

logiCally

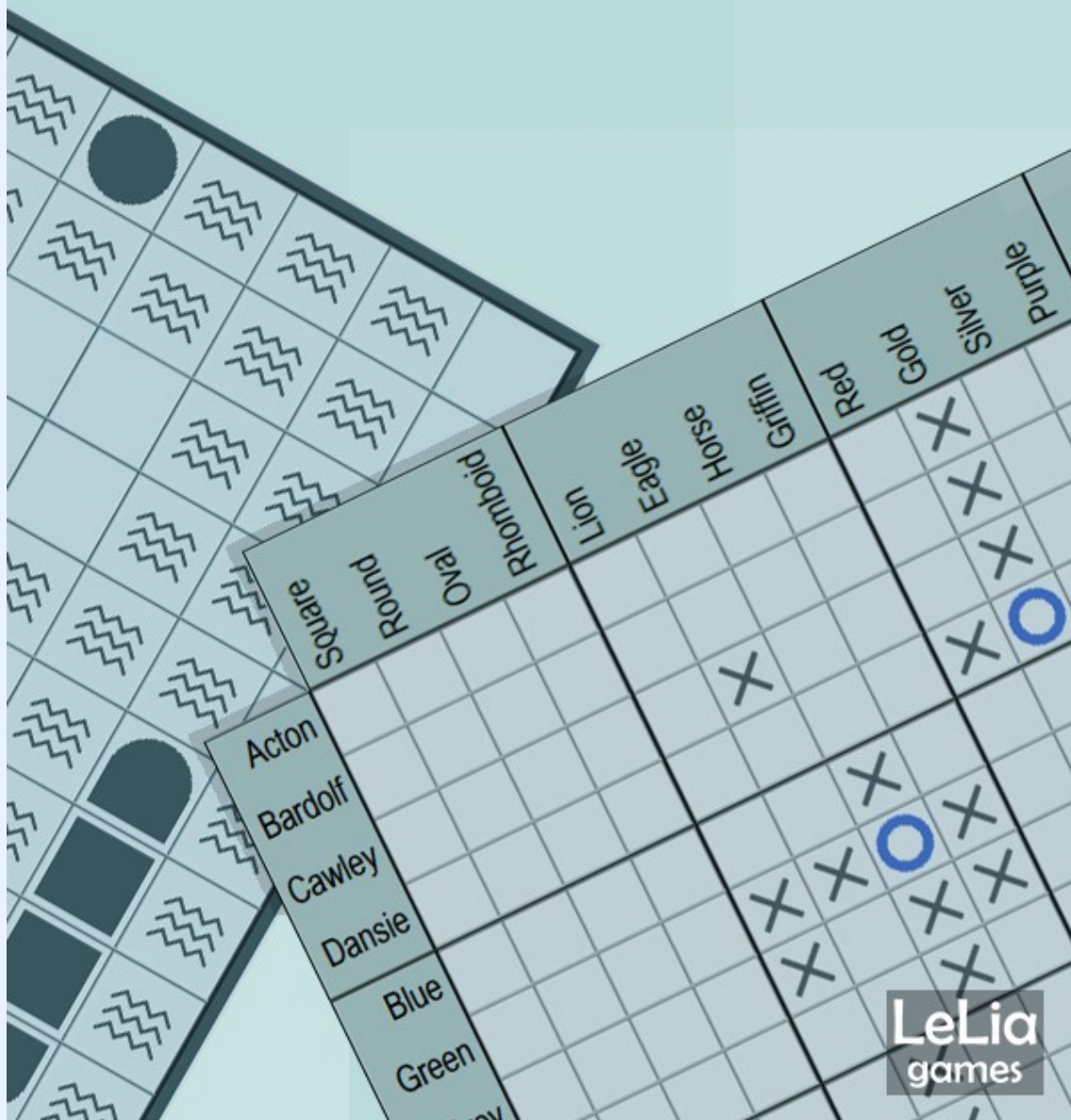


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Description

logiCally is a game designed to test your logic, observation and calculation skills.

Each turn the player must choose one of the three problems shown. Solving it correctly will provide various rewards. Collect the required keys to unlock the next level of difficulty.

All problems are procedurally generated, ensuring that no two are ever the same.

Game modes

logiCally has three game modes:

- **Practice mode:** In this mode the user can select the type of game and the level of difficulty he wants to face. In **practice mode** there are no time restrictions to solve the problems.
- **Timed mode:** The user must advance through successive levels of difficulty by solving the proposed challenges in the time available. The user will gain extra time by overcoming each level and as a reward by correctly solving the challenges.
- **Survival mode:** In this mode there is no time limit. Instead the user needs tickets to be able to face the challenges. The user will get extra tickets by overcoming each difficulty level and as a reward for solving the challenges.

Progress

In **logiCally** the progress of the player is automatically stored. Whenever a challenge ends or when the player leaves the game the progress is saved.

The next time the player runs the game he can continue where he left off.

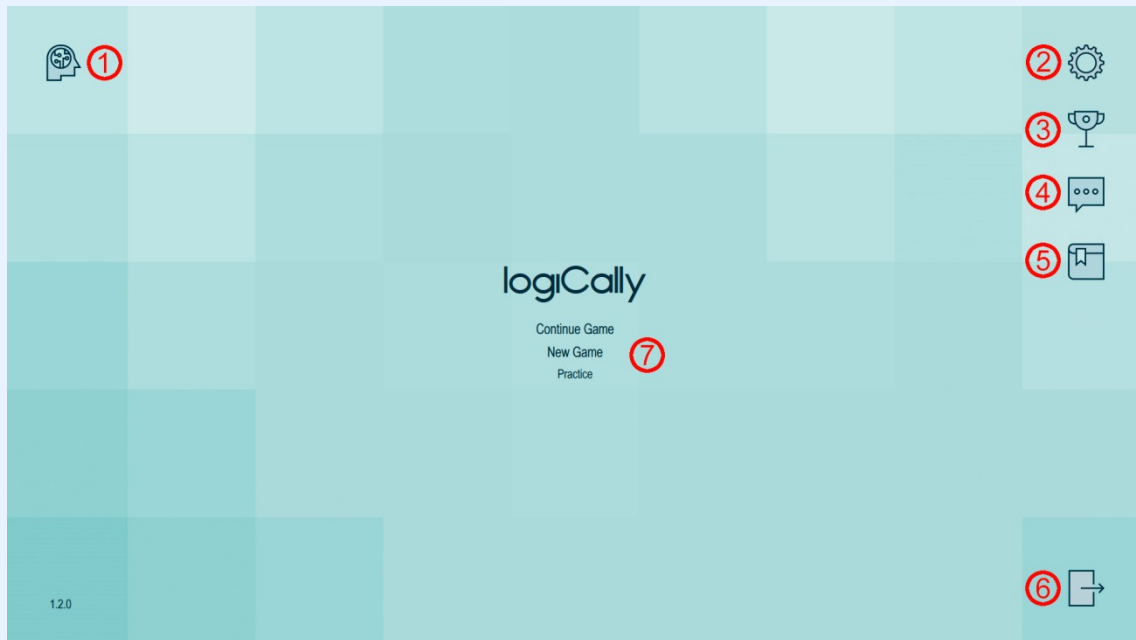
Pause

You can pause the game at any moment. To do so, press the exit icon  in the game screen or press the **[ESC]** key.

The game will return to the initial menu screen. To continue playing, select the **Continue Game** option from the menu.

Interface

Main Menu



1. Profiles
2. Configuration
3. High scores
4. Crédits
5. Game manual
6. Exit
7. Game menu

Profiles

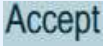
logiCally stores each player's progress independently.

The profiles screen allows you to register a new profile or activate an existing one, so that from then on the progress in the game is made under that profile.

As long as there is no active profile, the game will record the player's progress under the generic profile '**Anonymous**'.

The game allows a maximum of 10 simultaneous profiles. When the game is launched, the default active profile will be the last profile played.



- a) Press  to delete an existing profile.
- b) Press  to create a new profile.
- c) The icon  shows the active profile. To activate a profile, click on its name.
- d) Press  when you have finished making changes. This will close the profiles screen.

After selecting a profile, the game will display it on the main screen.





Configuration

Settings

Music Volume

FX Volume

Mute ☐

Language

English

Accept

- a) **Music Volume:** Press on the bar to set the desired music volume.
- b) **FX Volume:** Press on the bar to set the desired fx volume.
- c) **Mute:** Enabling this option will disable both sound effects and music.
- d) **Language:** Allows to set the language. Click on the side arrows to switch between the different languages available.
- e) **Accept:** Apply changes and close the configuration screen.



High Scores

This screen shows the highest scores achieved by players.



The  and  icons allow to toggle between timed and survival mode tables.



Credits

Shows the credits and acknowledgements screen.



Game manual

Open the game manual (.pdf format).



Exit

Saves the player's progress and closes the game.

Game menu

Shows game options:

- a) **Continue game:** This option is only available if there is a game in progress.
- b) **New game:** Starts a new game. The player must select the desired game mode:
Timed mode or Survival mode.
- c) **Practice:** In this mode the player can select the type of game and the level of difficulty he wants to face.

The Game

In **logiCally** the player must overcome the challenges presented to him in order to advance through the successive levels of difficulty.

To complete a level it is necessary to obtain a set of keys. These keys, in addition to other rewards, are obtained by correctly solving the proposed challenges.

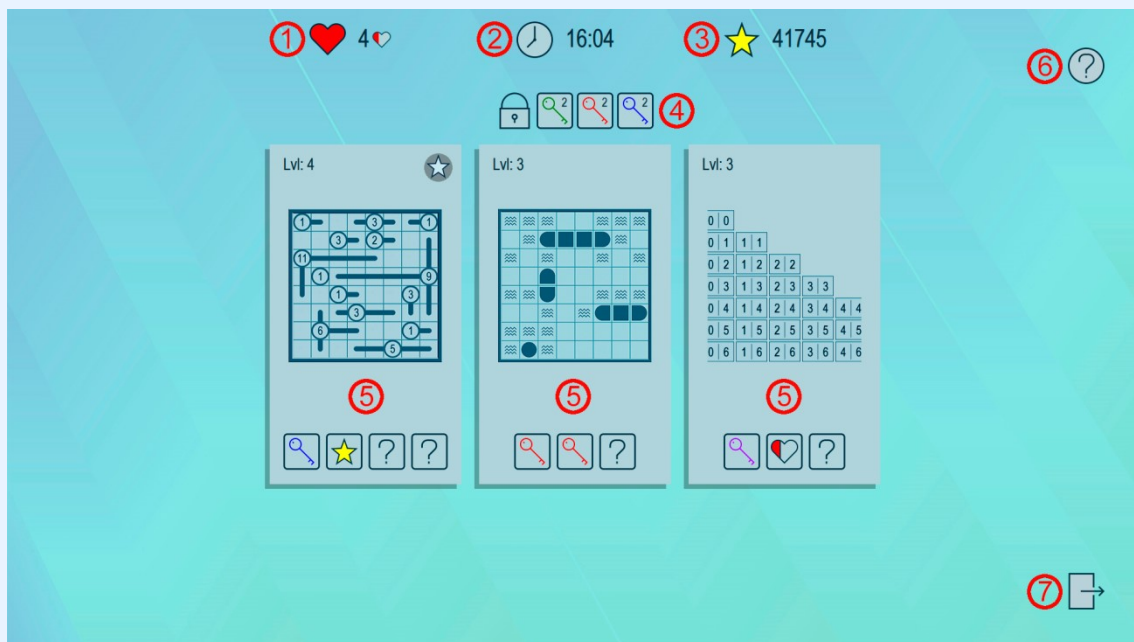
At each moment the player must select one of three proposed challenges.

Timed Mode

In timed mode the player must get the keys to unlock the next phase before the time runs out. Time is consumed during the resolution of challenges.

The player will get extra time:

- By overcoming each stage.
- As a reward for challenges.



1. Lives.
2. Time to finish the stage.
3. Score achieved.
4. Keys required to overcome the stage.
5. Proposed challenges.
6. Game help.
7. Exit to main menu.



Number of lives the player has left. When they reach 0, the game is over.

The player will lose a life:

- Every time he fails to solve a problem
- When time runs out. In this case life will be lost in exchange of extra time.

The player starts with 3 lives and can get extra lives through the rewards of the challenges. When the small heart marker is completely filled, the player will receive one extra life.



Time left to finish the stage.

If the clock reaches 0 the player will lose a life  and get extra time.

The player can also get extra time through the rewards of challenges.

Upon completion of a stage, the remaining time will be added to the total time of the next stage.



Shows the keys needed to complete the stage. The number on each key indicates how many are needed.

There are four keys colors.



The player will get these keys as a reward for solving challenges. Each type of challenge is associated with a key color which means that at least one of the rewards will be a key of that color.

Tip:

As a general rule, when selecting the challenge, keep in mind the keys you need. Whenever possible, select the challenge that provides you with keys that correspond to the highest number on the padlock.

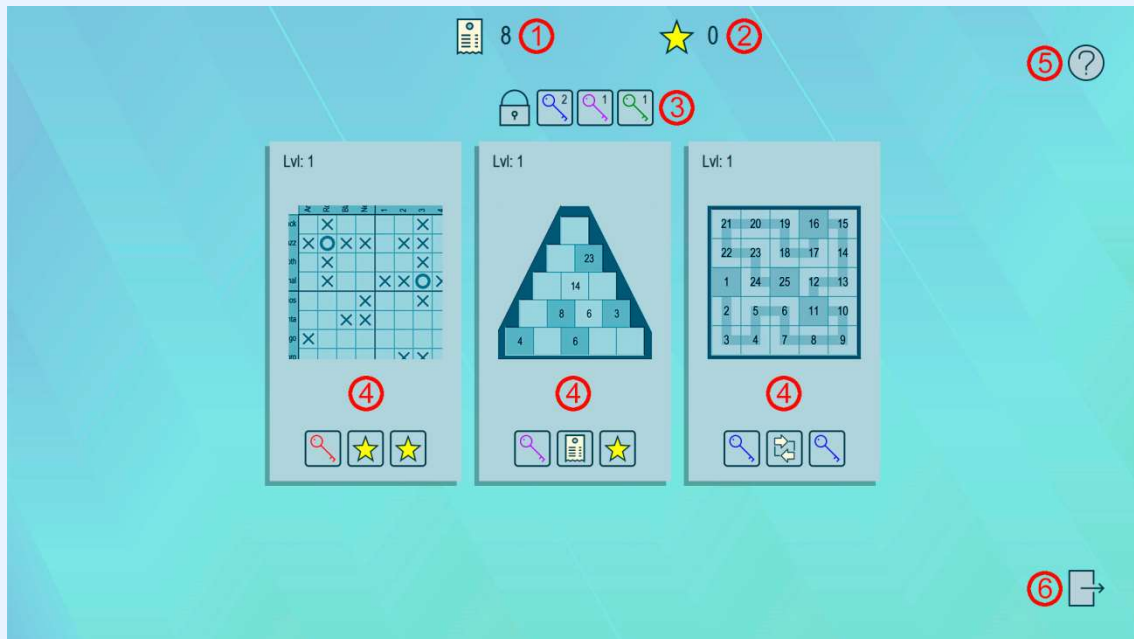
Survival Mode

In the survival mode the player is not subject to time when solving the challenges, but must try to overcome each phase using the least number of tickets possible, because when you run out of tickets the game ends.

Each challenge consumes a ticket. Failing to solve it consumes an extra ticket.

The player will get additional tickets by overcoming each stage and as a reward for the challenges.

Leftover tickets after overcoming a stage are added to the total of the next stage.



1. Tickets.
2. Score achieved.
3. Keys required to overcome the stage.
4. Proposed challenges.
5. Game help.
6. Exit to main menu.



Tickets

Number of tickets possessed by the player. When they reach 0 the game ends.

During the game the player consumes tickets in the following cases:

- When starting a new challenge, a ticket is consumed.
- If the player fails to solve a challenge, an extra ticket is consumed.

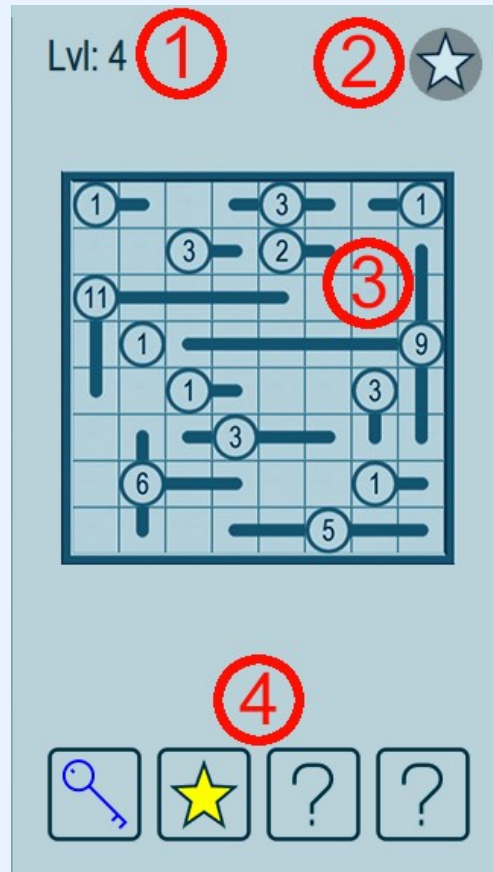
The player will get new tickets by overcoming the stage and as rewards of challenges.

Tip:

As a general rule, in survival mode select challenges that reward with tickets whenever possible (even if you don't need the associated key). In addition to earning challenge points for free, the new challenge that replaces the old one may provide better rewards.

The challenges

A challenge is a logical problem that, when solved correctly, will provide a number of rewards.



1. **Difficulty level of the challenge:** Difficulty level 4 for the case shown.
2. **Extra difficulty icon:** Indicates that the challenge is one level of difficulty higher than the current stage.
3. **Game Type:** Shows the type of game associated with the challenge.
4. **Rewards:** Shows the rewards to be obtained by solving it.

Types of games

LogiCally has 8 different types of logic games.

Each time the player selects a challenge, it is randomly generated according to its associated difficulty level. Two challenges will never be the same.

Each type of game will be explained in its own section of this guide.

Rewards

Each time a challenge is successfully solved, the player will get the rewards shown at the bottom.

Usually each challenge provides 3 rewards. The exception are the challenges with extra difficulty , which provide 4.

In timed mode the player will know only 2 of the rewards he will receive. The rest are shown with the unknown icon .

In survival mode there are no unknown rewards. The player will see all the rewards he will get with each challenge.

Rewards can include the following:

Keys:



Each challenge will provide at least one key of its associated color.

Score:



Adds extra score. It's the most common reward.

Exclusive Timed Mode rewards

Extra time:



Adds extra time. The amount of time added depends on the stage we are in.

Lives:



Adds 1/3 of a life to the life score. When 3 rewards are added, the player will receive an extra life.

Unknown:



Any of the above.

Exclusive Survival Mode rewards

Tickets:



Add a ticket to the pool.

Reroll:



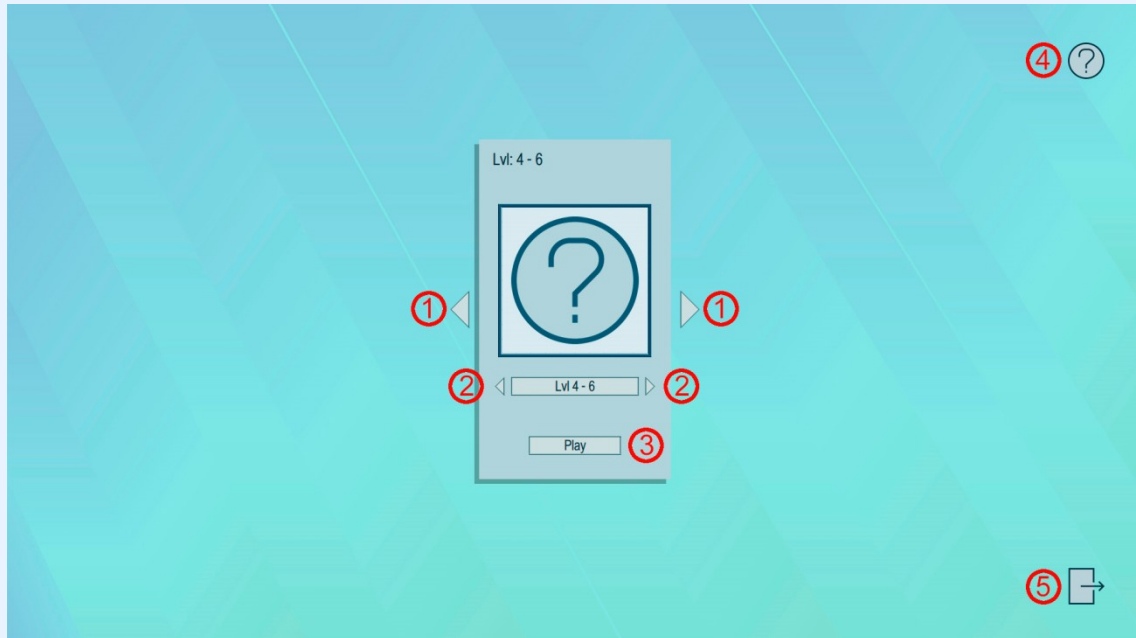
Replaces the existing challenges with 3 new challenges.

The rewards of challenges are also regenerated so do not solve challenges with this reward while there are others that may interest you.

Practice Mode

The practice mode is designed to allow the player to play a casual game and improve his skills.

In practice mode the player selects the type and level of the game he wants to play. From that moment the program will generate challenges indefinitely according to the parameters provided.



1. Arrows to change the type of game: You can select a particular game type or the query, in which case the program will randomly determine the type of challenge you will play each time.
2. Arrows to assign the level of difficulty: There are three ranges available: levels 1-3, levels 4-6 and levels 7-9. Each challenge will be generated with a random difficulty level within the selected range.
3. Start game.
4. Game Help
5. Go to Main menu.

The interface of logic games

The following image describes the interface elements common to all logic games.



1. Time remaining to solve the challenge.
2. **Resolve button:** Press it when you have completed the challenge. You will be informed if the solution is correct or, if not, of the errors made.
3. **Restart button:** Press it if you want to restart the problem. Time does not reset.
4. Game Help.
5. Go to Main menu.

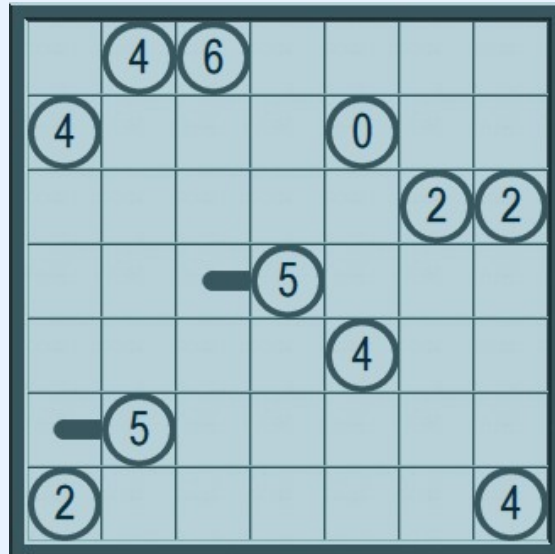
Logic games

Beams

Draw the lines that come out of each focus on the board, keeping in mind that:

- The number at each focus indicates the total length in boxes of all the lines starting from the focus.
- Lines cannot be crossed with other lines.
- To solve the game, all the squares on the board must be occupied.

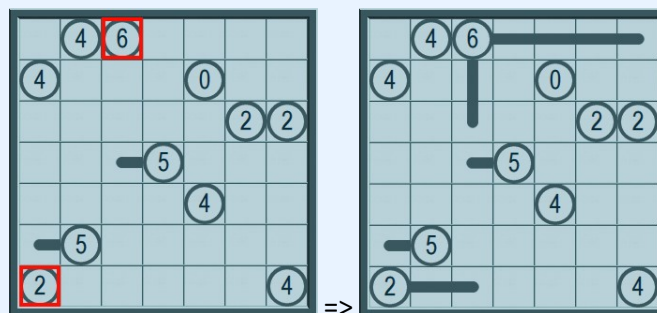
How to play



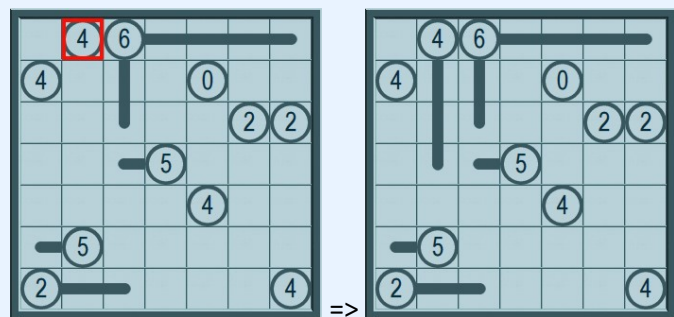
To place a line in a box, click on that box. Please note that:

- The box must be connected to a focus or extend an existing one.
- Press multiple times to change the line orientation.

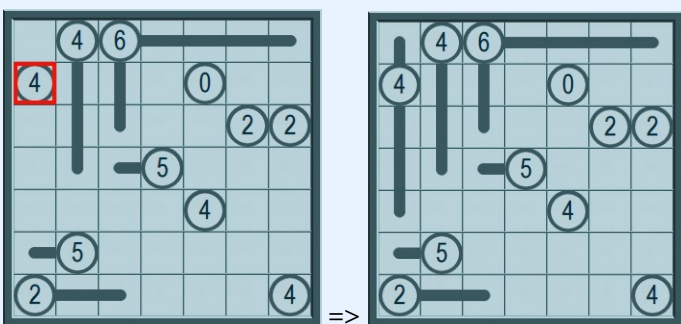
In this case there is only one possibility in the selected focuses.



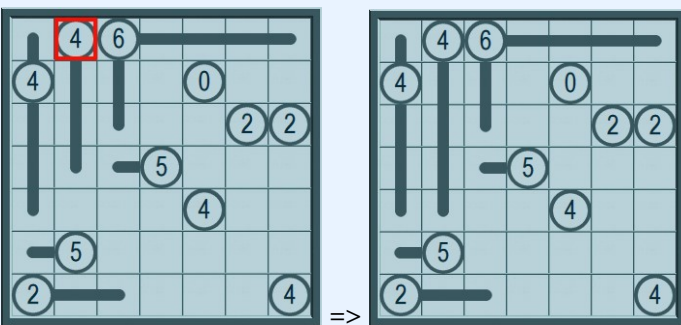
The selected focus must occupy at least 3 vertical boxes.



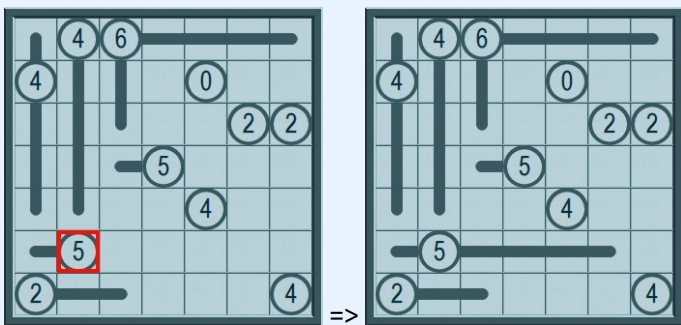
The next focus has only 4 boxes available.



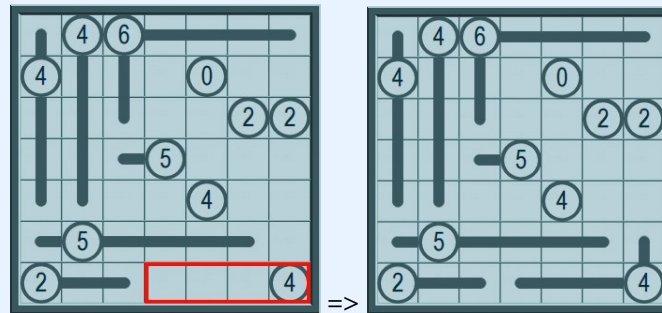
The previous focus can now be completed.



This also enables solving the next one:



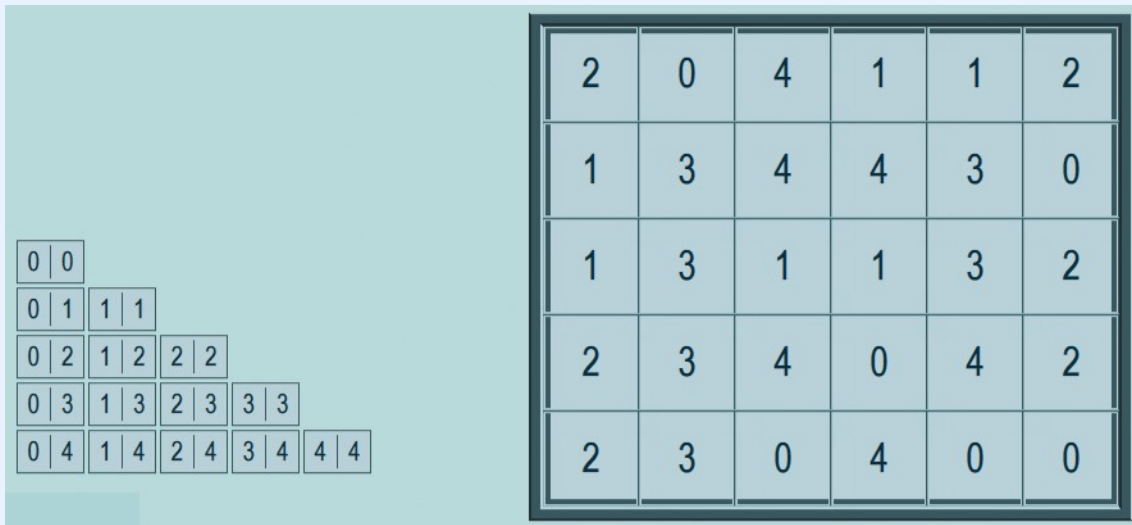
And now, only the specified focus can access the marked boxes.



Continue applying the same reasoning method to reach the final solution.

Domino

To solve this game you must place all the tiles in the left panel on the board shown.

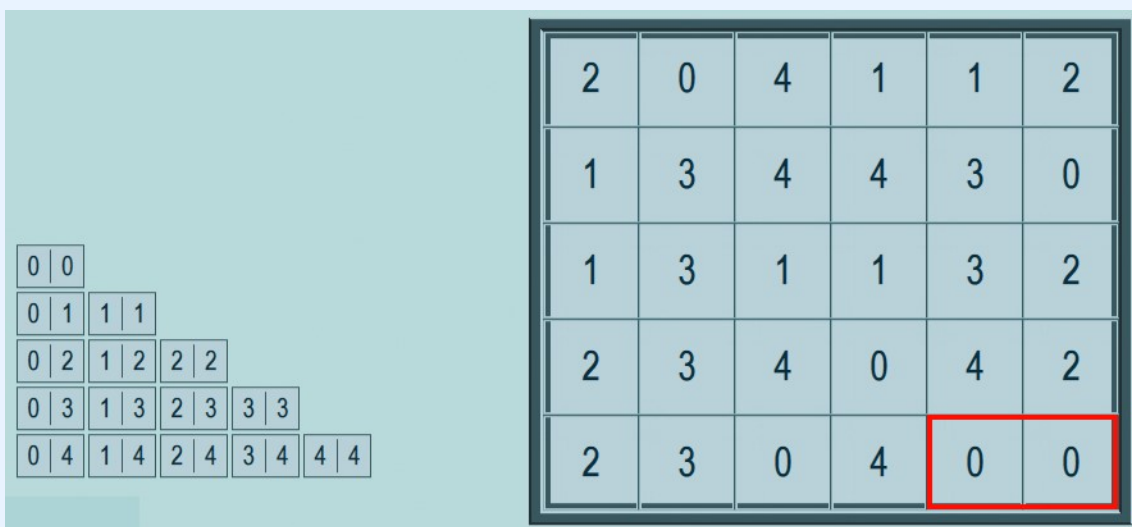


How to play

Try to locate pairs of numbers that only appear once on the board.

Initially the easiest thing to do is to look for the double tiles: **0-0**, **1-1**, **2-2**...

In the current case the **0-0** tile can only be in one place:



Select both boxes:

The pool of tiles on the left contains the following pairs (row by row):

- 0 0
- 0 1, 1 1
- 0 2, 1 2, 2 2
- 0 3, 1 3, 2 3, 3 3
- 0 4, 1 4, 2 4, 3 4, 4 4

The 6x6 grid on the right contains the following numbers (row by row):

2	0	4	1	1	2
1	3	4	4	3	0
1	3	1	1	3	2
2	3	4	0	4	2
2	3	0	4	0	0

The two empty cells in the bottom row of the grid are highlighted with a plus icon, indicating they are the selected boxes.

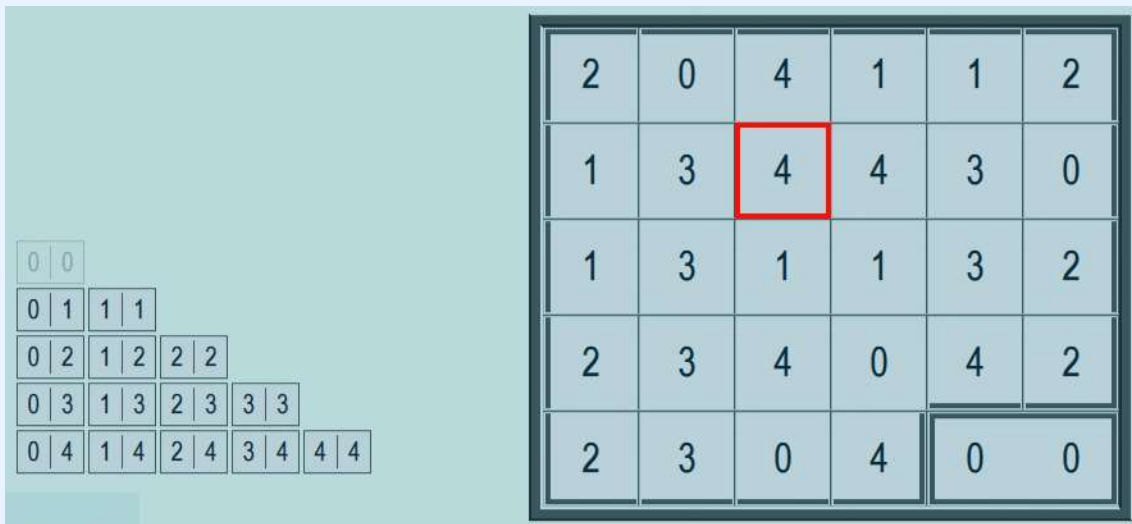
And click on the  icon to place the tile.

The pool of tiles on the left remains the same as in the previous screenshot.

The 6x6 grid on the right now has the tile '0 0' placed in the bottom-right cell (row 6, column 6). The grid is as follows:

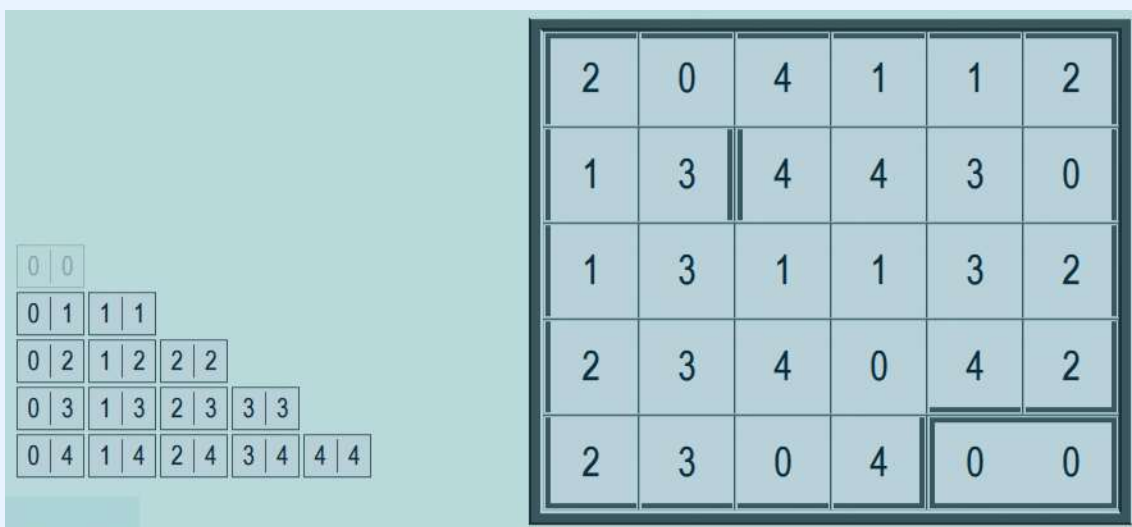
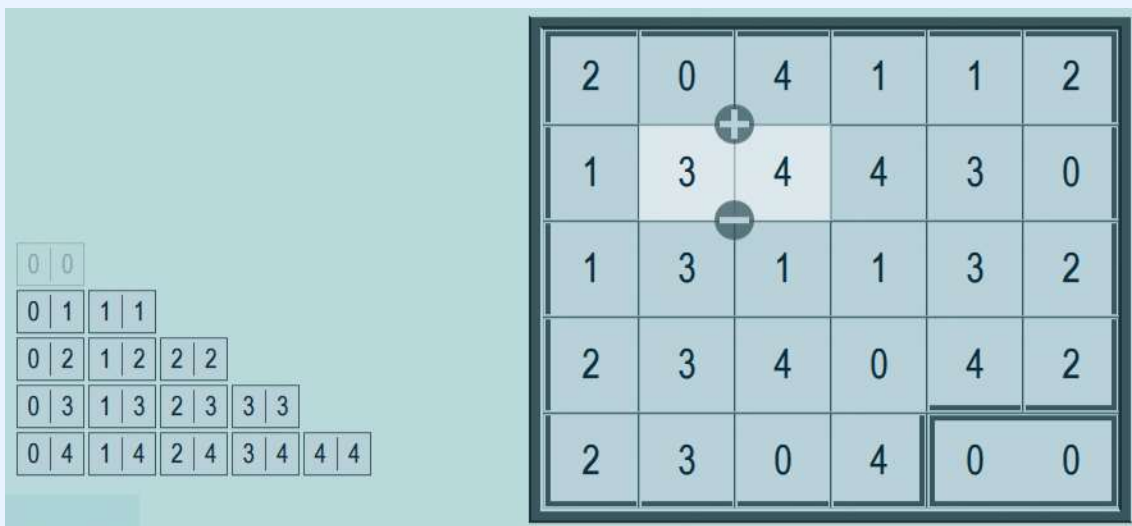
2	0	4	1	1	2
1	3	4	4	3	0
1	3	1	1	3	2
2	3	4	0	4	2
2	3	0	4	0	0

We have no clues on pairs **1-1**, **2-2** or **3-3**, but pair **4-4** can only be placed from the selected box.



So that box can't be attached to neighboring box 3 or box 1. Let's put barriers between them.

Select boxes 3 and 4 and click on the  icon to place a barrier between them.



Repeat the process for boxes **4-1**.

0 | 0

0 | 1 | 1 | 1

0 | 2 | 1 | 2 | 2 | 2

0 | 3 | 1 | 3 | 2 | 3 | 3 | 3

0 | 4 | 1 | 4 | 2 | 4 | 3 | 4 | 4 | 4

2	0	4	1	1	2
1	3	4	4	3	0
1	3	1	1	3	2
2	3	4	0	4	2
2	3	0	4	0	0

Tile **0-1** can only be placed in the marked position.

0 | 0

0 | 1 | 1 | 1

0 | 2 | 1 | 2 | 2 | 2

0 | 3 | 1 | 3 | 2 | 3 | 3 | 3

0 | 4 | 1 | 4 | 2 | 4 | 3 | 4 | 4 | 4

2	0	4	1	1	2
1	3	4	4	3	0
1	3	1	1	3	2
2	3	4	0	4	2
2	3	0	4	0	0

0 | 0

0 | 1 | 1 | 1

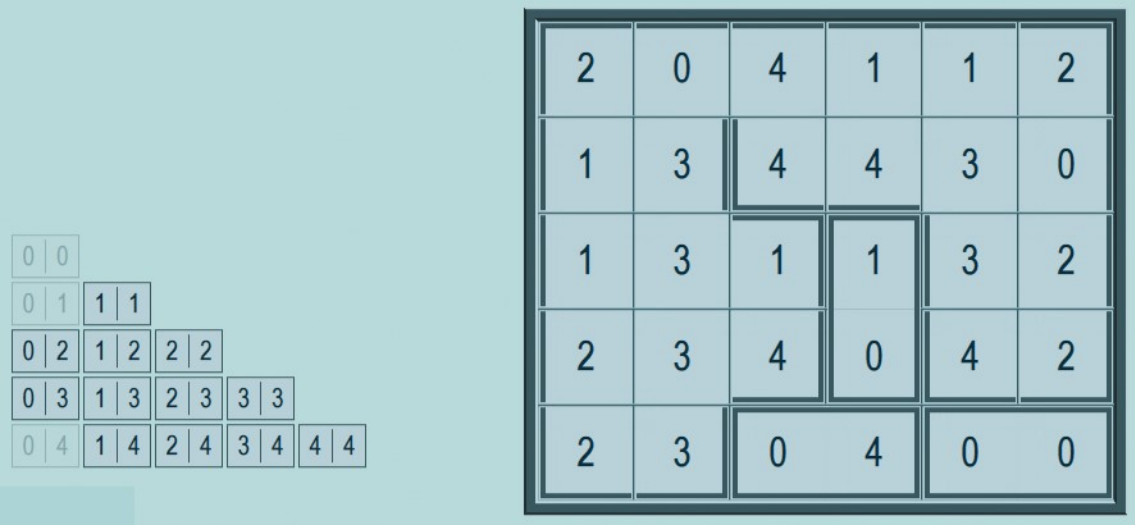
0 | 2 | 1 | 2 | 2 | 2

0 | 3 | 1 | 3 | 2 | 3 | 3 | 3

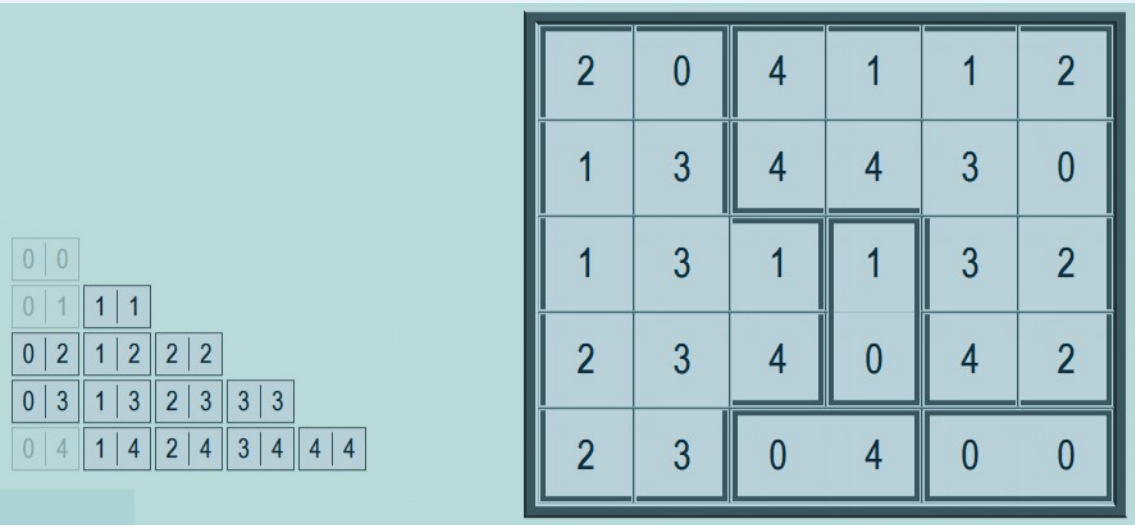
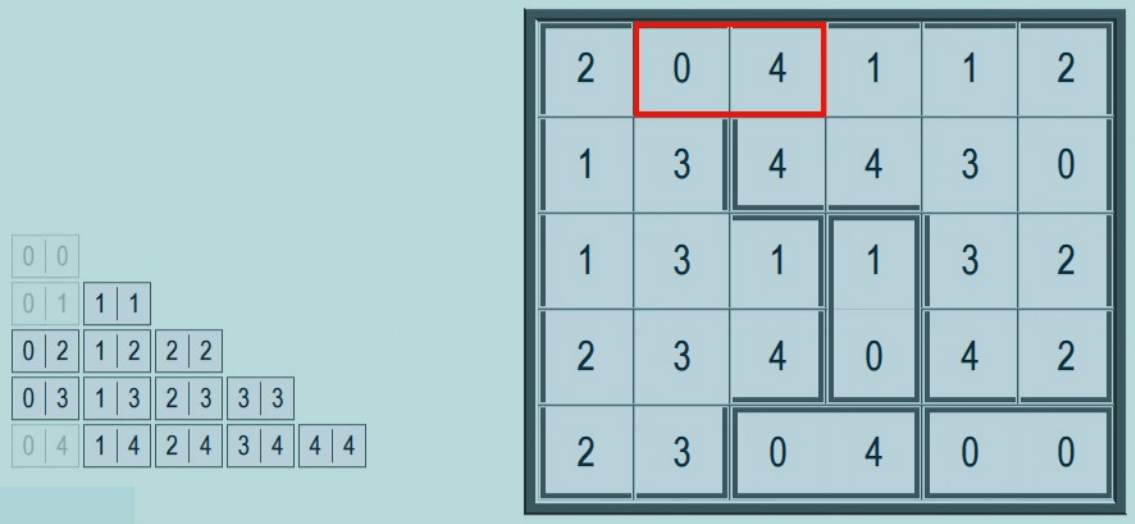
0 | 4 | 1 | 4 | 2 | 4 | 3 | 4 | 4 | 4

2	0	4	1	1	2
1	3	4	4	3	0
1	3	1	1	3	2
2	3	4	0	4	2
2	3	0	4	0	0

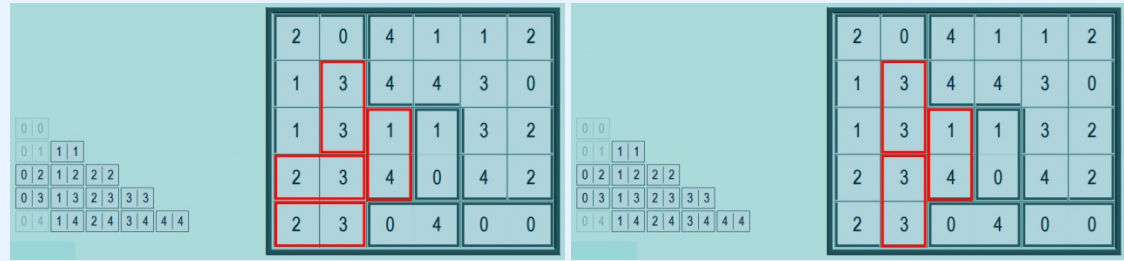
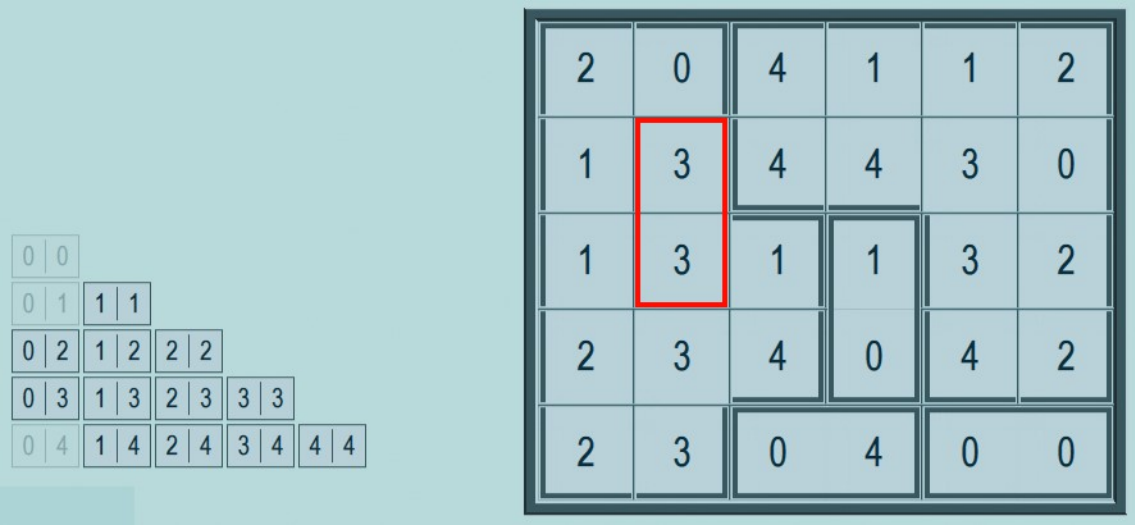
Which forces to attach the lower 4 with the 0.



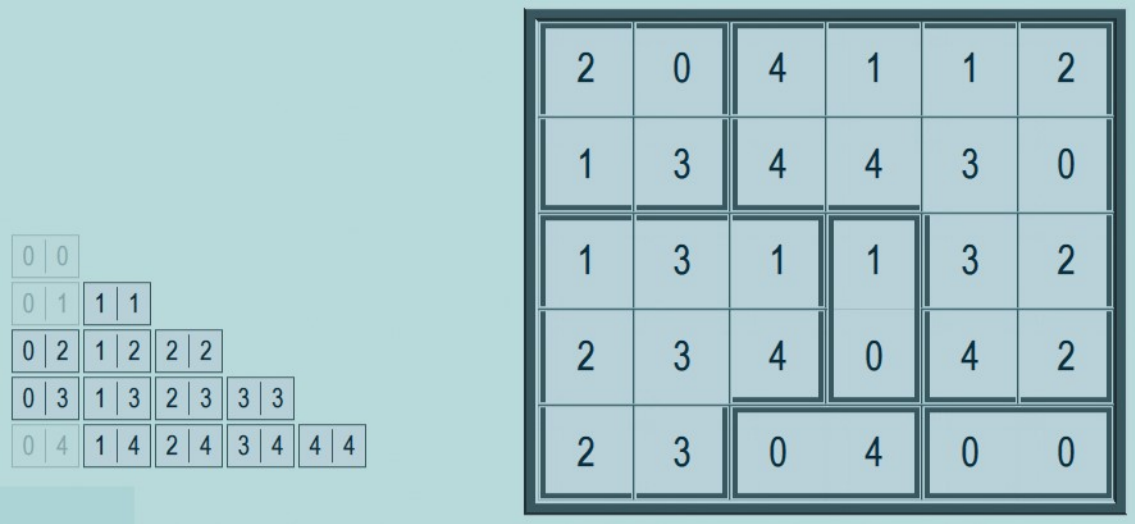
And since there can't be another 0-4 on the board...



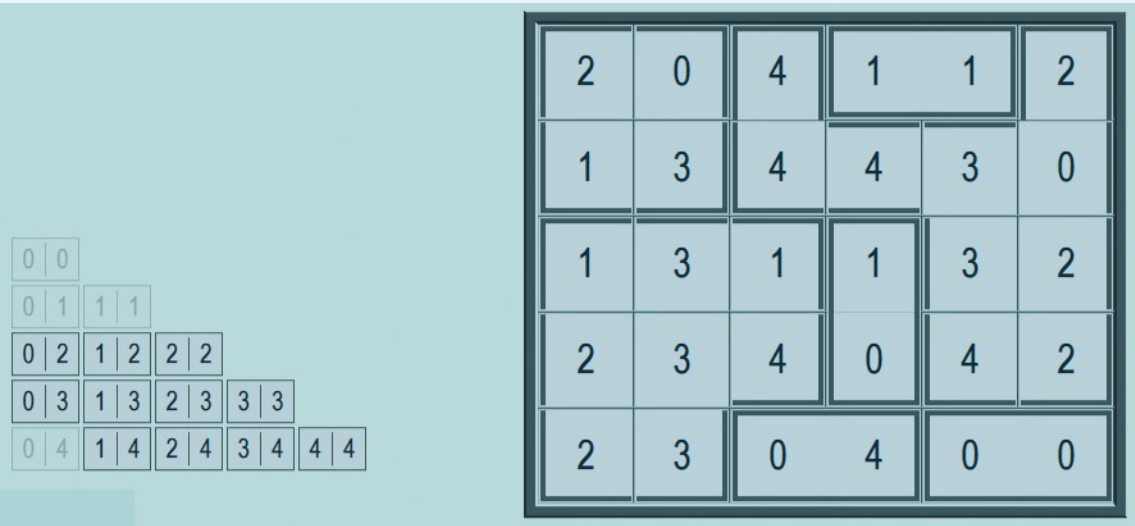
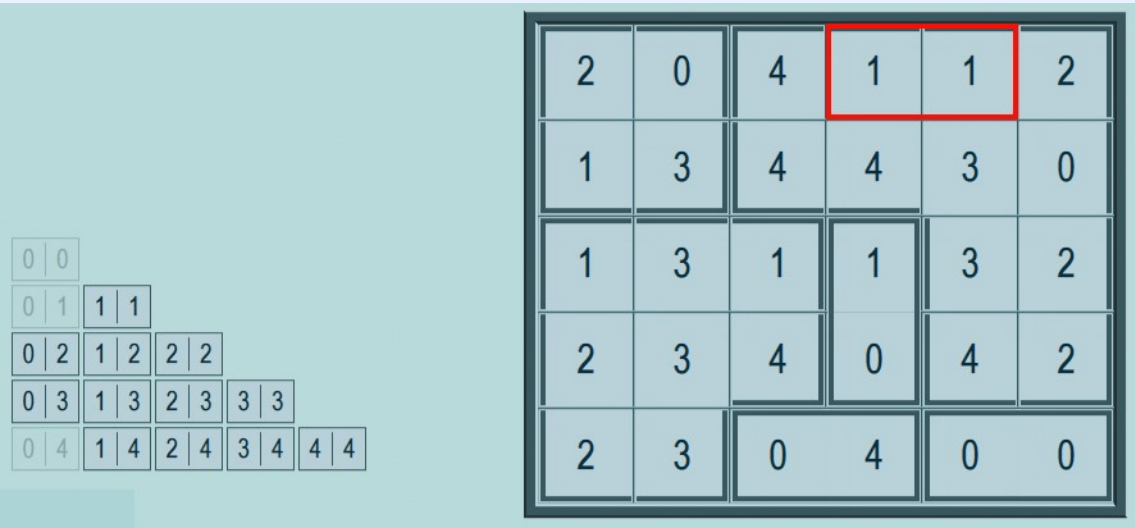
Boxes **3-3** cannot be linked, as this would lead to invalid solutions.



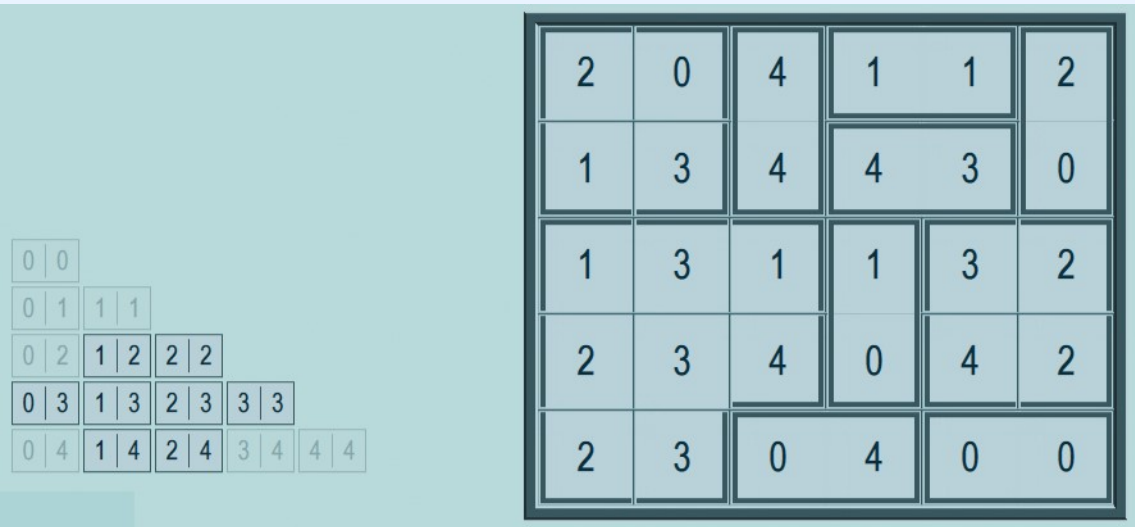
And in that case, neither can the **1-1**. We put up barriers.



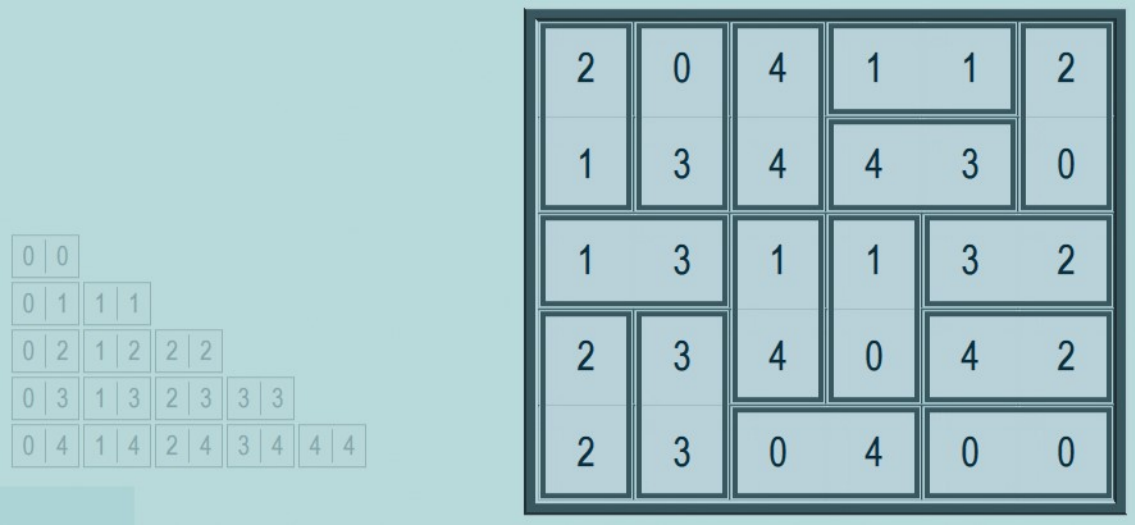
Right now there's only one place to put the **1-1**.



This allows to place all the tiles around.



By following the above processes, the final result will be achieved.



Tips:

- In some levels you don't have to place all the tiles. Look at the missing ones on the left panel and place the corresponding barriers on the board.

No three

The objective of this game is to complete the board with black and white chips taking into account the following principles:

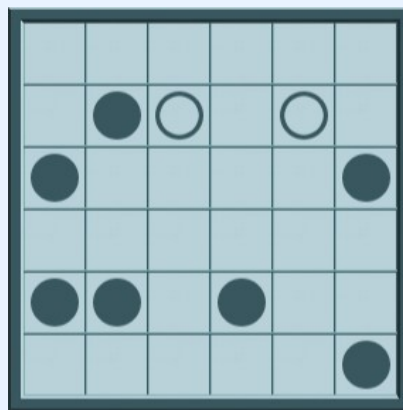
- There can be no more than two consecutive white chips or black chips in a row or column.
- Each row or column must have the same number of white and black chips.
- There cannot be two equal rows or two equal columns.

How to play

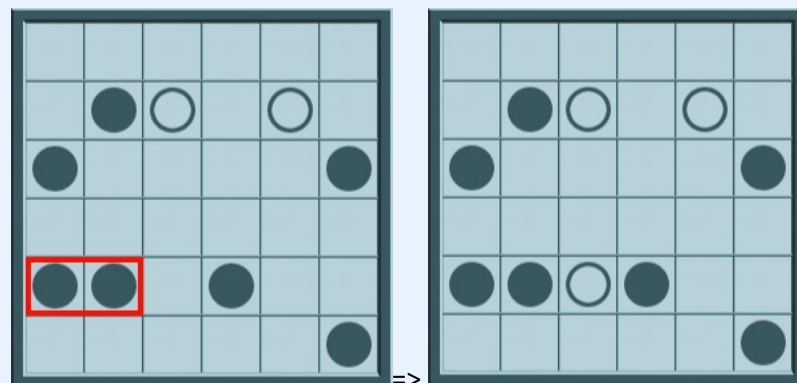
- To place a white chip, click once on a box.
- A second click will place a black chip.
- A third click will empty the box again.

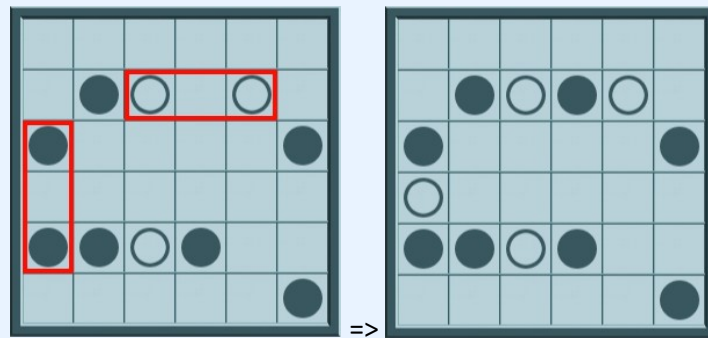


We start from:

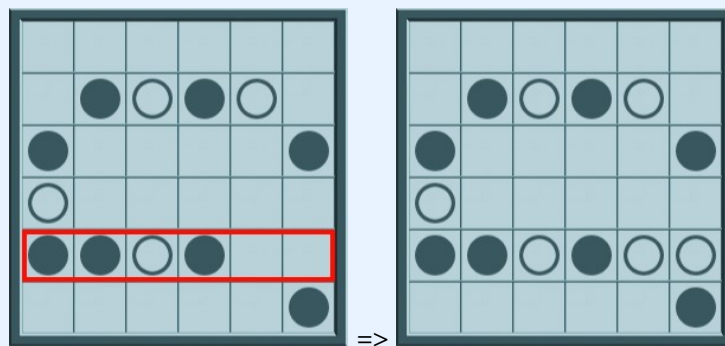


There can't be more than two consecutive black chips:

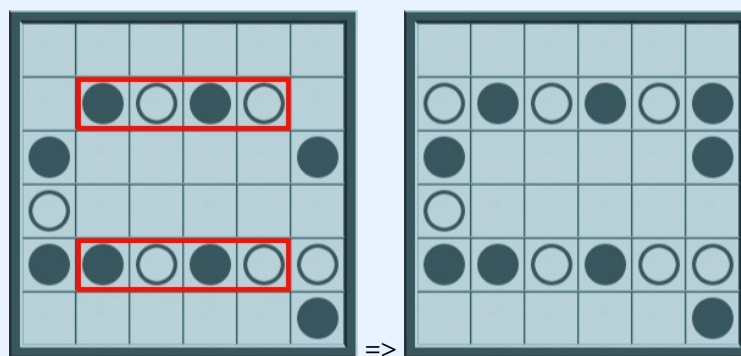




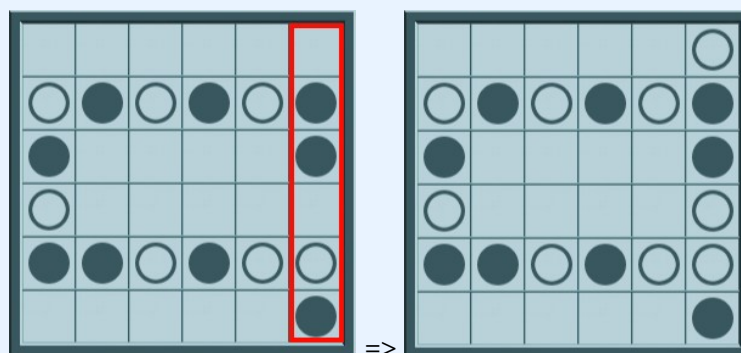
Each row must have the same number of black and white chips, so:



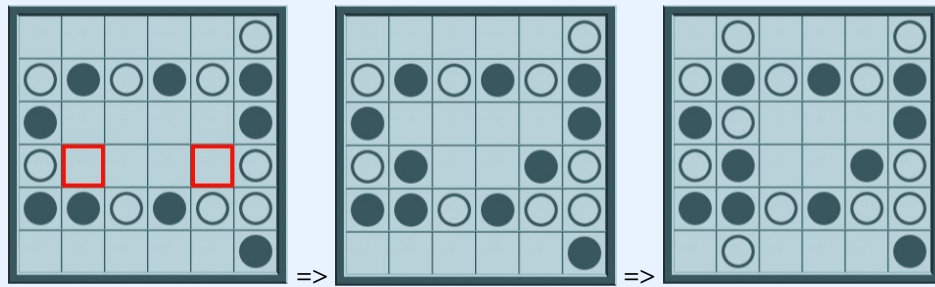
Two lines can't be the same. The center of those two is, so the extremes must be different:



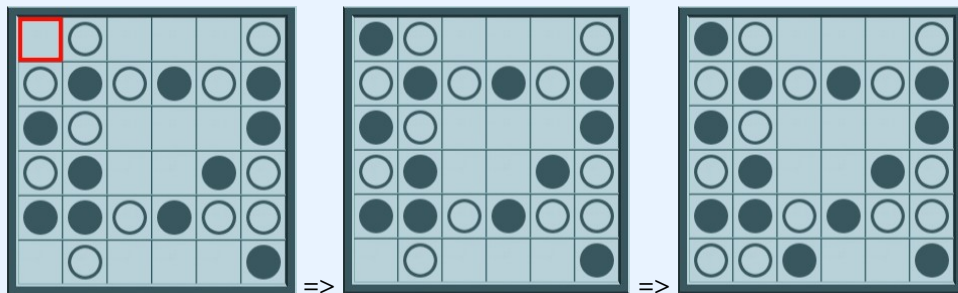
The column has to have the same number of white and black chips.



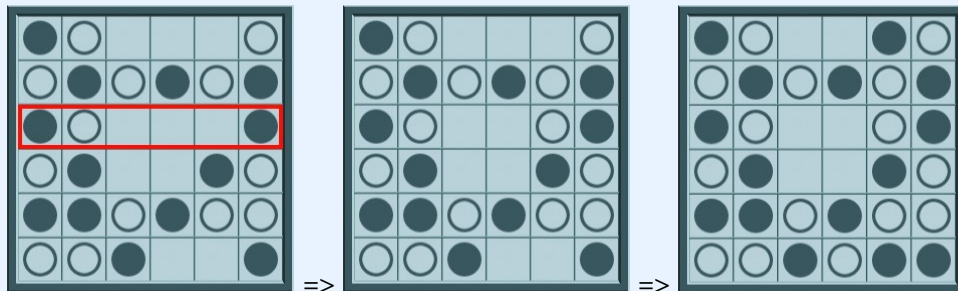
Neither of the following two boxes can be white or there would be 3 consecutive black chips in the row.



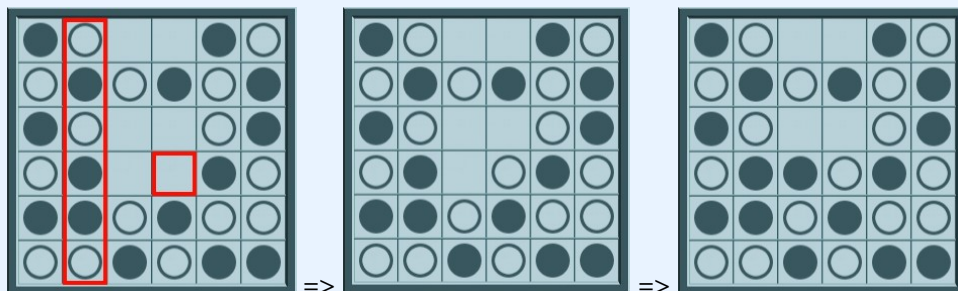
The selected box cannot be white or the row would have 3 black chips in a row.



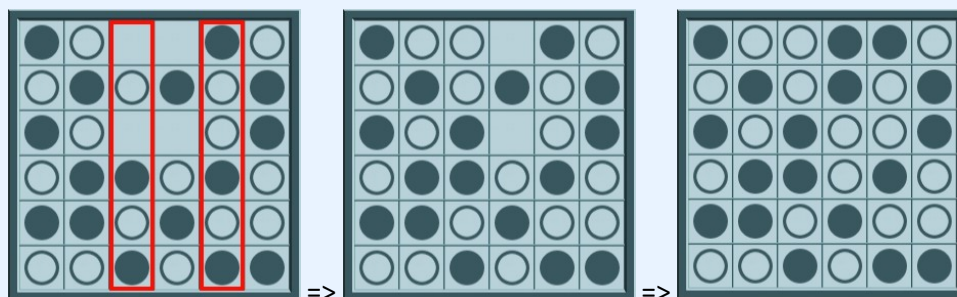
Following the same logic:



Finally, the selected box cannot be black or the two columns would be equal.



And since two columns cannot be equal:



Logic game

Find on the board the intersections that make up correct statements according to the clues provided in the left panel.

Mark the correct statements with .

Incorrect statements can be marked with .

To complete the problem correctly, it is sufficient to mark the correct statements in the upper sectors, as long as there are no errors in the rest of the board.

How to play

To put a check in a box, click on it. Each click changes the value of the box in the following sequence:



Let's see the following example:

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José									
Trinidad									
Juno									
1583									
1595									
1617									
Gold									
Silver									
Pearls									

But if the **Trinidad** transported **silver** and the one that left **Veracruz** as well, then the **Trinidad** left **Veracruz**.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José									
Trinidad			○		○				
Juno				×					
1583									
1595									
1617									
Gold									
Silver			○						
Pearls									

There can only be one valid result in each line/column of a sector, so all other boxes are false.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			×		×				
Trinidad	×	×	○	×	○	×			
Juno			×	×	×				
1583									
1595									
1617									
Gold			×						
Silver	×	×	○						
Pearls			×						

Neither the **Trinidad** nor the **Juno** carried gold, so it was the **San José** who did.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X				
Trinidad	X	X	○	X	○	X			
Juno			X	X	X				
1583									
1595									
1617									
Gold			X						
Silver	X	X	○						
Pearls			X						

And the **Juno** was carrying **pearls** since there are no other options.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X	X			
Trinidad	X	X	○	X	○	X			
Juno			X	X	X	○			
1583									
1595									
1617									
Gold			X						
Silver	X	X	○						
Pearls			X						

Clue 3: **The galleon that carried gold did not sink in 1595 or 1617.** Therefore it could only sink in **1583**.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X	X			
Trinidad	X	X	○	X	○	X			
Juno			X	X	X	○			
1583				○	X	X			
1595				X					
1617				X					
Gold			X						
Silver	X	X	○						
Pearls			X						

And if the **San José** was carrying **Gold** and the one carrying **Gold** sank in **1583**, the **San José** sank in **1583**.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X	X	○	X	X
Trinidad	X	X	○	X	○	X	X		
Juno			X	X	X	○	X		
1583				○	X	X			
1595				X					
1617				X					
Gold			X						
Silver	X	X	○						
Pearls			X						

Clue 4: **The one that sank in 1595 departed from Havana.**

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X	X	○	X	X
Trinidad	X	X	○	X	○	X	X		
Juno			X	X	X	○	X		
1583		X		○	X	X			
1595	X	○	X	X					
1617		X		X					
Gold			X						
Silver	X	X	○						
Pearls			X						

The board shows that the ship that left **Havana** sank in **1595** and was not carrying **silver**, so the one that sank in **1595** was not carrying **silver**.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X	X	○	X	X
Trinidad	X	X	○	X	○	X	X		
Juno			X	X	X	○	X		
1583		X		○	X	X			
1595	X	○	X	X	X				
1617		X		X					
Gold			X						
Silver	X	X	○						
Pearls			X						

And it is possible to complete the **Year of Sinking - Transported Cargo** sector.

			Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
Sunken galleons	Discover the data of the sinking of the following galleons										
	- The Juno did not transport gold. - The galleon that carried silver was the Trinidad and departed from Veracruz. - The galleon that carried gold did not sink in 1595 or 1617. - The one that sank in 1595 departed from Havana.										
	San José				X	○	X	X	○	X	X
	Trinidad	X	X	○		X	○	X	X		
	Juno			X		X	X	○	X		
	1583		X			○	X	X			
	1595	X	○	X		X	X	○			
	1617		X			X	○	X			
	Gold			X							
	Silver	X	X	○							
	Pearls			X							

In the table above you can see that the **Trinidad** was carrying **Silver** and that the one carrying **Silver** sank in **1617**, so the **Trinidad** sank in **1617**.

Also, the **Juno** was carrying **pearls** and the one carrying **pearls** sank in **1595**, so the **Juno** sank in **1595**.

			Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
Sunken galleons	Discover the data of the sinking of the following galleons										
	- The Juno did not transport gold. - The galleon that carried silver was the Trinidad and departed from Veracruz. - The galleon that carried gold did not sink in 1595 or 1617. - The one that sank in 1595 departed from Havana.										
	San José				X	○	X	X	○	X	X
	Trinidad	X	X	○		X	○	X	X	X	○
	Juno			X		X	X	○	X	○	X
	1583		X			○	X	X			
	1595	X	○	X		X	X	○			
	1617		X			X	○	X			
	Gold			X							
	Silver	X	X	○							
	Pearls			X							

Finally:

- The **Juno** was carrying **pearls**.
- The one carrying **pearls** sank in **1595**.
- The one that sank in **1595** departed from Havana.

So the **Juno** departed from **Havana**.

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José			X	○	X	X	○	X	X
Trinidad	X	X	○	X	○	X	X	X	○
Juno		○	X	X	X	○	X	○	X
1583		X		○	X	X			
1595	X	○	X	X	X	○			
1617		X		X	○	X			
Gold			X						
Silver	X	X	○						
Pearls			X						

And it is possible to complete the first sector:

Sunken galleons

Discover the data of the sinking of the following galleons

- The Juno did not transport gold.
- The galleon that carried silver was the Trinidad and departed from Veracruz.
- The galleon that carried gold did not sink in 1595 or 1617.
- The one that sank in 1595 departed from Havana.

	Cartagena	Havana	Veracruz	Gold	Silver	Pearls	1583	1595	1617
San José	○	X	X	○	X	X	○	X	X
Trinidad	X	X	○	X	○	X	X	X	○
Juno	X	○	X	X	X	○	X	○	X
1583		X		○	X	X			
1595	X	○	X	X	X	○			
1617		X		X	○	X			
Gold			X						
Silver	X	X	○						
Pearls			X						

With this the problem is already solved.

San José – Cartagena – Gold – 1583

Trinidad – Veracruz – Silver – 1617

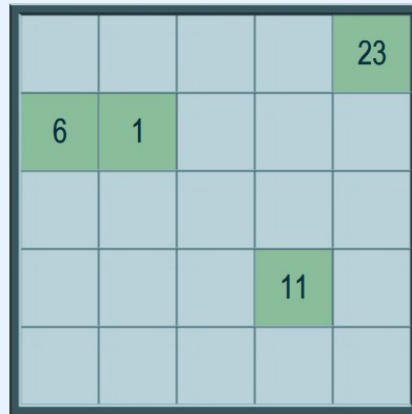
Juno – Havana – Pearls – 1595

The player can, if he wishes, complete the board, but at this point the solution is correct.

Find the Path

To solve this game it is necessary to find a route that crosses all the squares of the board according to the correct numerical sequence.

The starting point of the route is always known. Not so the end point, which may or may not appear.



In this case the route begins in square 1 and must end in square 25 (which does not appear on the board).

To draw a path, click on an empty box next to one that already has a number. The path will be established as an extension of the neighbouring box.

If there are several possibilities, click several times to alternate between them.

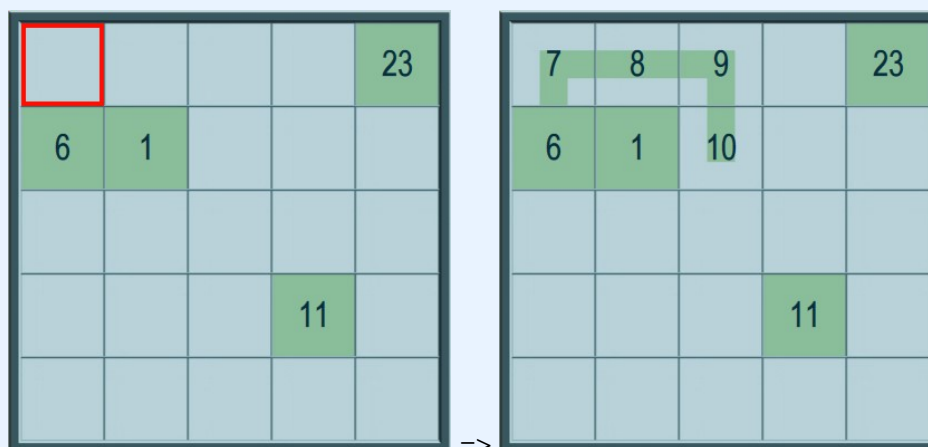
A new click will clear the path in the box.

Deleting a box will delete all the boxes that started from it.

How to play

Try to set the shortest sections first. In this case they are sections (1-6) and (6-11).

Box 6 cannot be continued through the box marked as it is not possible to reach box 11.



So box 7 has to be the one immediately below:

				23
6	1			
7				
			11	

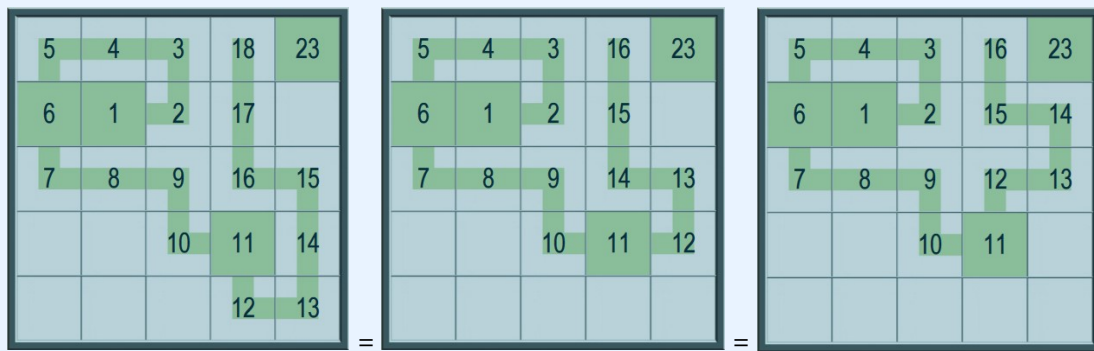
And this leaves only one way to connect 1 and 6.

5	4	3		23
6	1	2		
7				
			11	

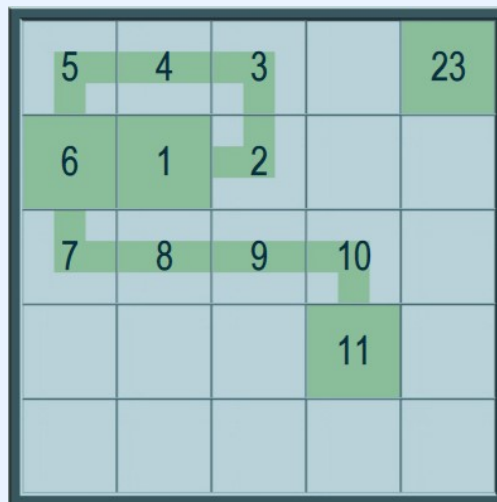
From box 7 it is only possible to access box 11 through the red and green boxes:

5	4	3		23
6	1	2		
7				
			11	

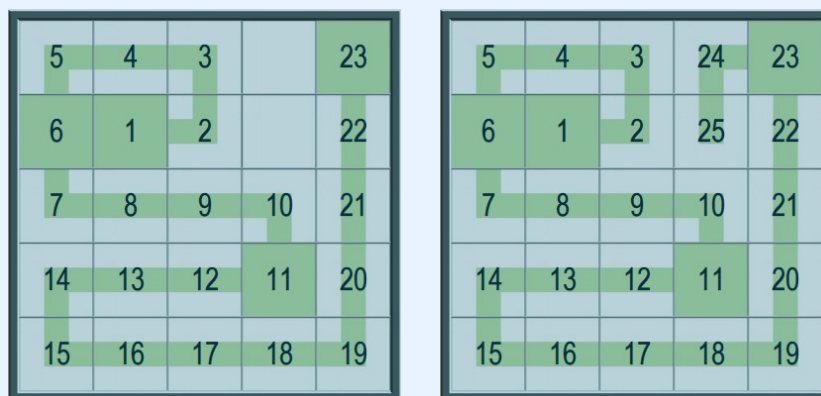
However, accessing through the red box would not allow reaching box 23.



So you have to access box 11 through the box above



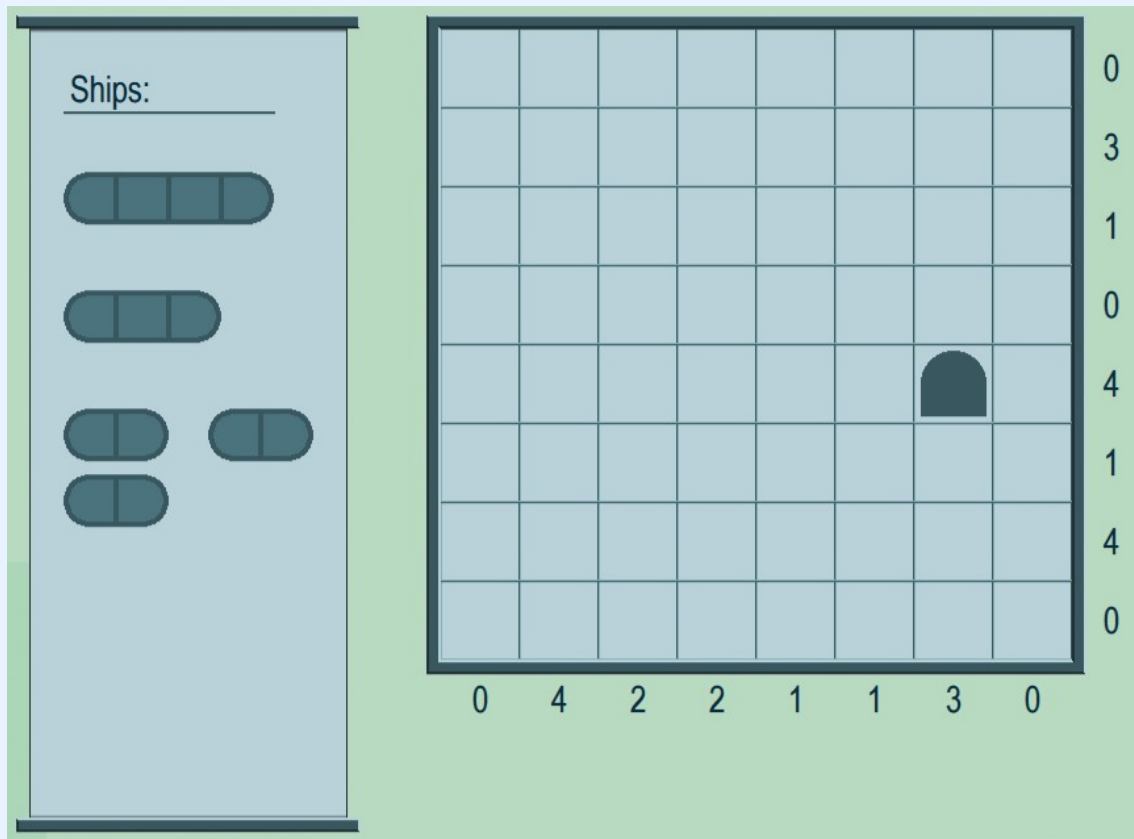
And there is only one possible solution:



Tips

- Initially work with shorter sections.
- If you can't get the exact route between two points, try the one that seems most likely and continue with another section. You will then make the necessary adjustments.

Battleships



The objective of the game is to correctly place on the board the ships on the left panel, considering that:

- The numbers in each row/column indicate the number of boxes occupied by ships in that row/column.
- Two ships may not be located in neighbouring boxes either horizontally, vertically or diagonally.

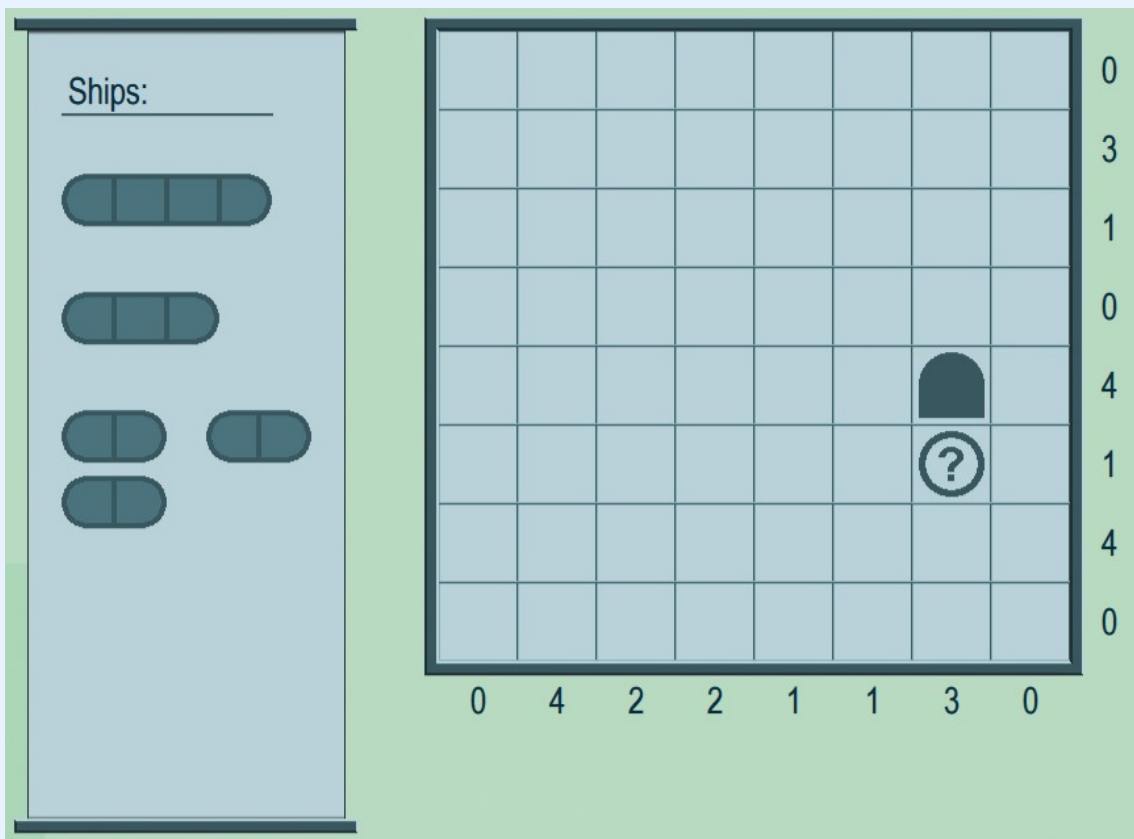
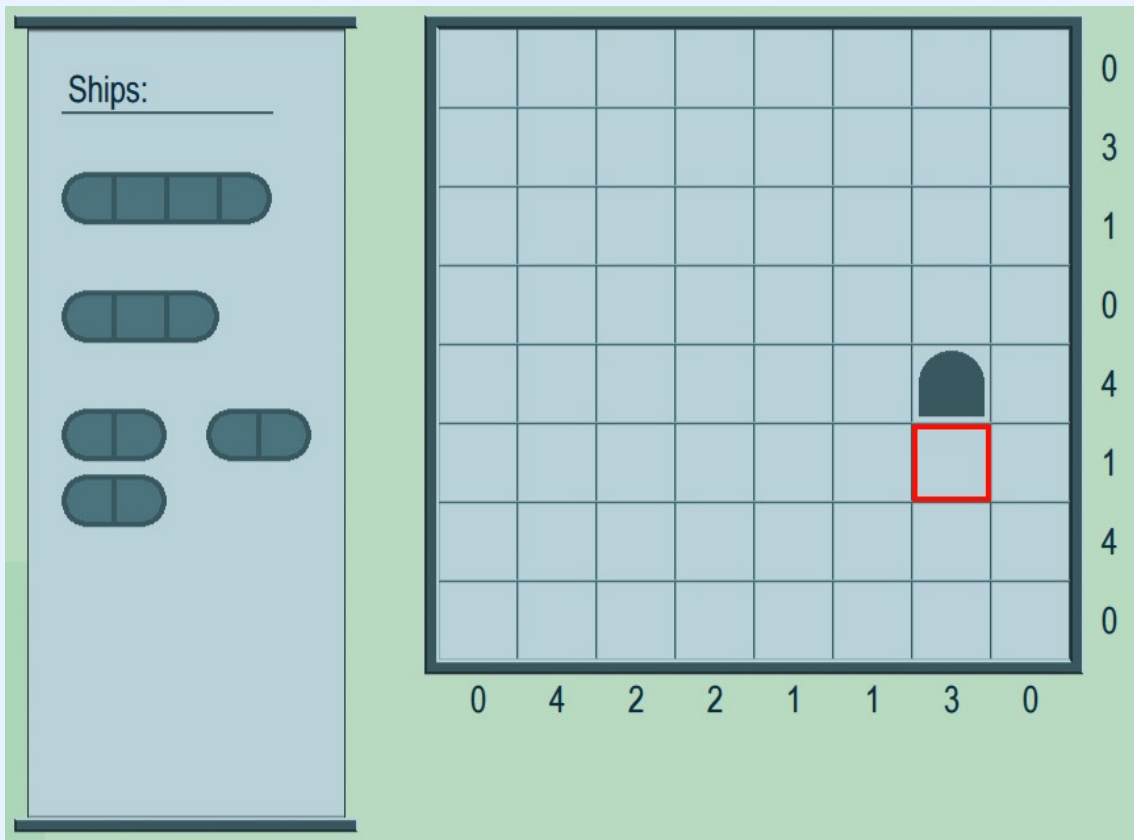
Click on an empty box to place water. Click again to place a ship. A third click will empty the box:



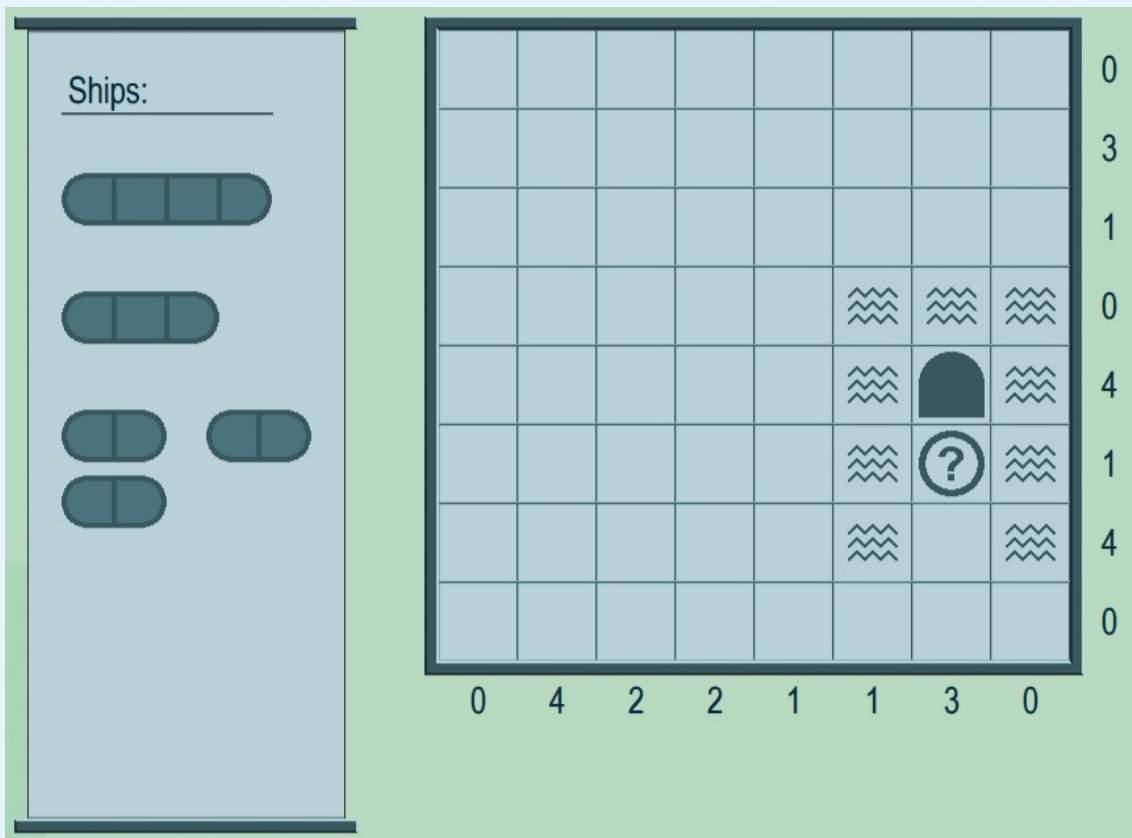
The game automatically determines the image of the ship to be placed according to the neighbouring squares.

How to play

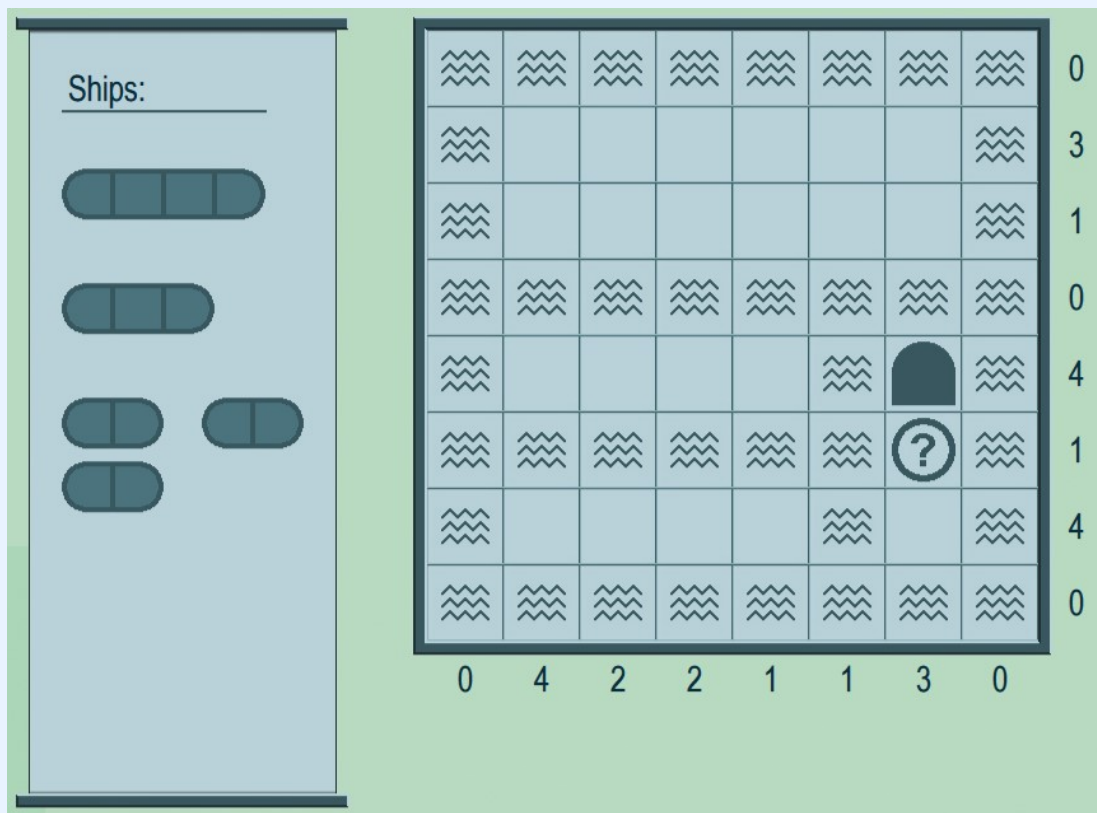
The program has placed a ship start, so the marked box will have to be its continuation.



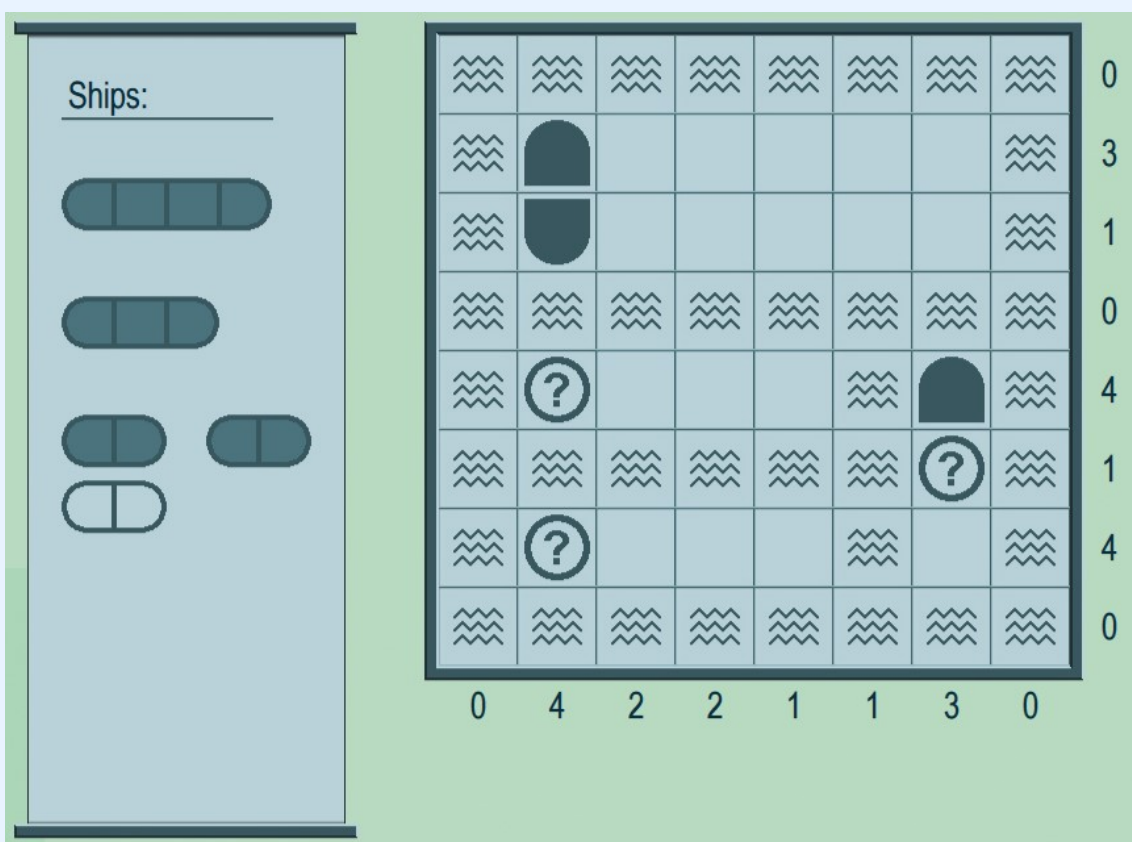
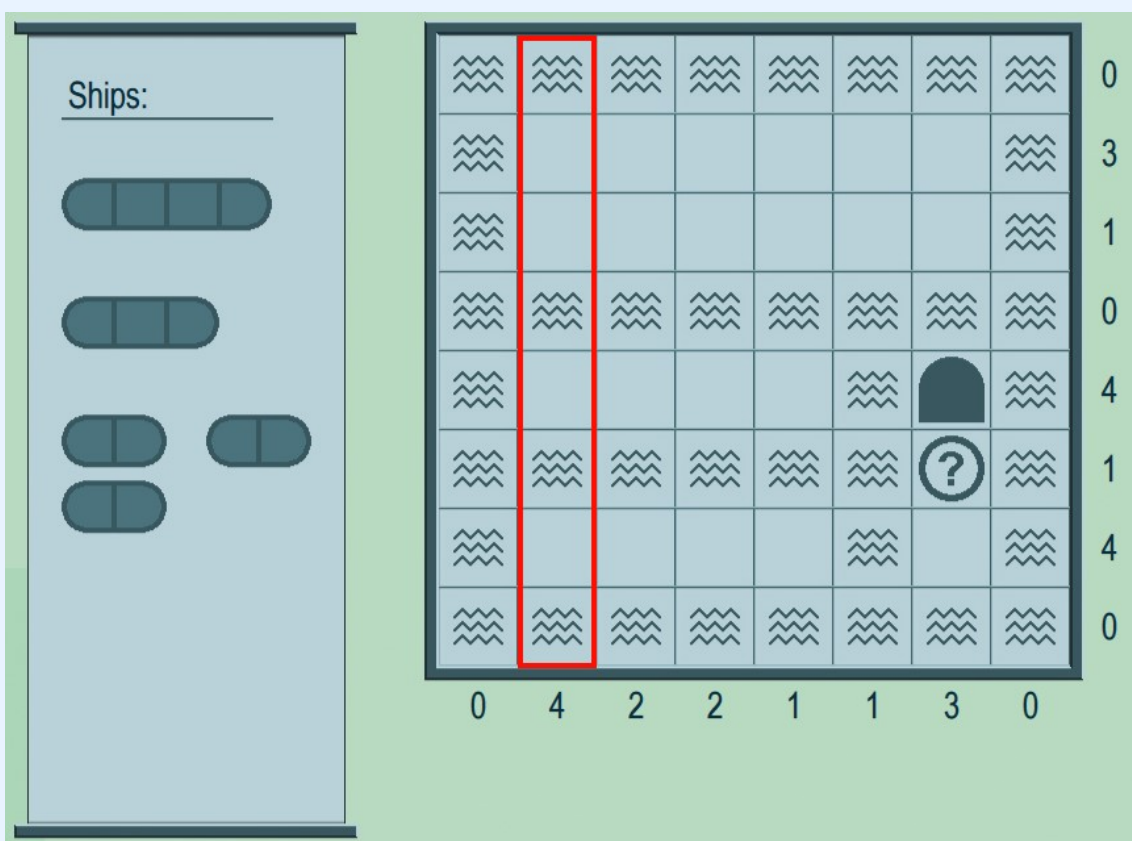
There can't be any boats in the neighboring boxes, so we marked them as water.

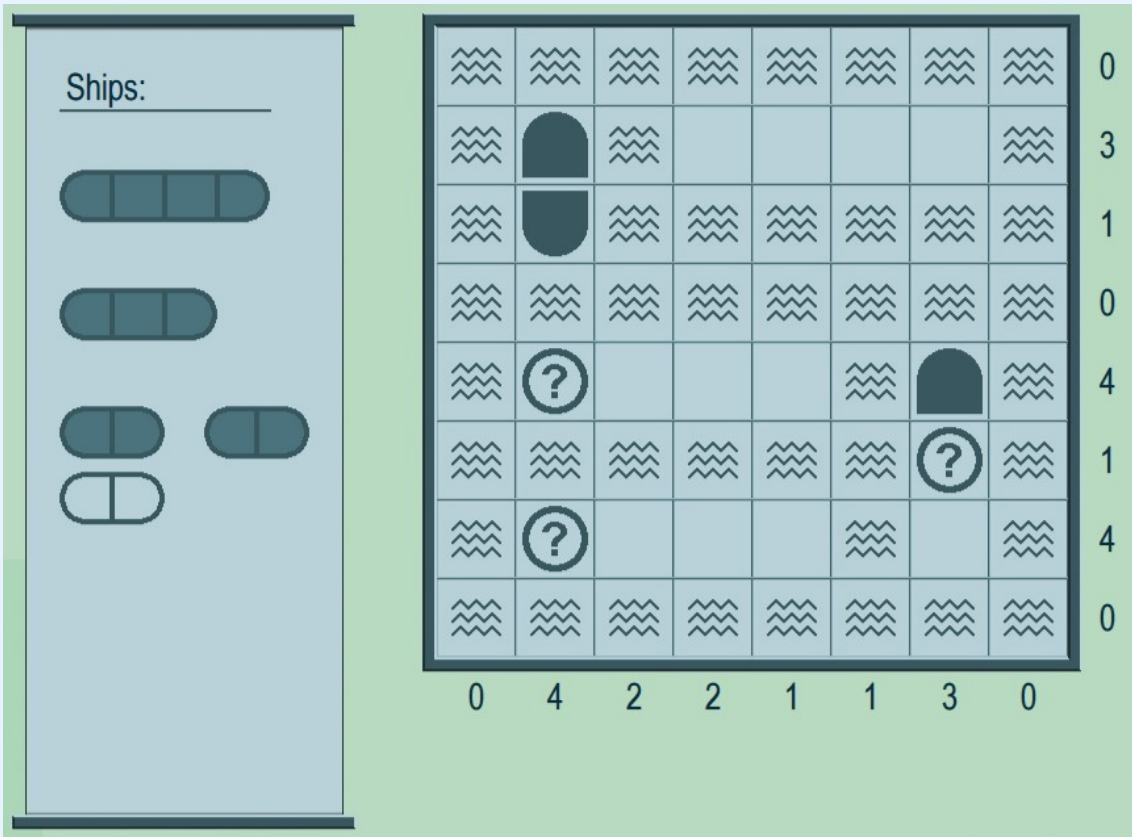


We now fill with water all the lines that cannot have ships.

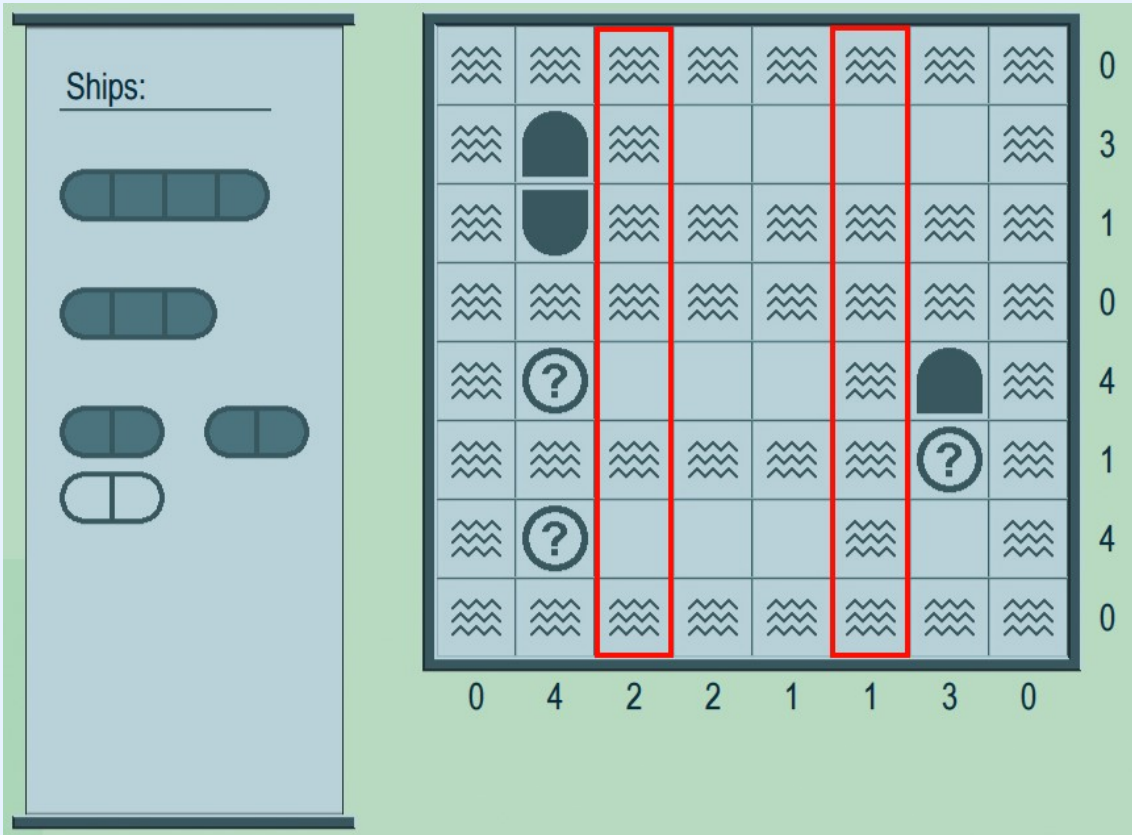


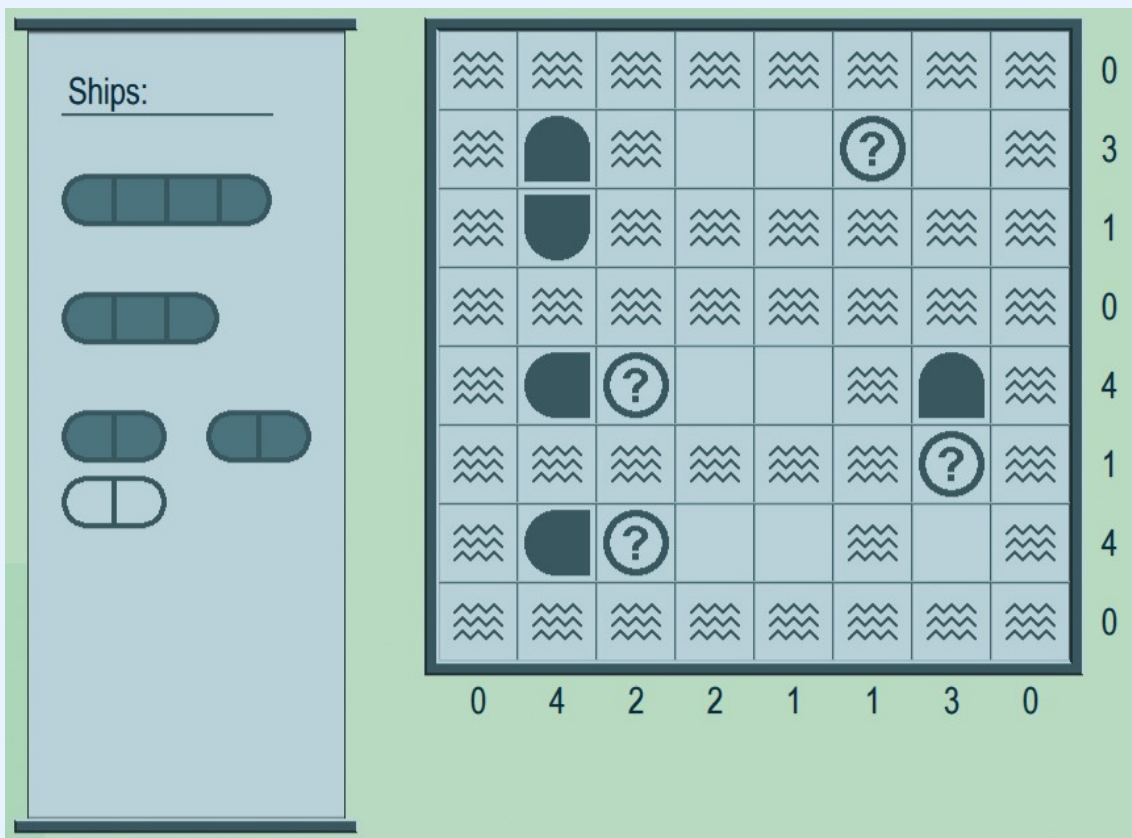
The marked column has 4 boats and 4 free boxes available.



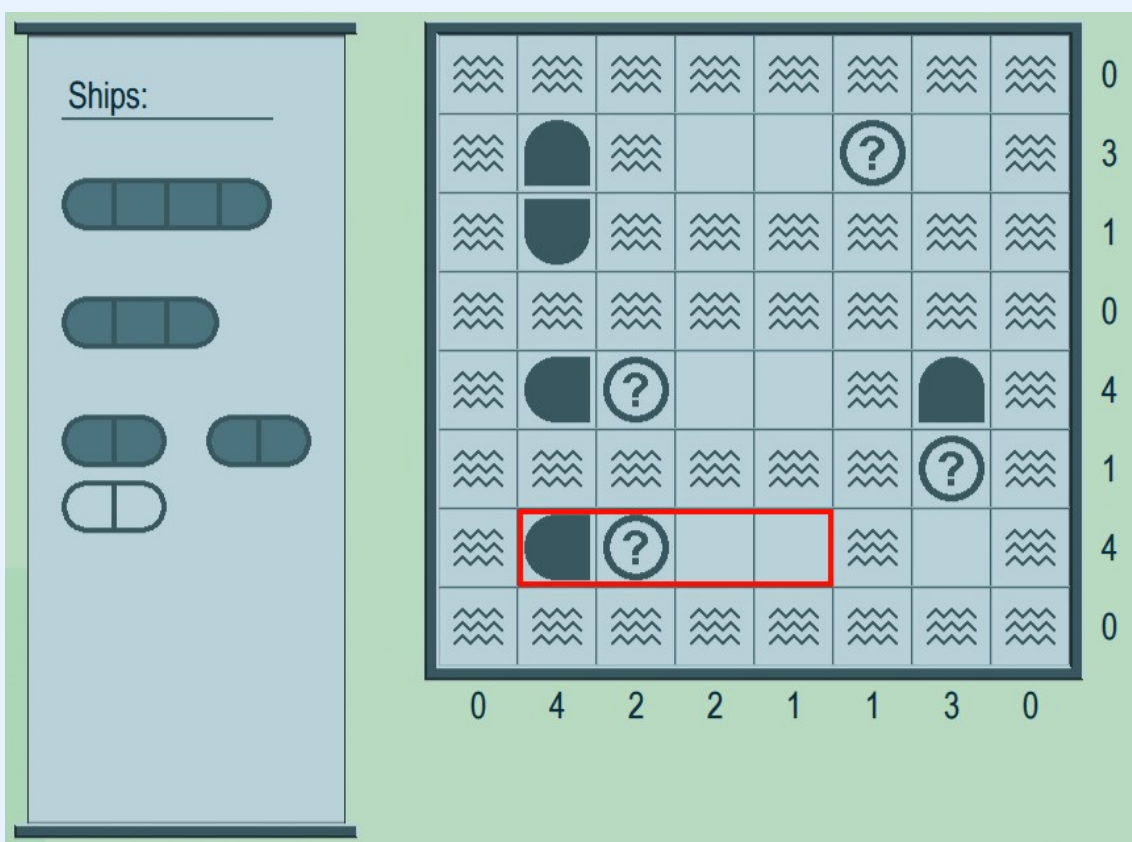


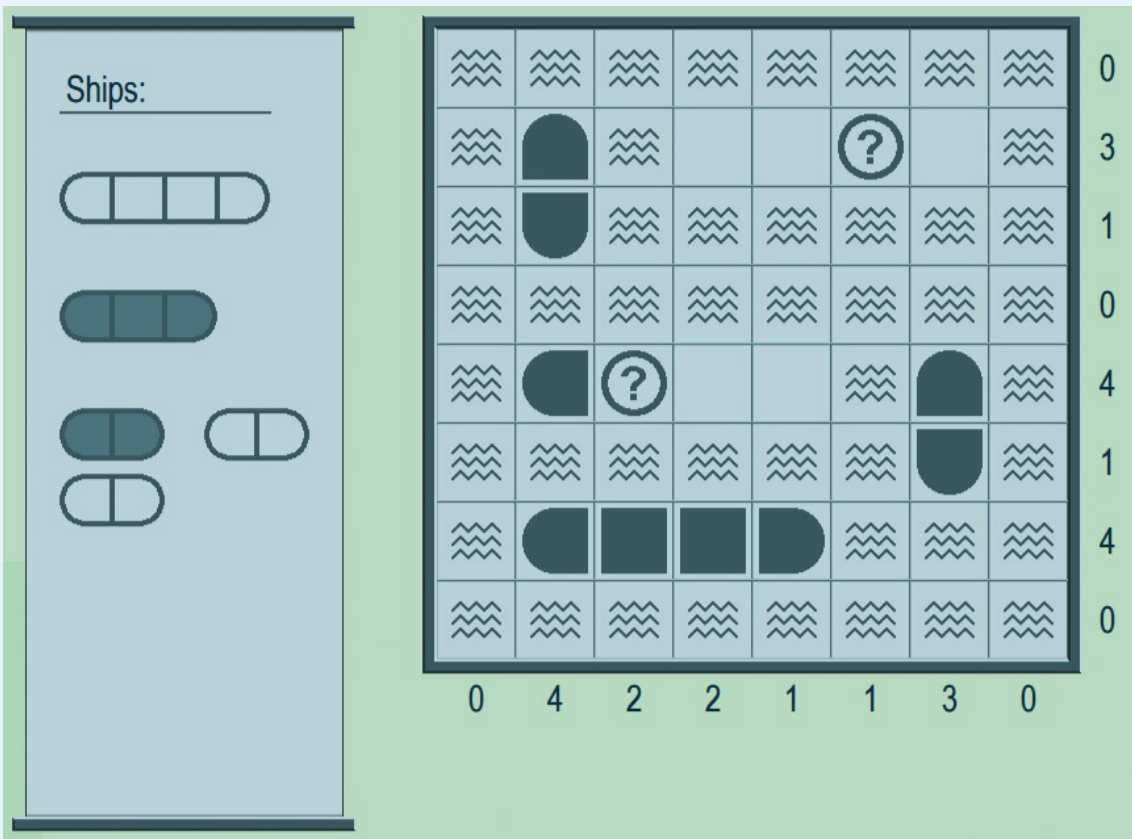
Now 2 more columns have as many free boxes as there are ships left:



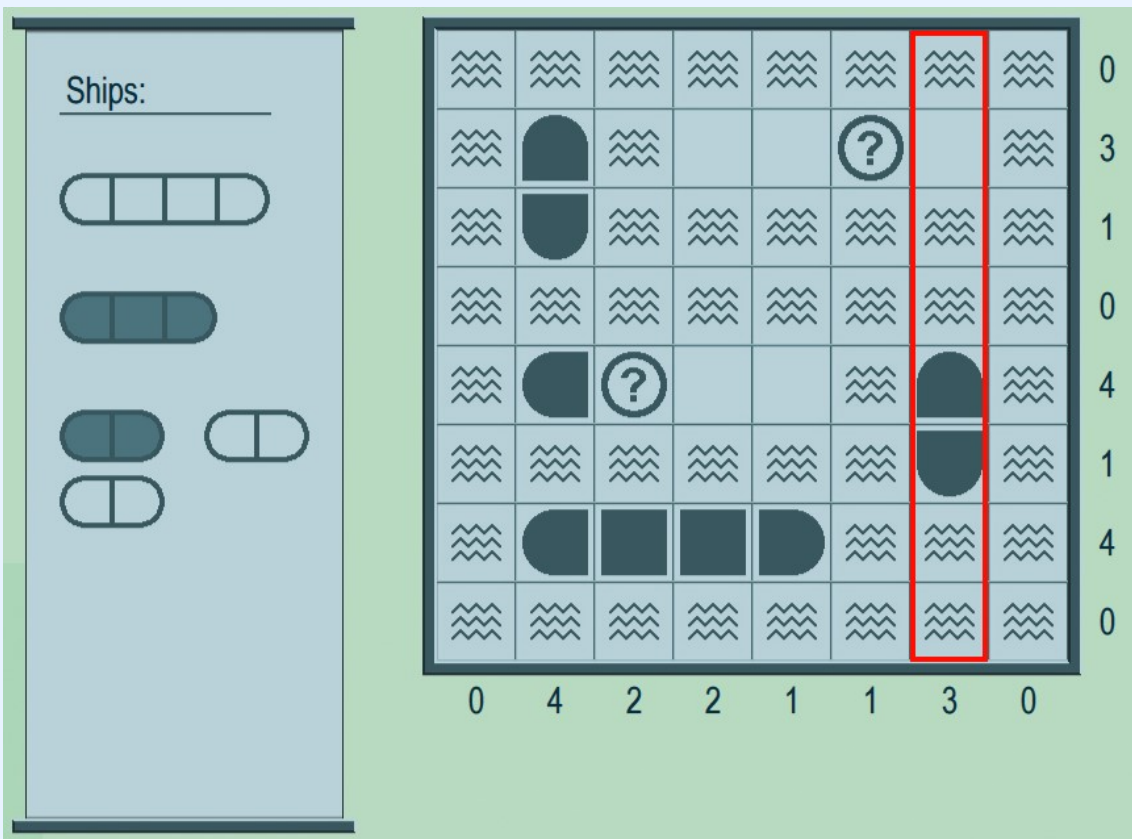


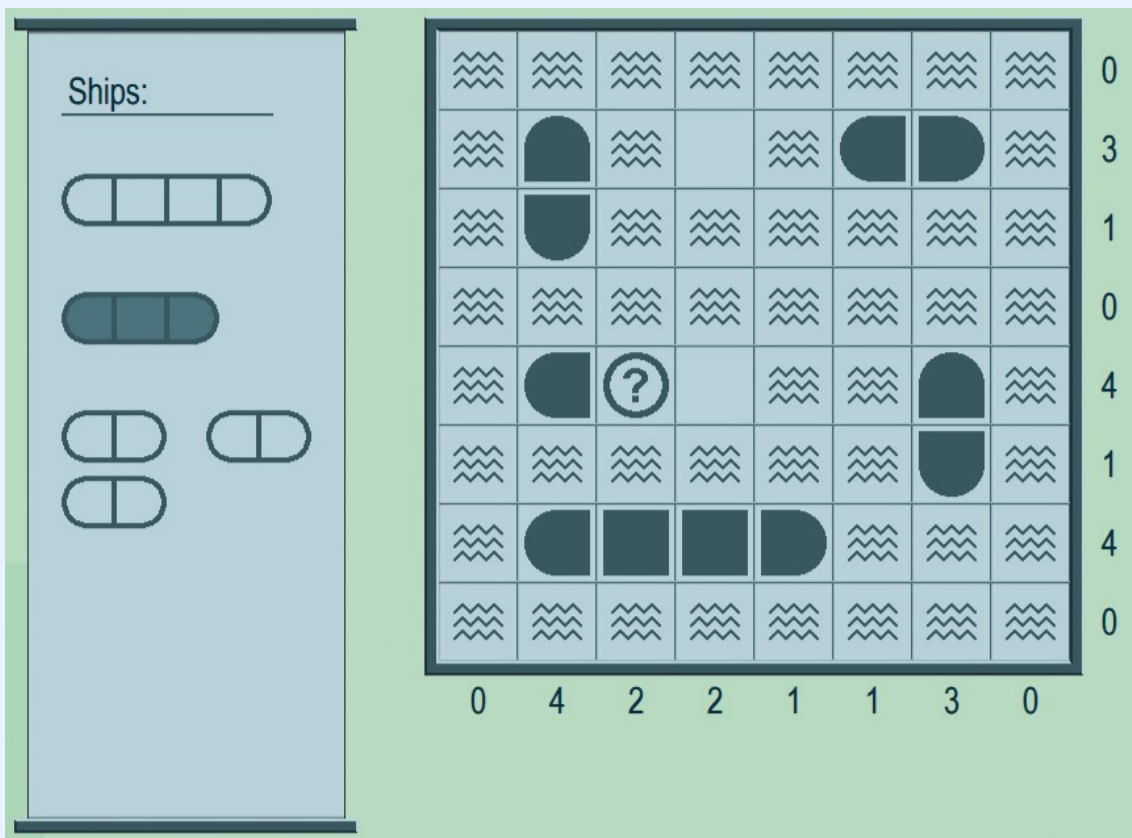
The only place where the 4-block long boat can be placed is in the marked area.



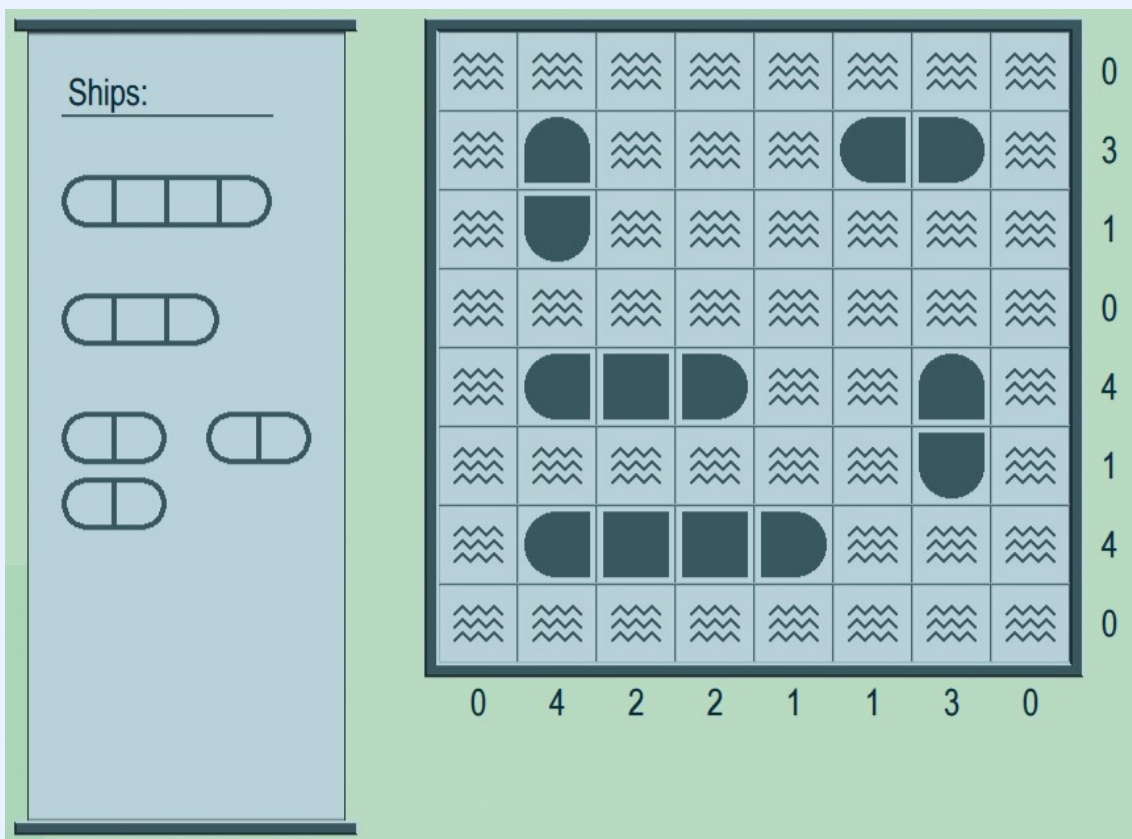


You can now complete the marked column:





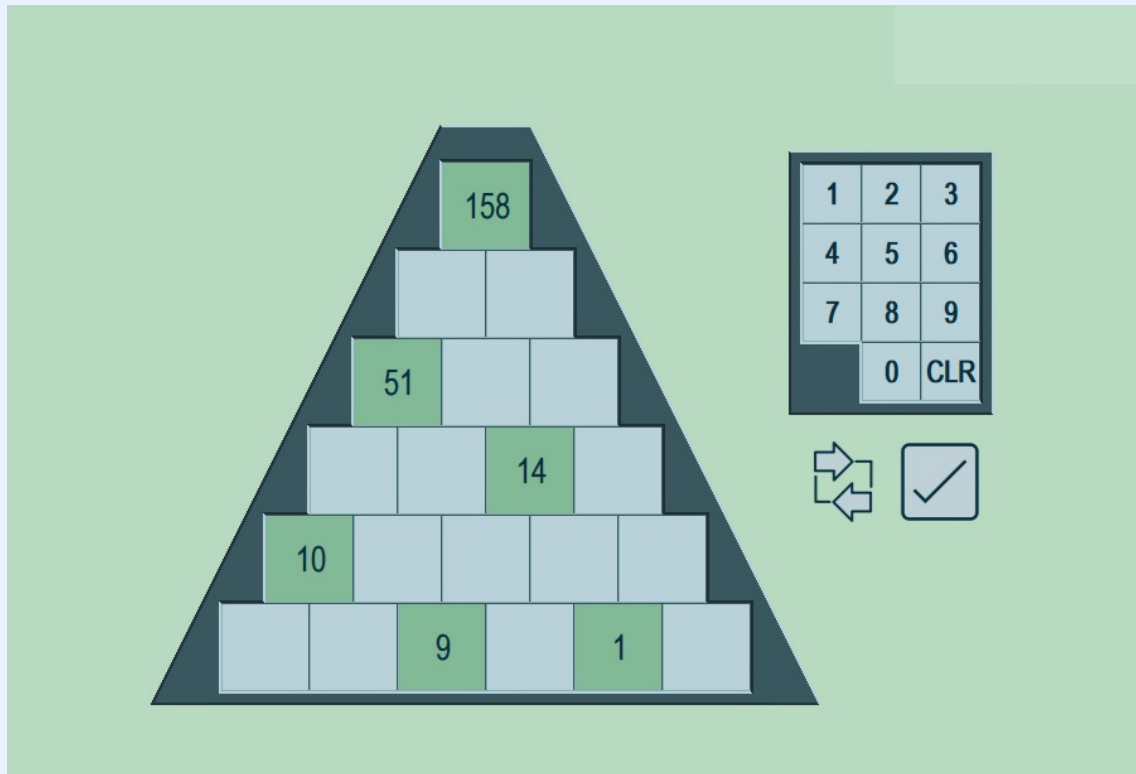
And the rest is trivial.



Tips

- Try to place the longest boats first.
- Look at the list of ships. When there are no boats of a certain length left, many conclusions can be drawn.
- If you reach a dead point, place a boat in a valid position and continue from there. If the result is incorrect, restart the problem and try the same boat in another position.

Numerical Pyramid

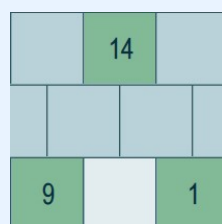


How to play

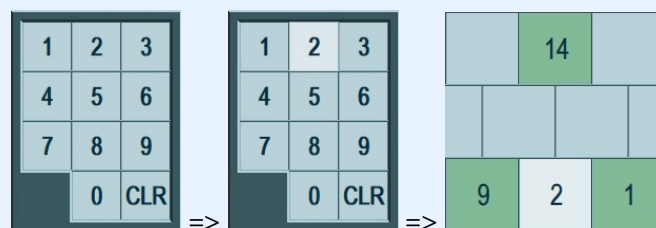
You must fill in all the boxes bearing in mind that the figure in each box must be the sum of the figures in its two lower boxes.

To enter a number.

- Click on the desired box. It will be selected and highlighted.



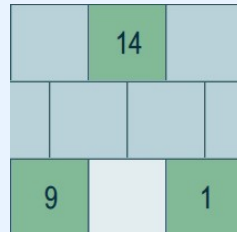
- Enter the desired number via the keypad on the right.



- The **CLR** key clears the selected square.

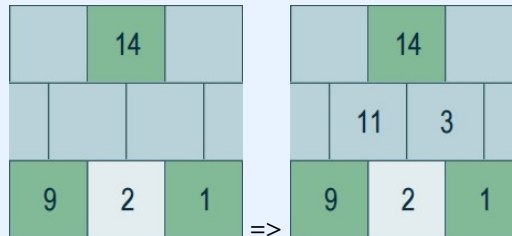
Tips

1. Look for triangles where you know the values of the three vertices.
2. The number at the base of the triangle is the one at the upper vertex minus the other two vertices and divided by 2.
3. Complete the triangle.



$$14 - 9 - 1 = 4$$

$$4 / 2 = 2$$



Dark boxes

You must find all the dark boxes on the board.

How to play

The number in each box indicates the number of dark boxes in the group formed by itself and its neighbor boxes.

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

- Click on a box to set it white.
- Click again to set it dark.
- A third click will reset the box to undefined.



Only the dark boxes count towards the solution. The white boxes are intended to help with the calculations but do not need to be set.

The marked box has a value of 0. This indicates that neither that box nor its neighbors are dark:

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

=>

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

In the selected area there should be 3 dark boxes:

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

In the green zone there can only be 1 dark box.

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

Therefore the two remaining boxes in the red zone must be dark.

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

Similarly, in the next red zone there should be 5 dark boxes. In the green zone there are only 3, so the two leftmost boxes in the red zone must be dark.

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

=>

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

The selected box already has 3 dark squares. All other squares must be white.

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

=>

1	3	3	5	3
3	5	4	6	4
3	5	4	5	3
3	4	2	2	1
1	2	1	1	0

Follow this reasoning to reach the final solution.