

Dig Dug (ColecoVision)



This game was *never completed and/or given a public release.* As a result of this, keep in mind that the developers might have used or deleted some of the content featured here, had the game actually been released.

The ColecoVision *Dig Dug* is what happened when the system wanted a port of the arcade original... only to then change its mind because of its dust allergies.

Hidden Credits

A list of people who worked on the game is hidden in the ROM at `0x5586`:



Dig Dug

Developer: Atari, Inc.

Platform: ColecoVision

© This game has hidden developer credits.

PROGRAMMED BY: L CLAGUE
GRAPHICS AND ANIMATION BY: L CLAGUE
SOUND DATA SUPPLIED BY: A FUCHS
START DATE: 12/09/83
COMPLETION DATE: 00/00/83

Similar credits can be found in the ColecoVision Centipede.

	The <i>Dig Dug</i> series	[Collapse]
Arcade	<u>Dig Dug</u>	
Atari 8-bit family	<u>Dig Dug</u>	
ColecoVision	<u>Dig Dug</u>	
FM-7	<u>Dig Dug</u>	
NES	<u>Dig Dug II</u>	
Atari 7800	<u>Dig Dug</u>	
Windows	<u>Dig Dug Deeper</u>	
Plug & Play	<u>Dig Dug</u>	

Mr. Driller

Arcade	<u>Mr. Driller 2</u> • <u>Star Trigon</u>
PlayStation	<u>Mr. Driller</u>
Game Boy Color	<u>Mr. Driller</u>
Game Boy Advance	<u>Mr. Driller 2</u> • <u>Mr. Driller A: Fushigi na Pacteria</u>
GameCube	<u>Mr. Driller: Drill Land (Demo)</u>
Nintendo DS	<u>Mr. Driller: Drill Spirits</u>

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