

On the Subject of Shikaku

Get in shape without exercising!

The module contains a grid of six by six squares. Some squares have a symbol or a number. Divide the grid into pieces such that each piece contains exactly one symbol or number. A piece containing a symbol should be shaped like the symbol, where the lines within the symbol can be any length. A piece with a number should consist of that many squares. All squares should be filled. Meet all conditions to disarm the module.

The symbol squares on the module can be toggled between two symbols, only one of which is correct. To identify the correct one, take the sum of all numbered squares and subtract 4 until the number is between 1 and 4. The correct symbol is the one **closest to the number** in the diagram below. **Except** when the two symbols are **adjacent**, in which case it's the one **furthest away**.

	1					
	T	J	7	U	4	
	2	I	L	+	z	
4	J	F	n	H	4	2
	h	I	E	-	4	
	L	f	F	3	J	
	3					

To paint squares, first click on a square with a symbol or number on it to set your paint color. To toggle between symbols, click on the symbol while it's already your current paint color.

Take special care of the difference between **J** and **J**. The former consists of two touching lines, the latter consists of three lines. The number 1 never occurs on a square. If it looks like that, it's a vertical line.

