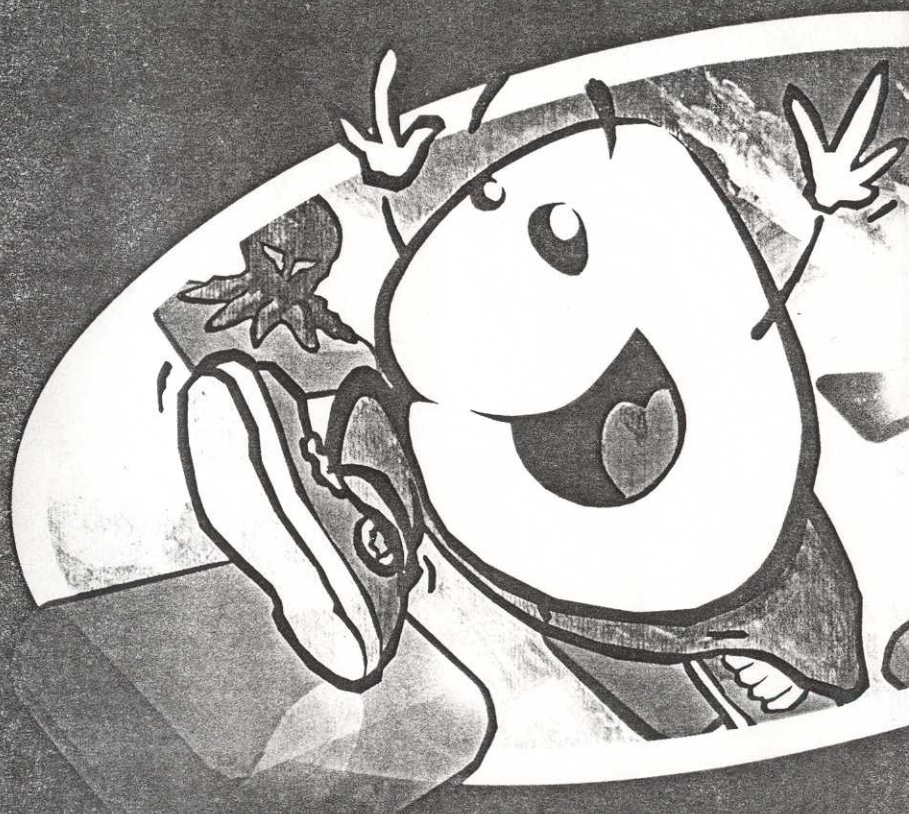


**XYPE**

**Qb**

Special Edition  
by Andrew Davie

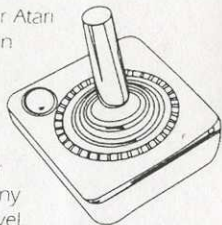


## QB GAME PROGRAM™ INSTRUCTIONS

### GETTING STARTED:

With the television turned on, insert your Qb cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual, and then turn on your console. Assuming it does not catch fire, the Qb cartridge will begin playing in demo mode.

Use your joystick controller plugged into the jack at the back of the Atari Video Game System. Use the left controller jack for this game. Press **Reset** or push the left joystick handle in any direction to begin playing. Press **Select** to change the starting level.



### PLAYING THE GAME:

The aim of Qb is to achieve the highest score possible by moving the "cubes" in the large playfield to match the pattern of cubes in the small playfield (the target grid). Each level is completed when all cubes in the playfield have been positioned exactly as shown in the target grid.

The target grid shows the pattern and position of the cubes needed to complete the screen. Cubes shown on the target grid that have a corresponding cube in the same position on the large grid remain solid. Those that do not will flash until they gain their own corresponding cube.

When you start a level, you appear standing on a cube at the bottom-right of the screen. This area is the cube-feed area, and when there are more cubes waiting to feed onto the screen you will see a cube at the lower right. To feed another cube, you must move the cube occupying the lower-right playfield position.

You can move the cube you are currently standing on by pushing the joystick in the direction you wish to move (up/down/left/right). You may only move cubes within the 4 x 4 playfield area. If a cube is blocking your path, you will automatically jump onto that cube.

### LEVELS AND LIVES:

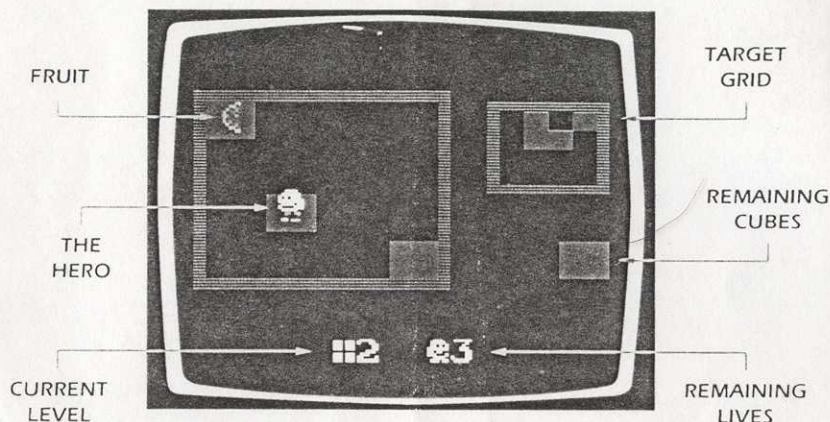
When you first begin a level, the score line displays the level number on the left, and the number of lives remaining on the right. When points are scored, this display line changes to show the current score.

The fruits are for eating, giving you points and extra lives. If you pick up all the fruit in the right order you get an additional life. It's up to YOU to figure out what the correct order is!

## OB GAME PROGRAM™ INSTRUCTIONS

### BACKGROUND:

The background color is used to indicate the current status of the game. Black is used during normal display. Green is used when a level has been completed, orange indicates that a life has been lost and red signifies the end of the game. Various colors are used in demo mode (attract-mode).



### TIME:

There is a time limit inside of which you need to complete any given pattern. When this time expires, the pattern in the target grid changes. For approximately ten seconds before changing, the target grid will flash. Once the time expires and the pattern changes, it is no longer possible to score points on that level.

### CREATURES:

Several enemies populate the world of Ob. These variously try to kill you and/or change your patterns. Each enemy is deadly to the touch - so avoid them at all cost. If you are about to be killed by an enemy, you can toss it off the screen by pressing the fire button (your weapon). You may not use your weapon if your score is zero.

Jump on natching eggs to squash them. Each of the enemies behaves differently, and their intelligence increases as the levels progress. Enemies can assist or hinder, but they are each deadly to the touch.

**QB GAME PROGRAM™  
CARTRIDGE INSTRUCTION MANUAL**

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NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

