

# Twisting memories

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## *A memory game with a twist*

### Synopsis

A man is in a coma, suffering amnesia. To recover his memories, he starts travelling into his subconscious. Inside his mind, he will face obstacles (traumas, drugs, hypnotism) that want to stop him from discovering the truth. Each level hides clues to unlock one of his memories. The memories are unlocked in sparse order. Each memory will provide a piece of the story, explaining what happened to the man and revealing a mystery stained with violence and secrets... Until the final twist is reached.

Twisting memories – A memory game with a twist. Unfolding the truth has never been so hurtful.

### Gameplay

The game is a 3D puzzle game with elements taken from the game of memory. The main character moves on a grid made of square tiles (or cells). Each tile hides underneath an object. At each stage two copies of the same object are hidden. The objects represent elements of the memory to be unlocked. For example, the memory of a dinner in a restaurant might include the following objects: dishes, chairs, tables, cutlery, waiters, people, etcetera.

The main character can turn toward a specific direction (north, east, south, or west), flip the next tile in that direction, or move on the next tile in that direction, unless the tile is busy.

When a tile is flipped, it will show the object hidden. The main character cannot step on a tile showing the hidden object. If two tiles hiding different objects are flipped, both tiles flip back again, hiding the objects. If two tiles hiding the same object are flipped, the object is collected, points are scored, and the tiles disappear (optional, to be tested; it would make the order of visit relevant; the resulting combinatory could be too complicated and result in pernicious gameplay).

The main character is not the only one travelling into his subconscious. Some enemies patrol the area, trying to prevent the main character to recover his memories. These enemies move in a pre-defined pattern. If the main character and an enemy stand on the same tile, the level is lost and has to be started over again. If, given the changes in the level configuration (displayed objects and disappearing tiles), an enemy is stuck in a tile and cannot move, it disappears and points are scored.

At the end of the level a scene built using the objects collected is shown, providing one of the memories that explain what happened to the main character and why he lost his memories.

### Plot

The main character is married to a woman. They have a small child and they are an average but happy family. One day, while the main character is at work and his wife and the kid are buying

groceries, the child gets run over by a car. The kid dies and the man develops a strong grudge against his wife. To suppress this emotion, he starts obsessing with his job and working until late. Because of that, he gets promoted, gets a higher salary, and starts travelling frequently. During one of the many business trips, he becomes intimate with one of his colleagues and starts an affair with her. Meanwhile, his wife becomes an alcoholic as she cannot stand the guilt and the pressure of the silent accusation of her husband. After a year or so, the main character's mistress convinces him to divorce from his wife. Initially she seemed to accept it, but immediately afterward she gave up on her life and committed suicide by crossing one of the main arteries of the city and getting run over by a car. Starting from this point on, the life of the main character became characterized by excesses: alcohol, exclusive parties, drugs, jewelries, expensive car, promiscuity... until one day the main character, after spending a whole week alone at home, gets drunk, takes the car and starts driving recklessly ... and that's when a woman and her child cross the street right in front of his car.

At the end of the game, the player will be allowed to choose which memories to erase and which to save. The ending (wake up, stay in coma, die) depends on the memories chosen.