

Play the Original Arcade Classic in Your Own Home

CENTIPEDE

FROM
ATARI SOFT

THE ENCHANTED FOREST

One glorious spring day you hike into a dense forest that you've never before explored. As you push deeper into the woods, the trees close up behind you and the forest grows increasingly dark and ominous. You get a creepy feeling and decide to go back. A chill plays up and down your spine when you turn and realize you're lost. You collapse onto a flat rock beneath an enormous spreading tree and try to regain your sense of direction. A grey squirrel chatters at you. "How do I get out of here?" you sigh out loud.

NOTE: Always turn the console POEWR switch OFF before inserting or removing the cartridge.

To your amazement, the squirrel speaks! "Help us and we'll show you the way home," promises the squirrel.

"What?"

"This is an enchanted forest," explains the squirrel. "We peace-loving animals must suffer the hostile attacks of an evil Centipede, a deadly spider, a venomous flea, and a poisonous scorpion. We've waited a long time for a heroic human to enter our realm and release us from the Centipede's cruel dominion. Will you help?"

"I guess so. But how?"

The forest rustles as dozens of small animals rally around you. Rabbits, birds, deer, raccoons, muskrats, butterflies -- and more creatures than you can name -- appear. A bird flies over, releasing three white feathers.

"Catch those," the squirrel instructs.

As you catch the feathers, they transform into three glowing wands.

"Now you can go to battle for us," says the squirrel. "With those magic wands, you can shoot sparks at the Centipede. When any section of the Centipede is hit, it turns into a powerless mushroom. You can also stun the spider, flea, and scorpion with sparks, and they will disappear for a short time. But, if one of them bites you before you spark it, you lose consciousness and your magic wand is snatched away."

Suddenly, you hear a leaf-shaking shriek and the animals scurry about in a frenzy of terror.

"Look out!" cries the squirrel. "Here comes the Centipede!"

GAME OBJECTIVE

Use your magic wands to score as many points as possible by eliminating the poisonous pests. Use strategy and quick thinking to stay alive.

GAME PLAY

You start the game with three magic wands. Every time you score 10,000 points, you win a bonus wand. When you lose your last magic wand, the game ends.

If the Centipede, spider, or flea bites you, your wand is snatched away and you become temporarily paralyzed. The game stops momentarily and all the mushrooms are counted for bonus points. Your points are added to your running score, and the rejuvenated Centipede attacks again from the top. You must replay the previous wave until the Centipede is totally destroyed.

THE POISONOUS PESTS

CENTIPEDE

Consisting of 10 segments, the Centipede attacks from the top of the screen and winds down toward you. Each time you hit a segment, it becomes a

Centipede.txt

powerless mushroom. The body segment behind that mushroom becomes the head of a new Centipede.

The Centipede attacks in five progressively harder waves. You play each wave twice. In wave 1, the Centipede is composed of a head attached to nine body parts. In wave 2, it has a head attached to seven body parts plus a detached head with one body part. The wave 3 Centipede is composed of five body segments with one head attached and two detached heads -- each with a body. The Centipede continues to transform a body segment into a head until wave 5, at which time it has five independently moving heads, each with a body part.

MUSHROOMS

Dotting the floor are mushrooms. The Centipede slides along horizontally in one direction. When it touches a mushroom or the edge of the screen, it drops down to the next row of mushrooms and reverses direction. It takes three hits to eliminate a mushroom.

SPI DER

The spider jumps all over the battlefield, destroying some of the mushrooms it touches. The closer the spider comes, the more points you score when you zap it.

FLEA

The flea starts bugging you after you shoot away most of the mushrooms near you. It drops straight down, creating mushrooms as it falls. You must hit the flea twice to make it disappear. Warning: After the first shot, the flea drops twice as fast!

SCORPI ON

The scorpion scurries across the battlefield, poisoning every mushroom it touches. It moves faster and appears more frequently as the game progresses.

POI SONE D MUSHROOMS

Poisoned mushrooms are created by the scorpion. There are the same color as the attacking Centipede. When the Centipede bumps into a poisoned mushroom, it goes crazy and plunges straight through the fielse of mushrooms toward you. As with normal mushrooms, you must hit a poisoned mushroom three times to destroy it. Each time you lose a wand, all poisoned mushrooms transform back into regul ar mushrooms.

CONSOLE AND CONTROLLERS

RESET

Press the reset button on your console to start the game. Each time RESET is pressed, the game starts over.

2-PLAYER GAME

Press the number 2 key on either handheld controller to select and start a 2-player game.

1-PLAYER GAME

To start a 1-player game, press anything on your hand controller except the number 2 key.

PAUSE

There are two ways to pause play. Simul taneously pressing the number 1 and number 9 kwys will cause the screen to go black and pause the game. Or, you can freeze the action by simul taneously pressing the number 1 key and the Clear key. After about 30 seconds the screen will go black. In either case, press anything on the hand controller to resume play.

FIRE BUTTON

Press the upper action keys to fire regular shots from your magic wand. Hold in the upper action key for unli mited, repeated firing.

AUTO FIRE

While playing a game, you can press any keypad key on your hand controller to start an automatic firing mode. To stop auto fire, press the upper action key until it fires a shot.

Centipede.txt

CONTROLLER ACTION

Press the disc on your hand controller to move the magic wand in the direction you want it to go.

EXTRA SPEED

To speed up the movement of your wand, hold in lower action key on your hand controller.

SCORING

You can score a total of 999,999 points before the score rolls back to zero. Point values are listed below.

Centipede body segment	10 points
Centipede head	100 points
Spider (distant range)	300 points
Spider (medium range)	600 points
Spider (close range -- look out!)	900 points
Flea	200 points
Scorpion	1000 points
Mushroom (totally eliminated)	1 point
Mushroom (shot 1 to 2 times)	5 points
Poison Mushroom (totally eliminated)	1 point
Poison Mushroom (shot 1 to 2 times)	5 points
Poison Mushroom (not shot at all)	5 points
Bonus Wand	every 10,000 points

HELPFUL HINTS

1. Shoot away mushrooms in a straight line up the screen to create a "corridor." When the centipede reaches this "gap," it will fall straight down the battlefield and can be easily picked off.

2. Since the flea doesn't appear until you have eliminated most of the mushrooms near you, you can set up a shield to prevent this lightning-fast pest from striking. Simply refrain from shooting away mushrooms near your magic wand.

3. Shoot Centipede heads to create new heads out of the body segment left behind. Since heads are worth 10 times the point value of body segments, you'll score lots of points.

4. Each creature makes a distinctive sound. By becoming familiar with these sounds, you will know without looking, what is attacking and where it is on the screen.

ATARI SOFT

LIMITED 90-DAY WARRANTY ATARI SOFT CARTRIDGES OR DISKETTES

Valid in U.S. Only

ATARI, INC. ("Atari") warrants to the original consumer purchaser that the Atari soft Cartridge or Diskette ("Computer Media"), not including computer programs, shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.

Any Atari soft Computer Media which is found to be defective during the warranty period will be replaced by Atari Computer Media returned for in-warranty replacement must have the product label still intact, must be accompanied by proof of date of purchase satisfactory to Atari, and must be delivered or shipped no later than one (1) week after the end of the warranty period, shipping charges prepaid, to:

ATARI, INC.

Customer Relations

1312 Crossman Road

Sunnyvale, California 94086

Toll Free Numbers:
In California (800) 672-1404
Continental U.S. (800) 538-8543

This warranty shall not apply if the Computer Media has been damaged by accident, commercial or other excessive use, unauthorized service, or by other causes unrelated to defective materials or workmanship.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED. The provisions of the foregoing warranty are valid in the U.S. only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

IMPORTANT: If you ship your Atari soft Computer Media for in-warranty replacement, we suggest that you package it securely and insure it for value, as ATARI assumes no liability for losses or damage incurred during shipment.

DISCLAIMER OF WARRANTY ON ATARI SOFT COMPUTER PROGRAMS:

ALL ATARI SOFT COMPUTER PROGRAMS CONTAINED WITHIN THE COMPUTER MEDIA ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY OF ANY KIND. ANY STATEMENTS CONCERNING THE CAPABILITIES OR UTILITY OF THE COMPUTER PROGRAMS ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

ATARI DISCLAIMS ANY AND ALL LIABILITY OR RESPONSIBILITY TO THE ORIGINAL PURCHASER AND ANY OTHER PERSON OR ENTITY FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE PURCHASE, USE, OR OPERATION OF ATARI SOFT COMPUTER PROGRAMS.

Some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions concerning Atari soft Computer Programs may not apply to you.

Every effort has been made to ensure that the manual accurately documents the accompanying Atari soft product. However, because of ongoing improvements and updating of computer software and hardware, Atari, Inc. cannot guarantee the accuracy of printed material after the date of publication and shall not accept responsibility for errors or omissions.

INTELLIVISION is a trademark of Mattel, Inc. This software is manufactured by ATARI, INC., for use on the Intellivision system and is not made, sponsored, authorized, or approved by Mattel, Inc.

C024198-54 REV. A @1983 ATARI, INC. All Rights Reserved Printed in U.S.A.