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If you should have any difficulty operating or playing Qbert, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297
All other states 1-800-225-0540
(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon-Fri. (excluding holidays)

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.
In Australia and New Zealand: Toys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.
In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicestershire LE6 2DE England.
In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K 1B7.

PARKER BROTHERS ARCADE/ACTION SOFTWARE

Qbert™

CARTRIDGE FOR ATARI® HOME COMPUTERS

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Object

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.

Setting the Console Controls

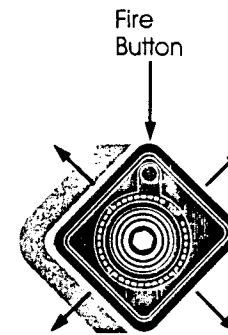
1. Place the cartridge firmly into the cartridge slot of the Atari 400 or 1200XL unit or on the left-hand side of the Atari 800 unit.
2. Turn the ON/OFF switch to ON.
3. You'll see "Q*BERT" displayed on the top of the screen, with the game number "1" directly below it.
4. Use the SELECT button to choose the desired game level (SEE GAME SELECTION BOX).
5. To begin play, press down the START button or the Fire Button on a Joystick Controller.

The Joystick Controllers

Plug the joystick controllers into the jacks labelled "1" and "2". For one-player games, use only the number "1" jack.

Turn the joystick to the right so that the four corners make a diamond shape with the fire button at the top.

The joystick moves in the four diagonal directions shown. These are the directions in which Q*bert hops around the pyramid.



Playing

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 game 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 you 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 Sam300 points

Q*bert catches Green Ball100 points

Q*bert lures Coily off pyramid500 points

Extra points for unused flying discs. 50 points
for each disc

Bonus points1000 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 8000 points you score; thereafter, one every 14,000 points

In Games 3, 6—one for every 14,000 points you score