

Once Qix tried to invade our universe, entering at the arcade halls, and was fought back by restless arcade players.

Now $\varnothing\bar{\text{I}}\bar{\text{x}}$ has followed. Careful not to repeat the mistakes of its predecessor, it tries a different route - through the ColecoVisions! Will the ColecoVision players be up to the challenge?

The goal of the game is to claim a supermajority of the playing field by fencing off parts of the central black area, filling them with blue.

The player controls a diamond-shaped marker (red for the first, blue for the second player). The direction of the marker can be changed using the joystick. When the direction indicated by the joystick is toward the blue outside, the marker stops. When it is directed towards the black inside, a Stix is started. The Stix is completed when the marker reaches the border again. At that moment, the part of the black area that does not contain $\varnothing\bar{\text{I}}\bar{\text{x}}$ is filled.

When the player touches a Stix (e. g. by moving in a spiral pattern) a life is lost. When

A marker is touched by $\varnothing\bar{\text{I}}\bar{\text{x}}$ while drawing a Stix, a life is lost. When a merker is touched by Sparx, a life is lost.

Sparx are spawned by $\varnothing\bar{\text{I}}\bar{\text{x}}$. When they reach the border of the black area, they keep moving along it. Depending on the current level, $\varnothing\bar{\text{I}}\bar{\text{x}}$ can spawn up to four Sparx. Another aspect of the game depending on the current level is the aggressiveness and speed at which $\varnothing\bar{\text{I}}\bar{\text{x}}$ moves.

Sometimes a yellow bonus symbol appears on the field. Capturing it by drawing a Stix through its middle or filling the area it is in results in extra points for the score. Killing Sparx or markers by filling the area they are in also results in extra points.

A level is won once a large enough part of the black area has been filled in blue. At easy difficulty 50% need to be filled, at medium difficulty 75% need to be filled, and at hard difficulty 90% need to be filled.

The current score of the first player is displayed in the upper right corner. Next to it

is the numbers of lifes remaining for the first player. In two player mode, the corresponding numbers for the second player are displayed in the upper left corner. The current level is always displayed in the middle.

The game version number can be found in the difficulty selection screen.

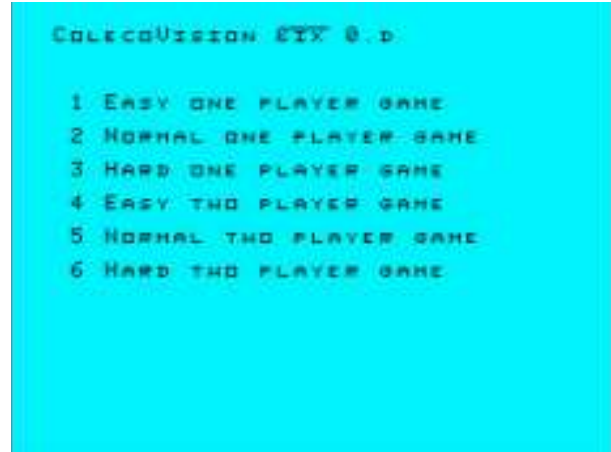
Single player mode:



Two player mode:



Difficulty selection screen:



Booklet design:
Philipp Klaus Krause
Game design and programming:
Philipp Klaus Krause
Game music:
Giuseppe Domenico Scarlatti

More information about ColecoVision games can be found at <http://www.colecovision.eu>.