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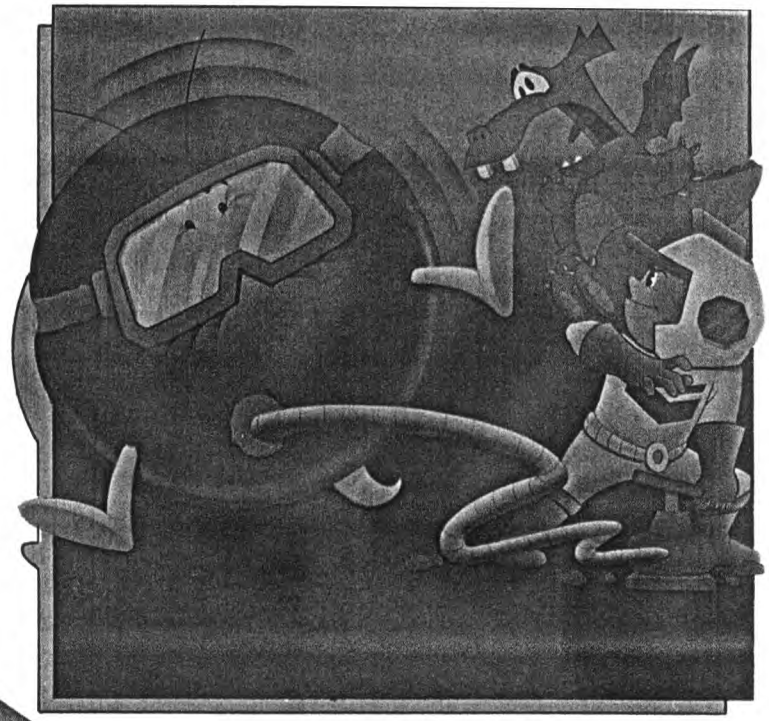
Colin Hinson
In the village of Blunham, Bedfordshire, UK.

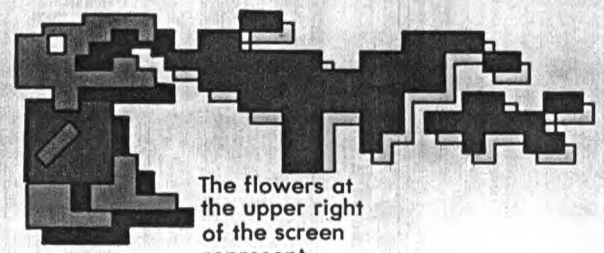


DIG DUG

TI99/4A

Play the Original Arcade Classic in Your Own Home

SCORING



The flowers at the upper right of the screen represent the number of the round you are currently playing. Each white flower counts as one, and each red flower counts as ten. You and Dig Dug score points in several ways:

Each chunk of dirt Dig Dug digs 10

Blowing up Pooka, and Fygar from above or below	**Blowing up Fygar from the side**
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

(From the Zucchini on, the sequence of food repeats itself.)

.... 1000

.... 2000

.... 3000

.... 4000

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

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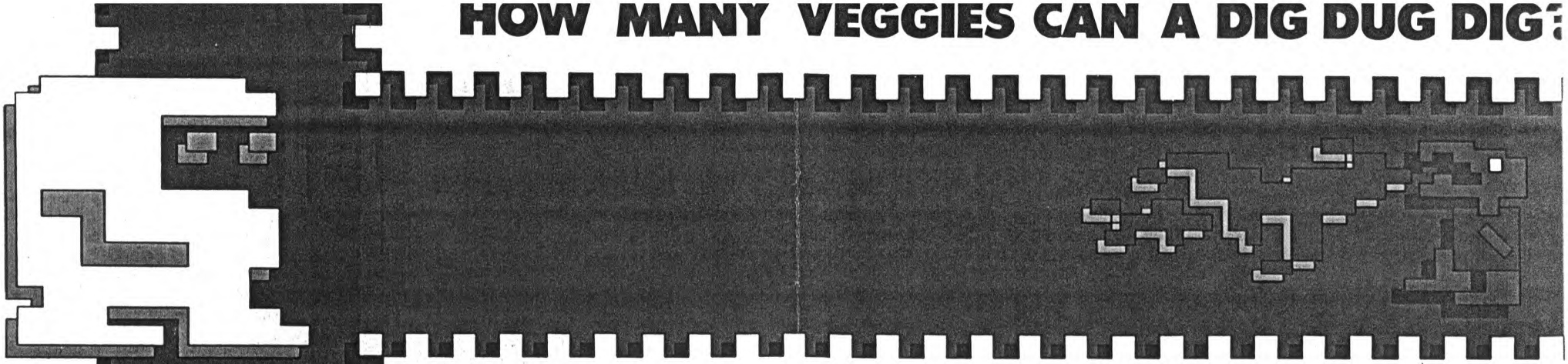
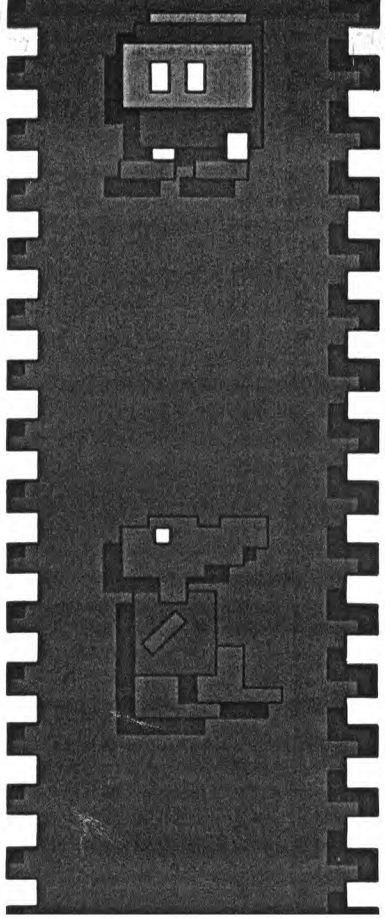
HOW MANY VEGGIES CAN A DIG DUG DIG?





Load the Dig Dug cartridge into your TI 99/4A Home Computer, as explained in your computer owner's guide, and turn on your computer. Plug the Joystick Controllers into the Controller Jack.

SELECT PLAYER OPTIONS
Press the FIRE button on your joystick or the ENTER key to get the Option Menu. Be sure the ALPHA LOCK key is up.

START GAME
Press the FIRE button on your joystick or the ENTER key again to start the game.

Each time Dig Dug finishes a round, he moves to the next higher level.
Press the Space Bar to pause during a game. Press the Space Bar again to resume play.

DIFFICULTY LEVEL
Press the Plus key to select the level of difficulty.

Dig 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 stun the monster so that Dig Dug can slip past. Touching Pooka when he's not stunned 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. 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 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. If Dig Dug doesn't catch the monster before he reaches the left corner, the round ends.

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