

# LogiCraft - Instructions

## How to install the game

You will have to place the LogiCraftFinal.zip folder in your minecraft saves folder and unzip it.

To be able to fully play the game, you will also have to place the logicraft\_resource\_pack.zip in your resourcepack folder.

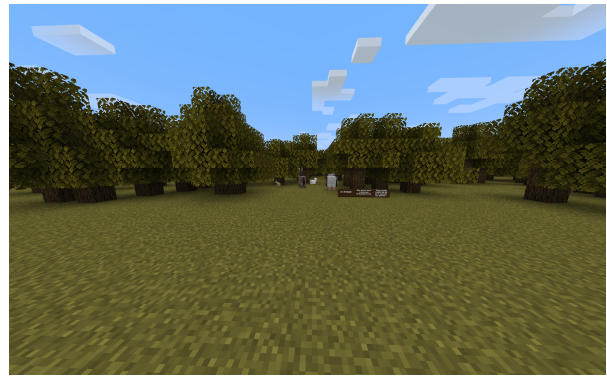
## How to Play

The game has been made in ***Minecraft 1.17.1***.

There is a PDF joint with the game, you will need it to understand the solutions better and to ease the beginning of the game.

In case of bugs, there are a few functions that you can type into the terminal command to fix them.

The starting screen should look as follows:



If that is not the case, type the command /reload into the game terminal.

If some of the doors are already open, or if you feel like the game hasn't been properly reset, you can reset each one of the three levels individually with the commands:

/function main:l1reset (for level 1)

/function main:l2reset (for level 2)

/function main:l3reset (for level 3)

## Explanation of the story

### Signs next to the animals:

HELP! Our friends are being held prisoners. We need your help to free them!

### Signs next to the bunker entrance:

An evil monster is holding their friends hostage in his farm. To get to his evil farm, you have to go through different bunkers. But the doors of these bunkers will only open if you can make the machines that are inside work.

These machines are too difficult for us to decipher... But we know that you will be able to succeed! If you dare, and if you want to help us, enter the bunker...

### **Bunker 1: How the Game Works**

On the sheet you received, you can see 4 machines and how they work.

As you can see on the picture, there are cables that go in and cables that come out of the machines. Each machine reacts differently, but the same machine always has the same behavior, which depends only on the cables you turn on at the input!

This cable is on... and this cable is off. You will be able to turn on and off the cables with a lever that is placed just in front of the cable (like this one)

To win this game, you have to cross 10 bunkers. There will be 3 different levels, and therefore 3 different tasks.

In the next room you will see how to pass the first level...

### **Bunker 2: The goal of the game - how to succeed**

*Show the OR door in the wall with a cable off and a cable on, where the middle cable is on put a line from the truth table to the wall*

This is the "OR" machine. The machine will first look at the cables that come towards it. Depending on which ones are on and off, it decides to turn on and off the cable that comes out of it. The light on the front wall of the machine shows you whether the cable at the other end is off or on. This machine decides to turn on the light on its front wall when one of the incoming cables is off, and another is on.

In the first level, you have to record the behavior of the machine on the wall.

Here, cable 1 is on and cable 2 is off. So the result on the wall must be a lit cable.

Register the correct result on the wall by pressing the "ON" button.

the point on top represents cable 1

the point in the middle represents cable 2

and the point at the bottom represents the cable coming out of the machine, and therefore the decision that the machine has taken.

In this first level, the machines all work like on your sheet. When you change the state of the cable, you will see the machines change their minds. Your goal is to fill the walls with the right results, as you see them on your sheet. Don't worry about "Level 0" - you already know the solution. It's from Level 1 on that you'll have to think...

### **Bunker 3: How Level 2 works**

In the next level the machines are broken, they are not able to make decisions anymore.

It's up to you to turn the cables on or off by reproducing the decisions that the machine usually makes. To do this, you have to press one of the two buttons at the end of the machine.

ATTENTION: you have to determine if each cable is on or off!

You will see that at the beginning the cables to be determined are grey - you have to change their color (to brown or yellow) to pass the level.

### **Bunker 4: Level 3 operation**

You're almost there, there are only a few rooms left!

For this last level, you won't be able to change the state of the cables, but you will have to place the machines.

Each white square corresponds to one of the 4 machines you saw before.

To succeed, you will have to find the machine that will make the decision given by the cables on the floor.

This time, several machines can give the right solution.

Try to click on the buttons and see what happens...

### **Exit: When the player has won**

Go up the stairs quickly and press the last button to free the poor animals!

### **Evaluation**

Once you are done playing the game, you can fill out this [Google Form](https://docs.google.com/forms/d/e/1FAIpQLSepFI-Fvcy0KBQQjnfYEazYuwhP1nJq2A7uamyje3XMUXn4Kg/viewform)

(<https://docs.google.com/forms/d/e/1FAIpQLSepFI-Fvcy0KBQQjnfYEazYuwhP1nJq2A7uamyje3XMUXn4Kg/viewform>). Thank you for playing!