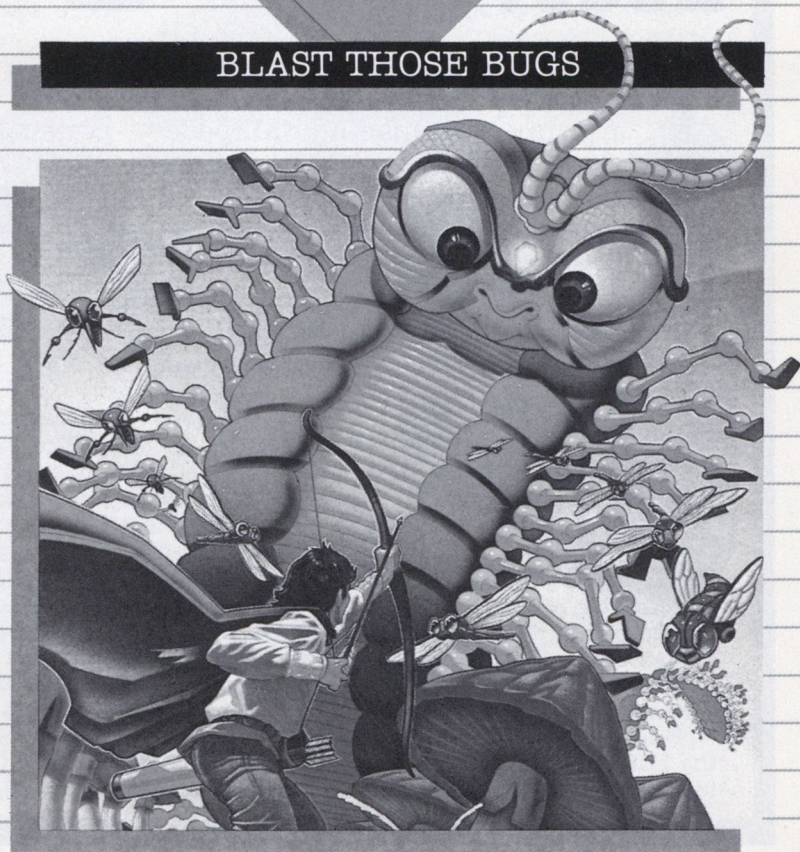


VIDEO GAME CARTRIDGE FOR  
THE ATARI® 2600™ VCS™

ATARI 2600

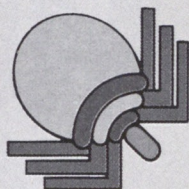
# Millipede™

BLAST THOSE BUGS





# RID YOUR GARDEN OF THOSE BOTHERSOME BUGS!



**A**n army of menacing millipedes—cousins to the famed Centipede™—have invaded your garden patch, and you must shoot arrows at them to rid your plot of these pesky pests. But wait! The millipedes aren't the only insidious insects you have to destroy. Jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs all have unique and deadly powers of their own!

## GETTING STARTED

Insert the MILLIPEDE cartridge as explained in your 2600 Video Computer System owner's guide, and turn on your system.

Plug a joystick controller into the LEFT CONTROLLER jack for this one-player game.



Press GAME SELECT or the fire button to select the number of points you want to begin a game with.

In the first game of any game-playing session, you can start with 0, 15,000, or 30,000 points. Move your controller forward to increase your score and back to decrease your score. After the first game, you can start at up to 15,000 points below your previous high score (in 15,000 point increments up to 300,000).

If you just played a game and scored 107,000 points, for example, you can start your next game at 90,000.

## SURVIVAL TIPS

- Make sure you keep your eye on the millipede while you're getting rid of the other pests. The millipede can sneak up on you if

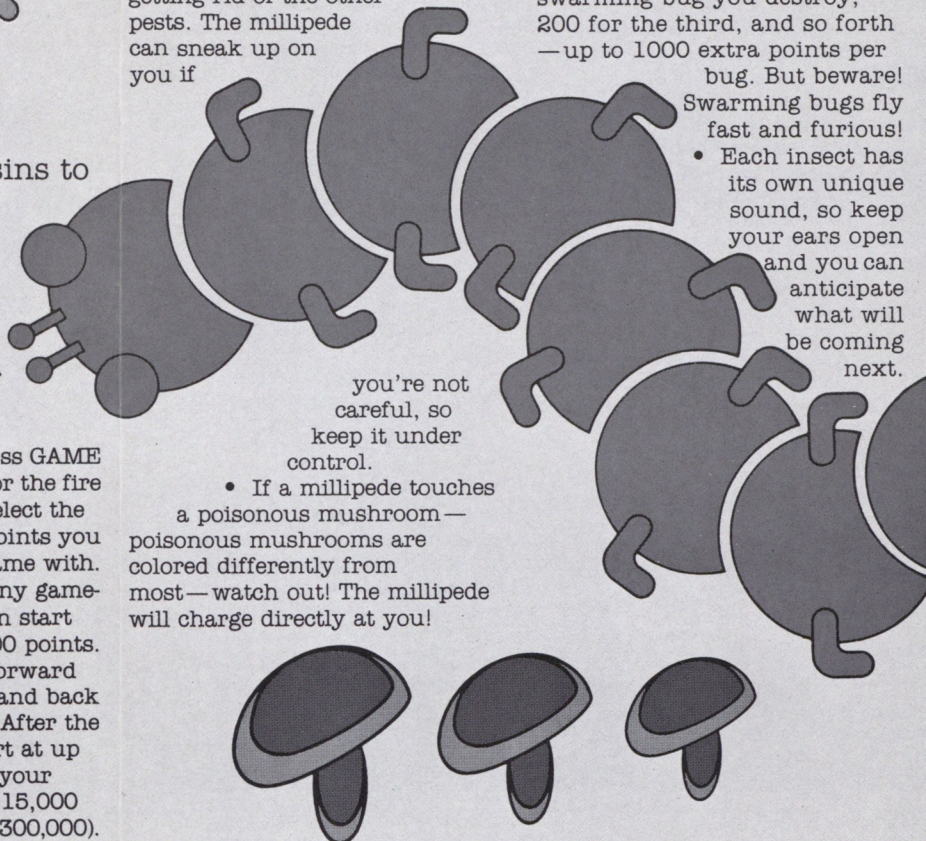
you're not careful, so keep it under control.

- If a millipede touches a poisonous mushroom—poisonous mushrooms are colored differently from most—watch out! The millipede will charge directly at you!

- When the insects swarm, you're in for big trouble if you're not alert. Only a spider can enter the garden while the mosquitoes, bees, or dragonflies are swarming. You get 100 extra points (above the normal point value) for the second swarming bug you destroy, 200 for the third, and so forth—up to 1000 extra points per bug. But beware!

Swarming bugs fly fast and furious!

- Each insect has its own unique sound, so keep your ears open and you can anticipate what will be coming next.






# SCORING


You begin the game with three lives. For every 15,000 points you earn, you're awarded another life.

## **Mushroom 1**


 Mushrooms are all right, but they're slowly choking you out of your garden.

## **Millipede head 100**


## **Millipede segment 10**

 The millipedes attack from the top of your garden. They march back and forth across your patch until they get to the bottom. When a millipede bumps into a mushroom, it reverses direction. If any part of the millipede touches you, you're finished!


## **Spider 300, 600, 900, or 1200**

 Jumping spiders enter from either side of the screen. How many points you get for ridding the garden of a spider depends on how close it is when you shoot it.


## **Beetles 300**

 Beetles crawl in when you least expect them. They also have a particular pattern they follow, so pay attention!


## **Mosquito 400**

 Swat mosquitoes for big points. But you'd better be quick with your arrows — mosquitoes also swarm!


## **Bees 200**

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


## **Inchworm 100**

 The inchworm can't move too quickly, but is tricky just the same. When you shoot this little critter, the movement of all the insects on the screen is slowed down for about four seconds.


## **DDT Bomb 800**

 Thank goodness for pesticides! Just pierce one of the DDT bombs in your garden and earn an automatic 800 points. Explode the DDT at the right time, and the vapor will wipe out any bug it touches! For each bug that's destroyed by DDT, you'll earn triple the points you'd normally get for it.

## **Dragonfly 500**

 Be careful! These flying beasts like to swarm too.

## **Earwig 1000**

 Earwigs are hard to hit, but if you're on target, they're worth a lot. Earwigs also poison mushrooms on contact, changing their color if you don't get them before they cross the width of the screen. Get the earwigs before they cause more damage.

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



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Designed by Dave Staugas  
Audio by Andrew Fuchs and Robert Vicira

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Arcade game by Ed Logg