


**COLLECTOR  
VISION  
Games**

Guide No. 099247

CARTRIDGE  
INSTRUCTIONS

# QBIQS



You want to play your favorite game, but your CRT monitor is in danger. Inside, dead pixels mutate into dangerous particles called QBIQS. These particles interfere with the path of cathode rays, so images do not display correctly.

Thank you for selecting the QBIQS game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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## GAME SETUP

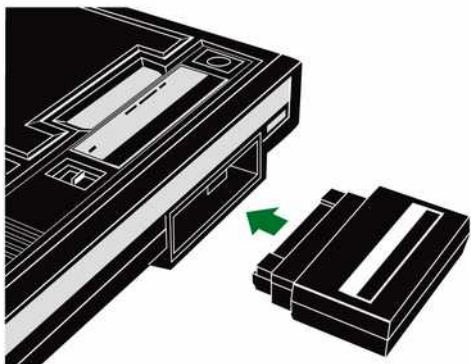
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

If you are playing this game on a ColecoVision console, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

Plug a compatible hand controller into joystick port #1. For a two-player game, plug another hand controller into joystick port #2. Any compatible controller should normally function with QBIBS, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert the QBIBS game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

**Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.**



# USING THE CONTROLLER

At the title screen, move the menu cursor up or down by tapping the joystick in either direction, and press the left trigger button to select a menu item. Each menu item leads to a different sub-menu of options.

**1P SINGLE GAME:** Selecting "LET'S PLAY" with the left trigger button will take you to a screen where you will be directed to select one of three ships (Ray, Glow or Beam). Select your ship by tapping the joystick left or right and confirm your selection with the left trigger button. Select "BACK" to return to the main menu.

**2P VERSUS GAME:** Selecting "LET'S PLAY" will direct both players to select their preferred ship before starting the game. From this sub-menu, you can also select the skill level of each player (between 0 and 9, selectable by tapping the joystick left or right). If both players are at the same skill level, you can set the scroll mode to either "FREE", "EQUAL" or "MIRROR". Try these scroll modes to see how they differ! Select "BACK" to return to the main menu.

**CONFIGURATION:** You can set the type of vertical scrolling, namely "PIXEL" (smooth scrolling) or "TILE" (stepped scrolling). You can also set the music on or off. Select "BACK" to return to the main menu.

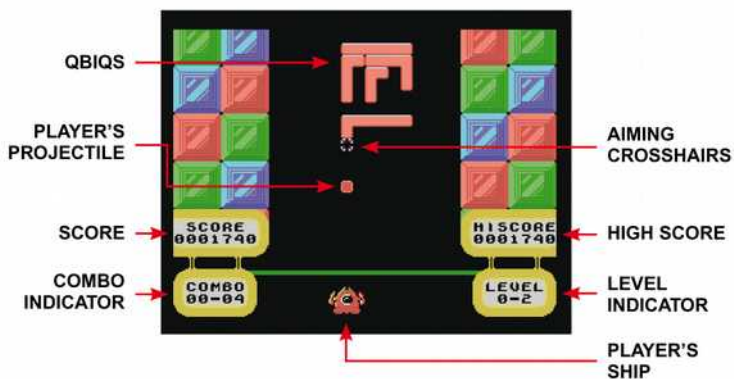
**JUKEBOX:** You can listen to the background music tunes of the game. When the cursor is on the first menu option, tap the joystick left or right to switch to a different tune, and then press the left trigger button to start the music player. Press it again to stop the player. Select "BACK" to return to the main menu.

During the game, you can move your ship left and right by pressing the joystick in either direction, and you can shoot cubes by pressing the left trigger button. Press the joystick up to increase the speed of the incoming QBIQS, or press down on the joystick to slow their approach.

At any time during the game, you can press the [★] key on the keypad to pause the action. Press [★] again to resume play. This works on both controllers in the two-player game.

# HOW TO PLAY

You are tasked with removing the QBIQS particles which appear clumped together at the top of the screen and slowly descend towards your ship located at the bottom. You must not allow the QBIQS to reach the bottom of the screen, or else the game ends with your ship exploding.



Your ship can shoot cubes up the screen. These cubes will merge with the clumps of QBIQS when they make contact, making the clumps bigger. Your constant objective is to aim your cubes in order to form perfect rectangular shapes. When a rectangle of QBIQS is fully formed, it is automatically removed from the screen and you score points in the process.

The game is separated into levels. Clear a level of all its QBIQS and you move on to the next level automatically. There are 10 levels to complete.

# HOW TO PLAY (continued)

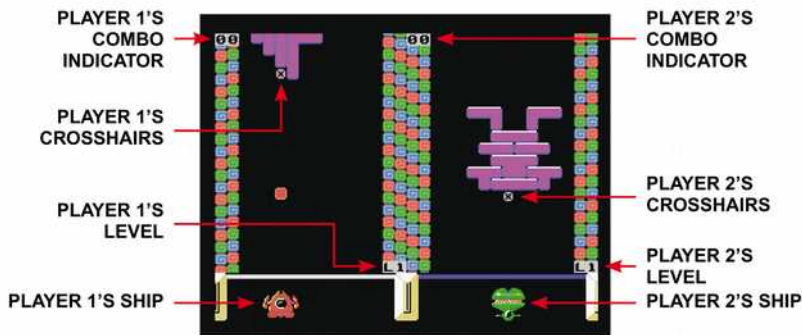
## COMBOS

Encasing multiple QBIQS into a single rectangle will increase your combo meter as well as give you bonus points (see page 7 for scoring details).

Combos allow you to decelerate the QBIQS' speed if you press the joystick down. The combo counter will decrease if you hold down the joystick for a while. Once your combo meter drops to zero, QBIQS will resume approaching your ship at normal speed.

## TWO PLAYER GAME

In the two-player mode, the goal of each player is to be the first to clear the level of all QBIQS. If a player's ship explodes from contact with QBIQS, his opponent wins the match.



When a player makes a combo in the two-player mode, the QBIQS in the opponent's trench accelerate. The more QBIQS you encase in a single rectangle, the bigger the combo, the faster the opponent's QBIQS drop down the screen.

## SCORING

When a rectangle is fully constructed, the blocks within that rectangle will disappear, and each disappearing block is worth 10 points.

If you make a combo, the 10 points are multiplied by the number of pieces combined. For instance: A 4-piece combo means each disappearing block is worth 40 points.

Each hole inside the completed rectangle is worth 100 extra points, no matter how many pieces are included in the rectangle.

At the end of the game, you earn 100,000 points from each unused continue, but only if you start the game from the very first level. See tips and hints below regarding continues.

## TIPS AND HINTS

The "LEVEL" indicator shows your progress in the current level. Each level has 11 zones labelled 0 to A. Once you pass zone A, you finish the level.

Each time you finish a level during the game, the next level will be unlocked, and a new option will appear in the "1P SINGLE GAME" sub-menu, namely "SELECT LEVEL", which will allow you to select a previously unlocked level and start your next game on that unlocked level.

More tunes will be added to the jukebox as you unlock levels in the main game.

In the one-player game, when you accumulate 100 combos, you will obtain a continue. If your ship is destroyed and you have continues left, you can continue the same game on the stage you've been destroyed, but your score will be reset to zero.

## TEAM PARTICIPANTS

- Fernando López Ostenero: Design & programming, ColecoVision port
- Brian Klug: Software beta-testing
- Garrett Gilchrist: Box art
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Armando Pérez Abad, Albert Yarusso, Tobie St-Aubin  
and all AtariAge forum members.

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by

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