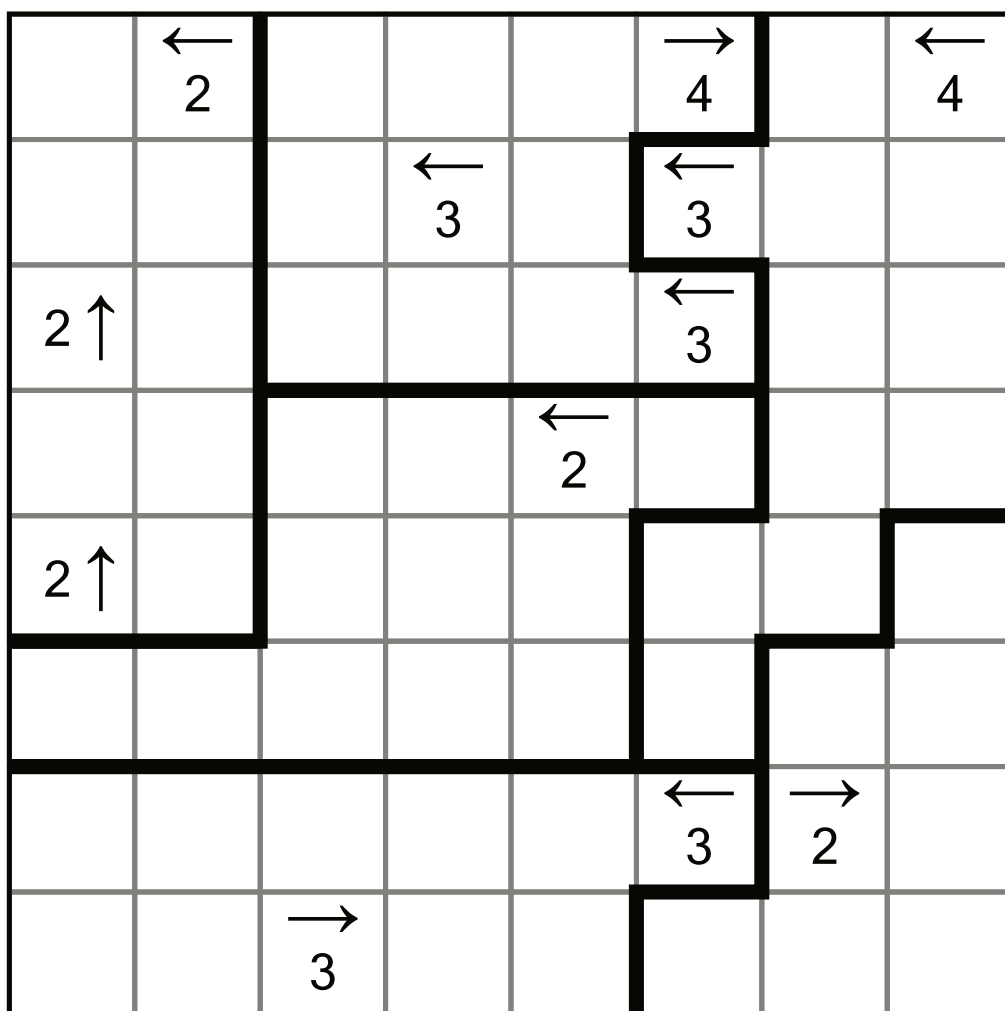# KUROCLONE

The puzzle grid is divided into regions. Shade some cells black such that each region contains <u>two areas</u> of black cells. This pair of areas must be of the same shape and size (the areas may be rotated or mirrored).

Cells with numbers are always white. An arrow points to an adjacent cell that belongs to a black area. The number indicates the size of this area.

When two cells are orthogonally adjacent across a region boundary, at least one cell must be white.