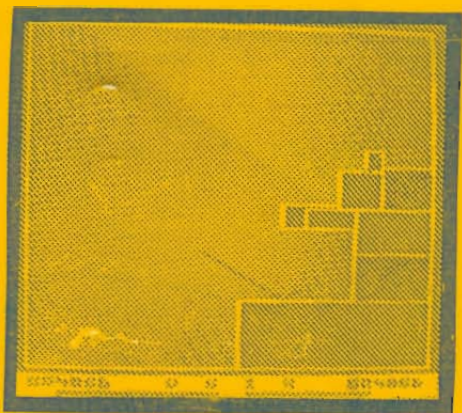


# Computer Hut Software PRESENTS

**QUIX**

© 1984



For The Tandy Colour Computer



TOM MIX SOFTWARE

4285 BRADFORD N.E.  
GRAND RAPIDS, MI 49506

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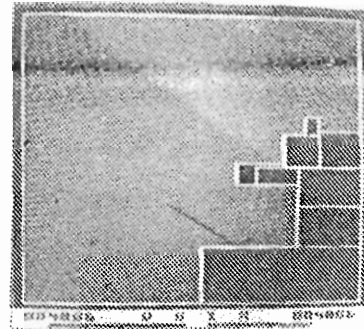
**TOM MIX SOFTWARE**

4285 BRADFORD N.E.  
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# QUIX

© 1984

by Claude Gagnon



**JOYSTICKS REQUIRED  
32K MACHINE LANGUAGE**

## LOADING INSTRUCTIONS:

TAPE - CLOADM - Program will auto execute

DISK - LOADM "QUIX" - Program will auto execute

## INSTRUCTIONS:

When you get past the title page you will see the game screen. The red noisy lines bouncing on the screen are the Quix's and the yellow blinking things are called the sparklers. They work with the Quix's to try to keep you from reaching your goal. There is one other enemy, but I will tell you more later about it. Your goal is to fill in 75% of the screen. More on how to do that later.

Now to explain the things at the bottom of the screen. The numbers to the left are the player's score and on the right are the high score.

The word Quix in the middle serves 3 purposes. First it's the title of the game. It changes color to show what color the shape will be painted in and it shows by getting thinner the number of men you have left. There are three different widths to the word, the wider the more men you have. You start the game with 3 men and you can't get more than that.

The red line shows how much time you have until you come back on the screen. You don't have to wait, just press the button.

The blue shows how much is left to paint. Each notch is 25% and if the whole line is gone then 100% is painted.

To work the man use the joystick to move the man in any of the 4 directions. Try moving the stick up for a while, then left, then down. You should have made a box at the bottom of the screen that is filled in blue. You now have a score. You received 1 point for each dot in the box. If you do the same thing but keep the button held down from start to end of draw you will get a red box to show that you have gotten 2 points for each dot in the box. Notice the blue line shortening. After 75% is reached you get a bonus of 4 points for every dot over 75%. You always get 1 point for each dot of line used to make the shape.

There are rules to drawing. The first rule is don't stop drawing or a fuse will start burning up the wick and if it touches you then you will lose a man. The second rule is that you can't touch yourself while drawing. You can only touch a wall. The sparklers that go around the screen are used to force the player into the open for the Quix. If either touch you, you lose a man.

To obtain a free man you have to be good enough to get 2 Quix's. If you separate the pair one will die and

you will get a free man.

Now a little about the levels. You move up a level each clearing of the screen.

- Level # 1 ONE QUIX
- # 2 ONE QUIX & TWO SPARKLERS
- # 3 TWO QUIXS & TWO SPARKLERS
- # 4 ONE QUIX & FOUR SPARKLERS
- # 5 TWO QUIXS & FOUR SPARKLERS
- # 6 TWO QUIXS & FOUR SPARKLERS THAT FOLLOW YOU
- # 7 TWO QUIXS THAT BOUNCE OFF EACH OTHER AND TWO SPARKLERS THAT FOLLOW YOU
- # 8 SAME AS LEVEL #7 BUT QUIXS RANDOMLY BOUNCE OFF EACH OTHER
- # 9 SAME AS LEVEL #8 BUT SPARKS ARE FASTER
- #10 SAME AS LEVEL #9 BUT SPARKS ARE FASTER
- #11 SAME AS LEVEL #10 BUT QUIXS SPEED UP
- #12 SAME AS LEVEL #11 BUT QUIXS SPEED UP
- #13 FROM HERE ON THE GAME GOES FASTER

For a sparkler to follow you up your line you go up a corner and its if its moving in the same direction.

This one is after a popular arcade game with a similar name. Simply frustrating—you'll love it. Done in high resolution graphics with Super Sound.

**JOYSTICKS REQUIRED**  
**32K MACH. LANGUAGE**

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