

Nintendo

GAME BOY[®]



JALECO[™]

DMG-QT-USA

*bert

FOR GAME BOY[™]



INSTRUCTION
MANUAL



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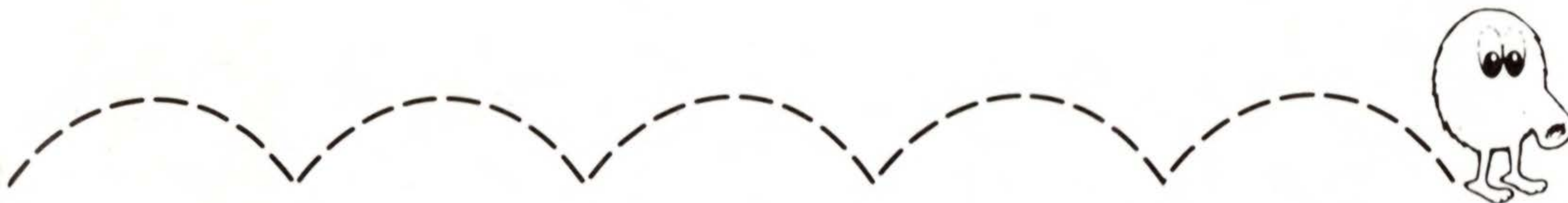
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INTRODUCTION

And now, the moment you've been waiting for... Q*Bert is back! *Q*BERT for Game Boy™* puts all the bounce and excitement of the arcade classic right into the palm of your hand, with 16 levels of four rounds each — 64 rounds total! Sound challenging enough for you? Well get ready. You'll control Q*Bert in a quirky, cube-conquering quest across queues of curious cubes. Twenty different playfield configurations test your skill as you maneuver Q*Bert up, down and around, trying to capture one playfield after the next.

Just in case you've never met Q*Bert before, I'd better introduce him. Q*Bert is a likeable little fellow who spends all day hopping from cube to cube. As it happens, these cubes are stacked together to make up playfields of every shape and size. But this isn't just aimless hopping — this is hopping with a purpose. You see, every time Q*Bert hops on a cube, the top of the cube changes color. Q*Bert is trying his best to change *all* of the cubes to one particular color. When that happens, Q*Bert jumps for joy — he's made it to the next set of cubes!



But wait — it's not all fun and games for Q*Bert. First of all, he has to be careful not to jump off the playfield. One false move and it's "bye bye, Q*Bert"! Then there's the batch of bad-tempered bandits that are out to get Q*Bert and take the spring out of his step: Ugg, Wrong-Way, Coily and Bad Ball, to name just a few. These guys would give any cube hopper a headache! Fortunately, there are also bonus items that provide extra points if Q*Bert catches them. One bonus item even stops the bad guys in their tracks for a few seconds so that Q*Bert can bounce around to his heart's content. If he gets into trouble, Q*Bert just hops a ride on a spinning disk — if there happens to be one in the area, that is.

And that's not all — there's even a movie to watch! That's right, now appearing on a Game Boy near you: "Q*Bert — The Movie." This fine feature film is shown in 16 installments, one after each level. When you win the game, just sit back, relax, and watch the whole movie from beginning to end without interruption (unless your little sister butts in, that is). So what are you waiting for? Get out the popcorn and get hopping — *Q*BERT for Game Boy™* is guaranteed four-star fun and entertainment!



OBJECT OF THE GAME

*Q*BERT for Game Boy*® contains 64 rounds, divided into 16 levels of four rounds each. Each round provides a playfield made up of cubes that have been stacked together. You must jump on each cube to change the color of that cube to the target color, as indicated at the bottom of the game screen. Sometimes you have to hop on a cube more than once before it changes to the right color. Sometimes you must hop on it *only* once. The rules change from level to level, so be sure to pay attention to the demonstration Q*Bert gives you at the beginning of each level.

Q*Bert begins the game with five lives. An extra life is awarded when you reach 5000 points, and additional lives are awarded after each subsequent 15,000 points (for example at 20,000 and 35,000). As you bounce from cube to cube, you'll have to avoid a number of strange objects and creatures. Some of these are Q*Bert's enemies, who take away one of his lives by falling on top of him, running into him, or (in the case of Coily) actually chasing him.



around the playfield. Be on the lookout for Sam and Slick — these bouncing dudes make your job harder by changing the color of the cubes that they land on. Catch them, as well as other bonus items, to earn extra points. Q*Bert's enemies, the bonus items and extra points are fully described later in this manual.

Once you have changed all of the cubes on the playfield to the target color, the playfield starts flashing and Q*Bert bounces like crazy. You're then allowed to advance to the next round and a different playfield. You advance to the next level when you successfully complete the fourth round in the current level. At the end of each level, a segment of "Q*Bert — The Movie" is played on the screen. You may watch the movie or press START to proceed with the game.

The game ends when Q*Bert loses his last life. At this point, you are given the opportunity of continuing at the beginning of the current level or ending the game and starting over. You are given three new lives each time you choose to continue at the beginning of the current level, but your score is reset to 0.



GETTING STARTED

1. Place the *Q*BERT for Game Boy*® Game Pak into your Game Boy (label side out) and turn on the unit.
2. The title screen appears. Press **START** to begin the game.
3. To go to the Options Screen, press RIGHT on the Control Pad to move the arrow to the word OPTIONS, then press **START**.
4. If you do not start the game or go to the Options Screen, a demo sequence will begin. The demo shows Q*Bert capturing bonus items and escaping from his enemies. Press **START** at any time during the demo sequence to begin the game.
5. After pressing **START** to begin the game, you will see a second demo sequence that shows you how to play the game. Watch these instructions before playing *Q*BERT for Game Boy*® for the first time — you'll get some valuable pointers, and learn what to avoid and what to go after. Press **START** at any point during this sequence to exit the demo and begin the game.



OPTIONS

When the Options Screen appears, your options are MUSIC, HIGH SCORE and CONTROLS. Using your Control Pad, move the arrow up or down to choose an option. Move the arrow left or right to set that option. When you have made your selections, press START to return to the Title Screen.



MUSIC -- Select ON or OFF (the default is ON). Sound effects can be heard even if the music option is set to OFF.

HIGH SCORE -- Select ON or OFF (the default is ON). Leave the high score on to see a high score table whenever you've lost your last life. Turning the high score off enables you to continue a game more quickly (with no intervening screens) when you've lost all of your lives. See the section GAME OVER & SCORING SCREENS for more detail.

CONTROLS -- Select DIAGONAL or STRAIGHT. The default is DIAGONAL. Each control has its own advantages, as described below. Experiment

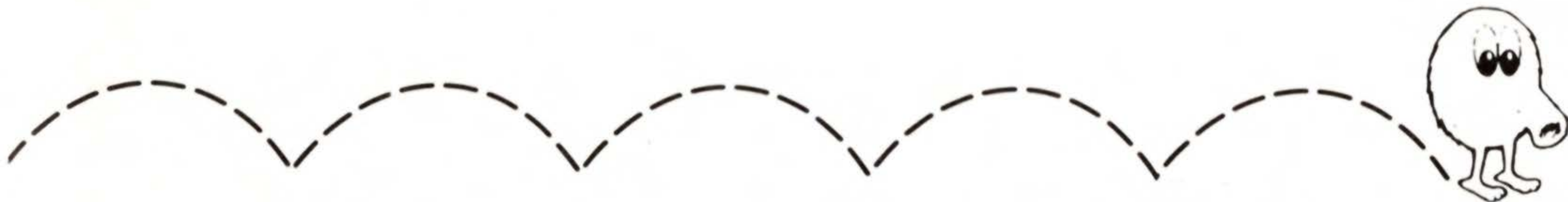


with both types of controls until you decide which is easier for you. Once you have chosen your controls, you will not be able to change them unless you start the game over from the beginning.

NOTE: The terms **DIAGONAL** and **STRAIGHT** refer to the way in which you press the Control Pad, not the way Q*Bert moves. Q*Bert can *only* move diagonally from cube to cube — he looks like he's hopping up and down a set of stairs. He cannot move directly up and down, or directly left or right.

DIAGONAL — If you choose **DIAGONAL** controls, you will need to press two arms of the Control Pad **at the same time** in order to make Q*Bert move. The direction controlled by each pair of arms is indicated by the arrow positioned between those arms on the Options Screen. For instance, you would press both the **UP** and the **RIGHT** arms of the Control Pad to move Q*Bert diagonally up and to the right.

The **DIAGONAL** setting is usually easier for beginners because it is more intuitive — you move the Control Pad the way you want Q*Bert to move on the



screen. However, you must be sure to press down both arms of the Control Pad completely (which isn't always easy). If only one arm is pressed, Q*Bert will not move at all. Also, you may end up moving more slowly as you move your thumb from side to side to change Q*Bert's direction.

STRAIGHT – If you choose the STRAIGHT controls, you will only need to press one arm of the Control Pad in order to make Q*Bert move in a diagonal direction. The direction controlled by each arm is indicated by the arrow next to that arm on the Options Screen.

To move up and to the right, press the UP arm.

To move down and to the right, press the RIGHT arm.

To move down and to the left, press the DOWN arm.

To move up and to the left, press the LEFT arm.

These controls are not as intuitive as the DIAGONAL controls because each arm controls two directions... and you have to remember what they are! However, you can move Q*Bert more quickly and change direction more easily using the STRAIGHT controls because you only have to press one arm at a time, instead of two. This option is suitable for advanced players

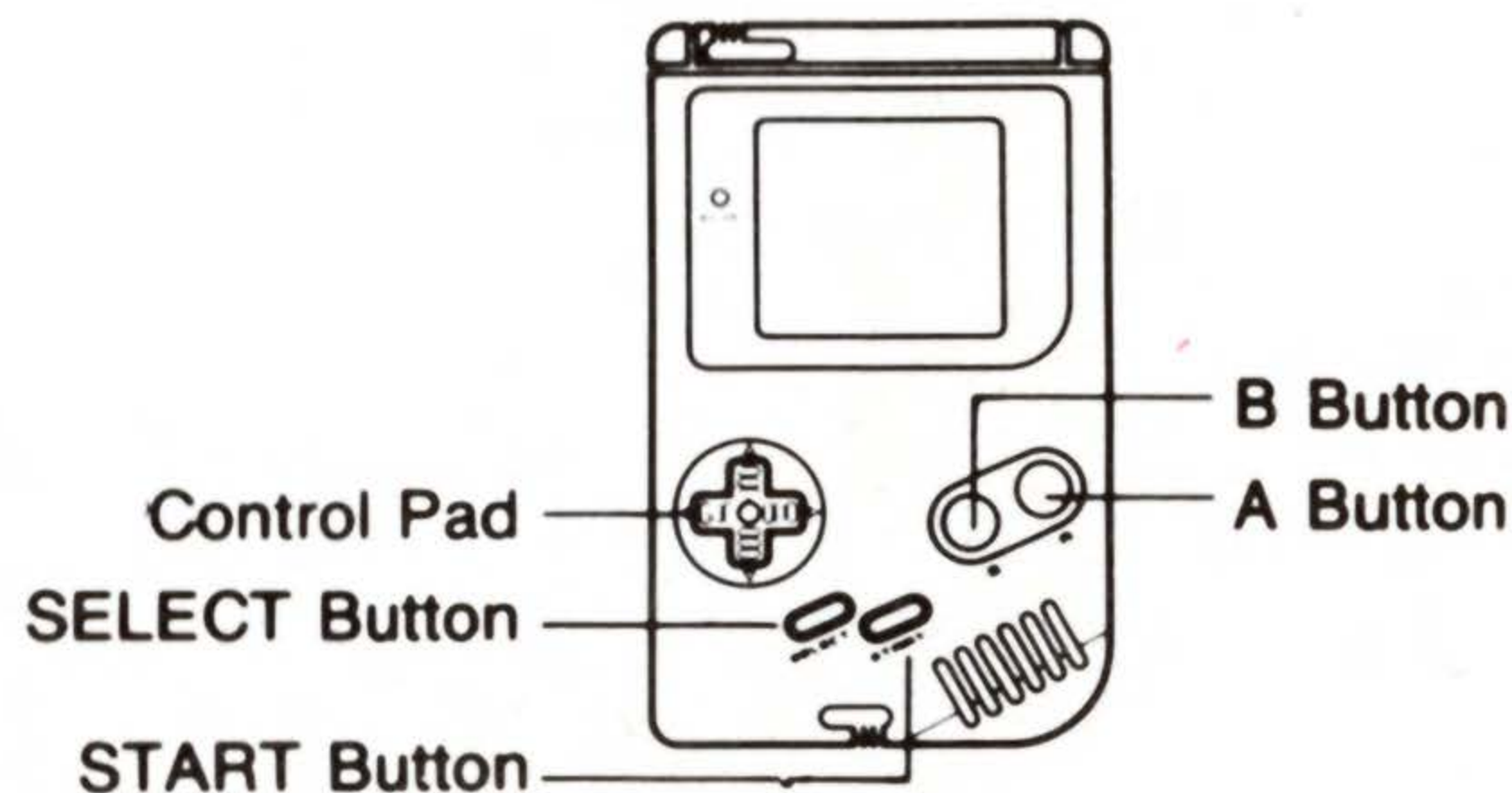


who are comfortable with the movement and who want better control and a faster response. After a while, these controls will become as intuitive for you as the DIAGONAL controls.

CONTROLLER FUNCTIONS

START

Start the game
Pause the game
during play
Bypass introductory
and movie
sequences
Select options



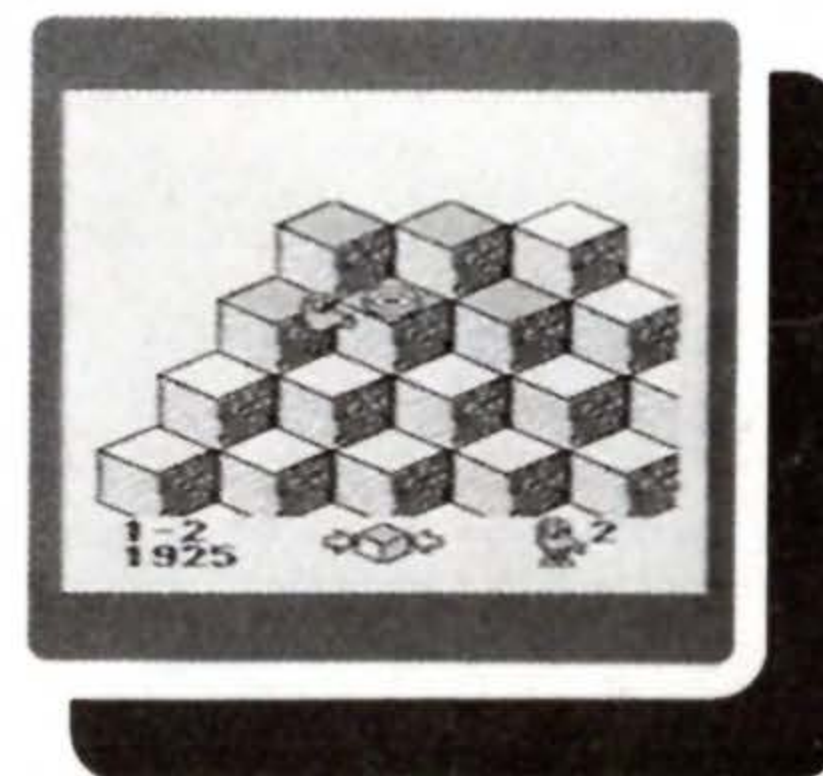
Control Pad

Move Q*Bert
Move the flashing cursor when selecting options



ON-SCREEN DISPLAYS

At the beginning of each level, an introductory sequence shows you what Q*Bert is supposed to do on that level (jump on each cube at least once, jump on each cube exactly twice, etc.). Press START to bypass this screen and begin the game. If you do not press START, the game will begin when the introductory sequence ends.



LEVEL NUMBER AND ROUND NUMBER

The level number and round number appear in the lower left corner of the screen. For instance, Level 1 Round 3 is shown as 1-3.

SCORE Your score is displayed in the lower left corner of the screen under the level and round numbers.

TARGET COLOR

A cube showing the target color on its top is displayed in the bottom center of the screen. Two arrows point to this cube.

LIVES

The number of lives remaining (not counting the current life) is displayed next to a charming likeness of Q*Bert in the lower right corner of the screen.



PLAYING THE GAME

When Q*Bert appears on the playfield, it's time to start hopping! You won't be able to see all of the playfield at one time — the screen scrolls with you as you move. If you're not familiar with the current layout, you'll probably want to go slowly at first so that you don't accidentally jump off the playfield (believe me... it happens). To continue travelling in one direction, just keep your thumb on the Control Pad. As long as you keep pressing the Control Pad, Q*Bert will keep bouncing in that direction. But be ready to change direction fast when you get to the last cube!

The game is not timed, so you can take as long as you want to change all of the cubes to the target color. However, the longer it takes, the more enemies you'll have to contend with. When you see a flashing bulls-eye appear on top of a cube, watch out! It means that something is about to appear. That "something" is usually an enemy, although it can also be a bonus item (each of these is described below).



You'll find one or more spinning disks alongside each playfield. If you get into trouble, just hop on board a disk and glide safely out of harm's way. The disk will drop you off at another location on the playfield, which is then cleared of all enemies and bonus items. Don't use the disks if you don't have to, though — once a disk is used, it disappears. You earn extra points at the end of a round for any unused disks.

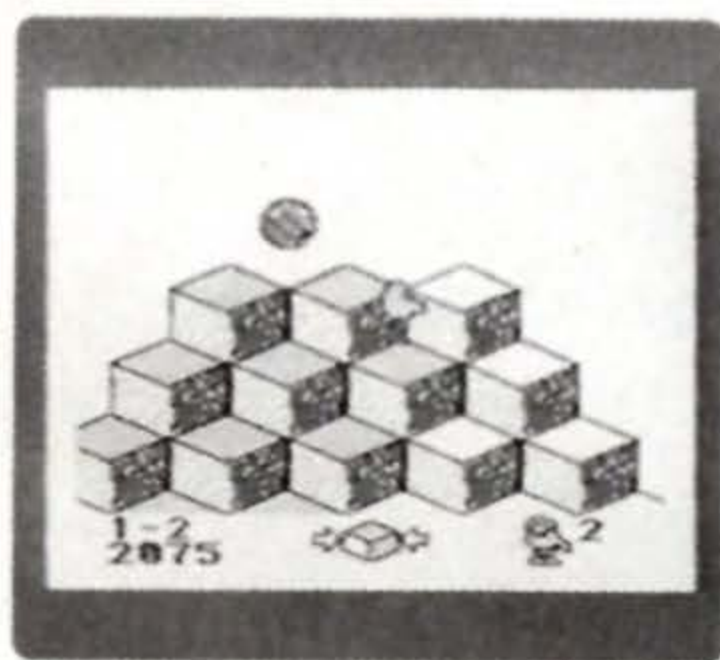
Press START to pause the game during play. When you pause the game, an overview of the entire playfield appears. This screen shows you where Q*Bert is, where the remaining disks are located, and which squares still need to be changed to the target color. You can pause the game for as long as you want. Press START to resume play.

Bonus points are awarded at the end of each round. At the end of each level (every four rounds), a scene from "Q*Bert — The Movie" is shown on the screen. If you do not wish to watch the movie, press START to proceed immediately to the next level. When you have successfully completed the last round of the last level (Level 16), you will receive instructions on playing the entire movie from start to finish without interruption.



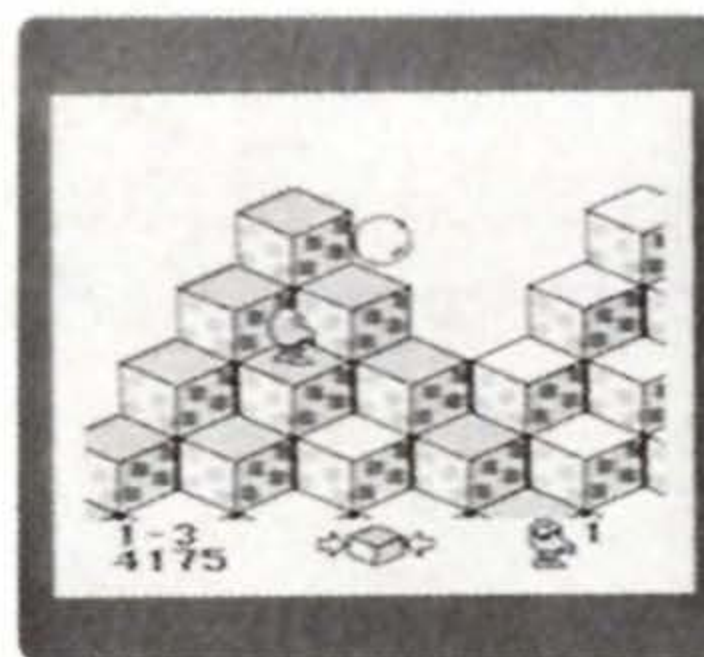
ENEMIES

There are seven bad guys out to get Q*Bert — here's who they are and what they do:



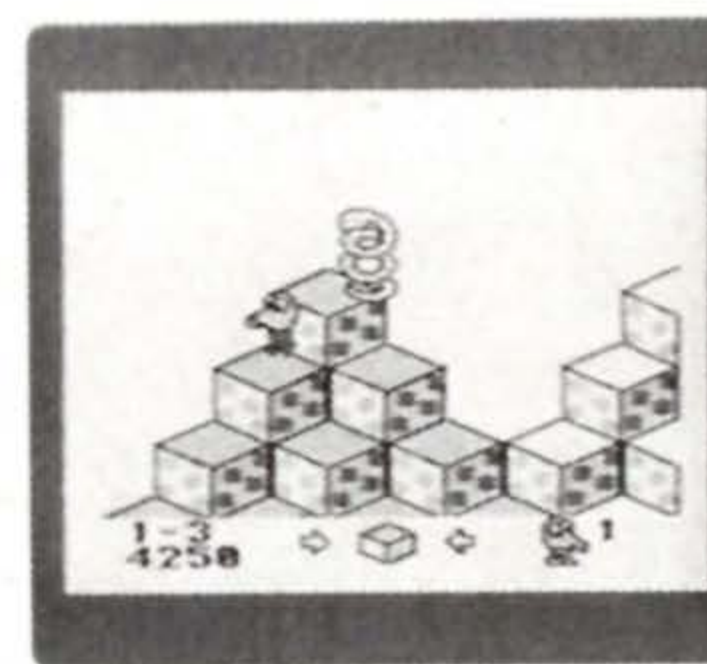
Bad Ball

Falls from top to bottom.



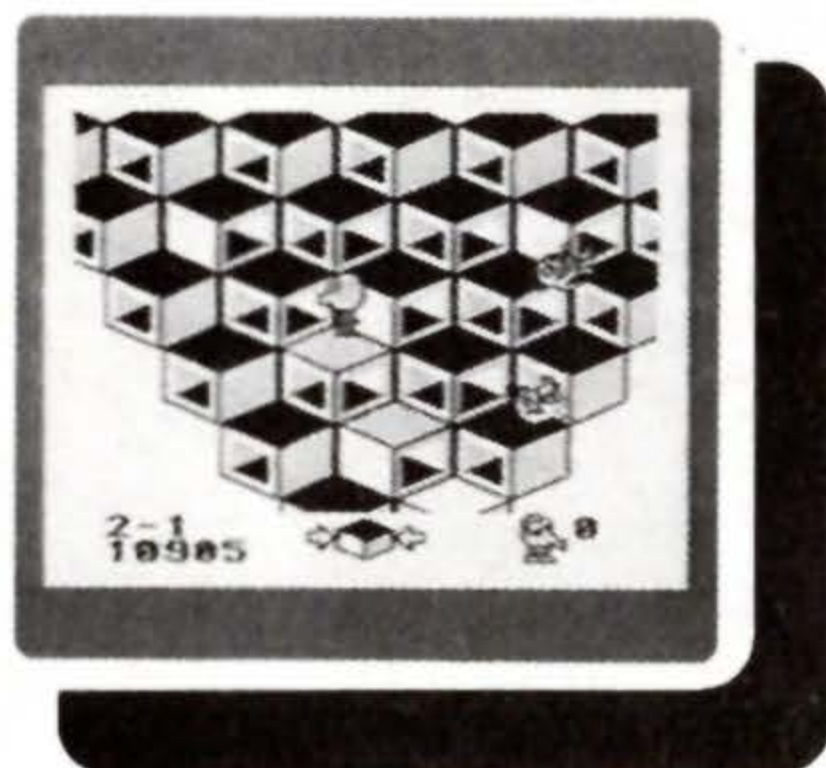
Colly Ball

Also falls from top to bottom. When it reaches the bottom, it hatches into Coily.

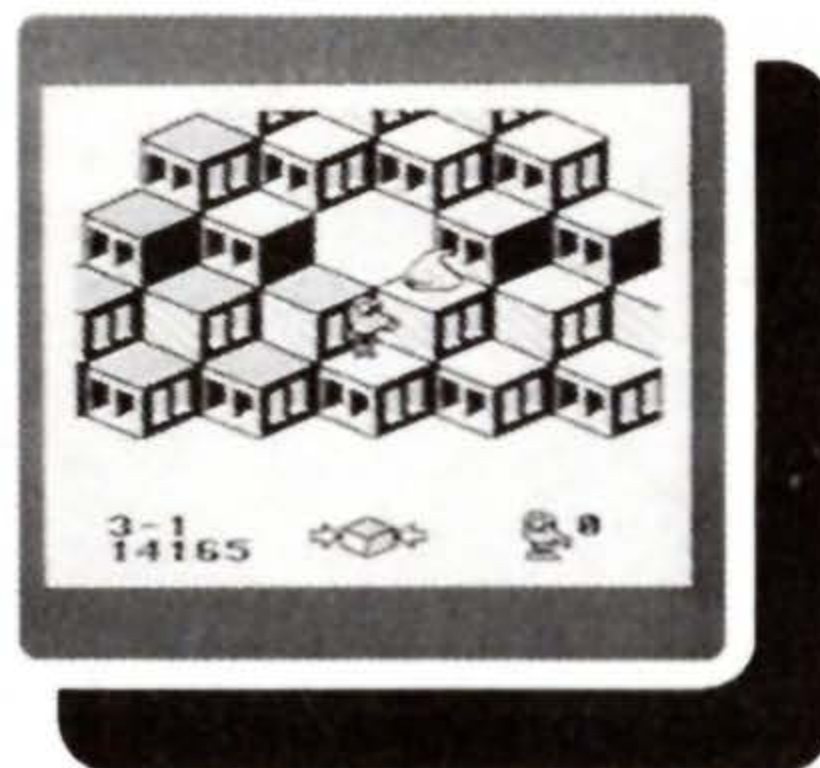


Colly

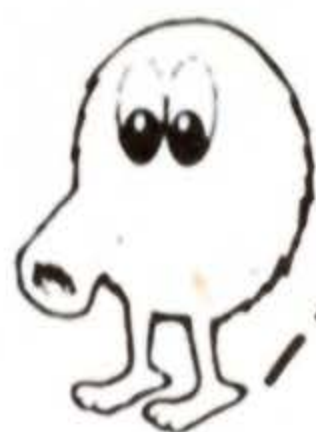
Chases Q*Bert wherever he goes. Q*Bert can lure Coily into jumping off the playfield by hopping onto a spinning disk just as Coily gets near (this clears the playfield of all other enemies).



Ugg and Wrong-Way
These two bad guys live in another dimension, where the sides of the cubes are the tops. They hop across the playfield on the sides of the cubes.

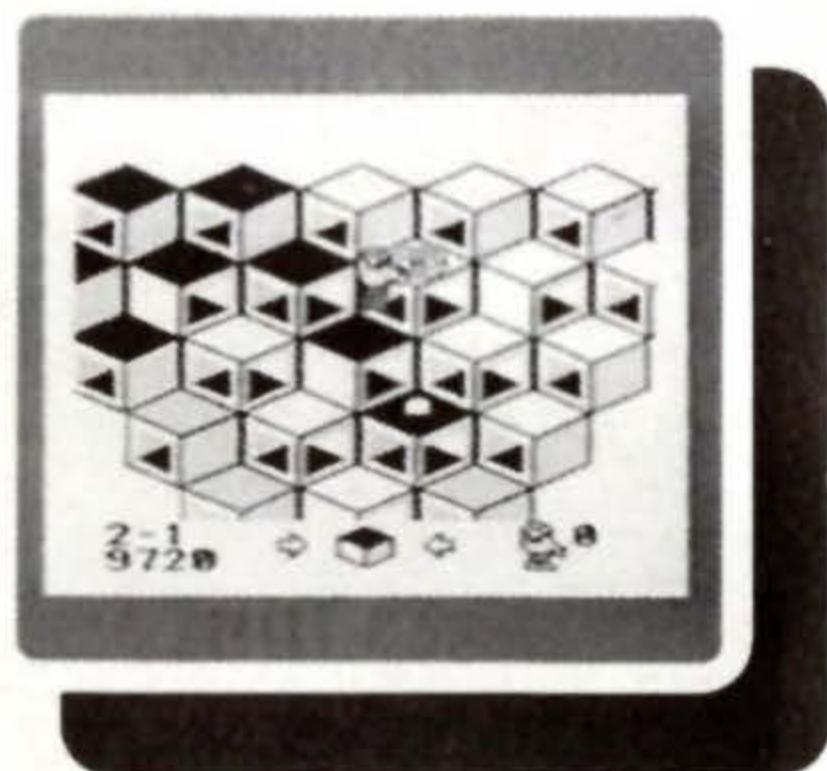


Lefty and Righty
Two little coneheads that move around the playfield in left and right circles.



BONUS ITEMS

There are five bonus items that Q*Bert can pick up as he bounces:



Freeze Ball

If you catch this little white ball, you get bonus points and all of the characters on the playfield freeze momentarily. While they are

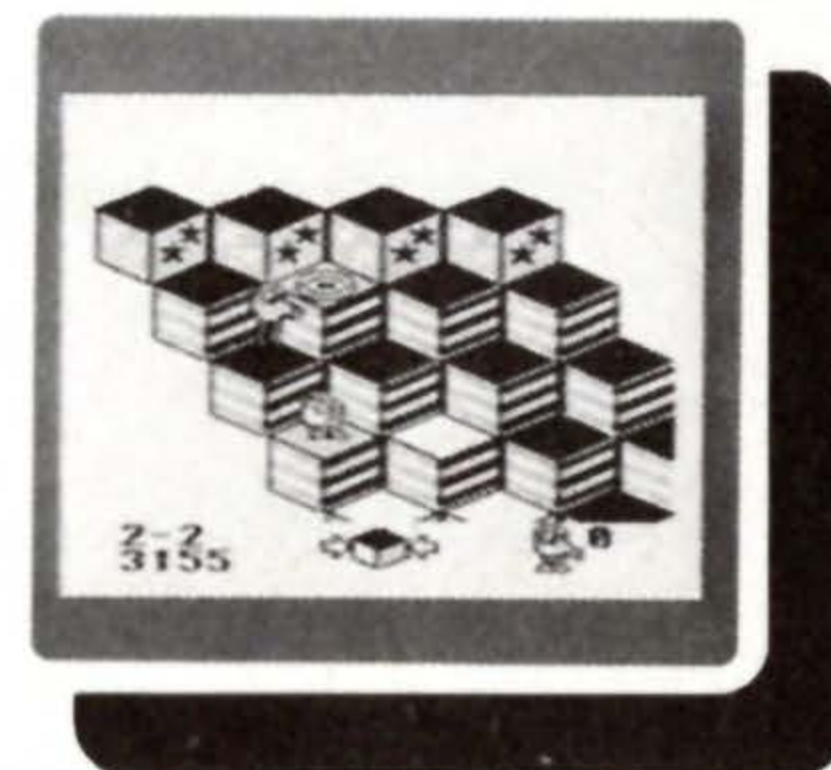
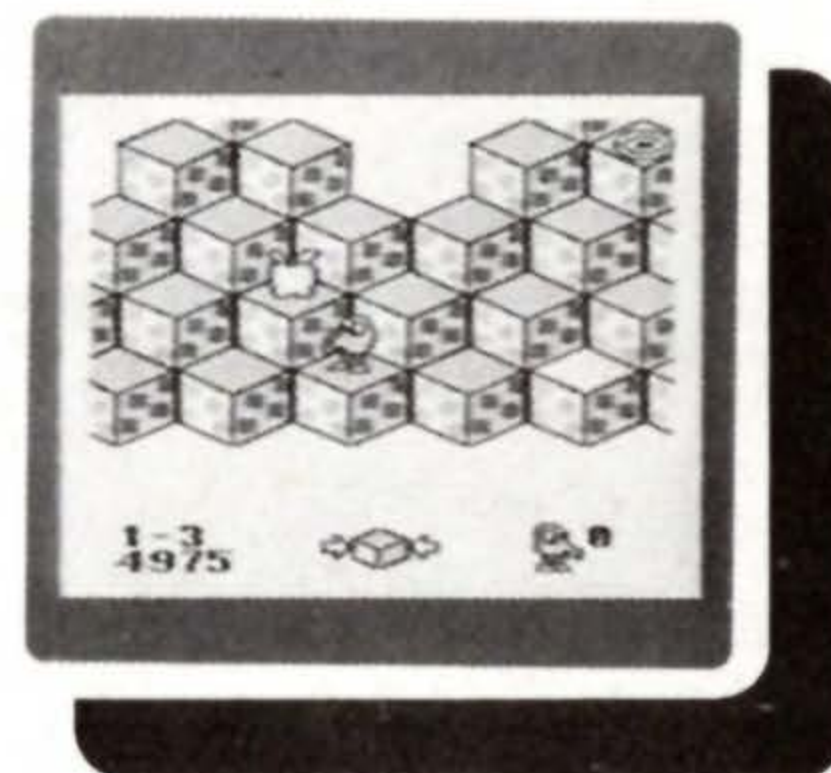
frozen, Q*Bert can safely hop anywhere he wants — even on top of his enemies!

Sam and Slick

These two cool dudes fall from top to bottom, changing the color of the cubes they land on. Get bonus points for catching them.

Apples and Cherries

Get bonus points if you catch an apple or a bunch of cherries.





POINTS

You get points for the following items:

Each cube jumped off15 points

**Each cube changed
to the target color**25 points

**Each spinning disk
not used**.....50 points

Freeze Ball.....100 points

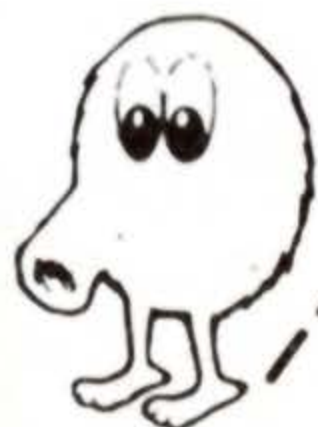
Sam or Slick300 points

**Luring Colly into
jumping off
the playfield**.....1000 points

Apple.....1000 points

Cherries2500 points

You also earn bonus points at the end of each round. 1000 points are awarded after you complete the first round of a new game (this is true whether you are starting from the very beginning of the game or just continuing from the beginning of the current level). On each subsequent round the bonus increases by 250 points, to a maximum of 5000 points.



GAME OVER & SCORING SCREENS

When Q*Bert loses his last life, the game ends and the Hi Score Screen appears. If your score is one of the 10 highest, a flashing cursor will appear on the screen and you will be allowed to enter your name. You may enter up to eight letters or characters. Your scores will remain on the Hi Score Screen until you turn off your Game Boy. The Hi Score Screen controls are given below:

UP or DOWN on the Control Pad

Scroll through the letters and characters

RIGHT or LEFT on the Control Pad

Go to the next or previous letter or character

A Button

Select a letter or character

B Button

Erase a letter or character

START Save your name



After entering your name, the prompts CONTINUE (RETRY on Level 1) and END will appear at the bottom of the screen. If you choose CONTINUE (or RETRY on Level 1), you will be allowed to start over at the beginning of the current level. If you choose END, the Title Screen appears and you may start the game from the very beginning. Use your Control Pad to move the flashing cursor, then press START to select an option.

Note: If you turned the high score screen off at the beginning of the game, these options do not appear. Instead, you'll go back to the beginning of the current level automatically, without seeing the high score table or the CONTINUE / RETRY and END options.



GAME TIPS — THE JALECO *MAJOR PLAYER'S* HOTLINE

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!



TAKING CARE OF YOUR JALECO GAME

Please observe the following precautions with your new Jaleco game.

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This equipment is precision-built. Do not use or store it under conditions of extreme temperature or subject it to rough handling or shock. Do not disassemble the unit.
- Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- Store the Game Pak in its protective case when not in use.







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