

VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI[®] 2600™

DIG DUG™

THE UNDERGROUND SMASH ARCADE HIT!



* **DIG DUG** is created and designed by Namco Ltd., manufactured under license by Atari, CORP. Trademark and © Namco 1982.

Dig Dug 1.0 By Burkess

Welcome to Dig Dug. Taizo Hori, also known as Dig Dug, will soon begin his quest to destroy the monsters who dwell in the ground. This will later be called the “Dig Dug Incident.”

You’ll need these.

1000 Dig Points.

Locations:

1. The location of the Dig Dug Incident.
 2. Anywhere else in the Dig Dug universe.
-

Origins: There’s no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Dig Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Underground Miner: Turns you into an expert underground miner. You gain 10 years of experience and memories of mining every single day for that whole period.

The World Around You: Echolocation ability that lets you visualize your surroundings. It goes through walls and solid obstacles and allows you to map out empty pockets, even underground.

Mask Form: You can swim through dirt and phase through solid objects by turning yourself into a pair of ghostly eyes. When you want to interact with the world, you'll need to revert to your true form and become tangible again.

Fygar: You become a fire breathing dragon with flight capable wings. Your flames travel a long distance and can cook a man in a single shot.

Pooka: You're a pooka, a goggle wearing balloon-like creature. You move very fast thanks to your physiology.

The Last Survivor: Enables you to sense the condition of your allies at all times. You'll always get a head start on escaping if the rest of your pals fall, and you know the fastest route out of any place you're in.

Structure Sense: Grants the ability to tell if something will collapse. Can also tell what actions are needed to make something collapse. Invaluable when digging tunnels.

Defy Gravity: Enables you to temporarily suspend the effects of gravity on nearby objects, preventing them from falling. You could dig a tunnel under thousands of pounds of dirt without any structures placed to prevent a collapse.

Structure Support: You can spawn wooden support beams and create the required reinforcements to hold things up. This includes creating concrete, summoning rock bolts, and various other additions to keep stuff from collapsing.

Your Touch Kills: When you toggle this ability on, making physical contact with you inflicts a continuous damage effect as if you were attacking someone with full intent to harm them. Being strong enough could let you kill someone just by walking into them.

Effort Based Extra Men: Allows you to earn an extra life for performing certain actions. You earn 10 points per 6 cubic feet of dirt you dig during combat. You get 200 to 500 points for each enemy you eliminate depending on their strength, and earn an extra life at 10,000 points. After earning that life, all extra lives after will be awarded at 40,000 points. You receive bonus points for crushing enemies with environmental hazards.

Breathe Easy: You now require significantly less oxygen to survive and can hold your breath over 10 times longer than you could before. You're similarly less affected by harmful gasses.

Dark Vision: You can see perfectly in the dark and in conditions where there is no light.

Walk Up Walls: Grants the ability to walk up walls and sheer surfaces. You stick to them and going up is as easy as moving normally.

2d Vision: At will, you can shift to a 2d view of the world. You'll perceive things on a flat plane and will be able to see all of your surroundings at once, even being unbothered by physical barriers. You can choose to grant this same effect to anyone who comes near while it's active.

Underground Aggression: You become progressively stronger, faster, and your abilities become more suited for aggression the deeper you are below the surface.

Blowing Up Enemies: You're unaffected emotionally by seeing, experiencing, or unleashing gore and carnage. You can choose to have dirt, blood, and other fluids slide off your body and clothing.

The Right Angle: You have a talent for attacking from the correct angle and catching people off guard. When examining a target, you quickly get the best idea for which side is weakest and where the gaps in their defenses are.

Maze Maker: Offers skill at creating intricate, subterranean mazes. The earth itself is your canvas, and your creations will inspire awe. You can build challenging mazes even for the most experienced maze connoisseurs.

Items:

Jet Powered Shovel: The shovel absorbs dirt and rocks when digging, and enables you to dig with minimal effort. It can expel all of its collected material at will. It makes an excellent weapon, should you wish to use it that way.

The Pump: This pump, when inserted into a target, will rapidly fill them with air until they burst. Activating the pump will cause it to attempt to latch onto a nearby enemy. Most foes will explode with just four pumps. It can fill other things up with air besides enemies.

Dig Suit: Doesn't get dirty when worn, and accepts any upgrades you give it. It has an air supply for when you go deep underground, and is armored to protect you from small cave-ins.

The Endless Incident: This is an endless expanse of underground that continuously spawns more land the deeper you go. It's also filled with Pooka and Fygar guarding it.

Pooka And Fygar Connections: A large group Fygar and Pooka. They've joined you to help you on your travels and explore other worlds. You start off with 100 of each and their numbers will only grow with time.

Convenient Boulders: You'll coincidentally be able to find large boulders that you can trigger to attempt to crush your enemies, in inconspicuous places. They'll be inserted into areas where you can setup a trap and spring it when the time is right.

Fruit Delivery: Delicious fruits and vegetables occasionally spawn in hard to reach places. If you have **Effort Based Extra Men**, they'll award you points for consuming them.

The Golden Pump: Touching this pump grants someone knowledge of being a subterranean miner. Touching it again and willing it so will cause the Fygar and Pooka to appear underground in the setting, and for more people to become miners, like Dig Dug.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Dig tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when the Dig Dug incident is over. Unless a drawback conflicts with this.

Continuity Toggle: Free! You decide if any crossovers with Dig Dug are canon to this universe.

Be The Main Character: You are Taizo Hori. Your job is to clear the Dig Dug incident and defeat the enemy.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Dig points as you spent. They don't like you and want to defeat you.

The Hated Enemy: The Fygar and Pooka are after you, specifically. They don't like you and begin the jump with a heavily negative opinion of you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?