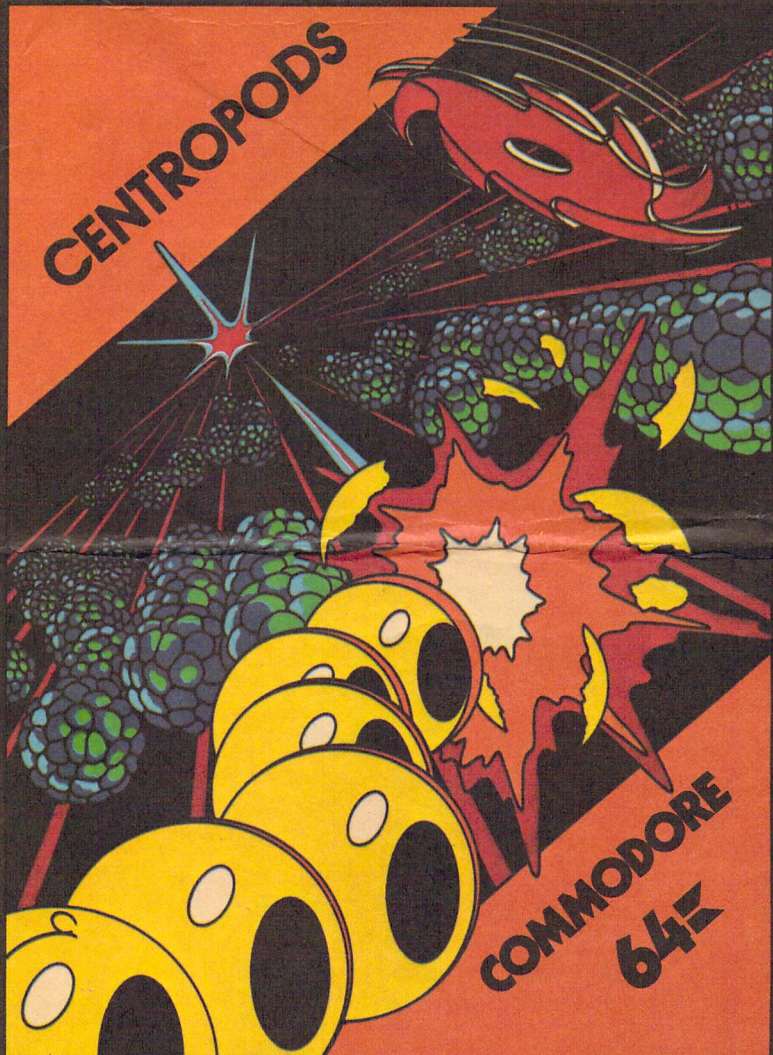




COMM \* DATA  
COMPUTER HOUSE, INC.

CENTROPODS



COMMODORE  
64K

COMPUTER  
SOFTWARE



## CENTROPODS

### SE132

Do you have the required concentration and skill necessary to survive in the hostile environment of another world? Centrons are attacking from above in streams. The spinning alien "buzzer" relentlessly tries to slash at your spacesuit while sticky glue pods are slowing your progress whenever you step on one. With hovering saucers and guided missiles thrown in, it becomes most difficult for one to survive very long on the surface of Centro. How long can you last—how many points can you accumulate before the succumb?

This game requires the use of a joystick plugged into joystick port 2. While your movement is limited to the bottom portion of the screen, you can move in all directions. Locate your player beneath a target and press the fire button to destroy an alien (and gain points). Direct contact with any alien being or device (other than a glue pods) will cost you one of your three chances for survival.

Points are awarded depending on how threatening (close) the alien is or, when shooting at a saucer, how far away it is when destroyed. The game may be "paused" by pressing the F1 key and continued by pressing the fire button. Pressing the RESTORE key will restart the game.

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

### DISK LOADING INSTRUCTIONS

**\*\*WARNING — Floppy Diskettes are FRAGILE!** Any dirt, moisture, bending, or fingerprints on the diskette surface will destroy any diskette! Turning the disk unit power ON or OFF with a diskette inside may also damage the diskette.

1. Remove any game or expansion cartridges from your computer and turn on the power switches on both the computer and floppy disk unit.
2. Remove the diskette from it's protective envelope and carefully insert it into the disk unit. Latch the disk unit door shut carefully. **DO NOT FORCE THE DOOR** - the diskette may not be seated properly and forcing the door will damage the diskette.
3. Enter: LOAD "\*", 8 (RETURN) The Disk unit will start (red light will come on solid for about 15 seconds).
4. Enter: RUN (RETURN) The program (or game) will begin - proceed accordingly to it's instructions.
5. Remove diskette from disk unit **BEFORE** dropping power!

#### LOAD ERRORS:

Usually indicated by a **BLINKING** red indicator on disk unit, a message on the computer's screen, or a hang (freeze) of the computer.

1. This program is copyrighted and copy-protected, illegal copies **WILL NOT WORK!**
2. Comm\*Data's programs are recorded twice on each diskette. At step 3 above enter: LOAD "BACKUP", 8 (RETURN)
3. Check the computer, disk unit, and cables. Try another program - if it fails you may have a broken computer.
4. You may have a damaged or bad diskette.
  - a. If a new defective diskette - return it to the store you purchased the program from for replacement.
  - b. If an old damaged diskette - return it along with \$5.00 to Comm\*Data, 320 Summit Ave., Milford, Mi. 48042 and we will replace it.