

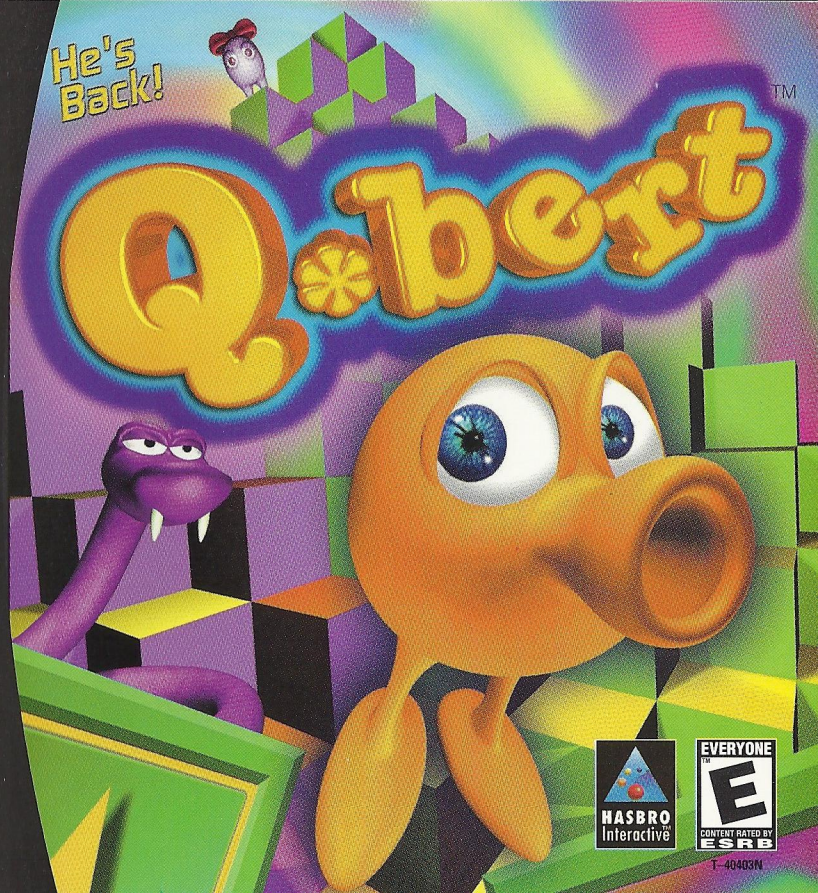


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SEGA

Dreamcast



He's Back!



T-40403N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



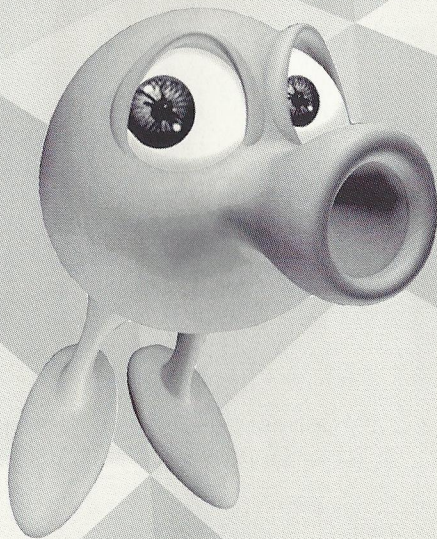
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Introduction

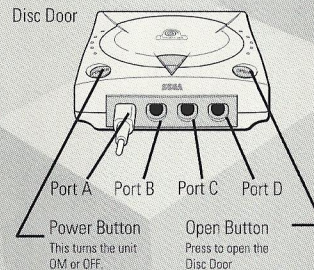
Q*Bert™ for the Sega Dreamcast reunites players with that colorful, lovable and jumpy arcade character. Help Q*Bert™ travel through a variety of mind-bending dimensions filled with eye-catching animations on a quest to defeat his evil nemesis, Coily. Maneuver through numerous pyramid puzzles while meeting up with some of Q*Bert's™ old familiar adversaries, and avoiding some of his deadly new ones. Play in either Classic Mode, Adventure Mode, or Head-to-Head Mode and enjoy the same arcade game-play that helped made Q*Bert™ a timeless classic!



GETTING STARTED

Q*Bert is a 2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST HARDWARE UNIT



When using a Visual Memory Unit (sold separately), insert the VMU into Expansion Slot 1 of the controller connected to Port A.

MENU NAVIGATION

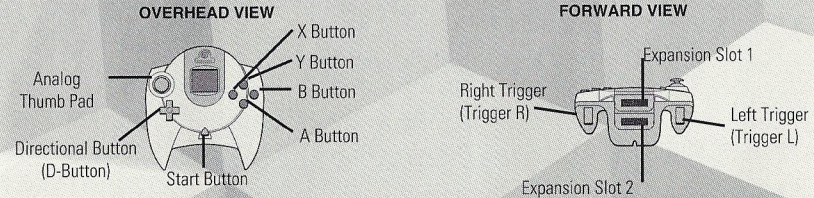
Navigation on all the Q*bert™ menu screens is achieved by way of the Sega Dreamcast Controller. When using the controller, you may select any option by doing the following:

- * Press the **D-Button** to highlight the desired Option.
- * Press the **A Button** to select the highlighted Option.

Controlling Q*bert™

By way of the Main Menu Screen, you may configure your controller in two ways. Depending upon which way you prefer to hold your controller, Q*bert™ may be controlled using the following:

SEGA DREAMCAST CONTROLLER



Controller Configuration 1

- D-Button Up** - Hops Q*bert™ UP and RIGHT.
- D-Button Down** - Hops Q*bert™ DOWN and LEFT.
- D-Button Left** - Hops Q*bert™ UP and LEFT.
- D-Button Right** - Hops Q*bert™ DOWN and RIGHT.

Controller Configuration 2

- D-Button Up** - Hops Q*bert™ UP and LEFT.
- D-Button Down** - Hops Q*bert™ DOWN and RIGHT.
- D-Button Left** - Hops Q*bert™ DOWN and LEFT.
- D-Button Right** - Hops Q*bert™ UP and RIGHT.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

MAIN MENU

On the Main Menu, use the **D-Button** to highlight the desired menu cube. Press the **A Button** to select the desired cube. The following defines the available options:

Classic

Select this cube to play the Classic Arcade game of the 1980s with new 3D graphics. Please refer to "The Classic Game" section of this manual on page 11.

Adventure

Select this cube to play the new Adventure Game. Please refer to "The Adventure Game" section of this manual on page 12.

Head-to-Head

Select this cube to play the side-by-side, cube-crazy head-to-head game. Please refer to "Going Head-to-Head" section of this manual on page 20.

Options

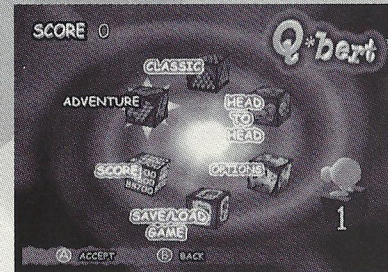
Select this cube to access the Options Menu. Please refer to "Options Menu" section of this manual on page 8.

Score

Select this cube to display your score for each level in each Dimension, as well as the total Dimension score. You may cycle through the Dimension Levels by using the **D-Button**. Press the **A Button** to return to the Main Menu.

Save / Load Game

This option allows you to save the status of your current game, as well as load a previously saved game. Please refer to "Save / Load Game" section of this manual on page 10.



Main Menu Screen

Option Menu

On the Options Menu, you can adjust your controller configuration, the volume of the game sound effects and game music, and modify your graphics settings.

Configure Controller

With this option you may change the configuration of your controller.

* Press the **D-Button** RIGHT/LEFT to select either Configuration.

Graphics

Here, you can customize the game's graphic settings to suit your visual desires.

* Press the **D-Button** UP/DOWN to select highlight each Option.

* Press the **D-Button** RIGHT/LEFT to change the desired setting.

Sound

With this option, you can customize the game's sound settings to suit you audio preferences.

* Press the **D-Button** UP/DOWN to select highlight each Option.

* Press the **D-Button** RIGHT/LEFT to change the desired setting.



Options Menu Screen

Save / Load Game

On the Save / Load Screen, you can save your current game, or select to play a previously saved game. Q*bert™ allows you to save up to six different games at one time. This information is stored as a file on your VMU.

Saving a Game

To save a game, simply select the Save Game Option, and do the following:

* Using the **D-Button**, select the desired Save Cube.

* Press the **A Button** to save your current game into the desired Save Cube.

Loading a Game

To load a previously saved game, simply select the Load Game Option, and do the following:

* Using the **D-Button**, select the desired Save Cube to load the previously saved game from.

* Press the **A Button** to load the previously saved game from the desired Save Cube.



Save / Load Screen

The Classic Game

To play the Classic version of Q*bert™, you must first choose the number of players, as well as the game-play difficulty.

To Begin

First, select the number of player's by pressing the **D-Button** UP/DOWN, and press the **A Button** to lock in your selection. Next, press the **D-Button** UP/DOWN to select the game-play difficulty, and again, press the **A Button** to lock in your selection.

Object

The object of the game is to change all the cubes to the same color. Pay close attention to the Opening Level animation, as some of the Levels might require you to jump on a cube more than once to change it to the target color. The target color for each Level will be displayed on the screen during play.

How to Play

The player changes the top cube colors by hopping Q*bert™ onto the desired cube while avoiding all enemies. All green objects or enemies can collide with Q*Bert™. If an enemy collides with Q*Bert™, you will lose a life. Jump onto the floating Discs to get away from any enemy that might be chasing you, and always stay on the pyramid. If you jump off the edge without landing on a Disc, you will lose a life. If you jump onto a Disc and Coily follows you off, not only will he be history, but also the Level will be cleared of all present enemies.

The Adventure Game

Q*bert's™ home world and friends have been kidnapped by his archenemy, Coily! In the Adventure Game, you must lead Q*bert™ on a wild cube-hopping adventure to save the day, and find four pieces of the Magic Disc scattered throughout the Dimensions in order to put an end to Coily's dastardly deeds!

To Begin

Q*Bert™ begins his adventure at the Dimension Vortex Screen. Using the **D-Button**, choose the Dimension, Level, and game-play degree of difficulty you wish to play. Press the **A Button** when finished. 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.

Object

The object once again is to change the top color of all the cubes. Pay close attention when Q*bert™ first appears on the screen. The target colors on the Board will flash momentarily. Some Levels may feature two target colors within the same Board. To complete the Level, you will need to change all of the designated cubes to the target color.

***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.*

Lives and Difficulty

The Difficulty Level you select at the start of each mission will determine how many lives you will have for that Level. The harder the Level, the more points you can score.

Rank

During the game, you will notice cubes that feature the number 2 or 3. These are Rank Cubes, which are special areas that you can access if your score is high enough. Hopping onto these Rank Cubes is not 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 Cubes areas to finish that Level. On the Vortex Selection Screen your Rank number will be display in the cube that Q*bert appears on.

Bonus Rounds

These special play areas can be found throughout all the Dimensions. When these areas are visible, the word "Bonus" will appear on the screen. The goal in the Bonus Rounds is to hop upon all the cubes as fast as possible. In these areas you will not lose a life.

Secret Levels

These hidden areas are scattered throughout the game.

About the cubes

You will discover a variety of different cubes throughout the Q*bert™ Levels. Some simply need to be changed to the target color, while other feature enemies that need to be eliminated. There are also cubes that allow you to score points, and those that transport Q*bert™ to new locations.

12

Know Your Enemies

A variety of enemies inhabit Q*bert's™ world. These include:



Coily

This purple snake will relentlessly pursue Q*bert™ until he catches him. Use a Disc to get away from Coily. If you jump onto a Disc at just the right time, this pesky snake will leap off the edge of the pyramid and clear the Board of all enemies.



Ugg and Wrong Way

These two creatures travel on the sides of the cubes rather than on the top of them. Q*bert™ should avoid these two at all costs.



Enemy Balls

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



Slick and Sam

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 to stop them is to land directly on them.

13

Power-Ups

During the game you will find various Power-Ups. You simply need to collide with these items to place them in your inventory. However, you can only carry one Power-Up at a time. Pressing the **A Button** will activate most Power-Ups.



Build

This Power-Up causes A!BoL to build cubes.



Destroy

This Power-Up causes A!BoL to destroy cubes.



Invulnerable

This will make Q*bert™ invincible for a few seconds.



Green Ball

Colliding with this will cause all the enemies to freeze.



Key

This allows Q*bert™ to open doors and cages.



Speed

This makes Q*bert™ move faster.



Sun

This Power-Up blows all of Q*bert's™ enemies off the screen.



Water Ball

Colliding with this makes Lava Balls evaporate.



Smart Bomb

This bomb kills all enemies.



Whack Coily

This causes Z!La to enter the screen and dispel Coily with a spell.



Torch

Colliding with this illuminates the current World.

The Different Dimensions

Each Dimension in Q*bert™ features 6 Levels of play. You can go back to a Level at any time to try and increase your score. Q*bert's™ World is comprised of the following Dimensions:



Z!La Dimension

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 well here, he might give you a Power-Up.



Triplets Dimension

Here, Q*bert™ must try and catch these little guys before they get themselves, and Q*bert™, in trouble. Follow the Triplets and catch them to clear any obstacle barring your way.



A!BoL Dimension

A!BoL is the Q-World engineer. He lives to build and blow things up. Use the Build and Destroy Power-Ups while A!BoL is on the screen. Here, jump on switches to make things happen, or try hopping into a cannon or a tele-porter.



Q*Dina Dimension

Here, help save Q*dina from Coily's clutches. First, finish all Levels of the Board to reveal a path to Q*dina. Then, find the Key and bring it to Q*dina's cage to set her free.

Going Head-To-Head

In Head-to-Head Mode, it's Q*bert™ versus Q*dirk! Each competitor can concentrate on either collecting points or getting to the end of each wave. Cubes in Head-to-Head Mode are color-coded. The cubes Q*bert™ should hop on are orange, while Q*dirk's are blue. Shared cubes are colored green. Players must complete their own color cubes while trying to hop on as many green cubes as possible. A Level will not end until either player has changed his or her own color cubes, and the last green cube is claimed. At that point, either player should hop to their respective Warp Cube to exit.

In head-to-head, scoring as many bonus points as possible will help secure your victory.

The Head-To-Head Cubes

Cubes encounter during Head-to-Head play include:



Ocube

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 one 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 non-bonus cubes by hopping here.



Fall Cube

This is a cube that will fall whenever Q*bert™ or Q*dirk jump off of it. These do not need to be hopped on in order to finish a Level.



Coily Spawn Cube

When hopped on, this will drop a Coily enemy in your opponent's playing field.



Slick Spawn Cube

When hopped on, this will produce a Slick enemy in your opponent's playing field.



Qdisk

These orange disks are used by Q*bert™ to escape enemies.



Ddisk

These violet disks are used by Q*dirk to escape enemies.



Bonus

Either Q*bert™ or Q*dirk receive a 100 points when landing here. These do not need to be hopped on in order to finish a Level.

**Warp**

Hop onto this to go to the next wave of game-play. You can only hop on your own color exit. The first player to hop on his or her own exit will receive the bonus points.

**Camera**

This cube changes the game's point of view for whichever player lands here.

**Spawn Cube**

When hopped on, this cube causes more Enemy Balls to appear.

**Trigger**

This cube sets off an explosion for all Tagged Cubes in the opponent's playing field.

**Tagged**

These cubes explode when a Trigger Cube is hopped on.

Credits

Executive Producer

David Elmekies

Assistant Producer

Dan Kitchen

Additional Programming

David Parrot

David Romig, Jr.

Jessica Raiten

Creative Director

Joseph Sutton

Lead Programmer

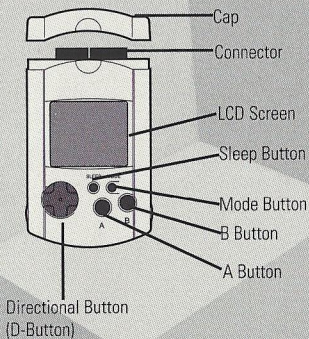
Paul Mazurek

Additional Art

Adam Hreha

Visual Memory Unit

Sega Dreamcast Visual Memory Unit (VMU)



The number of memory blocks required to same game files varies according to the type of software and content of files to be saved. With this game, 10 blocks of memory are used to save a set of six games. User options will automatically saved inside the saved file.

Note: While saving a Q*Bert file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller of other peripheral equipment.

Notes

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Epilepsy Warning



WARNING

READ THIS NOTICE BEFORE YOU



CAUTION

OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing light patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. 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 has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

Repetitive Strain Statement

CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrists or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

CAUTION

This software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

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