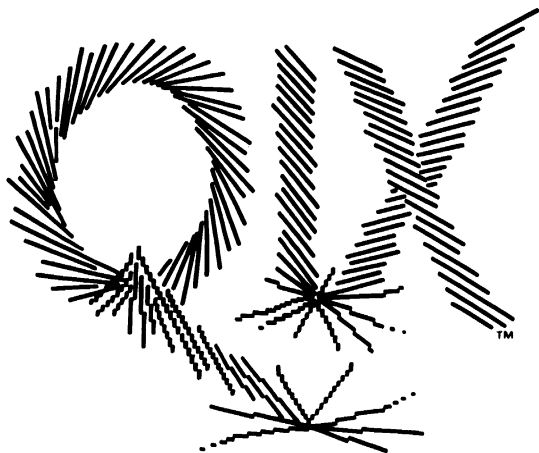


**TAITO**™



*LOADING  
&  
GAME PLAY  
INSTRUCTIONS*

## **DISK LOADING INSTRUCTIONS**

Turn on the computer. Insert the game disk into drive 1 with the label facing upwards. The game will load automatically using the GS/OS residing on the **QIX** diskette.

If the GS Operating System is already up, insert the game disk into the drive. Click the mouse pointer twice on the **QIX** icon when it appears. The game will load automatically.

### **Please note:**

At least 768K, but preferably 1 megabyte, of free memory is required if you want to load **QIX** from the Finder. One megabyte of expansion memory is required to run **QIX** under Finder 5.0.2

If your GS has less free memory than required, you will only be able to boot directly from the supplied disk.

If you want to boot directly from the **QIX** disk, with the disk in the drive, reset the computer in the usual manner and the game will load automatically.

## **GAME CONTROLS**

This game is played with a joystick or keyboard.

**\* IMPORTANT \* Plug the joystick into the appropriate port before turning on the power.**

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

Press any key to display the input device screen.

Press “**J**” to select the joystick.

Press “**K**” to select the keyboard.

## JOYSTICK

The joystick must be calibrated to ensure accurate game play. When the calibration screen appears, please follow the on-screen instructions carefully.

### When the player selection screen appears:

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 **STIX** 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.

## KEYBOARD

### When the player selection screen appears:

Use the UP/DOWN arrow keys to select a **ONE**-player game, **TWO**-player game, or a **ONE**-player **PRACTICE** game.

### During game play:

Press the **2** key to move the STIX up.  
Press the **4** key to move the STIX left.  
Press the **6** key to move the STIX right  
Press the **8** key to move the STIX down.

You can also use the **I/J/K/M** keys to move the STIX.

Press and hold down the **OPTION** key to begin a **SLOW** draw.  
Releasing the **OPTION** key starts a fast draw.

You can also use the **OPEN APPLE** key to begin a **SLOW** draw.

## VALID KEYS during game play:

**Control + R** Restarts game.

**Control + Q** Re-boots the game. If the game was launched from Finder, this option will return you to Finder.

Press **ESC** to **PAUSE** the game; press the **FIRE** button or **OPTION** key to resume play.

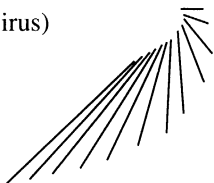
## HOW TO PLAY

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.

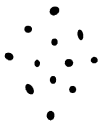
## QIX CHARACTERS

These infections are running rampant in your computer:

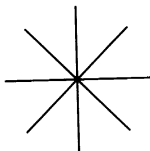
**QIX**® (The virus)



**SPARX**™



**SPRITZ**™



Each player starts with three 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 proceed 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 located above the game screen. It begins to shrink during play. Two **SPARX** are created each time the line disappears. On higher levels, the **SPARX** will follow you up your line once the alarm rings.

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 claim.

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

Enter your name in the **QIX** Hall of Fame by using the keyboard to enter your initials. Press **RETURN** to return to the title screen.

## STEREO CARDS

This game supports several stereo cards, such as the **SUPERSONIC™** from MDIdeas. When this type of card is installed, **QIX** provides rich stereo sound for your listening enjoyment.

## HINTS AND TIPS

- **QIX** has no time limit; plan your strategies carefully.
- Build walls to guide the **QIX** into a position where you can trap it.
- Try and split a pair of moving **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.

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