

ATARI[®] 2600[™]

CENTIPEDE[™]



Atari welcomes your comments. Please address all correspondence to:

Atari Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94086

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

© 1982 ATARI, INC. ALL RIGHTS RESERVED

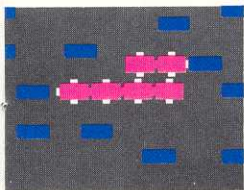


TABLE OF CONTENTS

1. THE ENCHANTED FOREST	1
2. GAME PLAY	2
3. USING THE CONTROLLER	5
4. CONSOLE CONTROLS	5
5. SCORING	7
6. GAME VARIATIONS	8
7. HELPFUL HINTS	8

1. THE ENCHANTED FOREST



Once upon a time in a misty, enchanted forest, there lived a colony of good elves. These elves had a major problem, though. Their prized mushroom garden was infested with pests—a giant Centipede, a poison-spreading scorpion, a mischief-making spider, and a pesky flea. The good elves tried everything they could to rid their garden of these bugs. But nothing worked.

One day, an elf named Oliver was hacking away at a poisoned mushroom in the garden. Suddenly, he saw an unusual stick gleaming in the dirt. Just as Oliver picked up the stick, a spider jumped out from behind a mushroom and rushed at him. When Oliver waved his hands wildly to try to scare the spider away, sparks flew from his stick and the spider disappeared!

"How did that happen?" Oliver wondered out loud. "Could this be a magic wand?"

Soon Oliver had another chance to try the wand. When the scorpion scurried across a row of mushrooms, poisoning every mushroom it touched, Oliver pointed the wand at the scorpion and shouted, "Be gone!"

Instantly, the scorpion disappeared and the poisoned mushrooms were transformed back into normal mushrooms.

"This is great! This is the tool we need to clean up our mushroom garden!" Oliver shouted ecstatically.

With his new found magic wand, Oliver hid behind a mushroom.

"OK, you great big Centipede," he said. "Come out wherever you are. I'm ready for you now!"

2. GAME PLAY

You start the game with three magic wands, as shown in Figure 1. Every time you score 10,000 points, you win a bonus wand. You can have a total of seven magic wands at one time. Any wands won after that are not held in reserve. When you lose your last magic wand, the game ends.

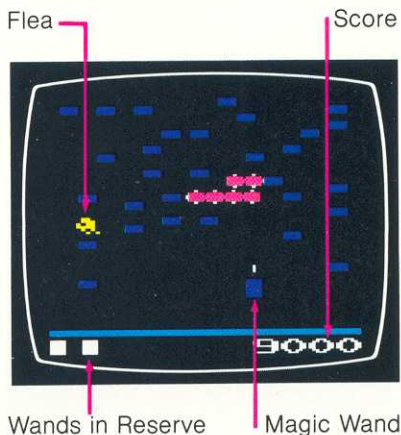


Figure 1

If the Centipede, spider, or flea bites you, your wand is snatched away and you become temporarily paralyzed. The game will stop 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. Figure 2 shows a typical CENTIPEDE battlefield.

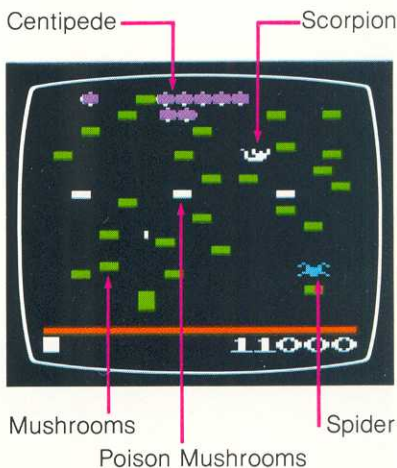


Figure 2—CENTIPEDE Attack Wave

OBJECTIVE

Use your magic wands to score as many points as possible. (See Section 5 for information on SCORING). Use strategy and quick thinking to avoid the paralyzing insect bites. The Enchanted Forest is a challenging, but dangerous region. By learning about the dangers that lurk behind every mushroom, you can become a skilled and heroic wand wielder.

INHABITANTS OF THE ENCHANTED FOREST

CENTIPEDE

Consisting of nine body segments, the Centipede attacks from the top of the screen and winds down toward you. Each time you hit a segment, it becomes a powerless mushroom and the body segment behind that mushroom becomes the head of a new Centipede.

When you shoot every segment of a Centipede, the Centipede disappears briefly, then reappears at the top in a new and fiercer attack formation.

The Centipede attacks in eight distinct waves. In Wave 1, the Centipede is composed of a head

attached to 8 body parts. In Wave 2, it has a head attached to seven body parts plus a detached head. The Wave 3 Centipede is composed of six body segments with one head attached and two detached heads. The Centipede continues to transform a body segment into a head until Wave 8, at which time it has nine independently moving heads. (See Figure 3.)

You must eliminate the Wave 1 Centipede only once. Then, until your score passes 40,000 points, you must destroy each subsequent Centipede wave twice—first as the Centipede moves slowly toward you, then as it moves fast. After you score over 40,000 points, each Centipede will only need to be destroyed once.

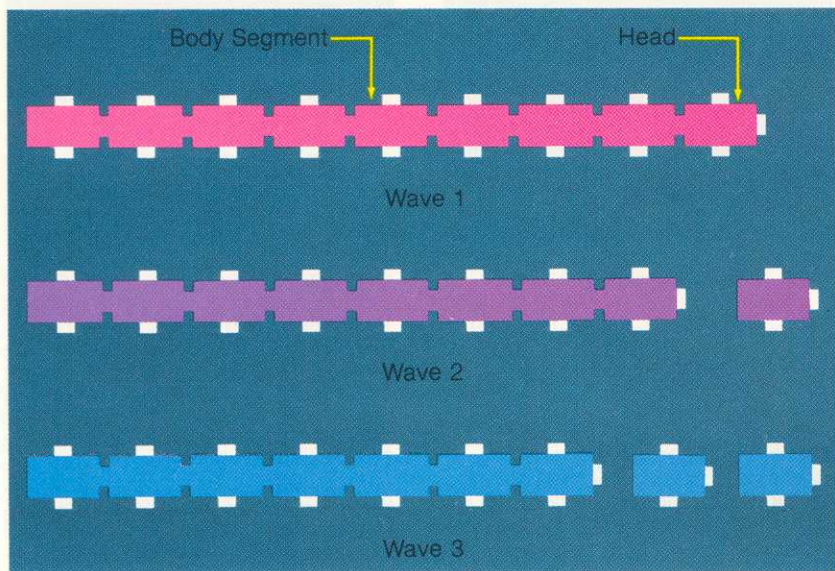


Figure 3—Centipede Attack Formations, Waves 1-3

MUSHROOMS

Dotting the forest 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 consecutive hits to eliminate an entire mushroom.

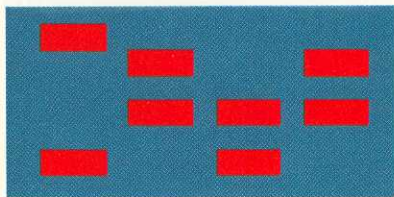


Figure 4—Mushrooms

SPIDER

In its attempt to distract you from shooting the Centipede, the spider jumps all over the battlefield, eliminating some of the mushrooms it touches. You score 300, 600, or 900 points when you zap the spider. The closer the spider is to your wand, the greater the score. When you hit it, the spider's score lights up on the screen.

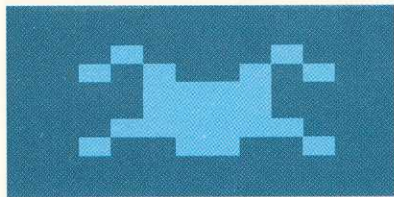


Figure 5—Spider

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!

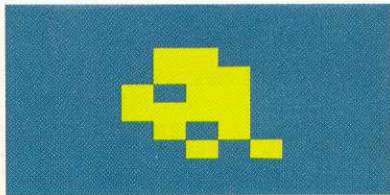


Figure 6—Flea

SCORPION

Sometime after you clear three Centipede screens, the scorpion will scurry across the battlefield, poisoning every mushroom it touches. But, if you zap the scorpion before it runs across an entire row of mushrooms, the spell of poison is broken and the mushrooms remain normal.

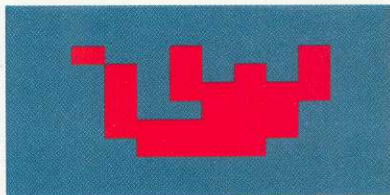


Figure 7—Scorpion

POISONED MUSHROOMS

Poisoned mushrooms are created by the scorpion. These are a deadly white color. When the Centipede bumps into a poisoned mushroom, it goes wild and plunges straight through the field of mushrooms toward you. As with normal mushrooms, you must hit a poisoned mushroom three times in succession to destroy it. Each time you lose a wand, poisoned mushrooms

transform back into normal mushrooms.

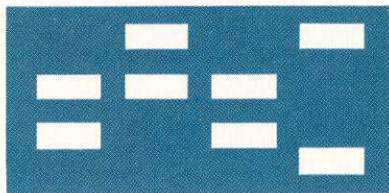
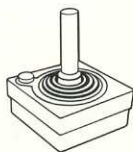


Figure 8—Poisoned Mushrooms

3. USING THE CONTROLLER



Use your Joystick Controller with this ATARI Game Program cartridge. For this one-player game, plug the controller cable firmly into the **LEFT CONTROLLER** jack at the back of your 2600 Video Computer System console. Hold the controller with the red button to

your upper left, toward the television screen. (See your *Owner's Manual* for further details.)

CONTROLLER ACTION

Move your Joystick in the same direction you want to move your magic wand. You can move about one-quarter of the way up the screen as well as to the left and right edges of the screen.

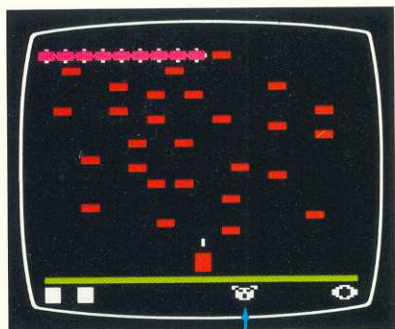
To shoot sparks, press the red fire button. You can fire sparks as long as you press the fire button, your supply is unlimited.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **GAME SELECT** switch to choose the game you want to play. If you press and hold this switch down, you will automatically cycle through the two **CENTIPEDE** game

variations, **EASY PLAY** and **STANDARD PLAY**. As shown in **Figure 9**, a teddy bear figure appears at the bottom right side of the screen to denote **EASY PLAY**. For **STANDARD PLAY**, there is no teddy bear.



Teddy Bear

Figure 9—Selecting an EASY Game

GAME RESET

Press **GAME RESET** to start the attack. Each time **GAME RESET** is pressed, the game starts over.

TV TYPE SWITCH

Set this switch to **COLOR** if you're playing on a color television set. Set it to **B-W** to play the game in black and white.

DIFFICULTY SWITCHES













DIFFICULTY switches are not used in this game.



5. SCORING

In the standard CENTIPEDE game, you can score a total of 999,999 points before the score rolls back to zero. In the easy game varia-

tion, the maximum score possible is 99,999. The following is a breakdown of individual point values:

	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 (wounded or intact)	5 points
	Poisoned Mushroom (totally eliminated)	1 point
	Poisoned Mushroom (wounded or intact)	5 points
	Bonus Wand	Every 10,000 points

6. GAME VARIATIONS

CENTIPEDE offers two game variations: EASY PLAY for beginners and children, and STANDARD PLAY for skilled players.

In EASY games, you do not lose a

magic wand when the flea or spider touches you, and the Centipede always starts the attack in a single formation, never with detached heads.

7. HELPFUL HINTS

- 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.
- 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 leave at least five mushrooms on the lower third of the screen. After you score 120,000 points, you'll need to leave ten mushrooms.
- Shoot Centipede heads to create new heads out of the body segment left behind. Since heads are worth ten times the point value of body segments, you'll score lots of points.
- 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®
PROOF OF PURCHASE
CENTIPEDE™

ATARI SERVICE
FACTORY AUTHORIZED NETWORK

Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

CENTIPEDE™

GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
12 B World's Fair Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001


This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



ATARI, Inc., Consumer Division, P.O. Box 427, Sunnyvale, CA 94086  A Warner Communications Company