

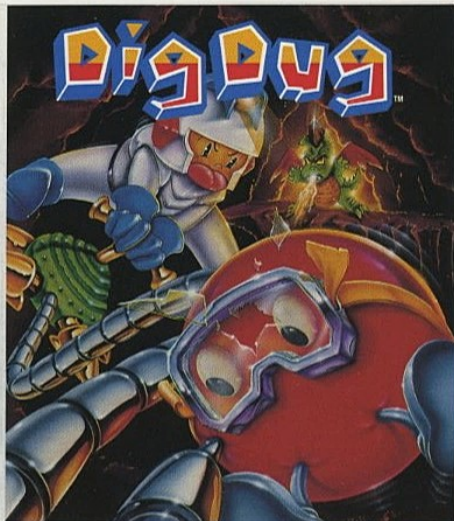
**namco**

3255-1 Scott Blvd. Suite 102  
Santa Clara, CA 95054-3013

Printed in Japan

Nintendo

**GAME BOY**



**namco**

DMG-DY-USA

INSTRUCTION BOOKLET

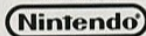
## INTRODUCTION

Tearing through the turf to tend the garden above, you tunnel and toil. Removing rocks for budding roots and feeding hungry flowers. More importantly you rid the soil of pests. Legions of Pookas and Fygars have infested your grounds. It's up to you to exterminate them. Use your pump to pop them or trick them under a falling rock. It's up to you to save the garden.



Namco Hometek, Inc.  
3255-1 Scott Blvd. Suite 102  
Santa Clara, CA 95054-3013

LICENSED BY



NINTENDO, GAME BOY AND  
THE OFFICIAL SEALS ARE  
TRADEMARKS OF NINTENDO  
OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR  
THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO  
ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY  
SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE  
FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING  
THE OFFICIAL NINTENDO SEAL OF QUALITY.

Nintendo®, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.  
Dig Dug is a trademark of Namco Hometek, Inc. © 1982, 1992. All rights reserved.

## TABLE OF CONTENTS

|                         |       |
|-------------------------|-------|
| Introduction.....       | 2     |
| Safety Precautions..... | 4     |
| Getting Started.....    | 5-7   |
| Breaking Rocks.....     | 8     |
| Dig Dug.....            | 9-12  |
| New Dig Dug.....        | 13-16 |
| Limited Warranty.....   | 17    |

## SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

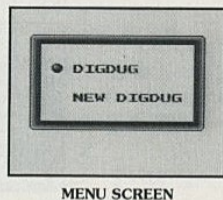
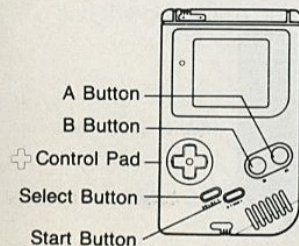
1. Always make sure the Game Boy's power is off before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you are not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.

### ADVISORY\* READ BEFORE USING YOUR GAME BOY SYSTEM!!!

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

## GETTING STARTED

1. Plug the Dig Dug Game Pak into your Nintendo Game Boy.
2. Turn on your Game Boy. In a few moments, the Dig Dug Title screen appears. ( If the screen remains blank, adjust the contrast dial on your Game Boy). Press the Start button to advance to the Menu screen.





## GETTING STARTED

3. Press the Control Pad up or down to select Dig Dug or New Dig Dug. Classic plays just like the arcade game. New Dig Dug has additional features to keep you pumped.
4. Press the Start button to begin Dig Dug's adventure.
5. Press Start during game play to pause the action.

**Dig Dugs**—number of remaining lives.

**Round**—current round.



**Score**—your current score.

**Hi**—high score for this session.

GAME SCREEN

## GETTING STARTED

6. Press the Control Pad to move Dig Dug.
7. Press the A or B button to shoot the hose. Hold it down to pump.
8. To end the game turn off your Game Boy.

## BREAKING ROCKS

Rocks are all over your garden. You can't tunnel through them, but they can come in handy. Tunneling underneath them will make them fall. If you can lure Pookas or Fygars under the falling rocks, you'll score with huge bonus points.

- Smashing one monster is worth 1,000 points.
- Smashing two monsters is worth 2,500 points!
- Smashing three or four monsters gives you even more points!



## DIG DUG

Classic Dig Dug action, just like the arcade. Read the following section to brush up on your digging skills. Watch out for Fygar fire and try to score as many points as possible.

### SCORING

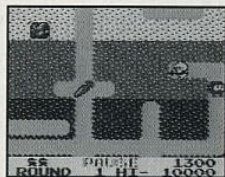
There are a lot of ways to score. Try them all and set a record.

- Tunneling through the earth is worth 10 points per section.
- Popping monsters with the pump will score you points. The deeper underground you pop them, the higher the score.
- Flatten monsters with rocks for even more points  
(see *Breaking Rocks* section).
- Chow on bonus vegetables for extra points (see *next section*).
- Extra lives are given at 10,000 and 40,000 points and after each additional 40,000 points thereafter.

## DIG DUG

### VEGGIE POINTS

Gardening is hard work and Dig Dug really works up a sweat. After dropping two rocks during a round, you'll see a vegetable appear in the middle of the screen. Scarf down the veggie for a well-deserved reward. Hurry or it will disappear.

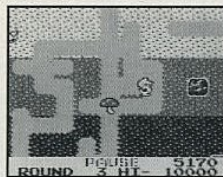


Carrot—Round 1: 400 points

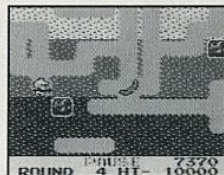


Turnip—Round 2: 600 points

## DIG DUG



MUSHROOM—Round 3: 800 points



CUCUMBER—Rounds 4-5: 1,000 points



EGGPLANT—Rounds 6-7: 2,000 points

*Further surprises  
await you....*



## DIG DUG

### MONSTERS

There's more to your job than digging tunnels or removing rocks. Your area is infested with dangerous pests. Take care or they'll take care of you.

**Pooka:** Bouncing and bumbling Pookas wander around the screen hunting for Dig Dug. If they catch you it's curtains.



POOKA



FYGAR

**Fygar:** Lizard like Fygars stomp-n-storm in pursuit of Dig Dug. Watch out, when they flash, they're about to spout flame. Being bar-b-cued can ruin your day.

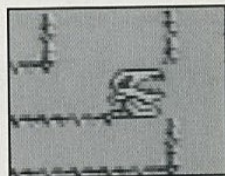
## NEW DIG DUG

Dig Dug deals with new dilemmas in this game. It's your job to clear 41 levels of mayhem and defeat two bosses to keep the garden safe. To advance to the next level you have to collect three keys to open the exit. Unlike the original game, monsters come back even after you destroy them. Read the following sections to learn about the new monsters and items.

### MONSTERS

Just like the original game you have to contend with petulant Pookas and fierce Fygars. In New Dig Dug you also confront some additional horticultural horrors.

**Skeleton Fygar:** No bones about it, these guys are tough. You can't destroy them with the pump, so watch out.



SKELETON FYGAR

## NEW DIG DUG

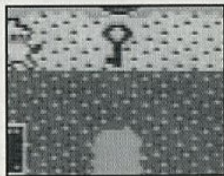
**Boss Pooka:** Obese and bad Papa Pooka is one to avoid.

**Boss Fygar:** This leering lizard is the King of the Fygars. Watch out for his royal temper.

### ITEMS

New Dig Dug features weapons/items not found in the original game. Check them out.

**Keys**—Grab all three keys to open the exit for the next level.



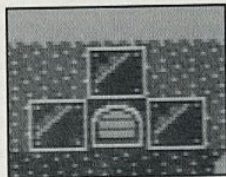
KEYS

## NEW DIG DUG

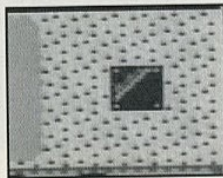
**Exit**—To open these doors you have to gather all the keys on a level.

**Steel plate**—It's impossible to tunnel through these obstacles.

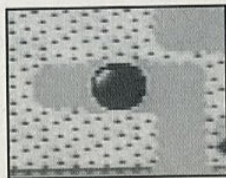
**Balls**—Tunnel underneath the ball and it will start rolling. Watch out or you might get bowled over.



EXIT



STEEL PLATE



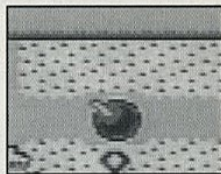
BALLS



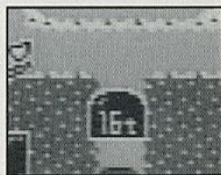
## NEW DIG DUG

**Bombs**—When they explode, bombs destroy every creature within the radius of the explosion, including you. To set them off tunnel underneath them, you better scoot away before they blow.

**16t**—A heavy duty tool for smashing. Unlike rocks or other items this baby won't disappear after being used. Make sure you don't block your escape route.



BOMBS



16t

## LIMITED WARRANTY

Namco Hometek, Inc. warrants to the original purchaser that this Namco Hometek, Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

### LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek, Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Send inquiries to:

**Namco Hometek, Inc.**

3255-1 Scott Blvd., Ste. 102  
Santa Clara, CA 95054-3013  
(408) 496-6371

## NOTES

---

---

---

---

---

---

---

---

---

---

## NOTES

---

---

---

---

---

---

---

---

---

---