

GO FIGURE

MSXdev 2025

v1.2 March 2026

Genre	Rhythm platformer
Author	Fabulous 8bit
Medium	8MB FLASHROM, ASCII-X mapper
Minimum requirements	MSX2, 64KB memory mapper VRAM 128kB, NTSC/60Hz monitor OPL4 with 640kB sample RAM

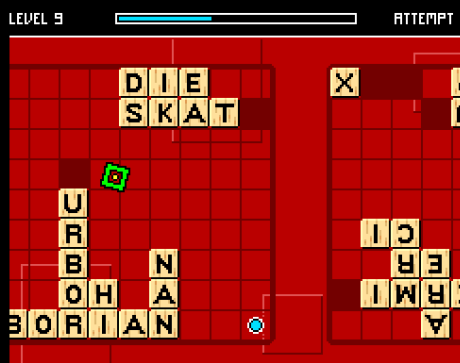
IMPORTANT Gameplay and music are synced - **avoid using wireless headset/loudspeakers** as they normally incur latency which reduce the immersion. Learn how to limit audio latency further in openMSX, below.

THE GAME

Precision meets pulse! Your survival depends on a single button and a perfect sense of rhythm. This high-speed rhythm platformer takes you on a journey through a world of lethal geometry and musical splendor, designed to push your MSX2 to its absolute limits.

Beat yourself! –And beat your friends!

Go Figure is certainly highly inspired by *Geometry Dash* and similar games, but takes its own spin on game rules, level design and music.



HOW TO PLAY

The premise is simple, but the mastery is steep.

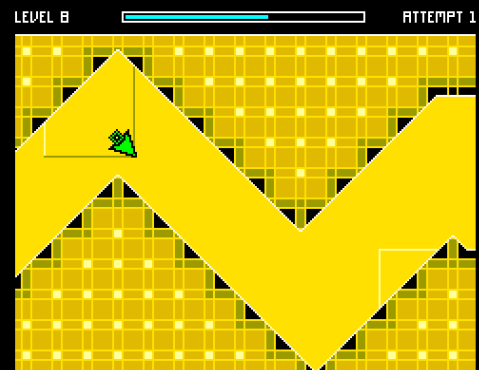
There are 10 levels and the level difficulty is split into **easy** (green), **medium**(orange), **hard** (red) and **insane** (black).

FABULOUS **8** BIT

Ideally you play the levels sequentially as this will gently introduce you to new game objects. They come in new shapes at almost every level.

Keep your *attempt* count low to maximize your score. And then, add some competition with your friends via the *online high score table*.

Game progress is stored on the flash cartridge, so you can easily split up your game sessions.



CONTROLS

Use either the keyboard (recommended) or a joystick.

INGAME

SPACE (A)	Jump/Action (hold to jump in series)
HOME when crashed	Set <i>Attempts</i> to 0 and restart level
ESC (B)	Return to level selection

MENUS

SPACE (A)	Select/Action
← ↑ ↓ →	Move cursor

GAMEPLAY FEATURES

PLAYER SHAPES



CUBE

The Cube is affected by gravity and can jump.



SHIP

The Ship is affected by gravity and can use thrust bursts.



WAVE

The Wave runs diagonally only, is not affected by gravity, and has instant direction changes of 90° as its navigation ability.

GAME OBJECTS



Pads

Slide into these and you are automatically given a massive bump. Light blue pads also invert gravity*.



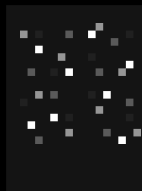
Orbs

Orbs hang in the air. They can be passed right through or they can be jumped on. Light blue orbs also invert gravity*.



Gravity portal

This portal changes gravity*. Yellow makes it upside/down and light blue takes it back again.



Sparkle

Run into sparkle to transition from one shape to another.



Coins

Pure bonus! Each coin gives you 10 000 points and there are even additional achievements rewards tied to them.

* When gravity changes, the screen blinks to ensure you are aware.

Unlocking levels

The game starts with 6 of 10 levels locked. Complete 1, 2, 3, 5, 6 and 8 levels to have them all unlocked.

Rank

In this world, your rank is not a fixed number, but an evolving title that reflects your true skills. These titles of prestige remain hidden until earned—play with intent, and your status will follow. The online high score table will show off your title.

Achievements



THE MEDAL OF PERFECTION - 10 000 POINTS

You receive this when you complete your first *perfect run* - that is, a level completed in one attempt only.



THE COLLECTOR TROPHY - 20 000 POINTS

You are awarded this the first time you collect all the coins present in a level.



THE SMOOTH SAILING AWARD - 30 000 POINTS

You receive this when you have completed five *perfect runs*.



THE NO-SIGAR DESIGNATION - 40 000 POINTS

You are awarded this when you have completed *all but one* level.



THE BADGE OF COMPLETION - 50 000 POINTS

You receive this when you have completed all levels.



THE HONOR OF MADNESS - 100 000 POINTS

You are awarded this when you have completed all levels in a *perfect manner*. The most coveted award; The crown jewel.

ONLINE HIGH SCORE TABLE

The game is gratefully using **MGS** , MSX Game Score, by Guillaume "Aoineko" Blanchard for the high scores.

Simply use a phone and scan the QR code in the game, from the *always-available* QR code screen.

This will enter your score automatically, no additional steps required if you are already logged in on MGS. If you are not logged in, just enter a name as part of the score submission.



msx.org/mgs/?page=board&game=gofigure

HOW TO RUN THE GAME - IMPORTANT

You can flash this game to an **8MB ASCII-X FlashROM**  cartridge or use an emulator. Note that the minimum requirements are absolute - the game will not start if you do not qualify on all points.

IMPORTANT The game has synced the gameplay with the music. Users are advised to avoid wireless or Bluetooth headsets and speakers, as these typically introduce audio latency and reduce immersion.

At the time of release, only **openMSX** can emulate this game.

openMSX 21+



The game has been developed using this emulator. We recommend not using versions lower than 21, as they might be missing the required mapper and flash functionality.

NOTE Emulation adds a delay to the audio output, which can make the gameplay go *slightly* out of sync with the timed music. You want your *samples* settings to be low. Ideally as low as 512 if possible without degrading audio quality (use UI or `'set samples 512'`). Setting 1024, the default on Mac, may also be ok. Default is 2048 on Windows, which typically gives up to 2.8 frames latency.

UPGRADE INSTRUCTIONS Consider the below section if either is true:

1. You want to keep your existing user data
2. You rename roms and the new will have the same name

If you already have been using an earlier version of this game with your emulator, be warned that openMSX will not automatically use the new ROM *if the filename is identical*, despite you deliberately pointing it to load the new ROM-file. In this case, openMSX will realize that it has a *special writable file* stored which also includes the binary, and use this old one instead.

Either delete this file (and lose your save data):

```
\openMSX\persistent\roms\MSXdev25_GoFigure_v1.0.rom\MSXdev25_GoFigure_v1.0.rom.SRAM
```

Or use a tool to copy the new binary into this writable file, like `'dd'` and keep your save data.

TROUBLESHOOTING

Crackling noises - When we reduce the *samples* value, the audio may start producing crackling noises. This has been known to happen on Windows in particular. Increasing the *frequency* to 48000Hz (use UI or `'set frequency 48000'`) may help and setting an environment variable before running the emulator has also shown to remove crackling noise. Set this as part of your start-script (Windows only):

```
set SDL_AUDIODRIVER=wasapi
```

EXTRAS - BGM

This game includes a feature originally planned for the premium edition only: **The music player**. Lean back and enjoy all the level tunes in full without the stress of the high paced action.

CREDITS

PRODUCER, PROGRAMMING, LEVEL DESIGN, GRAPHICS & VIDEO

- Pål Frogner Hansen

MUSIC, SOUND EFFECTS & CREATIVE INPUT

- Wolf

Additional credits and acknowledgements are listed in the game and in the accompanying *acknowledgements.txt*.

MORE INFORMATION

To find more information about the game, or any of our games, visit:

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