

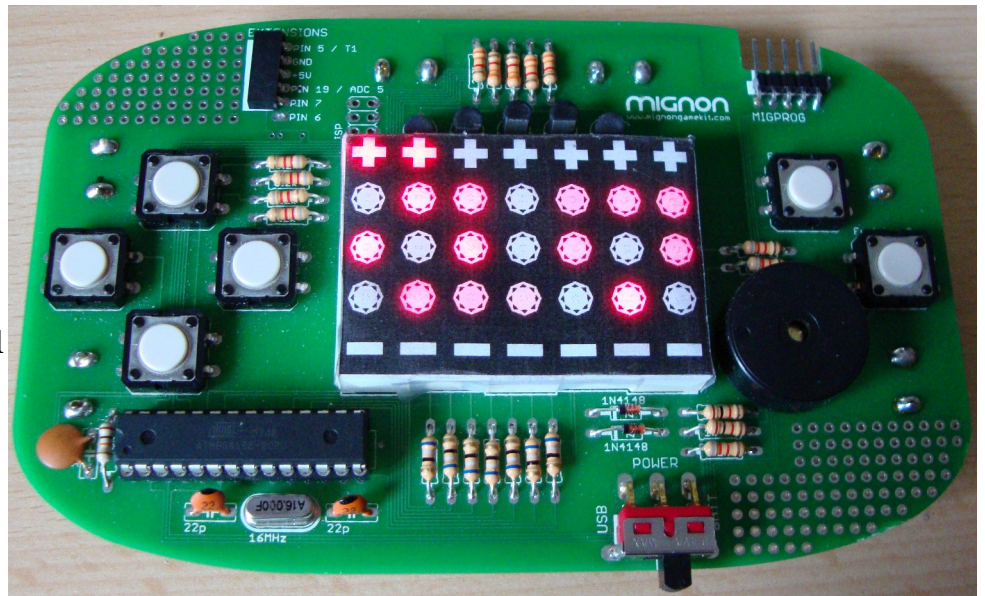
# Total Equilibrium

## Goal

While playing, you have to keep the game in total equilibrium.

This means to keep half of the lights in the playing field on and half of them off.

You can influence the pixels by pressing A or B and one of the direction buttons simultaneously. The buttons have to be pressed each turn again. While playing Total Equilibrium, you'll have to keep your gameplay in the rhythm of the game. So playing Total Equilibrium means getting the flow and finding total balance in the game and in your mind!



## Brief gameplay summary

Press A and one direction button simultaneously to add new pixels in the section of the screen you have chosen with the direction button. Press B and one direction button to delete pixels in the chosen section of the screen.

Press both buttons again each round of the game. Just keeping buttons pressed over several game rounds doesn't have any effect.

Delete pixels, if your balance meter is on the plus side. Add pixels, if your balance meter is on the minus side.

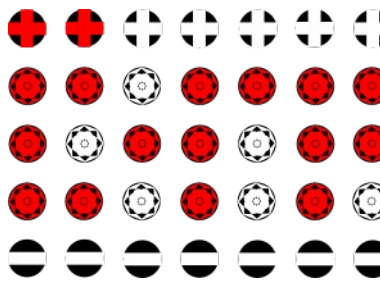
The more rounds you stay in the game, the better your score will be! You will reach another level each 150 rounds. It getting faster, so be alert!

## Some hints

If you hear a click noise, you have missed the beat of the game in that round. If you hear the beep sound, you're in the right rhythm.

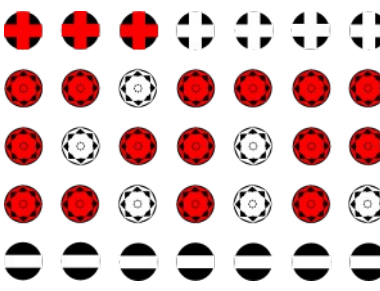
Press the A button while intro or score screens are shown to start in noob mode (level 0). Press any other button to start the regular game (level 1). Shield for your gamekit

## Step by Step gameplay

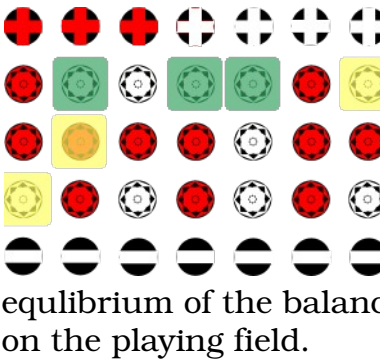
-  The picture on the left side shows the display of your gamekit. You can see 3 sections on the display. The pixels of the uppermost row are the plus side of the balance meter. The lowermost pixels are the minus side of the balance meter. The three rows in the middle set up the playing field. The playing field thus has 21 pixels. On the playing field, 15 pixels are on. This is more than half of the 21 pixels of the playing field.

The balance meter shows two pixels on the plus side. This means, that the game is already out of total equilibrium! Best is to have no pixels of the balance meter lit at all. If all pixels either on the plus or the minus side are lit, you are in deep trouble! One further point away from equilibrium and the game is over!

### Step 1

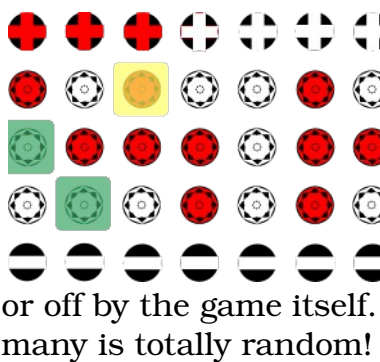

 Because more than half of the points are on, you got one more plus point on the balance meter as you can see on the lefthand picture.  
 If your not taking action to get some of those lights off, you will die after 5 rounds!  
 Now press the B button and the „up” button at the same time.  
 Keep them pressed until you hear a beep sound.

### Step 2


 Now, some pixels on the upper row of the playing field went off. It's those pixels marked green on the picture. At the same time, the game has switched three pixels from off to on or vice versa. These pixels are marked yellow.  
 This round, 11 pixels are on and 10 pixels are off. The playing field is thus in equilibrium. Great! We didn't get another plus point on the balance meter! But we won't get back to the equilibrium of the balance meter either. To reach this, we have to switch more pixels off on the playing field.

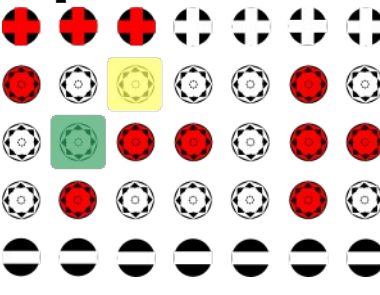
So, press B again and the „left” button.

### Step 3

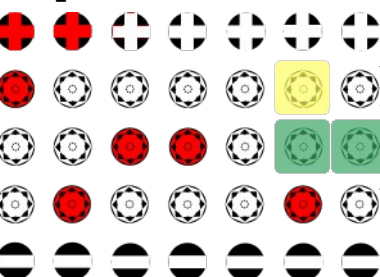

 This time, we have deleted two pixels on the left side of the screen. The game itself switched one pixel from off to on. Again, the pixels affected are marked with green or yellow boxes.  
 Each round you can influence 0 to 3 pixels. You never know, how many pixels you're going to delete or add. It's just up to your luck! The same applies to the pixels that are switched on or off by the game itself. It will change 0 to 3 pixels each round. Which pixels and how many is totally random!

Now, we have still 10 pixels on. The balance meter remained unchanged. Again, press B and „left” simultaneously.

### Step 4


 Bad luck, just 1 pixel went off! But good luck as well, because the game turned one point off as well!  
 The playing field now has 8 pixels on and 13 off! From now on, the balance meter will start to move downwards as long as less pixels are on then pixels are off!  
 To get some more pixels away, we press B again an this time the „right” button.

### Step 5


 Here we are. The balance meter now is only 2 points on the plus side and only 5 pixels are lit!  
 But soon, we will be on the minus side of the balance meter. Then you should start adding pixels by pressing A and one of the direction buttons!

## Print your own shield for Total Equilibrium

Do you want to have this cool plus and minus balance bar on your gamekit as well? Just print out this page, cut the image and put it on your gamekit!

