

LG Procedure

I. Setup

- A. Read
- B. Write down your game pieces and set up your board
- C. Represent rules (Place a dash next to each rule when done)
 - 1. Be sure to check for hidden rules in the setup
 - 2. Line item rules (Rule list)
 - 3. On the master game board
 - 4. Splitting the master game board
 - a) Splitting is simply a function of rule representation
 - b) Just because you can split doesn't mean you should. Consider:
 - (1) Ratio of boards to questions
 - (2) Number of local (if x) questions
 - (3) Expectation of splits yielding further inferences
 - (4) Complexity of rule and clarity of understanding
- D. Acceptable situation question
 - 1. Work one rule at a time from the given rules, not the setup
 - 2. Confirm rule translations as you go from one rule to the next (cross the dash when rule is confirmed)
- E. Look for and Represent Inferences

II. For Weird or Hard Games, Take a Moment to Collect Yourself

- A. Breathe; You got this; You're very attractive looking
- B. Weird does not equal hard
- C. To score well you must go -0 on LG = Bullshit
- D. Consider skipping
- E. Run some scenarios if it will help to:
 - 1. Familiarize yourself with the game's mechanics
 - 2. Demystify the game
 - 3. Generate some boards you can reference later

III. The Questions

- A. Trust your setup
- B. Try Intuition before Brute Force
- C. If you need to try ACs out, start with the most likely contenders
- D. When possible, refer to boards from previous questions
- E. Know the warning signs of a critical error
 - 1. Multiple confirmed correct answers
 - 2. No correct answer
 - 3. On one question, skip the question.
 - 4. On multiple questions, there's a critical error in your setup
- F. If critical error:
 - 1. It's okay; Breathe; You got this; You're very attractive looking
 - 2. Check your setup
 - a) If you see the error:
 - (1) Correct it
 - (2) Consider whether to skip or continue
 - b) If you don't:
 - (1) Skip it
 - (2) Return at the end with fresh eyes