

The Entity

Game description for the box:

The Entity must quickly be moved to higher planes of existence to avoid its chilling destruction. It will resist, but this must not stop you. Level after level of exciting challenge. Can you hold out long enough to replenish your helium supply? One player joystick action. Locate a portal in the barrier separating planes of existence, then use your joystick to channel the Entity to the portal and on to the next plane. When the Entity resists, subdue it with a spray of liquid helium.

Instructions:

TO SET UP:

Set up your video computer system and left joystick controller as instructed in your owner's manual. Turn the power OFF and insert the Entity game cartridge.

TO BEGIN:

Turn the power ON. Use the Game Select lever to select the initial play level, and then press the Game Reset lever or the joystick button to start the game. Now get ready for some fast action fun.

THE OBJECTIVE:

The objective is to move the Entity to the highest possible level of existence before running out of energy. This must be done rapidly to prevent the Entity from being pushed into the vat of liquid helium at the base of the screen.

THE CONTROLS:

After locating the next barrier's portal, position the containment walls at the edges of the portal. Push the Joystick left to move the right containment wall to the left; push the joystick right to move the left containment wall to the right. When a containment wall is in position at the portal, it locks in and turns red. The Entity senses that you are about to trap it. It turns red and speeds up. After being locked in, a wall may be reset to its starting location by pushing the joystick backward. Pushing your joystick button sprays liquid helium on the Entity to slow it down. The Entity will regain its speed as it thaws.

The Entity increases speed each time it is transferred to a higher plane of existence. Higher speeds cause it to be more resistant to your containment effort. If you can't contain it by the time it moves to the bottom of the screen, it will be frozen in the vat of liquid helium. Then, if there is energy on reserve, it will re-materialize at a slower, cooled down speed.

SCREEN DISPLAY:

During the game, your score appears at the top of the screen above your reserve energy indicator and helium supply indicator. The current plane of existence is displayed at the bottom of the screen. After a record breaking game, record your score and final plane of existence on the back of this booklet.

PLAY LEVELS:

Push the Game Select lever to select the starting game difficulty level. All game levels get progressively more difficult as the Entity is raised to higher planes of existence.

Levels 1 or 5	Beginning
Levels 2 or 6	Advanced
Levels 3 or 7	Expert
Levels 4 or 8	Easy Play

Levels 5 through 8 feature an invisible Entity.

Left Difficulty Switch in position A: Constant speed containment walls.

Left Difficulty Switch in position B: Accelerating containment walls. The Right Difficulty switch and the B/W-Color switch have no effect on the game.

SCORING:

The closer you can keep the Entity to the top of the screen, the faster you will accumulate points. For each plane of existence you pass through, you are awarded 100 bonus points. When passing into every 10th plane of existence your helium tank is refilled and you earn 500 bonus points. On every 50th plane of existence you receive additional reserve Entity energy.

TIPS FROM THE DESIGNER:

Conserve helium; don't use any more than necessary to contain the Entity. When the Entity is resisting containment, try wiggling

the joystick. Or even better, to avoid a fight with the Entity, you may trick it into containment. To do so, move a containment wall very close to the edge of the portal to a position just before it would lock in. The Entity will not sense your trap. Next, fully lock in the other containment wall. Now the Entity knows what you are up to and resists by speeding up, but it is too late. If the first containment wall was positioned close enough to the portal, just a light push of the joystick is all that is required to contain the Entity. Remember, if you overshoot while positioning the first containment wall and it becomes locked in, you may push the joystick backward to start the effort over. Good luck.