CENTIPOD

THE STORY

The inhabitants of T-PYGE have developed to such an extent that they are now capable of escaping the restrictions of the physical to merge with the energies of the cosmos. But, before entering this ethereal form they must secure their World from pillage and desecration by other less peaceful races. You, as one of the last of the T-PYGE race remaining in corporeal form, must complete this mission.

A complex security system has been designed and it is your task to complete its activation in 3 important areas.

To activate the security system you must direct a CENTI through each of the 3 areas, freeing, freeing a number of security pods, linking with them and depositing them in the CONTROLLERS. When you have completed this task in one area you must return to the starting portal to move onto the next area.

CHALLENGE SOFTWARE

INSTRUCTIONS

LOADING - Type LOAD "" and then Press ENTER and Start the Tape.

CONTROLS

(A) In CENTI form
1. When alone the CENTI may jump in the air by pressing the appropriate key.

(B) In CENTIPOD form (ie CENTI joined to one or more Pods)
1. When the Jump key is pressed the CENTIPOD, being too heavy to jump, will begin to climb upwards and will continue climbing until either the key is released, the CENTIPOD has reared up to its full extend or a ledge has been reached.
2. CENTI can only link wit a MAXIMUM of 3 PODS at one time. If the Drop key is pressed the POD furthest from the CENTI will be released.

(C) In both forms (ie CENTI and CENTIPOD)
1. When the Fire key is pressed the CENTI releases a bullet which will temporarily destroy an alien or disrupt a crusher.
2. The direction of movement of both the CENTI and CENTIPOD is controlled by the left and right keys.
3. The CENTI has the ability to control the panels which make up some of the walls and floors in its vicinity. When the appropriate key is pressed the open panels will close and vice versa.

THE WORLD OF T-PYGE

The Underground World of T-PYGE contains many features which may either help or harm the CENTI in its task.

1) SECURITY PODS: The CENTI must free these, link with them and deposit them at the CONTROLLERS.

2) PROTECTIVE CAGES: These cover the PODS initially and must be removed by tripping the release switches.
3) CONTROLLERS: The PODS must be dropped on the control pads immediately below the CONTROLLERS and will then become one with them, activating the security system.
4) ENERGY MUSHROOMS: The staple diets of CENTIS and CENTIPODS.
5) TRANSPORTERS: These materialise the CENTIS at other Transporters in the complex.
6) UPPERS: These lift the CENTI, but not the heavier CENTIPOD, to the platform above the UPPER.
7) GOALS: When the CENTI walks over one of these its position is encoded in the memory of all its successors. This is heralded by a red flash in the border and a distinctive tone.
8) KEYS and DOORS: Certain areas of the complex may only be accessed by the correct colour-coded KEYS.
9) The CENTI's energy may be drained by contact with any one of the aliens, crushers, cannon balls or sparks of electricity.

THE SCOREBOARD
The Scoreboard details not only your Score but also many of the vital details of the CENTI and its progress.
1. The number of PODS remaining to be collected
2. The number of PODS deposited
3. The number of CENTIS remaining to the Player
4. The CENTI's energy level
5. The KEY (if any) in the CENTI's possession.
6. The Score.

PLAYING HINTS
Control of the CENTI and CENTIPOD are two entirely different Skills which must be mastered separately.
Mistakes made in the control of the CENTI and CENTIPOD are penalised more heavily in the three Main Areas than in the TEST ZONE. Careful positioning of the CENTI in the CENTIPOD is vital on the later levels of the game since it is only from the CENTI that the bullets emerge.
Some places in the complex may only be accessed by a CENTIPOD and not by a CENTI. Remember to return to the starting portal when you have completed your mission in one area, so that you can progress onto the next area. The game ends when you have activated the security system in all three areas and returned to the starting portal.

For details of our range of games send a SAE to Challenge Software, 37 Westmoor Road, Enfield, Middlesex EN3 7LE.