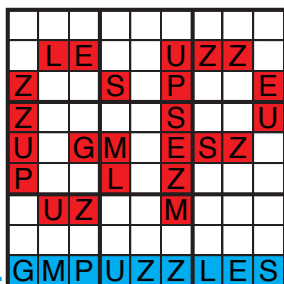




NURIKABE

David Altizio Nurikabe
Prasanna Seshadri Nurikabe
wormsofcan Nurikabe
Ashish Kumar Nurikabe (Skyscrapers)
Thomas Snyder Nurikabe (Pairs)
Murat Can Tonta Nurikabe

GRANDMASTER PUZZLES



Nurikabe by David Altizio



	5								4
4								2	
	9								3
3								5	
	5								7

East vs. West

Nurikabe by Prasanna Seshadri



3		3		3				10	
		3							
					2		2		2
		3							
							2		
	8						2		

T's for Three and Two

Nurikabe by wormsofcan



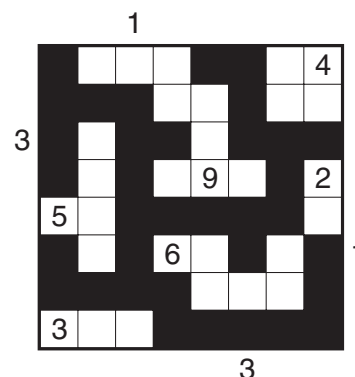
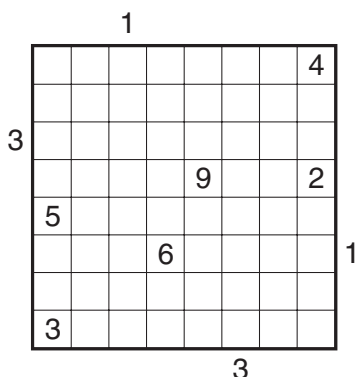
				1					
						3			
		4					1		
	4								
									7
6									
								4	
		3					2		
			9						
					3				

Diamond

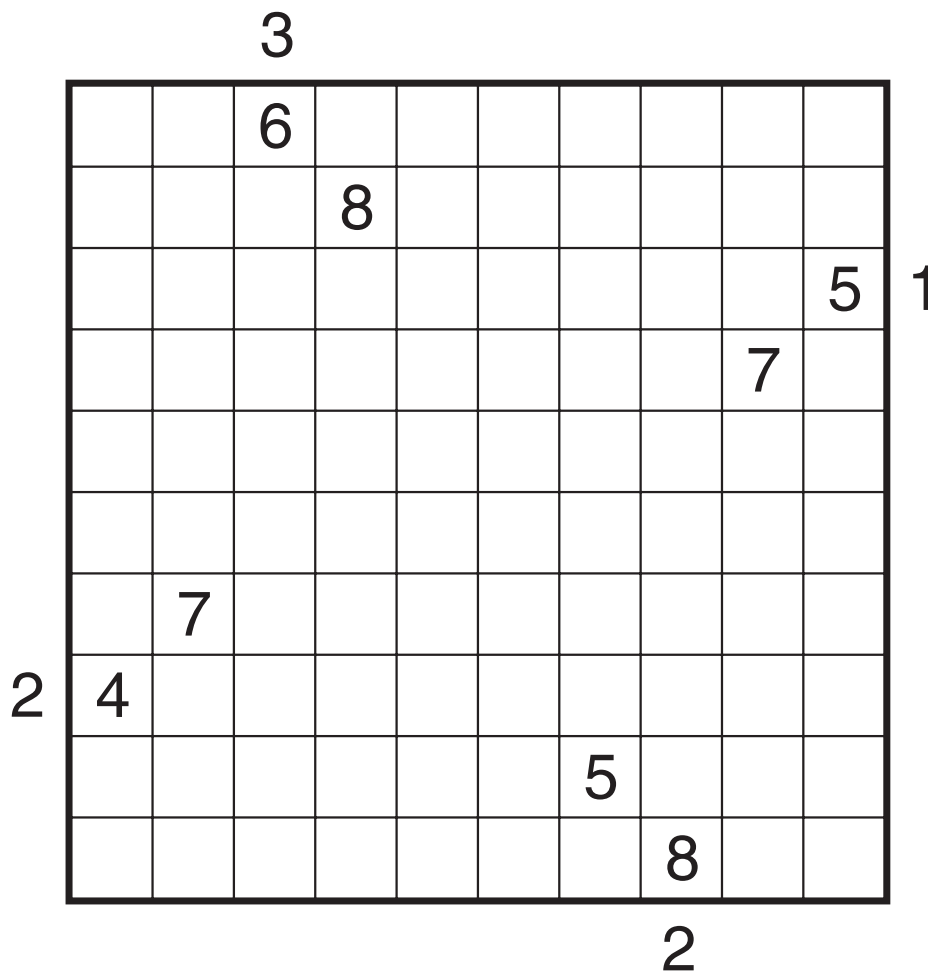
Nurikabe (Skyscrapers) by Ashish Kumar

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.



Example by Serkan Yürekli



Windmill

Nurikabe (Pairs) by Thomas Snyder

Rules: Variation of Nurikabe rules.
 Every region of white cells must contain exactly two numbers (instead of one) and have total size equal to the sum of the two numbers.

1		3			2	
		3				
3						6
				2		
	3			1		1

1		3			2	
		3				
3						6
				2		
	3			1		1

Example by Serkan Yürekli



				1		8			8	
			1							
	3					2			2	
					3					
						3				
	2				8				2	
								1		
	11			8		1				

Diamond Archipelago

Nurikabe by Murat Can Tonta



	23								
1									
					3				
			2						
	1								
			3			2			10

0123