= Q * bert =

Q * bert / ?kju?b?rt / is an arcade video game developed and published by Gottlieb in 1982 . It is a 2D action game with puzzle elements that uses " isometric " graphics to create a pseudo @-@ 3D effect , and serves as a precursor to the isometric platformer genre . The objective is to change the color of every cube in a pyramid by making the on @-@ screen character hop on top of the cube while avoiding obstacles and enemies . Players use a joystick to control the character .

The game was conceived by Warren Davis and Jeff Lee . Lee designed the title character and original concept , which was then further developed and implemented by Davis . Q * bert was developed under the project name Cubes , but was briefly named Snots And Boogers and @ ! # ? @ ! during development .

Q * bert was well received in arcades and among critics . The game was Gottlieb 's most successful video game and among the most recognized brands from the golden age of arcade video games . It has been ported to numerous platforms . The success resulted in sequels and the use of the character 's likeness in merchandising , such as appearances on lunch boxes , toys , and an animated television show . The character Q * bert became known for his " swearing " , an incoherent phrase of synthesized speech generated by the sound chip and a speech balloon of nonsensical characters that appear when he collides with an enemy .

Because the game was developed during the period when Columbia Pictures owned Gottlieb , the intellectual rights to Q * bert remained with Columbia even after they divested themselves of Gottlieb 's assets in 1984 . Therefore , the rights have been owned by Sony Pictures Entertainment since its parent Sony acquired Columbia in 1989 . Q * bert appeared in Disney 's computer @-@ animated film Wreck @-@ It Ralph under license from Sony , and later appeared in Columbia 's live @-@ action film Pixels in 2015 .

= = Gameplay = =

Q * bert is an action game with puzzle elements played from an axonometric third @-@ person perspective to convey a three @-@ dimensional look . The game is played using a single , diagonally mounted four @-@ way joystick . The player controls Q * bert , who starts each game at the top of a pyramid made of 28 cubes , and moves by hopping diagonally from cube to cube . Landing on a cube causes it to change color , and changing every cube to the target color allows the player to progress to the next stage .

At the beginning , jumping on every cube once is enough to advance . In later stages , each cube must be hit twice to reach the target color . Other times , cubes change color every time Q * bert lands on them , instead of remaining on the target color once they reach it . Both elements are then combined in subsequent stages . Jumping off the pyramid results in the character 's death .

The player is impeded by several enemies , introduced gradually to the game :

Coily - Coily first appears as a purple egg that bounces to the bottom of the pyramid and then transforms into a snake that chases after Q * bert .

Ugg and Wrongway - Two purple creatures that hop along the sides of the cubes in an Escheresque manner . Starting at either the bottom left or bottom right corner , they keep moving toward the top right or top left side of the pyramid respectively , and fall off the pyramid when they reach the end .

Slick and Sam - Two green creatures that descend down the pyramid and revert cubes whose color has already been changed .

A collision with purple enemies is fatal to the character , whereas the green enemies are removed from the board upon contact . Colored balls occasionally appear at the second row of cubes and bounce downward ; contact with a red ball is lethal to Q * bert , while contact with a green one immobilizes the on @-@ screen enemies for a limited time . Multicolored floating discs on either side of the pyramid serve as an escape from danger , particularly Coily . When Q * bert jumps on a disc , it transports him to the top of the pyramid . If Coily is in close pursuit of the character , he will jump after Q * bert and fall to his death , awarding bonus points . This causes all enemies and balls

on the screen to disappear , though they start to return after a few seconds .

Points are awarded for each color change (25) , defeating Coily with a flying disc (500) , remaining discs at the end of a stage (at higher stages , 50 or 100) and catching green balls (100) or Slick and Sam (300 each) . Extra lives are granted for reaching certain scores , which are set by the machine operator .

= = Development = =

= = = Concept = = =

The basic ideas for the game were thought up by Warren Davis and Jeff Lee . The initial concept began when artist Jeff Lee drew a pyramid of cubes inspired by M. C. Escher . Lee felt a game could be derived from the artwork , and created an orange , armless main character . The character jumped along the cubes and shot projectiles , called " mucus bombs " , from a tubular nose at enemies . Enemies included a blue creature , later changed purple and named Wrong Way , and an orange creature , later changed green and named Sam . Lee had drawn similar characters since childhood , inspired by characters from comics , cartoons , Mad magazine and by artist Ed " Big Daddy " Roth . Q * bert 's design later included a speech balloon with a string of nonsensical characters , " @ ! # ? @ ! " , which Lee originally presented as joke .

= = = Implementation = = =

Warren Davis , a programmer hired to work on the action game Protector , noticed Lee 's ideas , and asked if he could use them to practice programming randomness and gravity as game mechanic . Thus , he added balls that bounced from the pyramid 's top to bottom . Because Davis was still learning how to program game mechanics , he wanted to keep the design simple . He also felt games with complex control schemes were frustrating and wanted something that could be played with one hand . To accomplish this , Davis removed the shooting and changed the objective to saving the protagonist from danger . As Davis worked on the game one night , Gottlieb 's vice president of engineering , Ron Waxman , noticed him and suggested to change the color of the cubes after the game 's character has landed on them . Davis implemented a unique control scheme ; a four @-@ way joystick was rotated 45 ° to match the directions of Q * bert 's jumping . Staff members at Gottlieb urged for a more conventional orientation , but Davis stuck to his decision . Davis remembered to have started programming in April 1982 , but the project was only put on schedule as an actual product several months later .

= = = Audio = = =

A MOS Technology 6502 chip that operates at 894 kHz generates the sound effects , and a speech synthesizer by Votrax generates Q * bert 's incoherent expressions . The audio system uses 128B of random @-@ access memory and 4KB of erasable programmable read only memory to store the sound data and code to implement it . Like other Gottlieb games , the sound system was thoroughly tested to ensure it would handle daily usage . In retrospect , audio engineer David Thiel commented that such testing minimized time available for creative designing .

Thiel was tasked with using the synthesizer to produce English phrases for the game . However , he was unable to create coherent phrases and eventually chose to string together random phonemes instead . Thiel also felt the incoherent speech was a good fit for the " @ ! # ? @ ! " in Q * bert 's speech balloon . Following a suggestion from technician Rick Tighe , a pinball machine component was included to make a loud sound when a character falls off the pyramid . The sound is generated by an internal coil that hits the interior of a cabinet wall . Foam padding was added to the area of contact on the cabinet ; the developers felt the softer sound better matched a fall rather than a loud knocking sound . The cost of installing foam , however , was too expensive and the padding

was omitted .

= = = Title = = =

 The Gottlieb staff had difficulty naming the game . Aside from the project name " Cubes " , it was untitled for most of the development process . The staff agreed the game should be named after the main character , but disagreed on the name . Lee 's title for the initial concept ? Snots And Boogers ? was rejected , as was a list of suggestions compiled from company employees . According to Davis , vice president of marketing Howie Rubin championed @ ! # ? @ ! as the title . Although staff members argued it was silly and would be impossible to pronounce , a few early test models were produced with @ ! # ? @ ! as the title on the units ' artwork . During a meeting , " Hubert " was suggested , and a staff member thought of combining " Cubes " and " Hubert " into " Cubert " . Art director Richard Tracy changed the name to " Q @-@ bert " , and the hyphen was later changed to an asterisk . In retrospect , Davis expressed regret for the asterisk , because he felt it prevented the name from becoming a common crossword term and it is a wildcard character for search engines .

= = = Testing = = =

 As development neared the production stage , Q * bert underwent location tests in local arcades under its preliminary title @ ! # ? @ ! , before being widely distributed . According to Jeff Lee , his oldest written record attesting to the game being playable as @ ! # ? @ ! in a public location , a Brunswick bowling alley , dates back to September 11 , 1982 . Gottlieb also conducted focus groups , in which the designers observed players through a one @-@ way mirror . The control scheme received a mixed reaction during play testing ; some players adapted quickly while others found it frustrating . Initially , Davis was worried players would not adjust to the different controls ; some players would unintentionally jump off the pyramid several times , reaching a game over in about ten seconds . Players , however , became accustomed to the controls after playing several rounds of the game . The different responses to the controls prompted Davis to reduce the game 's level of difficulty ? a decision that he would later regret .

= = = Release = = =

 A copyright claim registered with the United States Copyright Office by Gottlieb on February 10 , 1983 cites the date of publication of Q * bert as October 18 , 1982 . Video Games reported that the game was sold directly to arcade operators at its public showing at the AMOA show held November 18 ? 20 , 1982 . Gottlieb offered the machines for $ 2600 per unit . Q * bert is Gottlieb 's fourth video game .

= = Reception = =

 Q * bert was Gottlieb 's only video game that gathered huge critical and commercial success , selling around 25 @,@ 000 arcade cabinets . Cabaret and cocktail versions of the game were later produced . The machines have since become collector 's items ; the rarest of them are the cocktail versions .
 When the game was first introduced to a wider industry audience at the November 1982 AMOA show , it was immediately received favorably by the press . Video Games placed Q * bert first in its list of Top Ten Hits , describing it as " the most unusual and exciting game of the show " and stating that " no operator dared to walk away without buying at least one " . The Coin Slot reported " Gottlieb 's game , Q * BERT , was one of the stars of the show " , and predicted that " The game should do very well . "
 Contemporaneous reviews were equally enthusiastic , and focused on the uniqueness of the gameplay and audiovisual presentation . Roger C. Sharpe of Electronic Games considered it " a potential Arcade Award winner for coin @-@ op game of the year " , praising innovative gameplay

and outstanding graphics . William Brohaugh of Creative Computing Video & Arcade Games described the game as an " all @-@ round winner " that had many strong points . He praised the variety of sound effects and the graphics , calling the colors vibrant . Brohaugh lauded Q * bert 's inventiveness and appeal , stating that the objective was interesting and unique . Michael Blanchet of Electronic Fun suggested the game might push Pac @-@ Man out of the spotlight in 1983 . Neil Tesser of Video Games also likened Q * bert to Japanese games like Pac @-@ Man and Donkey Kong , due to the focus on characters , animation and story lines , as well as the " absence of violence " . Computer and Video Games magazine praised the game 's graphics and colors .

Electronic Games awarded Q * bert " Most Innovative Coin @-@ op Game " of the year . Video Game Player called it the " Funniest Game of the Year " among arcade games in 1983 .

Q * bert continues to be widely recognized as a significant part of video game history . Author Steven Kent and GameSpy 's William Cassidy considered Q * bert one of the more memorable games of its time . Author David Ellis echoed similar statements , calling it a " classic favorite " . 1UP.com 's Jeremy Parish and Kim Wild of Retro Gamer magazine described the game as difficult yet addictive . Author John Sellers also called Q * bert addictive , and praised the sound effects and three @-@ dimensional appearance of the graphics . Cassidy called the game unique and challenging ; he attributed the challenge in part to the control scheme . IGN 's Jeremy Dunham felt the controls were poorly designed , describing them as " unresponsive " and " a struggle " . He nonetheless commented that the game was addictive despite the controls .

The main character also received positive press coverage . Edge magazine attributed the success of the game to the title character . They stated that players could easily relate to Q * bert , particularly because he swore . Computer and Video Games , however , considered the swearing a negative , but still felt the character was appealing . Cassidy believed the game 's appeal lay in the main character . He described Q * bert as cute and having a personality that made him stand out in comparison to other popular video game characters . The authors of High Score ! referred to Q * bert as " ultra @-@ endearing alien hopmeister " , and the cutest game character of 1982 .

= = Ports = =

At the 1982 AMOA Show , Parker Brothers secured the license to publish home conversions of the Q * bert arcade game . Parker first published a port to the Atari 2600 , and by the end of 1983 , the company also advertised versions for Atari 5200 , Intellivision , ColecoVision , the Atari 8 @-@ bit computer family , Commodore VIC @-@ 20 , Texas Instruments TI @-@ 99 / 4A and Commodore 64 . The release of the Commodore 64 version was noted to lag behind the others but appeared in 1984 . Parker Brothers also translated the game into a stand @-@ alone tabletop electronic game . It uses a VFD screen , and has since become a rare collector 's item . Q * bert was also published by Parker Brothers for the Philips Videopac in Europe , by Tsukuda Original for the Othello Multivision in Japan , and by Ultra Games for the NES in North America .

The initial home port for the Atari 2600 , the most widespread system at the time , was met with mixed reactions . Video Games warned that buyers of the Atari 2600 version " may find themselves just a little disappointed . " They criticized the lack of music , the removing of the characters Ugg and Wrongway , and the system 's troubles to handle the character sprites on screen at a steady performance . Later Mark Brownstein of the same magazine was more in favor of the game , but still cited the presence of fewer cubes in the game 's pyramidal layout and " pretty poor control " as negatives . Will Richardson of Electronic Games noted a lack in audiovisual qualities and counter @-@ intuitive controls , but commended the gameplay , stating that the game " comes much closer to its source of inspiration than a surface evaluation indicates " . Randi Hacker of Electronic Fun with Computers & Games called it a " sterling adaption [sic] " In 2008 , however , IGN 's Levi Buchanan rated it the fourth worst arcade port for the Atari 2600 , mostly due to a lack of jumping animations for enemies , which instead pop up instantly on the adjacent cube , making it impossible to know which direction they travel before they land . Entertainment Weekly called Q * Bert one of the top ten games for the Atari 2600 in 2013 , saying the port " lost the cool isometric perspective but none of the addictive gameplay " .

Other home versions were well @-@ received for the most part , with some exceptions . Of the ColecoVision version , Electronic Fun with Computers & Games noted that " Q * bert aficionados will not be disappointed " . Marc Brownstein of Video Games called it one of the best of the authorized versions . Warren Davis also considered the ColecoVision version the most accurate port of the arcade . Mark Brownstein judged the Atari 5200 version inferior to the ColecoVision , due to the imprecision of the Atari 5200 controller , but noted that " it does tend to grow on you . " Video Games determined the Intellivision version as the worst of the available ports , criticizing the system 's controller for being inadequate for the game . Antic magazine 's David Duberman called the Atari 8 @-@ bit version " one of the finest translations of an arcade game for the home computer format " , and Arthur Leyenberger of Creative Computing listed it as a runner @-@ up for Best Arcade Adaptation to the system , praising its faithful graphics , sound , movement and playability . Softline was more critical , criticizing the Atari version 's controls and lack of swearing . The magazine concluded that " the home computer game doesn 't have the sense of style of the one in the arcades ... the execution just isn 't there " . In 1984 the magazine 's readers named the game the fifth @-@ worst Atari program of 1983 . Computer Games called the C64 version an " absolutely terrific translation " that " almost totally duplicates the arcade game , " aside from its lack of synthesized speech . The stand @-@ alone tabletop was awarded Stand @-@ Alone Game of the Year in Electronic Games .

In 2003 , a version for Java @-@ based mobile phones was announced by Sony Pictures Mobile . Reviewers generally acknowledged it as a faithful port of the arcade original , but criticized the controls . Modojo 's Robert Falcon stated that the diagonal controls take time to adapt to on a cell phone with traditional directions . Michael French of Pocket Gamer concluded : " You can 't escape the fact it doesn 't exactly fit on mobile . The graphics certainly do , and the spruced @-@ up sound effects are timeless ? but really , it 's a little too perfect a conversion . " Airgamer criticized the gameplay as monotonous and the difficulty as frustrating . By contrast , Wireless Gaming Review called it " one of the best of mobile 's retro roundup " .

On February 22 , 2007 , Q * bert was released on the PlayStation 3 's PlayStation Network . It features upscaled and filtered graphics , an online leaderboard for players to post high @-@ scores , and Sixaxis motion controls . The game received a mixed reception . Dunham and Gerstmann did not enjoy the motion controls and felt it was a title only for nostalgic players . Eurogamer.net 's Richard Leadbetter judged the game 's elements " too simplistic and repetitive to make them worthwhile in 2007 " . In contrast , Parish considered the title worth purchasing , citing its addictive gameplay .

= = Legacy = =

According to Jeremy Parish , Q * bert was " one of the higher @-@ profile titles of the classic era " . In describing Q * bert 's legacy , Jeff Gerstmann of GameSpot referred to the game as a " rare arcade success " . In 2008 , Guinness World Records ranked it behind 16 other arcade games in terms of their technical , creative and cultural impact . Despite its success , the creators of the game did not receive royalties , as Gottlieb had no such program in place at the time . Davis and Lee nonetheless expressed pride about the game continuing to be remembered fondly .

= = = Market impact = = =

Q * bert became one of the most merchandised arcade games behind Pac @-@ Man , although according to John Sellers it was not nearly as successful as that franchise or Donkey Kong . The character 's likeness appears on various items including coloring books , sleeping bags , frisbees , board games , wind @-@ up toys , and stuffed animals . In a flyer distributed in 1983 , Gottlieb claimed over 125 licensed products . However , the North American video game crash of 1983 depressed the market , and the game 's popularity began to decline by 1984 .

In the years following its release , Q * bert inspired many other games with similar concepts . The magazines Video Games and Computer Games both commented on the trend with features about

Q * bert @-@ like games in 1984 . They listed Mr. Cool by Sierra On @-@ Line , Frostbite by Activision , Q @-@ Bopper by Accelerated Software , Juice by Tronix , Quick Step by Imagic , Flip & Flop and Boing by First Star Software , Pharaoh 's Pyramid by Master Control Software , Pogo Joe by Screenplay , Rabbit Transit by Starpath , as games which had been inspired by Q * bert . Further titles that have been identified as Q * bert @-@ like games include J @-@ bird by Orion Software , Cubit by Micromax , and in the UK Pogo by Ocean , Spellbound by Beyond and Hubert by Blaby Computer Games .

= = = Other media appearances = = =

 In 1983 , Q * bert was adapted into an animated cartoon as part of CBS 's Saturday Supercade , which features segments based on video game characters from the golden age of video arcade games . Saturday Supercade was produced by Ruby @-@ Spears Productions , the Q * bert segments between 1983 (1983) and 1984 (1984) . The show is set in a United States , 1950s era town called " Q @-@ Burg " , and stars Q * bert as a high school student , altered to include arms and hands . He also has the ability to shoot black projectiles from his nose . Characters frequently say puns that add the letter " Q " to words . Aside from Q * bert and the known game villains , the cartoon also includes new characters similar to Q * bert in appearance and naming .
 Q * bert , Coily , Ugg , Slick , and Sam appear in the 2012 Disney computer @-@ animated film Wreck @-@ It Ralph . They start out as " homeless " video game characters living in Game Central Station after their game was unplugged and taken out of Litwak 's Arcade . Ralph gives them a cherry from Pac @-@ Man as a gesture of kindness . After Ralph takes Markowski 's uniform in Tapper 's , he accidentally trips over Q * bert on his way to Hero 's Duty . This leads Q * bert to go to Fix @-@ It Felix Jr. to warn Felix that Ralph has " gone Turbo . " In that scene , Felix apparently speaks " Q * bert @-@ ese . " At the end of the film , Ralph and Felix decide to let Q * bert , Coily , Ugg , Slick , Sam , and the generic homeless video game characters into Fix @-@ It Felix Jr . , suggesting that they help out in the bonus levels where Coily , Ugg , Slick , Sam , and the generic video game characters assist Ralph in wrecking the building while Q * bert assists Felix in fixing it .
 Q * bert makes another appearance in Sony film Pixels , which was released on July 24 , 2015 . In the movie , Q * bert is given to the main characters as a " trophy " by the aliens for defeating Pac @-@ Man . He then accompanies the team on its last mission . In the end , he randomly transforms into the fictional female character Lady Lisa (of the fictional video game Dojo Quest) , after victory against the aliens .

= = = In popular culture = = =

 Q * bert is seen being played in the 1984 film Moscow on the Hudson starring Robin Williams . The 1993 IBM PC role @-@ playing game Ultima Underworld II : Labyrinth of Worlds features a segment where the player has to solve a pyramid puzzle as an homage to Q * bert . In the 2009 action @-@ adventure game Ghostbusters : The Video Game , a Q * bert arcade cabinet can be seen in the Ghostbusters HQ . However , the game is merely decoration and not playable .
 More recently , the game or its characters have been referenced in several animated television series . In the Family Guy episode " Chick Cancer " , Stewie reflects on how it was easier being Q * bert 's room mate and an animation of him on the game board is shown . In " Anthology of Interest II " of Futurama , he is one of the aliens that attack to invade earth in a segment of video game parodies . In The Simpsons episode " In the Name of the Grandfather " Marge , Bart and Lisa hop around the stones of the Giants Causeway in a game of Q * bert . The Robot Chicken episode " Sushi Rolls " is in general a Street Fighter parody , but in the end M. Bison is shown inside the game Q * bert . In Mad : " James Bond : Reply All " , Q * bert is seen at the MI6 lab . Q * bert also appeared on the battlefield in South Park : " Imaginationland : Episode III " .
 In his 2014 memoir " Will Not Attend " , comedy writer Adam Resnick relates an anecdote in the story , " Substandard Risk . " While Resnick plays Q * bert in a bowling alley , his colleague Bob implores him to " shoot the little prick " . That not being the object of the game , Resnick explains the

" Q * bert was a lover , not a fighter . " Bob spits out a mouthful of beer and laughs until he starts to choke .

= = = High score records = = =

On November 28 , 1983 , Rob Gerhardt reached a record score of 33 @,@ 273 @,@ 520 points in a Q * bert marathon . He held it for almost 30 years , until George Leutz from Brooklyn , NY played one game of Q * bert for eighty @-@ four hours and forty @-@ eight minutes on February 14 ? 18 , 2013 at Richie Knucklez ' Arcade in Flemington , NJ . He scored 37 @,@ 163 @,@ 080 points .
Doris Self , credited by Guinness World Records as the " oldest competitive female gamer " , set the tournament record score of 1 @,@ 112 @,@ 300 for Q * bert in 1984 at the age of 58 . Her record was surpassed by Drew Goins on June 27 , 1987 with a score of 2 @,@ 222 @,@ 220 . Self continuously attempted to regain the record until her death in 2006 .
On November 18 , 2012 , George Leutz broke the Q * Bert tournament world record live at the Kong Off 2 event at The 1up Arcade and Bar in Denver , Co . George scored 3 @,@ 930 @,@ 990 points in just under 8 hours , earning 1 @.@ 5 million points on his first life , beating Self 's score using a single life . Leutz 's score was verified by Twin Galaxies . The video ends at a score of 3 @.@ 7 Million points , 1 @,@ 500 @,@ 000 points over the previous record .

= = = Updates , remakes , and sequels = = =

= = = = Faster Harder More Challenging Q * bert = = = =

Believing that the original game was too easy , Davis initiated development of Faster Harder More Challenging Q * bert (also known as FHMC Q * bert) in 1983 , which increases the difficulty , introduces Q * bertha and adds a bonus round . Finally , the project was canceled and the game never entered production . Davis later released FHMC Q * bert 's ROM image onto the web .

= = = = Q * bert 's Quest = = = =

Gottlieb also released a pinball game , Q * bert 's Quest , based on the arcade version . It features two pairs of flippers in an " X " formation and audio from the arcade . Gottlieb produced fewer than 900 units .

= = = = Q * bert 's Qubes = = = =

Several video game sequels were released over the years , but did not reach the same level of success as the original . The first , titled Q * bert 's Qubes , shows a copyright for 1983 on its title screen , whereas the instruction manual cites a 1984 copyright . It was manufactured by Mylstar Electronics , and uses the same hardware as the original . The game features Q * bert , but introduces new enemies : Meltniks , Soobops , and Rat @-@ A @-@ Tat @-@ Tat . The player navigates the protagonist around a plane of cubes while avoiding enemies . Jumping on a cube causes it to rotate , changing the color of the visible sides of the cube . The goal is to match a line of cubes to a target sample ; later levels require multiple rows to match . Despite the popularity of the franchise , the game 's release was hardly noticed . Parker Brothers showcased home versions of Q * bert 's Qubes at the Winter Consumer Electronics Show in January 1985 . Q * bert 's Qubes was ported to the Colecovision and Atari 2600 .

= = = = Q * bert (1986) = = = =

Konami , who had distributed the original Q * bert to Japanese arcades in 1983 , produced a game with the title Q * bert for MSX computers in 1986 , released in Japan and Europe . However , the

main character is a little dragon , and the mechanics are based on Q * bert 's Qubes . The player once again turns around colored cubes by jumping from cube to cube , trying to reach the displayed target pattern . Contrary to Mylstar 's arcade game , each of the 50 stages has a different pattern of cubes , in addition to the known rule extensions in later stages . The game also features a competitive 2 @-@ player mode , where each side is assigned a different pattern , and the players can score points either by completing their pattern first , or by pushing the other off the board .

= = = = Q * bert for Game Boy = = = =

 In 1992 , this handheld game was developed by Realtime Associates and published by Jaleco in 1992 . It features 64 boards in different shapes .

= = = = Q * bert 3 = = = =

 Q * bert 3 for the SNES was also developed by Realtime Associates and released in 1992 . Jeff Lee , creator of the Q * bert character , also worked on the graphics for this game . Q * bert 3 features gameplay similar to the original , but like the Game Boy game , it has larger levels of varying shapes . In addition to enemies from the first game , it introduces several new enemies (Frogg , Top Hat , and Derby) . Published by NTVIC . Q * bert is a playable character in the game .

= = = = Q * bert (1999) = = = =

 A remake with three @-@ dimensional (3D) graphics was developed by Artech Studios and released by Hasbro Interactive on the PlayStation in 1999 and on the Dreamcast the following year . It features three modes of play : classic , adventure , and competitive multiplayer . Allgame 's Brett Weiss praised all aspects of the game , while Parish called it a poor adaptation . Kevin Rice of Next Generation Magazine praised the game 's graphics , but criticized the new level designs . He further commented that adventure mode was not enjoyable . The game was the winner of Electronic Gaming Monthly 's " Puzzle Game of the Year " award .

= = = = Q * bert 2004 = = = =

 In 2004 , Sony Pictures released a remake / sequel for Adobe Flash titled Q * bert 2004 , containing a faithful rendition of the original arcade game , along with 50 levels that use new board layouts and six new visual themes . Q * Bert Deluxe for iOS devices was initially released as a rendition of the arcade game , but later received updates with the themes and stages from Q * Bert 2004 .

= = = = Q * bert 2005 = = = =

 In 2005 , Sony Pictures released Q * bert 2005 as a download for Windows and as a Flash browser applet , featuring 50 different levels .

= = = = Q * bert Rebooted = = = =

 On July 2 , 2014 , Gonzo Games and Sideline amusement announced Q * bert Rebooted to be released on Steam , iOS and Android . Versions for PlayStation 3 , PlayStation 4 and PlayStation Vita were released on February 17 , 2015 in North America and February 18 , 2015 in Europe . It was released on February 12 , 2016 for the Xbox One . According to Mark Caplan , Vice President , Consumer Products , Worldwide Marketing & Distribution at Sony Pictures Entertainment , the release was motivated by " renewed interest in Q * bert , in part due to the cameo in the recent Wreck It Ralph animated feature film " .
 Q * bert Rebooted contains a port of the classic arcade game alongside a new playing mode that uses hexagonal shapes , increasing the number of possible movement directions to six . Additionally

, the ' Rebooted ' mode features new enemy types , including a boxing glove that punches Q * bert off the levels and a treasure chest that tries to avoid him . The game has 5 different stage designs spread across 40 levels , which contain three rounds and a bonus round and have to be completed with 5 lives . Gems are collected to unlock different skins for the Q * bert character , and completing levels multiple times while reaching specific time and score goals is awarded with stars that enable access to more levels .