

**CONTINUING  
PLAY**

When the game is over, the screen will display your point total. If there are two players, the "FAX Graduate" will appear on the screen, above the winning score. Next, you will be asked, "Want to play again?" Answer Y for Yes, N for No. Y will return you to more FAX™ competition, in the category you've selected. If you enter N, the game will end.



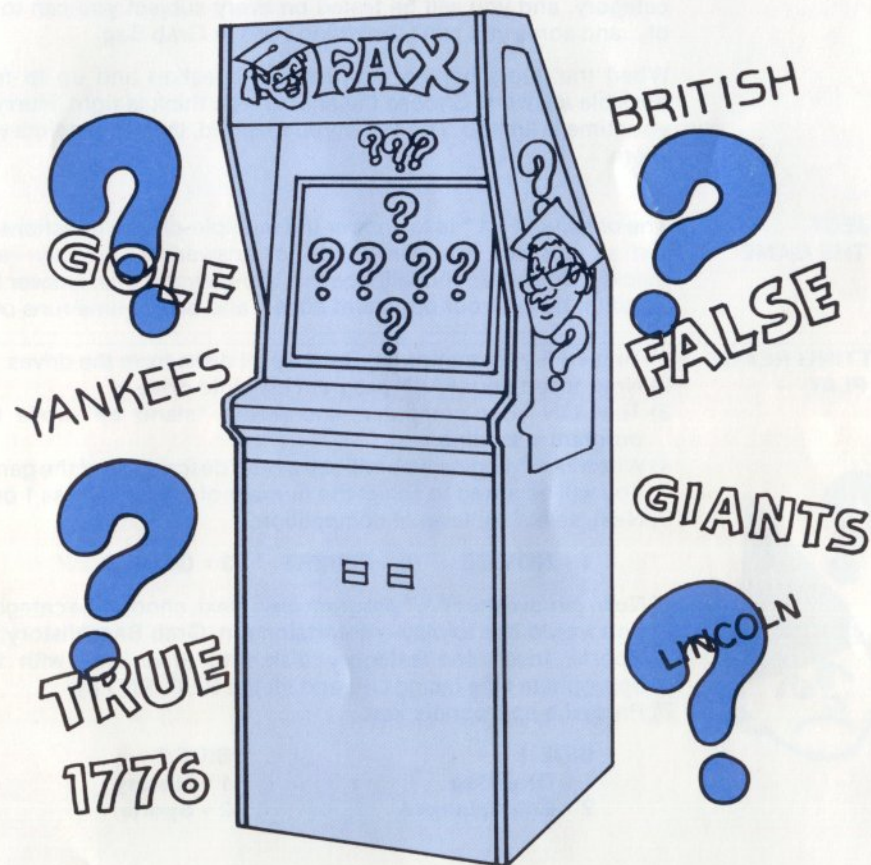
**EPYX™**  
COMPUTER SOFTWARE

# FAX™

## Fun with Questions

### INSTRUCTION MANUAL

For the Apple™ Home Computer



**EPYX™**  
COMPUTER SOFTWARE

1043 Kiel Court, Sunnyvale, CA 94089

COPYRIGHT ©1983, EPYX, INC.

PART NO. 69

FAX™ is a trademark of Exidy, Inc. ©1982 Exidy, Inc.  
Apple™ is a trademark of Apple Computer, Inc.

From FAX™ the Arcade Game by Exidy, Inc.

## INTRODUCTION

Albert Einstein, Babe Ruth, Ringo Starr, and you! FAX™, the first educational arcade game, comes home. Now, for the first time, you can test your wits and reflexes in the ultimate video "Quiz Game". Choose from over 3,700 questions, divided into four different categories.



In Sports, your favorite athletes challenge you to recall their past records, relive the Olympics, and learn about sports you never knew existed.

History takes you back to the Roman Empire and beyond. Who was Alexander the Great's father? Can you name the first man in space? The answers will surprise you!

Entertainment challenges everyone, from the movie critic to the rock-and-roll fan. You'll learn there is more to entertainment than fun and games.

Grab Bag is the highest challenge of all. Choose this mysterious category, and you will be tested on every subject you can think of...and some you can't. Anything goes in Grab Bag.

When the game begins, you'll see a question and up to four possible answers. Choose the answer you think is right. Hurry—your time is limited. The faster you respond, the more points you score.

## OBJECT OF THE GAME

The object of FAX™ is to answer the multiple-choice questions as fast as you can. You win points for answering correctly—and quickly. Double your challenge in a two-player game, answer the question before your opponent does...and before time runs out!

## GETTING READY TO PLAY

- 1) Turn OFF your computer. Remove all disks from the drives.
- 2) Now, insert your FAX™ program disk into drive #1.
- 3) Turn ON your computer, and please "stand by" while the program is loading.
- 4) When FAX™ begins, you will see a brief description of the game. You will be asked to select the number of players. Press 1 or 2.
- 5) Next, select the level of competition:

**1 = NOVICE    2 = EXPERT    3 = GENIUS**

- 6) Now, remove the FAX™ program disk. Next, choose the category you would like to play—Entertainment, Grab Bag, History, or Sports. Insert the category disk into drive one, with the appropriate side facing UP, and hit the RETURN key.
- 7) Press the appropriate key:

**SIDE 1**  
**1 = Grab Bag**  
**2 = Entertainment**

**SIDE 2**  
**1 = History**  
**2 = Sports**



## THE CONTROLS

The quiz competition begins when your first question appears on the screen. Below the question are four answers—and only one is correct.

**FOR ONE PLAYER:** The answers are numbered 1, 2, 3, and 4, and correspond to your keyboard. For example, if you think the second answer to the question is the right answer, hit your "2" key.

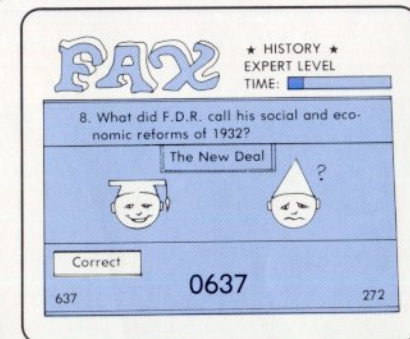
**FOR TWO PLAYERS:** The **first player** responds with the **KEYS 1, 2, 3, and 4**. The **second player** responds with **KEYS 6, 7, 8, and 9**. The answers appear as follows:

- |          |               |    |
|----------|---------------|----|
| 1. _____ | <b>answer</b> | 6. |
| 2. _____ | <b>answer</b> | 7. |
| 3. _____ | <b>answer</b> | 8. |
| 4. _____ | <b>answer</b> | 9. |

## SCORING

FAX™ is a game where speed—as well as knowledge—helps you score. When a question flashes on your screen, a score clock will indicate how much time you have to respond. Get the answer right, and you'll be awarded all the points remaining on the score clock. If you answer incorrectly, the score clock will stop, and no points will be given.

If there are two players, and the first respondent answers incorrectly, the second respondent still has a chance to get it right. If both players are wrong, the score clock will stop, and no points will be awarded.



Game Clock

Player 1 Score

Score Clock

Player 2 Score

In addition to the score clock, there is a game clock at the top of the screen. When this clock runs down to zero, the game is over. Extra time will be added to this clock, when the total of the player's (or players') scores exceeds the bonus point value, shown at the beginning of the game.

## LIMITED WARRANTY

Epyx, Inc., warrants to the original purchaser of this Epyx software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Epyx software program is sold "as is," that is without express or implied warranty of any kind, and Epyx is not liable for any losses or damages of any kind resulting from use of this program. Epyx agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Epyx software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Epyx software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EPYX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EPYX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EPYX SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusions or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## EPYX WARRANTY REGISTRATION

Thank you for purchasing an EPYX computer game! Please complete this warranty registration so that we may keep you informed of new products and promotions from EPYX.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

Zip \_\_\_\_\_ Phone ( \_\_\_\_\_ ) \_\_\_\_\_

Date Purchased \_\_\_\_\_ Game Purchased \_\_\_\_\_

My Computer is:

Apple  ColecoVision

Atari  Adam

Commodore 64  IBM

Other \_\_\_\_\_

I also own a:

Disk Drive  Cassette Recorder

I plan to buy a:

Disk Drive  Cassette Recorder

Please give Age \_\_\_\_\_ Sex \_\_\_\_\_ of Purchaser

Age \_\_\_\_\_ Sex \_\_\_\_\_ of person who plays game most if other than purchaser

From what type of store was game purchased:

Department  Electronics Store  Toy Store  Computer Store  Software Store

Record Store  Discount  Mail Order  Audio/Video Store  Other

How long have you owned your computer? \_\_\_\_\_

Do you plan to purchase another computer?  No  Yes; Type \_\_\_\_\_

Your occupation is? \_\_\_\_\_

How many computer games do you own? \_\_\_\_\_ How many EPYX games do you own? \_\_\_\_\_

Do you prefer Action games  or Strategy/Role Playing Games

What is your favorite computer game? \_\_\_\_\_

What computer/game magazine do you read? \_\_\_\_\_

**EPYX**<sup>TM</sup>  
COMPUTER SOFTWARE

---

---

---

STAMP

**EPYX, Inc.**  
**1043 Kiel Court**  
**Sunnyvale, CA 94089**

**FAX™** Apple

893

**Side 1 Category Disk  
Grab Bag/Entertainment**

© 1983 Epyx, Inc., Sunnyvale, CA 94089

**EPYX™**  
COMPUTER SOFTWARE

894

**FAX™ Program Disk**  
for the APPLE\* Computer

© 1983 Epyx, Inc., Sunnyvale, CA 94089

\*APPLE is a trademark of Apple, Inc. pic



**STRATEGY GAMES FOR THE ACTION-GAME PLAYER**

**EPYX™**  
COMPUTER SOFTWARE

©Epyx, Inc. 1983

**FAX™** Apple

## Side 2 Category Disk History/Sports

© 1983 Epyx, Inc., Sunnyvale, CA 94089

For extended media life—  
here's how to take care of your flexible disk



Precision surface.  
No fingers, please!



For your disk's sake  
(and the system's, too)  
insert disk carefully.



Magnetic fields erase.  
Keep them far away.



Keep it safe—  
in the jacket  
when not in use.



Bending and folding  
may damage.  
Handle with care.



Keep disks comfortable  
Store at: 10° to 52°C.  
50° to 125°F.

**EPYX™**  
COMPUTER SOFTWARE

1043 Kiel Court • Sunnyvale, California 94089