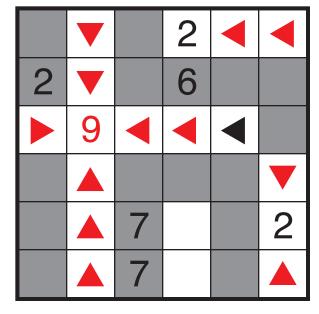# Winddraughts Rules and Info

(Winddraughts is John Bulten's variation on the puzzles Four Winds and Checkered Fillomino.)

Rules: SHADE some white cells black so that each contiguous white region is a valid Four Winds region (that is, the white region consists of at least two white cells, and has at most one "central" cell where both vertical and horizontal connections are made; if the white region contains a numeric clue, this clue must be the "central" cell and represent the count of all other cells in the region, which must be connected vertically or horizontally to this clue). An arrow clue must belong to a white region and point to its "central" cell (assignment of which cell is "central" is not necessary in one-cell-wide rectangular regions). The contiguous black regions can contain zero, one, or more clues. All clues inside a black region must indicate that region's area.

2018/03/28:
Winddraughts by John Bulten
Theme: Hidden