

# ROBO RESCUE

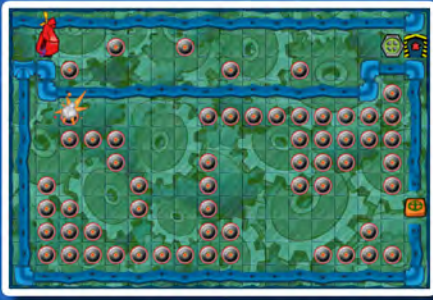
*Help little robots escape  
from the labyrinth!*

Robot Rescue is a fun logic game based on a simple but entertaining concept. Your mission is to free robots trapped in an evil computer labyrinth while avoiding deadly traps. Sound easy? Not so fast! Each robot shares linked controls... so when you move one, you move them all! It'll take clever planning and nerves of steel to pull off this electronic escape. You will need to avoid many traps and use special elements.



## Features

- 45 unique stages from 3 levels of difficulty
- absorbing and challenging game-play, a cerebral fitness
- many traps (mines, electrical circuits, glue stains, teleports, clone machines and more)
- simple rules of the puzzle leading to difficult solutions
- a tutorial explaining all elements of the puzzle

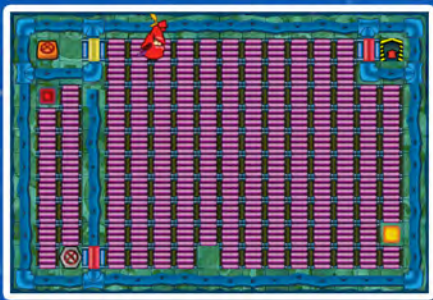
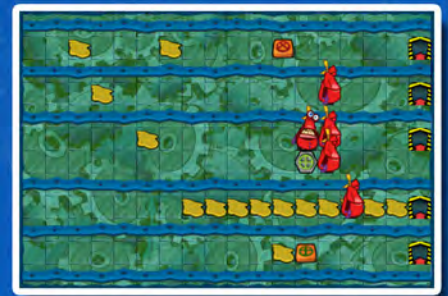


## Release robots

Steer robots trapped in an evil computer labyrinth and get them to an exit.












## Move all robots at the same time

All robots are linked together, so when you move one of them, you move them all.



## Look out for traps

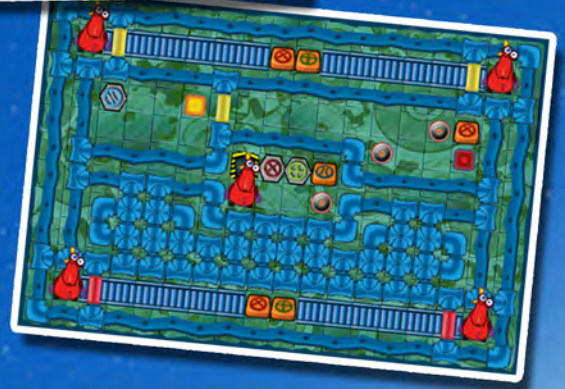
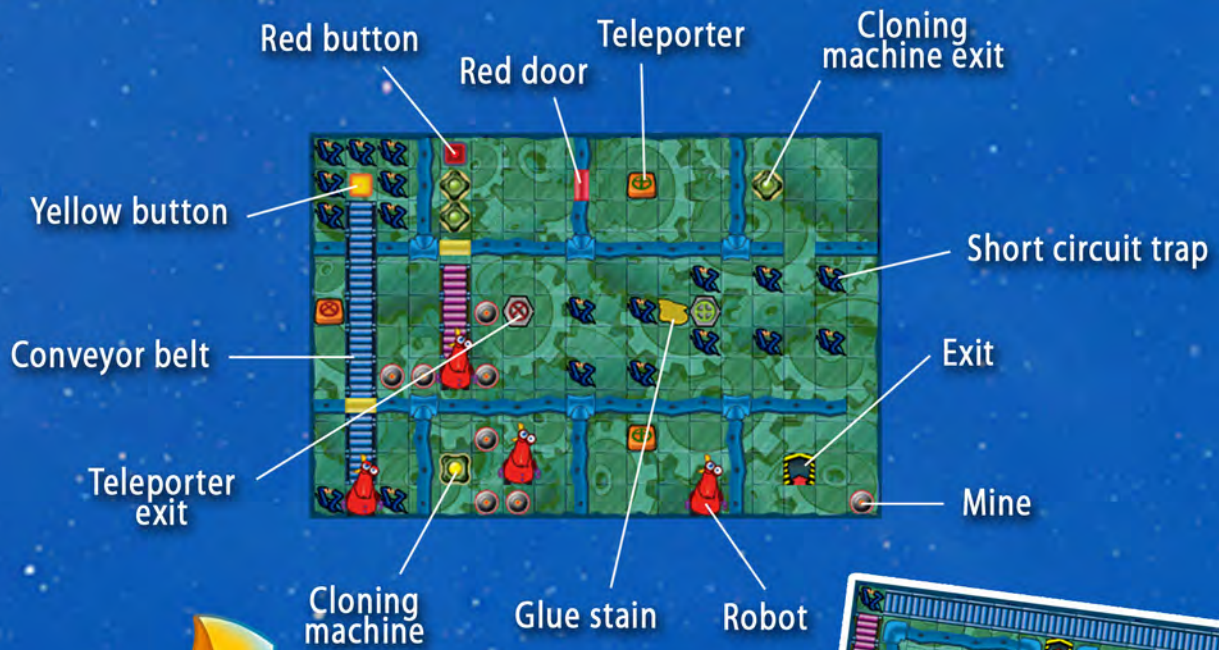
Missions are full of deadly traps and obstacles, so you need to be very carefull. The following tiles can be found in labyrinths:

- |   |                             |   |
|---|-----------------------------|---|
|  | <b>Red/yellow door</b>      | blocks robot's way  |
|  | <b>Red/yellow button</b>    | opens red/yellow doors                                      |
|  | <b>Teleporter</b>           | transfers robots to a teleporter exit                       |
|  | <b>Teleporter exit</b>      | a place where robots are teleported                         |
|  | <b>Conveyor belt</b>        | moves robots till the end of a belt                         |
|  | <b>Mine</b>                 | blows robots up   |
|  | <b>Short circuit trap</b>   | paralyses robots  |
|  | <b>Cloning machine</b>      | multiplies robots which appear in each cloning machine exit |
|  | <b>Cloning machine exit</b> | a place where robots appear after cloning                   |
|  | <b>Glue stain</b>           | causes a temporary blockade of a robot's movement           |
|  | <b>Exit from a level</b>    | a destination point   |



# Game elements

DS<sup>®</sup>Ware™

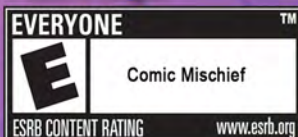


No. of players: **1 player**

Publisher: **Teyon**

Genre: **Puzzle/Logic**

ESRB Rating:



## Contact

For more information mail:

[pr@teyon.com](mailto:pr@teyon.com)

[www.teyon.com](http://www.teyon.com)