
Dig Or Die Torrent Download [hacked]



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About This Game

Explore, fight, craft and build your defenses! Enjoy a unique and innovative game:

- **Strategy:** survive massive attacks each night by building strong walls and placing turrets wisely.
- **Physics:** build wisely or your structures will collapse! And you will need them to defend your base, or build bridges and high towers to access remote locations.
- **Water cycle:** rain, infiltration, underground rivers and lakes... be careful during the heavy rains, or you could be surprised by a sudden water level rise!

You are a representative of the CRAFT & Co company. You are selling automated fabrication tools across the galaxy when your spacecraft crashes into a hostile planet. Use the tools you sell and the local resources to build up all of what you'll need to survive and eventually be able to escape the planet.



New content!

- Play classic **solo** or **multiplayer co-op**, or try the custom game modes: **Under the Sea** (start in a cave under a huge ocean!), **Sky World** (a random world composed of hundreds of flying islands), or **Base Defense** (no exploration, only base building and defense).
- Activate the **Hazardous Events** option to trigger various surprises like Meteor Shower, Rain Flood, Earthquake, Volcano Eruption or even a Sharkstorm!
- Enjoy **Creative Mode** and produce all items for free. This includes cheated items and tools to modify terrain or even create water and lava!

Gameplay:

- **Fun from the start:** no awfully slow digging, so you can concentrate on the exploration, fights and strategy.
 - **Game's final objective:** you must build a rocket ship to escape the planet.
- **Strategy survival:** the game is a survival game in a strategic meaning. No hunger needs, the whole point of the game is to survive to the massive attacks each night. And to do that, you will have to explore the world to gather resources and craft your defenses.

Fights:

- No swords, magic or flying clown monsters here! It's a **consistent science-fiction world**, with fast and fun laser guns fights!
- **Intelligent monsters:** they will find the best path to attack your defenses. And be careful: even if they can't move through walls, they can still destroy them!
- **Difficulty progression:** only the species of monsters you have already killed before attack during the night (they must have taken ill!). So you can progress at your own pace and choose when you are ready to move forward and fight stronger monsters.
- **AI companion:** your crashed ship contains an AI that survived and will give you useful advices (or not!). Build him a drone so he can follow you and even help you fight the monsters!

World Simulation:

- Huge world with **global real-time simulation** of the environment, physics, water cycle and lighting.

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- **Electricity:** build solar panels or functional hydroelectric generators to power your base's most advanced items!
 - **Plants simulation:** plants naturally grow and spread if their life-conditions are met. Create some farms with artificial sun lamps and irrigation.
 - **Procedurally generated world:** Major areas locations are specific to benefit from a logical game progression, but detailed layout of surface, caverns, ores, etc. are unique at each playthrough.

Crafting and Building:

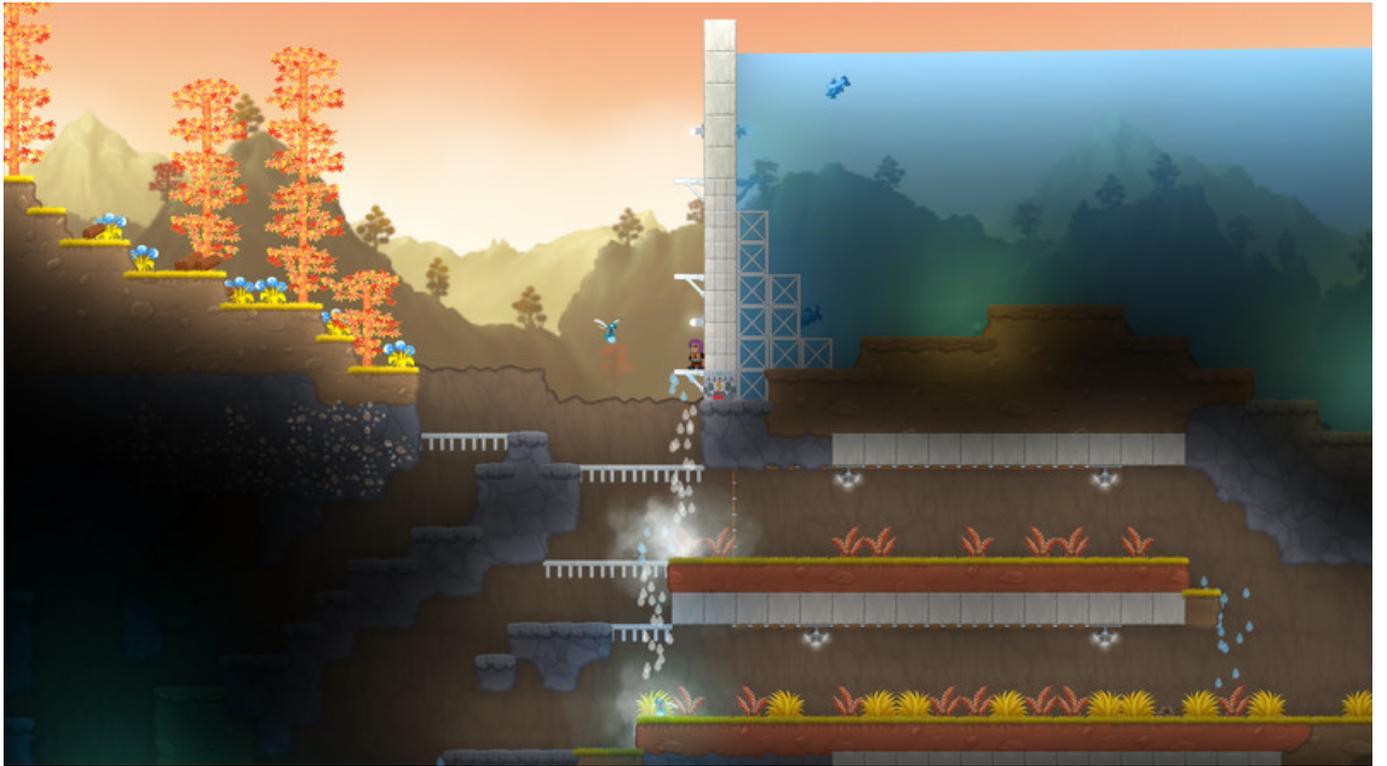
- **Crafting:** You dig minerals, harvest plants and kill some monsters and bosses in order to craft better items and defenses. But the digging is really fast, your inventory space is infinite and all crafting recipes are displayed, so you don't waste all your time on grinding or wikis and can concentrate on setting up better defenses.
- **Base construction:** You build a fortress, not a holiday house. So you won't find hundreds of flowerpots or tapestries, but rather turrets, strong walls and useful machines. Remember the Starship Troopers or Aliens movies atmosphere!

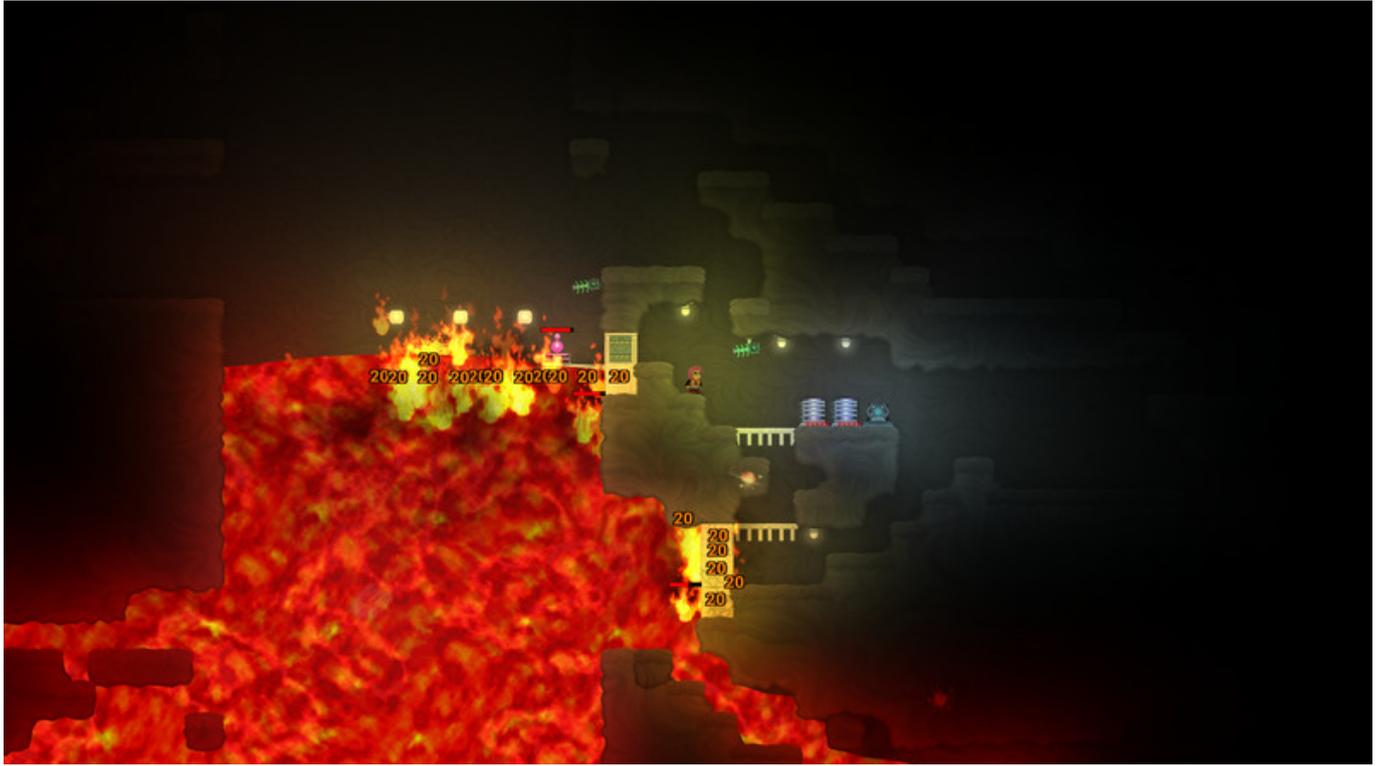


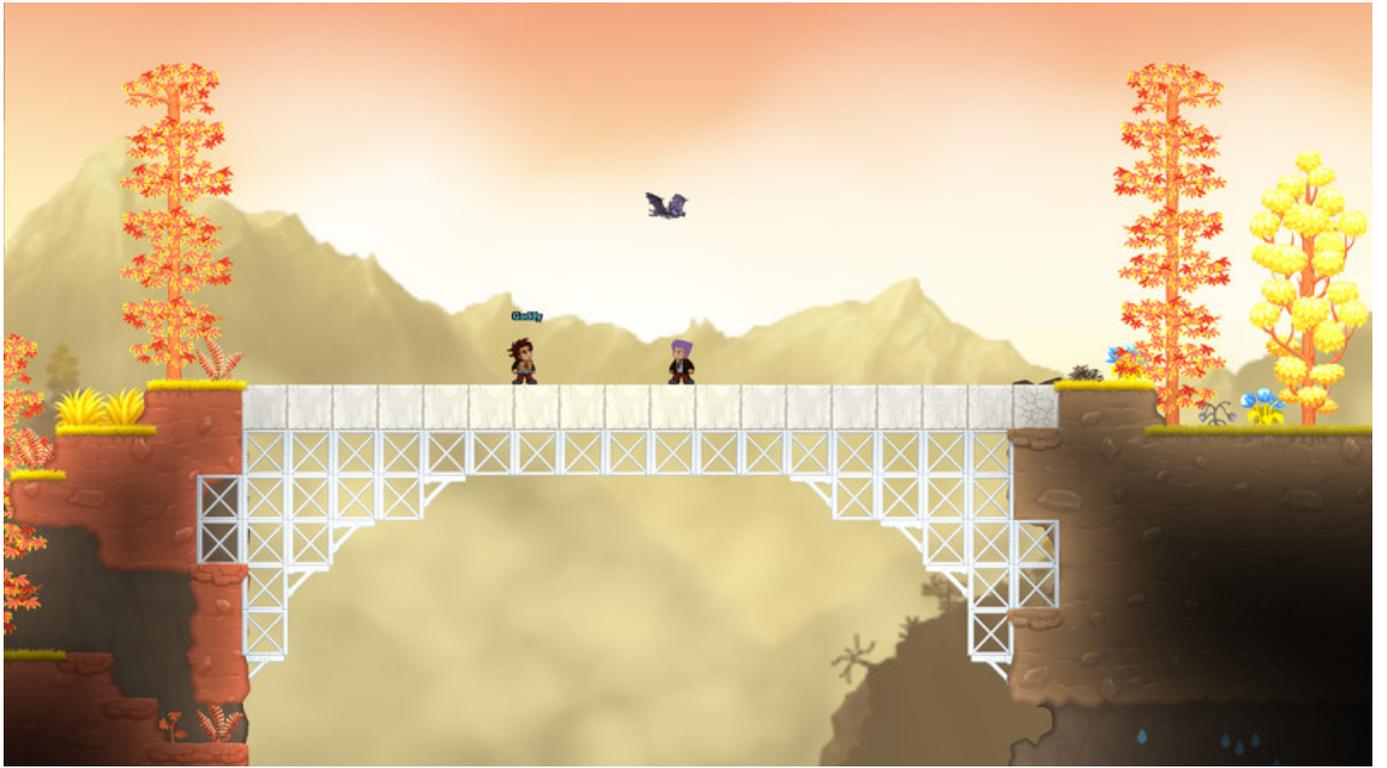
Title: Dig or Die
Genre: Action, Indie, RPG, Strategy
Developer:
Gaddy Games
Publisher:
Gaddy Games
Release Date: 10 Jul, 2018

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







IT'S EVERYTHING TERRARIA SHOULD'VE BEEN. THANKYOU SO MUCH FOR MAKING THIS GAME!!! :-D

Don't get me wrong, I loved Terraria..... at first.

But it was quite disappointing, after building my beautiful glorious castle, that it's defensive and well thought out structure was good for nothing else other than my imagination. I've made this wonderful strong safe defensive creation, I want something to attack it and test it!!

It was always quite sad that all you had to do was build a simple mud box around you and you were perfectly safe.

And there was those bl***y chests. It got to a point where I'd spent several hours one evening doing nothing except organising my chests and I thought..... what am I doing with my life? Computer games are supposed to be fun, enjoyable. I'm literally doing the computer equivalent of "tidying my room", all the while the house is in a mess, and there are a plethora of frustrating, tedious, yet challenging things I could be doing in real life to better myself and my situation in life.

And that's when I packed it in.

But I always had fond memories of it and thought wouldn't it be great if someone made a game like terraria, but simplified all that "housework" of tidying and organising your inventory, AND made it so you actually had to think through your little home V castle V hideout V defences. You had to create it in a way that was mechanically sound and could withstand a serious attack.

Well hello dig and die!! Someone did write it, and it is brilliant.

You still have that same excitement of building, digging, finding, crafting; but without the tedium. It's addictive. It's fun. It's fantastic.. MMMMMM my friend killed me by breaking a bridge. awesome game loads of fun cant wait too see whats next

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