

Qix

Qix is an arcade video game from 1981.

The game presents an area containing a monster: the **Qix**. The player can move around this area and leaves a trail behind him.

When the player goes through a border of the screen, they appear on the other border and the area which was isolated from the **Qix** disappears.

The player wins when the remaining area containing the **Qix** represents less than 25% of the original area.

The player loses if the Qix crosses their trail. The player's trail burns from its origin towards the player itself if the player stops. If the fire catches up to them, they lose.

Other monsters appear in the area "drawn" by the player. If one of these monsters touches the player, they lose.

Core rules

- The game area has a specific size. A cell can contain three different values that indicate its type: the cell can be walkable, non-walkable, or a border. A border is a special walkable area.
- Non-walkable cells are space that was taken out by player action. Borders are cells that are directly in touch with a walkable cell and at least one non-walkable cell.
- The walkable area contains a monster: the Qix, which is several cells long and moves randomly.
- If the Qix touches the player or their trail, the player loses and goes back to the border they came from
- When the player walks on a walkable cell, they leave a trail behind them. This trail ignites if they stop. The player cannot cross the trail.
- When the player touches a border, the walkable area splits: the part containing the Qix remains and the other becomes non-walkable.
- Borders contain special monsters called Sparks. The player loses the game when they touch a Spark. Sparks can also move along the trail or old borders, even if they are in a non-walkable area, if it helps them hunt the player. A Spark cannot turn back.
- The player wins when the Qix is sealed inside less than 25% of the starting area.

Bonus ideas

- Powerups appear in the walkable area. The player may touch the powerup directly or with their trail. The effects of the powerups are up to you.
- Maps may contain obstacles or scenery.