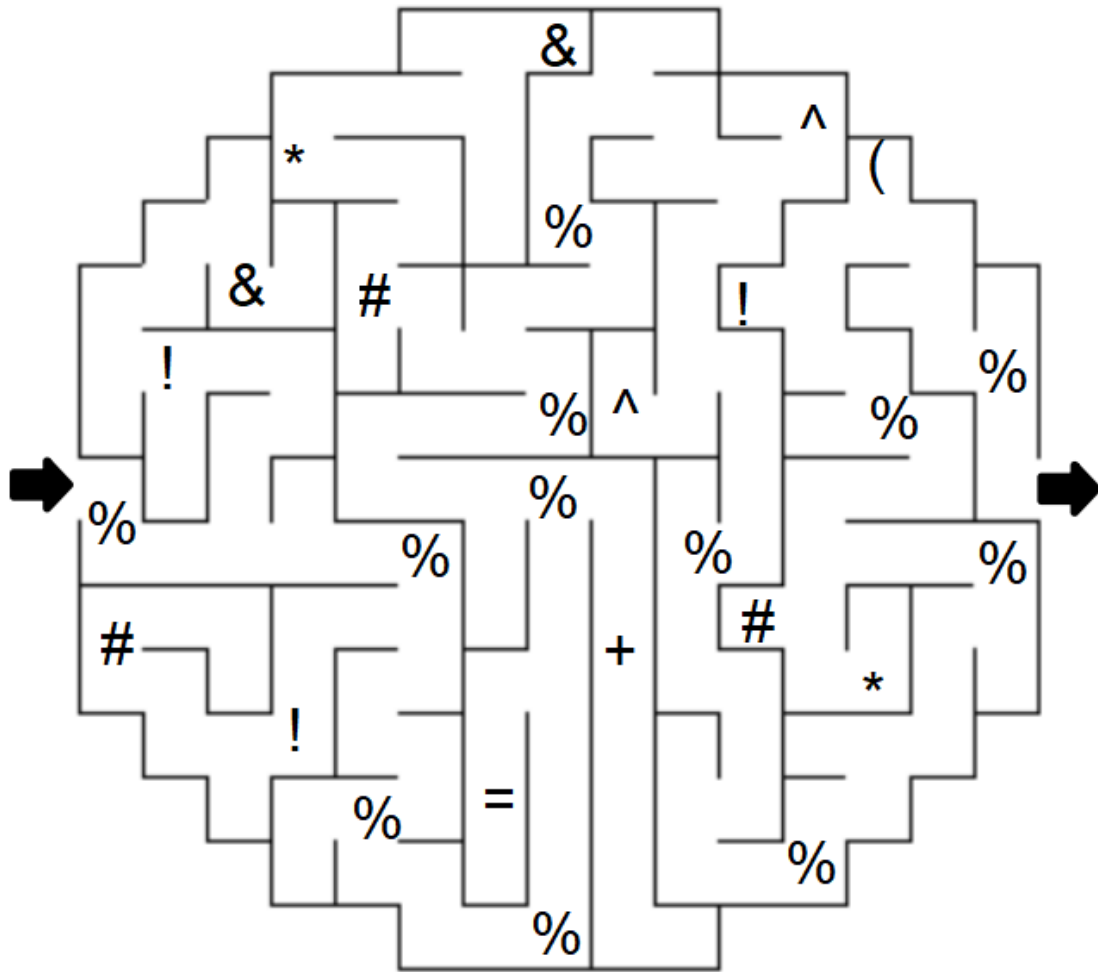
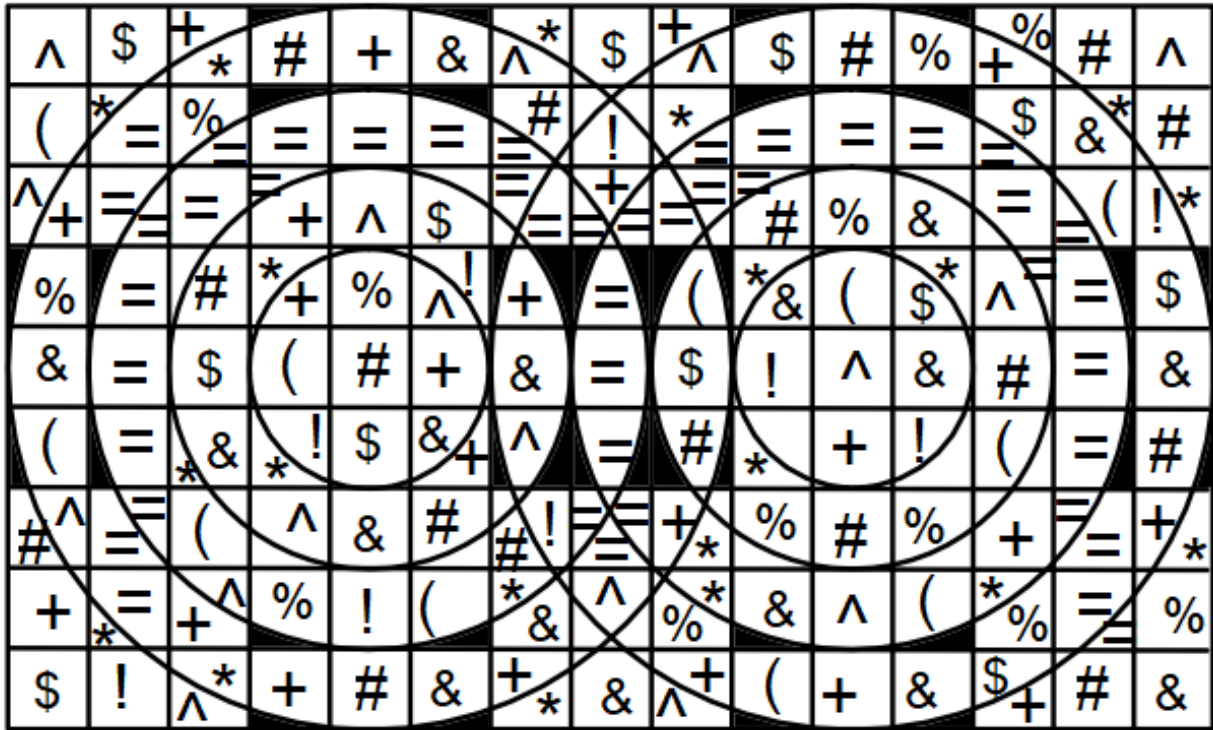


## Lockbox Logic 1.0 – Puzzle set 1

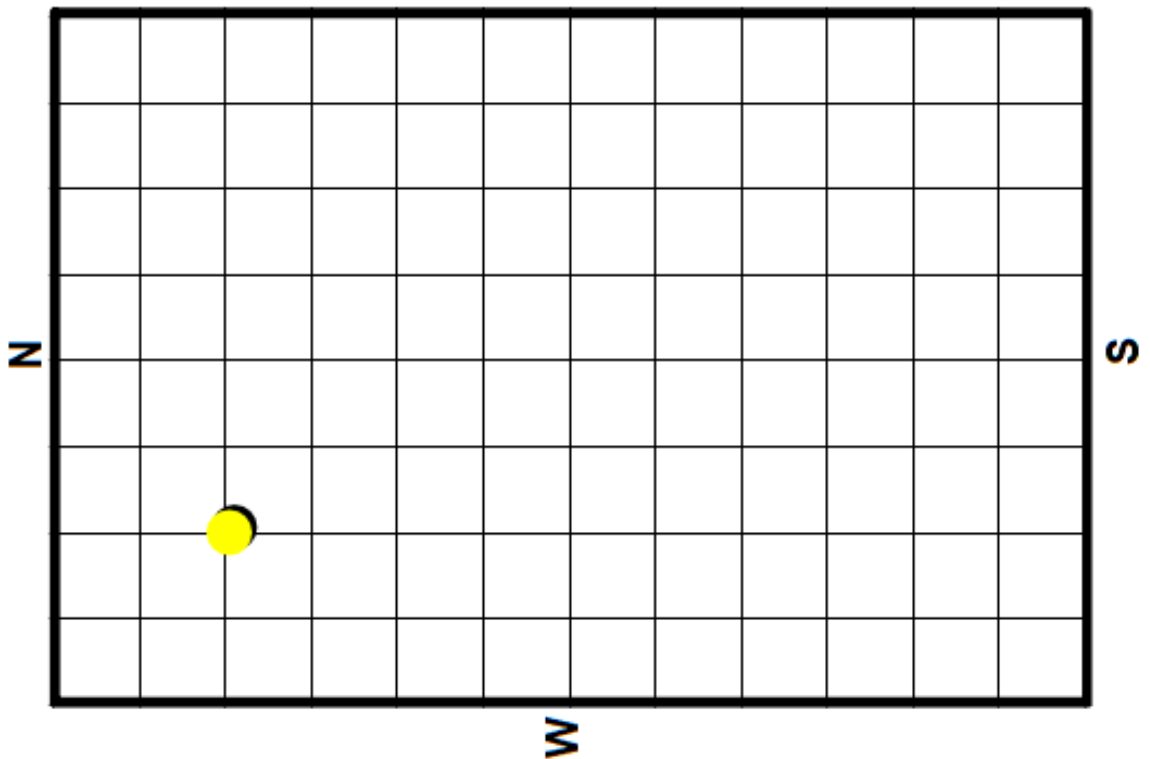


# Lockbox Logic 1.0 – Puzzle set 1

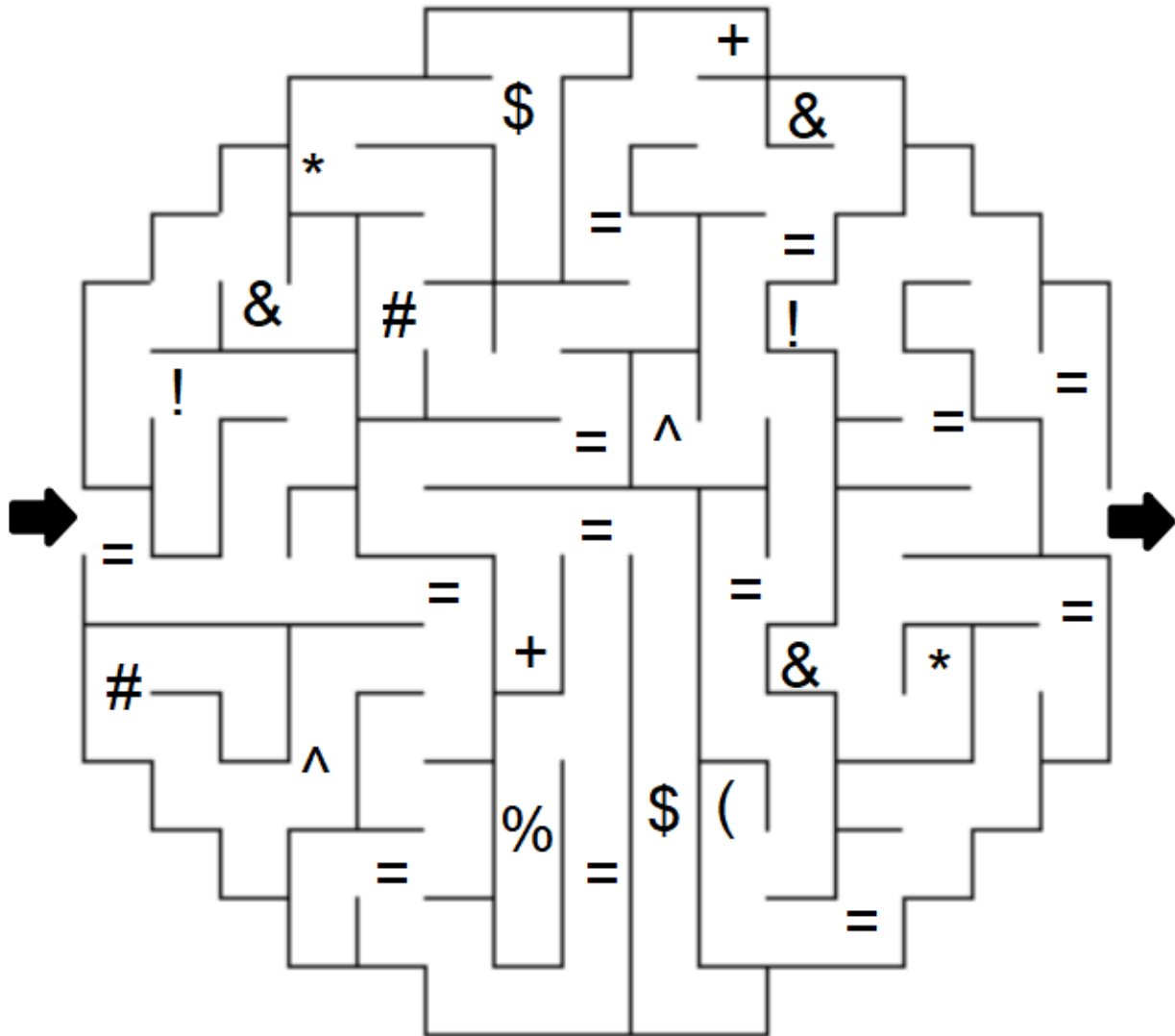


E

4E ↑ 8S



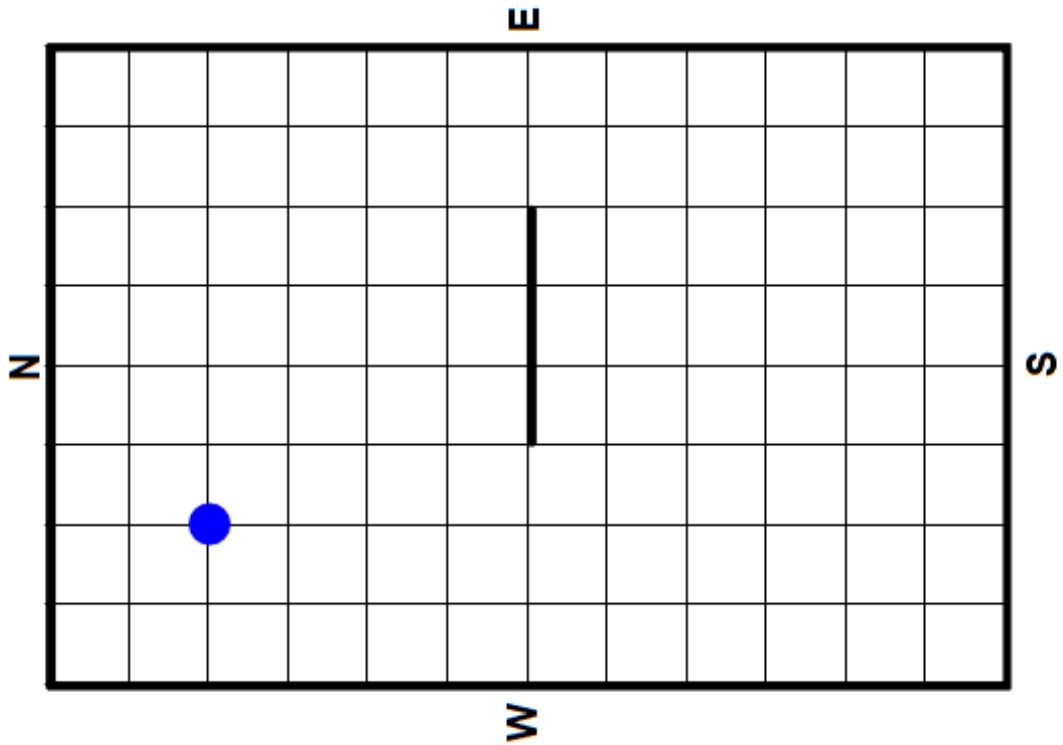
## Lockbox Logic 1.0 - Puzzle set 2



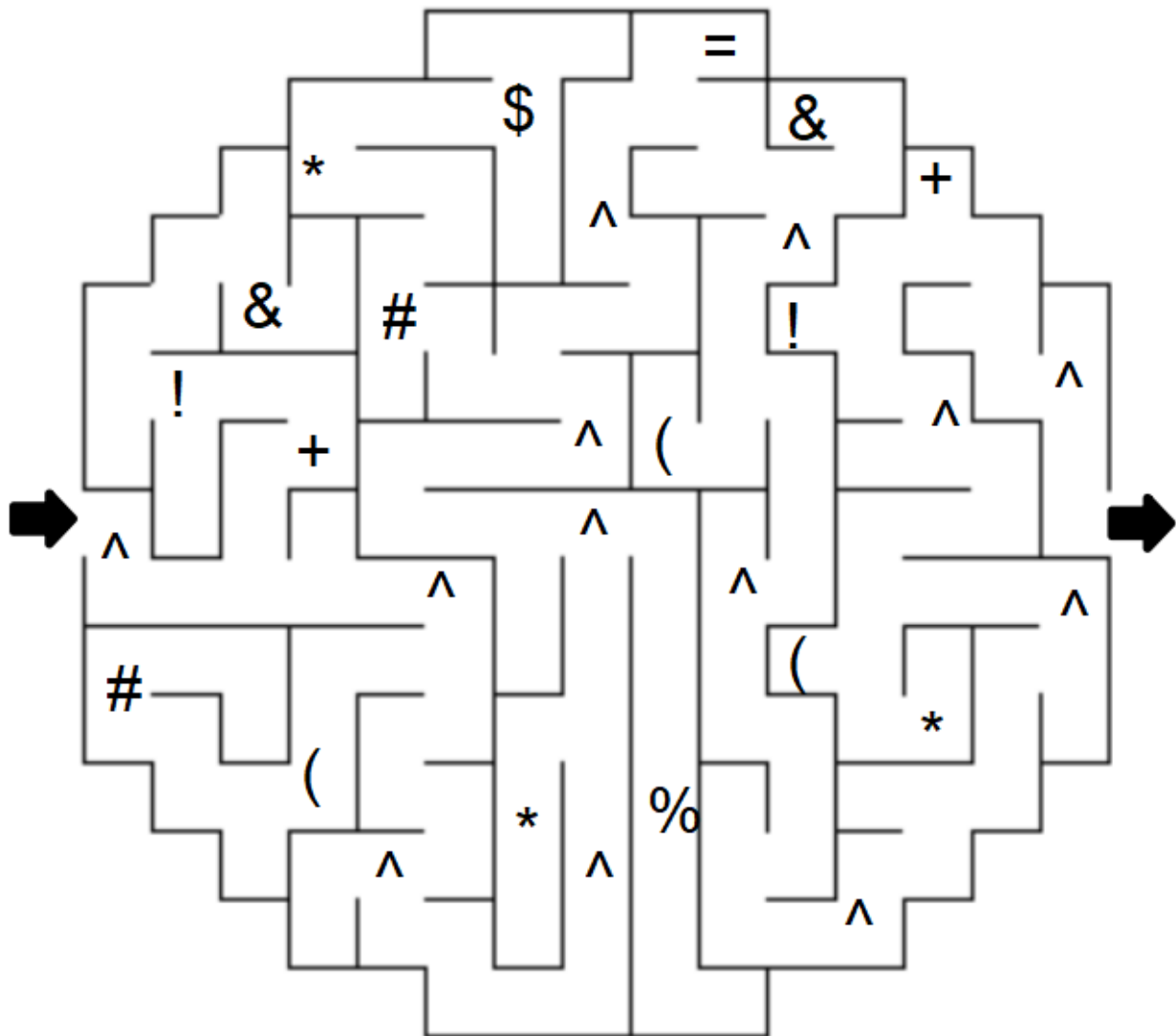
# Lockbox Logic 1.0 - Puzzle set 2

!	#	*	=	&	*	)	&	#	*	%	&
=	+	∧	∧	∧	!	+	∧	∧	+	=	!
*	#	∧	∧	&	%	#	∧	+	∧	∧	#
%	∧	%	!	+	=	∧	+	!	=	+	∧
\$	∧	#	(	*	∧	∧	*	#	(	∧	=
+	&	∧	\$	∧	%	&	+	%	∧	*	\$
!	%	∧	∧	∧	%	=	%	∧	∧	=	&
\$	=	*	#	(	+	&	#	*	+	&	%

4E → 8S → 4W



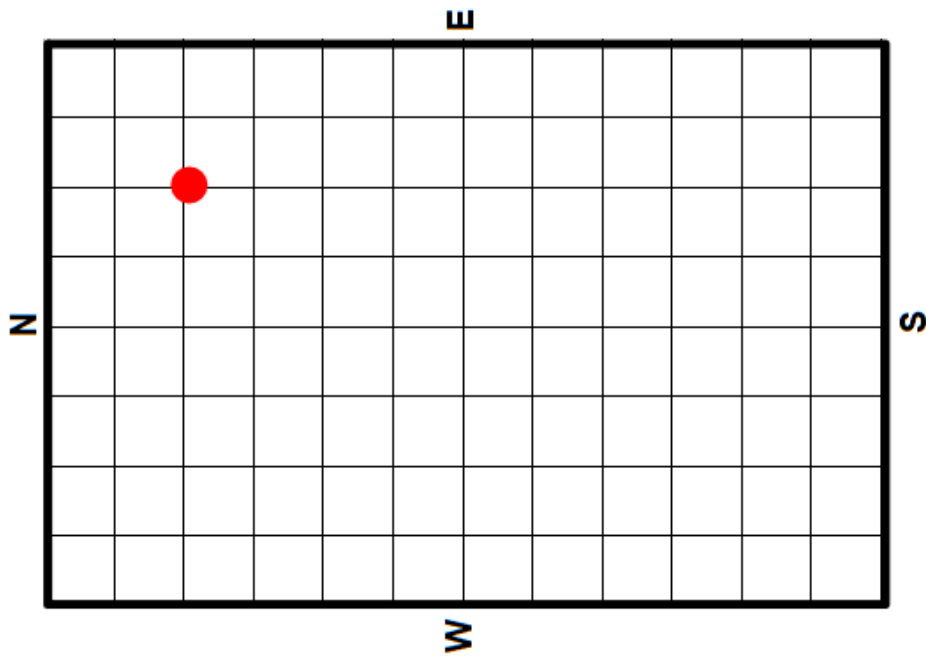
## Lockbox Logic 1.0 - Puzzle set 3



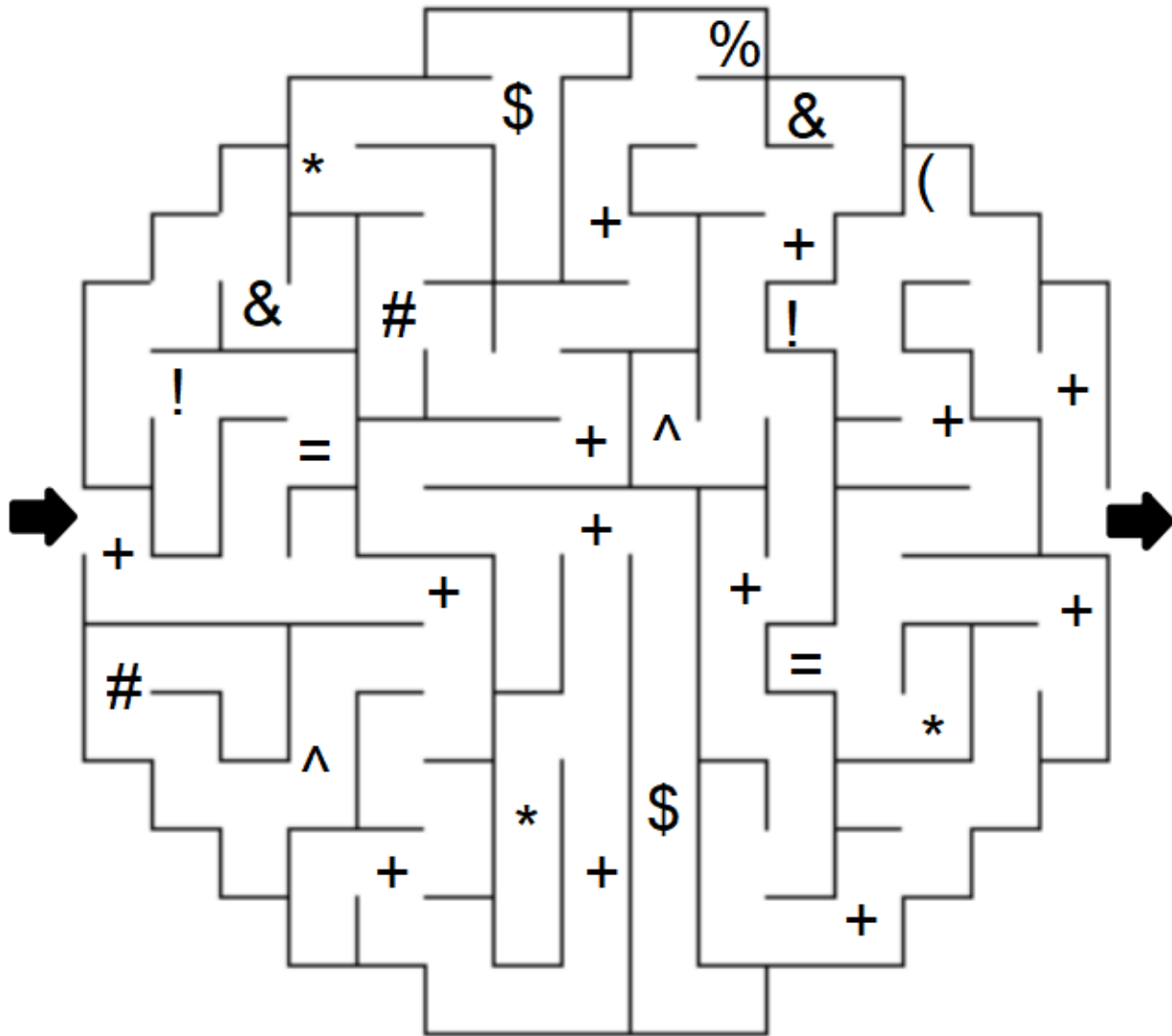
### Lockbox Logic 1.0 - Puzzle set 3

#	%	*	(	∧	&	(	%	∧	&	=	\$
&	\$	*	+	+	\$	=	&	!	=*	∧	%
*!	∧	+	+	&	%	*	#	\$	*#	*&	∧
\$	+	%	*	*	∧	&	=	%	∧	(	\$
=	+	∧	!	=	(	*	!	=	∧	#	#
*#	∧+	+=	\$	%	#	∧	(	*#	&	%	*
\$	+	+	+	+	+	+	+	+	∧	%	*
%	∧	*∧	=	)	#	!	\$	%	*∧	&	=

**4W → 4S → 4E → 4S → 4W**



## Lockbox Logic 1.0 - Puzzle set 4

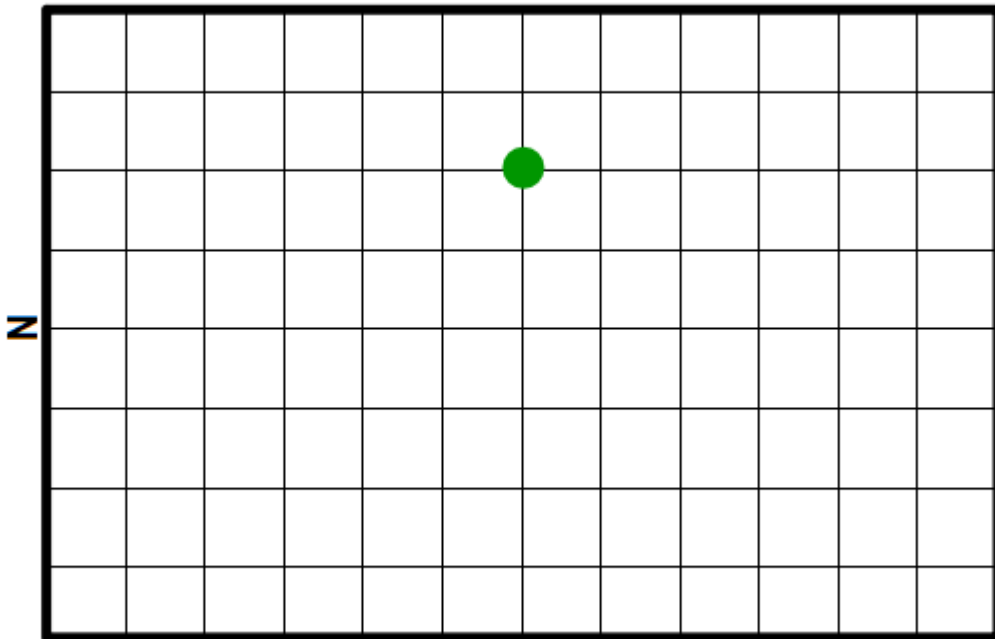


# Lockbox Logic 1.0 - Puzzle set 4

\$	!	#	^	=	\$	+	^	*	!	\$	&		
(	=	*	\$	&	#	=	\$	&	^	*	#		
#	^	+	^	%	%	%	%	%	*	%	%	=	
*	\$	+	!	%	%	%	%	%	%	%	%	^	*
&	(	%	%	%	^	(	*	%	%	%	%	!	
!	^	%	%	%	&	=	#	%	%	%	%	=	
(	+	%	%	%	+	\$	^	%	%	%	%	!	
+	^	#	^	%	%	%	%	%	%	%	%	^	
\$	&	(	*	%	%	%	%	%	!	%	%	+	
+	!	\$	#	^	\$	&	\$	#	*	\$	&		
#	&	=	^	+	#	^	+	=	(	#			

W

4W → 4N → 4E →  
8S → 4W → 4N →



W