

Q*bert™
PROOF OF PURCHASE

180-Day Limited Warranty

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

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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: Toltos Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.
In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.
In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K 1B7.

PARKER BROTHERS

ARCADE/ACTION

SOFTWARE



CARTRIDGE FOR TEXAS INSTRUMENTS 99/4A

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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.

Setting The Console Controls

1. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON.
3. Follow the instructions on the screen:
 - (a) Press any key to begin.
 - (b) Press 2 to play Q*bert.
 - (c) Press 1 or 2 for a 1- or 2-player game.
4. In a few seconds the playing screen will appear. When the flying discs start rotating you're ready to play.

Scoring

- Q*bert changes cubes to destination color . . . 25 points
- Q*bert changes cubes to intermediate color . . 15 points
- Q*bert catches Slick or Sam 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 One for the first 6,000 points you score; thereafter, one every 12,000 points

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 the same game again press the Fire Button.

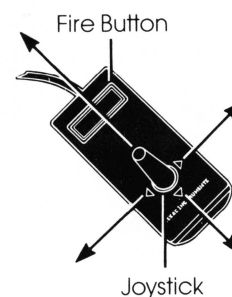
To change games press the Function key and the "+" at the same time. This brings you back to the initial screen. See instructions under Setting the Console Controls.

Two-Player Games

Player 1 goes first; players alternate turns. When it's your turn the word "Player" will flash. 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.

The Joystick



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

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

Make sure the ALPHA LOCK key is not pressed; otherwise the joystick will not work.

Playing

You'll start the game with 3 Q•berts. The first Q•bert will appear on the topmost cube as soon as the game starts. The number of remaining Q•berts is shown to the right 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 to the left of the pyramid. 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 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 and Wrongway

Ugg and Wrongway appear on the lower portion of the pyramid and travel sideways and upwards, ready to jump on Q•bert. If one of them does, the next Q•bert will appear on the cube where the last one was jumped.

Slick and Sam

Even though Slick and Sam can't catch Q•bert, they're still very crafty fellows. They change the cubes' colors so Q•bert's got to retrace his tracks. If Q•bert can stop them, however (by running into them), 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.