



**By Miles Moulding 1994**  
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Thankyou for owning a copy of Dimond Digger, my latest game. Written in QBASIC, the game runs best on 386/486, although ideal computer I found to be a 486 25MHz, although this game will run on anything. Don't forget to specify in the command line what computer you have, /286 /386 /486 /486+, as this set the various delays and game speeds for your processor. The 286 option turns off all background animation, like the game stripy-background and bubbles in the acid. The game will default to 386 mode if no command line options are given. I will warmly welcome all comments and suggestions you have for further versions of Dimond Digger Please send them the the below address. Anyway, I hope you like this game.

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