

DIG DUGTM *

Now, the Thrill of the Arcade Game at Home



*DIG DUG is created and designed by Namco Ltd. manufactured under license by Atari, Inc.

HOW MANY VEGGIES CAN A DIG DUG DIG?



Load 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 two-player game.

Press OPTION to choose one of 10 difficulty levels. Each time Dig Dug finishes a round, he moves to the next higher level.

Press START or the red button on your joystick to start the game.

Press the space bar to pause during a game, or to reactivate the game after a pause.

Dig 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 attacking from above or below.

Another way to handle the monsters is to drop rocks on them.

To do this, tunnel underneath a rock when one

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

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!

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 to make his

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.

SCORING

The 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

200 Surface 400
 200 Top level of earth 400
 300 Second level down 600
 400 Third level down 800
 500 Bottom level 1000

Blowing up Fygar from the side

200 Surface 400
 200 Top level of earth 400
 300 Second level down 600
 400 Third level down 800
 500 Bottom level 1000

Dropping rocks on monsters

(score per rock)

One monster 1000
 Two 2500
 Three 4000
 Every extra monster 2000

Gobbling fruits and veggies

 400

 600

 800

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

 1000

 5000

 2000

 6000

 3000

 7000

 4000

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

Bonus lives

At 10,000 points, 40,000 points, and every 40,000 points thereafter, you earn an extra life.



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