

## Logic game with cross-numbers

Similar to crosswords in a grid with a square dimension, the game consists of placing digits in each box following the rule outlined below : place numbers in free spaces or sequence (horizontally and vertically, and across diagonally with the same number). Each number is made of digits from **1** to **n**, used and selected one time, and in any order (**n** being the length of the number or length of a sequence).

Example for a 5x5 grid :

*Empty grid*

□	■	□	□	□
□	□	□	□	■
■	□	□	□	□
□	□	■	□	□
□	□	□	■	□

*completed grid*

<b>1</b>	■	<b>3</b>	<b>2</b>	<b>1</b>
<b>2</b>	<b>4</b>	<b>1</b>	<b>3</b>	■
■	<b>1</b>	<b>2</b>	<b>4</b>	<b>3</b>
<b>1</b>	<b>2</b>	■	<b>1</b>	<b>2</b>
<b>2</b>	<b>3</b>	<b>1</b>	■	<b>1</b>

Starting with an empty grid, the game, relying on logic, consists of placing the digits in the right boxes following the above-mentioned rule. We start by simply positioning the value “1” when the box is isolated (or when there is only one box), then we position the digits “2” and so on.

To make the search and the game easier, boxes can be unveiled as shown in the example below :

<b>1</b>	■	□	<b>2</b>	<b>1</b>
<b>2</b>	<b>4</b>	<b>1</b>	□	■
■	□	<b>2</b>	<b>4</b>	□
□	□	■	□	□
□	<b>3</b>	<b>1</b>	■	□