

Q*bert™

A Board Game Based on the Exciting Arcade Game

For 2 players/Ages 7 to Adult

Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

Q*bert™ graphics © 1983 D. Gottlieb & Co.

OBJECT

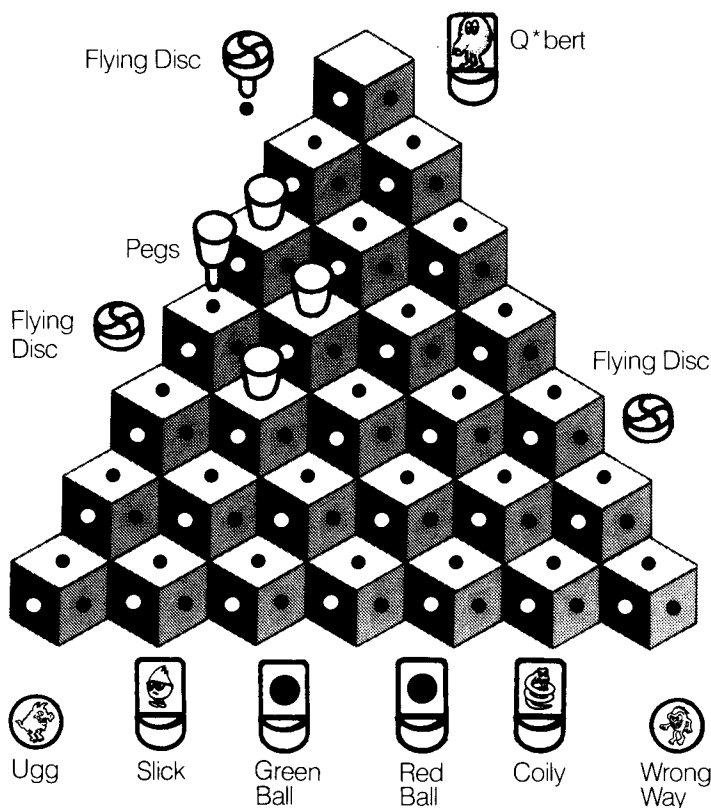
Collect more pegs than your opponent—and you're the champion Q*bert! Both of you take a turn as Q*bert, moving around the pyramid trying to get as many pegs as you can. But watch out! Your opponent can stop you by using any one of the "nasty" characters, like Coily, Red Ball, Ugg, or Wrong Way. Collect all the pegs you can, then let your opponent take a turn as Q*bert. Now you control the "nasty" characters, and must try to stop your opponent from getting more pegs than you. The Q*bert who collects more pegs is the winner.

EQUIPMENT

game board • 7 character playing pieces (Q*bert, Coily, Slick, Red Ball, Green Ball, Ugg, Wrong Way) • 3 flying discs • 1 six-sided die • 1 eight-sided die • 1 character die • Q*bert secret die-rolling tube • 28 pegs • label sheet

SET UP

Use the following diagram to stick the labels on the appropriate character playing pieces. Then place each of the playing pieces into position as shown.



GAME PLAY SUMMARY

1. The player who is Q*bert **drops** the eight-sided die into the Q*bert secret die-rolling tube, then moves **up and/or down** the pyramid on the yellow spaces. *He or she does not have to move the entire number rolled.*
2. The Q*bert player removes a peg from every space on which he or she lands.
3. The player who controls the "nasty" characters rolls the character die and the six-sided die together, then moves the indicated character the appropriate number of spaces.
4. The Q*bert player lifts the secret die-rolling tube to show the other player the number he or she rolled.
5. Play continues until the Q*bert player removes all the pegs or is captured. *This ends the first round.* The player counts the number of pegs he or she has taken, then sets up the board to begin another round.
6. The Q*bert player then plays round two as the "nasty" characters; the other player now moves Q*bert.
7. The player who collected more pegs as Q*bert is the winner.

PLAYING

Each player will play two rounds: one as Q*bert and one as the "nasty" characters.

- When you're Q*bert, you want to collect as many pegs as you can before you're stopped by a "nasty" character.
- When you're the "nasty" characters, you want to stop Q*bert so that player collects as few pegs as possible.

To begin play, each player rolls the six-sided die. The one who rolls the higher number begins the first round as Q*bert. The other player controls the "nasty" characters. The player who is Q*bert takes his or her turn first.

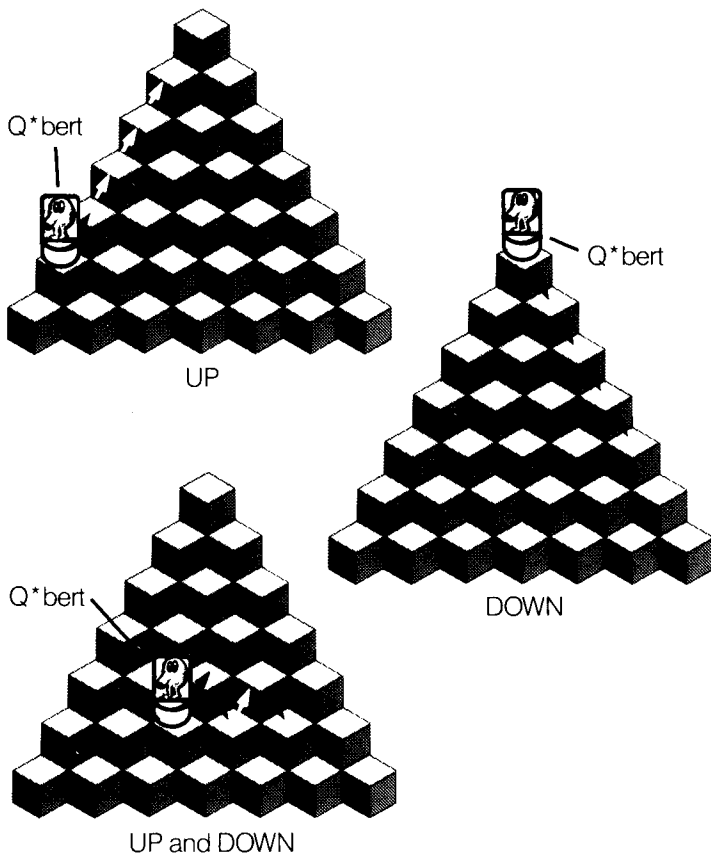
Moving Q*bert

1. **Drop** the eight-sided die into the Q*bert secret die-rolling tube so your opponent can't see the number you roll.

- You may move Q*bert **the total number** you rolled.
OR
- You may move Q*bert **any number less than the total number**. Here's why you might want to do this. If a "nasty" character lands on a space occupied by Q*bert, Q*bert could be "captured." However, if you haven't moved Q*bert the total number you rolled, you can use the moves left over as "escape" moves—and move away from being captured. (See "Saving Q*bert From Being Captured.")

2. Move Q*bert on the yellow spaces. *You may move up, down, or up and down on your turn, but you may not move sideways.*

For example, if you roll 4 on your turn and wish to move all 4 spaces, you may do so in any of the following ways:



However, here are some important points to remember as you move Q*bert:

- If Q*bert **passes over Ugg or Wrong Way** during a move, Q*bert is captured and round one is over.
- If Q*bert **lands on a space occupied by Coily or Red Ball** during any part of a move, Q*bert is captured and round one is over.
- If Q*bert **lands on a space occupied by Slick** during any part of a move, Q*bert must stop there. The player removes Slick to its "home" (starting) position, and then ends his or her turn.
- If Q*bert **lands on a space occupied by Green Ball** during any part of a move, Q*bert must stop there. The player removes Green Ball to its "home" position, then gets another turn to move Q*bert.

3. Take a peg from every space on which you land, then place the pegs in a pile next to the game board.

4. End your turn. The other player now takes his or her turn.

Moving the "Nasty" Characters

1. When the Q*bert player has ended his or her turn, roll both the character die and the six-sided die at the same time.

2. Move the indicated character the appropriate number of spaces. Use the chart, "How the 'Nasty' Characters Move and How They Can Capture Q*bert," for the direction of movement for each character.

3. Try to move the "nasty" characters into a position to capture Q*bert. Use the chart, "How the 'Nasty' Characters Move and How They Can Capture Q*bert," as a guide in trying to capture Q*bert.

4. When Q*bert is captured, round one ends. Count the pegs that were removed during that turn, then replace them. Move the "nasty" characters and Q*bert to their "home" positions. The Q*bert player now controls the "nasty" characters and the other player moves Q*bert as round two begins.

NOTE: When the player who controls the "nasty" characters ends his or her turn, the Q*bert player lifts the secret die-rolling tube to reveal the number rolled.

- If Q*bert *is in danger of being captured* by a "nasty" character and has "escape" moves left (hasn't used the entire roll on the die), Q*bert can use the rest of the roll to move away from danger. (See "Saving Q*bert From Being Captured.") Game play then continues.
- If Q*bert has "escape" moves left *but is in no danger of being captured*, Q*bert cannot use the moves left. Game play continues.

Saving Q*bert From Being Captured

1. **Using "Escape" Moves:** When you move Q*bert **less than the full amount shown on the die** and Coily or Red Ball lands on a space occupied by Q*bert as part of his or her turn, you can use your "escape" moves to move away from a capture.

For example, let's say that "Coily" and "six" were rolled. If Coily reaches the space occupied by Q*bert as a part of the move, Q*bert could be captured! But if Q*bert has "escape" moves, Q*bert can then move away from Coily.

2. **Using the Flying Discs:** If a flying disc is within reach of Q*bert during part of an "escape" move, Q*bert can hop onto the disc and "fly" back to the top space on the pyramid. Moving Q*bert onto the disc counts as **one space**. **You don't have to move Q*bert onto the disc by exact count. But you forfeit any remaining moves if you don't use your full count.**

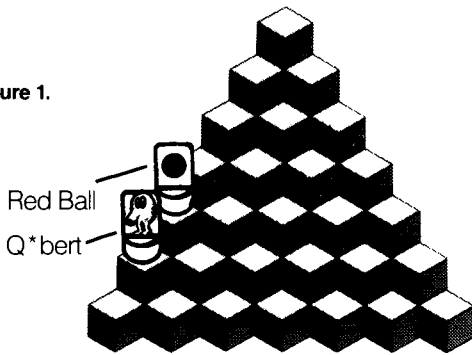
If the top space is occupied, Q*bert moves to the next space under the occupied space. The flying disc is then placed out of play, and Q*bert ends that turn.

3. **"Nasty" Character "Falls Off" Board:** While in pursuit of Q*bert, Coily, Ugg, Wrong Way, or Red Ball can "fall off"

the board in one of the following ways, keeping Q*bert from being captured.

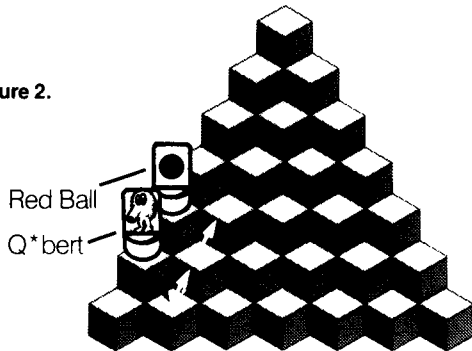
- If Q*bert moves away from an outside space. Let's say Red Ball and Q*bert are located on the board, as shown in Figure 1. Q*bert has just completed a turn.

Figure 1.



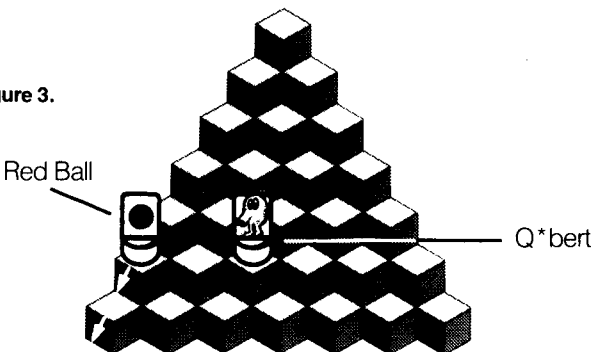
The other player rolls "Red Ball" and "2" on the dice, then moves Red Ball one space to land on the space occupied by Q*bert. However, Q*bert has three "escape" moves left, and moves as shown in Figure 2.

Figure 2.



Red Ball, however, can't capture Q*bert with the 1 remaining move. Because Red Ball tried to capture Q*bert on an outside space—and failed—Red Ball "falls off" the board and is eliminated from the game.

Figure 3.



- If Q*bert hops onto a flying disc. Let's say Coily is in pursuit of Q*bert. Q*bert uses "escape" moves to hop onto a flying disc to safety. Now Coily, who is after Q*bert, must follow Q*bert to the flying disc—even if it means falling off the board.

Here are some important points to remember if a "nasty" character falls off the board:

- **Ugg, Wrong Way, and Red Ball** are eliminated from the game by pursuing Q*bert off the board **ONCE**.
- **Coily** is eliminated from the game by pursuing Q*bert off the board **TWICE**.

However, if a "nasty" character is *not in pursuit of Q*bert* and moves off the board by following its natural direction of movement, that character is not out of the game. Move the playing piece to its "home" position. Once its name is rolled again, it can go back into play.

4. *Landing on Top Pyramid Space:* Q*bert can't be captured by Red Ball while on the top space of the board. Also, Coily can't capture Q*bert in this space when Coily comes onto the board from its "home" position. However, Coily can capture Q*bert in the top space if Coily was already on the board.

END OF GAME

The game ends when both players have taken a turn as Q*bert.

WINNING







The player who collected more pegs as Q*bert is the winner. If both players collected the same amount of pegs, play another game to determine the winner.



We will be happy to answer your questions or comments about Q*bert Board Game. 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: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015. In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

HOW THE “NASTY” CHARACTERS MOVE AND HOW THEY CAN CAPTURE Q*BERT

“Nasty” Character	Starts Move	Direction of Movement	How Q*bert Can Be Captured
Coily 	At top of pyramid*	Up, down, or up and down, but not sideways	<ul style="list-style-type: none"> If Coily lands on a space occupied by Q*bert as part of a move and Q*bert doesn't have enough “escape” moves to get away. For example, if Coily must move 6 but lands on a space occupied by Q*bert on 3, Q*bert needs 4 or more “escape” moves to get away from Coily. Otherwise, Coily can “capture” Q*bert. If Q*bert lands on a space occupied by Coily as part of a move.
Red Ball 	At top of pyramid*	Down only	<ul style="list-style-type: none"> If Red Ball lands on a space occupied by Q*bert as part of a move and Q*bert doesn't have enough “escape” moves to get away. If Q*bert lands on a space occupied by Red Ball as part of a move.
Ugg 	At red space on bottom left of board	Moves only on red spaces , towards the right side of the board	<ul style="list-style-type: none"> If Ugg passes over a space occupied by Q*bert as part of a move. If Q*bert passes over a space occupied by Ugg as part of a move.
Wrong Way 	At blue space on bottom right of board	Moves only on blue spaces , towards the left side of the board	<ul style="list-style-type: none"> If Wrong Way passes over a space occupied by Q*bert as part of a move. If Q*bert passes over a space occupied by Wrong Way as part of a move.
Green Ball 	At top of pyramid*	Down only	<ul style="list-style-type: none"> Can't capture Q*bert. If Q*bert lands on a space occupied by Green Ball as part of a move; Q*bert must stop. Green Ball is returned to its “home” position, then the Q*bert player gets another turn.
Slick 	At top of pyramid*	Down only	<ul style="list-style-type: none"> Can't capture Q*bert. But Slick replaces pegs on all the spaces on which Slick moves as part of a turn.

* If the space at the top of the pyramid is occupied, go to the next space below the occupied space.