2018/11/19:
Nurikabe by Serkan Yürekli Theme: 12 to 15

| 1 |  |  |  | 1 |  |  |  | 1 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| A |  |  |  |  |  |  |  |  |
| B |  |  | 2 |  |  |  |  |  |

> 2018/11/20:
> Nurikabe by Grant Fikes
> Theme: The Odd Couples

A) |  | 7 |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | 3 |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | 5 |  |
| B |  |  |  |  |  |  |  |  |  |
| C |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | 1 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  | 7 |  |  |  |  |  |
|  | 3 |  | 1 |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | 5 |  |
|  |  |  |  |  |  |  | 7 |  |  |

## 2018/11/21: <br> Nurikabe by Grant Fikes <br> Theme: Logical

A) |  |  |  |  |  |  | 3 |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | 1 |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  | 6 |
|  |  |  |  | 2 |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |
|  | C C |  | 3 |  |  |  | 10 |  |  |
|  |  |  |  |  |  |  |  |  | 2 |
|  |  |  |  |  |  |  |  |  |  |
|  |  | 2 |  |  | 3 |  |  |  |  |
|  |  |  |  |  |  |  | 3 |  |  |

## 2018/11/22:

Nurikabe (Skyscrapers) by Ashish Kumar Theme: 1 to 9 (Originally on 2018 Puzzle GP Round 3)

Rules: Standard Nurikabe Rules. Also, the numbers outside the grid show the number of shaded segments visible in that direction (as in Skyscrapers). A shaded segment of length N in a given direction is taken as a building of height $N$. A building blocks the view of any building behind it of equal or lesser height. For instance, in the example, there are 3 buildings seen in the fourth row from the left (as $1<2<3$ ) but only 1 building seen in the third row from the right (as $3>2$ ).



3

# 2018/11/23: <br> Nurikabe (Borders) by Ashish Kumar <br> Theme: V 

Rules: Standard Nurikabe Rules. Also, some borders are drawn in the grid between adjacent cells. One side of each border must be part of the ocean and the other side must be part of an island.


## 2018/11/24: <br> Nurikabe Loop by Murat Can Tonta Theme: Primes

Rules: In this variation of Nurikabe, the no $2 \times 2$ ocean rule is removed and instead all ocean cells must belong to a single closed loop. Specifically:
Divide the grid into regions called "islands", each containing exactly one of the given numbers and with the same area as that number. Islands can only touch diagonally. A single closed loop (without intersection or crossings) must be drawn in all remaining cells.

|  |  |  |  |  |  | 7 |  |  |  | 11 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | 3 |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| A |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  | 13 |  |  |  |
|  |  |  |  |  |  | 5 |  |  |  |  |  |  |
|  | C D |  |  | 3 |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  | 2 |  |  |
|  |  | 7 |  |  |  | 5 |  |  |  |  |  |  |

