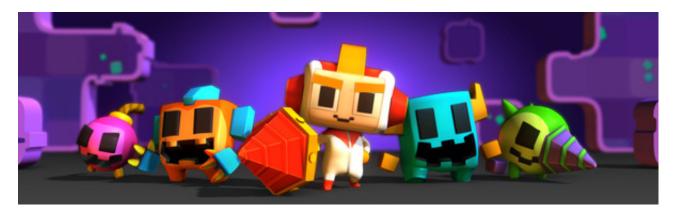Digby Extreme Key Serial Number

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About This Game

Help Digby dig, set off bombs, dodge cave-ins and evade a colourful cast of foes in Digby Extreme - an explosive new endless digger from 3 Sprockets!

Watch out for crazy monsters, lava, lasers and even cave-ins as you dig as deep as you can uncovering crystals. Mix up the game using powerful ability cards that change your experience in fun and unpredictable ways.

Want to replace all lava with crystals?
Want to skip the first 50m?

Want to remove lasers from your game?
How about double speed drilling?

Do all of that and more with collectible ability cards that give you the power to play how you want.

Key Game Features
* Co-Op and Versus Local Multiplayer game modes!
* In-game friends and global leaderboards
* Explosive action (seriously, so many explosions)
* Mix and match over 60 game-changing cards
* Collect DigBots for extra gems
* Unlock a huge range of characters and themes

Up to 4 player Local Multiplayer
* Mixed Keyboard & Controllers
* Up to 2 players on Keyboard at the same time

Get your modern retro gaming on!

Title: Digby Extreme
Genre: Action, Casual, Indie
Developer:
3 Sprockets
Publisher:
3 Sprockets
Release Date: 16 Oct, 2017

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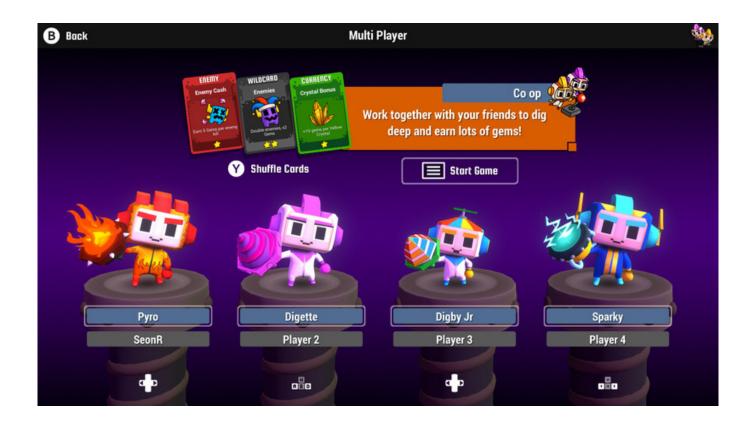**Minimum:**

Processor: Intel i3+ or equivalent
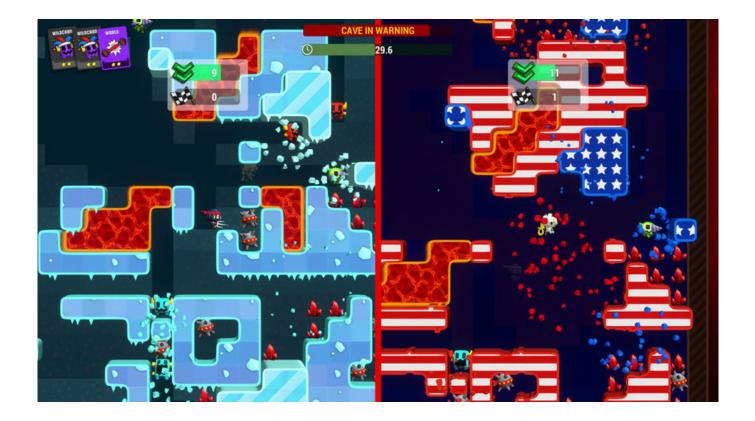
Memory: 1 GB RAM

Graphics: Nvidia 8800, Radeon HD35xx, Intel HD 4000+

DirectX: Version 9.0c

Storage: 300 MB available space

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese

ENEMY
Enemy Cash
Earn 5 Gems per enemy kill

WILDCARD
Enemies
Double enemies, x2 Gems

CURRENCY
Crystal Bonus
+10 gems per Yellow Crystal

Co op

Work together with your friends to dig deep and earn lots of gems!

Y Shuffle Cards

Start Game

Pyro
SeonR

Digette
Player 2

Digby Jr
Player 3

Sparky
Player 4

Cute, fun little game and pretty affordable.

If you like games like PacMan, then you'll definitely like this <3

. This is not like DigDug, or any retro games I can recall. The developers did a solid job with Pac-Man 256, making an endless runner engaging with a fair progression system. Digby is unpolished and quickly ported to PC. Right from the start, the game asks "Press any button to start" but mouse buttons and Enter do not work. Yet, trying to apply cards in the menu can only be done with the mouse. All of the menu navigation is a mess, jumping between mouse-only and keyboard-supported navigation, none of it feels good or consistent.

The core game is an endless runner, with a lot of flaws. The character has no abilities by default, with incredibly slow digging speed and no attack options. All of the abilites are locked behind cards, which are time-limited buffs. Some buffs can backfire or counter each other out. The ability to drill through enemies is very literal, you MUST be moving into the enemy to kill them, except some enemies are immune and will just kill you. Yes, Microtransactions were removed, but the weird gems\/coins currency exchange remains, and the base character is pitiful without card buffs.

Digby is just not a good game. It's boring and repetitive, with little reason to play besides progression. I've almost completed everything in a few hours, and I never really enjoyed it. Digby is not something I'd come back to play, but PacMan 256 was. Some reviews mention co-op being better, and I didn't have any interest to try it out. I'm sure there are much better co-op games out there. Don't bother here.. Once I heard that the team partially responsible for *PAC-MAN 256 also made Digby Extreme - it was an easy decision to toss a dollar in for this experience when it was on sale. Now I want it to be crystal clear that I **hate a vast majority of mobile games, mobile game design, microtransactions, and really - anything associated with mobile game culture. And yes, I am sad to report that both of these reimaginations of classic games are horribly mobile in every aspect. Why do I upvote? Because the 3 Sprockets team is quite good at building core game mechanics and a gameplay loop that truly does bring these classic games into a contemporary setting. These new versions are not perfect by a long-shot nor will they ever replace their original iconic inspirations, but they are fun for a small asking price. Best played in short bursts; also fun in local couch multiplayer settings.*

Essentially, you take a tried-and-true formula and build a satisfying upgrade grind around it. The whole thing has a strong one-more-round effect. The downside is that the grind is far too in-your-face, and so this doesn't fair well in long play sessions, at least for me. This angle also ended up sort of breaking PAC-MAN 256 in the long run, but hey - we had a good 7 hours of fun in the meantime. There really isn't too much else to say here.

Pros:
+Quite fun to try to beat your last run, which ultimately results in a strong one-more-run effect
+I like playing these small in scope retro-yet-modern scorechasers
+Local multiplayer is a nice addition and works well
+The price-point is fine enough (I grabbed it on sale, but even at full price - you could do worse)

Cons:
-The whole thing is a straight and shameless mobile port
-Sometimes we wished the controls were a tad more responsive
-I do think there is a great deal of potential wasted here; they could have taken the core mechanics and made a full-blown PC exclusive game with non-mobile artwork and more content, which would have commanded a worthy and much higher asking price

If you've played PAC-MAN 256, then you know what you are getting into here.