



Press Release Kit - March 2012

Included in this Kit

- This document, which includes a game synopsis, information on Parabox Games, links, reviews and feedback, and contact information.
- High-res screenshots
- Publicity images, including Caveman Craig 2 and Parabox Games logos.
- A sample of the Caveman Craig 2 soundtrack

About the Game

Caveman Craig 2 is a unique strategy game featuring Craig, a tribe leader whose goal is to take over the four tribes of “Boggdrop”. To do this, Craig must buy and train three types of cavemen:

- Hunters, who use rocks and clubs to bring down dinosaurs for food, and follow Craig into battle against other tribes,
- Gatherers, who drag the dinosaurs back to the cave and pick berries from nearby vegetation, and
- Preparers, who process the meat and fruit returned to the cave, allowing the player to buy more cavemen.



Craig (the player) must actually demonstrate these tasks to new cavemen in order for them to learn how to do those tasks.

Caveman Craig 2 features...

- Over 12 dinosaurs, including Velociraptors, Pterodactyls, and the brutal Tyrannosaurus Rex



- 35 “XP rewards” that help defend and grow your tribe or disable your enemy. The XP Rewards include pet dinosaurs, teachers, catapults, and fully trained cavemen.
- A whole new twist on the original Caveman Craig game; conquer the enemy's territory to win each level!

- Smart cavemen that can sleep, eat, improve their skills (eventually unlocking a special 'veteran bonus'), and prioritise their tasks.
- New gametypes, dinosaurs, bonuses, achievements, and playable characters that can be unlocked!
- 'Classic' mode, where you must build your tribe as large as possible while facing harder and more frequent threats - just like the original Caveman Craig!
- A professional, high quality soundtrack by platinum-selling musician [Ricky Garcia](#)

Currently, Caveman Craig 2 is only available for PC. It is only \$9.99 US and is distributed through BMT Micro. We hope to release Caveman Craig 2 for Mac, iOS, and Android very soon.

Reviews and Feedback

“The gameplay is fun, simple and addictive. Training cavemen is one of those things that will have you wondering where the time went. When you dive even further into the game, you’ll find a great level of depth awaiting you.

If you do decide to give this game a chance, you’ll find yourself losing hours at a time, completely lost in the experience. As far as strictly gameplay goes, I can say with some confidence that it ranks up there with some of my favourite RTS games ever.”

- Alex Bokan, Indie Game Mag

“All in all in my opinion the game is so well done and has so much going on that it is worth the price, and have no problems recommending the game for strategy lovers, or someone looking for something unique.!”

- Artemis Gordon, The Unpaid Gamers

“I watched the trailer which instantly caught my eye and as more and more of the game was revealed, the rest of my colleagues noted my growing excitement. By the end of the trailer for Caveman Craig 2 I was dancing around, flinging chairs and doing flips. THIS IS THE GAME I HAVE ALWAYS WANTED!”

- Chris Priestman, Indie Game Mag

“To all who are unsure if this game is worth buying, allow me to remove all your doubts by saying that I have almost played this through, and not once did I feel like I didn't get my money's worth. This game is well optimized, lasts long, it's challenging, and has plenty of replay value. It plays 10 times smoother than CC SE, and has as much more polish. It's a perfect blend of superior programming and art, all complemented by smooth professional music. WELL worth the \$10 you'll pay.”

- Amos Jones, Gamer

“The new graphics are stunning, along with all of the amazing visual effects. The game-play was so much smoother than CC1 and the new features make the game more interesting. It definitely will have a great replay value.”

- 'MicHorvath', Gamer

“The first CC is incredibly awesome in so many ways. CC2 tops that. Amazing job Rhys and Tim. Everyone should give this game a download!”

- Joe Hubert, Epic Vessel Games

Full Articles

- Review by Chris Priestman, Indie Game Mag: <http://www.indiegamemag.com/caveman-craig-2-might-be-the-greatest-dinosaur-game-ever/>
- Review by Alex Bokan, Indie Game Mag: <http://www.indiegamemag.com/caveman-craig-2-review-dinosaur-lovers-rejoice/>
- Review by Artemis Gordon, The Unpaid Gamers: <http://theunpaidgamers.com/2012/03/11/caveman-craig-2-review/>
- User reviews at YoYo Games: <http://sandbox.yoyogames.com/games/195143-caveman-craig-2-demo/reviews>
- Preview by Cassandra Khaw, Indie Games Weblog: http://indiegames.com/2012/03/demo_caveman_craig_2_paradox_g.html
- User Reviews at IndieDB: <http://www.indiedb.com/games/caveman-craig-2/reviews>

About Parabox Games

Parabox Games is a small indie video game company, located in New South Wales, Australia. Although it formed in late 2010, founders Rhys Andrews and Tim Andrews have been designing games, programming, and animating together since years before.

Tim has worked in the animation industry for over 8 years, animating for television and feature productions.

Rhys is a veteran game programmer and game designer of over 7 years, finding success in a number of projects including Conflict: Arcade, Teka Teki (Released for PC, iOS, and Android), and Caveman Craig / Caveman Craig: Special Edition. Until 2007 he founded and managed a team of roughly 6 designers, named "GameCave Productions". GameCave had a strong online community presence and released a large number of games, developer engines, and tutorials over the years.

After the success of Caveman Craig, Caveman Craig: Special Edition, and Teka Teki, Rhys and Tim decided to form Parabox Games to bring them all under one umbrella. Other contributors to Parabox Games include Greg Vanderbeek (artist) and Ricky Garcia (musician).

One goal of Parabox is to explore all the avenues and genres of indie gaming. We plan to release games for mobile devices (iOS, Android) as well as desktop platforms (Windows, Mac).



Links

Caveman Craig Website: <http://www.cavemancraig.com>

Parabox Games Website: <http://www.paraboxgames.com>

Youtube Trailer: <http://www.youtube.com/watch?v=qJuEvgFBIZo>

Parabox Games Twitter Page: <http://twitter.com/paraboxgames>

Parabox Games Facebook Page: <http://facebook.com/paraboxgames>

Caveman Craig Facebook Page: <http://facebook.com/cavemancraig>

Caveman Craig 2 Demo Download: <http://sandbox.yoyogames.com/games/195143-caveman-craig-2-demo>

Caveman Craig 1 Download: <http://sandbox.yoyogames.com/games/33621-caveman-craig>

Caveman Craig 2 Order Page:

<https://secure.bmtmicro.com/servlets/Orders.ShoppingCart?CID=4627&PRODUCTID=4627002>

Ricky Garcia (Musician) Website: <http://www.rickygarcia.com>

Contact Information

For all enquiries and feedback, you can contact Rhys Andrews of Parabox Games at rhys@paraboxgames.com.

Musician Ricky Garcia can be contacted via his website, www.rickygarcia.com.

Animator Tim Andrews can be contacted via his website, www.pacificrock.com.au.