


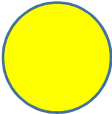


戰艦雷達 Battleships

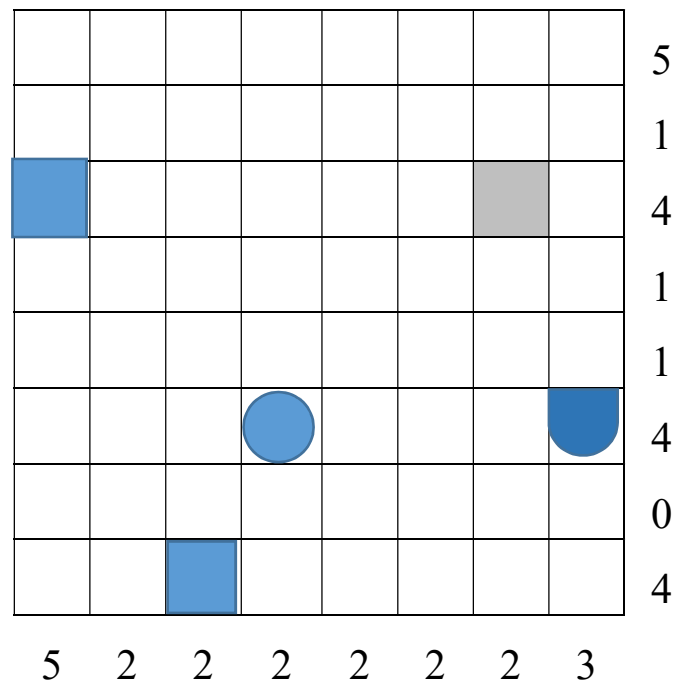
Battleships is a logical puzzle. The objective is to discover where all ships located in the grid.

Rules:

- 1) The numbers beside the grid tell how many ship segments are in each row and column;
- 2) Ships cannot be adjacent to each other horizontally, vertically and in diagonal;
- 3) The number of ships is fixed.

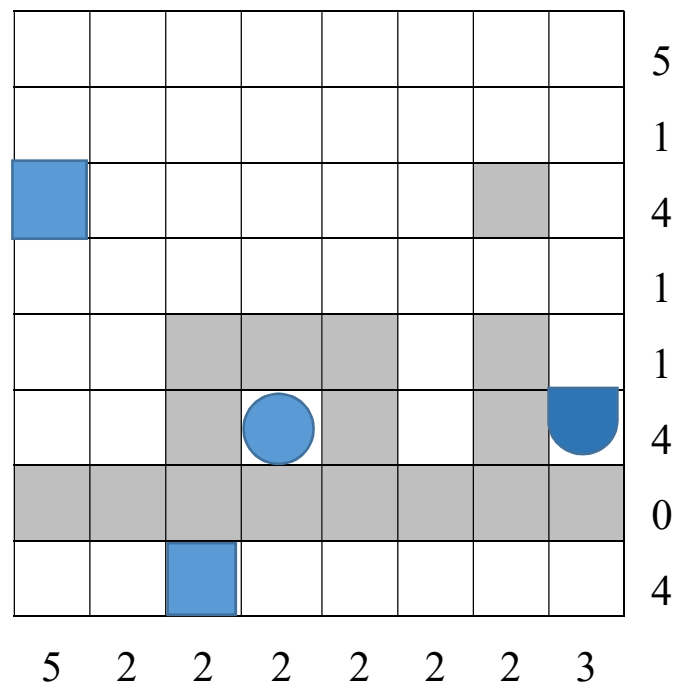
Type	Number of segments	shape	number
Battleship	4		1
Cruiser	3		2
Destroyer	2		3
Dinghy	1		4

Example



Stage 1:

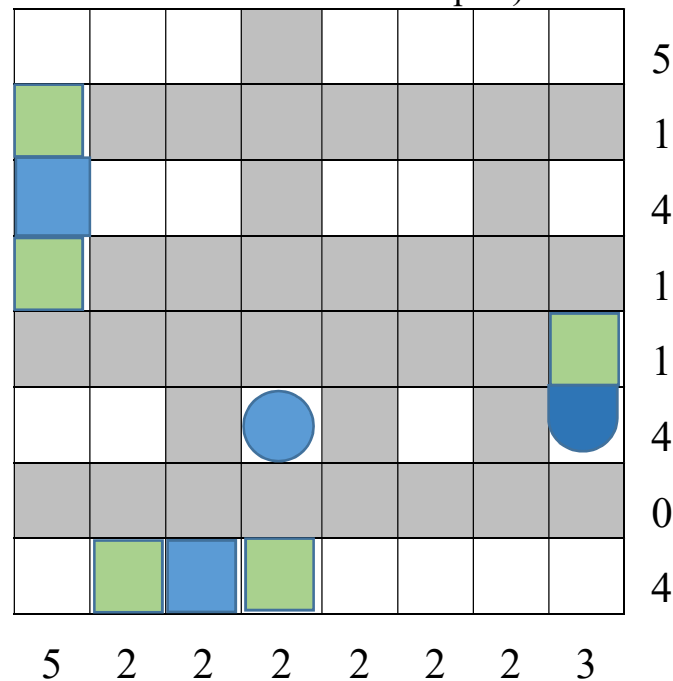
Shade the cells that should not be ship segments. (Become sea)



Stage 2:

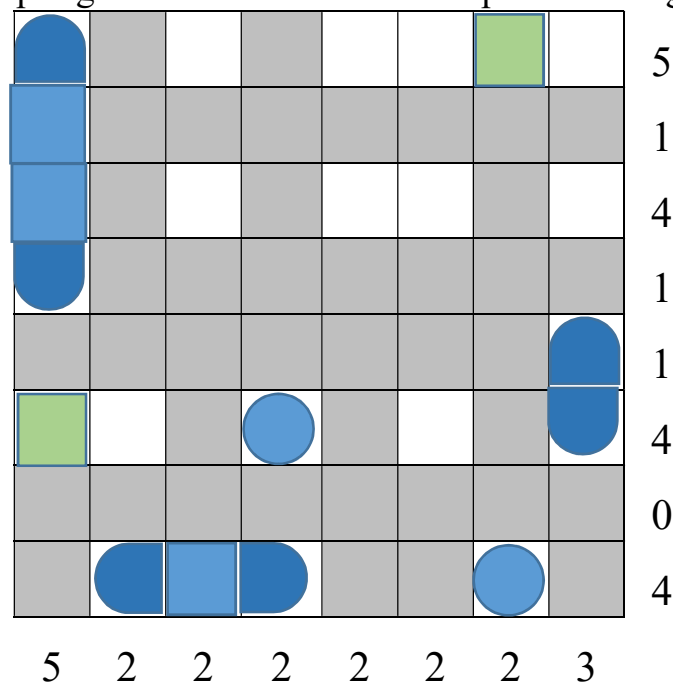
According to the shape of the ships, add ship segments (green) and repeat stage 1.

(Note: Blue ship segments are given in the beginning. Green ship segments are known without confirmed shapes.)



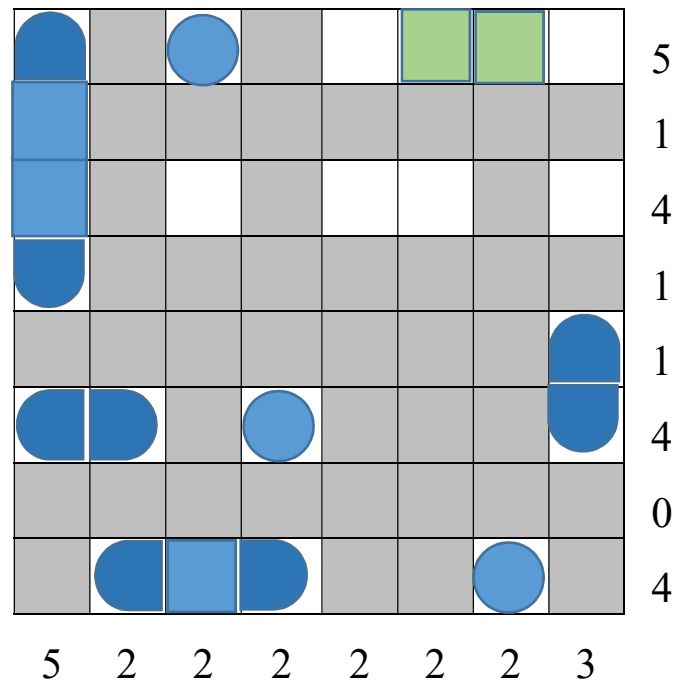
Stage 3:

If the number of white cells is equal to the number beside the grid in any row or column, then all the white cells in that row or column are ship segments. (ship segments with confirmed shapes are changed to blue.)



Stage 4:

Consider we have two cruisers only, there must be a cruiser at the top right corner.



Stage 5:

Consider we have one destroyer left, must be placed in the third row.

