

Cid's Airship (solution)

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The Battleship puzzle can be solved using the following logical approach satisfying the standard rules and observed quirks. The grid has been notated like a chessboard with a-j for the columns and 1-10 for the rows, while the ships are referenced as **A-J** in the given order:

- 1) First consider Col b which has 10 ship parts –
 This is the entry point as the total number of required ship parts is large and same as the number of available cells, hence is very constraining. So, submarine **H** and the front half of ship **F** could likely be found here as they can help to increment the total number of ship parts beyond the cells available. The adjacent Col c also has 3 ship parts, which likely requires the use of ships **C** and **D** as they can circumvent the usual constraint of the standard Battleship puzzle rule against ships being adjacent.
 - a. Not possible to satisfy with 3 or more water cells.
 - b. With 1 water cell, this can only be satisfied with **A**, **C**, **D** and **H**. But this means that Col c cannot be satisfied, so is not possible.
 - c. So, there are 2 water cells, and there are only 10 possible ship placement combinations that could satisfy the required 10 ship parts for Col b, but only 1 of these can also satisfy the required 3 ship parts for Col c. And that is using **A**, **C**, front half of **F** and **H** in Col b, and with the back half of **F** and **D** in Col c.
- 2) Next consider that only Rows 1 and 2 are adjacent rows that are not satisfied yet, so **D** must be in c1-c2 and **C** must be in b1-b3. So, b4 is a water cell and **F** must be in b5-c5 while **A** must be in b7-b10. Therefore, **H** can only be in b1, b2 or b8.
- 3) Col d can only be satisfied by a ship part in d8.
- 4) **B** must be in either Rows 2 or 8, which are the remaining unsatisfied rows that can fit the ship.
 - a. If **B** is in Row 8, then it must be in d8-f8. This makes Rows 1 and 2 impossible to satisfy, so **B** must be in Row 2.
- 5) Therefore, **H** can only be in b1 or b8.
 - a. If **H** is in b8, then **E** must be in Row 1 to satisfy that row (since **B** in Row 2 rules out two smaller ships fitting in Row 1). Since **J** can only be in j6 or j8 now, that leaves no placements for **I**, so **H** must be in b1 instead.
- 6) So, **E** must be in Row 8. This leaves **I** to be either in j1, j6 or j8. But if **I** is in j6 or j8, then there still will not be enough room to place ships to satisfy both Rows 6 and 8. Therefore, **I** is in j1, and **B** is in e2-g2.
- 7) This means **G** is in d8, **E** is in h8-i8, and **J** is in j6.

Having placed all the ships, the next step is to identify the ships for extraction purposes. The descriptions of the ships in the log reference those from the manga series [One Piece](#), which is hinted in the flavortext by the phrase “a piece of map”. The table on the following page summarizes the referenced ships:

Description	One Piece ship
This large, light-colored ship has an equine-shaped figurehead	SLEEPING WHITE HORSE OF THE FOREST
This ship resembles a fortress, with a figurehead shaped like a chess rook fitted with dual cannons	NOSTRA CASTELLO
This lone generic military cruiser has the standard design and paint job	MARINE SHIP
This brigantine has a figurehead of a lion with a stylized mane, whose mouth opens to reveal a cannon	THOUSAND SUNNY
This sinister ship has black sails, depicting three skulls and crossbones	SABER OF XEBEC
This pink ship is adorned with hearts, and has a figurehead in the shape of a waterfowl at its bow	MISS LOVE DUCK
This light-brown caravel has a sheep figurehead and a life of its own	GOING MERRY
This stealthy yellow submarine has a green underside lined with torpedo cannons	POLAR TANG
This small black boat resembles a coffin, with candles lit on the edges	HITSUGIBUNE
This yellow half-crescent raft has a small sail and two paddle-wheels at its sides	STRIKER

Indexing the number in each cell with a ship part into the corresponding ship's name extracts a letter, and these can be read in grid order to give the thematic clue phrase TWO-MASTED VESSEL (EIGHT). Note that there is one cell with both a part of the Marine Ship and Polar Tang, and one letter should be extracted from each name using the same index, with the letter of the surface Marine Ship used first (since Cid was observing and putting together the log from his airship). Solving the clue phrase yields the answer for this puzzle **SCHOONER**.

Constructor's notes:

This puzzle pays tribute to the Final Fantasy series with references to the recurring character Cid and a recurring mode of transport which is the airship. Thematically, this fit with this particular puzzle answer, and I then worked in the One Piece ship design references, which are also aligned. However, it was intentional that the puzzle did not use too much details or require in-depth knowledge of One Piece, to ensure that solvers less familiar with the manga could still solve this logic puzzle easily. The challenge was in finding an interesting extraction method for a Battleship puzzle, which mostly use a separate letter grid mapping that I wanted to differentiate from. The approach here was to use of the names of the One Piece ships for extraction, while also giving different ships unique placement constraints, to make this a variety Battleship puzzle.