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.

1 NPC: “What was your job?”

* Psychologist; added skill – overcoming self-doubt;
* Musician; added skill – decreasing anxiety;
* Math teacher; added skill – logical thinking.

2 NPC: “What was your hobby?”

* Drawing;
* Playing chess;
* Hiking.

The chosen job determines what types of enemies the protagonist can fight on level 2. The character should avoid other sorts of enemies. There are three types of enemies: self-doubts (graphically presented as hurricanes), anxiety (vortexes), and flight of thought (gusts of wind). For example, a psychologist can fight against self-doubts but has to escape from anxiety and flight of thought.

Chosen hobby determines what objects a character can collect to restore sanity when sanity level decreases after conversations with evil NPCs on level 2.

1. If the chosen hobby is drawing, then the character can collect paintbrushes and easels. The protagonist's sanity increases after he/she has found three paintbrushes and one easel.
2. If the chosen hobby is playing chess, then the character has to find 3 pawns and 1 chessboard to restore sanity.
3. If the chosen hobby is hiking, then the character has to find 1 backpack, 1 tent, and 1 torch.

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. Some NPCs turn out to be evil and initiate conversations that decrease the character’s sanity level.

A sample of sanity decreasing conversation:

NPC - “What are you trying to achieve by collecting your memories? You’ll never be able to restore your individuality.”