

QUARX

For Apple II

Digital Download Manual

System Requirements:

- Apple IIe / IIc / IIs / Laser 128
- 128K of RAM
- Disk Drive
- Mockingboard Recommended

Credits:

- David Murray - Original Game
- Ian Brumby - Apple II conversion
- Piotr Radecki - Pixel Art
- Noelle Aman - Mockingboard Music
- Sean Monahan - Box Art

Thank you for downloading Quarx for the Apple II. Every time we've ported it to a new system, we've tried to keep it a fun puzzle game, but also an odyssey of sight and sound for each system. And the Apple II is no exception and that is why it needs the double-hires mode of the IIe and compatibles, as well as a mockingboard sound card.

The game itself is a match-3 style game. You can re-arrange the falling bricks using the Z key or SPACE, then maneuver it into position to make a match. Matches can be vertical, horizontal, or diagonal. Each 40 blocks that you eliminate will advance you to a new level, which will have a new animated background and slightly faster speed. Every 2 levels will introduce a new song.

Pause Game

Jukebox (at main menu)

In-Game Movement

Menu Select



In-Game Rotate

In-Game & Menu Movement