

# ***Don't Dig Up the Dead***

## ***Strategy Guide***

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v1.1

## ***Special Items***

The Old Man will tell you some riddles that are hints towards some special items.

### **Wilted Rose**

*"Bury beauty to avoid conflict"*

Burying the Wilted Rose will do two things: 1) Items buried in the area will be marked with a blue flower. 2) Holes dug in the area will never release a Sleeper into the wild or start an immediate fight. The area size is roughly one screen when the red flower is in the center.

Having a safe zone is handy if you want to bury items to save for later. You can retrieve them without worrying about a fight.

### **Raincoat**

*"A raincoat will save you from more than just bad weather."*

Having the Raincoat in your inventory will act as a one-hit shield when in battle. Your character will appear orange and you'll get one free hit without losing a heart. The shield renews for every battle as long as the Raincoat is in your inventory.

The Raincoat is certainly handy but it does carry some hefty decreases in stats, so it might be best to use it only after you've unlocked the Duffle Bag upgrade.

### **Flashlight**

*"A flashlight can help you find things of great value."*

Have the Flashlight in your inventory when you talk to the Old Man and he'll tell you the general direction in which you can find the next magic relic.

The Old Man is roughly the center of the map so use him when figuring out which direction to travel. See the Map in the Appendix.

The Flashlight doesn't offer much of a boost to your stats so after you talk to the Old Man, bury the Flashlight and then dig it up when you need to find the next Magic Relic.

### **Pitchfork**

*"A fork in the road will split your decision."*

Having the Pitchfork in your inventory will give you a spread shot instead of a straight shot when fighting. The spread is determined by your Attack stat. It will be either a 2-way, 3-way, or 4-way spread.

### **Action figure**

This item is only found in the deluxe bundle edition of the game and offers +2 stats to Rate and Attack.

## ***Chests & Keys***

There are 5 chests on the map. One will always spawn next to your start location. The other 4 will spawn randomly in 1 of 11 locations. See the Map in the Appendix.

You'll need a Rusty Key in your inventory to unlock a chest. There are 6 keys buried around so there's an extra one just in case. Their location is random like every other item so you just have to search and dig.

The Rusty Key does have some negative stats so it might be best to use it before you dig another hole, or bury it for safekeeping.

## ***Fighting the Dead***

The thing you'll do most besides digging holes is fighting Sleepers.

### **Getting lucky**

The Luck stat determines your chances of digging up the dead when looking for items. You have a 50% chance of starting a fight when you begin the game. Any item that increases your Luck will reduce your chances of digging up the dead. Your luck will never go below 50%.

### **Stages of life**

All enemies will go through 3 stages. Each stage is signified by the screen changing color from black to white, then back to black. The screen will change to

red when the enemy has less than 15% of its health remaining.

Each stage will result in different patterns of bullets. However, there is a limited number of patterns so you'll often see the same attacks the more you fight. Get familiar with them and fighting the dead will be a breeze.

### **Slow down and focus**

The Speed stat determines how fast you can move during battle. But you'll always move at a constant slower speed when holding down the shoot button. Moving slower can make it easier to dodge complicated bullet patterns. Just focus on dodging and don't worry about hitting the Sleeper.

### **Clearing the road**

Getting into a fight with a Sleeper will clear out the immediate screen of all other Sleepers when you win. So if there are a lot of enemies on the screen and you're trying to dig, it might be easier to just enter the fight willingly and then you'll have some time to dig and explore without Sleepers breathing down your neck.

## ***Magic Relics***

Magic Relics give you no special powers or bonuses, and come with a full set of negative stats, so it's best to return them to the Old Man or bury them as soon as you can.

## **Seasons of change**

The trees in the land will change color when you give a relic to the Old Man. First from green to orange, then orange to red. The Sleepers get stronger and faster with each relic you return. You can easily outrun Sleepers in the wild when the trees are green but they are almost impossible to out maneuver when the leaves are red.

If the Sleepers are giving you trouble as you return relics, try burying the relic instead of returning it right away. After you've found them all, give them to the Old Man one by one and then you won't have to deal with the faster Sleepers while exploring.

## **Do the math**

The relic itself takes up a slot in your inventory, so you'll only have 4 items equipped when you enter the final boss battle (assuming you have the Duffle Bag).

## ***The Final Boss***

The final boss is the Demon King. You'll need to defeat him to win the game. He's extremely strong and has some attack patterns you won't see when fighting Sleepers.

## **Blood skulls**

At the start of his 1st and 2nd stage the Demon King will throw a skull that slides back and forth at the bottom of the screen. The skulls cannot hurt you directly and you cannot hurt them, but every few seconds they will stop and shoot blood up in a column. Keep an eye out and try not to be above a skull when it stops.

## **Demon's rage**

Starting in the 3rd stage, the Demon King will turn gray and stop. When this happens, he'll gush a stream of blood straight across the screen. Avoid this by moving high or low, but then immediately after that attack, blood will come in from behind you on the left. Shift to the right and focus to slow down and dodge. The skulls will not attack during this time but be ready because regular attacks start again quickly.

<i>Item</i>	<i>Speed</i>	<i>Luck</i>	<i>Rate</i>	<i>Attack</i>	<i>Damage</i>
Action figure*	0	0	2	2	0
Alarm clock	0	+1	-1	0	0
Belt buckle	-1	+1	+1	+1	-1
Bowling trophy	0	0	+1	+1	-1
Box fan	+1	-1	+1	+1	-1
Calculator	+1	-1	-1	0	+1
Flashlight	0	-1	+1	0	0
Frying pan	0	0	-1	+1	-1
Garden gnome	+1	-1	-1	+1	0
Hair dryer	+1	+1	0	-1	-1
Joystick	+1	+1	+1	0	0
Laserdisc	+1	0	-1	-1	+1
Lava lamp	+1	-1	0	0	0
License plate	0	-1	+1	+1	0
Magic relic	-1	-1	-1	-1	-1
Old telephone	0	+1	+1	-1	-1
Pitchfork	0	+1	+1	0	-1
Plunger	-1	0	-1	-1	+1
Raincoat	+1	0	+1	-1	-1
Roller skate	0	+1	0	-1	0
Rusty key	-1	-1	-1	0	0
Staple gun	-1	+1	0	0	0
Teddy bear	+1	+1	+1	+1	+1
Tennis racket	+1	-1	+1	-1	+1

<b><i>Item</i></b>	<b><i>Speed</i></b>	<b><i>Luck</i></b>	<b><i>Rate</i></b>	<b><i>Attack</i></b>	<b><i>Damage</i></b>
Thermos	0	0	0	+1	-1
Toaster	0	0	0	-1	+1
Toilet seat	+1	+1	-1	-1	-1
Toy car	0	0	+1	-1	0
Umbrella	+1	+1	0	-1	-1
Vacuum cleaner	+1	+1	0	0	0
VCR	-1	-1	0	0	+1
Waffle iron	0	-1	-1	+1	0
Wilted rose	+1	+1	+1	0	0
Wine bottle	+1	-1	-1	-1	+1

*\*Item only available in deluxe bundle edition of the game*

