Screenshots: https://www.flickr.com/photos/rememoried
Videos: https://vimeo.com/rememoried/videos

Rememoried is an independent video game, a virtual place where memories change to dreams and the only possible way is forgetting, which becomes a mechanism for proceeding to the next layer of dreams.

"You count the stars above your head just like the one who pointed a finger at you from the unknown. The closer you get to infinity, the more you get lost in the numbers created to describe the real world, and your eyelids become curtains that hide unexpected discoveries beyond the borders, reached by only the strongest thoughts. This exciting play for one spectator is a reward for everyday gifts of the mind."

The Surrealist explorative first-person adventure game for PC, Mac & Linux from an independent one-person game studio Hangonit.

"Next-gen (maybe) indie (definitely)!"

Gameplay
The basic element of gameplay is the ability to forget. Some elements in the surroundings change when the player turns away or leaves, and become more than just a direction sign: they become the way along which the player walks, flies and falls. Finding such a way to the higher levels is a matter of his aptness and intuition, rewarded by advancing higher. Failure, on the other hand, brings a return to the lower levels, which may be more or less altered then.

Story
If you fall asleep while stargazing, a gate to a new world situated in between the world of memories and the world of dreams will open for you. That intermediate world gradually turns reality to fragments and infuses the player with the desire to know the unknowable. But the most persistent can feel the unknowable.

Author
Developing the video game took almost two years, and the game reflects the author's "player's soul" and experience gained while creating interactive installations and studying at the art school. While expressing his admiration for the uniqueness of independent games, he makes no secret of his liking for high-budget titles for their high technological level.

Features
– varied environments
– living entities
– more than 20 levels
– electronic and classic music
– spoken and written word

As a matter of interest
The game consists of both static and generated parts, where also compositions by Johann Sebastian Bach and Ludwig van Beethoven can be heard.

Rememoried will appear on Steam during this summer; on 31 August, to be more specific. This title has successfully passed the Greenlight approval process and got to the top thirty out of nearly two thousand candidates in this process.

Balance at the edge of spirituality…
Get ready for a metaphysical walk…
Feel what is unknowable and take a walk on the stars…

Website: http://rememoried.net