



REMEMBER ME

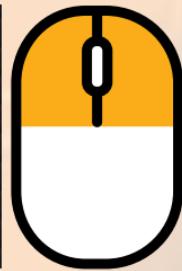
Game Manual

INDEX:

Controls	1
Combo Lab	2
Combat	3
Remixing	4
Spammer	5
NeoParis	6
Memorize	7
Enemies	8

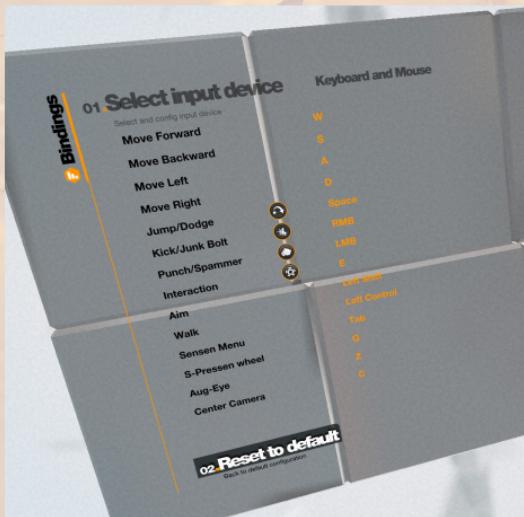


CONTROLS:



Use the **WASD** keys to move Nilin. The **spacebar** allows you to jump and dodge to evade enemies quickly. **E** key for interactions and the **Tab** key for actions within the Sensen Menu. Manage your view with **Z** and **C**, with **left-click** and **right-click** to attack.

All Controls can be fully costoized by the user under the bindings category. Note that the game also supports PC Gamepads and Generic XInput Devices.



COMBO LAB:

01. Combo Lab

0 → x 0

Combos



0
Damage
0
Regeneration



Pressens



Press [Tab] to exit the Combo Lab.

[Enter] Select [Esc] Back [Space] Help [Tab] Exit Menu

Create and modify combos in the **Combo Lab** by using Pressens, which are special attack moves, in various orders. Each Pressen type, such as power, regeneration, cooldown, and chain, adds a different effect to the combo, allowing for a personalized and strategic approach to combat.

Current Combo and **Chains** are shown at the bottom of the screen in the UI during any combat encounter on foot.



2

COMBAT:

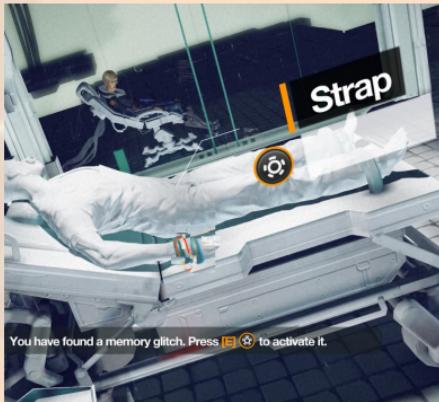
The core of the hand-to-hand combat system lies in the **Combo Lab**.

Create and customize combos using Pressens, which are categorized into different types.



While combos are effective for close-quarters combat and leveraging the various Pressens' benefits, the Spammer provides tactical flexibility for ranged attacks and special objectives. This interplay between melee and ranged combat ensures that players must constantly adapt their approach to overcome diverse threats in the dystopian world of Neo-Paris.

REMIXING:



This process involves entering the target's mind and navigating through their memory. During this immersive sequence, rewind and fast-forward through the memory, identifying key details and elements that can be changed.



By manipulating specific objects or interactions within the memory, Nilin can create a butterfly effect, leading to a significant alteration in the individual's perception of reality. These changes can influence their behavior and decisions in the present, often turning foes into allies or neutralizing threats without direct confrontation.

Remixing Memories is only available during the conclusion of large conflicts.

4

SPAMMER:

The Spammer is a ranged weapon that complements Nilin's melee capabilities. It functions like a high-tech, rapid-fire pistol, useful for dealing with enemies at a distance, disabling security systems, and targeting weak points on larger foes.



Additionally, the Spammer can be upgraded with different functionalities, such as the Junk Bolt, which fires powerful charged shots, useful for breaking enemy shields and dealing heavy damage. Charge the Spammer to deal with shielded enemies.

NEO-PARIS:



The city is divided into contrasting zones, from the opulent, high-tech districts inhabited by the elite to the dilapidated slums where the less fortunate struggle to survive.



Neon lights, holographic advertisements, and towering skyscrapers dominate the skyline, while drones and surveillance systems underscore the pervasive presence of advanced technology. Amidst this technological marvel, the city is also scarred by inequality and neglect, with decaying buildings and polluted streets highlight the growing social-economic divide.

MEMORIZE:



Memorize is a powerful corporate entity that has revolutionized society through its invention, the Sensation Engine (Sensen). This technology allows people to upload, share, and erase memories, profoundly altering human interaction and personal identity. While marketed as a tool for enhancing life and fostering connectivity, Memorize uses the Sensen to exert control over the populace, manipulating memories to maintain power and suppress dissent. The company's influence is pervasive, shaping the dystopian landscape of Neo-Paris and creating a society where privacy and free will are compromised.

ENEMIES:



Leapers are citizens of Neo-Paris who've formed an addiction to the Sensen implant in their bodies. The abuses of their memories and the implant itself eventually lead to the degeneration of their minds and the mysterious disfigurement of their bodies.



Mourners are described as the “leader” of the Leaper society, orchestrating their every move whenever they are in their presence. They can manipulate the Sensen implant to their advantage and use it in battle. Describes Mourners as a “new” mutation among the Leapers.



One of the three Leaper types that have developed an ability to manipulate their damaged Sensen implants. They can become invisible in the darkness and attack Nilin from anywhere. If Nilin is stuck in the dark with a Strangler, she'll have to dodge and avoid them.



Prowlers are at their strongest when attacking in groups, so the smartest move the player can make is use Sensen DOS or Spammer attacks whenever they surround Nilin. Spammer attacks are particularly useful when Prowlers take to the walls and attempt to attack from above.



Prison Enforcers patrol the cells of Memorize. Their special attack, "Brain Lock", allows them to grab Nilin from behind and steal her Focus points from her Senwall. Despite this incentive for caution, not unlike the standard Enforcer. Never stand still for too long.



Elite Enforcers are much stronger than others. Using Junk Bolt against the Elite Enforcers is not recommended. Its suggested to enter the Combo Lab and equip Regen Pressens exclusively and perhaps alternate with a Chain Pressen at the end of the attack.



CAPCOM®

DONTNOD
ENTERTAINMENT

Online Manual

