



Logix

A thought-provoking game of logic

For one player
aged 7 to 99.

Game Idea: Linda Wächter

Nine shapes – nine spaces! What at first sounds simple is in fact quite tricky: Just like Sudoku, each colour and each shape may only appear once per column and row. For example, if two shapes are already present in a row, you can logically determine the third shape.

Logix is the ultimate challenge for lovers of logic games! The 70 challenges range from novice to advanced. Are you a Logix master? Can you solve all the challenges?

Contents:

- 1 game board
- 9 shapes (three shapes in three different colours)
- 70 challenge cards
- 1 set of playing instructions

The Challenge Cards:

Each challenge card contains one Logix challenge, consisting of a game board with a 3 x 3 game grid that is partially filled. The empty spaces can be filled with the appropriate shapes simply by applying sound logic. And what's really exciting is that for each puzzle there is only one correct answer! All the answers can be found in the game instructions.

Degree of Difficulty:

All challenges are divided up into different levels. There are seven levels of difficulty from level A to G. The challenges of each level are numbered (e.g. A1, A2 etc.). The challenge cards can also be easily sorted according to their coloured border.

The Game:

Lay down the game board in front of you. Choose a challenge and place the card face up next to the game board. Now put the shapes that are indicated on the challenge card in the right spaces on the game board. Place the remaining shapes in front of you near the board.

There is one rule that you always have to follow:

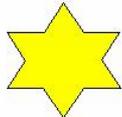
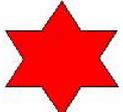
Each colour and each shape may only appear once per column and row. For example, if two shapes are already present in a row, you can logically determine the third shape.

Example (Level A):

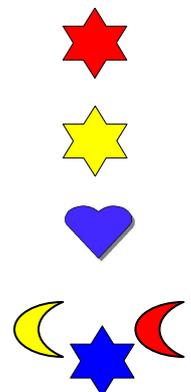
Challenge:

Solution:

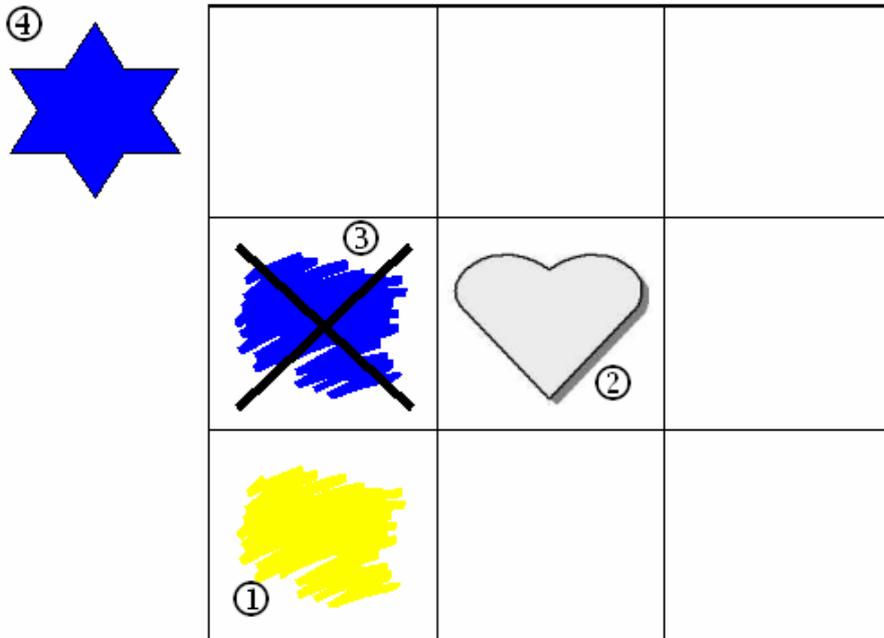
- In the third row the red star is the only possible choice.
- In the second column the yellow star is the only possible choice.
- The blue heart has to go in the first space of the first row and column since it can't be correctly placed in any of the other empty spaces.
- Now all the remaining shapes can be logically placed into the remaining spaces.



Additional Conditions:

The game increases in difficulty from level to level. In more advanced levels additional conditions are imposed on certain spaces or entire rows or columns.

Examples:



- ① This space requires a yellow shape, which has not been defined!
- ② This space requires a heart, the colour of which has not been defined!
- ③ This space may not contain any blue shapes!
- ④ The first row must contain a blue star!

Note:

The longer you play and the more familiar you become with the game, the more regularities, patterns and ultimately solutions you'll be able to recognise, which will prove helpful for the more advanced levels!