ruby Q

GAME INSTRUCTIONS

For the Atari 2600™

rubyQ

Different from his noble cousin, rubyQ has a tougher life because his blocky pyramid is full of hazards with more enemies, strange cubes and elusive discs.

Completing a pyramid can be really hard work sometimes, but with some strategy and the help of his brother Qybur, things could be a little easier.

Come and help rubyQ and Qybur in this strange, noisy and fanciful world!

Getting Started

Turn off your Atari 2600™ or 7800™, insert the rubyQ cartridge, and then turn on your console. You can play a simple one-player game or a full AtariVox/SaveKey and QuadTari-enhanced two-player game with speech and hi-scores saving:

- To use an AtariVox or SaveKey, plug it into the right joystick port.

- If you are using an AtariVox/SaveKey, you can still play a two-player game with a QuadTari plugged into the left port, with player one using port one and player two using port three.

- On the main menu, you'll see a message about the AtariVox and/or QuadTari if they are plugged in and correctly connected to the console.

- To reset AtariVox/SaveKey scores, press **[Reset]** on the splash screen for a short duration: On the Main Menu you'll see a message that indicates that SaveKey scores were reset.

- You can choose to use an Atari joystick rotated at 45 degrees with the red button at the top or handled normally as with all other games. Each player can select his or her preferred option by using the **[Difficulty]** switches: "**A**" position for straight or "**B**" position for a joystick rotated by 45 degrees.

- The [**Color/BW**] switch is not used in this game.

- You can **pause/unpause** the game whenever you'd like by pressing the **joystick button**.

On the Main Menu, you can set different game options using the Player one joystick:

• One Player/Two-Player cooperative game. Note: if you are using an AtariVox/SaveKey, you can select a Two-Player game only if the QuadTari is plugged in.

• Classic Mode/Funky Mode/Mad Mode: Classic Mode is the simplest and easiest game, while Mad Mode adds new enemies and game tweaks (see below).

• Easy Play/Normal Play/Hard Play/Hardest Play/Turbo Play: Choose your difficulty from easiest to hardest, changing the game speed and frequency of enemies spawned. Turbo Play is the ultimate challenge, with the game running at maximum speed: only for fearless gamers!

• Scanline GFX/Black GFX/Classic GFX: Sets different graphics modes. Scanline GFX has the best resolution, but a small amount of flickering will be visible. Classic GFX has low resolution with no flickering. Black GFX is a different mode with a cube side totally black, as if illuminated from a directional light source.

• Hotcubes On/Off: With Hotcubes On, rubyQ (and Qybur) cannot stay steady on a cube for more than a short time, as the cube will become hot, and they will jump away to another cube (or off the pyramid!) without the player's input.

• Jump!: Select this menu item and press player one's joystick button to start play. You can also start a game using the console **[Reset]** switch at any time.
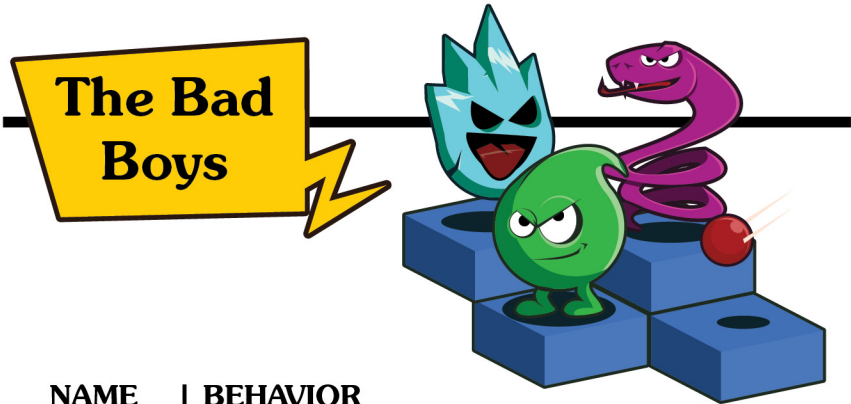
Gameplay
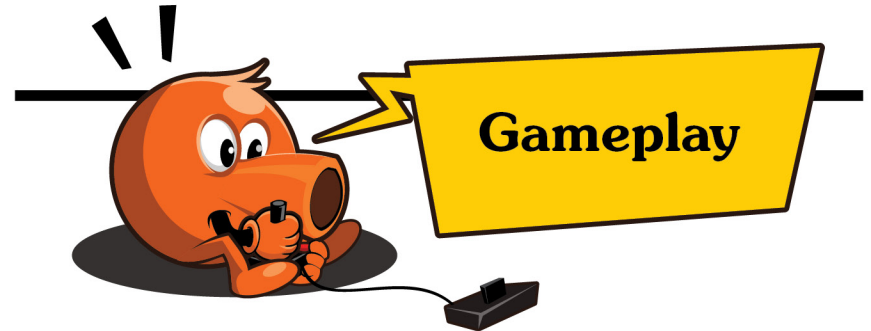
Your goal is to score as many points as possible by changing all of the pyramid's cubes to the Destination Color (shown in the top left corner of the screen on a small cube). To do this, you'll have to jump on every pyramid's cube one or more times until all cubes have the Destination Color. Meanwhile, you'll have to jump to avoid or neutralize your enemies, taking care to avoid jumping on Special Cubes, and using the Discs carefully.

You'll start the game with rubyQ at the top of the pyramid (or with rubyQ and Qybur on the pyramid's second topmost cubes) and three reserve rubyQs (and Qyburs, of course). You'll lose a life if your character jumps off the pyramid and falls into the void, or if he is hit by the Bad Boys. In the former case, your reserve character will restart from the initial position at or near the top of the pyramid. If hit by a Bad Boy, you will restart from where it was hit.

When all the pyramid is colored with the Destination Color, you'll end the current round and proceed to the next one and possibly to the next level. Each level is composed of four rounds and a Bonus Round (only in Funky and Mad Modes). There are nine different levels with different cube coloring sequences; after level nine, the game continues with the last color sequence, and the game speed continues to ramp up until the maximum speed is reached at level 11.

The game is over when all players lose their reserve rubyQs and Qyburs. If a new high score is achieved, you'll be requested to add your name to the Hi Score Tobie (stored in the AtariVox/SaveKey if one is plugged in). After the high score is saved, you can start a new game. You can start a new game with the console **[Reset]** at any time. During a game, each player can pause and unpause the game by pressing his or her joystick button.

The Bad Boys

NAME	BEHAVIOR
RED BALL	Falls from the top of pyramid and proceeds down the pyramid randomly, hoping to hit rubyQ.
PINK BALL	Like the Red Ball, but when it falls on a lower pyramid cube it transforms into Sssnake!
SSSNAKE	The Sssnake is always trying to catch rubyQ. You can confuse the Sssnake with a "perfectly timed" rubyQ jump on a Disc, after which it will fall off the pyramid. But beware, don't jump too early on the Disc, as it will not be fooled and will instead be waiting for rubyQ at the top of the pyramid! In a two-player game, the Sssnake will chase the nearest rubyQ or Qybur.
PLONKY	Falls from the top of the pyramid and jumps down the pyramid, randomly clearing previously colored cubes. It can be caught and neutralized by rubyQ.

FLASHING PLONKY	(Only in Funky and Mad Modes) Like his brother, but changes cubes to a Locked Color that can be only reset to the Starting Color by Sssnake jumping on them.
ELFIE AND GOBBLIE	(Only in Third and Fourth Rounds) They jump horizontally left to right and right to left, making rubyQ's life even more dangerous and confusing.
ICY	(Only in Funky and Mad Modes) Falls from the top of pyramid and proceeds down the pyramid, randomly icing cubes. Iced Cubes remain cold for a while before returning to their Starting Color. If rubyQ jumps on an Iced Cube, he gets cold and moves slower for a short period of time. Icy can be caught and neutralized by rubyQ.
STORMY	(Only in Mad Mode) Falls from the top of the pyramid and proceeds randomly down the pyramid, electrifying cubes. Electrified Cubes remain for a while before reverting back to the Starting Color. If rubyQ jumps on an Electrified Cube, he will get confused and the joystick control will be reversed! Sssnake also suffers for a period of time after touching an Electrified Cube, causing him to jump in random directions, hopefully jumping off the pyramid! If you can, try to get Sssnake to jump on an electrified cube as soon as possible!

The Good Boys

NAME	BEHAVIOR
GREEN BALL	Falls from the top of the pyramid and jumps down the pyramid randomly. If rubyQ touches the Green Ball, all enemies will be stunned for a short time and touching them will not be harmful during that time. But beware: during this time, rubyQ can still fall off the pyramid!
DISC	The Disc is a great way to escape from hazards, particularly from Sssnake (with a perfectly timed jump). Be alert: in funky Mode, the disc shifts up a position periodically, and in Mad Mode they shift to a random position! When Discs start to flash, pay attention, because they are going to change position!

Special Cubes

NAME	BEHAVIOR
LOCKED CUBES	(Only in funky and Mad Modes) When Flashing, Plonky jumps on a cube and it becomes a Locked Cube: no rubyQ or Qybur hop on it will change its color. To reset the cube to its Starting Color, you'll have to make Sssnake jump on it.

ICED CUBES

(Only in Funky and Mad Modes)
When Icy jumps on a cube, it becomes an Iced Cube for a while: no rubyQ or Qybur hop on it will change its color. Moreover, if rubyQ jumps on an Iced Cube, he gets cold and moves slower for a while.
After a short period of time, Iced Cubes will return to their Starting Color.

ELECTRIFIED CUBES

(Only in Mad Mode)
When Stormy jumps on a cube, it becomes an Electrified Cube for a while. If rubyQ jumps over an Electrified Cube, he gets confused, and joystick control will be reversed for a while. Also, Sssnake will be affected after jumping on an Electrified Cube, causing him to jump in random directions, and with any luck, he'll jump off the pyramid! Electrified Cubes will revert to the Starting Color after a brief period if time.

HOT CUBES
(anti-camping)

(Only in Mad Mode)
Teleporting Cubes are placed randomly on the pyramid and can be hazardous or provide a quick escape from danger. If rubyQ or any other enemy jumps on a Teleporting Cube, it will be warped to another random Teleporting Cube. A Teleporting Cube pair can be returned to the Starting Color only by rubyQ. On level 1 there are only a couple of Teleporting Cubes and every new level adds a new pair.
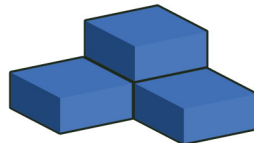
Bonus Round (only in Funky and Mad Modes)

After four rounds of each level, a Bonus Round will begin, with a dark pyramid and colorful Plonkys falling down.
You have 20 seconds to catch as many Plonkys as you can, or you can change all the cubes to the Destination Color (with only one jump required to do so). But beware: Plonkys will always be clearing cubes they jump on, and as usual, you can fall off the pyramid!

Levels

BEHAVIOR

1
1. Jump on a cube.
2. The cube changes to the Destination Color.
3. Jumping again on this cube will not affect its color.

2
1. Jump on a cube.
2. The cube changes to Intermediate Color.
3. Jumping again on this cube will change it to the Destination Color.
4. Jumping again on this cube will not affect its color.

3
1. Jump on a cube.
2. The cube changes to the Destination Color.
3. Jumping again on this cube will change it to the Starting Color.
4. Start over again.

4

1. Jump on a cube.
2. The cube changes to Intermediate Color.
3. Jumping again on this cube will change it to the Destination Color.
4. Jumping again on this cube will change it to the Intermediate Color.
5. Jumping again on this cube will change it to the Destination Color.
   (Steps 4 and 5 will repeat indefinitely)

5

1. Jump on a cube.
2. The cube changes to Intermediate Color.
3. Jumping again on this cube will change it to the Destination Color.
4. Jumping again on this cube will change it to the Starting Color.
5. Start over again.

6

1. Jump on a cube.
2. The cube changes to Intermediate Color 1.
3. Jumping again on this cube will change it to Intermediate Color 2.
4. Jumping again on this cube will change it to the Destination Color.
5. Jumping again on this cube will not affect its color.

7

1. Jump on a cube.
2. The cube changes to Intermediate Color 1.
3. Jumping again on this cube will change it to Intermediate Color 2.
4. Jumping again on this cube will change it to the Destination Color.
5. Jumping again on this cube will change it to Intermediate Color 2
6. Jumping again on this cube will change it to the Destination Color.
   (steps 5 and 6 will repeat indefinitely)

8

1. Jump on a cube.
2. The cube changes to Intermediate Color 1.
3. Jumping again on this cube will change it to Intermediate Color 2.
4. Jumping again on this cube will change it to the Destination Color.
5. Jumping again on this cube will change it to Intermediate Color 1.
6. Jumping again on this cube will change it to Intermediate Color 2.
7. Jumping again on this cube will change it to the Destination Color.
   (Steps 5, 6, 7 will repeat indefinitely)

9

1. Jump on a cube.
2. The cube changes to Intermediate Color 1.
3. Jumping again on this cube will change it to Intermediate Color 2.
4. Jumping again on this cube will change it to the Destination Color.
5. Jumping again on this cube will change it to the Starting Color.
6. Jumping again on this cube will change it to Intermediate Color 1.
7. Jumping again on this cube will change it to Intermediate Color 2.
8. Jumping again on this cube will change it to the Destination Color.
9. Start over again.

CREDITS*

Coding: Silvio Mogno (@silvio mogno)

Starting Code: Collect3 Demo by Darrell Spice, Jr. (@SpiceWare)

Testing: Jürgen Oster (@Bomberman94) John Champeau (@johnnywc)

Manual, label and box design: Vladimir Zuñiga (@vhzc)

Copyright © 2022, 2024 Silvio Mogno

Published by Champ Games

WWW.CHAMP.GAMES

NOMINATED
ATARI 2600
BEST WIP HOMEBREW
(PORT)
4TH ANNUAL
ATARI HOMEBREW
AWARDS

*(@AtariAge member name)