ABOUT the GAME

iLLOGIC is a minimalistic experimental puzzle game that challenge the player to find a logical solution to multiple illogical color-shape-based situations. Puzzles are not related to each others, every puzzle solution is independent but clearly intuitive for the player.

Complete version of the game is expected to include up to 99 levels, related to each other and offering a complete and consistent ZEN experience.

Controls

- **Android**: Just touch screen elements (Tap gesture or Hold gesture)
- **HTML5**: Just mouse click over screen elements.

Levels Solution Tips

- LEVEL 00: Make sure the game title is complete.
- LEVEL 01: Turn screen to white. Be careful where you tap.
- LEVEL 02: Clear the box way. Tap the right walls.
- LEVEL 03: Activate the right switches to switch on buttons.
- LEVEL 04: Turn screen white or black.
- LEVEL 05: Which ring controls which rings?
- LEVEL 06: Which box controls which box?
- LEVEL 07: Order matters.

Supported platforms

iLLOGIC can be currently compiled for the following platforms.

- Windows
- Mac OSX
- Linux/Unix
- HTML5
- Raspberry Pi

Technology notes

iLLOGIC has been developed in pure C (standard c99) using raylib (www.raylib.com). It has been coded with Notepad++ and compiled with MinGW (GCC) compiler. Android NDK has been used to compile Android version and emscripten SDK has been used to compile HTML5 version.

Credits

iLLOGIC has been created, designed and coded by Ramon Santamaria (@raysan5).

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iLLOGIC Screenshots