

GESTURES TOWARDS DIVINITY ACHIEVEMENT GUIDE

The achievements are listed in the order you're most likely to achieve them. There is only one ending, unaffected by the number of achievements you receive. It is possible to receive every achievement on a single playthrough. This guide contains spoilers.

WE NEED TO GO DEEPER - *"You found your way somewhere else."*

After examining any of the middle panels of the three triptychs, type "LOOK CLOSER" to make your way to it's Elsewhere.

TREE-HUGGER - *"You helped keep the space clean."*

Make your way to the café, pick up the abandoned coffee cup, and put it into the recycling bin. This will also make the barista willing to have a conversation with you, as the litter was annoying her.

FRIEND TO WORKERS - *"You helped someone on a hard day."*

The security guard is hungry. Sit on the bench in the middle gallery room, then take the fiver you find underneath it. Use it to buy an energy bar from the café (you can also buy a hoagie, but that may lock you out of other achievements). Give the energy bar to the security guard.

GREEN THUMB - *"You're a friend to plants."*

Purchase the bottle of water from the café and use it to water the potted plant. Note that watering the potted plant with the cup of coffee (or drinking the bottle of water) will lock you out of this achievement.

LEAVE NO TRACE - *"You made sure to clean up after yourself."*

When you give a food item to the security guard, she'll hand you back its wrapper. Return to the café and put the wrapper in the recycling bin.

PLEASED A BARISTA - *"You made a food worker a little less miserable."*

Automatically awarded when you have both the TREE-HUGGER and the LEAVE NO TRACE achievements awarded.

PERSONAL ENRICHMENT - *"You're a patron of the arts."*

Visit each of the three triptychs' Elsewheres by looking closer at each of their middle panels.

GROUNDSKEEPER - *"You went above and beyond to keep the space tidy."*
Look under the table in the café. Take the wad of gum (and, optionally, the dollar bill) you find there and put it in the recycling bin.

SOUND OF THE FURY - *"You listened to everything the Fury had to say."*
Exhaust the Fury's dialogue tree. You may need to talk to others and return to it to unlock all possible topics.

HOW DO YOU FATHOM GEORGE? - *"You listened to George's story."*
Exhaust George Dyer's dialogue tree. You may need to talk to others and return to him to unlock all possible topics.

CORPSING - *"You heard The Corpse out."*
Exhaust the Corpse's dialogue tree. You may need to talk to others and return to him to unlock all possible topics.

QUEERING THE SPACE - *"You heard the other side of the story."*
Automatically awarded when you have SOUND OF THE FURY, HOW DO YOU FATHOM GEORGE?, and CORPSING awarded.

GUARD'S GOSSIP - *"You learned all you could from the security guard."*
Exhaust the security guard's dialogue tree. You may need to talk to others and return to her to unlock all possible topics.

EXTRA SALT - *"You said all you could to the barista."*
Exhaust the barista's dialogue tree. You may need to talk to others and return to her to unlock all possible topics. If she ever loses patience with you and refuses to continue talking, buying something from the café will mollify her.

SOCIAL BUTTERFLY - *"You let everyone talk 'til they dropped."*
Automatically awarded when you have SOUND OF THE FURY, HOW DO YOU FATHOM GEORGE?, CORPSING, GUARD'S GOSSIP, and EXTRA SALT awarded.

EMPIRICIST - *"You found Francis."*
Return to the middle gallery room after receiving the SOCIAL BUTTERFLY achievement. The guard will call you over and offer you a key to her office. Use this key to unlock the office door and enter.

FINAL REQUEST - *"You followed the security guard's final instruction."*
After visiting the security guard's office, place the key under the bench in the middle gallery room before you leave.