Nintendo

GAME BOY COLOR

MAJESCO SALES, INC.

DMG-AC5E-USA




INSTRUCTION BOOKLET

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**This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.**




THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

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**THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).**

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Thank you for purchasing CENTIPEDE® for the Nintendo® Game Boy® and Game Boy® *COLOR* Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference. The screen images in this manual are from the Game Boy® version.

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# INTRODUCTION

You're trapped in the perilous Enchanted Forest. Dark, dangerous mushrooms push up through the squishy forest floor, surrounding you on every side. Threatening thumps and evil buzzings fill the air. Something slimy flashes through the mushrooms, closing in on you. Suddenly, glaring eyes and quivering antenna jump right out at you! Sparks fire from your magic wand again and again destroying the Centipede before its diminishing body can grow new heads. But more perils lurk in the forest - fierce Centipedes, deadly Spiders, venomous Fleas and poisonous Scorpions. You pick up two more wands. Armed with these magic wands, you just might make it out alive...

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# GETTING STARTED

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To get started with CENTIPEDE® please begin with the following:

1. Making sure your Nintendo® Game Boy® System is turned off, plug the CENTIPEDE® Game Pak into the Nintendo® Game Boy® or Game Boy® *COLOR* System.

2. Turn on your Game Boy®. In a few moments the *Majesco Sales, Inc. Company Logo Screen* should appear. If the screen remains black, adjust the contrast dial on your Game Boy®.



# THE MAIN MENU




Once the CENTIPEDE® *Title Screen* has appeared, you may press the Start Button to display the Main Menu Screen.

Once the *Main Menu Screen* appears, you may press the Control Pad Up or Down to select one of the following game modes:

*One Player* - Standard Centipede™.
*Two-Player Alternating* - Choose this mode to start a two-player game using one Game Boy® or Game Boy® *COLOR* system. The two players take turns, and compete for the highest score.

*Two-Player Competition* (Game Link) - In this game, you and your opponent try to shoot the same creatures simultaneously. The one

## THE MAIN MENU

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with the highest individual score wins.

*Two-Player Team* (Game Link) - The same idea as the competitive mode, except that you and your partner start with a combined total of 4 wands (lives), and you work together to achieve the highest possible combined score.

Press the Control Pad Right or Left to select the following skill levels:

*Novice* - This is the slowest level. To make it even easier, you won't see any Fleas until the third wave, and there are no Scorpions until the fifth wave.

*Standard* - Slightly faster than the Novice Level, but you begin at Wave 10.

## THE MAIN MENU

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*Advanced* - This level is faster yet, and begins at Wave 19. Both the Fleas and Scorpions are waiting for you the moment you start.

*Expert* - It doesn't get any faster - or harder - than this. The game begins with Wave 28. And the Fleas are everywhere. You have been warned!

When the desired game mode is selected and the game level you desire is displayed, press the Start Button to begin.

# PLAYING CENTIPEDE

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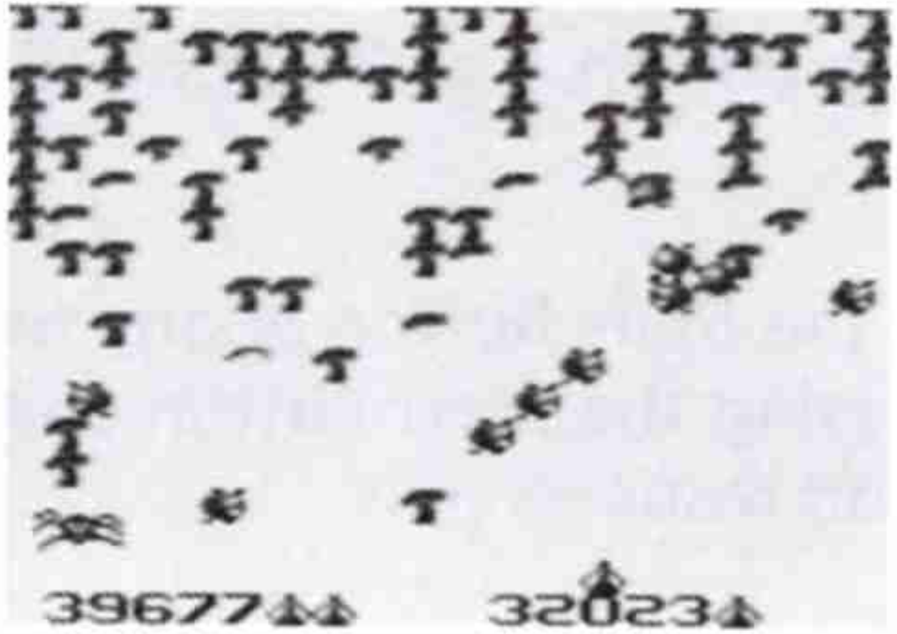
You start the game with three magic wands, which you use to spark the vicious critters that are constantly descending upon you. If the fleas, scorpions or centipedes manage to bite you, you become temporarily paralyzed and lose a wand. They all move fast, so you'll have to think and act even faster.




Player 1
Score + Lives

Player 2
Score + Lives

# PLAYING CENTIPEDE

During play you may use the following controls:

Control Pad - Move the Control Pad to change the position of your magic wand and avoid the moving creatures.

Button A/B - Pressing Button A or B during play fires your magic wand.

Start Button - Press the Start Button at any time during play to pause the game. Pressing the Start Button once again takes the game out of pause and resumes play.

# CREATURES

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*Centipede* - The Centipede attacks from the top of the screen winding towards the bottom of the screen. When you spark any part of it with your wand, the segment you destroy turns into a harmless mushroom - but the segment behind it turns into the head of a new Centipede. When you hit every segment of a Centipede, it is destroyed.

The Centipede attacks in an unlimited number of distinct waves. In Waves 1 and 2, you view a complete centipede: one head attached to eight body segments. In Wave 3, the head is attached to seven body segments, and there is a single detached, free-roaming head. In Wave 4, the Centipede has a head and six body segments and there are two detached heads. At each level that follows, the segments continue to transform into heads until, by Wave 10, the Centipede has nine independently - attacking heads.

# CREATURES

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*Spiders* - **These arachnids are both friend and foe. They jump about the forest in an unpredictable manner and destroy any mushrooms they come in contact with. They will also destroy you if they collide with your magic wand.**

*Fleas* - **You'll start being bugged by fleas about the same time you've zapped away most of the mushrooms immediately around you. Fleas will drop straight down, creating mushrooms as they fall. You need to shoot the fleas twice to eliminate them.**

*Scorpions* - **These pests can ruin your day without even touching you. They scurry across the middle of the screen, poisoning every mushroom they touch. Should the Centipede touch a poison mushroom, look out! The first scorpion you see moves slowly, but as the battle continues, you'll see them more often moving faster and faster. During play, you may collect points in the following manner:**

# CREATURES

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*Mushrooms* - **The mushrooms that dot the forest floor are your best friends and worst enemies. While they shield you from the onslaught of insects, they also help speed the Centipede along by directing it one level closer to you. It takes four hits to completely eliminate a mushroom. If you are hit and lose a wand, all the partially destroyed mushrooms in the forest are magically restored.**

*Poison Mushrooms* - **These are a different shade then the normal mushrooms on your screen. When the Centipede bumps into one, the poison causes it to fall straight down through the forest, heading directly for you! These are displayed as the Black mushrooms on the Game Boy® *COLOR* system.**

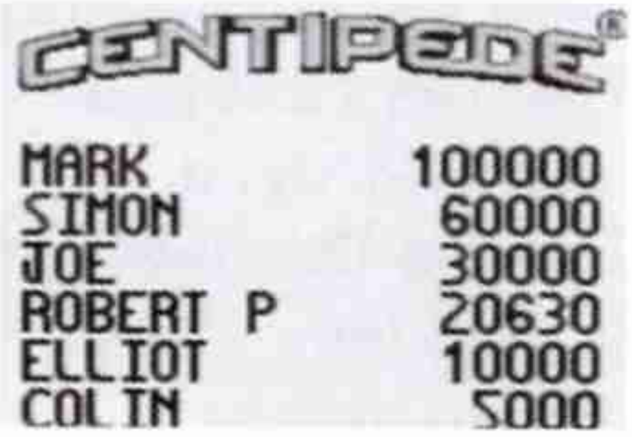
***If the Centipede, Spider or Flea manage to catch you, you're "bitten" and become temporarily paralyzed and you lose one wand. You now must replay that wave until the Centipede is totally destroyed.***

# SCORING

| *Points* | *Creatures* |
|---|---|
| 10 | Centipede Body Segment |
| 100 | Centipede Head |
| 200 | Flea |
| 300 | Spider - from long range |
| 600 | Spider - from medium range |
| 900 | Spider - at close range |
| 1000 | Scorpion |
| 1 | Mushroom - eliminated |
| 5 | Mushroom - shot 1 to 3 times |
| 1 | Poison Mushroom - eliminated |
| 5 | Poison Mushroom - shot 1 to 3 times |
| 5 | Poison Mushroom - untouched |
| 12000 | Extra Wand |

# HIGH SCORES

When the game ends, if the current player's score is higher than any score currently on the high score list, the player will be able to enter their name on the high score list by doing the following:




* Press the Control Pad Up or Down to move forward or backward through the alphabet.
* Press the Control Pad Right to move to the next available letter position. (You may press the Control Pad Left to move back one letter position to correct any letters.)
* Press the Start Button to enter the current name and exit the High Score List screen.

*Note: Once the Game Boy® or Game Boy® COLOR unit is turned off, all of the player's high scores will be erased.*

# TIPS AND TACTICS

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* Blast away mushrooms in a straight line upwards to create a "corridor." When the Centipede hits this gap, it will move straight down and can be easily destroyed.
* Zap the Centipede heads to create new heads from the body segments left behind. Heads are worth ten times more points than the body parts, so you can acquire a higher score.
* Since fleas don't appear until you destroy most of the mushrooms around you, set up a "mushroom shield" to keep this lightning-fast pest from striking, just don't shoot away the mushrooms closest to your wand.
* Each creature makes its own distinctive sound. When you recognize these sounds, you'll know without looking what's attacking you and where it is located.
* To earn more points, let the Centipede get as close possible before sparking it.

*Good Luck!*

# CARING FOR YOUR GAME PAK

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* Use your CENTIPEDE® Game Pak only in your Nintendo® Game Boy® or Game Boy® *COLOR* System.

* Always make sure your Game Boy's power is off before inserting your CENTIPEDE® Game Pak.

* Store your CENTIPEDE® Game Pak in its protective case when not in use.

* Keep your Nintendo® Game Boy® System and CENTIPEDE® Game Pak free from dust, water, and dirt, and keep them safe from direct sunlight, high heat, and extreme cold.

* Never touch the terminals of your CENTIPEDE® Game Pak.

# WARRANTY INFORMATION

Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To recieve this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requireing warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representive is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FRIEGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
244 Fernwood Avenue
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by neglagence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Experation of Warranty

If the PAK developes a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a moneyorder payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representive determines the PAk cannot be repaired, it wil be returned and your payment refunded.

Warranty Limitations

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