

Play the
Original Arcade
Classic in Your
Own Home

APPLE II



DIG DUG

FROM
ATARISOFT™

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

DIG DUG

Atari currently offers the following games on Apple II Diskettes: Pac-Man, Centipede, Defender, Dig Dug, Donkey Kong, Stargate and Robotron: 2084. And there's much more to come!

The world's most popular video games can be yours to play at home, now that Atari makes them for the Apple II. And the possibilities don't stop there. More compatible software will be available soon from ATARISOFT, including educational, management and productivity programs.



**DIG DUG
DIGS FRUITS,
VEGETABLES
...AND
TUNNELS**

THE THRILL OF THE ARCADE GAME

Dodging and blasting Pookas, and dropping rocks on fire-breathing Fygars; Dig Dug burrows his way through a maze of subterranean paths. Ripe fruits and veggies, loaded with points, are his passion. But the evil denizens of the underground pack a potentially lethal wallop, and can hide behind fruits. Even when Dig Dug kills them they may come back as Ghosts. Ghosts don't need tunnels and are harder to kill. Luckily, when the chips are down, they turn out to be cowards... and worth points.

Atari, Inc.
P.O. Box 81657
Sunnyvale, CA
94086

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ATARI

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DIG DUGTM*

Requires: Apple II, II+ or IIe computer (with 48K RAM) a disk drive and a disk controller (with DOS 3.3). Joysticks are optional.



ATARI SOFTTM
APPLE II

DIG DUGTM*

ATARI SOFT
APPLE II

DX5507

SCORING

Gobbling vegetables and fruits

Carrot	400
Turnip	600
Mushroom	800

(After mushroom, each food appears twice.)

Zucchini	1,000
Eggplant	2,000
Pepper	3,000
Tomato	4,000
Garlic	5,000
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

The 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
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Blowing up Pooka or 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

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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DIG DUG*

FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home



GUS ALLEN

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HOW MANY VEGGIES CAN A DIG DUG DIG?

LOADING INSTRUCTIONS

TURN OFF your Apple Computer. Insert the Dig Dug diskette into the main disk drive. (Drive number one)

TURN ON the Apple Computer. If you have an Apple II-E computer, make sure that you are in upper case mode by pressing the CAPS LOCK key.

In about twenty seconds, Dig Dug will be running.

GAME CONTROLS

The game will start in the Title screen. To continue from there, press any key. When the option screen appears, you will have the choice of Joystick or Keyboard mode. Press 'J' for joystick and 'K' for keyboard.

To play from the keyboard, you may select which keys will move Dig Dug Up, Down, Left or Right and which key will activate the pump or you can choose to use the default selections shown below. To change keyboard selection, press your key selections when asked for Up, Down, Left, Right and Pump. To use the default selection, just press RETURN.

DEFAULT KEYBOARD SELECTION

GAME CONTROLS

KEY	ACTION
A	Move Dig Dug up
Z	Move Dig Dug down
<	Move Dig Dug left
>	Move Dig Dug right
Space	Activate the Pump
Any Other	Stop Dig Dug

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

The ESC key will pause the game and restart a paused game.

The CTRL and Q keys together 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, it will be necessary to reboot the game from disk and reselect your choice.

During the game Demo, press any key to start the game.

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 yourself 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 mud-loving 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!

DIG DUG™*

A GAME PROGRAM FOR
APPLE II COMPUTERS

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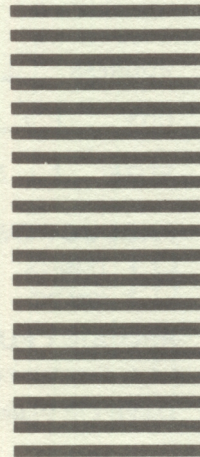
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