

Step 1: We can start by crossing out any spaces adjacent to British tents. We can also place two soldiers adjacent to the cannon in the top right, and cross out any spaces those soldiers can see.

T	G		O		M			
J	Q	E	Y	K	W	U		Q
T	F	S	Y	D	G		E	O
	T	E	Z	M	O	E	U	K
	N			K	F			Y
A	C				F	Y	F	
T	I	E	K	O	Y	O	X	V
R		I	F	O	A		A	R
O	U	A	E	I	I	E		O

T	G		O		M			
J	Q	E	Y	K	W	U		Q
T	F	S	Y	D	G			O
	T	E	Z	M	O	E	U	K
	N			K	F			Y
A	C				F	Y	F	
T	I	E	K	O	Y	O	X	V
R		I	F	O	A		A	R
O	U	A	E	I	I	E		O

Step 2: We can place a soldier adjacent to the tent in the top right, and cross out any spaces it can see. Since the tent in the top row must have a soldier adjacent to it, we can cross out the Q in the second row. Since the cannon in the fifth row must have two soldiers adjacent to it, we can cross out the spaces diagonally to the left.

T	G		O		M			
J	Q	E	Y	K	W	U		Q
T	F	S	Y	D	G			O
	T	E	Z	M	O		U	K
	N			K	F			Y
A	C				F	Y	F	
T	I	E	K	O	Y	O	X	V
R		I	F	O	A		A	R
O	U	A	E	I	I	E		O

Step 3: If we were to put a soldier on the "F" and the "Y" adjacent to the cannon in the fifth row, the tent in the bottom row would need to have two soldiers adjacent to it (because of the cannon diagonally above it). As a result, we can put a soldier in the "E" above the cannon, and cross out all spaces it can see.

Step 4: Since the tent in row 5 only has one available spot, we can put a soldier there and cross out all spaces it can see. This also reveals that the tent directly below it must have its soldier on the "E" spot directly below it. We can add it and cross out all spaces it can see.

T	X ^G		X ^O		X ^M			
J	X ^Q	E	Y	X ^K	X ^W	X ^U		X ^Q
X ^T	X ^F	S	Y	D	X ^G			X ^O
	X ^T	X ^E	X ^Z	X ^M	X ^O		X ^U	X ^K
				K	X ^F			X ^Y
A	X ^C				X ^F	Y	X ^F	
X ^T	X ^I		X ^K	X ^O	X ^Y	X ^O	X ^X	X ^V
X ^R		X ^I	F	O	A		A	R
O	X ^U	X ^A	E	I	I	E		O

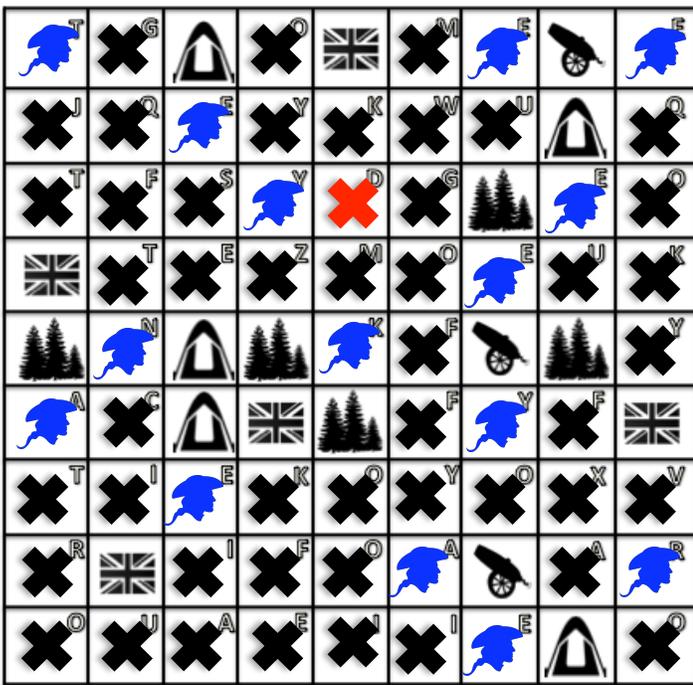
Step 6: We can place soldiers directly below the tent in the top row and directly below the cannon in the fifth row, and cross out any spaces they can see.

	T	X ^G		X ^O		X ^M			
	J	X ^Q	E	Y	X ^K	W	X ^U		X ^Q
X ^T	X ^F	S	Y	D	G			X ^O	
	X ^T	X ^E	X ^Z	X ^M	X ^O		X ^U	X ^K	
				K	F			X ^Y	
A	X ^C				X ^F	Y	X ^F		
X ^T	X ^I		X ^K	X ^O	X ^Y	X ^O	X ^X	X ^V	
X ^R		X ^I	F	O	A		A	R	
O	X ^U	X ^A	E	I	I	E		O	

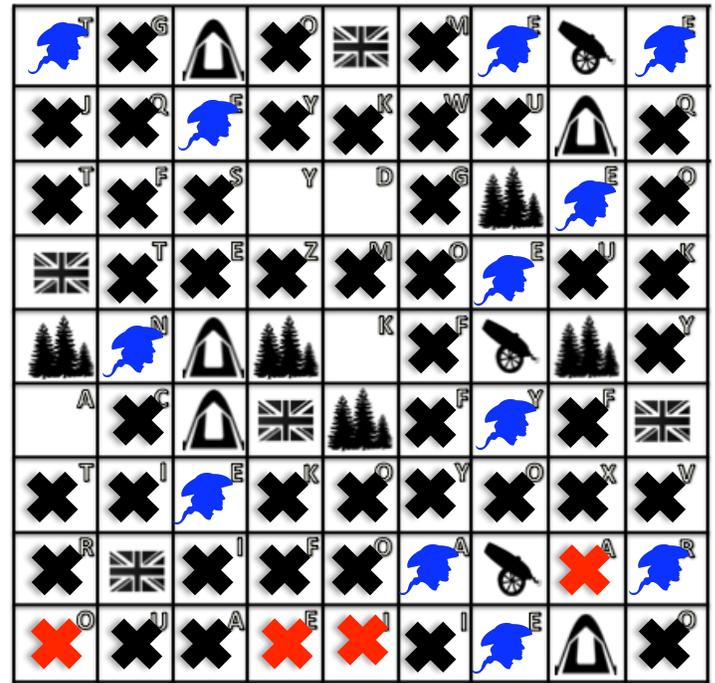
Step 5: Because only one of the soldiers for the cannon in the second-to-last row must also be adjacent to the tent, we can put a soldier in the space to the left of the cannon and cross out the space to the right of the tent. We can cross out any spaces this soldier can see.

	T	X ^G		X ^O		X ^M			
X ^J	X ^Q		X ^Y	X ^K	W	X ^U		X ^Q	
X ^T	X ^F	X ^S	Y	D	G			X ^O	
	X ^T	X ^E	X ^Z	X ^M	X ^O		X ^U	X ^K	
				K	F			X ^Y	
A	X ^C				X ^F	Y	X ^F		
X ^T	X ^I		X ^K	X ^O	X ^Y	X ^O	X ^X	X ^V	
X ^R		X ^I	X ^F	X ^O			A	R	
O	X ^U	X ^A	E	I	X ^I	E		X ^O	

Step 7: Since all open spaces must be able to be seen by a soldier, we can place a soldier in the top left corner (since otherwise it is an unoccupied space no soldier can see) and in the “R” in the bottom right of the grid (in order to see the bottom right corner). This also reveals the soldier to the left of the tent in the bottom row. We can cross out all spaces these soldiers can see.



Step 9: Reading the letters of the soldiers across and down spells out “TEE/EYE/EN/KAY/E/ARE”, which phonetically spells out the word “TINKER”.



Step 8: Since there are only 4 spaces remaining and 3 soldiers left, we can place them on the “Y”, “K”, and “A” spaces.

