# Turf

Background: Shading puzzle style created by John Bulten in 2015 and now more fully explored here. Turf draws partially on elements from other styles like Minesweeper, and is inspired by the pseudorandom regions of bicolor tiled floors.

Rules: Shade some white cells black so that one of the grid's clues in each contiguous white or black region indicates the clued region's area. (Each contiguous region must therefore have at least one clue.) Any other clue in the region must indicate how many of the clued cell's immediate neighbors are white (up to 9, including itself).

		6		1	5
		5			7
	4			5	
	3			3	
1			1		
1	9		4		

→

		6		1	5
		5			7
	4			5	
	3			3	
1			1		
1	9		4		
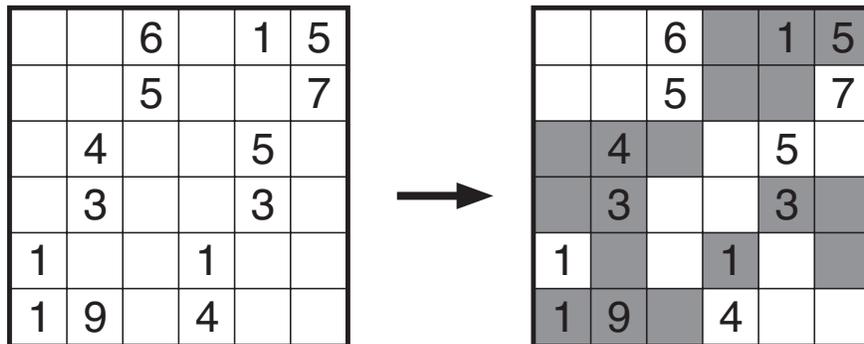
1 - Happy Face

			3	8			7	7	
			1	7			6	8	
	7								7
	4			2	4				3
				3	5				
		2						7	
		8	5	7	0	1	8		