

# The Great Wobo Escape

**Action, Adventure**

Main character in The Great Wobo Escape is robot named Wobo. He is alone, unarmed, and escaping for freedom, his only chance is to hide in shadows, use the environment to his favor and crush dieselpunk enemy robots. Stealth approach may quickly shift into fast-paced escape combined with creating diversion, causing chaos and avoiding tricky hazards.

The Great Wobo Escape combines stealth on mobile devices (rather unique combination), with action-oriented gameplay and subtle sci-fi story (How much intelligent must robots become to deserve freedom?). Game is approachable by young audience. It aims to bring console-like experience to mobile players.

- **Fast-paced action-filled stealth** game full of puzzles, deadly enemies, hidden passages, dangerous traps and tricky hazards
- Beautiful **3D graphics** – pushing limits of mobile devices with detailed, high-res textures, environments and characters, visually rich effects, motion-captured animations
- **Approachable by young audience** – no blood, just a comic mischief with a pinch of sabotage towards evil robots!

## My current needs

Looking for cooperation for the game's next episode.

## Platforms

PC, iOS, Android, Windows Phone

## Regions

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

## Audience

Midcore

## Game status

Ready for sale

## Movies

<https://www.youtube.com/watch?v=99nbb8i5EXY>

## Website, social media and other links

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

<https://www.facebook.com/TheGreatWoboEscape>

<https://twitter.com/gamificc>

<https://www.youtube.com/user/gamificcGames/videos>

*(Last modified on 2017-06-17)*

## About the developer

gamifi.cc games

Czech Republic

Gamifi.cc is an independently run game development studio from Brno, Czech Republic. Its members have experience in creating games for Windows, XBOX360 and Windows Phone platforms since 2007.

Team gamifi.cc is a Microsoft Imagine Cup 2011 and 2012 world finalists in Game Design category. The game *Yggdrasil: The Tree of Life* won 6th place in Sydney, Australia in 2012 out of 106 teams in worldwide finale. In New York, USA in 2011, critically acclaimed game *Firefighters: Whatever it takes!* won 3rd place.

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