SKARBNIK

Embark on a journey through underground labyrinths and face the legendary Skarbnik – the guardian of hidden treasures! This classic Polish puzzle game for Atari XL/XE computers was created by Jarosław Łojewski (Carampuc) and released by ASF in 1992. The game offers challenging levels where you must match jewels to score valuable points. By clicking on the jewels, you change their types and affect adjacent tiles, creating increasingly complex patterns.

Can you outsmart Skarbnik and collect all the treasures?

The gameplay requires logical thinking, planning, and quick reflexes. Perfect for retro game enthusiasts and puzzle lovers. Take the first step and discover why "Skarbnik" is one of the most intriguing gems of the Polish Atari scene!