

BLADE RUNNER

2049

MEMORY LAB

GUIDE SHEET

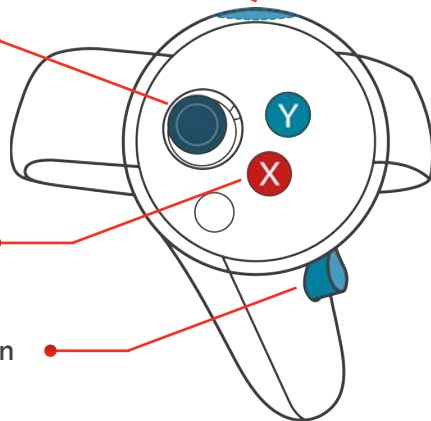
BLADE RUNNER 2049: MEMORY LAB CONTROLLER INPUTS

Activate Scanner

Teleport
(Spin Thumb Stick to
change orientation)

Activate
Modifier Beam
(after clue is
scanned)

Calibration

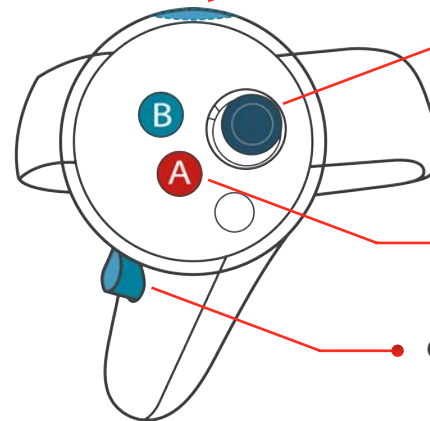


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OBJECTIVES:

The experience is predominantly on-rails, but at several points the player will be required to search the environment for clues. These clues are either aberrations within a simulated memory (in the space with the red pipes on the ceiling) or clues within the world that contain personal data about an individual within the world (in the more traditional Blade Runner street scene).

TIPS:

Clue locations:

Pipes Room: Dripping water, platform in middle of chasm, light streaming through hole in wall, footprints under the back wall, glowing side wall

City location:

When on bridge: Flying car license plate (when on bridge), shadowed figure at window (bridge),

On street: Street sweeper license plate, man holding cellphone, woman being buzzed into building (in narrow alley), security camera

Near Ballerina: Man looking at holographic advertisement, two women making a business transaction

In Bar area: Bag near woman sitting alone, Man on phone

SETUP NOTES:

No relevant controls. Guests can be seated or standing.