

STYX

The Play:

During each round, you are challenged by the swirling STYX and the electrifying STYX guardians. Your aim is to advance your marker into the playing field and corner off an area. As your claimed area floods with color, the top of the screen shows the percentage of the field captured and your new score. To win each round, you must capture at least 80% of the playing field.

Your advance must be cautiously planned to avoid any contact with the STYX. If any part of the STYX touches your line before the area is completed, your marker is destroyed and the area you were capturing belongs once again to the STYX.

The STYX guardians that travel the edge of the playing field have an electric barrier that destroys your marker upon contact. Their objective is to force you to advance into the playing field to face the STYX.

Also beware of defeating your own objective. If you release the draw button, cross your trail or retrace your lines, you may cause your own demise.

Loading STYX:

Place your STYX diskette in the disk drive of your IBM PC Jr. and turn your computer on. When the title page appears on your display, you are ready to begin using either keyboard or joystick control.

Joystick Control:

Centre your joystick and press Button #1. This will start the game and select joystick play.

Use the joystick to direct your marker around the playing field. Then, holding down Button #1 to begin drawing, direct your marker through the uncharted area and return to the edge to complete your claim.

Keyboard Control:

To begin the game, press any key. Use the cursor keys to direct your marker in any of the four directions around the playing field.

Then, holding down the #1 key at the top of the keyboard, use the cursor keys to direct your marker through the uncharted area and return to the edge to complete your claim.

Scoring:

Your score depends on the amount of the area captured and how expertly you time your capture.

The object of each round is to corner the STYX by capturing at least 80% of the playing field. If you claim more than 80%, you are awarded 1,000 bonus points for each percent over 80% claimed.

As you claim each area, you get 10 points for every percent of the field captured. If you time your capture, you can increase your score depending on the multiplier shown in the upper corner of your screen:

Blue	x 1
Red	x 5
Green	x 10

High Scores:

STYX automatically records the top 10 high scores and the players' initials on your STYX diskette. To use this function, you must be sure that the diskette is in the disk drive and that it does not have a write protect tab on it.

Special Functions:

The #9 key disables sound effects. Sound may be restored by pressing the #9 key a second time.

The game may be suspended at any time by pressing the SPACE BAR. To resume your game, press any key.

If the STYX picture is not centred on your display, hold down the Ctrl key while using the ← and → arrow keys to reposition the screen.