



**A hole new video thrill!**

Gremlin's new **DIGGER** is more than an exciting test of speed and manual skill.

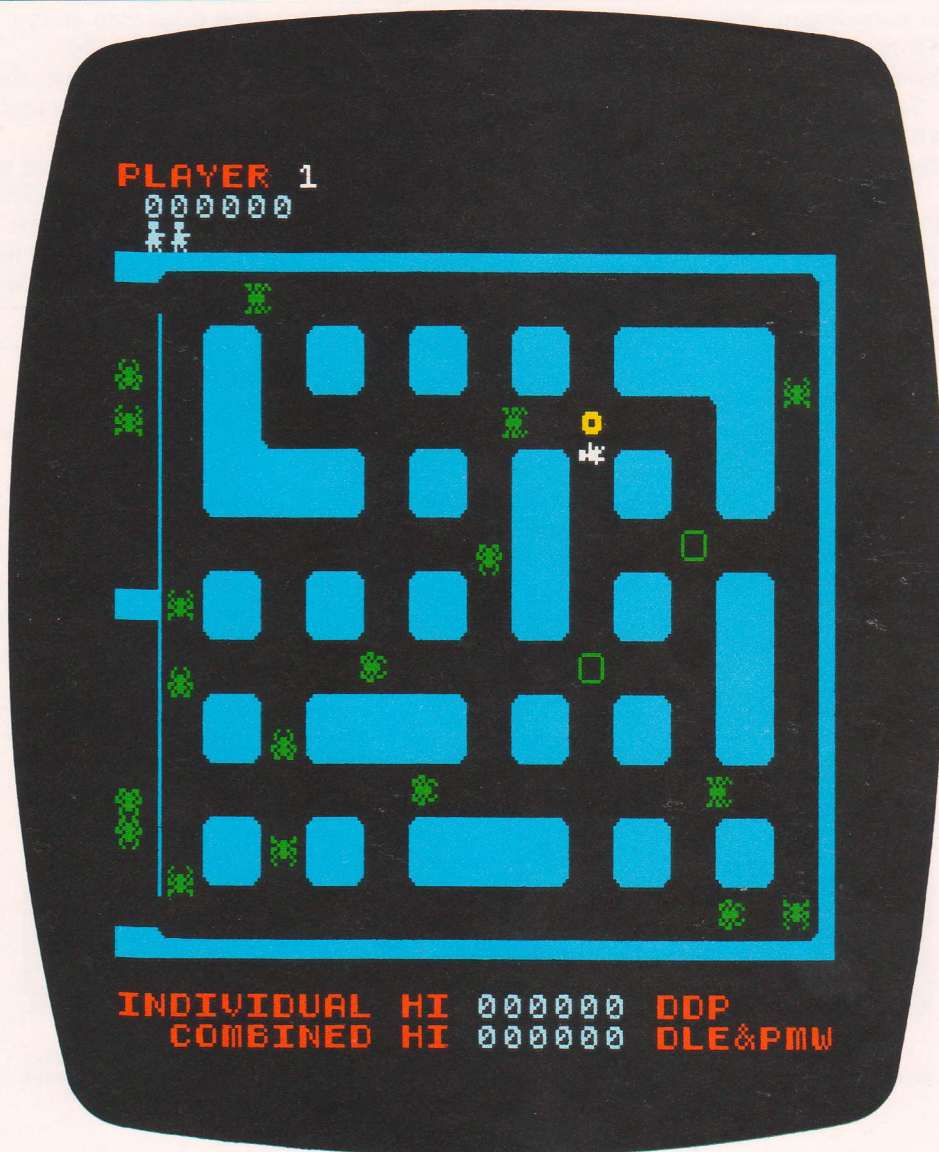
It's also a game of strategy that challenges your players' minds as much as their reflexes. And that challenge means more income for you.

All the action in **DIGGER** is in bright, eye-grabbing color. For added excitement there are ten different, authentic sound effects.

And Gremlin's exclusive **MultiPhase**® keeps player interest high by increasing the challenge as their skills improve. The playing field changes with each new game phase. And after every successful phase, the number of enemy creatures increases. Players may choose either individual or combined scoring for competitive or cooperative play.

Your players will really dig the challenge and excitement of **DIGGER**.

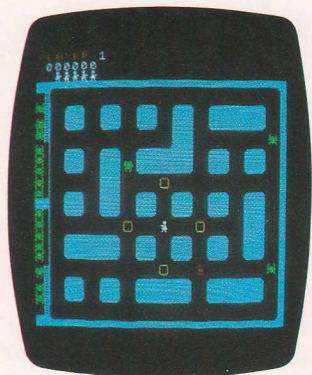
And you'll dig its bigger replay profits!



**Gremlin®/SEGA®**  
The games people REALLY play.



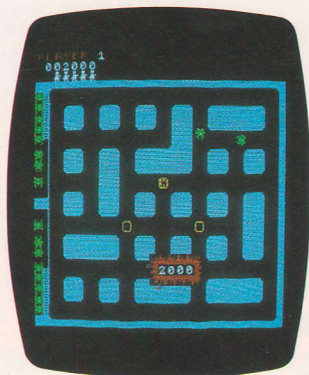
## PLAY ACTION



As play begins, you're lost in a maze-like desert canyon.

Suddenly, four hungry creatures begin to stalk you!

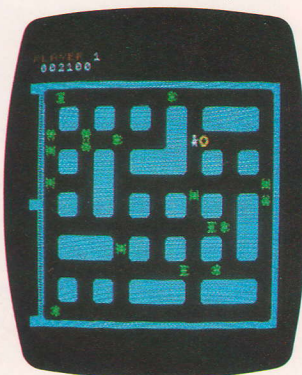
So you dig holes to trap them. As the creatures fall into your holes, you run to fill 'em



in-scoring points.

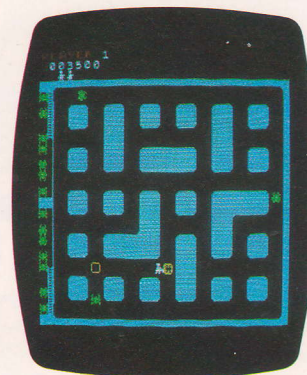
Trap the red creature and you score bonus points!

But look out—as play progresses, the army of creatures at the top of the screen start to eat their way through the protective barrier. So if



you don't trap all the creatures in the canyons—and fast—their army will escape and devour you!

Designed for one or two players, DIGGER is a constant challenge. The maze changes with each new play phase.

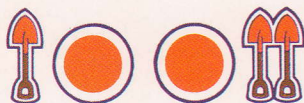


And the built-in ranking display keeps players eager for replays.

That's DIGGER, a hole new game of speed. Skill. Strategy.

And a whole new kind of money-maker for your locations.

## CONTROLS

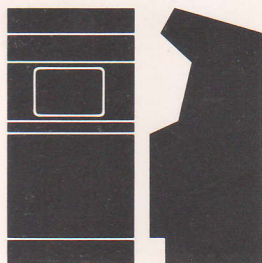


**Player Controls** include a directional Joy Stick and Dig and Fill Buttons. Plus one player or two player select buttons.

**Operator Controls** feature Gremlin's exclusive E-Z Adjust<sup>®</sup> volume controls for game sounds and sound-off during advertising plus a service switch for credit game play. Credit games do not increment

the coin counter. Adjust overall game speed with control on the CPU board. DIP switch also provides operator with game play options. Universal coinage selection with switches inside coin door.

## CABINET MODELS



**Upright**  
25½"W x 67"H x 28"D  
64.77 cmW x 170.18cmH x 71.12cmD  
290 lbs./132 kg.



**Cocktail**  
22"W x 34"L x 24½"H  
55.88cmW x 86.36cmL x 62.23cmH  
80 lbs./36 kg.



**Slimline**  
35"H x 19"W x 22½"D  
89cmH x 48cmW x 57cmD  
120 lbs./54 kg.



**MiniVideo**  
22"H x 21"W x 20"D  
55.88cmH x 53.34cmW x 50.8cmD  
80 lbs./36 kg.

**Gremlin/SEGA**

The games people REALLY play.

GREMLIN INDUSTRIES, INC.  
8401 Aero Drive, San Diego, CA 92123  
(714) 277-8700 TWX 910-335-1621

DISTRIBUTED BY: