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XBOX 360
REMEMBER ME™
CAPCOM®

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

MEMORY REMIX CONTROLS

Speed Up
Hold to fast rewind or fast forward

Use
To activate interactive objects

Control Playback
Pause: hold for 1 sec in any direction
Resume: make any rotation
Rewind: rotate left
Forward: rotate right

Select Object
When several objects can be selected at the same time

TRAVERSAL CONTROLS

- L **Move**
- R **Manual Camera**
- D-pad OR L **Menu Navigation**
- D-pad **Aug Eye**
- A **Jump**
- B **Interactions** (drop down from a ledge)
- RB **Spammer**
- RT **Junk Bolt Shoot**
- START **Pause Menu**
- BACK **Sensen Menu**

FIGHT CONTROLS

- L **Move** (navigate in S-Pressen wheel)
- R **Manual Camera**
  Switch Target (spammer)
- L + A **Dodge**
  Validate S-Pressen (in wheel)
- B **Overload**
- Y **Kick**
- X **Punch**
- LB **Lock An Enemy** (hold)
- LT **Open S-Pressen wheel** (hold)
- RT **Junk Bolt Shoot**