

Split Personalities



A novel, action packed arcade puzzle for all ages that will amuse and surprise you.

At last, here are all your favourite (or not so favourite!) personalities to peek and poke in the comfort of your own home.

To create a split picture of these famous faces, you must use your skill to work out the twists, turns and pitfalls that accompany each level, beating the clock to get the picture.

Amaze your friends with your speed at putting all Maggie's bits back together again.

Gasp at the way Reagan throws parts of himself about in an effort to avoid you.

Thrill to the way your giant cursor moves "Sir Clive", the Royals, Pop Stars, Politicians and many others in bits and pieces around the screen at a hair-raising pace!

* Screen shots from 48K Spectrum.

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COMMODORE 64



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Loading Instructions

Press Shift/Runstop

Keyboard Controls Default

- Z - left
- X - right
- ; - up
- / - down
- Return - fire
- P - pause & continue
- abort game

Keys are user selectable

Joystick

Either port

How to Play the Game

The idea is simple - just build up a split picture of the character by arranging the squares in the right order.

The spinning cursor is controlled with the direction keys/joystick. At the start of the game you'll find it in the top lefthand corner under the arrow.

You can make pieces of the picture or bonus items appear by pressing fire while the cursor is in this box. You'll have noticed by now that the little screen on the righthand side is lighting up as you pass over each piece of the picture. This shows the correct position for the piece that the cursor is spinning over. If you want to move a piece or item then put the spinning cursor on that particular piece hold down fire and press down whichever direction you wish to move it. Notice you can only push a piece until it either hits the wall or another square, watch out for the black cracks in the border or you're in for a surprise. Have you noticed that there are several little doors opening and closing automatically? If they are closed, they act like the normal wall of the playing area, however, if they are open then the moving piece will disappear through the hole. If it is a

piece of the picture then this is put to the end of the "queue" of pieces waiting to be brought onto the playing area. If it is a bonus item then it disappears forever, (tip: You'll find it helpful to get rid of the pieces that are not required by throwing them through the little doors) When you have completed a level the computer waits until the fire button is pressed before continuing onto the next stage. If you're in doubt try it out.

Items and Their Meaning

Bonus Score

Each level has several items associated with the person whose picture you are trying to create. If these are pushed together they will give you the bonus points. However, if you push the wrong items together they will both be destroyed with no bonus points being given.

Clues

1. The Bomb: Explodes after 5 seconds. Destroy it by pushing it away through one of the doors.
2. Water tap: Push it against a bomb to destroy it and earn 5,000 bonus points.
3. Diamond: Push it against another diamond and your time limit will be raised by a maximum

of one minute.

4. Fuel: Don't throw it against a match it's explosive.
5. Match: Don't throw it against the fuel it's explosive.
6. Pistol: Throw it against a bullet and your bonus points will be multiplied by two.
7. Bullet: Throw it against a pistol and your bonus points will be multiplied by two.
8. Hammer/Ice Cream/Cup of Coffee: Mystery items!

Remember if you throw the wrong item together they will disappear with no bonus being given.

Lives

You have three lives during the whole game, these are shown by the black squares in the bottom righthand corner. However: After an explosion of an item or if your time runs out (shown by the marker at the bottom of the screen) your lives will be decreased by one. If you reach a score of 100,000 you are awarded one extra life.

Scoring

If you complete a level within the time limit you will be awarded bonus points. Otherwise bonus points will be awarded from throwing the correct items together.