

QUIX (c) 1984 Claude Gagnon

distributed by Tom Mix Software

Object: to color in 3/4 or more of the screen

Move the man around with the joystick. Enclose areas of the screen. If you hold the joystick button down, the man will move slower, but an area enclosed in this fashion will be colored red and score double. After 3/4 or more of the screen is colored, you move on to the next level. Any area over 3/4 of the screen colored in by your last move scores quadruple. Once you start to draw a box, don't stop drawing or a fuse will start burning on your line. If it catches you, you die. You have three men per game. On level three and beyond, where there are two "Quixs", if you trap one quix in an encircled area you kill it and you get an extra man. Scoring is one point (or two if red or four if over 3/4 full screen) per dot in an colored area. Try moving to the corner if a "following sparkler" is after you in level 6 and up.

Levels:

- (1) One Quix
- (2) One Quix and Two Sparklers
- (3) Two Quixs and Two Sparklers
- (4) One Quix and Four Sparklers
- (5) Two Quixs and Four Sparklers
- (6) Two Quixs and Four Following Sparklers
- (7) Two Quixes that bounce off each other and Four Following Sparklers
- (8) same as #7 but quixes bounce RANDOMLY off each other
- (9) same as #8 but sparks are faster
- (10) same as #9 but sparks are faster
- (11) same as #10 but quixes are speeded up
- (12) same as #11 but quixes are speeded up
- (13) from here on game goes faster