



NTSC U/C

PlayStation®



SLUS-00904
99690

He's Back!



Q*bert™



ATARI®

WARNING

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation® game console and invalidate your console warranty.

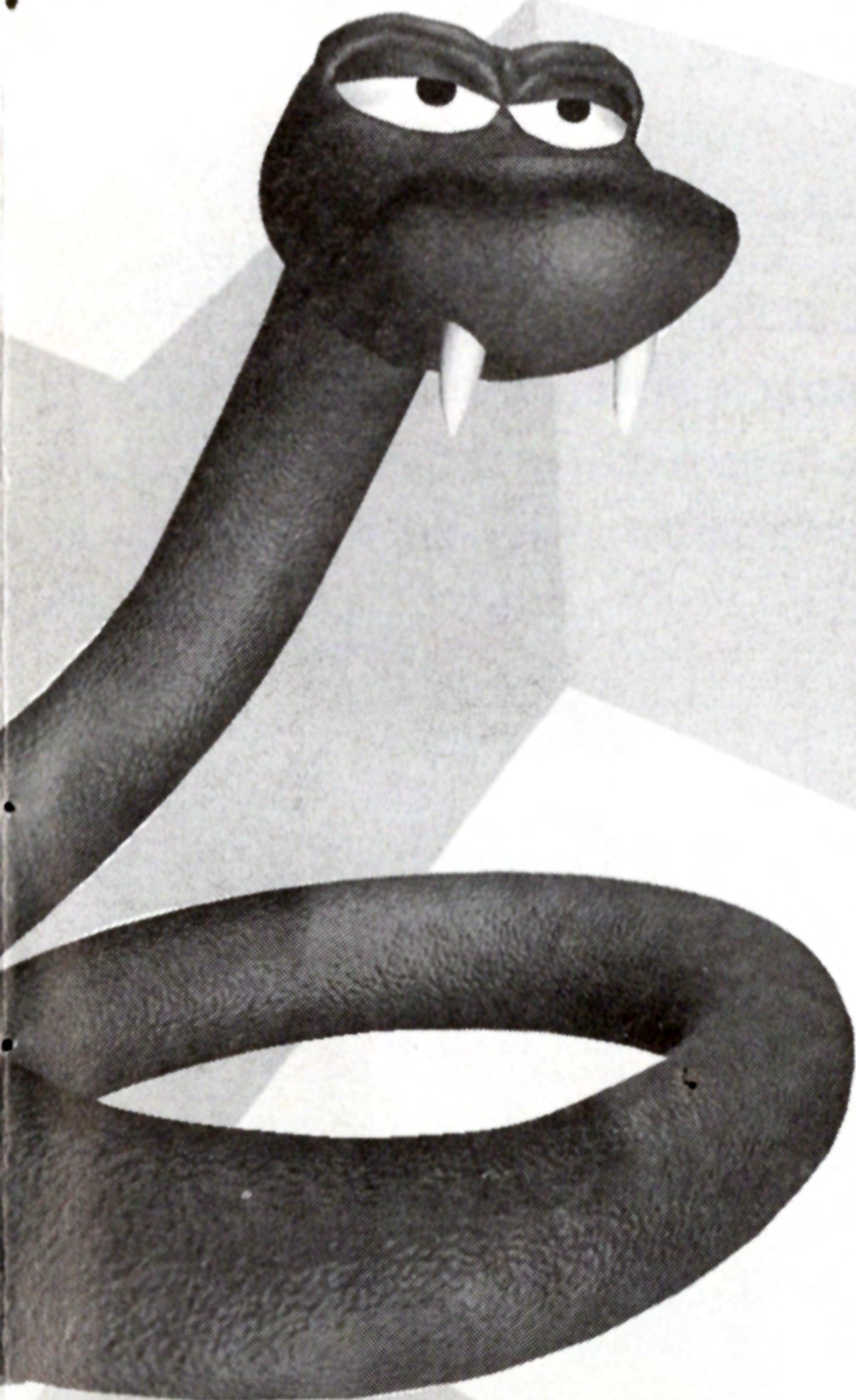
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



TABLE OF CONTENTS

Getting Started	4
Controlling <i>Q*bert</i> TM	5
Select Your Controller Configuration ...	6
Main Menu	7
Options Menu	8
Save/Load Game	9
The Classic Game	10
The Adventure Game	10
About the Cubes	12
Know Your Enemies	12
Power-Ups	14
The Different Dimensions	15
Going Head-to-Head	16
The Head-to-Head Cubes	17
Hasbro Interactive's Web Sites	18
Technical Support	19
License Agreement	20
Credits	24



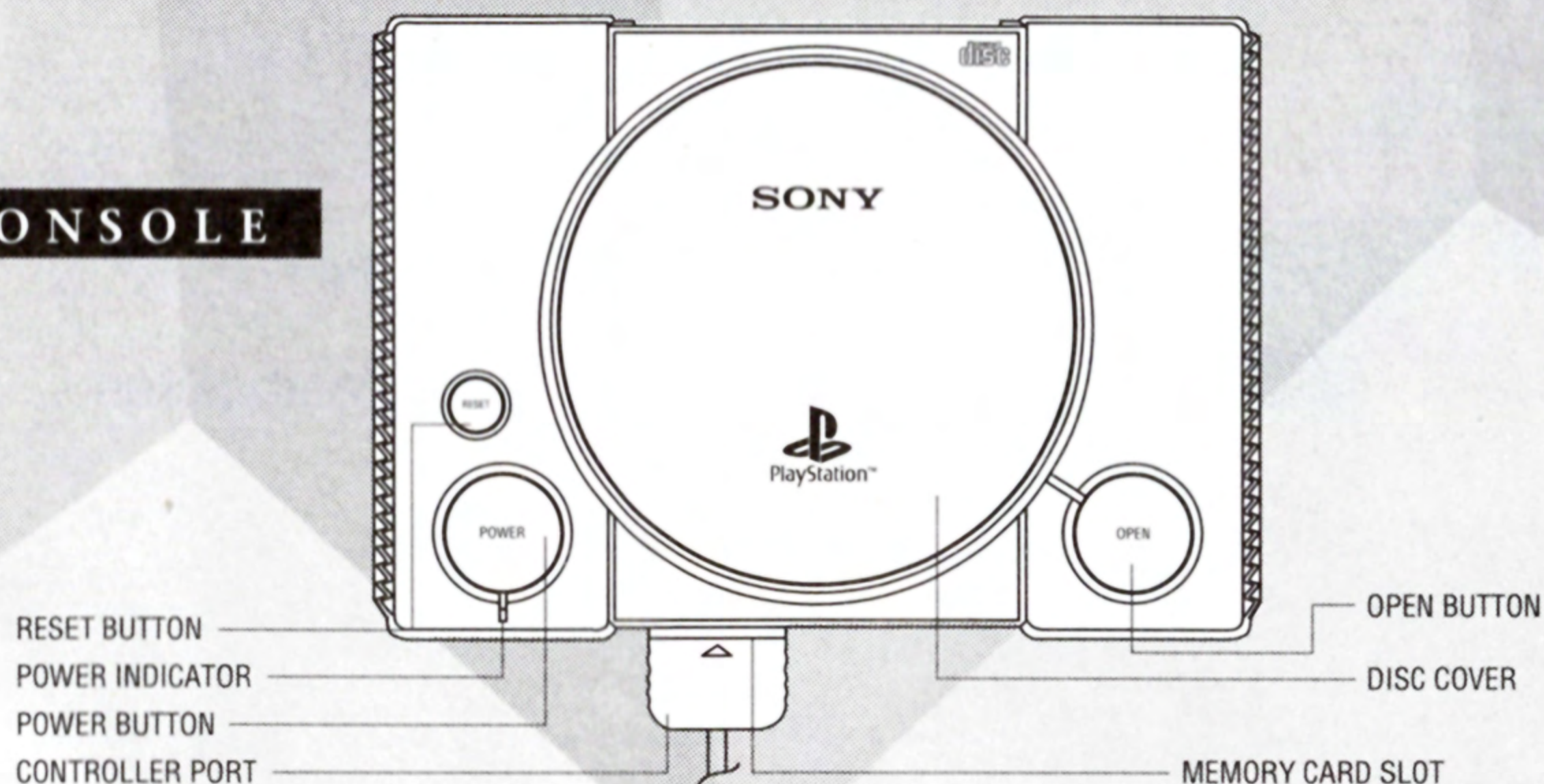
GETTING STARTED

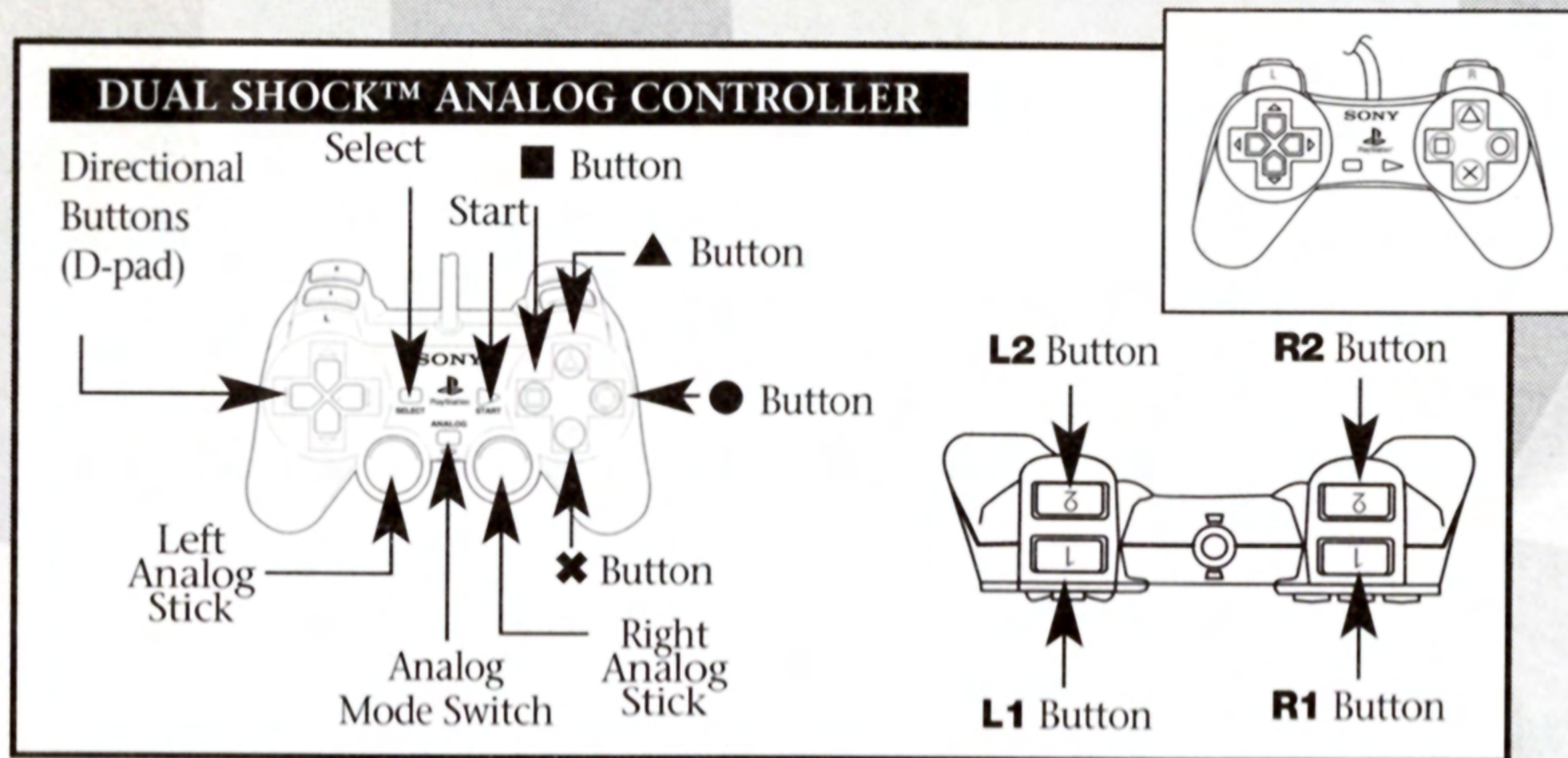
Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Q*bert* disc and close the disc cover.
4. Insert the game controllers (and memory card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the **START** button.

Note: You will not be able to save your progress or game information if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game in order to save games, player information and high scores. You are not able to swap memory cards during play and you must leave the card in the first slot of your multi-tap if you are using one.

CONSOLE





NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

CONTROLLING *Q*bert*™

Valid control visuals will generally appear on-screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Q*bert*.

Directional Buttons – Use these buttons to navigate through menu choices, choose a game Dimension and Level, or to move *Q*bert*.

X Button – Use this button to select a menu item or to activate a power-up.

Triangle Button – Use this button to return to the previous menu.

Circle Button – Not used.

Square Button – Use this button to cycle through the controller configuration options, or to bring up the Save menu while at the Rainbow Vortex screen.

Start – Use this button to bring up the Game Options while playing.

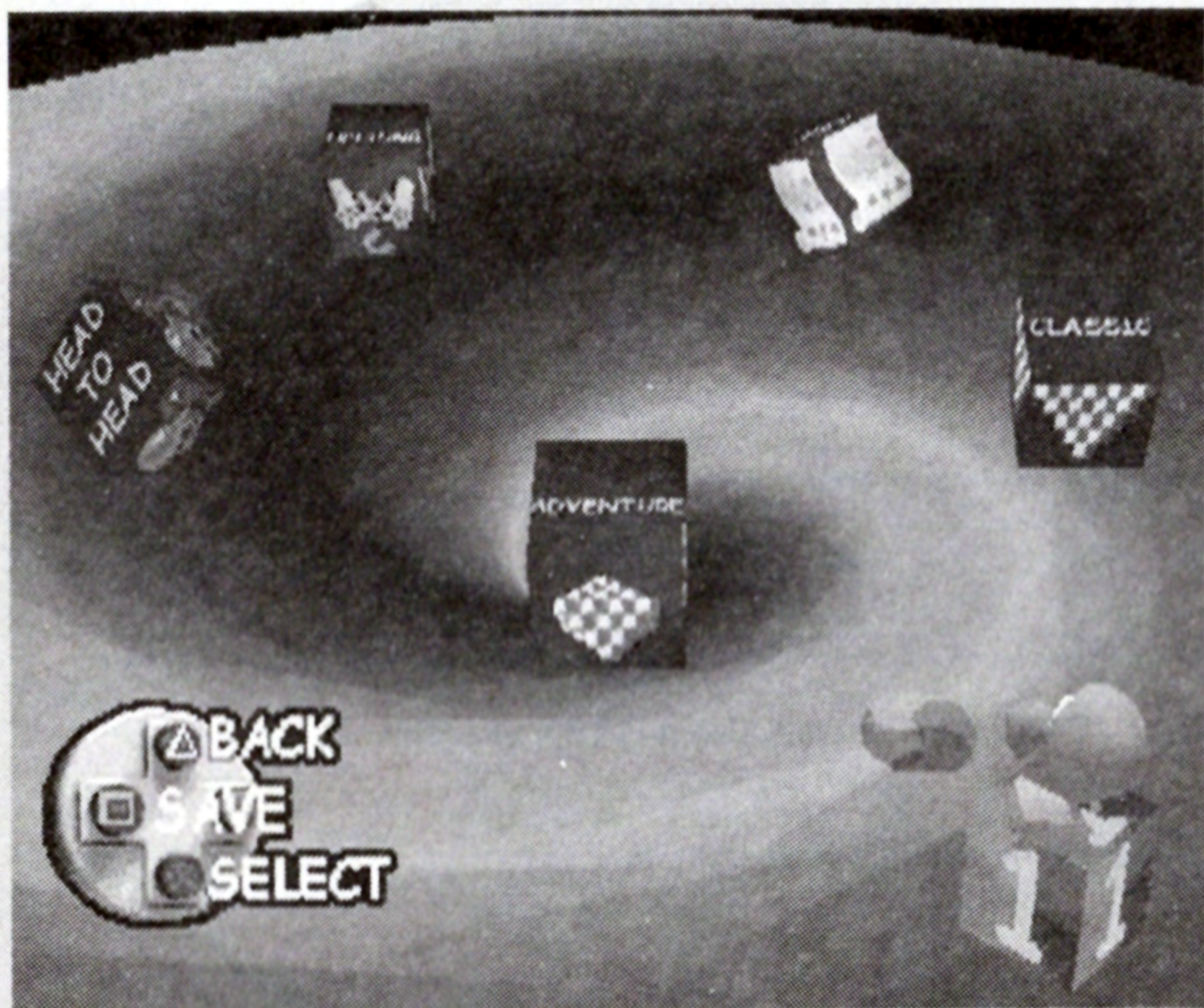
L1, L2, R1, R2 Buttons – Use these buttons to move *Q*bert* if you have configured your controller to use this method.





HE'S BACK!

*Q*bert*, that colorful, lovable and jumpy arcade character of the 1980s is now completely updated with bright 3-D graphics and eye-catching animations. Help him rescue his friends and save Q*dina while navigating his way through challenging new worlds of mind-bending pyramid puzzles filled with secrets, helpful power-ups, and all the familiar characters you remember — plus a few new ones! Choose from three great ways to play — Classic, Adventure or Head to Head. So, jump right in and get ready for all new cube-hopping fun!

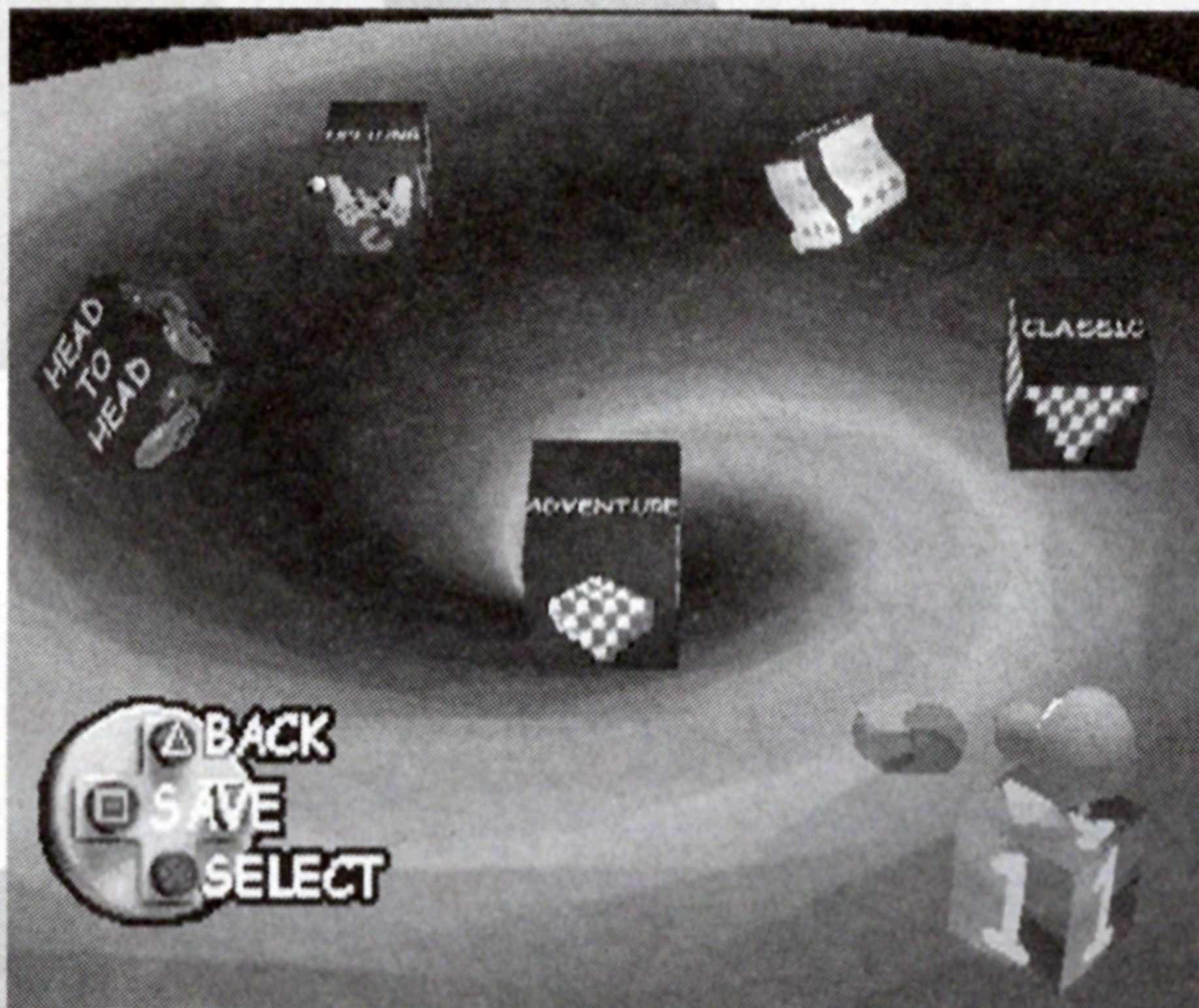
SELECT YOUR CONTROLLER CONFIGURATION



When you first launch the game, you will be taken to the Controller Configuration screen. From there, choose the configuration that feels most comfortable to you. You can test your choice by hopping *Q*bert* around on the mini-pyramid. Try all four configurations (by pressing the  button) to see which is best for you. Press the  button to make your selection. This will take you to the Main Menu screen.



MAIN MENU



From the Main Menu, use the left and right directional buttons to bring the menu cube that you want to access to the front of the screen. Press the **X** button to confirm your selection.

Classic — Select this cube to play the classic arcade game of the 1980s, or the classic game with new 3D graphics. See “The Classic Game” on page 10.

Adventure — Select this cube to play the all-new adventure game described on page 10.

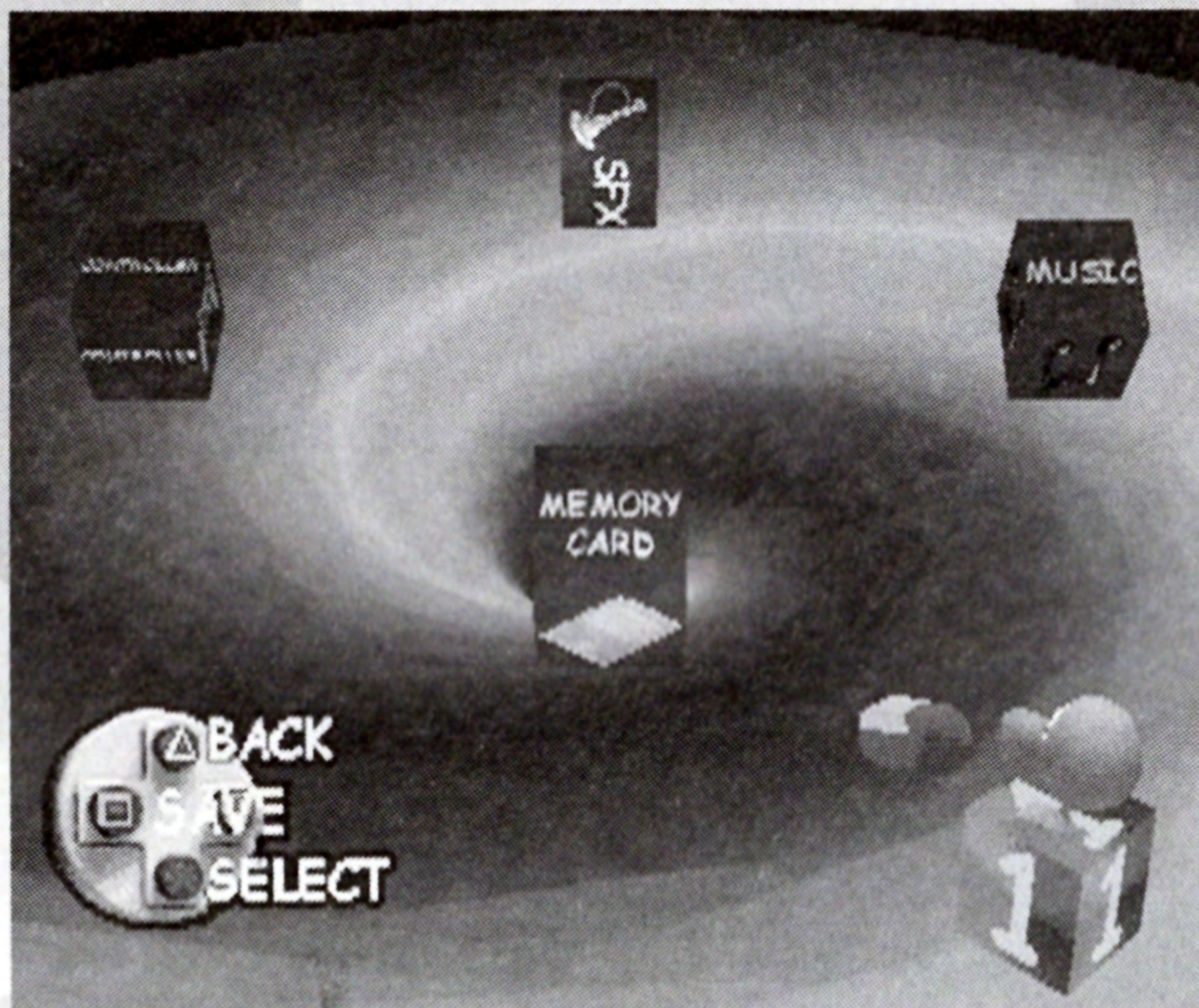
Head-to-Head — Select this cube to play the side-by-side, cube-crazy game described on page 16.

Options — Select this cube to access the Options menu. See the “Options Menu” on page 8.



Score — Select this cube to see your score per level in each Dimension, as well as the total Dimension score. Cycle through the Dimension levels (at the top of the screen) by pressing the up and down directional buttons. Press the **▲** button to return to the Main Menu.




OPTIONS MENU





From here you can adjust your controller configuration, the volume of the game sound effects and the game music, or access your memory card.

Controller – Use the  button to select your controller configuration. Press the  button to confirm your selection.

SFX – Use the up and down directional buttons to adjust the sound effects volume level

anywhere between 0 - 100. Press the  button to confirm the level.

Music – Use the up and down directional buttons to adjust the music volume level anywhere between 0 - 100. Press the  button to confirm the level.

Memory Card – Use the left and right directional buttons to choose between SAVE a game and LOAD a game. Press the  button to confirm your selection. (See “Save/Load Game” on page 9.)

Note: You can also access various options through the Classic Game’s In-Game Options menu or the Adventure Game’s Pause Menu. To access these menus, simply press the **Start** button during play.



CLASSIC GAME IN-GAME OPTIONS MENU

From here you can adjust the volume of the game sound effects and the game music, or turn the vibration feature ON or OFF.

ADVENTURE GAME PAUSE MENU

From here you can adjust your controller configuration (including the vibration feature ON/OFF), and the volume of the game sound effects and the game music.

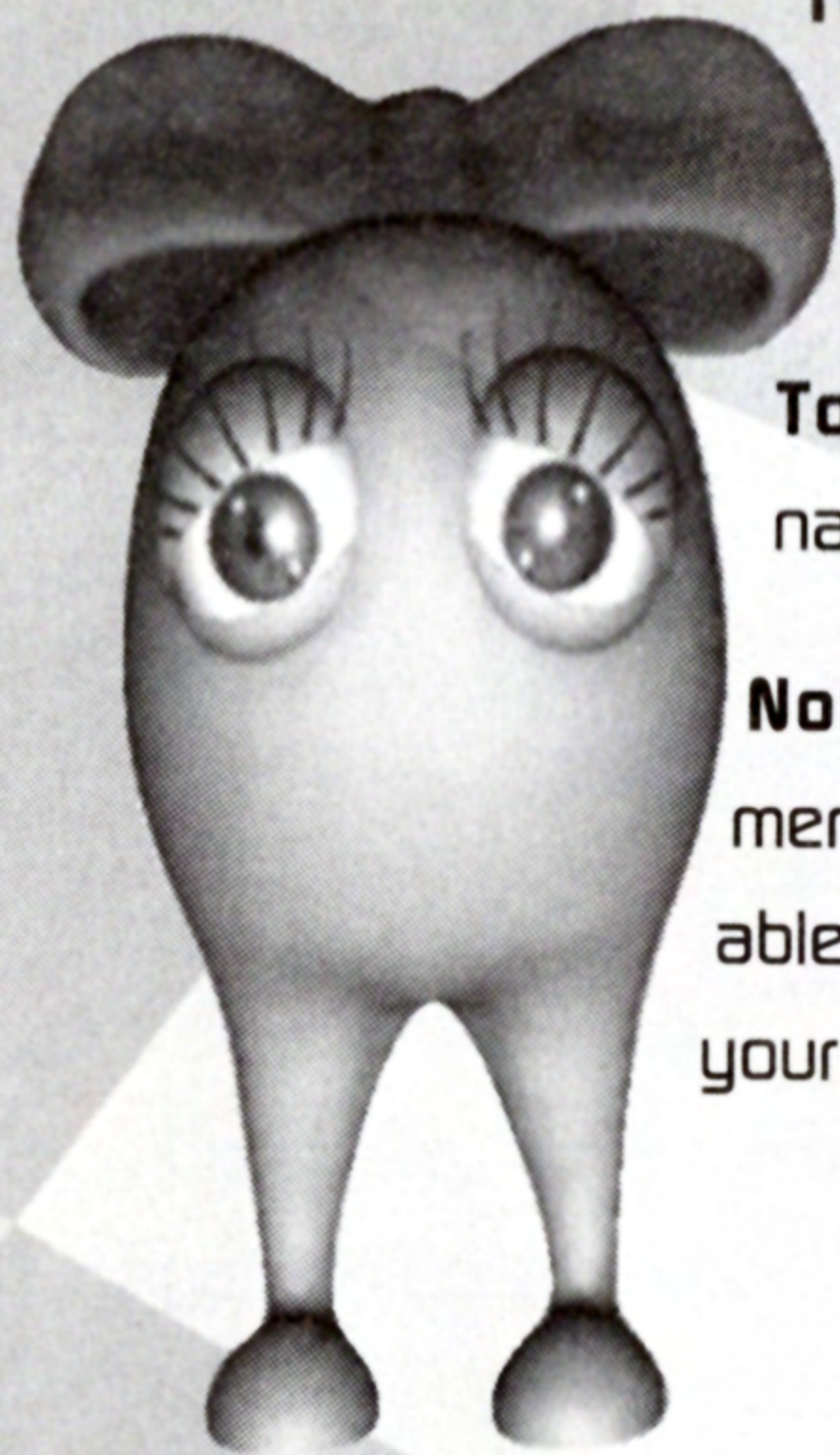
SAVE/LOAD GAME

Use the up and down directional buttons to choose between Memory Card Slot 1 and Memory Card Slot 2. Press the **X** button to confirm your selection.

To SAVE a game — Enter the name of the game you want to save by using the directional buttons. Press the **X** button when you are done.

To LOAD a game — Use the directional buttons to select the name of the game you wish to load and then press the **X** button.

Note: You can save a game from either the main Rainbow Vortex menu or from the Main Menu of the Classic game. You will not be able to save a game from inside a level. You must first exit out of your level.



THE CLASSIC GAME


To Begin

From the Start Game menu, use the directional buttons to choose the number of players (1 or 2), gameplay degree of difficulty (Easy or Hard), and onscreen graphics mode (Original or 3D). Press the **X** button to confirm your selections. From this menu you may also choose to view the High Scores, Load a previously saved game, or Save the current game's setup.

Object

Try to change all the cubes to the same color. Pay close attention to the opening level animation. Some levels might require you to jump on a cube more than once to change the cube to the proper color. **Note:** Your target color will be displayed on screen during play.

How to Play

You must change all the cubes to your target color while avoiding all enemies. If an enemy touches you, you will lose a life. **Exception:** All green objects or enemies can be touched. Jump on discs  to get away from any enemies that might be on your tail. Stay on the pyramid! If you jump off the edge without landing on a disc, you lose a life. If you jump on a disc and Coily follows you off, he's history and the level will be cleared of all present enemies. **Note:** Foiling Coily is always worth more points.

THE ADVENTURE GAME

*Q*bert's* home world and friends have been kidnapped by his archenemy, Coily! Lead *Q*bert* on a wild cube-hopping adventure to save the day! Find four pieces of the Magic Disc in Dimensions unknown to put an end to Coily's dastardly deeds!



To Begin

*Q*bert* begins his adventure at the Dimension Vortex screen. Use the directional buttons to choose the Dimension, Level and gameplay degree of difficulty you wish to play. Press the **X** button to confirm your selections. When you first start the game, only the Z!La Dimension will be available. If you complete all the levels in the Z!La Dimension, the next dimension will become available for play.

Note: You may leave a level at anytime by pressing the **Start** button and selecting Quit.

Object

Change those cubes! You will be given a target color upon entering a level. Pay close attention when *Q*bert* first appears on screen. The target colors on the board will flash momentarily. Some levels might feature two target colors within the same board. You will need to change all of the designated cubes to complete any level in the game. There are mini-games and puzzles throughout the Dimensions, but the overall goal is the same — change those cubes!

Lives and Difficulty

The difficulty level you selected at the start of the game will determine how many lives you get for that level. The harder the level, the more points you can score.

Note: Lives do not carry over from one level to the next. All *Q*bert* lives left over at the end of a level will be exchanged for points.

Rank

You will notice cubes that feature the number 2 or 3. These are Rank cubes. Rank cubes are special areas that you can get to if your score is high enough. Rank cubes are not always necessary to finish the final game. **Note:** If you are Rank 2/3 when you enter a level, you



must complete all of the Rank cube areas to finish that level. You can see your Rank number at the Vortex selection screen. It is displayed in the cube that *Q*bert* is standing on.

Bonus Rounds

These special play areas can be found throughout all the Dimensions. You never know when you will run into them, but when you do, you'll know it! The word "Bonus" will appear on screen. Try to hop on all the cubes for big points! Don't worry - you won't lose a life in these areas, so go for it!

Secrets Levels

They're out there — you've just got to find them!

ABOUT THE CUBES...

You'll discover all sorts of different cubes throughout the different levels. Some simply need to be changed to the target color; others feature enemies that you must stop. There are also cubes that score you points, and those that transport you to new locations. Sometimes you just never really know what you're about to hop on. Good luck!

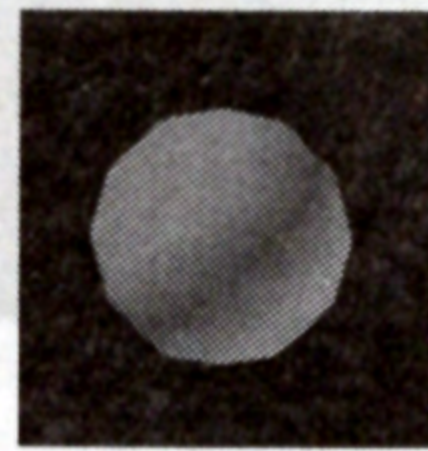
KNOW YOUR ENEMIES



Coily — This purple snake has it in for *Q*bert*. He'll relentlessly pursue him until he catches him. Use a disc to get away from Coily — he's not exactly known for his brains! If you jump on a disc at just the right time, this pesky guy will leap off the edge of the pyramid and clear the pyramid of enemies.



Ugg and Wrong Way — These guys have it all wrong! They travel on the sides of the cubes rather than on top. Things can get pretty confusing around them, so make sure you stay clear!



Balls — Balls will always come from the top of the pyramid and work their way down, eventually falling off. Stay out of their way to keep *Q*bert* safe.



Slick and Sam — You never know when this duo will show up, but when they do — look out! Slick and Sam like to make trouble by hopping on cubes and changing their color. *Q*bert* must then change the cubes back to the correct color. The only way he can stop Slick and Sam is to land directly on them!



POWER-UPS

During the game you'll see various power-ups. Touch these items to place them in your power-up inventory. **Important!** You can only have one power-up at a time. Pressing the **X** button will activate most power-ups.



Build

Causes A!Bol to build cubes.



Destroy

Causes A!Bol to destroy cubes.



Invulnerable

Z!La will drop this to players that follow his lead.



Green Ball

All you need to do is touch this to freeze the screen.



Key

Allows *Q*bert* to open doors and cages.



Speed

Makes *Q*bert* move faster.



Sun

Smart Bomb



Water Ball

Smart Bomb that only affects Lava Balls.



Smart Bomb

Kills all enemies on wave.



Whack Coily

Causes Z!La to enter and dispel Coily with a spell.



Torch

Brings light to the world around *Q*bert*.



THE DIFFERENT DIMENSIONS

Each Dimension features 6 levels. You can go back to a level at any time to try for a higher score. Each Dimension is explained in detail below.



Z!LA The Q-World magician Z!La will help you get through this Dimension. Follow him if you can or watch for his clues. If you do a good job, he might give you a power-up. Batter up!



TRIPLETS The Triplets are basically kids having some fun. Like all kids they don't realize their harmless fun can make a grown-up's life difficult. Poor *Q*bert*! Our hero must try to catch these little guys before they get themselves — and *Q*bert* — in trouble. Follow the Triplets and catch them! When you finish a pyramid section, an obstacle that was barring your way will be cleared.



A!BOL This Dimension is all about mechanical things. A!Bol is the Q-World engineer. He loves to build and blow up things. Use the Build and Destroy power-up while A!Bol is on screen. Stand back and watch him do his stuff. Jump on switches to make things happen. Want a lift somewhere? Try hopping into a cannon or a teleporter for a wild ride!



Q*DINA Save Q*dina from Coily's clutches. First, finish all the pyramids in the level to reveal a path to Q*dina. Then trick Coily, get the Key and bring it to Q*dina to set her free. Who knows? Maybe there's romance in *Q*bert's* future...

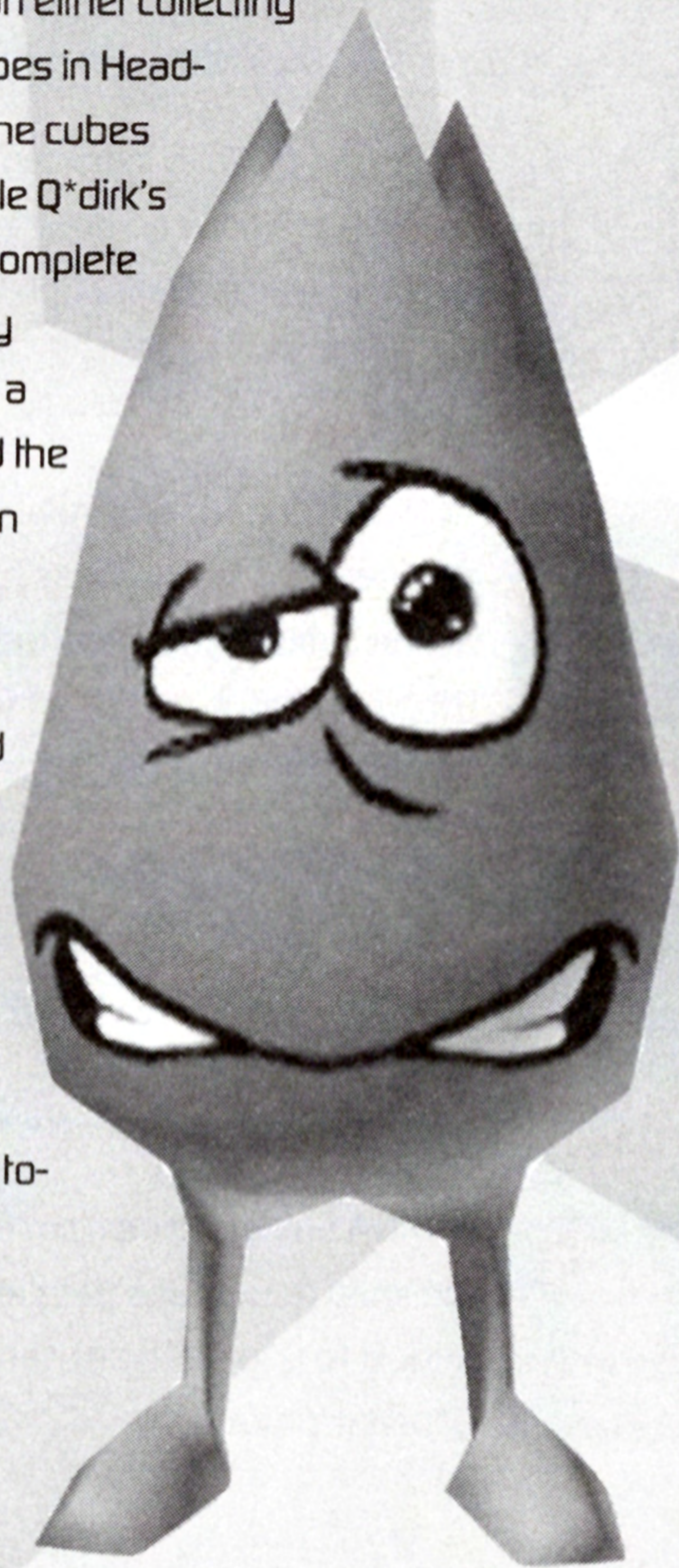


GOING HEAD-TO-HEAD

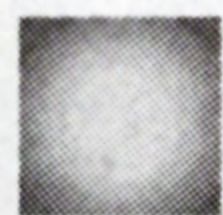
It's *Q*bert* versus *Q*dirk*! They can concentrate on either collecting points or getting to the end of each wave first. Cubes in Head-to-Head generally follow a certain color-coding. The cubes *Q*bert* would be concerned with are orange, while *Q*dirk*'s are blue. Shared cubes are green. Players must complete their own color cubes while trying to grab as many green cubes as possible. A level will not end until a player has changed his/her own color cubes and the last green cube is claimed — then either player can go for the Finish cube!

Obstacles like drop-away cubes or sending enemies into the opposite player's fields are used to slow down the race for claiming cubes for points — and ultimately the exit. Remember, it's not always the best strategy to finish first and leave the gameboard. You will need to get the bonus points in order to ensure that you win!

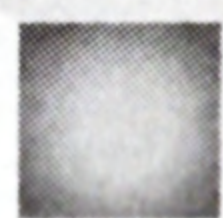
To start the Head-to-Head game, select the Head-to-Head level you wish to play.



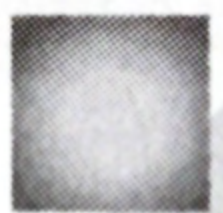
THE HEAD-TO-HEAD CUBES



Qcube — These orange cubes only affect *Q*bert*, and only *Q*bert* can hop on them for points. *Q*bert* must change all orange cubes before his exit will appear.



Dcube — These blue cubes only affect *Q*dirk*, and only *Q*dirk* can hop on them for points. *Q*dirk* must change all blue cubes before his exit will appear.



Open — These green cubes affect both *Q*bert* and *Q*dirk*, and either can hop on them for points. All green cubes must be claimed before the exit will appear.



Emitter Cube — Enemies will land here and roam around the playing field.



Reset Cube — Either *Q*bert* or *Q*dirk* can reset all cubes when landing on this.



Fall Cube — A cube that will fall whenever *Q*bert* or *Q*dirk* jump off of it. These are not necessary to finish a level.



Coily Spawn Cube — Will produce a Coily enemy in your opponent's playing field.



Slick Spawn Cube — Will produce a Slick enemy in your opponent's playing field that will change the state of the cubes it jumps on.



Qdisk — Orange disk for *Q*bert* to escape enemies.



Ddisk — Violet disk for *Q*dirk* to escape enemies.



Bonus — 100 bonus points when jumped on. These are not necessary to finish a level.



Exit — Hop on this to go to the next wave of gameplay. You can only hop on your own color exit. The first player to hop on his/her own exit will get 500 points.



Camera — Changes the camera's point of view (and advantage) for whichever player changes this cube. Reduces visibility of opposite player's cubes.



Spawn Cube — Causes a spawn of enemy balls.



Trigger — Sets off an explosion for tagged cubes in opposite player's field. Reduces playing field and simplicity of escape from enemies.



Tagged — Cubes ready for immediate explosion when the trigger is set off in the opposite player's field.



HASBRO INTERACTIVE'S WEB SITES

*Q*bert* has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

<http://www.atari.com>

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

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- Player Contact Information
- Demos
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- Chat and Community
- Hints and Tips
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- Interaction
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We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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TECHNICAL SUPPORT

If you are having technical difficulties with the *Q*bert* PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Q*bert* PlayStation® game to:

HI@hasbro.com

To find out more about the *Q*bert* PlayStation® game or any other Hasbro Interactive product, please visit:

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p.m. Saturday and Sunday, holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original Game to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which it is to be returned. If you have a problem resulting from a manufacturing defect in the Game, Hasbro Interactive's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Game, within a reasonable period of time and without charge, with a corrected version of the Game. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

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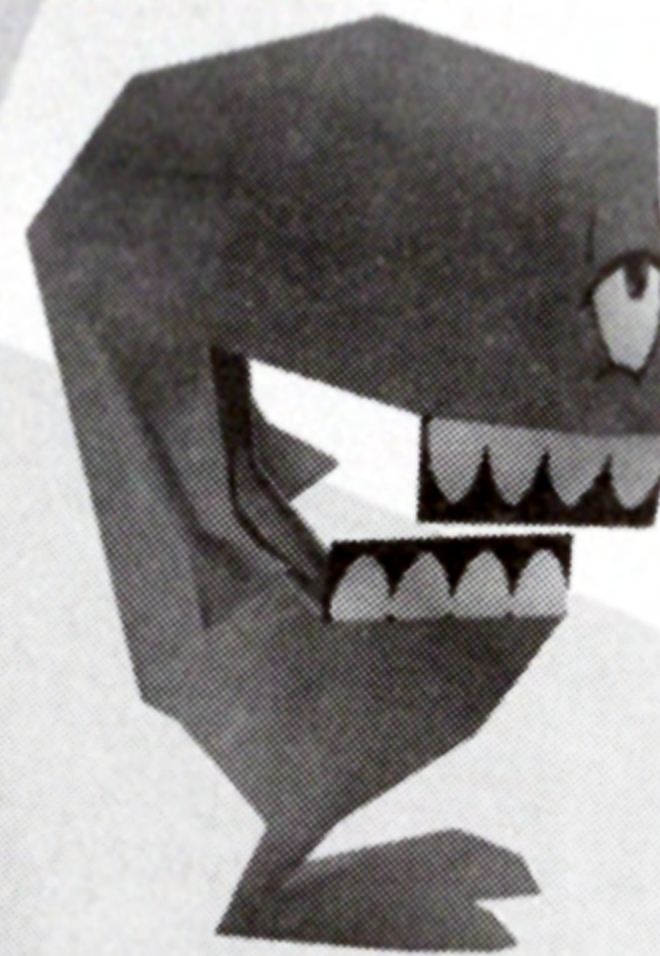
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