

Hey, welcome! This is an android version of the most classic game Dig_Dug!

Objects:

Hero: The work controlled by you is the hero of your game. You need to kill all monster to win the game. You can move to any blocks except stone occupied by digging the soil.

Slime: A low level kind of monster that can only kill the hero by touching. There are three slimes on the map.

Smaug: A dragon like monster that can not only touch but also set fire to kill the hero. Only one smaug exist on the map.

Ghost: Both Slime and Smaug will turn to Ghost Mode after a certain time. Ghost can penetrate the wall and will move through the shortest path to the hero. The speed of a ghost is slower than its monster mode. Ghost will turn back to monster mode when it goes into a tunnel.

Tunnel: Tunnel appear when hero pass and dig out the soil. Monster can only walk in the tunnel.

Stone: Block the way. Once tunnel appears below a stone, it will drop automatically after 1s and kill both hero and monsters.

How to play?

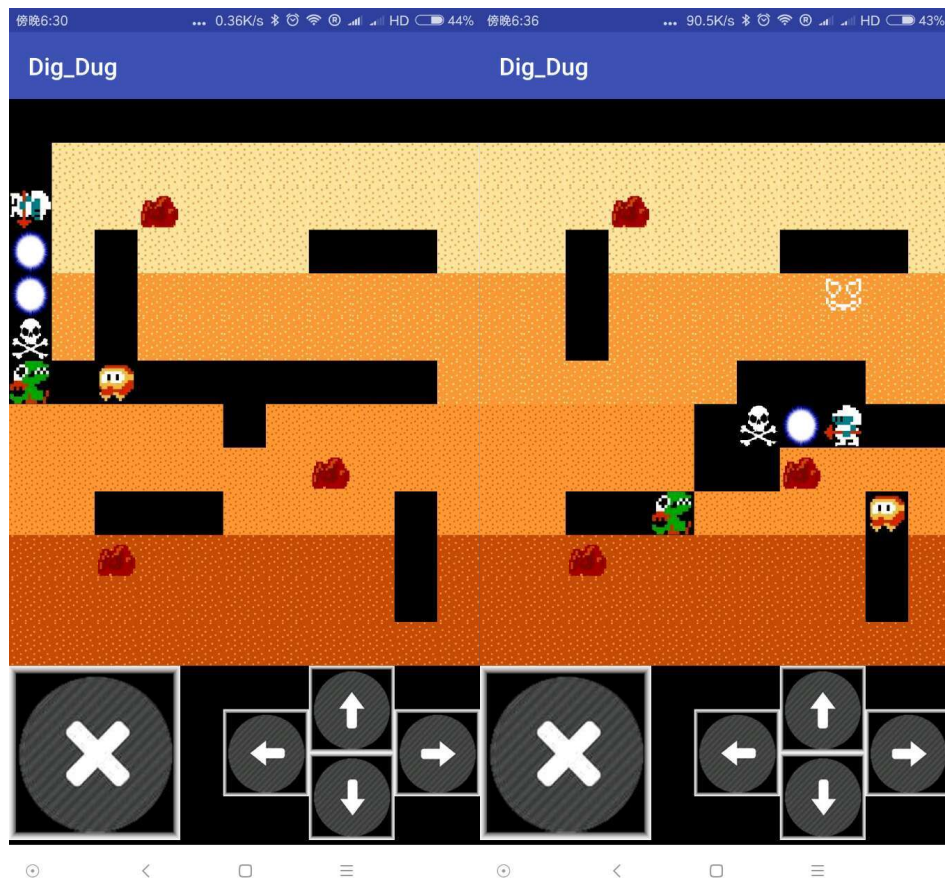
Use the four arrow keys on the right bottom to move the hero. Both a long press and



continuous short presses will work for straight line moving.

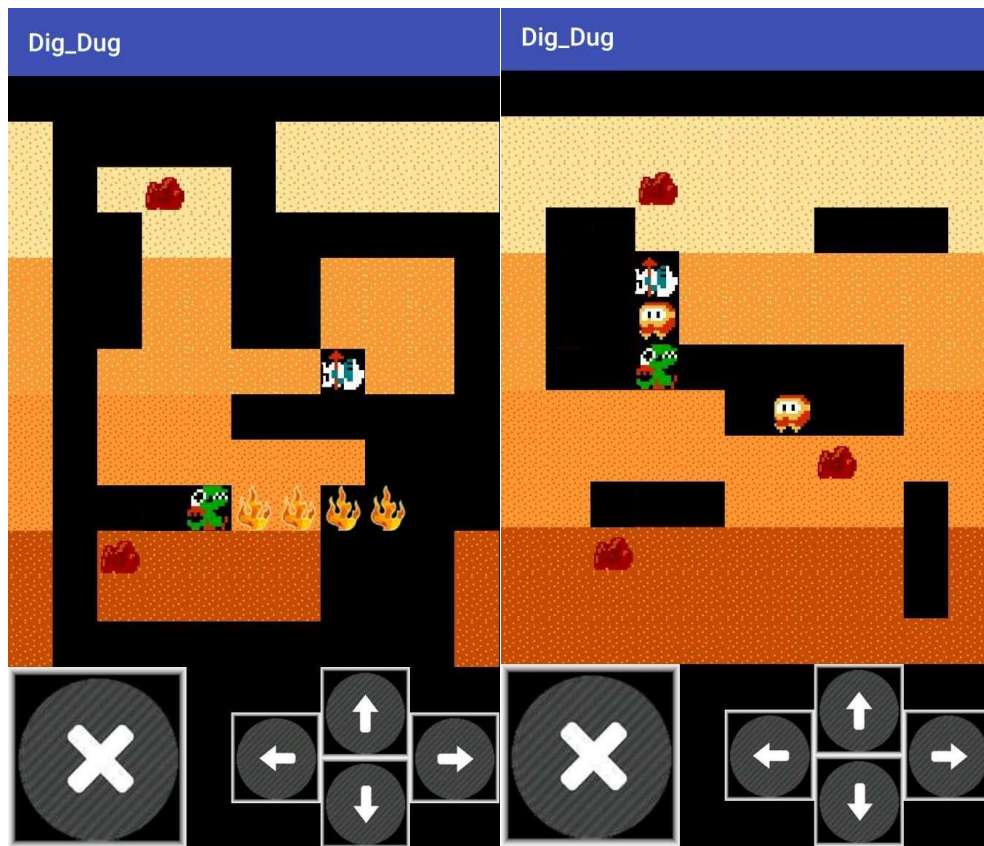
How to use laser gun?

Use the X button on the left bottom to fire laser gun to kill monster in next blocks of your facing direction. Be care! Once fire will only kill one monster and short delay will happen to prevent the hero from moving. In a word, if to or more monsters are moving towards you, you are dead! 😊



What's Dracary?

The Smuag can set up a four blocks line fire to kill hero. You can do nothing but try to avoid it. However, using fire needs power so that smuag will not do that too frequently.



Stone can be your friend or your enemy!

Try to use stone to kill monster, especially a large group of them are following you. Whenever a tunnel is dig out under a stone will cause it to fall after 1s. No matter how many, as long as there will be in the track of falling, neither monsters nor hero can survive.

For example, in the right above situation, if hero goes up and then left, the stone will get a “double kill” when it falls down 1s later.

Game Over/ You win!

If the hero is touched (exist in the same block with a monster), Game Over!

If the hero is fired by the dragon, Game Over!

If the hero is killed by the stone, Game Over!

If the hero survives while all the monsters gone, You Win!

Click anywhere to exit the game / Start a new round by click the app icon on your Android Desktop!

