QIX™

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LYNX™ Portable

Color Entertainment System

Game Manual

QIX™

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Introduction

QIX is back and better than ever!

If you have never played QIX, you're in for a treat! No matter how many video games you've played, you've never played anything like QIX! And no matter how many times you play QIX, you never play the same game twice. That's because there are as many ways to play as there are possible patterns and there are **over one billion** possible patterns.

If you are one of the millions who have grown to know and love QIX, rest assured that this is a faithful adaptation that includes all the features you have enjoyed in the past and more!

We have made every effort to use the advanced graphic and sound capabilities of the Lynx to modernize and enhance your QIX experience. We know that QIX will provide you with many hours of enjoyment.

Getting Started

QIX is a 256 level action/strategy game for one or two players.

1.   With your Lynx system off, insert the game card as described in the **Lynx Owner's Manual**.

     Warning: Do not touch the game card connector pins. Do not expose the contacts to static electricity or extreme heat. Do not bend, crush, or attempt to clean the game card.

2.   Press **ON**. The Telegames and QIX opening screens appear, followed by the Game Screen display. Press **A** or **B** at any time to skip the introductory screens. Pressing Option 2 during the Qix title sequence will mute the theme music.

     Note: To **press** a button, press and release the button quickly. To **hold down** a button, hold the button down for at least one second.

Optional Game Controls

To enhance play, the following optional game controls allow you to modify the display, and pause and restart the game:

- To **flip** the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.

- To **pause** the game, press **PAUSE**. A "PAUSED" message is displayed when pause mode is active. Repeat to resume play.

- To return to the intro screens and start a new game, , press **OPTION 1** and **PAUSE**.

Playing the Game

The object of QIX is to score as many points as possible by boxing in the Qix, the spinning helix. As you complete boxes, they are filled with colorful, detailed patterns with a different pattern for each level.

Complete a level by boxing in a percentage of the play area equal or greater than a threshold percentage given for each level. Draw as many boxes as you want while you fill toward the threshold amount of the play area but don't run into an adversary or trap yourself.

Screen Layout

The Game Screen display consists of two basic areas: the large Play Area at the right which fulfills many functions depending on the current game mode, and the Data Display at the left and top of the screen which contains information to help you play the game.

The Data Display

The Data Display is made of a number of informative displays. These are: the Number of Lives indicator, the Score, the Threshold display, the Level display, and the Sparx timer.

Number of Lives

Immediately below the QIX icon, located in the upper left corner of the screen, are a group of icons representing the Number of Lives remaining in your game session.

You start each game with four Lives.

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At the beginning of each turn, you will see one of these icons transferred from the Data Display to the Play Area. And when you successfully complete a level, your active icon is removed from the Play Area and is restored to the Data Display. Therefore, the total Number of Lives remaining to you is always equal to the number of Life icons you see on the entire screen.

Score

Your Score is displayed immediately below the Number of Lives area.

Threshold

Immediately underneath your score is the Threshold data. This consists of two percentages. The percentage displayed in white at the left is the percentage of the Play Area which you have filled in so far. The percentage displayed in gold at the right is the actual threshold amount that you must reach to complete the level.

Level

The current Level number is displayed immediately below the Threshold display.

Sparx Timer

The Sparx Timer is a red bar located directly above the Play Area. As your turn progresses, this bar slowly decreases in size. Complete disappearance of the Sparx Timer triggers increased Sparx activity either by generating more Sparx, or changing the existing Sparx into the dreaded "aggressive" Sparx.

The Play Area

The Play Area is the large black area at the right of the screen. This area has several different functions depending on the current game mode. Some of these functions are: the Game Menu, the Level Statistics display, the Game Over and Password display, the Qix Kickers high scores display, and a Demo Mode.

Game Menu

The Game Menu presents you with three possible selections:

> Start a **one player** game
> Start a **two player** game
> Play a **practice** round.

Practice rounds allow you to have as many lives as you need to complete one level. Once you have completed a level, you are returned to the Game Menu.

While the Game Menu is displayed, you may also request to enter a password which allows you to start a game at a more advanced level.

Password Entry

If you have played Qix previously, and would like to start a game at a more advanced level, you may request to enter your password at any time during the Game Menu.

To obtain the password entry display, press Option 1 while the Game Menu is displayed. You will see the password entry display appear.

Push the joystick left or right to move freely between the letters. Push the joystick up or down to change the currently highlighted letter.

When you have completed entry of your password, press the 'A' or 'B' button to begin your game.

Level Statistics

Every time you complete a level, there is a short interlude which includes displays showing your statistics for the level completed and indicating any bonuses or changes in scoring that occur.

The first display always shows your percentage of completion and the threshold amount, and indicates whether or not you have qualified for a bonus on this basis.

If you have completed the level by splitting the Qix, you will see a second display that will tell you how this effects the scoring for the next level.

Game Over / Password

When a player's game is ended, a short message to this effect is displayed. Then, if you have advanced beyond Level 1, you will be shown a password. As explained in the Password Entry section, this password will allow you to start a game at the level you were playing at the end of your game.

If you wish, write this password down. The password will remain on the screen until you press either the 'A' or 'B' buttons.

QIX Kickers

After the Game Over / Password sequence, you will see the "QIX Kickers" display.

The "QIX Kickers" display shows the score and player initials for the best games played in the current session. If you're good enough, you too can be a QIX Kicker.

If you have qualified to join the "QIX Kickers" you will see your score displayed and highlighted with a group of A's highlighted next to it. To enter your name, press the joystick up or down to change the highlighted letter. To move between the letters, press the joystick left or right. When you have finished entering your name, press the 'A' or 'B' buttons.

If you didn't qualify this time, don't worry, we know you can do it. Try again!

Meanwhile, you can press either the 'A' or 'B' buttons to move on to the Game Menu immediately. Or, if you wait long enough, you will return the Game Menu automatically

Demo Mode

If you would like a tour of Qix and some explanation of it's features and how to play, you can simply wait at the Game Menu 15 seconds or so and the game will begin a Demo Mode.

This Demo Mode shows how to move, some scoring, your adversaries and traps, and how things can kill you. It even gives you a peek at some of Telegames' other Lynx products!

At the end of the demonstration, you are returned to the Game Menu.

Movement

There are two different types of movement in a game of Qix: moving around the edge of the existing blocks, and moving around while drawing a new block.

Edge Movement

To move around the edge of the Play Area, simply push the joystick in the appropriate direction. If the line you are on goes left and right, you may move left or right. The same hold true for vertical lines. You can only move along block edges that bound the remaining Play Area. You cannot move on the lines between completed blocks.

Drawing a New Block

To start drawing a new block, press either the 'A' or 'B' button and press the joystick in the direction you wish to draw. You may change directions by simply pressing the joystick in the desired direction, just be careful! You may run into something nasty or trap yourself!

The line that you leave behind you as you draw is called your **Stix**. This line shows the outline of your new box.

Once you have started drawing, you can move in any direction, but you can never cross your Stix.

You can draw at two different speeds. Holding the 'A' or 'B' button down while drawing causes you to draw in Slow mode. Slow mode can help you score higher but also increases your time of vulnerability.

Releasing the 'A' or 'B' button while drawing puts you in the default, Fast mode. In this mode, you don't score as much for a block but you can move faster and avoid trouble better.

To finish your current drawing session, hook your Stix onto the edge of an existing block, effectively forming a new block. This will trigger the fill sequence for your new block, and puts you back in the "edge" mode of movement.

Adversaries and Traps

Qix contains a number of nasty things that can happen to you while you peacefully try to reach the threshold for your level. These things are: the Qix, Sparx, the Fuse, and the Spiral Death Trap

The Qix

The Qix is the colorful spinning helix that moves erratically around the Play Area.

As you draw, the whirling Qix is a constant menace. If, at any time in it's unpredictable flight, it touches your Stix before you complete a box, your Life icon is destroyed and you have to try again.

If you can survive long enough, you may see the Qix split in two. This presents additional opportunities and dangers.

Sparx

As you play, there are two Sparx moving around the edge of the Play Area. If one of these Sparx touches your Life icon while it is moving around the edge of the Play Area, that Life is destroyed.

Also while you play, the Sparx timer is counting down. When the Sparx timer times out, additional Sparx may appear making the game even more difficult.

And in higher levels of the game, the Sparx timer may cause the Sparx to change into the dreaded "aggressive" Sparx. The Sparx are blue in color and will pursue you relentlessly, even following you right up your Stix!

The Fuse

Once your start drawing, don't stop! If you stop drawing without completing a box, your Stix turns into a Fuse.

This Fuse ignites where the Stix began and runs up the Stix toward you. If it reaches your Life icon, that Life is destroyed.

Once the Fuse has started, the only way to stop it is to start moving again.

The Spiral Death Trap

While you draw, be very careful not to draw a spiral Stix. If you close yourself in you will be stuck, and be forced to sit helplessly while the Qix or Fuse close in.

Strategy and Tips

Don't be greedy! Sometimes the way to win is to carefully and quickly draw small boxes. Draw these boxes in a pattern to trap the Qix into small areas where it can be enclosed more easily.

If the Qix is in the way, draw somewhere else. Waiting for the Qix to move just makes you vulnerable.

Sometimes the Qix will appear to hover in one location. That's a time to gamble and try for a big box. Remember though, it is a gamble because you can never predict what the Qix will do. Always be ready to head for cover!

Sparx are usually easy to avoid if you keep moving. Each new box you complete gives them more ground to cover. But if they seem to have you trapped, draw a small box around them to escape.

Listen to the game sounds! Everything that happens in the game has a signal. Qix may look like just a visual game, but using your eyes and ears together can help you play better.

Scoring

Score points in the following ways:

    Drawing and filling boxes
    Exceeding the threshold
    Splitting the Qix

Drawing and Filling Boxes

Points are scored each time you complete a box. The amount of points scored for a box depends on the size of the box drawn and the speed at which it was drawn.

Boxes drawn at Slow speed are worth twice as much as boxes drawn at Fast speed.

If you start at one speed and switch to the other, you score at the Fast rate.

The color of your Stix tells you the point level of the box you are drawing. If your Stix is red, you will score Slow points. If your Stix is blue, you will score Fast points.

Exceeding the Threshold

If your final box causes your percentage to exceed the threshold percentage, you score bonus points. The amount over the threshold percentage is multiplied by 1000 and is added to your score before you begin the next level.

Splitting the Qix

Each life has an associated score multiplier which starts at 1. If you survive long enough to reach a level with two Qix, splitting these Qix with your Stix can increment this multiplier by 1.

Split the Qix once and points are doubled from that point on. Split them again and your points are tripled, and so on...

However, remember that this multiplier is for your current life only. Lose that life and you start over again at 1.

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