



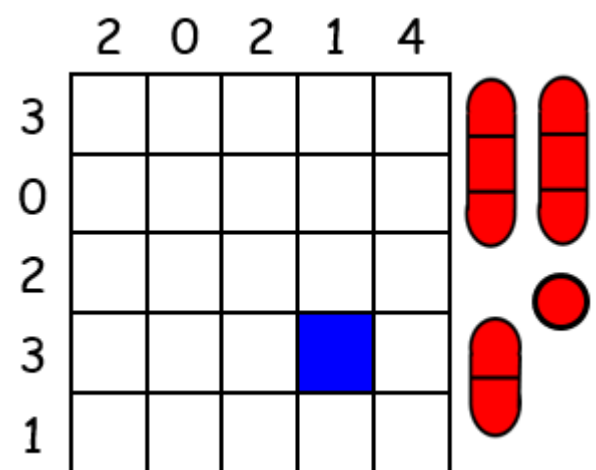
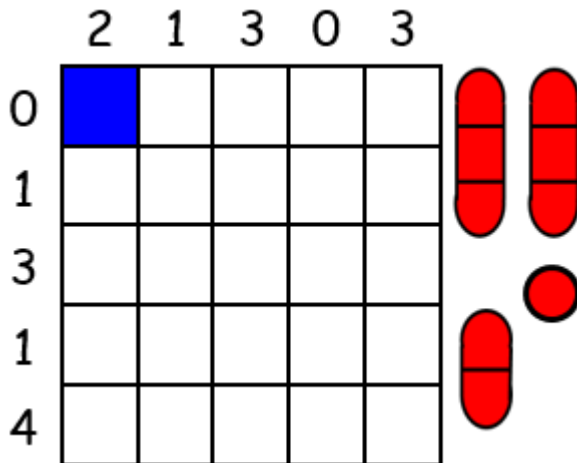
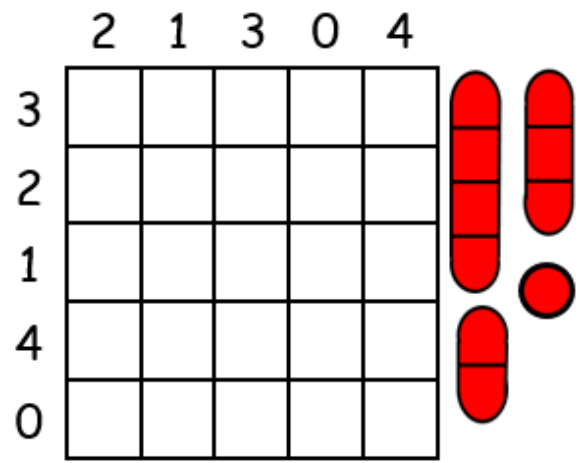
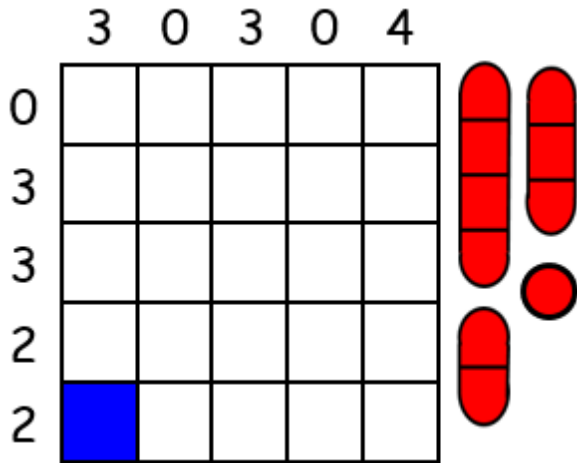
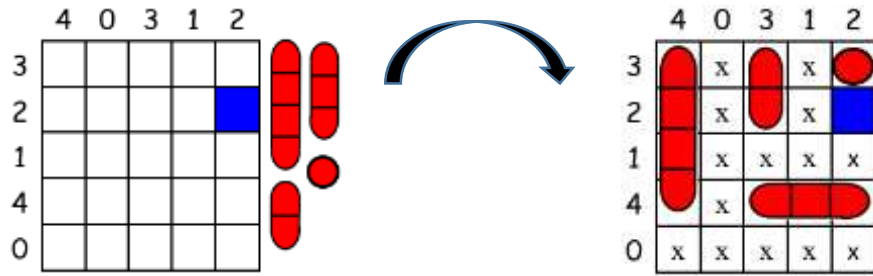
ZEKA OYUNLARI










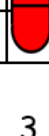
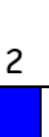
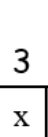
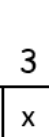
☆ Amiral Battı

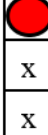


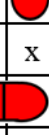


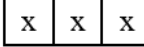
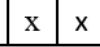

Oyunun Kuralı: 1. Tablonun üst ve solunda yazan rakamlar o satır ve sütuna gelecek gemi parçasını belirtmektedir. Yazan rakamdan fazla gemi parçası o satır ya da sütunda yer alamaz. 2. Gemiler sadece dikey ve yatay olarak yerleştirilebilir. 3. Gemiler birbirine çaprazdan da olsa değmez. 4. Oyun çözüldüğünde kenarda kullanılmamış gemi ve gemi parçası kalmaz. 5. Renklendirilmiş kutuya gemi parçası gelemez. (Oyun çözülürken gemi parçası gelemeyecek yerlere çarpı işareti koyarsak işimiz kolaylaşır.)









ÖRNEK OYUN

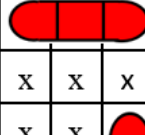




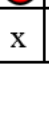
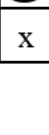




CEVAPLAR

	3	0	3	0	4
0	x	x	x	x	x
3		x		x	
3		x		x	
2		x	x	x	
2		x		x	

	2	1	3	0	4
3		x		x	
2	x	x		x	
1	x	x	x	x	
4			x		
0	x	x	x	x	x

	2	1	3	0	3
0		x	x	x	x
1	x	x		x	x
3		x		x	
1	x	x	x	x	
4				x	

	2	0	2	1	4
3	x	x			
0	x	x	x	x	x
2		x	x	x	
3		x			
1	x	x	x	x	