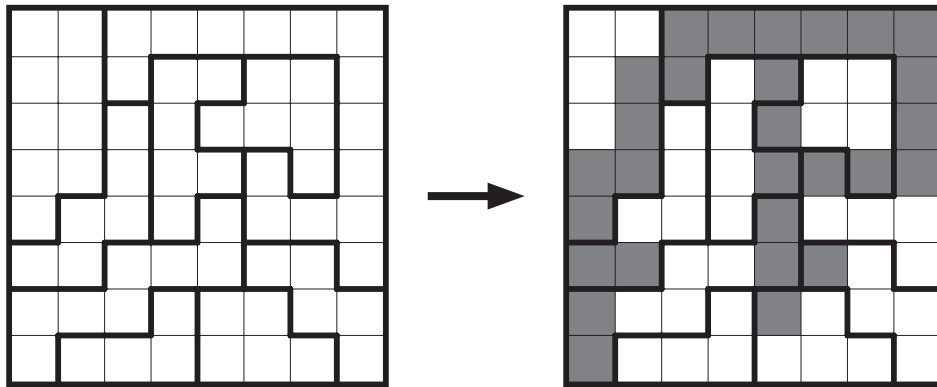


Inverse LITS

Background: Variation of the shading puzzle LITS, where the usual rules related to shaded tetrominoes in each region are inverted to apply to unshaded tetrominoes in each region. First explored by Bram de Laat in 2012, and now more fully explored by Chris Green.

Rules: Shade some cells black so that in each region there are exactly four unshaded cells that form an L, I, T, S, or O tetromino. When two unshaded tetrominoes share an edge across regions, they must not be the same shape regardless of rotations or reflections. All shaded cells must be connected into a single group, but no 2x2 group of cells can be entirely shaded black.

Example by
Thomas
Snyder



1 - Rectangles

