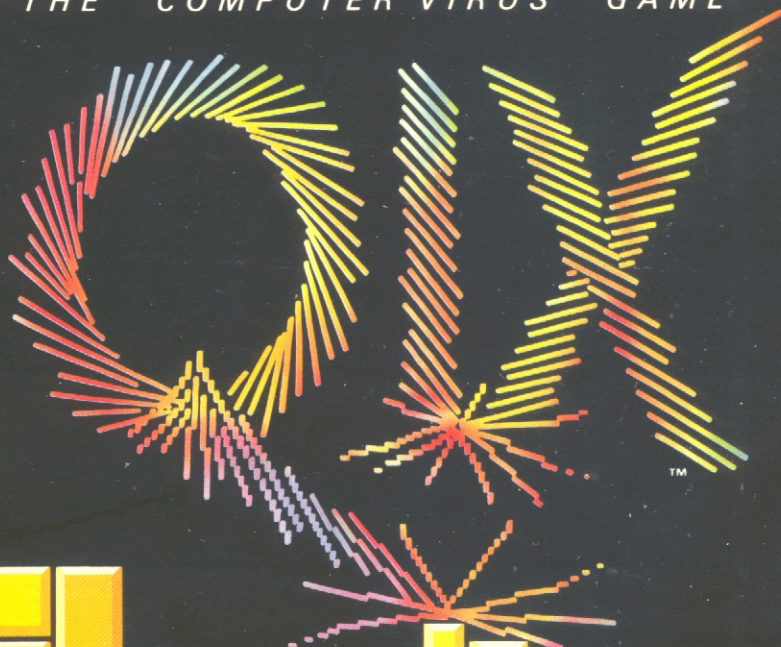


THE "COMPUTER VIRUS" GAME™



VIDEO GENERAL'S WARNING:
Qix may impair your ability to enjoy
ordinary home video games.



APPLE IIC, IIE, IIC +

Requires: Joystick
Supports: Double HI-RES

08

TAITO
ARCADE SERIES



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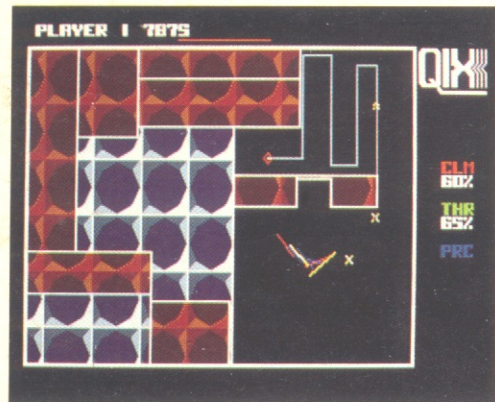


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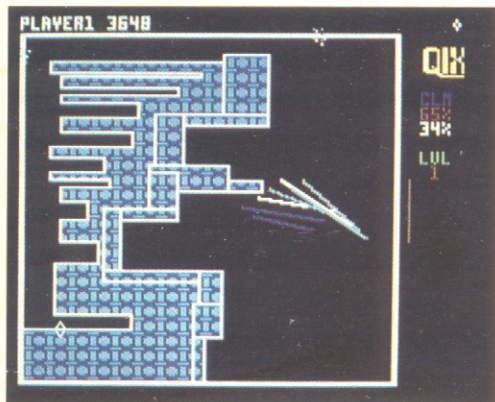
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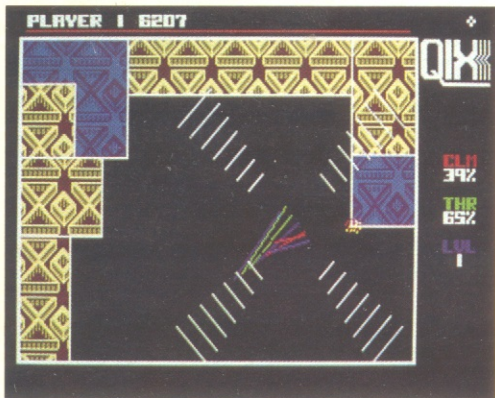
WARNING: Easy to play...hard to master.



Actual Atari Screen Shown.



Actual C/64 Screen Shown.



Actual Amiga Screen Shown.

YOUR MIND IS YOUR ONLY WEAPON...



What is QIX? (Pronounced Kicks.) Where did it come from? Where does it go when you turn off your computer? Can you capture QIX before it destroys you?

QIX is unlike any other game you've ever seen or played. It simulates a fictitious computer virus with a whirling multi-color helix, that lives inside the darkness of your computer—never resting.

The object of the game is to neutralize QIX by building a vaccine that contains the virus. You must trap the QIX within this carefully constructed space.

But think and act fast, because the QIX and its mutant offspring are trying to destroy you.

"Science is the knowledge of consequences and dependence of one fact upon another."

—Thomas Hobbes, 1588–1679. (Leviathan)

"QIX is to video games, what Chess was to Kings...a classic mind game."

- Over 9 Billion Possible Configurations
- Based on the Original Arcade Hit
- 1 or 2 Player Action
- Original Rock Music Score

QIX knows you're out there and it will find you...
It's only a matter of time.

TAITO
ARCADE SERIES



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Made in U.S.A.

0298-0326

06-0009-99



TS-0009-10

Qix

5.25"

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.

Printed in U.S.A.

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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.

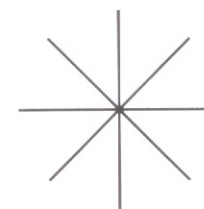
QIX® (The virus)



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**.



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TAITO™

FOR: APPLE IIc and IIe

02-0009-10

Scanned by cvxmelody