

A VIDEO GAME CARTRIDGE FROM (R)PARKER BROTHERS
Q*bert(TM)

FOR ATARI 5200 VIDEO GAME SYSTEM

Under license from D. Gottlieb & Co.

Q*bert game graphics (C) 1983 D. Gottlieb & Co. All rights reserved.

Q*bert is a trademark of D. Gottlieb & Co. and used by Parker
Brothers under authorization.

Rules(C) 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

OBJECT



Document (c) 2002 by "www.atarihistory.de" - Official member of the AHS

To score as many points as possible by changing the color of the
cubes on the pyramid from a starting color to a destination color.
You'll do this by hopping Q*bert from cube to cube while avoiding
"nasty" characters who will try to stop him. Each time you complete
a pyramid, you'll proceed to a new pyramid - or round.

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Push the POWER ON/OFF button. Power is on when the red light
below the button is on.
3. Press the number of the game you want to play (see Game Selection
Box). The number will appear briefly in the lower right hand corner
of the screen. If you skip this step, you'll automatically start
playing Game 1.
4. To begin play, press down the START button.

THE JOYSTICK CONTROLLERS

Plug the joystick controllers into the jacks labelled "1" and "2."

For one-player games, use only the "1" joystick.

To move Q*bert from cube to cubbe press down on the Fire Button and
move the joystick in the direction you want Q*bert to hop.

Remember, Q*bert can hop only in a diagonal direction.

To stop action press the PAUSE button. Press it again to resume play.

PLAYING

Q*bert

You'll start the game with a set number of Q*berts (see GAME
SELECTION BOX). The first Q*bert will appear on the topmost cube
when the game starts. Remaining Q*berts are shown to the left of
the pyramid.

Try to hop Q*bert onto every cube so he changes the entire pyramid
to the destination color. The destination color indicator is on
the left of the screen.

Be careful not to hop Q*bert off the sides or off the bottom of the
pyramid. If you do, he falls and you lose that Q*bert. When this
happens, the next Q*bert will appear on the topmost cube.

Red Ball

When Red Ball starts rolling, get Q*bert out of its path or it will
squash him! If this happens, the next Q*bert will appear on the
cube where the last one was squashed.

Purple Ball

Poses the same kind of danger as Red Ball, except that when Purple
Ball reaches the bottom of the pyramid, it hatches Coily the snake!

Coily

He's the snake with the perilous pounce! The only way to get rid
of Coily is to lure him off the pyramid by hopping a flying disc.

Hop Q*Bert onto the exit cube. (there is only one correct exit cube for each flying disc.) Then, as soon as Coily approaches the exit cube, hop Q*Bert aboard the flying disc.

Flying Discs

When Q*Bert's in trouble, he can board a flying disc that will whisk him off to safety at the top of the pyramid. The number of discs and their placement to the sides of the pyramid will differ, depending on the level and round

Just make sure Q*Bert boards the flying disc from the correct exit cube or else he'll fall off the pyramid.

Ugg and Wrong Way

Ugg and Wrong Way appear on the lower portion of the pyramid and travel sideways and upwards, ready to jump on Q*Bert. If one of them does, the next Q*Bert will appear on the cube where the last one was jumped.

Sam

Sam can't catch Q*Bert, but he changes the cubes' colors so Q*Bert's got to retrace his tracks. If Q*Bert stops him, however (by running into him), you'll earn bonus points.

Green Ball

Green Ball can't catch Q*Bert either. But if Q*Bert catches Green Ball, all the characters except Q*Bert freeze for a moment, Q*Bert can continue to hop, and you'll earn bonus points.

END OF ROUND

The round ends when you complete the pyramid. As long as you have a Q*Bert remaining, a new pyramid will appear with a new destination color.

ROUND PROGRESSION

As your progress from round to round, Q*Bert's speed, the speed of the other characters, and the frequency of the other characters' appearances will increase.

END OF GAME

The game ends when you run out of Q*Berts

To play the same game level press START or the Fire Button. To choose a different game level press SYSTEM RESET, then refer to Setting the Console Controls.

TWO-PLAYER GAMES

Games 4-6 are two-player games

The left player goes first; players alternate turns. Your turn ends when you lose a Q*Bert.

GAME SELECTION BOX

Game 1 One-player You start with 5 Q*Berts
Game 2 One-player You start with 4 Q*Berts
Game 3 One-player You start with 3 Q*Berts
Game 4 Two-player You each start with 5 Q*Berts
Game 5 Two-player You each start with 4 Q*Berts
Game 6 Two-player You each start with 3 Q*Berts

SCORING

Q*bert changes cubes to destination color....25 points
Q*bert changes cubes to intermediate color...15 points
Q*bert catches Sam.....300 points
Q*bert catches Green Ball.....100 points
Q*bert lures Coily off pyramid.....500 points
Extra points for unused flying discs.....50 points for each disc
Bonus points.....1000 points for completing
the first round; amount increases 250 points for each successive
round, up to 5000 points
Bonus Q*berts.....In Games 1, 2, 4, 5 - one for the first 800 points
you score; thereafter, one every 14,000 points
In Games 3, 6 - one for every 14,000 points you score

180-DAY LIMITED WARRANTY
[information deleted]

REACHING THE DESTINATION COLOR

The following describes Q*bert's coloring pattern in the nine game levels.
S = Starting color I = Intermediate color D = Destination color

Level 1 When Q*bert jumps on S, it changes to D. When he jumps on D, it stays at D.

Level 2 When Q*bert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it stays at D.

Level 3 When Q*bert jumps on S, it changes to D. When he jumps on D, it changes back to S. Q*bert's got to start again.

Level 4 When Q*bert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it changes back to I. Q*bert's got to start again.

Level 5 When Q*bert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it changes back to S. Q*bert's got to start again.

Levels 6-9 The destination color is reached in the same manner as in Level 5. Play becomes more and more difficult as characters and objects appear with increasing speed.