

NURIKABE

Samples Document



Partially completed 'moderate'

by

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About Nurikabe

The concept of Nurikabe, as the name suggests, comes from Japan. It means an invisible wall that blocks a path and delays travel. In this puzzle you will try and find that wall. All the solver has to do is fill in the blank cells to mark a path following the simple rules set out below. The puzzle works well both as a printed game and in an on-line player.

The Rules

Numbers in this game define the lengths of 'walls' which must be discovered. You will fill in black squares that form a path around all the walls. No wall must contain two numbers and must be exactly the length defined in the numbers. There is no diagonal skipping on walls or paths although they may touch diagonally. The black 'path' must be continuous - that is no isolated paths. No wall or path can form a 2 by 2 block.

Some Strategies

Although there are many observations and strategies, some simple ones will get you started:

- A square with a '1' will immediately mean four black cells above, below and to the left and right.
- Two numbers diagonally apart mean two black cells as in the example puzzle 1.
- All black cells must eventually be connected. If there is a black region with only one possible way to connect to the rest of the board, the sole connecting pathway must be black.
- if there are three black squares or three white squares in an 'elbow' or 'L' shape, the fourth square must be the opposite colour.
- Look for 'unreachable cells' that must be black since no wall number can reach that far.

Ordering

To order these puzzles, or if you have technical, strategy or production related questions contact Andrew Stuart on +44 (0)1366 380 794 or email sales@sudokuwiki.org

Grades are **easy**, **moderate** and **tough**

Our main web site is

<http://www.pagefiller.com>

1.

	1		8				
1							3
						3	
			2				1
2					2		
			2				

8x8
Easy

2.

		2				3	
	1						
			1				1
	2						
			3				
				4			
2							3
					4		

8x8
Moderate

3.

4					3				1
				1					
		1			3			3	
				2					
			2						
		6							
				1				5	

10x8
Easy

4.

		2			4				
	4								
						2			2
					2				
			2				2		
	4								
			4		2				2

10x8
Tough

5.

				5		3		
4		3				2		
							1	
		1			3		4	
			2					
2		5						1
						3		2
	2							

9x11
Easy

6.

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

9x11
Moderate

7.

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

10x13
Moderate

8.

				2					3	
					2					
3			4							4
							1			
				2		4				
2			2							
				2				2		
2						2		1		
			3						1	
								1		
4							4			

11x11
Easy

9.

		2			1				
3				6					4
		1							
			2					1	
	2						3		2
		1		3				3	
3		3		3					
	4								
						3		2	

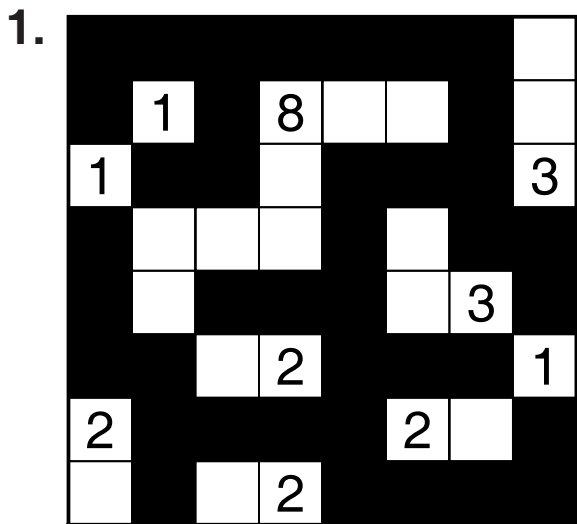
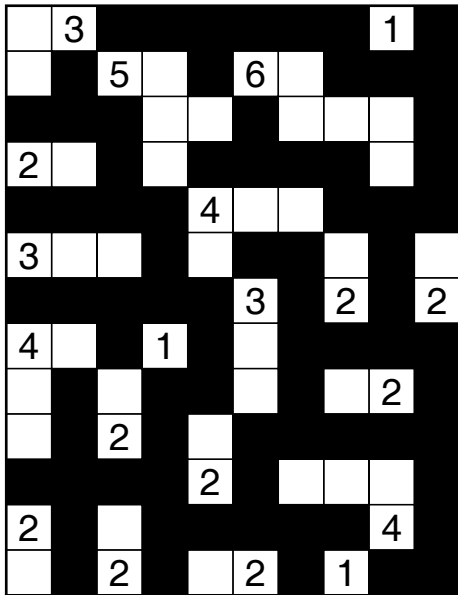
10x13
Tough

11.

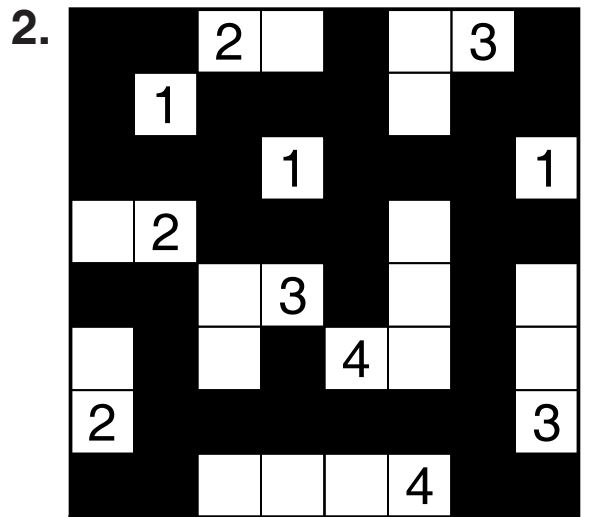
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						1				
2								2		
			2				6			4
		4						3		
				1						
	3									
				5						
3										3
				2						
	1									1

11x11
Tough

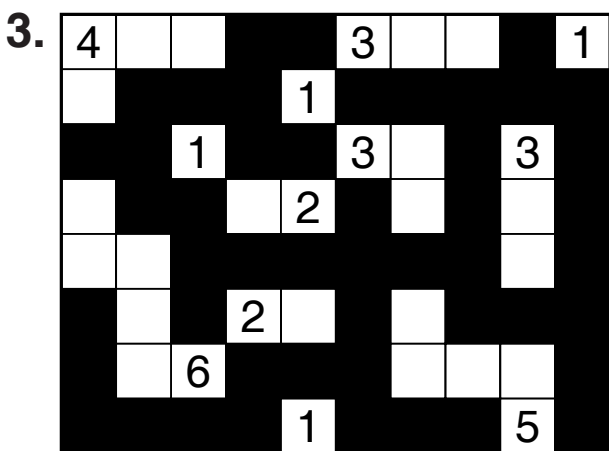
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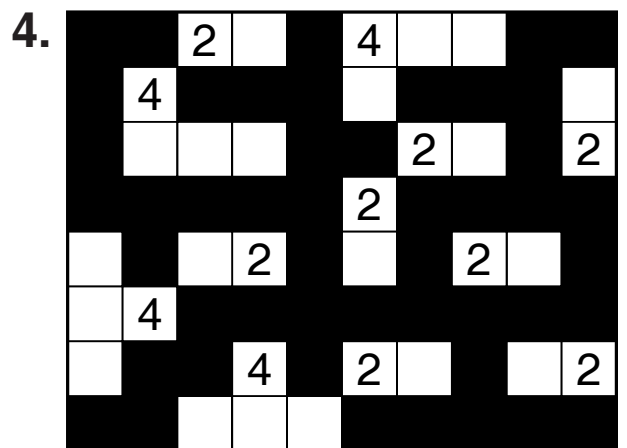
Easy



Moderate

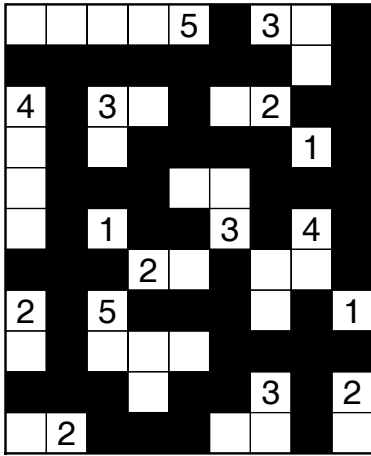


Easy



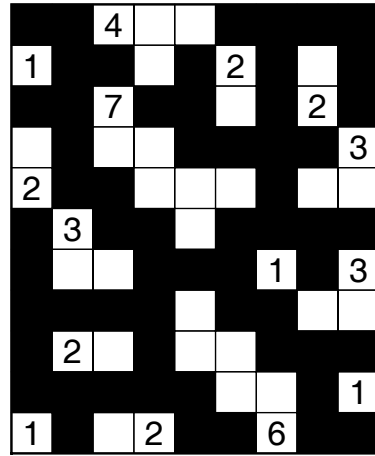
Moderate

5.



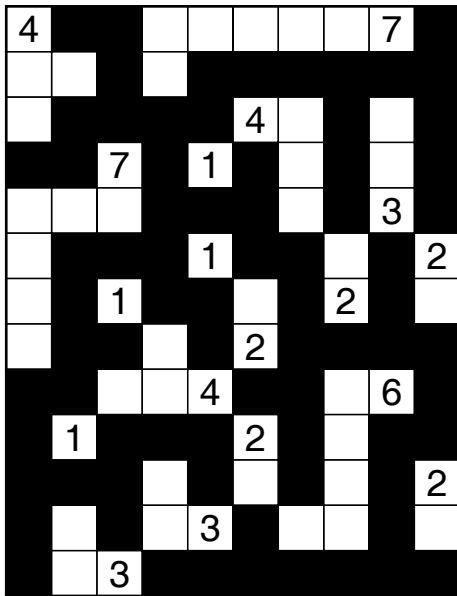
Easy

6.



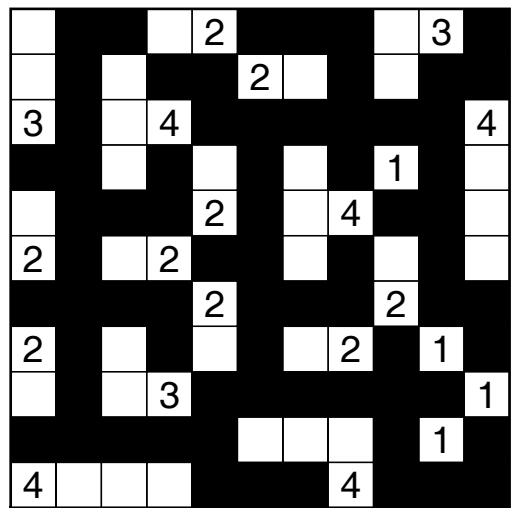
Moderate

7.



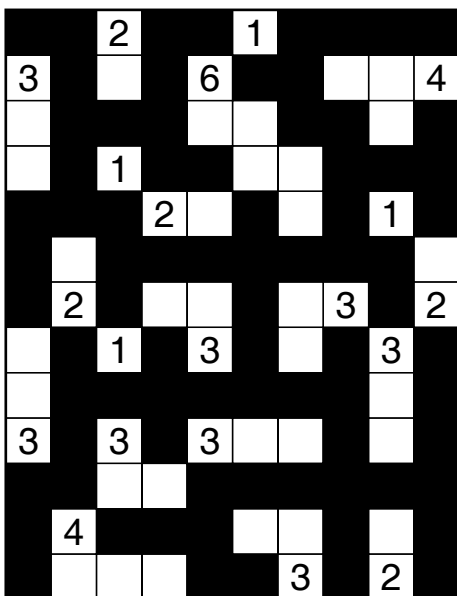
Moderate

8.



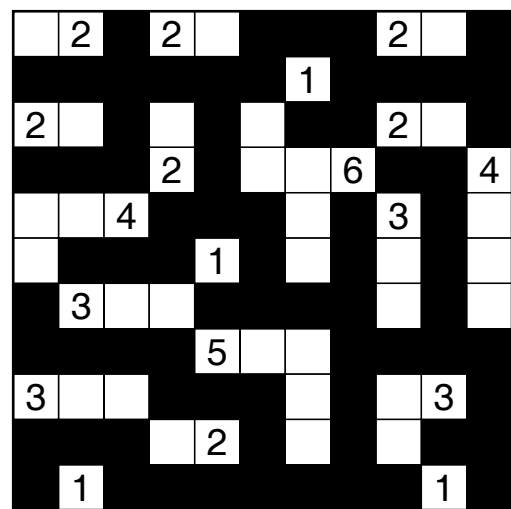
Easy

9.



Tough

10.



Tough