

**COLECO
VISION™**

Guide No. 099077

CARTRIDGE INSTRUCTIONS

DIGGER

By **WINDMILL
SOFTWARE INC.**



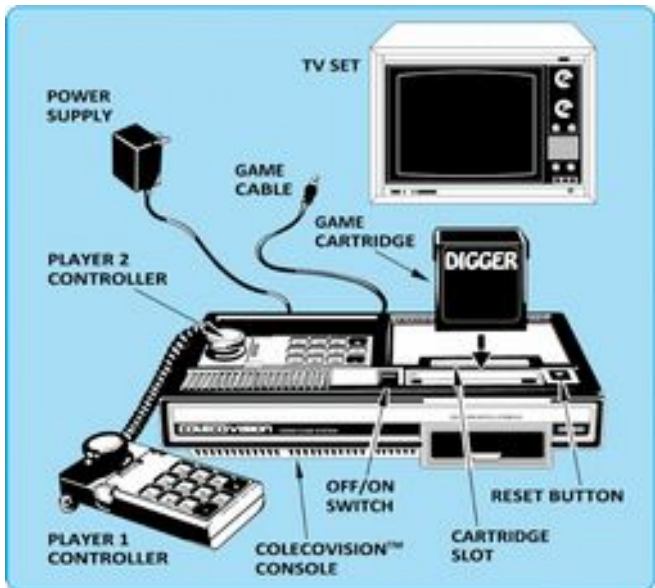
Search for buried treasures and avoid monsters!

COLECO

GAME DESCRIPTION

Join the search for buried treasures of sparkling gold and shining emeralds. With chomping front jaws, your motorized Digger Mobile puts you in the driver's seat. Tunnel out free form mazes, outsmart the wide-eyed Nobbins and race to collect precious gems. Count on your wits - you'll need them!

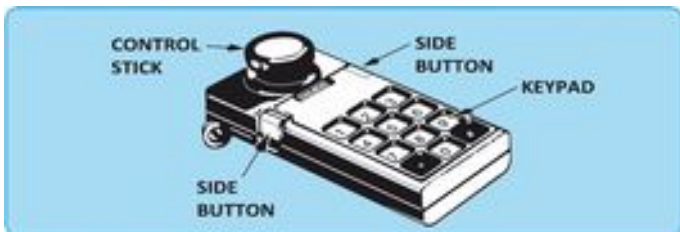
GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

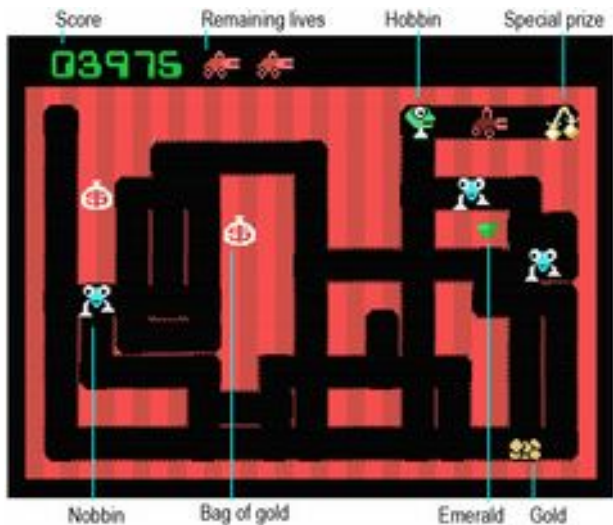
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Digger™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



1. **Control Stick:** Use Control Stick to move your Digger Mobile in the direction you wish.
2. **Side Buttons:** Press either side button to fire a rock bullet. You will need to wait until your Digger Mobile recharges before you can fire another rock.
3. **Keypad:**
 - * : Pause
 - # : Toggle background music
 - 2 : Toggle sound effects

HERE'S HOW TO PLAY



Your aim is to collect precious gold and emeralds buried deep in subterranean levels of an old abandoned mine. With your motorized Digger Mobile, you tunnel out new shafts, scoop up emeralds and race ahead while dodging falling bags of gold and avoiding wide-eyed Nobbins hot on your trail.

Valuable gold nuggets are stashed in heavy bags throughout the mine. You can push the bags down open shafts to break them open and expose the glimmering gold inside. This is your chance to scoop up the riches before the Nobbins beat you to it.

To advance to a more challenging level with more Nobbins, Hobbins and gems, you must scoop up all the emeralds or destroy all the Nobbins in the current level.

Eliminating Nobbins:

You'll need skill and quick wits to avoid and destroy the wide-eyed Nobbins chasing you through the open shafts. Nobbins often grow impatient and turn into angry foot-stomping Hobbins who burrow through the mine to destroy your Digger Mobile.

Nobbins are very delicate creatures. By pushing the heavy bags of gold down the long shafts, the Nobbins are crushed under the weight of the bursting bag. Don't forget to scoop up the gold when the bag breaks!

But beware, your Digger Mobile can also get crushed, so get out of the way when a money bag falls down!

Another defense against Hobbins and Nobbins are the bouncing rock bullets on the roof of your Digger Mobile. Press any Side Button to throw rock bullet, but be careful not to waste your shot since it takes time to reload another rock bullet.

Bonus Round:

When you kill enemy monsters, watch for a special prize which may appear at the location where enemy monsters spawn. If you eat a special prize, the screen will turn white, the music will change, and your Digger Mobile will be able to eat the enemy monsters for a short period of time!

You start with three lives. You lose a Digger Mobile when an enemy monster catches it, or when your Digger gets crushed by a falling money bag. When all your lives are gone, the game is over.

If your final score breaks a record, you will be asked to enter your initials: Press the Control Stick up or down to change the active letter, and press either Side Button to select a letter.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Your score depends on the amount of emeralds and gold you collect, as well as the number of Hobbins and Nobbins you destroy.

Collecting an emerald	25 points
Eating an uninterrupted sequence of 8 emeralds:	250 points
Collecting gold coins from a fallen money bag:	500 points
Killing an enemy monster	250 points
Eating a special prize	1000 points

You earn an extra life at 20,000 points, and every 20,000 points afterwards.

Tips

You can push resting money bags sideways. Enemy monsters can also do this.

Monsters will pick up gold coins when they walk over them, just to keep you from getting them yourself.

The longer you take to finish a level (and the more emeralds you collect) the angrier the enemies become. Some will become Hobbins and will start chewing through the walls and home in on your Digger Mobile directly.

A previous Digger left this cryptic message: You can sustain a bag if it is not falling down.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Digger, but it is only the beginning! You will find that this cartridge is full of special features that make Digger exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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DIGGER

