Level description

Level 1 – skills.

The character rediscovers past skills. The character walks on a path that changes if the character tries to backtrack. Along the way, the character discovers NPCs who ask questions, such as, “do you remember that you were an electrician?” The player can choose either Yes or No. If the answer is Yes, then the character’s profile is updated with a skill: using lights. And later, the character might use a torch to walk into dark areas. On 1st level, the player might choose 5 skills out of 10. All the skills appear randomly. After choosing 5 skills, the player receives a summary of the character’s profile with all skills listed.

Level 2 - family and friends

The character meets different NPCs. The player can choose whether those NPCs were the character’s spouse/child/friend in the past or not. If the player assigns a role to an NPC, the latter tells a memory from the past life. Chosen NPCs start following the protagonist. The character has to protect the NPCs from enemies, using skills acquired in Level 1. The 2nd level ends with the protagonist receiving a summary of their biography.