TAITO™

QIX™
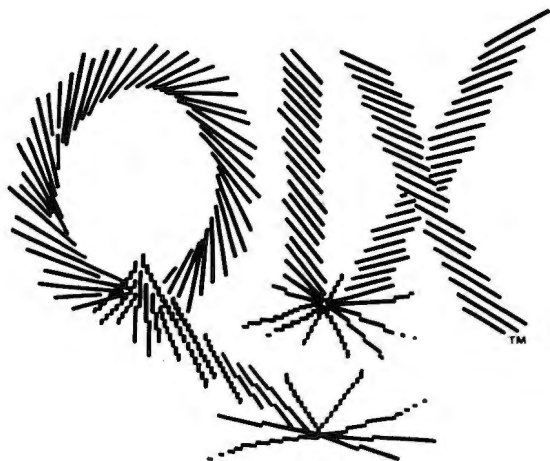
GAME PLAY INSTRUCTIONS

ATTENTION ALL APPLE II USERS:

This game only runs on Apple systems that have at least **128K** memory.

DISK LOADING INSTRUCTIONS

Insert the diskette into drive 1 with the label facing up.

RESET your computer in the normal manner; the game will load automatically.

ATTENTION APPLE IIC PLUS AND IIGS OWNERS:

This game is designed to run at Apple IIc/IIe system speed.
Please adjust your **CPU** speed to **NORMAL**.

CONTROLS

This game uses a joystick.

IMPORTANT
Plug the joystick into the appropriate port before turning on the power.

Apple IIe, GS   Use the joystick port.
Apple IIc, IIc+   Use the joystick/mouse port.

After the game has loaded:

- Calibrate the joystick by following the instructions that appear on the calibration screen.

- Press the **FIRE** button at the title screen to display the player selection screen.

- Move the joystick up or down to select a **ONE** player game, **TWO** player game, or a **ONE** player **PRACTICE** game.

- Press the **FIRE** button to begin play.

During game play:

- Move your marker up/down/left/right with the joystick.
- Press and hold down the **FIRE** button to begin a **SLOW** draw.
- Releasing the **FIRE** button starts a **FAST** draw.
- Press **ESC** to pause the game; press **ESC** to resume play.

HOW TO PLAY

The **QIX** is an evil and terrifying computer virus. Nobody knows where it comes from. Your mission: immunize the system against this insidious infection! But the **QIX** is intelligent: it learns from its mistakes. It also breeds lethal sub-viruses that can quickly spread and infect your system.
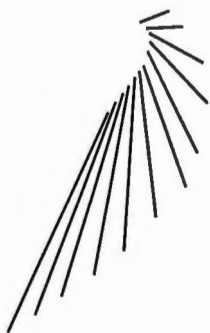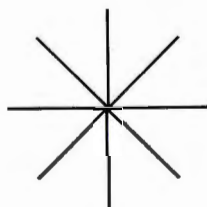
QIX ® (The virus)   **SPARX** ™
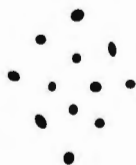
SPRITZ ™

Each player starts with four lives. Fill in sections of computer memory without becoming infected. A level is completed when the required section of memory is immunized against the **QIX**. For example, you must immunize 65 percent of level one to advance to level two. The percentage increases as you progress.

A life is lost if the **QIX** touches an incomplete line, or if the marker is attacked by a **FUSE, SPARX,** or **SPRITZ.**

STATUS AND SCORING

The status panel on the right side of the screen shows the current number of lives, **SPARX** timer, required claim, completed claim, and current level. The **SPARX** timer is a red line that shrinks during game play. Two **SPARX** are created each time the line disappears.

Player scores are located at the top of the screen. Points are awarded for each filled section of memory. A **SLOW** draw earns twice as many points as a **FAST** draw. A player earns 1,000 bonus points for each percent over the required goal.

Trapping a **SPRITZ** virus inside a filled section is worth 500 points. All **FAST** fills will now generate **SLOW** points until you die. Splitting two **QIX** from each other multiplies the point value for each new **FAST** and **SLOW** fill. An extra life is awarded every 50,000 points.

HINTS AND TIPS

- **QIX** has no time limit; don't try and rush through a level.
- Build walls to guide the **QIX** into a position where you can trap it.
- Try and split a pair of **QIX** as often as you can; your score will multiply.
- Keep moving; the **SPARX** are always looking for you.
- Second guessing the **QIX** isn't recommended.