

Qix FAQ

by Revned

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by Revned

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(1) Version History
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1.0 (12/23/04) - First version.

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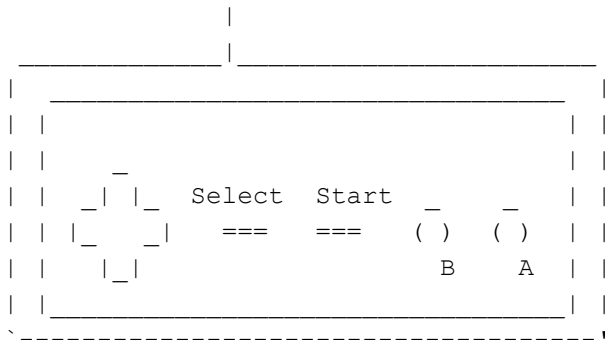
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(2) Introduction
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Qix (pronounced "kix") is one of the most unique games out there. It began as an arcade game, and was later ported to other systems. It takes the classic bouncing line screen-saver and makes a game out of it. You are a little diamond, and you have to draw lines around the Qix to trap it. You can't touch it, and you have to dodge several other enemies as you're working. Whenever you close a shape, it will fill in and become solid. It then acts as a wall, and you continue closing in on the Qix. Once you've filled a certain percentage of the screen, the level is over.

This FAQ contains instructions for playing, details about the enemies, scoring methods, and several strategies to help you out along the way.

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(3) Controls
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Control Pad: Move the marker

A: Use with the Control Pad to draw a fast line.

B: Use with the Control Pad to draw a slow line.

Start: Pause the game

Select: Change selection in the main menu.

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(4) How to Play
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The Basics

The object of the game is to claim as much of the screen as you can. You are the marker that gets zoomed onto one of the edges at the beginning. First, move around the edges until you're in an area relatively clear of enemies. Make sure the Qix is far away. Now hold either A or B and move off of the wall. You get twice as many points if you use B for a slower line. The lines you draw are called Stix. Anyways, move the marker out into the open, and try to make a big box out of your Stix before returning to the wall. If the Qix hits you or your Stix before you make it back to the wall, you'll blow up. Once you return to the wall, the Stix you just made will fill in and become solid walls. The pattern it is filled with changes from level to level, and the ones for fast and slow lines are inverted from each other. It now acts just like the outside wall, and you can travel around its edges safe from the Qix. Draw more Stix like this until the area you have claimed, shown under "CLM" on the right, equals or exceeds the threshold number under "THR." Once you do this, you win and move on to the next level.

The Different Modes

When you first start the game, it will give you 3 choices. 1-Player is the main game, which this guide applies to mostly. 2-Player mode plays the same, but the

players take turns competing for a higher score. Play switches when one person dies. Practice mode is like 1-Player mode without a score or levels. There is one Qix, it shoots Spritzes, and the threshold is 65%. You have as many lives as you need, so feel free to mess around with new strategies and such. It automatically goes back to the title screen when you surpass the threshold.

The Sparx

Sparx are those little guys that go around the edges of the screen. They go along any solid walls, but not your unfinished Stix. If they touch you, you will explode. When they come near you, you MUST leave the wall if you want to live. They, however, are confined to the solid walls. The line at the top that gets shorter is a timer. When it disappears, 2 more Sparx will appear to make your job harder. A maximum of 6 Sparx can be on the screen at once. When the timer finishes after that, they turn into the dreaded Super Sparx. These baddies can travel along your Stix, so you aren't safe anywhere. You have to move very quickly to escape them.

Stix Drawing Hazards

Drawing Stix isn't as simple as it sounds. If you don't move for a second or two while drawing Stix, a Fuse will appear at the beginning of your path. It will travel up your Stix until you start moving again. If you stop again, it will start moving from its last position. If it gets you, you die. Another danger is the spiral death trap. If you draw your Stix in a spiral, you can inadvertently trap yourself. The only way out is to wait for the Qix to hit your Stix or the Fuse to get you.

Death

When you get hit by an enemy, you will explode. You will lose a life, and start again. All the extra Sparx and Spritzes on screen, your unfinished Stix will disappear, and the Sparx timer will start over. You can see how many lives you have left at any time underneath the Qix logo at the top right. Once they're all gone and you miss again, you lose.

Higher Levels

As you get to the higher levels, it will get trickier. The Sparx timer and the Qix will move faster. The threshold also gets higher, forcing you to claim more area. Some levels also have 2 Qix on screen. You can win by surpassing the threshold percentage, OR by drawing a line separating the two Qix. If you split them apart you can win, regardless of how much area you have claimed. If you do this, you get a special x2 multiplier bonus. Sometimes the Qix will also shoot little blue stars at you, called Spritz. They move in a very predictable manner, and if you enclose them with Stix, you get a bonus. Your fast lines after that fill in as slow lines, giving you double points. Don't let them touch your Stix, though, or you'll explode.

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(5) Scoring

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When you complete a box by drawing Stix, you are awarded points based on how much of the screen you covered. If you draw a fast line, you get 100 points times the percentage of the board you claimed. For a slow line, it's 200 points multiplied by the percentage. Also, the percent claimed display on the right is a rounded number, so when it says you claimed 2%, you could have really claimed from 1.5% to 2.49%. Its precision is maintained internally, so your scores will be more exact.

When you split the Qix in levels with 2 of them, you get a multiplier for the base scores. For example, if you get a 2x multiplier and you draw a fast line, you will get 200 times the percent covered instead of 100. You'd get 400 times the percent covered for a slow line. The multipliers get added together from each level they are earned.

At the end of the level when you pass the threshold, it will give you a bonus for extra coverage. You get 1000 points for every percent over the threshold you took. So if you claimed 70% with a threshold of 65%, you get 5000 extra points.

When you trap a Spritz, the fast lines receive scores as if they were slow lines, giving you double points. Their patterns also turn into the one for the slow lines.

If you get a high score, it will allow you to enter your name in the "Qix Kickers" list. Use the Control Pad to choose a letter and A to choose it. The arrow icon erases the last letter. Your name can have a maximum of 8 letters. Push B when you are done.

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(6) Enemies
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Qix

The title enemy. It's the thing in the middle that's made out of lines and bounces around at random. It can only hurt you when you are drawing Stix. If it touches you or any one of the Stix, you die. You are safe from it when you are on the outside walls. When there are 2 of them, draw a line separating them to get a multiplier for your score.

Sparx

These guys move around the outside walls. They don't change directions or stop, so you can tell where they are going. They can not go onto your Stix in progress. They kill you if they touch you. The Sparx timer at the top makes 2 new ones, up to 6, when it disappears.

Super Sparx

After you have 6 Sparx on screen and the timer goes down again, a warning sound will play and they will all turn into Super Sparx. These are smarter versions of Sparx that go straight for you. They can even go onto your Stix while you're drawing them, and around lines that aren't at the very edge. The only way to be safe is to keep moving.

