BLOCKADE

1. Judd played the game of BLOCKADE shown below. After five guesses, he knew the intersection at which the criminals were hiding. Follow his guesses and clues to find that intersection.

GUESS NO.	PLAYER'S GUESS		COMPUTER'S CLUE	CRIMINALS DROVE	
	COL.	ROW	OLUL	DROVE	
1	5	5	Go southwest.	south	
2	2	2	Go southwest.	north	
3	1	5	Go southwest.	south	
4	0	3	Go south.	east	
5	5	1	Go northwest.	west	

At which intersection are the criminals hiding?

Column Row

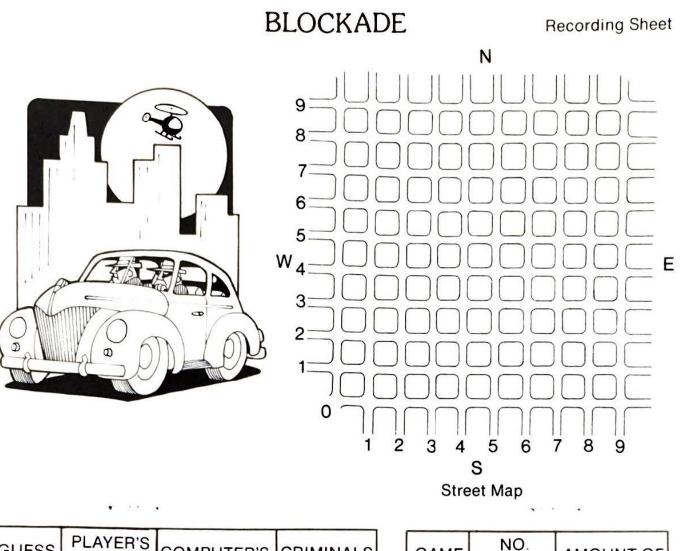
2. Molly also played an interesting game of BLOCKADE. After some of her guesses, she knew the exact intersection at which the criminals had been before they drove away. After each guess, she knew the number of intersections at which the criminals could possibly be, based on the known information. Follow her guesses and clues to complete the missing information below.

GUESS NO.	S PLAYER'S GUESS COL. ROW		COMPUTER'S CLUE	LOCATION BEFORE DRIVING AWAY	CRIMINALS DROVE	NO. REMAINING POSSIBLE INTERSECTIONS
1	5	5	Go northeast.		west	36
2	3	7	Go west.		south	
3	1	3	Go east.		north	
4	2	6	Go north.		west	
5	1	8	Go southwest.		south	
6	0	3	Go south.		south	
7	0	1	Go south.		east	
8	5	0	Go east.		north	
9	8	6	Go east.		south	4
10	9	3	Go north.		west	
11	5	4	Go west.		west	
12	2	4	Go west.		north	
13	0	6	Go southeast.		east	
14	3	5	Go west.		west	
15	1	5	Go west.		south	

At which intersection are the criminals hiding?

Column I

Row



GUESS NO.	GU	ESS ROW	CLUE	CRIMINALS DROVE	GAME NO.	NO. GUESSES USED	AMOUNT OF REWARD
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