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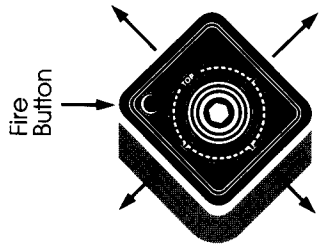
CARTRIDGE FOR COMMODORE 64

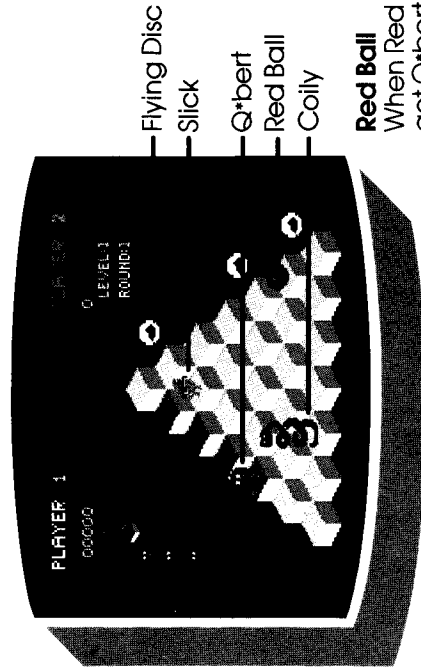


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PARKER BROTHERS

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. There are 9 game levels in all; 4 rounds per level.
Setting the Console Controls	1. For a 1-player game, plug a joystick controller into the jack labelled CONTROL PORT. For a 2-player game, plug a joystick controller into each CONTROL PORT. The first player uses No. 1; the second player, No. 2. 2. Place the cartridge firmly into the cartridge slot on the back of the unit. 3. Press the power switch to ON. 4. At the bottom of the screen, you'll see SELECT 1 OR 2 PLAYER GAME. Press 1 for a 1-player game. Press 2 for a 2-player game. As soon as you do so, the game begins with Round 1, Level 1.

The Joystick Controller	 The diagram shows a diamond-shaped joystick controller. At the top is a circular button labeled 'Fire Button'. Four arrows point outwards from the corners of the diamond, representing the four diagonal directions of movement. 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 three Q*berts. 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 that 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 onto a flying disc.

To do this, hop Q*bert onto the exit cube. (There is only one correct exit cube for each flying disc.) Then, as soon as Coily approaches that cube, hop Q*bert aboard the flying disc. Q*bert flies off to safety while Coily falls into space!

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 that Q*bert boards the flying disc from the correct exit cube or else he'll fall off the pyramid.

Ugg

Ugg appears on the lower portion of the pyramid and travels sideways and upwards, ready to jump on Q*bert. If he does, the next Q*bert will appear on the cube where the last one was jumped.

Slick

Even though Slick can't catch Q*bert, he's still a very crafty fellow. 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 is the other green character that 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 start the game over again, press 1 or 2, depending on whether you're playing a 1- or 2-player game.	
Two-Player Games	
In a two-player game, players alternate turns. Your turn ends when you lose a Q*bert.	

Scoring

Q*bert changes cube to destination color		25 points
Q*bert changes cube to intermediate color		15 points
Q*bert catches Slick		300 points
Q*bert catches Green Ball		100 points
Q*bert lures Colly 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*bert		One for the first 8000 points you score; thereafter, one every 14,000 points

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

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