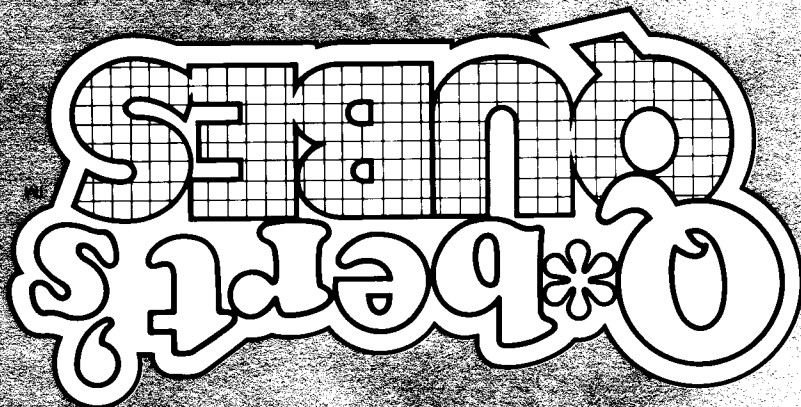


ATARI 2600™ & COMPATIBLE SYSTEMS

R U L E S



PARKER BROTHERS

Q-Bert's Qubes Game Software © 1984 Parker Brothers, Inc.
Rules © 1984 Parker Brothers, Inc. and used by Parker Brothers under license.
Printed in U.S.A.

Take several rows of suspended "three-dimensional" cubes. Drop onto them some very weird creatures in pursuit of a guy who loves to hop, and what have you got?

One of the wackiest games you may ever play! And a most challenging one. You may need to match two or even three rows of cubes in one round. And then there is always someone—or some thing—trying to stop you... not to mention undo what you've already done. It's great fun, too. When was the last time you met a Meltrik or a Shoobop? Q•bert's Cubes....it's a video game of another dimension.

Object

To color-match cubes in a row (or rows) of four. Do so in order to move to the next round. There are four rounds per level, ten levels in all.

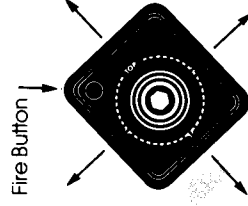
Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot.
2. Since this is a one-player game, plug a joystick controller firmly into the LEFT controller jack.
3. Choose a skill level. To start at Level 1 (easy), set the LEFT Difficulty switch at A. To start at Level 6 (difficult), set the switch at B.
4. Set the TV TYPE switch to COLOR—even if you're playing on a black and white TV.
5. Turn the power ON.
6. Press the GAME RESET switch to begin.

At any time during the game, you may start over by pressing the GAME RESET switch.
If you wish to freeze the action, set the TV TYPE switch to B-W.

The Joystick Controller

Hold the joystick controller so that the four corners form a diamond with the FIRE button at the top. Move the joystick in the direction of the arrows—and only in these directions—in order to make Q•bert hop diagonally up and down the rows of cubes.



Playing

In this game Q•bert has six lives. Remaining Q•berts are shown at the top of the screen.

Matching the target cube

Look at the cube in the upper left portion of the screen. **This is the target cube.** The object is to color-match a row (or rows) of four cubes to this target cube. To make a match, Q•bert must jump off the cube in the appropriate direction—as if he were tumbling that cube. (This may have to be done several times.) Once the cube matches the target cube, it becomes one color. In lower levels, a matched cube is locked in place. As you'll see in higher levels, matched cubes can be unmatched by Shoobops—or by Q•bert himself!

Once Q•bert matches the required number of rows to win the round, he is rewarded with a fanfare of lights and sounds and proceeds to the next round with his remaining lives.

Meltniks

Q•bert derive their name from an uncanny ability to sink and disappear into cubes that match the color of their complexions. Although a Meltnik may look harmless, he or she can put an end to Q•bert if he runs into one. (Warning: Although Q•bert can stop other green characters, he can't stop a green Meltnik!)

Purple Ball

Q•bert mustn't ever play catch with Purple Ball because Purple Ball will squash him on contact! Also, be warned that when Purple Ball reaches the bottom cubes, it hatches Rat-a-tat-tat!

Rat-a-tat-tat

A dirty rat if ever there was one. This rat follows Q•bert like Monday follows Sunday and will finish Q•bert off if Q•bert's not quick. There is, however, a trick to getting rid of the rodent. You see, Rat-a-tat-tat has a terrible sense of balance. When he jumps onto a cube that's changing colors, he loses his balance and falls. Change the colors at just the right moment, and Rat-a-tat-tat is off Q•bert's trail!

Sheldon the turtle

Sheldon is an influential turtle. When Sheldon and Q•bert collide, everyone (except Q•bert) slows down a bit and new characters are introduced at a slower rate.

Green Ball

Green Ball poses no danger for Q•bert when the two collide. In fact, there is good reason for doing so: When Q•bert and Green Ball collide, all characters except Q•bert freeze for a moment. During this time, Q•bert may hop about freely until the action resumes.

Shoobops

Some Shoobops wear shades while others do not. In the long run they're all the same. They're green and they're mean! Green because Q•bert can make them disappear on contact and mean because they can change the colors of cubes—even ones that have already matched the target! So... see a Shoobop...shoo it away!

Bonus Round

Upon completion of every fourth round, Q•bert plays the Bonus Round. During this round, Q•bert stands in place and rotates a cube beneath him. Once it matches the target cube, Q•bert jumps to the next cube. The object is to match as many cubes as he can for bonus points before the round ends.

End of Round

The round ends when you match the required number of rows. The following round will display a new target cube.

End of Game

The game ends when you lose your last Q•bert. To play again, press the GAME RESET switch.

Game Escalation

The longer you stay in the game, the more challenging it becomes:

- The characters in pursuit move at a faster rate.
- The characters in pursuit are introduced more frequently.
- You may be required to match up to four rows per round.
- Fewer free cubes are given per round.
- Cubes may NOT lock in place once they are matched.

Scoring

Landing on a cube	5 points
Matching a cube to the target	100 points
Catching Green Ball	100 points
Catching a Shooobop	100 points
Catching Sheldon	100 points
Eliminating Rat-a-tat-tat with a given Q*bert (per round)	
1st time	500 points
2nd time	400 points
3rd time	300 points
4th time	200 points
5th time	100 points
every time thereafter	5 points
Bonus points at end of round	
Level 1	200 points per matched cube
Levels 2-10	Starting at 225 points per matched cube, the value of matched cubes in each successive round increases 25 additional points
Bonus Round	Starting at 100 points, the value of each succeeding matched cube increases by 100 additional points
Bonus Q*bert	one every 10,000 points

180-Day Limited Warranty

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE, AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS 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.

PARKER BROTHERS