

		Number of stars					New rule					Level of risk				
		0	1	2	3	4	Add 1	Add 2	Add 3	Multiply by 2	Multiply by 3	Safe	Unknown	Low	Medium	High
Classroom	Biology lab															
	Computer room															
	Library															
	Math classroom															
	Physics lab															
Level of risk	Safe															
	Unknown															
	Low															
	Medium															
	High															
New rule	Add 1															
	Add 2															
	Add 3															
	Multiply by 2															
	Multiply by 3															

Rules: using the sentences below, fill the grid with exactly one true box per row and column in each square. The first sentences only add some precisions.

1 - The computer room is located next to the physics lab, which is above the biology lab. The math room is in front of the biology room. The library should be easy to find, under the biology lab.

2 - The new rule to apply is the safe room's rule, and it applies to all upcoming games (so not this one) that give a number as the solution and to numbers found in the school (this includes those found in the current room), apply the operation before using them.

3 - The "number of stars" column indicates how many stars you would find if the room is safe. To be clear, you should only visit the safe room, or you'll be trapped (you won't find any star in other rooms)

4 - Rules not clear? Need an example of a completed grid? Visit <https://logic.puzzlebaron.com/index.php>

5 - The safe room has 2 stars and its rule involves a higher number than the math room.

6 - The room with unknown level of risk add a multiplication as the new rule.

7 - The computer room is more dangerous than the library, but also has more stars.

8 - The room with 3 stars adds a rule related to figure 3.

9 - The room with no star has a rule related to figure 2 and a known risk.

10 - The physics lab has 2 more stars than the biology lab.

11 - The room with unknown risk has 3 more stars than the room with low risk.

12 - The library has the "Add 1" rule, the "Multiply by 3" rule is in the high risk room.

13 - The math classroom has a known level of risk.