

MILLIPEDE

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Millipede settings (from Document TM-217 2nd printing):

0 = OFF 1 = ON X = Don't Care \$ = Atari suggests

8 SWITCH DIP (D5)

87654321

0XXXXXXX Select Mode \$
1XXXXXXX Select Mode Off

X0XXXXXX Easy Spider \$
X1XXXXXX Hard Spider

XX00XXXX Bonus life every 12,000 points
XX01XXXX Bonus life every 15,000 points \$
XX10XXXX Bonus life every 20,000 points
XX11XXXX No Bonus life

XXXX00XX 2 lives per game
XXXX01XX 3 lives per game \$
XXXX10XX 4 lives per game
XXXX11XX 5 lives per game

XXXXXX0X Easy Beetle \$
XXXXXX1X Hard Beetle

XXXXXXX0 Easy Millipede head \$
XXXXXXX1 Hard Millipede head

8 SWITCH DIP (P8)

87654321

1XXXXXXX 1 coin counter - U.S. only
0XXXXXXX 2 coin counters

X1XXXXXX 1 credit minimum \$
X0XXXXXX 2 credit minimum

XX00XXXX Not Used
XX01XXXX Not Used
XX10XXXX Not Used
XX11XXXX Not Used

XXXX11XX Select Mode Starting Score
0 points
XXXX10XX 0 and bonus life level
XXXX01XX 0, bonus life level, and 2x bonus life level \$
XXXX00XX 0, bonus life level, 2x bonus life level, and 3x bonus
life level

XXXXXX11 English \$
XXXXXX10 German

XXXXXX01 French
XXXXXX00 Spanish

8 SWITCH DIP (B5)

87654321

11XXXX00 Demonstration Mode
101XXXXX For every 3 coins inserted, game logic adds 1 more coin
100XXXXX For every 5 coins inserted, game logic adds 1 more coin
011XXXXX For every 4 coins inserted, game logic adds 2 more coins
010XXXXX For every 4 coins inserted, game logic adds 1 more coin
001XXXXX For every 2 coins inserted, game logic adds 1 more coin
000XXXXX No bonus coins \$

XXX0XXXX Left coin mech * 1 \$
XXX1XXXX Left coin mech * 2

XXXX00XX Right coin mech * 1 \$
XXXX01XX Right coin mech * 4
XXXX10XX Right coin mech * 5
XXXX11XX Right coin mech * 6

XXXXXX11 2 Coins for 1 Credit
XXXXXX10 1 Coin for 1 Credit \$
XXXXXX01 1 Coin for 2 Credits
XXXXXX00 Free Play