

All Logic Games

FROM EXAMS 29 - 69 | PART TWO

In part one, we broke down each game based on six major characteristics: ordering, grouping, subsets, numbers issues, conditional links, and complex “or” rules. Part two includes all games organized by category, and discussion of the 10 most challenging games from these 42 exams. The list of 10 most challenging was created in collaboration with a very special guest: J. Y. Ping of 7Sage.

ALL GAMES ORGANIZED BY CATEGORY

Ordering (only)		O + Numbers		Ordering & Grouping		Grouping (only)			
29.3	30.4	31.3	34.1	35.3	44.2	38.3	45.4	51.1	52.2
33.1	34.3	35.4	40.2	56.2	O & G + Numbers		G + Numbers		
37.4	38.1	51.5.3	55.2	33.4	45.2	50.4	29.1	35.2	40.3
41.1	41.4	57.4	60.3	51.5.2	54.2	59.1	42.3	42.4	43.4
42.2	43.1	61.3	63.4	62.3	67.3	68.2	46.4	47.3	48.1
43.2	44.1	O + Subsets			O & G + Subsets		48.3	49.2	51.5.4
45.1	46.1	30.3	31.4	32.4	46.2	47.4	53.1	56.3	63.1
47.1	48.2	36.2	36.4	37.2	48.4	53.4	64.4	66.3	67.4
49.1	49.4	38.2	38.4	39.1	60.1	66.1	68.3	69.2	69.4
50.1	51.4	41.2	46.3	51.3	69.3	29.4	31.1	G + Subsets	
51.4.1	52.1	52.3	53.2	55.3	O & G + Numbers & Subsets		32.1	29.2	35.1
54.3	56.1	55.4	58.3	65.2			50.3	37.3	43.3
57.1	58.1	66.4	68.1	68.4	O & G + Conditionals		36.3	55.1	60.4
59.2	59.4	O + Or				G + Subsets & Numbers		64.3	67.1
60.2	61.4	32.3	40.1	51.2	52.4	32.2	37.1	G + Conditionals	
62.1	62.4	53.2	61.2	63.2	63.3	39.2	44.3	31.2	33.2
64.1	65.1	O + Subsets & Or		54.4	G + Numbers & Conditionals			34.4	36.1
65.4	66.2	O + Subsets & Numbers		39.3	39.4	45.3	47.2	41.3	49.3
67.2	69.1			57..2	56.2	58.4	62.2	58.2	59.3
O + Numbers & Conditionals			30.2	G + Subsets, Numbers, & Conditionals			33.3	40.4	42.1
Neither Ordering Nor Grouping		30.1	34.2	44.4	57.3	64.2	50.2	61.1	65.3
						G + Subsets & Conditionals			54.1

THE TEN MOST CHALLENGING GAMES

Here is a list of the ten most difficult games that appeared in exams 29 through 69. Figuring out which games belong on such a list is invariably a subjective exercise, and it’s one that is particularly dependent on the individuals making the judgment. The way that I happen think about games may make certain ones feel easier or harder, whereas someone else’s system may make other games feel easier or harder. Because of this, I’ve enlisted the help of J.Y. Ping to ensure that this list represents a broader perspective.

J.Y. is the founder of 7Sage, and he is quickly becoming one of the most respected LSAT experts in the country. J.Y. is amazing at solving and teaching Logic Games, and countless students credit his instruction for helping them master the games section. (You can check out J.Y.’s full video solutions for all games at 7sage.com/logic-game-explanations/.) Here’s a list of ten games that we both agree have caused students and test takers a lot of trouble over the years. Under each game, I’ve also included just a bit of J.Y.’s insight into what makes these particular games more difficult, and what it takes to get through them successfully.

*****SPOILER ALERT***** The comments below give away details about the games, and how best to solve them. If you read this discussion right before you play one of the games mentioned, it *will* have an impact on your performance, so be careful. This list can be a particularly useful gauge of your preparedness toward the end of your prep, after you’ve already had a chance to try many of these games on your own.

TEST 31, GAME 2

J.Y.: Lots of things to keep track of, and lots of items that look alike. Lots of conditional rules that don’t link up nicely, and complex conditionals to deal with as well. Also, 7 questions—the max you will get for a game.

TEST 36, GAME 3

J.Y.: Highly unorthodox design/base. And a ton of rules to keep track of. Requires some creativity in how you handle these rules.

TEST 40, GAME 3

J.Y.: Unusual connection between elements and positions—how well you can see this and represent it is key.

TEST 41, GAME 4

J.Y.: Unusual layout of positions. Board can be freely rotated, and there aren’t fixed spots; you have to be unafraid to place some items as anchors so that you can make necessary inferences.

TEST 44, GAME 4

J.Y.: It’s mostly a sequencing game but there is a small, but ultimately very important, grouping element.

TEST 53, GAME 4

J.Y.: You have to be creative in how you translate the rules; key grouping inference hidden in a sequencing rule.

TEST 55, GAME 4

J.Y.: Rules are prone to misinterpretation, and are challenging to translate visually. Contrapositives are also difficult to understand and represent visually. You have to pay very close attention to what each slot really means, and you have to be comfortable with biconditionals.

TEST 57, GAME 3

J.Y.: Number of slots that are In/Out is key. It’s critical to understand that once a group is full, all remaining must go into the other group.

TEST 62, GAME 2

J.Y.: Lots of inferences during setup. Requires clear understanding of “or” and “not both” rules. The groups are entirely interchangeable, and this allows us to visually represent some of the grouping rules right on the board.

TEST 67, GAME 4

J.Y.: Worded in a way that’s prone to misinterpretation, and most of difficulty is during the setup. As you play, you have to be very careful not to misunderstand or translate incorrectly.