



Entity\ˈentəti\n. See also EXISTENCE (*contemporary*): from the Latin *entitas*, which in turn derives from the Latin *ens* meaning BEING: a thing which exists, anything that claims independent existence (as opposed to merely being part of a whole), whether as a subject or as an object, actually or potentially, concretely or abstractly. Also: phenomenon, formation, creation.

Aentity\əˈentəti\n. See also ALLNESS (*contemporary*): anything existing, the opposite of a separated entity. Also: oneness, whole, totality.

Game Facts

Developer: ARQUOIA - Studio Location: Germany, Earth

Release Date: Available Now - Platforms: Windows on Steam and itch.io

Specs: 2GHZ CPU, 2GB RAM, DirectX 11 compatible GPU, 1GB HDD

Game Website: arquoia.com - arquoia.itch.io/aentity - Steam Store

Contact Info: studio@arquoia.com - twitter.com/ARQUOIA

Target Audience: Everybody. Our target group is the human being. Regardless of age or any other inner or visible manifestation. Our work is apt for all who are or want to be open-minded.

Taglines: Be Part Of The Infinite Process Of Creation.
Your Mind Can Hold You Prisoner. Openness Can Set You Free.
Prove All Things. Hold Fast That Which Is Good.
A Surreal, Ethereal Near Death Experience.
Unfree, Until Letting Go.

Abstract: Winning AENTITY means a higher state of consciousness often overlooked in our times. Free yourself from extrinsic sense givers. Shift your frequencies. Fathom a way through the Elysian noise. Out of the transient would come bliss. Simultaneously create your own pictures. Level up and enjoy your visual competences. Surprise yourself!

Extended Description

You are yourself, creating imagery by exploring Plato’s cave. Your acts of wandering and watching become the source of the artwork. The deeper you descend into a far, dreamlike state, more cryptic entities emerge.

On any true journey one grows a little. On their path, the player needs to destroy a great many screens slowly filling the retina. One has to *move playfully* to create appealing and mesmerizing pictures and moods. Inspiration exists, but it has to find you dancing with your controller... On the surface, AENTITY is about creating art and mastering visual composition, something one may use in the real world once in a while. You might stick it on the wall or send your friends a card.

But, this is only the vehicle for something else. At its core, wanting is suffering. The game’s verbs circle around a most difficult main objective: To have no aim for a while, to experience being free. Once understood and identified with the unusual goal, you are in a sense protagonist and antagonist in one, and must overcome yourself.

Intuition is key. All forms of control subject us to memory. A controlled mind cannot act freely or spontaneously. Requesting the overstrained mind to go in the background for a while, you can be aware of the fact of your existence without wanting to change it. Don’t seek. Find. Just behold, see all the passing by. Lift up your state of mind. Out of confusion, as the way is, and the wonder, out of the chaos would come bliss.

“ Pretty radical for videogames in 2018. You find yourself fixated on order which emerged from your own exploration... a solipsistic self-portrait built up out of feedback.” –Bennett Foddy, NYU Game Center

“In letting go, I was able to accept that what is happening on screen is a collaborative experience. Ironically, I felt more in control as a result.” –Notable Releases

- **Experimental** – Put yourself in a higher state of consciousness often overlooked in our times. Free yourself from extrinsic sense givers. Otherwise, the *urge for retention takes away your sense of freedom*.
- **Plethora** – A myriad of creative possibility. As everything is constantly changing slightly, no two players or sessions will ever be able to create exactly the same picture.
- **Simple but hard** – You create the colors by changing your position, the angle and the hue. But to compose something scintillating, it takes awareness, patience and a sense of wonder. Any best way to succeed depends solely on the eye of the beholder.
- **Non-linear** – A synaptic, semi-linear groundwork to play with.
- **Peaceful** – There is no time limit and it is impossible to get hurt or die.

Intended Impact of the Game

- AENTITY is meant to evoke human immanence in its highest form.
- I. The game questions why we truly do what we do and what a good state of consciousness is. It can itself cause a (often forgotten or repressed) state of bliss. Our goal is to reach a broad audience of all ages and walks of life to encourage self-reflection and personal creativity in as much of us as possible.
- II. The aim is also to develop the medium with its own unique excitement in a humanistic sense. This should also strengthen games as an art form.
- III. It is possible to train the sensitivity and skill for visual composition. After a while of practice the self-made pictures become more interesting and one can have the feeling and confidence of growing creative self-efficacy.
- Summed up, to win, you must free the artist in you.

Game Developer

ARQUOIA is a video game developer currently embedded two hours north of Berlin, Germany. Forged in the fires of fine arts and architecture, we strive to cross the boundaries of game design in order to create intrinsically motivated behaviors that players have not experienced before.

As human beings, we try to invent games that culturally advance humanity for the better in a non-violent sense. This is why we consider focusing on the hunter-gatherer fun scheme only as a false habit limitation to both the medium and the industry. Our work is to use the psychological tension fields that result from playing to help players monitor and find themselves, which in turn can give them an expanded, harmonized perspective on the world.