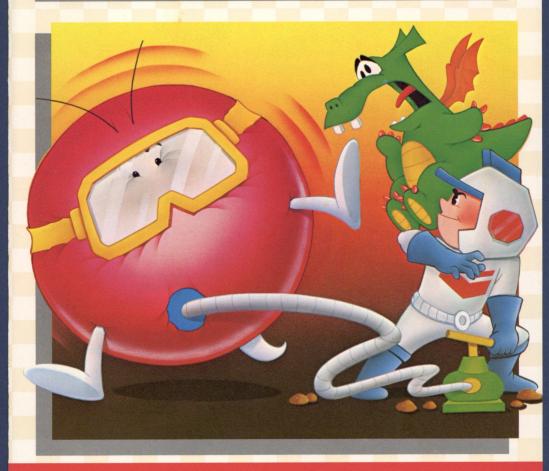
# DIG DUG

Now, the Thrill of the Arcade Game at Home



## HOW MANY VEGGIES CAN A DIG DUG DIG?



oad the Dig Dug cartridge into your ATARI® Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick controller into Controller Jack 1, and another into Jack 2 if two people are playing.

Press SELECT to choose a one- or twoplayer game.

ig Dug starts each game with three lives. After he burrows to the center of the earth on his own, use your joystick to send him where you want. When he enters a tunnel where Pooka™\* is lurking, the monster begins to chase him. Explode Pooka quickly by pressing and holding the red button, or by pumping it repeatedly. Pumping the button just once or twice

will knock Dig Dug out.

You can handle Fygar™\* in almost the same way, but dragons breathe fire, so be careful if you approach him while he's looking at you. It's not enough to be just outside his tunnel when he's looking, either, because his fire is so powerful that it burns a short distance through the earth. Still, attacking him from the side is worth more points than attack-

ing from above or below.

Another way to
handle the monsters is
to drop rocks on them.
To do this, tunnel under-

neath a rock when one or more monsters are chasing you. If you're tunneling upward, make a sharp turn just before you reach the rock and let it fall on them! If you're tunneling

sideways, time yourself so that

the rock falls just as they run

underneath!

to make his

After two rocks have fallen in any round, a veggie or fruit appears at the center of the earth for ten seconds. If Dig Dug can gobble it up, he earns extra points.

But there's something very strange about Pooka and Fygar. Unless you destroy them quickly, they turn into GHOSTS and move through the ground directly toward Dig Dug. As soon as they enter a tunnel completely they become solid again, but while they're still ghosts, Dig Dug can only drop rocks on them.

The last monster left in any round gets scared of Dig Dug and runs to the surface, turning into a ghost if necessary

trip as fast as
possible. Once
on the surface he
scampers to the left
side of the screen.
To catch him, Dig
Dug has to race
toward the surface

himself.

Press START or the red button on

Press the space bar to pause dur-

ing a game, or to reactivate the game

Press OPTION to choose one of 10 difficulty

your joystick to start the game.

levels. Each time Dig Dug finishes a round, he

moves to the next higher level.

after a pause.



will stun the monster so that Dig Dug can slip past. But Dig Dug can't reach monsters through veggies or fruits—and touching Pooka when he's not stunned

\*Created and designed by Namco Ltd. manufactured under license by Atari, Inc.

# SCORING

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he flowers at the top of the screen represent

the number of the round you are currently playing. Each small flower counts as one, and each larger flower counts as ten.

You and Dig Dug score points in several ways:

Each chunk	of dirt	
Dig Dug digs		10

Blowing up Pooka, and Fygar from above or below		Blowing up Fygar from the side
200	Surface.	400
200	Top level of ea	rth 400
300	Second level d	own600
400	Third level do	own 800
500	Bottom leve	el 1000

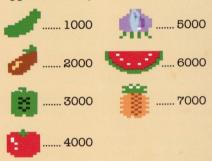
#### Dropping rocks on monsters

(score per rock)	
One monster	1000
Two	2500
Three	4000
Every extra monster	

### Gobbling fruits and veggies



(From the Zucchini on, each food appears twice.)



(The Pineapple continues to appear until the game ends.)

#### Bonus lives

At  $\underline{10,000}$  points,  $\underline{40,000}$  points, and every  $\underline{40,000}$  points thereafter, you earn an extra life.



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