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About This Game

Design, build and wire up your own unique robot to complete challenging logic puzzles.

LogicBots is a puzzle game where robots are used to complete the various levels. Sometimes the LogicBots will be controlled by the player and other times they will work independently to complete the puzzles. In both cases it will be up to the player to design, build and wire their LogicBot to meet the requirements of the level.

Key Features

- 40 challenging levels
- 5 in depth tutorials
- 3 bonus objectives for each level
- Language packs
- Sandbox mode
- Level builder
- Workshop integration
- Endless combinations of parts and circuits
- Physics driven gameplay
- Soundtrack by Brandon Penney aka Neon-Bard

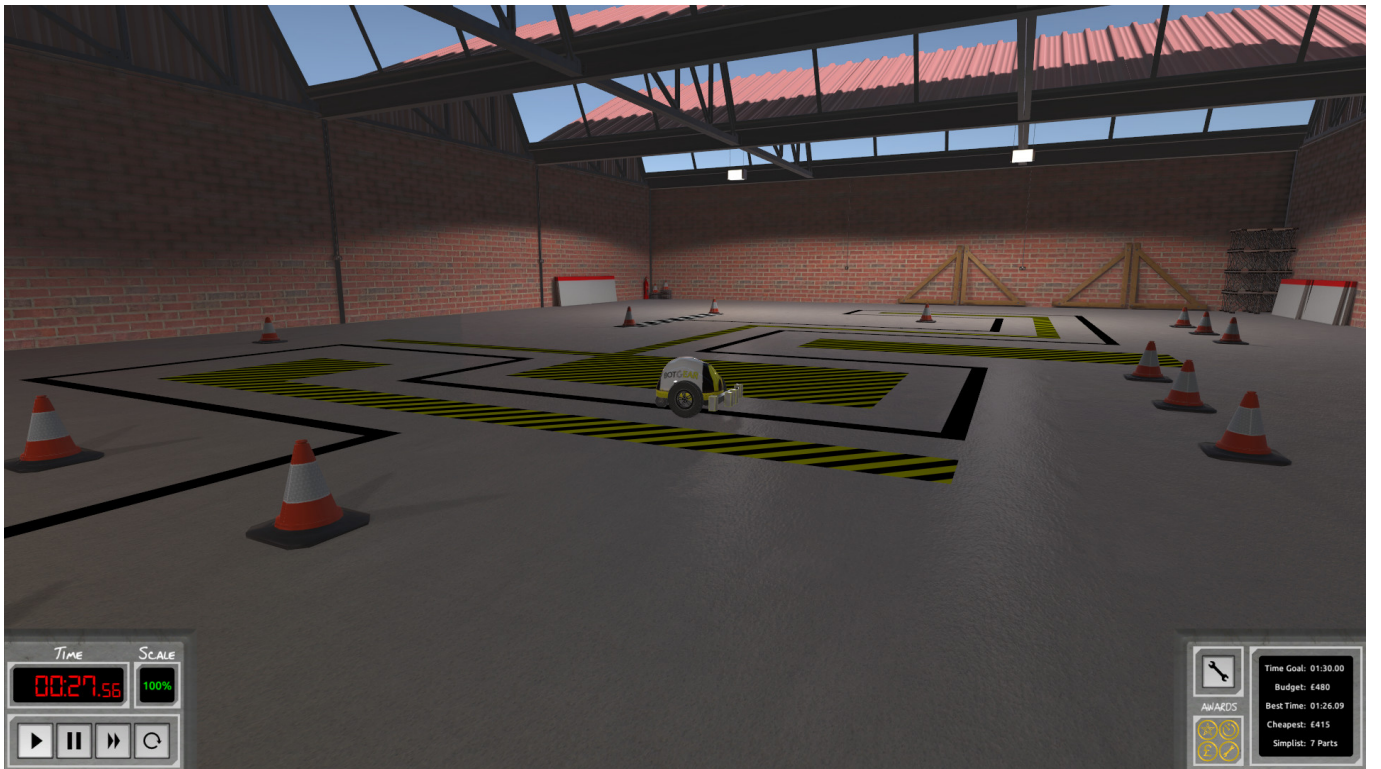
Title: LogicBots
Genre: Indie, Simulation
Developer:
Incandescent Games
Publisher:
Incandescent Games
Release Date: 8 Feb, 2017

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fun robot builder and sim. A Very Fun game Simulator. This requires you to think, and try different things to improve your design. I did play "Little Big Planet" which has some of the same logic as this. This game also requires some math. I HIGHLY Reccomend going through the Tutorial first before doing carreer mode. This simulator does come with a demo. so you can try the tutorials first before you deside to buy. If you are the type of person who likes to use your brain, This simulator is for you.. This is not only a great puzzle game but a great way to prototype bot designs.

I have built robots powered by Raspberry Pi's, Arduino and Microbit so I have a fair bit of knowledge on how the robots and sensors operate.

Playing about with sensor locations in this game gives me an idea of how changes would work on my real world robots without moving parts around / soldering extra sensors etc...

I still find this game challenging and this mostly comes from working out how the circuit board components fit together. On some of the more tricky puzzles you get a real sense of achivement when your robot finally completes the challenge.

All in all this is the best game I have brought in a while and very close to my personal hobbies.. Making you suffer by blocking access to XOR gate on early levels (with no reason, just "because") doesn't feels fun in any way. Will give it another chance later though. This game is one of a kind. and it does everything right but graphics... but else i really love this game and i recommend it for everyone who loves, circuts, programming, challanging puzzler and customiziable robots this game is for you

Suggestions: multiplayer (so you can build robots and circuts with friends), a Demo so people can get a feel of the game.. (one of my friend want this game but is not sure to buy cause he haven't tried it)

A fun concept, but cheapened by the endless parade of bugs. The circuits occasionally drop pulses. the walls don't always trigger sensors, the game has a memory, and I couldn't even begin to list all the physics issues. All in all, I wouldn't recommend this game unless you really like logic games, and even then not at full price.. This game is awesome. You need to do the tutorial though, the interface is okay but not very intuitive, but they explained exactly how do to everything I was having problems with when I tried to jump into the game without any guidance.

No prior knowledge needed. I know a little bit of python but I only really use it to do math and the type of stuff that most people use spreadsheets for, but I'm by no means a programmer and I found the game intuitive enough.

It's not a handholding game though- the only more "hardcore" programming game I've played is Screeps, which I gave up on. You have to figure out the basics of how computer logic works, but it will explain enough for you to figure it out.. Really great game reminding me of 'Mindrover: Europa Project'.

While graphics and sound is mostly utilitarian, but puzzles are challenging and sandbox is pretty enjoyable for experiments. Sorry to say, but controller and interface is nearly ruining the experience, coz they are terrible.

Anyway this game is worth the full price.. Wow, If it wasn't for the tutorial I would have had no clue. If like me you have no experience with these circuits and robots I recommend doing the tutorials twice. If you want a game that gives a progressively increasing challenge, love games with multiple solutions and love logic this game is for you. You build robots and design the circuits that run them. It is addictive and you have no idea where the time went.... Nice game, exactly what i wanted.

After a first test I can say the game owns a lot of stuff, although it was released as early access lately.

The building part reminds me a bit of Kerbal Space Program and is good. Especially the snap lines are nice to place things exactly.

The wiring is fun. If you liked Redstone in Minecraft or know AND / OR Gates anyway, then you can do a lot of stuff.

It's a game to think and it's nice to see, if your own solution works.. What an incredibly fun and addictive game! If you're an engineer, this is a must have. I feel that the user interface is fluid and intuitive, the music is catchy, and the puzzles are damn challenging. Overall, this does not feel like an early access game. That being said, here would be the things I would like to see:

-The circuit building is great, but I would like to have a single-click (or hotkey) way to change wire color and see the wire bend when it crosses over another wire.

-Once I figured out the snapline feature, the construction building became a breeze. I would like to see a circular snapline so I could place sensors along the turning circle of the bot.

-For the simulation, I would like to see both a slow-motion and an even faster "fast-forward" button.. A very complex robot making game, you will be working with various circuits that do various things. I myself found myself very confused throughout the hour I played and only managed to do the first mission in career mode but the tutorials are very well explained.

I give the game an 8/10 for being challenging, confusing but well thought out, it doesn't have the best graphics but it's not meant to, it's meant to deliver a realistic (in a sense) robot building experience and I think it delivers so far.

YouTube Video: <https://www.youtube.com/watch?v=xcn71xCoIM8>. Extremely buggy in core gameplay, do not buy.

- 1) Physics is mostly good but not accurate - it does not compensate for angles (if you tip your robot, the laser ranges and line detectors do not tip), tipping the robot can hit hazard zones even if it is over them, and basically it is 2d pretending to be 3d.
- 2) Occasionally proximity sensors and other sensors do not work at all, even if nothing is blocking it. Plus you can block them with other parts and they can be fine. Had the most trouble here once I hit the second set of stages.
- 3) Badges per map are frustrating, especially the beginning no logic gates - basically the only way to power the motor is with a line detector in the early levels, yet the line detector is super mysterious - if you face your own black paint, it won't work, or at each other, etc .. where the heck are the specs? I expect some realism, not magic.
- 4) Weight distributions do not seem to work right - I placed a TON of stuff to be front heavy, yet the small low powered tires tilted the entire thing no problem. Perhaps I am underestimating the weight or power, yet it does not feel right, if these are metal .. which leads me to ..
- 5) Who the heck powers a motor with a high and low voltage? Does it have a transistor built in and another hidden power supply I don't know about?

6) Holy crap do these robots bounce, are they made of rubber?

The UI seems to be improved at some point (based on other reviews), but is still a bit frustrating when wiring. It's hard to tell if you have a "OUT" pin selected or not, and if you do, it prevents other things from working. Click and drag would of been nicer.

Oh, what about the good? Sure:

- 1) The puzzles are very challenging, even if superficially so
- 2) It may help you to do robot competitions if you time travel back to the 90s, and also believe in magic.

TLDR; don't buy, check out Zachtronics instead for good engineering based games, or check out older games like Robot Arena 2.. TL;DR \u2013 LogicBots is a great concept totally let down by bizarre design decisions and quite possibly the worst UI I've ever seen. It can't seem to make up its mind if it wants to be a robotic design simulator or a puzzle game, and winds up losing itself in a no-man's-land between the two, with the fiddly UI of a simulator at odds with the arbitrary restrictions and confinement of a puzzle game.

I came into Logicbots expecting something akin to KSP. I envisioned generalized challenges with lots of robot parts and options for different ways to complete the challenges, where my design decisions matter, and I can achieve some cool aesthetics.

Instead it's a very confined, railroady kind of puzzle game, where each puzzle has only a handful of solutions. The process of iterating designs to find that solution might have been fun... but an incredibly frustrating and fiddly UI totally lets it down.

Just for context, I'm not just talking out my rear here. I've done this in real life. In college, I designed and built an autonomous robot that could navigate a maze, "mine" marble and BB "ore", sort the ore to separate it, and deposit it in separate bins at the end of the maze. It included elevation changes, wall following, and line following. Did we use individual gate chips? NO! We used a freaking computerized robot controller. Twenty years ago! This is not new tech. I can't see anybody actually bothering, in today's electronics landscape, wiring AND gates together on a perforated circuit board.

Just a few examples...

~ Most parts are placed symmetrically on either side of the robot. Why then, did they not include a symmetry mode for part placement? Yes, I realize you can create snap lines. That's a lot of extra steps and extra clicks to do something that could have been done much more elegantly with a mirror symmetry placement mode.

~ Connecting circuit boards requires either extremely and irritatingly precise clicks on a few pixels, when zoomed out enough to see the big picture, or many wheel scrubs to zoom in and out. If you misclick, which you will do a lot, enormous UI elements come onto the screen, often blocking what you're trying to click. Larger pins or even a right-click context menu system would be much better. A key binding to go into wiring mode would be better.

~ When editing numbers in certain circuits, the game zooms all the way in for you, "helpfully". I'm sure this *seemed* like a good idea. It wasn't. If you can even begin to click on the tiny little connections to wire circuits, you can just as easily read the numbers you're typing. I don't need them blown up to be a 200-point font. And I definitely don't need the many scroll actions required to zoom back out to work on everything else.

~ Keybinding cannot be edited. Not even manually through a config file. It's hard-coded into the game. Some people may not care. I care a lot. I don't use wasd. I use esdf. Because it's superior in every conceivable way. Feel free to disagree, but I should still be able to rebind keys in my game.

~ Reference information for things like what effect a certain logic gate has should be easy to find, preferably on the screen in a non-disruptive manner whenever the part is highlighted. This could be done with a tool-tip on mouse-over quite easily. It could simply be included in the frankly unnecessarily ginormous UI that pops up when the part is selected. Nope, instead you have to click an icon to open it up, every single time, which covers up most of the screen so that, rather than reasoning through your circuit with enough information, you have to choose: information or circuit visibility.

~ This scenario happens all the time. I pick out a part to put on the robot. I realize I needed a certain type of symmetry. Can I drop the part in empty space conveniently to pick up later, so I can add snap lines? Nope. Can I just hold the part in my cursor

while I use other UI elements to at least turn on snap lines I've previously created? No again. I have to undo everything about the part selection, or I have to put it on the robot somewhere else (which is ridiculous in terms of immersion and realism... "Let me solder this sensor onto some random part of the robot's body... then I can pick up my ruler to measure out where I wanted it in the first place... now I can de-solder it and move it to where it should have been." Ridiculous.) This may sound like a minor gripe, but it happens over and over and over, with the annoyance building up each time.

Other design decisions are just as bizarre:

~ Parts are arbitrarily and artificially restricted on each level. Why? Have they not invented the NAND gate yet? Really? That's odd since I can access mathematical logic, which very likely has NAND gates inside of it. Player choice is never a bad thing. Let me choose from **any** logic gate.

~ For that matter, why are we using physical logic gates at all? This seems like a choice more about reliving some childhood nostalgia than a real decision about how modern robot building works. In the real world today, I don't see why anyone would bother with individual AND and NOT gates when small computerized controllers like Arduinos are so cheap and readily available. Just googling now, I can buy an entire computerized controller for less than some single gates cost in this game. Did the developer just not bother to check that? I think a much more fun game concept, and a much more useful life-skill to teach would be to **program** the robot, rather than **wire** it from gate to gate. Why go with the wiring? Well because it's more like a puzzle, obviously. That kind of arbitrary game design is just... unfortunate.

~ Why do chassis include motors that can magically send output anywhere? Why do they only run at a single specific RPM? Why not let the player build **inside** the chassis? A trade-off between lightweight and simple versus putting in more battery power to supply more voltage to more powerful motors sounds a lot more interesting and engaging to me. Well, I'll tell you why. The puzzle. It always comes back to this game wanting desperately to be a -puzzle- instead of a simulation of real robot building. If you could vary the voltage sent to a motor, how could they make you choose between specific chassis on a simplistic comparison of cost vs. RPM? It would almost be like you could use whatever chassis appeals to you visually, and then solve the level in your own way... and we can't have that. You must do the level **their** way. The puzzle's way. Silly human with your desire for **choice** and **creativity**.

~ Why are prices so absurd and arbitrary? \u00a35 for a special signal splitter board? IRL I could do that with two bits of wire for probably less than a penny. \u00a310 for a single AND gate? Survey says: A 74x08 chip with **four** AND gates on it costs \$0.53. And again, the hundred-odd pounds of logic in many robots in the game could easily be replaced by a \u00a320 Arduino that has infinitely more interesting and fun possibilities for design and gameplay.

Imagine: instead of building a simple logic-gate-based robot that can barely manage to follow a line in a jittery way, you **could** do that with an Arduino-based robot design with the same simple logic, as the "beginner" robot. But a more advanced design might include multiple sensors to detect how **quickly** you're crossing the line, allowing you to write code to adjust the **voltage** to each motor for smooth curves, to complete the level with speed and style, via more advanced coding and design. That sounds like a fun game, where my decisions matter, and my skills actually help. Oh I wish I'd bought **that** game.. The controls are a bit clumsy for building circuits and there are several spelling and grammar errors in the tutorials and objectives information. These 2 things give the impression that the game is not polished yet. Overall, the game is fun to play.

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