

Memento \*











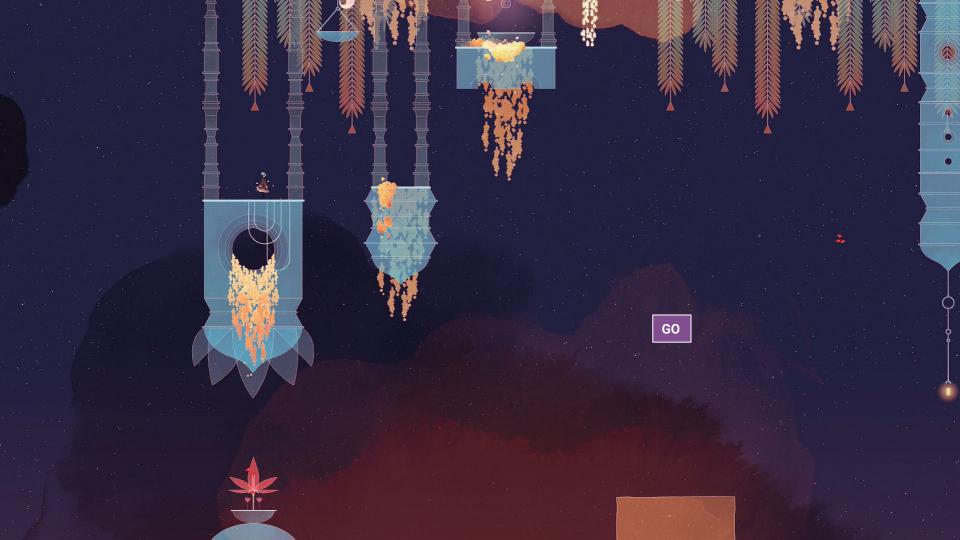


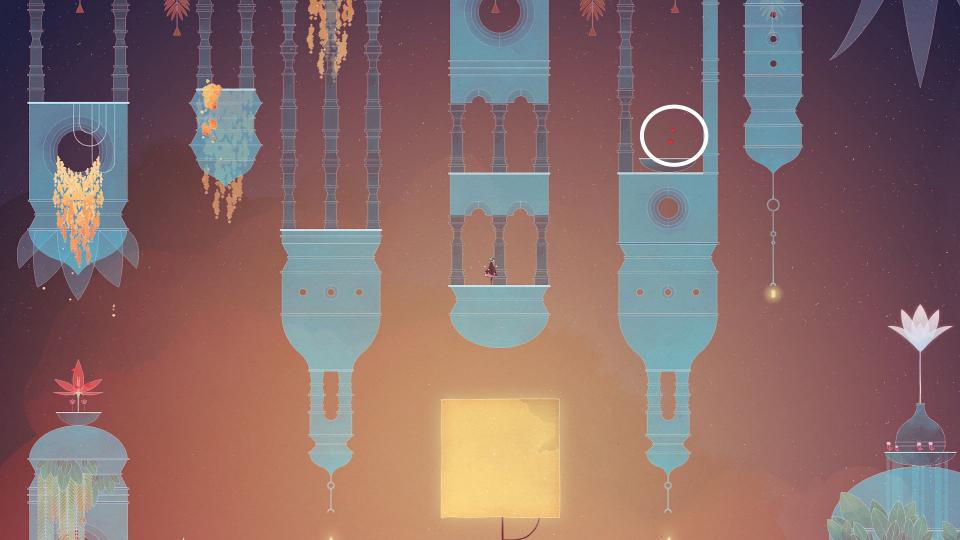


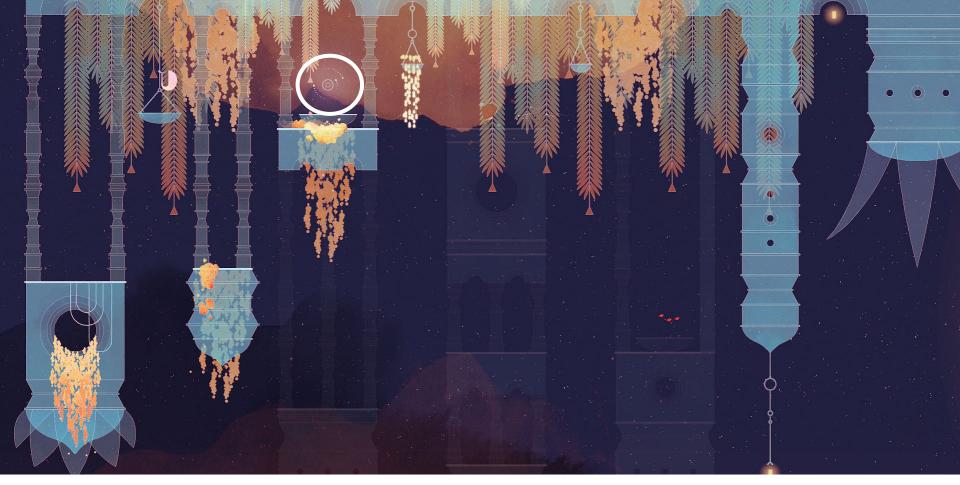




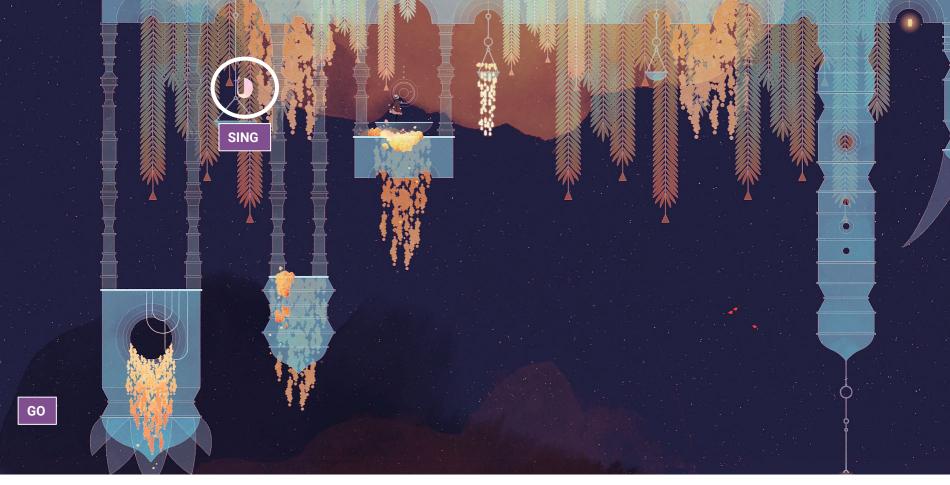


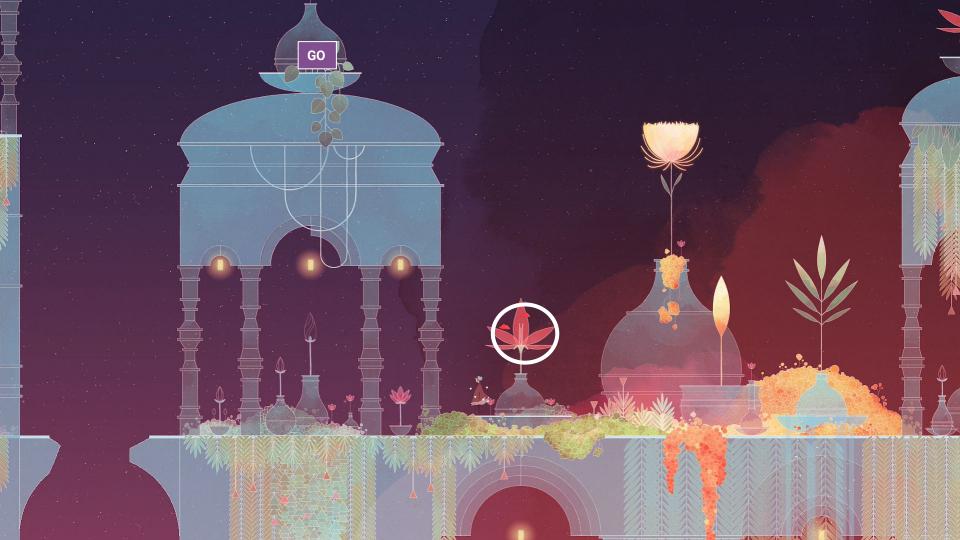






Memento \*



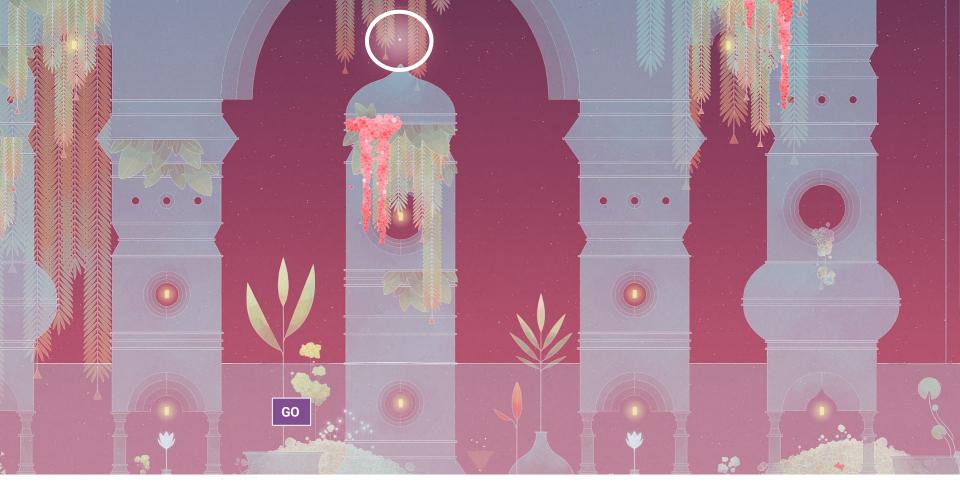




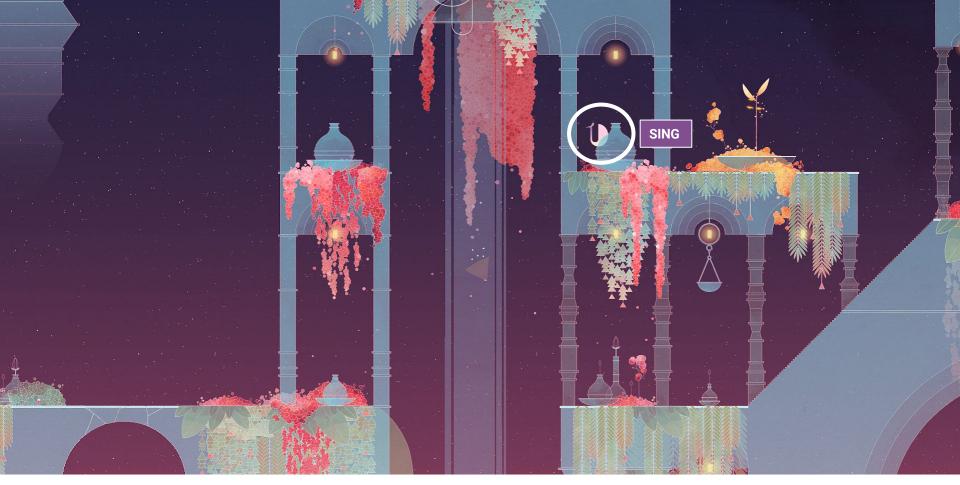








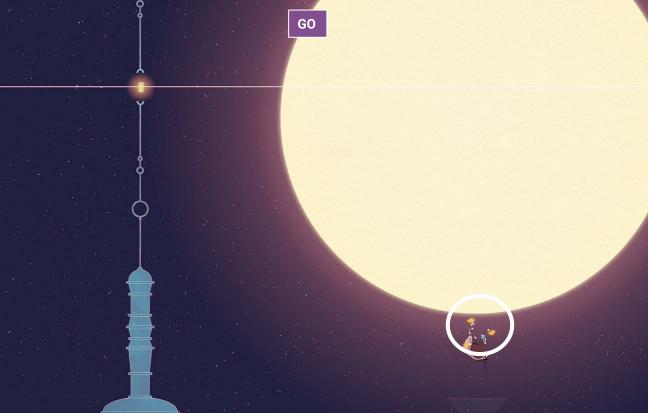












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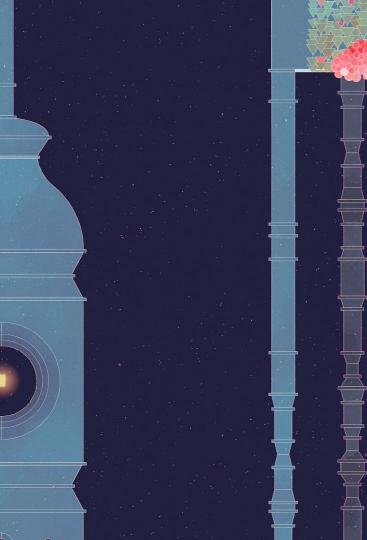


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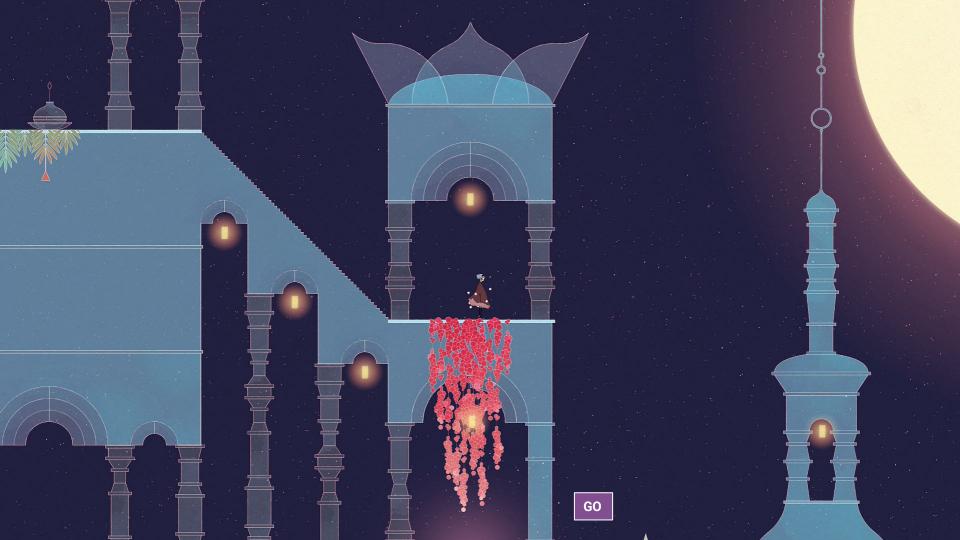










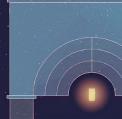


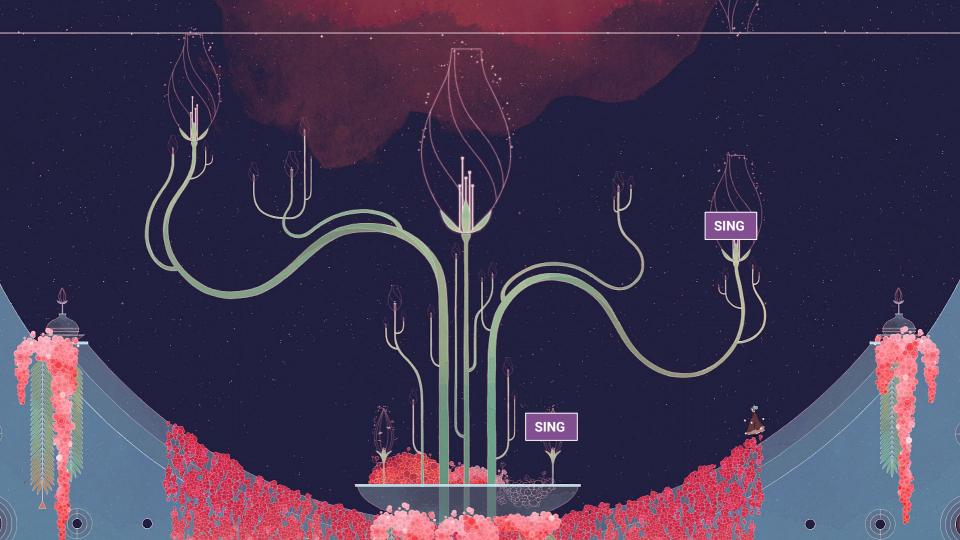


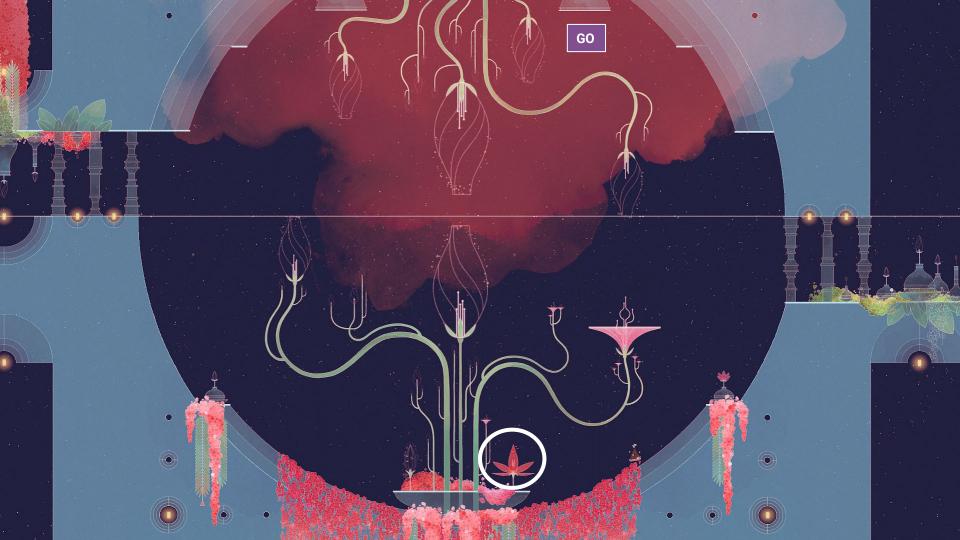






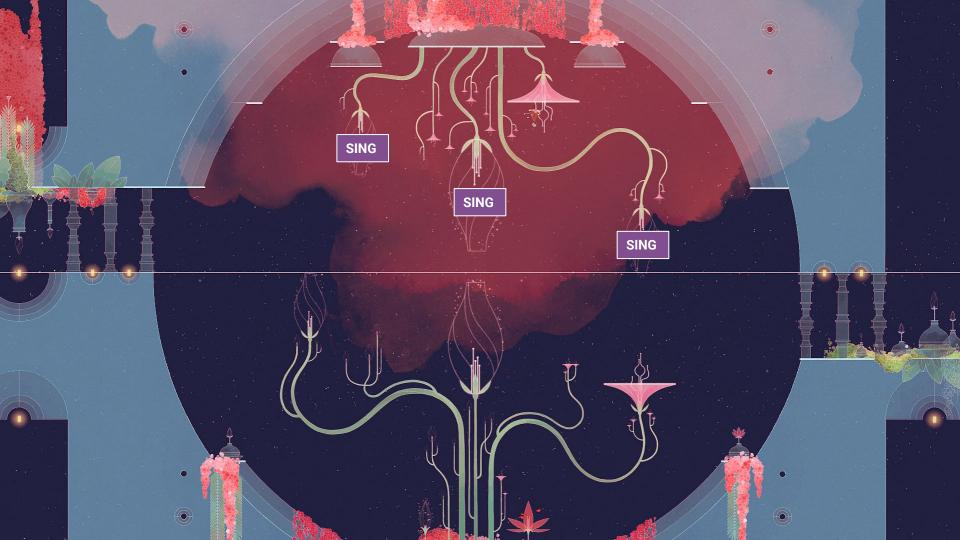




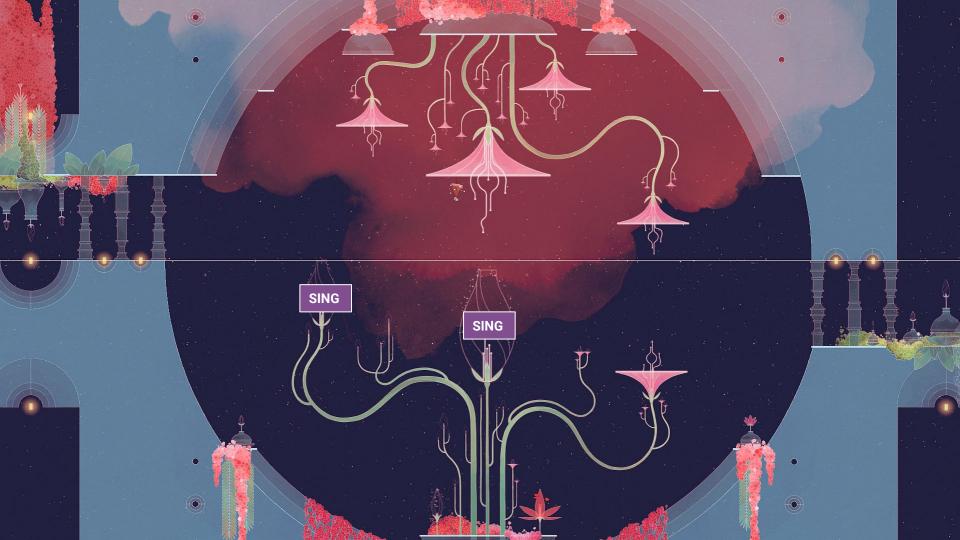


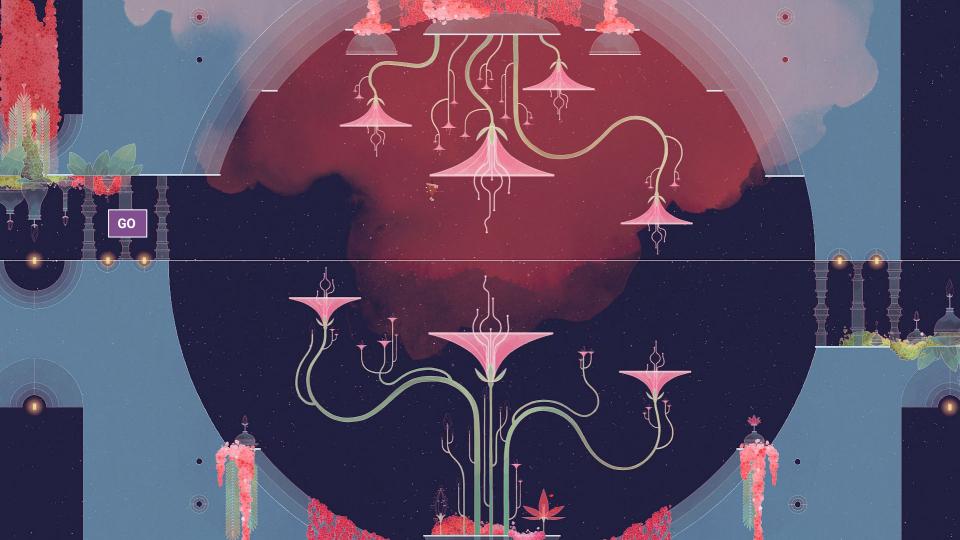


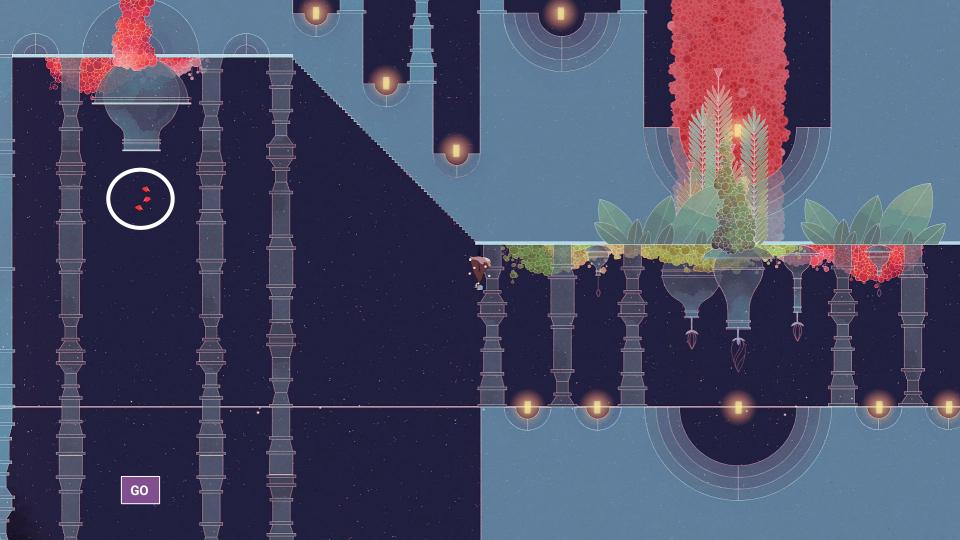


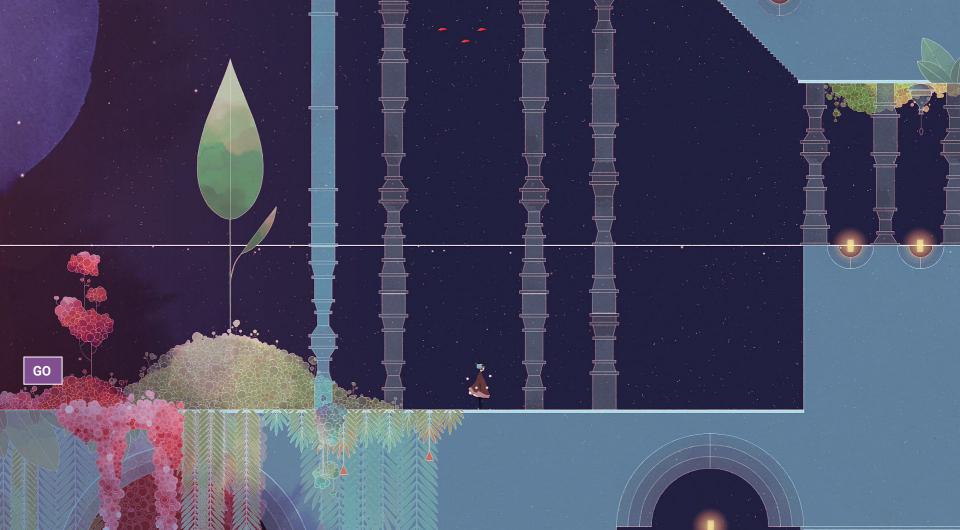


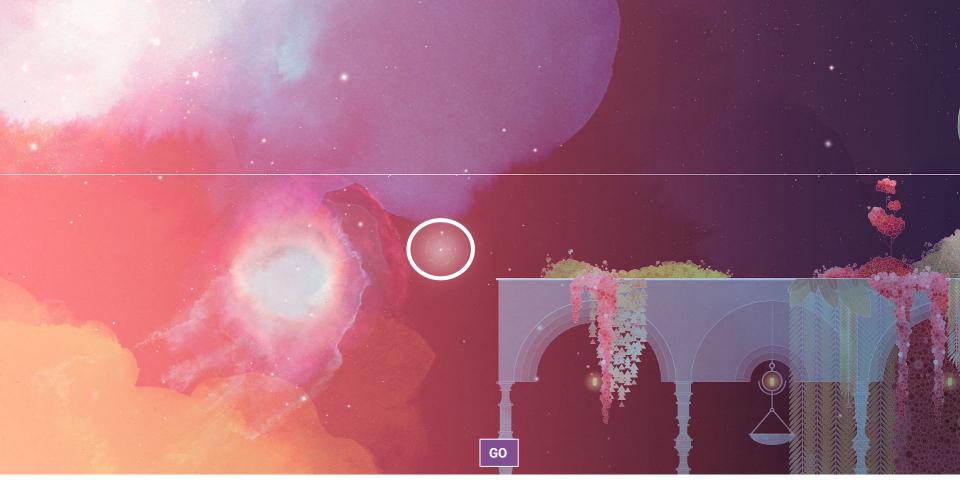






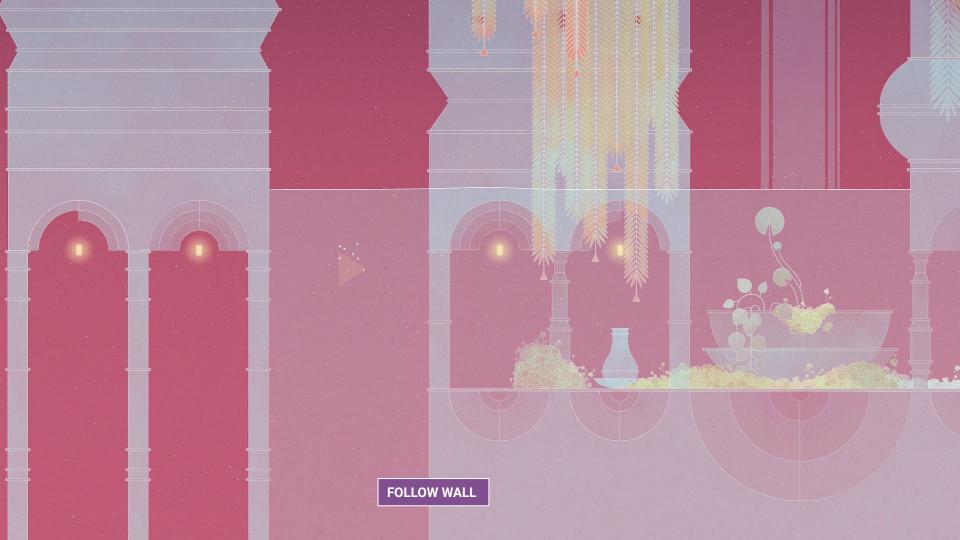




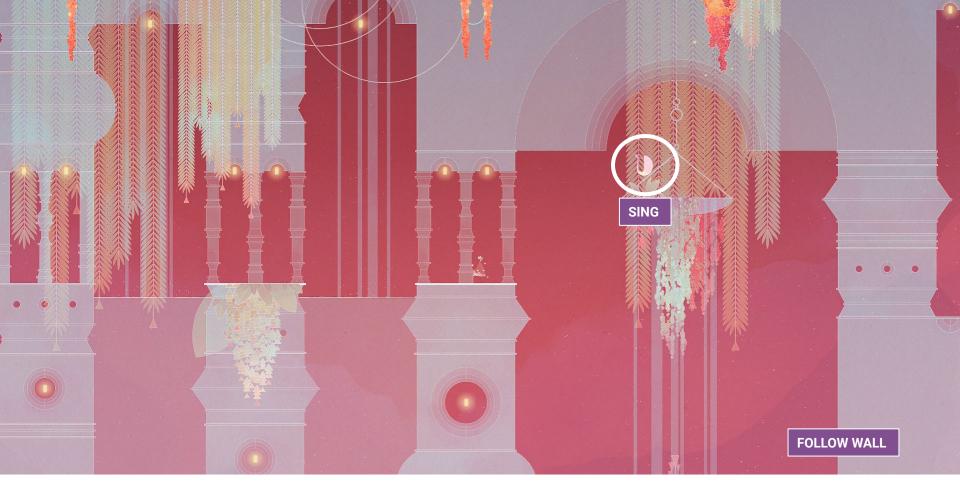












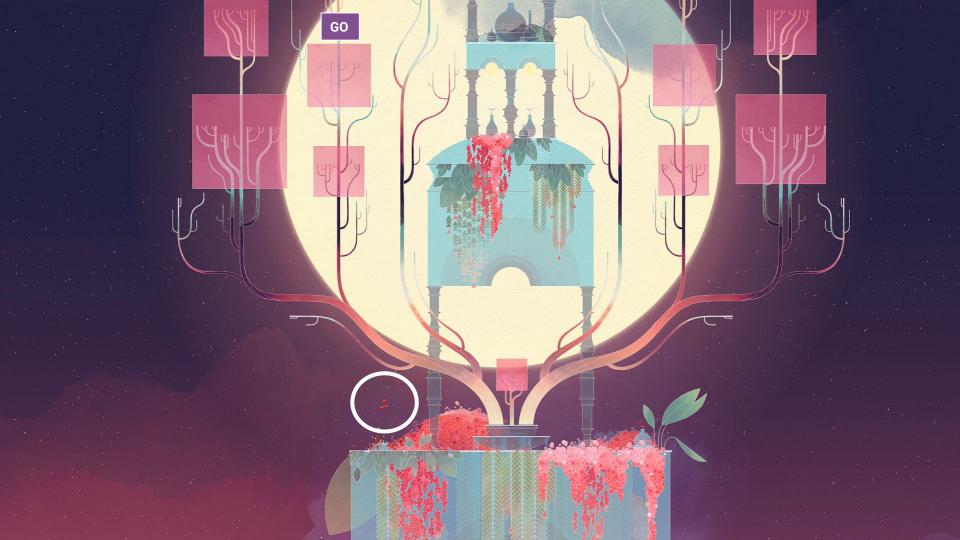


















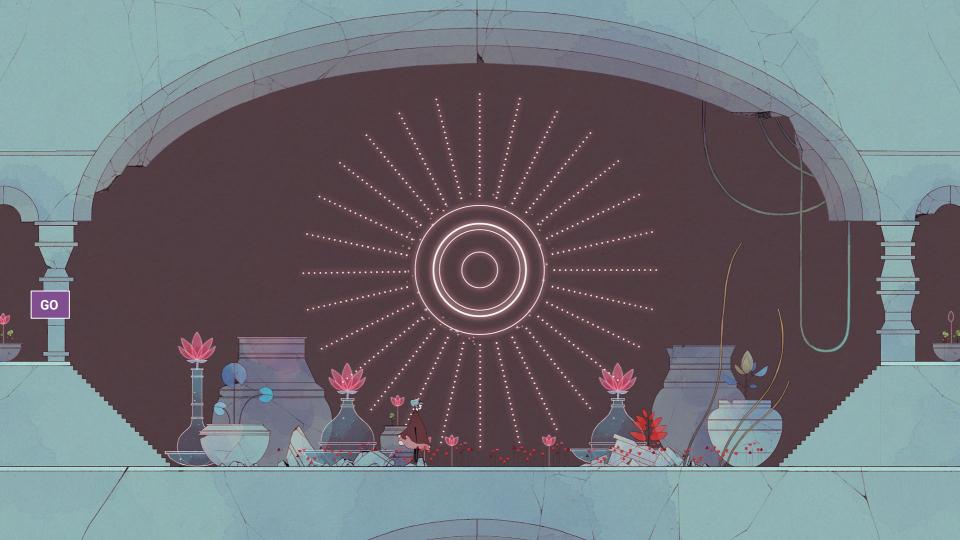








! CHILDHOOD - Memories from the past













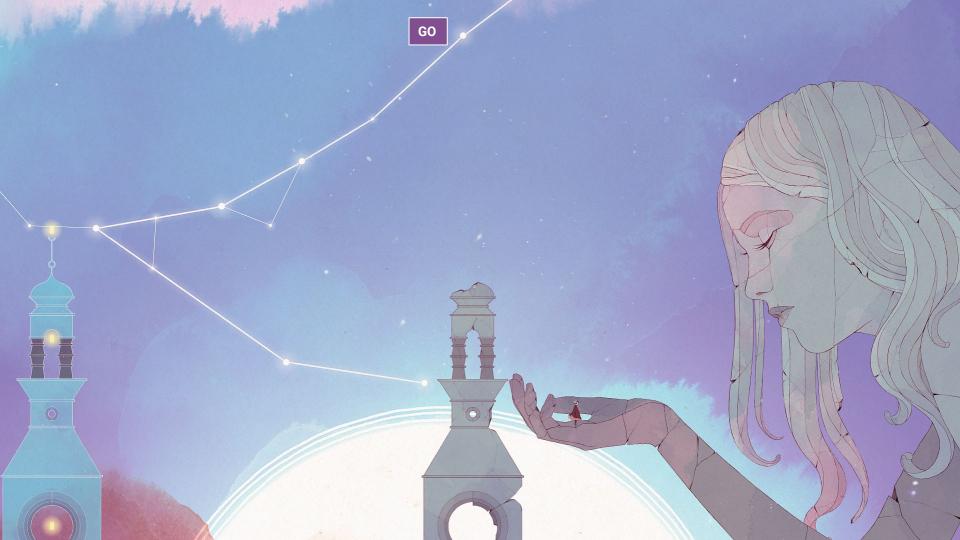




! ACCEPTANCE - Fifth stage







## ··· A GAME BY NOMADA STUDIO ····

CREATIVE DIRECTOR

## PRODUCER

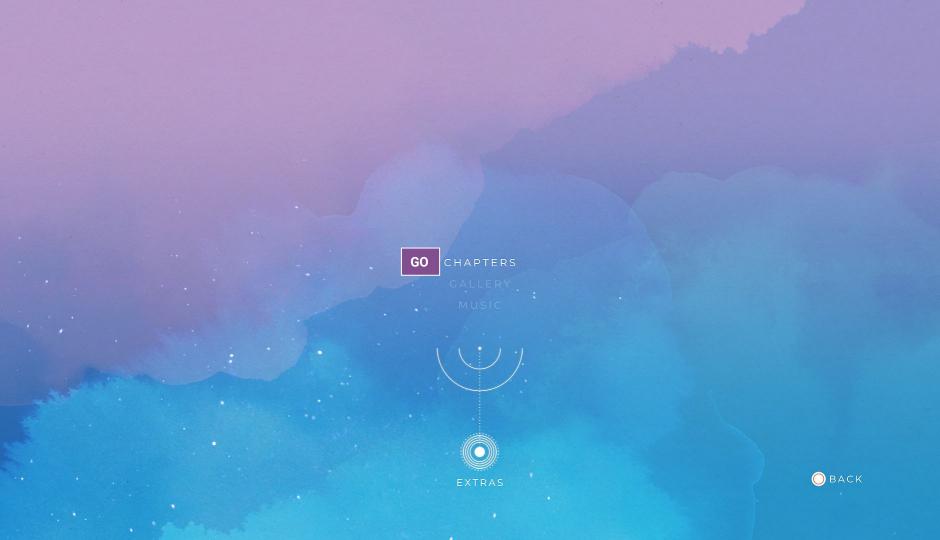
Roger Mendoza

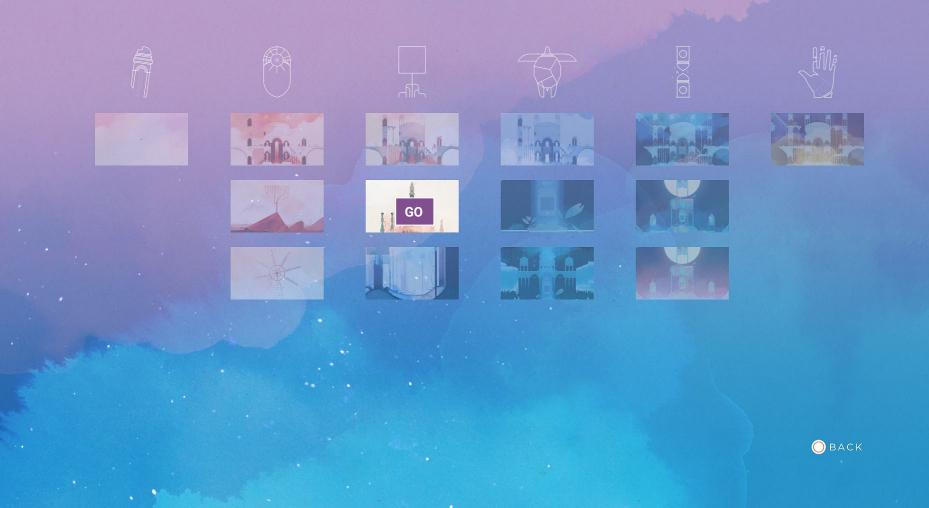
TECHNICAL DIRECTOR Adrian Cuevas

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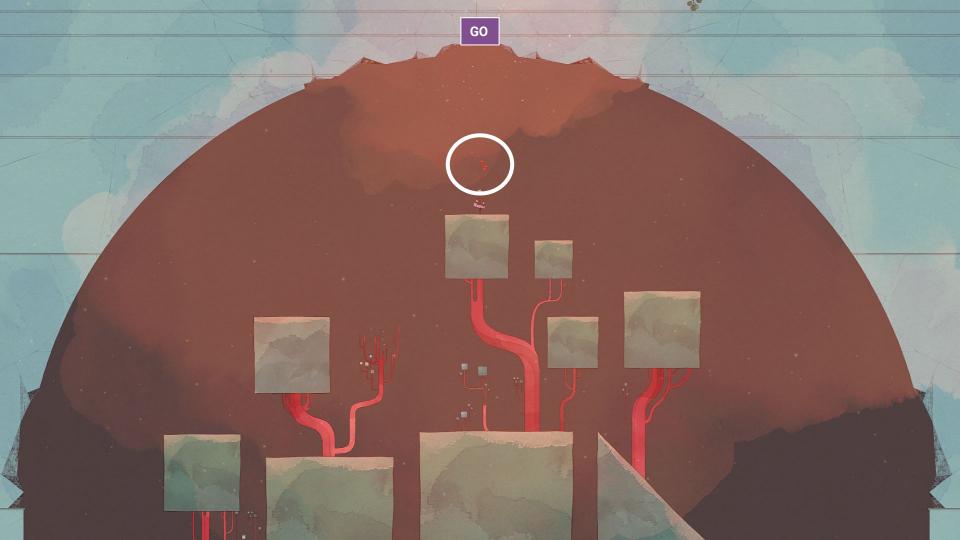








































! BARGAINING - Third stage ! PERSONAL GROWTH - Collect all trophies