

THE NEW 3D LOGIC PUZZLE

Coppo's cube takes its inspiration from Latin squares, based on combinatorial logic but developed in three dimensions. Try to solve these grids, challenging yourself to match the best times indicated.

RULES – EVERY GRID MUST BE SOLVED ACCORDING TO THE FOLLOWING RULES:

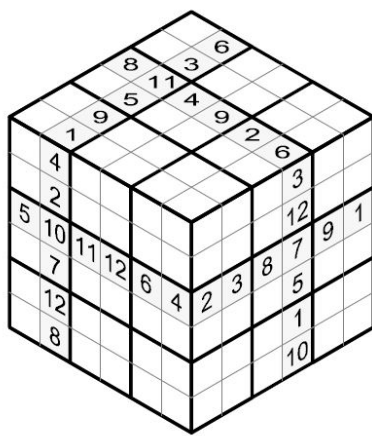


Fig. A

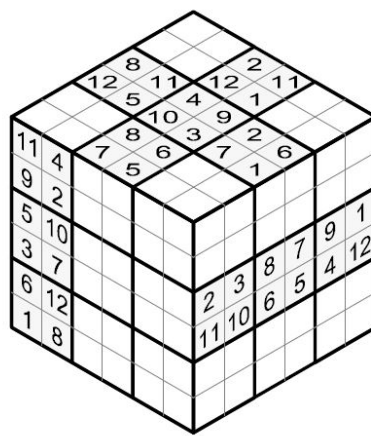


Fig. B

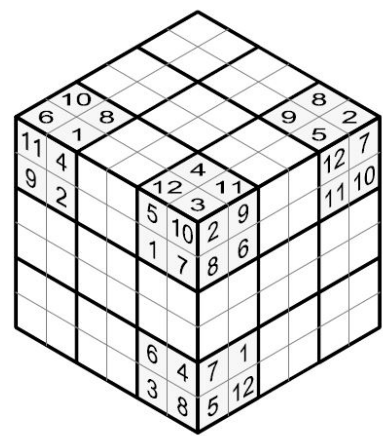


Fig. C

PICTURE A

Each of the eighteen (18) rows and columns of the cube, that is, the two lines composed of the row and/or column of one side of the cube and the corresponding row and/or column of the other adjoining side of the cube, must contain all the numbers from 1 to 12.

PICTURE B

Each of the six (6) 6x2 square areas (both horizontal and vertical) of each side of the cube must contain all the numbers from 1 to 12.

PICTURE C

The set of three 2x2 squares at the corner where the three sides of the cube meet must contain all the numbers from 1 to 12, while all other 2x2 squares will only contain some numbers from 1 to 12.