

# SCORING

**T**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

<b>Blowing up Pooka, and Fygar from above or below</b>	<b>Blowing up Fygar from the side</b>	
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
	..... 1000	
		..... 5000
	..... 2000	
		..... 6000
	..... 3000	
		..... 7000
	..... 4000	

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

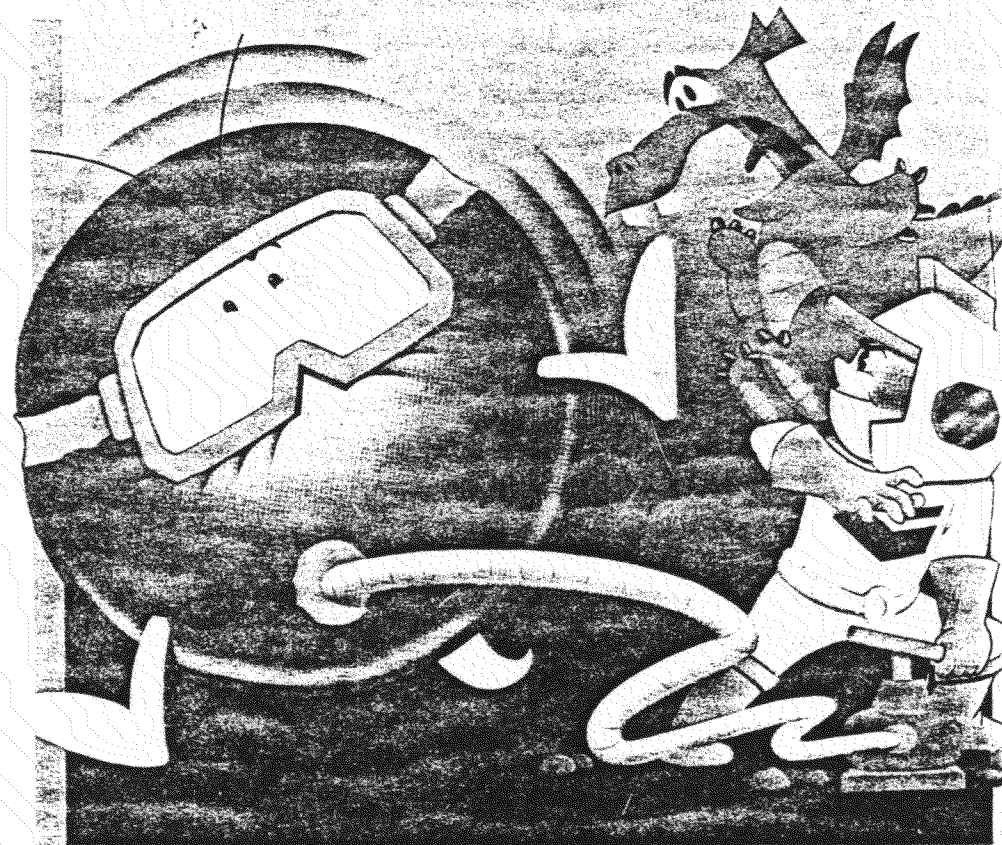
(The Pineapple continues to appear until the game ends.)

### Bonus lives

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

# DIG DUG™

Now, the Thrill of the Arcade Game at Home



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# HOW MANY VEGGIES CAN A DIG DUG DIG?



**L**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 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.

**D**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 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.

# DIG IT!



## Player Update



**D**IG DUG\* for your ATARI® Home Computer has been improved since the instruction guide was printed. So before you grab your shovel, get a handle on these added features and changes in gameplay:



**Y**ou can start playing DIG DUG at any of 12, not 10, levels of difficulty. A new level represented by a cauliflower, worth 7000 points, has been added.

 The Pineapple, worth 8000 points, represents the highest level of difficulty you can choose by pressing OPTION. For beginners,  there's also a Teddy Bear level in which the action starts off at a slower pace. To choose the Teddy Bear level, press OPTION to cycle through the levels past the Pineapple. The Teddy Bear appears on the title screen but not during the game.

Just like the arcade game, DIG DUG allows you to restart play, after a game ends, at the level of difficulty you reached in the game you just finished. You'll find this feature especially useful when you're becoming a DIG DUG ace, challenging the game beyond the Pineapple level. Here's how it works—

When the GAME OVER screen appears, press the fire button on the joystick plugged into Controller Jack 1. But if you've been playing a two-player game, wait until the music ends before pressing the fire button—if you press it

during the music, the game will restart player 1 at the level of difficulty reached in the last game by player 2 and vice versa. And if you want to take a break before getting into your new game, press the fire button *before* pressing the space bar on your computer—otherwise, you'll return to the title screen and lose your chance to start a new game at the level you reached in the last one.

Your instruction guide says, "But Dig Dug can't reach monsters through veggies or fruits..." That's not true anymore—he can!

Your instruction guide also says that while Pooka\* and Fygar\* are ghosts, "Dig Dug can only drop rocks on them." That's only partly true—he can pump them up to stun or destroy them just as they enter a tunnel, even though they may still look like burrowing ghosts.



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