

Cave Dig 3 v1.1.3

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Foxchange Software
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I. ABOUT CAVE DIG

Cave Dig is a wonderful and challenging arcade/puzzle game with beautiful graphics, a great soundtrack and a simple, yet entertaining gameplay.

You control Simon, a small fox with great powers, who is transported to a fantastic underground world. You will have to dig, move stones, travel through warps and ultimately use a laser pistol to escape from the hostile caves. Watch out for the creatures! They will block your path, chase you and squash you if you are not careful. Cave Dig is bound to become a shareware classic.

The game cheats and all of the 50 levels are unlocked in the registered version of Cave Dig.

II. HOW TO REGISTER

- On the web at www.foxchange.com/store/ (\$15.00)
- Or send \$15.00 cash, check, or money order to the following address:
Matthew Beedle, ATTN Cave Dig, PO Box 248, Cortez, CO., 81321

III. SYSTEM REQUIREMENTS

- Mac OS 9, or Mac OS X or better on any Power Macintosh
- 15MB of storage space
- 640x480 screen or larger, supporting 256, thousands, or millions of colors
- Mac OS 9 version requires DrawSprocket and QuickTime 3 or better

IV. GAME PERFORMANCE

For best performance, quit all open applications before running Cave Dig and play in "Full Screen" mode.

V. GETTING STARTED

- Use the Arrow keys to move around, the space bar is used as the "swap" key, and the escape key is used to pause your game.
- To get started, open Cave Dig, and when at the main menu, click the "Tutorial" button. The tutorial covers all the basics you need to know.

VI. UPGRADING FROM CAVE DIG 3.X

Q. I registered Cave Dig 3.0, can I upgrade for free and keep all of my settings?

A. Yes. To do this simply locate the existing Cave Dig 3 data files that were placed in your Mac OS 9 System Folder. These files are called: "Cave Dig 3 Prefs" and "Cave Dig 3 Saved".

Drag both of these files into the "Prefs" folder of Cave Dig 3 v1.1. The "Prefs" folder is located inside of Cave Dig 3 v1.1's "Data" folder. After this has been done, you will be good to go!

VII. VERSION HISTORY

Cave Dig 3.0 - 1/JAN/2002
- First public release!

Cave Dig 3 v1.1 - 21/AUG/2002
- Corrected version numbering method. Now Cave Dig 3 v1.1.
- Included a carbonized version of Cave Dig 3.
- Fixed a couple of minor bugs with the classic version of Cave Dig 3.

Cave Dig 3 v1.1.1 - 11/OCT/2002
- Fixed window fading bug caused by Mac OS X 10.2 in full screen mode (this needed fixing).
- Added support for something, but not telling, because it isn't official - yet.

Cave Dig 3 v1.1.2 - 2/NOV/2002
- Fixed a bug that would crash Cave Dig when playing Cave 47. Thank you Thomas R. for the heads up!

Cave Dig 3 v1.1.3 - 13/FEB/2003
- Fixed a number of typographical errors within the program and documentation. (Special thankx to Ken McCleary)

VIII. CREDITS

Game by Matthew Beedle
www.foxchange.com/~matt

Artwork by Maxime Chevalier
www.cam.org/~graph

Music & Sound by Jens Nilsson
www.fadeoutstudio.com

(For full credits, select "About" on the main menu.)