

CENTIPEDE

FROM **ATARISOFT™**

Now, the Thrill of the Arcade Game at Home



AN ENCHANTED MUSHROOM PATCH OF YOUR OWN

LOADING INSTRUCTIONS

TURN OFF your IBM Personal Computer (or compatible equipment). Insert the CENTIPEDE diskette into the default disk drive (usually Drive A).

TURN ON the Computer. Once the memory checks have been completed, CENTIPEDE will autoboot and start running.

Number of Players can be selected from the initial screen. Choose one or two player option.

The game can be played with either a joystick or from the keypad portion of the keyboard. To select the joystick mode, just press RETURN and the game will start in the joystick mode. To select keyboard mode, press the 'K' key. The joystick will not work in the keyboard mode. To return to the joystick mode, press the 'J' key.

KEYPAD GAME FUNCTION

- 1 To move down and left
- 2 To move down
- 3 To move down and right
- 4 To move left
- 5 Is not used
- 6 To move right
- 7 To move up and left
- 8 To move up
- 9 To move up and right

OTHER KEYS

- Space..... Blasts bugs and mushrooms
- J..... Selects joystick mode
- K..... Selects keyboard mode
- ESC..... Pauses the game
- Any..... Restarts a paused game
- F2 Restart the game from the beginning

Imagine that you live in an enchanted mushroom patch filled with Attacking Centipedes, Jumping Spiders, Frenzied Fleas and Scurrying Scorpions—each with magical powers. Luckily, you have a bug blaster to fight them off—

Dreaded Bug Blaster

The bug blaster destroys bugs and mushrooms. You start each game with three bug blasters (the number remaining is shown at the top of the screen next to your score.) Press the red button once on your Joystick Controller for a single shot, hold the button down for rapid fire blasting. You'll be awarded an additional bug blaster for each 10,000 points you score, and you can earn up to six bug blasters at any one time.

March of the Centipedes

The Centipedes attack from the top of the TV screen, zig-zagging back and forth each time they bump into a mushroom. The bug blaster destroys the Centipede by blasting each segment separately.

You must destroy each segment of the Centipede before it can reach the bottom of the screen.

Otherwise the Centipede splits into two or more segments and continues down the screen. When an entire Centipede is destroyed, a new one attacks from the top of the screen.

Frenzied Flea

The Frenzied Flea may create more mushrooms wherever he lands, making it difficult to shoot a bug until it is dangerously close. The flea's bite can destroy your bug blaster, too!

Jumping Spider

But wait, there are other dangers. The Jumping Spider, which isn't blocked by mushrooms, can pounce on your bug blaster and destroy it. And when the Spider jumps over a mushroom, that mushroom may magically disappear.

Poisonous Scorpion

The poisonous Scurrying Scorpion can dash across your patch and poison any mushroom just by touching it! When a centipede touches a poisoned mushroom, the Centipede goes insane and heads directly for your bug blaster.

SCORING



1



10



1000



200



100



300
600
900

1 point for each mushroom that's totally eliminated by your bug blaster.

5 points for each mushroom that is partially eliminated or has been poisoned by a scorpion when your blaster has been destroyed.

10 points for each segment of the Centipede that you exterminate.

100 points for each head segment of the Centipede that you exterminate. (Remember, each time you blast a Centipede apart, each new segment forms a new head worth 100 points.)

200 points for each Frenzied Flea that you destroy with your bug blaster.

1000 points for destroying a Scurrying Scorpion at any time during the game.

300 points for exterminating a Jumping Spider at long range.

600 points for destroying a Jumping Spider at medium range.

900 points for blasting a Jumping Spider at close range.

Each time you blast a spider, your points earned will appear on the screen where the spider was blasted.

The high score for each round of games is shown at the top center of the screen between the scores for each player.

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NOTE REGARDING SOFTWARE FOR IBM CENTIPEDE.

Due to unforeseen circumstances, some errors have been made in the instruction manual for Centipede.

The joystick mode will be automatically chosen by the game if you have a joystick connected. If you do not have a joystick, you will be able to play from the keyboard.

Also, the CTRL and NUM LOCK keys must be pressed at the same time to pause the game instead of the Shift key as stated in the manual. Any key will still restart the game. The other instructions in the manual are correct.

We are sorry for these errors in the manual and hope they do not decrease your enjoyment of this game.

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