DIGGER III

**For Your
512k Color Computer 3**

The long awaited follow-up to Digger II and the Gold Runner 2000 Challenge, Digger III is an arcade style platformer with high resolution graphics, smooth detailed animation, and over 30 levels of exciting action packed game play. With the release of Digger III, HyperTech Gaming continues the legacy of Hyper-Tech Software originally formed by Eric Crichlow, Mike Haaland, and Chet Simpson to bring high quality software to the Color Computer and beyond.

Take on the role of the man known only as The Saint as you infiltrate the hidden underground lair of the Gomer Clan to take back what is rightfully yours. Snatch back gold, jewelry, and other treasures while avoiding the Gomers as they patrol the caverns protecting their booty. Avoid bubbling lava, radioactive monsters, rabid bats, and deadly traps while digging holes to trap and kill Gomers. Collect all the treasure in each cavern to advance to the next level and pray you reach the exit to the surface.

Loading Instructions

1. Perform a cold restart.

2. Insert the disk containing either the RGB or Composite version into drive 0.

3. Type in **LOADM"D3"**

4. Press **<ENTER>**

5. Wait.

The game loader will auto-execute and load all resources and the main game executable. Once the game is loaded you will be greeted with a visually stunning graphical title screen.

Game Play

The goal of the game is to collect all treasures and advance to the next level until all levels have been completed. There are various obstacles on each level including Gomers, bats, and spikes on early levels and more difficult creatures on later levels. The player (you) can run left and right, climb up and down on ladders, shimmy across ropes, and drop down from ropes, edges, and through pits. The player can also dig pits in certain blocks to their left or right but cannot jump. A pit does not stay forever and will close up after a certain amount of time. If a pit closes up on the player death will surely be the result.

Gomers are especially troublesome as they chase the player and can also pick up and carry treasures. The only way to get a piece of treasure from a Gomer is to dig a hole and trap them in it. This will force the Gomer to drop the treasure above their head. When a Gomer is trapped in a pit it is safe to walk across them. Be careful, Gomers can climb out of pits after a certain amount of time. If a pit closes up on a Gomer they are crushed to death and respawn at a random location at the top of the level.

When all treasures have been collected an escape route will appear somewhere in the map. To advance to the next level the player must exit through the escape tunnel. The escape tunnel can appear anywhere on the map and may create an additional ladder.

Title Screen

The Title Screen consists of the Digger III logo, copyright notice, and a list of options. If there is no activity after two minutes the attract scene will be shown. Watch the action on the attract scene to get a feel for how the game is played.

Donating

Digger III is **free**. If you enjoy playing this game and would like to show your appreciation I urge you to make a $25 donation to the United Negro College Fund @ https://uncf.org.

Starting a Game

You can start a game by either pressing the `DIG` button (see Input Control) or by warping to a specific level. To warp to a level press the `W` key from the Title Screen and then enter the warp code for the desired level when prompted. You can leave the warp page by pressing the `BREAK` key.

Credits

The credits scene has three pages listing various people that have contributed to this game in some way. You can advance to the next page by pressing any key.

Controls

This game supports input from either the keyboard or joystick.

Keyboard	Joystick	Action
SPACEBAR	Button 1	Dig in the direction the player is facing. If the player is not facing left or right they can dig sideways in some situations by pressing DIG and then moving left or right.
←	Left	Run left
→	Right	Run Right
A	Up	Climb Up Ladder
Z	Down	Climb down ladder
P		Pause game. To resume game press `<ENTER>`
BREAK		Give up and start the level over again. Giving up will cost a life and should be used if you are trapped.

Scoring

Score is accumulated by collecting treasure, killing Gomers, and receiving bonuses for completing the level, *not* killing any Gomers, and completing the level without being killed.

Treasures

Treasures are scattered throughout each level and must be completed to advance in the game.

Treasure	Score
Gold Bar	100
Bag of Gold	100
Ruby Ring	100
Saphire Ring	100

Bonuses

Bonus points are awarded after completing a level and before moving on to the next one.

Treasure	Score
Level Complete	2500
Completing the level without being killed	15000
Completing the level without killing a Gomer	25000

Extra Lives

Extra lives can be acquired by collecting hearts scattered throughout the levels. Some levels have multiple hearts that can be collected but not all are easy to reach. Extra lives are only awarded once the level is completed. Any extra lives collected during the level are lost if they player dies before the level is completed.

Strategy

1. Dig. No doubt you will encounter Gomers that have snatched up some gold or will have to dig to get to a particular piece of treasure. Digging is one of the most important activities in Digger III.

2. Run. There is no shame in running away and sometimes it can make things easier.

3. Use the terrain to your advantage. There are many areas throughout the levels where the terrain is not only your best friend but your only friend.

4. Pay attention to the sound. When a Gomer picks up a piece of treasure they make a unique sound. Use this as an indicator to what Gomers off screen might be doing.