THE DIG™

REFERENCE GUIDE

Package Contents

✔ The Dig CD-ROM
✔ The Dig Manual
✔ The Dig Reference Guide
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Lift-off!

Quick-start instructions for DOS and launching the game from Windows 95.

Starting the game under DOS

1 Make sure The Dig CD is in your system's CD-ROM drive.
2 Change to the CD-ROM drive's prompt (D: on most systems).
3 Type DIG and press the Enter key (for example, D:\DIG<Enter>). This will bring up The Dig Main Menu.
4 From The Dig Main Menu, choose Play The Dig. (Use your mouse to click on the menu selection or press P on the keyboard.)
5 When prompted to run the game's Sound Card Setup utility, click on OK or press the Enter key. You are now ready to begin The Dig.

NOTE: If you encounter difficulties running the game, consult the Tech Notes section of this guide.

Launching the game from Windows 95

1 Make sure The Dig CD is in your system's CD-ROM drive.
2 Close all open windows on your screen. You can close a window by clicking on the close button (X) located in the top right-hand corner of the window. Also close programs listed on the Taskbar. Do this by right-clicking on a program's button and selecting Close.
3 Double-click on the My Computer icon on your desktop. (The name of this icon may have been changed by you or the person who installed Windows 95 on your system.) In the window that opens, double-click on the icon for your CD-ROM drive.
4 There are two icons that can be used to start the game. If you have less than 16 MB RAM on your system, double-click on The Dig icon. If you have 16 MB RAM or more on your system, double-click on The Dig 16+ MB icon. This will bring up The Dig Main Menu.
5 From The Dig Main Menu, choose Play The Dig. (Use your mouse to click on the menu selection or press P on the keyboard.)

6 When prompted to run the game's Sound Card Setup utility, click on OK or press the Enter key. You are now ready to begin The Dig.

NOTE: If you encounter difficulties running the game, consult the Tech Notes section of this guide.

The Dig Main Menu

Each time you launch The Dig, you will be presented with the game's Main Menu. This section briefly describes each of the menu's options.

Play The Dig

Starts the game. (The first time you start the game you will be prompted to run the game's Sound Card Setup utility. Click on OK or press the Enter key.)

Configure Sound Card

Allows you to set up your sound card for the game.

View Latest Updates

Contains last-minute revisions and information.

Troubleshooting Guide

Contains in-depth technical information and instructions.

Make Boot Disk

Launches the game's automated boot disk maker utility.

Exit

Allows you to exit the Main Menu and return to DOS or Windows 95.

Tech Notes

You can't save the planet if your shuttle's grounded. This section contains solutions to potential difficulties with the game. For further technical instruction and information, consult The Dig's on-line Troubleshooting Guide. This guide can be accessed from the game's Main Menu.

MAKE A BOOT DISK

A good first step in troubleshooting is to make a boot disk for the game. This is especially true for Windows 95 users. The Dig is a DOS-based game that may not function properly under Windows 95.

A boot disk should allow Windows 95 users to run The Dig without difficulty.

Follow these instructions to use the game's Boot Disk Maker Utility:

1 Insert a high-density diskette into your system's A: drive.

2 Choose Make Boot Disk from the game's Main Menu. This launches a utility that attempts to create a customized configuration for your system that is ideal for running the game.

3 Once the boot disk is made, reboot your system from the boot disk. Do this by rebooting or restarting your system with the boot disk in the A: drive.

4 To start the game, follow the "Starting the game under DOS" instructions provided in the Lift-Off! section of this guide.

If you are unable to access the game's Main Menu, do the following to run the game's Boot Disk Maker Utility:

DOS Users

1 Change to the prompt designated to your CD-ROM drive (usually D:). Type CD DIG and press the Enter key (for example, D:\CD DIG <Enter>).

2 Type ALLBOOT and press the Enter key (for example, D:\DIG>ALLBOOT <Enter>). This will start the game's Boot Disk Maker Utility. Follow the utility's instructions to make a boot disk.

3 Once the boot disk is made, reboot your system from the boot disk. Do this by rebooting or restarting your system with the boot disk in the A: drive.

4 To start the game, follow the "Starting the game under DOS" instructions provided in the Lift-Off! section of this guide.

Windows 95 Users

1 Make sure The Dig CD is in your system's CD-ROM drive.

2 Close all open windows on your screen. You can close a window by

clicking on the close button (X) located in the top right-hand corner of the window. Also close programs listed on the Taskbar. Do this by right-clicking on a program's button and selecting Close.

3 Double-click on the My Computer icon. (The name of this icon may have been changed by you or the person who installed Windows 95 on your system.) In the window that opens, double-click on the icon for your CD-ROM drive. Look for the DIG folder icon. Here you will find the ALLBOOT icon. (The icon is a picture of a window with ALLBOOT underneath it.) Double-click on the icon to start the Boot Disk Maker Utility.

4 Once the boot disk is made, reboot your system from the boot disk. Do this by rebooting or restarting your system with the boot disk in the A: drive.

5 To start the game, follow the "Starting the game under DOS" instructions provided in the Lift-Off! section of this guide.

NOTE: If you have Windows 95 on your system and are having problems with the boot disk, refer to the on-line Troubleshooting Guide for further information and instructions.

If the problem no longer occurs after booting your system from a boot disk, you most likely have a memory manager or utility whose operation conflicts with the game. From this point on, boot your system from the boot disk before playing the game. If the problem recurs, consult the following list of potential difficulties with the game and their solutions.

Crashes and Lockups
DOS EXTENDER CONFLICTS

Crashes while running The Dig may occur due to conflicts between certain machine configurations and the DOS extender (DOS4GW) that the game

uses. You can often resolve these conflicts by using an alternate version of DOS4GW.

Recent versions of DOS4GW are found on The Dig CD. You can install these versions of DOS4GW by accessing the game's on-line Troubleshooting Guide from the game's Main Menu. (See the "Game Crash Issues" section.) If you are having difficulties reaching the game's Main Menu, you can install the alternate versions of DOS4GW found in the game's SUPPORT directory. When you exit The Dig and re-enter the game, the version of DOS4GW that you installed will be used instead of the default version on the CD. To install alternate versions of DOS4GW, do the following:
DOS Users

The following installation routines must be run from the CD's SUPPORT directory (for example, D:\SUPPORT>INST197<Enter>).
To install version 1.97, type INST197 and press the Enter key.
To install version 1.95, type INST195 and press the Enter key.
To install version 1.92, type INST192 and press the Enter key.
To install version 1.80, type INST108.BAT and press the Enter key.
Windows 95 Users

1 Make sure The Dig CD is in your system's CD-ROM drive.

2 Close all open windows on your screen. You can close a window by clicking on the close button (X) located in the top right-hand corner of the window. Also close programs listed on the Taskbar. Do this by right-clicking on a program's button and selecting Close.

3 Double-click on the My Computer icon. (The name of this icon may have been changed by you or the person who installed Windows 95 on your system.) In the window that opens, double-click on the icon for your CD-ROM drive. Look for the Support folder icon. Double-click on this icon.

4 Locate the icons for the DOS4GW installation programs. (The icons are pictures of windows with version numbers of DOS4GW underneath them.) Double-click on an icon to install the corresponding version of DOS4GW.
SOUND CARD CONFLICTS

Some lockups are the result of conflicts with your sound card's DMA or IRQ setting.

To test for such a conflict, run the game with None chosen as your sound card. Follow these instructions:

1 From the game's Main Menu, choose Configure Sound Card.

2 A message box will appear: "The sound card configuration utility will now set up your sound card." Click on the OK button or hit the Enter key.

3 A message box will ask you to choose Express or Custom setup. It will also request that you press your keyboard's N key if you do not have a sound card. For testing purposes, press the N key.

4 From the game's Main Menu, choose Play The Dig.

You are now ready to play the game with None chosen as your sound card (there will be no sound in the game). If the game locks up, the cause of the problem is most likely something else. If the game doesn't lock up, there's a good chance that a printer, sound card, modem or other device is conflicting with your sound card's IRQ or DMA setting. Consult the documentation that came with your sound card or other devices for specific instructions on how to reconfigure them in order to avoid a conflict, or contact the manufacturers directly.
MOUSE DRIVER CONFLICTS

Certain mouse drivers may cause The Dig to lockup, crash, or not play properly. As stated on the game's system sticker (on the game's box), The Dig requires a 100% Microsoft-compatible mouse. It is recommended that you use the most recent driver.

DIRTY OR SCRATCHED CD

Check the shiny side of The Dig CD for fingerprints or smudges. If the CD is dirty, clean it with a soft cloth. (Move the cloth across the CD's surface in smooth strokes, from the CD's center hub to its outer edge.)

Memory Problems and Concerns
NOT ENOUGH RAM

As stated on the game's system sticker (on the game's box), your machine requires 8 megabytes of RAM or more to run The Dig properly.
MEMORY MANAGER CONFLICTS

A memory manager can cause system slow downs or crashes while playing The Dig. The best way to make sure you are not running a memory manager is to create and use a boot disk using the game's Boot Disk Maker Utility.

Sound Problems and Concerns
NO SOUND

The first time you choose Play The Dig from the game's Main Menu, the game's Sound Card Setup utility should detect your sound card. If you do not hear sound in the game, do the following:

Check the game's system sticker (on the game's box) to make sure your sound card is supported by the game.

Make sure your sound card is detected by the game. Select Configure Sound Card from the game's Main Menu. Run the Express setup routine. If your sound card is not detected, try setting your sound card's settings manually using the Custom setup routine.

If your sound card has a volume control utility, make sure it is set appropriately. Consult your sound card documentation or contact the manufacturer directly for details.

Make sure the game's volume control is set appropriately. To increase volume within the game, press the keyboard's] (right bracket) key.

"ERROR IN SOUND CONFIG" MESSAGE

Check the game's system sticker (on the game's box) to make sure your sound card is supported by the game. Also make sure your sound card is detected by the game. Select Configure Sound Card from the game's Main Menu. Run the Express setup routine. If your sound card is not detected, try setting your sound card's settings manually using the Custom setup routine.

SLURRED OR CHOPPY SOUND

Slurred or choppy sound can occur because of a system slow down. Make sure your CD-ROM drive meets the game's minimum standards (MPC Level 2-compliant) and that you are running the game without a memory manager loaded on your system. See the Speed Problems and Concerns section of this guide for additional suggestions.

Speed Problems and Concerns

MAKE SURE YOUR MACHINE MEETS GAME REQUIREMENTS

Make sure your machine meets these minimum specifications:

✔ 66 MHz 486 or better CPU
✔ double-speed CD-ROM drive (MPC Level 2-compliant)
✔ 8 megabytes of RAM.

DEDICATED GAME CARDS

If you have a joystick plugged into a dedicated game card on your system, try unplugging the joystick before launching and playing The Dig (even if you are not using a joystick with the game). This may increase your system's speed while playing the game. If the game card is speed-adjustable, lower its speed setting.

SMARTDRIVE/CACHING SOFTWARE

Hard disk and CD caches, which are meant to speed up your system, may cause timing problems with The Dig. These caches store data into memory, from a hard disk or CD, that is required by the CPU. This allows the CPU to read this data from the cache instead of the hard disk or CD. Because the game wants access to all of your system's memory, caches may cause the game's frame rate to be inconsistent. Using a boot disk made from the game's Boot Disk Maker Utility should disable hard drive and CD caches.

SLOW GAME PLAY ON MACHINES WITH 8 MEGABYTES RAM

If you have 8 megabytes of RAM on your machine and you're launching the game from Windows 95, the following may occur: choppy video during cutscenes, "slow motion" game play, stuttering sound or voices. The DIG is an MS-DOS program that requires 8 megabytes of free RAM. Windows 95 requires 1.5 to 4 megabytes of RAM, depending on how your system is configured. Because the game cannot access all of the memory it wants when running under Windows 95, game performance may suffer. Using a boot disk prior to playing the game should noticeably improve the speed of game play if your machine has 8 megabytes. (See the "Make a Boot Disk" instructions in the Tech Notes sections of this guide.)

Technical Support

If you are having any technical difficulties with this product, please contact the LucasArts technical support department. If you contact us by phone, we recommend that you are at your computer so that we can assist you more quickly. It is also helpful to have a list of your machine's current hardware and software configurations. Please DO NOT call technical support if you have not first tried to resolve your problem by making a boot disk using the game's Boot Disk Maker Utility.

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