

By Jeanette Goodman

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ABOUT THIS BOOK

This book contains 25 more easy nonogram puzzles suitable for beginners or for children. There is also a section of clues which tell what each picture is. And all the answers are available full-size in the back of the book.

Every puzzle in this book is a multiple of 5. Puzzles sizes start from 10x10 and go up to 20x20. And every puzzle in this book has a unique solution.

HOW TO USE THIS BOOK

You won't need to print out every page of this book unless you want to. Just print out the blank puzzle pages (pages 8-17).

Read the sections *Tips for Solving Nonograms* and *Methods for Solving Nonograms* on the next few pages.

Try to complete the puzzles, starting with the smallest ones. I recommend using a pencil in case you make a mistake.

Enjoy!

FOR MORE PUZZLES

visit

<https://delightfulpaths.com/nono>

INTRODUCTION

What are nonograms?

Nonograms are logic puzzles which, when completed, reveal a hidden picture made up of black and white squares. When you are solving a nonogram puzzle, your goal is to figure out which squares (or cells) in the grid are black and which are white.

Nonograms are also called griddlers, picross, Hanjie, or paint by numbers.

The numbers around the sides of the grid are clues to help you know how many blocks of cells in a row or column are black. Each number represents a block of black cells. Subsequent numbers represent subsequent blocks. These blocks are always in the order shown and there must be at least one white cell between blocks. The blocks do not necessarily start in the first square in the row / column.

For example: This row has a block of three cells, a block of two cells, and a block of one cell(in that order), with at least one white cell in between blocks.



Clues in the columns also work in the same way, but up and down instead of across.

Tips for Solving Nonograms

Every nonogram puzzle in this book has one unique solution which can be found using logic – no guessing should be necessary.

The white cells in the picture are just as important as the black. If you know a cell is a definite white, mark it in some way. I like to put a dot in my known white cells.

First fill in any lines with all black cells or all white cells.

Next, fill in any lines with the big number clues.

I like to use a pencil in case I make a mistake.

Whenever you fill in a cell (either black or white), check how it affects other rows or columns.

You may find it helpful to cross out clues as you complete them. Here's a partially solved row.

| | | | | | | | | | | | | | |
|---|---|---|--|---|--|---|---|---|---|---|--|--|--|
| 2 | x | 1 | | ■ | | • | ■ | ■ | ■ | • | | | |
|---|---|---|--|---|--|---|---|---|---|---|--|--|--|

Methods for Solving Nonograms

Overlaps

Say you have the following row in a puzzle:

| | | | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|--|--|
| 8 | | | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|--|--|

If the clue number (eg 8) is more than half of the row (which is 10 long in this example), there will be an overlap regardless of where the block is positioned. So count in from either side to see where the block would go if it was positioned as far left or right as possible. You could mark with a light slash so you can see where the overlap is. If there is an overlap for the block, we can know for sure that the cell must be black.

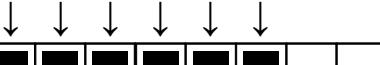
| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|--|--|--|
| 8 | \ | \ | \ | \ | \ | \ | \ | \ | \ | | | |
|---|---|---|---|---|---|---|---|---|---|--|--|--|

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|--|
| 8 | \ | \ | X | X | X | X | X | X | X | / | / | |
|---|---|---|---|---|---|---|---|---|---|---|---|--|

| | | | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|--|--|
| 8 | | | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|--|--|

8

8



Look at this example (the dots signify a white cell):

| | | | | | | | | |
|---|---|---|---|--|--|--|--|---|
| 4 | . | . | . | | | | | . |
|---|---|---|---|--|--|--|--|---|

So the unknown block of cells is small enough for the block of 4 to create an overlap.

| | | | | | | | | |
|---|---|---|---|---|----------|----------|---|---|
| 4 | . | . | . | \ | \ | \ | \ | . |
| 4 | . | . | . | \ | \ | x | x | / |
| | | | | ↓ | ↓ | | | |
| 4 | . | . | . | | █ | █ | | . |

And sometimes you will have a black cell already marked. In the example below, the black cell must be included in the block of 5 since it is the only block in this row. I have marked the options for the block of 5 with crosses so that the black cell is included.

| | | | | | | | | |
|---|---|----------|----------|----------|----------|---|--|--|
| 5 | | █ | | | | | | |
| 5 | \ | █ | \ | \ | \ | | | |
| 5 | | x | x | x | x | / | | |
| | | | ↓ | ↓ | ↓ | | | |
| 5 | | █ | █ | █ | █ | | | |

We can use the same technique when there are more clues in the row. Remember to allow for at least one white cell between blocks.

| | | | | | | | | |
|---|---|---|---|----------|----------|----------|---|---|
| 5 | 2 | | | | | | | |
| 5 | 2 | \ | \ | \ | \ | \ | \ | \ |
| 5 | 2 | \ | \ | x | x | x | / | / |
| | | | | ↓ | ↓ | ↓ | x | |
| 5 | 2 | | | █ | █ | █ | | |

Notice that there is an overlap between the block of 5 and the block of 2 above, but we can only mark the cell black when the *same* block overlaps. In this example, there is overlap in the seventh cell, but it is from different blocks, so we cannot be sure whether or not the cell will be black.

Spaces around blocks

We know that there must always be at least one white space around a block, so once a block is complete, you can mark the known white spaces on either side.



Known white squares

In the example below we have determined where the block of 3 goes. We know that is the rightmost block, so all the cells to its right must be white. So I will mark them with dots.



Out of range

Sometimes you can determine that certain cells will be out of range of the block.



Think about how far the block of 3 could extend both ways. There are some cells where the block cannot possibly reach. Again, I have marked them with dots because they will be white.



Space too small



The fifth cell in this row lies between two known white cells, so we know that neither the 2 nor the 3 can fit there. So we can conclude that this also must be a white cell.



Now we are left with two unknown sections. Neither section is big enough to fit both the 2 *and* the 3 blocks, so the 2 block must go on the left and the 3 block on the right. Then using the overlap technique from above, we can fill in some black squares.



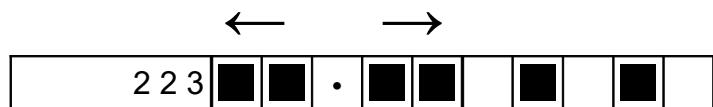
Joining and splitting



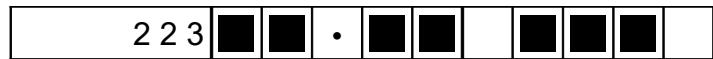
In this example, the third cell cannot be black, else it would make a block of 3 (and the block of 3 should not be first). So it is must be white.



So now we know where the two blocks of 2 go.



And we can also conclude that the eighth cell must be black, joining the two other blacks to make the block of 3.



Always make sure to fill in all the known whites in the line as you go.



PUZZLES

No. 1

No. 2

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | 5 | 7 | 6 | 6 | 3 | 4 | 3 |
| 3 | 2 | 2 | 1 | 1 | 1 | 2 | 2 | 5 |
| 3 | 2 | | | | | | | |
| 4 | 1 | | | | | | | |
| 5 | 1 | | | | | | | |
| 9 | | | | | | | | |
| 9 | | | | | | | | |
| 7 | | | | | | | | |
| 1 | 1 | | | | | | | |
| 3 | | | | | | | | |
| 2 | 2 | | | | | | | |
| 2 | 2 | | | | | | | |

No. 5

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| 6 | 3 | 6 | 2 | 2 | 1 | 1 | 2 |
| 1 | 1 | 1 | 1 | 1 | 3 | 1 | 3 |
| 1 | 1 | 1 | 1 | 1 | 3 | 1 | 1 |
| 1 | 1 | 1 | 1 | 1 | 3 | 1 | 1 |
| 2 | 1 | 2 | 1 | 2 | 1 | 1 | 2 |
| 2 | 1 | 3 | 1 | 1 | 1 | 1 | 3 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 2 | 1 | 2 | 1 | 2 | 1 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 6 | 3 | 6 | 2 | 2 | 1 | 1 | 2 |

No. 6

No. 3

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| 6 | 3 | 7 | 2 | 1 | 3 | 2 | 1 |
| 6 | 4 | 2 | 4 | 1 | 3 | 3 | 4 |
| 2 | 2 | 2 | | | | | |
| 7 | 2 | | | | | | |
| 4 | 4 | | | | | | |
| 1 | 1 | 1 | 1 | | | | |
| 3 | 3 | | | | | | |
| 4 | 2 | | | | | | |
| 2 | 4 | | | | | | |
| 3 | 2 | | | | | | |
| 4 | | | | | | | |

No. 4

No. 7

No. 8

No. 9

No. 10

No. 11

No. 12

No. 13

No. 14

No. 15

No. 16

No. 17

No. 18

No. 19

No. 20

No. 21

No. 22

No. 23

No. 24

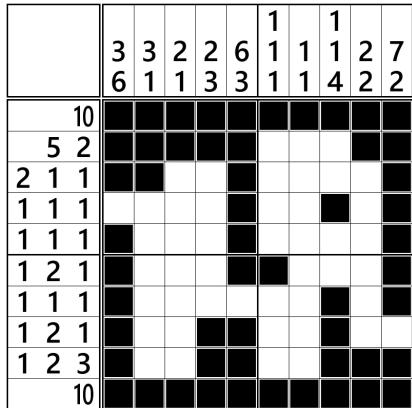
No. 25

CLUES

- 1 Elephant
- 2 Baby stroller
- 3 Donut
- 4 Genie in a bottle
- 5 Thumbs up
- 6 Log cabin
- 7 Ship
- 8 Ice skate
- 9 Porcupine
- 10 Owl
- 11 Vine
- 12 Giving flowers
- 13 Biplane
- 14 Teapot
- 15 Elephant
- 16 Horse
- 17 Candelabra
- 18 Deer
- 19 Girl with ponytail
- 20 Kitchen utensils
- 21 Platypus
- 22 Walrus
- 23 North and South America
- 24 Graduation
- 25 Hamburger

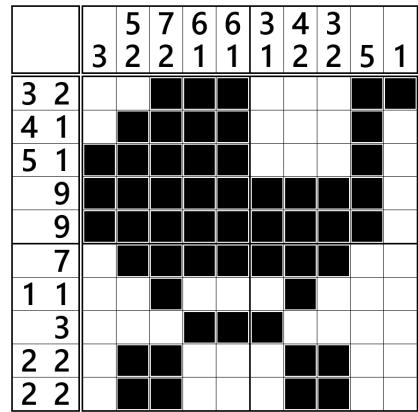
ANSWERS

No. 1



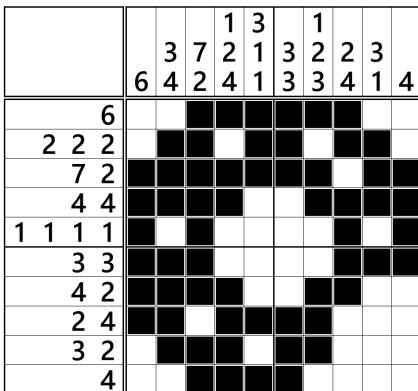
Elephant

No. 2



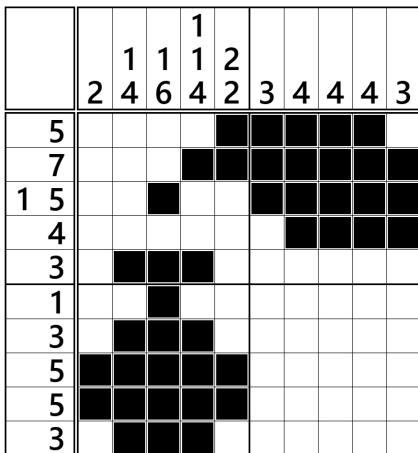
Baby stroller

No. 3



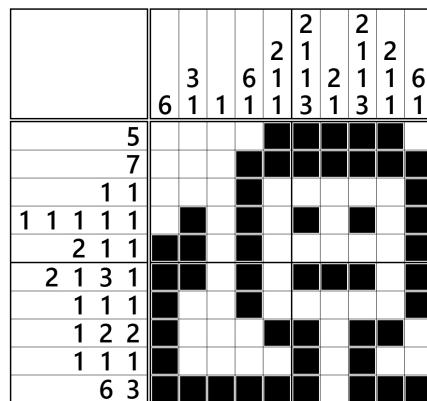
Donut

No. 4



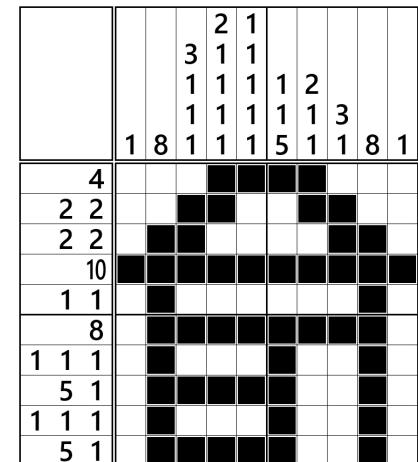
Genie in a bottle

No. 5



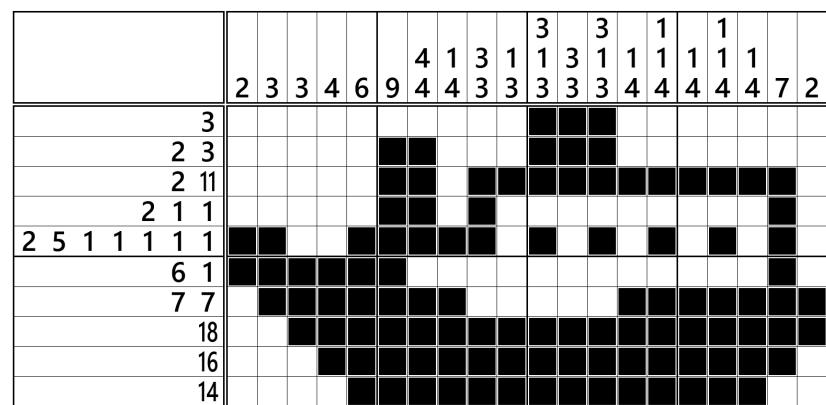
Thumbs up

No. 6



Log cabin

No. 7



Ship

No. 8

Ice skate

No. 9

A 10x10 grid for a Kakuro puzzle. The grid contains black squares and white squares. The white squares contain black numbers representing the sum of the digits in the corresponding row or column. The black squares are empty for now.

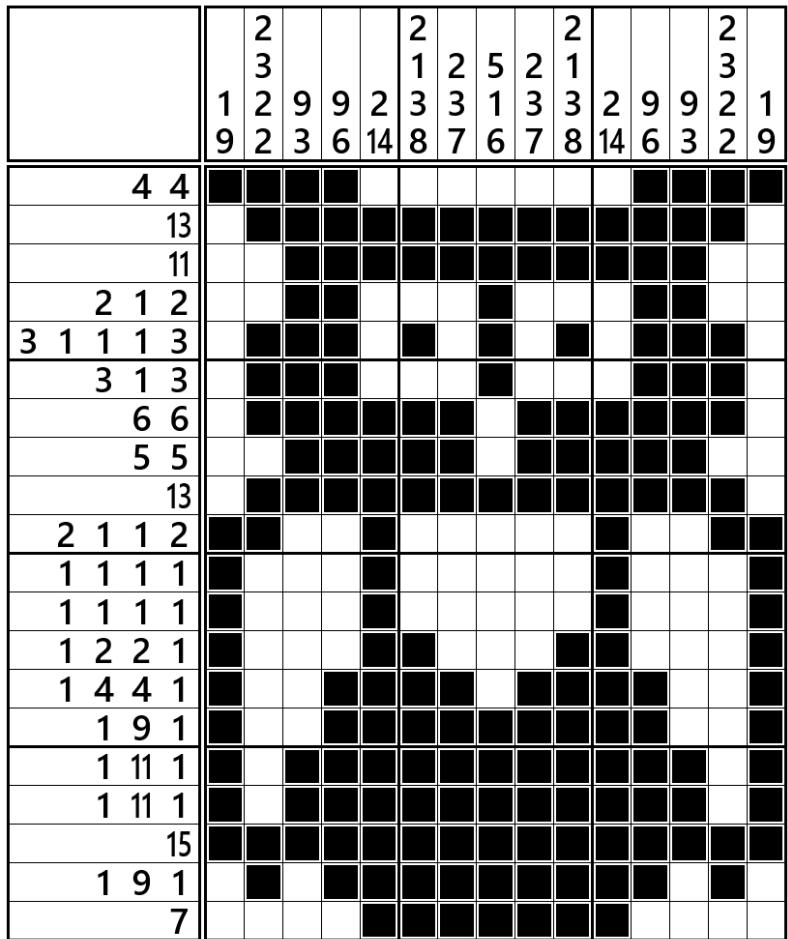
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| | | | | | | | | | | | |

The grid contains the following sums:

- Row 1: 2
- Row 2: 5
- Row 3: 4
- Row 4: 1
- Row 5: 4
- Row 6: 3
- Row 7: 1
- Row 8: 2
- Row 9: 3
- Row 10: 4
- Column 1: 2
- Column 2: 2
- Column 3: 2
- Column 4: 2
- Column 5: 2
- Column 6: 3
- Column 7: 2
- Column 8: 2
- Column 9: 2
- Column 10: 2

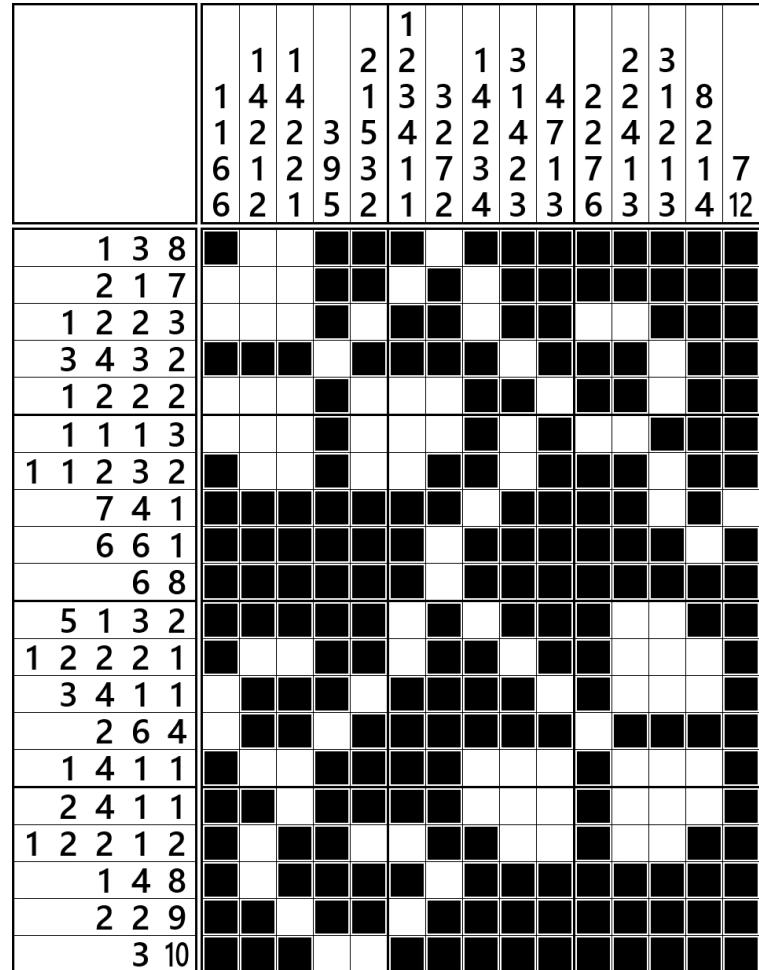
Porcupine

No. 10



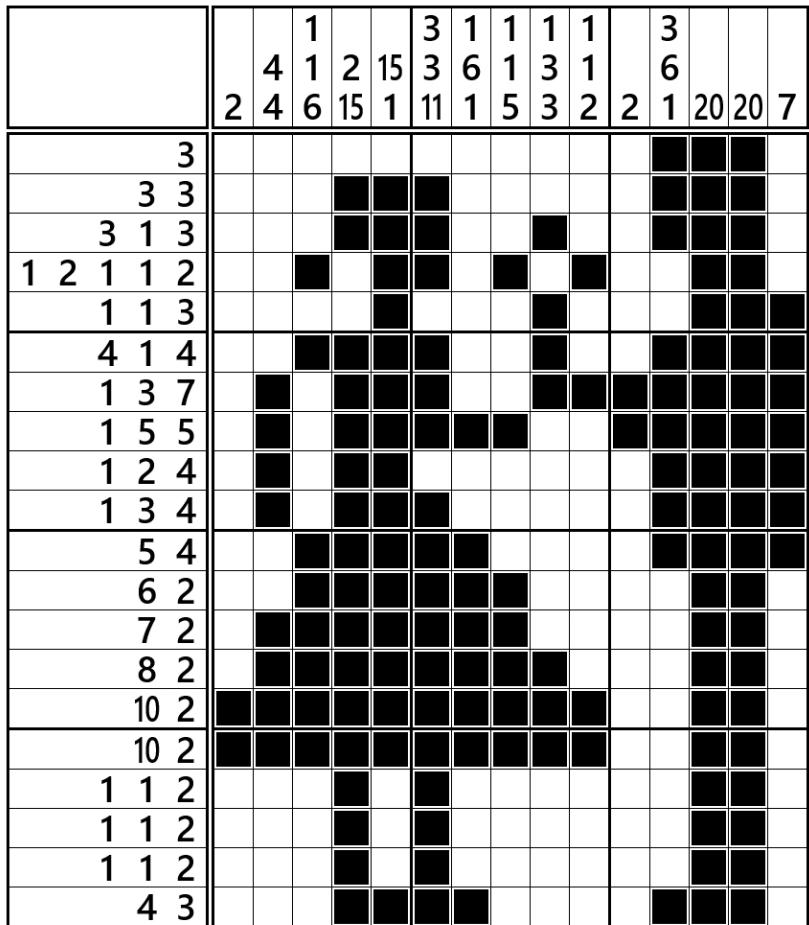
Owl

No. 11



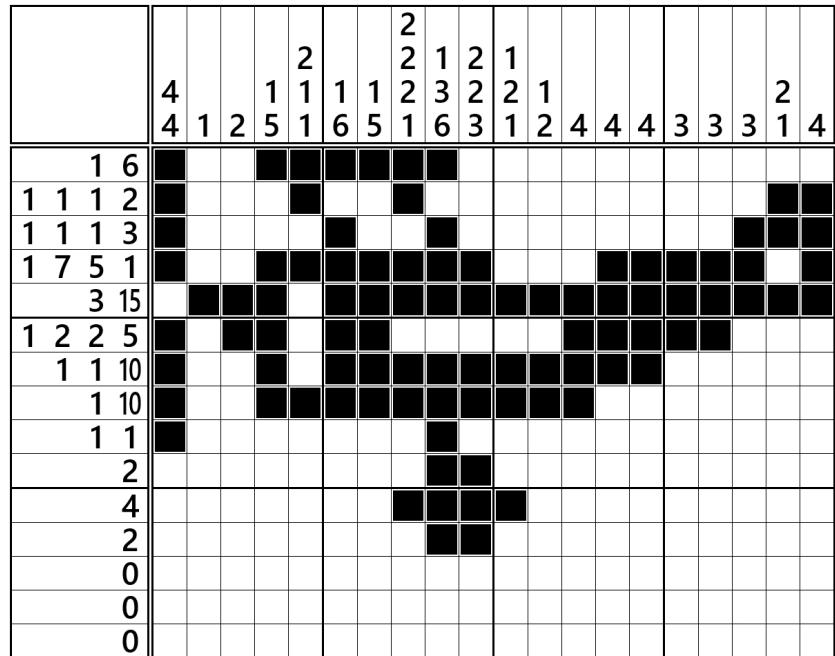
Vine

No. 12



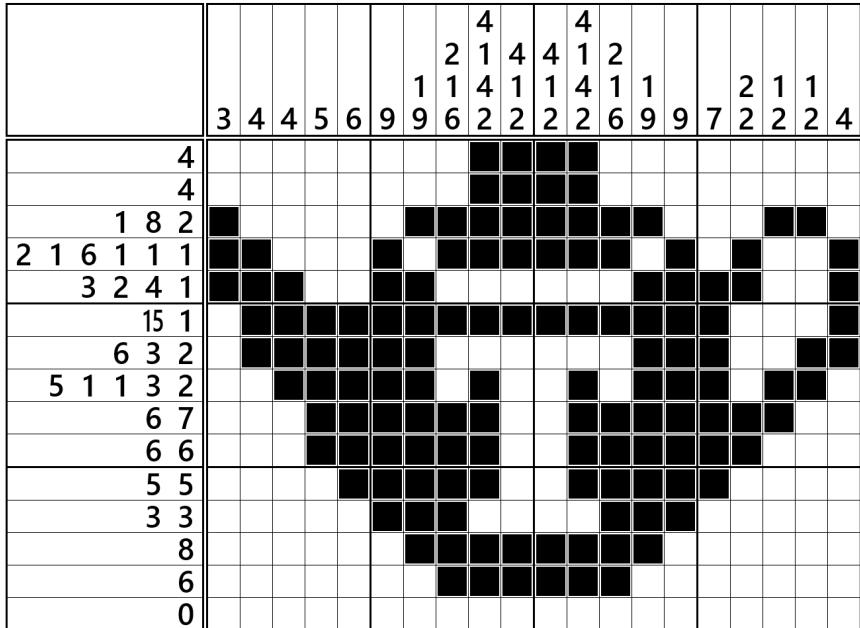
Giving flowers

No. 13

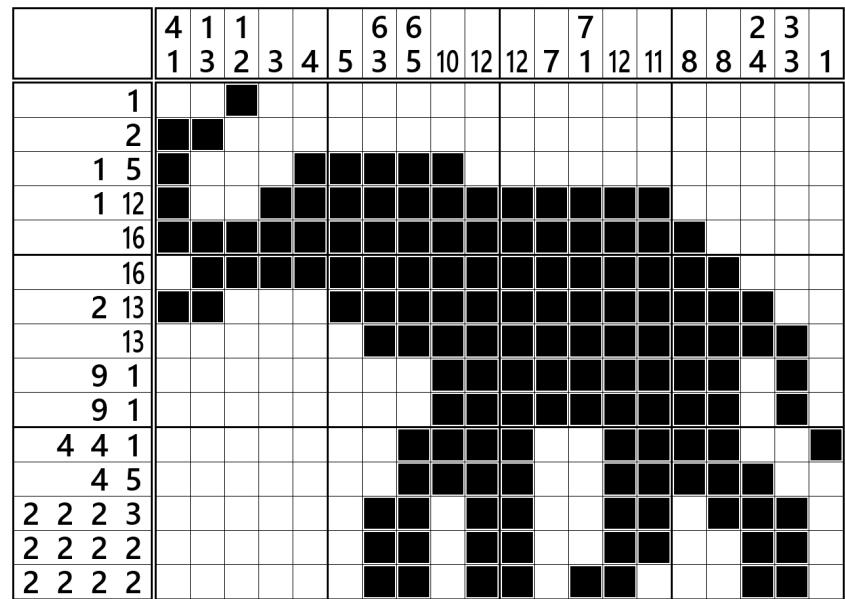


Biplane

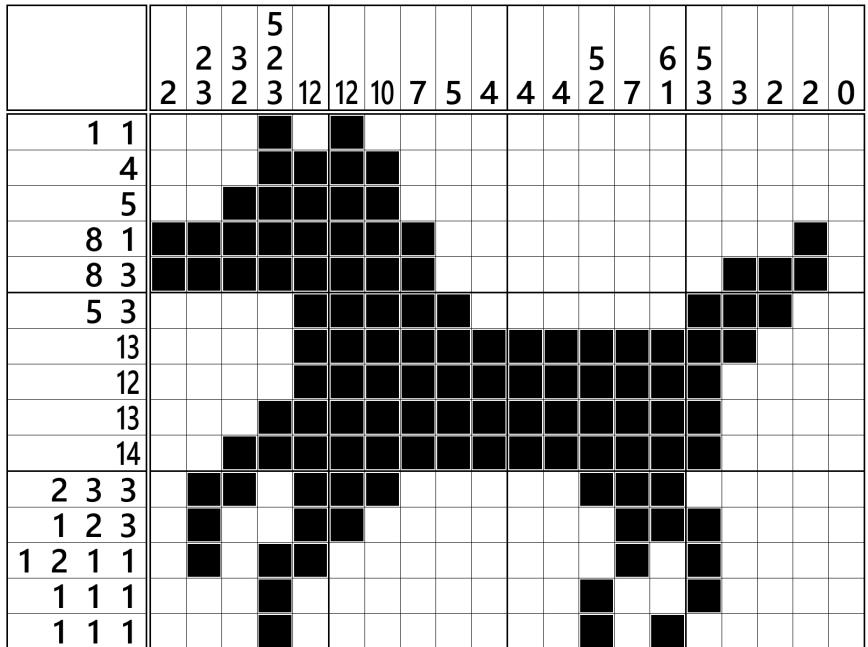
No. 14



No. 15

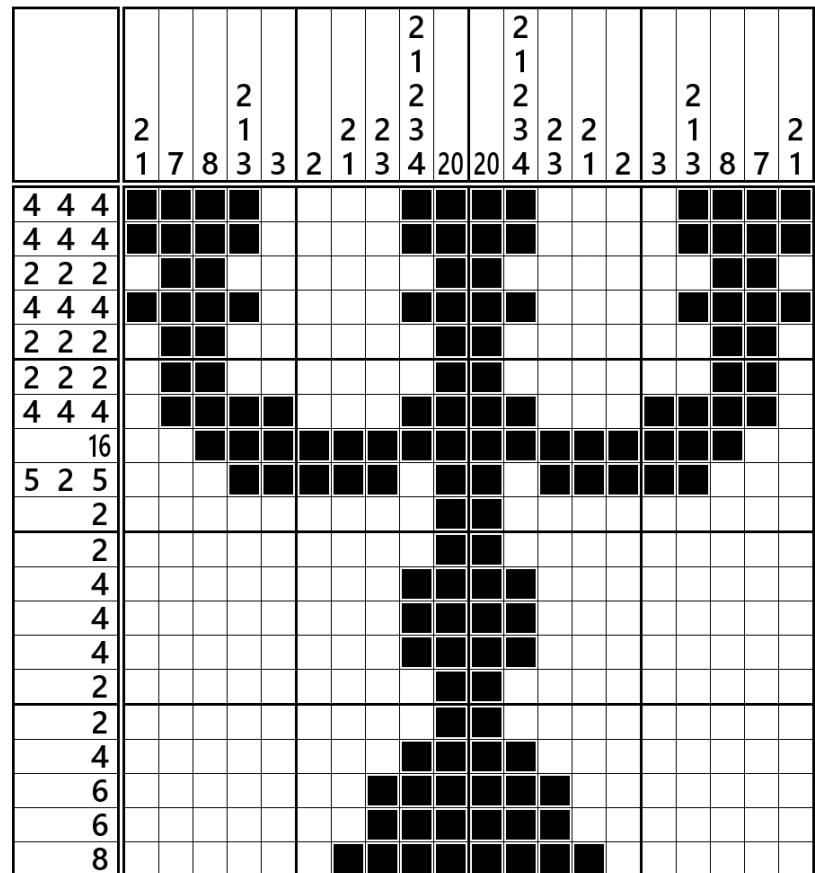


No. 16



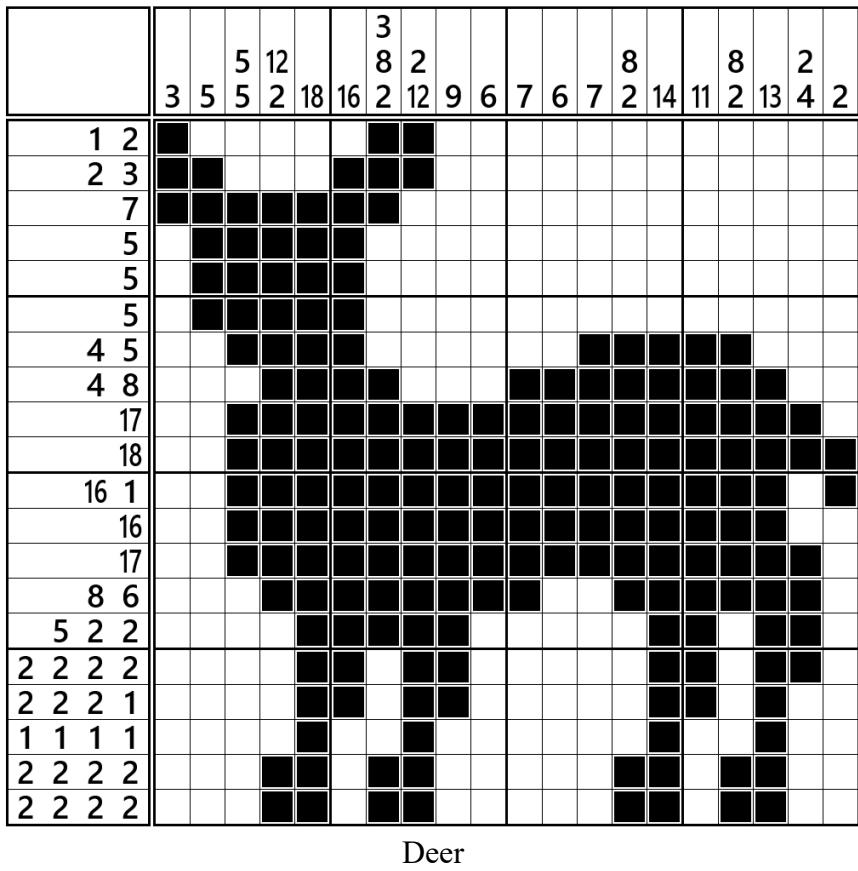
Horse

No. 17

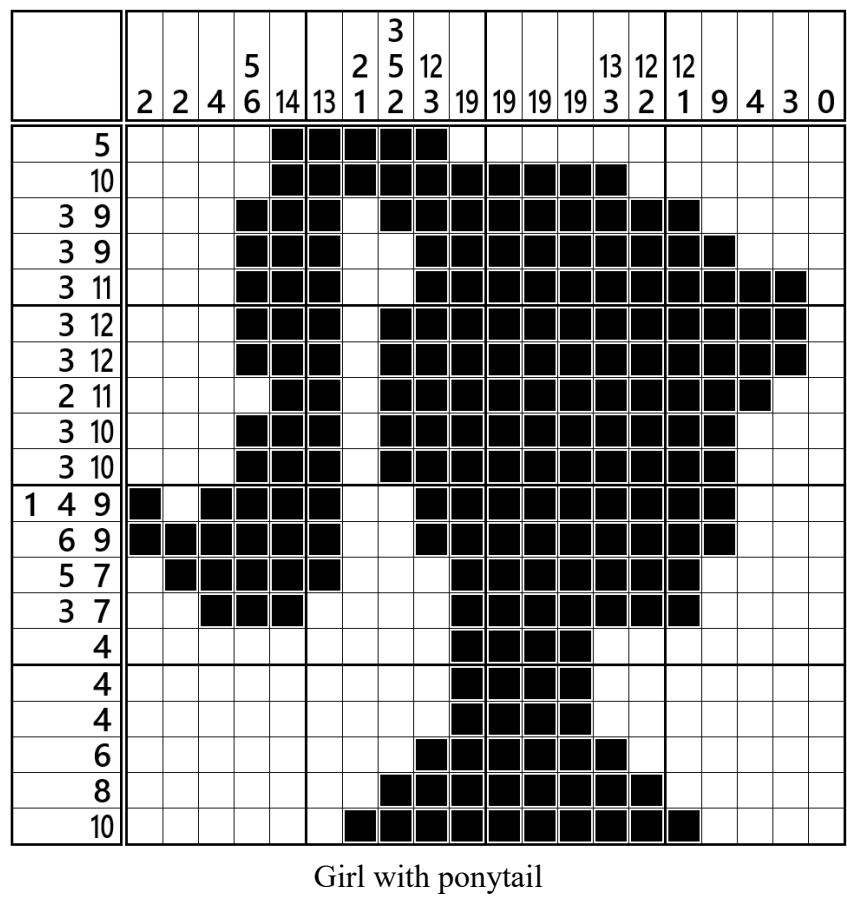


Candelabra

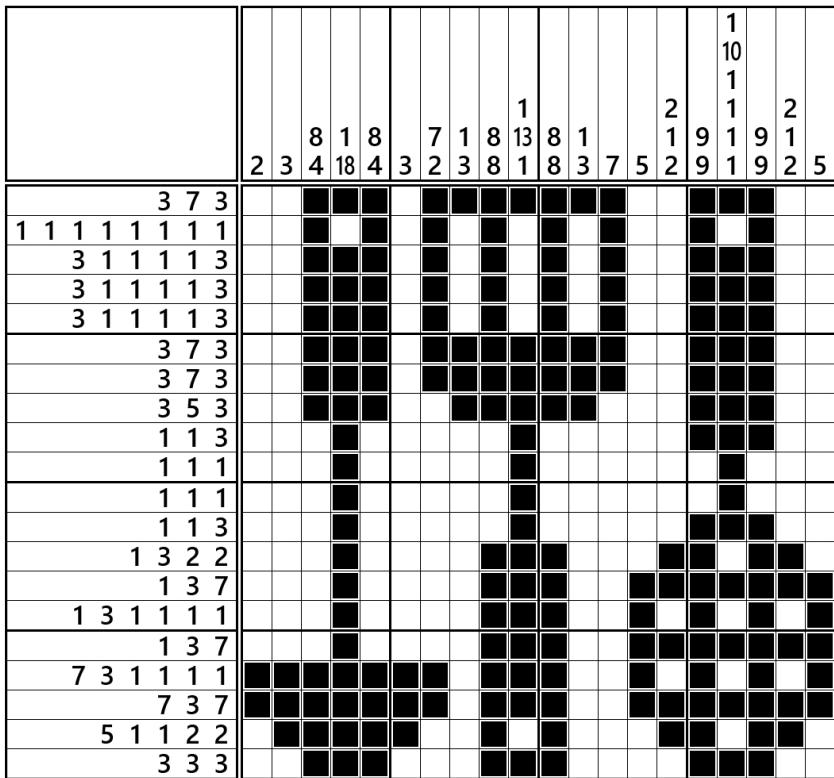
No. 18



No. 19

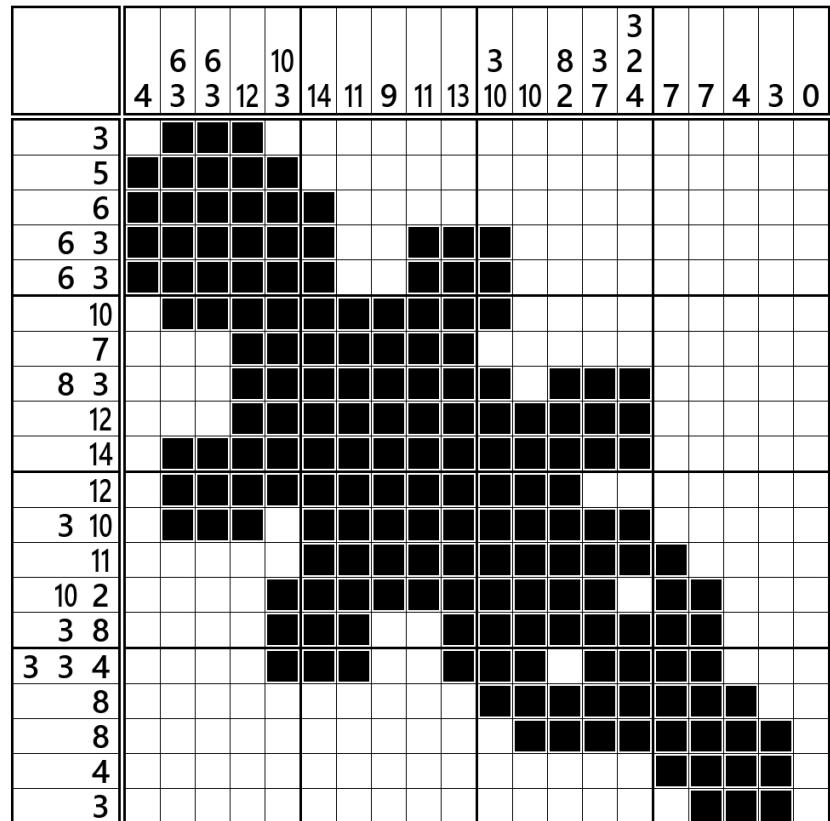


No. 20



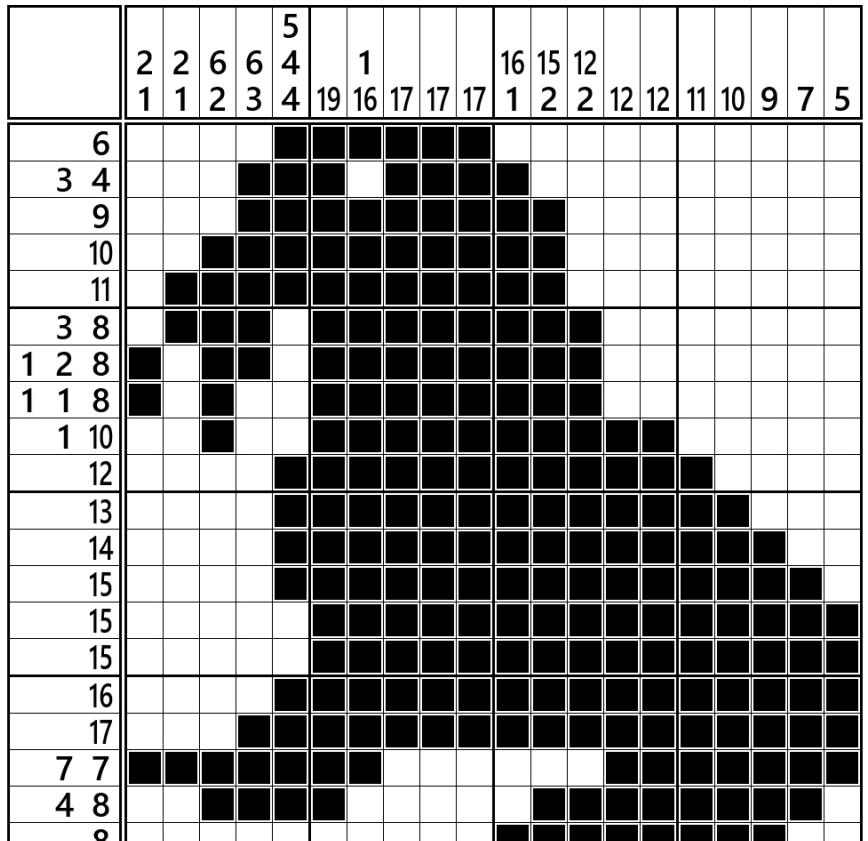
Kitchen utensils

No. 21

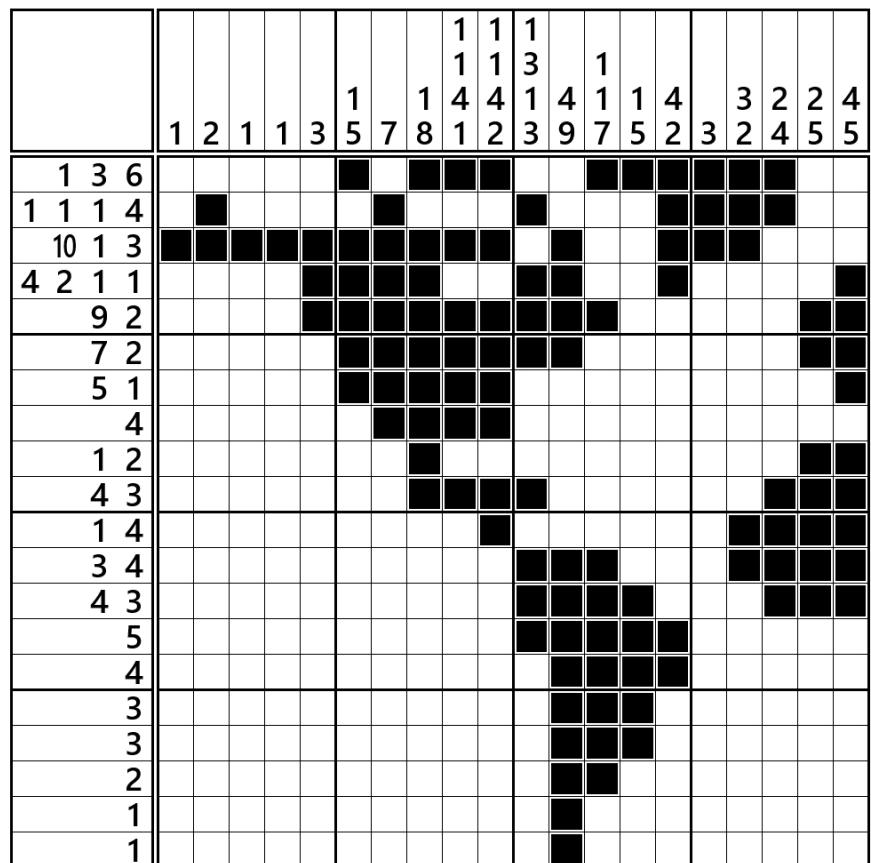


Platypus

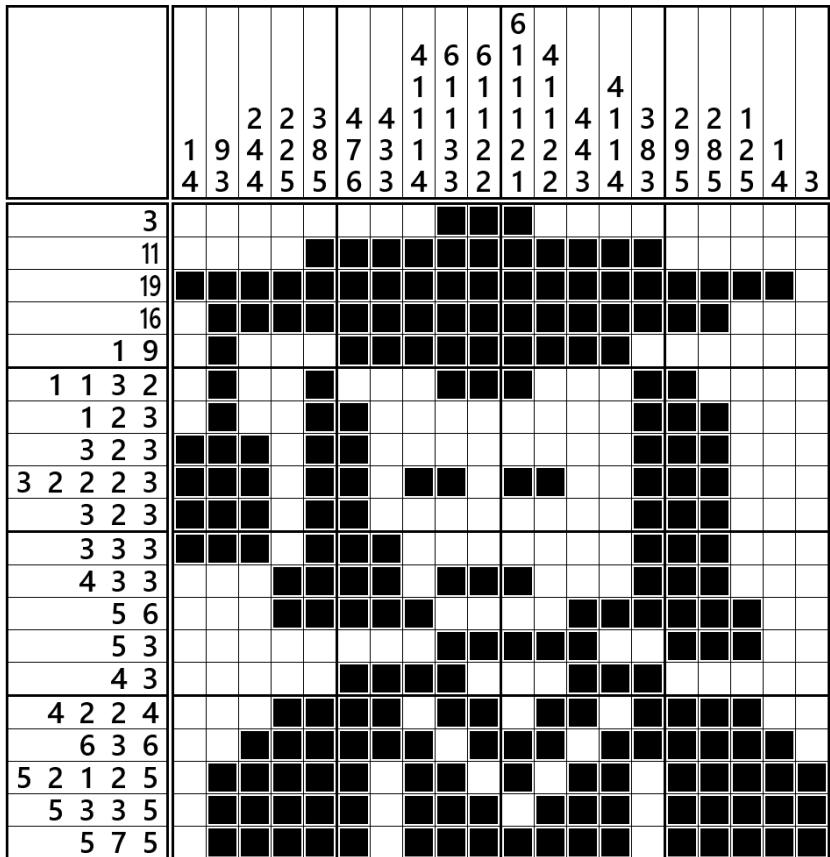
No. 22



No. 23

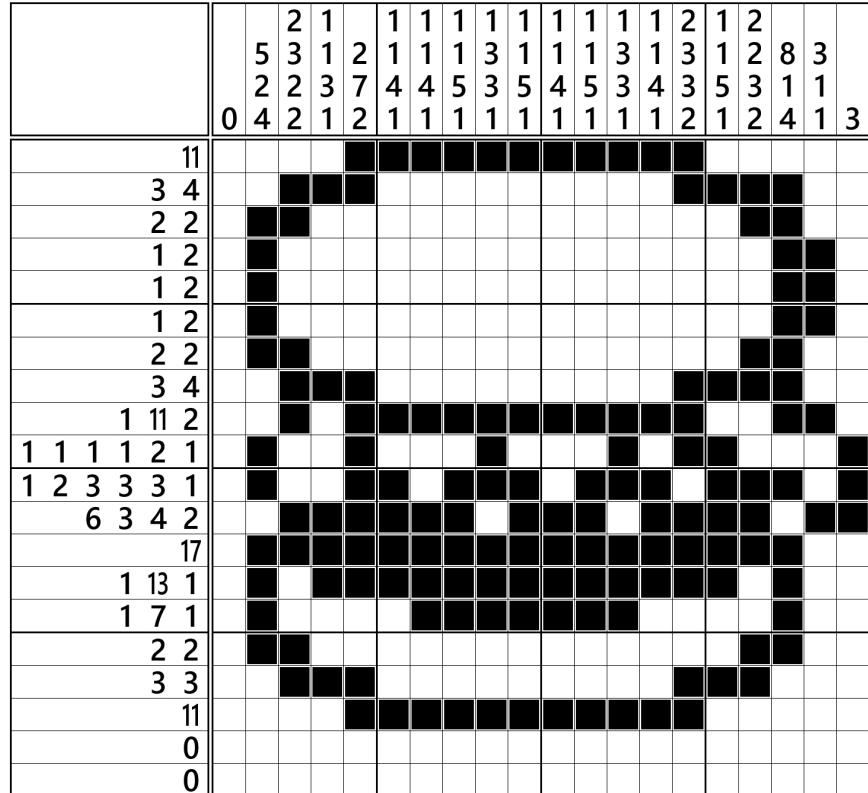


No. 24



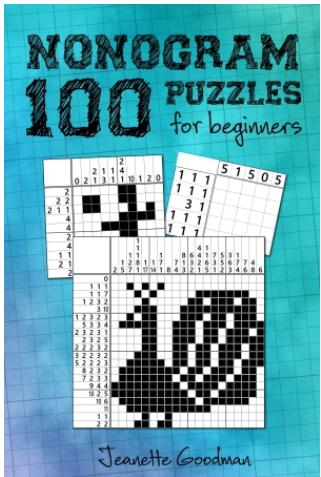
Graduation

No. 25



Hamburger

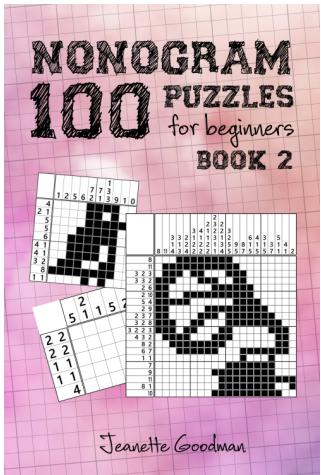
MORE NONOGRAMS



100 Nonogram Puzzles for Beginners

100 nonogram puzzles starting with very easy and progressing to more complex.

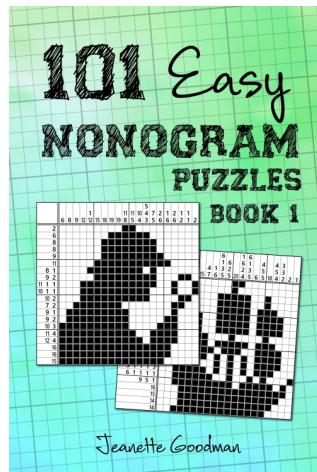
Have fun exercising your brain as you solve these puzzles.



100 Nonogram Puzzles for Beginners Book 2

100 more easy nonogram puzzles for beginners.

All unique puzzles, they are perfect for helping you become more fluent and confident at solving nonograms.



101 Easy Nonogram Puzzles Book 1

This book contains 101 nonogram puzzles. They are all at an easy level, so you can have fun exercising your brain without getting stuck on too many of them! And once you get more confident, you will be able to do these quite quickly.

These puzzles range in size from 15x15 to 20x20. So there are no tiny puzzles here.

This is a great book to do after you have mastered the beginner level books.

For more information about these books, visit
<https://delightfulpaths.com/nono>