

Game 20 – Tropical Storms

At a weather station, seven tropical storms—Q, R, S, T, U, V and W—are ranked according to intensity. There are no ties. The ranking of the storms is subject to the following restrictions:

U is not as intense as V.

V is ranked immediately above S.

There are exactly two storms ranked in between Q and W, regardless of whether Q comes before W or W comes before Q.

1. If W is ranked as the second most intense storm, which one of the following must be the third most intense storm?

A. U
B. V
C. T
D. S
E. R

2. If Q is ranked sixth, V could be ranked

A. second
B. third
C. fourth
D. fifth
E. seventh

3. What is the maximum number of storms which can be ranked between R and U?

A. 1
B. 2
C. 3
D. 4
E. 5

4. U CANNOT be ranked

A. second
B. third
C. fourth
D. fifth
E. sixth

5. If T is ranked first, what is the lowest that V can be ranked?

A. third
B. fourth
C. fifth
D. sixth
E. seventh

6. The ranking of S can be determined if it is known that W is ranked

A. first
B. third
C. fourth
D. fifth
E. sixth

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1. B
2. C
3. E
4. A
5. B
6. D

For Question 1, if W is second, Q is fifth, and the block of V and S must go in third and fourth since it can't go in sixth and seventh because of rule 1. On Question 2, you can place W in third, which means the V and S block has only two places it can go. This limits V to spots 1 and 3.

The third question is E—five storms. Questions like these are a lot easier than they look—just try the largest number and if it doesn't work, you'll know the reason why and be able to go from there. Four is likewise solvable in this way—because U must be preceded by V which is directly next to S, U cannot be second.

On Question 5, while V has only S and U necessarily behind it, you can't put V in fifth because there is no room for the Q or W, since T is first. V and S must be moved one to the left to make room for a Q or W. Question 6 utilizes the same deduction as earlier—W in fifth puts Q in second—and S in fourth, since VS cannot be the last two based on rule 1.

This is a good example of a game with "blocks" such as the Q and W rule which must fit in. Visualize picking up that block and manipulating it in your head. The other elements must make way for the block. Generally, when an order game has a large block clue like this, most of the answers require a deduction based on the block clue.