



OSMOBIT GAMES

PRESENTS:

LUDIC: Break the Loop

A 64Kb Videogame for Amstrad CPC

PREQUEL

Please read comic **Detective Gvido - Ludic's disk** for the Prequel
Comic is made for 24 hours during 24HourComicsDay event,
on 5th October, 2019
more info : www.24hourcomicsday.com

STORY

The AI together with big data became a treat to humanity!

Realizing this, professor Ludic had a clever plan - to enter the Zilog Z80 processor and stop the AI.

However, something went wrong and his consciousness was trapped by his own self modifying software.

Now he must obey the AI while trying to escape.

GAME INSTRUCTIONS (in short)

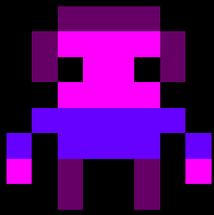
There are 2 types of levels: regular and arcade. After every 2 regular, there is one arcade level. To complete regular level all players (active or inactive) need to exit by reaching the "goal" tile. Arcade levels will be completed once all qubits are collected.

MENU

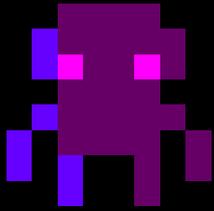
START - starts the game (**SPACE**)

PASSWORD - choose letters with **ARROW KEYS**
and select with **SPACE**

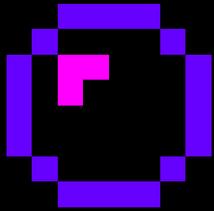
MAIN CHARACTER



PROFESSOR LUDIC
active player

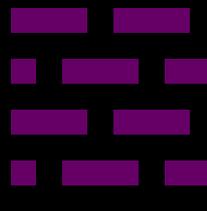
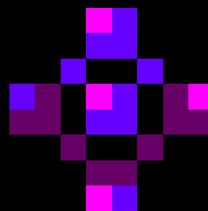
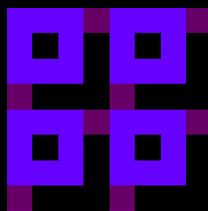
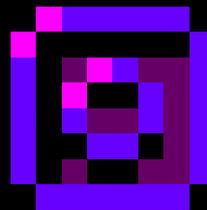
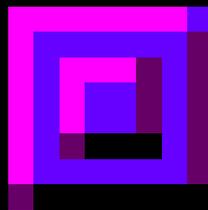
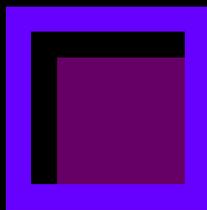
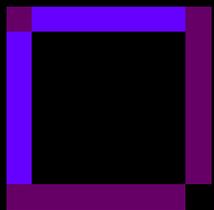


SPOOKY LUDIC (INACTIVE PLAYER)
inactive player, becomes active on select

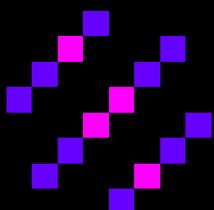


CAPTURED
transforms to Spooky Ludic (inactive player)
when hit

BLOCKS

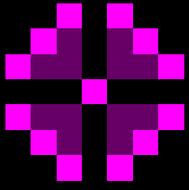


**SOLID
BLOCKS**



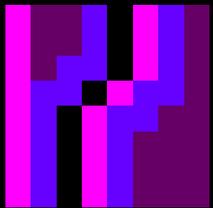
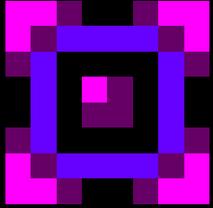
GLASS
breaks when hit by player, stops player
in place of contact

OTHER ELEMENTS



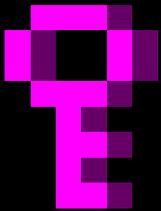
QUBIT (CLOSED AND OPENED)

collect this for extra points in regular levels. It bounces player on first hit. Second hit collects it. In "Arcade level" your goal is to collect all qubits. When collected, it appears in "Inventory", top left corner of the screen



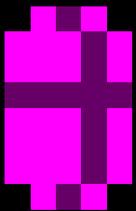
DOORS

you need KEY to open it to get through



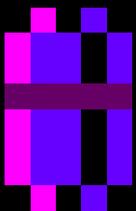
KEY

unlocks the door. When collected, appears in "Inventory" (top left corner of the screen)



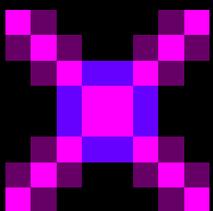
PINK PILL

you get navigation through levels and color palette of game is changed



PURPLE PILL

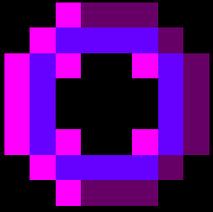
you get navigation through levels and color palette of game is changed



QUANTUM TUNNEL

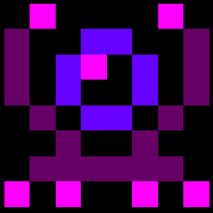
This is your goal. Go through it to reach next level

ENEMIES



ALIEN PLANT

plant from "Astro Marine Corps" game
kills player on contact



HEISENBUG

enemy, kills player on contact

CONTROLS

player moves in given direction until it hits something

ARROW KEYS - move player up, down, left and right

SPACE - can be used only in "Arcade level".

You need to have Qubits collected to use it.

When hit, you use 1 qubit from inventory.

It stops player so you can change his direction

SPACE + ARROW KEYS - selects nearest Inactive player in given direction

SPACE - hit it to stop player and change his direction if you have qubit
(this can be used only in "arcade level")

M - mute/unmute music

P - go to next level (you get this control when finish game first time)

O - go to previous level (you get this control when finish game first time)

R - restart level

JOYSTICK - ARROW KEYS are equivalent to directions on joystick,
and **SPACE** to **FIRE** on joystick

While in **Dialog mode** before the level :

1. use **SPACE** to skip current text
2. use **ESC** to skip complete dialog

INTERNET CONNECTION

If you have M4 board and internet connection,
when server is active you can load internet level
using test password **AAAAAAA** or **BBBBBBB**.
For other passwords visit website.

CREDITS

Code, Concept, Story Copyright (C) 2019 Naad (@teopl)
Art, Music, Story Copyright (C) 2019 Branco (@brando464)
Comic translation (Serbian to English) by Lex (@lexars216)

LINKS / CONTACT

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