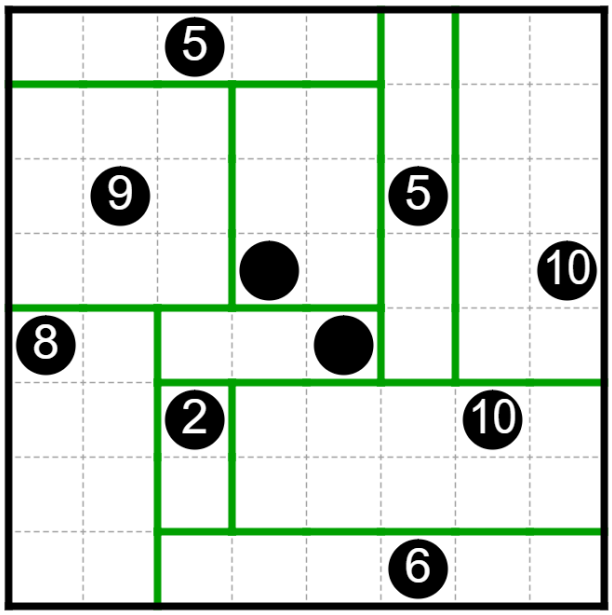
Region Division: Shikaku, FiveCells

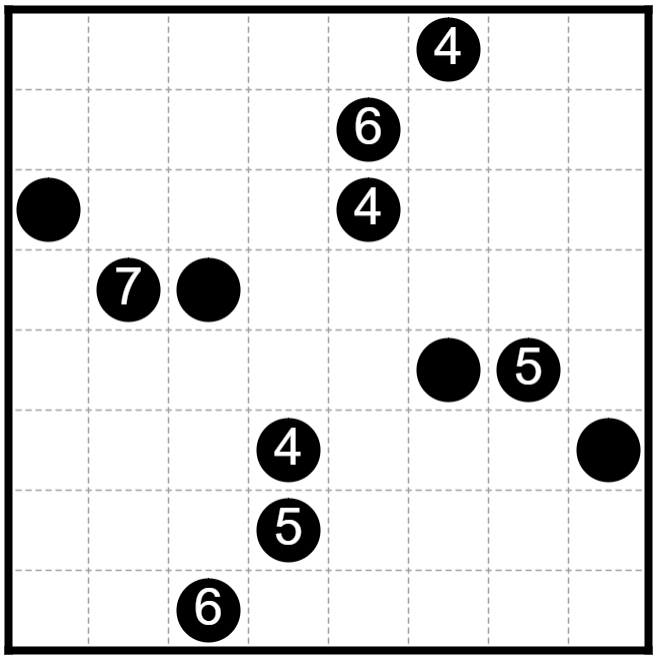
Shikaku rules:

- Draw lines (over the dotted lines) to divide the grid into rectangles.
- Each rectangle contains exactly one black circle.
- A number indicates the area of the rectangle.

[Shikaku example]
Numberless circles may have any area.

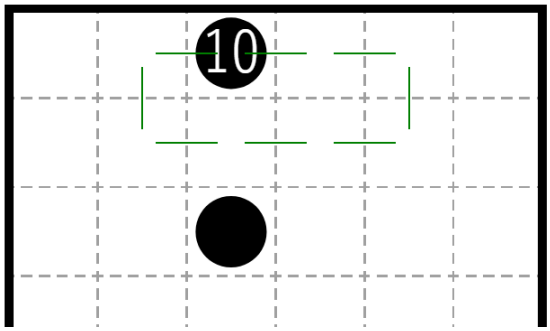


[Puzzle 1] **(by Kaz)**

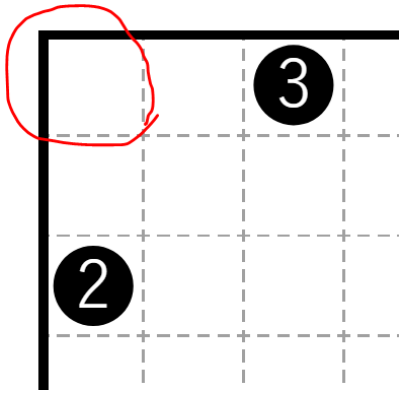


Tips and tricks

Mark commonalities with lines through cells.



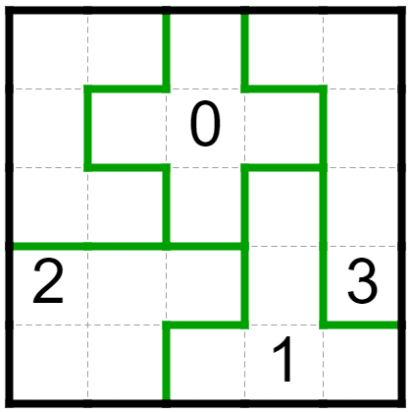
Look for cells which are difficult to reach.



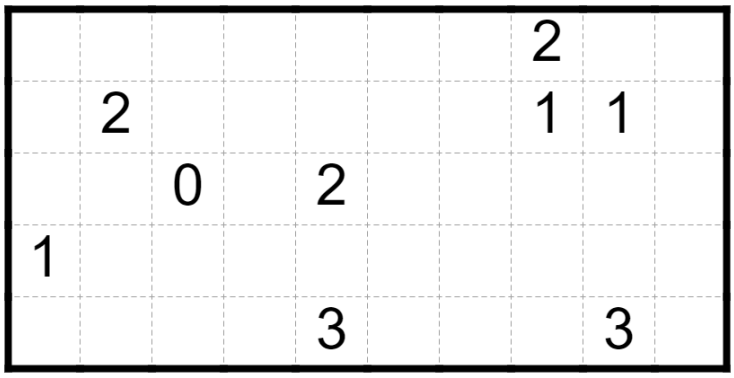
FiveCells rules

- Draw lines (over the dotted lines) to divide the grid into regions of size 5.
- A number tells how many borders are in the 4 edges surrounding the cell.
    - This includes the outside frame of the grid!

[FiveCells example]

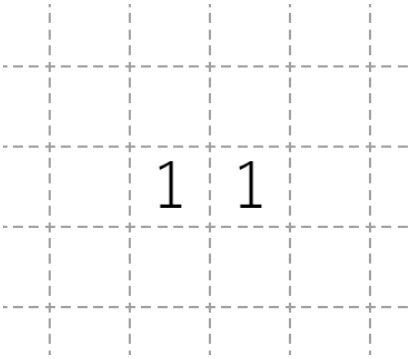


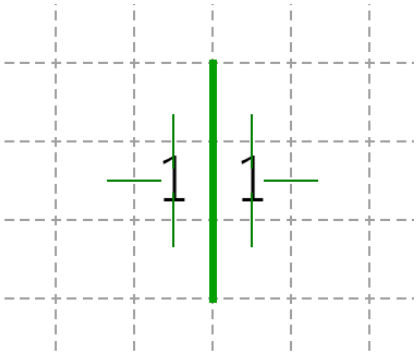
[Puzzle 2] **(by Kaz)**



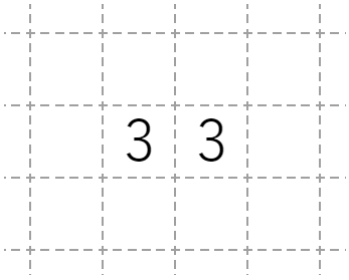
FiveCells Techniques

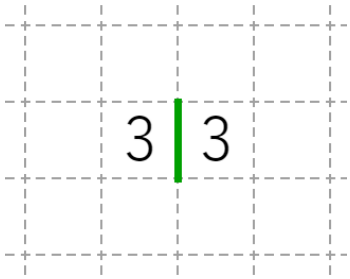
Adjacent 1's must be separated. (And remember to mark when a border doesn't exist!)





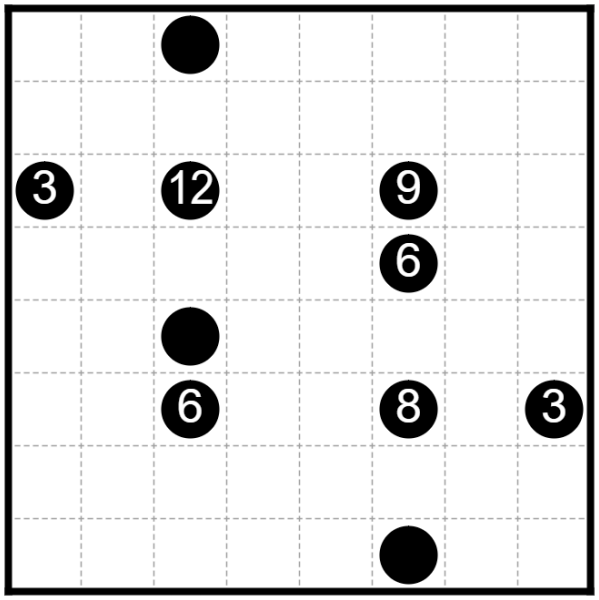
Adjacent 3's must be separated. In general 3's are more powerful than they seem: you can often assume that a border *doesn't* exist, and then quickly derive a contradiction.



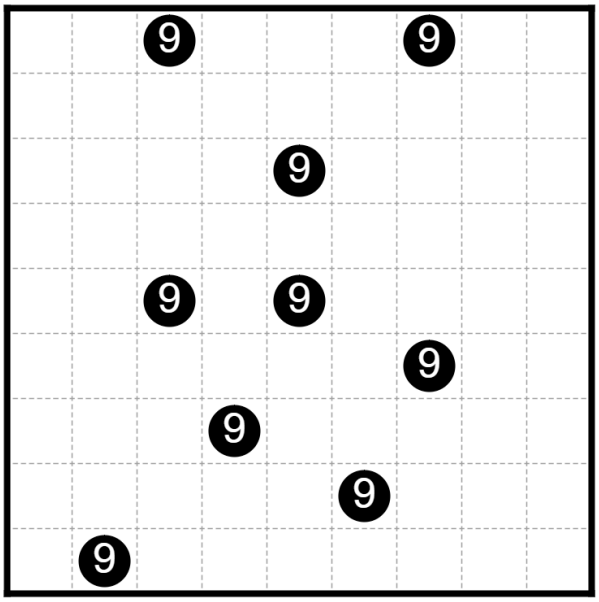


Now it's your turn! Try to complete 3 puzzles.
Puzzles 3 through 8 are Shikakus.

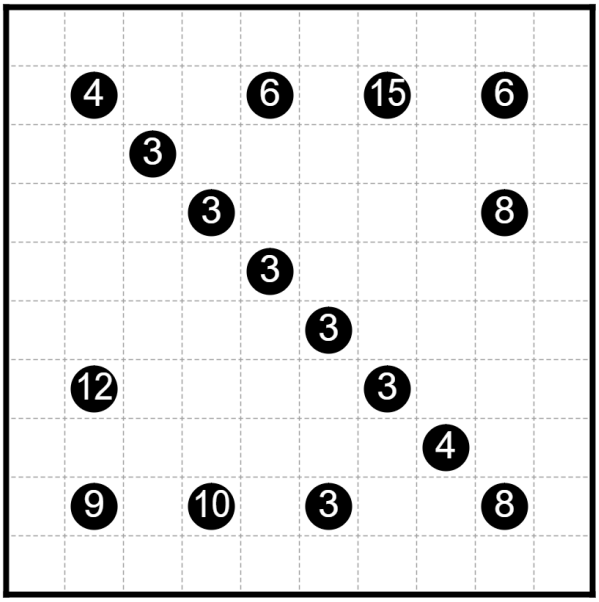
[Puzzle 3](#) (by Kaz) 🌶



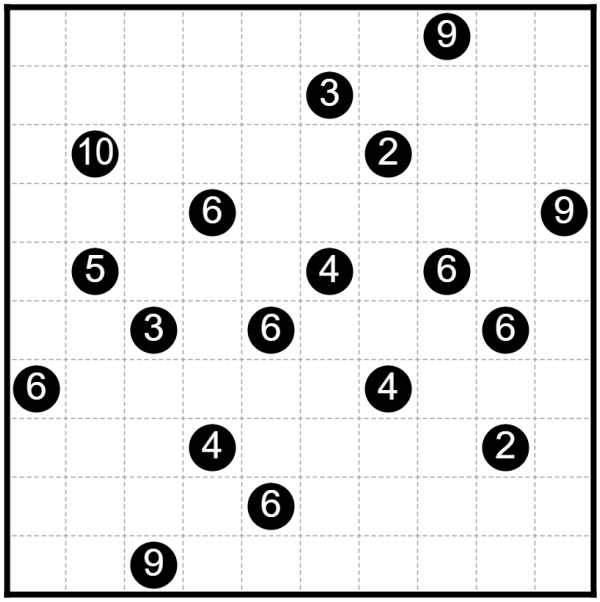
[Puzzle 4](#) (by Kaz) 🌶🌶



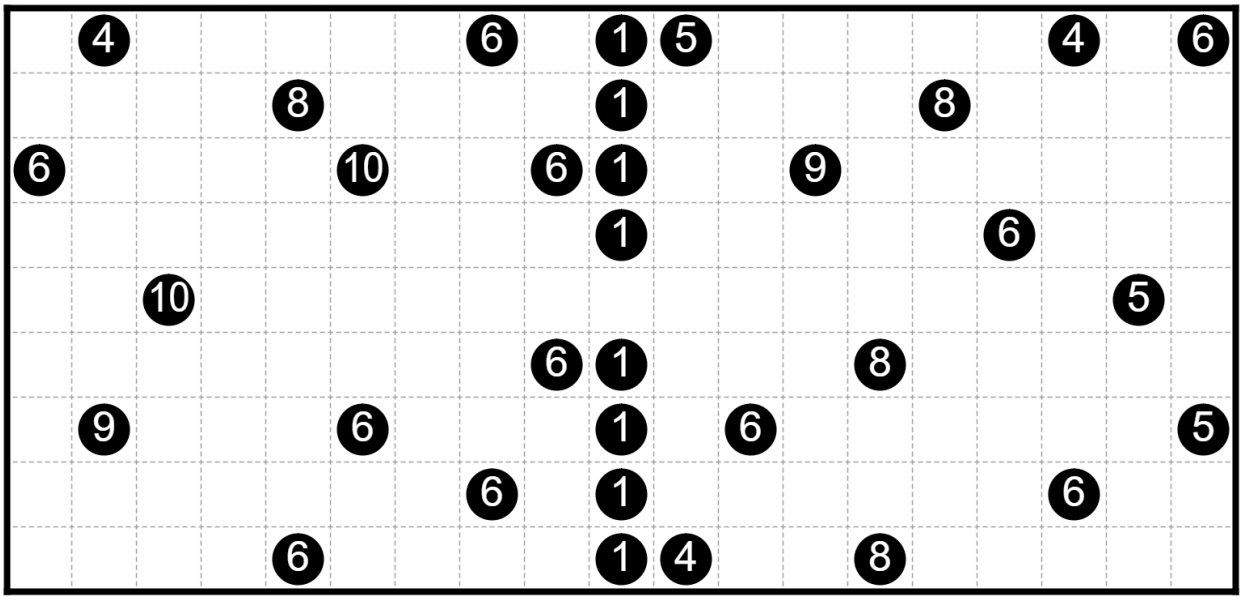
[Puzzle 5](#) (by AtomicNeoN) 🌶🌶



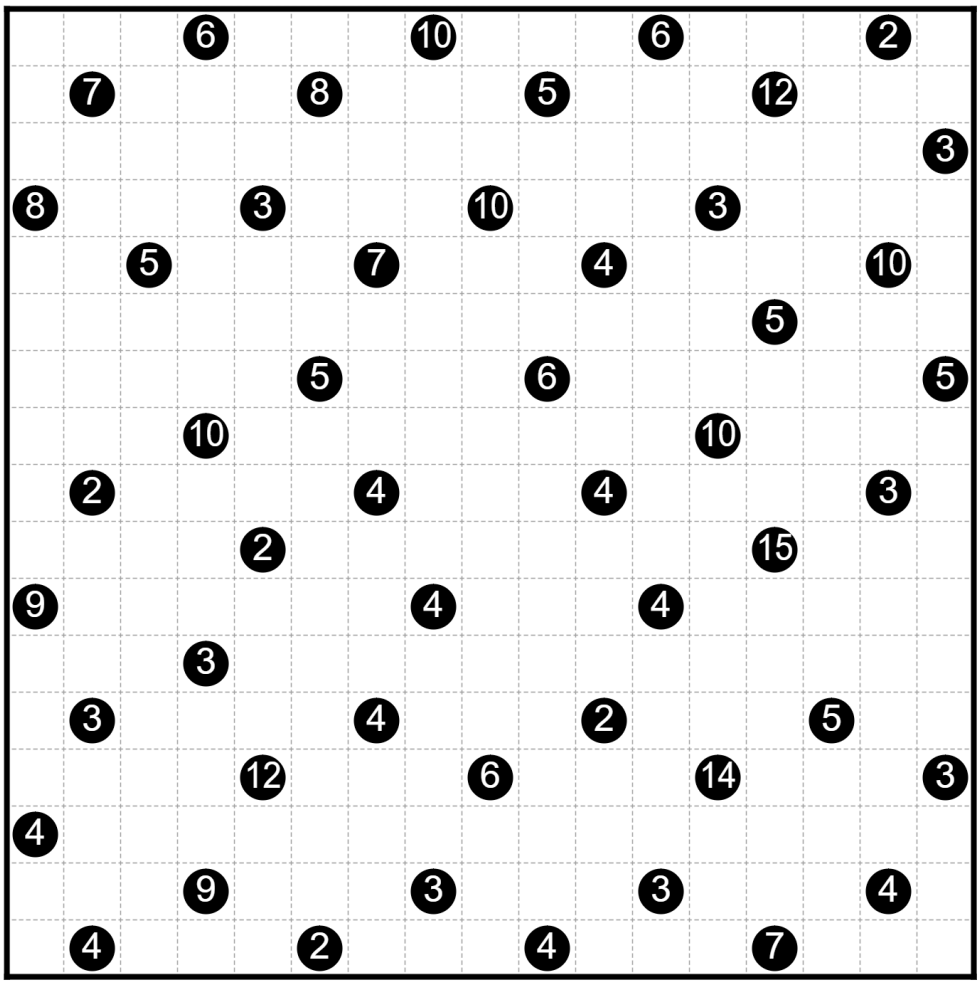
[Puzzle 6](#) (by もや) 🌶🌶🌶



Puzzle 7 (by Kaz) 🌶🌶🌶🌶

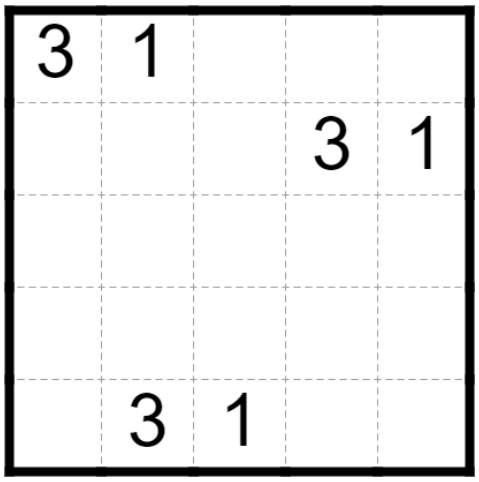


Puzzle 8 (by UNP) 🌶🌶🌶🌶

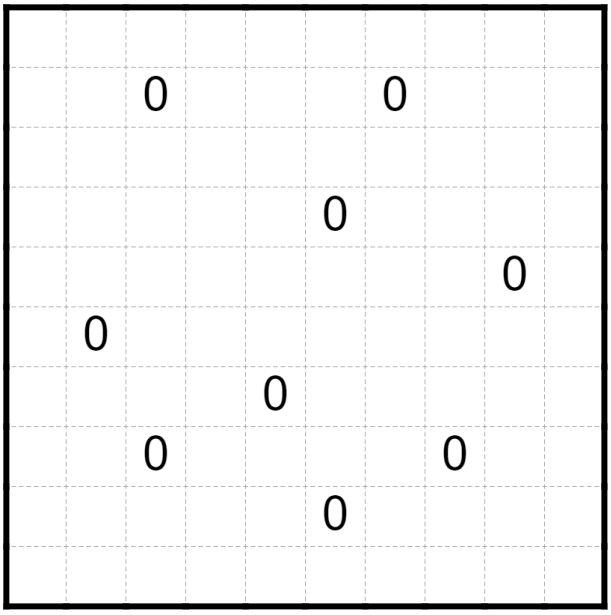


Puzzles 9 through 15 are FiveCells puzzles.

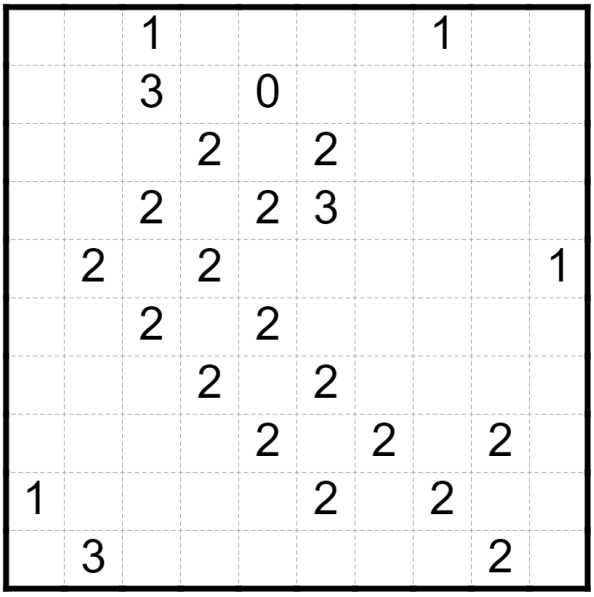
Puzzle 9 (by Kaz) 🌶



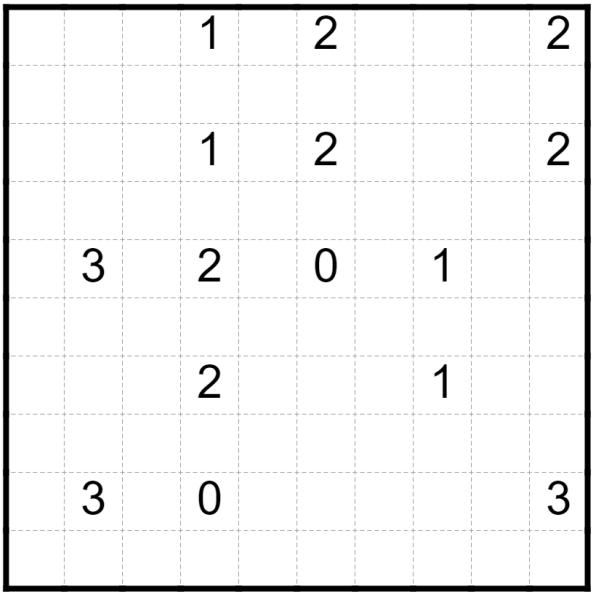
Puzzle 10 (by ゲッソー) 🌶🌶



Puzzle 11 (by USBe) 🌶🌶🌶

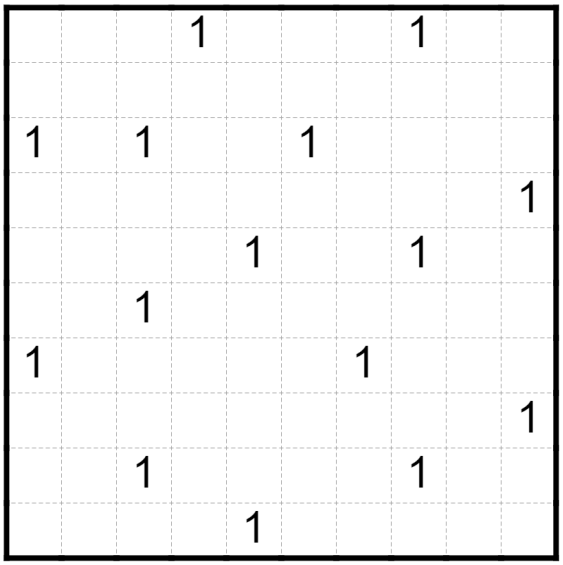


Puzzle 12 (by Xana_uzzle) 🌶🌶🌶🌶

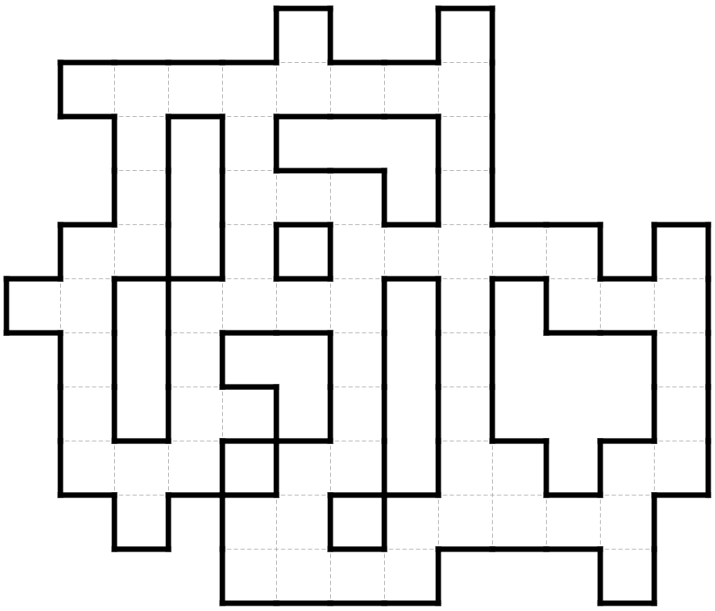


Puzzle 14's grid is irregular. As usual, all puzzles are solvable without guessing 😀
Remember to mark when there is no border between two cells!

Puzzle 13 (by ゲッソー) 🌶🌶🌶🌶🌶



Puzzle 14 (by jkittykitkat)🌶🌶🌶🌶🌶



Puzzle 15 (by tckmn) 🌶🌶🌶🌶🌶