

ATARI® 2600™ Game Manual

Millipede™



Bug Off!

An army of menacing *Millipedes*, cousins of the famed *Centipede*, have just invaded your garden patch! Your trusty bug blaster and the occasional DDT bomb are your only weapons against these insidious insects.

But the *Millipedes* aren't the only pesky pests you have to destroy. *Jumping spiders*, *buzzing bees*, *bouncing beetles*, *mosquitoes*, *dragonflies*, *inchworms*, and *earwigs* have all banded together to drive you mad.

So grab your bug blaster and get going. Your poor garden's only a few leaves away from becoming a veritable wasteland!

Getting Started

1. With your television turned on, insert the *Millipede* cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual, and then turn on your console. The *Millipede* title screen appears.
2. Plug a joystick into the left controller port.
3. Press **[Select]** or the joystick fire button to choose the number of points you want to start the game with. Move the joystick handle forward to increase your score or back to decrease it. In the first game of each game-playing session, you can start with 0, 15,000, or 30,000 points. You can start the next

game at up to 15,00 points below your previous high score (in 15,000-point increments, up to 300,000). For example, if you just played a game and scored 107,000 points, you can start your next game at 90,000.

4. Press the joystick fire button to begin the game.
5. During play, press **[Select]** to return to the title screen. Press **[Reset]** or the joystick fire button to restart the game.

Playing the Game

It's up to you to rid your garden of these voracious bugs. Use your joystick to move through the garden. Press the joystick fire button to destroy pests. The trick is to get them with your mighty bug blaster before they get you.

You also get a little help from strategically placed DDT bombs. If you explode the DDT at the right time, the vapor will wipe out any bug it touches. For each bug destroyed by the DDT, you'll earn triple the number of points you would normally get.

You begin the game with three lives. For every 15,000 points you earn, you win a bonus life.

The Pests



Millipedes are deadly, so watch out! They attack from the top of your garden, marching back and forth until they get to the bottom. If any part of a *Millipede* touches you, you're finished!



Jumping spiders enter from either side of the screen. The number of points you get for destroying a spider depends upon how close you are to it when you shoot.



Beetles crawl into the garden when you least expect them. They also follow a particular pattern, so pay attention.



Swat **mosquitoes** for big points. But you'd better be quick—mosquitoes also swarm.



Bees buzz randomly through the garden. They have a distinct sound, so they're easy to recognize. But watch out when they swarm, or you're sure to get stung.



The **inchworm** can't move very quickly, but it's tricky just the same. When you shoot this little creature, all the other insects on the screen slow down for a few seconds.



Mushrooms are only a minor problem, although they're slowly choking you out of your garden.



Watch out for **dragonflies**. They like to swarm, too.



Earwigs are worth a lot of points, but they're hard to hit. They also poison mushrooms on contact. Blast the earwigs before they have a chance to get across the screen.

Strategy

Make sure that you keep your eye on the *Millipede* while you're getting rid of the other pests. The *Millipede* can sneak up on you if you're not careful.

A *Millipede* will change directions if it bumps into one of the mushrooms in your garden. But watch out for the different-colored mushrooms—they're poisonous. If a *Millipede* bumps into one of them, the enraged insect will then charge directly at you.

Scoring

Mushroom	1 point
Millipede segment	10 points
Millipede head	100 points
Inchworm	100 points
Bee	200 points
Beetle	300 points
Spider	300, 600, 900, or 1200 points
Mosquito	400 points
Dragonfly	500 points
DDT bomb	800 points
Earwig	1000 points

Each time you lose a bug blaster, you receive 5 points for every flower and 5 points for every three mushrooms left on the screen.

When insects swarm, you're in for big trouble if you're not alert. You earn 100 extra points for each bug you hit, starting at 200 points, up to 1000 points. But swarming bugs are fast and furious, so watch out

Only a spider can enter the garden when mosquitoes, bees, or dragonflies are swarming.

Each insect has its own unique sound. Learn to identify their noises so you can anticipate their movements.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari®, the Atari logo, Centipede™, Millipede™, 2600™, and 7800™ are trademarks or registered trademarks of Atari Corporation.

Designed by Dave Staugas. Computer graphics by Jerome Domurat. Audio by Andrew Fuchs and Robert Vieira. Arcade game by Ed Logg.

Copyright © 1987, 1988, Atari Corporation, Sunnyvale, CA 94086. All rights reserved.

Printed in Hong Kong. C300016-118 Rev. A

