Game Price and Bonus Option Settings

The 8-toggle switch at location 2CD is accessible when the Dig Dug™ game PCB is mounted in place. To change switch settings, set the self-test switch to ON. Verify the changes on the self-test screen. Then turn the self-test switch to OFF.

### Settings of 8-Toggle Switch on Dig Dug PCB (at 2CD)

<table>
<thead>
<tr>
<th>Option</th>
<th>Settings</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Dig Dug lives</td>
<td>On</td>
</tr>
<tr>
<td>2 Dig Dug lives</td>
<td>Off</td>
</tr>
<tr>
<td>3 Dig Dug lives</td>
<td>On</td>
</tr>
<tr>
<td>4 Dig Dug lives</td>
<td>Off</td>
</tr>
<tr>
<td>5 Dig Dug lives</td>
<td>On</td>
</tr>
<tr>
<td>6 Dig Dug lives</td>
<td>Off</td>
</tr>
<tr>
<td>7 Dig Dug lives</td>
<td>On</td>
</tr>
<tr>
<td>8 Dig Dug lives</td>
<td>Off</td>
</tr>
</tbody>
</table>

Bonus lives awarded at the following point values:

- With 1, 2 or 3 Dig Dug lives: First at 10,000, second at 20,000, and every 40,000.
- With 4 Dig Dug lives: First at 20,000, second at 40,000, and every 80,000.

### Game Difficulty, Price and Special Options

A special option allows for continuation of game play whenever the player has reached a more advanced round. This option is activated by setting the 8th toggle switch to ON. This option permits the player to continue play from the same round. Another special option allows for嘉 freezing the game screen.

### Important Note to Operators:

If the operation, maintenance, and service manual, schematic package or video display manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All ATARI manuals for coin-operated games also include complete illustrated parts lists.)

### Self-Test Procedure

1. Set the self-test switch to ON.
2. Activate any control panel switch.

### Game Sounds

- SOUNDS 00: Credit issued
- SOUNDS 01: Start of game
- SOUNDS 02: Indication of highest score
- SOUNDS 03: Game over
- SOUNDS 04: Monster attacking Dig Dug
- SOUNDS 05: Dig Dug dies
- SOUNDS 06: Monster escaping
- SOUNDS 07: Bonus Dig Dug awarded
- SOUNDS 08: End of wave
- SOUNDS 09: Monster speeding up
- SOUNDS 10: Monster crushed by rock
- SOUNDS 11: Monster bursting
- SOUNDS 12: Rock falling
- SOUNDS 13: Rock falling
- SOUNDS 14: Dragon spitting fire
- SOUNDS 15: Dig Dug throwing harpoon
- SOUNDS 16: Dig Dug pumping up monster
- SOUNDS 17: Dig Dug walking
- SOUNDS 18: Monster moving
- SOUNDS 19: Dig Dug capturing vegetable
- SOUNDS 20: Enter initials into high score table

### Game Statistics

- GAME STATS: THE COUNT STARTS AT 989.989 AND DECREASES. For example, if you play 10 games, the game subtracts 10 from 989.989 and the display shows 979.989 for the number of games played. (Standard decimal points.)

<table>
<thead>
<tr>
<th>LARGE BONUS</th>
<th>1 CREDITS</th>
<th>1 CREDIT</th>
<th>1 CREDITS</th>
<th>1 CREDIT</th>
<th>1 CREDIT</th>
<th>1 CREDIT</th>
<th>1 CREDIT</th>
<th>1 CREDIT</th>
<th>1 CREDIT</th>
<th>1 CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>TYPE OF CABINET</td>
<td>LEFT COIN MECH</td>
<td>RIGHT COIN MECH</td>
<td>NO. OF LIVES</td>
<td>DIFFICULTY</td>
<td>SOUNDS</td>
<td>RAMS GOOD</td>
<td>ALL ROMS GOOD</td>
<td>BONUS LEVELS</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
| GET UP AND LEFT COIN MECH—coin doors with 2 coin counters
| On | On       | 1 coin for 1 credit | $ | 1 coin for 2 credits | $ | 2 coins for 1 credit | $ | 2 coins for 3 credits | $ | 2 coins for 3 credits | $ |
| Off | Off      | On       | 1 coin for 1 credit | $ | 1 coin for 2 credits | $ | 2 coins for 1 credit | $ | 2 coins for 3 credits | $ | 2 coins for 3 credits | $ |

### Manufacturer's Suggested Settings

- Coin doors with different denominations and two coin counters.

### Manufacturer's Recommended Settings

- Suggested settings for optimal play.