

Rule of Rose Orphanage Memories checklist

This is a quick checklist I made of the memories you can collect in the final chapter of Rule of Rose, titled Once Upon a Time. The irritating thing about this achievement is that there are 62 memories to find throughout the orphanage, which itself has a very confusing layout, and once you exit through the front gate, you cannot go back inside in case you forgot something, meaning you have to do it all over again. There are also some memories not marked towards the completion, and you need to have 59/62 memories found before exiting the orphanage since there are 3 more found outside.

There will be more than 62 memories listed here, which I will denote as not counting toward the achievement in bold + italic text. I start from the Filth Room and the adjacent Hallway and 2nd Floor Lavatory, then explore the first floor (or the upstairs section) and work my way down to the basement, then go outside. I mainly relied on mtkennerly's Game Script guide

(<https://gamefaqs.gamespot.com/ps2/930042-rule-of-rose/faqs/44946>) to show me where the memories are located and what each flavor text says. I also highly recommend you use the maps that sheldonbunny made for the First Floor

(<https://gamefaqs.gamespot.com/ps2/930042-rule-of-rose/map/3631-orphanage-1st-floor-map>),
Ground Floor

(<https://gamefaqs.gamespot.com/ps2/930042-rule-of-rose/map/3629-orphanage-ground-floor-map>)
and Basement

(<https://gamefaqs.gamespot.com/ps2/930042-rule-of-rose/map/3632-orphanage-under-ground-map>)
since the game does an atrocious job of detailing the in-game map for the orphanage. The number of areas labeled as a Hallway are so numerous that I've explained which Hallway you're looking for based on other markers present.

1. Filth Room – book on bed
2. Filth Room – suitcase
3. Filth Room – pillar
4. Filth Room – empty corner where Bucket Knight was in The Funeral
5. Filth Room – rubbish rom
6. Filth Room – letter on shelf
7. Filth Room – exit and re-enter
8. Filth Room – window (***not counted***)
9. Hallway outside Filth Room – bucket rack
10. 2nd Floor Lavatory – toilet with eye drawn on seat
11. 2nd Floor Lavatory – Bucket Knight figure next to sinks
12. Hallway outside Filth Room – simply exit into the next hallway
13. Hallway with stairs – blank picture canvas right next to the door you just exited
14. Dormitory – mermaid doll on table
15. Dormitory – books on the other table
16. Hallway connected to Dormitory and Sewing Room – skull drawing on floor
17. Sewing Room – sewing machine
18. Library – goat doll on floor
19. Library – picture of airship on wall near the goat doll
20. Play Area – circular part of drawn train tracks
21. Play Area – four dolls lying on the rug
22. Sick Bay – pitcher on small dresser

23. Sickroom – just enter from the Sick Bay
24. Sickroom – letter on table with lamp
25. Sickroom – rabbit cage (**not counted**)
26. Balcony – birdcage on chair
27. Hallway with stairs connected to Filth Room – ladder on stairway landing (**not counted**)
28. Ground Floor Foyer – umbrellas near main entrance
29. Ground Floor Foyer – picture of Mr. Hoffman next to umbrellas
30. Ground Floor Foyer – lockers across from picture and umbrellas
31. Ground Floor Foyer – potted plant next to chair
32. Ground Floor Foyer – vase of roses
33. Women's Lavatory – drawing of red bird in one of the stalls
34. Hallway connected to Classroom and Men's Lavatory – scarecrow on wall
35. Men's Lavatory – blocked-off toilet
36. Classroom – drawing of map of England
37. Classroom – time table next to map drawing
38. Classroom – furnace
39. Classroom – chalkboard
40. Bathroom – Jennifer's reflection in the sink mirror
41. Washhouse – laundry in sink
42. Kitchen – center table
43. Martha's Room – letter on bed
44. Cafeteria – dessert fork on table
45. Inner Court – examine the ground, even though there are no visible landmarks
46. Hallway connected to Headmaster's Room – "spooky things" drawings on floor
47. Hallway connected to Headmaster's Room – doodle of obese one-eyed monster near the first drawing
48. Hallway connected to Headmaster's Room – second "spooky things" doodles
49. Closet Room – costumes on hanging rack
50. Closet Room – makeup dresser
51. Headmaster's Room – PA system
52. Headmaster's Room – journal on desk
53. Headmaster's Room – aquarium in corner
54. Headmaster's Closet – shoes on shelf
55. Reception Room – fireplace
56. Reception Room – scribbled picture of Mr. Hoffman
57. Reception Room – fine dish cupboard
58. Reception Room – phonograph
59. Reception Room – roses on table between sofas
60. Cell of Remorse – while there are no memories found in this room, **remember to pick up the October Ticket here by walking *through* the left table and carefully examining the area**
61. Cell of Pleasure – film projector
62. Cell of Bliss – dolls on table
63. Cell of Solitude – chair in middle of room
64. Front Gate – speak to Wendy **before going through the gate**
65. Front Gate – name of orphanage to the left of the closed gate (**not counted**)
66. Front Gate – speak to Wendy several times (**not counted**)

67. Bus Stop – go completely straight through the Strange Hill screen, ignoring the hut where Brown is. It's easiest to just hug the right side of the sidewalk until you reach the Bus Stop screen, then examine the sign
68. Bus Stop – talk to Gregory

That should be everything you need. Once you get the last memory, head to Strange Hill – East and go into the Rickety Shed, talk to Brown, then examine the Bucket Knight figure to complete the game. The achievement will pop after the ending credits finish.