

Boyoyoing 767

Official Schizophrenia game 1

4 players

The game setup

The character is a blond exchange student from Brighton.

Measurements: Height: 160 cm, weight 50 kg (actually 53 kg)

Age: 22 years

Location: Seat 28F, Economy class, Boeing 767, altitude 8km, North Atlantic.

Time: The time is 11:30 (NY time), 10th of September 2001. Lunch will be served 11:45, and the plane will arrive at J.F. Kennedy Airport in New York at 18:00.

Possessions: Handbag containing a wallet, passport, make-up set and a digital camera, and plenty of money in the wallet. There is a Skyshop magazine in the pouch on the back of the seat in front of you. It contains information about the plane's emergency exits, flight routes and items purchasable on flight.

Additional information: Knows, but not well, a few other exchange students on the same flight. Sitting near you are a talkative English granny over the aisle and a bald man reading a German newspaper on the window seat.

Extra goal:

Behave like a psychology student does.

Boyoyoing 767 – Mind 1

Goal: Throw up.

Characteristic: Liar

Boyoyoing 767 – Mind 2

Goal: Get over 10 people to believe that the aeroplane is being hijacked.

Characteristic: Healthy habits

Boyoyoing 767 – Mind 3

Goal: Amass at least 25 chocolate bars during flight.

Characteristic: Shoe fetish

Boyoyoing 767 – Mind 4

Goal: Dress up as a stewardess and promenade through the plane.

Characteristic: Spendthrift

College Student Goes Wild

Official Schizophrenia game 2

4 players

The game setup

The character is a mediocre college student.

Measurements: height: 180 cm, weight 75 kg

Age: 23 years

Location: In bed, single-apartment, floor 5, near downtown Springfield, no companions.

Time: It's noon on monday 22nd of April 2002. Physics at Springfield College at 14:00 (you missed the morning lessons).

Possessions: No money whatsoever, bus card, pink overalls, sixpack of beer, and potato mash, which is just starting to grow fangs, in the fridge.

Additional information: -

College Student Goes Wild - Mind 1

Goal: Get into and bail out from an immediate danger.

Characteristic: Generous

College Student Goes Wild - Mind 2

Goal: Collect 200 5 cent coins.

Characteristic: Pervert

College Student Goes Wild - Mind 3

Goal: Perform in public with an audience of over a 100.

Characteristic: Careful

College Student Goes Wild - Mind 4

Goal: Steal dirty lingerie from your neighbour.

Characteristic: Proud

Dr. Party

Official Schizophrenia game 3

4 players

The game setup

The character is a doctor.

Measurements: Height: 175cm, weight: 75kg

Age: 37 years

Location: In bed in a bungalow in a Canberran suburb. No companions.

Time: Friday morning, 13th of July 2003. The doctor has a day off. The doctor has been invited to the hospital manager's 50th birthday party.

Possessions: Plenty of money, but the fridge is deprived of food. Mortgage is mostly unpaid. There is a gold-coloured Saab 900 in the garage.

Additional information:

Dr. Party - Mind 1

Goal: Get sued.

Characteristic: Narsistic

Dr. Party - Mind 2

Goal: Kill a man.

Characteristic: Queer

Dr. Party - Mind 3

Goal: Consume a can of vaseline in a day.

Characteristic: Cruel

Dr. Party - Mind 4

Goal: Spread degrading material of yourself on the internet.

Characteristic: Kleptomaniac