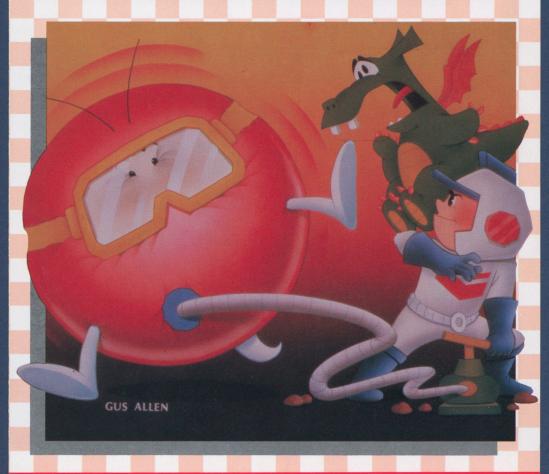
DIG DUG

FROM ATARISOFT

Now, the Thrill of the Arcade Game at Home



HOW MANY VEGGIES CAN A DIG DUG DIG?

LOADING INSTRUCTIONS

TURN OFF your IBM Personal Computer (or compatible equipment). Insert the Dig Dug diskette into the default disk drive (usually Drive A).

TURN ON the Computer. Once the memory checks have been completed, Dig Dug will autoboot and start running.

IBM DIG DUG GAME CONTROLS

Press the joystick button to begin play in the joystick mode.

To play from the keyboard you must select which keys will move Dig Dug Up, Down, Left or Right and which key will activate the pump. The four arrow keys and the space bar are one suggestion for these choices.

To stop Dig Dug, press any other key except the one you have selected.

To turn the sounds off and on, press the CTRL key.

The NUM LOCK key will pause the game and restart a paused game.

The SCROLL LOCK key will quit the current game and call up the title screen where you can start a new game.

To change from keyboard mode to joystick, or to change back, the game must be reloaded from disk.

The planet above is dry and rocky. But deep down below, the lush, fertile dirt has preserved a few precious nutrients of years gone by — rare vegetables and fruits!

Dig Dug is hungry today. All by himself, he burrows his way down to the ancient earth's center for a taste of the buried treasure. But Dig Dug takes a wrong turn, only to discover unexpected dinner guests who will eat just about anything . . .

There's Pooka™, a ravenous robot who likes cute, little creatures just about Dig Dug's size. Pooka isn't all that swift; his stomach is bigger than his eyes!

And then there's Fygar™, the fire-breathing dragon. Fygar likes his snacks well done, and lately he's been dreaming about Dig Dug — cooked to a crisp!

You can fight for Dig Dug's life, and his dinner. First, you can fire and stun Pooka so Dig Dug can slip past. Be careful—touching Pooka when he isn't stunned will stun Dig Dug, instead! You can also fire at Fygar but beware of his fiery breath that's strong enough to pass through tunnel walls. Muster up the courage to attack Fygar from the right or left—it's worth twice as many points as attacking him from above or below.

You can also drop rocks on the monsters. Simply tunnel underneath a rock when one or more monsters are chasing you. If you're tunneling upward, be tricky and make a sharp turn just before you reach the top rock. Anything following you will be quickly crushed. If you're tunneling sideways, time youself so that the rock falls just as they run underneath it.

In any round after you drop two rocks, a vegetable or fruit will appear at the center of the earth. Gobble it up! The more Dig Dug eats, the more points you will earn.

But don't fritter your time away! Unless you destroy these mudloving monsters soon, they will use the dirt-black darkness to their advantage, and turn into ghosts! That way, they can rise directly toward Dig Dug. You can shake a trailing ghost by forcing it to completely re-enter a tunnel. When that happens, it turns back into a monster.

The last monster left in any round loses his nerve and rushes to the surface, if necessary as a ghost, to escape Dig Dug. Once he reaches the topsoil, he scurries to the left. To catch him before he disappears, Dig Dug must follow closely behind.

If you're hungry for adventure, help Dig Dug find his food!

SCORING

Gobbling vegetables and fruits
Carrot400
Turnip600
Mushroom800
(After mushroom, each food
appears twice.)
Zucchini
Eggplant 2,000
Pepper 3,000
Tomato 4,000
Garlic
Watermelon 6,000
Pineapple 8,000
(The Pineapple continues to
appear until the game ends.)
Dropping rocks on monsters (score
per rock)
One Monster 1,000
Two Monsters 2,500
Three Monsters 4,000
Four monsters 6,000
Five monsters 8,000
Six monsters 10,000
Seven monsters 12,000
Eight monsters 15,000

 \mathbf{T} he flowers growing on the topsoil and the number below in the bottom right of your screen represent the round you are currently playing. Each small flower counts as one round, and each large flower counts as ten.

You and Dig Dug score points several ways:

Each chunk of dirt	
Dig Dug digs	10

Blowing up Pooka	Blowing up
or Fygar from	Fygar
above or below:	from the side:
200 Surfac	ce 400
200 Top level of	earth 400
300 Second leve	el down 600
400 Third level	down800
500 Bottom le	vel 1000

Lives:

The bottom left of your screen shows you how many lives are left. Dig Dug earns an extra life at 10,000 points, 40,000 points, and every 40,000 points thereafter.

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