

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.

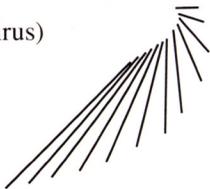
HOW TO PLAY

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:

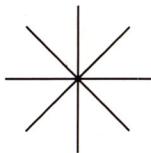
QIX® (The virus)



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.

Amiga is a registered trademark of Commodore-Amiga, Inc.
Qix® Sparx™ and Spritz™ are trademarks of Taito America Corp.
Copyright © 1981, 1989.

Printed in U.S.A.