

Game Price and Bonus Option Settings

The 8-toggle switch at location 2C/D 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*.

A "coin" is defined as 25¢, 1DM or 1Fr. If you have a 2DM/1DM or 2Fr/1Fr coin door with two coin counters, set switch 8 at PCB location 2C to *off*. Then different denominations are counted on the two coin counters.

Settings of 8-Toggle Switch on Dig Dug PCB (at 2C/D)								Option
8	7	6	5	4	3	2	1	
On	On							1 Dig Dug life
On	Off							2 Dig Dug lives
Off	On							3 Dig Dug lives \$
Off	Off							5 Dig Dug lives
Bonus lives awarded at the following point values:								
With 1, 2 or 3 Dig Dug lives				With 5 Dig Dug lives				
				No Bonus	No Bonus			
On	On	On		First at 10,000,	First at 20,000,			
Off	On	On		second at 40,000,	second at 60,000,			
				and every 40,000 \$	and every 60,000			
On	Off	On		First at 10,000,	First at 30,000,			
				second at 50,000,	second at 80,000,			
				and every 50,000	and every 80,000			
Off	Off	On		First at 20,000,	First at 20,000,			
				second at 60,000,	second at 50,000			
				and every 60,000				
On	On	Off		First at 20,000,	First at 20,000,			
				second at 70,000,	second at 60,000			
				and every 70,000				
Off	On	Off		First at 10,000,	First at 30,000,			
				second at 40,000	second at 70,000			
On	Off	Off		First at 20,000,	First at 20,000			
				second at 60,000				
Off	Off	Off		First at 10,000	First at 30,000			
Right coin mech—coin doors with 1 or 2 coin counters*								
	On	On	On	1 coin for 7 credits				
	Off	On	On	1 coin for 6 credits				
	On	Off	On	1 coin for 3 credits				
	Off	Off	On	1 coin for 2 credits				
	On	On	Off	1 coin for 1 credit \$				
	Off	On	Off	2 coins for 3 credits				
	On	Off	Off	2 coins for 1 credit				
	Off	Off	Off	3 coins for 1 credit				

\$Manufacturer's suggested settings

Game Difficulty, Price and Special Options

The table below contains the switch settings for options relating to game difficulty, price and special options. The switches, on the PCB at location 2C, are accessible when the PCB is mounted in place.

A special option allows for continuation of game play. If a player is at a more advanced round when his game ends, he has 16 seconds to begin the next game at the same round. Another special option allows you to freeze the game action.

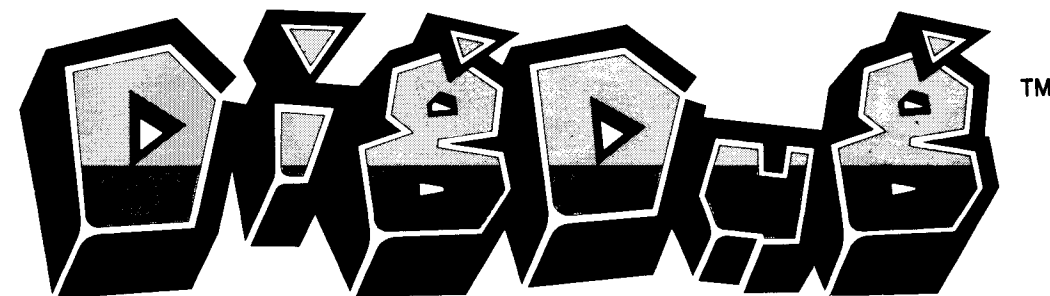
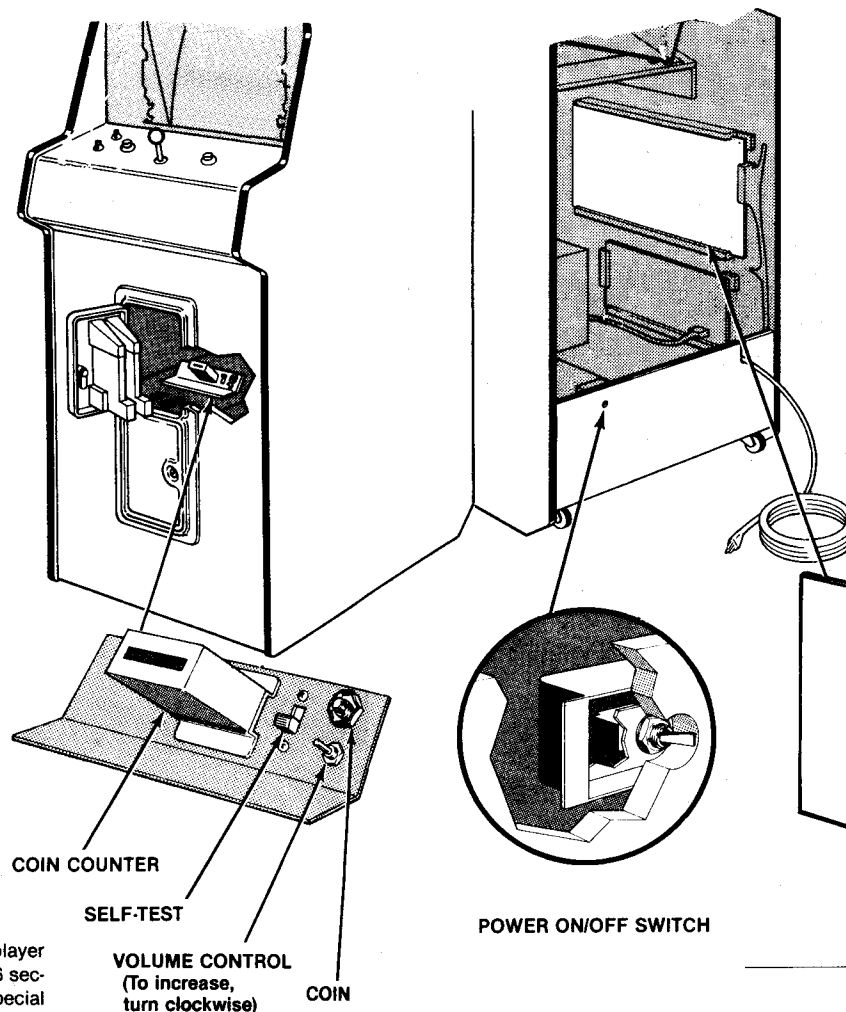
Settings of 8-Toggle Switch on Dig Dug PCB (at 2C)								Option
8	7	6	5	4	3	2	1	
On								One coin counter \$
Off								Two coin counters*
	On	On						A—Easy game difficulty
	On	Off						B—Medium game difficulty \$
	Off	On						C—Hard game difficulty
	Off	Off						D—Expert game difficulty
			On					Continuation of game play \$
			Off					No continuation of game play
				On				Attract Mode sound \$
				Off				No Attract Mode sound
					Off			Normal game action \$
					On			Freeze game action
Left coin mech—coin doors with 2 coin counters								
	On	On		1 coin for 1 credit \$				
	On	Off		1 coin for 2 credits				
	Off	On		2 coins for 1 credit				
	Off	Off		2 coins for 3 credits				

\$Manufacturer's recommended settings

*Coin doors with different denominations and two coin counters.

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

Instruction

- Set the self-test switch to *on*.
- Activate any control panel switch.

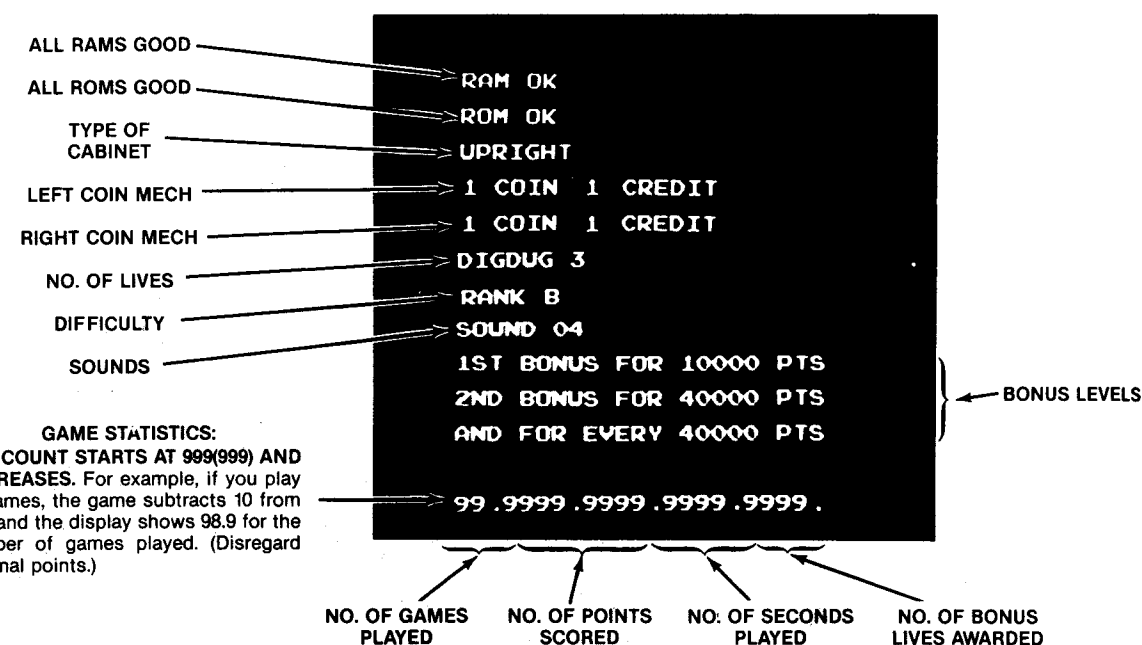
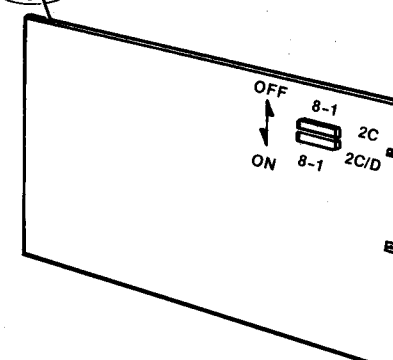
Test Passes

Patterns appear on the screen. After about 8 seconds, the screen displays the picture below. The RAMs, ROMs and other chips are tested. If the picture is different from the picture below, refer to *Chapter 2, Self-Test Procedure*.

Game sounds are produced, from *SOUND 00* through *SOUND 20*. Activating any control panel switch produces a new sound. Test all switches this way. If test fails, refer to *Chapter 2, Self-Test Procedure*.

Game sounds:

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



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