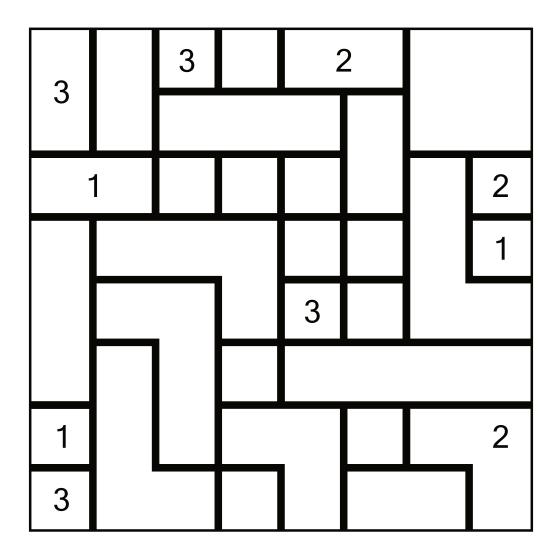
## **DIFFERENT NEIGHBORS**

The puzzle grid is divided into several regions (indicated by thick black lines).

The aim is to place a digit from 1 to 4 in each region such that no two regions that touch each other (even diagonally) have the same digit.





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