= Digger T. Rock =

Digger T. Rock : Legend of the Lost City is a platform video game developed by Rare and published by the Milton Bradley Company for the Nintendo Entertainment System . It was first released in North America in December 1990 and in Europe in 1991 . The game centres around the miner Digger T. Rock , as he spelunks various caves and catacombs whilst searching for the mythical Lost City .

The game was the first game to be developed by the newly re @-@ branded Rare , whereas the first game to be released under the company was Solar Jetman , earlier in 1990 . Digger T. Rock is also the first Rare game released for a Nintendo console . The game received mixed reviews upon release , with praise directed at its playability but was criticised for its poor graphics and presentation . It was later included in Rare 's 2015 Xbox One retrospective compilation , Rare Replay .

= = Gameplay = =

The game is divided into eight caverns , which must be explored whilst avoiding death from enemy attacks , cave @-@ in 's , and fatal falls . The player @-@ character , Digger T. Rock , can utilise multiple tools such as ladders , shovels , armour , and explosives , which can be used to explore and discover new areas . Monsters such as moles , mosquitoes , and dragons seek to kill the player @-@ character . Digger 's only defence is his shovel , which can be used to attack enemies as well as mining stone . The player starts the game with three lives .

The goal in each cavern is to locate both the end of level door and the special pillar which unlocks it . When stepped on , the pillar activates a countdown timer , during which the door is open . Once the timer is active , the player must get to the door before the timer ends and the door re @-@ closes . There are multiple bonus games in between levels where the player can amass more treasure . Later levels include caveman villages where the player can purchase new tools with collected treasure as a currency .

= = Development = =

Ashby Computers and Graphics was founded by brothers Tim and Chris Stamper , along with Tim 's wife , Carol , from their headquarters in Ashby @-@ de @-@ la @-@ Zouch in 1982 . Under the trading name of Ultimate Play The Game , they began producing multiple video games for the ZX Spectrum throughout the early 1980s . The company were known for their reluctance to reveal details about their operations and upcoming projects . Little was known about their development process except that they used to work in " separate teams " ; one team would work on graphics whilst the other would concentrate on other aspects such as sound or graphics .

Digger T. Rock was the first game to be developed by the newly re @-@ branded Rare . During the late 1980s , the Stamper brothers sold the rights of Ultimate Play The Game to U.S. Gold and shifted their focus from the British home computing market to broader home console gaming . Rare became one of the first western developers to be granted a licence by Nintendo to produce games for the Nintendo Entertainment System , during which Rare began employing more staff and expanding their operations in order to develop more games for home consoles . Digger T. Rock and Solar Jetman were the first games by Rare to be released on a Nintendo console , both in 1990 . They were both later included in Rare 's 2015 Xbox One retrospective compilation , Rare Replay .

= = Reception = =

The game received mixed reviews upon release . Julian Rignall of Mean Machines compared the game to Boulderdash , stating that Digger T. Rock offers superior gameplay and graphics . Steve Jarrett of Total ! criticised the graphics , stating that the dominant rocky landscapes were " too barren " . Ringall , on the other hand , stated that the graphics were well @-@ animated and the

sprites to be " neatly @-@ defined " . However , Ringall criticised the game 's presentation , noting that the introduction and options of the game were " sparse " .

  The playability and " life @-@ span " of the game also gained mixed views . Ringall praised the game 's playability and " lastability " , stating that the game is " easy to get into " and was addictive . Regarding its replay value , Ringall asserted that the large number of levels in the game would keep the player occupied and provided an " enjoyable challenge " . Jarrett stated the game requires " a lot of patience " and found certain aspects of it frustrating at times , especially the time limit required to progress to the next level . Jarrett also noted the number of levels to be " excessive " , and stated that he suspected " players may not want to dig that deep " .