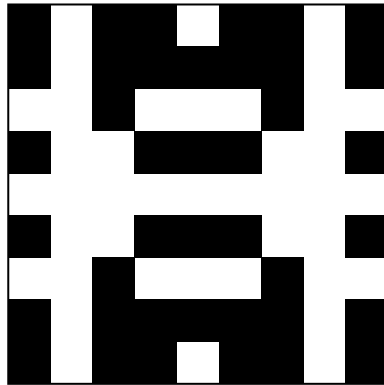




**RIDDLEPORTAL**



Free Sample

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5 nonogram puzzles for Kindle Scribe

**> Start**

Every row and column carries a list of numbers. Each number is the length of one unbroken run of filled squares, and the numbers appear in the order those runs appear in the line. Runs are separated by at least one blank square, though the gaps can be any size.

Fill every square the numbers demand and a pattern appears. Every puzzle in this book is mathematically verified to have exactly one unique solution. Reading the lines is always enough to find it: you never have to guess.

### Reading a clue



That clue means a run of three, then a gap, then a single square — in that order, somewhere along the line. Above is one arrangement satisfying it; the crosses mark squares known to be blank.

### Marking blanks

Squares you have proved empty are as valuable as squares you have filled. Mark them with a cross or a dot. Most deductions come from what a line cannot be, not from what it obviously is.

### Getting around

Tap a number on the index to jump straight to that puzzle. On a puzzle page, Answer reveals the solved grid in the same position, so you can compare it against your own work without losing your place. Back returns you to the puzzle, and Index returns you to the list.

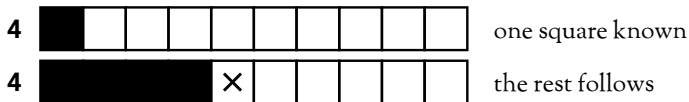
## 1. Overlap

When a run is longer than half its line, it covers some squares wherever you put it. Slide it fully left, then fully right; anything shaded both times is certain.



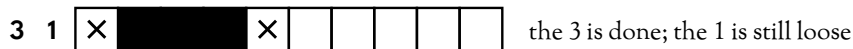
## 2. Work from the edges

A filled square hard against the end of a line anchors its whole run — there is nowhere for it to slide. Fill the run out and cap it.



## 3. Cap completed runs

As soon as a run reaches the length its clue calls for, the squares each side of it must be blank. Marking them often unlocks the crossing line.



## 4. Cross-reference constantly

Every square you settle belongs to a row and a column. After finishing a line, re-read the lines crossing it — that is where the next deduction usually is.

## 5. When a line stalls

Leave it. Another line will settle a square that reopens it. In this book, reading the lines is always enough — guessing is never required.

1

8x8

2

12x12

3

14x14

4

17x17

5

30x30

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|-----|---|---|---|--------|--------|---|---|---|
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| 3   |   |   |   |        |        |   |   |   |
| 6   |   |   |   |        |        |   |   |   |
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| 2   |   |   |   |        |        |   |   |   |

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 Index

> Answer

4  
7

3  
7

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3  
2

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1

3

3

3  
2

2  
3

3

3

1  
2

2  
3  
2

7  
3

7  
4

|       |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| 7 3   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 3 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1 2   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| 3     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 1   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 3 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 7   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 7   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

 Index

> Answer

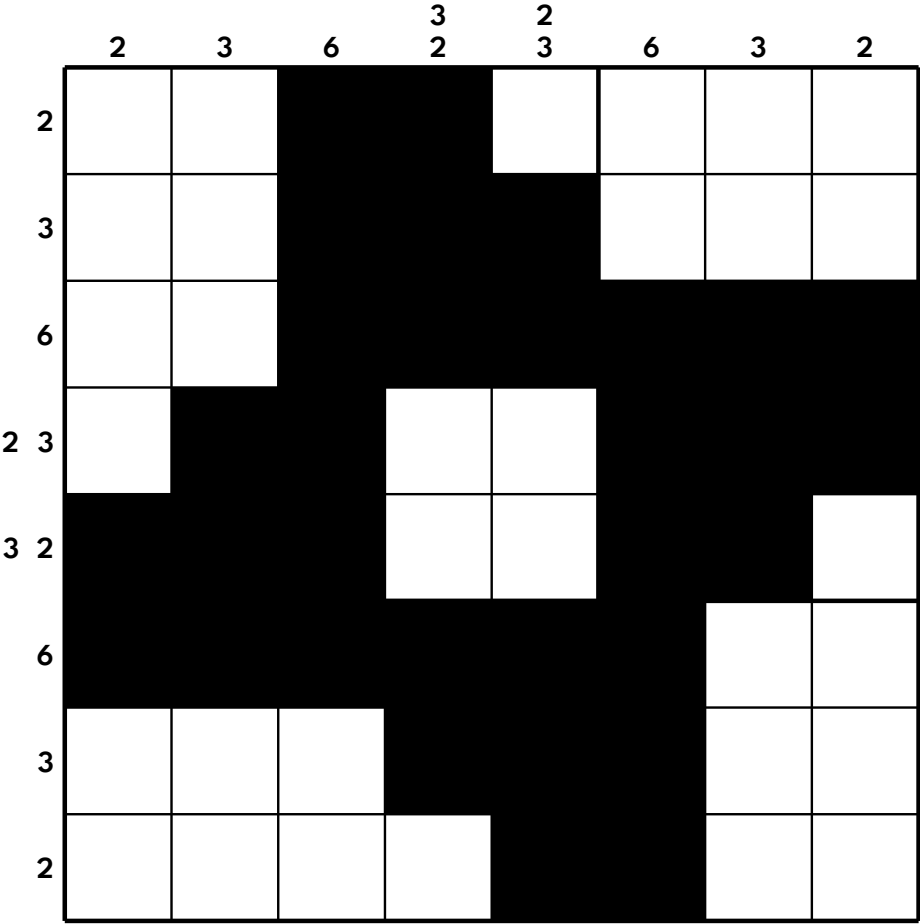
 **Index**

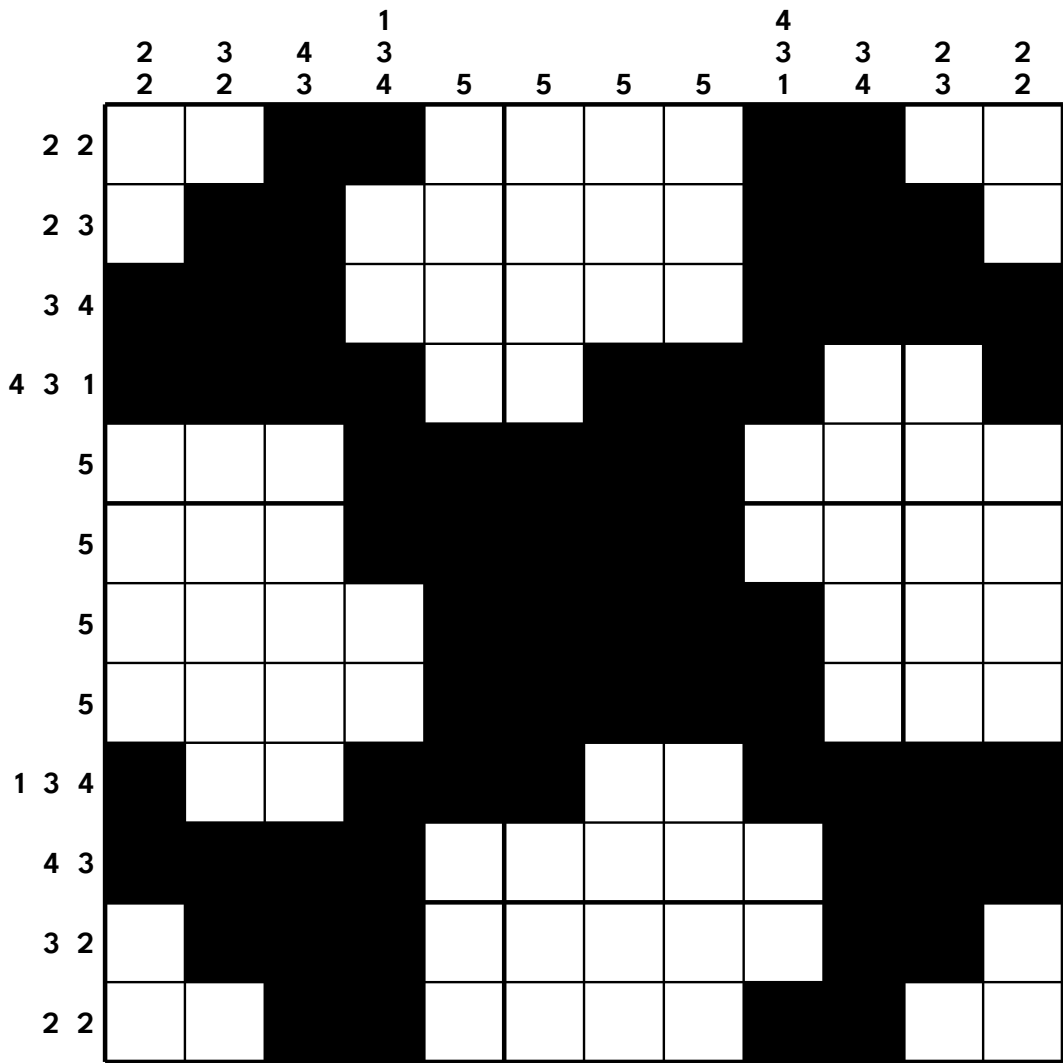
**> Answer**

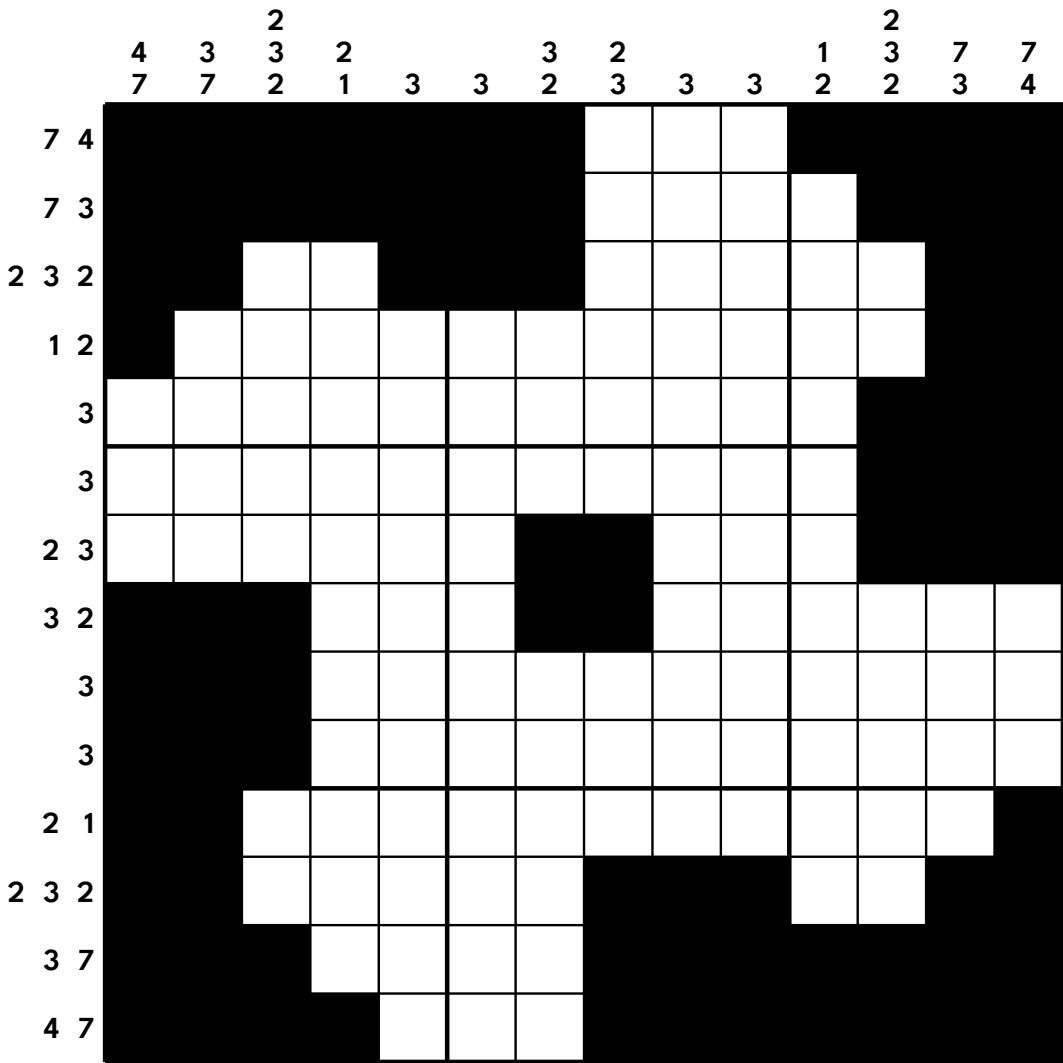
1 1 2 3 8 6 5 7 6  
2 2 3 3 14 11 8 10 4 4 4 12 3 6  
1 2 3 3 12 13 14 14 1 19 20 20 21 21 22 1 14 12 11 9 7 5 4 8 13 10 3

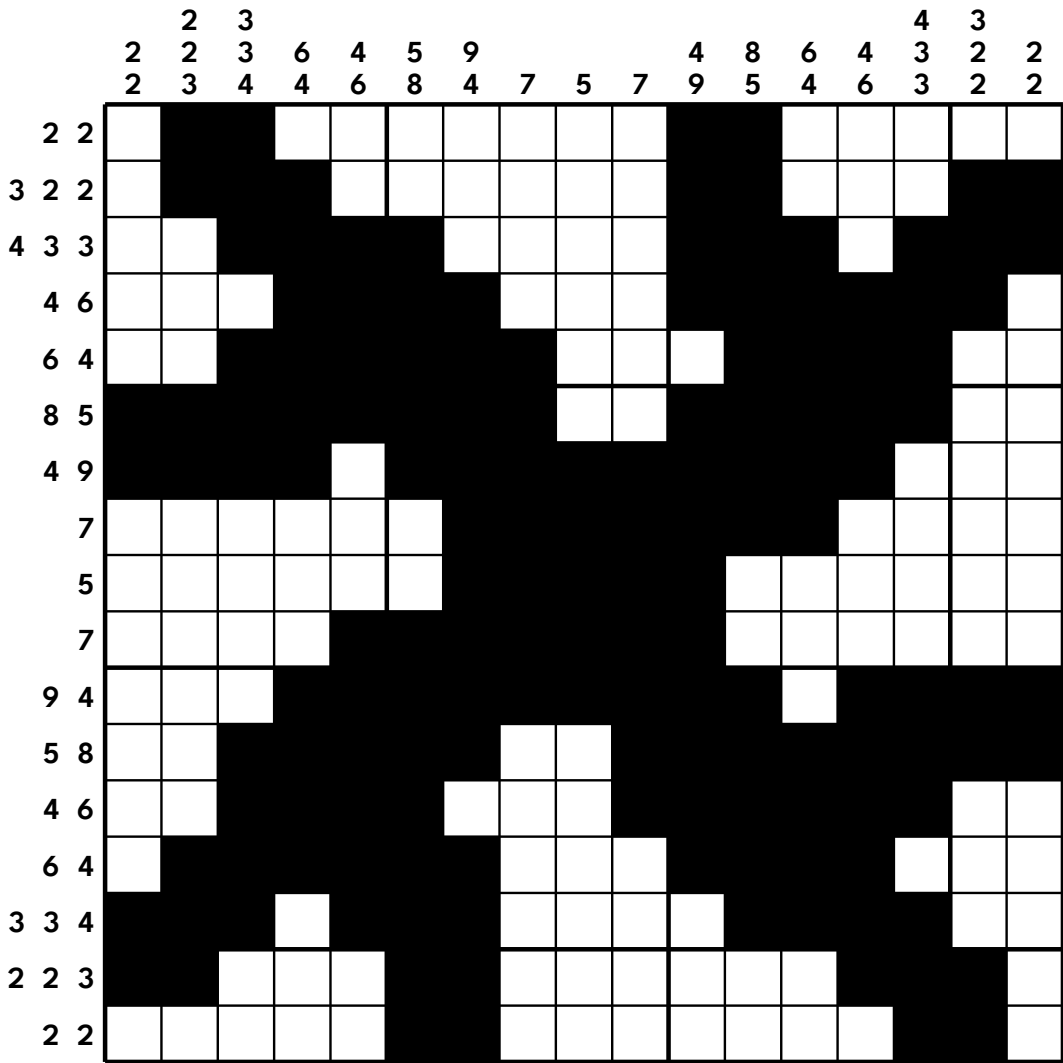
A 20x20 grid with numbers 1-20 on the left side, representing a coordinate system for a drawing.











A 22x22 crossword puzzle grid. The grid is composed of white squares (fillable) and black squares (unfillable). The black squares form a complex, symmetrical pattern. The grid is labeled with numbers 1 through 22 on the left side, indicating the starting positions for the words.

# RIDDLEPORTAL

Puzzles algorithmically constructed, logically verified and typeset by RiddlePortal.

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Every puzzle in this book is mathematically verified to have exactly one unique solution,  
solvable purely through logical deduction.

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