

# Antisquare

# Antiquarian Alliance

Blacken in exactly one square in each of the delineated regions such that no 2x2 white subsquare remains in the entire grid. (Delineated regions with only one square necessarily have that square blackened in.) A digit in a square tells you how many orthogonally-adjacent squares should be black. All white squares should be orthogonally connected (i.e., it must be possible to reach any white square from any other white square by only going through other white squares.)

## Sample Puzzle:

	2		1	
			3	

## Sample Solution:

	2		1	
			3	

				1				
1	1				3			
			3					1
							1	