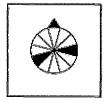
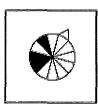
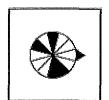
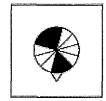
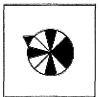
INDUSTRATE SE

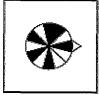




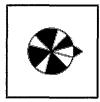






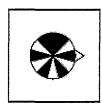


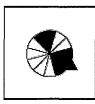
A



В

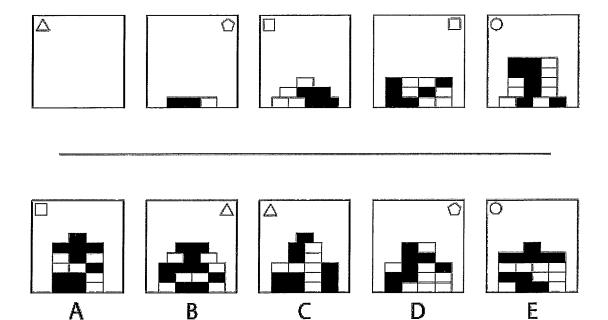






E

- (A) A (B) B (C) C (D) D (E) E
- Rule 1. The triangle moves clockwise 1 place, then 2 places, then 3 place and so on, around the circle.
- Rule 2: The triangle alternates between shaded and unshaded.
- Rule 3. The number of shaded segments in the circle increases by one each time.



- (A) A (B) B
- (c) c
- (D) D
- (E) Ε
- Rule 1: The shape at the top alternates between the top left and top right hand
- Rule 2. The number of edges of the shape indicated how many bricks should be added to the next box
- Rule 3 The number of shaded bricks per box increases by two each time.

- (A) A (B) B (C) C (D) D (E) E

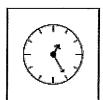
- Rule 1: The total number of edges in each box is equal to ten.
- Rule 2. The last shape in each box is the first shape of the next box.
 Rule 3: The shading moves one place to the right each time and then begins again from the left.

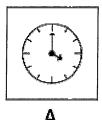




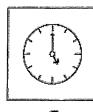




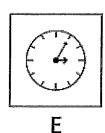




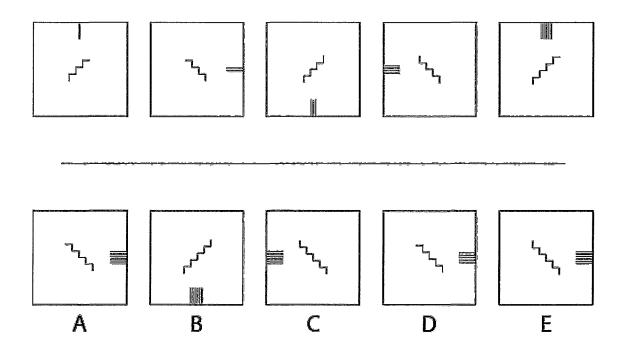






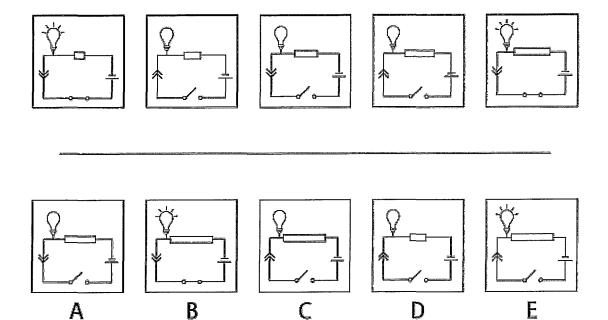


- (A) A (B) B (C) C (D) D (E) E
- Rule 1: The minutes (long) hand rotates 5 hours counterclockwise each time.
- Rule 2 The hour (short) hand rotates 3 places clockwise each time.
- Rule 3: The circle at the centre of the clock alternates between black and white.



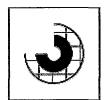
- (A) A (B) B (C) C (D) D (E) E

- Rule 1 The notches move 1 place clockwise around the edge of the box and each time increases by one.
- Rule 2: The centre symbol is mirrored horizontally each time.
- Rule 3 The number of lines in the centre symbol increases by one every two boxes.



- (A) A (B) B
- (C) C
- (D) D (E) E
- Rule 1. When the circuit is complete (the bottom connection is closed) the bulb lights up. When
- the circuit is broken (bottom connection is open) the bulb does not light up. The arrows on the left of the circuit alternate between pointing up and Rule 2:
- The box at the top of the circuit increases in size each time. Rule 3









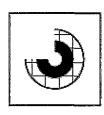






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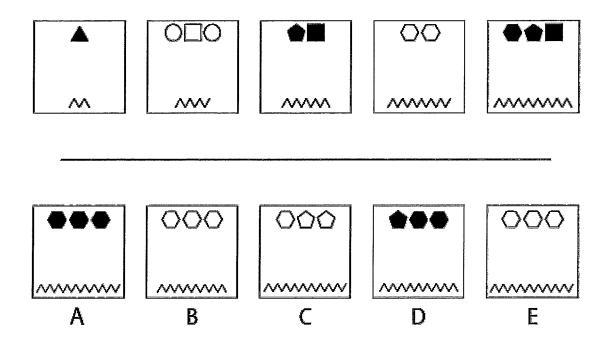
D



E

- What comes next in the sequence? Q7
 - (A) A (B) B

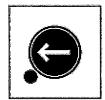
 - (C) C (D) D (E) E
 - Rule 1: The rings alternate between cross hatched and black
 - Rule 2. The missing quarter moves one place counterclockwise each time. Rule 3: Every second box has a star in the missing quarter.



- (A) A (B) B (C) C (D) D (E) E
- The number of diagonal lines at the bottom of the box increases by three Rule 1. each time.
- The total number of edges on the shapes is equal to one less than the total Rule 2 number of lines.
- The shapes alternate between shaded and unshaded. Rule 3:





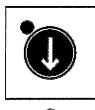






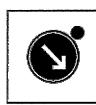






В

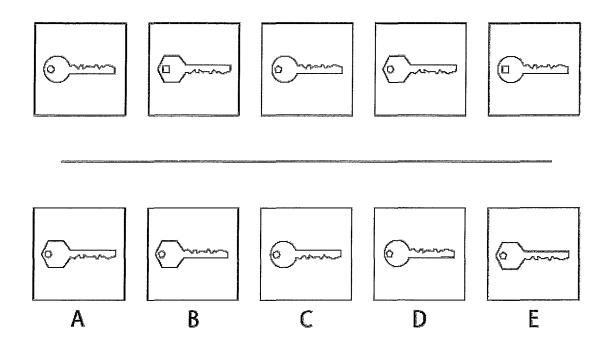




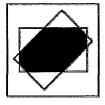


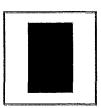
E

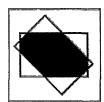
- (A) A (B) B (C) C (D) D (E) E
- Rule 1. The small black circle rotates 90° counterclockwise around the large circle
- Rule 2: The arrow rotates 135° counterclockwise each time.
- Rule 3. The large circle alternates between having a white trim and no trim.

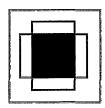


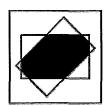
- (A) A (B) B
- (C) C
- (D) D
- (E) E
- Rule 1: The key base alternates between circular and hexagonal.
- Rule 2: The hole in the key is circular, square then hexagonal. The pattern then begins again.
- Rule 3 The key flips horizontally each time.

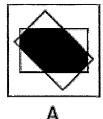


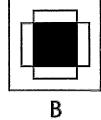


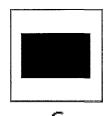


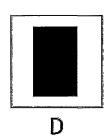


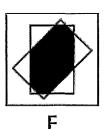




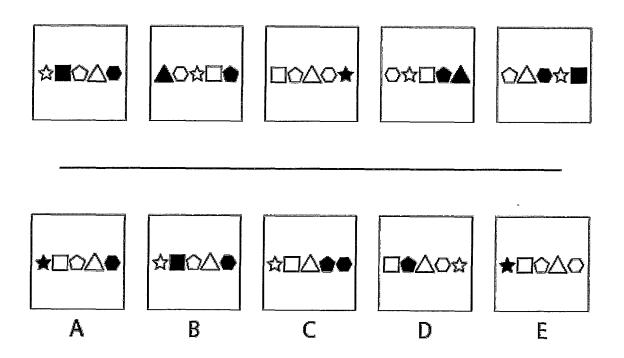




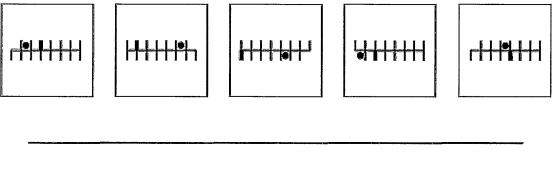


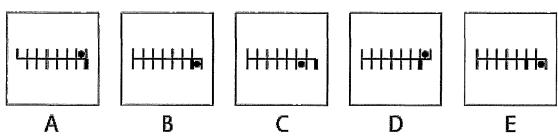


- (A) A (B) B (C) C (D) D (E) E
- One box rotates 45° counterclockwise each time.
- Rule 2. The other box rotates 90° each time
- Rule 3 When both boxes overlap, the overlapping area is shaded.



- (A) A
- (B) B
- (C) C
- (D) D
- (E) E
- Rule 1: Each shape moves two places to the right each time. When they reach the
 - right end of the line, they begin again from the left hand side.
- Rule 2: The final shape in each sequence is always shaded.
- Rule 3: The shading moves one place to the left each time.



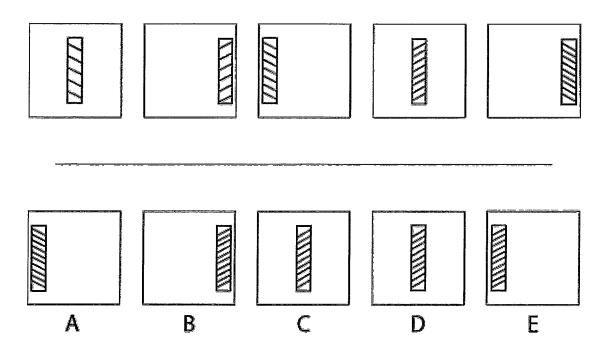


- (A) A
- (B) B
- (C) C
- (D) D
- (E) E

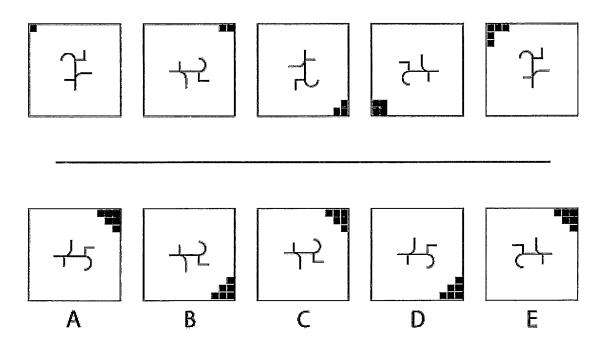
Rule 1 The black circle moves 4 places clockwise each time.

Rule 2: The missing line moves one corner clockwise each time.

Rule 3: The thick line moves two places counterclockwise each time.



- (A) A (B) B (C) C (D) D (E) E
- Rule 1: The symbol moves from left to right. When it reaches the right of the box, it then begins again from the left.
- Rule 2. The number of diagonal lines in the rectangle increases by one each time.
- Rule 3: The orientation of the diagonal lines alternates each time.

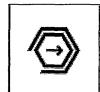


- (A) A (B) B (C) C (D) D (E) E

- The symbol rotates 90° clockwise each time.
- Rule 2⁻ The black boxes move clockwise to the next corner each time. Rule 3. The number of black boxes increases by one each time.





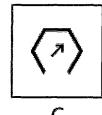


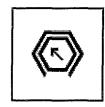


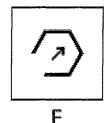








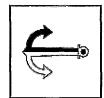


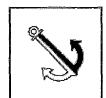


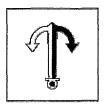
- (A) A
- (B) B
- (C) C
- (D) D
- (E) E
- Rule 1: The arrow rotates 45° counterclockwise each time.
- Rule 2. The missing segment on the outer hexagon moves one place counterclockwise, then two place, then three and so on.
- Rule 3. The inner hexagon alternates between black and white.

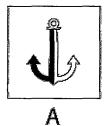


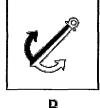


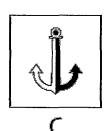


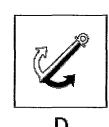


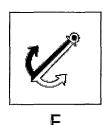






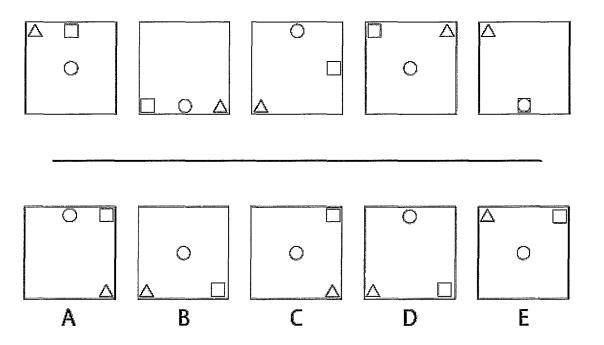




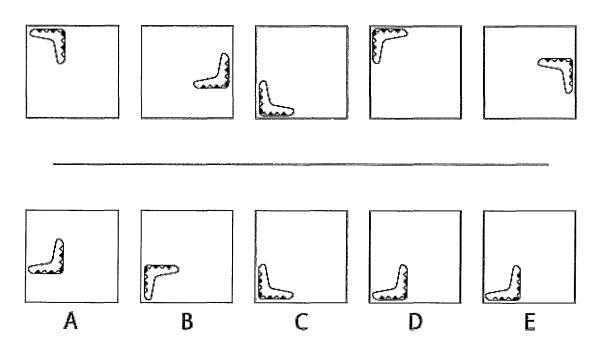


- (A) A (B) B (C) C (D) D (E) E

- Rule 1: The anchor rotates 135° counterclockwise each time.
- Rule 2 The two main shaded halves of the anchor alternate between black and
- Rule 3 The circle at the top of the anchor alternates between black and white.

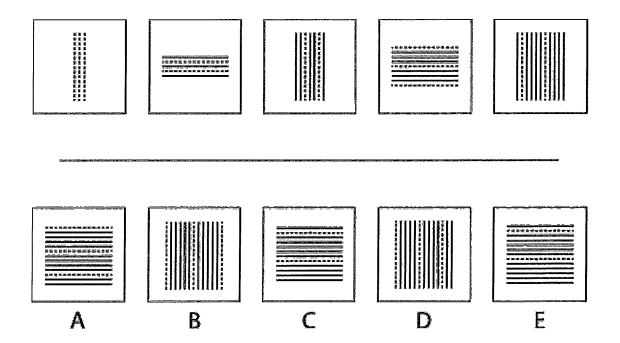


- (A) A
- (B) B
- (C) C
- (D) D
- (E) E
- Rule 1 The triangle moves from top left, to bottom right, to bottom left, to top right and then begins again.
- Rule 2: The square moves 5 places clockwise around the edge of the box(including centre and corner positions).
- Rule 3: The circle moves down one place each time, beginning again at the top of the box.

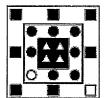


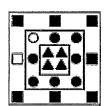
- (A) A (B) B (C) C (D) D
- (E) E
- Rule 1 The boomerang moves from top left, to middle right, to bottom left, then begins again.
- Rule 2
- The boomerang rotates 90° clockwise each time.

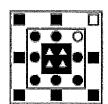
 The triangles on the boomerang alternate between black and white. Rule 3:

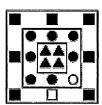


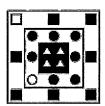
- (A) A
- (B) B
- (C) C
- (D) D
- (E) E
- Rule 1 The lines' orientation alternates between horizontal and vertical.
- Rule 2: The total number of lines increases by two each time.
- Rule 3: Every line is dashed, then every second line is dashed, then every third line is dashed and so on.

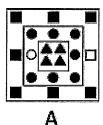


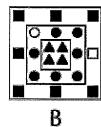


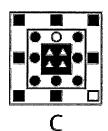


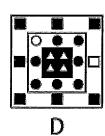


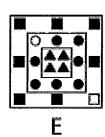




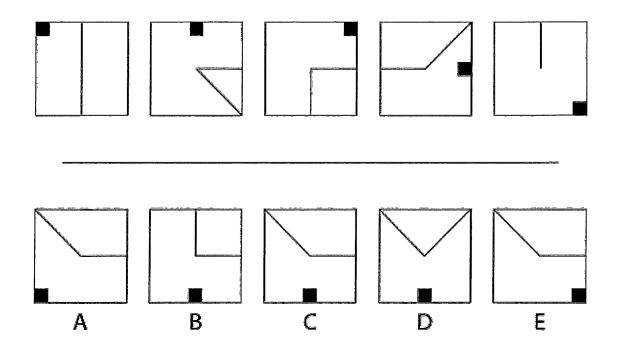






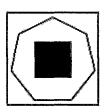


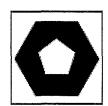
- (A) A
- (B) B (C) C (D) D
- (E) E
- Rule 1: The central square with the triangles alternates between black and white
- Rule 2⁻ The unshaded circle moves two places clockwise each time.
- The unshaded square moves three places clockwise each time. Rule 3⁻



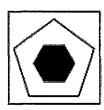
- (A) A (B) B (C) C (D) D (E) E
- One line rotates rotates 90° clockwise each time. Rule 1
- Rule 2⁻ The other line rotates 45° counterclockwise each time.
- Rule 3 The black square moves one place clockwise each time.

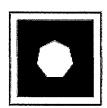






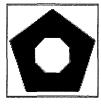
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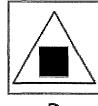








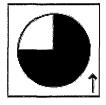


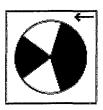


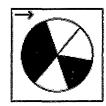


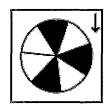
- (A) A (B) B (C) C (D) D (E) E

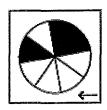
- Rule 1: The number of edges on the outer shape decreases by one each time.
- Rule 2. The number of edges on the inner shape increases by one each time.
- Rule 3. The shapes alternate between black and white.

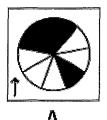


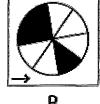


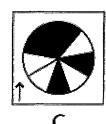


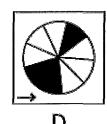


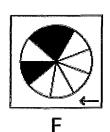






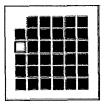


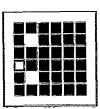


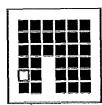


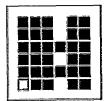
Q24 What comes next in the sequence?

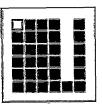
- (A) A (B) B (C) C
- (D) D
- (E) E
- The number of segments in the circle increases by one each time. The arrow points to where the next arrow will be. Rule 1.
- Rule 2:
- Rule 3: There are always 3 segments shaded.

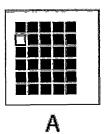


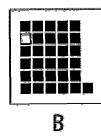


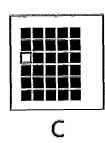


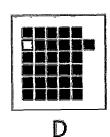


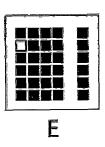






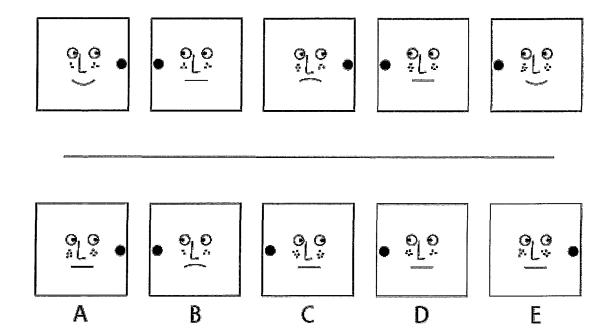






- (A) A

- (B) B (C) C (D) D
- (E) E
- The white square moves down one place each time. When it reaches the Rule 1: bottom, it begins again from the top.
- The first box is missing 1 square, the second box is missing 2 squares, the Rule 2 third box is missing 3 squares and so on
- The column with the missing squares moves one place to the right each Rule 3: tıme.



- (A) A (B) B (C) C (D) D (E) E

Rule 2⁻

- Rule 1: The face goes from happy, to straight, to sad, to straight then happy and
 - begins again. The total number of freckles increases by one each time
- Rule 3: The eyes follow the black circle.



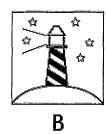










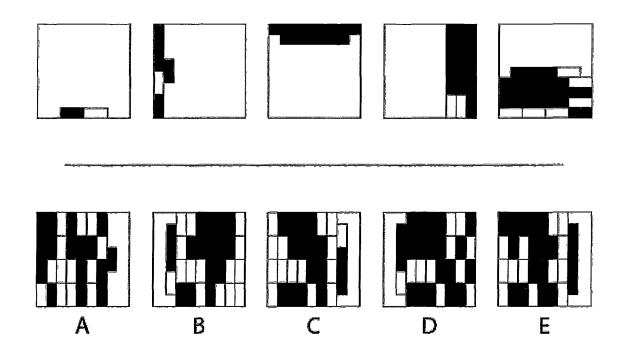








- (A) A (B) B (C) C (D) D (E) E
- Rule 1.
- The stripes on the lighthouse alternate between black and white. The direction of the light coming from the lighthouse alternates between Rule 2 left and right.
- Rule 3 The total number of stars in each box alternates between four and five.

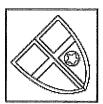


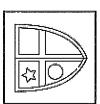
- (A) A (B) B (C) C
- (D) D (E) E

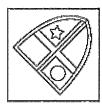
Rule 3:

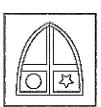
- Rule 1. The box rotates 90° clockwise each time.
- The total number of bricks in a box is the equal to the sum of bricks in the Rule 2⁻ previous two boxes.
 - The number of shaded bricks increases by three each time.

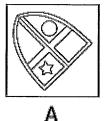


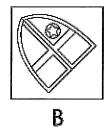


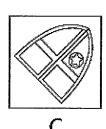


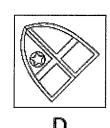


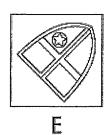




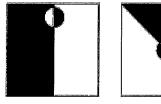




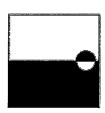


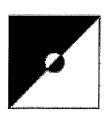


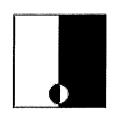
- (A) A (B) B (C) C (D) D (E) E
- Rule 1: The shield rotates 45° counterclockwise each time.
- Rule 2. The star moves two places clockwise each time.
- Rule 3: The circle moves one place clockwise each time.





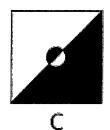


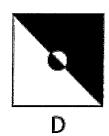


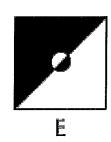












- (A) A (B) B (C) C (D) D
- (E) E
- The dividing line between black and white rotates 45° counterclockwise Rule 1: each time.
- Rule 2: The two halves of the box alternate between black and white.
- The circle moves back and forth along the dividing line, with each half, Rule 3 again, alternating between black and white.