

64

Software for
Commodore 64

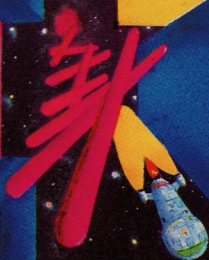
STIX

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CBM 64

STIX



STIX

The STIX is a bundle of energy that roams the universe destroying all in its path. However, a freak cosmic storm has trapped the STIX in a warped hypersquare, giving you an opportunity to harness its evil power for the good of mankind.

Load STIX by placing the tape in your cassette unit and tapping the RUN/STOP key while you hold down one of the SHIFT keys: it will automatically RUN after loading. The screen of the 64 will go blank during loading; this is quite normal.

To keep the STIX under control you must restrict its movement by constructing force fields inside the hypersquare. There are four hazards to overcome: first of all, you must avoid being hit by the STIX as it furiously struggles to escape from the hypersquare — if the STIX touches any part of an incomplete force field the field synthesiser will disintegrate due to molecular transposition.

The second hazard results from a design fault in the field synthesisers (the manufacturers have promised to put it right in their next model, but that isn't going to help you now). If you pause for more than an instant while constructing a force field, the field stabiliser disengages sending a ripple of energy through the field that will destroy the synthesiser (unless you can complete the field before the ripple arrives). Listen out for the hissing sound that the ripple makes as it moves through the field.

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The third threat comes from two primitive particles of matter which were left behind after the cosmic storm - a quark and an anti-quark. They move in opposite directions around the innermost boundary and will cause a localised nuclear explosion if they collide with your synthesiser.

Finally, you must ensure that the field synthesiser energy cells do not fully discharge (the energy level is constantly monitored and displayed above the hypersquare). If the energy level falls to zero your entire supply of field synthesisers will be lost in the ensuing holocaust

HOW TO CONTROL THE FIELD SYNTHESISERS

Plug your joystick into Control Port 1. To begin construction of a new force field you must hold down the fire button as you move. If you keep the fire button held down throughout the construction of the field you will score twenty points for each 1% of the hypersquare that you fill; however, though you can move more quickly if you release the button, only two points are awarded per 1% captured. A field can be completed only by joining to the boundary of the hypersquare, or to an already completed force field.

If you do not have a joystick you must control the force synthesisers using the keys W-A-S-Z; hold down the CURSOR UP/DOWN key to move at the slower speed, or the CURSOR LEFT/RIGHT key to move more quickly.

When more than 75% of the hypersquare has been surrounded by force fields you will move into a new dimension; each 1% above 75% that you can capture before this scores 100 bonus points. You begin the game with four field synthesisers; unfortunately, as this model has been discontinued no further supplies are available, so you must guard them well.

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.