

# Pixels and Puzzles: The Logic of Games

C	N	S	S	P	H	E	Y	O	U	T	T	E	K	Y	C
I	G	S	E	D	U	G	A	A	H	C	E	L	N	R	C
G	L	N	M	L	E	Z	S	P	E	D	E	Z	I	F	L
O	T	R	I	T	C	S	Z	J	E	V	O	T	H	E	X
L	V	R	A	V	S	A	B	L	E	N	I	S	G	L	M
S	J	R	E	K	L	O	T	L	E	C	I	N	H	K	T
U	T	Z	X	M	N	O	S	S	A	S	E	G	I	W	G
S	A	W	D	E	R	I	S	L	B	L	O	S	M	Q	F
S	Q	H	D	T	H	O	T	-	L	O	U	L	T	A	H
H	U	D	R	D	P	H	F	A	M	G	F	S	V	P	N
X	I	A	D	S	I	U	H	T	M	E	R	K	B	E	T
H	P	X	Q	N	S	C	Q	H	A	U	L	J	N	U	R
S	X	Y	K	C	E	Z	A	M	V	L	N	B	G	B	D
Q	U	I	E	R	M	S	M	Q	K	I	P	E	O	E	E
T	N	I	R	Y	G	E	I	O	M	N	I	V	Z	R	S
G	E	T	K	T	F	M	S	P	L	Y	F	C	C	N	P

- PLATFORMER
- PUZZLESOLVER
- STRATEGY
- MAZE
- HIDDENOBJECT
- LOGIC
- PROBLEM-SOLVING
- CHALLENGE
- LEVELS
- OBSTACLES
- TRAPS
- ENIGMA
- CRITICALTHINKING

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