

# Centipede (ColecoVision)

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No matter how many times you try to kill it, **Centipede** *will* come back.

## Hidden Text

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A message from Larry Clague is hidden in the ROM at **0x3858**:



### ***Centipede***


**Developer:** Atari, Inc.


**Publisher:** Atari, Inc.

**Platform:** ColecoVision

**Released in US:** 1983

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 This game has a hidden developer message.

 This game has hidden developer credits.

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IF YOU ARE READING THIS, AND YOU WORK AT COLECO,  
THEN PLEASE TELL GEORGE KISS I SAID HELLO. THANKS.  
SINCERELY, LARRY CLAGUE

PROGRAMMED BY: L CLAGUE  
GRAPHICS AND ANIMATION BY: L CLAGUE  
SOUND DATA SUPPLIED BY: A FUCHS  
START DATE: 04/20/83  
COMPLETION DATE: 08/23/83

Similar credits can be found in the unreleased ColecoVision version of Dig Dug.

### The *Centipede* series

[Collapse]

<b>Arcade</b>	<u>Centipede</u>
<b>Atari 2600</b>	<u>Centipede</u> • <u>Millipede</u>
<b>ColecoVision</b>	<u>Centipede</u>
<b>Intellivision</b>	<u>Centipede</u>
<b>Atari 7800</b>	<u>Centipede</u>
<b>NES</b>	<u>Millipede (HAL Laboratory)</u> • <u>Millipede (Namco)</u>
<b>Game Boy</b>	<u>Centipede</u>
<b>Game.com</b>	<u>Centipede</u>
<b>Windows, Mac OS Classic</b>	<u>Centipede</u>
<b>PlayStation</b>	<u>Centipede</u>
<b>Compilations</b>	
<b>Game Boy</b>	<u>Arcade Classic No. 2: Centipede &amp; Millipede</u>
<b>Game Boy Advance</b>	<u>Centipede, Breakout, Warlords</u>

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