

# SCHIZOPHRENIA

## Schizophrenia (or how to be in two minds about paranoia ...)

Alphonse T. Nurd works in the laboratory of Bogdan Shtunk MSc (mad scientist) as a cleaner. However, he has ambitions to one day become as wonderful a scientist as Mr. Shtunk and, at night when he has the lab to himself, supposedly to do the cleaning, he tries to teach himself as much as he can about the work of his employer. What he doesn't know is that Shtunk, not content with splitting the atom, has found a way to split people ... the Atomic Particle Separator.

The inevitable happens: whilst cleaning the lab one night and foolishly playing at being a scientist Alphonse sets everything in motion and splits himself. His newly created alter-ego has the opposite personality to Alphonse I and sets out to destroy the lab and make as much mess as possible. Alphonse I knows enough to realise that he must manage to recombine or disaster may strike. He must also get all the cleaning done, or else he'll be sacked — both of him! Of course, Alphonse II has other ideas: he likes his new-found freedom and doesn't intend to lose it. It's up to you to help Alphonse I recombine with Alphonse II and clean up the lab as well, working through five areas in the lab before reaching the Recombination Chamber.

**Area One** is the easy one: all you have to do is open the door and go through to area two ... mind you, you must switch off the timer and set the score control first. Then there are the four bolts to draw and the lever on the right to operate to open the door, all the while hindered by Alphonse II who wants to work the lever on the left ...

**Area Two** You must tidy all the yellow boxes away to the top right-hand platform before moving on. The lifts will all work as long as Alphonse I can reach the controls.

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**Area Three** is in a terrible state: the lifts are dirty and all over the place. Alphonse must get them all down to the bottom floor and will gain extra points if they are cleaned as well. Some small points that might help: the cleaner can't leave the top floor but can be moved along just by leaning over it and pulling: the lifts operate in sets of three. If you get stuck you can always press Q which will restart the section and you will zero the score.

**Area Four** is the last section you go through before reaching the Recombiner. To find your way around this one you must first switch on the lights. Before you can do that, however, you must activate the generator by using the master switches on the top floor. The switch to Alphonse II's room is, typically, wired upside down and the light must be switched on before he will come out. He can be trapped in a room by turning the light off after he has entered. One last tip — there is an exit combination which is the same as the generator code: this should be set to allow you to make a quick getaway!

**Area Five** gives Alphonse I and II the chance to recombine. This one gets tricky but you know that by now. Firstly, switch on the switches top right. Switch on the generator, top left. Then move to the second floor and turn off the X/Y controls. Switch on to Automatic and you can now open the door of the Recombination Chamber. Four-fifths power will probably do the trick but remember to set the UDLR so that the markers coincide over the chamber. Get Alphonse II in front of the chamber, press fire and close the doors.

Easy, isn't it? We cannot guarantee you complete peace of mind when Alphonse is back to relative normality but you will deserve a cup of tea ... or two.

## CONTROLS

**Joystick:**— Interface II or Kempston.  
Usual joystick movements apply.

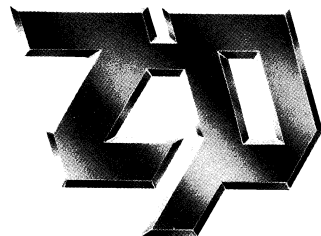
### Keyboard

QERT	= up
ASDFG	= down
UO	= left
IP	= right
Caps Shift or Space	= pause
Any other button	
on bottom row	= Fire
H	= Quit (pages 2 and 3 only)

Combinations of these give diagonal movement.

### Action

Lean and pull bolt/push box	— Fire and down
Pull lever left	— Fire and left
Pull lever right	— Fire and right
Press switch	— Fire and up
Up stairs left	— left and fire
Up stairs right	— right and fire
Down stairs to left	— left and down
Down stairs to right	— right and down
Start lift	— Fire



# QUITTING