

ATARI® 2600™ Game Manual

Robot Rumble

by Namco Ltd.



Digging Deep Underground

You are Dig Dug, the underground miner. With your jet-powered shovel, you create intricate, subterranean mazes. Ever on the watch for valuable vegetables, you must also look out for the fierce Fygar and mean Pooka that lurk underground. Their touch kills! Worse, these two meanies can transform themselves into spooky ghosts that will appear out of nowhere and haunt you to death.

Luckily, you are not totally defenseless. If you're quick, you can stun the meanies, pump them up until they explode, or crush them with boulders. But beware: the soil is infested!

Getting Started

1. With your television turned on, insert the Dig Dug cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual, and then turn on your console. The Dig Dug title screen appears.
2. Plug a controller into the left controller port.
3. Press **[Select]** to choose a NORMAL or EASY game. The EASY game is indicated by a teddy bear head in the center of the title screen.
4. Press **[Reset]** or the controller fire button to start the game action or restart the game at round one. To restart a game at the same round you last played,

press the fire button after the game ends and while the title screen is displayed. You have approximately 10 seconds to do this.

Playing the Game

Use your controller to create your own tunnels and escape routes as you carve your way through the earth. Your objective: destroy the meanies who lurk below and uproot the prized produce.

You are chased by the fire-breathing Fygar, whose flames fry you, the balloon-like Pooka, and the ghosts of Fygar and Pooka. You lose one of your five lives when any meanie touches you. Destroy them by blowing them up or crushing them with rocks.

To blow up a meanie, press the fire button on your controller once or twice to stun the creature, then continue pressing the button or hold the button down to pump up the meanie until it bursts.

To drop a rock, dig under the rock. The falling rock will crush any close-pursuing meanie(s) that it touches. It can crush you, too, if you don't get out of the way fast. Your underground mine is composed of four layers of dirt. You

receive more points for blowing up meanies in the bottom layers than in the top soil.

A high-scoring prize, usually a vegetable, appears once per round at the same spot where you started digging. It appears for only a few seconds and you must cover the prize completely by moving Dig Dug over it to score big points. So keep your eyes open and watch for it!

You start the game with five lives. Remaining lives are displayed as squares at the lower left side of the screen. You can also earn bonus lives. You win your first bonus life at 20,000 points. After that, a bonus life is won at every multiple of 50,000 points up to 200,000 points. The maximum number of lives you can have at any one time is eight.

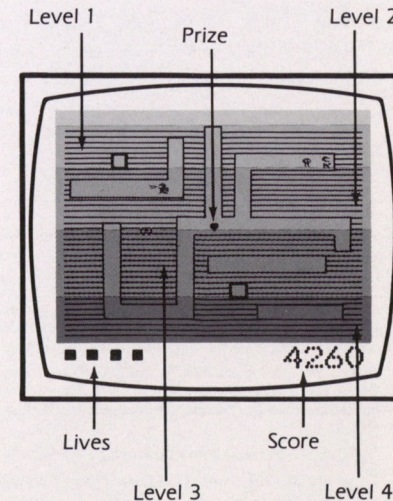
Each round is completed when you destroy all the meanies or when the last one escapes. The game ends when you lose all your lives.

Game Levels

In the EASY game, there is only one pattern of tunnels, rocks, and meanies. Each round is identical to the previous round with only two meanies per round. The meanies

never speed up and they never turn into ghosts. The prize is always a carrot worth 400 points. A teddy bear head appears in the top score digit throughout the EASY game.

In the NORMAL game, the pattern of tunnels, rocks, and meanies varies from round to round. Pooka and Fygar frequently turn into ghosts and the game action periodically speeds up. The musical tempo increases and the meanies move more quickly and turn into ghosts more often than usual. In



higher rounds, as many as seven meanies can be on the screen at once. The prize changes and increases in value with higher rounds.

Strategy

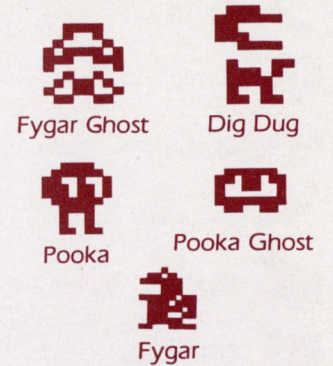
At higher rounds, your priority should be to get the bonus vegetables because they're worth more points than destroying meanies.

The prize will not appear in a round until two rocks have fallen and there are fewer than seven meanies on the screen.

The last meanie on a screen will always try to escape, thus ending the round. So, if just one meanie remains and the prize hasn't appeared, you may want to stun that meanie long enough to allow the prize to appear.

Since the last meanie will always try to escape at the top left side of the screen, you can strategically position yourself above ground on the left and wait for the meanie to emerge, then quickly blow him up.












You can't pump through the soil, so back off if a ghost is approaching through the dirt toward your tunnel. Wait until the ghost gets inside the tunnel then quickly turn and pump it up.



To crush a ghost, tunnel under a rock and wait. (As long as you don't move, the rock won't fall.) When a ghost covers the rock, quickly move out of the way and the ghost will be crushed. To trap and squash several creatures at once, tunnel straight up under a rock and wait for the meanies to follow. When they get close, quickly move out of the way to the right or left. They will be trapped in the path of the falling rock.

If a meanie is pursuing you, try to get to a tunnel. Since you move more quickly in a tunnel than through soil, this gives you a better chance to escape. Try to group meanies behind you by stunning them and then running. (You can run right through a stunned meanie.) When several meanies are in pursuit, lead them toward a rock and drop it on them for high points.

Prizes:

	Carrot	Round 1 400 points
	Turnip	Round 2 600 points
	Mushroom	Round 3 800 points
	Cucumber	Rounds 4 & 5 1,000 points
	Eggplant	Rounds 6 & 7 2,000 points
	Bell Pepper	Rounds 8 & 9 3,000 points
	Tomato	Rounds 10 & 11 4,000 points
	Onion	Rounds 12 & 13 5,000 points
	Watermelon	Rounds 14 & 15 6,000 points
	Galaxian	Rounds 16 & 17 7,000 points
	Pineapple	Rounds 18 on 8,000 points

Scoring

Your score is displayed at the lower right side of the screen. You can score a total of 999,990 points before the score resets. In the EASY game, the top score is 99,990.

Digging:

2 chunks 10 points

Dropping rocks on meanies:

1 meanie 1,000 points
2 meanies at once 2,500 points
3 meanies at once 4,000 points
4 meanies at once 6,000 points
5 meanies at once 8,000 points
6 meanies at once 10,000 points
7 meanies at once 12,000 points

Inflating Pooka or Fygar from above or below:

Top soil layer 200 points
2nd soil layer 300 points
3rd soil layer 400 points
Bottom soil layer 500 points

Inflating Fygar from the side:

Top soil layer 400 points
2nd soil layer 600 points
3rd soil layer 800 points
Bottom soil layer 1,000 points

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