

= Dishaster =

Dishaster is an action game released for the Atari 2600 in 1983 by Zimag . Another version of the game was released by Bit Corporation under the name Dancing Plates which features oriental @-@ themed graphics and adds eight game variations .

Dishaster was inspired by the circus tradition of keeping spinning plates suspended on poles . The player controls a girl attempting to keep a group of several spinning plates balanced on poles from falling . The game received negative reviews ; criticism focused on the game 's repetition and monotony .

= = Gameplay = =

The girl can stabilize wobbling dishes by pressing the button on the controller . If a plate falls , the player is able to capture it if the girl touches it before it hits the ground , and a new one appears at the top of the pole . The number of poles to spin varies between the selected skill level ; there are six on the easiest setting , and ten on the hardest . The player loses if they let four dishes hit the ground .

= = Reception = =

The game received negative reviews . Author Brett Weiss stated that Dishaster was " as bad as its unfunny title implies " and that it was " a hopelessly repetitive game " . While Weiss opined the graphics were " convincing " , he remarked that " the plate @-@ spinning action gets old in a hurry " . Al Backiel , a reviewer for the magazine Digital Press , wrote :

Dishaster gets to be so monotonous so quickly because if you play in a systematic manner it 's too easy : I move sequentially from left to right and repeat . Yep , really tough pattern . I was able to max out the easy version without dropping a plate after several hours . I was hoping something interesting would happen , but the score just resets to zero after passing 999 @,@ 999 .

Another Digital Press writer , Kevin Oleniacz , also disliked Dishaster , including the game in his " The Worst of the Atari 2600 " list , writing : " The lack of sound effects , details or any background whatsoever while maneuvering around one unchanging screen would surely claim this as a DISASTER " . Oleniacz reserved special criticism for the game 's music . The reviewer for TV Gamer magazine wrote " Dishaster may be enjoyed by very young gamers , but it is not sophisticated enough for any battle @-@ hardened arcade gamers . "