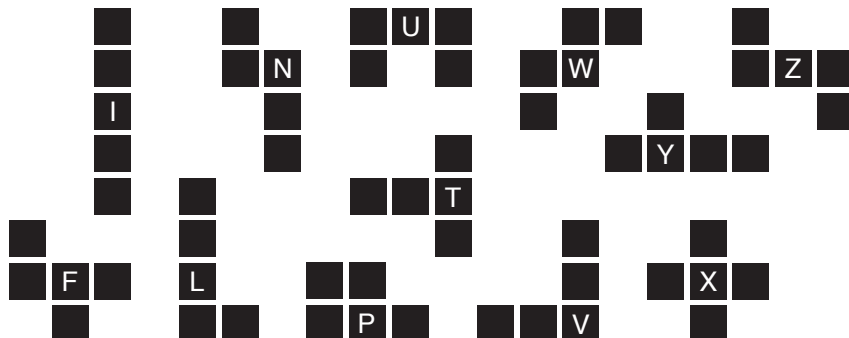
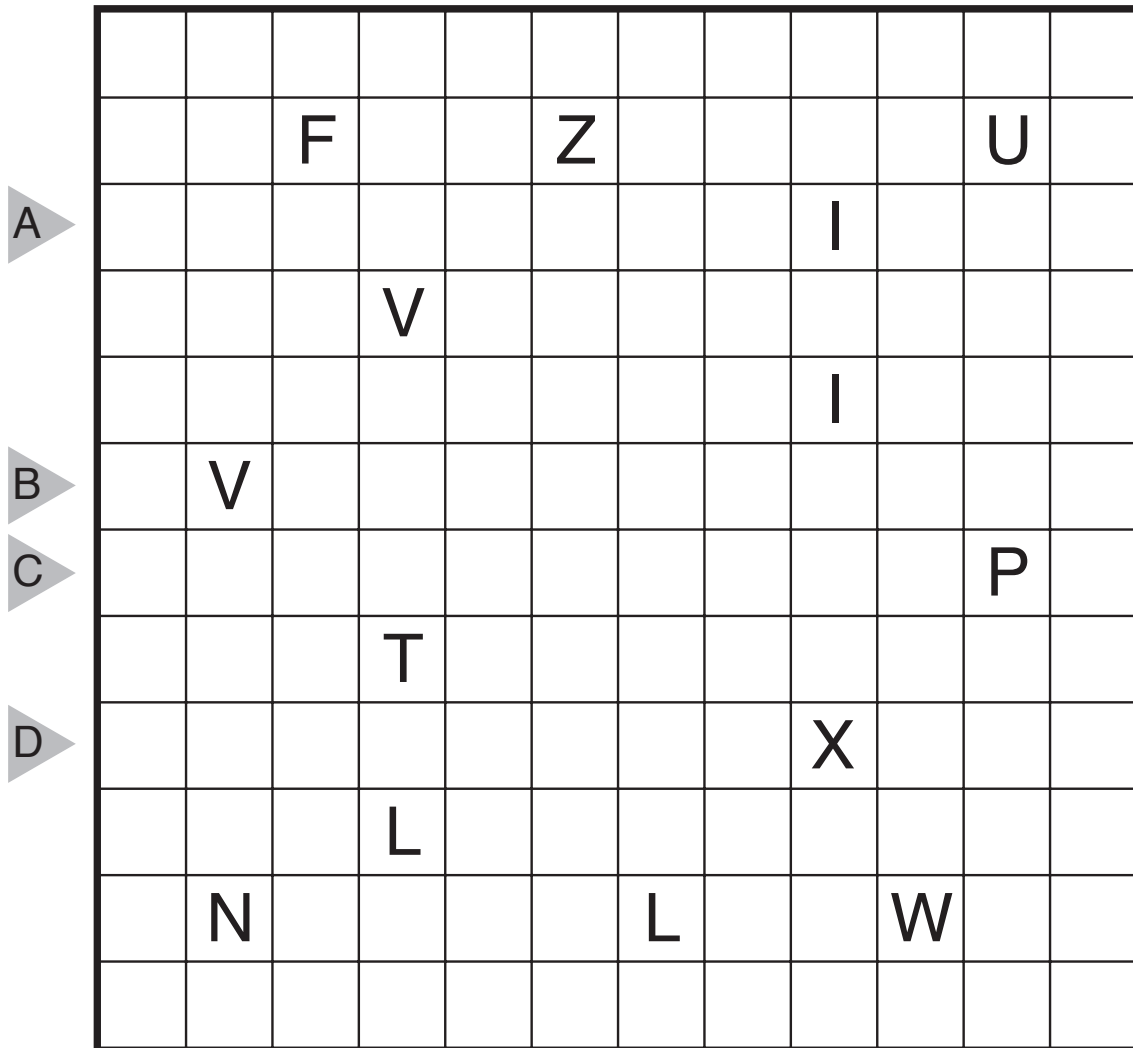


14/07/09:

Nurikabe (Pentomino) by Serkan Yürekli

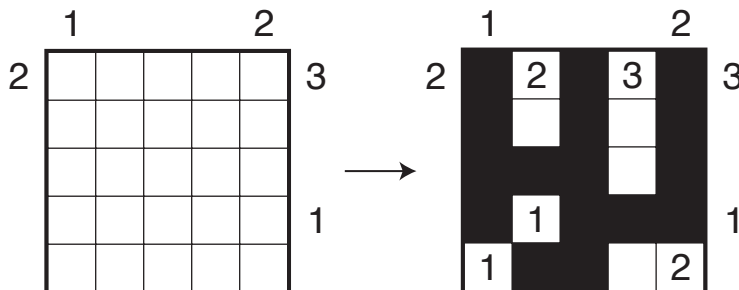
Theme: Clue Symmetry and Logic

Rules: Variation of Nurikabe. Place all 12 pentominoes into the grid as Nurikabe islands (rotations and reflections allowed), with no other islands. Pentominoes may be indicated by one or more letter clues, or by none at all.



14/07/11:
 Outside Nurikabe by Tapio Saarinen
 Theme: One, Two

Rules: Variation of Nurikabe. The island numbers are now given outside the grid. These numbers must be placed in the first white island cell encountered in the corresponding direction. Each number represents a distinct island, with a total of 23 islands in this puzzle.



		2	1	1			2	2	1	2		
2												1
2												1
A												
B	1											
												1
C												
2												1
2												1
D												
	1	2	1	1			2	2				

14/07/12:
Nurikabe by Tapio Saarinen
Theme: Big Twister

								5						
										12				
			2								13			
	4				1									
A										1				
	3					5	5							
B														
						4	5							3
C					1									
										2			4	
D				13								12		
					3									
							3							