

# *GAME PLAY INSTRUCTIONS*

## **DISK LOADING INSTRUCTIONS**

### **Amiga 500 Users**

Turn on the computer. When the Workbench symbol appears, insert the game disk into the internal drive. The game will load automatically.

### **Amiga 1000 Users**

Turn on the computer. Insert your Kickstart disk. When the Workbench symbol appears, insert the game disk into internal drive. The game will load automatically.

## **CONTROLS**

This game is played with a joystick.

**\* IMPORTANT \* Plug the joystick into Port 2 before turning on the power.**

### **After the game has loaded:**

Press the **FIRE** button 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 **F1** to pause the game; press **F1** to resume play.

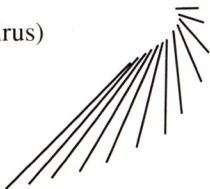
## HOW TO PLAY

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 Characters

These infections are running rampant in your computer:

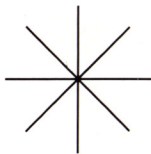
**QIX**® (The virus)



**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, required claim, completed claim, and current level. The **SPARX** timer is a red line located above the game screen. It begins to shrink during 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.

## High Score Screen

The computer will ask for your initials when the current game is over. Move the joystick up or down to select a letter. Press the **FIRE** button to confirm your choice.

## 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.