

How to play Towers

Rules:

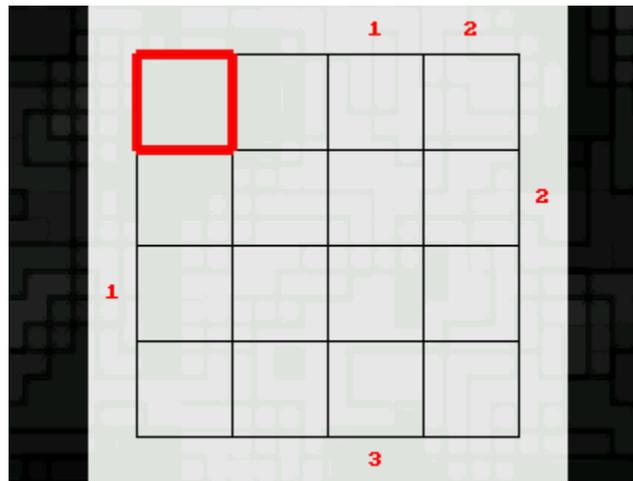
The game board represents a city grid with buildings of various heights in each cell represented only by the height.

Each board is a square dimension such as 4 by 4 or 6 by 6; some N by N. And each row and column will have all the numbers from 1 through N in each of the cells. So if you are playing a 4 by 4; then each row will contain the values 1, 2, 3, and 4 and likewise with each column.

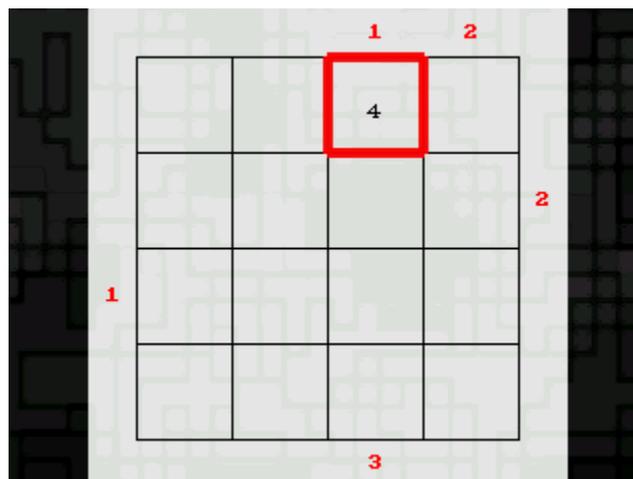
There are a variety of numbers around the board; some levels have numbers on just some of the sides of the board and not on all four sides. These numbers represent the number of visible buildings that can be spotted while looking into the board from that position. This is the most tricky concept so this is further explained while solving an example level.

If one building has a height larger than the one that is behind it then the smaller one will not be seen when seen when looking first at the larger. And likewise if a building of a smaller height is seen first then both buildings are visible.

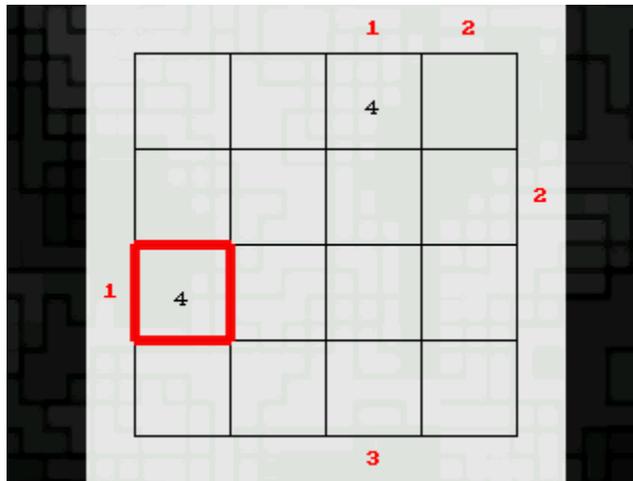
Example Game:



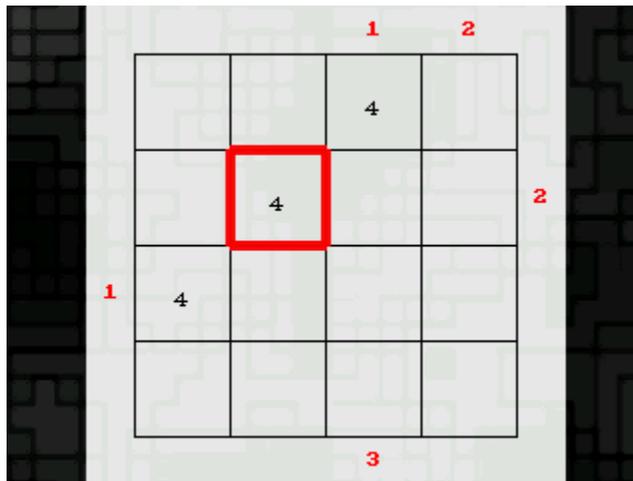
The first move can often be a difficult decision. For this level looking at the indicators with the value '1' means only 1 building can be spotted from that direction. That means the tallest building is immediately spotted. Had another building of a smaller size been the first building then in the remaining cells of the row column would have to be a larger size and thus you'd be able to make out more than 1 building.



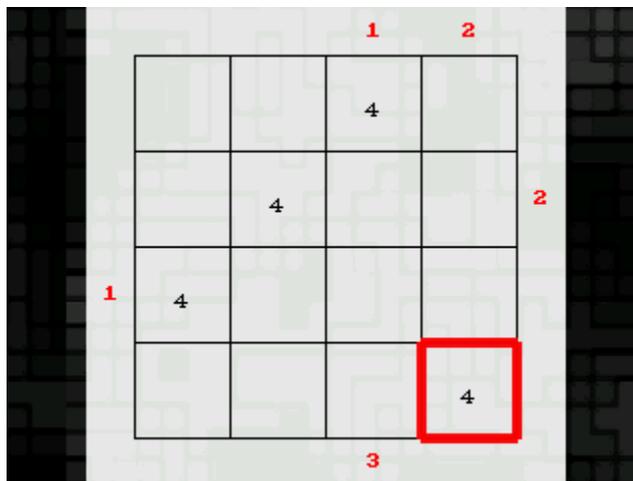
There is yet another space with the indicator of value '1' and the same thinking applies.



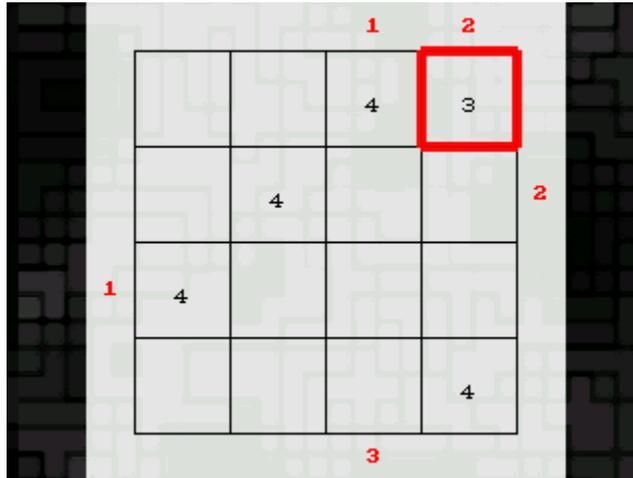
Now that those values are supplied look at the '2' indicator on the right. Two buildings can be made out. And so the tallest cannot be right in-front of the indicator because if so you wouldn't be able to make out any other buildings. So you'll see one building and the tallest building. That tallest building also cannot be in the first or third column in that row because there already is a '4' in those columns. So the value is in the second column.



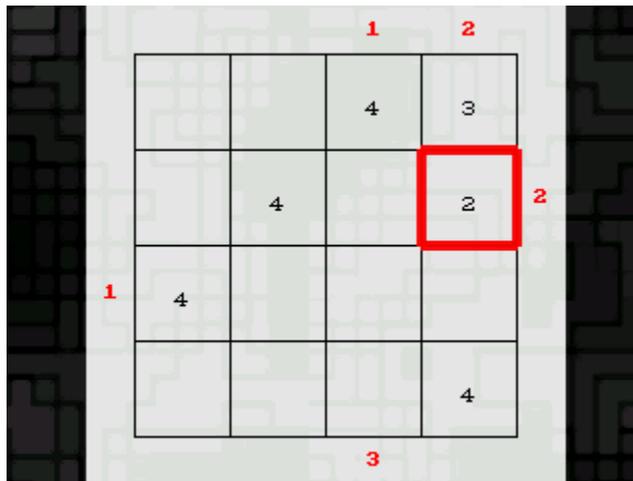
Since for each value must exist in each row and each column the last remaining value '4' can only be in one spot.



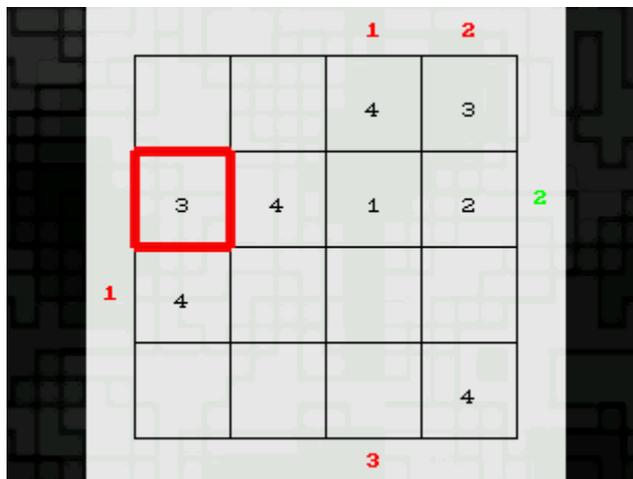
At this point look at the indicator on the top with the value '2'. Because the building of value '4' is the last cell from that viewpoint all that can be seen is the building '3' and the building '4'. The building of value '3' must be the first building.



Now look at the indicator on the right with the value '2'. Since the value '4' is not the last cell seen from that viewpoint it is possible that the value '3' is behind the building of value '4'. Also since there now already is a '3' in the right-most column on that row then some other value is the first seen value which is the value '2'.



With that right indicator of value '2' already seeing two buildings then the other values of lesser values must be behind these buildings. First the '1' value behind the '2' and the '3' value behind the '4'.



In the right-most column needs the '1' value so add that.

		4	3	1 2
3	4	1	2	2
4			1	1
			4	3

Look at the bottom indicator with the value '3'. In the column the only remaining values are '2' and '3' and there is only one way to put them in the two remaining cells such that correct number of buildings are visible. You'd see the '2', the '3', you wouldn't see the '1' but would see the '4'.

		4	3	1 2
3	4	1	2	2
4		3	1	1
		2	4	3

In the third row there is only one cell without a value of which the value is the only one remaining for that row which is a '2'.

		4	3	1 2
3	4	1	2	2
4	2	3	1	1
		2	4	3

To finish up is easy. In the second column needs a '3' and the '3' cannot be on the top row because there already is a '3' in that row. So it is on the bottom row.

		4	3	1	2
3	4	1	2		2
4	2	3	1		
	3	2	4		3

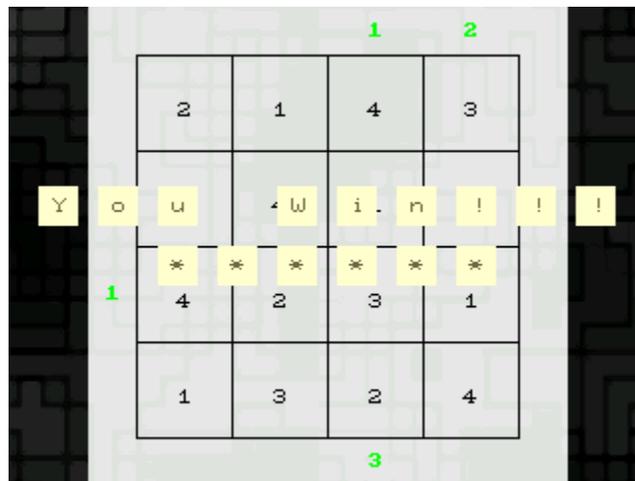
On the bottom row needs a value of '1' for the remaining cell in that row.

		4	3	1	2
3	4	1	2		2
4	2	3	1		
1	3	2	4		3

That column needs a '2' which is the remaining cell for that column.

2		4	3	1	2
3	4	1	2		2
4	2	3	1		
1	3	2	4		3

And lastly supply the remaining value for the last cell; the value '1'.



And that is it! You win!

Though to solve each level will take some clever thinking. The steps to beat this level can help you as you beat levels; but along the way you'll learn how to get better.

Have fun!