KOMPLEX
LIVE CINEMA GROUP

THE AMAZING UNIVERSE OF THE PSYCHOTRONS



ITER-RESEARCH

The Main Character
Eugeni Plotkin is a "slenderman", he has hypnotic powers and he is a sort of warden wandering, maundering, roamer through wonders ...



Philosophy of the game
The Amazing Universe of Psychotrons brings the Players in a complete flapdoodle universe, where the common sense denies and the usual action like shoot'n'kill are shifted to paranoid conversations and much more lethal than bullets: s-words, rhymes, strange tellings and a deluge of Discordian conspiracies ... The pace is slow and you have all the time in the world to reach the next Mission ...

Aim of the Game

Perhaps your mission is to drive Mr. Eugeni Plotkin to catch all the Neurons of Professor Edgar. J. Pavlita. The Neurons are strewed in a vast slum of O'PsyTown. More than 100 quests will challenge your effort to rebuild his brain.



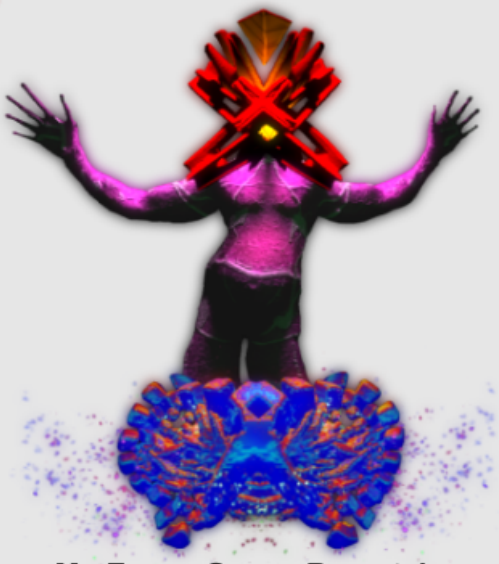
Agent Eugeni Plotkin



Pavlita's Neuron

The Psychotrons (in French: Les Zazous Psychotronique)

The very quirk trouble to be addressed is presence of the PSYCHOTRONS! Each of them (23+) has peculiar features and all them are unloyal psychobastards. They are prattle, maunder, blather, yabber, slabber, babble, gabble, witter, and silly creatures. They hide neurons and some must be dropped above them and all of them are craving to make you bamboozled using strange conversations in which are hidden many many secrets of this strange planet.



Mr. Zonzo Gonzo Bernstein

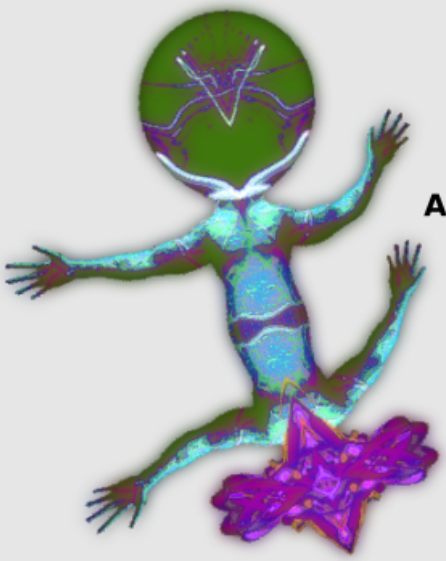
Nature of the Psychotrons

Huffity Puffity many secrets you'll will find, don't be in hurry and spare your doubts.

The Game is a saucer full of secrets and you will fathom for a long time in its world, where even your mission will have twist and sudden risk.

The Archons

When Pavlita's brain blown up, quantumly speaking, the Archons, powerful entities crawling in our universe, noticed the phenomenon. There are three kind of Archons: Archons, AArchons and AAArchons. You will meet all of them.

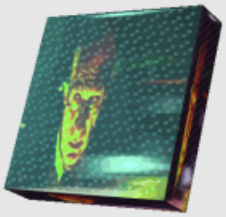


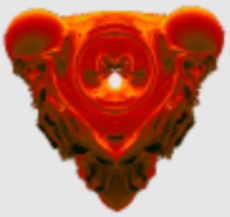
AArchon Udo Mirvis

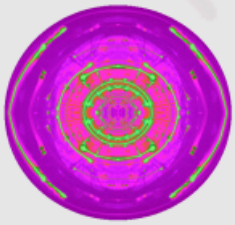
The Items

A full set of super bonkers things are in place and some of them are hidden, you will collect "heads of insects from parallel realities", "gate-eaters", psychedelic books, neurons from superior orders, black spirals, drum machines ...



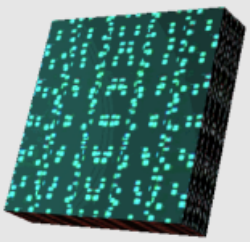












Actions

Click of the mouse or tap on screen to start absurd balderdash conversation with Flapdoodles and Zany creatures. Often you must drop over Them something you have in the inventory.



Click/Tap on the inventory



Read the name of the items to be dropped

Important

Read the names of the Psychotrons, of the AAArchons and of the other items to be dropped over them is a fundamental exercise of attention needed to progress in the game. The name of the Psychotrons are complicated to be memorized and they are very ill tempered when somebody is not giving attention to them.

ALWAYS SAVE THE GAME! If something get muddled use CTRL+F5 or simply Refresh the browser tab.



Drop the item

Score

This adventure is to make you wandering in wonders so there is no "score" like in Galaga, but you can watch the PROGRESSION CLOCK:



The Progression Clock

-PICK UP A NEURON 3 POINTS

-DROP AN ITEM OVER THE RIGHT ENTITY 7 OR 10 POINTS

-PICK UP THE PSYCHOGRAPHENE 7 POINTS

-PICK UP THE BOOK OF PLASMELL 7 POINTS

-CERTAIN DIALOGUES WILL MAKE YOU GAIN PROGRESSION POINTS

Launguage

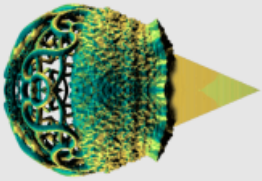
Rhymes are interwoven with lines and the both are conspiring to make your ride quirk and quark. Be leery, be wary, be Leary (Timothy) and deliriously careless

.



The Environment

O'PsyTown map is almost rational but don't trust to much and remind: THERE IS NO GAME OVER and in the "game over" screens you'll find needed hints and items. The gates of a scene are indicated by a special sign:



To get out tap/click in the place where you have seen the SIGN ABOVE



Officina Libraria

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LIVE CINEMA GROUP

COLLANA FUORI 23



PLAY #THEGAME23

#GALDRUX

#DATAPLEX

"The Amazing Universe of the Psychotrons!"
Made with JAWA the engine for adventure game.
JAWA creator:
Monsieur Julien Arlot

Game designer and writer:
Mariano Equizzi

Music and Sound Design: Paolo Bigazzi Alderigi

Artistic Contributions:
Ursula Equizzi

A cameo of Sandro Battisti as himself
www.kipple.it
www.komplex.city

JAWA

Kipple Officina Libraria

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