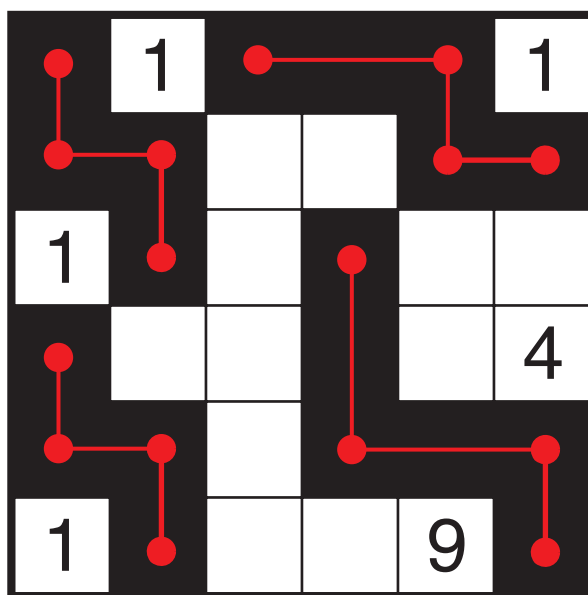


Surf Rules and Info

(Surf is a shading/object placement puzzle created by Izak Bulten, which draws on elements from other shading puzzles like Nurikabe. We will have several more Surf puzzles from Izak and John Bulten in a few months when we start a new “Puzzlemasters’ Workshop” book series.)

Rules: SHADE some white cells black so that the grid is divided into white and black regions. Cells with numbers cannot be shaded. Each white region must contain exactly one number and have the same area in cells as that number. Two white or two black regions may only touch diagonally. Each black region must be exactly specified by one shape graph given below the grid, where graph edges represent one-cell-wide straight paths with variable lengths, and graph nodes represent ends, turns, and branch points. Graphs can be rotated and reflected, and, if multiple graphs are given, not all need be used.

	1				1
1					
					4
1				9	



Shape Library: 

2018/03/26:
Surf by John Bulten
Theme: Pi

	3			1					4
				15					
A									
		9				2		6	
B									
				53					
C									
D									

Shape Library = 