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Nintendo

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GAME BOY

arcade CLASSIC No. 2

KIDS TO ADULTS
AGES 6+

Super GAME BOY GAME PAK

DMG-ACPE-USA

CENTIPEDE™*

MILLIPEDE™**

INSTRUCTION BOOKLET

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Thank you for selecting the CENTIPEDE / MILLIPEDE Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

CENTIPEDE™*

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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

Insert the Centipede/Millipede Game Pak (label side out) into the Game Boy unit, and turn the Power Switch to the **"ON"** position. Press UP/DOWN on the Control Pad (or the B Button) to choose Centipede, and then press the **START Button** to access the Main Menu. Press **UP/DOWN** on the Control Pad to choose the desired game Mode. You can adjust the game's Difficulty Level by pressing **LEFT/RIGHT** on the Control Pad from the Main Menu. Press the **START Button** again to enter the game!

CONTROLLER FUNCTIONS

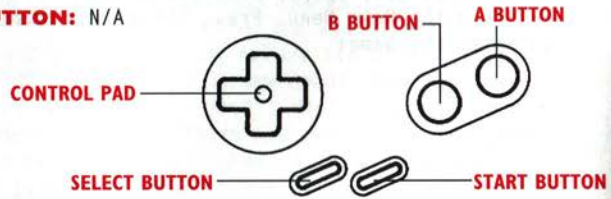
B BUTTON: Fire Magic Wand

A BUTTON: Fire Magic Wand

CONTROL PAD: Move and Aim Magic Wand

START BUTTON: Pause Game

SELECT BUTTON: N/A



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THE MAIN MENU



Select a Game Mode

Move the Control Pad **UP** or **DOWN** to select one of the following game modes, or to view the game credits:

- **One Player** - Standard Centipede
- **2-Player Alternating** - Choose this mode to start a two-player game on one Game Boy. The two players take turns, and compete for the highest score.

- **2-Player Competition (Game Link)** - In this game, you and your opponent try to shoot the same creatures simultaneously. The one with the highest individual score wins.
- **2-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.

Credits - Displays the development team responsible for programming you this game.

CHOOSE YOUR GAME LEVEL

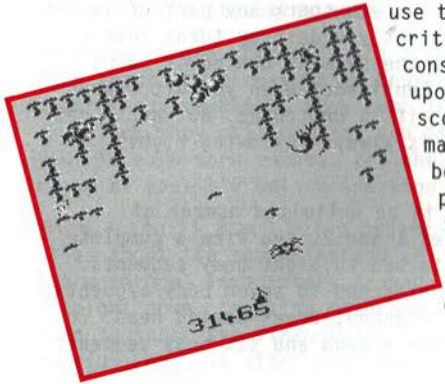
While on the Main Menu, press **LEFT/RIGHT** on the Control Pad (or the **SELECT Button**) to scroll through the following Game Levels:

- **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 – meaning that you get to meet the fleas right away. The scorpions are right behind in Wave 11.

- **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 want is displayed, press the START Button to begin the action.

PLAYING CENTIPEDE



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.

CREATURES

The **Centipede** - The Centipede attacks from the top of the screen winding towards you at 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. But don't get too cocky: another one is always following right behind.

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.

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. On the downside, they will destroy you if they happen to hit you. To earn more points, let the Centipede get as close as possible before sparking it.

Fleas - You'll start being bugged (pun intended) 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. But be careful, because after you shoot them once, they fall twice as fast!

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 and they move faster and faster.

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 (usually lighter) than the normal mushrooms on your screen. When the Centipede bumps into one, the poison causes it to go nuts and plow straight down through the forest, heading directly for you!

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

SCORING

Here's how you accumulate points in Centipede:

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*

** These points are awarded after you lose your current wand.*

Bonus wands are awarded after every 12,000 points. You can have up to six wands total, although only three of them will be displayed on the screen at one time. When you lose your last wand, the game is over.



TIPS & TACTICS

- 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 picked off.
- 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 rack up 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.

Good luck!

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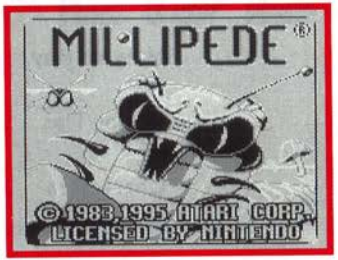
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THE STORY

You're totally lost in a dark, perilous forest. Dangerous mushrooms are quickly pushing up through the forest floor, snaring you on every side. Something slimy flashes through the mushroom maze, moving in on you. The MILLIPEDE, not of normal proportions but a gigantic monster, is attacking you. All you have to fight back with are your trusty magic arrows. Shoot his head to turn him into mushrooms. But this is not the only thing attacking you, there are many more creepy, crawly, buzzing, stinging and swarming creatures in this forest. Keep fighting with your magic arrows, and if you're lucky, you may survive. Just watch out, here they come!



GETTING STARTED

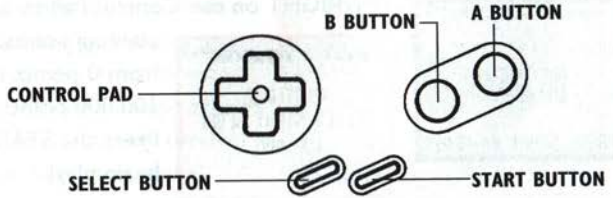
Insert the Centipede/Millipede Game Pak (label side out) into the Game Boy unit, and turn the Power Switch to the "ON" position. When the title screen appears, press UP/DOWN on the Control Pad (or the A Button) to choose Millipede, and then press the START Button to access the main menu. Select one or two players by pressing UP/DOWN on the Control Pad and press the START Button. Now choose your difficulty level by pressing LEFT/RIGHT on the Control Pad to adjust starting points, ranging from 0 points (easy) to 100,000 points (hard). Press the START Button to begin play!





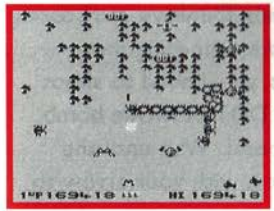
CONTROLLER FUNCTIONS

B BUTTON: Shoot Magic Arrow
A BUTTON: Shoot Magic Arrow
CONTROL PAD: Move and Aim Bow
START BUTTON: Pause Game
SELECT BUTTON: N/A



HOW TO PLAY MILLIPEDE

You start out with three lives.
You fight the enemy by shooting your magic arrows. If you are bitten, one life is lost. When you shoot the Millipede, the segments you shoot turn into mushrooms. The Millipede will change direction every time it bumps into an obstacle. Try and plan ahead to shoot the Millipede effectively. But there are other creatures you have to worry about also. They tend to move erratically and quickly, so use caution. The DDT bombs are handy for destroying large numbers of creatures quickly, so use them wisely. Overall, try to focus on the whole playing field and don't fixate on one particular creature. The others will bite you before you realize what has happened!



PLAYING TIPS

To win in Millipede, first you must know your territory. The area you can move around in is from the bottom of the screen to a maximum of six mushroom rows up, and from left to right as well. You can't move beyond this area. The creatures can move all over the entire screen. The screen will change color when you shoot the ladybug. This is related to bonus points. Try to shoot all creatures other than the Millipede as soon as they appear — this will give you a better chance of clearing the wave and scoring higher points. A normal wave can be cleared by shooting the Millipede, but to clear the 4th and 8th waves, you'll need to shoot the Dragonfly. On the screen, you'll see the DDT pesticide bomb. This is a highly effective weapon at your disposal. Wait until the Millipede gets close to the bomb, then shoot it with your arrow to set it off. This isn't always easy, but it will help you clear the waves very quickly if you can get the Millipede with the DDT bomb. There are also spiders and ladybugs, which appear without warning. These critters move randomly about the screen, which makes them very dangerous. Pay attention to them, or you will surely become their dinner! You can shoot the mushrooms to get rid of them from the playing field. However, strategic disposal of mushrooms will allow you to route the Millipede. This way, you can create a path for him to follow, then strategically position your bow and shoot the pesky critter from a prime location! Mastering this tricky technique will allow you to rack up some impressive scores!

CHARACTERS & SCORING



Millipede: Your main antagonist. Body Segment: 10 points. Head: 100 points.

Caterpillar: 100 points.

Mayfly: 200 points.

Ladybug: She chases you everywhere. 300 points (moves the screen ahead 1 level).

Spider: Arachnid attacker. 300/600/900 points.

Dragonfly: Attacks from above. 400 points (moves the screen back 1 level).

Mosquito: 500 points.

DDT Bomb: Shoot this to release a deadly cloud of pesticide. 800 points.

Longicorn: 1000 points.

Mushrooms: 1 point for eliminating. 5 points for damaging.*

Poison Mushrooms: 5 points.*



*These points are awarded after you lose your current bow. Bonus lives are earned for every 10,000 points scored.

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