The object of the game is to destroy the centipede before it makes its way toward you at the bottom. Destroy all centipede segments on each level to advance. Once you defeat all of the levels in the game you will be victorious!

SCORING

- Centipede segment destroyed – 10 points each
- Centipede head destroyed – 100 points each
- Flea destroyed – 200 points each
- Spider destroyed – 300/600/900 points each, depending on how close the spider is to the shooter
- Mushroom fully destroyed – 1 point each

Extra lives are awarded every 10,000 points.

After 60 seconds of inactivity, it will begin to shut down. To restart from sleep mode, press any button.

To end the “Try me” mode, remove the “Try me” pull tab in the back of the unit.
**BATTERY INFORMATION**

- Non-rechargeable batteries are not to be charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- The supply terminals are not to be short-circuited.

- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.

**BATTERY INSTALLATION**

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover. Insert 3 x 1.5V “AA” or LR6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.

**FCC STATEMENT**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.