



Entropy

Game Manual

System Requirements

PC or Mac

At least 50 MB of free disk space

512 mb of RAM

Screen Resolutionof at least 1280 x 60

Keyboard and Mouse

Install

1. Download the Entropy .zip file from the GDIAC website
2. Unzip the contents of the file to your "Applications" folder or chosen directory
3. Double click the folder whose name cooresponds to your operating system
4. Double click the Entropy application to start the game

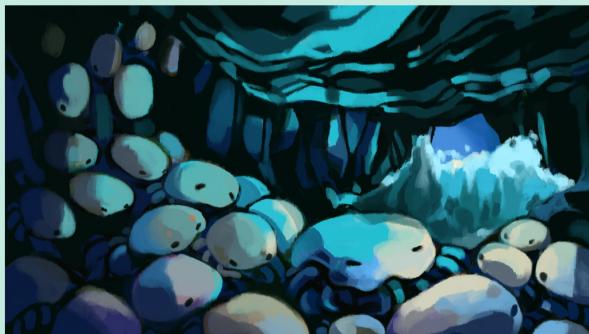
Uninstall

1. Navigate to the "Entropy" folder that you unzipped during installation
2. Move the "Entropy" folder to the recycling bin and then empty the recycling bin.

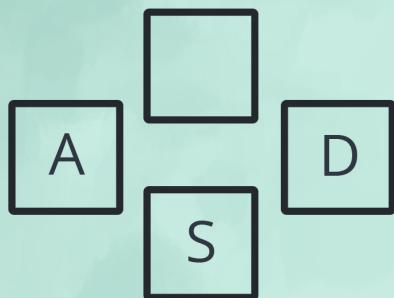


Cota's Origins

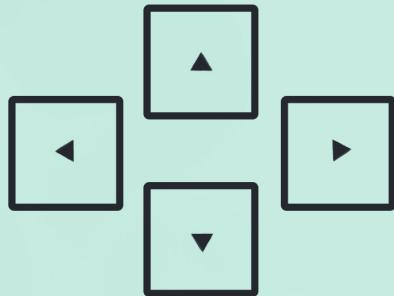
After a terrible storm, Cota, a mysterious creature that can harness the power of plants, is separated from its colony. Eager to find its way home, Cota sets out on a journey through an unfamiliar environment. As Cota, use your power to grow and ungrow vines to traverse the harsh environment. Avoid contact with the poisonous creatures that dominate both the sky and land and explore to return Cota home.



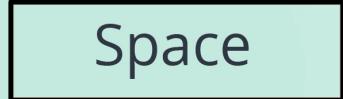
Controls



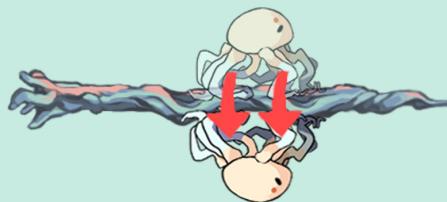
Use the A and D keys to move Cota left and right and S to drop directly downwards



Use the arrow keys to grow and un-grow the vines in all 8 cardinal directions



Press the Spacebar to ungrow any vine Cota is touching



Press the E key to flip over to the opposite side of a vine



Press the P key to pause the game

Gameplay Elements



You control Cota, a mysterious creature that can harness the energy of plants to grow vines to aid its journey home; Cota can walk in all directions on vines and root platforms



Dangerous enemies lurk along every path - even touching one will kill Cota



Grow and un-grow vines to navigate your way through the treacherous environment



Cota can only grow vines from root platforms



Collect floating powerups to gain the ability to break through unstable terrain



Dirt terrain doesn't have any special characteristics



Avoid poisonous spikes - a single touch will kill Cota

Credits

Programmers

Justin Tran - Project Lead, Programmer
Gee Hyun Kwon - Lead Programmer
Jerica Huang - Programmer
Jake Jermanok - Programmer, Sound Designer
Kevin Li - Programmer

Designer

Joyelle Gilbert - Lead Designer