



NTSC U/C

PlayStation®



SLUS-01561

QIX Neo



The Arcade Classic Returns



a ZeniMax Media brand

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

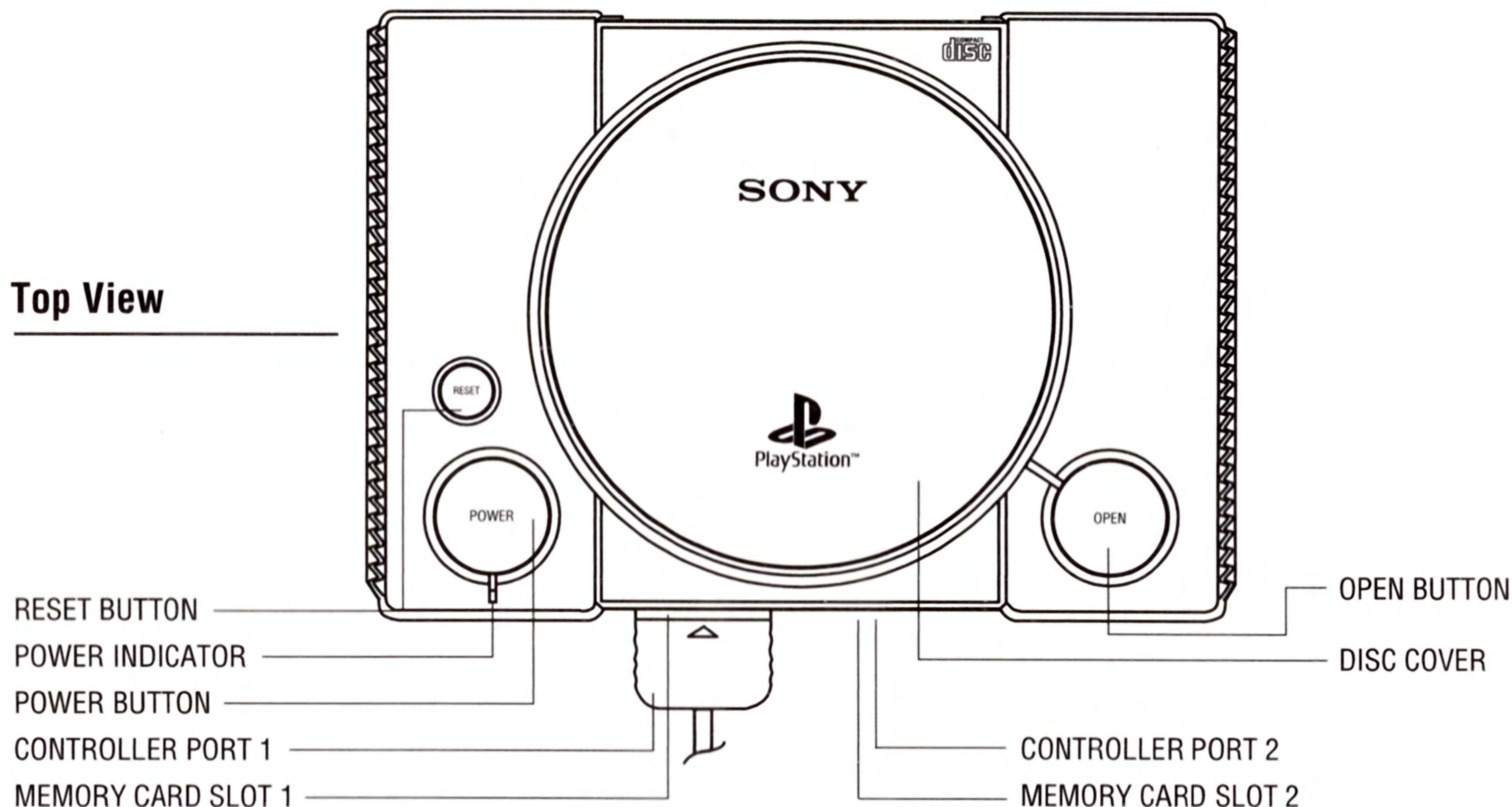
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

QIX NEO GAME MANUAL

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Top View



STARTING THE GAME

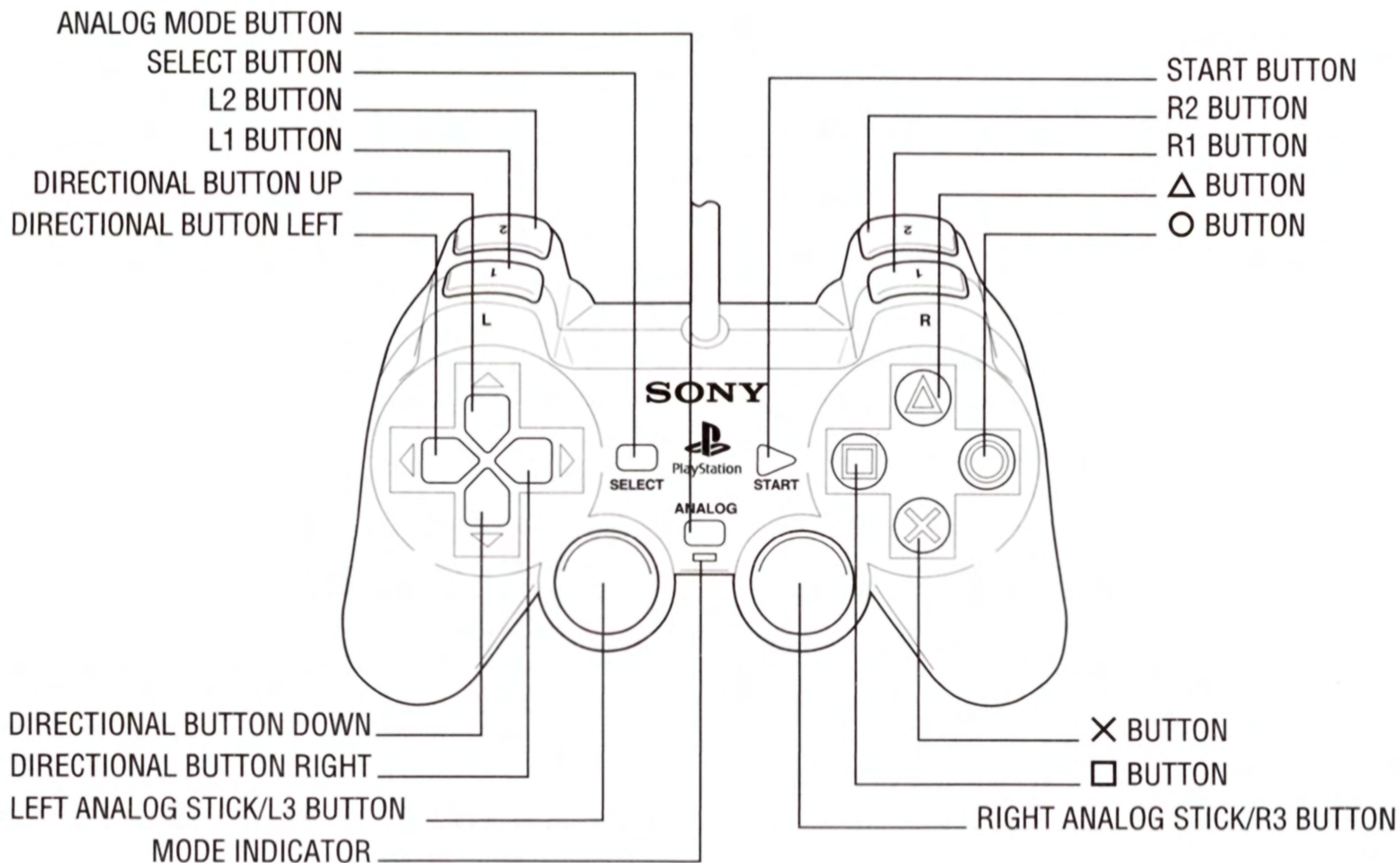
1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Qix Neo** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

It is advised that you do not insert or remove peripherals or memory card(s) once the power is turned on.

CONTROLS

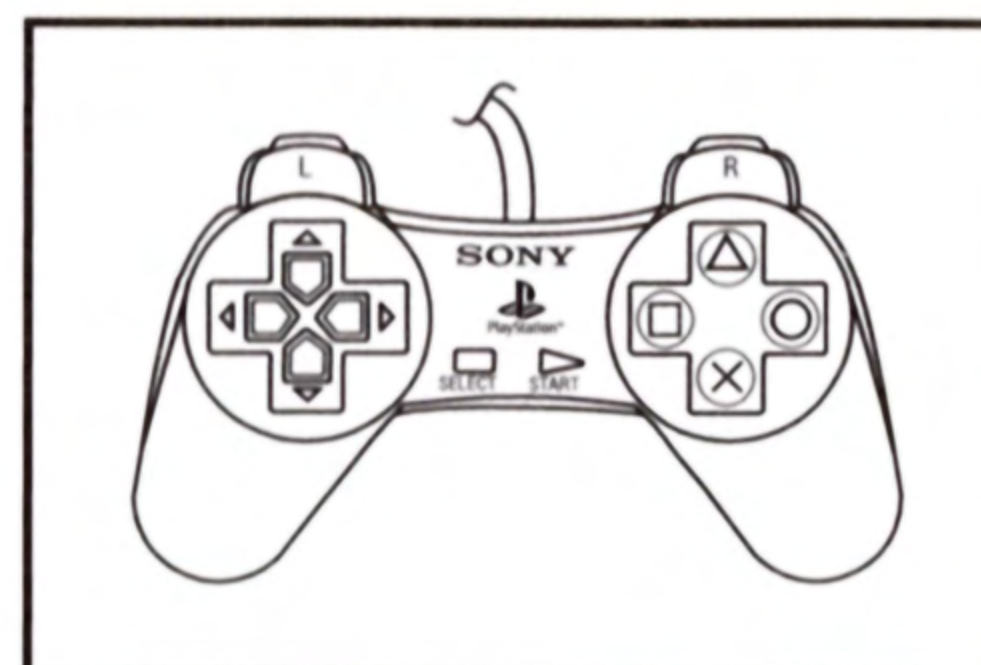
Qix Neo uses the following controls:

DUALSHOCK® analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



GAME CONTROLS

Menu Screen Controls

Directional buttons	• Move your ship Up, Down, Left, and Right • Menu Selection • Change the Screen Position
⊙ button	• Draw a line while keeping your finger on it • Select Menu Choices and Options • Draw a Field Line across the field by keeping your finger on the ⊙ button and pressing the directional buttons
⊗ button	• After gaining the item, fire a laser • Cancel Menu Selections and Options • After gaining a Laser Item, you can use the ⊗ button to fire a laser
START button	• Starts the game. • Pauses & Displays Menu Window

Note: In this game, regardless of whether the LED display light is on or off, the Analog Controller will control the vibrations. Vibration can be turned ON or OFF with the Option Mode.

GAME START

Press the **START** button when at the Title Screen, and select between “Original Mode”, “Arrange Mode”, “Ranking”, and “Options”.

Original Mode

Taken straight from the arcade version of the game. Clear all 16 levels to clear the game.

Arrange Mode

An arrangement of the Original Mode, albeit with improved graphics. Clear all 96 levels to clear the game. Due to varying attack patterns of the items and enemies, each and every level comes as a fresh surprise.

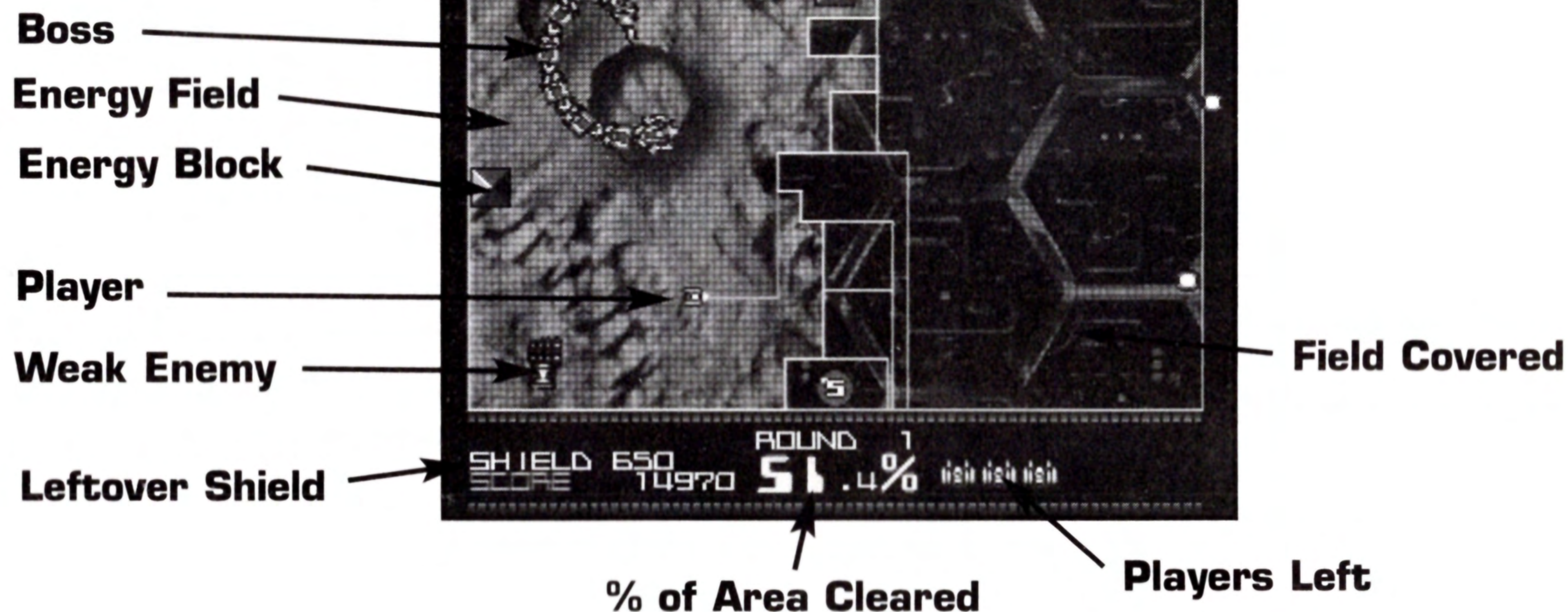
Ranking

Shows the top 5 scores of the Original Mode and the Arrange Mode.

Options

See page 11 for more details.

GAME PLAY



Energy Field

- Field to be covered by player.
- Field has Weak Enemies and a boss.

Field Covered

- Field covered by player.
- The covered Energy Field disappears when covered, showing the ground below.

Player

- The spaceship controlled by the Player.
- While on the level the Player is protected by the shields, but when removing the ground the shields are turned OFF. If the Player collides against an enemy or their attack while the shields are OFF, they have to start over.

Weak Enemy

- Tries to block the player from completing the mission. To destroy, simply surround it. Otherwise, once 80% of the field has been covered, they will all explode.

Boss

- Tries to block the player from completing the mission. As more field is covered, it gets smaller.
- When 80% of the field has been covered, it will explode.

Energy Block

- An obstruction the player cannot go through. When “conquered” with lines, sometimes an item will appear.

Leftover Shield

- The amount of shield a player has left over. While the shield is ON, it continually decreases. Once the shield disappears, no matter where the player is, if he/she collides against an enemy or their attack, they have to start over.

Players Left

- Number of spaceships the player has left. Once a certain score is reached or a 1-Up item is garnered, it will increase. If the player is attacked without any spaceships left, it is Game Over.

% of Area Cleared

- Shows how much of the area has been cleared.
- Once the percentage reaches 80%, the Boss and Weak Enemies will explode, which means the level has been completed.

GAME RULES

Moving the Spaceship

The player controls the spaceship to progressively cut more and more of the area off. To control the ship, simply keep the thumb on the  button while maneuvering it around the level with the **direction** buttons, allowing a line to be drawn. Once the line surrounding part of the field is drawn, the side of the field without the Boss will disappear.

The Color of the Line:

Orange Line

Lines that haven't been completed will be in Orange.

Green Line

The line surrounding the field at the beginning of each level, plus a completed line, will be presented in green. While the spaceship is on the Green Line, the shields will be ON, making the player invulnerable to enemy attacks. However, when drawing an Orange Line, the shields will be turned OFF, rendering the player vulnerable to the enemy as well as their attacks. Once the player's shields reach 0, all lines will become Orange Lines.

How to Clear Each Level:

- **Cutting Off at least 80% of Each Level**

While the minimum required amount of conquered territory is 80%, you can conquer up to 99.9%. The more territory is conquered, the higher your score will be.

- **By Gaining a Special Laser Item to Defeat the Boss**

- **Miss**

When the ship collides with a spark or an enemy.

- **Hit**

When the enemy is hit by enemy fire.

Bonus

The levels contain a number of bonus items. Here are the bonus conditions:

- As more of the Energy Field is cleared, the higher the score will go. The bigger the percentage, the bigger the score. If the maximum 99.9% of the Energy Field is covered, the player will gain the maximum 500,000 points.
- When a Weak Enemy is defeated the player scores 1,000 points. However, if 2 or 3 are defeated at once, the scores will be 2,000 and 4,000 respectively. For every extra Weak Enemy destroyed at once, the score will multiply. The trick to this is to corner the Weak Enemies as much as possible, and take out all of them in one go.
- If the player is able to clear 80% of the level in one go, 1,000,000 points will be rewarded.
- For each level cleared, the player will gain 1,000,000 points.

With the exception of the Arrange Mode, for each level cleared, the player will get the following score, depending on whether continuing was necessary or not in order to clear the level.

1st Level	Without Continuing	2,000,000 points
	Continuing	1,000,000 points
2nd Level	Without Continuing	3,000,000 points
	Continuing	2,000,000 points
3rd Level	Onwards Without Continuing	4,000,000 points
	Continuing	2,000,000 points

ITEMS

Ⓟ	POWER	Stops player's shield from decreasing for a while.
Ⓢ	SPEED	Spaceship's speed increases and stays that way until the player either clears level or is destroyed.
Ⓣ	TIME	All enemies within the Energy Field stop moving for a short while.
ⓒ	CRASH	Destroys all enemies with the exception of the Boss.
Ⓛ	LASER	Allows the player to fire a laser that destroys all Weak Enemies for a short while.
★	SPECIAL	Allows the player to fire a laser that destroys all enemies for a short while.
1up	1UP	Player gets an extra spaceship.
Ⓑ	BONUS	For every 8-dot Orange Line drawn by the player, 1,000 points are added to the total score.
Ⓡ	RETURN	Shields return to the maximum 900 that the player had before the start of the level. Goes into effect immediately after getting it.
Ⓜ	MICRO	Diminishes the Bosses' size.
Ⓦ	WARP	Automatically transports the player to a hidden level.

OPTIONS

Here is where game settings can be carried out. Go through the different options by pressing the Up/Down **directional** buttons, and adjust each option setting by pressing the Left/Right **directional** buttons.

Game Difficulty	Can be selected between Easy, Normal, & Expert. The default setting is Normal. With the Easy mode, only 70% of the level needs to be cleared.
Spaceship	Shows how many ships the Player has left. Default setting is 3.
Vibration	Vibration Mode can be changed between ON & OFF.
Save Data	With the  button, the player can save game data to the Memory Card.
Load Data	With the  button, the player can load an existing game file from the Memory Card.
Exit	Return to the Title Screen.

*Only Memory Card Slot 1 may be used to save to or load any files from.

SPECIAL THANKS

Cyrus Sethna - **Translation Services**

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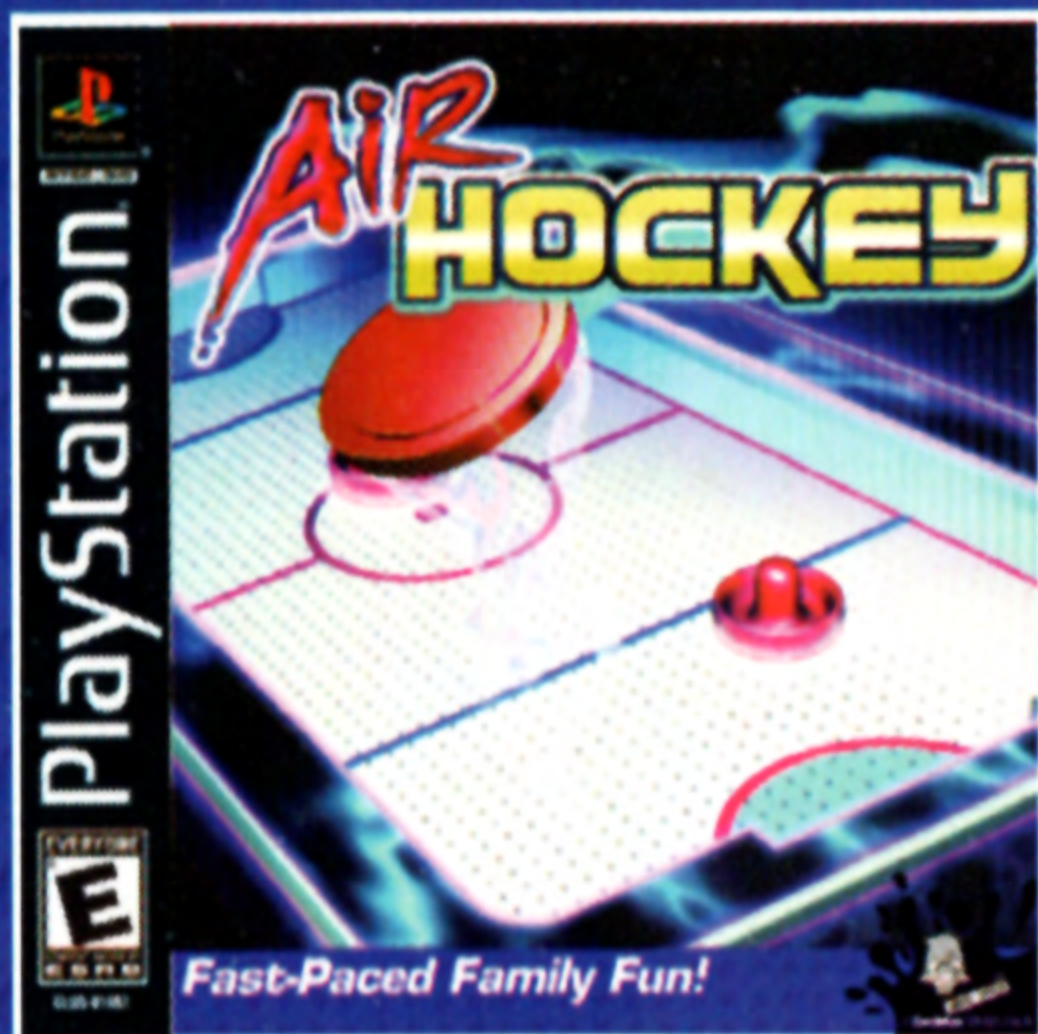
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