

Play the
Original Arcade
Classic in Your
Own Home



COLECOVISION™

GENIPEDE

FROM

ATARISOFT™

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 **POWER** switch **OFF** before inserting or removing the cartridge.

To your amazement, the squirrel speaks!

"Help us and we'll show you the way," promises the squirrel.

"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. Will you help?"

"I guess so. But how?"

Suddenly, 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 PLAY

You start the game with three, four, or five magic wands, depending on the game variation. You can win bonus wands for reaching a high score. You can have an unlimited amount of magic wands, but a maximum of five wands will be displayed. 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 will stop momentarily and all the mushrooms you partially destroyed during the battle are restored. 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.

OBJECTIVE

Use your magic wands to score as many points as possible. (See **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. You score when you zap it.

INHABITANTS OF THE ENCHANTED FOREST

CENTIPEDE

Consisting of 12 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 12 distinct waves. In Wave 1, the Centipede is composed of a head attached to 11 body parts plus a detached head. In Wave 2, it has a head attached to 10 body parts plus a detached head. The Wave 3 Centipede is composed of 9 body segments with one head attached and 2 detached heads. The Centipede continues to transform a body segment into a head until Wave 12 when it has 12 independently moving heads.

 **MAGIC MUSHROOMS** Dotting the forest floor are magic mushrooms. These act like shields for you and can speed the Centipede in its attack. The Centipede slides along horizontally in one direction. When it gets to a mushroom or the edge of the screen, it turns down to the next row of mushrooms and continues in the opposite direction. It takes four hits to elim-

inate an entire mushroom. At the end of each wave, all partially destroyed mushrooms are magically restored to the forest.



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. The closer the spider comes, the more points you score when you zap it.



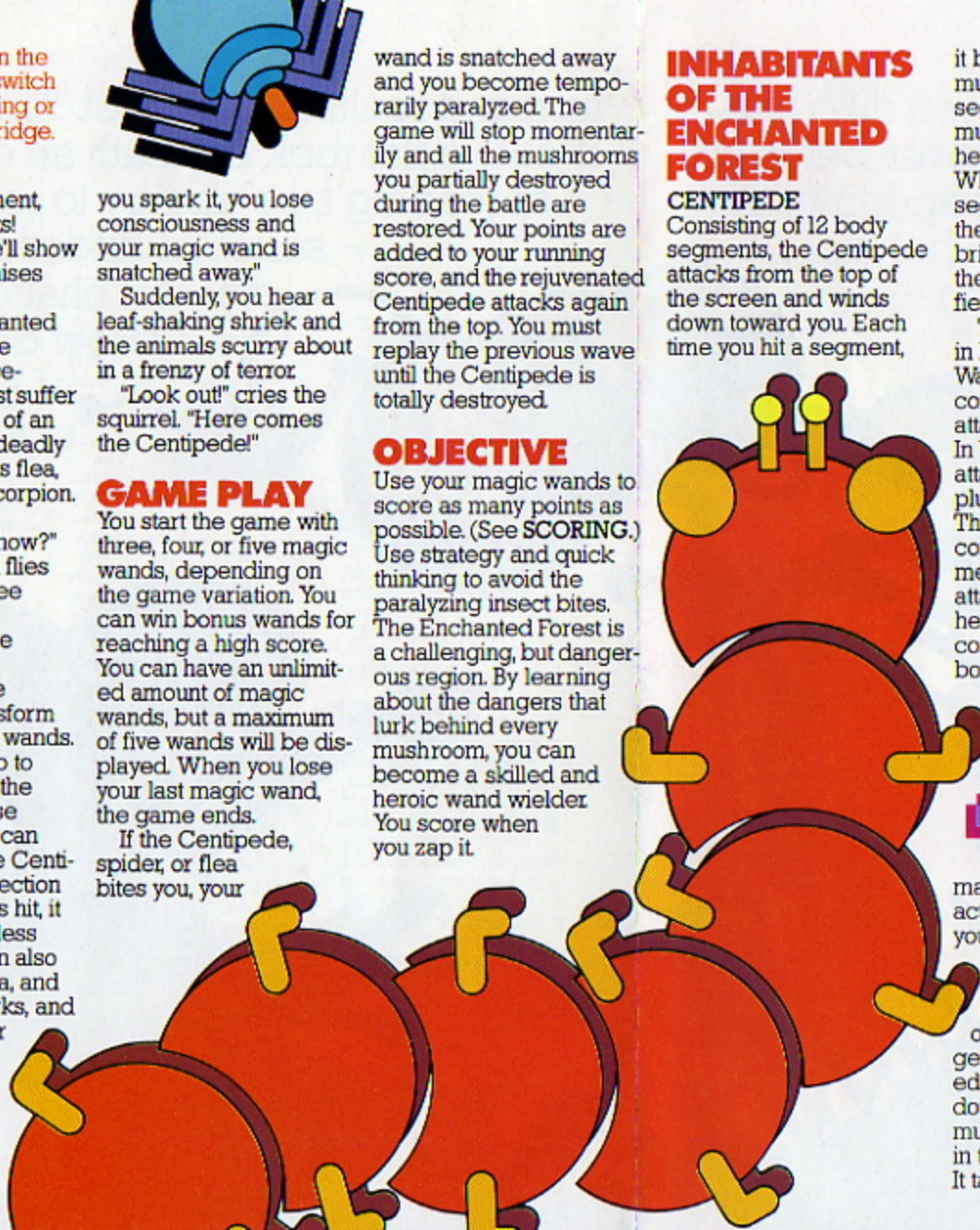
FLEA

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 more than twice as fast!



SCORPION

By the third wave, the scorpion scurries across the middle of the battlefield, poisoning every mushroom it touches. At first it moves slowly, then it moves faster and appears more frequently as the game progresses.





PLAYER/GAME SELECTION

Use your hand controller to select the type of game you want to play. Press the number on your hand controller that corresponds with the desired game on the game select display.

START
The game starts automatically after you make a game selection.

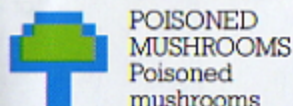
RESET
Press * to return to a display of your current game selection. You can then restart that game or select a new variation.

PAUSE
To suspend a turn in progress, press the # key. The action immediately freezes in its present position on the screen.

To continue play, press # again.

CONTROLLER ACTION
Move your controller in the same direction you want to move your magic wand. You can move a short distance up the screen as well as to the left and right edges of the screen.

To shoot sparks, press the fire buttons on the right and left sides of the controller. You can fire sparks as long as you depress the fire button. Your supply of sparks is unlimited.



POISONED MUSHROOMS
Poisoned mushrooms

are created by the scorpion. These are always magenta in color. When the Centipede bumps into a poisoned mushroom, it goes crazy and plunges straight through the field of mushrooms toward you. At the end of the wave, all whole and partially destroyed poisoned mushrooms are transformed back into magic mushrooms.

USING THE HAND CONTROLLER

Use your hand controller with this cartridge. For one-player games, plug the controller into jack 1. On your console. For a two-player game, plug a second controller into jack 2. In two-player games, the player using jack 1 controls game selection and starts the game.



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
	Magic Mushroom (totally eliminated)	1 point
	Magic Mushroom (shot 1 to 3 times)	5 points
	Poison Mushroom (totally eliminated)	1 point
	Poison Mushroom (shot 1 to 3 times)	5 points
	Poison Mushroom (not shot at all)	5 points
	Bonus Wand	every 10,000 points, EASY every 12,000 points, STANDARD every 14,000 points, HARD

GAME VARIATIONS

CENTPEDE offers three game variations: **EASY PLAY** for beginners and children, **STANDARD**

PLAY for intermediate players, and **HARD PLAY** for advanced players. The **EASY** variation starts with 5 wands and earns a bonus wand every 10,000

points; **STANDARD PLAY** starts with 4 wands and earns a bonus every 12,000 points. The **HARD** variation starts with 3 wands and earns a bonus wand every 14,000 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. You can use an ATARI joystick controller in controller jack 1 and make your game selections on the Coleco controller in jack 2.



ATARISM

LIMITED 90-DAY WARRANTY ATARISMSOFT CARTRIDGES OR DISKETTES

Valid in U.S. Only

ATARI, INC. ("Atari") warrants to the original consumer purchaser that the AtariSMsoft 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 AtariSMsoft 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 AtariSMsoft 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 ATARISMSOFT COMPUTER
PROGRAMS:**

ALL ATARISMSOFT 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 ATARISMSOFT 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 AtariSMsoft Computer Programs may not apply to you.

Every effort has been made to ensure that the manual accurately documents the accompanying AtariSMsoft 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.

†COLECOVISION is a trademark of Coleco Industries, Inc. This software is manufactured by ATARI, INC. for use on the Colecovision system and is not made, sponsored, authorized, or approved by Coleco Industries, Inc.