



*Q*bert is an energetic little guy, with a big nose, who hops up and down cubicle pyramids in a magical world.*

*When Q*bert hops on a cube, its top changes color, so Q*bert invented a little game: he loves to go from pyramid to pyramid, changing all the cube tops in each pyramid to another color.*

*But nothing comes easily, even in Q*bert's world. Q*bert's enemies, Sam and Coily, do their best to thwart Q*bert in his colorful game. Sometimes they make Q*bert mad enough to say, "I#?"*

*It takes quick thinking and a quick wrist to help Q*bert change all of the cube tops to the desired color. When you succeed, YOU are the Supreme Noser!*

Getting Started

1. With your television turned on, insert the Q*bert cartridge into your Atari 2600 (or 7800™) as explained in your Owner's Manual, and turn on your console. First a pyramid of cubes will appear and then Q*bert, standing on top of the pyramid.
2. Plug a joystick into the left joystick port.
3. If you are using an Atari 2600, select color using the TV switch.
4. Set the Left Difficulty switch to either the B (novice) or A (expert) position.
5. Press **[Reset]** or the joystick fire button to start the game.

Making Q*bert Hop

Hold the joystick so that the four corners make a baseball diamond, with the fire button at the top.

Move the joystick in the four diagonal directions to hop diagonally from cube to cube all around the pyramid.

Be careful not to hop off the sides of the pyramid or the bottom row of cubes. If you do, you'll lose poor Q*bert.

Jump onto one of the flying disks if you're ever in trouble. It will carry you to the safety of the highest cube. Be careful to hop from the correct exit cube, or you'll fall off the pyramid.

The Supreme Noser!

Playing the Game

With Q*bert, your goal is to score as many points as possible by changing the color of every cube in the pyramid into the pyramid's "destination" color. To do so, you must hop onto each cube in the pyramid one at a time, while avoiding the nasty creatures that lurk there. These creatures want nothing more than to stop your progress.

You'll start the game with four Q*berts. Whenever you reset the game, Q*bert #1 appears on the highest cube. The remaining three backup Q*berts await their turn under the scorekeeper at the top of the screen. You'll lose a Q*bert if you accidentally jump off the pyramid into space or if you run into trouble with certain nasty creatures. If you fall off the pyramid, your next Q*bert will appear on the highest cube. If Q*bert is squashed by a red or purple ball, or by Coily the snake,

your next Q*bert continues playing where the last one was.

After you transform the entire pyramid, the round is over. As long as you have at least one remaining Q*bert, you'll earn points and advance to the next round. There you'll find a new pyramid, a new destination color, and a new pack of revitalized creatures.

The game has five game levels, each having four rounds. As you proceed through each round, both Q*bert and the creatures speed up, and the path you must follow to reach the destination color becomes more and more difficult. The backup Q*berts and scoreboard display the destination color for each pyramid.

The game is over when you run out of Q*berts. If you reset the game, you'll begin at level 1, round 1.

If you complete all five game levels, the game repeats level 5, beginning with round 1.

Nasty Creature Strategies

Nasty Creature	Strategy
Red Ball	When the ball starts rolling, get out of its path or it will squash you!
Purple Ball	Get out of its path. When it reaches the bottom of the pyramid, it will hatch Coily the snake!
Coily	Stay away from Coily, or you'll get squashed! Lure him off the pyramid by hopping onto one of the flying disks. Just before Coily reaches the exit cube, jump onto the disk. Coily will follow and fall into space.
Sam	Watch out for Sam. He poses no direct threat to Q*bert, but this crafty little fellow changes the cubes back to their original colors, forcing you to retrace your tracks. You can stop this prankster by running into him. If you do, you'll earn bonus points.
Green Ball	The green ball can't hurt you. When you touch it, all the creatures except for Q*bert will freeze for a few seconds. You can keep on hopping while they're frozen, and you'll win bonus points. You can even hop through Coily and the red balls.

Transforming Pyramids

Game Level	Path to Destination Color
1	<ol style="list-style-type: none">1. Jump on a cube.2. The cube changes to the destination color.3. If you jump on the cube again, the destination color remains.
2	<ol style="list-style-type: none">1. Jump on a cube.2. The cube changes to the intermediate color.3. If you jump on the cube again, it changes to the destination color.4. If you jump on the cube a third time, the destination color remains.
3	<ol style="list-style-type: none">1. Jump on a cube.2. The cube changes to the destination color.3. If you jump on the cube again, the cube changes back to the original color.4. Start over again.
4	<ol style="list-style-type: none">1. Jump on a cube.2. The cube changes to the intermediate color.3. If you jump on the cube again, it changes to the destination color.4. If you jump on the cube a third time, it changes to the intermediate color.5. If you jump on the cube again, it changes back to the destination color.
5	<ol style="list-style-type: none">1. Jump on a cube.2. The cube changes to the intermediate color.3. If you jump on the cube again, it changes to the destination color.4. If you jump on the cube a third time, it changes back to the original color.5. Start over again.

Scoring

Q*bert changes cube to destination color	25 points
Q*bert catches Sam	300 points
Q*bert catches green ball	100 points
Q*bert lures Coily off pyramid	500 points
Bonus points for every round you complete	3100 points

You earn one extra Q*bert after the first five rounds and one extra Q*bert for every four rounds after that.

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