PENTOMINO BATTLE FOR SOPHIE

The pentominos:

Lump  Flash  ‘L’
Flash  Zigzag  ‘S’  Pistol
‘U’  Charles XII  ‘T’
Cross  ‘V’
Stick

The aim of the battle:

Find the four empty positions on your opponent’s board. Four shots in each round. For your shots in the third round, place the number 3 at the four positions of the shots, and the number 3 in your four hits. Draw (parts of) your opponent’s configuration when determined by your shots.

Your configuration:

```
8  7  6  5  4  3  2  1
```

Your shots:

```
8  7  6  5  4  3  2  1
```

Your hits:

```
```

Anders Thorup
PENTOMINO BATTLE FOR SOPHIE

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Your configuration:

- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1

Your shots:

- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1

Your hits:

Anders Thorup
PENTOMINO BATTLE FOR SOPHIE

The pentominos:

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Charles XII  Zigzag  ‘S’  Pistol
‘U’  Cross  ‘T’
‘V’  Stick

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Your configuration:

Your shots:

Your hits:

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The pentominos:

Your configuration:

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<tr>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
<td>f</td>
<td>g</td>
<td>h</td>
</tr>
</tbody>
</table>

Your shots:

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Your hits:

Anders Thorup
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Your configuration:

```
8 8
7 7
6 6
5 5
4 4
3 3
2 2
1 1
```

Your shots:

```
8 8
7 7
6 6
5 5
4 4
3 3
2 2
1 1
```

Your hits:

```
[][]
```
PENTOMINO BATTLE FOR SOPHIE

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Your configuration:

Your shots:

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Anders Thorup