

shivering kittens 2.1-1



shivering kittens © 2005-2006 Mark Bishop.

info

shivering kittens is a panic-inducing puzzle game for Mac OS X, where you must rescue kittens from their icy imprisonment! A block-matching puzzle game, *shivering kittens* tasks you with forming lines of frozen kittens to release them from their icy imprisonment, and then with forming groups of those thawed kittens to rescue them!

shivering kittens requires any Mac with Mac OS X 10.3.x or later, including Mac OS X 10.4.x; the game is playable on PowerPC- or Intel-powered Macs (via Rosetta).

Although every effort has been made to ensure that *shivering kittens* is free of bugs, the game is provided with no warranty - **the use of the game is at your own risk!**

I have made every effort to ensure *shivering kittens* is free of bugs, but if you do encounter a bug, please contact Mark Bishop via email to [<sealfin@sealfin.com>](mailto:sealfin@sealfin.com) so that I can try to fix the bug.

credits

Design & code by Mark Bishop ([<www.sealfin.com/>](http://www.sealfin.com/); [<sealfin@sealfin.com>](mailto:sealfin@sealfin.com)), art by Alexander Goulkin ([<www.modgen.ru/>](http://www.modgen.ru/)), and music & sound FX by Ricardo Balderas.

how to buy

Thank you for downloading the demo of *shivering kittens*!

If you have enjoyed the demo of *shivering kittens* and would like to purchase the full game, please click the **Buy 'shivering kittens'!** button on the title screen of the game.

As soon as we receive your order, we will email you your unlocking code for the full game.

You may play the demo of *shivering kittens* as many times as you want, but every time you play the demo a reminder that the game is a demo will be shown, and games in the demo are time-limited to ten minutes; purchasing the full game will remove that reminder, will remove that time-limit, and may give you that warm, contented feeling that comes with supporting an independent and innovative developer...

how to play

In *shivering kittens*, pieces made up of three types of blocks fall from the top of the screen; these three types of blocks are kittens...



frozen kittens...



and ice...



Your goal in *shivering kittens* is to avoid the screen overflowing with these blocks, which you do by forming groups of these blocks from the pieces which fall from the top of the screen so that they may be eliminated.

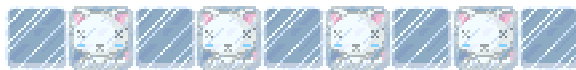
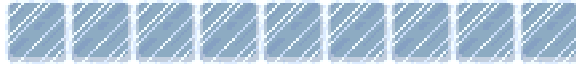
The pieces which fall from the top of the screen may be moved to the left and right by pressing the 'left' and 'right' arrow keys, rotated to the right by pressing the 'up' arrow key, and dropped by a block height by pressing the 'down' arrow key.

(The pieces which fall from the top of the screen may also be rotated to the left by pressing the 'z' key, rotated to the right by pressing the 'x' key, and dropped all the way to the bottom of the screen by pressing the space-bar.)

(You can also press the 'escape' key to pause or resume the game.)

Frozen kittens may be released from their icy imprisonment by forming unbroken lines of frozen kittens and ice stretching from one side of the screen to the other; these lines are then eliminated, and any frozen kittens release from their icy imprisonment.

These lines are unbroken and would be eliminated, and any frozen kittens within the lines released from their icy imprisonment...



but these lines are broken and would not be eliminated...



Kittens may be rescued by forming groups of five or more touching kittens - unlike the frozen kittens and the ice, the shape of a group of kittens is irrelevant...



You are scored on the number of kittens you rescue during a game, and on the number of kittens in the largest group of kittens you rescue during that game; if you and another player rescue the same number of kittens, but you have a higher number of kittens in the largest group of kittens you have rescued, you will have the higher score!

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We at sealfin.com are developers of independent and innovative games for Mac OS X; all of our games have a free demo for you to download, letting you try a game before deciding if you would like to buy that game - and if you do decide to buy that game, as we sell all our games as downloads, you won't have to wait for the game to arrive in the post!