

= Remember 11 : The Age of Infinity =

Remember 11 : The Age of Infinity is a visual novel video game developed by KID . It was originally released on March 18 , 2004 for the PlayStation 2 , and has later been ported to Microsoft Windows , PlayStation Portable , iOS , and Android . The game is the third entry in the Infinity series ; it is preceded by Never 7 : The End of Infinity and Ever 17 : The Out of Infinity , and followed by 12Riven : The Psi @-@ Criminal of Integral and Code _ 18 .

The game follows Cocoro Fuyukawa and Satoru Yukidoh , who frequently experience a phenomenon that makes their minds switch place with each other , putting them in the other person 's body . Cocoro is stuck in a blizzard in an emergency cabin on a mountain together with three other people , while Satoru is in an institute for the treatment of mentally ill criminals , having lost his memory . The player takes the role of Cocoro , and reads the story while occasionally making choices that affect the course of the story , attempting to keep her alive for seven days ; after doing so , they are able to play through the seven days from Satoru 's perspective as well .

The development team included director Takumi Nakazawa , scenario writer Kotaro Uchikoshi , music composers Takeshi Abo and Chiyomura Shikura , and character designer Hidari . The game was originally planned to be titled Parasite and be unrelated to the Infinity series , but when production started it was given the project name Project Infinity 3 . Nakazawa and Uchikoshi had creative differences regarding the game 's ending , each having their own idea for how the game should end ; because of this and time constraints , the ending was left in an unfinished state , with the development team planning to develop a sequel that would conclude the game 's story . The game was positively received by reviewers at Famitsu and RPGFan , with the former complimenting the game system and plot , and the latter liking the character design and music .

= = Gameplay = =

Remember 11 is a visual novel in which the player makes progress by reading the game 's story . At certain points , they are able to pick one of a number of options , which affects the course of the game 's story , leading to different endings . The game takes place over the course of seven days , and the goal is to make choices that keep the player characters alive . At first , the player can only play through the game as the character Cocoro Fuyukawa (????? , Fuyukawa Kokoro) ; after surviving a week as her , they also get to play as Satoru Yukidoh (???? , Y?kid? Satoru) . The game includes a " Back Jump " function which causes the game to start over from the beginning of the current scene . Various terms used throughout the game are explained in a glossary , referred to as the " TIPS " system .

Throughout the course of the game , a " personality transfer " phenomenon frequently causes Cocoro 's and Satoru 's minds to switch places with each other , leaving them in the other person 's body . As the player only learns what their current character experiences , they need to play the game as both characters in order to access all information . Choices the player makes as one of the characters also affect what happens in a playthrough as the other ; for instance , if the player chooses to drink water as Satoru , there will be no water left if they play through the game as Cocoro , and if they get into an argument with a character as Cocoro , their relationship to that character becomes strained when they play the game as Satoru .

= = Plot = =

= = Setting and characters = =

Remember 11 takes place in 2011 and 2012 concurrently , from January 11 to January 17 , in two places in Japan : an emergency cabin on Mount Akakura in the Hakk?da mountain range , and the Specified Psychiatric Hospital for Isolation and Aegis (SPHIA) institution on the fictional island of Aosagi , in which mentally ill criminals are treated . The player takes the roles of Cocoro Fuyukawa ,

a third @-@ year sociology major who is stranded on Akakura after surviving a plane crash , and Satoru Yukidoh , a graduate student in the field of quantum physics engineering who lives in SPHIA and has lost his memory . Yuni Kusuda (???? , Kusuda Yuni) , a young boy who survived the plane crash , appears in both the cabin and at SPHIA .

Among other survivors of the plane crash are : Lin Mayuzumi (?? , Mayuzumi Rin) , a lawyer and the girlfriend of Satoru ; and Seiji Yomogi (????? , Yomogi Seiji) , a professional mountain hiker . The player also encounters two characters at SPHIA : Kali Utsumi (?????? , Utsumi K?r?) , an elementary school teacher who is employed at SPHIA as a psychologist ; and a girl assumed to suffer from dissociative identity disorder , who has been confined at SPHIA since being acquitted of murder charges on grounds of insanity . Her birth records identify her as Keiko Inubushi (???? , Inubushi Keiko) , but she claims that she does not recognize the name " Keiko Inubushi " and that her name is Hotori Suzukage (???? , Suzukage Hotori) ; this is the name of one of the passengers on the crashed plane .

= = = Story = = =

The game begins in 2011 with Cocoro traveling to SPHIA to interview Inubushi , when her plane experiences turbulence and crashes on Mount Akakura . Yuni and Yomogi get the unconscious Cocoro and Mayuzumi to an emergency cabin to take shelter from the blizzard . In 2012 , Satoru falls from the SPHIA facility 's clock tower and loses consciousness . Cocoro wakes up in a room and is relieved to find that Yuni is safe . Yuni does not recognize her ; when looking at herself in a mirror , she sees a man 's body . Similarly , Satoru wakes up in a woman 's body . Both eventually switch back to their respective bodies , but the phenomenon continues , with their minds moving between their bodies ; they conclude that their consciousnesses are transcending time and space . In the cabin , a news article dated July 4 , 2011 is found , which says that Yuni was the only survivor , with the other three having died in an avalanche on January 17 . Satoru finds a key in his room , but does not know what it unlocks .

As the week goes on , the people in the cabin are running out of food , while Satoru is subjected to multiple attempts on his life by an unknown assailant . As days pass , Satoru notices that he can see the same lunar phase at SPHIA and at the cabin and that both areas are surrounded by a body of water . It is revealed that the Yuni in the cabin is from the year 2012 , while the Yuni at SPHIA is from 2011 . Satoru finds a locked room in the basement of SPHIA , where he encounters a man named Enomoto , monitoring the facility through cameras . Enomoto tells Satoru that it is not consciousnesses that are transferred but the entire area within a 110 @-@ metre radius that is transported across time and space , with their consciousnesses left behind . Satoru attempts to destroy the facility , and Enomoto tries to stop him . A set of transfers occur , and Enomoto is killed by someone using Satoru 's body .

Reviewing the camera footage , Satoru concludes that a third personality and location are part of the transfers . He leaves SPHIA and waits ; the transfer occurs , and the third transfer point appears , in which there is a large cubical structure . The player can enter using the key from Satoru 's room , or wait outside . If Satoru enters , he finds it empty except for a bed and a black sphere . The Enomoto of 2011 enters the structure , asking Satoru for his name ; Satoru answers , after which Enomoto panics , saying that " the project " is ruined . He says that Satoru 's memory has been transplanted from someone called " That Guy " , that the sphere is the transfer device , and that the third transfer point is a relay between the mountain and the island , to level air pressure during transfers ; he also reveals that this was where Utsumi was when she was hospitalized in 2011 . Another person , who is identical to Satoru , enters and stabs Satoru . While Satoru dies , the killer calls the person thought to be Enomoto " Satoru " , who in turn calls the killer " Enomoto " .

If the player instead waits , the cabin gets transported to Aosagi Island . Yomogi , Mayuzumi , and Cocoro avoid the avalanche that was mentioned in the newspaper . The Yuni from 2011 is left at Akakura to be rescued by the rescue team in 2011 , and to go to SPHIA in 2012 to repeat the loop , making sure that Cocoro , Yomogi , and Mayuzumi survive the week . Satoru reviews his theory regarding Inubushi ; he thinks that she , too , was experiencing the transfer phenomenon , and that

her consciousness ended up at Mount Akakura in the dying body of Hotori . He thinks the consciousness of Hotori inhabited Inubushi 's body , rendering it free of homicidal tendencies , but realizes that since both his and Inubushi 's consciousnesses remain at the island , Hotori cannot occupy Inubushi 's body when he occupies his ; Cocoro runs towards Inubushi , who is holding Utsumi 's infant child over the edge of a cliff while singing . The game ends with Satoru meeting Mayuzumi , who says she does not recognize him .

= = Development = =

The game was directed by Takumi Nakazawa , while Kotaro Uchikoshi was in charge of the scenario writing , and Hidari designed the characters . The game was originally conceived by Nakazawa in May 2002 , at the end of the development of Ever 17 : The Out of Infinity ; he planned the plot together with Uchikoshi in January 2003 . The first game in the Infinity series , Never 7 : The End of Infinity , had a focus on dating , with light science fiction elements , but as the science fiction elements were positively received by reviewers , the series gradually moved away from the dating aspects ; with Remember 11 , the focus was entirely on science fiction , with no dating elements at all . At first , the game was titled Parasite , and was meant to be unrelated to the Infinity series , but when development began in May 2003 , it was codenamed Project Infinity 3 . In September of the same year , they added the subtitle The Age of Infinity . Several characters in the game were based on Jungian archetypes : Cocoro and Satoru represent the anima and animus , respectively ; Mayuzumi represents the persona ; Yomogi represents the wise old man ; Utsumi represents the great mother ; Inubushi represents the shadow ; and Yuni represents the trickster .

Development was troubled by creative differences between Nakazawa and Uchikoshi ; Nakazawa was unhappy with Uchikoshi 's idea for the game 's ending , and had a different ending in mind , which they were having disagreements over . They also did not have the time to write everything that they had wanted , so they ended up with an ending that Uchikoshi described as only being half @-@ finished . At the time of the game 's release , a sequel was planned , which would have included a conclusion to the game 's story . In 2013 , Uchikoshi looked back on the game , saying that while he would have liked to rewrite some portions of the scenario that he felt were boring or that did not advance the story much , he would not have changed or added anything in terms of the content of the game ; he felt that his ending was still in the story , and still felt happy with it .

The game 's soundtrack was composed by Takeshi Abo , and features " geometric music " because of the game 's theoretical and science fiction elements . Prior to composing the music , he read through the game 's story , to understand the setting and each character 's personality as much as possible . He would write his impressions of the plot , with a focus on the " emotional flow " and the events that occur throughout the story ; he valued his first impressions as very important for this . According to Abo , this method takes longer time , but allows him to make better music with a stronger relation to the game 's world than if he had just designated different songs to different points of the game . Because he enjoyed the story , the music strongly reflects Abo 's own musical tastes . The opening and ending themes , titled " Little Prophet " and " Darkness of Chaos " , were composed by Chiyomura Shikura ; the opening was performed by Kaori . The PlayStation Portable version features new opening and ending themes , performed by Ui Miyazaki . They are titled " Uch? no Stencil " (????????? , Uch? no Sutenshiru) and " Kirenai Knife " (???????? , Kirenai Naifu) , respectively .

= = Release = =

Remember 11 was originally released for the PlayStation 2 on March 18 , 2004 , in both a standard and a limited edition ; the latter included a booklet with material related to the game , and a " special voice CD " . An updated version of the game , with seven new CG sequences added , was released by Success in 2005 as part of their budget series Superlite 2000 . The game was later released for Microsoft Windows as a part of the Infinity Plus box set on April 4 , 2008 . It was also released for the PlayStation Portable on April 16 , 2009 , and for iOS in 2012 .

Other media based on the game has been released . A novelization was published by Enterbrain in two parts : Remember 11 Ue Cocoro @-@ hen on April 1 , 2004 , and Remember 11 Shita Satoru @-@ hen on June 1 , 2004 . A music album with the game 's soundtrack was released on March 24 , 2004 , by Scitron , with the title Remember 11 : The Age of Infinity - Sound Collection . Another album , which features songs with vocals about or inspired by the game , was released with the title Remember 11 : The Age of Infinity - Vocal Collection on September 23 , 2004 , also by Scitron . Scitron also released a drama CD based on the game on May 19 , 2004 .

= = Reception = =

Remember 11 was the 16th best selling video game in Japan during its debut week . By the end of 2004 , the game was the 393rd best selling game of the year in Japan , with 24 @, @ 508 copies sold . By 2009 , more than 40 @, @ 000 copies had been sold across Microsoft Windows and PlayStation 2 . At the end of 2009 , the PlayStation Portable version was the 958th best selling game of the year in Japan , with 4 @, @ 325 copies sold .

Reviewers at Famitsu commented on the user @-@ friendliness of the game system , with its quick save function and shortcuts , and said that the game has enough to pull the player in until the end . Neal Chandran at RPGFan said that the Infinity series had become more and more interesting with each game . He called the character designs " excellent " and distinct from those in previous games in the series ; he found it interesting that the character designs in previous games , which took place in " watery " settings , had brighter and less earthy colors , while Remember 11 , which takes place in the mountains , makes more use of earthy colors .

Chandran also liked the game 's soundtrack , calling it Abo 's best work to date . He said that it is unmistakably the work of Abo , but improved over his previous soundtracks , and having " enough layers of experimentation to showcase musical growth " for it to not feel formulaic or like a rehash . He felt that the change in the series ' setting was also reflected in the music , with the music 's rhythm section being more noticeable and making the music feel more grounded , and with more use of " earthy sonic textures " compared to previous Infinity soundtracks ' " watery " ones .