

DIG FERRET

GAME MANUAL

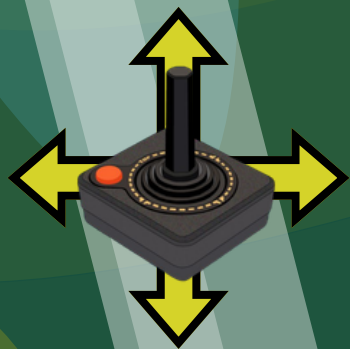


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PROGRAMMED BY ALFREDO ARIAS
COVER ART: GUSTAVO MILLER

Dig Ferret is compatible with your Atari 2600 (original) systems and Atari 2600+ console.



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Move the Ferret in all directions across the ground.

Action Button: Fires the Impact laser. Use it to hit the rocks and break them.

MECHANICS AND SCREENS

Energy Bar

At the bottom of the screen, the yellow bar constantly drains your fuel as the machine's engine works. If the fuel bar reaches zero, the Ferret will short circuit and explode!

Fuel

Collect the fuel barrels that appear randomly to refill your tank.

The Rock and the Diamonds

Hit the moving rock with your powerful laser.

After 5 impacts, it enters a state of fragmentation. When the rock explodes, a Diamond will appear. Collect it!

The Extraction Portal

After collecting 2 Diamonds, the fuel barrels stop appearing on the screen. The Extraction Portal will appear in the center. Enter it to advance to the next layer of the mine.

DANGEROUS CONDITIONS

Touching the rock before it is fragmented damages the Ferret. The color of your machine will change from green (healthy) to red (critical) depending on the damage. You have 5 machine states, when your Furao machine reaches the critical damage level it will turn completely red and flashing, emitting a warning sound that it cannot suffer any further impact.

Fatal Damage: If the kill reaches the Fatal Damage state, unfortunately the game ends, Game Over.

GAME OBJECTIVE

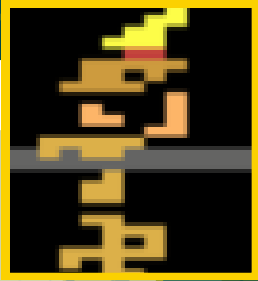


You control the Ferret, a state-of-the-art excavation machine sent into unstable rock cores. Your goal is to mine rough diamonds hidden inside moving rocks and escape through the portal before your energy runs out.

EXPERT TIPS

Don't chase the fuel barrels if you're close to collecting the second diamond; The time spent may not be worth it, as she will disappear as soon as the portal opens. The rock gets more aggressive and faster as the levels progress. Use the edges of the screen to maneuver.

CREDITS



Programmed by Alfredo Arias
Designed by Alfredo Arias
Distributed by Olioni Games
Cover Art: Gustavo Miller

A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.

END.

Do you know 8 Bits Milli Games? No? Well, now you can, because they are responsible for our games on game cartridges, filling your library with fun games.



Note: You can access it either via the QR code or by clicking on their logo, if it's a PDF file.



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