For destroying Fygar from the side, multiply the above corresponding points by two.

For dropping a rock on one or more monsters you score the following points:

One monster	1,000	Five monsters	8,000
Two monsters	2,500	Six monsters	10,000
Three monsters	4,000	Seven monsters	12,000
Four monsters	6,000	Eight monsters	15,000

Bonus: You get one extra Dig Dug at **10,000** points and at every **40,000** points scored.

Strategy

As you tunnel through the earth you can capture the tasty treasures for points. You are not alone in your treasure hunt – soon you encounter Pooka, a big, round monster, and Fygar, a fire-breathing dragon.

You can repeatedly fire at Pooka and blow him up, or fire at him once or twice to stun him and then quickly sneak past him. But don't try to run past him unless he's stunned!

Fygar can be fired at and blown up, but be careful – his hot, fiery breath can blast through earthen walls. If you fire at Fygar from the left or right you will score double the points gained for firing at him from above or below.

Use your strategic skills to crush these monsters with falling rocks. When Pooka or Fygar are chasing you, tunnel your way underneath a rock. Make sure you time your moves so that the rock will fall just as the monsters pass below it. After you have dropped two rocks, a fruit or vegetable will appear in the centre of the screen. Grab the treats for bonus points.

Whether you fire at or crush the monsters, do it quickly before they turn into mischievous ghosts! When ghosts, they can pass through the earth as they home in on you. Get them to follow you into a tunnel – this will make them change back into monsters.

At the end of a round the last monster remaining will scurry to the surface and run to the left of the screen. Follow him closely and catch him before he vanishes!

Datasoft

Premier Arcades™
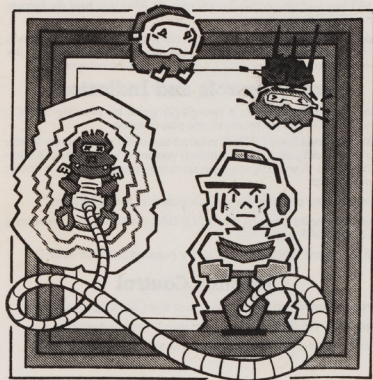
Atari Instructions

Requirements

- Atari® Home Computer (48K)
- Compatible disk drive or cassette recorder
- TV set or video monitor
- Joystick(s)

Getting Started

Turn off your computer, remove all cartridges, and connect a joystick to port #1 (also connect a joystick to port #2 if there are two players). After following either set of instructions below, the game will load automatically.

Cassette Loading (1) Insert the Dig Dug™ cassette into your tape player and press PLAY. (Rewind tape first, if necessary.) (2) Hold down the START key and turn on your computer. (3) After you hear the buzzer, press RETURN.

Diskette Loading (1) Turn on the power to your disk drive 1. (2) When the red "drive busy" light turns off, insert the Dig Dug diskette into the drive and close the drive door. (3) Now turn on the computer.

Game Controls and Indicators

Number of Players Select a two-player game by pressing SELECT. Press SELECT again to return to one-player mode.

Difficulty Level Press OPTION to select one of the ten difficulty levels. The level of difficulty (round number) you are in is indicated at the top of the screen. A small flower represents one round, and a large flower represents ten.

Start Game by pressing the joystick button or the START key.

Pause a game by pressing the SPACE BAR. Resume play by pressing the SPACE BAR again.

Exit Game and return to title page by pressing SYSTEM RESET.

Joystick Control

Move the joystick in the direction you want Dig Dug to travel.

Press the joystick fire button to fire (use pump) at monsters.

Number of lives remaining is indicated at the top of the screen.

Scoring

Each chunk of dirt dug **10**

You score the following points for gobbling these fruits and vegetables:

Carrot	400	Pepper	3,000
Turnip	600	Tomato	4,000
Mushroom	800	Garlic	5,000
Zucchini	1,000	Watermelon	6,000
Eggplant	2,000	Pineapple	8,000

Once the mushroom is gobbled, each food item will appear twice. The pineapple will appear until the game is over.

For destroying Pooka or Fygar while they are above or below you:

On the surface (topsoil)	200	Third level below	400
Top level	200	Bottom level	500
Second level below	300		

For destroying Fygar from the side, multiply the above corresponding points by two.

For dropping a rock on one or more monsters you score the following points:

One monster	1,000	Five monsters	8,000
Two monsters	2,500	Six monsters	10,000
Three monsters	4,000	Seven monsters	12,000
Four monsters	6,000	Eight monsters	15,000

Bonus: You get one extra Dig Dug at **10,000** points and at every **40,000** points scored.

Commodore Instructions

Requirements

- Commodore 64™ Computer
- Compatible cassette recorder or VIC-1541 disk drive
- TV set or video monitor
- Joystick

Getting Started

Turn off your computer, remove all cartridges, and connect a joystick to port #1. If you want to play a two-player game, both players share the joystick. Turn on the power to your TV or video monitor. After following either set of instructions below, the game will load automatically.

Cassette Loading

1. Insert the Dig Dug™ cassette into your tape player. (Rewind tape first if necessary.)

2. Turn on the computer. Press SHIFT and RUN/STOP keys together and programme will load automatically.

Diskette Loading

1. Turn on the power to your disk drive.

2. Insert the Dig Dug diskette into the drive and close the drive door.

3. Turn on the computer. When READY appears on the screen, type LOAD"*",8,1 and press RETURN.

Select a One-Player game by pressing f3.

Start a game by pressing f7 or the joystick button.

Control Dig Dug by moving the joystick in the direction you want Dig Dug to travel. Press the joystick fire button to fire (use pump) at monsters.

Pause a game by pressing the SPACE BAR. Resume play by pressing the SPACE BAR again.

The number of the round you are in is indicated at the bottom of the screen. A small flower represents one round, and a large flower represents ten.

Number of lives remaining is indicated at the bottom left corner of the screen.

Scoring

Each chunk of dirt dug **10**

You score the following points for gobbling these fruits and vegetables:

Carrot	400	Pepper	3,000
Turnip	600	Tomato	4,000
Mushroom	800	Garlic	5,000
Zucchini	1,000	Watermelon	6,000
Eggplant	2,000	Pineapple	8,000

Once the mushroom is gobbled, each food item will appear twice. The pineapple will appear until the game is over.

For destroying Pooka or Fygar while they are above or below you:

On the surface (topsoil)	200	Third level below	400
Top level	200	Bottom level	500
Second level below	300		