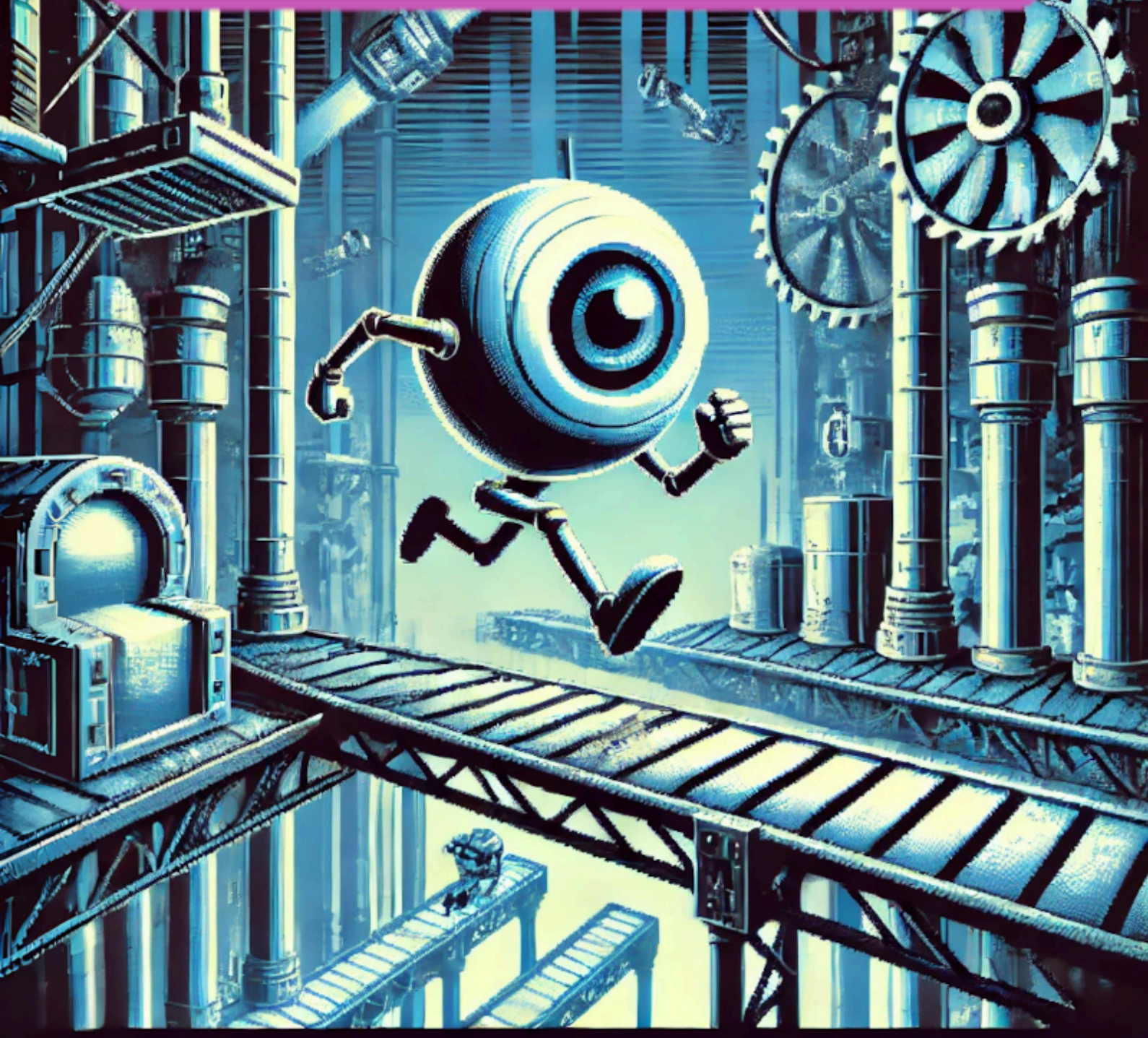


# I-LOGIC



PlattySoft

MSX

# THE STORY

Taking the PGD-4 certification was quite an ordeal, but the results were worth it. Just after getting his new title, and little android LOGIC was offered a position as lead maintenance android at a high profile facility.

This company even has a proper first day orientation protocol where they show you your tools and the area. The future was looking bright.

Except that as soon as the day started there was a power failure, and the entire facility went into security lockdown... and LOGIC didn't have time to even get their employee ID Card!

Of course, they wouldn't offer such a large paycheck if the job was easy.

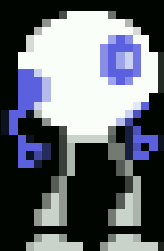
Time to get to work: first, get your tools; next, restore power. What's that countdown? Probably nothing important, or they would have told me as part of the orientation day...

Better get going.

# THE GAME PLAY

I-LOGIC is a platformer exploration game.



You play as LOGIC, an android that passed the GDP-4 exam. It is the first day of the job as lead maintenance android... except that things don't go easy: the factory lost power and is on lockdown mode, and you don't even have your tools.



## LOGIC

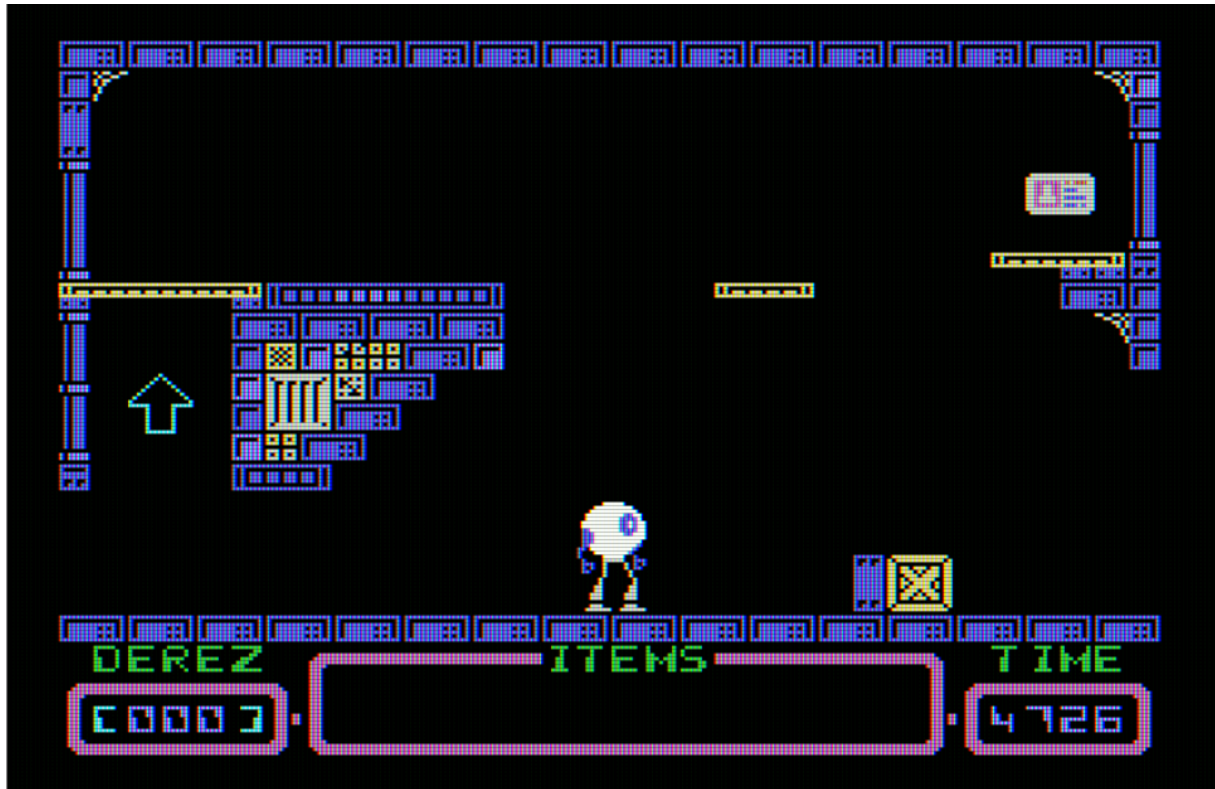
Maintenance Robot, recently certified as GDP-4, on its first day on the new job

You can control the character with the cursor keys or the joystick.

	Move left and right
Space / Fire	Jump
	Activate config switches

# The Game Screen

This is where the adventure of I-LOGIC begins:



On the bottom of the screen there is a list of your items -initially empty-, how many times you have derezzed, and the security countdown.

The derez displacer is brand new tech: when you are about to die, you derez instead. This relocates you to a safe place. There is no limit to the number of derez; they might impact your performance rating on your quarterly review with your manager.

As you collect items, they will fill up your inventory. You will use them automatically. More on that on “The Tools”.

On the right side there is a timer. Nobody told you what it is, but it might be wise to not let it get to 0.

## The Tools

During your orientation, you have received a manual with information about the facility and your tools.

You were supposed to get the tools as well, but since the power outage happened before they handed them to you, it is up to you to get them now.

	<b>ID-Card</b> Required to use facility equipment such as config switches and access to the main terminal. It has your photo.
	<b>NG-Boots</b> Experimental tech that allows you to double jump in the air.
	<b>ST-Glove</b> Nanotech that provides hold onto walls and allows you to jump from them.
	<b>Monkey Wrench</b> Good old tool that still does the same thing: get things open.
	<b>Boot Disk</b> Security disk required to reboot the mainframe in case of emergency.

# The Facility

The facility maintainer's manual has some information on what to expect in a facility. There are pictures too.

	<h2>Lasers</h2> <p>An anti-intruder security system. Activates when any threat is detected.</p>
	<h2>Radial Saws</h2> <p>More anti-intruder systems. Less flashy than lasers but equally effective.</p>
	<h2>Config Switch - Swap</h2> <p>Swaps two types of floor on and off. It is not magic, just quantum physics.</p>
	<h2>Config Switch - Timed</h2> <p>Turns on a special floor, temporarily. It will disappear after "some time".</p>
	<h2>Main Terminal</h2> <p>You can control and monitor a facility from this terminal... when it is on.</p>
	<h2>Fuse Box</h2> <p>Old tech that protects a system: they burn first and shut things down.</p>
	<h2>Conveyor Belts</h2> <p>Moves products around the facility. They can be an inconvenience sometimes.</p>

# ABOUT THE PROJECT

I-LOGIC is the sequel to LOGIC, but to me is more than that.

LOGIC was my first “proper” game, I wrote it in the late 80s, and only a few people played it, since back then we had limited distribution channels.

After many years, in 2020, I recovered it from a cassette and improved a few things into what became LOGIC Remastered.

While doing that, I learned a lot and a few things happened:

- I realized LOGIC did not made the best use of MSX capabilities that you can access with modern tools
- I knew I could make a better platformer, but I did not want to change the original game too much
- The ending of LOGIC teased a sequel, of which I completely forgot about. I took it as 12 year old me throwing me a challenge

For I-LOGIC, I wanted to make a game with modern “feel good” platformers mechanics. Things like double jump and wall jump, which were not something common in the 80s.

I also wanted the game to be fun and engaging, not difficult, which also made it stand out as different from the 80s. LOGIC was quite difficult.

Finally, picking keys felt bland and uninspiring, and I wanted to unlock abilities via items (an idea I explored in Shyre) as well as allowing a non-linear exploration.

I-LOGIC does inherit a few things from LOGIC, besides the protagonist and game style, both have considerable backtracking, conveyor belts, and even a few screens are laid out similarly.

All in all, I hope you enjoy this game. I keep LOGIC in a special place in my heart, and wanted to build a sequel that my younger self would be proud of.

## CREDITS

**Development:** Raul Portales

**Character design:** Raul Portales

**Tile Graphics:** Based on the 1-bit assets by PiiiXL  
<https://piiixl.itch.io/>

**Cover Art:** ChatGPT / Dall-E

**SFX & Music:** Raul Portales

**Development tools:** Kate, nMSXTiles, openMSX, msxbas2rom, ArkosTracker 2, Gimp, tinySprite



## Notes:

- This product is to be used with MSX computers.
- Make sure the power is OFF when removing or inserting the cartridge.
- This is a precision device and should not be disassembled.
- This game is Free Software and you can get its source code from GitHub.

<https://github.com/plattysoft/MSX/tree/develop/ilogic>

