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About This Game

Tetrobot is the world's most popular and reliable robot, but he's not perfect. That's why I, Maya, have built him a microscopic little brother, Psychobot.

Help me guide Psy through Tetrobot's cogs and circuits: by swallowing blocks of matter and spitting them out, we can repair anything. Learn how pipes, lasers, fans and other electronic devices work, learn how to alter the chemical properties of slime, and collect all the memory blocks that you find on the way.

The owners of damaged Tetrobots all around the world rely on us because we are the only people who can repair their precious robots.

Key Features

- Pure puzzle gameplay for gamers who like to give their minds a workout.
- Over 50 levels to play and even more secrets to unlock.
- Original music composed by Morusque (Knytt Stories, Saira, Blocks That Matter, Exodus)
- Find out what became of Tetrobot, Alexey, Markus and Maya, 15 years after "Blocks That Matter."

Steam Features

- Steam Achievements: An even greater challenge for avid gamers.
- Steam Cloud: Start a game at home, finish it at work (if you're careful).
- Steam Workshop: Create your own puzzles and share them in one click (available soon).

Title: Tetrobot and Co.
Genre: Casual, Indie
Developer:
Swing Swing Submarine
Publisher:
Swing Swing Submarine
Release Date: 22 Oct, 2013

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Minimum:

OS: Windows XP

Processor: Pentium 4 3 Ghz

Memory: 1 GB RAM

Graphics: integrated supporting Shader Model 2.0

DirectX: Version 9.0c

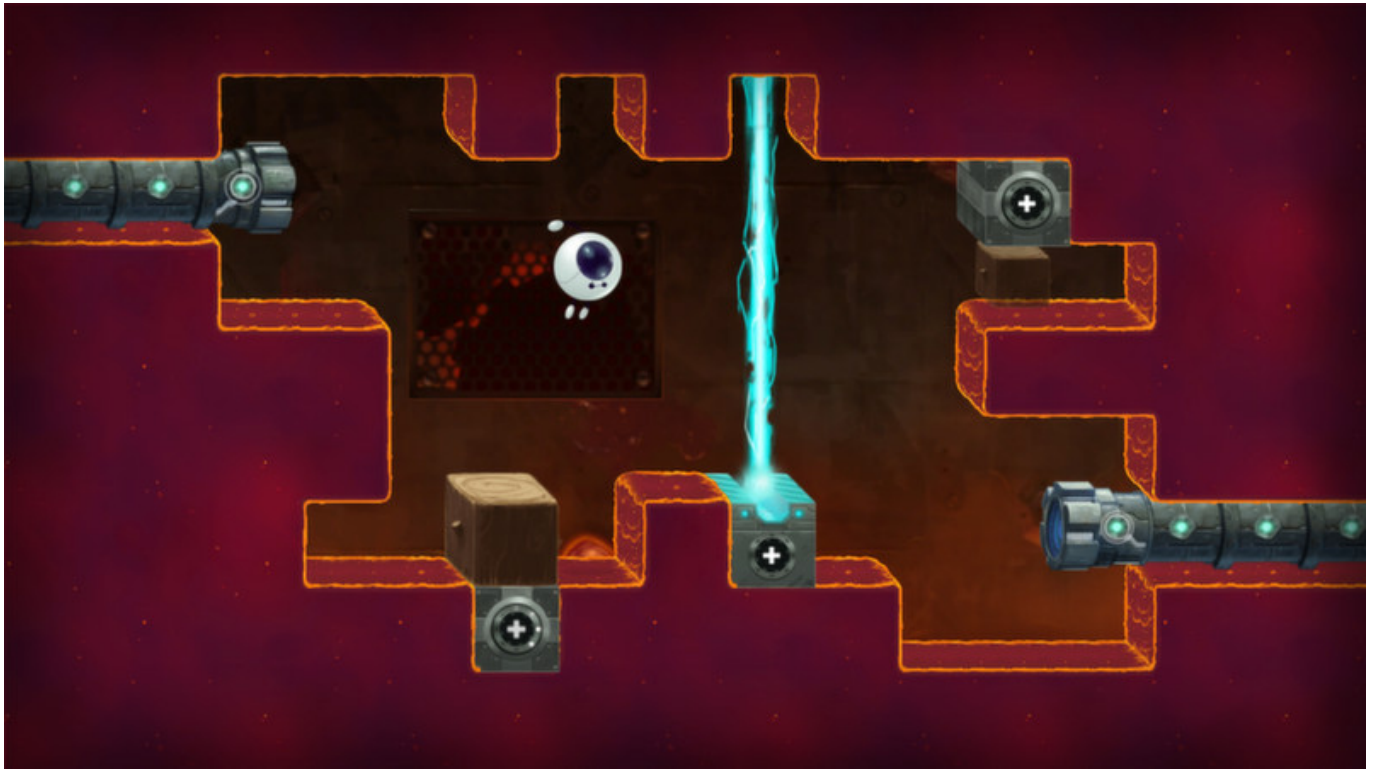
Storage: 600 MB available space

Sound Card: integrated chipset

Additional Notes: Xbox 360 Controller Supported

English,French,Italian,German,Traditional Chinese







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Most overlooked puzzle game ever. Great interface (minimal clicking to get from point A to B). Also has a lot of "outside of the box" thinking, the trial and error approach won't get you very far. This is excellence in puzzle game format.. Tetrobot and Co. Is a beautiful platform where you play as a robot in a testing facility built by a scientists where you do tests such as consuming blocks of wood and dropping them on platform. Now, WASD, not to move. To move it click where you want. But so far I really enjoy it. I really don't regret spending 5\$ on this at all. It's one of the best non-violent platformers and puzzlers that really challenges your brain and makes you think. If I were you, I'd buy this wonderful game RIGHT NOW! 11/10. This is an extremely fun and challenging puzzle game!

You play as an adorable little robot, but don't let the cuteness fool you, because this isn't a kid-level puzzler! There are some extremely challenging puzzles in the game for even the hardcore fan. Your powers allow you to pick up (most) blocks of all different types. Wood blocks can be set on fire, ice blocks can be turned into clouds (which can then be pushed by fans), sand blocks can be turned to glass (which allows lasers to pass through them), sticky blocks, etc. The game is broken into different themes (fire, ice, water, etc), and each theme is broken down into 6 levels, and each level has 3 collectibles that can be found during the level or as side puzzles. If you collect all of these, you get a bonus level at the end, which leads to some bonus content online (game art, mostly). All of the things you learn throughout the game continuously build on themselves for some insane puzzles later on.

Pros:

+Cute art

+Great soundtrack!

+Great difficulty curve in puzzles. You can almost always finish a level without finding all the collectibles, for a softcore mode. Ideas build on themselves and new ideas are introduced solo before combining with old tricks for new challenges. There are some REALLY challenging puzzles, but they're further into the game, where you'd expect them to be. A lot of times solutions for previous puzzles you couldn't finish will become trivial after you've learned a new trick later.

+Wide variety of puzzles, since there are so many different mechanics to play around with. There's more maze-type puzzles, resource-management puzzles, and a lot of spatial reasoning ones that force you to work in a less-than-ideal area.

+Length: I got 26 hours to 100% completion, but I REALLY, REALLY spent a lot of time on some because I was determined to figure them out with cheating, so definitely worth the money.

Cons:

- I don't consider this a con, but it might be for some people: There are some VERY tough puzzles. I had to look up about 5 hints after spending perhaps an hour banging my head against the wall on my own. There was only one solution that was like, "What the hell?" because it involved extremely precise timing and it was hard to do that with a mouse and seemed more geared to a controller. The rest of the puzzles, however, were hard, but when I saw the solution, I said, "Well, DUH!" and felt like an idiot for not thinking of it.

Overall: 9/10. Money well spent. The puzzles are so intricate and have so many parts to them that I can see myself replaying this in a year when I've forgotten the solutions.. Super fun game! No more platforming though just mind-bending, fxxxxing hard puzzles! Love it!

Woohooo!!!/10 :). I'm Recommending "Tetrobot and Co.", but near the end I was giving a NON-Recommend some thought. But, since the game is, in general, pretty fun and well put together (<= the positive), I decided to ignore my irritation with a few things:

- My biggest systemic issue is that the game explains nothing. From the menus to the goals to the mechanics, you pretty much have to figure it out yourself. Theoretically, there are some explanations in the game's FAQ area. But, since they're just vague graphics, they made no sense to me. After playing a bit through the first level, I ended up watching a run-through simply because I wasn't sure I was doing things right.

- My other complaints are much more specific and limited. First, Level 6-3 has the "Look Ma, No Hands" Achievement ("Complete level 6-3 with 3 Memory blocks without using the Rewind button"). Since the game is all about sitting and looking at the screen as you try to figure things out, I assumed the Achievement meant you could get lost or something. Nope. In the only case of twitch-based jumping in the whole game, the Achievement boils down to 8 timed jumps on the last screen. Irritating.

- Next is the "Sniper" Achievement ("Kill Big Mamarina with Psychobot"). The wording of that Achievement is EXTREMELY specific. But, the problem is that the last shot to kill the boss comes down to blind (literally) luck. Again, irritating.

- And, finally, the only way to complete the level just before the final boss is to be of an age to know about a certain game, know a certain secret code for that game, recognize 10 squares on the screen as representing something regarding that game, and put all of that together to mean something. For the other 99.9% of the population, there's no other way to do it but to watch a run-through. They're breaking the fourth wall.

Again, a mostly fun puzzle game with some irritations. And, since it took me 25.9 hours to finish it with 100% Achievements, it's worth it even at the list price of about \$10. Though, of course, wait for a sale. As I write this, it's currently on sale at certain sites for about \$2.. This game is as cute as challenging but with a good difficulty curve.

Reaching the end of a level is not hard, so you will always be able to move forward even if you have a hard time to get all three golden pieces per level, which is the real challenge.

The large number of blocks and other gameplay elements ensure that no two levels looks or works the same.

Definitely a must have for those who favor thinking over smashing (buttons).. Very interesting logical platformer. Delaying a couple of evenings. Nice graphics in soft colors.

Can not give a definitive assessment of the game, as played little games of this genre, but I really liked it game. For all walkthrough encountered a couple bugs, but they were not so much on the scary.. Fun and cute puzzle game. Looks nice, controls well, sounds good, and an UNDO Button.

For some reason stopped working with the Controller on Steam OS though.. This game is just adorable. Clever, innovative, and has tricky but not unobtainable puzzles.

If you liked Blocks That Matter, I think you'll like this as well.

If you just enjoy puzzle games, I highly recommend you give this one a try.

I think that this is a great puzzle game until you're about 60% of the way through when they introduce more timing elements into the solutions. The timing detracts from the game in my opinion, up until then if you understood how to solve something you could solve it in one or two tries. Once the timing got involved however the 'undo' button was used a lot. It's very frustrating understanding how to solve a puzzle and having trouble executing that solution.

Another thing to keep in mind which may have an effect of your enjoyment of this game is that if you intend on getting all of the brick pieces (which are the bonus objectives) you may end up undoing a lot of your work in any given level. The reason behind why you would undo your previous solution is that it may not have been ideal, meaning that you could have saved a block or two which would allow you to get a brick piece. I'm not sure how I personally feel about it since this is something that has provided me with enjoyment and frustration at different times. One of my level designer friends really liked this aspect of the game though.

That being said, I think that the basic mechanics of how the blocks work in relation to each other is very intriguing and leads to a lot of interesting puzzles. The art is sleek, the music is charming; it feels cohesive. **I recommend Tetrobot and Co. to anyone who loves puzzle games. The first half is definitely worth your time and depending on your preferences you might like the second half too. Tetrobot & Co is the most fun i've had playing a puzzle game in a long time. Morusque's soundtrack is great and manages the challenge all puzzle games face, which is to produce tracks that are enjoyable to listen to on a loop, and avoid being tedious or formless. The puzzles themselves are challenging and require some thought but never rely on obtuse jumps in logic, and game mechanics are introduced gradually and with some fun.**

As for the gameplay itself, you pilot psychobot, a nano-sized repair bot, through damaged tetrobots in order to restore the larger robots to working order. Piloting is achieved through pointing & clicking where you'd like psychobot to fly to. Psychobot can vacuum up blocks of varying sorts in direct line of sight, and fire them as projectiles along the same path (subject to any environmental hazards that might intercept a block). Blocks themselves are subject to gravity, and stick to like blocks, and it's through these mechanisms that many of the puzzles are crafted.. I've played 3 tetrobots (that means 18 levels) and until now there isn't a single level that doesn't give a feeling of "eureka" when finishing it... Excellent puzzle game, that encourages the discovery of non-obvious behavior of each piece at different levels...

Another positive point is that this game is a legitimate puzzle game: it is completely based on discrete states, so you don't have to rely much on hand-eye coordination, but only deductive\inductive reasoning...

And it's not a jigsaw-like puzzle: you *can* mess the level and have to restart (or at least press the rollback button a lot).... Neat. This is pure puzzles. What sets this apart from other games - i.e. why this shouldn't just be left on Kongregate\Newgrounds - is the lack of chaos in the puzzle design. If you know how to do something, then it will work every time, which is the mark of great puzzle design. Couple that with the fact that all the puzzles make sense, make you scratch your head and bang it against the wall, and leave you with the assurance that you *understood* why you did all the things that you did, and this is well worth not just your money, but also your time.. quite good, quite solid, quite smart, i like this game!. As someone who enjoys logical puzzles but often finds them frustrating and\or unfair, Tetrobot was a joy to play. The puzzles were diverse and challenging, but always fair. Even when wrestling with a puzzle for a couple of days - the second bonus block in Hot N' Cold is fiendish! - it never feels insoluble. In every way, the game was beautifully designed and completing it felt tremendously satisfying. The game is a delight, probably my favourite that I've played this year, and I would recommend it to anyone who enjoys puzzle games.. Awesome puzzle game with neat graphics and clever puzzles, that will entertain You with new elements introduced through the whole adventure. Optional elements and achievements will make for additional challenge, for which You might not be ready at first, but can come back after getting more confidednt with the mechanics ;) Also, the game will have a level editor, which will add unlimited amount of gameplay. I would rate it 9\10, because it has some minor bugs and the story doesn't make too much sense... But who cares about the story when there are awesome puzzles to solve!. This is an absolutely fantastic puzzle game. For those whom played blocks that matter and didn't like the platforming aspect, don't worry, this doesn't have any platforming to speak of. The only related things in the game are the characters and the use of blocks.

The game actually controls through point and click mechanics, moving your character from place to place through just clicking there. The games main focus is using a combination of different blocks which interact with eachother in different ways, in orde to solve a puzzle. Placing blocks involves you shooting them out instead of using the tetronimo mechanic from the last one. Each block has specific functions hinted to ingame once you find them. The game constantly throws new block types at you, as well as special new funtions, mixing things up. They continued to throw new mechanics all the way to the end

of the game, and all of them felt well implemented.

You're main objectives in a level consist of two things; getting to the end, and collecting the memory blocks. You can beat a level without getting all chips, but in order to progress to certain stages, you'll need to obtain the memory blocks. You'll also need to 100% a section to unlock the bonus stage for keys to the small boss puzzle stages (using the term "boss" lightly, as it is really a series of puzzles).

The game features no way to die, and if you do mess up a puzzle, there is always an undo button to push things back to where you need them in an instant. The game never felt tedious or boring; always throwing new ideas and puzzles types your way. The puzzles, while challenging, never felt too easy, or too hard. The game also never feels the need to hold your hand at any given point.

The only flaw that I can think of is that there is a bonus challenge later in the game which requires knowledge of the konami code, but it's not required, and is overall a terribly minor flaw on an otherwise great puzzle game.

To me it was worth every single cent. If you are even remotely into puzzle games, I highly reccomend it.. Tetrobot and Co.

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