ATARI® 2600 Game Manual

Qb, Special Edition

Congratulations on your purchase of the PhillyClassic 2001 special limited edition of Qb. This special limited edition will never again be available in cartridge form, and is <u>only</u> offered to attendees of the 2001 PhillyClassic show who present an entry ticket. One Qb cartridge per ticket!

History

Qb (pronounced queue-bee) for the Atari 2600 was programmed during February-March 2001. I developed an Atari 800 version in 1984. The game is an original concept.

Updates and more information about this game are available at http://www.atari2600.org/qb.html - There you can register your cartridge, and check your high score against others' efforts, on that page.

Getting Started

This is not hard. I'm sure you've done it before...

1. 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 the game in demo mode.

2. Plug a joystick into the left controller port.

3. Press **[Reset]** or push the left joystick handle in any direction to begin playing. Press **[Select]** to change the starting level.

Playing

The aim of the game 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 complete when all cubes in the playfield are in exactly the same positions as shown on the target grid.
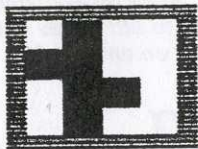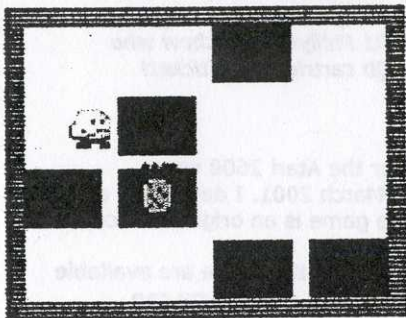
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The target grid shows the pattern and position of cubes needed to complete the screen. Cubes shown on the target grid that have a corresponding cube in the same position on the large grid remain solid. Those that do not will flash.

When you start a level, you appear on the screen riding a cube from 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 a 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.

Level and Lives

When you first begin a level, the score line displays the level number (at the left), and the number of lives remaining (at the right). When points are scored, this display line reverts to showing the current score.

Background

The background colour is used to indicate the current status of the game. Black is used during normal gameplay. Green is used when a level has been completed. Orange indicates that a life has been lost, and red is used for the end of game. Various colours are used in demo mode (attract-mode).

Time

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

Creatures

Several 'enemies' populate the game. These variously try to kill you and/or change your pattern. Each of the enemies is deadly to the touch – so avoid them at all costs.

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.

The fruit are for eating, giving you points and extra lives.

Jump on hatching 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.

Thanks to...

The assistance of the members of the [stella] mailing list at http://www.biglist.com/lists/stella was invaluable. Many members of that list spent considerable time assisting with bugs, gameplay and programming tips, and I am most grateful to them all.

Although in singling out individuals I will inevitably leave somebody out who should be here, I would like to thank in particular

Eckhard Stolberg for his tireless push for perfection
Manuel Polik for his enthusiasm and excellent suggestions
Thomas Jentzsch for his unrivalled optimisation skills
Ruffin Bailey can be blamed for any weird jumping bugs.
Randy Crihfield of Hozer Video Games, for production of the cartridges.

I'd also like to thank the PhillyClassic 2001 show organizers for their generous support and assistance in making the show-release of Qb possible.

Long live the 2600!