
Remember, Remember Download Link



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About This Game

Kris, Rosa, Peter, Xavier, and Lisa are friends for life. They went through high school together and all managed to wind up in the same community college. Their lives were filled with parties, study sleepovers, and everything best friends did. After all, you develop a bond after 8 years. However, there is a dark secret that clouds this friendship; one that has haunted certain members of the group for years.

The day before their graduation, on their way to their marching practice, they are kidnapped and taken to a remote location, their long-term memories locked away and leaving them frightened. Stainless steel bracelets decorate their wrists and they find themselves in the dead center of a sterile white room with one TV on the far wall and a locked door opposite of it.

The TV comes on and you learn that a dark secret has been hidden from Kris. The only way out for Kris and his friends is for him to discover it.

"I cannot wait until the truth is revealed... What will you do, I wonder..."

Who will leave?

Creative Team:

Game/Plot Design by Ethan Nakashima
Story Development/GUI Design by Michaela Laws
Sprite and CG Art by ReddArt

Background Art by Badriel
Music by Christopher Escalante
Sound Effects by Jonah Scott
Story Edits by Natasha Laws
Journal Edits by D. R. Berry

Voice Over Actors:

Kris - Alejandro Saab
Rosa - Michaela Laws
Peter - Austin Hively
Lisa - Dawn M. Bennett
Xavier - Michael A. Zekas
Mask - Jalen K. Cassell
Sara - Hayden Daviau
Brother (Tutorial) - Ethan Nakashima
Sister (Tutorial) - Michaela Laws
Abductor - Mark Child
Kris & Sara's Mom - Sheila M. Gagne
Rosa's Mom and Teacher - Marissa Lenti
Lisa's Mom - Danielle McRae
Rehab Captain - Sean Chiplock
Officer Parks - Kellen Goff
Xavier's Drugdealer - Preston Cowley
Bartender - Steve Nunez
Policemen - Michaela Laws & Mark Child
News Reporters - Ethan Nakashima & Eric Dubyu
Kris's Therapist - Brittany Lauda
Students - Brittany Lauda, Dani Mohrbach, & Kellen Goff

Title: Remember, Remember
Genre: Adventure, Indie, Strategy
Developer:
Michaela Laws, Ethan Nakashima
Publisher:
Michaela Laws
Release Date: 11 May, 2017

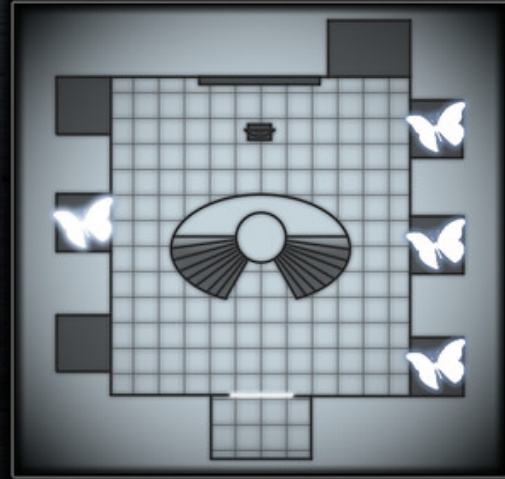
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English



All of us have it. They all look like they've been welded onto us..

Room Selection





remember 2 forget lyrics. remember remember game. remember remember the 5th of november full. remember remember what we fight for. remember remember the 11th of november. remember remember enrique mp3 download. remember remember me. remember remember the 21st of september. remember i remember you ost. remember remember 5th of november. remember i remember you. remember remember the 7th of september. remember when remember when lyrics. remember remember the 5th of november rhyme. remember remember music. remember remember me lyrics. remember remember the 5th of november english. i remember i remember poem questions and answers. remember remember 5th november £2 coin. i remember i remember crazy. remember remember play. remember remember the fifth of november full quote. remember remember visual novel. remember remember dofus. remember remember member oldies. remember you remember me. remember remember book of mormon. remember remember song lyrics. remember remember december. remember remember enrique iglesias lyrics. i remember i remember poem analysis. remember remember game download. remember remember full poem. remember to remember by steven curtis chapman. remember remember 5th of november lyrics. remember doing remember to do. remember remember the 9th of december. remember remember me under the sun. remember remember always remember me. remember remember of november. remember remember movie. remember remember all of the lies that you say. remember love remember mercy. remember to x remember ing. remember remember pdf. remember remember fifth of november. remember can't forget you. full remember remember 5th november poem. remember remember me schrader. remember to remember gerund. remember remember gif. remember remember the fifth of november song. remember remember steven curtis chapman. remember forget you lyrics. remember remember mp3 download. remember remember not lord our offences. remember remember remember the signs. remember remember meme. remember remember 2 pound coin. remember remember the 9th. remember remember 5th november song. remember remember book. remember vividly or vividly remember. remember to remember latin. remember remember learn the stuff. remember execute forget. remember remember henry b eyring. remember remember please remember who i used to be. i remember i remember by philip larkin summary. remember remember the 6th of november rhyme. remember remember lds. remember remember 5 december. v for vendetta remember remember quote. remember remember how we used to love in september. i remember i remember question answers. remember dont forget me. remember remember that god is patient too. remember to remember ing exercises. remember remember the 11th of september. remember remember john lennon

Slight Spoiler Warning**

Remember, Remember practically had me sitting at the edge of my seat with the mazes, since things like that make me really nervous and slightly stressed. I had a lot of fun learning the dark story of what happened to Sara, and doing the five agonizing mazes. The mazes were challenging and fun, and once you got the hang of them they become easy enough to not freak out over. The game had great voice acting and it was story rich, even though it wasn't very long. Overall, I had fun with the game, and I haven't even done everything yet!. Personally, I don't love the story, but it's not bad either. So I am not giving a thumbs-down for merely that. The one thing that bothers me is the 'mazes' you've seen other reviews probably mentioning. They aren't very difficult but some of them have certain 'dangerous spots' that move around on random moments. Think it's 3rd or 4th with those arms.

The game uses these mazes to have some people die and uses it as a judging mechanism. I thought alright sure, bit tedious, but hey can roll with it. The last maze of the game is annoying since the time is quite short and in order to avoid the monsters you need to wait for the arms to move. Annoying, but in 4 tries I had the maze completely and saved all of them

On restart of the game however, you have to do all those mazes again, and again to look for different outcomes. Imho, this is what completely kills this game. That you have to do those mazes the first time, sure, not fun, but alright I'll do them for story's sake.

But second time they are just outrageously tedious and I just stopped right then and there. There's no way to skip mazes. Worse, in the last maze it influences the story and ending and for different outcomes you thus have to do it again, and again if you want to know what happens.

I like visual novels with puzzles, riddles, psychological aspects and such, but this completely missed the mark for me.. Certainly an interesting premise, but rather short. 1.8hrs and that's with needing to restart some of the mazes multiple times.... maybe i just read the rest of the stuff quickly since i turned off the voices? *shrugs*

would label it more as a thriller (even that's barely adequate as a description) it will mostly upset you with the random mobs wasndering the maze that seems to pop out of no where since you can only see 2-3 units in any given direction.

overall it was okay and i (mostly) enjoyed my ~2hrs of gameplay but dont really feel like there's much point to continue with it.. Remember, Remember is a suspenseful visual novel that I really enjoyed playing. Its not often I can find a good visual novel with horror/thriller elements but this hits it on the head. The visual novel itself is short after the first play though, but it is worth

it to replay to get to know each character individually. The mazes are laggy, but I think that might just be my computer. Another issue that I have is that no matter what I can't unlock the "Masochistic Pleasure" achievement, and it seems like nobody else has. (Seriously, if somebody unlocks this achievement please tell me how to). Overall, a unique visual novel that was fun to play and worth its price!. Very intriguing, defiantly intense but a good compelling game.. I am in love with the story of the game. I just keep wanting to know more ! But man, these mazes are so hard and they just get harder. I wish there was an option to make them easier because they get so frustrating so fast.. Personally, I don't love the story, but it's not bad either. So I am not giving a thumbs-down for merely that. The one thing that bothers me is the 'mazes' you've seen other reviews probably mentioning. They aren't very difficult but some of them have certain 'dangerous spots' that move around on random moments. Think it's 3rd or 4th with those arms.

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I like visual novels with puzzles, riddles, psychological aspects and such, but this completely missed the mark for me.. This game has been quite the roller coaster of emotions. While I was a little bit confused at some of the CGs/achievements, it didn't take too long to figure out. I'm terrible at writing reviews so.... good day?. Remember Remember (the fifth of November?) is a VN based around a SAW like murdergame premise: there's five people in a bunker, captured by a mastermind who puts them through a high stress 'game'. I was drawn to this as a somewhat-fan of 999, I liked the concept of that game and its mechanics, but felt its story was pretty over the top and nonsensical, so an indie take on a similar idea was interesting to me.

My big up front warning with this game: if the concept of having to play a minigame in your VN is a red flag to you, stay away from this title. 'Mask', your captor, has the protagonist play variants of a maze minigame repeatedly to try and get through the plot and discover the truth about the group's past. It's a pretty tough little game too: I took a fair few tries before beating this game, and I'd advocate saving each time Mask calls for a game (He gives a fair amount of warning.)

That said, I enjoyed this game. The voice acting was solid, parts of the plot were quite surprising, the characters were pretty nice and believable, and the did a good job of balancing sympathy for the group and tension of a high stress environment. It's pretty short, even by indie VN standards, but there's replay value for the achievement hunters amongst us, as well as those who like seeing multiple sides of a story/exploring different characters, and I feel a single playthrough will be quite satisfying to those ok with an indie VN being on the short side.

So yeah. Recommended! Though if I see another one of those damned shadow creatures again it'll be too soon.

I like the characters, it's interesting, well drawn and the story is surprisingly emotional. The voiceacting is nice and I really like the CG's I've managed to get. I recommend it and there is reason to do multiple playthroughs for CGs and see every aspect of the story through the relationships with the four friends.

There is only one problem and honestly, it's more a personal one -

I can't beat it.

I just can't beat the final maze.

Obviously others have been able to, maybe I'm just really bad at the mazes.

I love the creator, I've played Michaela's games and they've brought me hours of entertainment, so I'm very happy to support her...

but I can't finish this game. Maybe a "if you're horrible at mazes" option will be added in the future that gives you more time or something. If it is, I'll happily play through all of the routes.. I'm constantly on the quest for indie game psychological thrillers, especially of the trapped-in-one-setting variety, so *Remember, Remember*, a new game about five university students trying to escape an abandoned laboratory, was an exciting find. *Remember, Remember* is part visual novel, part horror maze game, and is the collaborative effort of writer Michaela Laws and programmer Ethan Nakashima.

Kris [insert last name here] and his four best friends, Lisa, Rosa, Xavier, and Peter, are running late to their college graduation ceremony. Because none of them majored in basic street smarts, they accept a ride from a stranger in a van claiming to be a student. The next thing they know, they are trapped in some kind of scientific facility, with the only exit barred by lasers. The friends recognize each other, but find themselves unable to recall anything of their past life. Their kidnapper appears and tells Kris that his friends have been keeping secrets. In order to reveal their guilt, Kris must play a game in which he delivers protective halos to save his friends from drowning in glass tubes. It... makes more sense when you see it.

As Kris will later find out, at least one of them was implicitly in the abduction of his little sister Sara, five years before the events of the game. No one can leave until the truth has been revealed, and ultimately Kris will decide who lives and who dies.

The maze segments are the game's central horror conceit; you play as a helpless butterfly with limited visibility, avoiding the monsters in each level. Ultimately, it's not very scary (although the creative sound design is ON. POINT.), because bees and owls are not very scary, and also Ren'Py is the token save-scumming engine. There's no need to act with caution when you can just pop a squat in one of the 47 save slots available a line of dialogue or two beforehand and make as many mistakes as necessary.

That's not to say the mazes aren't intriguing, especially once the designs veer into darker and more abstract territory. I especially loved the Maze of True Fear, which opted for ominous shadow people on a crosswalk over familiar insects in a forest setting and opens with a jarring carnival riff. A longer game could have explored making the mazes more unnatural and disturbing as they progressed (in the style of *Eversion*, perhaps), but as is, *Remember, Remember* evokes guilt and a weighted sense of responsibility better than it does terror.

There are 9 full endings depending on how you perform in the final maze. The story is by Michaela Laws, so of course you also have the option of a romantic relationship with two of the characters, allowing for more ending variations.

Rosa, Peter, Xavier, and Lisa are all well-rounded and likable enough that in the end I felt compelled to save them every time. If your opinion differs from mine, however, the bloodthirsty approach unlocks just as much bonus content as the merciful one, so there's no unsubtle developer prodding to go in one direction or the other. You can save any combination of characters based on how you view the scenario and whether or not you want to spite the antagonist.

Speaking of the antagonist, wow. He sucks. The Mask, or so he's called, is your supermarket escape-room villain, self-important without being very smart or likable and decidedly very much an idiot. I take offense on behalf of science whenever this guy waves his bone saw around and uses the term "experiment" like he heard it in a magazine. The Mask believes that the stress induced by the maze game, coupled with an "emotional" allegory about a butterfly, will cause his subjects to remember the incident and confess to their crimes. It doesn't, probably [the positive effects of stress on emotional recall are blocked by propranolol, the drug he used to kidnap them in the first place](http://www.sciencedirect.com)[www.sciencedirect.com]. The question is, is the Mask the world's worst scientist, or is Michaela Laws the world's best writer?

Remember, Remember is fully voice acted and has a variety of unlockable extras, including the ability to replay the game's 5 mazes, in case you... really like mazes. Also, the developers laugh at you on the splash screen, which I consider a feature. The total playtime is probably less than six hours.

If you're interested in *Remember, Remember*, I would highly recommend downloading the demo first to see if your computer can run the maze segments without any issues.

Unfortunately I have to give this game a 0/10, however. There's no achievement called "sense of irony" for killing only Rosa in the last game. Will amend review if this is patched in.. I love this game, it's just fantastic! Like, the "mental game" this game does with the player is amazing. One of the best games I've played in my life.. At first I was ready to give it a negative review, but for some reason I just kept playing and playing. Honestly, it is hard for me to justify a negative review after sinking this many hours into it.

It didn't really scratch the psychological horror itch I've have for a while now, but it still provided a decent story with a twist or two that caught me off guard.. I'm a big fan of Michaela Laws and I really wanted to like this game. Her content is always high quality and generally a lot of fun to play. This game had a really good premise, an exciting story, and impressivve voice acting and artwork, as I've come to expect from this developer. However, I just couldn't get over the minigames in this one.

About 90% of my playtime in the first runthrough was spent in the maze games or resetting for another try at the mazes. They're very frustrating and the repetivive sounds only made it worse. Maybe this was on purpose, as it fits with the theme of the game. It's mentioned several times that the antagonist wants the protagonist and friends to "go through hell," and this may be a method of involving the player in that frustration and tension that the characters are feeling.

Aside from the minigames, it's a great game and a lot of players will probably enjoy it anyway. It just didn't quite hit the mark for me.. Intresting Visual Novel.

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