real upside, as it barely makes navigating the route system easier in the first place. Due to Remember11’s shortcut and quicksave systems, it’s incredibly easy to revisit most bad endings, and even the complex points-based ones are in no rush to be revisited early, and take little time later. It’s also important to consider that getting all bad endings is far from necessary, as the only thing required for all TIPS is getting every scene (which is much simpler than every ending), and thus many players will opt to never view a majority of them. Recommending saves is unnecessary, breaks the player’s immersion, and risks spoiling, and the benefit is nowhere near worth all of the drawbacks.

If, later into the experience, you have already explained the method of obtaining bad endings by switching routes, then recommending the player save at the end of Kokoro Chapter Epilogue is acceptable and can help make the experience easier. The same can be done if the player expresses interest in searching for all TIPS or additional bad endings on their own, and guidance may be useful there.

Note: Due to issues with Remember11's PC port, if a player is using the PC version, it's best to recommend saving at the Kokoro Chapter Epilogue only.

### **9. Do not recommend specific orders to view certain endings in.**

Another common behavior among Remember11 players is to give the correct answers to the segment about deducing the third personality and third area, so that they reach the Satoru Chapter Good End before the YUKIDOH Plan Failure End. There is no real reason to do this, and the idea that one was "intended" to be viewed before the other is a complete myth. It is important to see the version of the YUKIDOH Plan Failure End that comes when choosing the wrong culprit, however that can easily be obtained when searching for all TIPS if it wasn't already seen on the first playthrough.