QYX

For the Atari 2600™

CHAMP GAMES

QYX

% Claimed 21% 70% % Required

SPARX TIMER

Try Indicator

The object of the game is to claim as much playfield as possible, using your MARKER to draw STIX without getting in the path of the spinning QYX, all the while avoiding the traveling SPARX. A minimum percentage of playfield must be claimed before moving on to the next screen.

A red SPARX TIMER line at the top of the video screen shows how long before more SPARX are released.

After the timer expires twice, the SPARX turn into more aggressive and dangerous SUPER SPARX that follow your MARKER along the STIX!

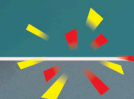To draw STIX, tap the joystick button. Then release for a blue 'FAST draw' STIX...

or keep it depressed for an orange 'SLOW draw' STIX. Other control options are available (see page 8).

SPARX

Your STIX

Your MARKER

The QYX

To capture an area, move your MARKER to an existing captured area border (or the playfield border). You'll capture the area that the QYX is NOT occupying. Claim an area in SLOW draw mode for double points. On later levels, there will be TWO QYX to contend with (see 'Splitting the QYX' on page 3)!

Claimed Area (SLOW draw)

Claimed Area (FAST draw)

As you cannot reverse or cross your own path, be extra careful not to get caught in a SPIRAL DEATH TRAP (see page 4). If you hesitate and do not complete your area, a FUSE will be ignited and destroy the MARKER.

The level ends when you've claimed the required percentage of screen area. There are also bonuses for exceeding that amount.

Hazards

The QYX is a geometric shape that moves about the open area of the playfield in an erratic and unpredictable manner. It will reverse direction when it hits the inside grid path. The QYX can only destroy you by colliding with your STIX while you're in draw mode.

SPLITTING THE QYX

On later levels, there are two QYX that you need to avoid. To split the QYX, complete a path between the two, leaving one in the unclaimed area. The level ends immediately and the BONUS MULTIPLIER is increased by one (up to a maximum of nine), improving your score for future claims.
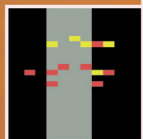
SPARX patrol the edge of your claimed areas, always trying to move to the inside of the playfield where your MARKER is located.
SPARX cannot travel along a STIX. Each SPARX moves in either a clockwise or counterclockwise direction. This determines which direction it will move when it reaches an intersection. By studying their movements, you can craft elaborate SPARX TRAPS where sparks will get caught in a loop, giving you a chance to claim more area before they escape!
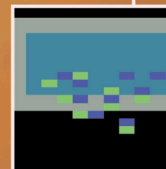
SUPER SPARX

When the SPARX TIMER has completed two cycles, all SPARX become SUPER SPARX. As well as patrolling the claimed areas, SUPER SPARX can now follow your MARKER along the STIX!
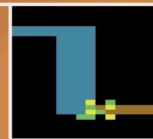
THE FUSE

In draw mode, the FUSE will appear at the base of your new STIX if you stop moving. Start moving again to extinguish it or it will quickly catch you. Stop moving again and it will reignite at its last position.

SPIRAL DEATH TRAP

Not an enemy, but no less deadly. If you trap yourself inside your own uncompleted STIX, you will not be able to escape the FUSE that will inevitably appear.

Controllers

QYX is a one or two player game (alternating and co-op modes) that uses the joystick controllers.
Sega Genesis gamepads can also be used. There is support for AtariVox and SaveKey devices to save high scores and game settings. It is also possible to connect two joysticks AND an AtariVox/SaveKey through a QuadTari adapter.
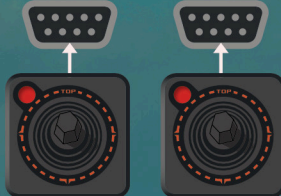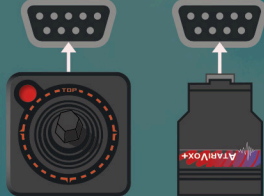
Left
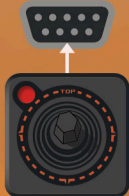
1 or 2 players (alternate)

Left   **Right**

1 or 2 players
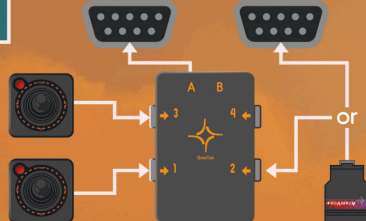
Left   **Right**

1 or 2 players (alternate)
with high score save

Left   **Right**

or

1 or 2 players with high
score save

The detected controllers will be displayed at the bottom of the screen when the game starts up.

JOYSTICK← LEFT

Skill Levels

QYX offers four distinct skill levels: Novice, Standard, Advanced and Challenge. The Try indicator color matches the skill level.

	Novice	Standard (Arcade difficulty)	Advanced	Challenge*
Starting tries				
Claim threshold percentage	Low on lower levels. 65% at start.	Normal. 70% at start.	Higher on lower levels. 75% at start.	As Advanced.
SPARX and SPARX TIMER	Slow speed. One SPARX on level 1 with lower maximum per level.	Normal.	Faster.	Faster.
FUSE speed and starting delay	Slow speed and longer starting delay.	Normal speed and delay.	Faster speed with shorter delay.	Faster speed with very short delay.
QYX speed and movement	Slow with less frequent direction changes.	Normal speed and direction changes.	Faster with more frequent changes in direction.	Faster with even more frequent changes in direction.

*Challenge mode also features additional enemies and POWER-UPS (see page 11).

Pre-game settings

The LEFT DIFFICULTY switch sets how often SPARX will get caught in a SPARX TRAP.

left difficulty

a SPARX are less likely to get caught in a SPARX TRAP.

b SPARX are more likely to get caught in a SPARX TRAP (similar to the arcade).

The RIGHT DIFFICULTY switch controls playfield color blending display.

right difficulty

a Disabled. This removes the shimmer effect but only shows one color per line.

b Enabled. Up to three colors can be displayed per line. The maze will 'shimmer' slightly to achieve this effect.

The SELECT switch (or the button on a second joystick) cycles through the game modes.

game select

Mode	Description
1 Player	One player, normal game.
2 Player	Two players, normal game. Players take alternate turns.
2 Player simultaneous co-op (only available with two joysticks)	Two player, co-op mode. Both players control a MARKER and work together to complete a level.
2 Player alternate co-op (only available with two joysticks)	Two players take turns controlling one MARKER (alternates after each fill) and work together to complete a level.

Control	Function
⬆ ⬇	Cycle through Instructions, High score and Credits screens.
⬅ ➡	Switch between skill levels.
🔴 or game reset	Start the game.

Game Controls

Left joystick controls Player 1.

Right joystick controls Player 2.

Joystick button initiates the drawing of a STIX.

Release button for FAST draw.

Hold button for SLOW draw.

With a Sega Genesis gamepad, hold button B for FAST draw and button C for SLOW draw.

tv type	color / b·w Or PAUSE on Atari 7800	Pause or resume game. Fire button also resumes game.	game select	Returns to the title screen.	game reset	Restarts the game with current options.

Co-op Game Modes

The co-op game modes allow two players to play QYX simultaneously. In a co-op game, both players share the reserve number of tries and are working together to achieve one high score. There are two types of co-op modes: alternating and simultaneous. Simultaneous mode adds a number of extra features.

ALTERNATING

Players take turns controlling one MARKER. The color of the MARKER and the SPARX TIMER reflects the active player color. Control alternates with every successful area claim.

SIMULTANEOUS

Each player controls their own MARKER, red for Player 1, blue for Player 2. When one player is in draw mode, the other cannot cross the point where their STIX starts.

If one player completes an area in which the other's MARKER is inside, that MARKER is destroyed.

After losing a try, players can rejoin by pressing their joystick button as long as additional tries are available. Their MARKER will respawn at the last point the other player occupied on a completed claim.

Both players can work together to complete a CO-OP CLAIM for extra points, using both MARKERS to draw a larger area claim (MARKERS touching completes the claim).

To successfully earn a CO-OP CLAIM, both players must be in the same draw mode (FAST or SLOW).

Challenge Mode

Challenge mode, as well as being the most difficult skill level, adds two unique features: POWER-UPS and the SUPER FUSE.
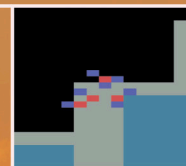
SUPER FUSE

A much faster FUSE that appears when draw mode is not engaged for three seconds. It appears at the root of the last claim path and follows the edge of the claimed areas.

A SUPER FUSE can be extinguished by drawing.

In Simultaneous co-op mode, inactivity of either player can spawn a SUPER FUSE and they are deadly to both players.

POWER-UPS

During the level, special POWER-UPS will enter the playfield and move around the grid. Collect a POWER-UP before it disappears (it will flash when this is about to happen).

There are eight different POWER-UPS.

Icon	Name	Description
	REVERSE	Reverses the direction of all SPARX on the screen.
	TIMER	Resets the SPARX TIMER, which will give you more time before the next batch of SPARX are added to the level.
	BOMB	Removes one SPARX from the grid. Will only appear if there is more than one SPARX on the playfield.
	THRESH -5	Reduces the threshold required for the level by 5%. Will only appear if your current threshold is > 60%.
	DEFUSE	Disables the FUSE and SUPER FUSE for a few seconds. In co-op mode, Defuse disables the FUSES for both players, regardless of which player collected the POWER-UP.
	FREEZE	Freezes all SPARX, FUSES and SUPER FUSES for a few seconds (they are still deadly to the touch, so be careful!)
	SLOW QYX	Slows down the QYX for a few seconds.
	SHIELD	The MARKER is invincible from SPARX and SUPER FUSE collisions for a few seconds. The MARKER will glow when the shield is active. In co-op mode, collecting a shield will protect both MARKERS.

When a green POWER-UP is collected, the SPARX TIMER is temporarily disabled and replaced by the POWER-UP TIMER.
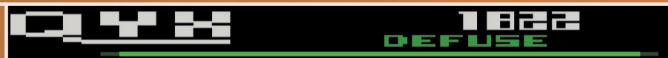
Meeting the level percentage threshold completes the current level and displays statistics for that level. Additional information is displayed in two player modes.

When a level is ended by splitting the QYX, the BONUS MULTIPLIER is displayed before moving on to the next level.

Completion of all 99 levels will display a special message and end the game.

Scoring

Scoring in QYX is based on area percentage claimed and whether FAST or SLOW mode was used.

Completing an area claim in FAST mode	100 points per percent claimed (including fractional amounts) X current score multiplier
Completing an area claim in SLOW mode	200 points per percent claimed (including fractional amounts) X current score multiplier
Connecting a CO-OP CLAIM in Simultaneous co-op mode	Double the above point score per percentage

When completing an area claim, the score, multiplier and mode color will appear at the top of the Status display. A CO-OP CLAIM will also cause the score to flash.

End of Level Bonus

Exceeding the percentage threshold	1,000 points for each extra percent claimed
Claiming 99% of the screen area	50,000 points
Exceeding the percentage threshold by 20% or more	One extra try
Ending level by splitting the QYX	No bonus, but score multiplier is increased by 1 (to a maximum of 9)

The High Score Table

If a high score is attained, then the player can enter three initials.

⬆ ⬇	Cycle through available characters
⬅ ➡	Select initial to edit
🔴	Moves to next initial. At last initial, also completes entry.

The top five player scores for each skill level are displayed along with the furthest screen reached. Co-op game high scores are denoted with a + before the initials.

tv type color b-w	The high scores for the current skill level can be reset by flipping the COLOR/BW switch (or PAUSE on Atari 7800). A prompt will be displayed, press the joystick button to confirm. Flipping the COLOR/BW again will cancel the operation.
AtariVox+	With an AtariVox or SaveKey, the high scores (as well as the current skill level, game mode and number of players) are automatically saved. These can be reset by holding down RESET when powering on.

Tips and Tricks

Start drawing in FAST mode at the start of a level to box in the QYX before the grid is overrun with SPARX.

Draw long, elaborate STIX to keep the SPARX occupied while you plan your next move.

Additional SPARX will always enter the playfield at the middle top of the grid. Build elaborate paths around that area before the SPARX TIMER expires to trap the SPARX in a loop.

Plan your move before starting to draw so you don't trigger the FUSE or get caught in a Spiral Death Trap!

Watch the SUPER SPARX to determine if they're moving in a clockwise or counterclockwise direction and use this clue to shake them from your trail.

On levels with two QYX, claim as much area as you can first before attempting to split the QYX to earn more points in the earlier rounds.

Plan your final draw so that it claims enough of an area to exceed the threshold percentage. Also, try to make the final draw in SLOW Mode to maximize your score!

Credits

Code and Design: John W. Champeau
Art and Graphics: Nathan Strum
Music and Sound Effects: Bob DeCrescenzo
Packaging Illustration and Design: David Exton
Testing: Jürgen Oster and Nathan "McCallister" Withee

Published by Champ Games
© 2022, 2023 Champ Games LLC

WWW.CHAMP.GAMES