



Dagobar, created by Maciej Ziwiński and released in 1993, is a Polish logic-arcade game for the Atari XL/XE. The player controls a small spacecraft whose mission is to neutralize dangerous charges scattered across an abandoned base. Gameplay revolves around carefully sliding blocks so that they collide and annihilate each other, requiring strategic planning and precise moves under the pressure of a constantly ticking timer.

DAGOBAR
CAPTAIN GATHER

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DAGOBAR
CAPTAIN GATHER

THE GAME CONTINUES THE ADVENTURES OF CAPTAIN GATHER. HE IS SENT TO AN ABANDONED OUTPOST IN THE DAGOBAR SYSTEM, A FACILITY FILLED WITH UNSTABLE T₁₀₃ THERMONUCLEAR MATERIALS THAT THREATEN TO TRIGGER AN UNCONTROLLABLE COSMIC-SCALE EXPLOSION. THE PLAYER'S OBJECTIVE IS TO DESTROY THESE VOLATILE CHARGES BY COMBINING THEM IN THE CORRECT ORDER, CAUSING A CONTROLLED CHAIN REACTION.

BRAVE CAPTAIN GATHER RECEIVES YET ANOTHER DANGEROUS ASSIGNMENT: HE MUST TRAVEL TO THE DAGOBAR SYSTEM, WHERE A DESERTED SPACE BASE HOLDS THERMONUCLEAR WARHEADS ON THE BRINK OF DETONATION. THIS TIME, HIS MISSION IS EVEN MORE CHALLENGING, AS THE CHARGES CAN ONLY BE SAFELY TRIGGERED IF THEY ARE PLACED INTO SPECIALLY PREPARED SOCKETS. CAPTAIN GATHER IS AN EXPERIENCED COSMIC ENEMY – BUT WILL HE BE ON HIS SIDE ONCE AGAIN?

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