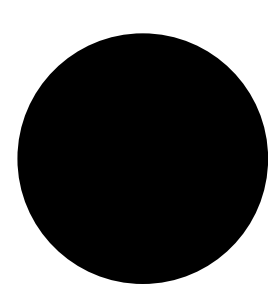


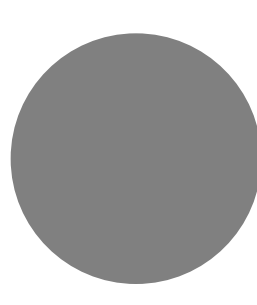
All Logic Games

FROM EXAMS 29 - 69

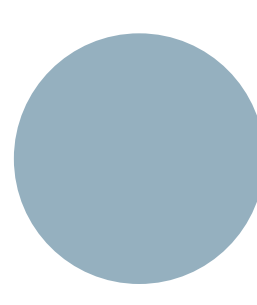
Here is a table of all of the games from published exams 29-69, broken down based on characteristics that are discussed in The LSAT Trainer. There are, of course, other ways to think about and organize Logic Games, but regardless of how you choose to organize them, there is great benefit to being able to see that all Logic Games are related to one another. Most LSAT students learn and think about games in terms of strict categories, and go into the exam worried that they might run into a game that they cannot correctly categorize. By thinking about all games in terms of their common characteristics, you can alleviate yourself of this concern and put yourself in a position of advantage on test day.



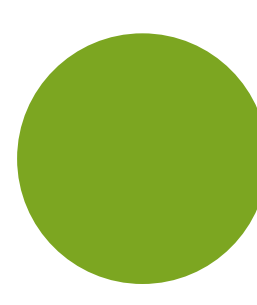
ORDERING



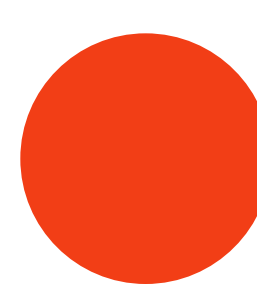
GROUPING



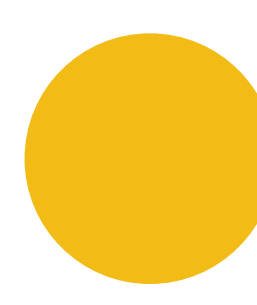
SUBSETS



NUMBERS (ISSUES)



CONDITIONAL (LINKS)



(COMPLEX) OR

Ordering

“Six children finish a race, one at a time and in order.”

Grouping

“Seven employees are split into three departments.”

Subsets

“Three juniors and five seniors compete in a race.”

Numbers Issues

“Seven of the nine time slots will be occupied”

Conditional Links

“If K, then M. If M, then not N.”

Complex Or

“Either F or G, but not both, precede L.”

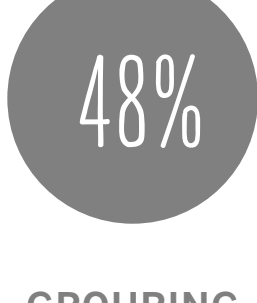
NOTES: For more information about the above characteristics, and how they relate to one another, please check out the “Logic Games Deconstructed” infographic. Keep in mind that all games in the modern era are, fundamentally, about assignment; games are about assigning elements to positions. Also note that the breakdown below is invariably somewhat subjective; issues are only mentioned if I thought they were *significant* to the reasoning being tested in that game. For example, if there was a game involving three consecutive days of the week, but the ordering of elements was not a part of the rules or inferences, *ordering* would not be listed as a characteristic. Similarly, a game with a numerical mismatch that is not important to the reasoning issues will not have a *numbers* tag. Games marked **Conditionals** are not games that simply have conditional rules (most games have a conditional rule or two) but rather ones for which conditional links and inferences are significant to the design and reasoning—that is, games for which you are consistently required to bring conditional rules together. Games marked **Or** are ones with *complex* or issues—that is, *or* issues that involve three or more elements and positions, usually because of one rule, but occasionally because of a combination of *or* rules.

PT	GAME ONE	GAME TWO	GAME THREE	GAME FOUR
29	GROUPING, NUMBERS	GROUPING, SUBSETS	ORDERING	ORDERING, GROUPING, SUBSETS, NUMBERS
30	SUBSETS, NUMBERS*	ORDERING, NUMBERS, CONDITIONALS	ORDERING, SUBSETS	ORDERING
31	ORDERING, GROUPING, SUBSETS, NUMBERS	GROUPING, CONDITIONALS	ORDERING, NUMBERS	ORDERING, SUBSETS*
32	ORDERING, GROUPING, SUBSETS, NUMBERS	GROUPING, SUBSETS, NUMBERS	ORDERING, OR	ORDERING, SUBSETS
33	ORDERING	GROUPING, CONDITIONALS	GROUPING, SUBSETS, NUMBERS, CONDITIONALS	ORDERING, GROUPING, NUMBERS
34	ORDERING, NUMBERS	(ASSIGNMENT)*	ORDERING	GROUPING, CONDITIONALS
35	GROUPING, SUBSETS	GROUPING, NUMBERS	ORDERING, GROUPING	ORDERING, NUMBERS
36	GROUPING, CONDITIONALS	ORDERING, SUBSETS	ORDERING, GROUPING, CONDITIONALS	ORDERING, SUBSETS
37	GROUPING, SUBSETS, NUMBERS	ORDERING, SUBSETS	GROUPING, SUBSETS	ORDERING*
38	ORDERING	ORDERING, SUBSETS	GROUPING	ORDERING, SUBSETS*
39	ORDERING, SUBSETS	GROUPING, SUBSETS, NUMBERS	ORDERING, SUBSETS, NUMBERS	GROUPING, CONDITIONALS, NUMBERS
40	ORDERING, OR	ORDERING, NUMBERS	GROUPING, NUMBERS*	GROUPING, SUBSETS, NUMBERS, CONDITIONALS
41	ORDERING	ORDERING, SUBSETS	GROUPING, CONDITIONALS	ORDERING*
42	GROUPING, SUBSETS, NUMBERS, CONDITIONALS	ORDERING	GROUPING, NUMBERS	GROUPING, NUMBERS
43	ORDERING	ORDERING	GROUPING, SUBSETS	GROUPING, NUMBERS
44	ORDERING	ORDERING, GROUPING	ORDERING, SUBSETS, NUMBERS	ASSIGNMENT, SUBSETS, NUMBERS*
45	ORDERING	ORDERING, GROUPING, NUMBERS	GROUPING, NUMBERS, CONDITIONALS	GROUPING
46	ORDERING	ORDERING, GROUPING, SUBSETS	ORDERING, SUBSETS	GROUPING, NUMBERS
47	ORDERING	GROUPING, NUMBERS, CONDITIONALS	GROUPING, NUMBERS	ORDERING, GROUPING, SUBSETS
48	GROUPING, NUMBERS	ORDERING	GROUPING, NUMBERS	ORDERING, GROUPING, SUBSETS
49	ORDERING	GROUPING, NUMBERS	GROUPING, CONDITIONALS	ORDERING
50	ORDERING	GROUPING, SUBSETS, NUMBERS, CONDITIONALS	ORDERING, GROUPING, SUBSETS, NUMBERS*	ORDERING, GROUPING, NUMBERS
51	GROUPING	ORDERING, OR	ORDERING, SUBSETS	ORDERING
51.5	(FREE JUNE '07 EXAM) ORDERING	ORDERING, GROUPING, NUMBERS	ORDERING, NUMBERS	GROUPING, NUMBERS
52	ORDERING	GROUPING	ORDERING, SUBSETS	ORDERING, OR
53	GROUPING, NUMBERS	ORDERING, OR	ORDERING, SUBSETS	ORDERING, GROUPING, SUBSETS
54	GROUPING, SUBSETS, CONDITIONALS	ORDERING, GROUPING, NUMBERS	ORDERING	ORDERING, SUBSETS, OR
55	GROUPING, SUBSETS	ORDERING, NUMBERS	ORDERING, SUBSETS	ORDERING, SUBSETS
56	ORDERING	GROUPING, NUMBERS, CONDITIONALS	GROUPING, NUMBERS	ORDERING, GROUPING
57	ORDERING	ORDERING, SUBSETS, NUMBERS	NUMBERS, SUBSETS, CONDITIONALS*	ORDERING, NUMBERS
58	ORDERING	GROUPING, CONDITIONALS	ORDERING, SUBSETS	GROUPING, NUMBERS, CONDITIONALS
59	ORDERING, GROUPING, NUMBERS	ORDERING	GROUPING, CONDITIONALS	ORDERING
60	ORDERING, GROUPING, SUBSETS	ORDERING	ORDERING, NUMBERS*	GROUPING, SUBSETS
61	GROUPING, SUBSETS, NUMBERS	ORDERING, OR	ORDERING, NUMBERS	ORDERING
62	ORDERING	GROUPING, NUMBERS, CONDITIONALS	ORDERING, GROUPING, NUMBERS	ORDERING
63	GROUPING, NUMBERS	ORDERING, OR	ORDERING, OR	ORDERING, NUMBERS
64	ORDERING	NUMBERS, CONDITIONALS*	GROUPING, SUBSETS	GROUPING, NUMBERS
65	ORDERING	ORDERING, SUBSETS	GROUPING, SUBSETS, NUMBERS, CONDITIONALS	ORDERING*
66	ORDERING, GROUPING, SUBSETS	ORDERING	GROUPING, NUMBERS	ORDERING, SUBSETS
67	GROUPING, SUBSETS	ORDERING	ORDERING, GROUPING, NUMBERS	GROUPING, NUMBERS*
68	ORDERING, SUBSETS	GROUPING, NUMBERS	GROUPING, SUBSETS	ORDERING, SUBSETS
69	ORDERING	GROUPING, NUMBERS	ORDERING, GROUPING, SUBSETS	GROUPING, NUMBERS

THE FINAL TALLY



ORDERING



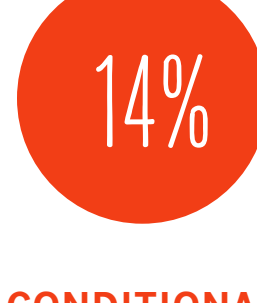
GROUPING



SUBSETS



NUMBERS (ISSUES)



CONDITIONAL (LINKS)



(COMPLEX) OR

THE WEIRDOS

Here are more details about each of the 14 (out of 168 games total) relatively unique games that have appeared in exams 29-69, each marked with an asterisk (*) above. Note that though some of these games are indeed quite challenging, *unique* doesn't necessarily equate to *difficult*. Some “standard” games ask the most difficult questions and require the most challenging inferences, and some unique games are quite simple once you adjust to that thing that makes them unique. Also keep in mind that none of these unique characteristics is entirely unexpected; they can all be seen as variations on the norm. It may be useful for you to test yourself with these games near the end of your study process; if you can picture yourself reacting appropriately to each of these twists, you can go into the exam confident that you are truly ready for anything the test writers can throw your way.

TEST 30, GAME 1
Unusual in that it doesn't involve ordering or grouping.

TEST 31, GAME 4
Has a unique design (certain people can only do certain jobs) that limits where elements can go.

TEST 34, GAME 2
Unusual in that it doesn't involve ordering or grouping; Similar to 31.4 in that the game's unique design provides limited options for each of the positions.

TEST 37, GAME 4
Unusual in that there are two rounds of order.

TEST 38, GAME 4
Unique design (sharing instruments) that limits where elements can go.

TEST 40, GAME 3
Unusual in that the elements and positions are one and the same, and cities are connected together. Infamously challenging game.

TEST 41, GAME 4
The positions are arranged in a circle. Infamously challenging game.

TEST 44, GAME 4
Though days are mentioned, their order is not important. Unusual in that the game doesn't involve ordering or grouping.

TEST 50, GAME 3
Unusual in that we are ordering two different things—graduation and car purchase.

TEST 57, GAME 3
Unusual in that it doesn't center on ordering or grouping. Infamously challenging game.

TEST 60, GAME 3
Unusual rule that limits how often there can be consecutive elements.

TEST 64, GAME 2
Unusual in that it doesn't involve ordering or grouping.

TEST 65, GAME 4
Unusual in that one of the elements to order takes up twice as much “time” as the others.

TEST 67, GAME 4
Unusual in that more than one of a particular element can be in a particular group (you can have two housing subzones in a zone, for example).