

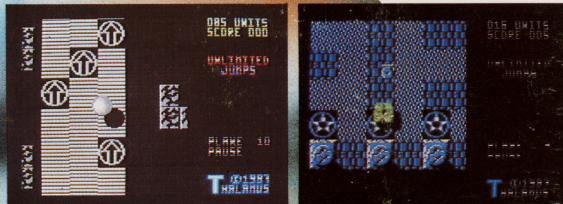
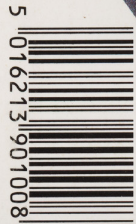
# THALAMUS



## QUEDEX

Only cool nerves, precision, sharp reflexes and a mastery of the joystick will see you through this mind-taxing array of planes.

Time is against you, and so are the problems to solve. But then – yours is *The Quest For Ultimate Dexterity*.



'Hot graphics – impressive variety – a huge challenge'  
ACE October 87



SINGLE  
CASSETTE  
PACK

## QUEDEX



CBM  
64/128

## QUEDEX

THE QUEST FOR  
ULTIMATE DEXTERITY



CBM 64/128  
By STAVROS FASOULAS



# THALAMUS

## ONLY THE COOL AND CLEVER SURVIVE...

QUEDEX - The Quest For Ultimate Dexterity – requires you to manoeuvre your metallic ball around ten different game areas or 'planes'. You will require **perseverance**, your favourite **joystick** and a great deal of **dexterity**.

Each plane has a starting point and a 'GOAL'. Manoeuvre your ball from one to the other and you have completed the plane – sounds easy, eh!! The aim of the game is to complete all ten planes within a given time limit, but you may play the planes in any order and at any time.

Your problems start when you discover that each plane requires a completely different style of gameplay, and that the difficulty increases when you least expect it.

Your biggest enemy in the planes is time. Every plane has a time allowance, and any unused time gets carried over to the next plane. After a while you will notice that the difficulty levels, time and style of gameplay all combine to give the whole game more than just a hint of strategy.

### LOADING INSTRUCTIONS

#### CASSETTE

Insert the tape into the tape player, making sure that it is rewound. While holding down the SHIFT key, press the RUN/STOP key.

When the screen prompts you, press PLAY on the player.

QUEDEX will now load automatically.

**NOTE:** If you are having problems loading, please remove any peripherals (such as disk drive, printer, cartridges etc) you have attached, and repeat the above procedure.

#### DISK

Insert the disk into the disk drive, type LOAD:\*\*\*.81 and press the RETURN key. QUEDEX will now load automatically.



**FROM THE TITLE SCREEN:**  
SPACE **Continue** to next section of title sequence  
F7 **Access** to the Plane Programmer  
FIRE **Start** Game

### PLANE PROGRAMMER

Use the **joystick** to move the cursor left and right.  
Use the **numeric keys** to program planes.  
The **fire button** exits you back to the title screen when the plane is completed.

#### Joystick control

Port 2  
Run/Stop **Pause** game  
Run/Stop again **Continue** game  
Run/Stop then T **Exit** to title screen  
Numbers 1 to 0 (10) **To enter that plane** of the game

### OBJECTS

Pick up:

-  Open doors
-  Amulet
-  Speed
-  Extra time
-  Surprise features (positive or negative effect)

### OTHER FEATURES

-  Avoid skulls
-  Teleport
-  Lift up
-  Lift down
-  **GOAL** Touch this to complete the current plane

### PLANE 1

This consists of five subplanes, each of them concentrating on particular skills required to complete QUEDEX.

If you leave the plane before completing it, when returning at a later stage in the game you will continue at the beginning of the subplane you left, not at the beginning of the whole plane.

(For example, if you complete subplanes 1 and 2 and then exit to another plane and return later you will continue on subplane 3, not 1.)

#### Subplane 1

Follow the lane one square at a time, or you will be placed back on the start square. Fall off the end into the darkness to complete this subplane.

#### Subplane 2

Follow the direction of the arrows and pick up the flashing white squares; enter the hole of darkness to complete this subplane.

#### Subplane 3

Avoid the electric sea and try to find the flashing squares that are scattered around. Again, enter the hole of darkness to complete this subplane.

#### Subplane 4

Be quick and pick up squares; enter the hole of darkness to complete the subplane.

#### Subplane 5

Slalom around the pillars in the direction of the arrows in order to pick up the flashing squares that will activate the GOAL.

### PLANE 2

Pick up the keys which will open the doors. Use the teleports but avoid the skulls to find the GOAL. Watch out for the invisible keys which only become visible when you move close to them.

### PLANE 3

You will need to find FOUR hidden amulets in this plane before the GOAL will even appear. Use the teleports and avoid the electric seas.

### PLANE 4

On Plane 4 you can only move left and right. Race down the racetrack as fast as possible. Avoid blocks, and use lifts up and down to your advantage as you only have a limited number of jumps available.

### PLANE 5

Plain yellow squares will turn into patterned floor tiles and patterned floor tiles will turn into plain yellow squares when touched. Try to fill in the whole area with patterned floor tiles. Use flashing squares to toggle the complete vertical line on and off. Black squares are safe. Use Fire and joystick direction to jump over one square.

### PLANE 6

Extra features which are visible add extra jumps; other invisible features affect you or the play area, either positively or negatively. Progress through the level by determining these effects and using them to your advantage – and to make the GOAL appear.

### PLANE 7

Once you've entered this plane, you have to complete it before going on to other planes. Pick up as many extra time units as possible to help you in your quest.

### PLANE 8

Pick up four keys in order to open one of the two doors which lead you to the GOAL. You'll need to be very quick – as you'll notice, the floor has a tendency to disappear from beneath your feet!

### PLANE 9

Pick up extra speed so that you can destroy all the cubes (extra speed will not last forever, though). Avoid the flashing floor when it is flashing.

### PLANE 10

Jump from platform to platform. There are three different heights which can be recognised from the different shades of grey. You can only jump one unit of height either up or down without a penalty. Try to get to the GOAL as quickly as possible.

This has been number three in an ongoing series to frustrate and enrage brought to you courtesy of THALAMUS and

STAVROS FASOULAS: programming, graphics and game design

MATT GRAY: music and sound FX

PAUL DOCHERTY

GRAHAM HUNTER: loading sequence

OLI FREY: cover artwork and layout

FRANCO FREY: continuing financial guidance.

PAUL COOPER: blending together of the above bits

BWB: SPECIAL THANKS FOR THEIR HELP

Instructions written in conjunction with Andy Wilton – ACE – Future Publishing

PRODUCED BY PAUL COOPER

QUEDEX is the third release from Thalamus, the first being SANXION, a ZZAP! Sizzler, and the second DELTA, both by Stavros Fasoulas, for the Commodore 64 on cassette and disk, neither of which have catalogue numbers.

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