The screen fades in from black to reveal a small room with a bed, a desk, and a computer. Next to the bed is a small stand with a lamp on it. The player is unconscious on the bed. A character walks in (Wade). Wade (the information man) tells the player they have been knocked out for a while. He prompts the player for a name and a gender for their character.

The player gets up finds a note that says it was written by their self in the past. The note says they have memory loss, and they struggle to remember anything and everything around them. The they find a second note on a stand next to the bed they are in telling them to venture around and find out more about where they are.

They find the staircase in the corner of the room and walk downstairs. Then, the player goes downstairs and outside. While the game transitions, the title screen appears with the word “Wonderer” on it with a blurred and slightly darkened image of the map as the background.

When the player finally sees the outside world, they see a small town with a few buildings. There are a few houses on one side of the road and the house at the far end of the road is a lot larger than the rest. On the other side of the road are various buildings like a shop and a medic building. The player is now prompted to explore the map.

While exploring, the run into a man who says he needs to speak to the player. He prompts them to follow him before heading into the biggest house on the far end of the road. When the player enters, they see him walking away from the door and to a table with a few chairs next to it. He then explains a few things to the player.

He tells the player that they aren’t actually from here and the people are not a good group to be around. The player actually came in from out of town, and this town’s people are trying to keep the player here. He shows the player a newspaper talking about the townspeople and the town as a whole, which was seemingly written by a news team from a nearby town.

They player is then tasked with finding out who these people really are, and they begin their main quest. The quest is to speak with everyone in town (there are 7 people here). Upon talking to each person, the player will be given a smaller quest which will direct them to go somewhere and do a thing which will teach them more about the town and its people. When all the people have been spoken too and their quests have been completed, the player will return to the mysterious man who brought them into the big house. He will then direct the player across a newly added bridge and across a small body of water where they will pick up the final note which reads “I came from the future to protect the past me from getting stuck in with these people. By the time you read this note, I will have already left this timeline and returned to my own. It is now your responsibility to fulfill the roll I have taken on. You’ll stay with these people for a while, but eventually, you will need to go back in time and stop the past version of us from getting stuck here. Do not fail...”