CENTIPEDE™

ATARI®

HASBRO™
Interactive

WIN 95/98

CENTIPEDE™

FIRST THINGS FIRST!

THE README FILE

The *Centipede*™ CD-ROM game has a ReadMe file with which you can view updated information about the game. To view this file, double click on that file in the *Centipede* directory found on your hard drive. You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then clicking on Programs, then on Hasbro Interactive, then on *Centipede*, and finally on the ReadMe file option.

MINIMUM SYSTEM REQUIREMENTS:
Operating System:	Windows® 95/98
CD-ROM Drive:	4X Speed
Memory:	16 MB RAM
Hard Disk Space:	60 MB Free
Processor:	Pentium® 133 MHz or higher
Video:	1 MB SVGA video card*
Sound:	Sound card*
DirectX:	DirectX version 5.0 (included) or later

RECOMMENDED SYSTEM REQUIREMENTS:
Operating System:	Windows® 95/98
CD-ROM Drive:	4X Speed
Memory:	32 MB RAM
Hard Disk Space:	120 MB Free
Processor:	Pentium® 200 MHz or higher
Video:	1 MB SVGA video card*
Sound:	Sound card*
DirectX:	DirectX version 5.0 (included) or later
3-D Card:	Supports 3Dfx 3-D accelerator cards
Input:	Microsoft® SideWinder game pad (or equivalent)
Modem:	28.8 baud or better (for network play)

* Indicates device should be compatible with DirectX 5.0 or higher.

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SETUP AND INSTALLATION

1. Start Windows® 95/98.

2. It is recommended that you close all other applications before installing *Centipede*. Make sure that you have enough hard disk space on your hard drive.

3. Insert the *Centipede* CD-ROM game disc into your CD-ROM drive.

4. If auto-play is enabled, the installation process should begin. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 desktop. Next, double-click on your CD-ROM icon to install the game. Follow the on-screen instructions to install *Centipede*.

5. You now can run *Centipede* by choosing from the Windows® 95/98 taskbar: Start\Programs\Hasbro Interactive*Centipede*.

Note: You must have the **Centipede** *CD-ROM in the CD-ROM drive to play.*

INSTALLATION OF DIRECT X

The *Centipede* CD-ROM requires DirectX 5.0 or higher in order to run. If you do not have DirectX 5.0 (or higher) installed on your computer, click "Yes" when asked if you would like to install it. You will need to restart your computer for the new drivers to take effect.

INTRODUCTION

THE STORY BEGINS

The story begins every hundred years. It always begins the same way, with a Legend awakening. Legend says that a multitude of armored beasts emerge from the dark core of the Earth. They swarm to the surface drawn by their master. Every hundred years they try to overtake our world and we always think we've destroyed them. The Legend also has it that every hundred years, we're wrong!

When word came down that the Legend had come to life, we built The Shooter. But we needed a hero to fly it. This year the magic stick didn't point to the usual hero. It

pointed to Wally Gudmunzsun. Now Wally wasn't one of the usual heroes. In fact, he wasn't a hero at all. He was just a simple bean counter. But when you're asked to save the world, you don't ask why. You just make it happen.

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SINGLE PLAYER - Click on this button to begin a single-player game. This will take you to the New Game screen.

TWO PLAYER - Click on this button to begin a two-player game. This will take you to the Two-Player Connection screen.

OPTIONS - Click on this button to configure the sound effects and music volumes, game controls, and to view the game credits.

QUIT - Click on this button to exit the Centipede game and return to the Windows® desktop.
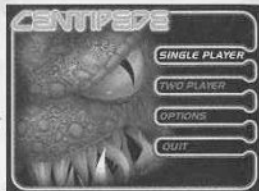
SINGLE-PLAYER GAME

NEW GAME SCREEN

The New Game screen is where you choose between playing the Arcade version or the Adventure version of *Centipede*. You may scroll through the choices with the arrow keys on the keyboard, with your mouse, or with the directional pad on the game pad. Select a choice by highlighting it and pressing "ENTER" on the keyboard, or the left mouse button, or the "A" button on the game pad.

Arcade - This selection takes you to the arcade-style *Centipede* game, featuring the same addictive gameplay you remember, and a whole new look! Once your game is over, you will see the High Score list. If you qualified for a high score, you will be asked to input your initials to be saved in the High Score list. Use the keys on the keyboard to input

your initials, or the directional arrows on the game pad to scroll through the alphabet, pressing the "A" button on the game pad when you have selected the letter you want. Once you have entered your initials, press "ENTER" on the keyboard or the "A" button on the game pad for another Arcade game, or "ESC" on the keyboard or the "B" button on the game pad to return to the Main Menu.

Adventure - This selection takes you to the adventure-style game of *Centipede* where you must aid Wally in stopping the hordes of Centipedes, Fleas, Spiders, Scorpions — and a slew of new and deadly bugs — from taking over the land.

SELECT A GAME SCREEN

From this screen you may choose to continue a pre-existing Adventure-style game or begin a new game. If you wish to start a new game, highlight the uppermost box at the top of the list, type in the name of the new game, and then press "ENTER" on the keyboard, or click the left mouse button, or press "A" on the game pad. This will take you to the first level of the adventure game.

You can select a pre-existing game by scrolling up and down the list of saved games (ranked top to bottom by high score) with the up or down arrow keys on the keyboard, with the mouse, or with the directional pad of the game pad. Press "ENTER" on the keyboard, or click the left mouse button, or press "A" on the game pad to make a selection. This will take you to the Select Level screen. You may also delete a previously saved game by highlighting that game and pressing the "DEL" key on the keyboard. If you wish to return to the New Game screen, press "ESC" on the keyboard or the "B" button on the game pad.

LEVEL SELECT SCREEN

This screen is where you choose the level you wish to play. As the game progresses, new levels and new worlds open up for play. You may replay previously completed levels, or continue on in the adventure to the next newly opened level. To select a given world, highlight

its corresponding mushroom to the right side of the screen by scrolling up and down with the up and down arrow keys on the keyboard, with the mouse, or with the directional pad of the game pad.

Note: You may only scroll up and down if there is more than one mushroom (denoting each world) available.

To select a level of a given world, highlight the corresponding world mushroom and scroll side-to-side. Select a choice by highlighting it and pressing "ENTER" on the keyboard, or clicking the left mouse button, or the "A" button on the game pad. You may press "ESC" on the keyboard or the "B" button on the game pad to go to the Main Menu screen.

TWO-PLAYER GAME

TWO-PLAYER CONNECTION SCREEN

Network Play

The Two-Player Connection screen is where you may choose between starting or joining a two-player network game. Choose from the following network setups:

Start - Click here to *host* a new two-player Adventure game. You will be asked to enter a name of the game. Once another player has joined your game, the game will immediately begin.

Join - Click here to *join* a two-player Adventure game. If you are connected to a network, you will see the available games to select from, or you may enter the IP address of the host's computer to connect via the Internet.

IMPORTANT! You must already be connected to the Internet prior to running Centipede.

Split Screen - Click here to begin a two-player Adventure game on the same computer. The computer screen will be divided in half, with one player playing on the left side and the other playing on the right side. You may set up both players' controls through the Options menu prior to playing.

Note: If you wish to return to the Main Menu, press "ESC" on the keyboard or the "B" button on the game pad. You may also scroll through the choices with the arrow keys on the keyboard or the directional pad on the game pad. Select a choice by highlighting it and pressing "ENTER" on the keyboard or the "A" button on the game pad.

OPTIONS

OPTIONS SCREEN

The Options screen is where you may change various settings for the game.

Sound - Lowers or raises the volume of sound effects within the game.

Music - Lowers or raises volume of music within the game.

Controls - Allows for the custom configuration of the default game controls.

Credits - Allows you to view the list of people who worked on *Centipede*.

Note: If you wish to return to the Main Menu, press "ESC" on the keyboard or the "B" button on the game pad. You may also scroll through the choices with the arrow keys on the keyboard or the directional pad on the game pad. Select a choice by highlighting it and pressing "ENTER" on the keyboard or the "A" button on the game pad.
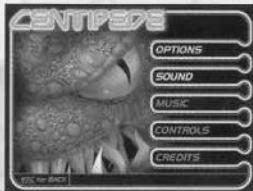
CONTROLS

Centipede may be played using the keyboard, a mouse, a combination of the two, or a six-button game pad (such as Microsoft's SideWinder game pad). The controls are used to pilot The Shooter. Below are the default settings. These settings may be reconfigured within the Options screen.

Action	Keyboard	Mouse	6-Button Game Pad
Forward	↑	mouse forward	↑D-Pad
Backward	↓	mouse backward	↓D-Pad
*Turn Left	←	mouse left	←D-Pad
*Turn Right	→	mouse right	→D-Pad
*Strafe Left	Z		L1
*Strafe Right	X		R1
*Jump	Shift		C
Fire Primary Weapon	CTRL	left mouse button	A
*Fire Special Weapon	SPACE BAR	right mouse button	B
*Next Special Weapon	S		Y
*Previous Special Weapon	A		X

*Used only with the Adventure-style game

Note: Pressing the "Tab" key on the keyboard will allow you to configure the controls for the second player for the Two-Player Split Screen mode. The "ESC" key on the keyboard or the "B" button on the game pad will return you to the Options Menu.

PAUSING THE GAME

You may pause the action by pressing "Pause" on the keyboard or the "Start" button on the game pad. To resume play, press the same button.

THE ARCADE GAME

THE SHOOTER

The Shooter is your means to destroy the oncoming attack waves. It can move forwards, backwards, and side-to-side always facing the same direction (forward). The Shooter may be moved freely within the lower quadrant of the game screen. Pressing the primary weapon button for The Shooter fires out a single shot. Pressing the primary weapon button, and keeping it depressed, will make The Shooter fire a stream of continual shots. Be careful! There can only be one shot from The Shooter on screen at one time. This means that during the time the last shot fired, no other shots may be fired until the previous shot hits a target or flies off the top of the screen.

A. Points **B.** Remaining Shooters **C.** Target Values

BONUS! Players receive additional Shooters for every 12,000 points earned.

THE TARGETS

There are five targets you must destroy to gain points. If a target touches The Shooter, it destroys The Shooter on contact.
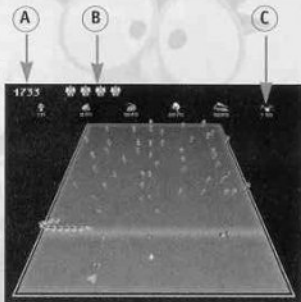
CENTIPEDES - These enemies are the primary targets of the game. They start at the top of the playing field at the start of each attack wave, then wind their way down towards your Shooter. A single shot from your Shooter destroys a centipede link and plants a mushroom in its place.

head segment = 100 points   body segment = 10 points

SPIDERS - These enemies are both elusive and dangerous. They start from either the left or right side of the Shooter's playing field of movement, zigzagging from one side to the other. Spiders will eat mushrooms that they come in contact with.

At close range = 900 points
At medium range = 600 points
At far range = 300 points

200 points

FLEAS - Fleas start at the top of the playing field during a centipede attack wave and descend in a straight path towards The Shooter. As the fleas make their way down, they plant mushrooms at random intervals.

1000 points

SCORPIONS - The scorpions' main role is to poison mushrooms. They start from either the left or right side of the playing field, and move in a straight line from one side to the other while poisoning any mushroom they come in contact with.

MUSHROOMS - Mushrooms are the core of the game, coming in two different forms and interacting with the other targets in different fashions. Destroying centipede links will create mushrooms in their place. Fleas plant mushrooms. Spiders eat mushrooms, and scorpions poison mushrooms. Poison mushrooms make centipedes head straight down to the bottom of the play field if they touch each other. All mushrooms take four shots to destroy completely.

Destroyed mushrooms = 1 point

Poisoned mushrooms = 1 point

Note: Players receive 5 points per damaged or poisoned mushroom at the reset of a wave when a player loses a Shooter.

THE ADVENTURE GAME

THE SHOOTER

When word came down that the Legend had come to life, we built The Shooter. The Shooter is the combination of magic and mechanics. Wally, our reluctant would-be hero, and you, his partner, will pilot The Shooter through dangerous lands in hopes of ridding the insect threat.

The Shooter hovers just above solid objects. It can, when needed, spring up into the air, jumping over obstacles or reaching otherwise inaccessible areas. Unfortunately for you and Wally, The Shooter doesn't fair well over water, lava, or any other liquids.

The Shooter comes equipped with a primary magic laser weapon that will prove useful in exterminating the bug menace that has risen. It can also clear away the mushrooms that populate the land. The magic that powers the primary weapon never depletes. A good thing — you and Wally will need everything to stop the invasion.

You and Wally will not have to rely solely on The Shooter's primary weapon to get the job done. Wally's home is a land full of magic and The Shooter can utilize that magic for limited amounts of time. The magic comes in the form of power-ups that can be found throughout the various landscapes. If you destroy a mushroom while it is flashing, a power-up will also appear.

Note: You may change the camera view at any time during gameplay by pressing F1, F2 or F3 on the keyboard.

THE POWER-UPS

Power-ups give The Shooter a variety of abilities, some for a limited amount of time, others for a limited number of uses.

Special Power-Ups

Ladybug Shield - The Shooter can hold up to 3 of these at one time. Each shield makes The Shooter invulnerable to a single hit from an enemy, projectile, or poisonous mushroom.

Invulnerability - Makes The Shooter invulnerable to hits from an enemy, projectile, or poisonous mushroom for a limited amount of time.

Extra Life - Gives the player an additional Shooter.

Laser Power-Ups
(These last for a limited amount of time only.)

Double Shot - Magic laser upgrade that shoots 2 alternating beams three times as fast as The Shooter's primary magic laser weapon.

Triple Shot - Magic laser upgrade that shoots in 3 directions at once.

Side Shot - Magic laser upgrade that, like the Triple Shot, shoots in 3 directions, only this one fires directly forward and from each side of The Shooter.

Spray Shot - Magic laser upgrade that explodes into a spray of 6 smaller lasers upon contact with a target. These smaller lasers, in turn, do damage to anything within close proximity.

Ground Skimmer - Magic laser upgrade that hugs the ground terrain. This allows The Shooter to destroy bugs that are on higher or lower slopes.

Airborne Shot - Magic laser upgrade that fires one shot straight ahead and two shots into the air. This is useful against flying enemies.

Special Power-Ups
(These have a limited inventory.)

Rocket - When fired, tends to track the closest winged adversary within an area. A player receives 5 shots after picking up this power-up.

Lob Bomb - Enables player to throw bombs at the intended target. The longer the player holds down the special weapon fire button, the farther the bomb will travel. Be careful! Bombs may damage or destroy The Shooter just as easily as they do the enemy. A player receives 5 shots after picking up this power-up.

Flame Thrower - Enables the player to shoot out a curving flame for a brief period of time. A player receives 5 shots after picking up this power-up.

Mine - Enables the player to drop a mine. If anything runs into the mine, including the player, it explodes. A player receives 4 mines after picking up this power-up.

Shrapnel Mine - Enables the player to drop a mine that damages its victim as well as anything in the surrounding area. If anything runs into the mine, including the player, it explodes. A player receives 2 mines after picking up this power-up.

Missile - When fired, tracks the closest flying enemy within the area with a much greater accuracy than the Rocket. A player receives 4 shots after picking up this power-up.

Burst - When fired, shoots out multiple projectiles in a radius away from The Shooter. A player receives 5 shots after picking up this power up.

Throwing Star - When released, this large spinning blade mows through everything in its path until it hits the ground. A player receives 3 shots after picking up this power-up.

Super Missile - When fired, tracks the closest aerial opponent with speed and efficiency superior to that of the Missile. A player receives 2 Super Missiles after picking up this power-up.

THE TARGETS

The Queen Pede will stop at nothing to ensure that, this time around, it's "Game Over" for the Wee inhabitants of Weedom. She has carefully stocked her ranks of evil bug minions with adversaries of the past (Centipedes, Fleas, Spiders, and Scorpions) and enemies of the present (Enforcer Flies, Bore Bugs, Fire Beetles, and other vile pests). Our Wee observers have seen and reported back on most of the enemies. Unfortunately, we have very little information about E-vile, the dreaded home of the Queen Pede.

Centipedes - are your main opponent. Any collision between a Centipede and your Shooter results in the loss of life, unless The Shooter has a special power-up invoked. The Centipedes wind through the levels on a traversing path. Centipedes are capable of destroying Wee buildings and harming Wee people. A single shot from The Shooter will destroy any segment and cause a mushroom to grow. In the adventure game, a Centipede will change direction if you cross its path. Use this tactic to draw Centipedes away from vulnerable ground targets you are trying to protect.

head segment = 100 points

body segment = 10 points

200 points

Fleas - constantly thwart your mushroom-destroying efforts by creating new mushrooms. Unlike other classic monsters, it takes two shots from The Shooter's default laser to destroy a flea. Fleas cross the levels in straight lines, planting mushrooms as they go. Fleas plant both normal mushrooms and flashing mushrooms. If a player shoots a flashing mushroom while it is still flashing, the mushroom will generate a power-up. So, killing fleas can actually reduce the number of potential power-ups that you may have access to. However, you will most certainly lose a life if you make contact with a flea.

Spiders - are one of your major opponents. They bound around the level, seeking you out, destroying all mushrooms and power-ups that they come in contact with. While their mushroom-destroying capabilities may actually benefit the player, leaving a spider unattended can easily lead to them sneaking up and destroying you.

900, 600, 300 points depending on their range from you when destroyed.

Scorpions - traverse the levels in straight paths, turning all mushrooms that they come in contact with into poisonous mushrooms. If a Centipede comes into contact with a poisonous mushroom, it will change its course and move swiftly towards The Shooter. Mushrooms that have been touched by a scorpion will remain poisoned until they are either destroyed or you lose a life, at which point they change back into normal mushrooms.

1000 points

Bore Bugs - have the awesome ability of being able to drill through any object with their diamond tipped noses. Bore bugs will attack city gates, buildings, and any mushrooms they encounter on their path of destruction.

400 points

Mortar Bugs - are bomb-lobbing, fiendish opponents. They steadily stalk their targets and then launch destructive mortar shells at them. Even at the moment of death, they find the energy to lob a grenade in a final attempt to cause additional destruction.

300 points

Enforcer Flies - are the first of many winged adversaries you will encounter. They patrol the skies on paths of destruction. When they come within range of you, they will begin launching deadly bombs. Your only defense is to acquire the aerial power-ups and use them against this dreaded beast.

600 points

17

Freezer Beetles - Nothing is more frustrating in your quest to save the Wee folk than the dreaded Freezer Beetle. This foe freezes the Wee people of Frostonia into blocks of ice from which they can not be rescued. Freezer beetles may also create exploding Ice Mushrooms as they crawl around the land.

500 points

Mosquitoes - Talk about a big pest. Mosquitoes buzz around looking for Star Crystals so they can suck the mystical energy from them. Mosquitoes will not hesitate to make a quick snack out of The Shooter if it gets in the way.

700 points

Fire Beetles - lob four fireball projectiles at once from the vents on the top of their shells. You must use great care when encountering this diabolical beast. Fire Beetles wander the levels of Infernium blowing up as many objects as they can while transforming normal mushrooms into dangerous Fire mushrooms.

600 points

Dragonflies - are winged, fire-breathing adversaries. Dragonflies mercilessly pursue you through the smoke filled skies of the Infernium levels. You must be quick to react and use your secondary weaponry to destroy these monsters before being turned into burnt toast.

800 points

Killer Mushrooms (Fungus Slayiforous) - These mushrooms, when standing still, look like any other mushroom found in Enigma — but don't take your eyes off of them! They have legs of their own and will get up and go when you least expect it. If one runs into The Shooter, it could be disastrous.

1200, 900, 600 points depending on their range from you when destroyed.

THE WORLDS

A hundred years have passed and the Dreaded Eclipse has returned, bringing with it the Legend awakening. You and Wally must travel across 5 dangerous regions and many treacherous lands, in your heroic quest to save all of Weedom from the legions of vicious insects, terrible bug hordes and ultimately, the Queen Pede.

During your quest, you will be called on to perform special tasks such as saving Wee people and protecting Wee buildings. Although you do not have to perform these objectives to move on in your quest, you will be rewarded for doing so and they will determine just how much of a hero you are.

WEEDOM - This is where your adventure begins. You and Wally must confront the enemy for the first time as the bug hordes try and destroy everything in their path, including the Wee villages and towns. Together, you and Wally must exterminate or push back the bug menace from the areas, saving the buildings and rescuing the Wee people that are in harms way.

 Wee Buildings

 Wee Citizens

 Wee Druid

 Star Crystal

FROSTONIA - This magical mountainous region is home to both Wee Citizens and Wee Druids alike. This is a place of great power for the Wee Druids, who study and harness the magic in hopes that one day they may understand the Dreaded Eclipse and stop the Centipedes from ever attacking again. In Frostonia, you will encounter the sacred Star Crystals. These powerful gems are used by the Wee druids to study the eclipse. You will need to defend the Crystals against the Mosquitoes, who can drain their mystical energies.

	Wee Buildings		**Eskiwees**
	Wee Druids		**Talismans**
	Star Crystals		**Hero Statues**

Ice Mushrooms - Created by Freezer Beetles. When destroyed, this mushroom explodes into shards that damage anything they touch.

Stone Mushrooms - These mushrooms can sustain more damage before being destroyed.

INFURNIUM - Infurnium is one of the hottest lands known to the Wee people. It is also the only place that holds the precious Star Crystals in abundance. You and Wally must vanquish the bug minions of the Queen Pede in this region, as well as save the poor Wee Miners, their dwellings, mining equipment, and extracted Star Crystals.

Wee Miners

Wee Dwellings

Wee Mining Equipment

Extracted Star Crystals

Mining Carts

Fire Mushrooms - created by Fire Beetles. When destroyed, the mushrooms explode into four deadly fireballs.

Amber Mushrooms - Shots fired at these mushrooms double and bounce off in a new direction.

ENIGMA - This land is not really a land at all, but rather another plane of existence where the Wee Druids "visit" while meditating and where the Centipede Wee heroes of the past now rest. Very few Wee people have ever physically visited this place, and now you and Wally must go there to stave off the Queen Pede's invasion into this mystical realm.

Hero Statues

Talismans

Mystical Disrupters

Rubber Mushrooms - These mushrooms look just like regular mushrooms; however, they are much more difficult to destroy as they will rebound back to life, just when you think you have destroyed them. They must be destroyed a number of times before they will actually be gone for good.

Multiple Mushrooms - Another mushroom disguised as a normal looking mushroom. Once destroyed, the multiple mushroom creates a new 3x3 patch of mushrooms. Just when you think you're out of the mushroom forest...

Inverse Mushrooms - These mushrooms are indeed an enigma! When shot, they get larger rather than smaller until they finally pop out of existence. They, too, look like normal mushrooms.

E-VILE - The name alone should tell you this is no place for you or a Wee person to venture. But you must. It is this region that Wee people dread, and rightly so. It is dark and foreboding for starters, and is now home to the Queen Pede. It's going to take all of your skill (and a bunch of courage from Wally!) to meet this menace at her front doorstep and rid Weedom of the terrible Legend forever.

Metallic Mushrooms - When destroyed, these mushrooms explode into harmful shards of metal mowing down anything in their path.

Reflective Mushrooms - Shots bounce off in random directions. Be careful that a shot doesn't come back at you!

TALLY UP THOSE POINTS!

At the end of each level, you will get to see how well you did. A number of bonus points will be awarded according to the bonus objectives of the level performed. With the addition of bonus points, you may receive additional Shooters (at every 12,000 points). The higher your score, the better hero you have proven to be.

HASBRO INTERACTIVE'S WEB SITES

Centipede™ has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

http://www.atari-centipede.com

Visit and you will discover that Hasbro Interactive web sites contain such things as:

Technical Support • Hints and Tips • Player Contact Information • Software Upgrades • Demos • Interaction • Interviews • Competitions • Chat and Community • Downloadable Themes • And much more!

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

PLAY ONLINE!

For more information on playing *Centipede* online, please visit Hasbro Interactive's Online Games area at:

http://www.games.com

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Centipede* CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from

8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Centipede* CD-ROM game to: **HI@hasbro.com**

To find out more about the *Centipede* CD-ROM game, please visit:

> **http://www.atari-centipede.com**

For information on any other Hasbro Interactive CD-ROM product, please visit:

> **http://www.hasbro-interactive.com**

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HASBRO INTERACTIVE'S LIMITED NINETY-DAY WARRANTY

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the *Centipede* CD-ROM game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Technical Support Department at (410) 568-2377, between the hours of 8:00 a.m. and 12:00 midnight Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive

will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

DISC REPLACEMENT POLICY

If this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 1027 Newport Avenue, Pawtucket, RI 02862, for a free replacement. This policy applies to the original purchaser only.

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Uses Smacker Video Technology.
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