That Which Remains

Frequently Asked Questions

A 1–4 player sci-fi ghost-hunting horror sim with proximity voice chat. Travel across time to identify and capture hostile entities as fuel for a supposed future utopia. Speak to them with your own voice, craft tools, upgrade your base, and meet a rising daily quota.

1. The basics

What is That Which Remains?

A co-op ghost-hunting horror sim with a sci-fi twist. You play a temporal retrieval agent abducted from your own time by Entitech, a corporation from the year ~2250. Your job is to travel to historical "contamination zones," identify the entity haunting each one, capture it, and bring it home as fuel. Play alone or with up to three friends, using proximity voice chat and your actual voice to interact with the entities.

So the ghosts aren't really ghosts?

Not according to Entitech. The Heliostate Compact, the organization running Earth in their time, classifies them as energy-rich neurospatial parasitic entities. They are born from extreme psychological trauma and grow by using the dead to manipulate the living. They are made of a power source called Enticine, and the thriving utopia of the future runs on it. Fusion was a lie. Whether Entitech is telling you the truth is something you need to find out for yourself.

Who is making it?

This is the first title from ***Remaining Games***, which is a new label from iDGi: a small boutique 100% independent game development studio based in Vancouver, BC, Canada.

When does it come out?

The game will be launching into Early Access on Steam soon after the upcoming Steam Next Fest. Wishlist it now so that you get a notification the moment it goes live.

What platforms is it on?

Windows PC via Steam at launch. If the game is successful enough on Steam, console versions are planned (PS5/Switch 2).

How much will it cost?

$14.99 during Early Access. The price may rise as we add content and approach full release, and you will always get advance notice before it changes. The Early Access price is the lowest

the game will ever be.

Is it Early Access? Why?

Yes. The core loop works and has held up in limited playtesting within our community, but our team consists of three people, and we want the game's direction and scope to be decided by players rather than it being decided for them. The level of interest in Early Access directly determines how far we can take it. See the Early Access section for more details.

Will there be a demo?

Yes! A demo will be made available to play during the upcoming Steam Next Fest on October 19th.

Is this like Phasmophobia?

If you like co-op ghost hunting, you will feel at home here: investigate, identify, and get out. What makes That Which Remains different is everything around that loop. There is a story, and you are not a volunteer. You talk to entities and their victims with your own voice; there are hundreds of lines to discover! Capturing the entity is the goal, not just naming it. And the pressure never resets: a daily quota keeps rising, a 24-hour clock and live weather change every excursion, and there is a “home base” you can upgrade and decorate between runs.

2. Playing together

Playing online

When you play online, you may interact with other players through voice chat and gameplay. Their behavior and anything they say or do is not controlled or reviewed by Remaining Games. Be respectful, and don't share personal information with players you don't know.

You can mute players at any time, and you can choose to play only with friends.

How many players?

One to four, online.

Can I play solo?

Yes. Everything in the game is playable alone. Expect it to be scarier and more difficult, since no one is watching your back or the base cameras while you are out in the field.

Do I need a microphone?

We strongly recommend one. Talking to entities and captured souls through V.O.I.C.E. is a core part of the game, and proximity voice chat is how your team communicates. However, entities with Spirit Box evidence will occasionally say things through the Spirit Box by themselves - no voice input is 100% required.

What does "proximity voice chat" mean?

Other players hear you based on where you are in the world. Stand next to someone, and they hear you clearly. Wander off down a hallway, and your voice fades. You can use a walkie-talkie to speak to your teammates when far apart. Just be warned, the entity is always listening.

How do I play with friends? Is there matchmaking?

Invite friends directly through Steam. Lobby browsing is on the list for a future addition, if the demand is strong enough.

Is there crossplay?

The game is PC-only at launch, so everyone is already on the same platform.

Is there PvP?

No. The only thing hunting you is the entity. That said, your teammates can absolutely get you killed.

Are there dedicated servers?

Games are hosted by one player in the group over Steam networking. If the host leaves, the session ends.

3. V.O.I.C.E.

What is V.O.I.C.E.?

V.O.I.C.E. (Vocalizing Our Important Choices Engine) is our own proprietary voice recognition solution. It is how you talk to entities and the souls they have absorbed. Speak out loud with a turned-on Spirit Box, in your own words, and the game recognises what you said and responds. Ask an entity its name, provoke it, comfort a victim, or ask about what happened. What you say matters.

Is my voice recorded or sent anywhere?

No. Speech recognition runs entirely on your own PC using an offline model. Nothing you say is uploaded to us or to any third-party service, and nothing is stored. Proximity voice chat is sent only to the other players in your session.

What languages does it understand?

English at launch. Additional languages depend on demand and on the quality of offline recognition we can provide for them. Tell us on Discord which ones you want.

What if it doesn't understand me?

Speak clearly and keep it short. The entity is listening for meaning, not exact phrasing, and we will keep widening what it understands throughout Early Access. Accents and background noise can trip it up, so a decent headset helps.

4. Early Access

What is in the Early Access build right now?

- The full game loop: investigate, identify, and capture, for 1–4 players online with proximity voice chat
- 12 entity types with distinct behaviours
- 18 investigation tools
- A day/night cycle with changing weather that doubles as a difficulty modifier
- The daily quota system
- Base upgrades and a functional base environment
- Recycling and crafting
- Five excursion maps: four not yet tied to the story, plus one mostly-contextualized rural house that serves as the blueprint for our intentions with the rest

What is missing?

A large chunk of the story and narrative content, contextual art design for the maps, and voice acting for four out of five maps. We also have plans for additional maps, entity types, tools, and upgrades.

What is planned?

The overarching story, new contamination zones from other places and eras, new tools, new entity types, expanded upgrade systems, real-time survival elements, much richer sound and art, player character customisation, and a lot more voice acting: Entitech and story characters, a unique parasite personality for every map, and the victims you can speak to through V.O.I.C.E. A public roadmap will be released upon launch of the game.

How long will it be in Early Access?

Until the main story is complete. We would rather get it right than hit a date, and how long that takes depends partly on the decisions the community helps us make. That being said, we foresee being in Early Access for at least one year.

Will my progress be wiped during Early Access?

Progress *should* carry through to full release, unless some sort of unforeseen major system

change requires a reset. All players will be made well aware of this, and we will find a way to make sure that your progress is acknowledged in some fashion, no matter what.

How can I give feedback?

Steam discussions and our Discord server are where we live. Feedback on story, balance, entity behaviour, map design, and progression will directly shape updates. As new zones and entity types roll out, we will lean on community testing, bug reports, and suggestions to make every excursion feel tense, fair, and rewarding.

5. Tech and platforms

What are the system requirements?

Minimum Requirements: CPU: AMD Ryzen 3 3100 or Intel Core i5-8400, Graphics: NVIDIA GTX 1070 / AMD RX 5600 (1080p/30 at Low settings)

Recommended Requirements: CPU: AMD Ryzen 5 3600 or Intel Core i5-10400, Graphics: NVIDIA GTX 3060 / AMD RX 6600 (targeting 1080p/60 at Medium-High settings)

Does it support controllers?

Yes, partial controller support. Taking custom entity evidence notes currently requires a keyboard. Controller support will quickly improve during early access.

What languages is the game in?

English text and audio at launch. Localisation is on the list for Early Access, depending on demand.

Is there VR support?

Not at launch. However, the game is designed to be “VR-friendly”, which means getting it to work perfectly in VR is 100% possible.

Will it support mods?

Not at launch. However, the infrastructure of the game absolutely could support mods. Whether we work to support this depends on community demand.

Accessibility options?

Not at launch, but we are 100% open to community suggestions and will implement accessibility options based on demand.

6. Community and press

Where can I follow development?

- Steam
- Discord
- Socials:
    - Twitter/X
    - TikTok
    - Bluesky
    - Facebook
    - Instagram
    - YouTube

Can I stream or make videos about it?

Yes, you can make videos about it. We don't want folks streaming the game just yet, though. In October, leading up to Next Fest, we will welcome more streamers to play the game with friends.

I'm a press member or a content creator. How do I get a key?

Email support@interdimensionalgames.com with your outlet or channel, and we will get back to you.

Can I join playtests before launch?

Yes, join the Discord and ask for the tester role.

Entitech.
Powering progress.
Empowering life.