

Grand Theft Alzheimer's

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Grand Theft Alzheimer's Sample

Grand Theft Alzheimer's is a runner/ adventure game set in Sunset Boulevard Rehabilitation Center, the most mediocre elderly care center in Hollywood, Florida. The player controls Gerald, a Vietnam War vet with dementia and a newfound affinity for petty theft.

He baits fellow residents and caretakers by stealing their personal effects, either earning their friendship or further submitting to his own fear of being forgotten.

The gameplay alternates between a 3D runner and 2.5D adventure game with a PS1-era inspired low poly art style. This pre-established framework breaks as Gerald's condition advances, directly influenced by the amount of time the player spends in each phase.

Scene 1

INT. Sunset Blvd Rehab Center- Day

A set of large double doors leads into the Play Room. Through the door windows, we see a few faraway figures huddling around a flickering television. The player is presented with two options: Take or Don't Take.

The player selects Don't Take.

The ambient echoes of the television persist and nothing changes.

The player selects Take.

The television turns off suddenly and an elderly Brazilian man in a wheelchair bursts through the double doors. Three elderly triplets angrily pursue him.

Carl:
I was watching Maury!

Karl:
Yeah, give us back the remote ya damn coward!

Carlos:
Someone stop him, he's getting away with the channel changer!

The camera turns around to show Gerald's perspective and the player gains control over Gerald.

The player uses swipes to jump and dodge obstacles in Gerald's path. A series of coloured tiles correspond to color-coded doors the player must barge through in a certain order. Eventually, an unavoidable wall hits the player and abruptly takes them out of this sequence.

The player is greeted with a screen that reads:

HIGH SCORE
10617

How would you like to be remembered?

signature

The player can freely sign whatever they'd like on the blank line.

The screen fades to white.

Scene 2

INT. Play Room Hallway- Day

We open on a 2.5D perspective of the hallway right in front of the Play Room. Gerald is surrounded by the triplets Carl, Karl, and Carlos, as well as a male nurse named Thomas.

Carlos (voiced bark):

Woah!

Carlos (written dialogue):

Hold it right there, hot rod!

Karl (while growling):

Where ya think you headin' with our remote, ya chrome dome?

Carl (voiced bark):

No no no, no no no

Carl (written dialogue):

Seriously dude, totes uncool. This is like hella a waste of time. Like why you gotta do this on a Wednesday? Don't you know Wednesday is the Carlita Caffarelli Cookoff Competi-

Karl:

Carl...

Carl:

I waited ALL DAY for this! I even skipped a doctor's appointment for thi-

Karl:

Car-

Carl:

I woulda recorded it on VHS, but I can't get the damn thing to work. I asked my grandson and h-

Karl (while growling):

CARL, today's T-u-e-s-d-a-y. You ain't gotta worry 'bout your damn cooking show.

Carlos (voiced bark):
Give us back the remote!

Carlos (written dialogue):
Alright, this has gone on long enough. The jig's up, Gerald.
Hand. Over. The. Remote.

The player is presented with two options: Give or Don't Give.

The player selects Don't Give.

Carlos:
We're not going anywhere 'til you cough it up.

The player selects Don't Give.

Flavor Text:
REMOTE CONTROL has been removed from your inventory.

Carlos:
See spike, it does pay off to do things the right way sometimes. Woulda been a real shame if we had a repeat of last time. Alright boys, let's get back to Cooking with Carly!

Karl and Carlos walk back into the Play Room.

Carl (while growling):
Man, that was the FASTEST Tuesday of my life!

Carl moonwalks back into the Play Room and the double doors shut and lock after him.

Nurse Thomas:
Wow, that's gotta be a new record, Gerald! Good to see you up and running, uh... (beat)

Nurse Thomas (cont.):
Ah, don't let those old farts snap your cap. Those brothers are always lookin' to flip your wig.

Oscar (off screen voiced bark):
what.

Oscar (off screen written dialogue):
There you are!

Oscar walks into frame.

Nurse Thomas:
Ozzy! What's buzzin' my cousin?

Oscar:
Thomas. (beat) Gerald, Mandy—

Nurse Thomas:
Hey, aren't you supposed to be off today?

Oscar:
Yeah, yeah, just had some work to finish up. Shouldn't you be doing something?

Nurse Thomas:
Nah. (beat) Besides, who else is gonna make sure this wall doesn't fall apart?

Oscar:
Anyways, Mandy wants to meet with you, Gerald, for some paperwork.

Oscar walks out of frame.

Oscar (off screen voiced bark):
Let's. Go.

Oscar (off screen written dialogue):
Well, come on then!

The player taps right to advance ahead. Gerald approaches a small table with a plant on it.

The player inspects the plant.

Flavor Text:
A plant. It smells... interesting.

The player is presented with two options: Take or Don't Take.

The player selects Take.

Flavor Text:
INTERESTING PLANT has been added to your inventory.

Oscar (off screen voiced bark):
no.

Oscar (off screen written dialogue):
Gerald! Put that back!

Flavor Text:
FORMERLY INTERESTING PLANT has been removed from your inventory.

When the player advances to the right, they can optionally move forward through an open room door.

The player goes inside the open room.

Unnamed Resident (voiced bark):
Hey!

Unnamed Resident (written dialogue):
What the hell! Get outta my room, you sicko!

Oscar (off screen voiced bark):
what.

Oscar (off screen written dialogue):
Gerald! What are you doing?

The player backs out of the resident's room and advances to the right.

Gerald approaches another small table at the end of the hallway.

The player inspects the table.

Flavor Text:
A newspaper.

The player is presented with two options: Read or Leave.

The player selects Read.

A newspaper graphic pops up. It reads:

Sept 2019

FLORIDA MAN LEADS LOCAL AQUARIUM HEIST IN FISH COSTUME, ATTEMPTS TO
“FREE HIS BRETHREN”

Fish out of water and marine biology student Tony Evans was arrested last Thursday after organizing a bass break out. He has cost the aquarium hundreds in damages. At least a dozen fish were reported missing. Court date set for late July and is sure to go swimmingly.

COOKING WITH CARLY STAR SPARKS FRIENDSHIP, OPENS EXPERIMENTAL
ENVELOPE ESTABLISHMENT

Carlita Cafferelli reflects on her show’s monumental success, discussing next steps. She cites cayenne, canola oil, and cocaine as her main sources of inspiration. Carlita was not available for further comment. Stay tuned for the soft opening next week! She won’t be catering the event.

The player is presented with two options: Sign or Don’t Sign.

The player selects Sign.

Gerald’s signature appears in the newspaper.

Flavor Text:
You will be remembered. Progress Saved.

End of Sample