

REQUIREMENTS

- IBM® PC (64K)
- Disk drive
- TV set or video monitor
- Joystick (optional)

GETTING STARTED

1. Turn off your computer and connect a joystick if you have one. Turn on the power to your TV or video monitor.
2. Insert the Dig Dug™ diskette into the drive and close the drive door.
3. Turn on the computer. The game will load and run automatically.

Answer the questions that appear on the title screen, and press any key or the joystick button to begin a game.

Keyboard Mode If you select the keyboard mode, you must select the keys you will use for moving Dig Dug and for firing. It's a good idea to use the arrow keys on the numeric keypad for directional movement and the SPACE BAR for firing. (Note: Do not select F1, ESC or S, since these keys are used for other game controls.) Press any key, other than those selected, to stop Dig Dug once he is running.

Joystick Mode Move the joystick in the direction you want Dig Dug to travel. Press the joystick fire button to fire (use pump) at monsters.

GAME CONTROLS AND INDICATORS

Pause a game by pressing the ESC key. Resume play by pressing ESC again.

Sound can be turned off and on again by pressing the S key.

Exit a game by pressing F1. The title and options page will return to the screen.

If you want to change from joystick to keyboard mode or vice versa once the game has started, restart the game by reloading it (see instructions under Getting Started) and select the mode you want.

The round number you are in is indicated at the top and bottom right corners 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

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

Each chunk of dirt dug	10
Carrot	400
Turnip	600
Mushroom	800
Zucchini	1,000
Eggplant	2,000
Pepper	3,000
Tomato	4,000
Garlic	5,000
Watermelon	6,000
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:

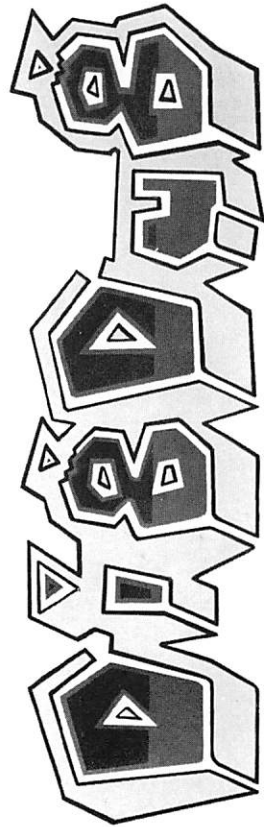
On the surface (topsoil)	200
Top level	200
Second level below	300
Third level below	400
Bottom level	500

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
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

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 center 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!

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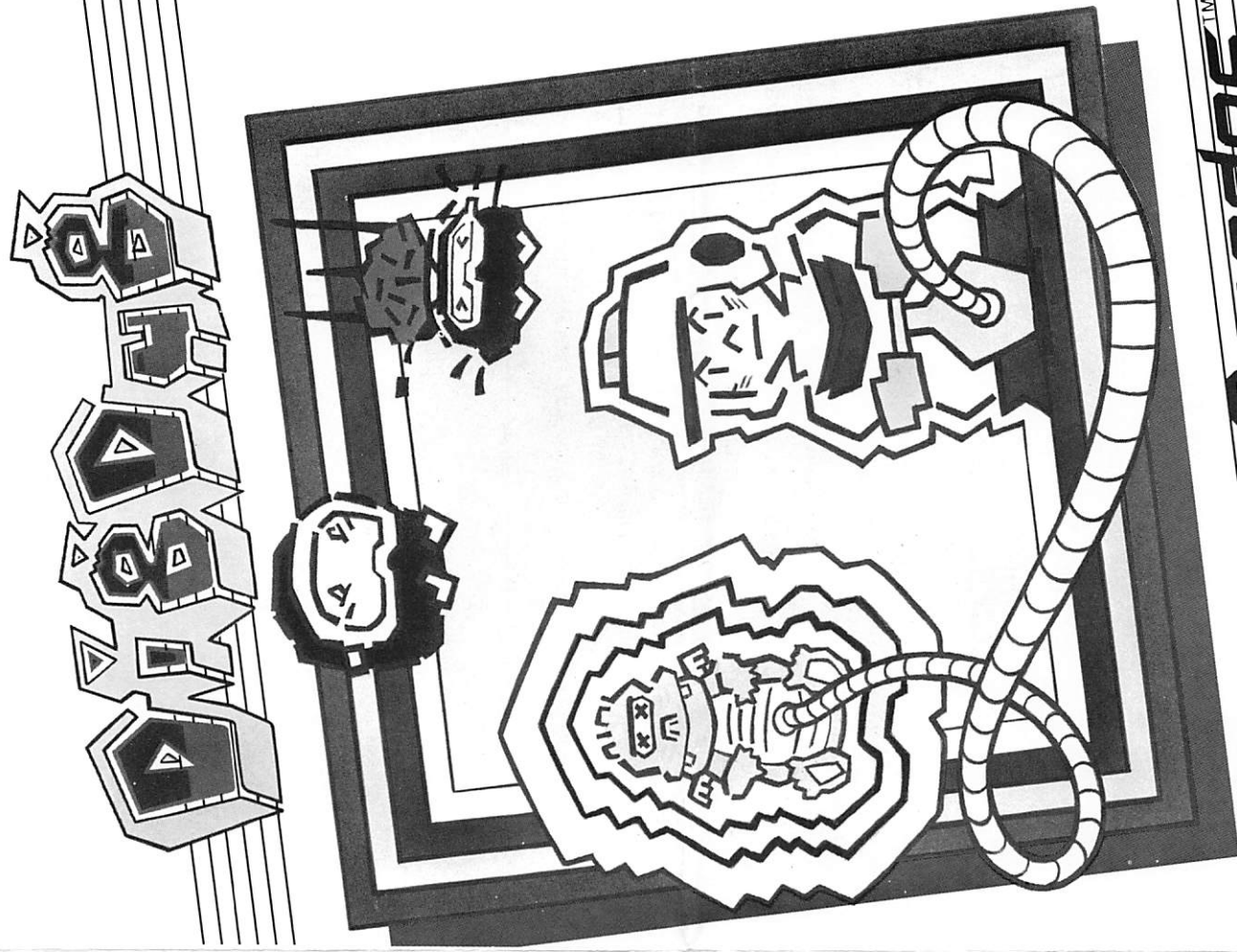
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