



PlayStation

PAL

CENTIPED



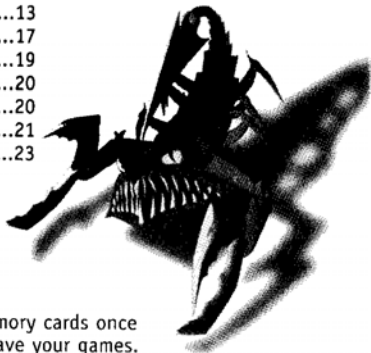
ATARI

PlayStation®

<http://www.replacementdocs.com>

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GETTING STARTED

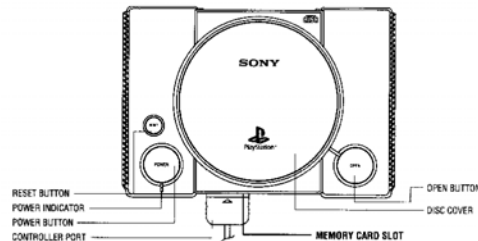
Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert *Centipede* disc and close the disc cover.
4. Insert the game controllers (and memory card if you have one).

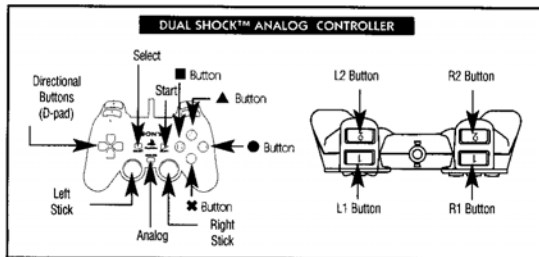
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the **X** button.

Note: You will not be able to save your progress or game information if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You are not able to swap memory cards during play and you must leave the card in the first slot of your multi-tap if you are using one.

CONSOLE



DUAL SHOCK™ ANALOG CONTROLLER



NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined on page 6.

CONTROLLING CENTIPEDE

The following are the default controls and buttons for the PlayStation® version of *Centipede*™. You may choose from 3 different preset configurations.

DIRECTIONAL BUTTONS: Use these buttons to move The Shooter and to select menu commands.

LEFT STICK: Use this control to move The Shooter.

*Depress to jump.

RIGHT STICK: Use this control to strafe with The Shooter.

*Depress to fire Main Weapon.

X Button – Use this button to confirm menu selections and to fire Main Weapon.

■ Button* – Use this button to fire Special Weapon.

● Button* – Use this button to jump.

▲ Button* – Use this button to cancel out of menu selections and to view from Wally's eye level.

L1: Use this button to Strafe Left.

L2*: Use this button to cycle through special weapons.

R1: Use this button to Strafe Right, and to move ship faster in Arcade mode.

R2*: Use this button to cycle through special weapons.

START: Use this button to pause and unpause the game.

SELECT*: Use this button to change the camera view.

* Used only with the Adventure-style game.

INTRODUCTION

THE STORY BEGINS:

The story begins every hundred years. It always begins the same way, with a Legend awakening. Legend says that a multitude of armored beasts emerge from the dark core of the Earth. They swarm to the surface drawn by their master. Every hundred years they try to overtake our world and we always think we've destroyed them. The Legend also has it that every hundred years, we're wrong!

When word came down that the Legend had come to life, we built The Shooter. But we needed a hero to fly it. This year the magic stick didn't point to the usual hero. It pointed to Wally Gudmunzsun. Now Wally wasn't one of the usual heroes. In fact, he wasn't a hero at all. He was just a simple bean counter. But when you're asked to save the world, you don't ask why. You just make it happen.

MAIN MENU

At the Main Menu, you can select from the following choices:

ADVENTURE – This selection takes you to the adventure-style game of *Centipede* where you must aid Wally in stopping the hordes of Centipedes, Fleas, Spiders, Scorpions – and a slew of new and deadly bugs – from taking over the land.

ARCADE – This selection takes you to the arcade-style *Centipede* game, featuring the same addictive gameplay you remember, and a whole new look! You may select between a one-player game or a two-player game (each player taking turns). Once your game is over, you will see the High Score list. If you qualified for a high score, you will be asked to input your initials to be saved in the High Score list. To input a high score, use the directional buttons to scroll through the characters and use the **X** button to select a character. If you have a memory card, you may save your high score from one session to the next.



MEMORY CARD – This button brings up the loading and saving features of *Centipede*. You must have a memory card inserted in your PlayStation® game console prior to saving and loading a game. The memory card(s) will also save your High Scores and Controller Configurations. Make sure there is at least one free block on your memory card before beginning your game.

OPTIONS – This button brings up the Options Screen for *Centipede* where you can change the sound and music levels, configure your game controls, and view the game credits.

OPTIONS

OPTIONS SCREEN

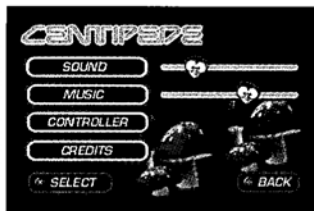
The Options Screen is where you may change various settings for the game.

Sound – Lowers or raises the volume of sound effects within the game.

Music – Lowers or raises volume of music within the game.

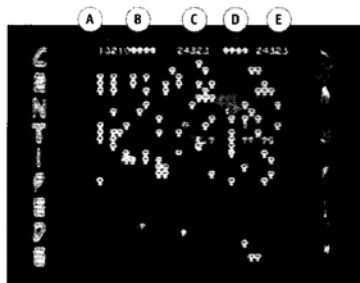
Controller – Allows for the custom configuration of the default game controls.

Credits – View the credits for *Centipede*.



THE ARCADE GAME

- A** Player 1 Score
- B** Player 1 Remaining Shooters
- C** Game High Score
- D** Player 2 Remaining Shooters
- E** Player 2 Score



THE SHOOTER

The Shooter is your means to destroy the oncoming attack waves. It can move forwards, backwards, and side-to-side always facing the same direction (forward). The Shooter may be moved freely within the lower quadrant of the game screen. Pressing the primary weapon button for The Shooter fires out a single shot. Pressing the primary weapon button, and keeping it depressed, will make The Shooter fire a stream of continual shots. Be careful! There can only be one shot from The Shooter on screen at one time. This means that during the time the last shot fired, no other shots may be fired until the previous shot hits a target or flies off the top of the screen.

BONUS! Players receive additional Shooters for every 12,000 points earned.

THE TARGETS

There are five targets you must destroy to gain points. If a target touches The Shooter, it destroys The Shooter on contact.



CENTIPEDES – These enemies are the primary targets of the game. They start at the top of the playing field at the start of each attack wave, then wind their way down towards your Shooter. A single shot from your Shooter destroys a centipede link and plants a mushroom in its place.



head segment = 100 points



body segment = 10 points



SPIDERS – These enemies are both elusive and dangerous. They start from either the left or right side of the Shooter's playing field of movement, zigzagging from one side to the other. Spiders will eat mushrooms that they come in contact with.

At close range = 900 points

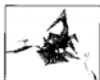
At medium range = 600 points

At far range = 300 points



FLEAS - Fleas start at the top of the playing field during a centipede attack wave and descend in a straight path towards The Shooter. As the fleas make their way down, they plant mushrooms at random intervals.

200 points



SCORPIONS - The scorpions' main role is to poison mushrooms. They start from either the left or right side of the playing field, and move in a straight line from one side to the other while poisoning any mushroom they come in contact with.

1000 points

MUSHROOMS - Mushrooms are the core of the game, coming in two different forms and interacting with the other targets in different fashions. Destroying centipede links will create mushrooms in their place. Fleas plant mushrooms. Spiders eat mushrooms, and scorpions poison mushrooms. Poison mushrooms make centipedes head straight down to the bottom of the play field if they touch each other. All mushrooms take four shots to destroy completely.

Destroyed mushrooms = 1 point

Poisoned mushrooms = 1 point

Note: Players receive 5 points per damaged or poisoned mushroom at the reset of a wave when a player loses a Shooter.

THE ADVENTURE GAME

LEVEL SELECT SCREEN

This screen is where you choose the level you wish to play. Use the directional buttons to scroll through the various game levels that are open. To select a game level, press the **X** button on the controller. To exit the menu without making a selection, press the **▲** button on the game controller. As the game progresses, new levels and new worlds open up for play. You may replay previously completed levels, or continue on in the adventure to the next newly opened level.



THE SHOOTER

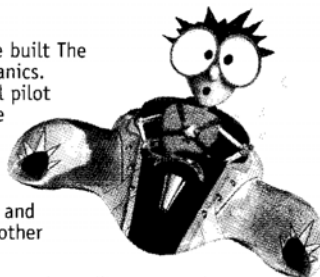
When word came down that the Legend had come to life, we built The Shooter. The Shooter is the combination of magic and mechanics. Wally, our reluctant would-be hero, and you, his partner, will pilot The Shooter through dangerous lands in hopes of ridding the lands of the insect threat.

The Shooter hovers just above solid objects. It can, when needed, spring up into the air, jumping over obstacles or reaching otherwise inaccessible areas. Unfortunately for you and Wally, The Shooter doesn't fair well over water, lava, or any other liquids.

The Shooter comes equipped with a primary magic laser weapon that will prove useful in exterminating the bug menace that has risen. It can also clear away the mushrooms that populate the land. The magic that powers the primary weapon never depletes. A good thing - you and Wally will need everything to stop the invasion.

You and Wally will not have to rely solely on The Shooter's primary weapon to get the job done. Wally's home is a land full of magic and The Shooter can utilize that magic for limited amounts of time. The magic comes in the form of power-ups that can be found throughout the various landscapes. If you destroy a mushroom while it is flashing, a power-up will also appear.

Note: You may change the camera view at any time during game play by pressing the **SELECT** button.



THE POWER-UPS

Power-ups give The Shooter a variety of abilities, some for a limited amount of time, others for a limited number of uses.

Special Power-Ups



Ladybug Shield – The Shooter can hold up to 3 of these at one time. Each shield makes The Shooter invulnerable to two hits from an enemy, projectile, or poisonous mushroom.



Invulnerability – Makes The Shooter invulnerable to hits from an enemy, projectile, or poisonous mushroom for a limited amount of time.



Extra Life – Gives the player an additional Shooter.

Laser Power-Ups

(These last for a limited amount of time only.)



Double Shot – Magic laser upgrade that shoots 2 alternating beams three times as fast as The Shooter's primary magic laser weapon.



Triple Shot – Magic laser upgrade that shoots in 3 directions at once.



Side Shot – Magic laser upgrade that, like the Triple Shot, shoots in 3 directions, only this one fires directly forward and from each side of The Shooter.



Ground Skimmer – Magic laser upgrade that hugs the ground terrain. This allows The Shooter to destroy bugs that are on higher or lower slopes.



Airborne Shot – Magic laser upgrade that fires one shot straight ahead and two shots into the air. This is useful against flying enemies.

Special Power-Ups

(These have a limited inventory.)



Rocket – When fired, tends to track the closest winged adversary within an area. A player receives 5 shots after picking up this power-up.



Flame Thrower – Enables the player to shoot out a curving flame for a brief period of time. A player receives 5 shots after picking up this power-up.



Missile – When fired, tracks the closest flying enemy within the area with a much greater accuracy than the Rocket. A player receives 4 shots after picking up this power-up.



Burst – When fired, shoots out multiple projectiles in a radius away from the Shooter. A player receives 5 shots after picking up this power-up.



Lob Bomb – Enables the player to throw bombs at the intended target. Be careful! Bombs may damage or destroy The Shooter just as easily as they do the enemy. A player receives 5 shots after picking up this power-up.



Throwing Star – When released, this large, spinning blade mows through anything in its path until it hits the ground. A player receives 3 shots after picking up this power-up.



Super Missile – When fired, tracks the closest aerial opponent with speed and efficiency superior to that of the Missile. A player receives 2 Super Missiles after picking up this power-up.

THE TARGETS

The Queen Pede will stop at nothing to ensure that, this time around, it's "Game Over" for the Wee inhabitants of Weedom. She has carefully stocked her ranks of evil bug minions with adversaries of the past (Centipedes, Fleas, Spiders, and Scorpions) and enemies of the present (Enforcer Flies, Borer Bugs, Fire Beetles, and other vile pests). Our Wee observers have seen and reported back on most of the enemies. Unfortunately, we have very little information about Evile, the dreaded home of the Queen Pede.



Centipedes - are your main opponent. Any collision between a Centipede and The Shooter results in the loss of life, unless The Shooter has a special power-up invoked. The Centipedes wind through the levels on a traversing path. Centipedes are capable of destroying Wee buildings and harming Wee people. A single shot from The Shooter will destroy any segment and cause a mushroom to grow. In the adventure game, a Centipede will change direction if you cross its path. Use this tactic to draw Centipedes away from vulnerable ground targets you are trying to protect.



head segment = 100 points



body segment = 10 points



Fleas - constantly thwart your mushroom-destroying efforts by creating new mushrooms. It takes two shots from The Shooter's default laser to destroy a flea. Fleas cross the levels in straight lines, planting mushrooms as they go. Fleas plant both normal mushrooms and flashing mushrooms. If a player shoots a flashing mushroom while it is still flashing, the mushroom will generate a power-up. So, killing fleas can actually reduce the number of potential power-ups that you may have access to. However, you will most certainly lose a life if you make contact with a flea.

200 points



Spiders - are one of your major opponents. They bound around the level, seeking you out, destroying all mushrooms and power-ups that they come in contact with. While their mushroom-destroying capabilities may actually benefit the player, leaving a spider unattended can easily lead to them sneaking up and destroying you.

900, 600, 300 points depending on their range from you when destroyed.



Scorpions - traverse the levels in straight paths, turning all mushrooms that they come in contact with into poisonous mushrooms. If a Centipede comes into contact with a poisonous mushroom, it will change its course and move swiftly towards The Shooter. Mushrooms that have been touched by a scorpion will remain poisoned until they are either destroyed or you lose a life, at which point they change back into normal mushrooms.

1000 points



Borer Bugs - have the awesome ability of being able to drill through any object with their diamond tipped noses. Borer bugs will attack city gates, buildings, and any mushrooms they encounter on their path of destruction.

400 points



Mortar Bugs - These are bomb-lobbing, fiendish opponents. They steadily stalk their targets and then launch destructive mortar shells at them. Even at the moment of death, they find the energy to lob a grenade in a final attempt to cause additional destruction.

300 points



Enforcer Flies - are the first winged adversary you will encounter. They patrol the skies on paths of destruction. When they come within range of you, they will begin launching deadly bombs.

600 points



Freezer Beetles - nothing is more frustrating in your quest to save the Wee folk than the dreaded Freezer Beetle. These creatures freeze Wee people, making it hard for you to save them. Freezer beetles may also create exploding Ice Mushrooms as they crawl around the land.

500 points



Mosquitoes – Talk about a big pest. Mosquitoes buzz around looking for Star Crystals so they can suck the mystical energy from them. Mosquitoes will not hesitate to make a quick snack out of The Shooter if it gets in the way.

700 points



Fire Beetles – lob four fireball projectiles at once from the vents on the top of their shells. You must use great care when encountering this diabolical beast. Fire Beetles wander the levels of Infernum blowing up as many objects as they can while transforming normal mushrooms into dangerous Fire mushrooms.

600 points



Dragonflies – are winged, fire-breathing adversaries. Dragonflies mercilessly pursue you through the smoke filled skies of the Infernum levels. You must be quick to react and use your weaponry to destroy these monsters before being turned into burnt toast.

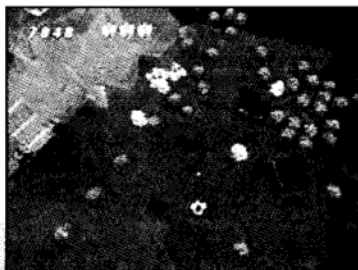
800 points

THE WORLDS

A hundred years have passed and the Dreaded Eclipse has returned, bringing with it the Legend awakening. You and Wally must travel across 4 dangerous regions and many treacherous lands, in your heroic quest to save all of Weedom from the legions of vicious insects, terrible bug hordes and ultimately, the Queen Pede.

During your quest, you will be called on to perform special tasks such as saving Wee people and protecting Wee buildings. Although you do not have to perform these objectives to move on in your quest, you will be rewarded for doing so and they will determine just how much of a hero you are.

WEEDOM – This is where your adventure begins. You and Wally must confront the enemy for the first time as the bug hordes try and destroy everything in their path, including the Wee villages and towns. Together, you and Wally must exterminate or push back the bug menace from the areas, saving the buildings and rescuing the Wee people that are in harm's way.



Wee Buildings



Wee Citizens



Wee Druid



Star Crystal

FROSTONIA - This magical mountainous region is home to both Wee Citizens and Wee Druids alike. This is a place of great power for the Wee Druids, who study and harness the magic in hopes that one day they may understand the Dreaded Eclipse and stop the Centipedes from ever attacking again. In Frostonia, you will encounter the sacred Star Crystals. These powerful gems are used by the Wee druids to study the eclipse. You will need to defend the Crystals against the Mosquitoes, who can drain their mystical energies.



Wee Buildings



Eskiwees



Wee Druids



Talismans



Star Crystals



Hero Statues



Ice Mushrooms - Created by Freezer Beetles. When destroyed, this mushroom explodes into shards that damage anything they touch.



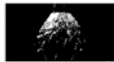
Stone Mushrooms - These mushrooms can sustain more damage before being destroyed.



INFERNIUM - Infernum is one of the hottest lands known to the Wee people. It is also the only place that holds the precious Star Crystals in abundance. You and Wally must vanquish the bug minions of the Queen Pede in this region, as well as save the poor Wee Miners, their dwellings, mining equipment, and extracted Star Crystals.



Wee Miners



Wee Dwellings



Fire Mushrooms - created by Fire Beetles. When destroyed, the mushrooms explode into four deadly fireballs.



Wee Mining Equipment



Mining Carts



Extracted Star Crystals

EVILE - The name alone should tell you this is no place for you or a Wee person to venture. But you must. It is this region that Wee people dread and rightly so. It is dark and foreboding for starters, and is now home to the Queen Pede. It's going to take all of your skill (and a bunch of courage from Wally!) to meet this menace at her front doorstep and rid Weedom of the terrible Legend forever.



Metallic Mushrooms - When destroyed, these mushrooms explode into harmful shards of metal mowing down anything in their path.

TALLY UP THOSE POINTS!

At the end of each level, you will get to see how well you did. A number of bonus points will be awarded according to the bonus objectives of the level performed. With the addition of bonus points, you may receive additional Shooters (at every 12,000 points). The higher your score, the better hero you have proven to be.

There is a general High Scores table for the Adventure mode that records the top ten Centipede Adventure high scores. There are level high scores as well, that show the top five scores for each of the individual levels.