# Logic Games Super Review

# Overview of the Webinar

- Logic Games Section Breakdown
- Anatomy of a Logic Game
- How to Approach Every Logic Game
- The Correct Question Order
- Key Skills in the Games Section
- Quick Break
- Sequencing Games Introduction
- Sample Game Diagram
- Drill
- Drill Review

- We'll stop every once in a while for questions
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# Logic Games Section Breakdown

- Formally called "Analytical Reasoning" – but everyone calls it "Logic Games" or LG
- 23 questions in 4 games in 35 minutes
- 5 – 7 questions per game
- 1 Scored LG section per test (so about 23% of your overall score)

- Most people can get a perfect score on this section given an hour or two – it's getting everything done in time that's the challenge.
- Try your first LG section untimed to get a feel for it – after that, *always* do these sections timed.

# Anatomy of a Logic Game

Setup

Rules

Questions

All Games have approximately the same look

1.  A setup that describes the general task, the variables, and what you're doing with them
2.  Rules that govern the relationships of the variables and the structure
3.  Questions that test your comprehension of the content

# How to Approach Any Logic Game

Setup

Rules

Questions

1. Read the Setup carefully.
2. Create Your Master Diagram. Diagram the Rules
3. Relate the Rules and Draw Inferences

# 1. Read the Setup Carefully

Setup

Rules

Questions

The setup will tell you what type of game you are dealing with

The setup will also sometimes contain hidden rules that will be tested in the questions

The setup will almost always give you all the information you need to create your master diagram

# 2. Create the Master Diagram

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Setup

Rules

Questions

The master diagram is a complete reference of all information you learn in the game. It consists of two parts

**The Inventory**: a list of all of the variables in the game, separated into subgroups if necessary

**The Structure**: the structure is an arrangement of empty spaces that visually show how the pieces will fit (in a sequence, in groups, etc.)

# 3. Diagram the Rules

Setup

Rules

Questions

Translate the rules visually from the page on to your scratch paper

We'll cover lots of ways to diagram different rules later in the webinar

If possible, apply the rule directly on to your diagram

If not, keep an area near the diagram for all of your rules

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# 4. Relate the Rules/Draw Inferences

Setup

Rules

Questions

Finally, combine as many rules as possible
A − B and B − C can be combined into A − B − C

Generally, rules that share variables can be combined (not always). Once in a while, all the rules can be compressed into one single rule!

Then draw inferences. Mark what must or cannot be true on your diagram
In the example above, C cannot go first or second, A cannot go last or second to last,
And B cannot go first or last.

# Correct Question Order

There is an optimal order to tackle the questions.
1. The Acceptable List question.
2. "If" questions
3. Universal questions
4. Rule Substitution (or Rule Change)

# Acceptable List Questions

Approximately 75% of games begin with an "Acceptable List" question
**Any time** the Acceptable List question appears, it is the **first** question.

This asks "what is one acceptable arrangement of the rules? Which of the following variations is permitted by the rules?"

**Always do this question first**
**Check each rule to see which answers break it**
Do not check each answer to see what rules it breaks (this is faaaar slower)

# "If" Questions (aka "Local" questions)

"If" questions use the word "If" in the structure of the question.

Usually what follows the word "if" is a new condition that applies only to this question (hence why we call it "local")

For most If questions, you will want to create a new diagram. A quick mockup of the structure from the master diagram. Get used to doing this.

Don't draw local content on the master diagram – that is "universal"

These new diagrams will help solve the "universal" questions

# Universal Questions

Universal questions are simple questions about the setup of the game. "Which of the following must be true?" "Each of the following CANNOT be true except?"

These can be tricky to approach, which is why we recommend you tackle the If questions before hand. The If questions give you insight into (and diagrams) about the game

Universals often test you on inferences you can make at the start of the game. This is why drawing inferences is so important.

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# Rule Substitution (and Rule Change)

There is one Rule Substitution per section. On old tests, there was on Rule Change question per section.
**On your LSAT, you will see a Rule Substitution question. You will not see a Rule Change**
Rule Substitution: These questions give you five answers that would entirely replace one of the existing rules. The correct answer will not allow or forbid anything that the old rule did not.
Rule Change: These questions change one of the rules and ask you to draw an inference.

Both types are very time-consuming and difficult. Because there is only one per section, this might be a good question to skip.

# The Key Skills of the LG Section

Most Logic Games ask you to do one or more of these three key skills

**Sequencing** – Placing variables in order.
**Grouping** – Organizing variables into two or more groups
**Matching** – Pairing sets of variables together

Logic Games, more broadly, test your ability to organize information, think through problems, and make deductions

**Formal Logic** is also testing in the Logic Games, particularly in the Grouping Games.

# Questions and Break

# Introduction to Sequencing

**Sequencing** (or "Linear" games are probably the single most commonly tested game type in the LG section. Every LG section has at least one Sequencing/Linear game

*Sequencing is about order*

To identify a sequencing game, look for the following words: first, last, before, after, beneath, above, next to, adjacent, comparative adjectives (faster, earlier, taller, better)

# Diagramming a Sequencing Game

1. Read the Setup Carefully
2. Create Master Diagram
3. Diagram the Rules
4. Relate Rules/Draw Inferences

*8 cyclists – A, B, C, D, E, F, G, and H – compete in a race. The winner will finish first, last place in eighth, and no two cyclists finish in the same spot. The following conditions apply.*

> *A or B finishes last*
> *C cannot finish first*
> *D finishes before E, with exactly one cyclist in between*
> *F finishes before G with exactly two cyclists in between*
> *H finishes before D and F*

# Drill Question 1

Eight model airplanes—models J, K, L, M, N, O, P, and Q—will be judged at a model competition, one at a time. The order in which they are judged must obey the following conditions:

P is before Q

M and P are each judged after K

P is judged either immediately before or immediately after L.

M cannot be judged fourth or fifth.

J cannot be judged either immediately before or immediately after K

# Drill Question 2

Five new tenants, Jack, Katherine, Leonard, Millie and Nancy, are moving into a renovated five-story building. Their living arrangements must satisfy the following conditions:

> Each tenant occupies exactly one apartment, and each apartment occupies an entire floor.
>
> Nancy cannot live on the fourth or fifth floor.
>
> Leonard refuses to live either directly above or directly below Nancy.
>
> Millie must live on a floor lower than the floor on which Jack lives.
>
> Jack must live on a floor higher than the floors on which Nancy and Leonard live.

# Drill Question 3

Three girls—Alice, Bess, and Caroline—and three boys—Fred, Gary and Harold—are standing in line to buy movie tickets. They stand one after another, in a line, with child in the each of six places along the line. They must stand according to the following rules:

      Gary is ahead of Alice.

      Neither Alice nor Bess can be directly behind Fred.

      Caroline must be standing next to Alice.

      Harold is ahead of both Gary and Caroline.

# Drill Question 4

Ted, Ursula, Vera, William, Xavier and Yolanda are exploring a cave. The cave is so narrow that they must walk single file, and their order is dependent on the following conditions:

Ted must go first or second.

William must go either immediately before or immediately after Vera.

William and Ursula are both ahead of Yolanda.

Xavier does not go directly behind Ted.

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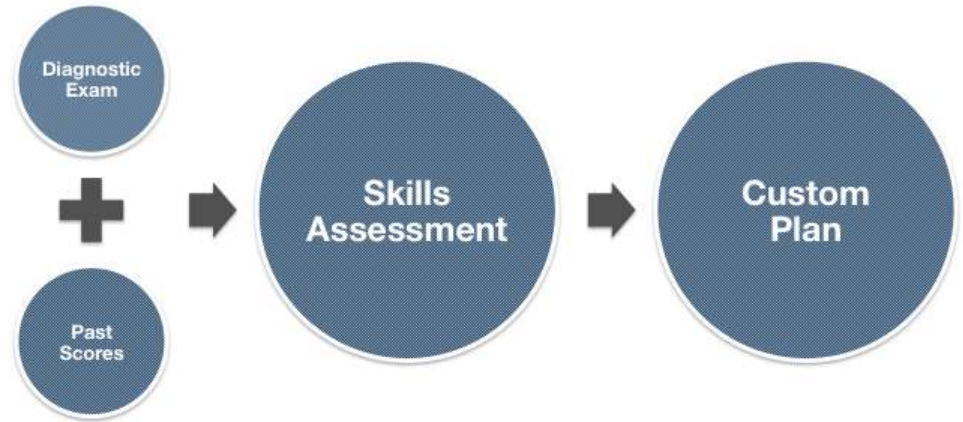
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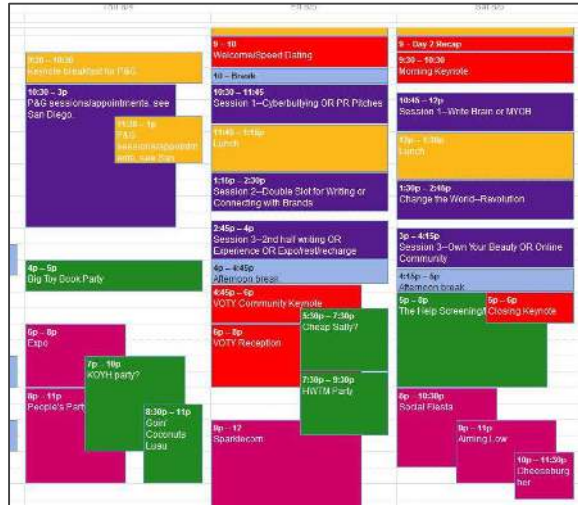- Superior Quality

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