

A small, dark, round character with large, white, wide-set eyes and a long, pointed snout, standing on top of the letter 't' in the title.

# Q\*bert™

**TABLETOP ARCADE GAME**

**Ages 7 to adult / 1 player**

## TECHNICAL INFORMATION ABOUT Q\*bert™ TABLETOP ARCADE GAME

Please read this section carefully.

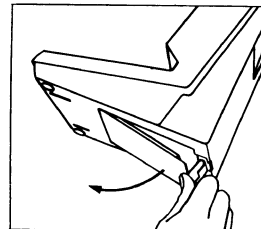
### 1. Proper Care

- Never take the game unit apart, whether the unit is ON or OFF.
- Don't get the game unit wet.
- Don't drop, jolt, or treat the game unit roughly.
- Move the Joystick controller gently.
- Be careful not to scratch the display screen.  
To clean the display screen, use only a water-dampened soft cloth.

**2. Batteries.** Use 4 C-cell batteries. It's strongly recommended that you use only alkaline batteries, as they will last much longer than carbon batteries.

### 3. Battery Installation

- a. Remove the battery cover located on the bottom of the game unit by squeezing the latch and lifting the cover in the direction of the arrow.



- b. Install the batteries, alternating positive (+) and negative (-) posts as shown on the floor of the battery compartment.
- c. Replace the cover by sliding the bottom into the 2 slots. Then lay the cover on top of the compartment and gently press down so the cover snaps into place.

**4. Signs of Weak Batteries.** Batteries eventually will have to be replaced. Any one of the following signs will indicate the need for new batteries:

- No lights shine when you turn the game unit ON.
- As you play, you hear a continuous inappropriate sound.
- As you play, the lights don't respond as they should.

If you turn the game unit on and the entire display lights up and no game action occurs, turn the unit off immediately. Then turn the unit on again. If the problem still occurs, replace the batteries.

**5. Radio Frequency Interference.** Since the game unit uses radio frequency energy, it may cause interference to radio, television, or CB radio reception. The unit, however, has been tested and is found to comply with the appropriate provisions of FCC rules designed to provide reasonable protection against such interference. If you should have this problem, move the game away from the affected receiver.

**6. Toll Free Numbers.** If you should have difficulty operating or playing Q\*bert TABLETOP ARCADE GAME, call our Electronic Service Department at these toll free numbers.

|                  |                  |
|------------------|------------------|
| In Massachusetts | All other states |
| 1-800-892-0297   | 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 or if you have any questions or comments about Q\*bert TABLETOP ARCADE GAME, 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.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE62DE England.

Q\*bert's world is a "crazy" one . . . a "three dimensional" pyramid just crawling with cagey creatures trying to quell Q\*bert's quest . . . to color the pyramid's cubes. But so many creatures make Q\*bert queasy. Can you guide him with some quick-handed moves? Try your skill and luck and have a "quazy" time!

## SEE FOR YOURSELF

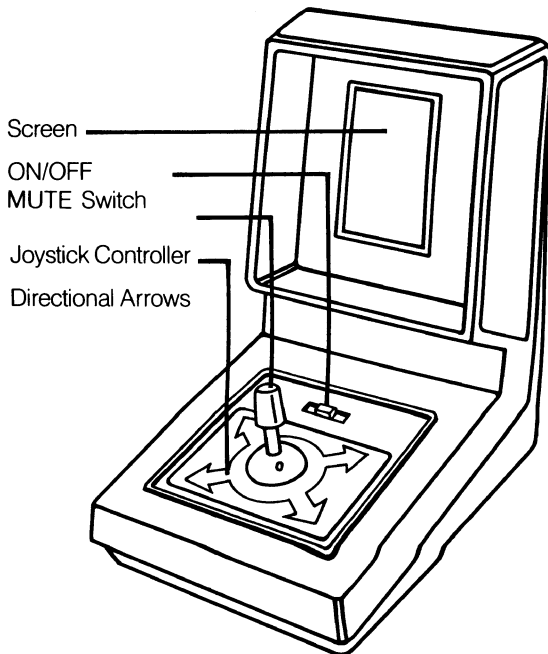
The following information tells you what you need to know in order to play the game. But as you'll see, there are many lights and sounds to discover and lots of strategies to explore. So read this information first, and all the rest is for you to enjoy. You'll see for yourself!

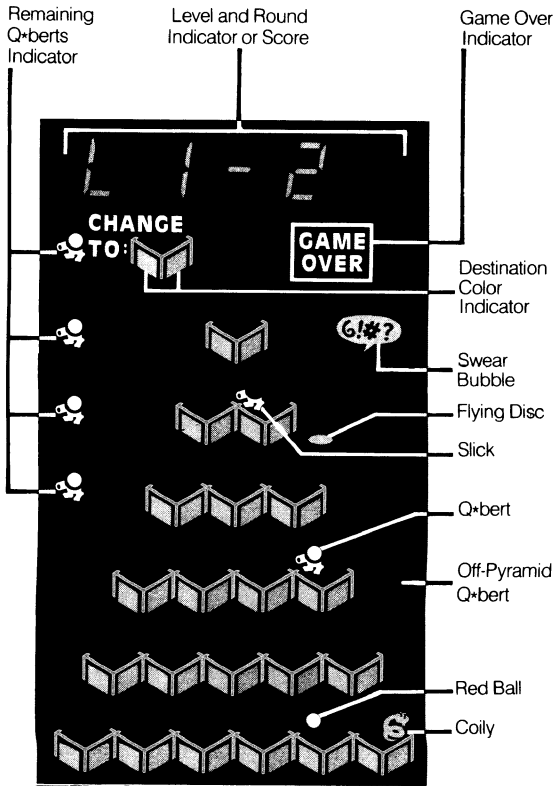
## OBJECT

To score as many points as possible by changing the color of the cubes on the pyramid from an original color to a destination color. You'll accomplish this by hopping Q\*bert from cube to cube while avoiding the "nasty" characters who will try to stop him. Each time you complete the colors on the pyramid with at least one Q\*bert remaining, you'll proceed to

the next round. Try to complete as many rounds as you can before you run out of Q\*berts. There are nine skill levels; four rounds per level.

## THE TABLETOP ARCADE



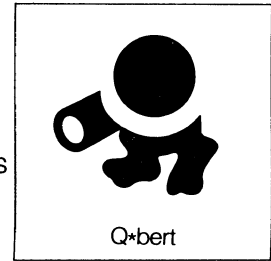


## STARTING THE GAME

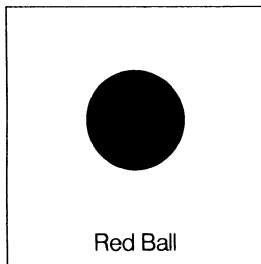
When you turn the game ON, you'll see L1-1 (Level 1-Round 1) at the top of the screen. To the side of the pyramid, you'll see the remaining Q\*berts, the destination color, as well as the flying discs that are in play. After a second, Q\*bert will appear at the top of the pyramid and you're ready to start the action.

## Q\*BERT

The Joystick controls Q\*bert's movement around the pyramid. Move the Joystick up or down in either of the diagonal directions (indicated by the arrows on the control panel) in order to hop Q\*bert in that direction. Q\*bert makes a high-pitched "beep" as he hops. Try to hop him onto each and every cube but be careful not to hop him off the sides of the pyramid or bottom row of cubes! If you do, he falls and you lose that Q\*bert.



When Q\*bert falls off the pyramid, you'll hear the "Q\*bert falls" sound—five descending notes. After a moment, the next Q\*bert appears on the topmost cube, ready to try again to complete the pyramid.



## RED BALL

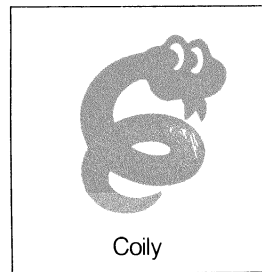
When Red Ball starts rolling, Q\*bert had better get out of its way! Red Ball moves downward in either of the two diagonal directions, making a low-pitched "tick" as it moves. Red Ball

moves downward until it either collides with Q\*bert or rolls off the pyramid. Be ready for some quick sidestepping because more than one Red Ball can appear on the pyramid at a time.

If Red Ball and Q\*bert collide, it's curtains for that Q\*bert! You'll hear the "Q\*bert caught" sound (shrill notes sounding rather like a squeal). After a moment, the next Q\*bert appears on the cube where the last one was caught, ready to try again to complete the pyramid.

## COILY

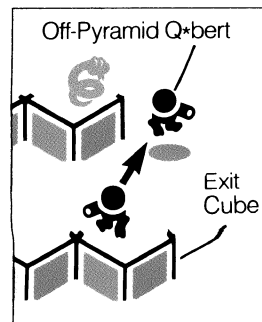
He's the snaky creature with the perilous pounce. Coily is "hatched" every so often from a Red Ball when Red Ball reaches the last row of cubes.



Coily moves up and down in the four diagonal directions, making low-pitched "beep" as he moves. Coily chases Q\*bert's movement around the pyramid.

The only way to get rid of Coily is to lure him off the pyramid. Q\*bert lures Coily by jumping onto a flying disc. The following example shows you how:

Coily's exit cube off the pyramid will always be the same as Q\*bert's. So if Q\*bert is going to board the flying disc from the exit cube shown (there's only one correct exit cube onto each flying disc!), he should wait until Coily



approaches that cube. Then . . . as Coily is about to reach it . . . Q\*bert should jump aboard. Coily will follow close behind—right off the pyramid—while Q\*bert flies to safety. But be warned! If Q\*bert boards too soon, Coily stays on the pyramid and continues his chase.

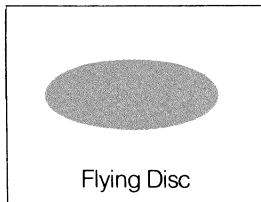
If Coily and Q\*bert collide, say “goodbye” to that Q\*bert. You’ll hear the “Q\*bert caught” sound. After a moment, the next Q\*bert appears on the topmost cube, ready to try again to complete the pyramid.

## FLYING DISCS

When Q\*bert’s in trouble, he can board a flying disc that will whisk him up to 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.

Once Q\*bert hops a flying disc, the disc will remain in place for a few seconds, luring Coily

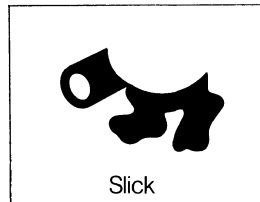


to a fall. After a moment, Q\*bert reappears on the topmost cube. The flying disc disappears and will not return. The round continues.

Just make sure Q\*bert boards the flying discs from the correct exit cube or else he’ll fall off the pyramid!

## SLICK

Even though Slick can’t “catch” Q\*bert, he’s still a very crafty fellow. He sometimes changes colors back again so Q\*bert’s got to retrace his tracks!



You won’t see Slick until Level 2. Slick moves downward in the two diagonal directions, making a short high-pitched “beep” as he moves. He’ll continue downward until he either falls off the pyramid or is caught by Q\*bert. That’s right. If Q\*bert can catch Slick (by running into him), Slick disappears and *you* can earn extra points. More than one Slick can appear on the pyramid at a time.

## **END OF ROUND**

When you complete the pyramid, the round ends. The screen lights flash and the destination color indicator shows the next color for the upcoming round.

## **ROUND PROGRESSION**

As you progress from round to round, Q\*bert's speed, the speed of the other characters, and/or the frequency of the other characters' appearances will increase.

## **END OF GAME**

The game ends when you run out of Q\*berts. At this point, you'll hear the "end-of-game" sound—two runs of five descending notes. You'll see GAME OVER, your final score, and Q\*bert resting somewhere on the pyramid.

**To start again at Level 1-Round 1, simply move the Joystick in any direction.**



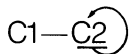
## REACHING THE DESTINATION COLOR

As you progress through game levels, it becomes increasingly more difficult to reach the destination color. The following describes how the destination color is reached in levels one through five.

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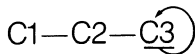
### Level 1.

When Q\*bert jumps on the original color, color 1, it changes to the destination color, color 2. When Q\*bert jumps on color 2, it stays at color 2.



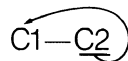
### Level 2.

When Q\*bert jumps on the original color, color 1, it changes to an intermediate color, color 2. When Q\*bert jumps on color 2, it changes to the destination color, color 3. When Q\*bert jumps on color 3, it stays at color 3.



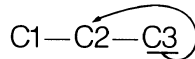
### Level 3.

When Q\*bert jumps on the original color, color 1, it changes to the destination color, color 2. When Q\*bert jumps on color 2, it changes back to color 1. Q\*bert's got to start again.



### Level 4.

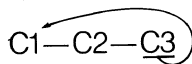
When Q\*bert jumps on the original color, color 1, it changes to an intermediate color, color 2. When Q\*bert jumps on color 2, it changes to the destination color, color 3. When Q\*bert jumps on color 3, it changes back to color 2. Q\*bert's got to start again.



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**Level 5.**

When Q\*bert jumps on the original color, color 1, it changes to an intermediate color, color 2. When Q\*bert jumps on color 2, it changes to the destination color, color 3. When Q\*bert jumps on color 3, it changes back to color 1. Q\*bert's got to start again.



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**Levels 6-9.**

The destination color is reached in the same manner as in Level 5. The nature of the color combinations themselves, however, make the game increasingly more difficult in successive rounds and levels.

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**SCORING**

Q\*bert changes cube to destination color . . . . . 30 points  
Q\*bert catches Slick . . . . . 100 points  
Q\*bert lures Coily off edge . . . . . 500 points  
Bonus points . . . . .

500 points for every round you complete.

**Exception:** 100 points for completing the first rounds in levels 1, 5, and 9.

Bonus Q\*bert . . . . . For every 10,000 points scored, you'll receive one additional Q\*bert.

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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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PROOF OF PURCHASE  
**Q-BERT™**

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