

ATARI 7800™ Game Manual

CONAN™



How Many Veggies

Getting Started

1. Insert the Dig Dug™ cartridge into your ATARI® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **[Select]** to choose a one- or two-player game. Move the controller handle to the left or right, or press **[Select]** to choose one of two difficulty levels.
4. Press the **[Reset]** button to start the game. To start a new game at the level the previous game ended on, press the fire button on the controller after the game ends. You must press the fire button before the demonstration starts or the game will begin on Level 1.
5. Dig Dug will dig in the direction you move the controller. Pressing either one of the fire buttons on the controller will stun the monsters, Pooka™ or Fygar™.
6. Press **[Pause]** to pause of a game; press it again to resume play.

Playing the Game

Dig Dug starts each game with five lives. After he burrows to the center of the earth on his own, use your controller 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 controller button, or by pumping it repeatedly. Pumping the button just once or twice will stun the

Can Dig Dug Dig?

monster so Dig Dug can slip past. Touching Pooka when he's not stunned will knock Dig Dug out.

Dig Dug can handle Fygar in almost the same way, but dragons breathe fire, so be careful if Dig Dug approaches him while he's looking. 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, make Dig Dug tunnel underneath a rock when one or more monsters are chasing him. If he's tunneling upward, have Dig Dug make a sharp turn just before he reaches the rock so it falls on them! If Dig Dug is tunneling sideways, time him so the rock falls just as

the monsters 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 Dig Dug destroys them quickly, they turn into ghosts and move through the ground directly toward him. 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 of the screen. To catch him, Dig Dug has to race toward the surface himself.

Scoring

The flowers at the top of the screen tell the number of the round you are playing. Each small flower counts as one; each large flower counts as ten.

Dig Dug scores points in several ways:

Digging Up Dirt

Each chunk 10 points

Blowing Up Pooka and Fygar from Above or Below

Surface 200 points

Top level of earth 200 points

Second level down . . . 300 points

Third level down 400 points

Bottom level 500 points

Blowing Up Fygar from the Side

Surface 400 points

Top level of earth 400 points

Second level down . . . 600 points

Third level down 800 points

Bottom level 1000 points

Dropping Rocks on Monsters (score per rock)

One monster 1000 points

Two monsters 2500 points

Three monsters 4000 points

Every extra monster . 2000 points

Bonus Lives

At 20,000 points, 50,000 points, and every 50,000 points following, Dig Dug earns an extra life.

Gobbling Fruits and Veggies

Carrot . . .  . . . 400 points

Turnip . . .  . . . 600 points

Mushroom . . .  . . . 800 points

Cucumber . .  . . 1000 points

Eggplant . . .  . . . 2000 points

Bell Pepper . .  . 3000 points

Tomato . .  . . 4000 points

Onion . .  . . . 5000 points

Watermelon  . . . 6000 points

Galaxian . .  . . . 7000 points

Pineapple . .  . . 8000 points



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