

## Jungle l®̈gic

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## Contents:

9 animal tokens (3 buffaloes, 3 jaguars, 3 monkeys), 30 challenge cards (of increasing levels of difficulty).

## Object:

To fill the grid with the 9 tokens.

## Playing the game:

Place the 9 tokens on the table and lay the challenge cards to one side.
Take one challenge card and try to fill the grid with the 9 tokens, respecting the indications given:

- If an animal is already drawn on the grid, place one of the 3 tokens of that animal on the square.
- The indication (number + animal) on the margin of the grid indicates the exact number of tokens of that animal contained in the row or column.


Checking the solution: After filling the grid, check that ALL of the indications around the margins have been followed.
There is only one, unique solution to each grid. Solutions can be found at the end of the booklet.

Some methods of reasoning:


## (1) Example 1

Here,

- we know that there is only 1 jaguar in the first column and only 1 jaguar in the second column: so the third jaguar must be in the third column!
- In the third column we also know that there is only 1 buffalo, and 1 jaguar: so the remaining square must be occupied by a monkey.



## (2) Example 2

Here, we know that the first row contains 2 monkeys and the second column also contains 2 monkeys: as there are only 3 monkey tokens, this means that there must be a monkey at the intersection of the row and the column.

A game by Alain Brobecker

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