

CENTIPEDE

FROM **ATARISOFT™**

Now, the Thrill of the Arcade Game at Home



AN ENCHANTED MUSHROOM PATCH OF YOUR OWN

Insert the Centipede cartridge into your Commodore 64 Home Computer, as explained in your computer owner's guide, and turn on your computer. Plug a joystick in the Controller Jack for each player.

Press "F1" key to get to the option screen.

From the option screen, special function key "F3" selects the number of players.

From the option screen, "F1" key starts the game.

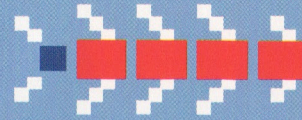
The "RESTORE" key is a total restart that also resets the high score.

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—LORD MOTLEY BUGNUT, BUG EXPERT!



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



1000



5



100



300
600
900



200

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.

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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A NOTE REGARDING SOFTWARE FOR CENTIPEDE™, COMMODORE 64


THE JOYSTICK CONTROLLER

If one player is going to play, plug a joystick controller into control port 2 on the right side of the Commodore 64.

For two players the joystick controller in control port 2 is shared. The fire button on the joystick controller pauses the game during play and also restarts the game after a game is completed.



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