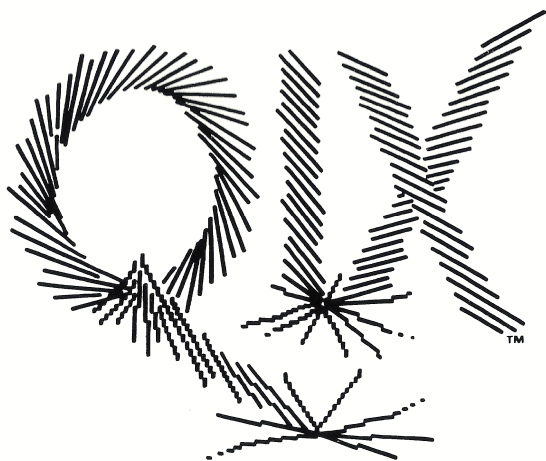




*LOADING
&
GAME PLAY
INSTRUCTIONS*

QIX[®]

This manual is divided into two parts. The first section starting on this page deals with program installation and the hardware of your computer system; the second, starting on page 9, explains game play.

SECTION I

GETTING STARTED

Turn on the computer and boot MS-DOS or PC-DOS (Version 2.1 or higher) in the normal manner. Wait for the DOS prompt (i.e. **A:>**, or **C:>**) to appear.

QIX may be installed and run on a Hard Disk or run from a Floppy Drive. Several **VIDEO ADAPTERS**, **SOUND DEVICES** and **GAME CONTROLS** are supported.

If you intend to use Joy-sticks for **QIX**, be sure you have a suitable interface card installed in your system, and the Joy-sticks are correctly connected before starting the game.

Hard Disk users may bypass the following section on Floppy Disk Operation and proceed to the section titled **“USING QIX WITH A HARD DISK”**.

NOTE:- (**ENTER**) means press the **ENTER** key on the keyboard.

USING QIX FROM A FLOPPY DISK

QIX is available on either a 5 1/4" 360k Disk, or on a 3.5" 720k Disk.

Insert the disk into any floppy disk drive.

Log onto that drive, i.e. if you placed the disk into drive **A**, type **A: (ENTER)**.

To start the game, type **QIX (ENTER)**.

NOTE: DO NOT WRITE PROTECT YOUR DISKETTES.

QIX needs to write to the diskettes during game play. This means 5.25" diskettes have an UNCOVERED NOTCH on the right hand side; 3.5" diskettes have a HOLE on the right hand side that is COVERED.

After the game is loaded for the FIRST TIME, you will be presented with menus for **VIDEO ADAPTERS**, **INPUT DEVICES** and **SOUND DEVICES**.

Floppy disk users may bypass the following section on Hard Disk Installation and read the section titled **OPTIONS**.

USING QIX WITH A HARD DISK

If you have a Hard Disk Drive, **QIX** can be installed on the Hard Disk to significantly reduce the time taken to load the game.

QIX is shipped on a copy protected disk. You may copy all of the files onto a hard disk using the **INSTALL** batch file included on your game disk, but you will still need the original disk for use as a key disk when beginning a new game. The **INSTALL** batch file will create a sub-directory called **QIX** on your hard disk. In the unlikely event that you already have a sub-directory with that name, you may edit the file **INSTALL.BAT** with any standard ASCII text editor and change the default name of the sub-directory to any other name.

1. Log on to the floppy drive containing the **QIX** disk.
2. At the DOS prompt, type **INSTALL <SOURCE DRIVE:> <TARGET DRIVE:>**, where **<SOURCE DRIVE:>** is the floppy disk drive in which you placed the **QIX** diskette, and **<TARGET DRIVE:>** is the hard disk drive on which you wish to install **QIX**. You must include the colon (:) after both the source and target drive name. Now press **ENTER** key and **QIX** will be installed on your hard drive. (Note: If you wish to copy **QIX** into a particular sub-directory, simply include the path name after the colon).

Examples:

- A) From the **A:\>** prompt, and with the **QIX** disk in **A:**, typing **INSTALL A: C:(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\QIX** sub-directory (i.e. **C:\QIX**).
- B) From the **A:\>** prompt, and with the **QIX** disk in **A:**, typing **INSTALL A: C:\GAMES(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\GAMES\QIX** sub-directory (i.e. **C:\GAMES\QIX**).

RUNNING QIX from a HARD DISK

After installing **QIX** on your Hard Disk:

1. Place your **KEY DISK** (disk "A" if 5 1/4") in a floppy drive.
2. Log on to the Hard drive containing the game program (usually **C:**).
3. Change to the sub-directory containing the **QIX** files.
4. Type **QIX (ENTER)**.

Examples:

- A) If you installed **QIX** on Hard Drive **C:** and in a sub-directory called **\QIX**, from the **C:>** prompt, type **CD \QIX (ENTER)**, then **QIX (ENTER)**.

- B) If you installed **QIX** on Hard Drive **F:** and in a sub-directory called **\GAMES\QIX**, from the **F:>** prompt, type **CD \GAMES\QIX (ENTER)**, then **QIX (ENTER)**.

KEY DISK USAGE

When starting **QIX** from a Hard Disk, the program will ask you to enter the letter of the drive containing the key disk.

Example:

- A) If you placed your key disk in drive "**B**", type **B (ENTER)**.

OPTIONS

The FIRST TIME you run **QIX**, a series of menus will appear to allow configuration of your system, and the preferred method of playing **QIX**. The next time you run the game the menus **WILL NOT AUTOMATICALLY APPEAR**, and the game will run as previously configured.

To change the previous selections (i.e. you want to use another hardware configuration) place an **R** on the command line after **QIX** when starting the game.

Example:

A) Type **QIX R (ENTER)**. Be sure to leave a space before the "R". The menu system will now appear.

Either by running **QIX** for the first time, or as a result of requesting the menus to appear as in the previous example, several menus will appear sequentially. Select only one option from each menu. The most favorable choice has already been selected by the computer, and in most cases you will simply press the **ENTER** key to accept the option.

If you proceed to another menu, and want to go back to a prior selection, pressing the **ESC** key will allow you to modify a previous entry.

Options are chosen by pressing the letter to the left of the description, or by stepping up and down the menu with the up and down arrow keys, and then pressing **ENTER**.

Generally, if you choose an option not supported by your computer, a warning message will appear on the screen. If you decide to ignore this warning, and select the option anyhow, you may have to re-boot your computer to regain control.

The **VIDEO ADAPTER** menu will appear as follows:

QIX	
Copyright 1989 Taito America Corp. All Rights Reserved	
C:	CGA/MCGA video
T:	Tandy video
E:	EGA/VGA video
Use cursor to select VIDEO mode, press ENTER when done. Press ESC to exit Game.	

After a valid selection is made from the **VIDEO ADAPTER** menu, a menu for the appropriate **MUSIC DRIVER** will appear as below:

QIX
Copyright 1989 Taito America Corp. All Rights Reserved
I: IBM Music A: AdLib Card M: CMS Card Y: Tandy Music N: No Music/Sound
Use cursor to select MUSIC driver, press ENTER when done. Press ESC for previous menu.

NOTE:

Selecting "N" also turns off the Sound Effects, but they can be toggled on and off at any time during game play with the appropriate Function Keys. While Selecting N only sets the default condition for Sound Effects, it causes the program not to load any of the music data. This means the program can be run on machines which do not have sufficient memory to play music, but also means that restoring the music to "ON" will require re-booting the game with the **QIX R** command.

After a valid selection is made from the **MUSIC DRIVER** menu, menus for the appropriate **Player 1 and Player 2 Game Controls** will appear as below:

QIX
Copyright 1989 Taito America Corp. All Rights Reserved
J: Joystick K: Keyboard S: Switched Joystick
Use cursor to select Player 1 CONTROLS, press ENTER when done. Press ESC for previous menu.

If the Joy-stick is selected, you will be asked to center the Joy-stick and to press the "fire" button to ensure greatest accuracy of game play. Please follow the on-screen instructions carefully.

If the Keyboard is selected, you will be asked if you wish to redefine the default keys. Please follow the on-screen instructions carefully.

To use the Switched Joy-stick option, you must have a TAITO Switched Joy-stick Adapter (or equivalent third party adapter) plugged into a parallel printer port. The standard switched Atari/Commodore style Joy-stick can now be used with this game. Contact Taito Software Customer Service for more information on this excellent option.

OPTIONS FOR ADVANCED USERS

QIX can take several different command line parameters to force the program to recognize your particular hardware configuration, and to bypass the configuration file generated from the menu selections. There is little need to use this facility as the system automatically uses the previous settings generated from the menu selections, however, if you are moving the game from machine to machine, you may want to use this facility rather than the **QIX R** method.

To see the available options, type **QIX ? (ENTER)** at the DOS prompt, and the available options will be listed.

If you select an invalid option, menus will appear for those options that could not be located or were invalid.

SECTION II

GAME PLAY

After the game has loaded, an automatic demonstration of the game will start if no user input is detected.

To play **QIX** press:

- a Joy-stick button if the Joy-stick was selected.
- the "Fire Button" key if Keyboard was selected.

Valid Keys During Game Play:

- F1** Pauses the game; press **F1** again or the fire button to continue.
- F2** Toggles different CGA palettes on true CGA systems.
- F3** Toggles the background (QIX TRAVEL) sound effect ON/OFF.
- F4** Toggles all sound effects ON/OFF.
- F5** Toggles music ON/OFF (unless "N" was selected from the Sound Menu).
- F9** Ends the current game and returns you to the Player Menu.
- F10** Exits the game and returns you to MS-DOS.

GAME CONTROLS

This game can be played with a Joy-Stick, Keyboard, or Switched Joy-Stick (with appropriate adapter). Using a Joy-stick will give the best results.

JOY-STICK

The Joy-stick must be plugged into a suitable interface card. If you have two Joy-sticks, you can use either or both Joy-sticks for this game (in two player mode).

The Joy-sticks require CALIBRATION when the game starts to ensure the greatest accuracy of game play. When this option is selected, please follow the on-screen instructions carefully.

After the game is loaded:

Press a button on Player 1's Joy-stick to start the game.

During game play:

Movement of the Joy-stick will move the marker in the corresponding direction. Press a button to begin drawing a new line.

KEYBOARD

This game will play on a keyboard. However, we recommend you use a Joy-stick for best results.

After the game has loaded:

Press the key which you have previously selected as your "FIRE" key to start the game.

During game play:

Press the defined direction keys (default are the arrow **CURSOR** keys) to move the marker in the desired direction; press the FIRE key (default is the **SPACE BAR**) to begin drawing a new line.

SWITCHED JOY-STICK

The Switched Joy-stick requires CALIBRATION when the game begins to ensure correct game play. When this option is selected, please follow the on-screen instructions carefully.

After the game is loaded:

Press the fire button on the Switched Joy-stick to start the game.

During game play:

Movement of the Joy-stick will move the marker in the corresponding direction. Press the button to begin drawing a new line.

HOW TO PLAY

Press **FIRE** at the title screen or at any time during the Demo mode to display the player selection screen.

Move the cursor up or down to select a **ONE** player game, **TWO** player game, or a **ONE** player **PRACTICE** game.

Press **FIRE** to begin play.

During game play:

Move your marker up/down/left/right with the joystick or keyboard.

Press and hold down the **FIRE** button/key to begin a **SLOW** draw.

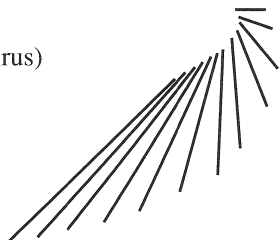
Releasing the **FIRE** button/key starts a **FAST** draw.

GAME STRATEGY

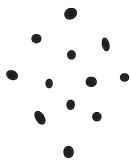
The **QIX** is an evil and terrifying computer virus. Nobody knows where it comes from. Your mission: immunize the system against this insidious infection! But the **QIX** is intelligent: it learns from its mistakes. It also breeds lethal sub-viruses that can quickly spread and infect your system.

QIX CHARACTERS

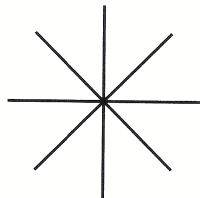
QIX® (The virus)



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 immediately above the play field that shrinks during game 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

Use the keyboard to enter your name into the High Score Hall of Fame. Press **ENTER** when you are finished.

HINTS AND TIPS

- **QIX** has no time limit; don't try and rush through a level. However, the longer you take, the more **SPARX** and **SPRITZ** you will have to contend with. On higher levels, **SPARX** will follow you up your line once the alarm rings.
- Build walls to guide the **QIX** into a position where you can trap it. The smaller the space you finally trap the **QIX** in, the bigger the bonus.
- Use **FAST DRAW** for long line segments, and to create small areas. Use **SLOW DRAW** for short line segments, and to close off large areas.
- 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.