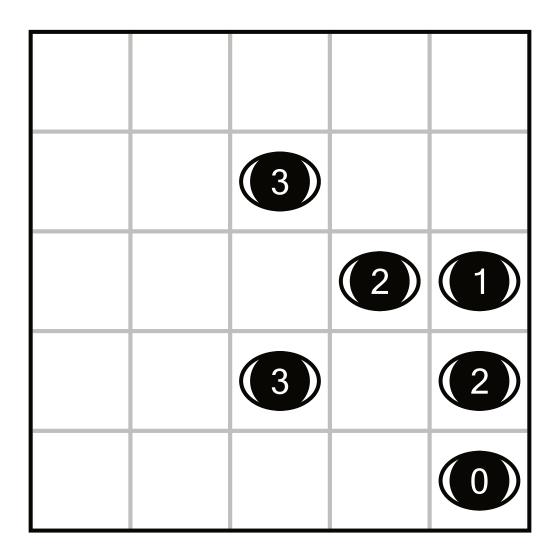
DEAD ANGLE

The puzzle grid contains black circles with numbers. The aim is to divide the grid into regions such that each region contains one black circle.

A black circle is an "eye" that looks in all four directions until it reaches a region's border or the edge of the puzzle grid.

The number in the black cell represents the total number of cells of the region that the eye $\underline{\mathsf{cannot}}$ see.





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