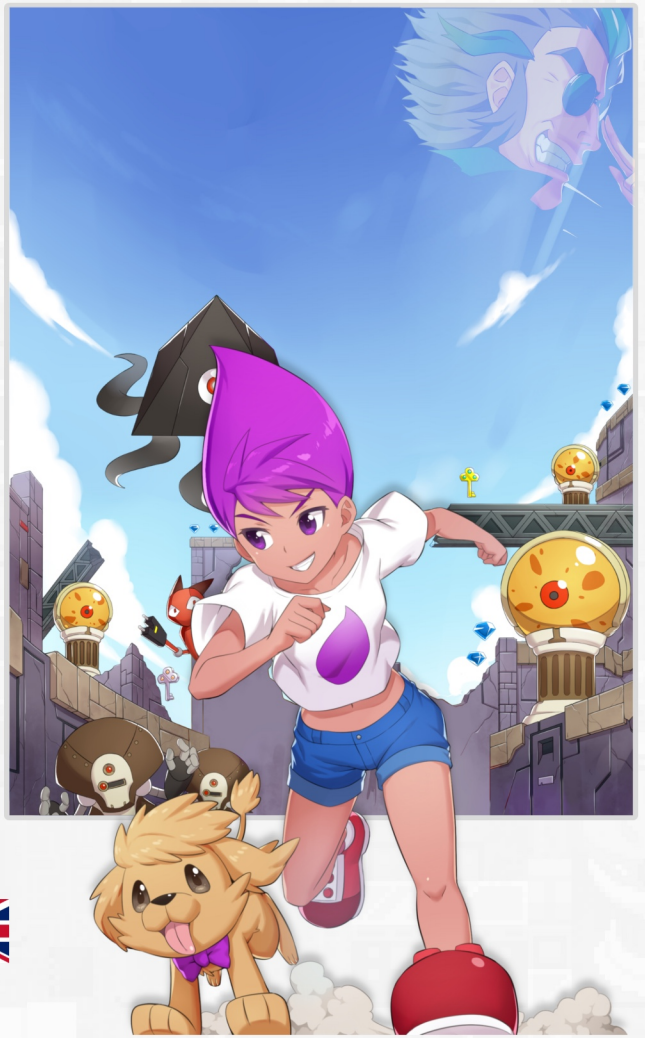
DR. KOBUSHI'S LABYRINTHINE LABORATORY™



Symbolic Software

CHARACTERS



Ayla & Falafel

Legendary explorers and cartographers, Ayla and Falafel's trust for one another is what makes them able to turn the darkest secrets of their surroundings into answers. When Falafel gets lost in Dr. Kobushi's vertiginous towering laboratory, Ayla will stop at nothing to save him!



Puppet Panic 001: Anton

"Brilliant! Precocious! Glistening! Lustrous!" That's Anton. According to Anton. Stuck in the tower basement, all Anton ever wanted was for his brilliant intellect to be recognized. His rather unique schemes and puzzles have certainly earned him a reputation, although it may not be the kind he is seeking...



Puppet Panic 002: Maurice

All paperwork-obsessed Maurice ever wanted was for those around him to follow proper, responsible procedure. *"Monsieur, if you could simply fill out this formulaire!"*, he would plead, more often than not with someone losing their mind from being chased by killer robots across a never-ending labyrinth (all part of procedure, of course).





Puppet Panic 003:

Janine

Isn't Janine the cutest? No, really, isn't she? Because if you don't think she's the cutest, you've got a problem. What's that? You don't? Are you looking at her cheeks? They're painted on, you know, but yours aren't. Yours are real. She'd love to have your cheeks. Janine needs you to give her your cheeks. Isn't Janine JUST THE CUTEST??!



Puppet Panic 004:

Clowes

Wise enough to be bored by the shenanigans surrounding her, Clowes likes the peace and quiet of being surrounded by deadly machines.

One less problem for her every time someone else doesn't.



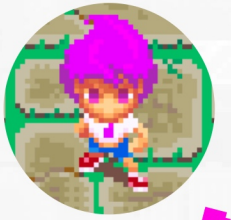
Eccentric Entity

Dr. Kobushi

Secluded at the top of his cantankerous tower, to where all Puppet Panics answer to.

What's this guy's deal, anyway? Little is known about Dr. Kobushi, except for his penchant for cracking bad jokes... no matter the cost.

HOW TO PLAY





Save Falafel!

Guide Ayla through the Puppet Panics' pernicious puzzles! Knowing which step to take is key. Use your environment to your advantage: turn the Puppet Panics' traps against them, and reach the exit!

Reach the exit!



Know your environment!

You'll be faced by many different robots, traps, blocks, keys, buttons, switches... think creatively! Sometimes, the solution may be the last thing you would expect...

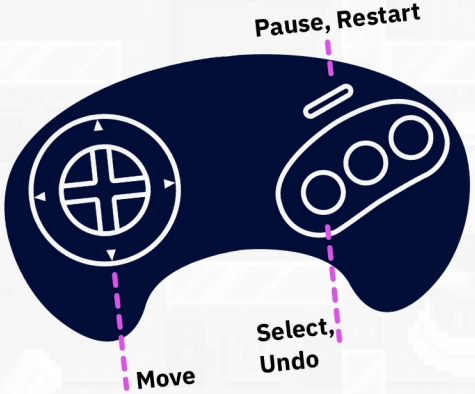


Collect gems for high score!



???







DevilBot

Like a demon possessed, DevilBot will rush towards Ayla, moving two squares per turn, first horizontally then vertically. Steer clear of its trigger-happy taser.

BugBot



Slow but determined, BugBot will first try to walk towards Ayla horizontally and then vertically, one square per turn. Watch out for their hammer.



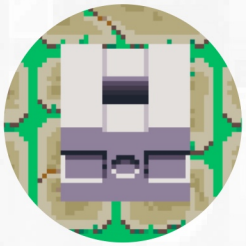
SpiderBot

Be warned: once SpiderBot starts crawling, it won't stop until it hits an obstacle in its path. Don't get caught in its web.

PyramidBot



Omniscient, ruthless, floats over water and traps. Pyramid is coming for you, and there's nothing you can do about it. Or, is there...?



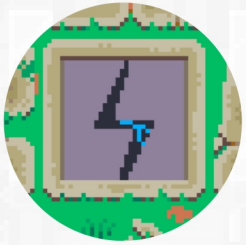
Block

Ayla can push blocks around the board. They can be used to fill water holes so that they can be crossed, or to stall and deter enemies.

Key & Lock



Keys open up passages blocked by Lock tiles of the same color. Finding a key is often not just about being at the right place - but also at the right time.



Zap Trap

Zap Traps alternate between open and closed states each turn. They can be crossed safely when closed, and will zap you when open.

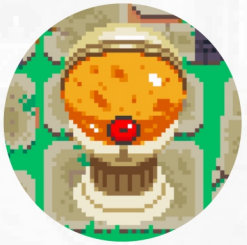
Arrow Tile



Arrow tiles can be entered from only one direction, and can be exited from any direction other than the one used to enter them.

Turret

Turrets rotate 90 degrees clockwise once per turn. Any moving creature caught in their line of sight is toast.





Mirror

Mirrors can be used to rotate the direction of incoming lasers. Turrets will follow mirrors when detecting potential targets.

Conveyor

Conveyors allow movement across greater distances in a single turn - but you'll have to follow their path to its conclusion.





Teleporter

Teleporters transport Ayla from one tile, to another tile with a teleporter of the same color.

...and many more puzzle elements to discover!

DR. KOBUSHI'S LABYRINTHINE LABORATORY™







www.drkobushi.com

Symbolic Software

STEAM®

NINTENDO SWITCH™

ESRB 10+ IARC 7+ 7

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