

QUINK™

THE GAME OF
QUICK THINKING FOR SHARP MINDS
AND NIMBLE FINGERS!



$E=MC^2$

GAME PLAY MANUAL

For 1 or 2 players or teams.

CBS
SOFTWARE

SETTING UP YOUR COMPUTER

For Apple® II+, IIe, and IIc

1. Insert the program disk into the drive and close the drive door.
Attention IIe and IIc users: CAPS LOCK must be down.
2. Turn on your computer and monitor. Adjust the volume.
3. The title screen will appear, followed by the program menu.

For Commodore 64™

1. Insert the program disk into the drive and close the drive door.
2. Turn on your computer, disk drive, and monitor. Adjust the volume.
3. Type **LOAD "CBS", 8** and press **RETURN**. Then type **RUN** and press **RETURN** again.
4. The title screen will appear, followed by the program menu.

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QUINK™

DON'T DARE BLINK— HERE COMES QUINK !

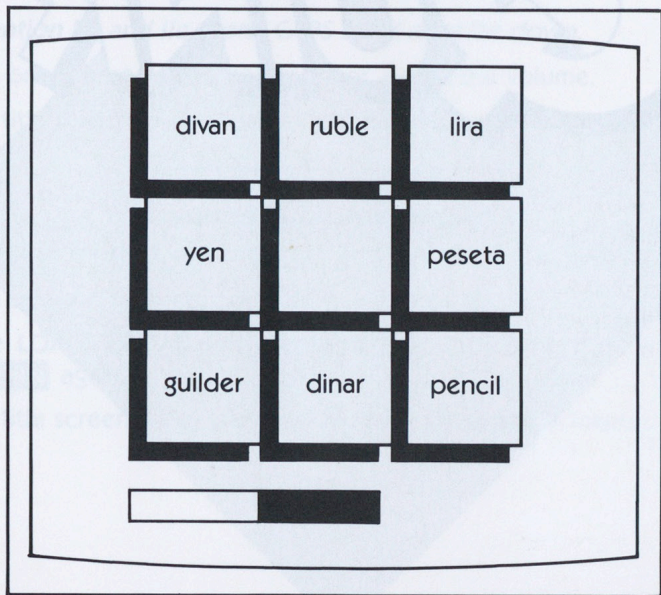
If you're a quick thinker with fast fingers, then *Quink* is for you. It's a game that combines swift thinking with a little keyboard action in a race against the ever-ticking clock. Just be sure you don't blink because this game moves so fast that it could be over in the wink of an eye!

THE OBJECT OF THE GAME

Scan the eight places, names, or objects that appear on each *Quink* screen for one possible association. Once you've determined what it is, use the keyboard to eliminate the entries that aren't related by that association.

QUINK LINGO

Below is a typical *Quink* screen. In each of the eight boxes, there is an "entry." Each entry—a name, place, or object—is considered either a **match** or a **loner**. Your job is to figure out which is which.



A **match** consists of two or more entries that belong to one common subject area. In our example, *peseta*, *guilder*, *lira*, *yen*, *ruble*, and *dinar* are matches since they all belong to the subject area of *World Currencies*.

A **loner** can be considered a "non-match." It is any entry whose subject area is represented only by that one entry. In our example, there are two loners: *divan* and *pencil*. *Pencil* represents the *Writing Instrument* category, and *divan*, being an object you sit on, falls under the subject area we call *Sit On It*.

Each time you look at a screen in *Quink*, you must determine whether an entry is a loner or a match. All loners must be removed so that only matching entries are left on the screen. In this particular *Quink* challenge, *divan* and *pencil* must be removed. You accomplish this by using your computer keyboard.

You **lose a life** each time you eliminate an entry in error, but a new life is won each time 10,000 points are scored (see p. 7).

MENU SELECTIONS

Before you begin play, several screens will appear from which you must make a few selections. Follow the on-screen directions to make your choices.

First: Number of Players

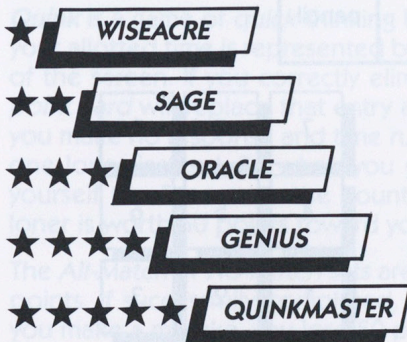
Choose either a one- or two-player game. With two players, turns alternate between sets or until a player loses a life. The Quinkmaster, in the center box, will always keep track of whose turn is next.

Second: Categories

Choose one of six categories: Fame, Pop Culture, Imagination, Science and Nature, General Knowledge, and Mixed Bag.

Third: Level of Play

Choose the level of difficulty. In ascending order of difficulty the levels are: One Star–Wiseacre, Two Star–Sage, Three Star–Oracle, Four Star–Genius, and Five Star–Quinkmaster.



Fourth: Type of Play

The choice of Normal or Advanced is included in all levels of play. In Advanced, it is up to the player to end the round (see p. 5).

HOW TO PLAY

If you are using an Apple®, Commodore 64™, or IBM® PCjr., the keys to use are

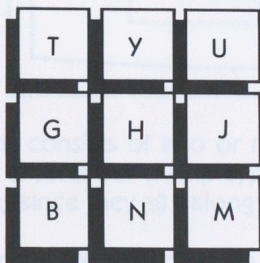
T, **Y**, **U**, **G**, **H**, **J**, **B**, **N**, and **M**.

If you are using an IBM® PC, you should use the numeric keypad numbers

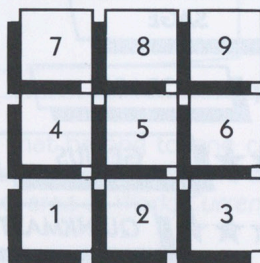
7, **8**, **9**, **4**, **5**, **6**, **1**, **2**, and **3**.

These keys were selected for use because of the way they correspond to the screen display.

divan	ruble	lira
yen		peseta
guilder	dinar	pencil



Apple, Commodore 64, and PCjr. keys




IBM PC Numeric Keypad

Pressing any one of these keys eliminates the corresponding entry.

In addition to these keys, you will also use the space bar and **RETURN**. At the end of a set, the space bar allows you to switch between the correct match grouping, and the subject areas in which each entry belongs. When you are ready to continue with the game, press **RETURN**.

Restarting Quink

If during a game of *Quink* you decide the level is too difficult for you, or if you'd just like to begin all over again, simply press **ESCAPE** on the Apple, IBM PC, and PCjr. With the Commodore 64, press this key, , found in the upper left corner of the keyboard.

SETS AND ROUNDS

A **set** is one display of eight entries. A match in each set always consists of at least two, but no more than six items. There is only one subject area represented by a match, so there will always be only *one* common bond to look for in a set. Conversely, there will always be at least two, but no more than six loners in each set. Five sets are considered a **round**, and the Quinkmaster in the center box will keep track of the set and round numbers for you.

In later rounds and at more advanced levels, this situation changes slightly. It will be possible to have *all entries* in the set *match*. If this is the case, pressing the **zero** key indicates there are no loners to remove. Similarly, a set may contain entries which are *all loners*. Again, **zero** should be pressed to indicate, in this instance, that there is no match in the set. There are five sets to each round, and an additional *All-Match* or *No-Match* set will appear randomly within the round.

SCORING AND TIMING

Quink is a game of *quick* thinking because of the time limit. In every set, your allotted time is represented by a horizontal color bar at the bottom of the screen. If you correctly eliminate a loner within the time limit, a *point card* will replace that entry and the countdown clock will reset. If you make no response and time runs out, an *hourglass card* will replace one loner instead. So when you guess right, you are in effect "buying yourself time" because the countdown begins again. Each eliminated loner is worth 50 points toward your goal score of 500.

The *All-Match* or *No-Match* sets are a good opportunity to recoup some points. If successfully completed, you can earn 100 points, but should you make a mistake, you lose 50 points.

Normal Play

When you correctly eliminate all of the loners, the computer will automatically tally your score and reveal the subject areas for each entry in the set.

Advanced Play

In advanced play, you must indicate when you have finished eliminating the loners by pressing **H** (on Apple, Commodore, and PCjr.) or **5** (on IBM PC). If you have removed all, the computer will tally your score. If there is at least one loner still on the board, and you press **H** or **5**, you will see the *whoops card* and you will lose a life. And if there are no loners left, and you fail to respond before time runs out, you'll also lose a life.

Once you've reached the goal score, all correctly eliminated loners are worth 100 points each. But scoring in each round gets tougher because the goal score increases by 50 points per round through the tenth round where the goal score is 950 points.

WHOOPS!

If you incorrectly identify an entry as a loner and try to eliminate it, you *lose a life*. When this happens, a *whoops card* takes the place of the entry, and the set is automatically over.

You will get a chance to start the round over again from the beginning and all the points you've accumulated in the round will be credited to your total score. The game will end, however, if you lose three lives.

In higher levels, scoring and timing work the same way, but there's that additional quirk where you must indicate when all loners have been removed from a set. And for a further twist, even if you don't lose three lives, the game will end if you fail to reach the goal score within each round.

CHALLENGE ROUNDS

There are two types of challenge rounds—one after completing odd-numbered rounds, and the other after even-numbered ones. A challenge round should be looked upon as a bonus opportunity to score points since there is never a risk of losing a life or the game.

Single Loner Challenge

(after completing odd-numbered rounds)

Within the eight entries will be only one loner. The object is to spot it and eliminate it as fast as possible. If successful, a new set will *immediately* appear and you must again find the lone loner and quickly get rid of it. There is a fixed amount of time (indicated by the colored time bar) to play this round. The round ends with an incorrect selection or when time is used up.

Matchmaker Challenge

(after completing even-numbered rounds)

This is the only time there are ever nine entries on the screen. Concentrate on matching one of the surrounding eight entries to the one in the center. A new set of nine items will keep appearing each time you succeed. Again the round ends with an incorrect answer or when time is used up.

Winning Back A Life

Points awarded for each successive, correctly-eliminated entry continue to increase in value as you continue to play. These points can be critical in winning back a life. For each 10,000 points in your total score, you earn a new life.

TURNS

If there is more than one player, the Quinkmaster in the center box will keep track of who goes next. Also, the asterisk above the scores will appear over the player or team whose turn it is.

POINTS OF INTEREST

As you play *Quink*, you will discover that a large pool of information has been used. There are five overall categories—**FAME**, **POP CULTURE**, **IMAGINATION**, **SCIENCE AND NATURE**, and **GENERAL KNOWLEDGE**—and each includes a minimum of 60 different subject areas. An additional category, **MIXED BAG**, draws subjects from four of the overall categories. (**FAME** is excluded from **MIXED BAG** since it would be too easy to recognize proper names amidst other items.)

With 4,500 items of information generated randomly, *Quink* will always be lively, fun, and challenging. So put those Quinking caps on and let those fingers fly!

ATTENTION ALL QUINKSTERS:

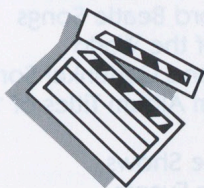
All the information that appears in *Quink* has been thoroughly researched. If you found a particularly interesting subject or item that you would like to know more about, visit your local library. There you'll be able to find books and articles that will help you get to know your subject better.

SUBJECT AREAS IN QUINK

FAME

TV Game Show Hosts
Real Names of Movie Stars
Bandleaders
TV Docs
Heavyweight Champs—Boxing
Cartoon Characters
Pulitzer Playwrights
Comedy Duos
Foreign Film Directors
Magicians
Assassination Victims
Leaders of Nations
Academy Award Best Actresses
Academy Award Best Actors
Best Supporting Actresses
Best Supporting Actors
Explorers of the New World
Grammy Winners—Male Pop Vocalists
Grammy Winners—Female Pop Vocalists
Signed Declaration of Independence
Astronauts
U.S. Vice-Presidents
Famous Generals
Nobel Prize Laureates for Literature
Inventors
Heisman Trophy Winners
Cy Young Award Winners
Most Valuable Players
PGA Players of the Year

Dickens Characters
Criminals and Outlaws
Comedy Greats
Stars of Vaudeville
Choreographers
Nixon's Enemies List
Fictional Detectives
Great Philosophers
Opera Composers
Comics Creators
Women's Sports Hall of Fame
Olympic Gold Medalists—Male
Modern America Women Writers
American Authors—19th. Century
Heroes and Heroines on TV
Pop Composers
Orchestra Conductors
TV Character Duos
In Rock 'n Roll Heaven
TV Newscasters
Supreme Court Justices
Miss Americas
American Folk Heroes
Film Tough Guys
Movie Cowboys
Film and Drama Critics
Senators—Past and Present
U.S. Film Directors
TV Sportscasters
Loving Couples
Married Couple Combos
Money Men
Jockey Jocks
Great Chess Champs
Indy 500 Winners
Sci-Fi Writers
Landscape Painters
Great Painters
Star Wars Series Characters
Tennis Greats—Male
Tennis Greats—Female
U.S. Attorney Generals
Great English Poets



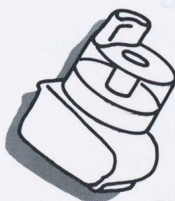
British Novelists
Country and Western Singers
Photographers
Watergate Seven
Singing/Songwriting Duos

POP CULTURE

Dances
Monopoly Avenues
Two-Word Beatle Songs
Beers of the World
Simon and Garfunkel Songs
Platinum Album Titles of 1983
Candy
TV Game Shows
Olympic Events
TV Soaps
Leading U.S. Magazines (circ. over 1 million)
Where to Eat Out
Great American Eateries
Hit Broadway Shows (longest running, over 1,000 performances)
Kentucky Derby Winners
Cordials
Robert Who?
Eighteenth Century Dances
Car Brands
Mixed Drinks
Toys
Peanuts Gallery
Non-Olympic Sports
Hairdos
Colleges and Universities
Pastry
Articles of Clothing
Prescription Drugs
Controlled Substances
Play Ball
Sports Equipment
Seen on Signs
Road Signs
Top Single of the Year Records
It's Howdy Doody Time

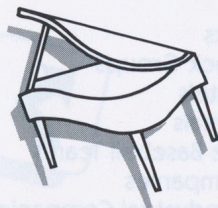
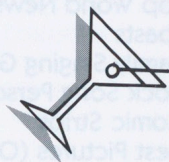


Puppets
Ventriloquists' Dummies
Sesame Streeters
TV Westerns
Foreign Cuisine
Pasta Names
Brand-Name Cleaners
Card Games
Board Games
Table Games (Generic)
Car Parts
Fabrics
Man-Made Fibers
Newspaper Monikers
Top World Newspapers
Toasts
Family Singing Groups
Rock Song Personages
Comic Strips
Best Pictures (Oscars)
Best-Selling Novels of the Year
Pulitzer Prize Fiction
Household Appliances
Beverages
Hotel Chains
Airlines
Top 50 Stocks
Two-Word Rock Groups
Las Vegas Hotels
Breakfast Cereals
Major League Baseball Teams
Japanese Companies
Top Foreign Industrial Companies
Famous Stores
Country and Western Bands
Perfumes
Perry Mason's "The Case of the..."
Nicknames (Sports Stars)
Nicknames (Entertainment World)
Seven Dwarfs
A Boy Scout is...
Yoga Terms
Brand Name "Generics"
National Football League Teams

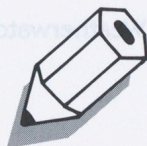


IMAGINATION

Famous Pen Names
Music Terms
States of Intoxication
Sit On It
Terms of Endearment
What Cooks Do
Typeface Fonts
Knights of the Round Table
Types of Singing Voices
Drinking Vessels
Languages of the World
House Names
Grammatical Symbols
Bookish Things
Shakespeare Characters (Male)
Shakespeare Characters (Female)
Shakespeare Plays
Muses of Greek Mythology
Word Fun
Titles of Rulers
Musical Instruments (Non-Stringed)
Musical Instruments (Stringed)
Legal Mumbo Jumbo
Prepositions
Song Styles
People Collectives
Furniture Styles
Rooms in a House
Onomatopoeia
Sounds Animals Make
Assault Verbally
Imaginary Creatures
Japanese Movie Monsters
Supernatural Beings
Horror Movie Monsters
Imaginary Places (Fantasy Lands)
Ways to Say Goodbye
Grimm's Characters
Fight Synonyms
Operas
Reading Matter



Forms of Literature
Theft Talk
Slang for Crazy
Slang for Money
Grammar Lesson
Museums of the World
Idioms Using Animals
Types of Gaits
Cartooner's Lingo
Cartoon Curses
Interjections
Poetic License
Colleges of Oxford
Virtues
Deadly Sins
Book Publishers
Great Paintings in the USA
Pulitzer Prize Plays
Slang for Go Away
Writing Instruments
Silence, Please
So Many Mistakes

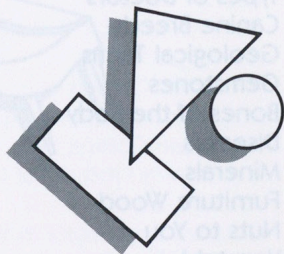
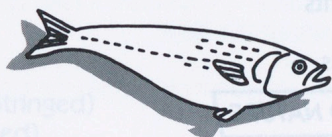
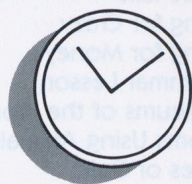


SCIENCE AND NATURE

Computer Lingo
Types of Doctors
Canine Breeds
Geological Terms
Gemstones
Bones of the Body
Diseases
Minerals
Furniture Wood
Nuts to You
Vegetables
Knots
Cat Breeds
Hoofers (Vegetable-Mammals-Ungulates)
Marsupials
Rodents
Constellations
Birds



Birds That Can't Fly
Popular House Plants
Wildflowers
Bodies of Water
Landscape Features
Venomous Snakes
Reptiles and Amphibians
Fruit
Weather Phenomena (Weatherwatch)
Fish
Animal Collectives
Metals
Gases
Chemical Elements
Baby Animal Names
Common American Horse Breeds
Math Lesson
Geometric Shapes
Poisons and Toxins
Insects
Medical Instruments
Muscles of the Body
Organs of the Body
The Measure of Things
Measures of Time
Scientific Measures
Mushrooms
Parts of a Flower
Qualities to Measure
Astronomically Speaking
Gatherings of Greenery
Measurement Prefixes
Hurricane Catastrophes By Name
Geological Periods
Apple Varieties
Prehistoric Creatures
Animal Kingdom Phyla
Subjects of Study
Amino Acids
Parts of a Cell
Organic Industrial Raw Materials
Measuring Devices
Magnificent Flying Machines

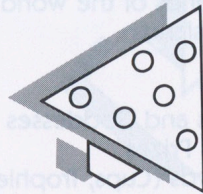
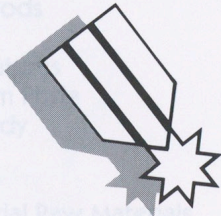


GENERAL KNOWLEDGE

Spices
Prisons and Jails
Sailing Terms
Kitchen Tools
Famous Annes
Political Gobbledygook
Women of the Bible
Martial Art Forms
Cheeses
Sparkling Wines and Champagnes
Seaworthy Vessels
World Currencies
Books of the Old Testament
Weapons
Guns
State Capitals
Common Beef Cattle and Dairy Cows
African Nations
NATO Nations
Famous Battles
Wheeled People Movers
Religious Groups
American Indian Tribes
National Parks
Places of Worship
Passageways
Principal Islands of the World
Caribbean Islands
Headwear
Seas
Greek Gods and Goddesses
Awards and Prizes
Sports Awards (Cups, Trophies, etc.)
Celebrity Jobs
World Capitals
All in the Family
Greek Alphabet
Longest Rivers
Wines of the World
Ancient Greeks
Footworn



Famous Native Americans
Types of Jewelry
Passenger Trains
Famous Ships
Passenger Liners
Religious Offices
Political Geography
Catholic Orders
Places in the Bible
Roman Emperors
Mountain Ranges
Old Geographical Names
Military Ranks
Great Deserts
Satellites
Major Waterfalls
Largest Lakes (larger than 1,000 sq. mi.)
Barbaric Invaders of the Roman Empire
Ten Most Common American Surnames
Longest Suspension Bridges
Major International Airports
Religious Holidays
Armor Parts
Hand Tools
Tools on a Swiss Army Knife
Provinces of Canada
Capitals of Canadian Provinces
Wonders of the World
Cities of Australia
Seven Hills of Rome



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2L-0226

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IBM® PC and PCjr. Users



Loading Instructions

You will need your DOS disk each time you run the program.

This program requires a minimum of 128K, and you may use DOS 1.1, 2.0, or 2.1.

On the PCjr., you must use DOS 2.1.

1. Place the DOS disk in drive A and turn on your computer.
2. When the request to enter the date and time appears, press ENTER twice.
3. When A> appears, remove the DOS disk and place the program disk in Drive A. Type **CBS** and then press ENTER.
4. The title screen will appear. Press the space bar to see the program menu.

NOTE: For proper operation of the number 5 key in Advanced Mode, make sure the NUM LOCK key is down.

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