



GAME

Choose between the classic arcade style or the updated game.com version. (The updated version contains higher-resolution graphics and is slightly more difficult.)

PLAYERS

Use the A button or the touch screen to choose from one to four players.

FLIP SCREEN

Choosing this will flip the screen from top to bottom, allowing play with the directional pad on the right side of the unit.

OPTIONS SCREEN

Choosing GAME OPTIONS takes you to the options screen:

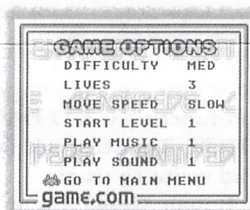
Difficulty: Choose HARD, MED (medium) or EASY.

Lives: Choose from between three and six lives.

Move speed: Sets the speed at which your ship (shooter) moves.

Start Level: Start at level one or choose a higher (more difficult) level.

Play music and sound: Choose different music and sound effects. Use the stylus to cycle through and choose a number. Go to main menu: Returns you to the previous menu.



IMPORTANT NOTE FOR game.com CLASSIC USERS:

Do not play Centipede with another cartridge inserted into the secondary cartridge port. Make sure that Centipede is the only cartridge in the game.com unit before turning game.com ON.

game.com Pocket Pro users do not need to worry about this note.

1 INTRODUCTION

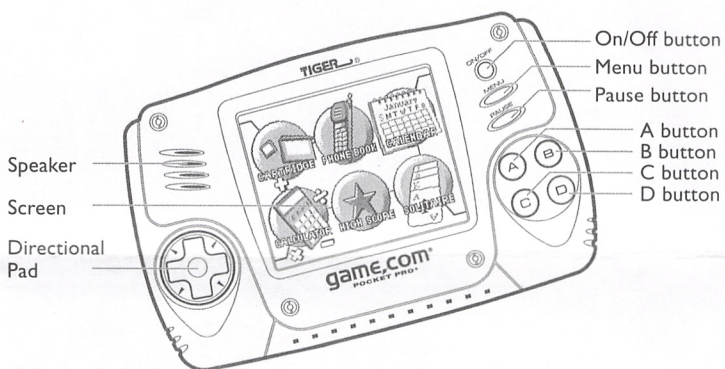
The garden is a dangerous place. It's full of spiders and bugs ready to eat you alive. Welcome to CENTIPEDE...where a quick trigger finger is your only hope against a whole swarm of pests!

2 GOAL

The goal of CENTIPEDE is to score as many points as possible by shooting both moving and non-moving targets in the garden.

3 STARTING THE GAME

To play the game, make sure your game.com system is OFF. Insert the CENTIPEDE cartridge. Turn on your game.com and touch CARTRIDGE on the main menu.



After a brief animation, you'll see the main CENTIPEDE screen. You may choose to alter the version of the GAME, change the number of PLAYERS, open the GAME OPTIONS screen, view the CREDITS, FLIP SCREEN, or PLAY GAME. To select, use the touch screen, or move the spider icon with the directional pad and press the A button.



4 PLAYING THE GAME

When you're ready to play the game, choose PLAY GAME from the main menu. All movement in CENTIPEDE is controlled by the directional pad.

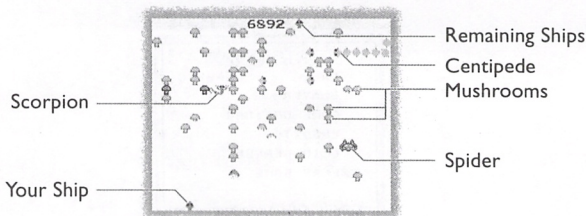
In CENTIPEDE, you can move your ship all along the bottom of the screen and up a few rows. You shoot by pressing the A button. Everything on the screen is worth points (see POINT ALLOCATION).

Once you start, the centipede will begin to crawl from the top of the screen and descend to the bottom. Each time it hits a mushroom, it will turn the other way and continue its descent. If you hit a segment of the centipede, that segment will turn into a mushroom. If any portion of the centipede reaches the bottom of the screen, it will reverse and continue back to the top of the screen.

You will also encounter a bouncing spider. The spider is worth varying points, depending on how far away it is when you hit it. Be careful: if the spider or a segment of the centipede hits your ship, you lose a life.

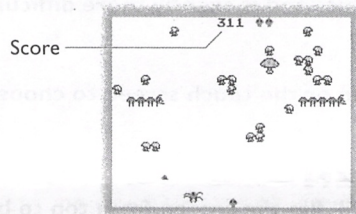
Soon after you have completed the first screen, the falling flea will emerge. This pest drops from the top of the screen, leaving a trail of mushrooms behind. Shoot him for points.

A little later in the game, a scorpion will travel across the screen. Shoot him for extra points.



5 SCORE

Your score is displayed in the middle of the screen at the top.



6 POINT ALLOCATION

Scoring in CENTIPEDE is as follows:

Mushroom	1 point
Each part of centipede turned into mushroom	10 points (plus 5 when round is over)
Bouncing spider	300 - 900 points
Falling flea	200 points
Scorpion	1000 points

After 10,000 points, you receive an extra life.

NOTE: If you exit the game before the entire game is over, your score will not be recorded as a high score on your game.com unit.

7 DEFECTIVE CARTS

If you find that your new Centipede game.com cartridge is damaged or non-functional, **DO NOT RETURN THE GAME TO THE STORE.** The store will not have replacement cartridges. Instead write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

8 90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$12. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-SOS, and a service representative will be happy to help you.

CENTIPEDE® and ATARI™ are trademarks of and © 1999 Atari Interactive, Inc., a Hasbro affiliate.

©, TM & © 1999 Tiger Electronics, Ltd. All rights reserved.

TIGER ELECTRONICS, LTD.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, USA
1-888-TIGR-SOS
www.game.com

© 1999 TIGER ELECTRONICS (UK) LTD.
Belvedere House, Victoria Avenue
Harrogate, North Yorkshire HG1 1EL, England.