A VIDEO
GAME CARTRIDGE FROM
PARKER BROTHERS



Q*bert™

FOR THE COLECOVISION™ GAME SYSTEM

Under license from D. Gottlieb & Co.

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Q-bert © 1983 D. Gottlieb & Co.

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. You'll do this by hopping Q*bert from cube to cube while avoiding the "nasty" characters who will try to stop him. Each time you complete a pyramid, you'll proceed to a new pyramid—or round. Try to complete as many rounds as you can. There are six separate games; nine levels in each game; and four rounds per level.

SETTING THE CONSOLE CONTROLS

1. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the OFF/ON switch to ON. In the center of the screen you'll see "Select Game 1-6."
3. Press the number of the game you want to play (see GAME SELECTION BOX).
4. You'll see a demo screen with Q*bert hopping on four cubes, showing how he reaches the destination color for that round. When he's done, the screen changes and you're ready to begin the game.

PROOF OF PURCHASE
Q*bert™

THE JOYSTICK

Turn the joystick to the right so that the four corners make a diamond shape.

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



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 as soon as the game starts. The remaining Q•berts are shown to the left of the pyramid.

Try to hop Q•bert onto each and every cube, so that eventually the entire pyramid becomes the destination color. The destination color indicator is at the left of the screen.

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

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.

The best way to do this is to 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. 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 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

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.

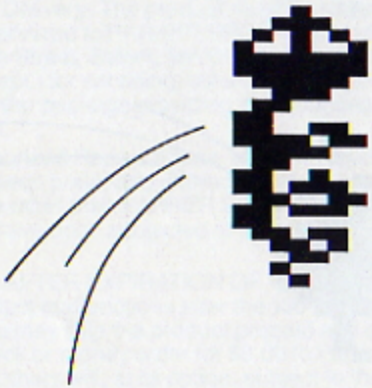
ROUND PROGRESSION

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 play again, press RESET, then choose the game you wish to play.



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; you resume playing with your remaining Q*berts.

The game ends when both players have lost all their Q*berts.

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 Slick . . . . . .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 8000 points you score;
thereafter, one every 14000 points
In Games 3, 6
—one for every 14000 points you score

If you should have any difficulty operating or playing Q•bert, 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: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

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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.