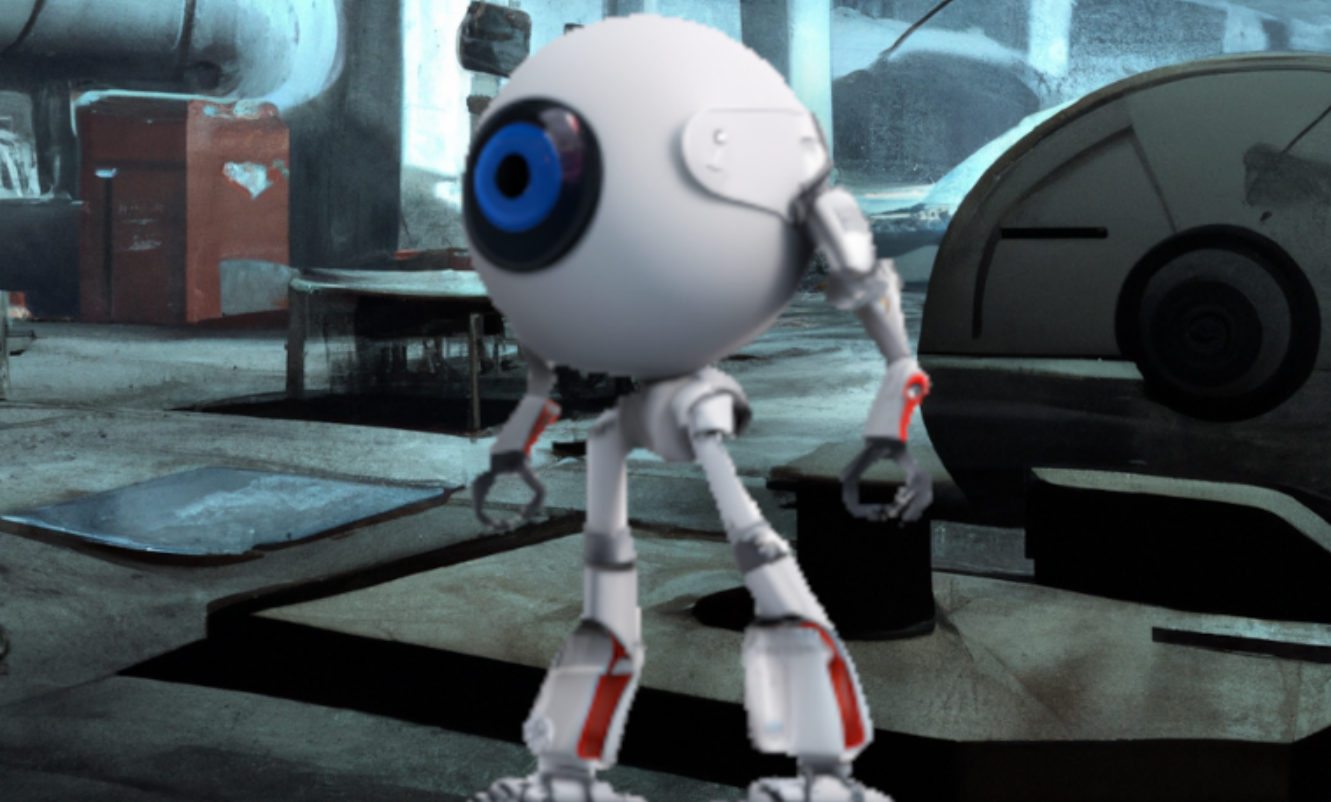# 1. The Story

Booting sequence completed... Little android LOGIC finds itself in a room in an unknown location, all his communications are offline and one simple directive in its program: Get Out.

This is probably related to its request to be certified as PGD-4: planners and goal driven droids - Level 4. It was the closest thing to a promotion. Applying sounded like a good idea back then, the theory part was easy. Now looking at the practical test, not so much. It might be a test, but it looks deadly all the same.

Anyway, LOGIC has a mission, and not much of a choice, so better get moving...

Armed with just its legs, thrusters, wits and determination, it started exploring the complex.

LOGIC jumped across countless pits, went to the deeper levels of the complex, dodged many foes, avoided deadly traps, ran against convoy belts and made it back, found the hidden lock and finally got the key to the main door.

It succeeded on Its trials to become a PGD-4 through blood, sweat, and tears. If robots could have such fluids.

2. The Game Play

You control the robot named LOGIC on its quest to exit the complex.

There is little information about the facility on LOGIC's memory registers, but it found the following information about the different types of materials:

	Normal block. You can walk on them safely
	Danger block: Instant death. DO NOT TOUCH.
	Convoy belts: They move you in the direction of the arrows
	There are three keys in the facility, each one opens a particular lock
	Locks should have the same color as their keys, but one of them is hidden

The gameplay screen looks like this:
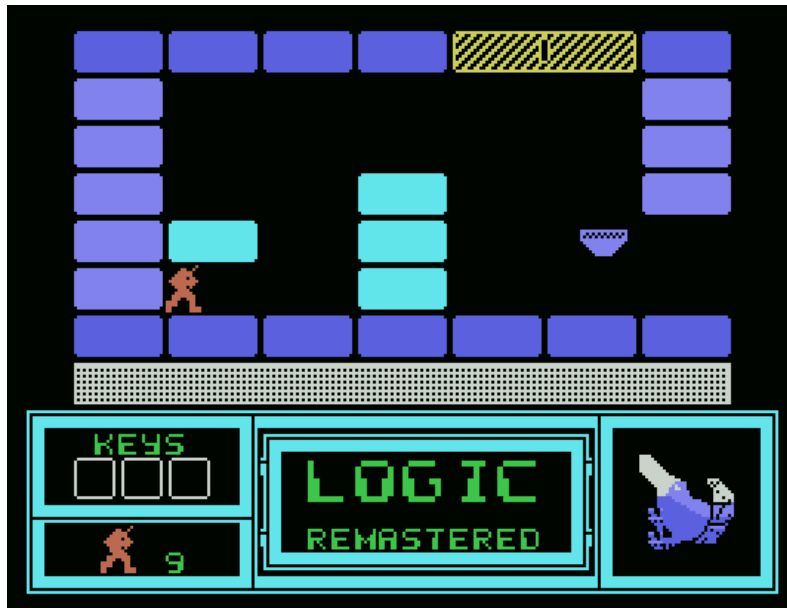
You have inventory space for three keys, so that is possibly the number of keys and locks you should expect.

You start the game with 9 lives. You lose one life each time you touch a danger block or crash with an enemy. From the looks of it, all other entities in the facility are hostile.

You have no further information about the test facility, if that is what this is, but you recall a rumour that it is mostly underground… Maybe it is some sort of a dungeon.

3. The Controls

This game can be played with cursors or with a joystick. Press the space key or the fire button on the joystick to select which one to use when starting a new game.

← →	Press left and right to walk around
↑	Press up to do a long jump
↓	Press down to do a short jump
← →	Press left and right to glide while jumping

4. About the project

This is a game that I originally designed in my MSX in the late 80s. LOGIC was inspired by some of my favorite games back then. The influence of Abu Simbel Profanation is particularly noticeable on the gameplay while Alien 8 was key to the concept of the main character and setting.

In summer of 2020, I recovered the source code from a cassette, and while the game was playable, it was too slow to be enjoyable.

Fortunately, I had some experience with MSX-BASIC-KUN, and I managed to rework the game logic in a way that it could be compiled, bringing it to a completely new level.

Additionally, I learned how to better use the VDP, so I reworked some aspects of the screens, but I didn't want to lose the original look and feel, so the screens are still composed of solid blocks. There is also a completely new intro screen and sound effects

I also respected most of the original design decisions from my evil young self, but I decided to do minor adjustments on areas where the difficulty was… let's say, it was too much in line with the games from that time.

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/master/logic_remastered).